

WARNING

Obviously, this walkthrough contains spoilers. If you are truly stuck, you should first try the game's HELP command, which is designed to answer any question the player might have in the game. You should only use this walkthrough as a last resort.

This walkthrough is a transcript of a successful run through the game.

Well, it's time to prove to the whole wide world
Who's the best and brightest Gamer of 'em all!
Teams are a-runnin', and a-pushin' and a-shovin'
Ain't we all just a-havin' such a ball?
We're a-wearin' every color of the rainbow while a-goin'
To some places that we've never ever gone!
It's the world's greatest Game. Never played it? What a shame!
'Cause you know it's gonna last us all night long!

It's enormous and stupendous
And disastrous and tremendous
And it's glorious, uproarious and fun!
Find the treasures!
Find the clues!
Run around!
That's what you do
At The Annual
All-Night Diddlebucker Run!

- "The Diddlebucker Run" by Wild Bill Adams

(PRESS ANY KEY TO CONTINUE)

"My, my, that's good popcorn!"

- Desiderio "Diddy" Esposito

(PRESS ANY KEY TO CONTINUE)

Diddlebucker!

An Interactive Fiction by J Michael

Release 1 / Serial number 180909 / Inform 7 build 6M62 (I6/v6.33 lib 6/12N)

Convention Center (Lobby)

The lobby area of the Convention Center wraps around the entire complex to the east and west. An excited buzzing fills the air as a great crowd of people funnels through the main doors to Exhibit Hall A to the north.

(For instructions on how to play interactive fiction, contact the author, or get a little help, type "hint" at any time.)

>z

Time passes.

>z

Time passes.

>z

Time passes.

Someone is making an announcement over the PA system.

>listen to pa

Straining to hear the announcement over the buzz of the crowd, you are surprised to hear your own name! The voice on the PA system is asking you to please make your way to Guest Relations.

Someone is making an announcement over the PA system.

>e

Convention Center (Guest Relations)

Halfway around the loop of the Convention Center lobby is the Guest Relations desk. A young man sits behind the desk. A crowd of people is making its way around you toward the entrance to the exhibit hall.

The young man is making an announcement over the PA system.

>ask man about announcement

The young man stops in the middle of his announcement. "Oh good, you're here," he says. "I have something for you." He reaches into a drawer and pulls out a folded piece of paper, which he hands to you. "A woman dropped that off for you early this morning," he explains. "She said you'd be here around this time and asked that we deliver it to you." His phone rings then and he smiles at you politely before answering it.

>read note

We have some great news!

Last night we finally admitted to each other how crazy we are about one another! We're in LOVE! Isn't that great? And it gets even better! We decided that there's no reason to put off our love any longer, so we're ELOPING!!!! We're heading out to Las Vegas right after dropping off this note at the Convention Center. We would have called you, but we didn't want anyone to know until we were already on the plane. You're the first person to find out, though. Aren't you just so happy for us? We'll tell you all about it when we come back next week!

David and Lori

PS Sorry about missing the Diddlebucker, but we knew you wouldn't mind. After all, who wants to stand in the way of true love?

>w

Convention Center (Lobby)

The lobby area of the Convention Center wraps around the entire complex to the east and west. An excited buzzing fills the air as a great crowd of people funnels through the main doors to Exhibit Hall A to the north.

>n

You follow the crowd into the exhibit hall...

(PRESS ANY KEY TO CONTINUE)

Exhibit Hall A (Registration)

More than a dozen tables stretch across the hall in front of an equally long series of 6-foot-high cubbyhole shelves filled with T-shirts of every color. Above the shelves, a large hanging banner reads "Team Registration." At each table stands a perky representative of Diddlebucker Popcorn assisting one of the teams.

>z

You wait in line and finally get to talk with one of the representatives. "Hi there!" she says. "Welcome to the 27th Annual All-Night Diddlebucker Run! Are you the captain of your team?"

>yes

"Great! Let's get you registered!"

"What is your last name?">Smith

She leafs through a packet of papers. "Ok... Smith... Smith... Here it is!"

"What is your team name?">The Cool Dudes

"The Cool Dudes... Yep, there it is." She checks something off on the packet of papers.

"And what is your team color?">Orange

She turns to search the shirts in the cubbyholes. It takes her quite a while because of the vast number of shirts. After several moments she finds them.

"Here they are!" she says, handing you three orange shirts. "Your team is registered. You can get changed in the locker room over by the east wall. Don't forget, the only things you'll be allowed to take out of here when the Diddlebucker starts are your clothes (including your team shirt) and a check book. Good luck and have fun!" She turns to the next team in line.

Exhibit Hall A (Registration)

More than a dozen tables stretch across the hall in front of an equally long series of 6-foot-high cubbyhole shelves filled with T-shirts of every color. Above the shelves, a large hanging banner reads "Team Registration." At each table stands a perky representative of Diddlebucker Popcorn assisting one of the teams.

>i

You are carrying:

Lori's team shirt

David's team shirt

your team shirt

a note

a check book

>e

As you step away from the tables, you notice a trash can nearby. Before you can change your mind, you stuff David and Lori's team shirts and their stupid note into it. Who needs those two anyway? You're on your own tonight and that's just fine! You head to the locker room and change into your team shirt. Smiling to yourself, you head to the main floor of the exhibit hall and take one of the few empty seats that are left.

After a while, the main lights dim and the crowd goes wild as Diddy Esposito himself steps onto the stage to a raucous chorus of The Diddlebucker Run. The diminutive old man with the thick mane of snowy white hair smiles widely to the crowd as he steps to the microphone and begins to speak...

(PRESS ANY KEY TO CONTINUE)

Twenty minutes later, Diddy Esposito is wrapping up his remarks. The crowd is hanging on his every word.

"...and remember at each location in the scavenger hunt, you must find both the treasure that is specific to your team and the clue that will take you to the next location. And of course, if your team is the FIRST to reach the SECRET finish line with ALL FOUR of your team's treasures, your team will split ONE MILLION DOLLARS and each member of your team will also win a LIFETIME SUPPLY OF Diddlebucker POPCORN! Now go out there and make Diddlebucker '87 the BEST Diddlebucker RUN EVER!"

The crowd goes absolutely bananas and surges to its feet. You have no choice but to be carried along with the churning sea of cheering Gamers out of the exhibit hall, through the lobby and out into the warm summer evening air...

(PRESS ANY KEY TO CONTINUE)

Cleveland Avenue

You are standing on the east-west sidewalk outside the entrance to the Convention Center to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

Suddenly, a group of young men and women dashes past you. Their blue shirts read "Young Democrats of Cherry Hill." The last one to pass by shouts "We heart Hart!"

[Your score has just gone up by five points.]

>w

Cleveland Avenue West

You are standing on the east-west sidewalk outside the entrance to a Henry's Burgers to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

Suddenly, a group of young men and women dashes past you. Their crimson shirts read "Young Republicans of Riverside." The last one to pass by shouts "Let's win this one for the Gipper!"

>n

Henry's Burgers

Like every other HB you've ever been in, this one smells of grease, onions and seasoned salt. A large menu board hangs above a counter, behind which stands a teenage girl wearing a paper hat.

A door in the northeast corner leads to the restroom.

The teenage girl fiddles with the novelty buttons on her shirt.

>x girl

Cindy, for that is what her nametag says, smiles vacantly at you. She is wearing a paper hat and a truly remarkable number of novelty buttons pinned to her shirt, each a different color.

Cindy seems to notice that there is something written on your shirt. Her brow furrows as if in deep concentration as her lips slowly mouth the words written there.

>x button

Cindy is wearing dozens of novelty buttons pinned to her uniform, each a different color and each one emblazoned with a unique and (supposedly) pithy saying. You notice one button that precisely matches the orange of your shirt.

>ask cindy about orange button

"Do you like it? Tell you what, I'll give it to you, but first you have to prove you deserve it!"

Cindy suddenly giggles and puts her hands over her mouth.

>ne

You push through the swinging door...

Restroom

This is one of those tiny one-person restrooms.

You can see a mirror, a toilet, a sink and a trash can here.

>x mirror

You see yourself. Also, you see some smudges that might be some kind of writing, but they are pretty faint.

>turn hot handle

Hot water pours out of the faucet, filling the small room with clouds of steam. You turn the hot handle back off again.

>x mirror

In the foggy mirror, the word "GARBAGE" is now clearly visible.

>open can

You open the trash can, revealing some garbage.

>search garbage

Gritting your teeth, you begin sifting through the garbage. After a few disgusting moments, you find a Henry's Burgers gift certificate in the trash can!

>get certificate

Taken.

>sw

You push through the swinging door...

You can't be completely sure, but as you re-enter the dining area you could swear that, for just a moment, there was a look of shrewd self-satisfaction on Cindy's face. However, as soon as the restroom door closes behind you, she immediately begins a vague, glazy-eyed inspection of her left hand, her mouth hanging open slightly.

