

OK, Grunk ask "scribe" person if him help write down story:

Lost Pig

And Place Under Ground

Release 1 / Serial number 070917 / Inform v6.30 Library 6/11 S

(For help, use "HELP".)

Standard interpreter 1.1 (1C) / Library serial number 040227

>w

Grunk not allowed in field. That probably OK, because Grunk not think pig tall enough to climb over wall.

>s

Grunk get in big trouble if Grunk go back with no pig.

>n

Forest look dark. Pig probably some place in there, but Grunk not know which way to go. Not want end up lost in forest with no pig.

>lo

Grunk not know what that mean.

>l

Outside

It night time, and Grunk see moon up in sky. There forest to east and north. It even darker there, and Grunk hear lots of strange animal. West of Grunk, there big field with little stone wall. Farm back to south.

>e

Forest look dark. Pig probably some place in there, but Grunk not know which way to go. Not want end up lost in forest with no pig.

>s

Grunk get in big trouble if Grunk go back with no pig.

>l

Outside

It night time, and Grunk see moon up in sky. There forest to east and north. It even darker there, and Grunk hear lots of strange animal. West of Grunk, there big field with little stone wall. Farm back to south.

>s

Grunk get in big trouble if Grunk go back with no pig.

Grunk hear noise! It come from some place in bushes, but Grunk not sure which way it come from.

>x bushes

Many tree and bush and leaf and branch and other plant like that. That what forest mean. It dark, too. Pig probably some place in there, but Grunk not know which way to go.

>e

Forest look dark. Pig probably some place in there, but Grunk not know which way to go. Not want end up lost in forest with no pig.

>l

Outside

It night time, and Grunk see moon up in sky. There forest to east and north. It even darker there, and Grunk hear lots of strange animal. West of Grunk, there big field with little stone wall. Farm back to south.

>i

Grunk have:

torch (on fire)

pants (Grunk wearing them)

>pick up torch

Grunk already have that!

>s

Grunk get in big trouble if Grunk go back with no pig.

>n

Forest look dark. Pig probably some place in there, but Grunk not know which way to go. Not want end up lost in forest with no pig.

>l

Outside

It night time, and Grunk see moon up in sky. There forest to east and north. It even darker there, and Grunk hear lots of strange animal. West of Grunk, there big field with little stone wall. Farm back to south.

>s

Grunk get in big trouble if Grunk go back with no pig.

>find bushes

Forest right here!

>e

Forest look dark. Pig probably some place in there, but Grunk not know which way to go. Not want end up lost in forest with no pig.

>w

Grunk not allowed in field. That probably OK, because Grunk not think pig tall enough to climb over wall.

When Grunk really quiet, try looking around some more. There, hear noise again! It come from northeast. Must be pig, hiding in bushes.

[Grunk score go up one.]

>ne

If that where pig go, that where Grunk go. It hard to see where Grunk going to, because there so much dark and leaves and branches here. Then suddenly, there not ground here any more!

Oof! Ow! Umf! Ugh!

Grunk fall down deep hole! Drop torch. Torch go out when Grunk land on it, so now it dark, too.

Hole

Grunk at bottom of deep, dark hole. It even smell like deep, dark hole. There some light that come from tunnel to east; that how Grunk see where Grunk at. Look like there maybe stairs at west side of hole that go up to outside, but them all broken now. There big crack in ground near stairs, too.

Grunk see torch (black and sooty) here.

>pick up torch

OK, got it.

>e

Fountain Room

All wall in this room glow! It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Hey! There pig! It good thing that Grunk fall down same hole as pig.

>pick up pig

Grunk walk right up to pig. Pig walk right away from Grunk.

>g

Pig run away. So Grunk run after pig. Then pig run around behind Grunk and around front of Grunk and Grunk get dizzy. What Grunk doing again?

>g

Rarr! Grunk run at pig. Pig run from Grunk. Pig and Grunk run around and around room! Whee!

After little bit, both Grunk and pig get tired and stop running. That fun! Wonder if pig have as much fun as Grunk.

