**This walkthrough is actually the original forum thread that the game is based on.**

[**Video Game**](https://videogamegeek.com/region/3)**»**[**The Arcade**](https://videogamegeek.com/forum/796534/video-game/arcade)**»**[**You are standing in a cave...**](https://videogamegeek.com/thread/1117906/you-are-standing-cave)

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| *Author: adularia25*  ... you do not know how you got here. The last thing you remember is going out to eat at a fancy restaurant. Perhaps you were drugged. Perhaps you had a bad case of food poisoning and wandered off. Whatever the case may be, you are here now. Wherever here is.  There are three paths heading out of the cave.  One to the north, one to the northeast, and one to the southwest.  Command? |
| Wed Feb 5, 2014 9:26 pm | |

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| *Author: \_Kael\_*  check inventory  *always the first thing to do* |
| Wed Feb 5, 2014 9:54 pm | |

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| *Author: adularia25*  You empty your pockets. Curses! Your wallet is missing. However you do find this items:  1) One stick of unchewed sugar-free gum. *Looks to be at least ten years old.* 2) A book of twenty matches, two have been used. 3) A crumpled three-dollar bill. *A gag gift you thought you had lost... guess it was in these pants all along.* 4) A container of floss. *Minty fresh!* 5) A half-eaten pickle wrapped in the soggy remains of a map. 6) A Leatherman tool, with the serrated blade snapped off.  Command? |
| Wed Feb 5, 2014 10:11 pm | |

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| *Author: Gregzilla*  Examine Cave |
| Wed Feb 5, 2014 11:41 pm | |

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| *Author: adularia25*  At first glance you think the cave you are in is nothing special. It's carved out of rock. Dark rock. Probably igneous in nature. Might even be a type of basalt.   And then you look closer. There are carvings on the walls. Quite sophisticated carving too.   Over the passage to the north are ornate carvings of vines. There are no carving that are on either side of that passage.   The passage to the northeast has three stars carved above it.  Surrounding the passage to the southwest are swirls that have been rubbed with chalk, making them stand out starkly against the darker stone of the cave. These could be stylized swirls of water or air.  The wall to the east is a pile of rubble. There was a passage there at one time, but it is long gone. The wall has deteriorated to the point where the carving are no longer visible either.  The wall to the west shows a faded carving of someone lighting a torch. There is a bin on the floor under the carving that may have held torches at one time, but now only seems to hold dust.  The floor, however, is suspiciously clear of dust. You cannot tell what path you took to enter this cave.  Command? |
| Thu Feb 6, 2014 12:51 am | |

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| *Author: sirjeyhmis*  Walk southwest, through the passage with the stylised swirls. |
| Thu Feb 6, 2014 1:24 am | |

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| *Author: adularia25*  The path is as twisted as the swirls you so admired around the door. The whorls continue on the walls. As you continue on the path the white chalk becomes replaced with glowing luminescent bacteria that grows to fill the swirls. It pulses unevenly as you pass. You feel quite disoriented.  The path ends in a dark room. There is a strong breeze that brings hints of salt that remind you of the sea. You cannot see far into the room because you eyes have not yet readjusted from the light in the tunnel.  What you can see is a small chair by the west side of the door, just inside the room. To the east is a small table. You cannot be sure, but the table looks to be covered with the same patterns as the passageway. You are getting rather tired of looking at swirls. *Or are the swirls making you tired...?*  Command? |
| Thu Feb 6, 2014 3:31 am | |

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| *Author: Kattvippa*  Sit on the chair and wait for my eyes to readjust. |
| Thu Feb 6, 2014 5:34 am | |

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| *Author: adularia25*  You walk over to the chair and sit down.  It isn't long before you hear a thunderous *CRACK* and the chair breaks into pieces under you.   You are now sitting on the ground in the center of a pile of carved wood. It smells slightly aromatic.  As you sit on the ground your eyes adjust to the light. The room is much larger than you thought. There seems to be a large chasm that splits the room in two, but you can't be sure from your position - you would need to stand up in order to see it more clearly. On either end of the chasm are statues, one to the west and one to the east. You are closer to the one on the west, so you can make out that it is an androgynous form playing a flute. The one to the east is too far away to see clearly. There is also something you can't quite make out on the wall to the south.  However, what you can see quite clearly from down here is that something has been taped to the underside of the table.  Command? |
| Thu Feb 6, 2014 2:16 pm | |

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| *Author: Kattvippa*  Take what ever is taped under the table.  Is it okay for the same person to give two commands in a row, or should I wait for someone else to give a command first? |
| Thu Feb 6, 2014 3:14 pm | |

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| *Author: adularia25*  I'm fine with it - as long as the plot keeps moving! https://cf.geekdo-static.com/images/smile.gif  You crawl over to the table, ignoring the wood scattered around you. Upon a closer inspection it looks like it is a chisel that is taped there. *With clear packaging tape?* Someone must have done this recently. You pry the tape off and take the chisel. It looks sharp. The handle is made of carved lapis lazuli. It looks rather fancy for a carving implement.  You have acquired a chisel! It has been added to your inventory.  Command? |
| Thu Feb 6, 2014 3:50 pm | |

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| *Author: Pawndawan*  > EXAMINE THE STATUE TO THE EAST |
| Thu Feb 6, 2014 5:29 pm | |

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| *Author: adularia25*  You crawl out from under the table and stand up, brushing off the bits of chair that still cling to you. From this height you can definitely see the room is split by a chasm.  Curious about the statue on the east, you walk closer to it.  The base is crumbling into the abyss below. Waves can be heard crashing against unseen rocks, from a distance far enough away to be hardly more than a muted roar. A salty mist seems to waft through the air.  As for the statue, it is in a sad state of disrepair. The hands are missing entirely. From the position of the arms, and the pursed lips on the face, it is likely that this statue also held a flute, similar to the other statue.   And while the base of the statue is crumbling away, there is just enough of the feet for you to make out that this statue was depicted crossing a bridge.  A quick look at the chasm shows that there is no bridge in sight.  Command? |
| Thu Feb 6, 2014 5:50 pm | |

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| *Author: Kattvippa*  Examine the wall to the South. |
| Thu Feb 6, 2014 6:14 pm | |

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| *Author: adularia25*  You have a feeling that to truly examine the wall, you would have to be next to it... and currently there is no way to cross the chasm.  Instead, you content yourself with looking at the wall from this side. Good thing you aren't nearsighted!  The first thing you notice is that there is another door leading to the southwest. Can cannot tell if this door also has carvings around it. However, the wall to the east of the door is covered with a painting.  It seems to be a painting of a giant map. Some of the rooms are faded, others stand out in stark relief. One has been vandalized, a large "X" covering the space where it should be. As your eyes wander over the wall, a room split by a chasm catches your eyes.   Why, it's a map of the entire cave complex! Surely, it holds the key to your escape! You follow what paths you can... and come to the conclusion that the only way to leave is to cross the chasm.  Just your luck.  Command? |
| Thu Feb 6, 2014 6:26 pm | |

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| *Author: Peristarkawan*  Smell the wood. |
| Thu Feb 6, 2014 6:36 pm | |

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| *Author: adularia25*  You walk away from the chasm and back to the pile of kindling that used to be a chair.   It is quite beautiful looking wood, come of think of it. It smells nice too. Rich tones of honey and pear permeate the wood. If you didn't know better, you would try to eat it.  Great. Now you feel like eating pears.  Command? |
| Thu Feb 6, 2014 6:49 pm | |

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| *Author: marcosestevo*  > Take one piece of wood and throw in the direction of the chasm |
| Thu Feb 6, 2014 7:05 pm | |

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| *Author: adularia25*  You search through the debris and pick a nice piece of wood - not too heavy, not to light.  You draw back your arm and throw it as hard as you can in the direction of the chasm. You watch as it flies through the air.   It hovers just over the chasm when a freak gust of icy wind meets it. The stick tumbles back towards you, hits the floor and rolls to a complete stop three feet away from the edge of the chasm. The stick is now rimed with frost.  Command? |
| Thu Feb 6, 2014 7:22 pm | |

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| *Author: marcosestevo*  > Open inventory, compare the "soggy remains of a map" with the map on the wall |
| Thu Feb 6, 2014 11:28 pm | |

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| *Author: adularia25*  You get a brilliant flash of insight!   Digging around in your pocket you extract the rather sad looking pickle and carefully peel the map off of it. You put the half-eaten pickle back in your pocket.  You have acquired the soggy remains of a map!  You do your best not to tear the fragile map as you fully unfold it. The bits that are still legible do indeed match the map on the wall! Unfortunately there are large splotches of pickle juice that have blurred some of the rooms.  Based on the map on the wall, the room you are in, and the passage you have walked through, you are able to get a rough idea where you are.   The soggy remains of a map also includes details that the map on the wall did not provide from this distance:  In this room, there is a bridge over the chasm. The center of the bridge is marked with a music note. The room that led from the door surrounded by vines is marked with a flute. The room that led from the door with three stars is marked with a sun.  Sadly, that is all you can get out of the map. Other than pickle juice. But you aren't hungry enough to lick the map. Not yet. You carefully fold it back up and put it in your pocket again.  Command? |
| Fri Feb 7, 2014 12:25 am | |

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| *Author: Pawndawan*  > EXAMINE THE FLUTE ON THE STATUE TO THE WEST |
| Fri Feb 7, 2014 6:07 am | |

