

[lecture Hall] "Celtic Elements in Early Teutonic Settlements"
 notebooks, desk (cup of yogurt), seats, professor, exit W, prof
 x cup (fy) take cup, look under desk. (portal N) . n

RISORGIMENTO
 RAPPRESSO

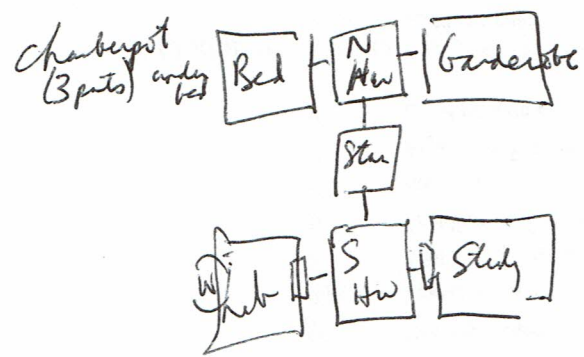
→ [Intro] notes, Ninasio aka Ninny, door E, windows, books, sticks
 (told to go thru oaken door across hall.)

take papers (prod key + sakel (+)) & the windows (clgd, portalls, doors, water fountain)
 x book. read book (oneir omancy, necromancy, tyromancy; magic seal)

[Study] settle (pillow), desk (papers, scrolls, books), glowing strip N, windows S+E, door W.
 1st books: first spectacles. ask Ninnatt magic (magic can make smdca for nose, but not pupil?;
 Ninny uses science; Wizard's Guild has animosity). ask Ninny att Guild (refers to parchments, 563 cts
 of magic without a license) w. N. [Stairwell] U+D+N+S & railing

ask N att glass (in washom) N [N/HW] debt W, stone door E. W [Bedrm] window N+W, chest, bed, pillow, sheets, shilly;
 ask Ninny att membership (-) ask Ninny att washom (up hall on RATS) x key

[Gardens] rack, hole. copy of Wizard's Weekly, bench, window.
 read copy (theft of Internship Student Retrieval scroll from Academy; Renaldo (head of Guild);
 "unions Union resury? - intends & non-magic toilets!"; Eliza Stilton sez Caerphilly insulted to tyromi;
 cannot recall (gunpowder & powder keg); persons magic Bung via bill



xly 221) Remembering yr old days of playing Adventure in the computer lab, you cry out
 "Xly 221!" in a loud voice but withy huggens.
 Ninnis chuckles & shakes his head. "Xly 221 stopped being effective
 a <i>very</i> long time ago."
 "Bless you, luv," says Betty.
 The old man cackles loudly. "Hah! A student of the elder times!
 But the power of that time is long exhausted."

[Tower] cannon, bore 10" dia., pleps, pull cord, sword base.

load i by + shoot, then pull cord.

[Main Hall] passage W to ctyd, NE to Kit, steel door S, rusty door NW, stairs U + D

[Ctyd] stairs U, paths NE + SE, W + E

U [Along the West Wall] lobby W, wall N + S, rd outer NE + SW

W [Gatehouse] holes in floor, rusted machine (funnel/spout, plate)
x plate (mark IV) make hydrolytic, needs calibrated quantities of liquid

NB [N of Tower] S + [border plot] plot of earth. SW [S of Tower] pebbles with S to shed

x shed (hole noted)

S of main Hall (one key to unlock) [laboratory] ~~soot~~, work area, tbl S {cylinder, pincer, tube, pouch}

shop {bottle, flask, vial, dish, bowl}

Wig Stop Paint Strips (don't mix + muddle!)

flask: white powder (#19 #17 #8(3))

vial: clear liquid (#1 #17)

dish: blue crystals (#29 #16 #8(4))

bowl: translucent crystalline substance (#17 #1(4)) 2 #16 #8(4).

cylinder: #12 Illuminator (line at eye with arrow)

pincer: #16 yellow powder

tube: Wood Hastener {red paste} - grows wood.

pouch: #6 {black grainy (coal?)}

[Kit] pts + pars, jug N, tbl {butter stick}

two cylinders (+1: left)

[Basement] pass S, dr N

N -> [Sewer] vat, ladder, exit chnd, outflow pipe

x chnd (opening is blocked) - blast sewage?