>pick up pig

Pig see Grunk coming, and it run away to east.

>e

Cave With Stream

Tunnel come to little cave here, but wide stream block way east. Grunk not see much on other side. Not know if tunnel keep going or stop here. Only light that Grunk see come from bright room, far off to west. But Grunk hear lots of water.

There stone bench next to stream.

Seeing over there not easy in dark, but Grunk think there little reddish thing on other side of stream.

Pig here too.

>i

Grunk have:

torch (black and sooty)

pants (Grunk wearing them)

>pick up little reddish thing

Grunk not see that there.

>pick uop pig

Grunk not see that there.

>pick up pig

Grunk look away from pig. Then walk sideways at pig. Grunk hope that pig get confused, think Grunk going other way. But when Grunk get to pig, pig already someplace else!

>g

Pig see Grunk coming for pig before Grunk even know Grunk coming for pig. That one smart pig.

>g

Pig see Grunk coming, and it run away to west.

>w

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

Pig see Grunk coming, and it run away to southwest.

>sw

Table Room

This room look like it maybe for eating or for play cards or for maybe for just sitting and talking. That because there big table and one chair here. There no lamp or thing like that in room, but lots of light come from northeast doorway. Other doorway go east.

There tall metal box over in corner.

Some person make marks on wall here.

Chair next to table look lonely with no other chair.

Pig here too.

>get box

Murrrmfng! Grunk try pushing box over, but it too heavy. Only tip little bit, then bang right back down on ground in same spot it at before.

Click.

>x box

Box almost tall as Grunk. It have little slot near top, and it have bigger basket down near bottom, and it have lever that stick out of side of box. It have some dent in it too, so maybe it old.

>pick up chair

OK, got it.

>pick up table

That not thing that Grunk can carry around.

>pull leever

Grunk not see that there.

>pull lever
KA-CHUNK! But thing not happen this time.

>g
KA-CHUNK! But thing not happen this time.

>g
KA-CHUNK! But thing not happen this time.

>g
KA-CHUNK! But thing not happen this time.

>pick up pig
Grunk run right at pig, and pig run right at Grunk! That seem like it perfect, but when Grunk grab at pig, pig run between Grunk leg!

>g
Grunk try sneaking behind pig. But somehow pig know Grunk there. Pig see Grunk, or maybe it hear Grunk. Or smell Grunk. Or maybe pig just really smart. When Grunk get too close, pig just squeal and run to where Grunk not at.

>g
Pig see Grunk coming, and it run away to east.

>e

Closet
It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Pig look over. Then pig look away.

Chhhkkrrrcht! What that strange noise?

>l

Closet
It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Shkoooooortkttkk!

>g

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Zzzhkh!

>g

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Pig sniff all along wall until it find way out to west. Then it go that way to sniff at wall on other side.

Snawwwk!

>w

Table Room

This room look like it maybe for eating or for play cards or for maybe for just sitting and talking. That because there big table here. There no lamp or thing like that in room, but lots of light come from northeast doorway. Other doorway go east.

There tall metal box over in corner.

Some person make marks on wall here.

Pig here too.

>x marks

Look like orange paint. Grunk not know what marks mean.

>x table

Big metal table. Grunk think it maybe have lots of chairs before, but them all got stolen. Except for chair that Grunk took. That just borrowed.

>x floor

Grunk just see ground.

>x ground

Grunk just see ground.

>pick up pig

Grunk walk right up to pig. Pig walk right away from Grunk.

>g

Pig run away. So Grunk run after pig. Then pig run around behind Grunk and around front of Grunk and Grunk get dizzy. What Grunk doing again?

>g

Rarr! Grunk run at pig. Pig run from Grunk. Pig and Grunk run around and around room! Whee!

After little bit, both Grunk and pig get tired and stop running. That fun! Wonder if pig have as much fun as Grunk.

>g

Pig see Grunk coming, and it run away to northeast.

>ne

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

Pig watch Grunk come in. Pig grunt at Grunk. Then it go back to what it doing before.

