Round 1



West of HouseScore: 0.0ZORK I: The Great Underground EmpireCopyright 1982 by Infocom, Inc.All rights reserved.ZORK is a trademark of Infocom, Inc.Release 25 / Serial number 820515West of HouseYou are standing in an open field westof a white house, with a boarded frontdoor.There is a small mailbox here.{"type":"text","output":"Open the mailbox\n"}

Round 2



West of HouseZORK I: The Great Underground EmpireCopyright 1982 by Infocom, Inc.All rights reserved.ZORK is a trademark of Infocom, Inc.Release 25 / Serial number 020515West of HouseYou are standing in an open field westof a white house, with a boarded frontdoor.There is a small mailbox here.>open the mailboxOpening the mailbox reveals a leaflet .{"type":"text","output":"Get the leaflet\nRead the leaflet\nDrop the leaflet\n"}

Round 3



West of HouseScore: 0/4>read the leafletWELCOME TO ZORK ZORK is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortals. No computer should be without one!Copyright 1982 by Infocom, Inc.All rights reserved.ZORK is a trademark of Infocom, Inc.>drop the leafletDropped.{"type":"text","output":"Go north\n"}

Round 4



North of House Score: 0.5 computer should be without one Copyright 1982 by Infocom, Inc. All rights reserved. ZORK is a trademark of Infocom, Inc>drop the leafletDropped.>go northNorth of HouseYou are facing the north side of a uhite house. There is no door here, andthe windows are boarded up. To the north a narrow path winds through the trees.{"type":"text","output":"Go north\n"}

Round 5



Forest Path Score: 0/6>go northNorth of HouseYou are facing the north side of a white house. There is no door here, and the windows are boarded up. To the north a narrow path winds through the trees.>go northForest PathThis is a path winding through a dimly lit forest. The path heads north-south here. One particularly large tree with some low branches stands at the edge of the path.{"type":"text","output":"Climb the tree\n"}

Round 6



Up a Tree Score: 0.7nearest branch above you is above your reach.Beside you on the branch is a small bird's nest.In the bird's nest is a large egg encrusted with precious jewels, apparentlyscavenged somewhere by a childless songbird. The egg is covered with fine goldinlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and has a

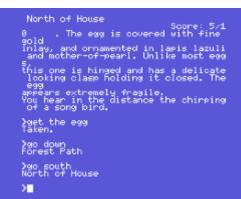
delicate looking clasp holding it closed. Theegg appears extremely fragile.You hear in the distance the chirping of a song bird.{"type":"text","output":"Get the egg\nGo down\n"}

Round 7

Forest Path with precious jewels, apparently soavenged somewhere by a childless s nabird. The eag is covered with find gold inlay, and ornamented in lapis lazul and mother-of-pearl. Unlike most eag this one is hinged and has a delicat looping class bolding it closed. If	nt 50 2 11 19
looking clasp holding it closed. The egg appears extremely fragile. You hear in the distance the chirpir of a song bird.	
}get the egg Tāken.	
}go down Forest Path	
> _	

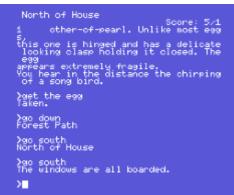
Forest Path Score: 5/9 with precious jewels, apparently scavenged somewhere by a childless sonobird. The egg is covered with finegold inlay, and ornamented in lapis lazuliand mother-of-pearl. Unlike most eggs, this one is hinged and has a delicatelooking clasp holding it closed. Theegg appears extremely fragile.You hear, in the distance the chirpingof a song bird.> get the eggtaken.> go downForest Path>{"type":"text","output":"Go south\n"}

Round 8



North of House Score: 5/10. The egg is covered with finegoldinlay, and ornamented in lapis lazuliand mother-of-pearl. Unlike most egg5this one is hinged and has a delicatelooking clasp holding it closed. Theeggappears extremely fragile.You hear in the distance the chirpingof a song bird.>get the eggTaken. >go downForest Path>go southNorth of House> {"type":"text","output":"Go south\n"}

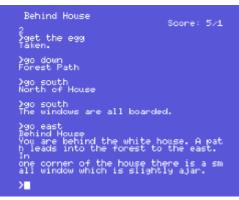
Round 9



North of House Score: 5/15this one is hinged and has a delicate looking clasp holding it closed. The eggeggs extremely fragile. You hear in the distance the chirping of a song bird. > get the eggTaken. > adventuresolver 3/42

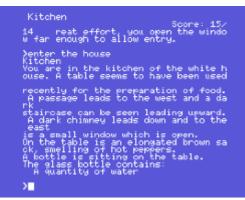
go downForest Path> go southNorth of House> go southThe windows are all boarded. {"type":"text","output":"Go east\n"}

Round 10

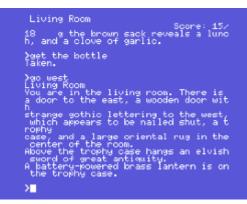


Behind House Score: 5/1>get the eggTaken.>go downForest Path>go southNorth of House>go southThe windows are all boarded.>go eastBehind HouseYou are behind the white house. A path leads into the forest to the east.In one corner of the house there is a small window which is slightly ajar.{"type":"text","output":"Open the window\nEnter the house\n"}

Round 11



Kitchen Score: 1514 reat effort you open the windou far enough to allow entry.>enter the houseKitchenYou are in the kitchen of the white house. A table seems to have been usedrecently for the preparation of food.A passage leads to the west and a dark staircase can be seen leading upward.A dark chimney leads down and to theeast.There is a small window which is open.On the table is an elongated brown sack, smelling of hot peppers.A bottle is sitting on the table.The glass bottle contains:> a quantity of water{"type":"text","output":"Get the sack\nOpen the sack\nGet the bottle\nGo west\n"}



Al Adventure Game Solver

Living Room Score: 1518 the brown sack reveals a lunch and a clove of garlic.>get the bottletaken.>go westLiving RoomYou are in the living room. There is door to the east, a wooden door with strange gothic lettering to the west, which appears to be nailed shut, atrophy case, and a large oriental rug in thecenter of the room. Above the trophy case hangs an elushsword of great antiquity.A battery-powered brass lantern is onthe trophy case.>{"type":"text","output":"Get the sword\nGet the lantern\nMove the rug\nOpen the trap door\n"}