S -> [Rubbish/heap] heap, passage UP?

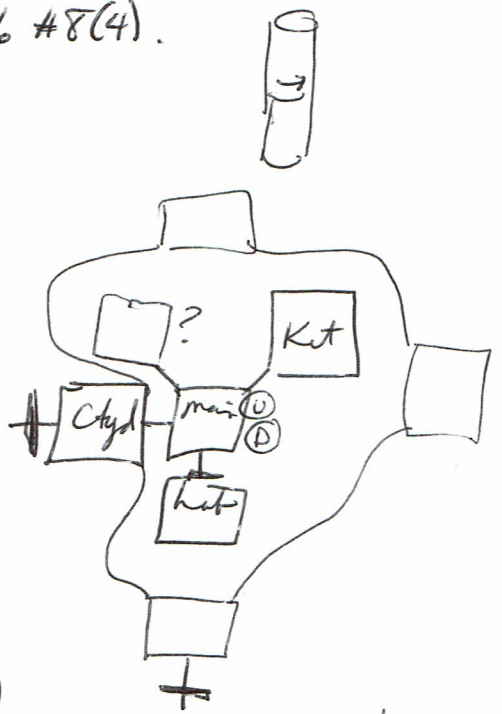
x heap (helmet)

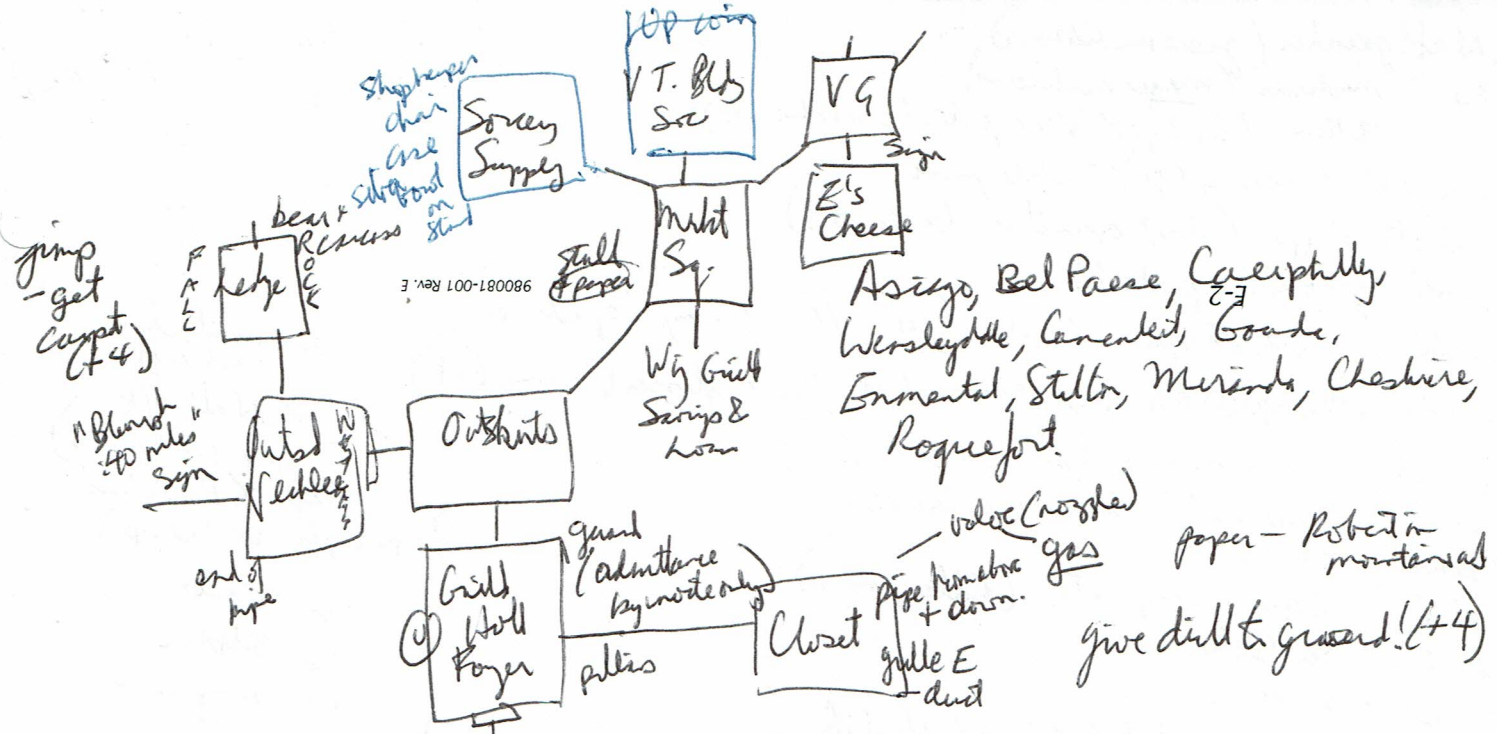
after visiting washm: ask Ning alt washm. (magic shield to vat)