>x fountain

Old stone fountain with big bowl part and other squirty part in middle and lots of little bit that stick out all over. Grunk think it meant to look pretty. Squirty part not work, though, so there no water in it.

>l

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In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

>s

Tunnel go east and west, and there doorway to north and southeast and southwest.

Pig grunt.

>e

Cave With Stream

Tunnel come to little cave here, but wide stream block way east. Grunk not see much on other side. Not know if tunnel keep going or stop here. Only light that Grunk see come from bright room, far off to west. But Grunk hear lots of water.

There stone bench next to stream.

Seeing over there not easy in dark, but Grunk think there little reddish thing on other side of stream.

>x little reddish thing

Grunk not see that there.

>x stone bencyh

Grunk not see that there.

>x stone bench

Long and heavy. It made of rock.

>pick up stone bench

Gurrngh! Bench too heavy for Grunk.

>x stream

Stream full of water. Look like it maybe deep. Water go fast, from north to south. But somehow it not run out.

>n

Stream come from that way, but Grunk not in stream.

>s

Stream go that way, but Grunk not in stream.

>get in the tream

Grunk not see that there.

>get in the stream

Grunk never swim before. Not know how. Grunk not even like bath.

>i

Grunk have:

chair

torch (black and sooty)

pants (Grunk wearing them)

>pick up chair

Grunk already have that!

>put chair in stream

Grunk stick chair in water. Then Grunk take chair back and look at it.

Chair all wet!

>get in stream

Grunk never swim before. Not know how. Grunk not even like bath.

>sit in chair

Not when Grunk holding chair.

>drop chair

Dropped.

>pick up chair

OK, got it.

>w

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In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

Pig see Grunk come in. But pig ignore Grunk.

>pick up pig

Grunk not see that there.

>pick up pig

Grunk look away from pig. Then walk sideways at pig. Grunk hope that pig get confused, think Grunk going other way. But when Grunk get to pig, pig already someplace else!

>g

Pig see Grunk coming for pig before Grunk even know Grunk coming for pig.
That one smart pig.

>g

Pig see Grunk coming, and it run away to west.

>w

Hole

Grunk at bottom of deep, dark hole. It even smell like deep, dark hole.
There some light that come from tunnel to east; that how Grunk see where
Grunk at. Look like there maybe stairs at west side of hole that go up to
outside, but them all broken now. There big crack in ground near stairs,
too.

Pig here too.

Pig watch Grunk come in. Pig grunt at Grunk. Then it go back to what it
doing before.

>w

Grunk try climbing up broken stairs, but that too hard when Grunk carry
stuff too.

>drop chair

Dropped.

>w

Grunk try climbing up broken stairs, but that too hard when Grunk carry
stuff too.

>drop clothes

Grunk not see that there.

>drop pants

(Grunk take pants off first)

OK, pants off.

Dropped.

>drop torch

Dropped.

>w

Grunk not leave without pig! That what Grunk here for. And broken stairs
look too hard to climb when Grunk holding pig anyway. Maybe there some
other way out.

>pick up pants torch

That not make sense after part about pick up pants.

>pick up pants
OK, got them.

Pig snort and squeal and make funny sound at Grunk. But Grunk not know what that mean, because Grunk not talk Piglish.

>pick up torch
OK, got it.

>pick up chair
OK, got it.

>pick up pig
Grunk run right at pig, and pig run right at Grunk! That seem like it perfect, but when Grunk grab at pig, pig run between Grunk leg!

>g
Grunk try sneaking behind pig. But somehow pig know Grunk there. Pig see Grunk, or maybe it hear Grunk. Or smell Grunk. Or maybe pig just really smart. When Grunk get too close, pig just squeal and run to where Grunk not at.

>g
Pig see Grunk coming, and it run away to east.

>e

Fountain Room

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In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

>n
Pig watch Grunk walk away. Pig not follow.

Statue Room

This room have two big picture that face each other. West wall have picture on it and east wall have different picture on it. Grunk think both picture really just part of wall, though. South wall have doorway in it that lots of light come from and north wall not have anything in it at all.

Statue of little man stand here, up on big stone block.

