

help

[Wine Cellar]

wine bottles, necks, touch in bottles, w de.

vine (used to own cattle abd troops, bt thrown in cellar)

take bottle (x st. x code) u [Wine Cellar (at top of steep)]

x door (keyhole) look through keyhole (code ~~st~~ x food)

x steps (they look steep) yell ("Shot up, you")

x floor - move cobwebs. x wall. x ceiling. push it. (key on spike)

u - drop bottle. unlock door w key. open door. [Ket] stove, soap in kettle,

cup, tll, shelf, pots, horn on string, dr S. (S -> ground)

x horn (heavy wt if fell) x table (open drawer) x shelves - x bits (sharp, out of reach)

x pots - turn pots, stand on pot. take lid. d. s. [Ding Rm] guard, coats of arms,

painting, tll c cloth, drs W - N. throw lid at shij. (guard leaved out)

false sword (dead) S. look under cloth (secret drawer) push it.

x parchment (secret door, left of party on E wall. "the night / the wind / the wisdom")

W (hear traitors; will advance on watchmen's horn, gets opened at 8)

x painting (horse (black), moon (yellow), forest) look behind painting.

x tiles

RING	EAGLE	ARROW
HAND	SNAKE	EYE
OWL	QUILL	SWOARD

push owl - push arrow - push quill. (ops)

e. [Ok Con]

e [A Crossing] N/S/W/E

feel wall. ("Twice to the left, once to the right" (mirror))

need gun parts + butterfly dust



S. W. S (Water) (Rain) (Food) - hidden

u [The King's Lab] window W, bench, shelf, bed, dr N, hatch D, wizard

(followed by in crystal ball)

x bench (flashes of red + blue + crystal ball) At least 2 guards in way

(get to W tower's top + wake king)

x window (A View To The Royal Garden) - leather bag on grass below

askew, red pot (enhances characteristics of obj), blue (mostly useless, need gun parts for grass), green (to make invis potion, need gun parts + dust from blue admiral wings)

Rate 6

SARDORIA (sardoria.act)

11:30 - 12:40

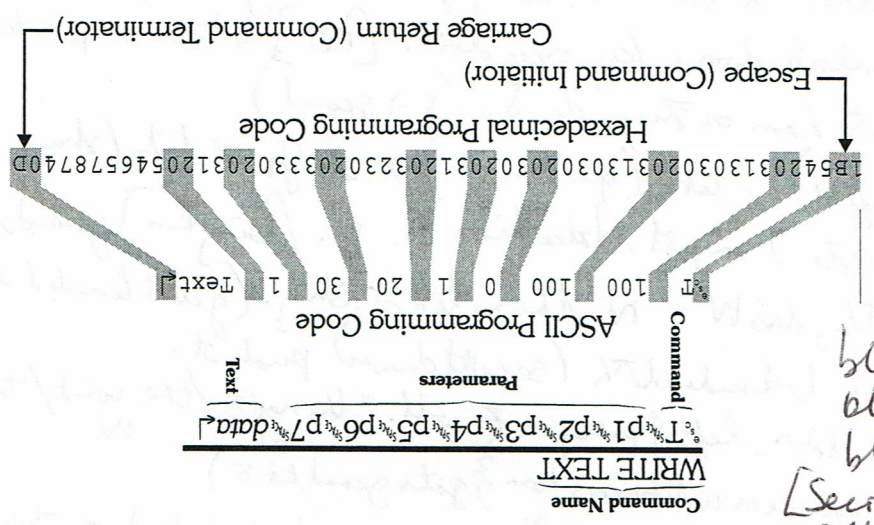
pour orange juice in blue (green)
take stuff (both)

pour red on stuff (green)
take bag & stuff. e give bag to wizard (invis + intang) N-by down, go thru garden, then broken, then red & u.