Round 13

Living Room 22 eru-mowered brass lantern is or the trophy case. Yget the sword Taken.	ĥ
Yget the lantern Taken.	
) move the rug With a great effort, the rug is move to one side of the room. With the rug g moved, the dusty cover of a closed to ap-door appears.	
Yopen the trap door The door reluctantly opens to reveal a rickety staircase descending into darkness.	
>	

Living Room Score: 1522 ery-powered brass lantern is on the trophy case. >get the sword taken. >get the lantern taken. >move the rug With a great effort, the rug is moved to one side of the room. With the rug moved, the dusty cover of a closed tr ap-door appears. >open the trap door The door reluctantly opens to reveal a rickety staircase descending into darkness. {"type":"text","output":"Turn on the lantern\nGo down\n"}

Round 14



Cellar Score: 4024 or reluctantly opens to reveal a rickety staircase descending into darkness.>turn on the lanternThe lamp is now on.>go downThe trap door crashes shut, and you hear someone barring it.CellarYou are in a dark and damp cellar with a narrow passageway leading north, and a crawlway to the south. On the west is the bottom of a steep metal ramp which is unclimbable. Your sword is glowing with a faint blue glow.>{"type":"text","output":"Drop the egg\nGo north\n"}



The Troll Room Score: 4026 the eggDropped.>go northThe Troll RoomThis is a small room with passages to the east and south and a forbidding holeleading west. Bloodstains and deep scatches (perhaps made by an axe) mar the walls.A nasty-looking troll, brandishing a bloody axe, blocks all passages out of the room.Your sword has begun to glow very brightly.The troll swings his axe, but it misses.>{"type":"text","output":"Attack the troll\n"}

Round 16



The Troll Room Score: 4027A nasty-looking troll, brandishing a bloody axe, blocks all passages out of the room.Your sword has begun to glow very brightly.The troll swings his axe, but it misses.>attack the troll(with the sword)It's curtains for the troll as your sword removes his head.Almost as soon as the troll breathes his last breath, a cloud of sinister black fog envelops him, and when the fog lifts, the carcass has disappeared.Your sword is no longer glowing.> {"type":"text","output":"Drop the sword\nGo west\n"}

Round 17



Maze29>attack the troll(with the sword)It's curtains for the troll as your sword removes his head.Almost as soon as the troll breatheshis last breath, a cloud of sinisterfog envelops him, and when the fog lifts, the carcass has disappeared.Your sword is no longer glowing.>drop the swordDropped.>go westMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go west\n"}

Round 18





Maze Score: 4030 emoves his head.Almost as soon as the troll breathes his last breath, a cloud of sinister black fog envelops him, and when the fog lifts, the carcass has disappeared. Your sword is no longer glowing.>drop the swordDropped.>go westThis is part of a maze of twisty little passages, all alike.>go westThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go up\n"}

Round 19



Maze Score: 4031fog envelops him, and when the fog lits, the carcass has disappeared.Your sword is no longer glowing.>drop the swordDropped.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upYou can't go that way.>{"type":"text","output":"Go west\n"}

Round 20

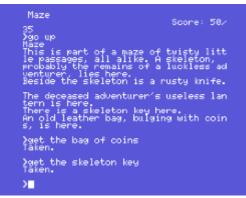


Maze Score: 4032 the swordDropped.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go up\n"}



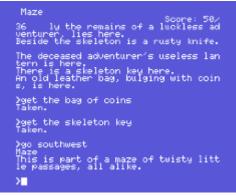
Maze Score: 4033 can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upMazeThis is part of a maze of twisty little passages, all alike. A skeleton,probably the remains of a luckless adventurer, lies here.Beside the skeleton is a rusty knife.The deceased adventurer's useless lantern is here.There is a skeleton key here.An old leather bag, bulging with coins, is here.>{"type":"text","output":"Get the bag of coins\nGet the skeleton key\n"}

Round 22



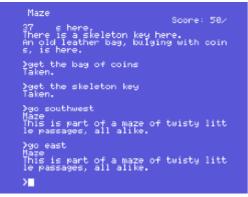
MazeScore: 5035>go upThis is part of a maze of twisty little passages, all alike. A skeleton, probably the remains of a luckless adventurer, lies here.Beside the skeleton is a rusty knife.The deceased adventurer's useless lantern is here.There is a skeleton key here.An old leather bag, bulging with coins, is here.>get the bag of coinstaken.>get the skeleton keytaken.>{"type":"text","output":"Go southwest\n"}

Round 23



Maze Score: 50%36 lu the remains of a luckless adventurer, lies here.Beside the skeleton is a rusty knife.The deceased adventurer's useless lan tern is here.There is a skeleton key here.An old leather bag, bulging with coin s, is here.>get the bag of coinsTaken.>get the skeleton keyTaken.>go southwestMazeThis is part of a maze of twisty little passages, all alike.>{"type":"text","output":"Go east\n"}

Round 24



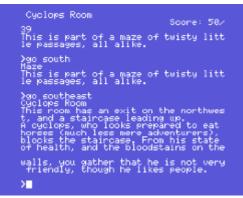
Maze Score: 5037 S here.There is a skeleton key here.An old leather bag, bulging with coins, is here.>get the bag of coinsTaken.>get the skeleton keyTaken.>go southwestMazeThis is part of a maze of twisty little passages, all alike.>go eastMazeThis is part of a maze of twisty little passages, all alike.>go south\n"}

Round 25



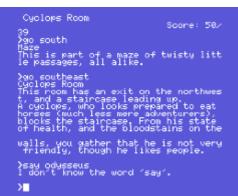
Maze Score: 5038 he bag of coinsTaken.>get the skeleton keyTaken.>go southwestMazeThis is part of a maze of twisty little passages, all alike.>go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go southeast\n"}

Round 26



Cyclops Room Score: 5039This is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>go southeastCyclops RoomThis room has an exit on the northwest, and a staircase leading up. A cyclops, who looks prepared to eat horses (much less more adventurous) blocks the staircase. From his stateof health, and the bloodstains on thewalls, you gather that he is not veryfriendly, though he likes people. {"type":"text","output":"Say Odysseus\n"}

