

WARNING

Obviously, this walkthrough contains spoilers. If you are truly stuck, you should first try the game's HELP command, which is designed to answer any question the player might have in the game. You should only use this walkthrough as a last resort.

This walkthrough is a transcript of a successful completion the game. It skips the footnotes and the examination of most items.

Hildy

An Interactive Fiction by J Michael

Release 1 / Serial number 240824 / Inform 7 v10.1.2

Hallway

The living quarters of the senior members of the Circle of Enchanters line both sides of this corridor. The lobby and the apprentice quarters lie to the south (1).

Type "footnote 1" to access the footnote at the end of the preceding sentence.

>s

Lobby

This is the entrance to the Hall of the Accardi Chapter of the Guild of Enchanters. Its lavish architecture and elegant style are the envy of the members of lesser guilds the world over. Passages lead in several directions, but the apprentice quarters are to the northwest.

>nw

Apprentice Quarters

This is the common area for the dormitories that house the guild apprentices. The living quarters for the female apprentices are to the southwest and the living quarters for the male apprentices are to the northwest. The lobby is to the southeast.

>sw

Female Dormitory

Doors along both sides of this east-west hall lead to shared dorm rooms for the female apprentices. The door to your room is to the north. The common room lies to the east and at the western end of the hall a staircase leads down.

>w

Bath

This is the bathing area for your dormitory. It is a large, underground cavern dimly lit by a soft carpet of phosphorescent moss. A number of alcoves have been carved into the walls of the cavern. A staircase to the east leads back to your dormitory.

>w

As you enter the alcove, the opening back to the main cavern turns opaque, offering you perfect privacy.

Alcove

A steaming whirlpool sits in the floor of this chamber. In the moss surrounding the pool are growing several toomfoo sponges. In one wall is a chute for delivering dirty clothes, towels, etc. to the laundry below.

You can see a shelf (on which is a fluffy yellow towel) here.

>take off robes

You take off the disgusting robes.

An eruption of stampeding footsteps and boisterous chatter from the stairwell outside the chamber tells you that the Accardi Lucksuckers (2) have finished their practice and are heading to the baths.

>put robes in chute

You place the disgusting robes into the chute and they slide away. A moment later, you hear faint cries of disgust and alarm coming from the laundry chute.

>put book on shelf

You put the spell book on the shelf.

>bathe

You step into the whirlpool and lower yourself into the water.

AHHHHH.....that is so very nice! For a time, you just lie back, close your eyes and soak, trying to empty your mind of any thought except how good this feels...

Please press SPACE to continue.

After a while, you reach up and grab one of the toomfoo sponges growing near the edge of the whirlpool. You gratefully scrub away the troll guts, paying a great deal of attention to your hair. It takes quite a while before you feel clean again, but eventually (and regretfully) you climb out of the whirlpool.

Alcove

A steaming whirlpool sits in the floor of this chamber. In the moss surrounding the pool are growing several toomfoo sponges. In one wall is a chute for delivering dirty clothes, towels, etc. to the laundry below.

You can see a shelf (on which are a spell book and a fluffy yellow towel) here.

[Your score has just gone up by five points.]

>get towel

Taken.

>dry off

You dry yourself off with the fluffy yellow towel.

>wear towel

You wrap the towel snugly around yourself, tucking in one corner.

>get book

Taken.

>e

Bath

This is the bathing area for your dormitory. It is a large, underground cavern dimly lit by a soft carpet of phosphorescent moss. A number of alcoves have been carved into the walls of the cavern. A staircase to the east leads back to your dormitory.

It appears that most of the alcoves are now occupied by the field snooker players, as the openings leading to those alcoves are opaque.

>e

Female Dormitory

Doors along both sides of this east-west hall lead to shared dorm rooms for the female apprentices. The door to your room is to the north. The common room lies to the east and at the western end of the hall a staircase leads down.

>mem rezrov

Using your best habits, you learn the rezrov spell (3).

>rezrov door

The door glows with a brilliant golden light! You hear a distinct click and the light fades away.

>n

(first opening the room door)

Dorm Room (Your Side)

This is your side of the room that you share with your roommate Mabelbeth. It isn't much, but it's home. You can see the same standard furniture that every apprentice gets. A closet stretches from the western wall to about halfway across the room, offering each of you some privacy. Near the door is a chute for delivering dirty clothes, towels, etc. to the laundry below.

Huh. You were expecting a package today. Normally the postal nymph leaves packages on your bed when you are away from the apprentice quarters, but there's nothing there.

You can see a desk (on which are a memorizing headband, a pair of gnusto glasses and a pair of ekato gloves) here.

>wear gloves

You put on the pair of ekato gloves.

A brief tingling sensation starts in your palms and creeps up to your shoulders. When it passes, you feel...different. It's hard to explain. Your body looks completely normal, but you now feel as if you have one hundred arms.

>get all

memorizing headband: Taken.

pair of gnusto glasses: Taken.

>wear headband

You put on the memorizing headband.

Your scalp itches for just a moment after putting on the memorizing headband, but the feeling soon passes.

>wear glasses

You put on the pair of gnusto glasses.

Your eyes water for a few moments after putting on the glasses, but the sensation goes away quickly.

>open closet

As you reach for the closet, you are reminded that you are out of clean clothes. If only that package had been delivered...

You open the closet, revealing a denim berzio jacket and a bullwhip.

>get all from closet
denim berzio jacket: Taken.
bullwhip: Taken.

>n

Dorm Room (Mabellabeth's Side)

This is Mabellabeth's side of the room that you share. (Naturally, Mabellabeth insisted that she get the side with a window.) You can see the same furniture that every apprentice gets. A closet stretches from the western wall to about halfway across the room, offering each of you some privacy.

Mabellabeth is on her bed, reading a magazine.

>ask mabellabeth about mail

"Oh, right. I forgot." Mabellabeth reaches behind the bed and pulls out a cylindrical package, which she tosses in your general direction. She then says with bright eyes and a false smile, "And hey, tell that kripping postal nymph that the next time she leaves your kripping mail on my bed, I'm going to throw it out the kripping window, mmkay?" Without waiting for a response, she goes back to reading her magazine.

>get all

package: Taken.
magazine: That seems to belong to Mabellabeth.

>open mail

As you open the package, it disappears in a flash of light, leaving behind a scarlet scroll!

>x scroll

The noogle spell (dress the target in an outfit perfect for his or her personality).

The scarlet scroll and your spell book both glow with a brilliant golden light. When the light fades, you see that the scarlet scroll has disappeared.

[Your score has just gone up by five points.]

>s

Dorm Room (Your Side)

This is your side of the room that you share with your roommate Mabellabeth. It isn't much, but it's home. You can see the same standard furniture that every apprentice gets. A closet stretches from the western wall to about halfway across the room, offering each of you some privacy. Near the door is a chute for delivering dirty clothes, towels, etc. to the laundry below.

You can see a desk here.

>take off towel

(first closing the room door)

You take off the fluffy yellow towel.

>mem noogle

Using your best habits, you learn the noogle spell. The spell seems extremely clear and fixed in your mind.

>noogle me

POOF! You are surrounded by a cloud of pink smoke. When it dissipates, you find that you are wearing the perfect outfit!

>wear jacket

You put on the denim berzio jacket.

You didn't realize it until right now, but you are feeling a bit hungry. The feeling passes as soon as you put on the jacket.

>s

(first opening the room door)

You place the fluffy yellow towel into the chute (4) and it slides away.

Female Dormitory

Doors along both sides of this east-west hall lead to shared dorm rooms for the female apprentices. The door to your room is to the north. The common room lies to the east and at the western end of the hall a staircase leads down.

>e

"Hey, thanks for closing the door!" cries a heavily sarcastic voice from behind you right before the door to your room slams shut.

Apprentice Quarters

This is the common area for the dormitories that house the guild apprentices. The living quarters for the female apprentices are to the southwest and the living quarters for the male apprentices are to the northwest. The lobby is to the southeast.

>se

Lobby

This is the entrance to the Hall of the Accardi Chapter of the Guild of Enchanters. Its lavish architecture and elegant style are the envy of the members of lesser guilds the world over. Passages lead in several directions, but the apprentice quarters are to the northwest.

Frobar enters from the library. "Oh, good," he says. "You're early!" Frobar walks over, carrying a brass lantern. "Excellent," he says, looking you up and down. "It looks like you've remembered everything." He offers you an elbow, which you clasp with both hands as he begins chanting a long, complicated spell. As his voice rises to a crescendo, gusts of wind threaten to knock you off your feet and green and golden lights swirl around the both of you, obscuring everything else from sight. As Frobar finishes the last word of the spell, there is a loud BOOP! and everything goes dark...

Please press SPACE to continue.

A moment later, you find yourself standing in a dark woods. "This is the Forest of Berlyn in the western foothills of the Flathead Mountains," Frobar says. "It is a good place for one to think. Whenever I've had a difficult decision to make or a stubborn problem to think over, I come here." He hands you his brass lantern. "You'd better take this," he says. He looks around, takes a deep breath and sighs with contentment. "This place has been good to me, Hildy. Perhaps it will be good to you as well. Walk around and think things through. I'll meet you in these woods in a few hours and I won't have any trouble finding you." He gives you an affectionate pat on the shoulder and wanders a few yards away before disappearing among the same violent pyrotechnics that brought you both here. And now, you are alone.

