

1

STEAM HAT PRESENTS ACTIVE FICTION ADVENTURE

This book contains the full game content from the exhibit “**Active Fiction Adventure**” that was shown at the **IngenuityFest 2012** held in Cleveland, Ohio from 09/14/12 - 09/16/12.

The exhibit is a fully playable tribute to the **interactive fiction computer games** that were popular from the late 1970's to the mid 1980's. Also known as **text adventures**, the games use text only to describe a virtual environment. The players use a series of simple text commands to control the character's action within the game.

The term **interactive fiction** also refers to certain types of books that are broken up into non-linear pages. In these works, the reader is given choices during specific points in the story in which they must choose the path or action they wish to take. The outcome of the story depends directly on the choices that they make.

For **Instructions** go to **Card #2**.

2

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2

INSTRUCTIONS

Each index card in the exhibit has a **Card Number** in the **upper left**. The card will describe what is happening in the game and how this may affect your character. After the description, you will be asked to go to another card or will be given a series of **actions** to choose from. The number of the card to go to are in the **black arrows** besides the options you have. You will have to search all of the sides of the exhibit to track down the next card in your **IngenuityFest text adventure**.

Bring the fun home with you!

To download a **free PDF** of the entire game to print or view on your computer and mobile devices, go to:

www.SteamHat.com/game.html

View information about **Steam Hat** and the **IngenuityFest Contest**.

5

3

STAIRWAY TO HEAVEN

When you get to the end of the gallery, you see a **giant marble staircase** heading upwards. There is a glittering sign above it that says "**Stairway to Heaven**". Wow, really! The Medusa sure liked blatantly overusing Rock 'n Roll references.

You walk up the stairs, hoping that they will indeed lead to a better place.

Go up the **Stairway to Heaven**.

73

4

IT'S A TRAP!!!

You finally make your way out of the maze and walk into a small room. There is a man standing silently in the corner. He is wearing an old military jacket and a "Hello, my name is **General Moses Cleaveland**" sticker on his oversized lapel.

"WAIT! Don't come in. IT'S A TRAP!!!"

The warning comes too late. The door slams shut behind you.

You have **DIED!!!**

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5

STEAM HAT & GAME CONTEST

Steam Hat is a collaborative effort, a playground of sorts, for a small group of Northeast Ohio artists, multimedia designers, game designers, writers, and dabblers in music.

If you enjoyed this game, **please show your support** by donating to the cause at:

www.SteamHat.com

IngenuityFest 2012 Contest!

We are also running a contest. Have some fun and get in on a **chance to win \$50**. See the back table or contest forms in the briefcase for full information.

Start the game. **GOOD LUCK!**

60

6

WIND TUNNEL

As you continue to walk downwards into the **Western** tunnel, the wind begins to pick up. You can feel the air brushing slightly on your face, then your clothes start to blow back a bit as it gradually increases. Soon, you can barely hear as the **brutal wind** is now howling past you like a jet engine. You fear you will tear apart if it gets any worse. The walls here have pictures of **hundreds of dancers** carved into them. They almost seem to be writhing and twisting with the wind as you pass them by.

You catch sight of a small door in the **Southern** wall. It has been broken and splintered by the sheer force of the wind. The **Western** tunnel looks like it turns **North** ahead. Maybe if you make it past the corner you will get out of this damn wind.

Attempt to make it over to the **door** to examine it.

48

Struggle your way **West** as quickly as possible.

62

7

CAVE PAINTINGS

As you walk, the passageway starts to angle downwards. During your descent, you notice that the walls here are covered with some type of **ancient drawings**. You pause to look around and are astounded by the sheer magnitude of all the pictographs combined together.

You gasp when you realize that it is a depiction of Cleveland as it stands today. How could it be? These drawings look like they were created hundreds if not thousands of years ago. **Tower City** looks like it has been surrounded by buffalo and little cavemen with spears. And is that the **Horseshoe Casino** being built by a massive crowd of Egyptian workers. You swear that a little figure floating above **Progressive Field** looks like a spaceman in a trippy Mayan spaceship.

Continue down the passageway **East**.

63

8

ALL CRACKED UP

You begin walking **North** for awhile and come across a **large crack** in the floor. It isn't very wide, but it looks extremely deep. Thankfully, you have your trusty **Magic Flashlight** to light your way. You can only imagine what would have happened if you attempted to go through here in the dark.

You back up a bit and take a running leap, easily clearing it. You take a breath, dust yourself off, and begin walking **North** again.

INTERACTIVE FICTION FUN FACT

The first interactive text game was created by William Crowther in 1975. It was titled "Adventure" and later changed to "Colossal Cave Adventure".

Continue **North**.

40

9

BOARDED DOOR

As you walk **East**, you come to a door in the **Northern** wall. It is all boarded up, but you discover that the old planks nailed across the doorway can easily be pulled off. For a brief second you think you can hear someone or something behind the door.

Tear the boards off the door and **enter the room**.

27

Skip the door and keep heading **East** towards the flickering lights.

84

10

A MAN IN THE SHADOWS

As you walk through the door, it **locks** behind you. You continue down a hallway into a **dark claustrophobic room**. Every inch of the walls here are covered in strange equations, plan drawings, sketches and memorandums. Over in one of the corners you see a single flickering light and the **silhouette of a figure** hunkered over a large wooden desk. It is a man, his long ragged hair hangs over his face. He is intensely studying a variety of charts and tables. His hand twitches while writing symbols in an almost manic state. He does not notice you and barely moves. You try to talk to him, but he doesn't budge from his work.

There is a **thick steel door** in the **Northern** wall. It is covered with padlocks. There is no getting through here without some type of assistance.

Do you have a **Note** that the **small child** gave you?

22

If not, try to get the man's **attention** by any means necessary.

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11

ONE ANGRY BEASTY

Freaking out, you pick up the **large rock** and start smashing it into the hatching egg. After a few good bashes, everything is silent and you are safe from whatever was about to crawl out. Suddenly, from a hidden den in the **Southern** wall, you hear a loud guttural **sobbing howl**. A **large beast** hurls itself towards you. Before you can even make out what it is, it throws itself on top of you. All you see is an enormous tendrilled face as its claws tear you in two.

Never mess with a mother's child or be prepared to pay for it with your life.

You have **DIED!!!**

0

12

DETERIORATING TEDDY

You begin **searching** through the **abandoned store**, looking for anything that might help you in your quest to escape from this underground world. After sifting through garbage for more than thirty minutes, you are about ready to give up. Suddenly, something jumps at you from a pile of empty torn boxes. You scream and strike a rather fierce looking karate pose. The mouse does not look impressed as it wrinkles its nose at you, nibbles on your shoe, then turns and runs away.

You are about ready to leave, but you notice that a small **Teddy Bear** has toppled out of one of the boxes that fell. It is quite dilapidated and dog-eared. One of its eyes has fallen out, stuffing fluffing out of its empty socket. For some reason you find yourself picking it up and taking it with you. It's lonely down here. You feel a bit silly, but having the bear close to you makes you feel a bit calmer about your situation.

Leave the store and head **West**.

56

13

CHILD'S ROOM

You divert your attention away from the child and begin searching for a way out of this room. You find three doors. The ones in the **West** and **East** walls seem to be locked and you have no idea how to open them. This leaves you with only the door in the **North**. It opens up easily. Looking through the doorway, you see it leads into a smaller worn tunnel going even further downward.

INTERACTIVE FICTION FUN FACT

The "Zork" series were some of the earliest interactive games to be made. They were produced by a company called Infocom, founded in 1979.

Follow the small tunnel that lead **North**.

71

14

WHEN THE MUSIC'S OVER

You start to run **faster and faster**, trying to get away from the music that is now smashing your eardrums like chisels. The harder you drive yourself to get out of the there, the louder the music becomes. Suddenly, you feel something gushing out of your ears. You slump lifeless to the ground after the sound waves cause the blood vessels in your brain to implode.

The music stops almost immediately.

You have **DIED!!!**

0

15

CONGRATULATIONS!

You walk out onto the shores of Lake Erie. Looking back, you see the hallway disappear. Was it just a dream? Did you have too much to drink? Or was it all a great adventure that will change your life forever. You head towards the festive sounds of the **IngenuityFest**.

You feel compelled to contact **Steam Hat** at **www.SteamHat.com** and tell them what a fun time you had playing the game and may even donate towards more fun exhibits, games, and amazing illustrations. Thanks for playing!

YOU WIN!

GO TO WWW.STEAMHAT.COM

16

INSTANT PINCUSHION

You walk slowly into the room, looking around for anything that looks like it may be a trap. You do not see any tripwires. Thinking that the coast is clear, you start walking quickly towards your newfound wealth.