(PRESS ANY KEY TO CONTINUE)

Henry's Burgers

Like every other HB you've ever been in, this one smells of grease, onions and seasoned salt. A large menu board hangs above a counter, behind which stands a teenage girl wearing a paper hat.

A door in the northeast corner leads to the restroom.

Cindy suddenly giggles and puts her hands over her mouth.

>buy burger with certificate

Once again you think you see a shrewd smile flicker across Cindy's face, though it is replaced so quickly by her usual expression of unbounded cluelessness, that you wonder if you imagined

it. She takes the gift certificate and, surprisingly, completes the sale without incident. "Your order will be out in a few minutes!" she says brightly while handing you your change.

Suddenly, a group of teenagers bursts into the restaurant. Their green and orange shirts read "Dungeon Masters of Southport." They frantically search the restaurant looking for clues, but find nothing. The last one to leave points at you and shouts "Praeumbro caliginosus!" before laughing and chasing after her teammates.

Cindy stares at nothing for several seconds, as if fascinated by something only she can see.

>x change

You were afraid Cindy might have given you the wrong change and sure enough, among the pile of coins you also find a bottle cap and a thimble, which you show to her in exasperation. She winks and says, rather loudly, "I'm sorry, but we can't accept tips," before taking the two bogus "coins" and pocketing them.

Suddenly, a group of three older men bursts into the restaurant. Their red, white and blue shirts read "Former Presidents of the United States." They search the restaurant for clues in a somewhat dignified manner, but find nothing. Your stare in amazement as Richard Nixon gives you a thumbs-up on his way out.

Cindy stares at nothing for several seconds, as if fascinated by something only she can see.

>s

Cleveland Avenue West

You are standing on the east-west sidewalk outside the entrance to a Henry's Burgers to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

>e

Cleveland Avenue

You are standing on the east-west sidewalk outside the entrance to the Convention Center to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

Suddenly, a group of Gamers dashes by. Their lemon yellow shirts read "The Brat Pack." You jump with surprise when Emilio Estevez gives you an encouraging smack on the backside while running past.

>e

Cleveland Avenue East

You are standing on the east-west sidewalk outside a number of businesses to the north. Installed in the front wall of one of the businesses is a vending machine of some kind. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

You can see a man playing a saxophone here.

A taxicab drives down the street.

Suddenly, a group of Gamers dashes by. Their lime-colored shirts read "University Debate Team." The last one shouts "Be it resolved that Smith will lose big!" as she passes by.

>put change in hat

The saxophone player wraps up his rendition of The Way You Look Tonight with a dramatic flourish and bows to the scattered applause of several passersby. He then turns to you and pulls open one side of his suit coat, revealing an inside pocket full of several cards, each of a different color. He rifles through the cards for a moment before handing you one that matches the exact orange of your shirt. Tipping his hat to you, he begins playing again.

The taxicab disappears into the traffic.

[Your score has just gone up by five points.]

>w

Cleveland Avenue

You are standing on the east-west sidewalk outside the entrance to the Convention Center to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

>w

Cleveland Avenue West

You are standing on the east-west sidewalk outside the entrance to a Henry's Burgers to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

>n

Henry's Burgers

Like every other HB you've ever been in, this one smells of grease, onions and seasoned salt. A large menu board hangs above a counter, behind which stands a teenage girl wearing a paper hat.

A door in the northeast corner leads to the restroom.

On the counter is a bag.

>show card to cindy

Cindy jumps up and down and claps her hands. "I knew it!" she cries. "They told me that someone might show me a card like that and if so, I'm supposed to give you one of these." She unpins the orange button from her shirt and hands it to you.

[Your score has just gone up by ten points.]

>get bag

Taken.

>s

You throw away the white paper bag on your way out the door.

(PRESS ANY KEY TO CONTINUE)

Cleveland Avenue West

You are standing on the east-west sidewalk outside the entrance to a Henry's Burgers to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

A taxicab drives down the street.

Suddenly, a group of elderly men in loud pants dashes (sort of) past you. Their plaid T-shirts read "Golfing Grandpas of Golden Acres." The last one to pass by tips his hat at you in a friendly way.

>hail taxi

You whistle sharply and the taxicab pulls to the curb. You open the door and climb inside...

In The Taxicab

This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

The driver glances at you in the rear-view mirror. "Hey, you're one of them Gamers, aren't you?" he asks, a broad smile on his face. "You know, me and my buddies played the Diddlebucker back in '79. We came in third place outta like eighty teams. Not bad, eh?"

>read card

(the first orange riddle card)

One side of the orange card bears a large number "1." On the other is the following poem:

THE FIRST WORD IS A SERPENT
THAT MEANDERS AND FLOWS
IT HAS A BED AND A MOUTH
AND SOME BRANCHES ALSO

PEOPLE GO ON THE SECOND
AND IT'S SOMETHING THEY TAKE
IT GOES WELL WITH BOARD
SIDE, MOON, SLEEP AND CAKE

>read instruction placard

"To ask the cab driver to take you somewhere, just type TRAVEL.

Also, when near a road, you may type WAIT FOR TAXI to wait for the taxi to arrive."

>travel

"Where do you want to go, Gamer?" > River Walk

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

River Walk (South)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the southernmost portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. Some kind of concert is being performed on the eastern side of the river. A large crowd has congregated here, blocking passage to the east. They seem to be enjoying the view of the river.

>n

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. One souvenir shop in particular stands out from the others. On the far side of the river, a concert is being performed.

[Your score has just gone up by five points.]

>w

The 'Bear' Necessities

This shop specializes in the assorted knick knacks and chotchkies that appeal to tourists the world over. A bored-looking teenage guy stands behind the counter by the door. East/west aisles are numbered from 1 to 3. Aisle 1 is to the southwest, Aisle 2 is directly west of you and Aisle 3 is to the northwest.

>sw

Aisle 1

The shelves of this aisle are dedicated to fireworks.

On the shelves is an Atom Smasher.

>get atom smasher

Taken.

>ne

The 'Bear' Necessities

This shop specializes in the assorted knick knacks and chotchkies that appeal to tourists the world over. A bored-looking teenage guy stands behind the counter by the door. East/west aisles are numbered from 1 to 3. Aisle 1 is to the southwest, Aisle 2 is directly west of you and Aisle 3 is to the northwest.

>buy atom smasher with checkbook

The bored-looking teenage guy takes your check and places it in his register. He promptly crumples up your receipt and throws it away. "Thank you and have a nice day," he mumbles.

>e

After the door closes, you hear someone locking it behind you. You turn around and see that the lights in the store have all been turned out.

(PRESS ANY KEY TO CONTINUE)

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights,

which reflect prettily in the water of the river to the east. One souvenir shop in particular stands out from the others. On the far side of the river, a concert is being performed.

>n

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

Suddenly, a group of four men dashes by you. Their black and white shirts read "The Double-O-Sevens." You blink in surprise when George Lazenby winks at you as he passes.

>e

Bridge

This cobblestone bridge spans the river from east to west.

>e

River Walk (East)

Most of the eastern side of the River Walk has been given over to a free outdoor rock concert. A 50's & 60's cover band belts out classic rock tunes from a stage to the south, while an enthusiastic crowd sings and dances along to the music, many of them waving those little glow sticks that give off a bright green light for several hours.

>s

Near Stage

Although the band is certainly talented, the music is almost unbearably loud here, just a few yards from the stage itself. The crowd is too thick to allow you to move any closer to the band and, to be honest, you're not sure your ears could take it anyway.

>x band

The band consists of a lead singer, a guitarist, a drummer and a pianist.

>x lead

He reminds you a bit of Buddy Holly, had Buddy Holly lived long enough to reach middle-age and put on an extra twenty pounds. He is quite talented, however.

>g

He reminds you a bit of Buddy Holly, had Buddy Holly lived long enough to reach middle-age and put on an extra twenty pounds. He is quite talented, however.

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>g

He reminds you a bit of Buddy Holly, had Buddy Holly lived long enough to reach middle-age and put on an extra twenty pounds. He is quite talented, however.

>z

Time passes.

>z

Time passes.

>z

Time passes.

>z

Time passes.

>z

Time passes.

>z

Time passes.

The lead singer steps away from the microphone as the drummer channels his inner Ringo by playing a perfect rendition of his solo from The End."

>x lead

The lead singer is holding some of those little glow sticks and looks as if he is preparing to toss them into the crowd. You quickly move several steps to your left to better position yourself to catch one.

>g

The lead singer is holding some of those little glow sticks and looks as if he is preparing to toss them into the crowd. You quickly move several steps to your left to better position yourself to catch one.

The lead singer throws some glow sticks into the crowd. You jump in the air and catch one just in time!

