

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

>grunk is ugly
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.

>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.

>i
Grunk have:
 torch (on fire)
 pants (Grunk wearing them)

>take off pants
OK, pants off.

>i
Grunk have:
 torch (on fire)
 pants

>drop pants
Dropped.

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

>go to bushes
Forest right here!

>go
Go where?

>forest
Grunk not know what that mean.

>go forest
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.

Grunk see pants here.

>eat pants
(Grunk take pants first)
Grunk chew on pants, but pants too tough. And them need ketchup.

>i
Grunk have:
 pants
 torch (on fire)

>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.

>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.

>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.

>light torch
Grunk not see that there.

>light torch
(with torch)
Torch already on fire.

>enter forest
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.

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.]

>northeast
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 and pants. 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 pants and torch (black and sooty) here.

>pick pants
(up with part of Grunk body)
OK, got them.

>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 pants
Grunk already have those!

Hey, where pig go to? Grunk sure it here before.

>pick up torch
Grunk try pulling curtain down, but it stuck to wall.

>break the wall
Grunk remember last time Grunk try hitting rock. It hurt Grunk more than it hurt rock.

>pick up torch
Grunk try pulling curtain down, but it stuck to wall.

Pig sneak in from southeast. Maybe it think Grunk not notice.

>southeast

Shelf Room
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There stone chest at back of room.

Long green pole lean against wall next to doorway.

>nw

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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.

>pick curtain

(up with part of Grunk body)

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

>cut curtain

Why Grunk want to cut that up?

Grunk hear growling noise. Sound like it come from pig stomach.

>follow the noise

Grunk not know where that at.

>e

Pig so busy with important pig thing that pig not even see Grunk go.

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.

>go to stream

Grunk already there!

>pick up the thing

Red thing too far away for Grunk. Stream more wide than arm long.

>pick up the bench

Gurrnng! Bench too heavy for Grunk.

>jump to bench

That not help anything.

>sit on bench

Grunk get on bench.

>get up over the bench

That not make sense after part about get up above.

>get up

Grunk get off bench.

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

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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.

>go to south wall

South wall right here!

>pick up block

That way too heavy.

>pick up picture

Grunk not know what that mean.

>pick up picture

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

>two

Grunk not see that there.

>pick up west wall picture

Picture just part of wall.

>s

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>n

Grunk only see way to go back south from here.

>s

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

South wall have big curtain hanging on it.

>go fountain

But there no water! Playing in fountain only fun when there water in fountain.

>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.

Pig look over. Then pig look away.

>pick box

(up with part of Grunk body)

Murmmfng! 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.

Pig grunt.

>catch pig

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

>run to pig

Pig right here!

>pick up pig

Grunk not know what that mean.

>pick up pig

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?

>see marks

Grunk not know what that mean.

>see marks on wall

Grunk not know what that mean.

>l

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Pig here too.

Pig go northeast.

>northeast

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South wall have big curtain hanging on it.

Pig here too.

>pick up pig

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 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.

Pig look over. Then pig look away.

>pick up lean

Grunk not see that there.

>pick up pole

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

Pig go northwest.

>nw

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South wall have big curtain hanging on it.

Pig here too.

>call pig

Grunk not know what that mean.

>make noise

Grunk not know what that mean.

>call 911

Grunk not know what that mean.

>se

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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.

Shkoooooortkttk! What that strange noise?

>w

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Chair next to table look lonely with no other chair.

>sit on chair

Grunk get on chair.

>get up

Grunk get off chair.

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Some person make marks on wall here.

Chair next to table look lonely with no other chair.

>pick up chair

OK, got it.

>i

Grunk have:

- chair
- pole
- pants

>put on fire pants

Grunk not see that there.

>ne

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>s~

Grunk not know what that mean.

>s

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South wall have big curtain hanging on it.

>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.

Grunk see torch (black and sooty) here.

>w

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

>e

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Grunk see torch (black and sooty) here.

>pick up torch

OK, got it.

>w

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

>i

Grunk have:

torch (black and sooty)

chair

pole

pants

>drop pole
Dropped.

>drop chair
Dropped.

>clean torch
(with pants)
Grunk rub pants all over torch. Torch not really any more clean, and now pants all black and sooty too.

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

>drop all
torch: Dropped.
pants: Dropped.

>climb stairs
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 all
pants: OK, got them.
torch: OK, got it.
chair: OK, got it.
pole: OK, got it.

>l

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.

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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.

>pop
Grunk not know what that mean.

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

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

>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.

Pig here too.

>sing
La la la! Grunk telling story!

Squeeeeee. Squeeeeee.

Pig sing too!

>sw
There only doorway to northwest and west.

