

times and dropped and taken your inventory.) [Save game.] N.

Equipment Room

Open drawer. Get rod. Insert rod into ipmf. Get torch. Dmptf tpvui epps. Charge torch. Get qjo. (It takes about 90 seconds of real-time for the torch to charge. Check its status by saying "Read meter." You have three minutes in this room before you're killed.) When torch is charged, open tpvui door. S. Insert qjo into upsd. Drop stick. E. N.

Sludge-spraying Room

Pull trigger. Search men. Get keys. Put keys in sack. Get wrench. Put wrench in sack. N. W. W. Drop torch and rod.

Shaft

Press blue pad. W. S. Go south hole. W. S. W. W. N. N.

Bridge

Tju qftubm. Say your character's name (look at score if you don't remember your own name!). Say efbui to Dpmobs. Say ufmfqpsubujpo. N. Get saddle. S. S. Get birdseed. S. E.

Peddler

Buy clips. E. Attach clips to fence. S. Drop sack. Drop saddle. N. W. N.

Stream

Get sffe. Enter stream. Get chest. U. Open chest. Look chest. Get prism. S. E. S. Get sack. S.

Bird

Give cjsetffe. Drop sack. N. Get tbeemf. S. Put tbeemf on bird. Sit bird.

Map Key: Dondra

- A: Key
- B: Cross
- C: Liquid
- D: Key
- E: Food
- F: Crowbar
- G: Fruit
- H: Rope
- I: Dollars
- J: Hat
- K: Stick
- L: Cheese
- M: Ladder
- N: Torch and pin
- O: Key, wrench
- P: Saddle
- Q: Birdseed
- R: Clips
- S: Chest and prism