>n

River Walk (East)

Most of the eastern side of the River Walk has been given over to a free outdoor rock concert. A 50's & 60's cover band belts out classic rock tunes from a stage to the south, while an enthusiastic crowd sings and dances along to the music, many of them waving those little glow sticks that give off a bright green light for several hours.

Suddenly, a group of elderly men in loud pants dashes (sort of) past you. Their plaid T-shirts read "Golfing Grandpas of Golden Acres." The last one to pass by tips his hat at you in a friendly way.

>w

Bridge

This cobblestone bridge spans the river from east to west.

>w

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

Suddenly, a group of young men and women dashes past you. Their crimson shirts read "Young Republicans of Riverside." The last one to pass by shouts "Let's win this one for the Gipper!"

>w

You sneak behind the shops...

(PRESS ANY KEY TO CONTINUE)

Near Darkness

The night sky provides some light back here, but not enough to see anything very clearly.

>crack stick

You bend the glow stick until you hear a satisfying snapping sound. You shake it a few times and it begins to give off a brilliant green glow.

Alley

This north/south alley runs behind the River Walk buildings. A narrow path between the buildings leads to the east.

You can see a metal tub here.

>get tub

Taken.

>s

Alley

This north/south alley runs behind the River Walk buildings.

You can see a long PVC pipe here.

>get pipe

Taken.

>s

Alley

This north/south alley runs behind the River Walk buildings. A ladder runs up the side of one of the buildings here and the alley opens onto the street just a little to the south.

>u

You ascend the ladder...

(PRESS ANY KEY TO CONTINUE)

Rooftop

This is the rooftop of one of the River Walk shops. The lights and sounds of the River Walk are fainter up here, but the view is fantastic. It offers a beautiful view of the River Walk below. It is connected to the roof of the store to the north

You can see a shabbily dressed man here.

>x man

He is sitting on the floor, leaning against the bricks of the protective wall that surrounds the roof. His clothes are threadbare and his battered hat keeps most of his face in shadow. As you study him, he draws a long breath on his cigarette, temporarily highlighting his face in an eerie red glow.

>n

Just as you turn to go, the shabby man flicks his cigarette past you and over the edge of the roof. He casually lights another with a lighter that quickly disappears again into the folds of his clothing.

(PRESS ANY KEY TO CONTINUE)

Rooftop

This is the rooftop of The 'Bear' Necessities. It offers a beautiful view of the River Walk below. This roof is connected to the roofs of the stores to the north and south.

>n

Rooftop

This is the rooftop of another of the River Walk shops. It is connected to the roofs of the stores to the north and south. The sights and sounds of the River Walk drift up on the night air.

>n

Rooftop

This is the rooftop of another of the River Walk shops. It offers a beautiful view of the River Walk below. It is connected to the roof of the store to the south

You can see a pile of gravel here.

>drop tub and pipe and atom

metal tub: Dropped.

long PVC pipe: Dropped.

Atom Smasher: Dropped.

>s

Rooftop

This is the rooftop of another of the River Walk shops. It is connected to the roofs of the stores to the north and south. The sights and sounds of the River Walk drift up on the night air.

>s

Rooftop

This is the rooftop of The 'Bear' Necessities. It offers a beautiful view of the River Walk below. This roof is connected to the roofs of the stores to the north and south.

>s

Rooftop

This is the rooftop of one of the River Walk shops. The lights and sounds of the River Walk are fainter up here, but the view is fantastic. It offers a beautiful view of the River Walk below. It is connected to the roof of the store to the north

You can see a shabbily dressed man here.

>ask man about lighter

He takes another long drag, while eyeing you intently. "Ya know, I sure could go for a good cup o' Joe right now," he says.

>d

You descend the ladder...

(PRESS ANY KEY TO CONTINUE)

Alley

This north/south alley runs behind the River Walk buildings. A ladder runs up the side of one of the buildings here and the alley opens onto the street just a little to the south.

>n

Alley

This north/south alley runs behind the River Walk buildings.

>n

Alley

This north/south alley runs behind the River Walk buildings. A narrow path between the buildings leads to the east.

>e

You slip into the narrow path...

(PRESS ANY KEY TO CONTINUE)

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

>s

River Walk

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Suddenly, a group of Gamers in silver and blue shirts runs past you, making rude comments about the fact that you're alone.

>s

River Walk (South)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the southernmost portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. Some kind of concert is being performed on the eastern side of the river. A large crowd has congregated here, blocking passage to the east. They seem to be enjoying the view of the river.

>s

Stepping out into moving traffic is a bad idea.

Suddenly, a group of Gamers in gold shirts knock you out of their way as they run past.

>wait for taxi

You wait for a taxi. After several moments, you see one coming down the street.

You whistle sharply and the taxicab pulls to the curb. You open the door and climb inside...

In The Taxicab

This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

"Welcome back, Gamer!" the driver says jovially.

>travel

"Where do you want to go, Gamer?" > cleveland avenue

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

Cleveland Avenue

You are standing on the east-west sidewalk outside the entrance to the Convention Center to the north. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

>e

Cleveland Avenue East

You are standing on the east-west sidewalk outside a number of businesses to the north. Installed in the front wall of one of the businesses is a vending machine of some kind. A constant stream of traffic rumbles up and down Cleveland Avenue just feet away.

You can see a man playing a saxophone here.

>x machine

This machine dispenses hot beverages and has been installed in the front wall of one of the businesses here. Affixed to the front of the machine is a list of the free coffees available with a lettered button next to each one. Above the machine is a sign which reads "Free coffee courtesy of Diddlebucker Popcorn!"

>x list

- (A) The Robert Redford: large, medium roast with cinnamon
- (B) The Princess Di: small, light roast with cream and sugar
- (C) The Stephen King: medium, extra dark roast with cherry syrup
- (D) The Air Jordan: extra large, medium roast with extra foam
- (E) The Cyndi Lauper: extra small, light roast with bubble gum syrup
- (F) The Mike Tyson: extra large, dark roast, with a shot of Tabasco for that extra "punch"

(G) The Joe Pesci: small macchiato with chocolate sprinkles

(H) The Scott Baio: plain black coffee

>press g

The machine whirs to life. A disposable coffee cup drops from a hidden slot and a jet of hot coffee squirts into the cup. When it has finished a lid drops from the same slot. You secure the lid on the cup before picking it up.

>wait for taxi

You wait for a taxi. After several moments, you see one coming down the street.

You whistle sharply and the taxicab pulls to the curb. You open the door and climb inside...

In The Taxicab

This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

"Welcome back, Gamer!" the driver says jovially.

>travel

"Where do you want to go, Gamer?" > river walk

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

River Walk (South)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the southernmost portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. Some kind of concert is being performed on the eastern side of the river. A large crowd has congregated here, blocking passage to the east. They seem to be enjoying the view of the river.

>n

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights,

which reflect prettily in the water of the river to the east. One souvenir shop in particular stands out from the others. On the far side of the river, a concert is being performed.

Suddenly, a group of young men and women dashes past you. Their crimson shirts read "Young Republicans of Riverside." The last one to pass by shouts "Let's win this one for the Gipper!"

>n

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

>w

You sneak behind the shops...

(PRESS ANY KEY TO CONTINUE)

Alley

This north/south alley runs behind the River Walk buildings. A narrow path between the buildings leads to the east.

>s

Alley

This north/south alley runs behind the River Walk buildings.

>s

Alley

This north/south alley runs behind the River Walk buildings. A ladder runs up the side of one of the buildings here and the alley opens onto the street just a little to the south.

>u

You ascend the ladder...

(PRESS ANY KEY TO CONTINUE)

Rooftop

This is the rooftop of one of the River Walk shops. The lights and sounds of the River Walk are fainter up here, but the view is fantastic. It offers a beautiful view of the River Walk below. It is connected to the roof of the store to the north

You can see a shabbily dressed man here.

>show coffee to man

You hand the cup to the shabbily dressed man. He takes a long sip and a beatific smile spreads across his face. "Ahhh, that's a good cup o' Joe," he sighs. He takes another sip. "Well, let's see," he continues. "I guess one good turn deserves another." He tosses his lighter to you. "You can keep it, Gamer. I gotta dozen of 'em anyhow."

>n

Rooftop

This is the rooftop of The 'Bear' Necessities. It offers a beautiful view of the River Walk below. This roof is connected to the roofs of the stores to the north and south.

>n

Rooftop

This is the rooftop of another of the River Walk shops. It is connected to the roofs of the stores to the north and south. The sights and sounds of the River Walk drift up on the night air.

>n

Rooftop

This is the rooftop of another of the River Walk shops. It offers a beautiful view of the River Walk below. It is connected to the roof of the store to the south

You can see an Atom Smasher, a long PVC pipe, a metal tub and a pile of gravel here.

>drop all

lighter: Dropped.

glow stick: Dropped.

styrofoam carton: Dropped.

orange button: Dropped.

first orange riddle card: Dropped.

check book: Dropped.