Woods

This is a dark, but not unpleasant woods. The animal sounds here are quaint, rather than menacing. Paths wander off in several directions (5).

[Your score has just gone up by five points.]

>z.z.z.

Time passes.

Something out of the corner of your eye catches your attention, but when you turn your head, nothing is there.

Time passes.

A bluish light flickers back among the trees and then vanishes.

Time passes.

A shimmering blue light approaches through the trees. As it comes closer, the light coalesces into the form of a translucent blue coyote. You hold your breath, uncertain what to do. The coyote is carrying something in its mouth, which it drops on the ground before stepping back a few paces.

>get all
crumpled parchment: Taken.

>x parchment
The parchment is not much bigger than the palm of your hand. The following is printed on it in neat, but very faded writing:

JC Z rk id
r at Und und Sh ping M l
G t Un gro d E pire

E ch nter's St ff: 10zm
Pl id S cks: 5zm

ax: 30zm

T tal: 45zm

Jelly 1 th, 882

The coyote gives you a meaningful look before running to the north.

>follow coyote
(heading north)

Woods

This is a dark, but not unpleasant woods. The animal sounds here are quaint, rather than menacing. Paths wander off in several directions.

You can see a coyote (providing light) here.

The coyote gives you a meaningful look before running to the east.

>g
(heading east)

Dense Woods

This is a dark forest. The trees and vegetation are closer here than in other parts of the woods, making navigation a bit more precarious. Still, the animal sounds here are quaint, rather than menacing. Paths twist away in several directions.

You can see a coyote (providing light) here.

The coyote gives you a meaningful look before running to the southeast.

>g

(heading southeast)

Dense Woods

This is a dark forest. The trees and vegetation are closer here than in other parts of the wood, making navigation a bit more precarious. Still, the animal sounds here are quaint, rather than menacing. Paths twist away in several directions.

You can see a coyote (providing light) here.

The coyote gives you a meaningful look before running to the east.

>g

(heading east)

Foothills

Here the going is tougher as the land slopes up toward the Flathead Mountains.

You can see a coyote (providing light) here.

The coyote gives you a meaningful look before running farther up.

>g

(heading up)

Cave Entrance

You are standing at the entrance to a cave, well hidden among the thick forest of the foothills. You'd never have found it without the coyote's help.

You can see a coyote (providing light) here.

The coyote gives you a meaningful look before running inside the cave.

>g

(heading inside)

Cave

This cave is roomy and dry with plenty of space for you to stand. The cave continues to the southeast.

You can see a coyote (providing light) here.

The coyote looks at you once more and then it fades into nothingness, its mysterious task apparently complete.

>se

Tight Slope

This is an uncomfortably steep tunnel. The ceiling is quite low here, forcing you to crouch your way through. You can continue northwest or down from here.

>d

Tight Slope

Navigating this section of the tunnel is quite unnerving. This slope is exceedingly steep and the ceiling of the cave is no more than three feet above the cave floor, forcing you to crawl through on your belly. You can continue up or down from here.

>d

Fissures

This room is large enough for you to move around freely and it gradually slopes down toward the north. Its only other notable features are two thin fissures in the rock: a horizontal one in the ceiling near the top of the slope and a vertical one in the northern wall.

>n

Paved Passage (East)

This is a wide east/west passage, the floor of which has been paved. There is a fissure in the southern wall. The eastern end of the passage has been blocked by a cave-in.

>w

Paved Passage (West)

This is a wide east/west passage, the floor of which has been paved. Hanging upside down from the center of the ceiling is an immense colony of bats.

Upon seeing the bat colony, you gasp in horror and plaster yourself against the wall, unable to move (6).

>run w

Keeping your eyes firmly on the ground, you take off running west as fast as you can. Startled by your approach, the colony above bursts into a furious squeaking and flapping of wings. Ignoring the horrible sound, you keep running until you reach...

Please press SPACE to continue.

Spiral Staircase (Top)

This is the uppermost portion of a shaft that descends into the darkness. A spiral staircase has been constructed to make it possible to safely reach the bottom of the shaft. There is also a passage to the east.

>d

Spiral Staircase (Bottom)

This is the lowermost portion of a shaft that ascends into the darkness. A spiral staircase has been constructed to make it possible to climb to the top of the shaft. There is also a passage to the west.

>w

Great Bridge (East)

This is the eastern terminus of a truly impressive covered bridge that spans a vast underground canyon. The bridge is fifteen feet wide and the lowest overhead beams are about five feet above your head, with the ceiling itself much higher than that.

>w

Great Bridge (East of Collapse)

This is the center of a truly impressive covered bridge that spans a vast underground canyon. The bridge is fifteen feet wide and the lowest overhead beams are about five feet above your head, with the ceiling itself much higher than that.

Unfortunately, time has not been kind to this portion of the bridge. A large section of floor has completely collapsed, leaving a ten-foot gap of emptiness between here and the western side.

>whip beam

CRACK! The bullwhip snaps smartly around the beam above the middle of the hole.

>swing w

With a firm grip on the whip, you jump out and s-w-i-n-g over the gaping hole! You land triumphantly on the far side and with a practiced flip of the wrist, shake the bullwhip loose from the beam before rolling it back up.

Please press SPACE to continue.

Great Bridge (West of Collapse)

This is the center of a truly impressive covered bridge that spans a vast underground canyon. The bridge is fifteen feet wide and the lowest overhead beams are about five feet above your head, with the ceiling itself much higher than that.

Unfortunately, time has not been kind to this portion of the bridge. A large section of floor has completely collapsed, leaving a ten-foot gap of emptiness between here and the eastern side.

>w

Great Bridge (West)

This is the western terminus of a truly impressive covered bridge that spans a vast underground canyon. The bridge is fifteen feet wide and the lowest overhead beams are about four feet above your head, with the ceiling itself much higher than that.

>w

Mall Entrance

This is the eastern entrance to the Great Underground Shopping Mall. Back in the heyday of the GUE, this mall would be teeming with citizens of all ages, but it was a special hangout for the empire's youth on the weekends. Now it reflects a mere shadow of its former glory. The glass in the doors shattered long ago and the sign above them has been vandalized. Strangely, even the engraved portrait of Dimwit Flathead has been replaced. You can't think of any reason why somebody would do that.

>w

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

Some magical power remains as the overhead lights flicker on and off intermittently, drawing your attention to the elaborately decorated ceiling.

One store remains intact to the west.

>n

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

You note that the ceiling in this part of the mall is quite impressive.

>w

Lower Level Northwest

This is a short, enclosed hallway off the main section of the mall. There are no stores here and the destruction seems to be minimal. A door with the word "Maintenance" stenciled on it lies to the south.

You can see a Vendbot here.

You note that the ceiling in this part of the mall is quite impressive.

>mem rezrov

Using your best habits, you learn the rezrov spell. The spell seems extremely clear and fixed in your mind.

You note that the ceiling in this part of the mall is quite impressive.

>rezrov door

The door glows with a brilliant golden light! You hear a distinct click and the light fades away.

You note that the ceiling in this part of the mall is quite impressive.

>x ceiling

The ceiling above this section of the mall is quite elaborate. It is an arched ceiling painted with frescoes depicting major and minor events in the lives of The Twelve Flatheads. Given the style, you suspect that it was painted by Leonardo Flathead himself (7).

The overhead lights flicker back on.

>s

(first opening the door)

Maintenance

This is a smallish room full of odd arcane machines of mysterious design. The machines seem to be connected to a panel on one wall.

The overhead lights go out.

A mechanical-sounding voice speaks from nowhere, saying, "Warning: Structural integrity has been compromised."

>x panel

The main section of the panel consists of nine buttons aligned in three columns labeled "a," "b" and "c" and three rows labeled "1," "2" and "3." Some of the buttons are lit and others are dark.

```
abc
xoo 1
xox 2
xox 3
```

There is a label affixed near the bottom of the panel and below that, a red handle. There are some scratches on the wall below the handle.

"Warning: Structural integrity has been compromised."

>Press c3.

Click. The orientation of lit and unlit buttons on the panel has changed.

```
abc
xoo 1
xoo 2
xxo 3
```

"Warning: Structural integrity has been compromised."

>Press c1

Click. The orientation of lit and unlit buttons on the panel has changed.

```
abc
xxx 1
xox 2
xxo 3
```

The overhead lights flicker back on.

"Warning: Structural integrity has been compromised."

>press b3

Click. The orientation of lit and unlit buttons on the panel has changed.

abc
xxx 1
xxx 2
oox 3

"Warning: Structural integrity has been compromised."

>press a1
Click. The orientation of lit and unlit buttons on the panel has changed.

abc
oox 1
oox 2
oox 3

"Warning: Structural integrity has been compromised."

>press c2
Click. The orientation of lit and unlit buttons on the panel has changed.

abc
ooo 1
ooo 2
ooo 3

All of the arcane machines spring to life. The overhead lights stop their flickering and remain on. The mechanical-sounding voice says, "Structural integrity has been restored," before falling blissfully silent. Music starts playing, seemingly from out of nowhere and an odd whining sound starts up just outside this room.

