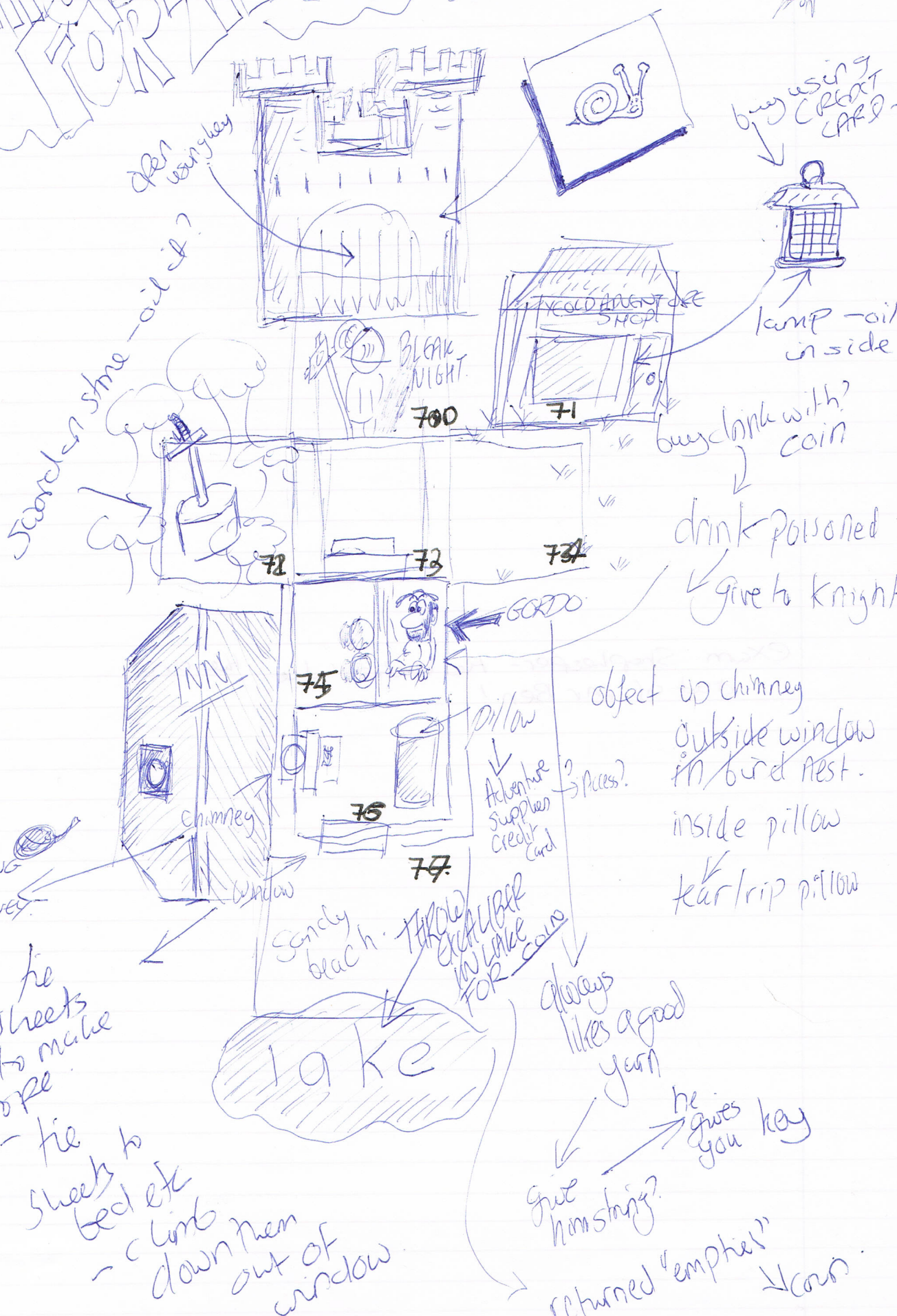


THE QUEST FOR THE HOLY SNAIL

microdawn
MAD 108
55
EP

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Exam Sheepkeeper - He looks like the one
out of Mr Ben!

THE QUEST FOR THE HOLY SMITH (Location desc)

(Location desc)

L70. You are standing ~~before~~ in front of a huge castle. A gate leads into it to the north while a path leads back to the south. [If Bleak Night here alive]

The huge menacing form of the Bleak Night stands before the castle gate.