>x statue

Statue look like little man with round nose and big ear and moustache. Grunk think funny little man maybe called "gnome". Wear funny suit and pointy shoe and little round hat. One hand point north, at wall. Other hand up in air.

Gnome stand on big stone block. Maybe block for making gnome look tall. It true that statue look more big than real gnome, but Grunk think that just because it statue. Maybe all thing look more big when it like rock.

>move block

Unnrguh! Too heavy! Grunk wonder if statue maybe stuck to floor. Or maybe it just that heavy.

>x ground

Grunk just see ground.

>n

Grunk only see way to go back south from here.

>x wall

What that mean, picture on west wall or picture on east wall or north wall or south wall?

>x north wall

There no picture on north wall.

>x south wall

There no picture on south wall. Just normal doorway.

>x west wall

Picture have big pile of black powder. Powder all on fire. Picture have bucket of water, too. Bucket pouring water onto fire. Grunk guess that water for making fire go out.

>light up torch

Grunk not see that there.

>l

Statue Room

This room have two big picture that face each other. West wall have picture on it and and east wall have different picture on it. Grunk think both picture really just part of wall, though. South wall have doorway in it that lots of light come from and north wall not have anything in it at all.

Statue of little man stand here, up on big stone block.

>x big picture

What that mean, picture on west wall or picture on east wall?

>x east waqll

Grunk not see that there.

>x east wall

Picture have long purple pole that go from side to side. All around pole, there different yellow thing that float in air, like sun and tabby cat and pretty flower and lots of other thing too. Under that, there picture of pie. Mmm, pie.

>pick up poloe

Grunk not see that there.

>pick up pole

Picture just part of wall.

>s

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

Pig not see Grunk come in. Or maybe it just pretend it not see.

>pick up pig

Grunk walk right up to pig. Pig walk right away from Grunk.

>g

Pig run away. So Grunk run after pig. Then pig run around behind Grunk and around front of Grunk and Grunk get dizzy. What Grunk doing again?

>g

Rarr! Grunk run at pig. Pig run from Grunk. Pig and Grunk run around and around room! Whee!

After little bit, both Grunk and pig get tired and stop running. That fun! Wonder if pig have as much fun as Grunk.

>g

Pig see Grunk coming, and it run away to southeast.

>se

Shelf Room

There lots of shelves in this room. Them on every wall. This room probably have lots and lots of thing in it before. But shelves all empty now. Grunk not see any thing there at all. Maybe Grunk see more if Grunk have torch that on fire. But probably not, because lots of light come from northwest doorway. There doorway to west too.

There stone chest at back of room.

Long green pole lean against wall next to doorway.

Pig here too.

>x stone chest

Chest mean wide box with lid. This one too big to carry. It have keyhole too, so it maybe locked.

>pull green pole

Nothing special happen.

Pig walk west.

>w

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Gkrktkgkx!

>x shadow

Shadow just dark, but in lots of different shape and size.

Kzzkzzkzzk!

>s

There only doorway to east and west.

Pig move around in dark.

Snrkxltkxshzkt!

>e

Shelf Room

There lots of shelves in this room. Them on every wall. This room probably have lots and lots of thing in it before. But shelves all empty now. Grunk not see any thing there at all. Maybe Grunk see more if Grunk have torch that on fire. But probably not, because lots of light come from northwest doorway. There doorway to west too.

There stone chest at back of room.

Long green pole lean against wall next to doorway.

>get pole

It not easy, pick up pole. Feel like pole push Grunk away. But Grunk strong; get pole anyway.

>nw

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

>x curtain

Look like big rug, but it on wall instead of floor, so that make it curtain instead. Curtain have big picture of little man on it. Grunk think little man maybe called "gnome". Him holding burning torch in dark cave. Point at way out of cave.

>pick up curtain

Grunk try pulling curtain down, but it stuck to wall.

>se

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There lots of shelves in this room. Them on every wall. This room probably have lots and lots of thing in it before. But shelves all empty now. Grunk not see any thing there at all. Maybe Grunk see more if Grunk have torch that on fire. But probably not, because lots of light come from northwest doorway. There doorway to west too.

