

## Round 1

```

West of House                               Score: 0/0

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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 mailbox\nGet leaflet\nRead leaflet\nDrop leaflet\n"}

## Round 2

```

West of House                               Score: 0/4

>read 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 leaflet
Dropped.
>■

```

West of HouseScore: 0/4>read leafletWELCOME TO ZORKZORK is a game of adventure, danger, and low cunning. In it you willexplore 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 leafletDropped.>{"type":"text","output":"North\nNorth\nClimb tree\nGet egg\n"}

## Round 3

```

Up a Tree                                   Score: 5/8

t branch above you is above you
r reach.
Beside you on the branch is a small b
ird's nest.
In the bird's nest is a large egg enc
rusted with precious jewels, apparent
ly
scavenged somewhere by a childless so
ngbird. The egg is covered with fine
gold
inlay, and ornamented in lapis lazuli
and mother-of-pearl. Unlike most egg
s,
this one is hinged and has a delicate
looking clasp holding it closed. The
egg
appears extremely fragile.

>get egg
Taken.
>■

```

Up a Tree Score: 5/8To reach branch above you is above youBeside 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.>get eggTaken.{"type":"text","output":"Open egg\nDown\nSouth\nEast\nOpen window\nEnter\n"}

## Round 4

```

Kitchen                                     Score: 15/
14      reat effort, you open the windo
w far enough to allow entry.
>enter
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 window far enough to allow entry.>enterKitchenYou 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 the east is a small window which is open. On the table is an elongated brown salami, smelling of hot peppers. A bottle is sitting on the table. The glass bottle contains: A quantity of water{"type":"text","output":"Get bottle\nGet salami\nWest\nGet sword\nGet lamp\nMove rug\nOpen trap door\nTurn on lamp\nDown\n"}

## Round 5

```

Cellar                                     Score: 48/
22      or reluctantly opens to reveal
a rickety staircase descending into
darkness.
>turn on lamp
The lamp is now on.
>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: 4022 or reluctantly opens to reveal a rickety staircase descending into darkness.>turn on lampThe lamp is now on.>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":"North\nAttack troll with sword\nAttack troll with sword\n"}

## Round 6

```

The Troll Room                             Score: 48/
25      v-looking troll, brandishing a
bloody axe, blocks all passages out o
f the room.
Your sword has begun to glow very bri
ghtly.
>attack troll with sword
Your sword crashes down, knocking the
troll into dreamland.
>attack troll with sword
The unconscious troll cannot defend h
imself. He dies.
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: 4025 A v-looking troll, brandishing a bloody axe, blocks all passages out o the room. Your sword has begun to glow very bri ghtly.>attack troll with sword Your sword crashes down, knocking the troll into dreamland.>attack troll with sword The unconscious troll cannot defend h himself. He dies. Almost as soon as the troll breathes his last breath, a cloud of sinister black fog envelops him, and when the fog l ifts, the carcass has disappeared. Your sword is no longer glowing.>{"type":"text","output":"Drop sword\nWest\nWest\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 7

```

Maze                                     Score: 40/
29    d.
>west
Maze
This is part of a maze of twisty litt
le passages, all alike.
>west
Maze
This is part of a maze of twisty litt
le passages, all alike.
>up
You can't go that way.
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>■

```

Maze Score: 40/29 d.>westThis is part of a maze of twisty little passages, all alike.>westThis is part of a maze of twisty little passages, all alike.>upYou can't go that way.>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skelket key here.>{"type":"text","output":"East\nNorth\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 8

```

Dead End                               Score: 40/
32
>get skeleton key
I can't see any skelet key here.
>east
Dead End
You have come to a dead end in the ma
ze.
>north
You can't go that way.
>up
You can't go that way.
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>■

```

Dead End Score: 4032>get skeleton keyI can't see any skelet key here.>eastDead EndYou have come to a dead end in the maze.>northYou can't go that way.>upYou can't go that way.>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skelet key here.>{"type":"text","output":"North\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 9

```

Dead End                               Score: 40/
34
You can't go that way.
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>north
You can't go that way.
>up
You can't go that way.
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>■

