

Round 1

```

West of House                               Score: 0/0

ZORK I: The Great Underground Empire
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Release 25 / Serial number 820515

West of House
You are standing in an open field west
of a white house, with a boarded fr
ont
door.
There is a small mailbox here.

>■

```

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 House                               Score: 0/1

ZORK I: The Great Underground Empire
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Release 25 / Serial number 820515

West of House
You are standing in an open field west
of a white house, with a boarded fr
ont
door.
There is a small mailbox here.

>open the mailbox
Opening the mailbox reveals a leaflet
.

>■

```

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 House                               Score: 0/4

>read the leaflet
WELCOME TO ZORK
ZORK is a game of adventure, dan
ger, and low cunning. In it you will
explore some of the most amazing terr
itory 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 leaflet
Dropped.

>■

```

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 leaflet
Dropped.

>go north
North of House
You are facing the north side of a white house. There is no door here, and all the windows are boarded up. To the north a narrow path winds through the trees.

>■

```

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 white house. There is no door here, and the 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
d.

>go north
North of House
You are facing the north side of a white house. There is no door here, and all the windows are boarded up. To the north a narrow path winds through the trees.

>go north
Forest Path
This 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.

>■

```

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: 0/7
nearest 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, apparently scavenged somewhere by a childless songbird. The egg is covered with fine gold inlay, 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. The egg appears extremely fragile.
You hear in the distance the chirping of a song bird.

>■

```

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. The egg 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                               Score: 5/9
with precious jewels, apparently
ly
scavenged somewhere by a childless so
nabird. The egg is covered with fine
gold
inlay, and ornamented in lapis lazuli
and mother-of-pearl. Unlike most egg
5,
this one is hinged and has a delicate
looking clasp holding it closed. The
egg
appears extremely fragile.
You hear in the distance the chirping
of a song bird.

>get the egg
Taken.

>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 delicateloooking 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: 5/1
0 . The egg is covered with fine
gold
inlay, and ornamented in lapis lazuli
and mother-of-pearl. Unlike most egg
5,
this one is hinged and has a delicate
looking clasp holding it closed. The
egg
appears extremely fragile.
You hear in the distance the chirping
of a song bird.

>get the egg
Taken.

>go down
Forest Path

>go south
North of House

>■

```

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 delicateloooking 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: 5/1
1 other-of-pearl. Unlike most egg
5,
this one is hinged and has a delicate
looking clasp holding it closed. The
egg
appears extremely fragile.
You hear in the distance the chirping
of a song bird.

>get the egg
Taken.

>go down
Forest Path

>go south
North of House

>go south
The windows are all boarded.

>■

```

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

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
2
>get the egg
Taken.

>go down
Forest Path

>go south
North of House

>go south
The windows are all boarded.

>go east
Behind House
You are behind the white house. A path
n leads into the forest to the east.
In
one corner of the house there is a sm
all window which is slightly ajar.

>■

```

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: 15/
14 reat effort, you open the windo
u far enough to allow entry.

>enter the house
Kitchen
You are in the kitchen of the white h
ouse. A table seems to have been used
recently for the preparation of food.
A passage leads to the west and a da
rk
staircase can be seen leading upward.
A dark chimney leads down and to the
east
is a small window which is open.
On the table is an elongated brown sa
ck, smelling of hot peppers.
A bottle is sitting on the table.
The glass bottle contains:
A quantity of water

>■

```

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"}

Round 12

```

Living Room                               Score: 15/
18 g the brown sack reveals a lunc
h, and a clove of garlic.

>get the bottle
Taken.

>go west
Living Room
You are in the living room. There is
a door to the east, a wooden door wit
h
strange gothic lettering to the west,
which appears to be nailed shut, a t
rophy
case, and a large oriental rug in the
center of the room.
Above the trophy case hangs an elvish
sword of great antiquity.
A battery-powered brass lantern is on
the trophy case.

>■

```

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 isa 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                               Score: 15/
22    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 ru
g 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.
>■

```

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 ru g 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: 48/
24    or reluctantly opens to reveal
    a rickety staircase descending into
    darkness.
>turn on the lantern
The lamp is now on.
>go down
The trap door crashes shut, and you h
ear someone barring it.
Cellar
You are in a dark and damp cellar wit
h a narrow passageway leading north,
and a
crawlway to the south. On the west is
the bottom of a steep metal ramp whi
ch is
unclimbable.
Your sword is glowing with a faint bl
ue glow.
>■

```

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"}

Round 15

