

Playing Games

Chp R1
by Pam Longfite
④

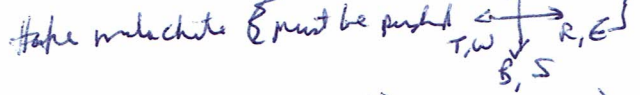
- join the "real club". drink spiked rum, blindfold. ABOUT
- sound on/off. game not screen-render friendly. WALK THROUGH
- remove blindfold [Forest clearing] room, mirror N, path E/W, for
i {blindfold}. N → [Rimed Bldg] stone, S. x stone. x grab
take pocketwatch. x it {stem, closed} push stem {it opens: 10 to 5}

S. W. [Rd to Town] bridge, brook {w memo picture/land}
e. e. [Forest Path] dk man {hat, w/e, x man {hat, blank}
give watch to man {looks like mine, except I lost mine at room.} set watch to 12. give watch to man.
{ gives y a glowing stone; "as got to me fugged"; he leaves N } x stones. rub it { - }

e [Grid Path] bushes, search bushes {trapdoor} open trapdoor. d. [Small Stone Room] ladder U,
game board on stone pedestal. x board (initial:

	x	
	o	

 O ≡ malachite stone
x ≡ slit



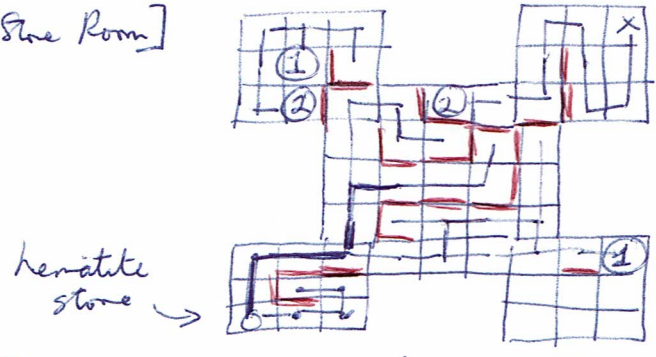
N (uh-uh) W. N. E (X) N. E. S (X) E. S. W {chuck, malachite stone on floor, ladder D}
D [Somewhat Small Stone Room] x board:

			x

 ← slit (solve → again, the stone on ground + new way d.)

lapis lazuli stone

D. [Large Stone Room]



(two teleport points!)
hermatite on floor,
& a panel appears in the floor.

x panel (four indentations: ivory, ebony, sapphire, emerald)
put hermatite in ebony. put lapis in sapphire. put malachite in emerald.
put moonstone in ivory. { END: *** You sometimes dream of a hint, but y can never describe it (upon waking) *** }

hermatite is black
lapis is Blue
moonstone is white
malachite is green