[If dead] The Bleak Night lies dead on the ground here.

[S to L73]

L71. This is 'Ye Old Adventure Shop'. Around you you can see various objects of adventuring interest but what catches your eye is a special offer on a lamp. The shopkeeper stands here, hawking over you in great shopkeeper tradition style.

[S to L74].

L72. You are standing in a grove of trees. [If sword in stone] A huge stone is here and in the stone is the fabled sword 'Excalibur'.

The dusty track lies to the east

[E to L73].

L73. You are on a dusty track, you now a song on your LP when you haven't cleaned it. Ah well, it's an old joke but a new location. To the north ^{there} lies a castle while to the east, west and south there... erm doesn't lie a castle.

[N to L70, E to L74, W to L72, S to L75].

L74. This is a grassy plain, minus wings and ~~fusets~~ engine. To the north stands 'Ye Old Adventure Shop' while to the west is the dusty track.

[N to L71, W to L73].

L75. You are in the 'Prancing Pratt Inn'. Behind the bar located here stands Gordo (he of the great belly). To the north is the Inn door while up to the south ~~is~~ are the guest rooms.

[N to L73, U/S to L76]

L76. You are in the guest room of the 'Prancing Pratt Inn'. There's not ^{and} much here save the old creaky bed, the fireplace. A window situated cleverly in the wall overlooks a sandy beach.

[N to L75, out of window using sheets etc to L77]

L77. This is a small sandy beach which surrounds a lake. To the north you can see the wall of the 'Prancing Pratt Inn'.

[Climbing Sheets to L76].

objects.

47. Key
48. Credit card
49. Lamp.
50. Coin.
51. ~~Drink~~ ^{Mug of} Beer
52. Sword.
53. Strings.
54. Sheets.
55. Pillow. ↓
56. Rope of sheets

desc

47. It is a large iron key.
48. It is your flexible friend accepted by all good Adventure Supply Stores.
49. It is an old oil lamp ^[with oil] it is full of oil.
50. On one side of the coin is a ~~bat~~ gargoyle ~~or~~ and on the other is a scantily clad elf.
51. ^{It is} Good strong beer.
52. It is the fabled sword Excalibur whose ^{are} ~~which~~ ^{magical powers} legendary.
53. It is an ordinary ball of string. S.R.
54. As ^{seen} used in 'Arnold The Adventurer'. We've reused them to save ~~money~~ ^{money}, time and ~~generat~~ and above all money.
55. ~~It is a pillow~~ S.R.
56. It consists of several sheets tied together.

locational examine messages.

- L70. Castle - It reminds you of the one's in all those Disney movies.
Gate - It is a huge iron gate which would look familiar to ~~any~~ a keen Delbart game fan. ~~(if dead)~~
Bleak Night ^(if alive) - The Bleak Night says, "Never accept a job to star in a bog standard adventure". (If dead) He's kicked the bucket.

- L71. Objects - ^{They're} Real collectors items. Looking ^{amongst them} ~~around~~ you can see the wristband used in the Pawn, the rope used in the Hobbit and many more. They're way out of your credit limit though!

Shopkeeper - Looks just like ^{the} one out of Mr Ben!

Lamp - I'd buy it if I were you.

- L72. Trees - Just scenery. And pretty fatty scenery at that!

Stone - On it an inscription reads, "Whoever pulls his here sword out of this stone will be crowned king of England or something".

- L75. Gordo - He's an old adventurer who always enjoys a good yarn.

~~Bar~~

76. Bed - (if sheets) On it are several stained sheets and a pillow.
Fireplace - ^{to} Positioned underneath the chimney.

Chimney - It's a long shaft which goes up to the roof.

Window - Outside, several metres below, you can see a sandy beach.

77. BEACH - Really funny! on
LAKE - As used in ~~certain~~ advert for
a certain beer.

Responses

UNLOCK GATE (If Night alive)

L70 ~~#~~ - The Black Night says, "Wait a minute ^{according to my contract}
~~You can't do that~~ I'm not allowed to let
you do that". (If dead) You unlock the
gate and walk through.

