

were exploring a Braiglin cave & friends; acting, done...

SPELUNKER'S QUEST

4

[Tall Passageway] foreces, S, hole 4' dia. i {brass compass}

hole (20' deep, walls S+E, rails W+L) S → [Living Room] sofa, recliner, table, torches, N, W, SE, ironing

take key. send sp → gold wire (+4) (Cushions are takeable) W. [Hus] E/N, torches {goblin will kill y}

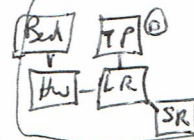
N [Bedroom] mattress, oil pump, goblin i axe! (prowl??) x pants (kill another) search levers (portal of colors)

Kyzz → [Hilltop] rain, railroad tracks + junction, N, residential W+L, school S, wet lawn. search levers (portal of colors)

S → die (fall down hill, down). enter portal → [Tall Passageway] E/E blue, the killing was in Chicago

S. SE. [Storage Room] mine, helmet i lamp, iron chest. x mine (dead) search mine (dynamite)

take dynamite. take helmet. unlock chest with key. open chest. take sword.



// kill goblin with sword (10) take axe. look under mattress (machine gun)

take pants (+2) // neither the mattress nor the sofa cushions can be carried but dropped it to hole. // D → [Southeastern Portion] N, W (can't exit) turn on lamp (see hole W) W (die) something and another bites you.

N [Eastern Portion] take W, exits N/S, resident attacks. kill rodent with sword

8 more rodents attack! kill rodents with gun (+15) N → [Northeastern Portion] take W. passy NE.

NE → [Upward sloping Passageway] rock pile NE. // search water @ NE Portion → pit stone web stone → [Living Room]

web stone → [NE Portion] // @ Living Room: light fuse. Web stone. NE → (+20)

NE. NE → win (S1/S9) // shoot walls with gun @ Bedroom (put holes in) take diamond (+8)

only get "amusing" with max score.