```

Dead EndScore: 4034>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skelet key here.>northYou can't go that way.>upYou can't go that way.>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skelet key here.>{"type":"text","output":"West\nNorth\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 10

```

Dead End                                     Score: 40/
37      aning against one of the walls
here.
He does not speak, but it is clear fr
om his aspect that the bag will be ta
ken
only over his dead body.
The stiletto flashes faster than you
can follow, and blood wells from your
leg.

>up
You can't go that way.
You parry a lightning thrust, and the
thief salutes you with a grin nod.

>get bag of coins
I can't see any coins here.

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

>■

```

Dead End Score: 4037 aning against one of the wallshere.He does not speak, but it is clear from his aspect that the bag will be taken only over his dead body.The stiletto flashes faster than youcan follow, and blood wells from your leg.>upYou can't go that way.You parry a lightning thrust, and the thief salutes you with a grin nod.>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skeleton key here.> {"type":"text","output":"South\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 11

```

Dead End                                     Score: 40/
37      aspect that the bag will be ta
ken
only over his dead body.
The stiletto flashes faster than you
can follow, and blood wells from your
leg.

>up
You can't go that way.
You parry a lightning thrust, and the
thief salutes you with a grin nod.

>get bag of coins
I can't see any coins here.

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

>
Beg pardon?

>■

```

Dead End Score: 4037 aspect that the bag will be taken only over his dead body. The stiletto flashes faster than you can follow, and blood wells from yourlap. >up You can't go that way. You parry a lightning thrust, and the thief salutes you with a grin nod. >get bag of coins I can't see any coins here. >get skeleton key I can't see any skel key here. >Beg pardon? > {"type":"text","output":"Attack thief\nAttack thief\n"}

## Round 12

```

Forest                                     Score: 30/
38      en't even holding the thief.
The thief comes in from the side, fei
nts, and inserts the blade into your
ribs.
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
This is a forest, with trees in all d
irections around you. To the east, th
ere
appears to be sunlight.

>■

```

Forest Score: 3038 aren't even holding the thief.The thief comes in from the side, feints, and inserts the blade into yourribs.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.ForestThis is a forest, with trees in all directions around you. To the east, there appears to be sunlight.> {"type":"text","output":"East\n"}

## Round 13

```

Forest Path                               Score: 30/
39
It appears that that last blow was too
much for you. I'm afraid you are dea
d.

**** 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.

>east
Forest Path
>■

```

Forest Path Score: 30/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 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.>eastForest Path>{"type":"text","output":"South\nSouth\nEast\nOpen window\nEnter\nGet sword\nGet lamp\nMove rug\nOpen trap door\nTurn on lamp\nDown\n"}

## Round 14

```

Kitchen                               Score: 30/
45    elling of hot peppers.

>get sword
I can't see any sword here.

>get lamp
I can't see any lamp here.

>move rug
I can't see any rug here.

>open trap door
I can't see any trap door here.

>turn on lamp
I can't see any lamp here.

>down
Only Santa Claus climbs down chimneys
.

>■

```

Kitchen Score: 30/45 elling of hot peppers.>get swordI can't see any sword here.>get lampI can't see any lamp here.>move rugI can't see any rug here.>open trap doorI can't see any trap door here.>turn on lampI can't see any lamp here.>downOnly Santa Claus climbs down chimneys.>{"type":"text","output":"West\nGet sword\nGet lamp\nMove rug\nOpen trap door\nTurn on lamp\nDown\n"}

## Round 15

```

Cellar                               Score: 30/
51    amp
Taken.

>move rug
Having moved the carpet previously, y
ou find it impossible to move it agai
n.

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

>turn on lamp
It is already on.

>down
The trap door crashes shut, and you h
ear someone barring it.
Cellar

>■

```

Cellar Score: 30/51 ampTaken.>move rugHaving moved the carpet previously, you find it impossible to move it again.>open trap doorThe door reluctantly opens to reveal a rickety staircase descending into darkness.>turn on lampIt is already on.>downThe trap door crashes shut, and you hear someone barring it.Cellar>{"type":"text","output":"North\nWest\nWest\nUp\nGet bag of coins\nGet skeleton key\n"}