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| *Author: adularia25*  You walk over to the statue at the west. Here the effects of time seem to have removed the entire bottom half of the statue, which has slipped into the chasm. Luckily, the upper half of the body is fully intact.   The eyes of the statue are closed and the face shines with bliss as it plays the stone flute. The statue's long hair is carved to look like it is blowing around its head, mimicking the swirls on the passageway you took to get here. You also notice that the statue used to be painted - bits of blue can be found in the creases of the carved cloth around the torso.  You then pay particular attention to the flute. It is a part of the statue - carved from the same block of stone that makes up the arms, torso and head. There is no possible way to remove it from the statue unless you broke off the hands, and you feel this statue has suffered enough. The flute is covered with swirls and in the swirls are more faint traces of the blue paint.  You sigh and wish you could have experienced what the statue looked like in its heyday.  Command? |
| Fri Feb 7, 2014 1:37 pm | |

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| *Author: Kattvippa*  Search for the bridge. |
| Sat Feb 8, 2014 8:58 am | |

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| *Author: adularia25*  You walk along the chasm looking for any sign of a bridge. Doesn't matter if it is stone, rope, wood, etc... and you do not see any. The bridge - if it ever existed - has long sense tumbled into the ocean below.  You ponder on the many ways you could cross. You kick a few pebbles over the edge, hoping to find an "invisible" bridge. They all are treated to a blast of cold air. Frozen pebbles are now scattered about the floor.  You figure that hypothermia isn't worth trying to walk on air either.  You faintly remember that there are other rooms to the northeast you can access - but those can't be important, right? Those rooms don't have a captivating chasm.  Command? |
| Sat Feb 8, 2014 3:28 pm | |

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| *Author: Peristarkawan*  > Grab a few pieces of wood, then go back and take the passage with the three stars. |
| Sat Feb 8, 2014 5:47 pm | |

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| *Author: adularia25*  Before you leave the room, you take several nice pieces of wood from what used to be the chair.  You have acquired pear wood sticks!  Going back up the passage you do not feel nearly as disoriented as you did before. Perhaps you are feeling better after the bracing cold of the chasm room. Perhaps your eyes have had more time to adjust to the light. Or perhaps you are getting used to the strange situation you now find yourself in.  After a few twists and turns you are back in the cave where you started.  There are three paths heading out of the cave:  The passage to the north, which has vines carved above it. The passage to the northeast, which has three stars carved above it. And the passage to the southwest, which has swirls carved around it. You have just stepped out of the southwest passage.  Command? |
| Sat Feb 8, 2014 6:21 pm | |

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| *Author: Pawndawan*  > NORTHEAST |
| Sat Feb 8, 2014 6:59 pm | |

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| *Author: adularia25*  You find yourself traveling in a passageway that heads steadily up. You begin to feel hope, as the passage fills with a light not unlike the soft glow of dawn. Just when you figure you must be reaching the surface, you enter another room.  Your hopes are dashed. You are still clearly underground. There are no windows in the room. There is no natural sky to be seen. However, there is an unnatural sky above you.  The ceiling of the room is made to mimic the constellations. There are a multitude of gems embedded into the ceiling, each flicking with light as if they are stars. Some are larger than others, some or smaller. Most give off a yellow glow, but there are a few red and blue and white. If only you had paid more attention to the stars...  Still, the ceiling is quite beautiful to look at.   There are several pillars scattered throughout the room. Against one pillar is a ladder leading up to a cluster of stars.  Command? |
| Sat Feb 8, 2014 7:31 pm | |

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| *Author: Pawndawan*  > CLIMB LADDER |
| Sat Feb 8, 2014 8:05 pm | |

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| *Author: adularia25*  You walk over to the ladder. Not being one to take chances, you make sure it is firmly against the pillar before you climb it. In fact, it seems to be bolted to both the floor and the pillar. As you climb you recognize the scent of the ladder. You wonder if everything down here is made of pear wood.  At the top of the ladder you have an excellent view of the floor. It is a view of the daytime sky, complete with painted fluffy white clouds and an orb shaped like the sun. Currently the orb is not giving off any light.  You turn your attention to the ceiling above you. You can easily reach up and touch the ceiling. You notice a cluster of gems right above you. There should be five. Instead there are only three. Two have been pried out of their sockets; the marks of the tool used to remove them is still visible. Three gems remain. However, one gem is partially removed, as if someone also tried to remove it, but failed.  As you look at the gems, and more specifically the holes where the gems should be, you notice what seems to be a network of gears. You deduce that as the gears turn, the tines get in the way of a light source that is shining through the gems, and that is what makes the gems flicker like stars.   Command? |
| Sat Feb 8, 2014 8:46 pm | |

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| *Author: Kattvippa*  Climb down and go back Southwest. |
| Sun Feb 9, 2014 9:27 am | |

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| *Author: adularia25*  Going back down the passage, the light of the room fades behind you, making you feel somewhat sad.  After a few twists and turns you are back in the cave where you started.  There are three paths heading out of the cave:  The passage to the north, which has vines carved above it. The passage to the northeast, which has three stars carved above it. You have just stepped out of the northeast passage. And the passage to the southwest, which has swirls carved around it.   Command? |
| Sun Feb 9, 2014 10:54 pm | |

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| *Author: Peristarkawan*  > Go north. |
| Mon Feb 10, 2014 5:14 am | |

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| *Author: adularia25*  As you walk north the air around you becomes steadily warmer. In fact, it feels distinctly humid. The path grows steadily lighter. Already burned by the fact the last room was not on the surface, you don't get your hopes up. And indeed, when you reach the room you notice there are no windows, and that the light comes from four daylight-bright lamps that hang from the ceiling.  The room is obviously some sort of underground garden. It is filled with lush greenery.  There are two pear trees that flank the door you just stepped through, more trees line the walls of the room. They give off the sweet aroma of ripe pears that makes your mouth water.  The ground here is covered in a thick carpet of moss, periwinkles, and blue-eyed grass.  In the center of the room is a statue of a faun, playing a flute. Just before the statue is the largest Venus Fly Trap you have ever seen. This thing is massive. It's so big you half expect it to be self aware, like Audrey. If it had eyes, you are sure it would be looking at you.  Command? |
| Mon Feb 10, 2014 3:50 pm | |

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| *Author: Kattvippa*  > Take a pear |
| Mon Feb 10, 2014 4:08 pm | |

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| *Author: adularia25*  You look around, certain that the blasted Venus Fly Trap is watching you. After a quick calculation making sure that it can't possibly reach you from here, you quickly reach up and take a pear from the tree to the east of the door.  You have acquired a pear!  It smells even more delicious now that it is in your hand.  Command? |
| Mon Feb 10, 2014 4:15 pm | |

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| *Author: Kattvippa*  > Put pear in Venus Fly Trap |
| Mon Feb 10, 2014 4:17 pm | |

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| *Author: adularia25*  You look at the Venus Fly Trap. You feel it look back at you. You look at the pear in your hand. You look back at the Venus Fly Trap.  You lob the pear into the plant's "mouth." It closes reflexively. You tentatively step forward.  The plant shoots the pear out at you. You hastily duck and take a quick step back. You turn and see the now slimy pear just beyond the door in the passageway.  You turn back and look at the plant. You could swear that it was rolling its eyes at you, except that it has no eyes. You look at the floor around the Venus Fly Trap and see that there are many ripe pears lying within easy reach of the plant.  Obviously it wants something different.  Command? |
| Mon Feb 10, 2014 4:39 pm | |

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| *Author: Pawndawan*  > LOB THE HALF-EATEN PICKLE INTO THE PLANT'S MOUTH |
| Mon Feb 10, 2014 4:53 pm | |

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| *Author: adularia25*  Suddenly you remember that you have other food you could offer the plant! You take your half-eaten pickle and lob it into the Venus Fly Trap. The plant almost snatches the pickle from the air. Then it seems to sigh in bliss. All it craved was something other than a pear!  You take a step forward. The Venus Fly Trap doesn't react. You take another step forward. Still no reaction. You boldly take another step.  It looks like the plant is pleased with the offering and will not bother you further.  Command? |
| Mon Feb 10, 2014 5:35 pm | |

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| *Author: Pawndawan*  > EXAMINE THE FLUTE OF THE FAUN STATUE |
| Mon Feb 10, 2014 7:30 pm | |

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| *Author: adularia25*  You walk cautiously around the Venus Fly Trap, tip-toeing on the mossy ground. Once you are past the plant you relax a little and stride boldly to the statue.  The statue itself is quite amusing. You walk around and take it in. One leg of the faun is raised, is if he is skipping through the flowers that cluster around the base. His tail almost seems about to wag. His left eye winks rakishly at anyone close enough to see his expression. And in his hands he holds a flute.  The flute, you notice immediately, is not made of moss-covered marble, like the rest of the statue, but is made of pear wood - hey, you are getting to be an expert at spotting pear wood!   Command? |
| Mon Feb 10, 2014 8:29 pm | |

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| *Author: marcosestevo*  > GET THE FLUTE |
| Mon Feb 10, 2014 8:44 pm | |

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| *Author: adularia25*  You easily reach up and touch the flute. It feels as though it isn't wedged into place. You lift it gentle and remove it from the faun's fingers.  You have acquired the flute!  You have to admit, you expected it to be more difficult than that...   And then the floor starts shaking! The lamps in the room flicker wildly! The tree branches sway as if in a mighty storm! The flowers tremble on their stalks! Even the Venus Fly Trap seems cowed...  Command? |
| Mon Feb 10, 2014 9:26 pm | |

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| *Author: Kattvippa*  > Run South |
| Tue Feb 11, 2014 10:53 am | |

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| *Author: adularia25*  It doesn't take long before you realize that now is the prefect chance to escape. The Venus Fly Trap is occupied. There is nothing else to keep you here. You dodge around the statue and the plant, running straight to the door.  And then the rumbling stops. The room goes back to normal, except that now it is "night." Three of the lights are now off, and one has dimmed to be the same strength as moonlight.  You feel silly that you had been worried by what was obviously the mechanism that switches the room from night to day. You put your hands in your pockets and saunter over to the door, whistling. And you keep whistling all the way back to the first room. Nothing like a good whistle to keep the irrational fears at bay.  After a few twists and turns you are back in the cave where you started.  There are three paths heading out of the cave:  The passage to the north, which has vines carved above it. You have just stepped out of the north passage. The passage to the northeast, which has three stars carved above it. And the passage to the southwest, which has swirls carved around it.   Command? |
| Tue Feb 11, 2014 2:05 pm | |