>n

Lower Level Northwest

This is a short, enclosed hallway off the main section of the mall. There are no stores here and the destruction seems to be minimal. A door with the word "Maintenance" stenciled on it lies to the south.

You can see a Vendbot here.

The whining sound is coming from the Vendbot, which appears to be powering up. Its eyes have lit up and there are little mechanical whirring noises coming from inside its chassis. Suddenly,

the whining sound stops and the Vendbot turns its lighted eyes on you. A synthesized voice speaks to you:

"Reinitialization incomplete due to minor data loss. Probable cause: It has been more than six hundred thirteen thousand one hundred seventy-three hours since this unit's last activation. Please assign the unit a new personality matrix."

A slot opens up on the side of the Vendbot. It is flashing red.

>e

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

>u

You step into the elevator which appears to be nothing more than a transparent shaft without panels, doors or visible machinery of any kind. A brief puff of wind hits you from below and you accelerate toward the ceiling! At the last moment, a gap opens in the ceiling just long enough for you to pass through it before it closes again beneath you. When your upward momentum stops, you step out of the elevator onto the upper level of the mall.

Upper Level North

This is the northern end of the upper level of the mall. The destruction is just as bad up here as it is on the lower level. It looks like many of these stores collapsed onto the stores beneath them at some point, taking out two stores at once in the process. The Food Court is to the north and there is a store to the west which appears to be intact.

A panoramic elevator stands in the middle of this section of the mall.

You notice something unusual about the fresco on the ceiling.

>x fresco

As you examine the fresco in more detail, you note that in the background of many scenes, an unearthly being can be seen performing obscene and unspeakable acts of depravity. Intense feelings of dread and disgust overwhelm you and you lower your eyes, unable to look any longer.

>w

Bab-Witches

This was a popular magigame store back in the day. Home magigame systems were wildly popular during the height of the Great Underground Empire and Bab-Witches sold nearly every magiware program one could ever want. Unfortunately, it looks like this store was looted of nearly all of its wares long ago.

You can see a magiware cartridge here.

>get all
magiware cartridge: Taken.

>e

Upper Level North

This is the northern end of the upper level of the mall. The destruction is just as bad up here as it is on the lower level. It looks like many of these stores collapsed onto the stores beneath them at some point, taking out two stores at once in the process. The Food Court is to the north and there is a store to the west which appears to be intact.

A panoramic elevator stands in the middle of this section of the mall.

>d

You step into the elevator and float serenely in the shaft. After a moment, a brief puff of wind pushes down upon you as a gap in the floor opens just long enough for you to pass through it. You continue to descend smoothly and when your downward momentum stops, you step out of the elevator onto the lower level of the mall.

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

>w

Lower Level Northwest

This is a short, enclosed hallway off the main section of the mall. There are no stores here and the destruction seems to be minimal. A door with the word "Maintenance" stenciled on it lies to the south.

You can see a Vendbot here.

"Please assign this unit a new personality matrix," repeats the Vendbot. The open slot on the side of the Vendbot is flashing red.

>put cartridge in slot

The cartridge slides into the robot and the slot closes. The Vendbot trembles for a moment. Suddenly, one of his eyes winks out and he starts bellowing in a surprising West Quendorian brogue. "Yarrrr, I be Rufus One-Eye!" he cries, while rolling toward the east. "And I be carryin' the finest booty ye never heard tale of. Come see me wares! Ye won't be disappointed, I promise ye that, me hearties! Yo ho!" His voice trails off as he heads east and then disappears around the corner to the south.

[Your score has just gone up by five points.]

>e

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

You can see Rufus One-Eye here.

>buy compact from rufus

"Yo ho!" cries Rufus One-Eye. "So ye be seeking me out to purchase some o' me wares, eh? Very well, the makeup compact be costin' but one mere zorkmid, me lassie."

Do you wish to make the purchase? >yes

You hand over one zorkmid and Rufus One-Eye produces a small item from somewhere and hands it to you.

"Great doin' business with ye, me darlin', but I must be off to sell me wares to other fine folk. Farewell!"

Rufus One-Eye continues his journey to the south.

>s

Before you take a step, the background music stops abruptly and a ghastly voice screeches throughout the mall. "My, my," it says. "You have been a busy girl, haven't you? Whatever your

insignificant plans are, they matter not. You will die here, and quite soon, I think. At first I enjoyed the momentary diversion of watching you, but all good things must come to an end. Sadly, you are no exception." After a beat of silence, the music starts back up.

You lower your hands, only now realizing that you have been covering your ears with your hands in a vain attempt to suppress the horrible voice. Shaken, you continue south.

Please press SPACE to continue.

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

One store remains intact to the west.

You can see Rufus One-Eye here.

>w

Waldenscrolls

Although the structure of the store is intact, it appears to have been ransacked. The store is littered with shelves that have either been knocked over or completely destroyed. The only piece of furniture that seems to have been left upright is a display in the center of the store.

>x shelves

It takes some time to search through the prone shelves, but eventually you find one book that somehow escaped the vandals. As you bend to pick it up, you pause when a puff of multi-colored smoke appears out of nowhere and then dissipates unceremoniously. When nothing else happens, you shrug your shoulders and pick up the book.

>x book

Which do you mean, the dusty book or the spell book?

>dusty

Although Waldenscrolls specialized in spell scrolls, apparently they also sold the odd book now and then. This one is odder than most. It is a ponderous tome covering the obscure (and extremely dull) study of temporal thaumaturgical semiotics. At the moment, you can't think of any possible use this book could be to you.

>drop book

Which do you mean, the dusty book or the spell book?

>dusty
Dropped.

>e

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

One store remains intact to the west.

You can see Rufus One-Eye here.

>s

Lower Level South

This is the southern end of the lower level. The destruction is even more pervasive here as a section of the upper level collapsed at some point in the past, leaving a large pile of rubble covering the floor almost from wall to wall.

There are two stores here that are still intact: a Quendorian Phoenix to the east and a JC Zorkmid to the south.

Something in the large pile of rubble catches your eye.

>e

Quendorian Phoenix

You can still find Quendorian Phoenix stores around, their clothing marketed towards students, apprentices and other young adults. This store, like much of the mall, has been vandalized and its wares have long since disappeared. A door lies to the east.

>e

(first opening the door)

BRAWWGGHHH! With an inhuman howl, a wretched figure charges from the dressing room and shoves you back into the store, knocking you onto your backside!

As you scramble to your feet, you get a better look at your assailant. At one time, it was probably a handsome young man, but now it is a nightmarish figure of rotten gray flesh barely covered with shredded clothing. You recognize it as a ghoul (8).

The ghoul jumps on you and pummels you with its rotting fists. You just manage to shove it off and scramble away.

>whip ghoul

CRACK! The whip wraps around the ghoul's waist. Pressing your advantage, you pull the foul creature in close before kicking it right in the gut! The ghoul falls back with a howl before managing to untangle itself from your whip and backing away.

The ghoul jumps on you and pummels you with its rotting fists. You just manage to shove it off and scramble away.

>g

CRACK! The whip wraps around the ghoul's legs. You pull on the whip, sending the fiend crashing to the ground. It howls furiously before freeing itself from your whip and scrambling away.

The ghoul jumps on you and pummels you with its rotting fists. You just manage to shove it off and scramble away.

>g

CRACK! The whip wraps around the ghoul's neck. You yank hard, decapitating the creature. Its head rolls a few feet away while the rest of the ghoul collapses motionless to the ground. A cloud of sinister black fog envelops both head and body, and when the fog lifts, the remains have disappeared.

[Your score has just gone up by five points.]

>e

Dressing Room

This is a small area where people could try on clothes in relative privacy.

You can see a crinkly scroll and a viridian vial here.

>get all

crinkly scroll: Taken.

viridian vial: As you pick up the vial, a slip of paper flutters to the ground.

Taken.

>get paper

(the slip of paper)

Taken.

>x it

Hello, Imbiber!

Instructions for use:

To benefit from the full effects of the dysmu potion, one must first DRINK the potion and then LOOK AT or EXAMINE another being of similar size and shape (or a reasonable facsimile thereof) within the next five minutes.

Another fine product of the Frobozz Magic Potion Company

>w

Quendorian Phoenix

You can still find Quendorian Phoenix stores around, their clothing marketed towards students, apprentices and other young adults. This store, like much of the mall, has been vandalized and its wares have long since disappeared. A door lies to the east.

>w

Lower Level South

This is the southern end of the lower level. The destruction is even more pervasive here as a section of the upper level collapsed at some point in the past, leaving a large pile of rubble covering the floor almost from wall to wall.

There are two stores here that are still intact: a Quendorian Phoenix to the east and a JC Zorkmid to the south.

Something in the large pile of rubble catches your eye.

>x rubble

This pile of concrete, glass, metal, wood and other debris almost completely covers the lower level floor from one wall to the other and towers far above your head. As you move your gaze over the rubble, a sparkling light catches your eye deep in its center.

>n

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

One store remains intact to the west.

You can see Rufus One-Eye here.

Rufus One-Eye continues his journey to the south.

>n

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

>u

You step into the elevator and ascend to the upper level of the mall.