>get gravel

Using the tail of your shirt to carry it, you kneel down and carefully scoop up the pile of gravel. You grunt audibly as you stand back on your feet, swaying slightly under the weight.

>put gravel in tub

You dump the pile of gravel into the tub.

>get pipe

Taken.

>put pipe in gravel

You shove the end of the PVC pipe into the gravel. It sticks up fairly well.

>get atom smasher

Taken.

>put atom smasher in pipe

You slide the Atom Smasher's pole into the long PVC pipe, leaving the bulb of the firework sticking out of one end.

>get lighter

Taken.

>light lighter

Click. A small flame springs to life from the end of the lighter.

>light atom smasher with lighter

FOOSH! The Atom Smasher streaks into the night sky. After a moment, the trail of sparks dies away and you fear the firework might have been a dud. Then, there is a huge explosion of red! BOOM! And another of green! CRACK! Yellow! FIZZ! Dozens of explosions light up the night and the crowds of people below start cheering and applauding, many of them racing this direction to get a better view of the spectacle.

You release the pressure on the lighter and the flame goes out.

[Your score has just gone up by five points.]

>get all but pipe and gravel and tub

check book: Taken.

first orange riddle card: Taken.

orange button: Taken.

styrofoam carton: Taken.

glow stick: Taken.

>s

Rooftop

This is the rooftop of another of the River Walk shops. It is connected to the roofs of the stores to the north and south. The sights and sounds of the River Walk drift up on the night air.

>s

Rooftop

This is the rooftop of The 'Bear' Necessities. It offers a beautiful view of the River Walk below. This roof is connected to the roofs of the stores to the north and south.

>s

Rooftop

This is the rooftop of one of the River Walk shops. The lights and sounds of the River Walk are fainter up here, but the view is fantastic. It offers a beautiful view of the River Walk below. It is connected to the roof of the store to the north

You can see a shabbily dressed man here.

>d

You descend the ladder...

(PRESS ANY KEY TO CONTINUE)

Alley

This north/south alley runs behind the River Walk buildings. A ladder runs up the side of one of the buildings here and the alley opens onto the street just a little to the south.

>n

Alley

This north/south alley runs behind the River Walk buildings.

>n

Alley

This north/south alley runs behind the River Walk buildings. A narrow path between the buildings leads to the east.

>e

You slip into the narrow path...

(PRESS ANY KEY TO CONTINUE)

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west. A large crowd has gathered here, staring up at the sky.

Suddenly, a group of men and women dashes past you. Their gray shirts identify them as "The Implementers." One of them high-fives you while passing. The back of her shirt reads "Cyr-Jones."

>s

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. One souvenir shop in particular stands out from the others. On the far side of the river, a concert is being performed.

Suddenly, a group of Gamers in brown shirts rudely shove you out of the way as they run by.

>s

River Walk (South)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the southernmost portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. Some kind of concert is being performed on the eastern side of the river. There is a dock to the east.

A taxicab drives down the street.

>e

Steve's Boat Rental

This is a business that rents paddle boats for people to use on the river. A man (Steve, presumably) is sitting in a cabana nearby. A few steps lead down to a dock in the water.

>ask steve about boat

Steve's face lights up when he sees your shirt. "All Gamers ride for free during the Diddlebucker Run," he says. "You're in luck! We have one left. Go take her out for as long as you like. You can bring it back here or leave it at the north dock when you've finished."

>e

Dock

The waters of the river lap at the edges of the dock.

You can see a paddle boat here.

>get in boat

You get into the paddle boat.

>e

River (in the paddle boat)

The rush and bustle of the Diddlebucker seem oddly distant as you bob gently in the calm water. Off to the north, the bridge that spans the river forms a wide tunnel through which the water flows.

>n

River (in the paddle boat)

The rush and bustle of the Diddlebucker seem oddly distant as you bob gently in the calm water. Just in front of you, the bridge that spans the river forms a wide tunnel through which the water flows.

>n

Tunnel (in the paddle boat)

This north/south tunnel runs through the bridge that spans the river here. Lanterns hanging from the ceiling provide a warm, inviting glow. In the middle of the tunnel floats a red and white striped paddle boat. Emblazoned on the front of the paddle boat is the smiling face of Diddy Esposito: founder, CEO and mascot of Diddlebucker Popcorn. A portly gentleman in a Panama hat smiles at you from his seat in the boat. On his lap you can see a pile of brightly colored cards.

>ask man about cards

Before you can say anything, the portly gentleman raises a hand. "No need to ask anything or perform any tricks," he says with a good-natured laugh. "You've come this far and that's good enough for me." He tosses you a card from the pile in his lap. He then paddles his boat behind

yours. "Good luck to you, Gamer!" he calls to you before giving your paddle boat a gentle shove with his own.

River (in the paddle boat)

The rush and bustle of the Diddlebucker seem oddly distant as you bob gently in the calm water. Just to the south, the bridge that spans the river forms a wide tunnel through which the water flows. You can see a dock to the west.

[Your score has just gone up by five points.]

>w

Dock (in the paddle boat)

The waters of the river lap at the edges of the dock.

>read second riddle card

One side of the orange card bears a large number "2." On the other is the following poem:

MS. MNT IS SUPPOSED
TO BE VERY VOCALIC
BUT WHAT'S THE POOR WOMAN TO DO?

IF YOU FIND WHAT SHE'S LOST
YOU'LL KNOW THE FIRST WORD
AND SHOULD GUESS THE SECOND ONE TOO

>get out

As you step onto the dock, a group of three older men dashes past you and jumps into the paddleboat. Their red, white and blue shirts read "Former Presidents of the United States." Your jaw drops in disbelief when Gerald Ford looks back and gives you a thumbs-up before he starts paddling the boat toward the tunnel.

>w

Stan's Boat Rental

This is a business that rents paddle boats for people to use on the river. A man (Stan, presumably) is sitting in a cabana nearby. A few steps lead down to a dock in the water.

>w

River Walk (North)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the far northern portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. There is a dock to the east.

You can see an 'invisible box' (in which is a mime) here.

>s

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

>s

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. One souvenir shop in particular stands out from the others. On the far side of the river, a concert is being performed.

>s

River Walk (South)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the southernmost portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. Some kind of concert is being performed on the eastern side of the river. A large crowd has congregated here, blocking passage to the east. They seem to be enjoying the view of the river.

Suddenly, a group of teenagers dashes by. Their green and orange shirts read "Dungeon Masters of Southport." The last one to pass points at you and shouts "Incendiaries globus!" before laughing and chasing after her teammates.

>wait for taxi

You wait for a taxi. After several moments, you see one coming down the street.

You whistle sharply and the taxicab pulls to the curb. You open the door and climb inside...

In The Taxicab

This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

"Welcome back, Gamer!" the driver says jovially.

>travel

"Where do you want to go, Gamer?" > amusement park

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

American Dreamland

American Dreamland is the largest and most popular amusement park in three states. You used to love coming here as a kid and you still try to make it at least once a year. Normally the park would be closing now, but normal rules don't apply during Diddlebucker weekend. Dozens of groups of people are filing past you and through the entrance to the north. A sign hanging above one of the turnstiles says "Gamers enter here!" You notice nobody going in through that line.

>n

The employee greets you warmly as you approach the turnstile. "Gamers get in free tonight!" he says. You thank him, taking the map he offers you as you pass by.

(PRESS ANY KEY TO CONTINUE)

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

You look at the map the employee handed you. It shows the seven main areas of the park. Right now, you are in National Mall. The following locations are near you:

Statue of Liberty is to the north.

Kiddie Land is to the northeast.

Vegas Strip is to the northwest.

>n

Statue of Liberty

This ride is the centerpiece of the park. This full-scale replica of Lady Liberty reaches 305 feet in the air and towers over every other attraction here. It is the most recognizable symbol of American Dreamland.

>n

Hawaiian Islands Water Park

Hawaiian Islands Water Park is one of the top rated water parks in the nation. Normally the water park closes before the rest of the park, but they've brought in extra lights to keep it open later than usual. Although the sun set a while ago, it is still quite warm, so there is a sizeable crowd here. Some changing rooms are off to the northeast. The nearby attractions are:

Lava Lanes

The Typhoon

Maui Madness

Aloha River

You notice something different about the crowd here at the amusement park.

>x crowd

The park guests seem to be enjoying themselves. You do not see any Diddlebucker shirts among them (although you do see a lot of swimsuits). Perhaps you are the first to make it this far!

>ride lava

A park employee appears out of nowhere and stops you. "Park rules state that guests must wear a swimsuit when riding any ride in the water park," she says before disappearing into the crowd.

>z

Time passes.

Something about a young couple walking by catches your eye.

>x couple

You recognize the girl. She is the representative that checked you in back at the Convention Center! The couple is wearing matching swimsuits the exact same orange as your team shirt.

