

COMMANDS, INSTRUCTIONS, INFO

[Front Porch] door slip E, road W,

magic. sack, mailbox. Sack {diamond ring, ruby, sapphire, honey jar}

i {elfin sword, hard candy, slightly used pear, brass lantern}

x sack (tag) x tag (no refunds)

x ring (belongs to sorceress) x sapphire (dark red stone size of tea-biscuit)

x jar (yeast)

open mailbox (Chippy the chipmunk inside; he joins you)

x Chippy (responds to a number of one-word commands) x sword (balanced + sharp)

x candy (green flavored) x pear (bite messy) x lantern (off)

Full - 5 pts for Extracting a chipmunk

5 pts for Stealing hard candy

10 pts for Cooking a sauce

15 pts for Slaying a dragon

10 pts for Hornswoggling a fruit merchant

10 pts for Making a troll cry.

10 pts for Diamond ring

10 pts for Ruby sapphire

W → [Roadway, scene of the First Battle] acorn (eaten by Chippy on entry)

N to Orphage, rd W & E, corn

N → [Orphage] sleeping baby in bassinet. x baby (asked, right hand twitches)

lick candy. put candy in hand. (-5pts)

S → [Roadway] blade glows blue.

W → [Crossroads] signs, oak to S, fruit merchant, pears

S → [Shade Blade] 2 acorns. Chippy eats one. take acorn.

low branches, crying to W.

U → [Lower Branches] tree sloth around trunk just above. Chippy is near his birthplace

x sloth (claws, sleeps)

[Crossroads] x signs NW: Howdville, E: Orphage Rd, NE: Danger.

upon blade → [Dirt Patch] Maurice the Follower, mound of soil, dirt regurg.

x Maurice {pouch} maurice, follow me

Maurice thinking sloth is a bear.

Maurice buys pear from merchant. (give pear to Maurice. Maurice loses tags sometimes.)

throw a coin at X (Chippy will go after X)

Story, Harp?

new from Crossroads → [Hovelville, scene of the Second Battle]

Great Castle to N, SE to crossroads; peasants, village
ask peasants at village, lord, me, dragon, peasants

N → [Drawbridge] Guardian, moat, castle

throw X at Guardian (wants a lively response)

[Lower Burrows] ~~throw~~ X hollow (contains Chippy's stash of acorns [2])

throw acorn at hollow (-5 pts; yet Chippy stays in you.)

take stash (to grab more acorns)

kill nymphic sword (dies) — hum. Anthony (y dont like d)

put honey on adventurer.

ask Maurice about me, Maurice, pouch, pear, bear, dragon

Sorceress - maybe in bushes or something.

NW from Crossroad → [Tull Bridge, South Side] bridge, river, yellow birds

SW to Crossroad, N across, teny-eyed troll.

troll, hi (his name is Bump)

x birds (jagged teeth, poison talons, yummy)

N → [Tull Bridge, North Side] N onward, S across.

N → [Fork] NW → Tremors Difficulties, NE → Aches and Pains.

Doom and Betrayal

Watch Your Step

Pain Galore

Wicked Monsters

Certain Death

NW → [Weed Field] weeds, weed elves, path N & SE.

Maurice gives weed to Chippy, Chippy darts into elves, M follows,

M forced to dance & return him.

take clump. smell clump (decaying?)

N → [Windy Rd] rock formations, cave E

turn on lantern. E → [Dragon's hair, scene of the First Battle] dead dragon

x dragon. x skull. look in skull. (brain cavity picked clean)

x marks. (leading to wall)

watch, trickle, sparkle, kiss, shake, dance, wake, sing, laugh, point at X, climb
fix, dig; pet, tense, kick, plug, burn

N6 from Fork → [Rocky Crag] forest W, Ocean E, path SW + N, rocks.

N → [Shack of the Sorceress] door N, path SE + E to Beach.

Armed man, afraid, puts on boots, looks down & hears E.

E → [Halfway Down] (pebbles)

E → [Ocean Shore] pole, seagull, wood. Siren Isle to east.

dig sand (under concrete block)

buy (at buy) → [not 3] You really see a cold-hearted son-of-a-bitch!

ask children abt baby, children, orphanage, dragon

Speak children

not X on X (not dump on X?) this does soundly?

follow man @ Halfway - lifts stone, hoping to buy key

g - (man throws key at ~~the~~ seagull, who puts it in nest)

put honey on X; not weed on X ⇒ covers X with "dangers" plant (poisonous)

for troll: Apococizze. troll, sorry (-10 pts; Buy is freed now)

chippy, fetch (-not put stand) (not glide) (not hollow, mound,

ask parents abt castle, lord, peasant, village, dragon, me

kill maurice - take whole pear, pouch ~~for~~, give whole pear to merchant (-10)

good? (nymph plants bees prouts?)

lubricate? no

claw? feed (as noun)
five

chippy, fetch
stay

ask M abt nymph, maurice, adventurer, chippy, bean, hero

hollow (lacuna, dent, leaves) Chippy id's mushy odor pear

ask sloth abt sloth

- M say, bees can't talk

ask troll abt troll, bridge, birds, river

(not beg, heel,

put honey on chippy. not dump on Chippy. Chippy chippy at
guarantee
(be done
deal)

put X in car (work? own?)