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| *Author: Serendip01*  > Go southwest |
| Tue Feb 11, 2014 2:07 pm | |

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| *Author: adularia25*  You follow the twisting path back to the room with the chasm. This time you are completely unaffected by the luminescent bacteria, so you take the time to fully study the walls.  The pale blue glow the bacteria give off makes you feel like you are traveling under water, especially with the way the light is not uniform, but seems to pulse with the biological rhythms of the creatures.  You have a feeling whoever created this place went though a lot of trouble to get the ambiance right.  Finally, you reach the room. Your eyes adjust to the darkness much quicker than last time. There is still a strong breeze that brings hints of salt that remind you of the sea.   You can see is the splintered remnants of a small chair by the west side of the door, just inside the room. To the east is a small table. Straight ahead, if you walk far enough, you know you will find the chasm.  Command? |
| Tue Feb 11, 2014 3:17 pm | |

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| *Author: mebririth*  Play the flute |
| Tue Feb 11, 2014 4:09 pm | |

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| *Author: adularia25*  You take out the flute and walk to the edge of the chasm. You have never played a flute before, but that's not going to stop you from trying. You glance at the statues and mimic how they hold the flute.  And then you start to play.  At first, it sounds like the wheezes of the damned. You clearly don't know what you are doing... but then you start to warm up to it, and realize what happens when your fingers cover certain holes...  You are so engrossed in trying to play something which sounds like music that you don't notice what it going on in the chasm at first. Until a groan of corroded metal brings your focus back to the chasm.  For when you started to play, you set in motion the ancient device that builds the bridge. Water starts to spew from pipes that you hadn't noticed before. The pipes are located just under the lip of the chasm, on the side you are on. The water jets across the gap. And then the icy wind hits it. The water freezes as it arcs gracefully across the chasm. After a few minutes the water stops running and the wind stops blowing. You lower the flute in disbelief.  A bridge has formed!  Command? |
| Tue Feb 11, 2014 4:27 pm | |

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| *Author: mebririth*  Cross bridge |
| Tue Feb 11, 2014 4:30 pm | |

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| *Author: ColdFrog*  I was going to feel bad about starting mine up again soon, but I see that yours is somewhat structured so I suspect mine will scratch a different itch. maybe. Anyway, nice to see someone else having fun with this kind of thing! Carry on https://cf.geekdo-static.com/images/wink.gif |
| Tue Feb 11, 2014 4:58 pm | |

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| *Author: adularia25*  Yes, I have plans for mine, mwa-ha-ha...   Honestly, I was going to play in yours, but when I saw it was on hiatus I got so sad that I had to start my own. I love adventure games! It's all part of my ploy to lure more BGG users over here... |
| Tue Feb 11, 2014 5:21 pm | |

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| *Author: ColdFrog*  **adularia25 wrote:**  Yes, I have plans for mine, mwa-ha-ha...   Honestly, I was going to play in yours, but when I saw it was on hiatus I got so sad that I had to start my own. I love adventure games! It's all part of my ploy to lure more BGG users over here...  Yeeesssssssss, get them allllllllll |
| Tue Feb 11, 2014 5:27 pm | |

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| *Author: adularia25*  You are not so foolhardy as to hastily cross an icy bridge suspended over a chasm. You are smarter than that. You inch over to it and tentatively touch a foot to the bridge. You put some weight on that foot, then a little more... it seems like it is holding up!   For good measure you bend over and touch the ice with your hand. It is cold, and - more importantly - rough. You feel like you won't slip off this bridge. You quickly knock on your pear wood sticks for luck.  You step boldly onto the bridge. Nothing happens. You take another step. Still nothing happens. Confident you won't be blasted by the icy air, you walk the rest of the way across. There was a brief moment of panic when you looked down in the abyss below... but your feet knew what to do and kept moving.  You are now on the other side of the chasm!   The bridge to the north half of the room is behind you.  To the south is a wall with a map.  There is a door leading to the southwest.  Command? |
| Tue Feb 11, 2014 5:32 pm | |

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| *Author: ColdFrog*  > examine map |
| Tue Feb 11, 2014 5:34 pm | |

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| *Author: Polgara*  Examine map |
| Tue Feb 11, 2014 5:35 pm | |

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| *Author: adularia25*  Ah, now you can give the map the attention it deserves. You peer closely at it, taking in the paint, the size, and more importantly the layout.  You see the rooms in great detail. Greater detail than even the soggy map could provide.  The chasm room not only shows a string of music notes, it also shows swirls of water and swirls of air surrounding those notes.  The room with the faun is depicted with pears and a flute.  The room with the ladder has both a sun and a moon painted in it, a detail you couldn't see from across the room, and slightly different from the soggy map in your pocket that only is marked with a sun.  The room you started in, is shown as being linked to five rooms. So far you have only been to three of them. You know the path to the east was blocked by rubble - but there is a path to the west? That was just a wall... last time you checked.  And the door to the southwest of this room seems to lead to what looks like an observatory. At least, that is what you expect from the telescope-esque image painted in the room. And from there, the path leads through a string of smaller rooms, alas with no details because of the faded paint, before heading to the surface!   Command? |
| Tue Feb 11, 2014 5:53 pm | |

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| *Author: Polgara*  go southwest |
| Tue Feb 11, 2014 5:57 pm | |

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| *Author: adularia25*  You walk along to the southwest, and blithely turn a corner only to smack, face first, into a door. An actual door in the doorway! How unusual! This is the first door you have come across down here. And it is shut. With no obvious handle. Great.  You rub your sore nose and look ruefully at the door.  Command? |
| Tue Feb 11, 2014 6:18 pm | |

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| *Author: Polgara*  examine door |
| Tue Feb 11, 2014 6:20 pm | |

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| *Author: Renwmn*  >INVENTORY  1) One stick of unchewed sugar-free gum. Looks to be at least ten years old. 2) A book of twenty matches, two have been used. 3) A crumpled three-dollar bill. A gag gift you thought you had lost... guess it was in these pants all along. 4) A container of floss. Minty fresh! 5) Soggy remains of a map. 6) A Leatherman tool, with the serrated blade snapped off. 7) A chisel. 8) Pear wood sticks. 9) A flute.  I tend to check my inventory obsessively in these games. Did I get this right so far? |
| Tue Feb 11, 2014 6:38 pm | |

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| *Author: adularia25*  You examine the door closely. It is made of stone, no surprise there, and has no handle or nob to turn. Obviously pushing it won't open it either. You rub your sore nose. The bend in the tunnel nicely hides the door in deeper shadows. And it isn't as if the chasm room was bursting with light.   There are some interesting markings you can feel when you touch the door. You squint but can't make them out. Even when standing this close to the door. If only you had a light to look at them.  Command?  And yes, that is the correct inventory. Nice list! |
| Tue Feb 11, 2014 7:17 pm | |

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| *Author: marcosestevo*  > OPEN INVENTORY AND LIGHT UP ONE OF THE 18 REMAINING MATCHES   (You can find a better idea just below this post ↓ ) |
| Tue Feb 11, 2014 7:25 pm | |

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| *Author: Pawndawan*  > LIGHT A WOOD STICK WITH YOUR MATCHES |
| Tue Feb 11, 2014 7:25 pm | |

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| *Author: adularia25*  You take out your book of matches and strike one. Still too dark to see anything on the door...  But wait! You have those convenient sticks of wood you collected! You set the match to the tip of the wood and wait. It starts to smoke. You continue to hold the match to the tip. The smoke smells delightfully fragrant. Finally the match burns out. Sadly, the wood did not catch fire. Perhaps you need to attach something to the end?  You drop the spent match on the floor.  You now have 17 matches left.  Command? |
| Tue Feb 11, 2014 7:59 pm | |

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| *Author: Renwmn*  This would be multiple commands but my thought is to head back to the pear tree room to search for dried moss, leaves, or other vegetation to fashion a torch in conjunction with the spare wood.   Move back to pear tree room and  SEARCH |
| Tue Feb 11, 2014 8:10 pm | |

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| *Author: adularia25*  I have always been a fan of the "Zip" function, which was used in the first Myst game. Essentially, if you wanted to bypass a certain area, a lightning bolt icon would appear in place of the cursor and you could "Zip" through to an area without the need to click through all the rooms in between.   So combined commands are fine.   But if you want, you can say "zip south chasm" or "zip pear tree room" or "zip night sky room" etc... and I will know what you mean. |
| Tue Feb 11, 2014 8:37 pm | |

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| *Author: adularia25*  You get the feeling that perhaps you could find material to turn the pear wood into a torch in another room. You head back to the underground garden. It is still night in the garden, and all is peaceful. You wish that it was still daylight, but you can't have everything...  You are certain that hidden somewhere in this room are the supplies you need to make the wood burn longer. And so you begin to go over the room with a fine tooth comb.  The pear trees do not seem like they have anything to offer. The leaves are too green, the wood on them isn't anything better than the sticks you already possess and the fruit is, well, fruit. Not quite what you are looking for.  The Venus Fly Trap seems to be asleep. What luck! You decide not to get to close in case it is just messing with you. And anyway, it doesn't look like it would burn. Too squishy.  The thick carpet of moss, periwinkles, and blue-eyed grass on the ground are too moist to burn either - perhaps a sprinkler system was running while you were out of the room.  And then you get to the statue of the faun.  It is coated in moss. Dried moss. Moss that is just what you were looking for.  Command? |
| Tue Feb 11, 2014 8:54 pm | |