Upper Level North

This is the northern end of the upper level of the mall. The destruction is just as bad up here as it is on the lower level. It looks like many of these stores collapsed onto the stores beneath them at some point, taking out two stores at once in the process. The Food Court is to the north and there is a store to the west which appears to be intact.

A panoramic elevator stands in the middle of this section of the mall.

>s

Upper Level

This north/south concourse ends abruptly a few feet to the south, where a section of the mall has collapsed into a large pile of rubble on the lower level, leaving a twenty-foot gap between here and the southern side. None of the stores here are intact, but a sign for "PigeonShack" (10) did survive the destruction.

>mem plumdo

Using your best habits, you learn the plumdo spell. The spell seems extremely clear and fixed in your mind.

>plumdo s

As you finish the final words of the spell, you point dramatically to the south and...CRACK! You pop out of existence and explode back into existence in...

Please press SPACE to continue.

Top of Pile

You are standing atop a pile of concrete, glass, metal, wood and other debris that almost completely covers the lower level floor from one wall to the other. From up here, you can get just about eight feet from the northern or southern edges of the gap.

>g

As you finish the final words of the spell, you point dramatically to the south and...CRACK! You pop out of existence and explode back into existence in...

Please press SPACE to continue.

Upper Level South

The concourse ends abruptly a few feet to the north, where a large section of the mall has collapsed into a large pile of rubble on the lower level, leaving a twenty-foot gap between here and the northern side. The only intact store in this section is a They "B" Toys toy store to the south. A sign for "PigeonShack (10)" also survived the destruction.

>s

They "B" Toys

The They "B" Toys chain of stores has been a mainstay of childhood delight for generations. You have fond memories of your grandmother taking you to the Borphee store every summer. It makes you sad to see this one in its current state, with its broken display cases and nearly empty shelves.

On the nearly empty shelves is a pink box (closed).

>get all

pink box: Taken.

doll-sized nightshirt: The pink box isn't open.

>open box

You'd recognize this box anywhere. It's the kind of box that every Barbarian Doll comes in.

In the pink box is a Pajama Party Barbarian doll.

As you open the pink box, it disappears in a flash of light, leaving behind the doll!

>get dress

Taken.

>n

Upper Level South

The concourse ends abruptly a few feet to the north, where a large section of the mall has collapsed into a large pile of rubble on the lower level, leaving a twenty-foot gap between here and the northern side. The only intact store in this section is a They "B" Toys toy store to the south. A sign for "PigeonShack (10)" also survived the destruction.

>n

You can't step across the gap from here, nor can you get a running start, making jumping a dangerous proposition.

>plumdo n

As you finish the final words of the spell, you point dramatically to the north and...CRACK! You pop out of existence and explode back into existence in...

Please press SPACE to continue.

Top of Pile

You are standing atop a pile of concrete, glass, metal, wood and other debris that almost completely covers the lower level floor from one wall to the other. From up here, you can get just about eight feet from the northern or southern edges of the gap.

>g

As you finish the final words of the spell, you point dramatically to the north and...CRACK! You pop out of existence and explode back into existence in...

Please press SPACE to continue.

Upper Level

This north/south concourse ends abruptly a few feet to the south, where a section of the mall has collapsed into a large pile of rubble on the lower level, leaving a twenty-foot gap between here and the southern side. None of the stores here are intact, but a sign for "PigeonShack" (10) did survive the destruction.

>n

Upper Level North

This is the northern end of the upper level of the mall. The destruction is just as bad up here as it is on the lower level. It looks like many of these stores collapsed onto the stores beneath them

at some point, taking out two stores at once in the process. The Food Court is to the north and there is a store to the west which appears to be intact.

A panoramic elevator stands in the middle of this section of the mall.

You can see Rufus One-Eye here.

Rufus One-Eye enters the panoramic elevator and descends to the lower level.

>n

Food Court

This was once a grand plaza surrounded by a large number of food vendors offering delights from all over the Great Underground Empire. Weary shoppers could find a bite to eat here and a moment's rest before charging back into the maelstrom of commercial euphoria that was the main concourse of the mall.

None of that former glory exists today. Whatever tables and chairs once existed are long gone. A pizzeria to the northeast is the only vendor still standing, the others all having collapsed some time in the past. An exit to the caverns outside has similarly been completely blocked by a cave-in. There is a restroom to the west.

>w

Restroom

This is not a nice place. While most of the rest of the mall has been damaged by time, cave-ins and thieves, this room has been deliberately changed into something...unwholesome. The plumbing fixtures have all been removed and grotesque symbols have been carved into every available surface: floor, ceiling and walls. You don't recognize any of the symbols, but looking at them makes you feel unclean, like you're being secretly watched by someone plagued with nasty, profane thoughts. The only surface free of these symbols is the wall-length mirror which has been painted completely black with strange words painted across it in giant red letters. You do not like standing in here.

>x mirror

(the mirror)

Its placement, size and shape make it obvious that this large rectangle was once a mirror hanging over sinks which have long since been removed. But the entire reflective surface has been hidden underneath a coat of black paint and the words "Gash hovor Zava Dreden" have been painted across it.

>z

Gash hovor Zava Dreden

Your mind is whirling around that one phrase over and over and over and over and over and just when you decide to give yourself over to the incipient madness, it stops and you find yourself somewhere else...

Please press SPACE to continue.

Abyss

You are in total darkness, yet you can clearly see yourself and all of your possessions as if they were well lit. Some distance away (distance and direction don't make a lot of sense here) you can make out a chest of some kind. Like you, it is inexplicably visible in the darkness.

>plumdo chest

As you finish the final words of the spell, you point dramatically at the chest and...CRACK! You pop out of existence and explode back into existence right next to the chest.

Abyss (Near Chest)

You are in total darkness, yet you can clearly see yourself and all of your possessions as if they were well lit.

You can see a chest (closed) here.

>rezrov chest

The chest glows with a brilliant golden light! You hear a distinct click and the light fades away.

>open chest

You open the chest, revealing a manuscript, a magenta vial and some fragments of linen.

>get all from chest

magenta vial: Taken.

manuscript: Taken.

fragments of linen: Taken.

>i

You are wearing:

- a pair of orange high tops

- a pair of yellow leggings

- a pair of pink shorts

- an oversized T-shirt

- a denim berzio jacket

- a pair of gnusto glasses

- a memorizing headband

- a pair of ekato gloves

You are carrying:

- some fragments of linen

- a manuscript

- a magenta vial

- a doll-sized nightshirt

- a Pajama Party Barbarian doll

- a slip of paper

a viridian vial
a crinkly scroll
a makeup compact
a crumpled parchment
a brass lantern
a bullwhip
a spell book

You have 9 zorkmid coins in the pocket of your jacket.

>x crinkly

The rella spell (mend torn fabric).

The crinkly scroll and your spell book both glow with a brilliant golden light. When the light fades, you see that the crinkly scroll has disappeared.

[Your score has just gone up by five points.]

>z

Time passes.

>z

Time passes.

>z

Time passes.

>z

Time passes.

The darkness begins to swirl around you and you feel yourself being taken elsewhere by strange forces...

Please press SPACE to continue.

JC Zorkmid

JC Zorkmid was one of the most successful department stores during the time of the Great Underground Empire. The state of this store is mute testimony that those days were long ago. Every counter and clothing rack has been destroyed and every item of merchandise has been stolen.

You can see an unusual machine here.

>mem rella

Using your best habits, you learn the rella spell. The spell seems extremely clear and fixed in your mind.

>rella linen

The fragments of linen are engulfed in red sparkly lights. When the lights fade, the fragments have been mended into a linen scroll!

>x linen

The aometh spell (sanctify a place).

The linen scroll and your spell book both glow with a brilliant golden light. When the light fades, you see that the linen scroll has disappeared.

[Your score has just gone up by five points.]

>open compact

You open the makeup compact, revealing a mirror. Dry dust pours out of the compact and drifts away.

>put compact on tray

You put the makeup compact on the tray.

>turn red to 6x

You set the red dial to 6X.

>turn green to 1/6 min

You set the dial to 1/6 min.

>x mirror

Leaving the compact on the tray, you move the top lid back and forth until the mirror is angled properly. The face of a twenty-year-old apprentice enchantress stares back at you.

>push button

A glowing blue beam briefly shoots out of the lens and hits the mirror, which reflects an orange beam straight into your face sending the memorizing headband flying off your head! Everything you are carrying tumbles from your hands as you feel yourself falling into a soft, cushiony mass...

Please press SPACE to continue.

Dark Softness

You are in the midst of a pile of things, most of which are soft. It's too dark to see much, but you could probably feel your way out.

You can see a doll-sized nightshirt (providing light) here.

Having the memorizing headband knocked from your head has left your thoughts confused and muddled. The feeling passes after a moment.

>wear nightshirt

Whoa, you didn't realize until right now that you're naked! You quickly put on the nightshirt. It's a little loose, but it fits.

You're feeling pretty hungry.

>out

On the Floor (JC Zorkmid)

You are on the floor of JC Zorkmid. Since you are now about ten inches tall, everything appears gigantic in size. Likewise, the distances between everything also appear quite long. There is a pile of enormous things here, consisting of gigantic versions of your clothes and other possessions. A huge pole also towers over you.

>run ne

You take off running northeast as fast as you can.