## Round 16

```

Maze                               Score: 30/
55  is a bloody axe here.
>west
Maze
This is part of a maze of twisty litt
le passages, all alike.
>west
Maze
This is part of a maze of twisty litt
le passages, all alike.
>up
You can't go that way.
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>■

```

Maze Score: 30/55 is a bloody axe here. >westMazeThis is part of a maze of twisty little passages, all alike. >westMazeThis is part of a maze of twisty little passages, all alike. >upYou can't go that way. >get bag of coinsI can't see any coins here. >get skeleton keyI can't see any skelet key here.>  
{"type": "text", "output": "North\nEast\nEast\nNorth\nEast\nDown\nSouth\nGet torch\n"}

## Round 17

```

North-South Passage                Score: 35/
62
A chasm runs southwest to northeast, a
nd the path follows it. You are on th
e
south side of the chasm, where a crac
k opens into a passage.
>east
You can't go that way.
>down
Are you out of your mind?
>south
North-South Passage
This is a high north-south passage, w
hich forks to the northeast.
>get torch
I can't see any torch here.
>■

```

North-South Passage Score: 35%62A chasm runs southwest to northeast, and the path follows it. You are on the south side of the chasm, where a crack opens into a passage.>eastYou can't go that way.>downAre you out of your mind?>southNorth-South PassageThis is a high north-south passage, which forks to the northeast.>get torchI can't see any torch here.>{"type": "text", "output": "Up\nEast\nNorth\nGet bag of coins\nGet skeleton key\n"}

## Round 18

```

Chasm                               Score: 35/
65  is a high north-south passage, w
hich forks to the northeast.
>get torch
I can't see any torch here.
>up
You can't go that way.
>east
You can't go that way.
>north
Chasm
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>■

```

Chasm65 - is a high north-south passage, which forks to the northeast.>get torchI can't see any torch here.>upYou can't go that way.>eastYou can't go that way.>northChasm>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skelet key here.{"type": "text", "output": "South\nWest\nUp\nGet rope\n"}

## Round 19

```

North-South Passage          Score: 35/
68
Chasm
>get bag of coins
I can't see any coins here.
>get skeleton key
I can't see any skelet key here.
>south
North-South Passage
>west
You can't go that way.
>up
You can't go that way.
>get rope
I can't see any rope here.
>■

```

North-South Passage Score: 35/ 68Chasm>get bag of coinsI can't see any coins here.>get skeleton keyI can't see any skeleton key here.>southNorth-South Passage>westYou can't go that way.>upYou can't go that way.>get ropel can't see any rope here.{"type":"text","output":"South\nEast\nGet painting\nWest\nNorth\nUp\n"}

## Round 20

```

North-South Passage          Score: 35/
72
and a stone stairway leading
upward. The room is deafeningly loud
with an undetermined rushing sound.
The sound seems to reverberate from all o
f the walls, making it difficult even
to think.
On the ground is a large platinum bar
>get painting
painting painting ...
>west
Round Room
>north
North-South Passage
>up
You can't go that way.
>■

```

North-South Passage Score: 3572 and a stone stairway leading upward. The room is deafeningly loud with an undetermined rushing sound. The sound seems to reverberate from all o the walls, making it difficult even to think. On the ground is a large platinum bar>get paintingpainting painting ...WestRound Room>northNorth-South Passage>upYou can't go that way.{"type":"text","output":"Echo\nGet bar\nWest\nWest\nWest\nSouth\nUp\n"}

## Round 21

```

Round Room                   Score: 35/
78
>west
You can't go that way.
A 'lean and hungry' gentleman just wa
ndered through, carrying a large bag.
Finding nothing of value, he left dis
gruntled.
>west
You can't go that way.
>west
You can't go that way.
>south
Round Room
>up
You can't go that way.
>■

```

Round Room Score: 35/>westYou can't go that way.A 'lean and hungry' gentleman just wandered through, carrying a large bag.Finding nothing of value, he left disgruntled.>westYou can't go that way.>westYou can't go that way.>southRound Room>upYou can't go that way.>{"type":"text","output":"South\nEast\nSouth\nUp\n"}