There stone chest at back of room.

>lk

Grunk not know what that mean.

>w

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too.
But mostly shadow.

Pig here too.

Pig look over. Then pig look away.

Chhhkkrrcht!

>l

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too.
But mostly shadow.

Pig here too.

Gkrktkgkx!

>l

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too.
But mostly shadow.

Pig here too.

Pig sniff at shadow.

Chnahshhxk!

>w

Table Room

This room look like it maybe for eating or for play cards or for maybe for
just sitting and talking. That because there big table here. There no lamp
or thing like that in room, but lots of light come from northeast doorway.
Other doorway go east.

There tall metal box over in corner.

Some person make marks on wall here.

>ne

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

>S

Tunnel go east and west, and there doorway to north and southeast and southwest.

>SW

Table Room

This room look like it maybe for eating or for play cards or for maybe for just sitting and talking. That because there big table here. There no lamp or thing like that in room, but lots of light come from northeast doorway. Other doorway go east.

There tall metal box over in corner.

Some person make marks on wall here.

>me

Grunk not know what that mean.

>ne

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>se

Shelf Room

There lots of shelves in this room. Them on every wall. This room probably have lots and lots of thing in it before. But shelves all empty now. Grunk not see any thing there at all. Maybe Grunk see more if Grunk have torch that on fire. But probably not, because lots of light come from northwest doorway. There doorway to west too.

There stone chest at back of room.

>lift stone chest

Grunk not know what that mean.

>pick up stone chest

Nrrnurrgh! Chest too heavy for Grunk.

>push chest

Nrrnurrgh! Chest too heavy for Grunk.

>x chest

Chest mean wide box with lid. This one too big to carry. It have keyhole too, so it maybe locked.

>unlock chest

Grunk not have any key.

>pick up+ lid

Grunk not see that there.

>pick up lid

Nrrnurrgh! Chest too heavy for Grunk.

>pull lid

Nothing special happen.

>n w

That not make sense after part about n up above.

>nw¥

Grunk not know what that mean.

>l

Shelf Room

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There stone chest at back of room.

>w

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Shkkrnnnk!

>s

There only doorway to east and west.

Gkrktkgkx!

>e

Pig watch Grunk go. Then go back to doing pig thing.

Shelf Room

There lots of shelves in this room. Them on every wall. This room probably have lots and lots of thing in it before. But shelves all empty now. Grunk not see any thing there at all. Maybe Grunk see more if Grunk have torch that on fire. But probably not, because lots of light come from northwest doorway. There doorway to west too.

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In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

>n

Statue Room

This room have two big picture that face each other. West wall have picture on it and east wall have different picture on it. Grunk think both picture really just part of wall, though. South wall have doorway in it that lots of light come from and north wall not have anything in it at all.

Statue of little man stand here, up on big stone block.

>s

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There tall metal box over in corner.

Some person make marks on wall here.

>lift metal box

Grunk not know what that mean.

>ne

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South wall have big curtain hanging on it.

>x floor

Grunk just see ground.

>go to fountain

Grunk already there!

>x fountain

Old stone fountain with big bowl part and other squirty part in middle and lots of little bit that stick out all over. Grunk think it meant to look pretty. Squirty part not work, though, so there no water in it.

>se

Shelf Room

There lots of shelves in this room. Them on every wall. This room probably have lots and lots of thing in it before. But shelves all empty now. Grunk not see any thing there at all. Maybe Grunk see more if Grunk have torch that on fire. But probably not, because lots of light come from northwest doorway. There doorway to west too.

There stone chest at back of room.

>w

Closet

It dark. Grunk see lots of shadow. Grunk see doorway to east and west, too. But mostly shadow.

Pig here too.

Snrkxltkxshzkt!

>sing

La la la!

Strange noise stop. Then voice shout, "Ztorf!"

Room light up! Grunk see little bed and trunk and desk and little man in bed. Light come from blue ball that sit on desk. Little man climb out of bed and put on pair of pointy slipper. Him walk over and squint at Grunk.

