

QUEST FOR THE  
MAGIC HEALING  
PLANT (1995)  
part to Enjam (1996)

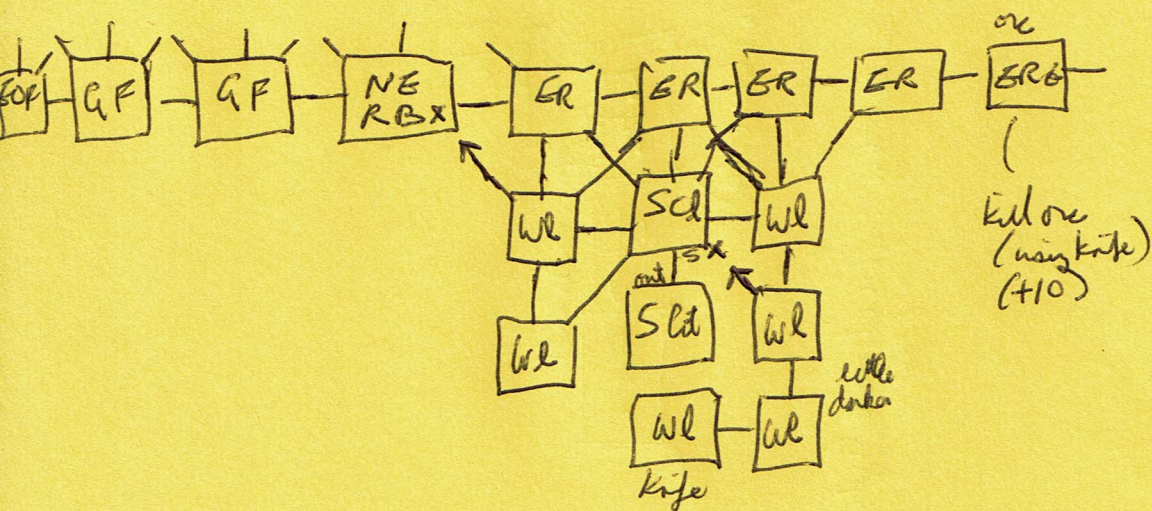
[Small Cottage] table, stove, 2 beds, Crystal, window, exits: East  
i { - } out → [Small Clearing] cottage S, East rd: N, ~~at~~ all directions.

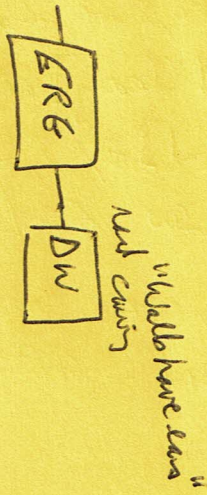
x cottage. N → [East Road] E/W, S, SW, SE

E → [East Rd (2)] W, E, S, SW E → [East Rd (3)] sign, W, E, SW need sign ("BEWARE OF THE ORCS!")

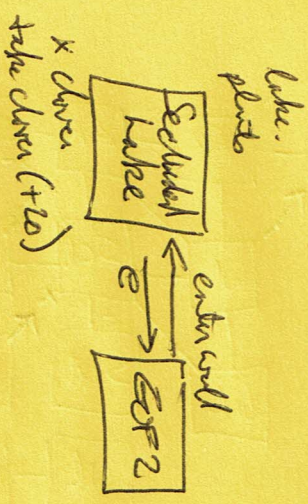
E → [East Road's End] W, E, or. W. SW. [Woodland] N/S/W/NW/NE