Round 27



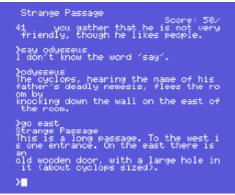
Cyclops Room Score: 50>go southMazeThis is part of a maze of twisty little passages, all alike.>go southeastCyclops RoomThis room has an exit on the northwest, and a staircase leading up.A cyclops, who looks prepared to eathorses (much less more adventurers)blocks the staircase. From his stateof health, and the bloodstains on thewalls, you gather that he is not veryfriendly, though he likes people.>say odysseusI don't know the word 'say'.{"type":"text","output":"Odysseus\n"}

Round 28

Cyclops Room Score: 58/ 40 c Room Score: 58/ This room has an exit on the northwes t, and a staircase leading up. A cyclops, who looks prepared to eat horses (much less mere adventurers), blooks the staircase, From his state of health, and the bloodstains on the walls, you gather that he is not very friendly, though he likes people.	
<pre>>say odysseus I don't know the word 'say'. >odysseus The cyclops, hearing the name of his Tather's deadly nemesis, flees the ro om by knocking down the wall on the east of the room. >■</pre>	

Cyclops Room Score: 5040 > RoomThis room has an exit on the northwes t, and a staircase leading up. A cyclops, who looks prepared to eat horses (much less more adventurers), blocks the staircase. From his state of health, and the bloodstains on the walls, you gather that he is not very friendly, though he likes people.> say odysseus! don't know the word 'say'.odysseus: The cyclops, hearing the name of his father's deadly nemesis, flees the ro om by knocking down the wall on the east of the room.>{"type":"text","output":"Go east\n"}

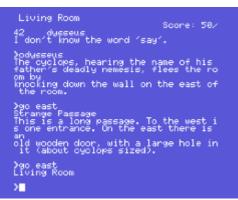
Round 29



Strange Passage Score: 5041 you gather that he is not very friendly, though he likes people.>say odysseusI don't know the word 'say'.odysseusThe cyclops, hearing the name of hisfather's deadly nemesis, flees the room byknocking down the wall on the east of the room.>go eastStrange

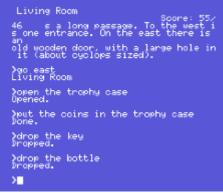
PassageThis is a long passage. To the west isone entrance. On the east there isanold wooden door, with a large hole init (about cyclops sized).{"type":"text","output":"Go east\n"}

Round 30



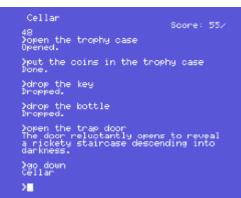
Living Room Score: 5042 >odysseusI don't know the word 'say'.odysseusThe cyclops, hearing the name of his father's deadly nemesis, flies the room by knocking down the wall on the east of the room.>go eastStrange PassageThis is a long passage. To the west is one entrance. On the east there is an old wooden door, with a large hole in it (about cyclops sized).>go eastLiving Room> {"type":"text","output":"Open the trophy case\nPut the coins in the trophy case\nDrop the key\nDrop the bottle\n"}

Round 31



Living Room Score: 5546 s a long passage. To the west is one entrance. On the east there isan old wooden door, with a large hole in it (about cyclops sized).>go eastLiving Room>open the trophy caseOpened.>put the coins in the trophy caseDone.>drop the keyDropped.>drop the bottleDropped.>{"type":"text","output":"Open the trap door\nGo down\n"}

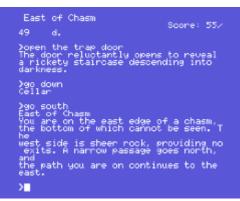
Round 32



Cellar Score: 55%>open the trophy caseOpened.>put the coins in the trophy caseDone.>drop the keyDropped.>drop the bottleDropped.>open the trap doorThe door reluctantly opens to reveal a adventuresolver

rickety staircase descending into darkness.>go downCellar>{"type":"text","output":"Go south\n"}

Round 33



East of Chasm Score: 55%49 d.>open the trap doorThe door reluctantly opens to reveal a rickety staircase descending into darkness.>go downCellar>go southEast of ChasmYou are on the east edge of a chasm, the bottom of which cannot be seen. The west side is sheer rock, providing no exits. A narrow passage goes north, and the path you are on continues to the east. {"type":"text","output":"Go east\n"}

Round 34



Gallery Score: 55%50 ide is sheer rock, providing noexits. A narrow passage goes north, and the path you are on continues to the east. >go eastGalleryThis is an art gallery. Most of the paintings which were here have been stolen by vandals with exceptional taste. The vandals left through either the north or west exits. Fortunately, there is still one chance for you to be a vandal, for on the farwall is a painting of unparalleled beauty.>{"type":"text","output":"Get the painting\n"}

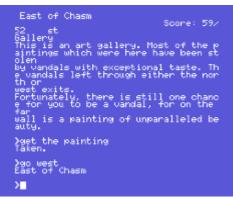
Round 35



Gallery Score: 5951 th you are on continues to theeast. >go eastGalleryThis is an art gallery. Most of the paintings which were here have been stolen by vandals with exceptional taste. The vandals left through either the north orwest exits.Fortunately, there is still one chance for you to be a vandal!

On the farwall is a painting of unparalleled beauty.>get the paintingtaken. {"type":"text","output":"Go west\n"}

Round 36



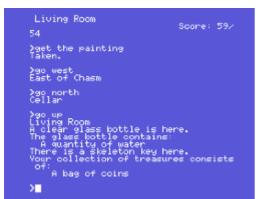
East of Chasm Score: 59GalleryThis is an art gallery. Most of the paintings which were here have been stolen by vandals with exceptional taste. The vandals left through either the north orwest exits.Fortunately, there is still one chance for you to be a vandal, for on the farwall is a painting of unparalleled beauty.>get the paintingTaken.>go westEast of Chasm{"type":"text","output":"Go north\n"}

Round 37



Cellar Score: 59%53 as which were here have been stolen by vandals with exceptional taste. The vandals left through either the northeast exit.Fortunately, there is still one chance for you to be a vandal, for on thefar wall is a painting of unparalleled beauty.>get the paintingtaken.>go westEast of Chasm>go northCellar>{"type":"text","output":"Go up\n"}

Round 38



Living Room Score: 59>get the paintingTaken.>go westEast of Chasm>go northCellar>go upLiving RoomA clear glass bottle is here.The glass bottle contains: A quantity of water.There is a skeleton

key here.Your collection of treasures consists of: A bag of coins{"type":"text","output":"Put the painting in the trophy case\n"}

