

MUTINY! (Part One)

Talk to Lord Alquith (he gives you some information regarding what you must do), wait (until Lord Alquith eventually rushes off to see someone), examine chimney piece (upon it rests a tinderbox), take tinderbox, examine map (the one which Lord Alquith gave you, which bears some writing), read writing (it is too small for your careworn eyes), examine panels (the plaster panels appear to be quite hollow), press panels (the panels slide backwards and, as a result, you find yourself in a passage behind the drawing-room), sw, examine cook (she wears a voluminous apron), search apron (smelling salts are found in one pocket), place salts under nose (the cook jolts up, causing a table-knife to fall to the floor), take knife, ne, east, examine curtain, peer through it (you see the parlour-maid doing some cleaning and, convinced that she is being watched, she runs off), south, examine table, examine candelabrum (a fish-oil taper is firmly in place), cut taper (this, with the aid of the table-knife, allows it to fall on the table), take taper, west, south (the butler gives you a pouch of money, escorts you to Lord Alquith's carriage and sends you on your way), examine pouch (there is, in total, a guinea in there), open door, enter (your cottage, your wife and son being there already), talk to Louisa (your wife tells you that an envelope has arrived for you), examine bureau, take envelope, open it, read letter (it recommends Nathaniel Sneer, who can be found in the "Black Bull Inn", as a first mate), open drawer, put pouch in it, close drawer (for safety's sake), leave, east, north, enter (the inn), ask Elizabeth about landlord (he is upstairs), west, examine painting (it depicts a mutiny scene, possibly an ill-omen?), up, nw, knock (Mr Redchester, the landlord, emerges from his bedroom hastily), ask landlord about Sneer (he tells you that he will take you down to the tap-room to introduce you to the sailor), follow landlord (Redchester presents Sneer to you, but Sneer tells him that he does not wish to be disturbed, since he has just had his thirteenth pint of ale and, as he finds it unlucky to stop there, will not budge), talk to Elizabeth (an old friend, who offers you an ale "on the house"), take ale, give it to Sneer (he agrees to follow you to the "Inferno"), leave, south, east, se (Sneer boards the ship and recommends Eli Follows as your second mate. An explanatory note is quickly scribbled), nw, north (Rev. Mantis, the parson, is engaged in an argument with a stall owner; soon it is over and the parson wanders off), examine Follows, show note (Follows agrees to be your second mate if he is well paid. He heads off to the ship), south, west, west, enter (your wife and son are still up), talk to Louisa (she suggests that you ask "Pa'son Mantis" about the two mates), leave, east, north, west, in (you find Rev. Mantis in deep, sincere prayer), listen (he is praying that all evil in the town will be put right), wait (he finishes up), ask parson about mates (he voices

his fears about them and warns you to be on your guard), out, east, south, west, enter, sleep (you retire to bed and, in the morning, after a hearty breakfast, Simon and you are ready to set off), show writing (on the map. Simon tells you that it is a warning that you should be armed, and that it is from Sir John Shottford), tear corner of map (so the warning cannot be read by others), open drawer, take pouch, close drawer, leave, east, east, se, board ship (the cargo is loaded onto the ship and you go to the fore-deck. Follows and Sneer are here at the helm along with the crew), give map, pay crew (all the necessary tasks are carried out and the ship sets sail), south, west, west, north, north, open door, search cabin (you find a bunch of keys which Sneer and company were unaware of), put keys in pocket, south (Simon remains in there "on duty"), close door, south, south, west (the ammunition room is to the south), east, east, south (this is the galley), south (an alternative route to deck. These all play a great part in your success over the mutineers later on), north, north, west, north, north, open door, north, close door, wait (night falls), sleep (you do so, but wake up to hear sounds from the crew's quarters. Simon has retired to bed), light taper (to see in the dark), look out porthole (land! Something's amiss), open door, south, south, south, east, listen (amidst the crew's revelry, you hear of plans to steal and sell the ship and to lock you in the galley during the course of this), west, north, north, north, get dressed, west, wake Simon (you tell him about your plight and he quickly dresses himself), east, wait (this is your only choice - the crew arrives and lock you both in the galley), get keys from pocket, open doors, north (Simon remains, due to the danger of the situation. A sleeping sailor guards the area!), west, west, open door, south, open case, examine it, take pistol, north, east, east (it isn't possible to walk past the sailor, since you would awaken him), south, south, east, north, north, crawl north (you are, as yet, unobserved by Sneer and Follows. However, Follows clutches a shotgun which means that you dare not shoot Sneer), shoot Follows (he falls overboard. Sneer lunges at you and a struggle ensues. The result is that the ship is dashed against rocks, yourself falling overboard. A perfect avenue into PART TWO . . .)