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| *Author: aniaga*  scrape off the moss from the statue with the leatherman tool      I'm doing it for the first time, not sure if right... please don't be harsh with me... and for the life of me I can't make this comment grey |
| Tue Feb 11, 2014 8:59 pm | |

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| *Author: adularia25*  Gray comments threw me for a loop too at first. They are out-of-character comments. Or "ooc" for short. So [ ooc ] to start and [ /ooc ] to end but without the spaces. And you are doing just fine! |
| Tue Feb 11, 2014 9:12 pm | |

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| *Author: adularia25*  You take out your trusty leatherman and open it to the non-serrated blade. Ever so carefully you scrape some moss off the statue. Specifically, you clear away the moss hanging off the statues arms.  You aren't certain, but you could swear that the faun winked at you while you removed the moss. You're not sure how you feel about that. But at least he seems to harbor no bad feelings after you stole his flute...  You have acquired a pile of dried moss!  Command? |
| Tue Feb 11, 2014 9:15 pm | |

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| *Author: ColdFrog*  Aniaga, the great thing about playing a game like this in this fashion is that we don't have to deal with parsers that fail to guess specific words. Here a person is reading an actual sentence and so will be able to guess what you mean (and can even potentially reward you for doing something particularly clever that was never intended!) |
| Tue Feb 11, 2014 9:31 pm | |

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| *Author: aniaga*  zip south chasm |
| Tue Feb 11, 2014 9:36 pm | |

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| *Author: Renwmn*  ATTACH MOSS TO STICK WITH FLOSS |
| Tue Feb 11, 2014 9:43 pm | |

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| *Author: adularia25*  Anxious to get away from the faun statue, which seems to be creepier by the minute at night, you leave the garden and head back to the locked door. But this time you are going to out-smart the door. Yes, no rushing into the door this time! You will first get to the chasm... and then you will sneak up on the door!  And then you realize that perhaps you have been alone too long. Since you are assuming a door is out to get you. You shake your head at your own foolishness and find that you are now standing on the south side of the chasm room. That was fast. Guess that's what happens when you don't pay attention to your surroundings.  Command? |
| Tue Feb 11, 2014 9:46 pm | |

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| *Author: adularia25*  As you stand on the south side of the chasm, you take out your trusty floss and tie the moss to the pear wood sticks. There is enough here to make more than one torch, so you do. Because you never know when you might need another torch...  You have acquired three pear-mint-moss torches!  You no longer have any pear wood sticks. You no longer have any moss.  You still have half-a-container of floss.  Command? |
| Tue Feb 11, 2014 9:49 pm | |

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| *Author: aniaga*  LIGHT ONE PEAR-MINT-MOSS TORCH AND SEE WHAT'S ON THE DOOR |
| Tue Feb 11, 2014 9:54 pm | |

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| *Author: adularia25*  You take another match and light the torch. In no time at all the moss is crackling brightly. The moss holds the flame well, and after a few minutes you hear the encouraging crackle of the pear wood catch fire. The smoke smells heavenly - honey and pear with hints of smoke and mint.  You have one lit pear-mint-moss torch. You have two unlit pear-mint-moss torches. You now have 16 matches left.   You boldly walk into the southwest passage. With the help of the moss, the torch provides enough light to easily see the door.  The bumps and dips you felt before turn out to be a celestial map etched into the face of the door!  There are planets in orbits around what must be the sun. There is a tiny earth made from chrysocolla with a tinier moon made of moonstone. Mars is a bit of carnelian. Jupiter is a large piece of banded jasper. There are gems for all the planets. But the sun is conspicuously missing. No wonder the door won't open. The celestial map is incomplete!  Command? |
| Tue Feb 11, 2014 11:10 pm | |

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| *Author: Kattvippa*  > Zip to starting room and search for a secret door (to path to the west) |
| Wed Feb 12, 2014 6:19 am | |

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| *Author: adularia25*  You hurry back to the starting cave, torch in hand. Luckily for you, pear wood, once lit, burns very slowly. It will be a while before the torch goes out.  You step back into the starting cave and turn to the west, fully expecting to poke and prod the image of the person lighting a torch that is carved on the wall.  Turns out you don't have to search, poke or prod for a secret door. All you needed to have was a lit torch. As soon at the light of the torch falls upon the wall, the wall slides back silently, revealing a set of stairs that lead down. The stairs quickly fade into darkness and look treacherously steep. No wonder a torch is necessary.  Command? |
| Wed Feb 12, 2014 3:29 pm | |

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| *Author: maho*  Walk down stairs |
| Wed Feb 12, 2014 3:32 pm | |

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| *Author: adularia25*  You walk down the stairs, torch firmly in one hand, with your other hand trailing along the wall for stability. The walls are smooth. No patterns or images are carved in them.   Dust hangs heavy in the air. It is obvious that no one has come this way in a long time.  The farther you go, the more the stairs seem to crumble, until the stairs entirely give up and just become a ramp of rubble.  Finally, you make it to the bottom of the ramp. You can hear the crash of waves - much louder now than when you were in the chasm chamber, but you cannot see the ocean at all.  In the flickering torchlight, you can make out large pieces of metal in the room, but you would have to walk further into the center to see clearly what they are.  Command? |
| Wed Feb 12, 2014 3:54 pm | |

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| *Author: Pawndawan*  > WALK FURTHER INTO CAVE / EXAMINE LARGE PIECES OF METAL |
| Wed Feb 12, 2014 4:02 pm | |

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| *Author: adularia25*  You walk deeper into the room, your torch reflects brightly off of a myriad metal surfaces. As you go deeper you start to get a clearer picture of what all the metal is - they are giant gears! Gears three to four times the size of you! Gears that reach up all the way into the shadows that wreath the ceiling!  You marvel at their size, carefully staying away from the tines - for these gears are slowly rotating. They are still in use! You wonder what their purpose is. And then you wonder how they are still working - someone must come and maintain them. Otherwise all the dust would have stopped them by now.  You then notice that this room is relatively free of dust. Someone must clean this room. And if no one uses the stairs to enter the room... there must be another way out!  You also notice a panel which seems to be linked to the gears at the center of the room. It looks like a control panel.  Command? |
| Wed Feb 12, 2014 4:42 pm | |

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| *Author: marcosestevo*  > EXAMINE CONTROL PANEL |
| Wed Feb 12, 2014 4:46 pm | |

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| *Author: adularia25*  You walk over to the control panel and peer at it. The torchlight flickers off a collection of gears that appear below five dials. There are several symbols that appear around the edges of the dials. Each dial also has a symbol engraved on it and a notch.  The first dial is engraved with a pear. The notch is pointing firmly to a moon symbol. The only other symbol by the dial is that of a sun.  The second dial is engraved with a sun. The notch is pointing firmly to a sun symbol. The only other symbol by the dial is that of a moon.  The third dial is engraved with a swirl. The notch is pointing firmly to a straight pipe. The only other symbol by the dial is a bent pipe.  The fourth dial is engraved with a telescope. The notch is pointing firmly to a bent pipe. The only other symbol by the dial is a straight pipe.  The fifth dial is engraved with a door. The notch is pointing firmly to a gear. There are two other symbols by this dial. One is a 90 degree angle, and one is a door.  Some of these symbols you recognize from the maps. Clearly these dials control parts of the various caves! What an amazing find!  Command? |
| Wed Feb 12, 2014 6:07 pm | |

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| *Author: Peristarkawan*  > Turn 5th dial to door symbol. |
| Wed Feb 12, 2014 7:21 pm | |

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| *Author: adularia25*  The gears give off a deep groaning noise and the room rumbles and shakes. It feels much like the garden did when it switched from night to day. A shower of dust falls from the ceiling. After a few minutes, everything settles back down.  You quickly check the dials.  The fifth dial is engraved with a door. The notch is now pointing firmly to a door. There are two other symbols by this dial. One is a 90 degree angle, and one is a gear.  None of the other dials have moved.  Command? |
| Wed Feb 12, 2014 7:26 pm | |

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| *Author: Serendip01*  > examine room / search for door  Not sure of command ... |
| Wed Feb 12, 2014 11:57 pm | |

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| *Author: adularia25*  That command works fine! I understand what you are saying.  You pull yourself away from the dials before you start tweaking all of them. Who knows what you would end up doing? Instead you decide to search for the other door you know must be here somewhere.   Since you entered by a ramp of rubble to the east, you decide to start by the ramp, moving clockwise around the room. As you walk along the south wall you do not find a door, but the sound of the ocean is very close. You have a feeling that the all is all that separates you from the bottom of the chasm.  Then, along the west wall, you find a passageway. It is a little hard to get at - but not impossible. You just have to make sure you time it right when going past the gears. This passage is not blocked by a door. The torchlight shows that it leads to stairs, much like the stairs you used to enter this room, but in far better condition.   Not being one to take a path with first exploring everything, you move on and look at the north wall. There is nothing special there, but there is a pile of loose gears on the floor. These gears are small enough to fit into a pocket. And they are made of bright shiny copper.  And now you are back at the ramp of rubble. You have fully examined the room.  Command? |
| Thu Feb 13, 2014 1:04 am | |

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| *Author: Renwmn*  > TAKE GEARS |
| Thu Feb 13, 2014 1:24 am | |

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| *Author: adularia25*  You never could resist something so shiny. You walk back to the north wall and pick up the gears.   You have acquired five shiny copper gears!  They are so shiny! You can see your distorted face reflected in them. You almost feel bad about taking them. Almost. Hey - they were just sitting there, right? It's not like anyone else was using them. You never know what will come in handy.  Command? |
| Thu Feb 13, 2014 2:56 am | |

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| *Author: anjulka*  Climb up the nice looking stairs. |
| Thu Feb 13, 2014 2:59 am | |