Round 39



Living RoomScore: 59%>get the paintingTaken.>go westEast of Chasm>go northCellar>go upLiving RoomA clear glass bottle is here.The glass bottle contains:A quantity of waterThere is a skeleton key here.Your collection of treasures consists of:A bag of coins>put the painting in the trophy ca{"type":"text","output":"se\n"}

Round 40



Living Room Score: 65/ >go north Cellar >go up Living Room A clear glass bottle is here. The glass bottle contains: A quantity of water There is a skeleton key here. Your collection of treasures consists of: * A bag of coins >put the painting in the trophy case Done. >see You can't go that way. {"type":"text","output":"Open the trap door\nGo down\n"}

Round 41



Cellar Score: 65/58 RoomA clear glass bottle is here. The glass bottle contains: A quantity of waterThere is a skeleton key here. Your collection of treasures consists of: A bag of coins> put the painting in the trophy caseDone.> seYou can't go that way.> open the trap doorYou think it isn't?> go downCellar>{"type":"text","output":"Go north\n"}

adventuresolver

Round 42



The Troll Room Score: 65%59 . collection of treasures consists of a bag of coins>put the painting in the trophy caseDone.>seYou can't go that way.>open the trap doorYou think it isn't?>go downCellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.> {"type":"text","output":"Go west\n"}

Round 43



MazeScore: 65/>seYou can't go that way.>open the trap doorYou think it isn't?>go downCellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty littlle passages, all alike.>{"type":"text","output":"Go west\n"}

Round 44



Maze Score: 65/61 the trap doorYou think it isn't?>go downCellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go up\n"}



Maze Score: 65/ 62 un Cellar >go north The Troll Room There is a sword here. There is a bloody axe here. >go west Maze This is part of a maze of twisty litt le passages, all alike. >go west Maze This is part of a maze of twisty litt le passages, all alike. >go up You can't go that way. > {"type":"text","output":"Go west\n"}

Round 46



Maze Score: 65/There is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.{"type":"text","output":"Go up\n"}

Round 47



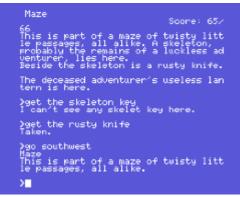
Maze Score: 65/64 spaces, all alike.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty litt le passages, all alike.>go upMazeThis is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remain of a luckless ad venturer, lies here.Beside the skeleton is a rusty knife.The deceased adventurer's useless lan tern is here.{"type":"text","output":"Get the skeleton key\nGet the rusty knife\n"}



Al Adventure Game Solver

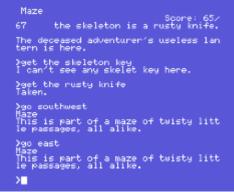
Maze Score: 6565This is part of a maze of twisty little passages, all alike.>go upThis is part of a maze of twisty little passages, all alike. A skeleton,probably the remains of a luckless adventurer, lies here.Beside the skeleton is a rusty knife.The deceased adventurer's useless lantern is here.>get the skeleton key>I can't see any skelk key here.>get the rusty knifeTaken.{"type":"text","output":"Go southwest\n"}

Round 49

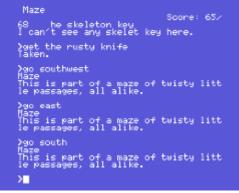


Maze Score: 6566This is part of a maze of twisty litt passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here.Beside the skeleton is a rusty knife.The deceased adventurer's useless lan tern is here.>get the skeleton keyl can't see any skeleton key here.>get the rusty knifeTaken.>go southwestMazeThis is part of a maze of twisty litt passages, all alike. {"type":"text","output":"Go east\n"}

Round 50

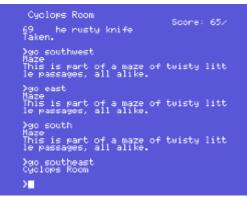


Maze Score: 6567 the skeleton is a rusty knife.The deceased adventurer's useless lan term is here.>get the skeleton keyl can't see any skel et key here.>get the rusty knifeTaken.>go southwestThis is part of a maze of twisty litt le passages, all alike.>go eastThis is part of a maze of twisty litt le passages, all alike.>go south\n"}



Maze Score: 65/68 he skeleton key.I can't see any skel et key here.get the rusty knifeTaken.>go southwestMazeThis is part of a maze of twisty litt le passages, all alike.>go eastMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part o

Round 52



Cyclops Room Score: 6569 he rusty knifeTaken.>go southwestMazeThis is part of a maze of twisty litt le passages, all alike.>go eastMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southeastCyclops Room{"type":"text","output":"Go up\n"}

Round 53



Treasure Room Score: 9070 easures in the room suddenly va nish.Treasure RoomThis is a large room, whose east wall is solid granite. A number of discar ded bags, which crumble at your touch, are scattered about on the floor. There is an exit down a staircase.There is a suspicious-looking individu al, holding a bag, leaning against o ne wall. He is armed with a deadly stile t o.There is a silver chalice, intricatel y engraved, here.The thief slowly approaches, strikes like a snake, and leaves you wounded.{"type":"text","output":"Attack the thief\n"}



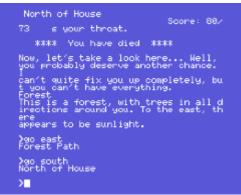
Forest Score: 8071 nd is submerged by an overmaste ring will. Slowly, your hand turns, until the rusty blade is an inch from your neck. The knife seems to sing as it savagely slits your throat.*** You have died ***Now, let's take a look here... Well, you probably deserve another chance.l can't quite fix you up completely, but you can't have everything.ForestThis is a forest, with trees in all di rections around you. To the east, th ere appears to be sunlight.{"type":"text","output":"Go east\n"}

Round 55



Forest Path Score: 8072 sty blade is an inch from your neck. The knife seems to sing as it savagely slits your throat.**** You have died ****Now, let's take a look here... Well, you probably deserve another chance. I can't quite fix you up completely, but you can't have everything. Forest, This is a forest, with trees in all directions around you. To the east, there appears to be sunlight.> go eastForest Path{"type":"text","output":"Go south\n"}

Round 56



North of House Score: 80**** You have died ****Now, let's take a look here... Well, you probably deserve another chance. I can't quite fix you up completely, but you can't have everything.ForestThis is a forest, with trees in all directions around you. To the east, there appears to be sunlight.>go eastForest Path>go southNorth of House{"type":"text","output":"Go south\n"}