## Round 22

```

Mirror Room                               Score: 35/
82     e a long and narrow corridor wh
ere a long north-south passageway bri
efly narrows even further.
>east
You can't go that way.
>south
Mirror Room
You are in a large square room with t
all ceilings. On the south wall is an
enormous mirror which fills the entir
e wall. There are exits on the other
three sides of the room.
>up
You can't go that way.
>■

```

Mirror Room Score: 35/82 is a long and narrow corridor where a long north-south passageway briefly narrows even further.>eastYou can't go that way.>southMirror RoomYou are in a large square room with tall ceilings. On the south wall is anenormous mirror which fills the entire wall. There are exits on the other threesides of the room.>upYou can't go that way.> {"type":"text","output":"Touch mirror\n"}

## Round 23

```

Mirror Room                               Score: 35/
83
>east
You can't go that way.
>south
Mirror Room
You are in a large square room with t
all ceilings. On the south wall is an
enormous mirror which fills the entir
e wall. There are exits on the other
three sides of the room.
>up
You can't go that way.
>touch mirror
There is a rumble from deep within th
e earth and the room shakes.
>■

```

Mirror Room Score: 35/83>eastYou can't go that way.>southMirror RoomYou are in a large square room with all ceilings. On the south wall is anenormous mirror which fills the entire wall. There are exits on the other threesides of the room.>upYou can't go that way.>touch mirrorThere's a rumble from deep within the earth and the room shakes.> {"type":"text","output":"North\nWest\nNorth\nWest\nNorth\n"}

## Round 24

```

Ladder Top                               Score: 35/
88     unds may be heard coming from t
he passage at the north end. You may als
o escape to the east.
>north
Fweep!
Fweep!
Fweep!
A deranged giant vampire bat (a rejec
t from WUMPUS) swoops down from his b
elf and lifts you away....
Ladder Top
This is a very small room. In the cor
ner is a rickety wooden ladder, leadi
ng downward. It might be safe to descend
. There is also a staircase leading u
pward.
>■

```

Ladder Top Score: 35/88 unds may be heard coming from the passage at the north end. You may also escape to the east.>northFweep!Fweep!A deranged giant vampire bat (a reject from WUMPUS) swoops down from his belf and lifts you away...Ladder TopThis is a very small room. In the corner is a rickety wooden ladder, leading downward. It might be safe to descend. There is also a staircase leading upward. {"type":"text","output":"North\nWest\nNorth\nWest\nNorth\n"}

## Round 25



```

Ladder Top                               Score: 35/
93  a rickety wooden ladder, leadin
ng
downward. It might be safe to descend
. There is also a staircase leading u
pward.
>north
You can't go that way.
>west
You can't go that way.
>north
You can't go that way.
>west
You can't go that way.
>north
You can't go that way.
>

```

Ladder Top Score: 35/93 a rickety wooden ladder, leading downward. It might be safe to descend there is also a staircase leading upward.>northYou can't go that way.>westYou can't go that way.>northYou can't go that way.>westYou can't go that way.>northYou can't go that way.>northYou can't go that way.>

{"type": "text", "output": "Down\n"}

## Round 26

```

Ladder Bottom                           Score: 35/
94  n't go that way.
>west
You can't go that way.
>north
You can't go that way.
>west
You can't go that way.
>north
You can't go that way.
>down
Ladder Bottom
This is a rather wide room. On one si
de is the bottom of a narrow wooden
ladder. To the west and the south are
passages leaving the room.
>

```

Ladder Bottom Score: 35/94 n't go that way.>westYou can't go that way.>northYou can't go that way.>westYou can't go that way.>northYou can't go that way.>downLadder BottomThis is a rather wide room. On one side is the bottom of a narrow wooden ladder. To the west and the south are passages leaving the room.>{"type": "text", "output": "South\nGet coal\n"}

## Round 27

```

Dead End                               Score: 35/
96  n't go that way.
>north
You can't go that way.
>down
Ladder Bottom
This is a rather wide room. On one si
de is the bottom of a narrow wooden
ladder. To the west and the south are
passages leaving the room.
>south
Dead End
You have come to a dead end in the mi
ne. There is a small pile of coal here.
>get coal
Taken.
>