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| *Author: adularia25*  You walk to the west side of the room. Holding your breath, you count the seconds, and when the time is right, you dash around the gears. Safe by the stairs, you breath a sigh of relief and start climbing.  These stairs are every bit as steep at the stairs you took to get into the gear room. Except that these stairs are very well maintained without a hint of dust or rubble.  After quite a climb you find yourself in a room. A rather unusual room. It is perfectly square, it is uniform gray in color, and it has a single table - or it is a console? at the center of the room. You are standing in the doorway to the east. There are two other passageways to the north and to the south - thought the south passage is blocked by a door.   Command? |
| Thu Feb 13, 2014 4:36 am | |

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| *Author: Pawndawan*  > EXAMINE THE TABLE / CONSOLE |
| Thu Feb 13, 2014 5:53 am | |

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| *Author: adularia25*  You walk to the center of the room. The gray console, for it is definitely a console and not a table, is at first a confusing assortment of geometric shapes and lines. You have nothing better to do, so you stare at it until it makes sense.   Slowly you come to realize the geometric shapes are rooms. You are in the one shaped like a square, obviously. And then the rest of the rooms on the console start to make sense. This is not a map of the entire cave system, but of only four rooms. This room, the room to the south of this room, the room to the north of this room, and the room two to the north of this room. Each room contains a gear, as well as a number of cubes, and some other lines.  Well, it is confusing.  From what you can tell, the room you are in can rotate, as can the other rooms. The cubes show where the doors to the room are located. So far, the passageways align from this room - henceforth called the square room - to the telescope room to the south, and the circle room to the north. The room that is beyond the circle room is a triangle room. From what you can tell on the console, the triangle also seems to be aligned with the passageway from the circle room. In short - all the rooms are connected right now. You wonder if that was because of the dial you turned...  You do not know if you can change the rotation of the rooms from here. You suspect this is just a display that shows how the doors match up.  After looking at the console you feel you need a mental break.  Command? |
| Thu Feb 13, 2014 3:35 pm | |

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| *Author: partangel*  > walk to circle room |
| Thu Feb 13, 2014 3:58 pm | |

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| *Author: Renwmn*  > POWER NAP  laugh |
| Thu Feb 13, 2014 4:01 pm | |

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| *Author: adularia25*  You decide to walk to the circle room, since the passageways so conveniently connect. When you step out of the passageway, one thing strikes you:  The room is a sphere. You are standing on a platform that is suspended halfway up from the bottom of the room. The platform leads straight across the room to a passageway to the north. There is nothing else of interest in this room. But you wonder what it would look like when it rotated... does it just roll around? On second thought, maybe you don't want to see it move... definitely not while you are in the room.  All this mental activity has made you very sleepy. Against your better judgement you walk to the center of the platform and snuggle down for a quick nap.  Time passes...  Feeling much more refreshed, you get up, feeling a renewed sense of curiosity!  Command? |
| Thu Feb 13, 2014 5:09 pm | |

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| *Author: Kattvippa*  > Walk back to square room and then to triangle room. |
| Thu Feb 13, 2014 5:23 pm | |

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| *Author: adularia25*  You walk back to the square room. Nothing has changed while you slept. But you do a quick look around the room, just to make sure.  Then you head back through the circle room to the triangle room.  The triangle room is enough to make anyone a little crazy. Again, you enter the room on a walkway that is suspended halfway between the ceiling and the true floor. Their are four walls, all triangular in shape. All are at weird angles so that points of the triangles appear in places where you wouldn't quite expect them.   But, in all honestly, you're just happy that it is still Euclidean geometry...  Like the circle and square rooms, this room is a matte gray color. And like the circle room the walkway leads to a door. The door says "Exit" quite clearly above it.  It can't possibly be that easy, can it?  Command? |
| Thu Feb 13, 2014 7:29 pm | |

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| *Author: Pawndawan*  > EXAMINE THE (EXIT) DOOR |
| Thu Feb 13, 2014 9:39 pm | |

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| *Author: adularia25*  You walk over to the door and look at it.  Like the doors to the telescope room, it has no handle. No surprise there. You didn't think it would really be that simple to just leave.  There are five circles carved into the door, the edges of the circles touch, but they do not overlap. Inside the circles are pegs that look as if something would fit when slotted over them. Each circle also holds a symbol. The symbols match the various rooms you have been in:  The top left circle is a pear. The top right circle is a sun. The middle circle is a gear. The bottom left circle is a telescope. The bottom right circle is a swirl.  You ponder what this could possibly mean.  Command? |
| Thu Feb 13, 2014 10:16 pm | |

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| *Author: Serendip01*  > Place gears on pegs |
| Thu Feb 13, 2014 11:53 pm | |

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| *Author: adularia25*  You randomly place the gears on the pegs. They fit perfectly! But something seems off. You look at them again, and flip two. Then you swap another tow. You keep rearranging them until it seems just right.  With a tiny groan, the gears start to turn! Then, the smallest gear squeaks wildly and slips off the peg. Drat. You place it back on. Again, once the gears turn it slips off again.  You pick of the smallest gear and hold on to it, not willing to leave it on the floor.  Well, it looks like the smallest gear needs something to keep it on the peg.  Command? |
| Fri Feb 14, 2014 5:21 am | |

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| *Author: Renwmn*  >CHEW GUM >SHUDDER >PUT GUM ON GEAR >PUT GEAR ON PEG  OOC: My inventory obsessiveness may have paid off! |
| Fri Feb 14, 2014 5:59 am | |

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| *Author: adularia25*  You pull out the old piece of gum and give an involuntary shudder. Before your mind can stop you, you close your eyes and shove the gum into your mouth. After a quick battle to suppress your gag reflex, you start chewing. It's actually not that bad! After a few minutes it seems to be pliant enough for your purposes.  You take the gun and spread it around the center of the gear. So far so good. Then you wedge the gear on the peg. The gear stays!   With a tiny groan, the gears start to turn! This time the smallest gear does not slip off the peg! The gears rotate faster and faster until you heard a deeper groaning in the walls. Then, with a shudder, the door retracts into the wall!  Command?  Yes, it certainly has laugh |
| Fri Feb 14, 2014 4:00 pm | |

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| *Author: Serendip01*  > walk through door |
| Fri Feb 14, 2014 4:19 pm | |

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| *Author: adularia25*  You walk through the door. Surely it can't be this simple? After a few minutes you come to a set of stairs. You climb them. And just when you feel you can't climb any more you get to the end. Only to find another door with an "Exit" sign glowing boldly over it.   Really? Another door? You are starting to feel this is a bit ridiculous. Who would have placed you in a series of caves to begin with? They better hope you never get out, because if you do... then you stop to think about it. This has been fun, if not frustrating. And it's only a door.  Command? |
| Fri Feb 14, 2014 5:13 pm | |

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| *Author: ColdFrog*  **adularia25 wrote:**  You walk through the door. Surely it can't be this simple? After a few minutes you come to a set of stairs. You climb them. And just when you feel you can't climb any more you get to the end. Only to find another door with an "Exit" sign glowing boldly over it.   Really? Another door? You are starting to feel this is a bit ridiculous. Who would have placed you in a series of caves to begin with? They better hope you never get out, because if you do... then you stop to think about it. This has been fun, if not frustrating. And it's only a door.  Command?  > Attempt to open door (And probably fail but I mean, why not)  Sounds like someone's been playing Antichamber and/or Stanley Parable https://cf.geekdo-static.com/images/tongue.gif |
| Fri Feb 14, 2014 5:23 pm | |

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| *Author: adularia25*  You attempt to open the door. This door, unlike the other doors, has a doorknob! How unusual, a door with an obvious means of opening it! You grasp the handle firmly, and turn.   It turns!   You remind yourself to breathe - this is just far too exciting!  And with a strong yank you open the door. And find yourself high above the windswept sea. You are on a rocky precipice. You do not want to take another step. You can see a set of retractable stairs - but they are attached to a bit of land that is not currently connected to the precipice.  Taking a breath to steady yourself, you close the door. As you do, you try to focus on anything other than the very sheer drop. So you focus on the door. In doing so, you notice the symbol for a telescope pointed at a set of stairs. How curious.  Command? |
| Fri Feb 14, 2014 6:55 pm | |

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| *Author: Pawndawan*  > ZIP TO CONSTELLATION ROOM, CLIMB LADDER AND REMOVE THE LOOSE GEM WITH THE CHISEL |
| Sat Feb 15, 2014 6:45 am | |

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| *Author: adularia25*  You remember that you have left something undone. Giving one final look to the door, you race off through the rooms of geometric shapes, down the stairs, around the gears, up the ramp, back through the original cave and into the constellation room.   You almost don't notice that something is different. You race over to the ladder and set your foot on it, when it dawns on you that the room is in daylight now! No longer is it filled with the soft glow of stars.  You look up on the ceiling and see the crystal orb that looks like the sun. It is glowing brightly. And there are painted clouds.  Wait a minute... weren't those on the floor last time?  Sure enough, you look down at your feet and see the gems that made up the stars in the ceiling. They are dim now, but can easily be seen in the light of the fake sun.  Now you know why the ladder is bolted to the floor. And why the garden room rumbled so much - this room rotated completely around!  However, this does make things easier for you. You no longer have to climb the ladder to use the chisel.   You hunker down on the floor and finish what had been started. Soon you hold a good-sized sunstone in your hand. You marvel at how it sparkles before slipping it into your pocket.  You have acquired a sunstone!  Command? |
| Sat Feb 15, 2014 4:31 pm | |

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| *Author: anjulka*  Is it possible to end up killing the game if you make a wrong move? I've been hesitant to suggest much in case I break it for everyone. I would guess that some others are as well. |
| Sat Feb 15, 2014 5:23 pm | |