When you make it to the middle of the room, one of the stones in the floor pushes slightly down beneath your foot. You hear a small click. Immediately, you stop moving, waiting for something horrible to happen. Nothing does. Wiping the sweat off of your brow, you begin to move again. Once your foot comes off the stone, you hear another click. This one is much louder. Suddenly, **hundreds of tiny spearheads** shoot out from the holes in the walls. You resemble a **human porcupine** as you fall forward onto the table.

You have **DIED!!!**

0

17

YOU SEE A DWARF WITH AN AXE

You find yourself in an art gallery of sorts. There are large paintings hanging on the wall and they all redefine the word BAD! In the middle of the room, there is a **short bearded man at an easel**. He is wearing a metal French beret with horns on it. His stubby arms are throwing paint around on the canvas. He is painting a short tubby woman. Her beard hangs low to the ground and she clutches a large axe. At least you THINK that's what it is. It honestly has to be the **worst painting** to have ever been created. The dwarf is humming happily until he notices you.

"Ah, my friend. Welcome. You have come just in time. I have almost finished my masterpiece. I call it 'Society and Inertia: The Reality of Being IV'. What do you think?"

Say "I love it. Great job! You are truly a **master of the arts**."

45

Say "Wow, that is like... wow... that is **horrible**."

82

18



Go to

20

19

OLD ABANDONED STOREFRONTS

You continue to walk **North**, then the passage veers **West**. After a few minutes, you come to a strange site. On both sides of the passage, you see **storefronts** that have been built into the cavern walls. They look to have been abandoned for quite some time. You poke your head into the closest one and see dusty empty tables and garbage strewn everywhere. You call out, but no one answers.

Who in their right mind would start a business in a series of old cavernous passageways? Perhaps this is why the stores were closed down years ago. It's all about location, location, location.

Enter the store and see if there is anything work taking.

12

Skip the store and continue **West**.

56

20

ROCK HALL OF FAME

You step into a large cavern filled with **hundreds of statues**. Studying them closely, you are absolutely amazed by the level of detail. Whoever created these has to be a master of the craft. You stop at one and laugh to yourself. It looks almost exactly like Jim Morrison from the Doors. Another one looks like Jimi Hendrix. Yet another looks like Kurt Cobain. How strange. Suddenly you hear a sound behind you. You turn around just in time to see a woman standing in front of you. She is wearing dark sunglasses, a ragged Sex Pistols jacket, nose rings, and has spiked hair. Wait, hair doesn't move! And it doesn't HISS! It is a **Medusa** and she wants to add you to her **collection**. She throws her shoulders back and tears off her glasses to look at you.

Did you find a **Mirror Shard**?

51

If not, try to **hide** from the **Medusa**.

83

21

THE RATHER ODD ROOM

You walk into a rather **odd room**. It is covered in shelves that are completely filled with some of the strangest things you have ever seen. A collection of the bizarre that surpasses all of the Ripley's Museums combined. A **bearded gentleman wearing a monocle** gets up from his desk and makes his way over to you. He raises his head to closely examine you, grabs your face, moves it to both sides, and then says:

"You... you there. Are you odd? Hmmm... yes yes. You are indeed odd. Wait, are you really odd? So much is odd. Yes, it's all odd indeed. Truly undoubtedly odd. I should know. Oh yes... odd."

He snickers to himself, harrumphs a bit and goes back to his desk. He then starts flipping through old books, pointing at pages and saying **"That's odd. Ha! Yes yes..."**

Look around the room to find a way out of here.

54

22

WHAT PRISON DOES A MAN MAKE?

You try to talk to the man again, but he does not say a word. You take the **Note** the small child gave you and lay it down in front of him. He pauses, blinks a few times, then slowly picks it up. Silently he reads it, his body starting to slightly shake. His pen rolls off the desk and the ink smears on his notes, but he does not notice.

He finally looks up at you and says, *"You don't realize what you have done, but you have saved me, my friend. My prison was of my own making. Now it is time for me to help you escape from your own. You are close. There are only a few more obstacles you must get through before you are free. I will never forget you. Good luck!"*

He unlocks the door and walks away whistling, leaving it all behind. You wonder what was in the letter to affect him like that. Some things in life are never meant to be known.

Walk through the doorway in the **North**.

79

23

IT'S ELECTRIC

You turn and start following the pipes that run into the wall at the **Western** end of the bridge. You see an open door that leads **West**, but unfortunately there is something stopping you. About a dozen of the pipes over the door have rusted through and **water shoots out of them**, causing this section to flood. You can easily wade through the area, but a group of submerged **wires crackle and shoots sparks**. One step in and you will be electrocuted.

There is a **cluster of controls** over on the wall that look to be integrated into the puzzle of pipes and wires that surround this section of the bridge.

Take a closer look at the **instrument panel**.

72

Turn around and head towards the **East** end of the bridge.

41

24

WATCH YOUR STEP!

You start walking down the stairs, heading towards the river far below. At one point, you look down and swear you can see what looks to be an old maritime boat docked on the side of the river. You laugh insanely to yourself. Maybe your entire adventure here was set-up just so you could unearth the long-lost fortune of the infamous pirate One-Eyed Willie.

As you leap down the stairs to get a closer look, you suddenly hear a **sharp cracking noise**. The stairs start to **crumble** around you and it is much too late for you to leap to safety. You fall to your death into the icy underground river. I guess you'll never know what mysteries and treasures that ship may have held for you.

You are **DEAD!!!**

0

25

BAD CASE OF DÉJÀ VU

As you open the door, the air starts filling with a mist that makes you **very sleepy**. You hear a voice behind you saying, "***What an odd choice. Or maybe it wasn't odd at all. Maybe that's where you went wrong. I should know...***"

You pass out. When you wake up, you find that all of your items have been taken from you except the **Compass** and **Magic Flashlight**. You can barely remember anything. Everything you have just been through seems so unreal. Wait... where are you? This seems so familiar. Have you been here before? You are standing in a **dark pit**. There is a small bit of light coming from far above you, but you can barely see it. There is a tunnel heading **North**.

Head **North** into the tunnel.

8

26

CONGRATULATIONS!

You have just **vanquished** the freaky **grumbling creature** with your bare hands! (Unbelievable, isn't it?)

Continue heading **North**.

70

27

STAFF OF MANY FACES

After removing all of the boards from the door, you open it and enter a small room. It is no bigger than a closet and the only thing it contains is a **handsome wooden staff**. There are multiple faces carved into the wood and it glows.

“Great!” you think to yourself. **“First a Magic Flashlight and now a Magic Staff. I wonder what kind of cool powers it has?”**

You go to grab it, but all the faces start **coughing, hacking, and wheezing** all over you. It seems this item has a rather bad **staff infection**. You definitely **DON'T** want to take this on your quest. And with that **horrible pun** you go back out the door and off **East**.

Start walking **East** towards the flickering lights.

84

28

CHASING WATERFALLS

Looking around, you see hundreds of **rusty and beaten pipes** coming from walls in the far **West** and **East** ends of the bridge. They all lead directly to the middle of the bridge where they converge and are fed into larger pipes that are jutting out over the edge. The water spews out of the pipes in a terrible torrent and falls to the underground river below. Here, you see a **man in a top hat** maniacally pulling levers, checking gauges and banging on the pipes. He stops just long enough to grin at you and says:

“Pipes and levers, dials and gears. I’ve had this waterfall flowing for hundreds of years. Electricity and water just do not mix. Don’t tread on high voltage ‘til you know the fix.”

Head towards the **West** end of the bridge.

23

Head towards the **East** end of the bridge.

41

29

FREE AT LAST

You race down the hallway. All of the memories from your grand adventures are resurfacing as you run: pits and hallways, corridors and cracks, waterfalls and walkways, and all the odd characters in between.

You see a set of doors up ahead and bolt towards them at top speed. When you finally reach the exit, you throw them wide open. You are blinded by bright light and when you regain your eyesight you see...

Go to the **GRAND FINALE**'.

15

Or **write your own ending** in the notebook at the small table.

MY END

30

GOOD BOY!

The egg splits open and a **loathsome nauseating creature** bursts out. It has a **tentacled face**, six **clawed feet** that are flailing around, a giant gaping mouth with three sets of **hooked teeth**, and gigantic **adorable blue eyes**. It looks at you and warbles with joy. It leaps into your arms, its forked tongues lapping at your face. It's so happy to see you that it drools a nasty yellow fluid all over you. Its spiny tail whips back and forth, shaving rock off of the cavern walls.

You gently put him down. Its big blue eyes get all teary and it whines. "**Stay, stay there. Good boy. Good.**"

You pat its head and it wags its tail again. Then it curls up and falls asleep. Being extremely quiet, you tiptoe away.

Leave the cavern and continue **West**.

