open gray. N. [Pleasant Room] (hissing) mirror, table, featureless door W, carpet.
x note (poison gas) x mirror (remember all memories)
listen (se) x se (hole) put lamp in hole (which: SE, NW, NE, SW?) (too big)
take note. put note in south east hole. listen (NW corner)
put crumbled note in north west hole.
put uncrumbled note in north east hole
put note in south west hole (hissing stops)
hit featureless door. (win) (crumpled note wrinkle)

(escape!)

[First Room] first door, Table (wallet (letter)). take wallet (+1). take letter (+1)
x letter (magic: 'Get the Axe') open door. W. [Second Room] second door, axe.
take axe (+1) x letter ("Kill the Dragon"). open door. look. x key. (x put bag & take axe)
unlock door with key. open door. W. [Final Room] final door. Dragon.
kill dragon. (+1) look. take final key (+1). unlock door c̄ final key. open door.
W. [Epilogue] (win message) — it was all a dream.

y want to give you WoW char, Kelthumaxin, the sword;
in Calif at Blizzard's largest Sewer Fortress.

[Blizzard HQ] need disguise & distraction to get past lobby reception. ¿ξ–¿
pen, gray obj, carpet, desk, receptionist. take pen (ink will burst?) x receptionist (obsessed c̄ cleanliness)
take all (and receptionist) ē (grey cab drive (prowly typo) drop pen. (mess!)
N. [Staircase] glasses. take glasses. wear glasses.
u [Staircase] U of _N_ ? N→[Floor 1 of Blizzard HQ]. Closet N, Chars M–Z to E, A–L to W.
x programmer. N [Closet] (cant leave) E [Characters M through Z]
nemesis Nathrelenkigen (might delete him). sewer. x server.
delete sewer. W. S. U. [Staircase] 'Backups' N S [Backups] sewer containing all,
sewer containing M thru Z, sewer A thru L.
x items (Servers) x Server (backup of N thru Z) delete sewer 4.
// [Characters A through L] sewer // backup sewer 3. delete sewer 4. delete sewer 5
(delete sewer 3 → die!) // delete sewer 2. // @ A–L. import sewer1.

(the grey thing can be referred to as "drive1")