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| *Author: maho*  **anjulka wrote:**  Is it possible to end up killing the game if you make a wrong move? I've been hesitant to suggest much in case I break it for everyone. I would guess that some others are as well.  I believe, since it´s Caroline who is on "the other side", she would certainly find a good answer without killing the game, in case someone gives a "false" command. https://cf.geekdo-static.com/images/smile.gif |
| Sat Feb 15, 2014 5:58 pm | |

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| *Author: Renwmn*  **anjulka wrote:**  Is it possible to end up killing the game if you make a wrong move? I've been hesitant to suggest much in case I break it for everyone. I would guess that some others are as well.  Please join in the fun! Even if one of your actions dramatically effects the game no one is going to be upset at all. This is a fun, cooperative game. Part of the joy is seeing what other people decide to do. |
| Sat Feb 15, 2014 6:07 pm | |

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| *Author: adularia25*  Oh dear... I didn't realize that would be the case... I just though I had stumped people... not scared them off!  I'm not going to kill anyone. This isn't like KQ or Legends of Kyrandia where one wrong move will send you back to the beginning, though I would get more posts that way... It's more like Monkey Island in that you can't die. I, with my story-telling powers, will keep you safe.  So please, do post!! |
| Sat Feb 15, 2014 6:23 pm | |

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| *Author: anjulka*  zip to south side of chasm / insert sunstone into door |
| Sat Feb 15, 2014 8:00 pm | |

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| *Author: adularia25*  Now that you have the sunstone, you remember a particular door that is missing a stone... for the sun... it all makes sense! You race back through the first cave, down the twisty corridor with spirals, you cautiously cross the ice bridge, and race down around the corner - careful to stop before the door.  You take the sunstone out of your pocket at insert it into the door. It fits perfectly! And then your torch goes out. The corridor is once again pitch black.  But suddenly that doesn't matter! The door opens, letting light into the corridor and exposing the room within.  Command? |
| Sat Feb 15, 2014 9:09 pm | |

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| *Author: Pawndawan*  > ENTER THE SUN ROOM |
| Sat Feb 15, 2014 9:11 pm | |

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| *Author: adularia25*  You wait until the door has fully retracted into the wall, then you step through into the telescope room.   The first thing you notice is a large mosaic model of the solar system, on the ceiling and the tops of the walls. Below the mosaic is a number of shelves filled with various odds and ends.  Dominating the center of the room in a large telescope. As there are no windows in the room you wonder what its purpose is. The telescope itself is made of copper, tarnished in places, but mostly looking well maintained.  There is a chair you can sit in when looking through the telescope. The chair looks as if it was an old dentist's chair, repurposed late in life for this new job. And while the chair looks old - the indentation on it is new. It looks like someone was sitting in it quite recently...  Command? |
| Sat Feb 15, 2014 9:58 pm | |

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| *Author: anjulka*  Who can avoid the allure of a set up telescope?! Look through telescope. |
| Sat Feb 15, 2014 10:01 pm | |

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| *Author: adularia25*  You walk over the to chair and sit down. It is still warm. There was definitely someone here not to long ago... but then *telescope*! The lure of the device pulls your thoughts away from others and focuses them on the mechanism in front of you.  You lean forward and look through it. Much to your surprise, you find that it doesn't give you a closer look at the mosaic ceiling. Instead it is linked to a video camera. So you are actually looking through a camera somewhere in the caves.  That somewhere happened to be the room you were last in. The room with the gems and the sun with the clouds. That person was spying on you! How rude!  As you put your hands on either side of the telescope lens to adjust it, you find that each side has a number of buttons you can press.   There are ten buttons on the right side. Each is labeled with a number from one to ten. There is one button on the left side. It is not labeled.  Command? |
| Sat Feb 15, 2014 10:29 pm | |

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| *Author: Polgara*  Press the button numbered 'one' |
| Sat Feb 15, 2014 10:59 pm | |

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| *Author: adularia25*  You press the first button, curious to what you will see. The camera screen fills with static, then shows an image of the garden with the statue of the faun.   It is still night in the garden. And you still think the faun is leering at you.  Command? |
| Sun Feb 16, 2014 12:57 am | |

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| *Author: Serendip01*  > Press the remaining buttons 2-10 in order, to see how the view changes.  Edit: And to see where else you might have been spied upon! |
| Sun Feb 16, 2014 2:35 am | |

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| *Author: adularia25*  You systematically press the rest of the buttons on the right side of the lens.  Button 2 takes you back to the room with the gems and the sun with the clouds. The camera is focused on the ladder.  Button 3 shows you a view of the room with all the gears. The camera is focused on the north wall, where the pile of gears was located.   Button 4 shows you a view of the room that you have never seen before. It is a very dusty old bedroom and looks like it hasn't been accessed in forever. You wonder if this room is located past the rubble on the east side of the first room.  Button 5 shows you a view of the chasm room. The camera is focused on the bridge, and from the angle the camera must be located on the south side of the room.  Button 6 shows you a view of - yourself! You watch yourself watch yourself through a camera... all the recursion makes you dizzy and you quickly press the next button.  Button 7 shows you a view of the square room. The camera is focused on the console at the center of the room.  Button 8 shows you a view of the sphere room. The camera is focused on the center of the platform, looking straight down.  Button 9 shows you a view of the triangle room. The camera is focused on the final door.  Button 10 shows you a view of the stairs outside the final door. From the view you can see that the stairs can extend out, provided the lever next to them changes position.  Command? |
| Sun Feb 16, 2014 5:49 pm | |

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| *Author: anjulka*  Press the unlabelled button on the left side, a little nervously. |
| Sun Feb 16, 2014 6:01 pm | |

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| *Author: adularia25*  The view is still clearly on the stairs, when you decide to test the button on the left side of the lens. You are nervous, and at first press it to lightly - so of course it does nothing! Then you master your fear, because the worst thing you can imagine is still better than being trapped down here forever.  You push the button.  At first, it doesn't look like anything happens. Then you see the lever through the camera slowly move. If only this telescopic camera also had sound! You watch as the stairs slowly rise into position, imagining the rusty squeaks and groans that must be occurring. Finally the stairs are in place.  You stare in shock at the screen.  Command? |
| Sun Feb 16, 2014 7:16 pm | |

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| *Author: aniaga*  zip to the final door |
| Sun Feb 16, 2014 7:17 pm | |

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| *Author: adularia25*  You can't believe your eyes. You get up from the telescope and walk to the north side of the room. It looks like when you opened the south door into the telescope room, the north door also opened.  In no time at all you are traveling through the square room, the circle room and the triangle room.  You find yourself standing before the final exit door.  Command? |
| Sun Feb 16, 2014 7:42 pm | |

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| *Author: Pawndawan*  > EXIT THROUGH THE DOOR |
| Sun Feb 16, 2014 7:45 pm | |

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| *Author: adularia25*  You open the door and look out. There, before you, are the stairs! They lead away from here, this collection of caves, and out into the greater world! Before you start proclaiming your freedom, you tentatively step onto the stairs. They hold. Elated, you walk across them to your freedom.  Once on the other side of the stairs, firm ground beneath you once more, you turn and look back at the seastack where you have been kept prisoner. It looks so forlorn, there in the open sea.   There is a path that leads back to civilization behind you. And there is the lever for the stairs next to you.  Command? |
| Sun Feb 16, 2014 7:56 pm | |

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| *Author: Renwmn*  >HIDE  >LOOK PATH  I'm relieved at getting free, but just WHO kidnapped me and trapped me and why? Are they going to come after me now? Is it really safe to make a break for it? Is this nightmare really over and can I get away safely? How odd this experience has been. |
| Sun Feb 16, 2014 8:24 pm | |

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| *Author: adularia25*  Your survival skills kick in. Or perhaps you remember that the camera from the telescope room looks at this exactly location. Whatever the reason, you nonchalantly put your hands in your pockets, and start off down the path.   Once you are out of the camera's range, you dive off the path and take shelter under a thicket of bushes. Luckily the dust you are covered in from all that exploring help you blend in.  Not long after you decide to hide, there are footsteps on the stairs, and you watch as someone leaves the caves and heads back to civilization along the path. Sadly, you can't see their face from this angle, and you don't want to move and give your position away.   They seem to be talking to someone on a phone, though you can't quite make out what they are saying. You hear "Yes, they made it." and "No, no sign of..." as they walk by. Soon a car pulls up and they get in. A few more minutes pass and it drives off.  Command? |
| Sun Feb 16, 2014 8:37 pm | |

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| *Author: Peristarkawan*  > Check score.  Almost as useful in some ways as checking inventory. |
| Mon Feb 17, 2014 7:07 am | |

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| *Author: adularia25*  Your score is 98%.  Command? |
| Mon Feb 17, 2014 5:44 pm | |

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| *Author: anjulka*  Start walking down the path, albeit holding an unlit torch as a weapon and ready to jump back in the bushes at any time. |
| Tue Feb 18, 2014 2:32 am | |

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| *Author: adularia25*  You walk down the path, back to civilization. You make it to the road where the car was, just a few moments ago. The way is clear. There are no cars now. This is truly a deserted road.   The road leads in two directions. To the left is away from the direction the car took and to the right follows the direction of the car.  Command? |
| Tue Feb 18, 2014 5:40 am | |

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| *Author: Renwmn*  >BEAM ME UP, SCOTTY! |
| Tue Feb 18, 2014 6:13 am | |

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| *Author: Serendip01*  **Renwmn wrote:**  >BEAM ME UP, SCOTTY!  Bahahaha!!! Look Jim, on the road below - it's life, but not as we know it.  And if that happens to not produce any noticeable results how about:  >turn left and walk down the road (taking all suitable precautions to evade recapture, of course) |
| Tue Feb 18, 2014 10:19 am | |