North of House Score: 8074Now, let's take a look here... Well, you probably deserve another chance. I can't quite fix you up completely, but you can't have everything.ForestThis is a forest, with trees in all directions around you. To the east, there appears to be sunlight.>go eastForest Path>go southNorth of House>go southThe windows are all boarded.{"type":"text","output":"Go east\n"}

Round 58



Behind House Score: 8075can't quite fix you up completely, but you can't have everything.ForestThis is a forest, with trees in all directions around you. To the east, thereappears to be sunlight.>go eastForest Path>go southNorth of House>go southThe windows are all boarded.>go eastBehind House>{"type":"text","output":"Open the window\nEnter the house\n"}

Round 59

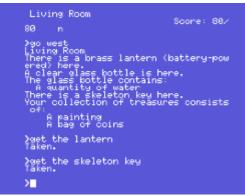


KitchenScore: 80/77appears to be sunlight.>go eastForest Path>go southNorth of House>go southThe windows are all boarded.>go eastBehind House>open the windowI think you've already done that.>enter the houseKitchen>{"type":"text","output":"Go west\n"}



Living Room Score: 8078 House>open the windowl think you've already done that.>enter the houseKitchen>go westLiving RoomThere is a brass lantern (battery-powered) here.A clear glass bottle is here.The glass bottle contains: A quantity of water.There is a skeleton key here.Your collection of treasures consists of: A painting A bag of coins{"type":"text","output":"Get the lantern\nGet the skeleton key\n"}

Round 61



Living Room Score: 80/80 n>go west[Living RoomThere is a brass lantern (battery-pow ered) here.A clear glass bottle is here. The glass bottle contains: A quantity of water.There is a skeleton key here.Your collection of treasures consists of: A painting A bag of coins>get the lanterntaken.>get the skeleton keytaken.{"type":"text","output":"Turn on the lantern\nOpen the trap door\nGo down\n"}

Round 62



Cellar Score: 80/83 A painting A bag of coins>get the lanternTaken.>get the skeleton keyTaken.>turn on the lanternIt is already on.>open the trap doorl think you've already done that.>go downThe trap door crashes shut, and you hear someone barring it.Cellar> {"type":"text","output":"Go north\n"}

The Troll Room Score: 80/
84
≥get the skeleton key Taken.
}turn on the lantern It is already on.
}open the trap door I think you′ve already done that.
}go down The trap door crashes shut, and you h ear someone barring it. Cellar
∕go north The Troll Room There is a sword here. There is a bloody axe here.

Al Adventure Game Solver

The Troll Room Score: 8084>get the skeleton keyTaken.>turn on the lanternIt is already on.>open the trap doorl think you've already done that.>go downThe trap door crashes shut, and you hear someone karrinng it.Collar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>{"type":"text","output":"Go west\n"}

Round 64



Maze Score: 8095 on the lanternIt is already on.>open the trap doorl think you've already done that.>go downThe trap door crashes shut, and you hear someone barring it.Cellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.{"type":"text","output":"Go west\n"}

Round 65



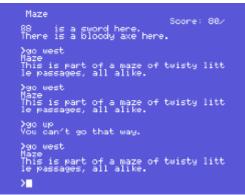
Maze Score: 8086>go downThe trap door crashes shut, and you hear someone barring it.Cellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMaze



Al Adventure Game Solver

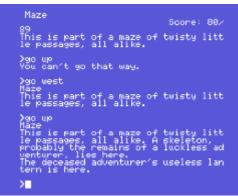
Maze Score: 8087 meone barring it.Cellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upYou can't go that way. {"type":"text","output":"Go west\n"}

Round 67

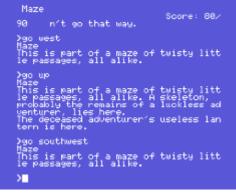


Maze Score: 8088 is a sword here. There is a bloody axe here. >go westMazeThis is part of a maze of twisty little passages, all alike. >go westMazeThis is part of a maze of twisty little passages, all alike. >go upYou can't go that way. >go westMazeThis is part of a maze of twisty little passages, all alike. >{"type":"text","output":"Go up\n"}

Round 68



Maze Score: 8089This is part of a maze of twisty little passages, all alike.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upMazeThis is part of a maze of twisty little passages, all alike. A skeleton,probably the remains of a luckless adventurer, lies here.The deceased adventurer's useless lantern is here.{"type":"text","output":"Go southwest\n"}



Maze Score: 80>go westThis is part of a maze of twisty litt le passages, all alike.>go upThis is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here. The deceased adventurer's useless lan torn is here.>go southwestThis is part of a maze of twisty litt le passages, all alike.{"type":"text","output":"Go east\n"}

Round 70



Maze Score: 80/ 91 spaces, all alike. >go up This is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here. The deceased adventurer's useless lan tern is here. >go southwest Maze This is part of a maze of twisty litt le passages, all alike. >go east Maze This is part of a maze of twisty litt le passages, all alike. {"type":"text","output":"Go south\n"}

Round 71



Maze Score: 8092 rooms, all alike. A skeleton, probably the remains of a luckless adventurer, lies here. The deceased adventurer's useless lantern is here.>go southwestMazeThis is part of a maze of twisty little passages, all alike.>go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go southeast\n"}

Al Adventure Game Solver

Cyclops Room Score: 8093 ceased adventurer's useless lan term is here.>go southwestMazeThis is part of a maze of twisty little passages, all alike.>go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>go southeastCyclops Room>{"type":"text","output":"Go up\n"}

Round 73



Forest Score: 7094 olding a bow, leaning against one well. He is armed with a deadly stiletto. There is a silver chalice, intricately engraved, here. Finishing you off, a lightning throw right to the heart. It appears that the last blow was to o much for you. I'm afraid you are de ad. **** You have died ****Now, let's take a look here... Hell, you probably deserve another chance.l can't quite fix you up completely, but you can't have everything.Forest>{"type":"text","output":"Go east\n"}

Round 74



Forest Path Score: 7095There is a silver chalice, intricately engraved, here,finishing you off, a lightning throw right to the heart. It appears that the last blow was too much for you. I'm afraid you are dead.**** You have died ****Now, let's take a look here... Well, you probably deserve another chance. I can't quite fix you up completely, but you can't have everything.Forest>go eastForest Path>{"type":"text","output":"Go south\n"}