```

Dead End Score: 35/96 n't go that way.>north You can't go that way.>down Ladder Bottom This is a rather wide room. On one side is the bottom of a narrow wooden ladder. To the west and the south are passages leaving the room.>south Dead End You have come to a dead end in the mine. There is a small pile of coal here.>get coal Taken. {"type": "text", "output": "North\nUp\nUp\n"}

## Round 28

```

Coal Mine                               Score: 35/
gg
Dead End
You have come to a dead end in the mi
ne.
There is a small pile of coal here.
>get coal
Taken.
>north
Ladder Bottom
>up
Ladder Top
>up
Coal Mine
This is a non-descript part of a coal
mine.
There is a jewel-encrusted egg here.
>■

```

Coal Mine Score: 35ggDead EndYou have come to a dead end in the mine. There is a small pile of coal here.>get coalTaken.>northLadder Bottom>upLadder Top>upCoal MineThis is a non-descript part of a coal mine.There is a jewel-encrusted egg here.>

```
{"type":"text","output":"North\nUp\nUp\nNorth\nEast\nSouth\nNorth\nUp\nSouth\n"}

```

## Round 29

```

Shaft Room                               Score: 35/
108 Room
This is a small non-descript room. Ho
wever, from the direction of a small
descending staircase a foul odor can
be detected. To the south is a narrow
tunnel.
>south
Shaft Room
This is a large room, in the middle o
f which is a small shaft descending
through the floor into darkness below
. To the west and the north are exits
from
this room. Constructed over the top o
f the shaft is a metal framework to w
hich
a heavy iron chain is attached.
At the end of the chain is a basket.
>■

```

Shaft Room Score: 35This is a small non-descript room. However, from the direction of a small descending staircase a foul odor can be detected. To the south is a narrow tunnel.>southShaft RoomThis is a large room, in the middle of which is a small shaft descending through the floor into darkness below. To the west and the north are exits from this room. Constructed over the top of the shaft is a metal framework to which a heavy iron chain is attached. At the end of the chain is a basket.{"type":"text","output":"Get egg\nNorth\nEast\nSouth\nNorth\nUp\nSouth\n"}>

## Round 30

```

Shaft Room                               Score: 35/
114
>north
Smelly Room
>east
You can't go that way.
>south
Shaft Room
At the end of the chain is a basket.
>north
Smelly Room
>up
You can't go that way.
>south
Shaft Room
At the end of the chain is a basket.
>■

```

Shaft Room Score: 35/>northSmelly Room>eastYou can't go that way.>southShaft RoomAt the end of the chain is a basket.>northSmelly Room>upYou can't go that way.>southShaft RoomAt the end of the chain is a basket.>{"type":"text","output":"Put coal in basket\nGet candles\nLight match\nLight candles\nPut candles in basket\nLower basket\n"}>

## Round 31

```

Shaft Room                               Score: 35/
116   end of the chain is a basket.
>put coal in basket
Done.
>get candles
I can't see any candle here.
>light match
I can't see any match here.
>light candles
I can't see any candle here.
>put candles in basket
I can't see any candle here.
>lower basket
The basket is lowered to the bottom o
f the shaft.
>■

```

Shaft Room Score: 35/116 end of the chain is a basket.>put coal in basketDone.>get candlesI can't see any candle here.>light matchI can't see any match here.>light candlesI can't see any candle here.>put candles in basketI can't see any candle here.>lower basketThe basket is lowered to the bottom of the shaft.>  
{"type":"text","output":"Down\nEast\nNortheast\nSoutheast\nSouthwest\nDown\nDown\nWest\nWest\n"}

## Round 32

```

Squeaky Room                               Score: 35/
124   You wouldn't fit and would die if you
could.
>down
You wouldn't fit and would die if you
could.
>west
Fweep!
Fweep!
Fweep!
Fweep!
A deranged giant vampire bat (a reject
from WUMPUS) swoops down from his b
oltry
and lifts you away....
Mine Entrance
>west
Squeaky Room
>■