46

31

GRUMBLING FREAK

The belching noises get louder as you continue walking **North**. Eventually, you come across a rather hideous site. There is a **MASSIVE CREATURE** filling almost the entire hallway here. It was a giant of a man at one point, but someone has grafted **additional arms** onto his torso. There are **hoses and wires** arcing out of his back and into his belly through humming devices that have been embedded into it. His legs, all three of them, are the size of hairy tree trunks. One of his eyes seems to have been replaced with a **large camera lens**. He is also carrying around a **heavy broadsword**.

At the moment he does not see you because he is contemplating the wires coming out of his belly button.

Sneak quietly past him while he doesn't notice you.

35

Kill the Grumbling Freak with your bare hands.

26

32



Go to 10

33

UP, UP AND AWAY

One by one, you untie some huge balloons from their posts and attach them to the **woven basket**. The basket raises up into the air, but luckily the rope anchors it down. Once you have attached enough of them, you jump in and begin untying the last thing holding it down to the earth. **"What am I doing,"** you think to yourself. **"This is absolutely crazy. Maybe I should have taken the stairs over to the East."**

Suddenly, the rope lets go and you go **shooting up into air**, screaming and cursing all the way. You look up and see the cavern's roof racing towards you and just your luck, it's covered in extremely sharp stalactites. Seeing your life flash before your eyes, you toss yourself out of the basket. You fall, but only a few feet, landing safely onto the **top of the bridge**, close to where the **waterfall** is shooting out. You watch as the basket continues it's journey and is smashed to pieces into the ceiling above.

Investigate the area.

100

34

STOP! DROP!

You don't know what to do. The music is getting **louder and louder** as you run. Finally, you decide to throw yourself onto the ground and cover your ears in a last ditch effort to keep your brain from exploding under all the pressure. As soon as you stop, the music stops. Then it suddenly hits you. You slowly move and the music comes back, but it is playing quietly. You take a few quick jogs and the music **booms**. Then it stops again as you stand there thinking. It's all based on how fast you move. If you take your time and move rather slowly, you should be able to get out of here humming and not DEAD!

You begin your slow drawn out trudge up the **North** corridor.

Walk slowly **North**.

37

35

GRUMBLE CHAIR

You start to quietly walk towards him while his is preoccupied. Holding your breath, you start to **squeeze behind him**. Suddenly, he makes a rather loud belching sound, scratches a couple of his arm pits and plops himself down on the floor to take a well deserved sit. He was tired from all of the hours of just standing around this boring corridor with nothing to do except stare at his belly button for the hundredth time that day.

Unfortunately, you were right behind him when he did this and his massive girth knocked you to the ground. He is now unknowingly **sitting on you**. You flail around and try to move, but to no avail. You are trapped under his huge sweaty body and slowly **suffocate to death**.

You have **DIED!!!**

0

36

SONGS AND GRUMBLES

You walk **West** through a well lit corridor. After quite some time, you come to an intersection that branches off into two new directions. Your ears suddenly perk up as you hear some **beautiful singing** coming from a hallway that is heading **South**. It is mesmerizing and calming, almost calling to you. Could this be a band playing up at the Festival. Is this the way out? From the hallway that heads **North**, you hear something that is **grumbling, moaning, and belching**. There is a loud thump, then a quick series of snorts followed by something that sounded rather flatulent and foul.

Head **North** to check out what all the ruckus is.

31

Follow the angelic voices and go **South**.

61



38

THE SECRET WORDS ARE...

You finish figuring out the code and go up to the door. Grabbing the microphone like you are about ready to rock out karaoke style to some bad eighties tunes, you say the words **"Art and Technology"**.

You hear a whirrrrr.... click.... click.... thunk... tick... click... THUNK!

The bars pull back, unlocking the door in front of you. You open it up and almost fall backwards at what you see .

INTERACTIVE FICTION FUN FACT

The Hitchhiker's Guide to the Galaxy is a comedic interactive science fiction game written by Douglas Adams. It was based off of his book by the same name in 1984.

Walk into the room beyond the door.

43

39

LIGHTS OUT

The rebel side of you kicks in and you totally disregard the note. You grab hold of the **black lever** and pull. At first, it refuses to move, but with a little more effort it snaps into the downward position. You hear the high whining noise suddenly **stop** as all of the lights in the panel **shut off**. Then some lights around you go dark. More lights go out and you watch as a chain reaction causes all of the electricity on the bridge the shut down. You hear the **strange man with the top hat** start yelling at the top of his lungs. He calls you a variety of horrible and foul names that make you cringe.

Luckily, the wires over by the door are now dead as well. The flooded areas is now **safe to cross**. You decide to wade your way quickly through the water and run into the **Western** door before the man catches up with you.

Head through the door in the **West** end of the bridge.

36

40

INTERSECTION

The way **North** finally ends into an intersection that splits in two. From the **West**, you can hear what sounds like wind blowing through the tunnels. Over in the **East** passageway, you only hear the faint echoing noises of rocks settling.

Head **West** towards the wind.

6

Start down the **East** passageway.

7

41

MAZE ENTRANCE

You follow the bridge all the way to the **Eastern** wall. There are two doors here with a rather elaborate maze design that has been carved into them. There is a **brass sign** mounted to the right of them that says.

***"Beyond are hallways that turns, twist and confuse.
Choose the shortest route or your life you will lose."***

You open the door to see a **maze of hallways** that you bet matches up exactly with the layout of the one mapped out in front of you.

Memorize the maze map and try to find your way through.

55

Decide to go check out the **West** end of the bridge instead.

23

42

THE MAGIC WORD IS "XYZZY"

After a couple of attempts, you manage to blurt out what you think the word would sound like. At first nothing happens.

Suddenly, something inside the **Flashlight** pops and within a few seconds it starts to dimly glow. It brightens up just enough to chase away the darkness immediately around you. Seems that **Magic Flashlights** do exist. That's interesting.

With the **Compass** tucked safely into your pocket, you hold the **Flashlight** out in front of you and head into the tunnel **North**.

Head **North** into the tunnel.

8

43

HALL OF THE MOUNTAIN KING LEAR

You walk into a huge 120,000 sq. foot space that looks like it may have been an elaborate underground building at one time. It is now rundown and dilapidated. There is garbage and lost items stacked 50 feet high on all sides of you. A **regal looking man** with a tattered crown made from miscellaneous items sits upon a **giant throne** amongst the rubble. He beckons for you to come closer, stares directly into your eyes and says:

"Who was the original creator of Colossal Cave?"

Say "**Roberta Williams**".

88

Say "**William Crowther**".

89

Say "**William Higinbotham**".

90

44



45

AXES AND ART

You stare at the painting for a while, trying your very best to be nice to the small hairy dwarf. **"It... it is rather interesting the way you... Uh, the way her eyes cross is very... um, brave choice of color palette and..."**

The dwarf starts glaring harshly at you, anger glinting in his eyes.

"I love it. Great job! You are truly a master of the arts," you stammer.

"Yes, yes it is," he replies and then goes back to work.

You have to get out of here. Looking around, you see a large hole in the floor over in one of the corners, but there is no way down. There is a hall leading **East**.

Follow the hallway going **East**.

37

46

MUSIC OF MADNESS

You follow the tunnel **West** and then it turns sharply **North**. After a few minutes of slowly trudging up the hall, you hear **music** softly playing in the tunnel. It sounds like some type of really bad elevator music from the 1980's. You stop, but the music also stops almost immediately. You continue on and the music starts playing again, this time louder. As you quicken your pace the music starts to grow in volume until it starts hurting your ears.

Run as fast as you can to get away from the music.

14

Throw yourself on the ground and cover your ears.

34

47

GETTING TRASHED

You answer the question and give him your best winning smile. He lowers his gaze for a bit, then looks back up at you.

"That is INCORRECT! Haven't you learned **ANYTHING!** Knowledge is **POWER!** The more you **KNOW!** I really thought you would be the one to make it through. I had such high expectations of you."

With a scowling face, he raises his hand above his head. A flash of light burst from it, striking the towering walls of junk. They topple over and bury you under layers of garbage. You are crushed to death and become just another lost item down in these underground corridors.

You have **DIED!!!**

0

48

DESTROYED FURNITURE

You push your way through the wind and finally make it over to the **door**. It is banging madly open and closed. You grab it when the time is right and throw yourself into the small room behind it. The wind is not as bad here, allowing you to look around a bit. This may have been a female's bedroom at one point, but all of the furniture has been smashed to pieces, either by the horrible winds or some other unknown force.

A mirror has been shattered, leaving shards of reflective glass covering the floor. There is a chair next to you, but its legs have been broken off, turning them into nasty sharpened pieces of wood. You grab both a **Mirror Shard** and a **Sharp Wooden Stake**.

Go back to the tunnel and turn **North** as quickly as possible.