On the Floor (JC Zorkmid)

You are on the floor of JC Zorkmid. Since you are now about ten inches tall, everything appears gigantic in size. Likewise, the distances between everything also appear quite long. There is a tall tower to the southwest and an exit to the north that leads out of the store.

>run n

You take off running north as fast as you can.

On The Floor (Lower Level South)

You are on the floor of the lower level of the mall. Since you are now about ten inches tall, everything appears gigantic in size. Likewise, the distances between everything also appear quite long. A tremendous pile of rubble dominates this area, making you feel quite tiny and insignificant.

You're feeling pretty thirsty.

>in

You find an opening just barely big enough for your tiny body. Once inside, you crawl, wriggle and squirm through various gaps in the rubble, getting several scrapes and bruises along the way. Finally, you pull yourself through the last of the wreckage and into the center of the pile.

Center of Rubble

This space is cramped and you're having difficulty fighting off a feeling of claustrophobic panic. You just want to get out of here as fast as you can.

You can see a sparkling scroll here.

You're feeling pretty hungry.

>get all
sparkling scroll: Taken.

>out

On The Floor (Lower Level South)

You are on the floor of the lower level of the mall. Since you are now about ten inches tall, everything appears gigantic in size. Likewise, the distances between everything also appear quite long. A tremendous pile of rubble dominates this area, making you feel quite tiny and insignificant.

You're feeling pretty thirsty.

The nightshirt tightens around your neck and arms before bursting at the seams as you start growing back to your original size!

Covering yourself as much as possible, you run back to JC Zorkmid as fast as you can.

Please press SPACE to continue.

JC Zorkmid

JC Zorkmid was one of the most successful department stores during the time of the Great Underground Empire. The state of this store is mute testimony that those days were long ago. Every counter and clothing rack has been destroyed and every item of merchandise has been stolen.

You can see an unusual machine here.

You can see a manuscript, a magenta vial, a Pajama Party Barbarian doll, a slip of paper, a viridian vial, a crumpled parchment, a brass lantern (providing light), a bullwhip, a denim berzio

jacket, a pair of gnusto glasses, a memorizing headband, a pair of ekato gloves and a spell book here.

You immediately grab your clothes and get dressed.

>wear gloves

You put on the pair of ekato gloves.

A brief tingling sensation starts in your palms and creeps up to your shoulders. When it passes, you feel...different. It's hard to explain. Your body looks completely normal, but you now feel as if you have one hundred arms.

You're feeling pretty thirsty.

>get all

manuscript: Taken.

magenta vial: Taken.

Pajama Party Barbarian doll: Taken.

slip of paper: Taken.

viridian vial: Taken.

crumpled parchment: Taken.

brass lantern: Taken.

bullwhip: Taken.

denim berzio jacket: Taken.

pair of gnusto glasses: Taken.

memorizing headband: Taken.

spell book: Taken.

9 zorkmid coins: It would be safer to keep the money in your jacket pocket.

makeup compact: Taken.

>wear band

You put on the memorizing headband.

Your scalp itches for just a moment after putting on the memorizing headband, but the feeling soon passes.

>wear glasses

You put on the pair of gnusto glasses.

Your eyes water for a few moments after putting on the glasses, but the sensation goes away quickly.

>j

You are wearing:

- a memorizing headband
- a pair of gnusto glasses
- a pair of ekato gloves
- a pair of orange high tops
- a pair of yellow leggings
- a pair of pink shorts
- an oversized T-shirt

You are carrying:

- a makeup compact
- a spell book
- a denim berzio jacket
- a bullwhip
- a brass lantern
- a crumpled parchment
- a viridian vial
- a slip of paper
- a Pajama Party Barbarian doll
- a magenta vial
- a manuscript
- a sparkling scroll
- a doll-sized nightshirt

You have 9 zorkmid coins in the pocket of your jacket.

>x sparkling

The embrow spell (send caster backward temporally by seventy-five years for five minutes).

The sparkling scroll and your spell book both glow with a brilliant golden light. When the light fades, you see that the sparkling scroll has disappeared.

You're feeling pretty thirsty.

[Your score has just gone up by ten points.]

>drink shisa

You drink the potion. As the last drop goes down your throat, the vial vanishes.

>x manuscript

The first part of the document tells the story of a cruel nobleman named Zava Dreden whose pursuit of immortality led him to learning the dark and perverted forms of magic necessary to turn himself into a vampire lord. Over the next several years, he converted thousands of his fellow countrymen into ghoulish slaves upon whom he fed in order to maintain his powers. Eventually, a cadre of the land's most powerful mages confronted him and although he proved

too powerful to destroy, they were able to banish him from their realm to an abyss of eternal incarceration. There is an odd thing about this section of the document. It reads like a straight history, but the kingdoms mentioned are unfamiliar to you and the geography described matches no lands that you recognize.

The second half of the document is a kind of political manifesto purporting to be written by Dreden himself. It briefly details his escape from the abyss, but after that point it consists mostly of ravings harshly condemning humanity for its perfidy as well as its lack of will, competence and vision. Reading it is an unpleasant experience.

>n

Lower Level South

This is the southern end of the lower level. The destruction is even more pervasive here as a section of the upper level collapsed at some point in the past, leaving a large pile of rubble covering the floor almost from wall to wall.

There are two stores here that are still intact: a Quendorian Phoenix to the east and a JC Zorkmid to the south.

>n

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

One store remains intact to the west.

>w

Waldenscrolls

Although the structure of the store is intact, it appears to have been ransacked. The store is littered with shelves that have either been knocked over or completely destroyed. The only piece of furniture that seems to have been left upright is a display in the center of the store.

You can see a dusty book here.

>x dusty book

A puff of multi-colored smoke appears out of nowhere and then dissipates unceremoniously.

Taken.

Although Waldenscrolls specialized in spell scrolls, apparently they also sold the odd book now and then. This one is odder than most. It is a ponderous tome covering the obscure (and extremely dull) study of temporal thaumaturgical semiotics. After searching for a bit, you find a passage about the embrow spell. Apparently the spell needs to be cast onto a certain type of temporal rune in order for it to be activated. The book contains a diagram of one such rune.

You're feeling pretty thirsty.

>mem embrow

Using your best habits, you learn the embrow spell. The spell seems extremely clear and fixed in your mind.

>embrow rune

You hold the book open to the page with the temporal rune and begin casting. As you finish the final words, a cone of spinning bluish-white light bursts from the rune and completely surrounds you! It spins faster and faster, catching you up in its wake and bringing you down into the vertex of the cone. Just when you feel you will be crushed by the titanic magical forces, you burst forth somewhere (or somewhen) else...

Please press SPACE to continue.

Waldenscrolls

The store is bustling with activity. The shelves are filled with an assortment of scrolls, and eager shoppers are everywhere.

On the shelves is an assortment of merchandise.

On the display is a citrine scroll.

>get citrine scroll

You reach for the scroll, but are stopped as a puff of multi-colored smoke appears between you and the pedestal. The smoke dissipates, leaving behind a small, wizened gnome. "Good evening, my dear," he says, picking up the scroll. "This is an excellent spell and it only costs five zorkmids."

Do you wish to make the purchase? >yes

You hand over five zorkmids and the gnome hands you the citrine scroll.

"Thank you for your patronage," the gnome says before disappearing in a puff of multi-colored smoke.

>x scroll

(the citrine scroll)

The flaro spell (cause a burst of sunlight to appear).

The citrine scroll and your spell book both glow with a brilliant golden light. When the light fades, you see that the citrine scroll has disappeared.

You're feeling pretty thirsty.

[Your score has just gone up by five points.]

>z

Time passes.

You're feeling pretty thirsty.

>z

Time passes.

>z

Time passes.

You're feeling pretty thirsty.

Without warning, a spinning cone of bluish-white light explodes into existence around you! It spins faster and faster, catching you up in its wake and bringing you down into the vertex of the cone. Just when you feel you will be crushed by the titanic magical forces, you burst forth somewhere (or somewhen) else...

Please press SPACE to continue.

Waldenscrolls

Although the structure of the store is intact, it appears to have been ransacked. The store is littered with shelves that have either been knocked over or completely destroyed. The only piece of furniture that seems to have been left upright is a display in the center of the store.

>wear jacket

You put on the denim berzio jacket.

The feelings of hunger and thirst have left you.

From somewhere nearby you hear a high pitched electronic shriek and the sound of tearing metal. The cacophony goes on for several minutes, punctuated by assorted clangs and bangs. Eventually, the noises cease.

>i

You are wearing:

- a memorizing headband
- a pair of gnusto glasses
- a denim berzio jacket
- a pair of ekato gloves
- a pair of orange high tops
- a pair of yellow leggings
- a pair of pink shorts
- an oversized T-shirt

You are carrying:

- a dusty book
- a makeup compact
- a spell book
- a bullwhip
- a brass lantern
- a crumpled parchment
- a viridian vial
- a slip of paper
- a Pajama Party Barbarian doll
- a manuscript
- a doll-sized nightshirt

You have 4 zorkmid coins in the pocket of your jacket.

>drop dusty book

Dropped.

>e

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

One store remains intact to the west.

You can see a pile of scrap here.

