

"ADVENTURE"

THERE IS A LOUD EXPLOSION, AND A TWENTY-FOOT HOLE APPEARS IN THE FAR WALL, BURYING THE DWARVES IN THE RUBBLE. YOU MARCH THROUGH THE HOLE AND FIND YOURSELF IN THE MAIN OFFICE, WHERE A CHEERING BAND OF FRIENDLY ELVES CARRY THE CONQUERING ADVENTURER OFF INTO THE SUNSET.

YOU SCORED 350 OUT OF A POSSIBLE 350, USING 383 TURNS.

ALL OF ADVENTUREDOM GIVES TRIBUTE TO YOU, ADVENTURER GRANDMASTER!

TO ACHIEVE THE NEXT HIGHER RATING WOULD BE A NEAT TRICK!

CONGRATULATIONS!!

Program execution terminated

You are inside the outhouse. A strange message can be seen on the wall.

"ALMAZAR"

READ MESSAGE

The ground shakes as you are flushed out to a world far away.

You have scored 90 points.

All honor thee--Grandmaster Adventurer.

Execution terminated. Try again later

You feel the elevator jump as you are whisked up towards ground level. You emerge in the open air in the village square amidst cheers from the local villagers. Banners proclaiming the death of Count Vladimir hang from most of the old buildings around the square. The mayor presents you with a key to the city and makes your birthday a holiday. You watch the sun rise as you bask in your newfound fame.

You scored 300 out of 300 points.

"CASTLEQUEST"

THIS QUALIFIES YOU AS A "CLASS A" MASTER!

Program execution terminated