```

The Troll Room                               Score: 40/
26 the egg
Dropped.
>go north
The Troll Room
This is a small room with passages to
the east and south and a forbidding
hole
leading west. Bloodstains and deep sc
atches (perhaps made by an axe) mar
the
walls.
A nasty-looking troll, brandishing a
bloody axe, blocks all passages out o
f the
room.
Your sword has begun to glow very bri
ghtly.
The troll swings his axe, but it miss
es.
>■

```

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 scratches (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: 40/
27
A nasty-looking troll, brandishing a
bloody axe, blocks all passages out o
f the
room.
Your sword has begun to glow very bri
ghtly.
The troll swings his axe, but it miss
es.
>attack the troll
(with the sword)
It's curtains for the troll as your s
word 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 li
fts, the carcass has disappeared.
Your sword is no longer glowing.
>■

```

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

```

Maze                                           Score: 40/
29
>attack the troll
(with the sword)
It's curtains for the troll as your s
word 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 li
fts, the carcass has disappeared.
Your sword is no longer glowing.
>drop the sword
Dropped.
>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.
>■

```

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: 48/
30  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 li
fts, the carcass has disapeared.
Your sword is no longer glowing.

>drop the sword
Dropped.

>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.

>■

```

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 sword Dropped. >go west This is part of a maze of twisty little passages, all alike. >go west This is part of a maze of twisty little passages, all alike. >{"type": "text", "output": "Go up\n"}

Round 19

```

Maze                                     Score: 48/
31
fog envelops him, and when the fog li
fts, the carcass has disapeared.
Your sword is no longer glowing.

>drop the sword
Dropped.

>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.

>■

```

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

Round 20

```

Maze                                     Score: 48/
32  the sword
Dropped.

>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.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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

Round 21


```

Maze                                     Score: 40/
33      n't go that way.

>go west
Maze
This is part of a maze of twisty little passages, all alike.

>go up
Maze
This 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.

>■

```

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

```

Maze                                     Score: 50/
35
>go up
Maze
This 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 coins
Taken.

>get the skeleton key
Taken.

>■

```

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      ly 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 coins
Taken.

>get the skeleton key
Taken.

>go southwest
Maze
This is part of a maze of twisty little passages, all alike.

>■

```

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 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.>go southwestMazeThis is part of a maze of twisty little passages, all alike.>{"type":"text","output":"Go east\n"}

Round 24

```

Maze                                     Score: 50/
37  e here.
There is a skeleton key here.
An old leather bag, bulging with coins, is here.

>get the bag of coins
Taken.

>get the skeleton key
Taken.

>go southwest
Maze
This is part of a maze of twisty little passages, all alike.

>go east
Maze
This is part of a maze of twisty little passages, all alike.

>■

```

Maze Score: 5037 S here. There is a skeleton key here. An old leather bag, bulging with coins, is here. >get the bag of coins Taken. >get the skeleton key Taken. >go southwest Maze This is part of a maze of twisty little passages, all alike. >go east Maze This is part of a maze of twisty little passages, all alike. >{"type": "text", "output": "Go south\n"}

Round 25

```

Maze                                     Score: 50/
38  he bag of coins
Taken.

>get the skeleton key
Taken.

>go southwest
Maze
This is part of a maze of twisty little passages, all alike.

>go east
Maze
This is part of a maze of twisty little passages, all alike.

>go south
Maze
This is part of a maze of twisty little passages, all alike.

>■

```

Maze Score: 5038 he bag of coins Taken. >get the skeleton key Taken. >go southwest Maze This is part of a maze of twisty little passages, all alike. >go east Maze This is part of a maze of twisty little passages, all alike. >go south Maze This is part of a maze of twisty little passages, all alike. >{"type": "text", "output": "Go southeast\n"}

Round 26

```

Cyclops Room                             Score: 50/
39
This is part of a maze of twisty little passages, all alike.

>go south
Maze
This is part of a maze of twisty little passages, all alike.

>go southeast
Cyclops Room
This room has an exit on the northwest, and a staircase leading up.
A cyclops, who looks prepared to eat horses (much less mere 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.

>■

```

Cyclops Room Score: 5039 This is part of a maze of twisty little passages, all alike. >go south Maze This is part of a maze of twisty little passages, all alike. >go southeast Cyclops Room This 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 state of health, and the bloodstains on the walls, you gather that he is not very friendly, though he likes people. >{"type": "text", "output": "Say Odysseus\n"}

Round 27

```

Cyclops Room                               Score: 50/
39
>go south
Maze
This is part of a maze of twisty little
passages, all alike.

>go southeast
Cyclops Room
This room has an exit on the northwest,
and a staircase leading up. A cyclops,
who looks prepared to eat horses (much
less mere 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
I don't know the word 'say'.