>x scrap

As you approach the pile of scrap, you notice several zorkmid coins scattered about the area. You decide to pocket them.

It is obvious that this pile of gears, wires and twisted metal scrap used to be Rufus One-Eye. You are made very uneasy by the thought that someone (11) nearby must have done this.

>w

Waldenscrolls

Although the structure of the store is intact, it appears to have been ransacked. The store is littered with shelves that have either been knocked over or completely destroyed. The only piece of furniture that seems to have been left upright is a display in the center of the store.

You can see a dusty book here.

>memorize rune

(first taking the dusty book)

A puff of multi-colored smoke appears out of nowhere and then dissipates unceremoniously.

You take a few minutes to commit every aspect of the temporal rune to memory.

>drop dusty book

Dropped.

>e

Lower Level

This is the lower level of what must have once been a majestic shopping mall. This north/south concourse is covered by an elaborate ceiling separating this level from the level above it. Many of the stores are completely filled with dirt, rocks and other debris, signs of numerous cave-ins that have happened over the years.

One store remains intact to the west.

You can see a pile of scrap here.

>n

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

>u

You step into the elevator and ascend to the upper level of the mall.

Upper Level North

This is the northern end of the upper level of the mall. The destruction is just as bad up here as it is on the lower level. It looks like many of these stores collapsed onto the stores beneath them at some point, taking out two stores at once in the process. The Food Court is to the north and there is a store to the west which appears to be intact.

A panoramic elevator stands in the middle of this section of the mall.

>n

Food Court

This was once a grand plaza surrounded by a large number of food vendors offering delights from all over the Great Underground Empire. Weary shoppers could find a bite to eat here and a moment's rest before charging back into the maelstrom of commercial euphoria that was the main concourse of the mall.

None of that former glory exists today. Whatever tables and chairs once existed are long gone. A pizzeria to the northeast is the only vendor still standing, the others all having collapsed some time in the past. An exit to the caverns outside has similarly been completely blocked by a cave-in. There is a restroom to the west.

>ne

Little Flatheads

"Two pizzas for the price of four!" was the catchy motto of this once ubiquitous pizza shop. Designed to be one of many eateries in the food court, this particular franchise was smaller than the full-scale restaurants one could find in other parts of the empire. It consists of a counter, where customers would place their orders and an area behind the counter where the workers could prepare the pizzas in full view of those waiting in line. None of the ovens or other machinery remains, though a small lonely chalkboard still stands dolefully upon the counter.

Hanging on the wall behind the counter is a framed portrait.

On the counter is a tiny nub of chalk.

>get chalk

Taken.

>draw rune on board

You easily draw the temporal rune from memory, using up the last of the chalk as you do so.

>drink dysmu

You drink some of the potion, leaving the vial three quarters full. You suddenly feel very edgy and your entire body starts to tremble violently as if shivering from intense cold.

>x portrait

This lifelike painting is a portrait of a pretty adolescent girl with a crooked smile wearing a flour-dusted uniform. A small plaque attached to the bottom of the frame reads "Employee of the Month."

You double over as sharp pains begin stabbing at you in several places at once. Your entire body is changing slightly, parts of it growing a bit larger, others a bit smaller. There's nothing to do but grit your teeth and endure the process, which mercifully ends after a few moments.

>embrow rune

You point one finger at the temporal rune and begin casting. As you finish the final words, a cone of spinning bluish-white light bursts from the rune and completely surrounds you! It spins faster and faster, catching you up in its wake and bringing you into the vertex of the cone. Just when you feel you will be crushed by the titanic magical forces, you burst forth somewhere (or somewhen) else...

Please press SPACE to continue.

Little Flatheads

You suspect that you arrived very near to the mall's closing time as you are the only patron in sight. The pizza shop looks much as it did before (or is that "will look later?"), except that all of the machinery is present and everything appears to be new, clean and in working order.

>z

Time passes.

>z

Time passes.

A slightly pimply adolescent boy wearing a Little Flatheads uniform steps out from somewhere in the back of the store muttering something about needing more chalk. He gives a start when he sees you. "Oh, Theophania!" he says. "Um, hi!" His face goes very red then. "I was hoping, I mean, I...uh...I have something for...um...for you. Just a...um...just a sec." He spins around back and forth in one place for a moment as if looking for something before he finally heads to one of the machines and pulls out a square flat box, which he hands to you over the counter. The box is pleasantly warm. He then opens the lid and you are overcome by a powerful wave of garlic. There is a pizza in the box and spelled out in pepperoni is the single word "PROM?" He looks at you expectantly with a somewhat sickly smile.

How do you respond?>yes

"WOO HOO!" the boy screams before slamming the pizza box shut and leaping over the counter. He picks you up in a fierce embrace and starts spinning you around. "Theophania Plotz and I are going to prom!" he cries. "HAHAHA! Take that, Brandon Lionrider!" He then kisses you soundly on the lips and lets you go. Arms raised in victory, he runs for the mall exit, shouting all the way. His triumphal egress is marred slightly when he slips on the newly mopped floor and nearly lands on his bottom. Thankfully, he catches himself in time. Undeterred, he continues shouting with glee as he exits the mall.

[Your score has just gone up by five points.]

>open box

You open the flat box, revealing a pizza and an envelope.

>get envelope

Taken.

Nearly overwhelmed by the stench of garlic, you quickly shut the flat box.

You double over once more as you go through your recent transformation in reverse. After several unpleasant moments, you are yourself once again.

>open envelope

You open the envelope, revealing a lotus flower and a letter.

Without warning, a spinning cone of bluish-white light explodes into existence around you! It spins faster and faster, catching you up in its wake and bringing you down into the vertex of the cone. Just when you feel you will be crushed by the titanic magical forces, you burst forth somewhere (or somewhen) else...

Please press SPACE to continue.

Little Flatheads

"Two pizzas for the price of four!" was the catchy motto of this once ubiquitous pizza shop. Designed to be one of many eateries in the food court, this particular franchise was smaller than the full-scale restaurants one could find in other parts of the empire. It consists of a counter, where customers would place their orders and an area behind the counter where the workers could prepare the pizzas in full view of those waiting in line. None of the ovens or other machinery remains, though a small lonely chalkboard still stands dolefully upon the counter.

Hanging on the wall behind the counter is a framed portrait.

>get flower
Taken.

>get letter
Taken.

>read it

Theophania,

I snuck this in the box after you agreed to go to prom with me. Pretty clever, huh? Since you said yes about prom, do you want to go to the movies with me sometime? I left two tickets at the cinema will call window under my name for whenever we want to go. I'll see you at work tomorrow and we can talk then.

-Aleryc

PS I hope you like the flower. We learned in history class that the lotus flower is a symbol of purity and faith in many cultures. That made me think of you.

>sw

Food Court

This was once a grand plaza surrounded by a large number of food vendors offering delights from all over the Great Underground Empire. Weary shoppers could find a bite to eat here and a moment's rest before charging back into the maelstrom of commercial euphoria that was the main concourse of the mall.

None of that former glory exists today. Whatever tables and chairs once existed are long gone. A pizzeria to the northeast is the only vendor still standing, the others all having collapsed some time in the past. An exit to the caverns outside has similarly been completely blocked by a cave-in. There is a restroom to the west.

>s

Upper Level North

This is the northern end of the upper level of the mall. The destruction is just as bad up here as it is on the lower level. It looks like many of these stores collapsed onto the stores beneath them at some point, taking out two stores at once in the process. The Food Court is to the north and there is a store to the west which appears to be intact.

A panoramic elevator stands in the middle of this section of the mall.

>d

You step into the elevator and descend to the lower level of the mall.

Lower Level North

This is the northern end of the lower level. Many of the stores are completely filled with dirt, rocks and other debris: signs of numerous cave-ins that have happened over the years.

To the north is a cinema and short hallways lie to the east and west.

A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

>save

Ok.

>n

Cinema Lobby

The lobby of the Great Underground Cinema is intact and in fairly good shape considering its age. Some posters advertising the movies "Now Showing" when the Empire fell in 883 hang around the room. The ticket booth is to the north, the will call window is to the east and the concession stand is to the west. A hallway to the northwest leads to the theater itself and the way south leads back to the mall proper.

>e

Will Call Window

As you step up to the window, a puff of pink smoke appears on the other side of the glass. The smoke dissipates, leaving behind an ancient-looking elf. "Good evening," she croaks. "And welcome to the Great Underground Cinema. What name are your tickets under?"

What name do you give?>aleryc

The elf looks through a drawer under the window for a moment and pulls out a ticket. "Yes, it looks like there is one ticket under that name," she says, handing you the ticket through a small slot in the window. "Enjoy your show." With that, she vanishes in another puff of pink smoke. You step back from the window.

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>s

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A panoramic elevator stands in the middle of this section of the mall. Surprisingly, the elevator seems to have survived the general destruction much of the rest of the mall has suffered.

>drink dysmu

You drink some of the potion, leaving the vial half full. You suddenly feel very edgy and your entire body starts to tremble violently as if shivering from intense cold.

>x being

It is a nasty, profane creature.