>ask couple about swimsuit

"What's that?" the young man asks. His eyes flicker briefly towards your shirt. "Oh...the swimsuits. Do you like them? You know, oddly enough, we do have some extras. Brand new, never worn. We might be willing to part with one of them. What do you think, dear?" He turns to his companion.

"Hmm...maybe," she says. "You know, we're big fans of American history," she continues. "Tell you what, bring us something with the face of our thirtieth president on it and we'll let you have one of our extra swimsuits. We'll be in the water park all night. Come back here when you have something!" With that, the couple turns away and starts discussing which attraction to go on next.

>s

Statue of Liberty

This ride is the centerpiece of the park. This full-scale replica of Lady Liberty reaches 305 feet in the air and towers over every other attraction here. It is the most recognizable symbol of American Dreamland.

>s

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

>x shops

You study the different stores closely. The name of each shop is related to some aspect of Americana. The stores you see nearby are:

Paul Bunyan's Bundt Cakes

Johnny Applepies

The Star Spangled Banquet

Uncle Sam-wiches

The Columbian

Silent Cal's Cookies

Hoosier Hospitality

The May-Flour

The Boston T-Shirt Party

Colora-Donuts

Minnesodas

Rocky Rhode Island

>enter silent cal's

Silent Cal's Cookies

This cookie shop is designed to reflect the art deco sensibilities of the 1920's. The shop is fairly crowded, but you do notice one unoccupied table in a corner. An exit to the west leads outside.

>x table

It is a small table with a chair next to it. There is a napkin dispenser in the middle of the table.

On the table is a napkin dispenser (in which is a paper napkin).

>x napkin

Which do you mean, the napkin dispenser or the paper napkin?

>x paper napkin

It bears the likeness of Calvin Coolidge eating a gigantic snickerdoodle.

>get paper napkin

Taken.

As you pick up the napkin, a commotion causes you to turn your head. A group of Gamers has just burst into the shop. Their cream and crimson shirts simply say "Hoosiers." They run around the shop desperately looking for clues, but find nothing. One white-haired Gamer throws a chair across the room in frustration before following his teammates out the door.

(It looks like you are no longer the only Gamer to get this far.)

[Your score has just gone up by five points.]

>w

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

>enter banquet

The Star Spangled Banquet

This is a cafeteria-style restaurant. The food appears to be mostly American comfort food: biscuits, gravy, fried chicken, roast beef, etc. Your stomach growls at the sight and smell of it all.

It is very crowded in here, even at this time of night. Every table is occupied and there is a long line of people waiting to order their food. There is an exit to the east.

You can see a cane here.

>get cane

Taken.

>e

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

>n

Statue of Liberty

This ride is the centerpiece of the park. This full-scale replica of Lady Liberty reaches 305 feet in the air and towers over every other attraction here. It is the most recognizable symbol of American Dreamland.

>n

Hawaiian Islands Water Park

Hawaiian Islands Water Park is one of the top rated water parks in the nation. Normally the water park closes before the rest of the park, but they've brought in extra lights to keep it open later than usual. Although the sun set a while ago, it is still quite warm, so there is a sizeable crowd here. Some changing rooms are off to the northeast. The nearby attractions are:

Lava Lanes

The Typhoon

Maui Madness

Aloha River

>z

Time passes.

>z

Time passes.

>z

Time passes.

Something about a young couple walking by catches your eye.

>show napkin to couple

The young couple looks pleased. "That will look great in our collection!" he says, taking the napkin from you. The young woman agrees. "Well, a deal is a deal," she says, opening a nylon bag she carries slung over one shoulder. She rummages about in the bag. "Let's see, it's Smith, isn't it? Here it is," She tosses you a swimsuit. "Wear it well!" The couple turns away, admiring the napkin.

[Your score has just gone up by ten points.]

>ne

Changing Rooms

This is about what you'd expect from a changing room. This is where park guests change in and out of their swimsuits.

You can see some lockers here.

>change

You change into the swimsuit. You put everything else in a locker and head back out to the main area of the water park.

Hawaiian Islands Water Park

Hawaiian Islands Water Park is one of the top rated water parks in the nation. Normally the water park closes before the rest of the park, but they've brought in extra lights to keep it open later than usual. Although the sun set a while ago, it is still quite warm, so there is a sizeable crowd here. Some changing rooms are off to the northeast. The nearby attractions are:

Lava Lanes

The Typhoon

Maui Madness

Aloha River

>ride aloha

Unlike the other attractions, there isn't really a line for the Aloha River. This lazy river ride encircles the water park. As the water is very shallow, park guests can either swim or float along in one of the inner tubes already in the water.

(PRESS ANY KEY TO CONTINUE)

Aloha River (Southeast)

You opt to go without an inner tube, rather than wait for an available one. This ride is actually quite relaxing. You float on your back for a while and gaze at the night sky. You forget about the other park guests around you and drift lazily in the water.

>z

Time passes.

Suddenly, a group of Gamers in gray and yellow swimsuits floats past you in yellow inner tubes. They are singing a classic rock song as they pass.

>z

Time passes.

Suddenly, a group of Gamers floats past you in yellow inner tubes. Their lemon yellow swimsuits read "The Brat Pack." You jump with surprise when Molly Ringwald gives you an encouraging wave while floating by.

The water currents carry you around the bend...

Aloha River (East)

You are floating lazily in the river ride that encircles the water park.

>z

Time passes.

>z

Time passes.

The water currents carry you around the bend...

Aloha River (North)

You are floating lazily in the river ride that encircles the water park.

You can see an inflatable ball here.

>get ball

Taken.

>z

Time passes.

The water currents carry you around the bend...

Aloha River (West)

You are floating lazily in the river ride that encircles the water park.

>z

Time passes.

>z

Time passes.

The water currents carry you around the bend...

Aloha River (Southwest)

You are floating lazily in the river ride that encircles the water park.

>z

Time passes.

>z

Time passes.

As relaxing as this is, you really need to get back to the Diddlebucker. With a sigh, you stand up and exit the ride...

(PRESS ANY KEY TO CONTINUE)

Hawaiian Islands Water Park

Hawaiian Islands Water Park is one of the top rated water parks in the nation. Normally the water park closes before the rest of the park, but they've brought in extra lights to keep it open later than usual. Although the sun set a while ago, it is still quite warm, so there is a sizeable crowd here. Some changing rooms are off to the northeast. The nearby attractions are:

Lava Lanes

The Typhoon

Mauui Madness

Aloha River

>ne

Changing Rooms

This is about what you'd expect from a changing room. This is where park guests change in and out of their swimsuits.

You can see some lockers here.

>change

You get your things from the locker, change into your regular clothes and head back out to the main area of the water park.

Hawaiian Islands Water Park

Hawaiian Islands Water Park is one of the top rated water parks in the nation. Normally the water park closes before the rest of the park, but they've brought in extra lights to keep it open later than usual. Although the sun set a while ago, it is still quite warm, so there is a sizeable crowd here. Some changing rooms are off to the northeast. The nearby attractions are:

Lava Lanes

The Typhoon

Maui Madness

Aloha River

>sw

Vegas Strip

This is the gaming section of the theme park. Dozens of carnival-style games line each side of the strip, each one offering a dazzling array of prizes to be won. A crowd of people gathers around each game, cheering the contestants. You see the following games nearby:

Remember the Alamo

Whack-A-George

Guess Your Age & Weight

The Paul Bunyan

Sink the Fink

>n

Liberty Circle

The center of this area of the park is dominated by the "White House Tours" attraction designed to look like the actual White House in Washington, D.C.

Suddenly, a diverse group of Gamers wearing white shirts dashes by you. Their shirts read "Abrahamic Interfaith League of Piedmont." As they pass, a young nun smiles at you and makes a sign of blessing.

>ride white house

You walk up to the entrance and a park employee ushers you inside...

(PRESS ANY KEY TO CONTINUE)

White House Tours

The house lights have been dimmed in this large theater facing a white screen to the north. Although you've always enjoyed White House Tours, it isn't nearly as popular as the other rides and attractions and right now you are the only one here. There is an exit to the east.

>z

Time passes.

>sit

What do you want to sit on?

>chair

You get onto the seat.

>z

Time passes.

Patriotic music begins to play and the house lights go out just as three more park guests make their way into the theater and sit down in the front row. You make yourself comfortable in your seat as the voice of James Earl Jones begins recounting the early days of the American Presidency.....

(PRESS ANY KEY TO CONTINUE)

The documentary has reached the post-World War II presidencies. You notice that the three men in the front row seem completely transfixed by what is happening on the screen. In the flickering light of the projector you can just make out the names "Nixon," "Ford" and "Carter" on the backs of their shirts. You continue watching the movie...