```

Squeaky Room Score: 35124You wouldn't fit and would die if you could.>downYou wouldn't fit and would die if you could.>westFweep!Fweep!Fweep!Fweep!A deranged giant vampire bat (a reject from WUMPUS) swoops down from his boltryand lifts you away....Mine Entrance<Squeaky Room>westSqueaky Room>  
{"type":"text","output":"North\nDown\nEast\nNortheast\nSoutheast\nSouthwest\nDown\nDown\nWest\nDrop\nall\nWest\nGet coal\nGet screwdriver\nGet candles\nSouth\n"}

## Round 33

```

Forest                               Score: 25/
135   t see any candle here.
>south
You can't go that way.
The thief bows formally, raises his s
tiletto, and with a wry grin, ends th
e
battle and your life.
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: 25/135 t see any candle here.>southYou can't go that way.The thief bows formally, raises his stiletto, and with a wry grin, ends the battle and your life.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>  
{"type":"text","output":"Open machine\nPut coal in machine\nClose machine\nTurn switch with\nscrewdriver\nOpen machine\nGet diamond\nDrop screwdriver\n"}

## Round 34

```

Forest                                     Score: 25/
135 machine
I can't see any machin here.
>put coal in machine
I can't see any coal here.
>close machine
I can't see any machin here.
>turn switch with screwdriver
I can't see any switch here.
>open machine
I can't see any machin here.
>get diamond
I can't see any diamon here.
>drop screwdriver
I can't see any screwd here.
>■

```

Forest Score: 25/>135\_machinel can't see any mach in here.>put coal in machinel can't see any coal here.>close machinel can't see any mach in here.>turn switch with screwdriverI can't see any switch here.>open machinel can't see any mach in here.>get diamondI can't see any diamon here.>drop screwdriverI can't see any screwd here.>{"type":"text","output":"East\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 35

```

Forest                                     Score: 25/
138
>drop screwdriver
I can't see any screwd here.

>east
Forest Path

>east
Forest
This is a dimly lit forest, with larg
e trees all around.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.
>■

```

Forest Score: 25/138>drop screwdriverI can't see any screw here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.>{"type":"text","output":"South\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 36

```

Forest                                     Score: 25/
138
>drop screwdriver
I can't see any screwd here.

>east
Forest Path

>east
Forest
This is a dimly lit forest, with larg
e trees all around.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.
>■

```

Forest Score: 25/138>drop screwdriverI can't see any screwdriver here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.>{"type":"text","output":"South\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 37

```

Forest                                     Score: 25/
138
>drop screwdriver
I can't see any screw here.

>east
Forest Path

>east
Forest
This is a dimly lit forest, with large trees all around.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.

>■

```

Forest Score: 25/138>drop screwdriverI can't see any screw here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.>{"type":"text","output":"West\nWest\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 38

```

Forest                                     Score: 25/
138
>drop screwdriver
I can't see any screw here.

>east
Forest Path

>east
Forest
This is a dimly lit forest, with large trees all around.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.

>■

```

ForestScore: 25/138>drop screwdriverI can't see any screw here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.>{"type":"text","output":"South\nSouth\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 39

```

Forest                                     Score: 25/
138
>drop screwdriver
I can't see any screw here.

>east
Forest Path

>east
Forest
This is a dimly lit forest, with large trees all around.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.

>■

```

Forest Score: 25/138>drop screwdriverI can't see any screw here.>eastForest Path>eastForestThis is a dimly lit forest, with large trees all around.>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.>{"type":"text","output":"West\nSouth\nWest\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

### Round 40

```

Forest                                     Score: 25/
138 _oteml
I don't know the word 'mngapdten'.
>oeptur
I don't know the word 'oeptur'.
>
Beg pardon?
>leganemptel
I don't know the word 'leganemptel'.
>rl
I don't know the word 'rl'.
>agmeptl
I don't know the word 'agmeptl'.
> lamp
You must supply a verb!
>■

```

Forest Score: 25/138 \_oteml don't know the word 'mngapdten'.> oepturI don't know the word 'oeptur'.> Beg pardon?> leganemptel don't know the word 'leganemptel'.> rlI don't know the word 'rl'.> agmeptl don't know the word 'agmeptl'.> lampYou must supply a verb!> {"type":"text","output":"East\nSouth\nEast\nOpen window\nEnter\nGet lamp\n"}

## Round 41