N → [Castle Courtyard] dirt, walls, doors N, man in cage, lead barrel

x man (prisoner - let me free)

x cage (mesh, shut & padlock) [2] (that that)

x barrel (sealed, no hit) ash man abt X: get me out of here!

push barrel (can't; not strong enough)

[Word puzzle] ~~but~~ padlock to sword → Benny gets dressed, gets all armor, etc & goes S.

ash Benny abt Benny → he starts killing the peasants!

x Benny - scroll, royal sword, inflatable raft, magic feed corn.

- damn, all this killing is making me hungry! - se

- Benny kills the fruit merchant. (calls pear an apple)

- Benny goes to ~~down~~ tree. ~~Doesn't like~~ Is annoyed that Nyx has died.

- at Frowd Posh, he plants magic feed corn & makes skeletons to guard home.

- he can't defeat the children.

- Benny kills Burg. N

- at Wood Field. se

- head of (game unwinnable when Benny kills dirt & shake)

- Benny inflates raft at Shore

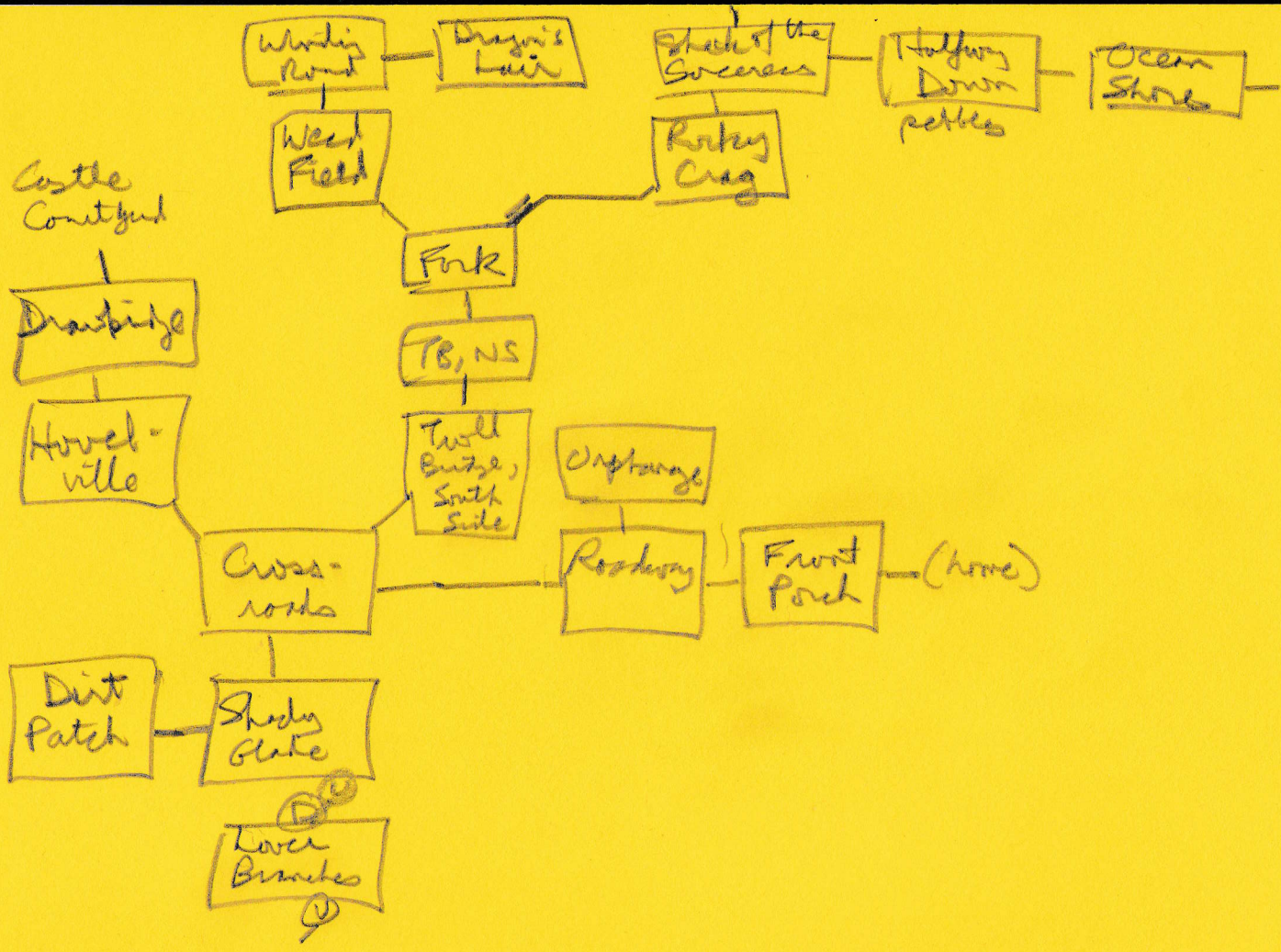
Siren's not: Don't make me love you.

x scroll - RECOMBINATION

- want only 1 other body with dragon

- unhappy merchant - dragon kills you

- happy troll - dragon lets you live, but is wrong.



zeros 97