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| *Author: adularia25*  You shout "Beam Me Up, Scotty!" softly into your hand, only to find that, curses! Someone has taken your communicator! Foiled again! And here you were hoping that the flute would have more than one purpose.  Dejected, you decide to go left, back to civilization and away from the crazies who abducted you... you'll get your revenge... next time...  Congratulations! You have won the game! You have successfully escaped from the caves and made it back to civilization!  A huge thanks for everyone who participated!  And for those who are curious:  You ended the game with these items:  1) A book of twenty matches, four have been used (16 left). 2) A crumpled three-dollar bill. A gag gift you thought you had lost... guess it was in these pants all along. 3) Half-a-container of floss. Minty fresh! 4) Soggy remains of a map. 5) A Leatherman tool, with the serrated blade snapped off. 6) A chisel with a lapis lazuli handle. 7) A pear wood flute. 8) One burned-out charred stick of pear wood. 9) Two unlit pear-mint-moss torches.  >Final Score 99%  If you would like to know what all the buttons/dials did (or what the final 1% was) feel free to ask. A poll for the next adventure will be posted soon.  Thanks again for playing! |
| Tue Feb 18, 2014 3:48 pm | |

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| *Author: Kattvippa*  Carrie, thank you so much, that was absolutely awesome. I can see how this would look like with the pretty artwork you have created for the game which name I've forgotten (the one with that gorgeous book as your avatar). This would be exactly the kind of point-and-click game I would absolutely adore https://cf.geekdo-static.com/images/biggrin.gif  Also, what did all the buttons/dials? And what the final 1%? |
| Tue Feb 18, 2014 6:53 pm | |

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| *Author: Polgara*  **Kattvippa wrote:**  Carrie, thank you so much, that was absolutely awesome. I can see how this would look like with the pretty artwork you have created for the game which name I've forgotten (the one with that gorgeous book as your avatar). This would be exactly the kind of point-and-click game I would absolutely adore https://cf.geekdo-static.com/images/biggrin.gif  Also, what did all the buttons/dials? And what the final 1%?  Thanks Caroline, it was a lot of fun to take part, and experience your story.  I must admit I'm also curious about all the buttons/dials and the final 1%... |
| Tue Feb 18, 2014 6:58 pm | |

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| *Author: maho*  Agree with Jonna and Polgara. Also - what do I have to do to NOT miss the next adventure? |
| Tue Feb 18, 2014 7:58 pm | |

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| *Author: adularia25*  You're welcome! I glad you liked it!  So, **the final 1%** was located on the table that was to the east of the door in the chasm room. There was a lens on the table that fit into the telescope. With the alternate lens you would be able to see who was watching you (as the normal lens "filtered" that person out.)  **Pressing the large button when viewing the different locations in the telescope room:**  1) The garden would lower the statue of the faun and replace it with another statue of a faun - with another flute.  2) The room with the gems and the sun with the clouds would play "twinkle, twinkle little star" as different stars flashed in time to the music (not that you could hear the music, but you would see the flashes.)  3) The room with the gears would switch the camera to a camera pointed at the console with the dials.  4) The room that you can't access (the dusty bedroom) would do nothing. It's broken.  5) The chasm room would switch to a camera that focuses on bridge, but viewed from the north side of the room.  6) The telescope room would move the telescope up or down - which doesn't really affect anything. (The telescope only would move if this room had power, see dials below for an explanation.)  7) The square room would change the view to a close-up of the gray console, showing what rooms are aligned with what.  8) The circle room would change the view to a camera located at the bottom of the room, looking up.  9) The triangle room would change to a camera focused at the other door to the room.  **As for the dials in the gear room (you guys picked the right dial on the first try - nice!) here's what the rest of them do:**  When you turn the first dial to the sun, it changes the second dial to the moon, and the statue room become day while the celestial room becomes night.  When you turn the second dial to the sun, it changes the first dial to the moon, and the statue room become night while the celestial room becomes day.  When you turn the third dial to a bent pipe, the fourth dial is changed to a straight pipe. If you haven't already solved the chasm room with the flute, there is now no energy to those pipes, so water or cold air wouldn't blow. Meanwhile, this gives power to the telescope allowing it to move.  When you turn the fourth dial to a bent pipe, the third dial is changed to a straight pipe. The chasm room once again has power, and the telescope room has no power to move the telescope.  The fifth dial is the only dial not tied to another dial. Moving it to the door symbol aligned the three "shape" rooms so that you could walk from the square room to the circle room to the triangle room. Moving it to the gear symbol, aligned the square room with the gear room, and the square room would not be connect to the circle room. Moving the gear to the 90 degree angle rotated the circle and the triangle rooms so that they would not align.  **Other odds and ends:**  Playing the flute in the statue room (during the day) would cause the Venus Fly Trap to dance. And at night it would switch the faun statue with the other faun statue with the flute.  Playing the flute in the celestial room would light up certain stars, depending on the tone of the notes played.  Playing the flute in the starting, telescope, or gear rooms has no effect.  Playing the flute in the square, circle or triangle rooms would cause disorientation from the reverberating music and lead to you walking towards the door you came in, thinking it was the way out. |
| Tue Feb 18, 2014 8:35 pm | |

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| *Author: maho*  Awesome, Caroline.... I CAN see it in my mind, you know? Like a movie..... Hopefully next time I´m able to participate a bit more. |
| Tue Feb 18, 2014 8:45 pm | |

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| *Author: adularia25*  As for not missing the next one, I will give notice before I run it - don't worry. (Sorry for not giving more notice for this one, I didn't know it would become so popular!)  If you can see it in your mind, then I am doing it right! https://cf.geekdo-static.com/images/smile.gif Thanks for the high praise!  I plan on running about one a month, so the next will be in a couple of weeks.  But first, we need to decide what the theme will be:   |  | | --- | | **Poll** |   Top of Form   |  | | --- | | **What should be the theme of the next adventure game?** | | |  |  | | --- | --- | |  | Horror | |  | Victorian | |  | Sci-Fi | |  | Medieval | |  | Western | |  | Ancient Culture - please specify which culture | |  | Other - please specify | |            12 answers  Poll created by [adularia25](https://videogamegeek.com/user/adularia25)  Bottom of Form |
| Tue Feb 18, 2014 9:13 pm | |

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| *Author: Renwmn*  This was awesome! Thank you so much. It was like a cross between an interactive fiction game and a PbF tabletop game. You should advertise these in the IF guild. You could host them there but it is very appropriate to me to host them on VGG. |
| Tue Feb 18, 2014 9:59 pm | |

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| *Author: adularia25*  **Renwmn wrote:**  This was awesome! Thank you so much. It was like a cross between an interactive fiction game and a PbF tabletop game. You should advertise these in the IF guild. You could host them there but it is very appropriate to me to host them on VGG.  Thanks! That is what I was hoping for: IF with user options (I did change my ideas of how things could be done based on good user suggestions.) There was more than one way of solving several of the puzzles. Except you did need the flute to cross the chasm. I was a stickler about that. (But if you found the gear room earlier, you could have by-passed the chasm by going through the telescope room - of course, that means solving the sunstone puzzle earlier... but you get the picture).  This is what I want to include in the IF guild - since this is an IF game light for the players and the person running it. My reasoning: it can teach people how to structure IF games.  Speaking of structure... I should post the map I drew.  I find that ten rooms, and one out door space, was just about the right amount of places for the game not to get too large and drawn out. I didn't want to have people completely forget what had gone on before, nor did I want people to read back through ten pages of posts to find some clue they missed.  And I chose VGG since RPGG already has PbF games... and VGG desperately needed a little something to help people build their poster levels... so, why not have a game? https://cf.geekdo-static.com/images/biggrin.gif |
| Tue Feb 18, 2014 10:29 pm | |

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| *Author: aniaga*  Thank you Caroline! It was a really nice experience, can't wait for next one!  And btw, in the poll I chose ancient culture - I don't mind which one https://cf.geekdo-static.com/images/smile.gif |
| Tue Feb 18, 2014 10:38 pm | |

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| *Author: anjulka*  That was a LOT of fun. Thank you very much, Caroline. I look forward to the upcoming ones. I really enjoyed the group aspect, too.  **Kattvippa wrote:**  This would be exactly the kind of point-and-click game I would absolutely adore https://cf.geekdo-static.com/images/biggrin.gif  Okay, so I clearly still didn't understand even from when you both tried to explain to me during Jonna's LSW stint. THIS could be the basis of a point-and-click? Okay, then what games would be closest to this sort of game? I need to get them for Jenn. |
| Wed Feb 19, 2014 3:29 am | |

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| *Author: Serendip01*  Great game Caroline! Well planned and executed and you created a well-rounded 'world'.   Next one please! https://cf.geekdo-static.com/images/wink.gif  https://cf.geekdo-static.com/images/smile.gif |
| Wed Feb 19, 2014 3:34 am | |