>■

```

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 eat horses (much less mere 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 odysseusI don't know the word 'say'.{"type":"text","output":"Odysseus\n"}

Round 28

```

Cyclops Room                               Score: 50/
40 e Room
This room has an exit on the northwest,
and a staircase leading up. A cyclops,
who looks prepared to eat horses (much
less mere 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
I don't know the word 'say'.

>odysseus
The cyclops, hearing the name of his
father's deadly nemesis, flees the room
by knocking down the wall on the east of
the room.

>■

```

Cyclops Room Score: 5040 > RoomThis room has an exit on the northwest, and a staircase leading up. A cyclops, who looks prepared to eat horses (much less mere 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 odysseusI don't know the word 'say'.odysseus: The cyclops, hearing the name of his father's deadly nemesis, flees the room by knocking down the wall on the east of the room.>{"type":"text","output":"Go east\n"}

Round 29

```

Strange Passage                             Score: 50/
41 you gather that he is not very
friendly, though he likes people.

>say odysseus
I don't know the word 'say'.

>odysseus
The cyclops, hearing the name of his
father's deadly nemesis, flees the room
by knocking down the wall on the east of
the room.

>go east
Strange Passage
This 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).

>■

```

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 his father's deadly nemesis, flees 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).{"type":"text","output":"Go east\n"}

Round 30

```

Living Room                               Score: 50/
42 >odysseus
I 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.

>go east
Strange Passage
This is a long passage. To the west i
s one entrance. On the east there is
an
old wooden door, with a large hole in
it (about cyclops sized).

>go east
Living Room
>■

```

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: 55/
46 s a long passage. To the west i
s one entrance. On the east there is
an
old wooden door, with a large hole in
it (about cyclops sized).

>go east
Living Room

>open the trophy case
Opened.

>put the coins in the trophy case
Done.

>drop the key
Dropped.

>drop the bottle
Dropped.

>■

```

Living Room Score: 5546 s 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>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/
48
>open the trophy case
Opened.

>put the coins in the trophy case
Done.

>drop the key
Dropped.

>drop the bottle
Dropped.

>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.

>go down
Cellar

>■

```

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

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 door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>go down
Cellar
>go south
East of Chasm
You are on the east edge of a chasm,
the bottom of which cannot be seen. T
he
west side is sheer rock, providing no
exits. A narrow passage goes north,
and
the path you are on continues to the
east.
>■

```

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 no
exits. A narrow passage goes north,
and
the path you are on continues to the
east.
>go east
Gallery
This is an art gallery. Most of the p
aintings which were here have been st
olen
by vandals with exceptional taste. Th
e vandals left through either the nor
th or
west exits.
Fortunately, there is still one chanc
e for you to be a vandal, for on the
far
wall is a painting of unparalleled be
auty.
>■

```

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: 59/
51 th you are on continues to the
east.
>go east
Gallery
This is an art gallery. Most of the p
aintings which were here have been st
olen
by vandals with exceptional taste. Th
e vandals left through either the nor
th or
west exits.
Fortunately, there is still one chanc
e for you to be a vandal, for on the
far
wall is a painting of unparalleled be
auty.
>get the painting
taken.
>■

```

Gallery Score: 59%51 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: 59/
52  at
Gallery
This is an art gallery. Most of the p
aintings which were here have been st
olen
by vandals with exceptional taste. Th
e vandals left through either the nor
th or
west exits.
Fortunately, there is still one chanc
e for you to be a vandal, for on the
far
wall is a painting of unparalleled be
auty.

>get the painting
Taken.

>go west
East of Chasm

>■

```

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 or west exits. Fortunately, there is still one chance for you to be a vandal, for on the far wall 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  gs which were here have been st
olen
by vandals with exceptional taste. Th
e vandals left through either the nor
th or
west exits.
Fortunately, there is still one chanc
e for you to be a vandal, for on the
far
wall is a painting of unparalleled be
auty.

>get the painting
Taken.

>go west
East of Chasm

>go north
Cellar

>■

```

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 the far 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/
54
>get the painting
Taken.

>go west
East of Chasm

>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

>■

```

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 Room                               Score: 59/
54
>get the painting
Taken.

>go west
East of Chasm

>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 ca

```

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 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/
56      + Chasm
>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.

>se
You can't go that way.