You gasp and collapse to the floor as your mind and body are overwhelmed by excruciating pain. Your extremities stretch and thin out while your belly grows so distended you fear it might burst. Your skin dries to the point of desiccation and splits open in several places. Your hair disappears and your eyes bulge from their sockets. You cry out in agony, writhing on the floor until the process mercifully comes to an end. After a moment, you climb shakily back to your feet.

>n

Cinema Lobby

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>nw

West Hall

After several yards, this hall bends to the north to run alongside the western wall of the theater. There is an advertisement on one wall. A door leading into the theater is closed. Extremely loud moaning, wailing and other unsettling noises are coming from the other side of that door. It might be the movie making those noises. Then again, it might not.

>e

(first opening the door)

As you head to the door, a gigantic puff of green smoke appears between you and the entrance to the theater. The smoke dissipates, leaving behind a nine-foot tall cyclops! "You have ticket?" thunders the giant, glaring down at you suspiciously with its lone eye.

How do you respond?>yes

"Show me ticket," the cyclops rumbles with one gargantuan hand outstretched. You put your ticket in the cyclops's hand. He inspects it and nods. "No weapons," he grumbles. Regretfully, you hand him your bullwhip and he opens the door for you. As you gingerly step past the cyclops, the door slams shut behind you and you can hear it being locked. Taking a deep breath, you head further into the darkness...

Please press SPACE to continue.

Theater

The overpowering stench in here makes you gag. The theater is a wreck. The seats have all been torn up, portions of the screen have been shredded and the floor is covered in several inches of fetid slop. A movie is being projected on the screen.

The seats are occupied by a horde of ghouls who are howling and throwing garbage at each other and the screen. A door to the west leads to the hall and another exit lies to the northeast.

The ghouls nearest you sense your presence and turn to see who or what has violated their home. Upon seeing the visage of their master, they hiss and return their attention back to the movie.

>mem aometh

Using your best habits, you learn the aometh spell. The spell seems extremely clear and fixed in your mind.

The ghouls nearest you sense your presence and turn to see who or what has violated their home. Upon seeing the visage of their master, they hiss and return their attention back to the movie.

>aometh

A ball of radiant white light starts to form a few feet away from you as a sublime chorus of celestial voices sings an unearthly song. Light and chorus continue to grow in both size and intensity until the blinding light and thunderous choir are your entire universe. The light and song seem to burn within you. The pain is sharp, but not unbearable. You are reminded of recent transgressions: acts of selfishness, uncharitable thoughts toward others and the like. This remembrance of lapses that seemed minor at the time brings a profound sense of remorse, but also hope. Hope that your actions, thoughts and choices can, if you wish, make the world a better place. From seemingly far away, you can hear the agonized shrieks of hundreds of beings

in unbearable pain. After what may be moments or centuries, the light and song fade away and you find yourself once again in...

Theater

Although spotless and clean, the theater is still in rough shape. The seats have all been torn up and portions of the screen have been shredded. A door to the west leads to the hall and another exit lies to the northeast.

You can see a twill scroll here.

The room is filled with hundreds of tiny bluish-white sparks, which are all moving closer to one another in the center of the theater, where a glowing light is forming. As the last spark joins its fellows, the glowing light coalesces into the shape of the ethereal coyote from the Berlyn Woods. The coyote lifts its head and howls a long cry, which fills the theater. As the sound echoes from the walls, you somehow sense the coyote's triumph and sorrow, its feeling of overwhelming relief and a solemn regret. As the sound fades, the coyote lowers its head and you lock eyes with it for the briefest of moments, before it disintegrates once more into the hundreds of bluish-white sparks, which ascend through the ceiling and out of sight.

You double over once more as you go through your recent transformation in reverse. After several unpleasant moments, you are yourself once again.

>get scroll

Taken.

From somewhere above you comes an unholy shriek of rage accompanied by the sounds of violent destruction. You stand frozen in place for several minutes listening in horror to the screaming rampage before it finally winds down.

>x scroll

The usgo spell (undo a deliberate transformation or alteration).

The twill scroll and your spell book both glow with a brilliant golden light. When the light fades, you see that the twill scroll has disappeared.

[Your score has just gone up by ten points.]

>ne

Back Stairway

This spiraling staircase leads up into darkness. The theater lies to the southwest.

>u

Outside Manager's Office

This is a small landing at the top of the spiraling staircase. The door leading to the north is open and hangs loosely on its hinges as if a terrible force had yanked on it mightily. The only other notable feature here is the sign on the door.

>n

Manager's Office

This was the office for the manager of Great Underground Shopping Mall. An intimidating wall safe is embedded in the same wall as the door. The other three walls are covered with a large number of magical rectangles. Most of the rectangles are dark, but there are nine that appear functional, each glowing a unique color. The floor is littered with a large number of broken items.

>mem rezrov

Using your best habits, you learn the rezrov spell. The spell seems extremely clear and fixed in your mind.

>rezrov safe

The intimidating wall safe glows with a brilliant golden light! There is a rapid clicking sound as the digits of the mechanical number display flip to reveal different numbers. You hear one final distinct click and the light fades away (12).

>open safe

You open the entirely approachable wall safe, revealing a lifetime movie pass.

>get pass

Taken.

>mem plumdo

Using your best habits, you learn the plumdo spell. The spell seems extremely clear and fixed in your mind.

>mem usgo

Using your best habits, you learn the usgo spell. The spell seems extremely clear and fixed in your mind.

>mem flaro

Using your best habits, you learn the flaro spell. The spell seems extremely clear and fixed in your mind.

>usgo book

As you speak the last words of the spell, a tintinnabulation as if from dozens of large, invisible bells reverberates through the air around you. When the sound fades away, you inspect the spell book and notice that your list of spells has reverted to what it was yesterday morning!

The rectangle which leads to the unfamiliar store is randomly assigned at the start of the game. You'll need to examine each one until you discover the correct rectangle. In this transcript it is the silver rectangle, but that will not always be the case.

>x silver

The rectangle is about two feet wide and a foot and a half tall. It glows with a peculiar silver light, but seems to have no actual physicality to it. The rectangle offers you a view of an unfamiliar store.

>enter silver

You hold your breath, knowing that there may be no going back from this moment.

Are you sure you're ready?>yes

You pull yourself through the magical silver rectangle and find yourself in...

Please press SPACE to continue.

The Sharper Mage

The Sharper Mage was known for offering the discerning customer the latest in state of the art magitech lifestyle products. Naturally, vandals emptied this store long ago leaving the walls and floor completely bare.

Your lantern suddenly glows red hot, burning your fingers through the ekato gloves and you drop it to the floor, where it explodes into nothingness!

The doll-sized nightshirt bursts into flames and is immediately reduced to ashes, which tumble from your fingers onto the floor.

The overhead lights flicker briefly and then go out, plunging the room into darkness.

Please press SPACE to continue.

Darkness

The same ghastly voice you heard earlier speaks from the darkness. "I told you that you were going to die soon," it hisses in your ear. You stumble backward, trying to get away from that awful sound. There is a nasty chuckle, and then everything gets very quiet.

>flaro

A brilliant sphere of light shoots from your hands and hovers in the air several feet above you! It is painfully bright to look at, but its warm, comforting light fills this area and reveals Zava Dreden who is almost upon you, screaming in agony as his flesh starts smoking and blisters form all over it. This buys you enough time to get as far away from Zava Dreden as possible (14).

The Sharper Mage

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Zava Dreden curses at you from across the room as new blisters are still forming on his body.

You are all too familiar with this repulsive creature, having been temporarily changed into his form earlier. His singular attire is a greasy-looking tunic. His belly, which is grossly distended, is the only part of his body that doesn't appear emaciated. A nauseating, rancid odor emanates from his grayish flesh like a poisonous miasma. His limbs are unnaturally elongated and his fingers end in ragged, black claws. Small red eyes glare at you from a fearsome, fanged visage.

>open box

You open the box, releasing the overpowering stench of garlic into the air. Zava Dreden immediately begins choking and retching, his eyes streaming tears.

Zava Dreden opens his mouth wide, expelling a brownish mist that flies directly into your face, burning your eyes and nose and causing you to gag and retch uncontrollably. As you take a moment to regather your wits, you notice with dread that some of Zava Dreden's wounds are healing. It appears that this creature has the ability to regenerate. You had better act quickly if you hope to survive this.

>show mirror to zava

"Have you taken a good look in the mirror lately?" you shout, brandishing the mirror at Zava Dreden. Catching a glimpse of his own horrible visage, Zava Dreden is, for the first time in centuries, confronted with the stark reality of what he has become. He doubles over, howling in a mixture of rage and self-loathing. The mirror, as if unable to contain that much hideousness, explodes into a cloud of shiny particles which sparkle prettily before vanishing. The creature slowly rises back up, gasping for breath.

Zava Dreden mutters some words and a barrage of icicles flies from his fingertips and pierces your body in dozens of places!

>show flower to zava

"What do you think of this?" you shout, brandishing the lotus flower. The bloom, seeming to recognize the presence of unrestrained evil, suddenly glows with a brilliant white light! Zava Dreden screams in agony as similarly glowing white lesions erupt all over his body.

After a few minutes, the light fades and the flower fades away with it.

Zava Dreden mutters some words and a ball of fire bursts from his hands and smashes into your chest, flinging you across the room and into the far wall! Stunned and covered with serious burns, you do your best to beat the flames out of your clothes and hair.