62

49

COMPASS AND FLASHLIGHT

You pick up both of the items that you found here. The **Compass** is actually in pretty good condition. Though it looks like it has been buried in the mud for quite some time, it seems to be in full working order once you clean it off.

The **Flashlight** on the other hand looks like it is almost new. There does not seem to be any way to turn it on. No buttons or power switch of any kind. You discover a word etched into the bottom of it. It looks like it spells out "**Xyzzy**".

Say "**Xyzzy**" out loud (really try saying it).

42

What a silly word, just go **North** without saying it.

66

50

IGNORED TO DEATH

You try to talk to him again, but he does not move. Getting right up next to him, you start **screaming** in his ear. Again, nothing. He continues writing and drawing structures on the papers in front of him. Getting angry, you grab the paper from the desk and throw it to the floor. By the time you look up, he has already replaced the missing paper with even more. His writing becomes even more intense now and sweat is beading on his brow. He is locked far away in his own world and there is no bringing him out.

You yell, scream, and curse, but he does not move. You kick him, punch him, and push him, but he does not even realize you exist.

You watch him for **5 straight days**. He does not eat, does not sleep, does not drink. All you hear is the constant drawing and writing. You call out to him one last time as you die from lack of water and starvation.

You have **DIED!!!**

0

51

MIRRORS AND MEDUSAE

You remember the **Mirror Shard** that you had been carrying with you for some bizarre reason. This is your chance to **KILL** the **Medusa**. You cover your eyes and raise it up in front of you. You wait to hear a death scream from her or even the sound of her flesh turning to stone. Instead, she just says, "**Ummmmm, nice Mirror Shard, can you hold still while I adjust my lipstick,**" and then she starts laughing. It always works in movies. First the lame death of the vampire, now this. What is going on in this crazy adventure?

Though you can't see her because your eyes are still closed, she lunges at you to snap your neck. She doesn't quite make it because she slips on a loose tile in the floor and falls right into the shard, **embedding it into her chest**. She lets out a low gurgling sound and tumbles to the ground. Well, that's one way to kill a Medusa I guess.

Leave this gallery and head **South**.

3

52



53

A CHILD'S JOY

At first you have no idea what the child is talking about. Who is this George? You haven't seen a single living human being down here except this boy. You are about ready to leave when you suddenly think about the timeworn **Teddy** that you are clutching in your left hand.

You look at the child and move the **Bear** into his sight. He screams with joy. "**GEORGE!!! You found GEORGE!!! I thought I lost him forever and ever and ever.**" He grabs it from you, knocking over the intricate block maze he had solemnly been creating on the floor. "**Thank you soooooo much. You made me so happy. Here... take this.**"

He hands you a **Note** with a name on it that you cannot read for some reason. "**Give this to the shadow man. You'll know him when you see him.**" With that he makes his way to his bed, singing happily to his best friend.

Look around **the room**.

13

54

LADIES AND GENTLEMAN, THE DOORS!

After walking through the **room of oddities**, you see a set of **three doors** in the **Northern** wall. Each one is carved with strange animals. The first door has what looks to be **six lion-headed dragons** attacking each other. Jewels are set into each set of their eyes. The second door's carvings contains three, no wait, **four men with bird heads**. They have silver lutes and are singing. The third door has **three golden wombats** engraved deeply into it. They are wearing wooden shoes and are dancing around.

Enter the door with the **six lion-headed dragons**.

86

Enter the door with the **four singing bird men**.

87

Enter the door with the **three dancing golden wombats**.

32

55

MEANDERING INTO THE MAZE

You stare at the **intricate maze drawing** on the door for a long time, trying to memorize all of the twists, turns, intersections, paths, and dead ends. When you finally think you may know the best path through, you head off into the hallways beyond the door.

As soon as you enter, the doors slam shut and lock. There is no going back now. You start heading in one direction, but stop. Wait, did you want to go this way or reverse back then turn left. After turning a few more corners you start to become concerned. Your memory isn't nearly as good as you thought it was.

You take another turn and hope for the best.

Go the **Start of the Maze** and find the quickest way through.

101

56

SAD CHILD'S ROOM

You see an open door ahead and walk through it. The door closes behind you and locks. You are now standing in what looks like a child's bedroom. There is an old bed with Star Wars pillows and sheets, decaying Superman posters taped to the walls, and a pile of unused trading cards and toys in the corner. A small haggard looking child is sitting on the ground in front of you. His head hangs low, the long unwashed hair threatening to cover his sad eyes. He is slowly moving blocks back and forth, creating little walls and paths with them. He finally notices you and looks up. His eyes grow wide and wet as he asks you in a trembling voice, ***"Have you seen George? I lost him. He's my best friend and I can't find him. Please tell me you found George. I miss him so much."***

Did you find the old one eyed **Teddy Bear**?

53

If not, **Look** around the room.

13

57

QUESTION 3

"Correct again, you are doing well."

The man on the throne looks to the side. Thinks awhile, then says:

"What was the name of the company that produced the Zork series in the early 80's."

Say **"Activision"**.

94

Say **"Infocom"**.

95

Say **"Atari"**.

96

58

BALLOON LANDING

You start to walk down the slippery path towards the area that is almost directly **underneath the bridge**. As you get closer, you realize that the small bobbing figures you saw in the air are actually **huge balloons**. They have been tied to old brass posts running up and down the sides of the open **Northern** area.

There is a large **woven basket** sitting on the ground. It looks like it has been tied to the ground for some reason. There is a series of **metal loops** attached to the basket's rim and a small stool sits inside the basket. Is this suppose to be some sort of flying machine? If it is, who in their right mind would ever decide to fly straight up into the ceiling of a cavern?

Tie some of the **balloons** to the **basket** and climb in.

33

Head back **East** and take the stairs down to the river.

24

59

QUESTION 2

"That is **CORRECT!**", he says. Smiling, he thinks for awhile then says:

"What was the first text adventure game to be commercially published and sold for the then-new home computers?"

Say "**Adventureland**".

91

Say "**King's Quest**".

92

Say "**Leather Goddesses of Phobos**".

93

60

INGENUITYFEST 2012

You are walking around the **IngenuityFest in Cleveland, Ohio**. The air here is electric, filled with exhibits that showcase the fusion of art and technology, digital and design, theatre and dance, and everything in between. You can almost feel the music pumping from the bands that are playing throughout the area on multiple stages.

As you wander into one of the transformed warehouses, you see a strange exhibit that looks like a crazy mish-mash of **old computers**, **easels with corkboards** on them, and a variety of **found objects**. There are hundreds of index cards all over it and you see something that says "**Active Fiction Adventure**".

Take a **closer look** at the exhibit.

77

Ignore the exhibit and walk on by.

65

61

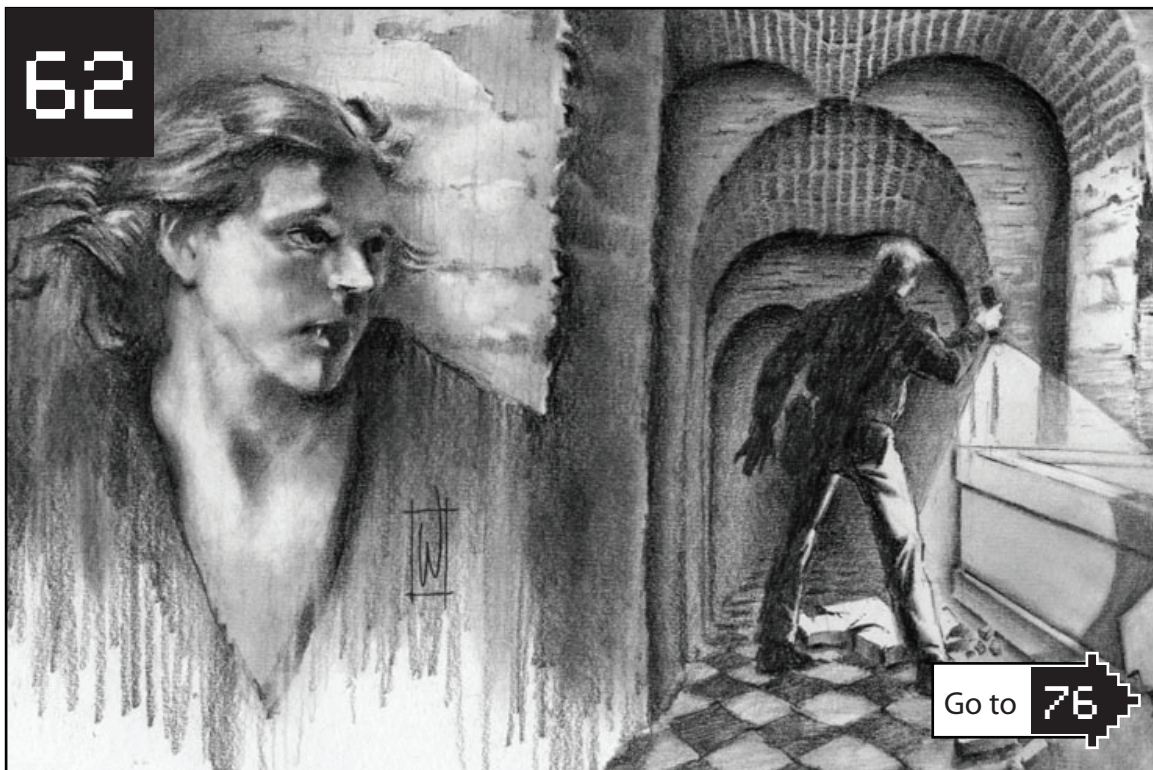
CALL OF THE SIRENS

You head down the hallway towards the angelic voices. Each note is sung almost perfectly, pure, pristine. You can't seem to make out the words, but somehow they move you almost to tears. The song weaves and rolls, bringing you in closer and closer and closer.