>

```

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      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.

>se
You can't go that way.

>open the trap door
You think it isn't?

>go down
Cellar

>

```

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"}

Round 42

```

The Troll Room                               Score: 65/
59  collection of treasures consists
of:
    A bag of coins
>put the painting in the trophy case
Done.
>se
You can't go that way.
>open the trap door
You think it isn't?
>go down
Cellar
>go north
The Troll Room
There is a sword here.
There is a bloody axe here.
>■

```

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

```

Maze                                           Score: 65/
60
>se
You can't go that way.
>open the trap door
You think it isn't?
>go down
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 little
passages, all alike.
>■

```

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 little passages, all alike.>{"type":"text","output":"Go west\n"}

Round 44

```

Maze                                           Score: 65/
61  the trap door
You think it isn't?
>go down
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 little
passages, all alike.
>go west
Maze
This is part of a maze of twisty little
passages, all alike.
>■

```

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"}

Round 45


```

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 little passages, all alike.
>go west
Maze
This is part of a maze of twisty little passages, all alike.
>go up
You can't go that way.
>■

```

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 little passages, all alike. >go west Maze This is part of a maze of twisty little passages, all alike. >go up You can't go that way. > {"type": "text", "output": "Go west\n"}

Round 46

```

Maze                               Score: 65/
63 is a sword here.
There is a bloody axe here.
>go west
Maze
This is part of a maze of twisty little passages, all alike.
>go west
Maze
This is part of a maze of twisty little passages, all alike.
>go up
You can't go that way.
>go west
Maze
This is part of a maze of twisty little passages, all alike.
>■

```

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 sages, all alike.
>go up
You can't go that way.
>go west
Maze
This is part of a maze of twisty little passages, all alike.
>go up
Maze
This 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.
>■

```

Maze Score: 65/64 spaces, 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 remain of a luckless adventurer, lies here. Beside the skeleton is a rusty knife. The deceased adventurer's useless lantern is here. {"type": "text", "output": "Get the skeleton key\nGet the rusty knife\n"}

Round 48

```

Maze                                     Score: 65/
65
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.
Beside the skeleton is a rusty knife.

The deceased adventurer's useless lan
tern is here.

>get the skeleton key
I can't see any skelet key here.

>get the rusty knife
Taken.

>■

```

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: 65/
66
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.
Beside the skeleton is a rusty knife.

The deceased adventurer's useless lan
tern is here.

>get the skeleton key
I can't see any skelet key here.

>get the rusty knife
Taken.

>go southwest
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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 keyI 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: 65/
67
the skeleton is a rusty knife.
The deceased adventurer's useless lan
tern is here.

>get the skeleton key
I can't see any skelet key here.

>get the rusty knife
Taken.

>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.

>■

```

Maze Score: 6567 the skeleton is a rusty knife.The deceased adventurer's useless lan term is here.>get the skeleton keyI 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.>{"type":"text","output":"Go south\n"}

Round 51

```

Maze                                     Score: 65/
68 he skeleton key
I can't see any skelet key here.
>get the rusty knife
Taken.
>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.
>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.
>■

```

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.>{"type":"text","output":"Go southeast\n"}

Round 52

```

Cyclops Room                             Score: 65/
69 he rusty knife
Taken.
>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.
>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.
>go southeast
Cyclops Room
>■

```

Cyclops Room Score: 65/69 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: 90/
70 easures in the room suddenly va
nish.
Treasure Room
This is a large room, whose east wall
is solid granite. A number of discar
ded bags, which crumble at your touch, ar
e scattered about on the floor. There
is
an exit down a staircase.
There is a suspicious-looking individ
ual, holding a bag, leaning against o
ne
wall. He is armed with a deadly stile
tto.
There is a silver chalice, intricatel
y engraved, here.
The thief slowly approaches, strikes
like a snake, and leaves you wounded.
>■

```

Treasure Room Score: 90/70 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"}

Round 54

```

Forest                                     Score: 80/
71 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 savagel
y 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, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>■

```

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.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.{"type":"text","output":"Go east\n"}

Round 55

```

Forest Path                               Score: 80/
72 sty blade is an inch from your
neck.
The knife seems to sing as it savagel
y 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, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>go east
Forest Path

>■

```

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/
73 s 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, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>go east
Forest Path

>go south
North of House

>■

```

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"}

Round 57

```

North of House                               Score: 80/
74
Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>go east
Forest Path

>go south
North of House

>go south
The windows are all boarded.

>■

```

North of House Score: 80/74 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 east Forest Path >go south North of House >go south The windows are all boarded. {"type": "text", "output": "Go east\n"}

Round 58

```

Behind House                               Score: 80/
75
can't quite fix you up completely, bu
t you can't have everything.
Forest
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>go east
Forest Path

>go south
North of House

>go south
The windows are all boarded.

>go east
Behind House

>■