(PRESS ANY KEY TO CONTINUE)

The movie ends with an appropriate fanfare as the screen retracts into the ceiling. The stage lights come up dramatically, illuminating the thirty-nine animatronic representations of the Presidents of the United States standing there. The three men in the front row go absolutely wild with whoops and hollers as each of the different "Presidents" on stage acknowledges its introduction by James Earl Jones with a wave and a nod of its head. There is much high-fiving and slapping on the back when Jones reads the names of the thirty-seventh, thirty-eighth and thirty-ninth Presidents....

(PRESS ANY KEY TO CONTINUE)

The presentation comes to a triumphant conclusion with a stirring speech by "Abraham Lincoln." The house lights come up and the three men in the front row make their way back out the exit to the east, leaving you alone in the theater. You notice that the stage lights were left on for some reason.

>n

(first getting off the seat)

You stand up.

White House Tours

The House lights are dimmed, but the screen has been retracted into the ceiling, fully exposing the stage behind it to the north, which is illuminated by the stage lights. Although you've always enjoyed White House Tours, it isn't nearly as popular as the other rides and attractions and right now you are the only one here. There is an exit to the east.

Stage

You are on the stage with thirty-nine animatronic representations of the Presidents of the United States.

You can see a powdered wig here.

>get wig

Taken.

>x presidents

You give the "Presidents" a cursory glance. They are all amazingly lifelike. A great deal of skill and effort was put into making each one resemble the original. Up here on the stage, you notice something you hadn't noticed while watching from your seat; each one seems to be holding something in its left hand.

>x hand

You look closer and realize that each "President" is holding a uniquely colored card in its left hand! Now that you know what to look for, you study each "President" much more closely. Finally, you find it! In the left hand of "Millard Fillmore" you find the third orange riddle card! You carefully remove the card.

[Your score has just gone up by five points.]

>read third card

One side of the orange card bears a large number "3." On the other is the following poem:

IT APPEARS TO BE CLOSED
BUT THAT'S NOT REALLY TRUE

BUT YOU MUST DO SOMETHING
AND HERE IS YOUR CLUE:

YOU MUST SING THE SONG
THAT HAS EVERYONE'S NAME
SING TO THE RIGHT MAN
TO MOVE ON IN THIS GAME

>s

White House Tours

The House lights are dimmed, but the screen has been retracted into the ceiling, fully exposing the stage behind it to the north, which is illuminated by the stage lights. Although you've always enjoyed White House Tours, it isn't nearly as popular as the other rides and attractions and right now you are the only one here. There is an exit to the east.

>e

You head back outside.

Liberty Circle

The center of this area of the park is dominated by the "White House Tours" attraction designed to look like the actual White House in Washington, D.C.

>s

Vegas Strip

This is the gaming section of the theme park. Dozens of carnival-style games line each side of the strip, each one offering a dazzling array of prizes to be won. A crowd of people gathers around each game, cheering the contestants. You see the following games nearby:

Remember the Alamo

Whack-A-George

Guess Your Age & Weight

The Paul Bunyan

Sink the Fink

>wear wig

You put on the powdered wig.

>wear bal

You can't see any such thing.

>wear ball

(the inflatable ball)

You stuff the inflatable ball under your shirt. Your belly now looks considerably bigger.

>play guess

"Old or tall, young or small! Step right up, we guess 'em all!" says the barker as you approach the game. "Ah, we have a Gamer tonight!" he continues. "Come on up, Gamer, let me amaze you with my extrasensory, telepathic and transmundane ability to guess your weight within ten pounds and your age within ten years! If I can't do at least one of those, you win a prize!"

You step up to the platform...

(PRESS ANY KEY TO CONTINUE)

The barker looks at you for several moments, a sly smile on his face. Finally, he guesses your age. He guesses several decades older than you actually are! You take off the powdered wig and do a little dance without being aided by the cane. The barker laughs uproariously at your antics. "Ok, Gamer," he says. "You got me. Just remember, I have to get both your age and weight wrong for you to win!"

(PRESS ANY KEY TO CONTINUE)

The barker studies you again. He takes much longer this time before finally making his guess. His guess is twenty pounds too heavy! You take the inflatable ball out of your shirt and dribble it around the platform to the delight of the barker. "You have gall, Gamer!" he says with a hearty laugh. "Here, take your prize. You earned it!" He tosses you some kind of toy. You thank him and step away from the platform.

Suddenly, a group of three older men dashes past you. Their red, white and blue shirts read "Former Presidents of the United States." Your jaw drops as Richard Nixon gives you a thumbs-up on his way by.

>x toy

It's a soft foam hammer designed to look like a medieval weapon.

>se

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

>s

As you pass through the exit turnstile, an employee gives you a big smile. "Good luck, Gamer and have a great evening!" she says as you walk past.

(PRESS ANY KEY TO CONTINUE)

American Dreamland

American Dreamland is the largest and most popular amusement park in three states. You used to love coming here as a kid and you still try to make it at least once a year. Normally the park would be closing now, but normal rules don't apply during Diddlebucker weekend. Dozens of groups of people are filing past you and through the entrance to the north. A sign hanging above one of the turnstiles says "Gamers enter here!" You notice nobody going in through that line.

A taxicab drives down the street.

>hail taxi

You whistle sharply and the taxicab pulls to the curb. You open the door and climb inside...

In The Taxicab

This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

"Welcome back, Gamer!" the driver says jovially.

>travel

"Where do you want to go, Gamer?" > river walk

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

River Walk (South)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the southernmost portion of the Walk. Many shops and restaurants line the

western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. Some kind of concert is being performed on the eastern side of the river. A large crowd has congregated here, blocking passage to the east. They seem to be enjoying the view of the river.

>n

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. One souvenir shop in particular stands out from the others. On the far side of the river, a concert is being performed.

>n

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The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

>n

River Walk (North)

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. This is the far northern portion of the Walk. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. There is a dock to the east.

You can see an 'invisible box' (in which is a mime) here.

>break box with hammer

Lifting the hammer high above your head, you strike a mighty blow against the invisible "walls" that imprison the mime. She falls to her knees and covers her head as if protecting it from thousands of shards of glass. After a moment, she stands up with a look of delight on her face. Free of her imaginary prison, she walks over to you. Wordlessly (of course) she hands you one of the balloons she was carrying. She then gives you a little curtsy before skipping away.

[Your score has just gone up by five points.]

>s

River Walk

The River Walk is truly one of the most majestic sights of the city, especially now that the sun has set. Many shops and restaurants line the western side, each lit with festive hanging lights, which reflect prettily in the water of the river to the east. On the far side of the river a concert is being performed. An east/west bridge spans the river here, forming the tunnel through which the river flows below. You also notice a narrow gap between two of the shops to the west.

Suddenly, a group of three older men dashes past you. Their red, white and blue shirts read "Former Presidents of the United States." Your jaw drops as Jimmy Carter gives you a thumbs-up on his way by.

>s

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>s

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This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

"Welcome back, Gamer!" the driver says jovially.

>travel

"Where do you want to go, Gamer?" > amusement park

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

American Dreamland

American Dreamland is the largest and most popular amusement park in three states. You used to love coming here as a kid and you still try to make it at least once a year. Normally the park would be closing now, but normal rules don't apply during Diddlebucker weekend. Dozens of groups of people are filing past you and through the entrance to the north. A sign hanging above one of the turnstiles says "Gamers enter here!" You notice nobody going in through that line.

>n

The employee greets you warmly as you approach the turnstile. "Gamers get in free tonight!" he says. You thank him as you pass by.

(PRESS ANY KEY TO CONTINUE)

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

>ne

Kiddie Land

This section of the park is dedicated to children. Given the hour, there are fewer guests in this section of the park than there normally would be, but there are still a few families with their children. There are several rides here, but you exceed the height limitations on every ride but one: The Haunted House.

You can see a park employee here.

>x employee

Like every employee here, this one has a cheerful look on his face. His nametag says "Kirk." He is eating a piece of cake.

Suddenly, a group of elderly men in loud pants dashes (sort of) past you. Their plaid T-shirts read "Golfing Grandpas of Golden Acres." The last one to pass by tips his hat at you in a friendly way.

>sing happy birthday to kirk
You start to sing...

Happy birthday to you!
Happy birthday to you!
Happy birthday, dear Kiiiiirrrrk!
Happy birthday to you!

Kirk applauds your singing with a big smile. "Thank you, Gamer!" he says. "And very well done. That deserves a prize." He pulls something out of his pocket and hands it to you. It is a orange pencil topper shaped like a little tombstone. "You know," he continues, "I think the ride might be ready to re-open. If you'll just follow me." He turns and leads you into the Haunted House.....

(PRESS ANY KEY TO CONTINUE)The interior of the Haunted House is, not unexpectedly, fairly dark. A series of black cars connected to a track slowly passes by and leads into a tunnel. Kirk directs you to enter one of the cars. Your car follows the others into the darkness...