"Huh," him say. "An orc."

Grunk say that Grunk orc. Then little man (Grunk think him called "gnome") pull out little stool from desk and sit down.

"Well, Grunk," him say, "What do you want?"

Squeeeeee. Squeeeeee. Squeeee!

Pig sing too!

>ask gnome about pig

Grunk tell gnome about how pig get lost.

"I can see why your boss would be mad at you," Gnome say, "if you did indeed leave the gate open."

Gnome search around inside desk drawer for little bit, until him give up.

[Grunk can try TELL GNOME ABOUT GRUNK or ASK GNOME ABOUT GNOME or ASK GNOME ABOUT THIS PLACE. And that just what Grunk think of. There probably lots of other thing Grunk can talk about too.]

>tell gnome about grunk

Grunk tell gnome all about Grunk and about farm and about boss and about pig.

"Mmm," gnome say. "I see. That's quite the formidable quest you're on there. But I'm sure you're up to it."

Gnome go over to trunk and open it up. Him start searching in there.

[Grunk can try TELL GNOME ABOUT FARM or ASK GNOME ABOUT GNOME or ASK GNOME ABOUT THIS PLACE. And probably other thing too.]

>ask gnome about gnome

Grunk ask gnome about gnome.

Gnome look away. "Me? I'm nobody special. I just take care of the shrine, now that no one else does."

Pig go west.

Gnome shake head and close trunk. Then him look under bed.

[Grunk can try ASK GNOME HOW LONG GNOME HERE or TELL GNOME ABOUT FARM or ASK GNOME ABOUT THIS PLACE. And probably other thing too.]

>look under bed

There nothing at all under bed. Not even book.

Gnome ask, "Find anything new?"

>l

Gnome Room

This look like room for little person. It have bed that too little for Grunk. It have trunk that too little for Grunk. It have desk that too little for Grunk. Desk have stool that too little for Grunk. Room have doorway to east and west too, but them not so little. That good, because if doorway too little for Grunk, not know how Grunk get back out of room.

Gnome here, busy looking for thing.

On top of shelf there ball (that make light).

Gnome peek up on shelf. Then him look under desk. Then him look around at room.

>pick up ball

Gnome shake head at Grunk. "I don't see why I should just let you take my things. It's not as though you've done anything in particular to earn them."

Gnome sigh. "Well, it's gone. I can't find my copy of Moglev's The Shocking Force anywhere."

Gnome go back to desk and sit down.

"I don't even know how long it's been missing," him say. "It's probably in the hands of that last band of looters now."

>x trunk

Trunk look big in this room! It big as bed. But Grunk think it really still little size for trunk. It just that bed even more little.

Gnome open up desk and take out pipe and little bag. Then gnome fill up pipe with brown powder from bag.

>ask gnome about key

Grunk ask gnome where key for chest at.

Gnome say, "I'm not really sure, myself. It's not exactly what you'd call treasure, so I can't imagine someone stealing it." Gnome shrug. "But I suppose someone could have hidden it as a prank."

Gnome put bag on desk. Then gnome spit in pipe. Grunk see smoke come out of it.

[Grunk can try ASK GNOME HOW LONG GNOME HERE or TELL GNOME ABOUT FARM or

ASK GNOME ABOUT THIS PLACE. And probably other thing too.]

>ask gnome how long gnome here
Grunk ask gnome how long him here for.

Gnome say, "I've been down here alone for at least--" Gnome look at Grunk and laugh. "Well, let's just say it's probably it's probably longer than you can count."

Wow. Gnome here for more than seven!

Gnome put pipe in mouth and breathe in deep.

[Grunk can try TELL GNOME ABOUT FARM or ASK GNOME ABOUT THIS PLACE. And probably other thing too.]

>ask gnome about this place
Grunk ask gnome about this place.

Gnome say, "This is a shrine dedicated to a gnomish alchemist who became slightly famous a number of years ago for coming up with a few random inventions."

[Grunk can try ASK GNOME ABOUT INVENTION or ASK GNOME ABOUT ALCHEMIST or TELL GNOME ABOUT FARM. And probably other thing too.]