```

Behind House Score: 80/75 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 east Forest Path >go south North of House >go south The windows are all boarded. >go east Behind House > {"type": "text", "output": "Open the window\nEnter the house\n"}

Round 59

```

Kitchen                               Score: 80/
77
appears to be sunlight.

>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

>■

```

Kitchen Score: 80/77 appears to be sunlight. >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 > {"type": "text", "output": "Go west\n"}

Round 60

```

Living Room                               Score: 80/
78      House
>open the window
I think you've already done that.

>enter the house
Kitchen

>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 water
There is a skeleton key here.
Your collection of treasures consists of:
  A painting
  A bag of coins
>■

```

Living Room Score: 80/78 House>open the windowI 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 Room
There 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

>get the lantern
Taken.

>get the skeleton key
Taken.
>■

```

Living Room Score: 80/80 n>go west[Living 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>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 lantern
Taken.

>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 hear someone barring it.
Cellar
>■

```

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 doorI 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"}

Round 63

```

The Troll Room                               Score: 88/
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 hear
someone barring it.
Cellar

>go north
The Troll Room
There is a sword here.
There is a bloody axe here.

>■

```

The Troll Room Score: 8084>get the skeleton keyTaken.>turn on the lanternIt is already on.>open the trap doorI think you've already done that.>go downThe trap door crashes shut, and you hear someone karringing 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: 88/
85 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 hear
someone barring it.
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 little
passages, all alike.

>■

```

Maze Score: 8095 on the lanternIt is already on.>open the trap doorI 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: 88/
86
>go down
The trap door crashes shut, and you hear
someone barring it.
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 little
passages, all alike.

>go west
Maze
This is part of a maze of twisty little
passages, all alike.

>■

```

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.>{"type":"text","output":"Go up\n"}

Round 66


```

Maze                               Score: 88/
87 meone barring it.
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 little
passages, all alike.

>go west
Maze
This is part of a maze of twisty little
passages, all alike.

>go up
You can't go that way.

>■

```

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: 88/
88 is a sword here.
There is a bloody axe here.

>go west
Maze
This is part of a maze of twisty little
passages, all alike.

>go west
Maze
This is part of a maze of twisty little
passages, all alike.

>go up
You can't go that way.

>go west
Maze
This is part of a maze of twisty little
passages, all alike.

>■

```

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: 88/
89
This is part of a maze of twisty little
passages, all alike.

>go up
You can't go that way.

>go west
Maze
This is part of a maze of twisty little
passages, all alike.

>go up
Maze
This is part of a maze of twisty little
passages, all alike. A skeleton,
probably the remains of a luckless ad-
venturer, lies here.
The deceased adventurer's useless lan-
tern is here.

>■

```

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"}

Round 69

```

Maze                                     Score: 80/
90      n't go that way.

>go west
Maze
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.
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.

>■

```

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 tern 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      sages, 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.
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.

>■

```

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: 80/
92      sages, 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.

>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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"}

Round 72

```

Cyclops Room                               Score: 88/
93      ceased 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.

>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.

>go southeast
Cyclops Room

>■

```

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 southeastCyclops Room>{"type":"text","output":"Go up\n"}

Round 73

```

Forest                               Score: 78/
94      olding a bow, leaning against o
ne wall. He is armed with a deadly stile
tto.
There is a silver chalice, intricatel
y engraved, here.
Finishing you off, a lightning throw
right to the heart.
It appears that that 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... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest

>■

```

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 too much for you. I'm afraid you are dead. **** You have died ****Now, let's take a look here... Hell, you probably deserve another chance.I 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: 78/
95
There is a silver chalice, intricatel
y engraved, here.
Finishing you off, a lightning throw
right to the heart.
It appears that that 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... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest

>go east
Forest Path

>■

```

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"}

Round 75

```

North of House                               Score: 70/
96 ing you off, a lightning throw
right to the heart.
It appears that that last blow was too
much for you. I'm afraid you are de
ad.

**** You have died ****

Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest

>go east
Forest Path

>go south
North of House

>■

```

North of House Score: 70
96 ing you off, a lightning throw
right 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. I can't quite fix you up
completely, but you can't have everything.
Forest
>go east
Forest Path
>go south
North of House
>{"type": "text", "output": "Go south\n"}

Round 76

```

North of House                               Score: 70/
97 for you. I'm afraid you are de
ad.

**** You have died ****

Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you can't have everything.
Forest

>go east
Forest Path

>go south
North of House

>go south
The windows are all boarded.

>■

```

North of House Score: 70
97 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 east
Forest Path
>go south
North of House
>go south
The windows are all boarded.
>{"type": "text", "output": "Go east\n"}