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| *Author: adularia25*  **anjulka wrote:**  Okay, so I clearly still didn't understand even from when you both tried to explain to me during Jonna's LSW stint. THIS could be the basis of a point-and-click? Okay, then what games would be closest to this sort of game? I need to get them for Jenn.  **So, inspirations and ideas (and where they came from):**  The flute puzzle was influenced by a puzzle in [Legend of Kyrandia Book One](https://videogamegeek.com/videogame/73703/legend-kyrandia-book-one), where you needed a flute of ice to cool a lava filled room so you could cross a bridge. (Though the puzzles in that game can be incredibly difficult...)  The telescope was influenced by [Myst](https://videogamegeek.com/videogame/74019/myst) and the telescope puzzle (though that had you looking for stars.) The gears are also very Myst-like, though even [Skyrim](https://videogamegeek.com/videogamecompilation/142256/elder-scrolls-v-skyrim-legendary-edition) has puzzles like that in it.   The rotating rooms was another Myst-like puzzle. And the stairs/bridge/telescope puzzle was heavily influenced by [Riven](https://videogamegeek.com/videogame/73903/riven-sequel-myst) and a few other point-and-click adventure games.  The torch was a reference to [Zork](https://videogamegeek.com/videogame/73732/zork-i-great-underground-empire), though without the grue that will eat you in the dark. The floss was from Austin Powers (not a game, a movie...)   The Venus Fly Trap was in homage to both [The Legend of Kyrandia, Book Two: The Hand of Fate](https://videogamegeek.com/videogame/73706/legend-kyrandia-book-two-hand-fate) and [King's Quest VII: The Princeless Bride](https://videogamegeek.com/videogame/70633/kings-quest-vii-princeless-bride), though Kyrandia was clearly mocking KQ 7 with their inclusion of an over-sized Venus Fly Trap (it was good in Kyrandia, bad in KQ 7) - though it did have to be fed in both games.  The faun statue was actually inspired by [Geist](https://videogamegeek.com/videogame/152161/geist-interactive-geek-horror) and the goblin statue.  The celestial puzzle was entirely my design, and one that I've wanted to use for a long time.   I know I'm missing a few other ones, but it is getting late and my brainpower was all used up at my RPG this evening. So I might add more in the morning. |
| Wed Feb 19, 2014 5:41 am | |

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| *Author: Kattvippa*  **adularia25 wrote:**  **Renwmn wrote:**  This was awesome! Thank you so much. It was like a cross between an interactive fiction game and a PbF tabletop game. You should advertise these in the IF guild. You could host them there but it is very appropriate to me to host them on VGG.  And I chose VGG since RPGG already has PbF games... and VGG desperately needed a little something to help people build their poster levels... so, why not have a game? https://cf.geekdo-static.com/images/biggrin.gif  I think VGG would be a good place to run these, to lure in more users. It's way too quiet here, so all the awesome contributions are needed. So even though the IF Guild would also be very good place for these, I'd keep them here. But I'd definitely advertise the future games in the IF Guild, you will get more players from that lot.  Good thinking Amy thumbsup |
| Wed Feb 19, 2014 8:07 am | |

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| *Author: Kattvippa*  **anjulka wrote:**  That was a LOT of fun. Thank you very much, Caroline. I look forward to the upcoming ones. I really enjoyed the group aspect, too.  **Kattvippa wrote:**  This would be exactly the kind of point-and-click game I would absolutely adore https://cf.geekdo-static.com/images/biggrin.gif  Okay, so I clearly still didn't understand even from when you both tried to explain to me during Jonna's LSW stint. THIS could be the basis of a point-and-click? Okay, then what games would be closest to this sort of game? I need to get them for Jenn.  I absolutely love [Monkey Island](https://videogamegeek.com/videogameseries/5072/monkey-island) and [Tales of Monkey Island](https://videogamegeek.com/videogameseries/5843/tales-monkey-island) series, those were the first point-and-click games I played. If you want something totally cute, but not very hard puzzle-wise, [Botanicula](https://videogamegeek.com/videogame/123238/botanicula) is absolutely gorgeous. I truly enjoyed [Machinarium](https://videogamegeek.com/videogame/73840/machinarium) and I'm currently playing [The Dream Machine](https://videogamegeek.com/videogame/92634/dream-machine), which is also very good. It's worth mentioning that the Dream machine consists of chapters and only 4 out of 6 have been published so far.  Then of course there are the Interactive Fiction games where you don't have any graphics, just text. They are pretty awesome too. You might want to try [Lost Pig](https://videogamegeek.com/videogame/73937/lost-pig) for starters, it'll make you laugh many times https://cf.geekdo-static.com/images/smile.gif |
| Wed Feb 19, 2014 8:15 am | |

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| *Author: Kattvippa*  **aniaga wrote:**  Thank you Caroline! It was a really nice experience, can't wait for next one!  And btw, in the poll I chose ancient culture - I don't mind which one https://cf.geekdo-static.com/images/smile.gif  Agreed, word to word https://cf.geekdo-static.com/images/wink.gif  Ancient Egypt might be fun though. I mean, they truly understood the value of cats whistle |
| Wed Feb 19, 2014 8:16 am | |

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| *Author: aniaga*  **Kattvippa wrote:**  **aniaga wrote:**  Thank you Caroline! It was a really nice experience, can't wait for next one!  And btw, in the poll I chose ancient culture - I don't mind which one https://cf.geekdo-static.com/images/smile.gif  Agreed, word to word https://cf.geekdo-static.com/images/wink.gif  Ancient Egypt might be fun though. I mean, they truly understood the value of cats whistle  Well, I do have an MA in archaeology and Ancient Egypt was my major, so that definitely would be interesting to me laugh And how can you not love the culture which worshipped cats? https://cf.geekdo-static.com/images/tongue.gif |
| Wed Feb 19, 2014 12:15 pm | |

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| *Author: Kattvippa*  **aniaga wrote:**  ...[snip]... And how can you not love the culture which worshipped cats? https://cf.geekdo-static.com/images/tongue.gif  Exactly laugh |
| Wed Feb 19, 2014 12:27 pm | |

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| *Author: adularia25*  **aniaga wrote:**  Well, I do have an MA in archaeology and Ancient Egypt was my major, so that definitely would be interesting to me laugh And how can you not love the culture which worshipped cats? https://cf.geekdo-static.com/images/tongue.gif  Very nice! I have a BA in anthropology (because you can't get one in just archaeology in America) and I went to archaeology dig school (in the American Southwest). I love ancient Egypt, but I love ancient Sumeria more. https://cf.geekdo-static.com/images/biggrin.gif   As of now it looks like:  March - Victorian April - Medieval May - Ancient Egypt June - Sci-Fi July - Western August - Horror  Based on the votes and what people seem to want. I'll poll again after the next adventure and see how things change.  But, as of now, I will start working on a Victorian themed adventure. |
| Wed Feb 19, 2014 4:04 pm | |

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| *Author: Kattvippa*  **adularia25 wrote:**  But, as of now, I will start working on a Victorian themed adventure.  Yay, can't wait laugh |
| Wed Feb 19, 2014 6:37 pm | |

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| *Author: Serendip01*  **adularia25 wrote:**  **aniaga wrote:**  Well, I do have an MA in archaeology and Ancient Egypt was my major, so that definitely would be interesting to me laugh And how can you not love the culture which worshipped cats? https://cf.geekdo-static.com/images/tongue.gif  Very nice! I have a BA in anthropology (because you can't get one in just archaeology in America) and I went to archaeology dig school (in the American Southwest). I love ancient Egypt, but I love ancient Sumeria more. https://cf.geekdo-static.com/images/biggrin.gif   ...  I have an Honours degree in archaeology as well (!) but my focus was in historical archaeology so several millenia later than Ancient Egypt!  **Kattvippa wrote:**  **adularia25 wrote:**  But, as of now, I will start working on a Victorian themed adventure.  Yay, can't wait laugh  Ditto! |
| Wed Feb 19, 2014 11:19 pm | |

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| *Author: aniaga*  Yay for so many archaeology buffs here! laugh thumbsup  Can't wait for the next adventure Caroline https://cf.geekdo-static.com/images/smile.gif |
| Thu Feb 20, 2014 1:22 pm | |

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| *Author: Renwmn*  Speaking of which an archaeology or Indiana Jones themed adventure would be fun too! |
| Thu Feb 20, 2014 7:34 pm | |

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| *Author: adularia25*  **Renwmn wrote:**  Speaking of which an archaeology or Indiana Jones themed adventure would be fun too!  I will add those to the poll next time.  By "Indiana Jones," I'm assuming you mean finding a religious artifact of significant power before the Nazis get it?  And having all ten-twelve locations be different places around the globe? |
| Thu Feb 20, 2014 8:27 pm | |

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| *Author: Renwmn*  **adularia25 wrote:**  **Renwmn wrote:**  Speaking of which an archaeology or Indiana Jones themed adventure would be fun too!  I will add those to the poll next time.  By "Indiana Jones," I'm assuming you mean finding a religious artifact of significant power before the Nazis get it?  And having all ten-twelve locations be different places around the globe?  Yeah, basically find artifacts in dusty ruins filled with traps and puzzles while potentially fending off others looking for the same objects. It could all be all in one country or one ruin for that matter. It would all be up to you! |
| Fri Feb 21, 2014 12:08 am | |

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| *Author: adularia25*  **Renwmn wrote:**  Yeah, basically find artifacts in dusty ruins filled with traps and puzzles while potentially fending off others looking for the same objects. It could all be all in one country or one ruin for that matter. It would all be up to you!  Ah, got it! I can certainly do something like that. https://cf.geekdo-static.com/images/smile.gif  However, now I must get back to planning *The Curious Matter at Hargraves College.* |
| Fri Feb 21, 2014 12:45 am | |

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| *Author: Peristarkawan*  I'm a little surprised that [Shadowgate (1987)](https://videogamegeek.com/videogame/80938/shadowgate-1987) wasn't an influence. The torch and the flute and the telescope and to a certain extent the faun statue all reminded me of it. |
| Fri Feb 21, 2014 9:16 pm | |

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| *Author: adularia25*  **Peristarkawan wrote:**  I'm a little surprised that [Shadowgate (1987)](https://videogamegeek.com/videogame/80938/shadowgate-1987) wasn't an influence. The torch and the flute and the telescope and to a certain extent the faun statue all reminded me of it.  Ah, but I never played it.   I never had a MAC growing up, nor an NES, nor a Game Boy Color. |
| Fri Feb 21, 2014 9:55 pm | |

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| *Author: adularia25*  For all those interested, the latest game has begun!  [The Curious Matter at Hargraves College](https://videogamegeek.com/thread/1143567/curious-matter-hargraves-college) |
| Sat Mar 22, 2014 11:22 pm | |