ask N alt vat, unblocking (just detonate mixture) ask N alt Rinaldo (had it in same toilet incident)

ask N alt gunpowder (mix 3 saltpetre, 1 charcoal, 1 sulphur + put in a powder bag)

ask N alt ball mill (one in workshop) - need key for rusty door (find it)





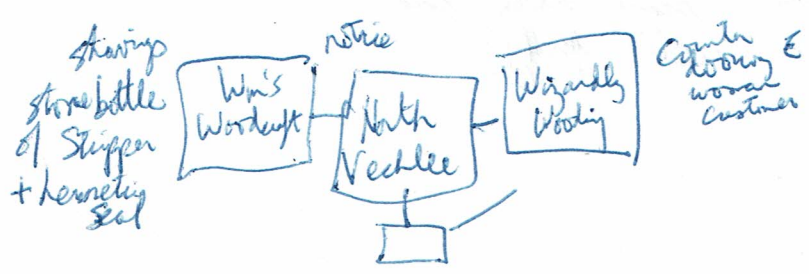
Sub-board of sewing SP (mitch, inboard & hold to it)
 rope 13p
 Knife 27p
 Lint 47p
 sword 73p
 egg 150p
 atteloves, maze (Ning)
 is "majelung"
 wings, plank, Remuda
 Vagel

M # 15 015 115 21MO[M]F1[V]M
 Card Print Series:
 ... Send configuration commands (Contrast, Speed, etc.)
 VG Sends monochrome buffer data for White Card
 G ... Sends monochrome buffer data for Clear Card
 GS... Sends color buffer data
 VF Erases monochrome buffer used for White Card imaging
 F Erases monochrome buffer used for Clear Card imaging
 SF Erases color buffer
 +RIB 13 Specifies ribbon type
 Setup and Download Series:
 M # 15 015 115 21MO[M]F1[V]M
 Card Print Series:
 ... Send configuration commands (Contrast, Speed, etc.)
 VG Sends monochrome buffer data for White Card
 G ... Sends monochrome buffer data for Clear Card
 GS... Sends color buffer data
 VF Erases monochrome buffer used for White Card imaging
 F Erases monochrome buffer used for Clear Card imaging
 SF Erases color buffer
 +RIB 0 Specifies ribbon type
 Setup and Data Download Series:

Sample Max3000 Command Sequences

- Carpet has only one tip to it?
 - put basket on board (+1)

Cheshire & roquefort good, Caserph bad



sh woman at wood, quilt
 woren (Betty), seeds,
 wh, Eliza, Ning

ask N abt granules (green mushrooms)
 ask N " mushrooms (mexican mushrooms)
 ask N " stilton (I only eat Venezuelan brie cheese)
 (Salt petre, only 3 reserves left) - white powder
 ask N abt steeper (don't open it in basement!)
 ask N abt hydrolytic, portacalis

open steeper - put steeper in hole - W. [+4] // x sewage (spectacles)
 enter vat. take spectacles. wash glasses (+1) // give glasses to ring (+1)

- show book - ammonium sulphate (fertiliser)
- vial - mercuric acid (corrosive)
- pan - charcoal
- dish - copper sulphate (kills fungus)
- flask - salt petre
- purse - sulphur

- ask hints close that night.
 (ask N abt rft [+4 but lose N])
 Vigil & Renaldo
 (dups key for workshop)
- 6 - Carbon
 - 16 - Sulphur
 - 12 - magnesium
 - 8 - oxygen
 - 17 chlorine
 - 7 nitrogen

ask N abt swoll (hired lady thief to steal it)
 ask N abt representations (took even 10 times; great on tech, failed Quest)
 abt pillow, father, chamberpot, rabbits. x ring. x symbols
 abt fountain (a gift) abt bed (where to use it)
 abt my (was a pit) // S of Tower: pour acid on lock.