Round 77

```

Behind House                               Score: 70/
98 * You have died ****

Now, let's take a look here... Well,
you probably deserve another chance.
I
can't quite fix you up completely, bu
t you 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

>■

```

Behind House Score: 70
98 * 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 east
Forest Path
>go south
North of House
>go south
The windows are all boarded.
>go east
Behind House
>{"type": "text", "output": "Open the window\nEnter the house\n"}

Round 78

```

Kitchen                               Score: 70/
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

>■

```

Kitchen Score: 70
 100 can't have everything.Forest>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"}

Round 79

```

Living Room                           Score: 70/
101 ctBehind House

>open the window
I think you've already done that.

>enter the house
Kitchen

>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 water
Your collection of treasures consists of:
  A painting
  A bag of coins

>■

```

Living Room Score: 70
 101 ctBehind House>open the windowI think you've already done that.>enter the houseKitchen>go westLiving RoomThere's 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{"type":"text","output":"Get the lantern\n"}

Round 80

```

Living Room                           Score: 70/
102 the window
I think you've already done that.

>enter the house
Kitchen

>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 water
Your collection of treasures consists of:
  A painting
  A bag of coins

>get the lantern
taken.

>■

```

Living Room Score: 70
 >102 the windowI 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"}

Round 81

```

Cellar                                Score: 70/
104  r 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 lantern
Taken.
>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>go down
The trap door crashes shut, and you h
ear someone barring it.
Cellar
>■

```

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 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{"type":"text","output":"Go north\n"}

Round 82

```

The Troll Room                        Score: 70/
105  painting
     A bag of coins
>get the lantern
Taken.
>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>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.
>■

```

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: 70/
106
>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>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.
>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.
>■

```

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"}

Round 84

```

Maze                               Score: 70/
107
>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.

>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.

>■

```

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: 70/
108 meone barring it.
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.

>■

```

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: 70/
109 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.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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"}

Round 87


```

Maze                                     Score: 70/
110
This is part of a maze of twisty litt
le passages, all alike.

>go up
You can't go that way.

>go west
Maze
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.
The deceased adventurer's useless lan
tern is here.

>■

```

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: 70/
111
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.
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.
You hear, off in the distance, someon
e saying "My, I wonder what this fine
burned-out lantern is doing here."

>■

```

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: 70/
112
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.
You hear, off in the distance, someon
e saying "My, I wonder what this fine
burned-out lantern is doing here."

>go east
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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.{"type":"text","output":"Go south\n"}

Round 90

```

Maze                                     Score: 70/
113 s here.
>go southwest
Maze
This 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."
>go east
Maze
This is part of a maze of twisty little passages, all alike.
>go south
Maze
This is part of a maze of twisty little passages, all alike.
>■

```

Maze Score: 70 113 s 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 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: 70/
114
This 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."
>go east
Maze
This is part of a maze of twisty little passages, all alike.
>go south
Maze
This is part of a maze of twisty little passages, all alike.
>go southeast
Cyclops Room
>■

```

Cyclops Room Score: 70 114This is part of a maze of twisty little passages, all alike.You hear, off in the distance, someone 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 Room                             Score: 70/
115 s Room
>go up
You 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 Room
There is a suspicious-looking individual, holding a bag, leaning against one
wall. He is armed with a deadly knife.
There is a silver chalice, intricately engraved, here.
The thief attacks, and you fall back desperately.
>■

```

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: 70/115
115 an a scream of anguish as you violate the robber's hideaway. Using
passages unknown to you, he rushes to his defense.
The thief gestures mysteriously, and the treasures in the room suddenly vanish.
Treasure Room
There is a suspicious-looking individual, holding a bag, 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 knife
I can't see any knife here.

>■
```

Treasure Room Score: 70115 "A scream of anguish as you violate the robber's hideaway. Using passages unknown to you, he rushes to his defense. The thief gestures mysteriously, and the treasures in the room suddenly vanish. Treasure Room There is a suspicious-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 back desperately. >attack the thief with knife I can't see any knife here. {"type": "text", "output": "Flee down\n"}

Round 94

```
Treasure Room                               Score: 70/115
115 offense.
The thief gestures mysteriously, and the treasures in the room suddenly vanish.
Treasure Room
There is a suspicious-looking individual, holding a bag, 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 knife
I can't see any knife here.

>flee down
I don't know the word 'flee'.

>■
```

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 knife I can't see any knife here. >flee down I don't know the word 'flee'. {"type": "text", "output": "Go down\n"}