// NERB = North-East Road Bend. GF = Gloomy Forest. EOP = Edge of Forest



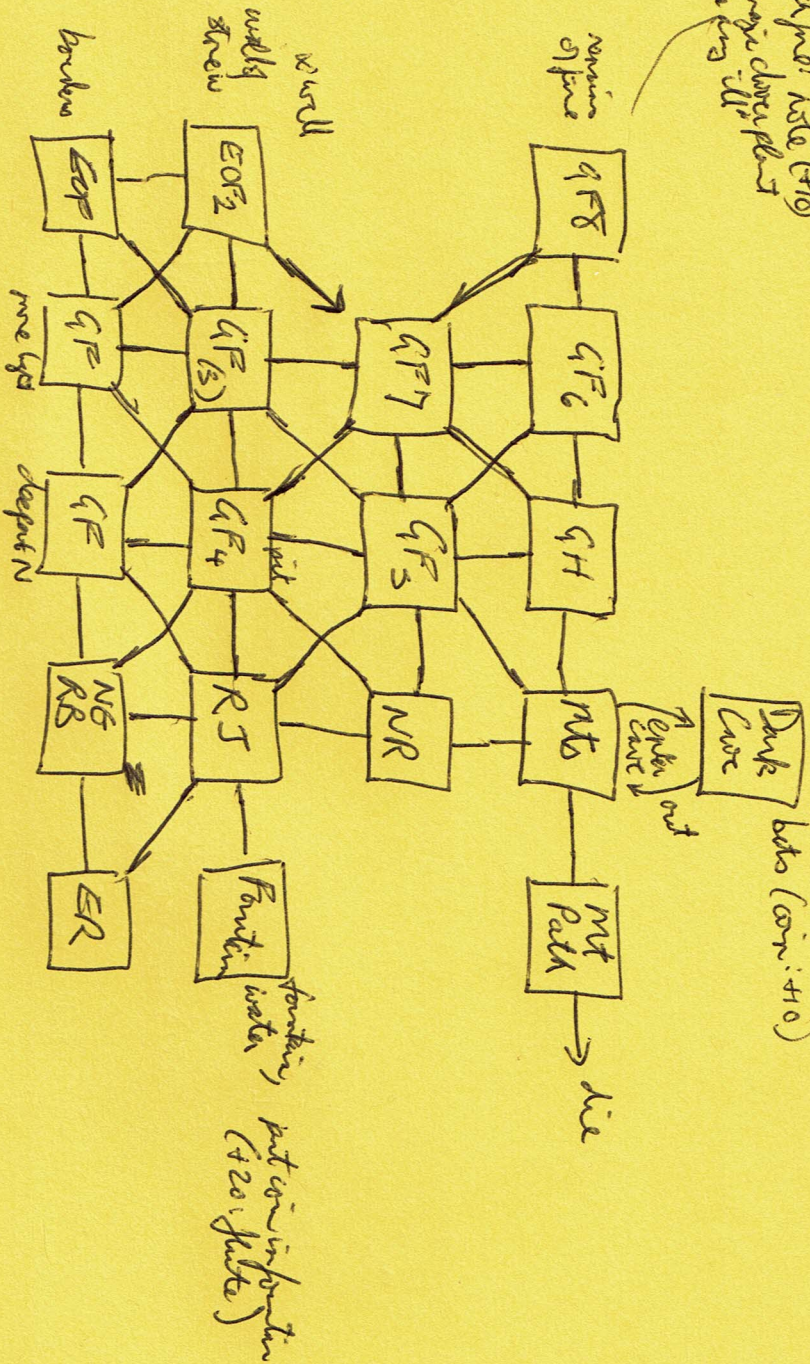


DW = double work  
 @ ERG 2: plug hole (+20, opening W)



@ S-M Estimp: give done 1 to Erg 2 (work) (+50)

Search for: Aste (+10)  
 If only the gene name comes up  
 will come up with



GF3 - many pairs of eyes with  
 GF4 - pit, all dies  
 R5 (Rond Foundation)  
 NR (North End)  
 MT6 (Mountains)  
 MT PatA (horse & sheep work)  
 GH (Greeny Hills)

GF5 - body see  
 GF6 - trees & water  
 GF7 - All you can see  
 out & in → DIE