(PRESS ANY KEY TO CONTINUE)Melancholy music plays as you continue through the tunnel. A sinister voice begins to describe the history of the house and all of the gruesome happenings that have taken place there. You exit the tunnel into a Victorian-style living room full of cobwebs, skeletons and other macabre props and decorations. Some movement out of the corner of your eye causes you to turn in your seat. You just catch a glimpse of something flying towards your face before the world suddenly explodes into a thousand stars which are then swallowed by a spinning, dark void...

(PRESS ANY KEY TO CONTINUE)
The room is completely dark, you can't move and right now all you can focus on is the incredible pain in your head.

[Your score has just gone up by ten points.]

>z
The room is completely dark, you can't move and right now all you can focus on is the incredible pain in your head.

Your head starts to feel a little better.

>z

The room is completely dark, you can't move and right now all you can focus on is the incredible pain in your head.

>z

The room is completely dark, you can't move and right now all you can focus on is the incredible pain in your head.

>z

The room is completely dark, you can't move and right now all you can focus on is the incredible pain in your head.

>z

The room is completely dark, you can't move and right now all you can focus on is the incredible pain in your head.

The pain in your head has diminished to a dull throb. Suddenly, the lights come on in the room!

Employees Only (on the chair)

This is a nondescript room. Based on the muffled sounds of sinister music and other sound effects, you can guess that it is one of the backstage rooms of the Haunted House ride that is only accessible to employees. You can't see a door from your position in the chair, so you assume it must be in the south wall behind you.

You can see a desk (on which is a phone book) here.

>z

Time passes.

>z

Time passes.

You hear a door open behind you and the sound of someone entering the room. Your jaw drops open as two people step into view...it can't be! But it is. Your former teammates Lori and David are standing in front of you, each pointing a gun at your heart. "What's up, Smith?" Lori asks by way of greeting. "Having fun playing the Diddlebucker?"

>yes

"Well," she says, "unfortunately for you, that's about to change. You see..." She stops suddenly and cocks her head to one side as if listening to something. "They've stopped the ride," she says to David.

"You'd better go take a look," David says. "Don't worry. I'll keep an eye on our friend here." Lori nods and faces you again. "Ok, look, we're going to make this easy," she says, tossing an orange card onto your lap. "That's the last riddle card. You're going to solve it for us or we're going to kill you. You have five minutes." She disappears from view.

>read fourth riddle card

The orange card is face up on your lap. On the side that you can see is the following poem:

IT'S TRUE SHE'S A GIRL
BUT SHE'S ALSO A SON
GET HERE FIRST WITH THE TREASURES
AND YOU WILL HAVE WON!

HET
ASYNELADLOONSDH
HETOL

You hear the door open and close behind you.

David suddenly lowers his gun and kneels down in front of you and begins untying your bonds. "I'll need to put these ropes back on you before Lori gets back," he says. He stuffs the ropes into a pocket. "Ok, listen carefully," he says. "We don't have a lot of time. Here's the deal. After you asked Lori and me to join your Diddlebucker team, she started thinking and she came to the conclusion that it would be better to split the winnings two ways instead of three. She, and I'm sorry to say this, but she didn't think you'd really be much help. She always thought of herself as the brains of our little group. Anyway, this morning she told me that you had called her and said you were sick and wouldn't be able to play. She said you had asked her to be the new team captain. I didn't know anything about the letter until we got to the Convention Center and we saw you throwing our shirts away. You should have seen her searching through the garbage for them! She was furious! She had to tell me the whole story then. See, she was convinced you'd give up and go home when you got that letter and that we'd be able to play the Diddlebucker ourselves and split the money. But, to be honest, I don't think she ever intended to split the money with me either." He holds the gun up. "The gun she gave me has blanks," he says. "I checked it out when she wasn't looking. She certainly was prepared, I'll give her that. And I'm pretty sure hers doesn't have blanks..."

(PRESS ANY KEY TO CONTINUE)

"I'm guessing she intended to let me help her solve the clues and then planned to find some way to get rid of me before we got to the last location. Then, the prize money would all be hers. You messed that up though by not only staying in the game, but by solving the clues faster than anyone else. I pretended to go along with her so I could keep an eye on her and try to protect

you if things got out of hand, which they obviously did. We were stuck trailing after you and trying not to be seen. But that changed when we got to American Dreamland. Lori used to work here in high school, remember? She knows all about the secret tunnels under this place and how to get to the "employees only" sections of the park. After we followed you here, she led us into one of the tunnels so we could plan our next move. But when we got there, we heard voices. Just around the corner in the tunnel a couple of Diddlebucker reps were talking and we were able to figure out that this ride held the last clue. We snuck on using the service entrance, found the clue card and then hid behind one of the coffins waiting for you to show up..."

(PRESS ANY KEY TO CONTINUE)

"The thing is, Lori isn't as clever as she thinks she is. She can't figure this card out. And I can't either. And if we don't come up with some kind of answer for her, things are going to get ugly. I know it's not fair, but you're going to have to solve the riddle for her, even if that means letting her win. We don't have time for me to sneak you out of here while she's still on the ride. If you give her the answer, she'll have to keep you alive long enough to check it out to make sure you were right. My guess is she'll ask me to watch you while she goes off to win the money, with some kind of promise that she'll split it with me when she returns. That will give us time to get out of here. I don't think she suspects me of wanting to double-cross her. We can go to the police then. It means you won't win the game, but you'll be alive."

>read phone book

This is a listing of all of the businesses in the city, organized by type. So, to find "Henry's Burgers" you would need to look under "restaurants." To look something up in the phone book, say "CONSULT PHONE BOOK ABOUT [TOPIC]."

>consult phone book about hotels

You find several listings under the section for "Hotels and Lodging." They are:

The Ashley Donaldson Hotel
The Beaumont Inn
The Cassiopeia Inn
The Danbury Hotel
The Frederick Inn
The Holland Odyssean Hotel
The Kilhenny Hotel
The Meridian Hotel
The Quarternary Inn
The Somewhither Inn
The Grand Vermillion
The Yorkshire Inn

>z

Time passes.

>z

Time passes.

>z

Time passes.

>z

Time passes.

A grinding noise startles both of you. "The ride has started up again!" he says. "I won't be able to hear Lori coming down the hall now."

David begins tying you to the chair again. "I'm sorry I have to do this," he says, "but if Lori finds out I untied you, we're both done for." Just as he finishes up, the door opens and Lori steps into the room...

(PRESS ANY KEY TO CONTINUE)

Lori is once again pointing a gun at your chest. She turns her head slightly in David's direction, but never takes her eyes off of you. "It turns out they're only running the ride for Gamers who are ready for the final clue," she says. "That's why we heard it stop. Unfortunately, it started up again as I was making my way back." She turns her head fully in your direction. "That means we're out of time, Smith. What's the answer to the riddle?"

What answer do you give Lori? > The Holland Odyssean Hotel

Lori grabs the riddle card and scans it. An uncertain look comes across her face. "That might be it," she says to David. "I'm not sure. What do you think?" David gives you a quick look before studying the card. You notice his hands tremble slightly. "Yes," he says, after few very tense moments. "Yes, that's it! That's the answer!" Seemingly reassured by his response, Lori laughs. "I'm...that is we're going to be rich, David! Rich!" David plays his part well, laughing along with her. "Now," Lori continues, "there's just the matter of the treasures. When we brought you here, we searched you and put your possessions in the desk drawer. Let's just see what you managed to find, shall we?"

(PRESS ANY KEY TO CONTINUE)

Employees Only (on the chair)

This is a one of the backstage rooms of the Haunted House ride that is only accessible to employees. There is a door in the southern wall.

You can see Lori, David and a desk (on which is a phone book) here.

>z

Time passes.

Lori opens the desk drawer using a key she had in her pocket. "All right," she says, "there are four treasures. You're going to tell me what they are. You're going to tell the truth and you're going to tell me quickly, or else..."

(PRESS ANY KEY TO CONTINUE)

Lori holds up the orange swimsuit. "Is this one of the treasures?" she asks.

>no

Lori drops the orange swimsuit on the desk.

Lori holds up the inflatable ball. "Is this one of the treasures?" she asks.

>yes

Lori keeps the inflatable ball.

Lori holds up the lighter. "Is this one of the treasures?" she asks.

>yes

Lori keeps the lighter.

Lori holds up the check book. "Is this one of the treasures?" she asks.

>yes

Lori keeps the check book.

Lori holds up the orange button. "Is this one of the treasures?" she asks.

>no

Lori drops the orange button on the desk.

Lori holds up the styrofoam carton. "Is this one of the treasures?" she asks.

>yes

Lori keeps the styrofoam carton.

Lori holds up the glow stick. "Is this one of the treasures?" she asks.

>no

Lori drops the glow stick on the desk.

Lori holds up the map. "Is this one of the treasures?" she asks.

>no

Lori drops the map on the desk.

Lori holds up the cane. "Is this one of the treasures?" she asks.

>no

Lori drops the cane on the desk.

Lori holds up the powdered wig. "Is this one of the treasures?" she asks.