>ask gnome about invention
Grunk ask gnome about alchemist invention.

"Oh, he had a few new ideas, I suppose." Gnome look up at wall. Grunk think that mean him thinking. Or maybe him see word on wall. "There was dehydrated fire. The autobaker." Gnome add, "And of course, there's his work on the principles of thermomechanics."

[Grunk can try ASK GNOME ABOUT ALCHEMIST or TELL GNOME ABOUT FARM. And probably other thing too.]

>ask gnome about alchemist
Grunk ask gnome about famous alchemist gnome.

"His name was Zugilbor Galrogginpots sem Endali dec Frebensalbibit. Many people seemed to think his inventions made him something special." Gnome shrug. "Special enough to have this shrine built for him, anyway. But not enough to remember him a few years later."

Gnome cough on smoke.

[Grunk can try TELL GNOME ABOUT FARM. And probably other thing too.]

>tell gnome about farm

Grunk tell gnome about pig farm where Grunk help raise pig and about boss that always mad at Grunk.

"I see," Gnome say. "Are you sure that farming is really the right line of work for you?"

[Grunk can try ASK GNOME ABOUT RIGHT JOB. And probably other thing too.]

>ask gnome about right job
Grunk ask gnome about right job for Grunk.

"That's a very good question," gnome say. "Personally, I think you might be fairly well suited for a career in the military. The army, that is."

[Grunk can try ASK GNOME ABOUT ARMY. And probably other thing too.]

>ask gnome about statute
Grunk not know what Grunk should say about that.

>ask gnome about statue
Grunk ask gnome about statue.

Gnome say, "The statue at the north end of the shrine is of the alchemist this place was built for. It's not a bad likeness, if you ask me. Except for that silly hat."

[Grunk can try ASK GNOME ABOUT HAT ON STATUE or ASK GNOME ABOUT ARMY. And probably other thing too.]

>ask gnome about hat on statue
Grunk ask gnome about hat that statue wear.

Gnome say, "It wasn't part of the original design. I think someone added it at some point, although I can't fathom why."

Gnome smoke pipe.

[Grunk can try ASK GNOME ABOUT ARMY. And probably other thing too.]

>ask gnome about pipe
Grunk ask gnome about smoking stuff in pipe.

Gnome smile. "The pipe was actually my father's, before he passed away." Then him pat little bag. "But the tobacco is my own personal blend, with a little something extra to make it easy to light."

[Grunk can try ASK GNOME ABOUT ARMY. And probably other thing too.]

>x pipe
It smoking kind of pipe. Not water kind of pipe.

Gnome breathe out smoke.

>light up torch

Grunk not see that there.

>l

Gnome Room

This look like room for little person. It have bed that too little for Grunk. It have trunk that too little for Grunk. It have desk that too little for Grunk. Desk have stool that too little for Grunk. Room have doorway to east and west too, but them not so little. That good, because if doorway too little for Grunk, not know how Grunk get back out of room.

Gnome sit here with pipe in hand.

On top of shelf there ball (that make light).

On top of desk there little bag.

>pick up bag

Gnome shake head at Grunk. "I don't see why I should just let you take my things. It's not as though you've done anything in particular to earn them."

>pick up ball

Gnome shake head at Grunk. "I don't see why I should just let you take my things. It's not as though you've done anything in particular to earn them."

>w

Table Room

This room look like it maybe for eating or for play cards or for maybe for just sitting and talking. That because there big table here. There no lamp or thing like that in room, but lots of light come from northeast doorway. Other doorway go east.

There tall metal box over in corner.

Some person make marks on wall here.

Pig here too.

Pig watch Grunk come in. Pig grunt at Grunk. Then it go back to what it doing before.

>pick up pig

Grunk look away from pig. Then walk sideways at pig. Grunk hope that pig

get confused, think Grunk going other way. But when Grunk get to pig, pig already someplace else!

>g

Pig see Grunk coming for pig before Grunk even know Grunk coming for pig. That one smart pig.

>g

Pig see Grunk coming, and it run away to northeast.