You are finally drawn into a room where you see **three beautiful female figures** on stage. Their **heads are hooded**, but their voices are strong and you walk up on stage to be with them. As you go to speak, their voices stop. Your head starts to clear as if from a haze just in time to see them pull their hoods off to reveal their **true gruesome demonic selves**. You go mad by just staring at the horrors in front of you. They grab you and push you towards a large fire that is burning brightly in the corner.

You have **DIED!!!**

62



Go to

76

63

ARROWHEAD DOOR

You continue walking **East** for awhile until the passageway suddenly takes a drastic turn to the left. Checking your **Compass**, you see that you are now heading directly **North** again. After a few minutes, you see a door set in the **Eastern** wall. There are a variety of **arrowheads** nailed to the door. They are arranged into an arcing pattern around what looks like an old coin that has somehow been embedded into the actual wooden fibers of the door. You try the latch and it is unlocked.

INTERACTIVE FICTION FUN FACT

The first text adventure game to be commercially published was called "Adventureland". It was released in 1978.

Open the **door** and enter the room.

69

Skip the room and continue **North**.

19

64

CUTTING EDGE TECHNOLOGY

You finally exit the maze and enter a hallway heading **East**. As you walk, you notice the floor all around you is **stained red**.

"Well, this isn't good," you say to yourself just before giant sharpened pendulums swing out of the ceiling. You manage to dodge the first one, then dodge another one. As you catch your breath from those close calls, you look down the hallway and see another 35 of them swinging back and forth. There is a door at the far end. The door you just came from is locked.

You make it past 12 of them.

You have **DIED!!!**

0

65

NO ADVENTURE FOR YOU

You decide that you are not interested in looking closer at the exhibit. You pass it by and make your way out into the **crowded festival**.

As you head out of the warehouse, you start to have a nagging feeling that you may have just missed out on an **amazing adventure**. You look back at the exhibit one last time before leaving the area.

What was that exhibit? What secrets lay within the cards? Who the heck made that crazy looking thing?

Unfortunately, you'll never know.

GAME OVER

66

FALLING AND FAILING

You start making your way into the tunnel, but it becomes darker and darker with every step you take. You wish you had some type of light source on you. If only you could have found **something** that could have helped you out in this situation.

You start running your hands on the nearest wall, following it slowly. Every step seems to take an eternity. You go to take another step, but find that there is **no ground here** to place your foot on. You go to pull back, but it is too late. Your body lurches into the **large crack** in the floor. You can hear the wind whipping past your head as you **plummet 125 feet into the earth**.

Sadly you do not survive this fall. Your body will forever lay in the darkness, shattered and torn, never to be found.

You are **DEAD!**

0



68

QUESTION 4

"Correct again, you are on FIRE! Now, are you ready for the last one?"

You nod your head in agreement.

"What interactive text game was based on a comedic science fiction series by Douglas Adams in 1984?"

Say **"Discworld"**.

97

Say **"The Stainless Steel Rat"**.

98

Say **"The Hitchhiker's Guide To The Galaxy"**.

99

69

TREASURES OF THE INDIANS

You open the door and look inside to see a **small room**. There are massive logs that have been jammed into each of the four corners. Each log has been carved into the likeness of a **giant Indian head**. The walls between them have dozens of **small deep holes** carved in them that hold tiny candles.

Directly across from you on the other side of the room, there is an old table. On it, you see **three large boxes**. Each is filled with beads, cloth, and strange tools. The box in the middle holds most of your attention. It looks to be filled with **golden coins and small jewels**. The Indians' blank eyes seem to be watching your every move.

Walk into the room to **examine the boxes** closer.

16

Skip this room and continue **North**.

19

70

INTERSECTION

You continue to the **North** until it ends and branches off into two new directions. Down a short hallway that heads **West**, you see an open doorway with some **old stairs** that lead far down into some **dark passages** below. Off to the **East**, you can vaguely see some **flickering lights**.

Go **West** and climb down the stairs into the dark passages.

81

Start walking **East** towards the flickering lights.

9

71

UNDERGROUND RIVER

You continue walking down the small worn tunnel until it suddenly opens up into a huge cavern. You are standing on a rather unique platform that is overlooking a giant flowing **underground river** below you. High **above** you and to the **North** is what looks to be a **massive bridge** that spans the cavern from **West** to **East**. A giant **waterfall** is cascading from the middle of it into the river.

Looking around, you see some stairs that have been carved into the wall to the **East**. They go **down** towards the river far below. Over to the **West**, you see a slippery path that winds its way down towards a larger area that heads **North** almost **under** the bridge. You see some **strange shapes bobbing** around in the air over there.

Make your way down the **stairs** heading **East**.

24

Take the slippery path **West** and then head towards the **bridge**.

58

72

INSTRUMENT PANEL

You walk over to the **hefty metal box** that is attached to the wall. By following the broken pipes and sparking wires, you can tell that they lead into this control unit. The front of the box is a confusing mess of gauges, instruments, and blinking lights. There is a group of **large knobs** on the side of the box and a **black lever** with the words "**Do not touch. Signed the Management**" on a note underneath it. A high-pitched whining sound is coming from inside the unit. It seems to be getting louder and steam seeps from some cracks in the metal seams holding everything together.

Grab some of the **knobs** and starting turning them.

78

Do not heed the warning and pull the **black lever**.

39

73

THE UNEXPECTED IS BORN

You walk up the stairway and stop to look around. Just what you figured. This isn't heaven at all. It's just another tunnel heading **South**. You follow it until it turns to the **West** and leads you into an **enormous cave**. It's hard to see in here, even with your **Flashlight** in hand. You almost run right into a large structure. Looking more closely at it, you realize that you are standing right in the middle of a grouping of **gigantic eggs** almost the size of you. There is rather smelly ooze and muck covering them.

The egg closest to you begins to shake and **starts to break open**. Looking quickly around, you see a **large rock** that you can use to protect yourself with.

Pick up the rock and **smash the egg**.

11

Hold still and pray that whatever it is will leave you alone.

30

74

SUCKED DRY

You attempt to turn and twist, doing anything you can think of to pull away from the vampire's fangs. At one point you break free and fall to the ground, but you are too weak from blood loss to get to your feet. The vampire hunkers down over you and stares directly into your eyes. You cannot break his gaze as your blood drips from his mouth onto your cheek.

He smiles at you and says in a deep voice, ***"Thank you my friend. You have saved me. I was so hungry. So very, very hungry. Now close your eyes."***

You can do nothing but fulfill his request as he latches into your flesh once more. The last thing you can hear is the soft sucking sound of the vampire as he drains the last drop of blood from you and your heart stops beating.

You have **DIED!!!**

0



76

VAMPIRE'S KISS

As soon as you force yourself around the corner into the **Northern** tunnel, the wind immediately ceases. You catch your balance, pause for awhile, then head **North**. After a few moments you come to a section where large alcoves have been carved out into the walls. You take a closer look and notice that they are actually filled with **CASKETS!** You step back in horror. Do people bury their dead down here?

You notice that one of the coffins lids has been ripped off and it is now empty. As you cautiously take a closer look, you do not see the dark figure that steps out of the darkness. It grabs your head and jerks your neck up to it bite you. It sinks its teeth into your soft flesh and begins to feast.

Did you find the **Mirror Shard** and **Sharp Wooden Stake**?

104

If not, try to **struggle with the vampire**.

74

77

IN THE PIT

You walk up to the exhibit. It seems to be a game of some sort. As you start to read the first card, the ground below your feet shifts a bit. There is a low rumble and suddenly you feel yourself falling. Everything goes black as you pass out. When you awaken, you look up to find that you have fallen into an extremely deep pit that had opened up beneath you. "How strange", you think to yourself. You yell and scream but no one comes to your rescue. There is no way you can climb up the vertical walls of the shaft.