Round 95

```
Cyclops Room                               Score: 70/116
116 Treasure Room
There is a suspicious-looking individual, holding a bag, 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 knife
I can't see any knife here.

>flee down
I don't know the word 'flee'.

>go down
Cyclops Room

>■
```

Cyclops Room Score: 70416Treasure RoomThere is a suspicious-looking individual, holding a bag, 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 knife I can't see any knife here. > flee down I don't know the word 'flee'. > go down Cyclops Room { "type": "text", "output": "Go east\n" }

Round 96

```

Strange Passage                               Score: 70/
117  olding a bag, leaning against o
ne wall. He is armed with a deadly stile
tto. There is a silver chalice, intricatel
y engraved, here. 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

>■

```

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: 70/
118  t see any knife here.

>flee down
I don't know the word 'flee'.

>go down
Cyclops Room

>go east
Strange Passage

>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

>■

```

Living Room Score: 70118 t see any knife here. > flee down I don't know the word 'flee'. > go down Cyclops Room > go east Strange Passage > 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 > { "type": "text", "output": "Go behind the house\n" }

Round 98

```

Living Room                               Score: 70/
118  t know the word 'flee'.

>go down
Cyclops Room

>go east
Strange Passage

>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.

>■

```

Round 99

```

Living Room                               Score: 70/
118  t know the word 'flee'.
>go down
Cyclops Room
>go east
Strange Passage
>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.
>■

```

Living Room Score: 70 118 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 houseI don't understand that sentence.>{"type":"text","output":"Go east\nGo east\n"}

Round 100

```

Behind House                               Score: 70/
120  e Passage
>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
>■

```

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 House                               Score: 70/
121  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
>■

```

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"}

Round 102

```

Forest Path                               Score: 70/
122  entity 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

>go north
Forest Path

>■

```

Forest Path Score: 70
 122 -- entity 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
 >go north Forest Path
 >{"type":"text","output":"Climb the tree\n"}

Round 103

```

Up a Tree                               Score: 70/
123  t understand that sentence.

>go east
Kitchen

>go east
Behind House

>go north
North of House

>go north
Forest Path

>climb the tree
Up a Tree
Beside you on the branch is a small b
ird's nest.
You hear in the distance the chirping
of a song bird.

>■

```

Up a Tree Score: 70
 123 t understand that sentence.
 >go east Kitchen
 >go east Behind House
 >go north North of House
 >go north Forest Path
 >climb the tree
 Up a Tree
 Beside you on the branch is a small bird's nest.
 You hear in the distance the chirping of a song bird.
 >{"type":"text","output":"Go down\n"}

Round 104

```

Forest Path                               Score: 70/
124  ct
Behind House

>go north
North of House

>go north
Forest Path

>climb the tree
Up a Tree
Beside you on the branch is a small b
ird's nest.
You hear in the distance the chirping
of a song bird.

>go down
Forest Path
You hear in the distance the chirping
of a song bird.

>■

```

Forest Path Score: 70
 > 124 - ct Behind House
 > go north North of House
 > go north Forest Path
 > climb the tree
 Up a Tree
 Beside you on the branch is a small bird's nest.
 You hear in the distance the chirping of a song bird.
 > go down Forest Path
 You hear in the distance the chirping of a song bird.
 > {"type":"text","output":"Go south\n"}

Round 105

```

North of House                               Score: 70/
125  rth
North of House

>go north
Forest Path

>climb the tree
Up a Tree
Beside you on the branch is a small b
ird's nest.
You hear in the distance the chirping
of a song bird.

>go down
Forest Path
You hear in the distance the chirping
of a song bird.

>go south
North of House

>■

```

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 House                               Score: 70/
125  rth
North of House

>go north
Forest Path

>climb the tree
Up a Tree
Beside you on the branch is a small b
ird's nest.
You hear in the distance the chirping
of a song bird.

>go down
Forest Path
You hear in the distance the chirping
of a song bird.

>go south
North of House

>■

```

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: 70/
126  rth
Forest Path

>climb the tree
Up a Tree
Beside you on the branch is a small b
ird's nest.
You hear in the distance the chirping
of a song bird.

>go down
Forest Path
You hear in the distance the chirping
of a song bird.

>go south
North of House

>go south
The windows are all boarded.

>■

```

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"}

Round 108


```

Behind House                               Score: 70/
127  the tree
Up a Tree
Beside you on the branch is a small b
ird's nest.
You hear in the distance the chirping
of a song bird.

>go down
Forest Path
You hear in the distance the chirping
of a song bird.

>go south
North of House

>go south
The windows are all boarded.

>go east
Behind House

>■

