

A big jerk is guarding The Professor's letter that we left in the mail room, obtaining it is your next adventure.

N X Fix A X ע א ÐO

> T O 믺 THE OBJECTS ARE DIAGONALLY ADJACENT TO EACH OTHER

******** Μ Α III MMMM ΑА Ι M M A A AΙ M M AA III *******

>start game

You are standing outside of the locked room. There is a guard here who is not being very cooperative. He has just finished consuming a box of donuts. His nametag shows that his name is

>open door

You cannot open the door. The guard must let you in. >ask guard to let me in He largely ignores your request: he doesn't seem to have reason to help you. He gives you the stink eye. >give compass to guard He doesn't want that.

Your inventory includes a sack, in which is contained: A compass, a magnet, glasses, a

sandwich worth 2 dollars, and a flashlight

>

The door closes behind you. It is pitch dark. You can't see anything in the room; you are likely to be eaten by a Grue.

>turn on light

There's no sign of a lightswitch >use flashlight

Your flashlight reveals a table in the middle of the room. On the table is the professor's mail box.

>open box

You remove the box top and place it on the table. The box is empty. It appears that someone has taken the contents of the box.

>smell box

Great idea? There is a faint aroma of powdered sugar. This is the only sign of tampering with the box.

>use magnent on box

You don't have a 'magnent' >use magnet on box

You can't do that >use magnet with compass The compass points to the magnet

>look at box with glasses You see an empty box.

>knock on door

The guard outside is still eating, and he doesn't respond to you. >open door and look at guard The guard is coolly giving you an unkind gesture with his finger.

>close door

The door closes behind you again. You are getting hungry.

>Eat sandwich

You don't have that! One sandwich would only go for two dollars,

though.

>Get sign You understand that the sign tells you how to communicate with the guard again.

>Read sign

>Take sign

You have to leave it there

>Close box

You put the top back on the box >Leave room You leave the room seeing red, and

close the door behind you. The guard stares at you expectantly.

>Tell joke to guard

You think of a good joke and

He laughs. But

you haven't done enough. Or maybe he didn't see properly.