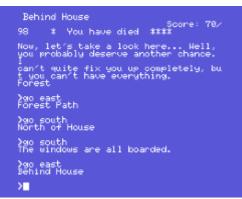
North of House Score: 7096 ing you off, a lightning throwright to the heart. It appears that that last blow was too much for you. I'm afraid you are dead.**** You have died ****Now, let's take a look here... Well, you probably deserve another chance.can't quite fix you up completely, but you can't have everything. Forest>go eastForest Path>go southNorth of House>{"type":"text","output":"Go south\n"}

Round 76



North of House Score: 7097 for you. I'm afraid you are dead.**** You have died ****Now, let's take a look here... Well,you probably deserve another chance. Ican't quite fix you up completely, but you can't have everything.Forest>go eastForest Path>go southNorth of House>go southThe windows are all boarded.>{"type":"text","output":"Go east\n"}

Round 77



Behind House Score: 7098 * You have died ***Now, let's take a look here... Well, you probably deserve another chance.can't quite fix you up completely, but you can't have everything.Forest>go eastForest Path>go southNorth of House>go southThe windows are all boarded.>go eastBehind House>{"type":"text","output":"Open the window\nEnter the house\n"}

Kitchen Score: 78/
100 can't have everything. Forest
≻go east Forest Path
≻go south North of House
∑go south The windows are all boarded.
≻go east Behind House
>open the window I think you've already done that.
>enter the house Kitchen
>

Al Adventure Game Solver

Kitchen Score: 70100 can't have everything.Forest>go eastForest Path>go southNorth of House>go southThe windows are all boarded.>go eastBehind House>open the window! think you've already done that.>enter the houseKitchen>{"type":"text","output":"Go west\n"}

Round 79



Living Room Score: 70101 ctBehind House>open the windowl think you've already done that.>enter the houseKitchen>go westLiving RoomThere's a brass lantern (battery-pow ered) here.A clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins{"type":"text","output":"Get the lantern\n"}

Round 80



Living Room Score: 70>102 the windowl think you've already done that.>enter the houseKitchen>go west[Living Room]there is a brass lantern (battery-powered) here.A clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins>get the lanterntaken.{"type":"text","output":"Open the trap door\nGo down\n"}

Al Adventure Game Solver

Cellar Score: 70104 a glass bottle is here. The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins>get the lanternTaken.>open the trap door The door reluctantly opens to reveal a rickety staircase descending into darkness.>go downThe trap door crashes shut, and you hear someone barring it.Cellar{"type":"text","output":"Go north\n"}

Round 82



The Troll Room Score: 70105 painting A bag of coins>get the lanternTaken.>open the trap doorThe door reluctantly opens to reveal a rickety staircase descending into darkness.>go downThe trap door crashes shut, and you hear someone barring it. >go northThe Troll RoomThere is a sword here.There is a bloody axe here.>{"type":"text","output":"Go west\n"}

Round 83



Maze Score: 70106>open the trap doorThe door reluctantly opens to reveal a rickety staircase descending into darkness.>go downThe trap door crashes shut, and you hear someone barring it.Cellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go west\n"}



Maze Score: 70>go downThe trap door crashes shut, and you hear someone barring it.Cellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.> {"type":"text","output":"Go up\n"}

Round 85

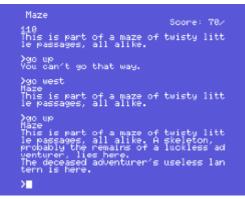


Maze Score: 70108 meone barring it. Cellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upYou can't go that way. {"type":"text","output":"Go west\n"}

Round 86



Maze Score: 70109 is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty little passages, all alike.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.{"type":"text","output":"Go up\n"}



Maze Score: 70410This is part of a maze of twisty little passages, all alike.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upMazeThis is part of a maze of twisty little passages, all alike. A skeleton,probably the remains of a luckless adventurer, lies here.The deceased adventurer's useless lantern is here.> {"type":"text","output":"Go southwest\n"}

Round 88



Maze Score: 7011 — part of a maze of twisty little passages, all alike.>go upMazeThis is part of a maze of twisty little passages, all alike. A skeleton,probably the remains of a luckless adventurer, lies here.The deceased adventurer's useless lantern is here.>go southwestMazeThis is part of a maze of twisty little passages, all alike.You hear, off in the distance, someone saying "My, I wonder what this fine burned-out lantern is doing here."{"type":"text","output":"Go east\n"}

Round 89



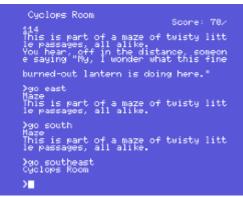
Maze Score: 70112 = part of a maze of twisty little passages, all alike. A skeleton, probably the remains of a luckless adventurer, lies here. The deceased adventurer's useless lantern is here.>go southwestMazeThis is part of a maze of twisty little passages, all alike. You hear off in the distance, someone saying "Hm, I wonder what this fine burnt-out lantern is doing here.">go eastMazeThis is part of a maze of twisty little passages, all alike. You hear off in the distance, someone saying "Hm, I wonder what this fine burnt-out lantern is doing here.">go eastMazeThis is part of a maze of twisty little passages, all alike.">"Go eastMazeThis is part of a maze of twisty little passages, all alike."

Round 90



Maze Score: 70113 s here.>go southwestMazeThis is part of a maze of twisty little passages, all alike.You hear, off in the distance, someonesaying "My, I wonder what this fineburned-out lantern is doing here.">go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>{"type":"text","output":"Go southeast\n"}

Round 91



Cyclops Room Score: 70114This is part of a maze of twisty little passages, all alike.You hear, off in the distance, someonee saying "My, I wonder what this fineburned-out lantern is doing here.">go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>go southeastCyclops Room>{"type":"text","output":"Go up\n"}

Round 92



Treasure RoomScore: 70You hear a scream of anguish as you violate the robber's hideaway. Using passages unknown to you, he rushes to attack. The thief gestures mysteriously, and the treasures in the room suddenly vanish. Treasure RoomThere is a suspicious-looking individual, holding a bag, leaning against one wall. He is armed with a deadly knife. There is a silver chalice, intricate and

gold.The thief attacks, and you fall back desperately.{"type":"text","output":"Attack the thief with knife\n"}