1-9

980081-001 Rev. E

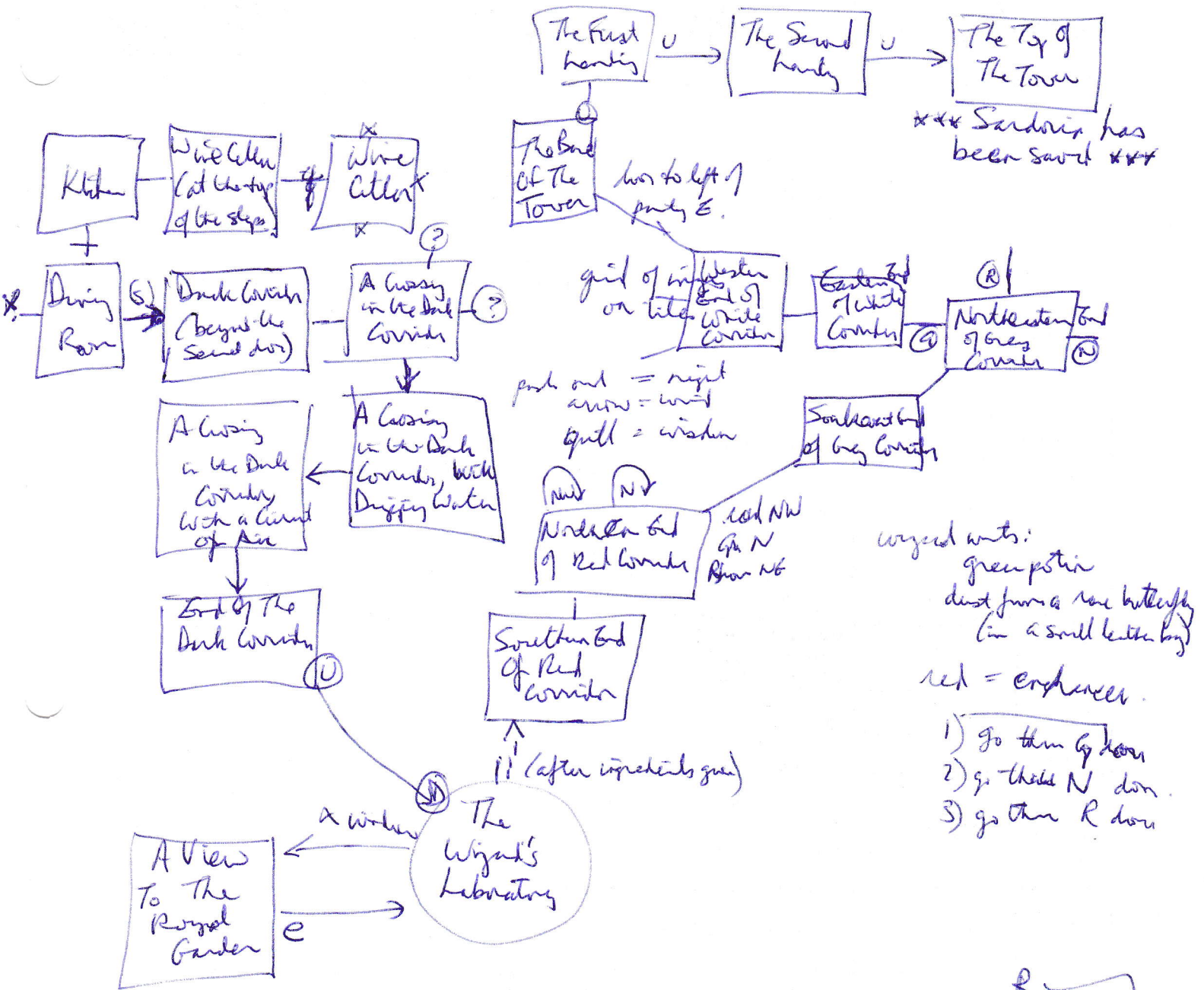
N [N G L J R C] (R & NW, G & N, BN & NE) NE [S W J G Y] BN & SW, con
NG [NE G L J R C] (R & N, G & W, BN & E) W [G & W J R C] W. [W E N J R C] (R & NW, G & W, BN & SW)



NW → [Base of Tower]
u [First hole]
silver gate
bag & fruit & 7 tubes
x bag (1st, 4th, 7th hole)
x tubes
blow first tube
blow fourth tube
blow sixth tube. u.

Basic Command Syntax
Each command begins with a Command Initiator (the "Escape" character). For some models, direct- ing characters follow the Escape character.
The Command Initiator serves to mark the character(s) immediately following as command characters. Command characters vary between one and seven characters (or up to seven bytes of hexadecimal data).
Some commands then have one or more additional parameters to supply the printer with information necessary to complete the command. A "Space" character delineates individual command control parameters. The following Text command shows a typical example.
Each command line requires a Carriage Return (␣) character (13 dec, or 0D hex.). A single Line Feed (LF) character (Dec. 10 or 0A Hex.) is ignored by the printer when it immediately follows the command terminating Carriage Return. Most PC based systems send a CR/LF when the Enter key is pressed.

[Second hole]
golden gate (box stuff)
x bag (cover i jewels)
x gate (bird & open beak)
open box (fish, water, flower, seahorse, egg, dragonfly, comb, turtle, toadst, dyes)
take dragonfly. put it in bird
turn dragonfly (gut open) (chick)
[Top of Tower] bed & key
wake key (w.m.)
[Bag] cut garden



*** Sardoria has been saved ***

winged warts:
green protein
dist from a rare butterfly
(in a small leather bag)

red = employees.

- 1) go thru G down
- 2) go thru N down
- 3) go thru R down

Let is road