>ne

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

>n

Statue Room

This room have two big picture that face each other. West wall have picture on it and and east wall have different picture on it. Grunk think both picture really just part of wall, though. South wall have doorway in it that lots of light come from and north wall not have anything in it at all.

Statue of little man stand here, up on big stone block.

>pick up hat

Hat come right off! Grunk guess it not really part of statue after all.

>x hat

Look just like normal round little hat, but made of rock. Not that Grunk see many little round hat before. And it not really look that little now that it not on statue anymore.

>jump

Grunk jump up and then come down again. It always same. Maybe next time, Grunk jump up and not come down. But probably not.

>s

Fountain Room

All wall in this room glow. It bright, just like day time. Except that instead of sun, it wall that glow. And instead of grass and tree, it square room with four wall. And instead of outside, it all under ground. But beside those thing, it just like it! Tunnel keep going out to east and west, but normal doorway go north and southeast and southwest.

In middle of room, there fountain. But fountain not have any water.

South wall have big curtain hanging on it.

Pig here too.

Pig poke nose behind curtain. But Grunk not think pig find anything.

>SW

Table Room

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There tall metal box over in corner.

Some person make marks on wall here.

>W

There only doorway to northeast and east.

>e

Gnome Room

This look like room for little person. It have bed that too little for Grunk. It have trunk that too little for Grunk. It have desk that too little for Grunk. Desk have stool that too little for Grunk. Room have doorway to east and west too, but them not so little. That good, because if doorway too little for Grunk, not know how Grunk get back out of room.

Gnome sit at desk with tool and strange helmet thing.

On top of shelf there ball (that make light).

On top of desk there little box and strange helmet.

>pick up box

Gnome shake head at Grunk. "I don't see why I should just let you take my things. It's not as though you've done anything in particular to earn them."

Gnome stare at helmet, thinking. Tap him chin with tool.

"Ow!" gnome say with surprise.

>i

Grunk have:

hat

pole

chair (all wet)

torch (black and sooty)

pants

Gnome hold tool near part of helmet. But him not touch it. Then it make spark between them!

>x hat

Look just like normal round little hat, but made of rock. Not that Grunk see many little round hat before. And it not really look that little now that it not on statue anymore.

Gnome put tool back in box. Then put box and helmet back inside desk.

>pich up helmet

Grunk not know what that mean.

>pick up helmet

Grunk not see that there.

>ask gnome about helmet

Grunk ask gnome about strange helmet thing.

Gnome say, "I've been working on harnessing the fluid nature of lightning to build a machine that's capable of doing what no purely mechanical device has been able to do."

Then him pause. Maybe hoping Grunk ask what. So Grunk ask what.

Gnome say, "I'm creating a device that is actually able to augment nothing less than thought itself!"

Then him pause again. Grunk not know what gnome hoping Grunk ask now, so Grunk just wait.

After gnome and Grunk both wait for little bit, gnome say. "It's a big ambition. My first model is only able to perform simple arithmetic. But the next one I'm designing should be able to handle logarithms. After it understands basic mathematics, who knows what this 'thinking cap' could be programmed to do?"

Gnome sigh. "I wish I knew where that Mogglev's ended up."

[Grunk can try ASK GNOME ABOUT MATH or ASK GNOME ABOUT THINKING or ASK GNOME ABOUT LIGHTNING or ASK GNOME ABOUT ARMY. And probably other thing too.]

>ask gnome about lightning
Grunk ask gnome about lightning.

Gnome grin. "Lightning is great, isn't it? It's one of the things I miss, being down here. All the phenomenal power of nature, released in one sudden strike." Then gnome say, "That's why my next project involves harnessing it."

Gnome open up desk drawer and take out tray with lots of different cup and tube and jar and bottle and thing on it.

[Grunk can try ASK GNOME ABOUT MATH or ASK GNOME ABOUT THINKING or ASK GNOME ABOUT NEXT PROJECT or ASK GNOME ABOUT ARMY. And probably other thing too.]

>transcript off
OK, Grunk tell scribe person that him can stop writing.