Round 93



Treasure Room Score: 70115 "A scream of anguish as you violate the robber's hideaway. Usingpassages unknown to you, he rushes tohis defense.The thief gestures mysteriously, and the treasures in the room suddenly vanish.Treasure RoomThere is a suspicous-looking individual, holding a bag, leaning against one wall. He is armed with a deadly stile. There is a silver chalice, intricately engraved, here. The thief attacks, and you fall backdesperately.>attack the thief with knife I can't see any knife here.{"type":"text","output":"Flee down\n"}

Round 94



Treasure Room Score: 70415 offense. The thief gestures mysteriously, and the treasures in the room suddenly vanish. Treasure Room There is a suspicious-looking individual, holding a bow, leaning against one wall. He is armed with a deadly stiletto. There is a silver chalice, intricately engraved, here. The thief attacks, and you fall back desperately. > attack the thief with knifel can't see any knife here. > flee downl don't know the word 'flee'. {"type": "text", "output": "Go down\n"}



Al Adventure Game Solver

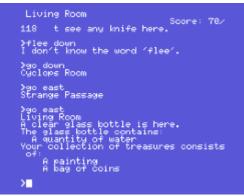
Cyclops Room Score: 70416Treasure RoomThere is a suspicious-looking individu al, holding a bag, leaning against o ne wall. He is armed with a deadly stiletto.There is a silver chalice, intricate ly engraved, here.The thief attacks, and you fall back desperately.>attack the thief with knifel can't see any knife here.>flee downI don't know the word 'flee'.>go downCyclops Room{"type":"text","output":"Go east\n"}

Round 96



Strange Passage Score: 70117 olding a bag, leaning against o well. He is armed with a deadly stile tto. There is a silver chalice, intricately engraved, a silver. The thief attacks, and you fall back desperately. > attack the thief with knife I can't see any knife here. > flee down I don't know the word 'flee'. > go down Cyclops Room > go east Strange Passage >{"type":"text","output":"Go east\n"}

Round 97

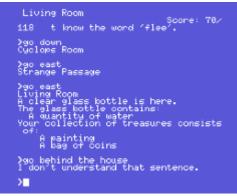


Living Room Score: 70118 t see any knife here.>flee downl don't know the word 'flee'.>go downCyclops Room>go eastStrange Passage>go eastLiving RoomA clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins>{"type":"text","output":"Go behind the house\n"}



Round 99





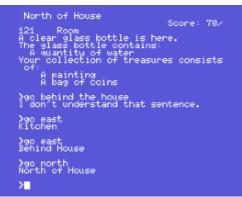
Living Room Score: 70118 t know the word 'flee'.>go downCyclops Room>go eastStrange Passage>go eastLiving RoomA clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins>go behind the housel don't understand that sentence.>{"type":"text","output":"Go east\nGo east\n"}

Round 100



Behind House Score: 70>go east Living Room A clear glass bottle is here. The glass bottle contains: A quantity of water Your collection of treasures consists of: A painting A bag of coins >go behind the house I don't understand that sentence.>go east Kitchen >go east Behind House > {"type":"text","output":"Go north\n"}

Round 101



North of House121 Room A clear glass bottle is here. The glass bottle contains: A quantity of water Your collection of treasures consists of: A painting A bag of coins >go behind the house I don't understand that sentence.>go east Kitchen >go east Behind House >go north North of House > {"type":"text","output":"Go north\n"}

Forest Path Score: 70122 -- entity of waterOur collection of treasures consists of: A painting A bag of coins>go behind the housel don't understand that sentence.>go eastKitchen>go eastBehind House>go northNorth of House>go northForest Path>{"type":"text","output":"Climb the tree\n"}

Round 103



Up a Tree Score: 70123 t understand that sentence.>go eastKitchen>go eastBehind House>go northNorth of House>go northForest Path>climb the treeUp a TreeBeside you on the branch is a small bird's nest.You hear in the distance the chirpingof a song bird.>{"type":"text","output":"Go down\n"}

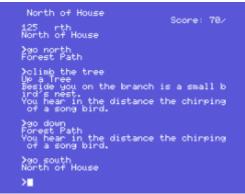
Round 104



Forest PathScore: 70> 124 - ctBehind House> go northNorth of House> go northForest Path> climb the treeUp a TreeBeside you on the branch is a small bird's nest.You hear in the distance the chirpingof a song bird.> go downForest PathYou hear in the distance the chirpingof a song bird.> {"type":"text","output":"Go south\n"}

North of HouseScore: 70>go northForest Path>climb the treeUp a TreeBeside you on the branch is a small bird's nest.You hear in the distance the chirping of a song bird.>go downForest PathYou hear in the distance the chirping of a song bird.>go southNorth of House{"type":"text","output":"Go south\n"}

Round 106

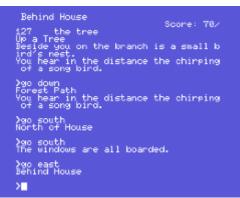


North of HouseScore: 70> go northForest Path> climb the treeUp a TreeBeside you on the branch is a small bird's nest.You hear in the distance the chirping of a song bird.> go downForest PathYou hear in the distance the chirping of a song bird.> go southNorth of House{"type":"text","output":"Go south\n"}

Round 107



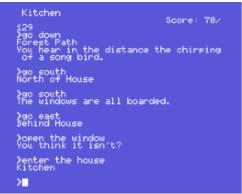
North of House Score: 70126 rthForest Path>climb the treeUp a TreeBeside you, on the branch is a small bird's nest.You hear in the distance the chirping of a song bird.>go downForest PathYou hear in the distance the chirping of a song bird.>go southNorth of House>go southThe windows are all boarded.{"type":"text","output":"Go east\n"}



Al Adventure Game Solver

Behind House Score: 70127 the treeUp a TreeBeside you on the branch is a small bird's nest.You hear in the distance the chirpingof a song bird.>go downForest PathYou hear in the distance the chirpingof a song bird.>go southNorth of House>go southThe windows are all boarded.>go eastBehind House>{"type":"text","output":"Open the window\nEnter the house\n"}

Round 109



Kitchen Score: 70>go downForest PathYou hear in the distance the chirping of a song bird.>go southNorth of House>go southThe windows are all boarded.>go eastBehind House>open the windowYou think it isn't?>enter the houseKitchen{"type":"text","output":"Go west\n"}

Round 110



Living Room Score: 70130 ndows are all boarded.>go eastBehind House>open the windowYou think it isn't?>enter the houseKitchen>go westLiving RoomA clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins{"type":"text","output":"Get the clear glass bottle\n"}