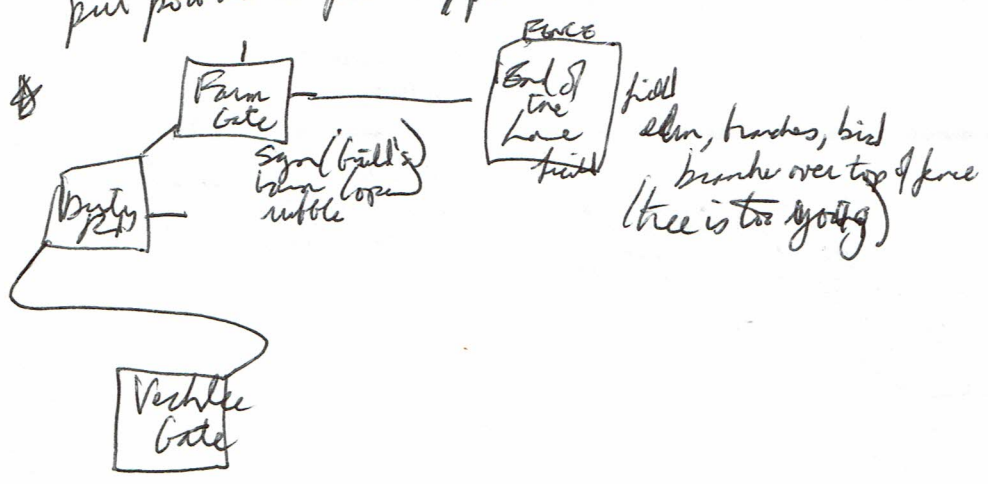
S [Load the Shed] trap door, tools, watering can. (5 pits)

d. n. [Sling hedge] remnants of wood

fill can (5, 0) pour can into pit (2, 3). empty pit (2, 0)
 pour can into pit (0, 2) fill can (5, 2). pour can into pit (4, 3) // pour can into funnel. (lose shapes + 2)

take hose
 [Workshop] mechanics, win, drill, goggles, drum ^{opque} ~~chaser~~, blast furnace
 & crane } L 2 cannonball
 < balances, mirrors lenses, telescope

put sulphur in den, put charcoal in den, put salt petre in den. close den. turn crank (+4)
 put powder in pillow. // point cannon at doors. pull cord (+2)



put cheshire in bowl ^(golden) [Inst. Barrow] ~~down~~ Stunnel (lenten, sword on ground) (H)

put asiegs in bowl [Hall] dust arches S, shorts of pines S, steps up N, plain door W, orate stressed
Nin says 'Did y d wit?' gleefully

put wensleydale in bowl [On the Mt. top] trail N & W, lean to, hermit, needs to shield eyes from sun!

put bel in bowl [Tower] sq opening door, mlet sq below, hear bell, feet mark,

Nin sez to lengthen carpet (but it dont work since y took note)

put miranda in bowl [The Very Top of the tree] wear helmet & holdy cannonball

put roquefort in bowl [Cell] toilet e hole ("after y, I'm snore, my dear stilet, no-yes")

put yonder in bowl [Council Chamber] Renaldo in chair to S "Virgil! I can still hear hissing!"