Inside you you are in a large brightly
lit chamber before you. On a pedestal
is the holy snail. You pick it up and
go back outside the castle. ^{He}

N - The Black Night watches as you smash
into the iron gate blocking the way. ^{He} ^{attempts}
^{to put out}
^{the flames}
^{on his}
^{robes.}
^{with}
^{his}
^{hat.}

Marlin appears. "Well done young adventurer."
he says grabbing the snail. "You will be
well rewarded." He reaches into his pocket but
he's got no loose change so he ^{magically} gives you
a swift kick out through the black door
that ~~magically appeared~~. which he magically
called up. Oh well who said
adventuring paid?

[BACK TO MAIN ADVENTURE]

N - The Black Night watches as you smash into the iron
gate blocking the way north.

GIVE BEER TO NIGHT - You give the beer to the Night.

"Cheers", he says, "This job is thirsty work".
It's not long before Gordo's secret ingredient
takes effect and the ^{Black} Night drops dead.

L71 BUY LAMP (no credit card) You don't have enough
money. [with card] With a quirk "Does you does
or does you don't?" you pass the credit
card to the shopkeeper. He swipes the card (quite
literally) and gives you the lamp.

BUY OBJECTS/WRISTBAND etc - Your credit limit doesn't extend that far. Why would you want to buy them anyway.

172 PULL SWORD [no oil] You grab hold of the sword and give it a tug. but it won't budge.

[with oil] The sword comes smoothly out of the stone. ~~Now~~ All it needed was a bit of thakin' name of that manly pambly - King of England lark.

OIL SWORD / POUR OIL ON SWORD/STONE - 'Ok' - well what sort of response do you expect?

175 BUY BEER [no money or credit card] - What with, eh?, fresh air? [credit card only] You ask the barman, "Does you does or does you den't?" "No a l flippin' well den't", says Gordo. [money] You give Gordo the coin. and he gives you a mug of beer.

DRINK BEER - You drink the beer and Gordo's special ingredient gets to work. Unfortunately Gordo's ingredient consists largely of poison. When you're dead he turns out emptys out your pockets. Oh well.

[GORDO] [note - in main adventure as well]

to GORDO

GIVE STRING - Gordo always likes a good yarn and he likes your ball of string as well. In return he gives you a key.

176. FEEL UP CHIMNEY ^(1st) - You push your hand up the chimney. You can feel something up there and you pull it out. It is a ball of string.

LOOK UNDER BED - You ~~look under~~ get down on your hands and knees and crawl halfway under your bed. The chambermaid whose just entered seems amused by this procedure and runs down stairs to tell the customers in the bar all about it.

RIP/TEAR PILLOW - In a fit of violence you tear the pillow to shreds. In the ruins of it you find a credit card.

TIE SHEETS ^{/KNOT} You tie the sheets together to form a makeshift rope.

TIE ROPE/SHEETS (when in rope) TO BED - You tie the rope to the bed.

OPEN WINDOW - You open the window.

DROP ROPE OUT OF WINDOW ^{/PUSH /THROW} ~~/###~~ - You let the rope drop out of the window. [If tied to bed] it dangles down to the floor below [if not tied] it lands in a heap on the floor below.

[new exit-D]

177. THROW SWORD You throw the sword into the lake. A hand emerges and ~~erm-^{misses} drops~~ the sword. "Damn", mutters the Lady of the Lake as she searches under water for it. She finally finds it and hands you a coin, "There's your deposit. Please call again".

THE CHIMNEY - You put your hand up
the chimney. You can feel something up
there and you pull it out. It's
a ball of string.

LOOK UNDER BED - You look under bed
on your hands and knees and
see a small object under your bed. The
object is a small box. Just opened.
It seems covered by the process and
you don't want to let the customer in
and you're in.

THE TEARS - Lack of evidence
You see the girl in the street in the
one of the windows of a coffee shop.

THE SHEETS - You do the sheets together
to form a makeshift rope.

THE FISH - You tie the rope to the
the rope to the post.

OFFICER - You open the window.

DROP ROPE OUT OF WINDOW - You let
the rope drop out of the window.
It's tied to the bed. It's a small object.
It's not tied to the bed. It's tied to
a window. The floor is below.

THE WINDOW - You throw the rope
into the lake. A small object
is seen. The rope is seen.
"There's a hole in the lake" of the lake.
as she searches under water for it.
she finally finds it and hands you
a coin. "There's your secret piece
of gold."