Living Room
>open the window You think it i≤n′t?
>enter the house Kitchen
>go west Living Room A clear glass bottle is here. The glass bottle contains: A quantity of water Your collection of treasures consists of: A painting A bag of coins
}get the clear glass bottle Taken.
> _

Living Room Score: 70131 House>open the windowYou think it isn't?>enter the houseKitchen>go westLiving RoomA clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins>get the clear glass bottleTaken.> {"type":"text","output":"Open the trap door\nGo down\n"}

Round 112



CellarScore: 70133 etLiving RoomA clear glass bottle is here.The glass bottle contains: A quantity of waterYour collection of treasures consists of: A painting A bag of coins>get the clear glass bottleTaken.>open the trap doorThe door reluctantly opens to reveal a rickety staircase descending into darkness.>go downCellar{"type":"text","output":"Go north\n"}

Round 113



The Troll Room Score: 70134. collection of treasures consists of: A painting A bag of coins>get the clear glass bottleTaken.>open the trap doorThe door reluctantly opens to reveala rickety staircase descending intodarkness.>go downCollar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.{"type":"text","output":"Go west\n"}



Maze Score: 70135 he clear glass bottleTaken.>open the trap doorThe door reluctantly opens to reveala rickety staircase descending intodarkness.>go downCellar>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty littpassages, all alike.{"type":"text","output":"Go west\n"}

Round 115

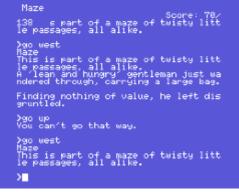


Maze Score: 70>go northThe Troll RoomThere is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty litt le passages, all alike.>go westMazeThis is part of a maze of twisty litt le passages, all alike.A 'lean and hungry' gentleman just wa ndered through, carrying a large bag.Finding nothing of value, he left dis gruntled.{"type":"text","output":"Go up\n"}

Round 116



Maze Score: 70137 is a sword here.There is a bloody axe here.>go westMazeThis is part of a maze of twisty litt le passages, all alike.>go westMazeThis is part of a maze of twisty litt le passages, all alike.A 'lean and hungry' gentleman just wa ndered through, carrying a large bag.Finding nothing of value, he left dis gruntled.>go upYou can't go that way.>{"type":"text","output":"Go west\n"}



Maze Score: 70138 is part of a maze of twisty litt le passages, all alike.>go westMazeThis is part of a maze of twisty litt le passages, all alike.A lean and hungry gentleman just wa ndered through, carrying a large bag.Finding nothing of value, he left dis gruntled.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty litt le passages, all alike.>{"type":"text","output":"Go up\n"}

Round 118



Maze Score: 70139 n' and hungry' gentleman just wandered through, carrying a large bag.Finding nothing of value, he left disgruntled.>go upYou can't go that way.>go westMazeThis is part of a maze of twisty little passages, all alike.>go upMazeThis is part of a maze of twisty little passages, all alike.>go upMazeThis is part of a maze of twisty little passages, all alike.>go upMazeThis adventurer, lies here.{"type":"text","output":"Go southwest\n"}

Round 119



Maze Score: 70140>go upYou can't go that way.>go westMazeThis is part of a maze of twisty litt le passages, all alike.>go upMazeThis is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here.>go southwestMazeThis is part of a maze of twisty litt le passages, all alike.>{"type":"text","output":"Go east\n"}

Maze Score: 70/	
141 Score: 162	
141 This is part of a maze of twisty litt le passages, all alike.	
}go up Maze This is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here.	
>go southwest Haze This is part of a maze of twisty litt le passages, all alike.	
}go east Maze This is part of a maze of twisty litt le passages, all allke.	

Round 121

Maze	Score: 70/
141 This is part of a maze of le passages, all alike.	twisty litt
>go up Haze This is part of a maze of le passages, all alike. A probably the remains of a venturer, lies here.	twisty litt skeleton, luokless ad
>go southwest Maze This is part of a maze of le passages, all alike.	twisty litt
>go east Haze This is part of a maze of le passages, all alike. >■	twisty litt

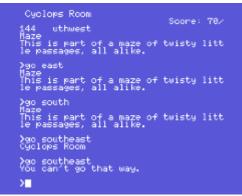
Maze Score: 70141This is part of a maze of twisty litt le passages, all alike.>go upThis is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here.>go southwestThis is part of a maze of twisty litt le passages, all alike.>go eastThis is part of a maze of twisty litt le passages, all alike.>{"type":"text","output":"Go south\n"}

Round 122



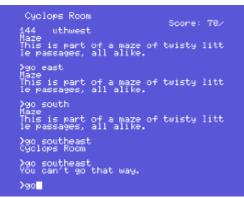
Maze Score: 70442This is part of a maze of twisty litt le passages, all alike. A skeleton, probably the remains of a luckless ad venturer, lies here.>go southwestMazeThis is part of a maze of twisty litt le passages, all alike.>go eastMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>go southMazeThis is part of a maze of twisty litt le passages, all alike.>f"type":"text","output":"Go southeast\n"}

Maze Score: 70141This is part of a maze of twisty little passages, all alike.>go upThis is part of a maze of twisty little passages, all alike. A skeleton,probably the remains of a luckless adventurer, lies here.>go southwestThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis is part of a maze of twisty little passages, all alike.>go eastThis eastTh



Cyclops Room Score: 70144 uthwestMazeThis is part of a maze of twisty little passages, all alike.>go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>go southeastCyclops Room>go southeastYou can't go that way.{"type":"text","output":"Go up\n"}

Round 124



Cyclops Room Score: 70144 uthwestMazeThis is part of a maze of twisty little passages, all alike.>go eastMazeThis is part of a maze of twisty little passages, all alike.>go southMazeThis is part of a maze of twisty little passages, all alike.>go southeastCyclops Room>go southeastYou can't go that way.>go{"type":"text","output":"Go north\n"}

Round 125



ribs. It appears that that last blow was to much for you. I'm afraid you are de ad. *** You have died *** You clearly are a suicidal maniac. We don't allow psychotics in the cave, since they may harm other adventurers. Your remains will be installed in the Lan d of the Living Dead, where your fellow ad venturers may gloat over them. Your score would be 60 (total of 350 points), in 145 moves. This score gives you the rank of Novi ce Adventurer. A> go north B> command or file name A> {"type":"gameover","output":"lost"}