Looking around, you see a small **Compass** and a **Flashlight** laying in a pile of rocks in front of you. There is a dark tunnel that may head **North** from here. Looks like you are going to have to **adventure into the unknown** and find your way out of here.

Take the **Compass** and **Flashlight**.

49

Leave the items and just head **North**.

66

78

ZAP! POP! POW!

You grab one of the **knobs** on the side of the box and start turning it. At first it does not want to budge. Layers of rust and goop have built up on the base of it, freezing it in place. You grunt and groan, putting all of your strength into it. It finally begins to turn and you can hear some of the water shutting off over the door.

You turn it with all of your might, hoping to close off the water all together. Suddenly, the **knobs breaks off** in your hand and water starts shooting out of it. You hear a pop, then a pow as other pipes around it shake and burst. **Water is shooting and spraying out of the box**. While you are watching all of this happen, you do not realize the puddle in front of the door has been growing larger every second. You look down just in time to see your shoes becoming submerged. With one final ZAP, an **electric pulse** fires through the water. You feel your muscles seize and shake, then your lifeless body falls smoking onto the flooded ground.

You have **DIED!!!**

0

79

CODE BREAKERS

You head **North** for awhile until it dead ends into a **mountainous door**. From far away it looked like it was made from a dark iron. From close up however, you notice that the entire thing is created from hundreds if not thousands of bits of scraps metal, garbage, and miscellaneous objects that have been compacted together and painted. There is a **strange locking mechanism** here. There are bars here holding the door tightly shut, but they come out of a bizarre contraption in the middle that has a microphone in it.

In the **Eastern** wall, there is a statue holding out a scroll. On it, you see a strange series of **symbols** written out. There is an old **Commodore Vic Computer** sitting at its feet.

Looks like you're going to have to **crack the code** and say something into the microphone in order to open this door.

Crack the code and you will know what to do next.

103

80

WINNING

"YES!!! That is absolutely correct. You have proven beyond a doubt to be a most admirable adventurer and a **master at interactive fiction trivia**. I shall grant you your freedom, for it is well deserved. Remember always all that you have learned here. Now go, quickly, before I change my mind."

He waves his hands and the garbage to the **North** parts, opening a pathway towards a well lit hallway.

You run **North**, not wasting any time. You just want to get out of here and fast.

Run **North**.

29

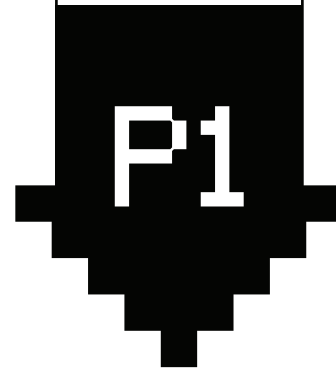
81

DARK PASSAGES

You start to make your way down the **stairs**. The structure is old and wooden, nailed together in a rather haphazard way. As you walk down them, they sway slightly beneath your weight. The stairs seems to go on forever, bringing you further and further downwards into the **dark passages** below. You think you see the end of the stairs just ahead. Suddenly, a portion of the stairs breaks beneath your feet. You fall forward, trying to hold onto the sad excuse of a handrail.

The entire staircase swings wildly back and forth as you try to catch your balance. With a might SNAP, the entire thing collapses and you fall to the ground which is thankfully not the far below.

Escape from the Dark Passages in the Flip Book below.



*NOTE: The P1 section is towards the back of the book.

82

DEATH BY DWARF

You look at him, look at the painting, then say rather loudly, ***"Wow, that is like... wow... that is horrible. I believe a blind drunken Bornean orangutan could have painted something better. For the love of all that is good, you should never, never, never paint again! Eeek, I need to wash my eyes out now!"***

That was rather harsh, but he wanted your opinion and you gave it to him. The dwarf stares at you and starts hyperventilating. ***"You... you... YOU BASTARD!!!"***, he screams. Grabbing the almost completed painting of the axe, he throws it at your head. It ricochets off your noggin leaving only a small scratch. The **REAL AXE** that he had on the ground next to him however, takes your head off with one blurred swoop. ***"Sometimes it pays to be a bit nicer to sensitive artist types"***, your decapitated head thinks before realizing your body is laying four feet away.

You have **DIED!!!**



83

GETTING STONED

You quickly duck behind Elvis and try to escape the gaze of the **Medusa**. You have to get out of here before she catches up with you. You smack right into Janis Joplin, knocking her over as you both tumble to the ground. The hissing gets closer as you crawl under John Lennon's legs and into an open area. You see a large **stairway** going upwards. This is your salvation. If you can just get up those stairs you are home free.

You leap to your feet and start to run, but the Medusa suddenly spring out from behind Keith Moon in front of you. You throw your head back and scream as her stare causes your muscles to immediately freeze and your skin hardens and cracks slightly as it **turns to stone**. The Medusa is rather impressed with her work, you are actually rocking a quite amazing Heavy Metal pose.

You have **DIED!!!**

0

84

INSANE VIDEOS

As you head **East**, the lights begin dimming. You start seeing **moving images** around you that are somehow being projected onto the walls. From where they are coming from, you have no idea. The hall become darker and the videos start to fill every bit of the walls as you pass by. They are bursts of chaotic movements, crescendoing colors, quick snapshots of people, places and things that go by so fast you cannot grasp what they even are or if they even existed at all. You feel like you are **going mad** with an overabundance of sensory stimulation hitting you left and right. You try to close your eyes, but the images somehow burn right through your eyelids.

You finally make it through the hallway and stop to rest your eyes for a bit. When you are ready to move on, you see a nice marble **staircase** up ahead.

Go up the **staircase**.

17

85

EASTERN TUNNEL

You walk **North** for awhile. At one point you come across a series of **strange picture frames** hanging on the wall. You walk up to get a closer look. You are stunned to see pictures of the **Wright Brothers**. Sure enough, there is Orville and Wilbur, but they seem to be standing by rocket thrusters, orbiter vehicles, recoverable boosters, external tanks, payloads, and the supporting infrastructure of a **Space Shuttle**. The pictures are black and white and faded. They are easily over a **hundred years old**.

Scratching your head in total confusion, you continue to make your way **North** until the tunnel veers **East**. After walking for quite some time, you begin to think you will never make it out of here. Squinting, you think you see something ahead.

Continue walking **East**.

