

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.

>i

Grunk have:

torch (on fire)

pants (Grunk wearing them)

>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.

>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.

>examine~

Grunk not know what that mean.

>examine

What Grunk examine?

>eat pants

(Grunk take pants off first)

Grunk chew on pants, but pants too tough. And them need ketchup.

>i

Grunk have:

torch (on fire)

pants

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

>examine 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.

>go north

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.

>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.

>follow noise

Grunk look all around for any thing that moving or hiding.

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.]

>go 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.

>take pants and torch

pants: OK, got them.

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.

>s

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

Pig stick tongue out at Grunk.

>take pig

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

>follow pig

Pig right here!

Pig run right at Grunk! Grunk get ready to catch pig, but right before pig get there, it turn and go other way. So Grunk grab at nothing instead. Then Grunk think pig laugh. But Grunk not see what funny.

>search pig

Pig not carry much. It not have hand. Or even pocket.

>follow pig

Pig right here!

>grab 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?

>se

Pig look happy that Grunk going away.

#### 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.

>examine pole

This long green pole made of metal. It taller than Grunk.

>take pole

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

>w

Closet

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

Snnnrxkt! What that strange noise?

>follow noise

Shadow right here!

Chnnahshhxk!

>follow noise

Shadow right here!

Gkrktkgkx!

>

Huh?

>swing pole

Whiff! Whiff! Just like sword!

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 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 see Grunk coming, and it run away to east.

>open box

Grunk not see any way for opening box up.

>hit box with pole

POW! That fun! Not really do much, though.

Click.

>open box

Grunk not see any way for opening box up.

>ne

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South wall have big curtain hanging on it.

>sw

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There tall metal box over in corner.

Some person make marks on wall here.

Chair next to table look lonely with no other chair.

>examine marks

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

>l

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There tall metal box over in corner.

Some person make marks on wall here.

Chair next to table look lonely with no other chair.

>take chair

OK, got it.

>take box

Murrmmfng! 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.

>ne

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>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.

>examine 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.

>look up

Grunk just see top of room.

>hit statue with pole

(pole)

Tap. Tap tap. Statue of gnome feel normal.

>hit north wall eith pole

That not make sense after part about hit north wall.

>oops

That OK. Grunk make mistake too some time.

>oops with

Grunk not know what that mean.

>hit north wall with pole

(pole)

Tap. Tap tap. North wall feel normal.

>examine paintings

Grunk not see that there.

>examine picture

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

>examine west picture

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.

>examine east picture

Picture have long purple pole that go from side to side. All around pole, there different yellow thing that float in air, like honey and bottle of beer and sparkly rock and lots of other thing too. Under that, there picture of pie. Mmm, pie.

>hit statue with chair

What statue of gnome ever do to Grunk?

>speak to gnome

Grunk confused. Not understand that at all.

>talk to gnome

Statue just stare at Grunk. Some time it stare past Grunk. Or away from Grunk. It depend on where Grunk stand at.

>S

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>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.

>examine reddish thing

Grunk pretty sure it red. Too dark and too far away for Grunk to see any more.

>e

Jump over stream seem dangerous. It long jump, and Grunk never try swimming before.

>swim

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

>take bench

Gurrnng! Bench too heavy for Grunk.

>examine bench

Long and heavy. It made of rock.

>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.

>examine 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.

Kzzkzzzkzzzzk!

>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?"

Squee. Squeeeeee!

Pig sing too!

>grab 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.

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

>examine desk

Little gnome size desk made of wood. Look like it get used lots.

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

>talk to gnome

Grunk say hello to gnome.

Gnome nod at Grunk.

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

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

[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.]

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

[Grunk can try ASK GNOME ABOUT INVENTION or ASK GNOME ABOUT ALCHEMIST or TELL GNOME ABOUT GRUNK or ASK GNOME ABOUT GNOME. 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 mossfuressence."

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."

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

>ask gnome if he can help find pig

That not make sense after part about ask gnome TELL GNOME STORY CONTEST.

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

[Grunk can try ASK GNOME ABOUT ALCHEMIST or TELL GNOME ABOUT GRUNK or ASK GNOME ABOUT GNOME. 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 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.

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

>ask gnome about bottle

Grunk not know what Grunk should say about that.

>take 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."

>examine papers

Grunk not see that there.

>take paper

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 draw slow on paper. Make different long straight line that bend and cross each other in different place. Him very careful.

>examine 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 what it means

Grunk not know what Grunk should say about that.

>ask gnome about draws

Grunk not know what Grunk should say about that.

>ask gnome about papers

Grunk ask what gnome draw.

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

Gnome look at paper like him not know what it mean. Grunk sure that Grunk not know what it mean.

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

>ask gnome about bottle

Grunk not know what Grunk should say about that.

>i

Grunk have:

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

>steal 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."

Gnome draw strange curly picture with lots of swoopy bits and little marks next to each bit.

>drink bottle

There nothing good for drinking.

>eat gnome  
Mmm, gnome...

Gnome turn and look at Grunk. Him ask, "Are you drooling on me?"

Grunk not say anything. Just wipe mouth off.

"Well, stop it." Then him go back to doing other thing.

Gnome close up bottle. Then him pick up papers and bottle and put it all away.

>ask gnome about pole  
Grunk tell gnome about long pole.

"That would probably be the color magnet," say gnome. "Unfortunately, after all the looters there've been here, I think that green-painted one is the only one we have left."

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 ASK GNOME ABOUT LOOTER or ASK GNOME ABOUT COLOR MAGNET or TELL GNOME ABOUT GRUNK or ASK GNOME ABOUT GNOME. And probably other thing too.]

>examine helmet  
Helmet have lots of wire and metal bit that stick out and colored bits that glow some time and other bits that just look strange.

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

>hit gnome with pole  
"Ow!" Gnome look hurt. "What was that for?"

>take helmet and box  
strange 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."  
little box (full of tool): 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 get really tiny tool out of box. It so tiny Grunk not even tell it shape.

>take tool

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 poke tool inside helmet.

>kill gnome

Grunk not that mad.

>ask gnome how to get out

Grunk not know what Grunk should say about that.

>ask gnome about the way out

Grunk ask gnome if there any exit out of shrine.

Gnome say, "Well, you already know about the main entrance." Then him smile. "I won't say that there isn't another way out. But I think you should find it for yourself."

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 LOOTER or TELL GNOME ABOUT ENTRANCE or ASK GNOME ABOUT COLOR MAGNET or TELL GNOME ABOUT GRUNK or ASK GNOME ABOUT GNOME. And probably other thing too.]

>sing

La la la! Grunk telling story!

Gnome wince.

>follow noise

Grunk not know where that at.

>examine gnome

Look like little old man with round nose and big ears and moustache. Hair and moustache all bushy and white. Man not very tall: only half tall as Grunk. Think little man probably called "gnome". Him wear funny little dress and have pointy slipper on feet. Right now, gnome working on strange helmet thing.

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

>take desk

Gnome say, "Please, Grunk. I've put things where I want them. Don't go moving them around."

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

>get out

But Grunk not in any thing!

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

>transcript off

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