Those sewer pipes are still venting methane into this room! Get down & fix it at once!"

put amaranth in bowl [End of the here] put wood hastener on tree

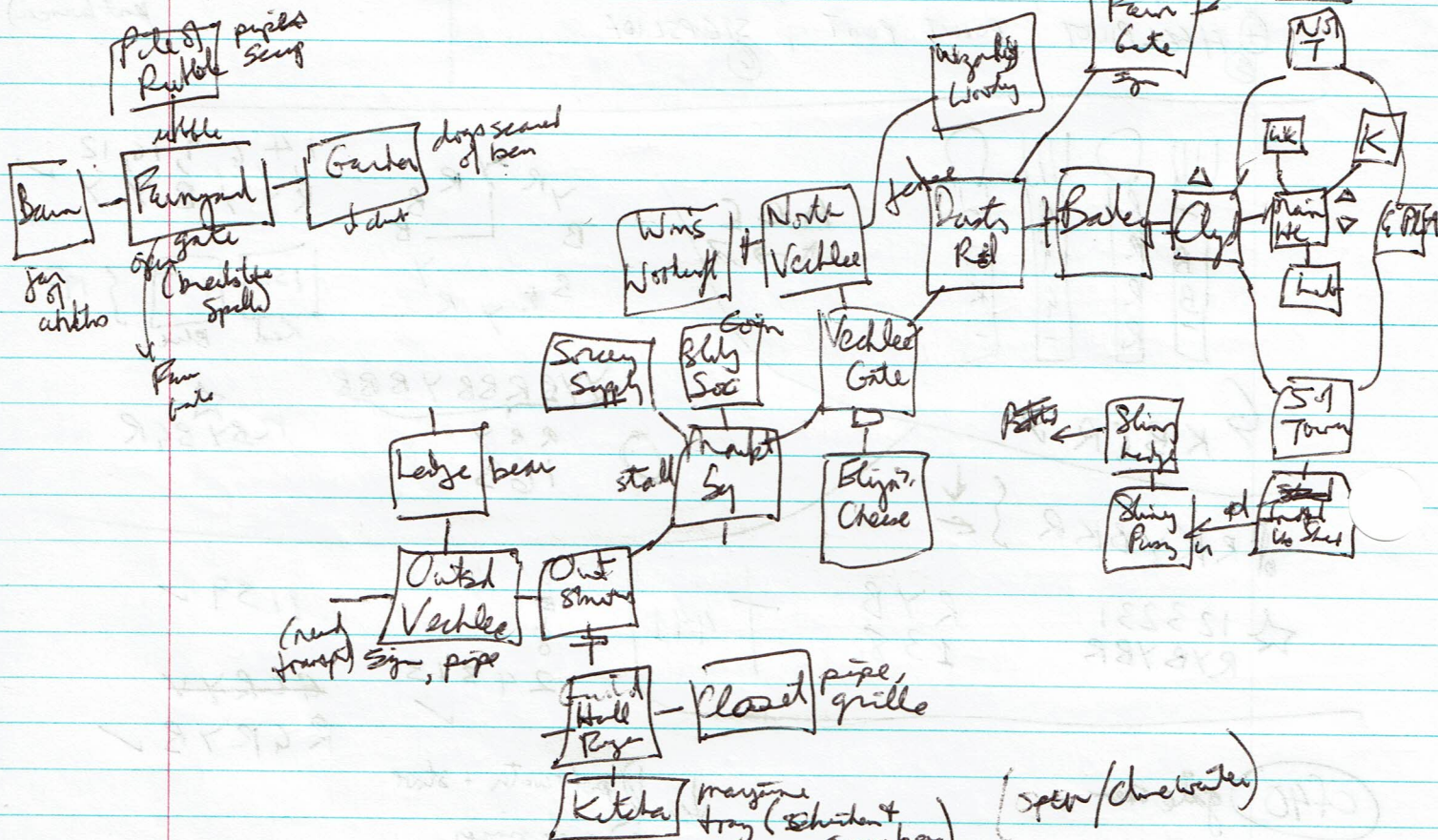
put Stilton in bowl [West of Hse]

put Cornmeal in bowl [Garden] ferocious dogs in farm's garden. (attack & eat you!)

put Cerephilly in bowl (no resin)

RISORGIAMENTO REPRESSO

- Asiago - hermit with goggles
- Comenid - give drill to Ned
- Rosapart - Tower (red carpet?)
- Stella - Blju arrested for string chess in cold place.
- Ernest - give drill to Ned



cf 43 - free buyin silver band

(open / due water)