>aometh

A ball of radiant white light starts to form a few feet away from you as a sublime chorus of celestial voices sings an unearthly song. Light and chorus continue to grow in both size and intensity until the blinding light and thunderous choir are your entire universe. The light and song seem to burn within you. The pain is sharp, but not unbearable. You are reminded of recent transgressions: acts of selfishness, uncharitable thoughts toward others and the like. This remembrance of lapses that seemed minor at the time brings a profound sense of remorse, but also hope. Hope that your actions, thoughts and choices can, if you wish, make the world a better place. From seemingly far away, you can hear the agonized shriek of a creature in unbearable pain. After what may be moments or centuries, the light and song fade away and you find yourself once again in...

The Sharper Mage

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Zava Dreden is a ruin, little more than a brittle skeleton with tiny scraps of flesh clinging to it here and there. Yet even now as the vile wretch crawls around blindly on the floor, you can see evidence that bits of muscle and sinew are regenerating.

>plumdo zava

You look with disgust at the foul being crawling on the floor like a half squashed bug. You decide that it is time to end this abomination forever. You take a deep breath, gathering your resolve. Once ready, you point directly at the spot where Zava Dreden's heart would be and cast the plumdo spell.

CRACK! you pop out of existence and then...

Please press SPACE to continue.

BOOOOOM! As the material of your body expands to fill the fragile spaces of Zava Dreden's ruined shell, a tremendous explosion completely obliterates the vile beast, reducing it to nothing more than a fine powder. The sudden release of dark magic that once kept Zava Dreden alive for centuries amplifies the explosion to hundreds of times that which blew apart the cave troll's belly. You are immediately blinded and deafened before falling into darkness...

Please press SPACE to continue.

You awaken some time later on the floor with your eyes still closed. It is difficult to breathe and your skin is cold and clammy. Groaning, you open your eyes to a world spinning lazily around you...

Please press SPACE to continue.

The Sharper Mage

The Sharper Mage was known for offering the discerning customer the latest in state of the art magitech lifestyle products. Naturally, vandals emptied this store long ago leaving the walls and floor completely bare.

You can see a manuscript, a Pajama Party Barbarian doll, a slip of paper, a viridian vial, a crumpled parchment, a spell book, a makeup compact, a flat box (closed), an envelope (empty), a letter, a lifetime movie pass, a denim berzio jacket, a pair of gnusto glasses, a memorizing headband and a gold tube here.

It takes several tries for you to climb back to your feet.

>get gold

Taken.

>open it

The tube unrolls into a weird floppy gold thing.

>put it on wall

The weird floppy gold thing fades into the wall and disappears, leaving behind one of the magical rectangles you saw earlier. This one glows with a peculiar gold light.

[Your score has just gone up by ten points.]

>enter gold rectangle

You struggle through the pain to pull yourself through the magical gold rectangle...

Please press SPACE to continue.

Mall Entrance

This is the eastern entrance to the Great Underground Shopping Mall. Back in the heyday of the GUE, this mall would be teeming with citizens of all ages, but it was a special hangout for the

empire's youth on the weekends. Now it reflects a mere shadow of its former glory. The glass in the doors shattered long ago and the sign above them has been vandalized.

Your ankle snaps and you crash to the floor with a despairing cry. This is the end, you think as your vision darkens. You hear familiar voices calling your name as you finally give in to the inevitable...

Please press SPACE to continue.

Three days later...

Please press SPACE to continue.

Dorm Room (Your Side) (on the bed)

You are home. All is quiet. Sunlight streams in beyond the closet that divides your side of the room from Mabelbeth's.

You can see a desk here.

You lie in bed, enjoying the silence. The past three days have been nothing but healers and interviews with one master or another. And naturally Frobar hardly left your side, blaming himself for your near-death. Finally, late last night you begged everyone to give you just one day of rest, away from all the questions and prodding. They agreed and you enjoyed your first uninterrupted night of sleep since before your examinations. It was wonderful.

>get up

You take a moment to stretch and your stomach growls loudly. It might not be a bad idea to head down to the common area and see what kind of breakfast they have today.

>open closet

You open the closet, revealing a pair of ekato gloves, a memorizing headband, a pair of gnusto glasses, a denim berzio jacket, a lifetime movie pass, a makeup compact, a spell book, a crumpled parchment, a viridian vial, a slip of paper, a Pajama Party Barbarian doll and a manuscript.

>wear gloves

You put on the pair of ekato gloves.

A brief tingling sensation starts in your palms and creeps up to your shoulders. When it passes, you feel...different. It's hard to explain. Your body looks completely normal, but you now feel as if you have one hundred arms.

>get all

memorizing headband: Taken.
pair of gnusto glasses: Taken.
denim berzio jacket: Taken.
11 zorkmid coins: It would be safer to keep the money in your jacket pocket.
lifetime movie pass: Taken.
makeup compact: Taken.
spell book: Taken.
crumpled parchment: Taken.
viridian vial: Taken.
slip of paper: Taken.
Pajama Party Barbarian doll: Taken.
manuscript: Taken.

>x book

Hildy's Spell Book

The noogle spell (dress the target in an outfit perfect for his or her personality).
The plumdo spell (teleport to a chosen location within ten feet of the caster).
The rezrov spell (open even locked or enchanted objects).

You see that the noogle spell has been restored to your spell book.

>undress

You take off the nightshirt.

>mem noogle

Using your best habits, you learn the noogle spell.

>noogle me

POOF! You are surrounded by a cloud of pink smoke. When it dissipates, you find that you are wearing an outfit that perfectly fits your mood this morning.

>s

(first opening the room door)

You place the nightshirt into the chute and it slides away.

Female Dormitory

Doors along both sides of this east-west hall lead to shared dorm rooms for the female apprentices. The door to your room is to the north. The common room lies to the east and at the western end of the hall a staircase leads down.

>e

Apprentice Quarters

This is the common area for the dormitories that house the guild apprentices. The living quarters for the female apprentices are to the southwest and the living quarters for the male apprentices are to the northwest. The lobby is to the southeast. A long bench table where the apprentices can sit to eat has been set out.

>sit at table

As you sit down, a plate of toast and bacon magically appears in front of you on the table alongside a cup of Antharian coffee.

>eat toast

You take a bite of the toast. It's buttery and delicious.

A tiny winged nymph pops into existence above the table. "Delivery for Apprentice Hildegund," she says, setting a package next to your plate before vanishing again.

>open mail

The following words are written on the package:

To: Apprentice Hildegund

From: Guildmaster Belboz

You open the package, revealing a bullwhip and a letter.

>read letter

Dear Apprentice Hildegund,

While you have been recuperating, your godfather and I have been speaking at some length about you. I hope you now see, as he and I have always seen, that anyone who treats you as if you do not belong here with us at the guild is a swaybacked-trotting hungus sniffer and is not worthy of your attention or concern.

Yours in Thaumaturgy,

Guildmaster Belboz

PS I was able to retrieve your bullwhip from the cyclops at the movie theater. He was not eager to part with it, but I can be quite persuasive when I wish to be.

Things seem brighter as you consider Belboz's words over your breakfast.

>drink coffee

You take a sip of the coffee. It is excellent.

A bleary-eyed and tousle-haired apprentice a few years your senior stumps in from the male dormitories, yawning widely. You recognize his face, but you've never been introduced. He stops and blinks when he sees you. "I thought I was the only one here," he says. As he heads to the table, you note that he is wearing the same robe, pajamas and socks that you are wearing. He plops down across from you, smiles at you wearily and starts in on his eggs, bacon and coffee. You watch with wry amusement, wondering how long it will take him to notice your coordinating outfits.

After several bites and one long draught of coffee, he looks at you. "You know," he starts, "I think I saw y-" His eyes widen as he takes in your clothes. His head darts under the table, most likely to get a look at your feet, before it reemerges with a wide smile. "Hey, nice outfit!" he says. "You noogled it, 'm I right? Hey, up high!" He holds the palm of one hand up in the air. You smack it uncertainly and he brings it forward for you to shake. "Name's Cuthbert, but everybody calls me Cutty." You shake his hand and start to reply, but he cuts you off. "No, no, don't tell me, don't tell me. I've seen you around. You're name's Gertrude or...Ernestina or something like that'm I right?"

"It's Hildegund," you answer. "But you can call me Hildy. Everyone...well, it's what I prefer anyway."

Cutty snaps his fingers. "Hildegund! See, I knew it was something pretty and classy. I knew it! Hildy it is then." He then points back and forth between the two of you. "It looks like we've got something in common, if the noogle spell's gonna dress us alike. Tell me, do you read Eddleblort's The Path of the Grue series?"

"Oh my Imps, that's my favorite series!" you reply.

"Have you read book seven?"

"I'm reading it now! I just finished chapter nine."

"Oh, man, wait 'til you get to chapter twelve. It'll blow your mind!"

"Hey, no spoilers!" you cry out with a laugh. "I don't want to know!"

The conversation continues on for quite some time, with the two of you chatting enthusiastically in your pajamas over plates of forgotten food. Meanwhile, this adventure has come to its happy end.

*** Congratulations! You have won! ***

In that game you scored 75 out of a possible 75, in 259 turns.

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

>