>no

Lori drops the powdered wig on the desk.

Lori holds up the foam hammer. "Is this one of the treasures?" she asks.

>no

Lori drops the foam hammer on the desk.

Lori holds up the orange balloon (deflated). "Is this one of the treasures?" she asks.

>no

Lori drops the orange balloon (deflated) on the desk.

Lori holds up the orange pencil topper. "Is this one of the treasures?" she asks.

>no

Lori drops the orange pencil topper on the desk.

Lori looks at the items she is carrying. "You'd better be telling me the truth about these," she says. "David's going to keep an eye on you while I head to the hotel. If everything goes as planned, I'll come back with the money and we'll let you go free, won't we David?" David nods. "Of course we will," he says. "However," Lori continues, "if things do not go as planned...well, that would be very unfortunate for you." Satisfied that she has made her point, Lori leaves the room...

(PRESS ANY KEY TO CONTINUE)

David unties you from the chair. "I don't know how much of what you told her is true," he says, "but if you still have a chance to win the Diddlebucker, you should take it. There's a short hallway outside this room. Go up the staircase at the end and you'll find a door that will lead you outside. I'm going to the police. I'll tell them everything. Don't worry, Lori's not going to get away with this. Good luck!" David leaves the room.

[Your score has just gone up by ten points.]

>get all

orange pencil topper: Taken.

orange balloon (deflated): Taken.

foam hammer: Taken.

powdered wig: Taken.

cane: Taken.

map: Taken.

glow stick: Taken.

orange button: Taken.

orange swimsuit: Taken.

phone book: Taken.

>s

(first getting off the chair)

Short Hallway

This is a short north/south hallway that leads from the small room to the north to a staircase at the southern end. There are a few passages on either side of the hall.

>u

You ascend the staircase and push through the door...

(PRESS ANY KEY TO CONTINUE)

Kiddie Land

This section of the park is dedicated to children. Given the hour, there are fewer guests in this section of the park than there normally would be, but there are still a few families with their children. There are several rides here, but you exceed the height limitations on every ride but one: The Haunted House.

The first rays of sunlight are just coming up in the east. You'd better hurry. You're running out of time.

>sw

National Mall

This is the main avenue of the park that runs from the entrance to the south to the full size replica of the Statue of Liberty to the north. The avenue is illuminated by the alternating red, white and blue street lights, plus the hundreds of thousands of similarly colored mini-lights that cover the rooftops of the various shops and other establishments that line both sides of the avenue. A crowd of people fills the mall, talking, laughing and generally having a good time.

Suddenly, a group of Gamers in gold shirts knock you out of their way as they run past.

>s

As you pass through the exit turnstile, an employee gives you a big smile. "Good luck, Gamer and have a great day!" she says as you walk past.

(PRESS ANY KEY TO CONTINUE)

American Dreamland

American Dreamland is the largest and most popular amusement park in three states. You used to love coming here as a kid and you still try to make it at least once a year. Normally the park would be closing now, but normal rules don't apply during Diddlebucker weekend. Dozens of groups of people are filing past you and through the entrance to the north. A sign hanging above one of the turnstiles says "Gamers enter here!" You notice nobody going in through that line.

A taxicab drives down the street.

>hail taxi

You whistle sharply and the taxicab pulls to the curb. You open the door and climb inside...

In The Taxicab

This is an older vehicle, but it's surprisingly clean. The pine tree air freshener is a nice touch. The cab driver sits in the front seat. You notice an instruction placard and an ID card affixed to the dashboard.

"Welcome back, Gamer!" the driver says jovially.

>travel

"Where do you want to go, Gamer?" > the ashley donaldson hotel

"Ok, here we go." The cabbie starts the meter and pulls into traffic. He expertly drives you through the city for several minutes before finally arriving at your destination. You pay the fee (plus a generous tip) by check and exit the cab. "Good luck, Gamer!" the cabbie calls to you through the window before pulling away.

The Ashley Donaldson Hotel (Outside)

The Ashley Donaldson Hotel is on the south side of the sidewalk. Its steel and glass towers are a stunning example of postmodern architecture. Over forty stories tall, it is the largest hotel in the city. A revolving restaurant at the top of the tallest tower provides patrons with a breathtaking view of the cityscape.

>s

The Ashley Donaldson Hotel (Lobby)

You have always dreamed of staying in the Ashley Donaldson someday. The stories of its elegance and splendor are legendary. If the lobby is any indication, the stories were underselling the reality. The chandeliers! The ornate wood trim! The sparkling fountains! The impeccably uniformed workers! You could spend the rest of the day just taking in the grandeur of the lobby, but there isn't time. You have to keep moving. You notice an elevator to the south.

>s

Elevator

Even the elevator doors are inlaid with gold at the Ashley Donaldson. There is an up button next to the doors.

You can see an imposing guard here.

>press button

(the orange button)

Nothing obvious happens.

>press elevator button

You can't see any such thing.

>press up button

The guard puts his arm in front of you. "I'll take care of that," he says in a deep rumble. "If you show me that you found all of the treasures, that is."

>show balloon to guard

The guard nods, takes the orange balloon (deflated) from you and puts it in his briefcase.

>show orange button to guard

The guard nods, takes the orange button from you and puts it in his briefcase.

>show swimsuit to guard

The guard nods, takes the orange swimsuit from you and puts it in his briefcase.

>show topper to guard

The guard nods, takes the orange pencil topper from you and puts it in his briefcase.

For the first time, the guard smiles. "Congratulations, Gamer," he rumbles. He presses the up button. The elevator doors open and the guard gestures for you to enter. You step into the elevator...

Glass Elevator

This elevator rides up and down the southern side of the hotel. It's outside walls are made of glass, giving the rider a spectacular view of the hotel grounds and the city beyond.

[Your score has just gone up by ten points.]

>z

Time passes.

The elevator rises...

Glass Elevator

This elevator rides up and down the southern side of the hotel. It's outside walls are made of glass, giving the rider a spectacular view of the hotel grounds and the city beyond.

>z

Time passes.

The elevator rises...

Glass Elevator

This elevator rides up and down the southern side of the hotel. It's outside walls are made of glass, giving the rider a spectacular view of the hotel grounds and the city beyond.

>z

Time passes.

The elevator rises...

Glass Elevator

This elevator rides up and down the southern side of the hotel. It's outside walls are made of glass, giving the rider a spectacular view of the hotel grounds and the city beyond.

The elevator comes to a stop and the doors open. You step out...

(PRESS ANY KEY TO CONTINUE)

Rotating Restaurant

This elegant restaurant sits atop the tallest tower of the Ashley Donaldson Hotel.

"CONGRATULATIONS!!!!" You are suddenly surrounded by hundreds of Diddlebucker employees, celebrities, reporters and other well-wishers all shouting, applauding and cheering like crazy. Balloons and confetti rain down from the ceiling and somewhere a band is playing The Stars and Stripes Forever. You are herded to the center of the crowd where a stage has been erected. On the stage, Diddy Esposito awaits with a giant check made out to you in the amount of one million dollars! The crowd goes crazy as you accept the check and Diddy shakes your hand...

(PRESS ANY KEY TO CONTINUE)

Hours later, all of the interviews with the local and nationwide newscasters are finally over. You've given your report to the police and Lori is safely behind bars. The crowd has mostly dispersed and you finally have a moment to catch your breath. Diddy agreed that David deserved to win as much as you did and the three of you are sitting in a quiet corner of the restaurant discussing the night's events and your futures.

"You know," Diddy says, "as great as the money and the lifetime supply of popcorn are, they aren't really the best part of being Diddlebucker Champions." You and David look at each other. This certainly piques your interest. What could be better than winning a fortune plus a lifetime supply of popcorn? "Come with me," Diddy says. "I want to introduce you two to some friends of mine."

You follow Diddy through a door into the kitchen area. Standing there are all of the people you met tonight during the Diddlebucker! Cindy is here, along with the shabbily dressed man from the rooftop, Kirk, the bored-looking teenage guy who sold you the Atom Smasher, the mime, the saxophone player, the barker and even Tony the taxi driver along with dozens of other people that seem vaguely familiar. You turn to Diddy "I don't understand," you admit. "What is all this?"

"Well, you see," Diddy says, "I only accept the best and brightest into my team of Game Makers. So, I figure, who better to make and run the Diddlebucker Run than the former Diddlebucker Champions themselves? It takes a lot of prep and a lot of brains to put one of these together, you know. You are now part of an elite group. A very highly paid elite group, I should say. Planning for next year's Diddlebucker Run starts next week at my beachside mansion if you two are willing to join us. What do you say?"

Your wide smiles are all the answer Diddy needs...

(PRESS ANY KEY TO CONTINUE)

Congratulations! You have successfully completed Diddlebucker!

*** The End ***

In that game you scored 100 out of a possible 100, in 264 turns.

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

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