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

>swim
Grunk never swim before. Not know how. And there not enough water anyway.

Pig look through west doorway.

>i

Grunk have:

pole
chair
torch (black and sooty)
pants (black and sooty)

>clean pants

(with pants)

Grunk rub pants all over pants. But pants all black and sooty too, so nothing really change much.

>clean me

(with pants)

Grunk not that dirty.

Pig stick nose on ground and snuff around. Then pig eat thing off ground. Grunk not see what, but it probably bug.

>e

There only doorway to northwest and west.

>w

Pig so busy with important pig thing that pig not even see Grunk go.

Closet

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

Shkkrrnnnk!

>open closet

That not word that Grunk need for story.

>e

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There stone chest at back of room.

Pig here too.

Pig see Grunk come in. But pig ignore Grunk.

>w

Closet

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

Chhhkkrrrcht!

>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.

>open the box

Grunk not see any way for opening box up.

>pick up box

Murmmfng! 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.

>e

Closet

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

Pig here too.

Pig see Grunk come in. But pig ignore Grunk.

Shkkrrnnnk!

>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!

>go to closet
Grunk already there!

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

>open trunk
That all locked up.

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

>searching
Grunk not know what that mean.

>search trunk
Gnome in way right now.

Pig peek over at trunk too.

Gnome ask, "Find anything new?"

>no
Grunk forgot question.

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

>look under bed
There nothing at all under bed. Not even book.

Pig peek over at bed too.

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

>look around at room
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 here, busy looking for thing.

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

Pig here too.

Pig lie on ground and stretch out. Look comfy. Then it get back up again.

Gnome sigh. "Well, it's gone. I can't find my copy of Mogglev'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."

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

>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."

Pig lie on ground and stretch out. Look comfy. Then it get back up again.

Gnome open up desk drawer and take out strange helmet. Him take out little box, too. Then him put them both on desk.

[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.]

>pick up helmet
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 open up little box. It full of lots of little metal thing with different shape. Look like them some kind of tool.

>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."

Gnome pick out tool that have long pointy bit on end.

[Grunk can try ASK GNOME HOW LONG GNOME HERE or TELL GNOME ABOUT GRUNK or ASK GNOME ABOUT THIS PLACE. And probably other thing 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 scrape tool against side of helmet.

[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 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."

Gnome poke tool deep inside helmet. End of tool break off inside. Oops.

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

>ask 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 the color magnet. The autobaker." Gnome add, "And of course, there's his work on the principles of mossfuressence."

Gnome do thing with tool that Grunk not understand. Then Grunk hear hum sound. Not know if it come from helmet or from gnome.

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

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

"His name was Zugilbor Galrogginpots sem Endali dec Frebensalbit. 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 scratch pig behind ear.

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

>ask about his name
Grunk ask gnome about gnome name.

Gnome shrug. "What's in a name? If you didn't know the name of the daffodil, would that its color be any less vivid for it?"

Grunk guess not. Grunk not even know daffodil name anyway. Maybe it "Bob".

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

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

>pick up box
Grunk not see that there.

>pick up tool
Grunk not see that there.

>open desk
Gnome bat Grunk hand away. "Cut that out," him say.

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

>kill gnome
Grunk not that mad.

Gnome open up drawer and take out pile of different paper. Him take out pen and little bottle, too.

>pick up all
gnome: Gnome growl, "You may be bigger than me, but that doesn't give you the right to push me around."
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!

Gnome put pile of paper on desk. Then gnome put little bottle on desk. Then gnome open up little bottle. Then gnome stick pen in little bottle.

>pick up bottle
"I haven't nearly enough to be of any use to you," gnome say. "In fact, I have barely enough for my own paperwork. But there are other ways to change the colors of things."

Pig hop up on bed.

Gnome glare at pig.

Pig hop back off of bed.

>shout to gnome
That not make sense after part about shout.

>drink bottle
There nothing good for drinking.

Gnome make some mark on paper. Then him stop and stare at it. Then gnome cross it all out again.

>see paper
Grunk not know what that mean.

>look at paper
Gnome make lots of different picture and other mark on paper. Grunk think it all mean some thing, but only gnome know what.

>ask gnome about paper
Grunk ask what gnome draw.

Gnome say, "Oh, they're just some schematic diagrams for my next project."

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

>say they are ugly
Who Grunk say that to?

>
Huh?

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

>ask gnome help
Grunk ask gnome for help.

Gnome shrug. "Sure," him say. "Ask me anything you'd like, and I'll do my best to answer."

Pig rub up against gnome.

Gnome not look down at pig. Just pat it on head instead.

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

>kill maria
Grunk not see that there.

>