

## DIARMID (Part 1)

Examine house - south - greet woman - north - examine bundle - east - east - examine mud - east - east - rest - examine man - greet man - give bread - get all - examine sword - examine cloth - south (If hungry and carrying 'cloth of plenty' just SPREAD CLOTH)

### LOST LANDS

North - west - get rock - examine rock - east - south - south - east - cross stones - east - examine face - examine tree - read word - get shield - examine shield - climb tree - throw rock at shield - enter cave - examine thing - search body - search dust - get boots - wear boots - examine boots p south - get all - examine shield - west - cross stones - south - examine pool - get salmon - examine shield - scoop gravel with shield - north - east - feed bird - examine ram - cut briars - wrap horns in cloth - west - cross river - examine oak - look in hole - get honeycomb - north - north - west - west - examine precipice - get net - east - throw net - get bear - east - give honeycomb - east - get net - north - north - examine nest - examine bird - get eagle - throw net at eagle - get net - examine nest - south - south - east - greet man - east - south - west - south - enter boat.

### SEA OF SERPENTS

Examine boat - raise sail - east - south - south - south - east - examine vessel - get chest - dive - west - north - west - examine mermaid - examine serpent - throw net at serpent - east - south - east - examine masts - examine chest - open chest - examine cloak - wear cloak - west - north - north - west - north - west - south - examine worm - examine eyes of worm - remove boots - go ashore - read name - north - board boat - wear boots - wear cloak - examine cloak - button cloak - get cloak - north - north - north - east - north - wear cloak.

### FANTASMIC FOREST

North - run - stand still - west - north - examine dog - north - attack dog with trident - north - north - east - close eyes - east - south - south - fill shield - east - north - north - east - close eyes - get fruit - examine fruit - north - examine flowers - north - crush fruit in water - examine shield - empty shield on ground - north - examine crater - examine edge - dig earth with shield - south - south - south - west - north - north - north - east - close eyes - east - read name - fasten cloak - get cloak - wear cloak - north - east - east - east - enter cave - north - east.

### STONEY MOUNTAINS

Up - remove boots - up - listen to voices - throw rock -up - examine shelter - wear jerkin - up - wear boots - up - search debris - get kerchief - examine kerchief - up - dig snow with shield - enter cave - examine bran - greet bran - untie bran - read name - east - up - north - examine ravine - up - south - enter cave - down - down - down - down - north - north - north.

The game will recognise X as an abbreviation for EXAMINE and will also respond to the use of the word 'IT' when used in reference to an object ... e.g. GET CLOAK and WEAR IT.

DIARMID - second part.

FASTEN CLOAK.GET IT.WEAR IT.E.E.GREET CARTER.X CART.PUSH CART.  
GET HAT.X IT. WEAR IT.W.W.N.SAY TO GUARD "PERCEVAL". -Now explore  
the castle as far as you are able. Go to THE STABLES -  
E.seaRCH TACK.GET PITCHFORK.W.X STRAW.MOVE STRAW WITH PITCHFORK.  
GET METAL.X IT.S.SW.W.GREET SMITH.SAY TO SMITH"REPAIR THIS METAL"  
REMOVE HAT.GIVE IT TO SMITH.X HANDLE.E.E.SE.X WELL.DOWN.TURN WINCH.  
PUT HANDLE IN SLOT.GET BUCKET.GET BUCKET WITH PITCHFORK.X BUCKET.  
LOOK IN BUCKET.TASTE WATER.EMPTY BUCKET.LOOK IN BUCKET.GET KEY.  
DROP BUCKET.NW.SW.S.S.GET ALL.W.N.MOVE HAY WITH PITCHFORK.MOVE ROCK.  
X HOLE.ENTER HOLE.PUT ALL IN HOLE.ENTER HOLE. GET ALL EXCEPT PITCH-  
FORK.X DOOR.UNLOCK DOOR.W.W.CALL BRAN.SAY TO BRAN"STAY".W.NE.UP.UP .  
D.SW.NW.NW.D.N.D.UP.S.UP.SE.SE.SE.S.X TORCHES.GET TORCH.X IT.N.NW.  
NW.SW.W.X FORGE.X BELLOWS.PUMP BELLOWS.X TORCH.E.SW.UP.UP.D.D.NE.  
- If caught by the guard when armed, fasten cloak in dungeon and  
retrieve weapons etc. from THE LODGE.D.N.D. - After wandering around  
the **LOWER** LEVELS for a bit you will realise that they lead nowhere, so -  
CALL BRAN.SHOW KERCHIEF TO BRAN.FOLLOW BRAN.UP.LISTEN TO VOICE.X  
LATTICE.X BENCH.SIT ON BENCH.LOOK THROUGH LATTICE.SAY TO HARP"DIARMID".  
DW .W .W 6.E.S.W.UP.S.UP.SE.SE.SW.S.GET (anything left here)E.E.(Drop  
everything carried or worn.)DIVE IN WATER.(Get and wear everything  
except the torch - be sure that you carry the shield.) CALL NAZUL.  
SAY TO NAZUL"FETCH BOX".X BOX.X CARVING.PRESS CAT.CALL BAEL. SAY TO  
BAEL"OPEN BOX".GREET MAN.X DAGGER.CALL ADLON.DROP KERCHIEF.REMOVE  
BOOTS.D.D.X DOOR.UNBOLT IT.E.X HARP.GREET HARP.X WARDROBE.X BED.  
HIDE IN BED.LISTEN.LOOK THROUGH DRAPES.HELP.ATTACK MAN.GET GRAINNE.  
FASTEN CLOAK.W.W.W.W.S.

.....E N D.....