56

86

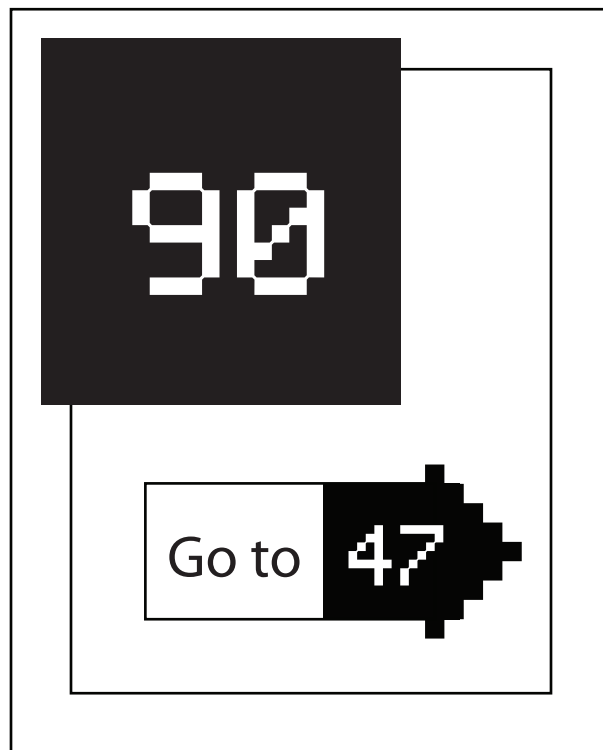
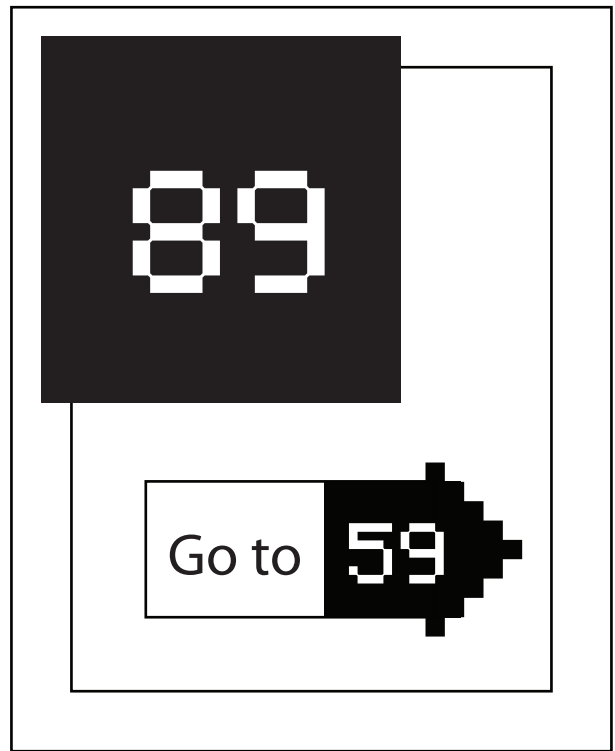
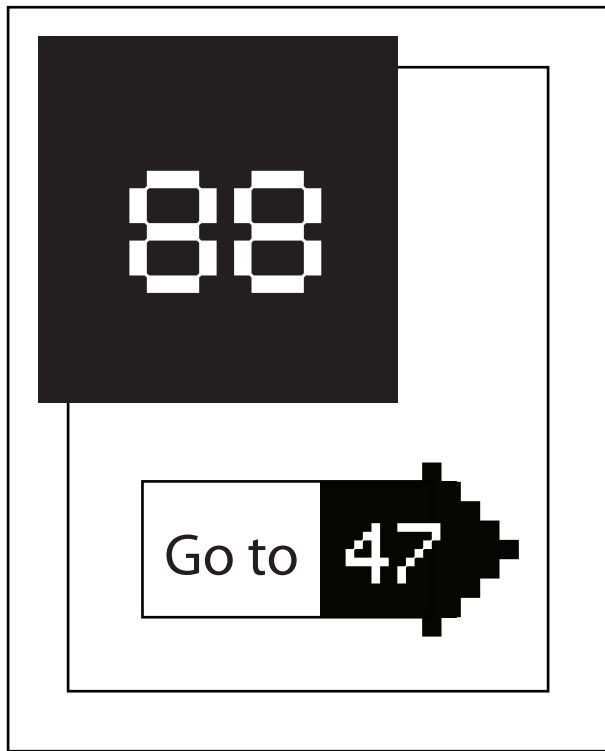
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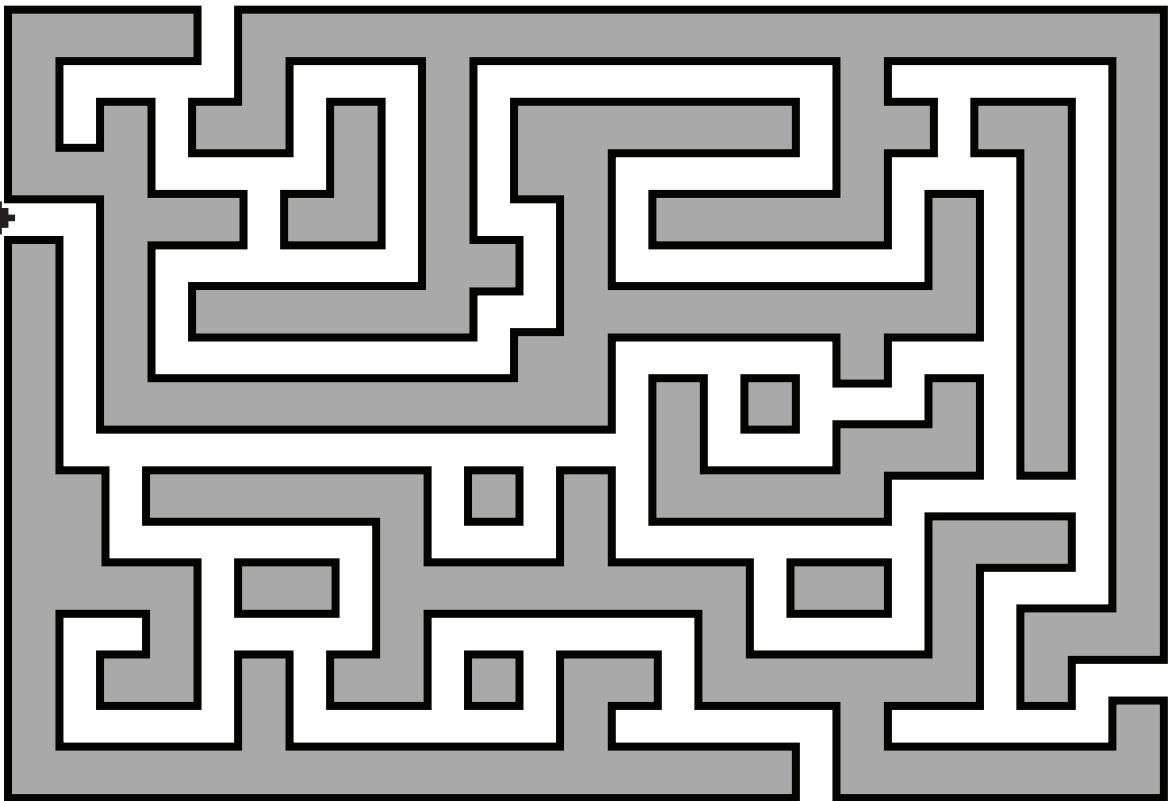


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101



START



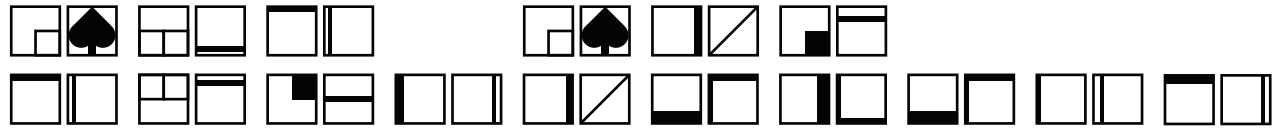
64

18

103

CRACK THE CODE

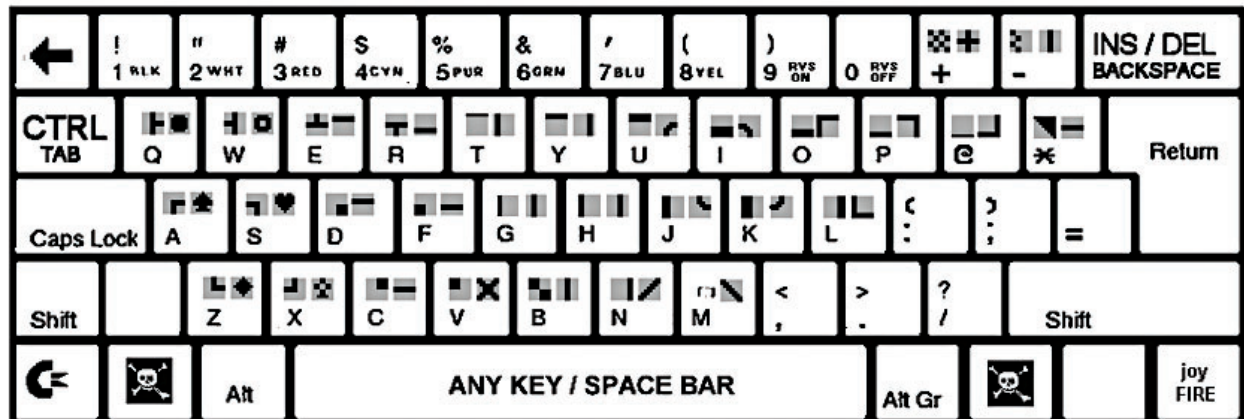
TO UNLOCK THE DOOR AND BE SET FREE, YOU MUST SAY THE FOLLOWING WORDS:



ONCE YOU HAVE DECIPHERED IT, GO TO:



COMMODORE VIC 20 KEYBOARD



104

VAMPIRE SLAYER

After recovering a bit from the initial shock of the attack, you remember that you are clutching in your hand a **Sharp Wooden Stake**. The vampire's grasp on you is incredibly strong and you can barely move your arm to swing at him. You let yourself go slack, causing the vampire to loosen his grip on you. As soon as this happens, you push him away and force the splinters of the chair leg deep into his chest.

He stands there for a bit looking at the item now protruding from his upper torso. Then he looks up at you in panic, then pain.

"I'm sorry. I was just hungry. Just..."

Seeing a real vampire die is nothing like you see in the movies. There was no explosion, no ash, no epic sound track playing in the background as his body falls apart. He just simply fell down. That's it. It was quite **impressively anti-climactic**.

You pull out your **Mirror Shard** and use it to check to see if you still have a reflection. The last thing you need right now is for his bite to have turned you into a vampire as well.

Yep, there you are.

Start walking **North** again. 85

P1

DARK PASSAGES

You pull yourself out of the rubble of the collapsed staircase. You can see a light coming from the doorway you came through, but there is now no way to get back up to it. You are going to have to find your way through this ***twisting little maze of passages*** and hope there is another way out. You look around and see that there is only one way to go from here.