```

Forest                                     Score: 25/
142
>east
Forest
The forest thins out, revealing impassable mountains.
>south
Forest
>east
Forest
>open window
I can't see any window here.
>enter
You can't go that way.
>get lamp
I can't see any lamp here.
>■

```

ForestScore: 25/>142>eastForestThe forest thins out, revealing impassable mountains.>southForestForest>eastForest>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.{"type":"text","output":"West\nSouth\nWest\nSouth\nOpen window\nEnter\nGet lamp\n"}

## Round 42

```

South of House                             Score: 25/
148
>west
Behind House
>south
South of House
You are facing the south side of a white house. There is no door here, and all the windows are boarded.
>open window
The windows are boarded and can't be opened.
>enter
You can't go that way.
>get lamp
I can't see any lamp here.
>■

```

South of House Score: 25/148WestBehind House>southSouth of HouseYou are facing the south side of a white house. There is no door here, and all the windows are boarded.>open windowThe windows are boarded and can't be opened.>enterYou can't go that way.>get lampI can't see any lamp here. {"type":"text","output":"West\nOpen window\nEnter\nGet lamp\n"}

## Round 43

```

West of House                               Score: 25/
150
>enter
You can't go that way.

>get lamp
I can't see any lamp here.

>west
West of House
A small leaflet is on the ground.
There is a small mailbox here.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.
>■

```

West of House Score: 25/>enterYou can't go that way.>get lampI can't see any lamp here.>westWest of HouseA small leaflet is on the ground.There is a small mailbox here.>open windowI can't see any window here.>enterYou can't go that way.>get lampI can't see any lamp here.>{"type":"text","output":"Break window\nEnter\nGet lamp\n"}

## Round 44

```

West of House                               Score: 25/
151 is a small mailbox here.

>open window
I can't see any window here.

>enter
You can't go that way.

>get lamp
I can't see any lamp here.

>break window
What do you want to break the window
with?

>enter
You can't go that way.

>get lamp
I can't see any lamp here.
>■

```

West of House Score: 25151 is a small mailbox here.> open windowI can't see any window here.> enterYou can't go that way.> get lampI can't see any lamp here.> break windowWhat do you want to break the window with?> enterYou can't go that way.> get lampI can't see any lamp here.> {"type":"text","output":"South\nEast\nOpen window\nEnter\nGet lamp\n"}

## Round 45

```

Kitchen                                     Score: 25/
155
>get lamp
I can't see any lamp here.

>south
South of House

>east
Behind House

>open window
Look around.

>enter
Kitchen
On the table is an elongated brown sack, smelling of hot peppers.

>get lamp
I can't see any lamp here.
>■

```

Kitchen Score: 25/>get lampI can't see any lamp here.>southSouth of House>eastBehind House>open windowLook around.>enterKitchenOn the table is an elongated brown sack, smelling of hot peppers.>get lampI can't see any lamp here.> {"type":"text","output":"West\nGet lamp\n"}

## Round 46

```

Living Room                               Score: 25/
156
>east
Behind House

>open window
Look around.

>enter
Kitchen
On the table is an elongated brown sa
ck, smelling of hot peppers.

>get lamp
I can't see any lamp here.

>west
Living Room

>get lamp
I can't see any lamp here.

>■

```

Living Room Score: 25/156EastBehind House>open windowLook around.>enterKitchenOn the table is an elongated brown sack, smelling of hot peppers.>get lampI can't see any lamp here.>westLiving Room>get lampI can't see any lamp here.>{"type":"text","output":"Up\nGet lamp\n"}

## Round 47

```

Living Room                               Score: 25/
156
>east
Behind House

>open window
Look around.

>enter
Kitchen
On the table is an elongated brown sa
ck, smelling of hot peppers.

>get lamp
I can't see any lamp here.

>west
Living Room

>get lamp
I can't see any lamp here.

>■

```