```

Behind House Score: 70
 127 the tree
 Up a Tree
 Beside you on the branch is a small bird's nest.
 You hear in the distance the chirping of a song bird.
 >go down
 Forest Path
 You hear in the distance the chirping of a song bird.
 >go south
 North of House
 >go south
 The windows are all boarded.
 >go east
 Behind House
 >{"type":"text","output":"Open the window\nEnter the house\n"}

Round 109

```

Kitchen                               Score: 70/
129
>go down
Forest Path
You hear in the distance the chirping
of a song bird.

>go south
North of House

>go south
The windows are all boarded.

>go east
Behind House

>open the window
You think it isn't?

>enter the house
Kitchen

>■

```

Kitchen Score: 70
 >go down
 Forest Path
 You hear in the distance the chirping of a song bird.
 >go south
 North of House
 >go south
 The windows are all boarded.
 >go east
 Behind House
 >open the window
 You think it isn't?
 >enter the house
 Kitchen
 {"type":"text","output":"Go west\n"}

Round 110

```

Living Room                               Score: 70/
130 ndows are all boarded.

>go east
Behind House

>open the window
You think it isn'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

>■

```

Living Room Score: 70
 130 ndows are all boarded.
 >go east
 Behind House
 >open the window
 You think it isn'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
 {"type":"text","output":"Get the clear glass bottle\n"}

Round 111

```

Living Room                               Score: 70/
131 House
>open the window
You think it isn'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: 70 131 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

```

Cellar                               Score: 70/
133 et
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.
>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>go down
Cellar
>

```

CellarScore: 70 133 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: 70/
134 collection of treasures consists
of:
  A painting
  A bag of coins
>get the clear glass bottle
Taken.
>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.
>go down
Cellar
>go north
The Troll Room
There is a sword here.
There is a bloody axe here.
>

```

The Troll Room Score: 70 134. 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>go northThe Troll RoomThere is a sword here.There is a bloody axe here. {"type": "text", "output": "Go west\n"}

Round 114

```

Maze                                     Score: 70/
135 he clear glass bottle
Taken.

>open the trap door
The door reluctantly opens to reveal
a rickety staircase descending into
darkness.

>go down
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.

>■

```

Maze Score: 70
 135 he clear glass bottle
 Taken.
 >open the trap door
 The door reluctantly opens to reveal
 a rickety staircase descending into
 darkness.
 >go down
 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.
 {"type": "text", "output": "Go west\n"}

Round 115

```

Maze                                     Score: 70/
136
>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.
A 'lean and hungry' gentleman just wa
ndered through, carrying a large bag.
Finding nothing of value, he left dis
gruntled.

>■

```

Maze Score: 70
 >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.
 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: 70/
137 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.
A 'lean and hungry' gentleman just wa
ndered through, carrying a large bag.
Finding nothing of value, he left dis
gruntled.

>go up
You can't go that way.

>■

```

Maze Score: 70
 137 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.
 A 'lean and hungry' gentleman just wa
 ndered through, carrying a large bag.
 Finding nothing of value, he left dis
 gruntled.
 >go up
 You can't go that way.
 {"type": "text", "output": "Go west\n"}

Round 117

```

Maze                                     Score: 70/
138 e 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.
A 'lean and hungry' gentleman just wa
ndered through, carrying a large bag.

Finding nothing of value, he left dis
gruntled.

>go up
You can't go that way.

>go west
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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: 70/
139 n and hungry' gentleman just wa
ndered through, carrying a large bag.

Finding nothing of value, he left dis
gruntled.

>go up
You can't go that way.

>go west
Maze
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.

>■

```

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. A skeleton,probably the remains of a luckless adventurer, lies here.{"type":"text","output":"Go southwest\n"}

Round 119

```

Maze                                     Score: 70/
140
>go up
You can't go that way.

>go west
Maze
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
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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"}

Round 120

```

Maze                                     Score: 70/
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
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.

>■

```

Round 121

```

Maze                                     Score: 70/
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
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.

>■

```

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: 70/
142
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
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.

>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.

>■

```

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.>{"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.>{"type":"text","output":"Go southeast\n"}

Round 123

```

Cyclops Room                               Score: 70/
144  uthwest
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.

>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.

>go southeast
Cyclops Room

>go southeast
You can't go that way.

>■

```

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.

Round 124

```

Cyclops Room                               Score: 70/
144  uthwest
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.

>go south
Maze
This is part of a maze of twisty litt
le passages, all alike.

>go southeast
Cyclops Room

>go southeast
You can't go that way.

>go■

```

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
o 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>
A>go north
Bad command or file name
A>■

```

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"}