Walk down the **South** passageway.

P2

P2

DARK PASSAGES

You are in a twisting little maze of passages.

There are only 2 ways to go from here.

The light is dim here, but you can see a glimmer of light coming from the East passage. You can also hear some strange ticking noises coming from the West passage, but it is much darker down there.

Walk through the **West** passageway towards the ticking.

P47

Walk through the **East** passageway towards the light.

P35

P3

YOU ESCAPED THE DARK PASSAGES

You are in a twisting little maze of passages.

The sound of running suddenly stops, leaving you in silence. As you turn the corner, you see a ladder going upwards. You quickly climb up and pull yourself through a small hole in the ceiling. Before you even have a chance to look around, you hear gargled laughter from below. There is a loud snap and the ladder suddenly disappears into the depths of the passages you just escaped from.

Look around to see where you are

CARD 17

P4

DARK PASSAGES

You are in a maze of twisty little passages.

You can hear a soft ticking sound coming from somewhere close.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P48

Walk through the **East** passageway.

P36

P5

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P24

Walk through the **East** passageway.

P43

P6

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P23

Walk through the **West** passageway.

P14

P7

DARK PASSAGES

You are in a maze of little twisting passages.

You hear what sounds like soft footsteps coming from somewhere close.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P29

Walk through the **West** passageway.

P32

P8

DARK PASSAGES

You are in a twisty maze of little passages.

You can see old newspapers covering the floor here.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P26

Walk through the **West** passageway.

P13

P9

DARK PASSAGES

You are in a maze of twisty little passages.

You can hear a soft ticking sound coming from somewhere close.

There are only 2 ways to go from here.

Walk through the **West** passageway.

P36

Walk through the **East** passageway.

P39

P10

DARK PASSAGES

You are in a little twisty maze of passages.

There is a small chill in the air here and you can hear some type of cracking sound coming from somewhere behind the walls.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P21

Walk down the **South** passageway.

P25

P11

DARK PASSAGES

You are in a maze of twisting little passages.

There are candles set high in the wall here, but they are not lit. You hear a dripping sound coming from the South.

Walk down the **South** passageway towards the dripping.

P14

Walk through the **East** passageway.

P40

P12

DARK PASSAGES

You are in a twisting little maze of passages.

You hear the sound of running feet and they sound extremely close.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P29

Walk down the **South** passageway.

P20

P13

DARK PASSAGES

You are in a twisty maze of little passages.

You come across a large pile of old newspapers thrown in the corner here. Someone has circled letters in the headlines, but the ink had faded and you cannot decipher what the letters used to be.

Walk down the **South** passageway.

P16

Walk through the **West** passageway.

P48

Walk through the **East** passageway.

P8

P14

DARK PASSAGES

You are in a twisting maze of little passages.

There is a small pool of rancid water puddling on the floor here. Water is slowly dripping from the ceiling high above you.

Walk up the **North** passageway.

P11

Walk through the **West** passageway.

P18

Walk through the **East** passageway.

P6

P15

DARK PASSAGES

You are in a maze of twisting little passages.

There are candles set high in the wall here, but they are not lit.

There are only 2 ways to go from here.

Walk through the **West** passageway.

P22

Walk down the **South** passageway.

P33

P16

DARK PASSAGES

You are in a twisty maze of little passages.

You can see old newspapers covering the floor here.

Walk up the **North** passageway.

P13

Walk through the **West** passageway.

P34

Walk through the **East** passageway.

P26

P17

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P24

Walk down the **South** passageway.

P27

P18

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

Walk up the **North** passageway.

P43

Walk down the **South** passageway.

P45

Walk through the **East** passageway.

P14

P19

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P31

Walk through the **West** passageway.

P38

P20

DARK PASSAGES

You are in a twisting little maze of passages.

You hear the sound of running feet and they sound extremely close.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P12

Walk through the **West** passageway.

P3

P21

DARK PASSAGES

You are in a little twisty maze of passages.

There is a small chill in the air here and you can hear some type of cracking sound coming from somewhere behind the walls.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P34

Walk down the **South** passageway.

P10

P22

DARK PASSAGES

You are in a maze of twisting little passages.

You see a glimmer of light coming from the South passage.

Walk down the **South** passageway towards the light.

P35

Walk through the **East** passageway.

P15

P23

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P6

Walk through the **West** passageway.

P41

P24

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P5

Walk down the **South** passageway.

P17

P25

DARK PASSAGES

You are in a little twisty maze of passages.

There is a small chill in the air here and you can hear some type of cracking sound coming from somewhere behind the walls.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P10

Walk through the **East** passageway.

P30

P26

DARK PASSAGES

You are in a twisty maze of little passages.

You can see old newspapers covering the floor here.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P8

Walk through the **West** passageway.

P16

P27

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P17

Walk down the **South** passageway.

P46

P28

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P41

Walk through the **East** passageway.

P31

P29

DARK PASSAGES

You are in a little twisty maze of passages.

You hear what sounds like soft footsteps coming from somewhere close. There is an old newspaper on the ground. The headlines say: "**Loop and Loop and Round and Round. That which is lost soon shall be found.**"

Walk up the **North** passageway.

P7

Walk down the **South** passageway.

P12

Walk through the **West** passageway.

P37

P30

DARK PASSAGES

You are in a little twisty maze of passages.

There is a small chill in the air here and you can hear some type of cracking sound coming from somewhere behind the walls.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P37

Walk through the **West** passageway.

P25

P31

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P19

Walk through the **West** passageway.

P28

P32

DARK PASSAGES

You are in a maze of little twisting passages.

You hear what sounds like soft footsteps coming from somewhere close.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P37

Walk through the **East** passageway.

P7

P33

DARK PASSAGES

You are in a maze of twisting little passages.

There are candles set high in the wall here, but they are not lit.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P15

Walk down the **South** passageway.

P40

P34

DARK PASSAGES

You are in a little twisty maze of passages.

There is a small chill in the air here and you can hear some type of cracking sound coming from somewhere behind the walls.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P21

Walk through the **East** passageway.

P16

P35

DARK PASSAGES

You are in a maze of twisting little passages.

You see a large lit candle in an alcove set high in the wall, well beyond your reach. The wax is melting down the walls. Someone must have lit it, but who and how long ago?

Walk up the **North** passageway.

P22

Walk through the **West** passageway.

P2

P36

DARK PASSAGES

You are in a maze of twisty little passages.

You can hear a soft ticking sound coming from somewhere close.

There are only 2 ways to go from here.

Walk through the **West** passageway.

P4

Walk through the **East** passageway.

P9

P37

DARK PASSAGES

You are in a maze of little twisting passages.

You hear what sounds like soft footsteps coming from somewhere close.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P32

Walk through the **East** passageway.

P29

P38

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk through the **West** passageway.

P42

Walk through the **East** passageway.

P19

P39

DARK PASSAGES

You are in a maze of twisty little passages.

You can hear a soft ticking sound coming from somewhere close.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P47

Walk through the **West** passageway.

P9

P40

DARK PASSAGES

You are in a maze of twisting little passages.

There are candles set high in the wall here, but they are not lit.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P33

Walk through the **West** passageway.

P11

P41

DARK PASSAGES

You are in a twisting maze of little passages.

Water is slowly dripping from the ceiling high above you.

There are only 2 ways to go from here.

Walk down the **South** passageway.

P28

Walk through the **East** passageway.

P23

P42

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

Walk up the **North** passageway.

P44

Walk through the **West** passageway.

P46

Walk through the **East** passageway.

P38

P43

DARK PASSAGES

You are in a little maze of twisty passages.

There is a mound of bugs feasting on something in the corner.

You also see the following written on the wall:

"Passages of time can often be missed.

To end, seek the beginning. This is the twist."

Walk down the **South** passageway.

P18

Walk through the **West** passageway.

P5

P44

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P45

Walk down the **South** passageway.

P42

P45

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P18

Walk down the **South** passageway.

P44

P46

DARK PASSAGES

You are in a little maze of twisty passages.

You can hear the skittering of insects that are hiding in the shadows.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P27

Walk through the **East** passageway.

P42

P47

DARK PASSAGES

You are in a maze of twisty little passages.

You come across an old clock that is laying on the ground. It has been smashed. Though the hands are no longer moving, you still hear a ticking sound coming from somewhere within it.

Walk up the **North** passageway.

P39

Walk through the **East** passageway.

P2

P48

DARK PASSAGES

You are in a maze of twisty little passages.

You can hear a soft ticking sound coming from somewhere close.

There are only 2 ways to go from here.

Walk up the **North** passageway.

P4

Walk through the **East** passageway.

P13

