

# APPENDIX II

## THE OBJECTS AND THEIR USES

All the objects used in the three adventures are listed below in alphabetical order. As in “APPENDIX I”, the letters in brackets which are in this case - after an object, correspond to the adventure, or adventures that the object comes from: “C” stands for “Captive”. “D” for “Dracula’s Castle” and “J” for “Journey to Freedom”. The way in which the object is used is then given.

1. *ACID* (D) — Can be carried in a “CONTAINER” and is used in the removal of a “SPIDER’S WEB” which the adventurer may become caught in. Another usage could be for throwing at creatures and thus removing them from one’s way.
2. *AERIAL* (C) — It is necessary for this to be in the same room as the “TRANSMITTER” before the signal can be transmitted — this object is specific to the action of transmitting.
3. *AIR-CYLINDER* (J) — This must be worn so that the player will survive the thin atmosphere in a pass in some mountains. Such an object could also be used in an underwater adventure along with diving equipment.
4. *ANTEATER* (J) — As it sounds, this creature eats insects like ants and termites, the latter are in one adventure and are removed by dropping the creature in the same room. A “HARPOON” is revealed from under them.
5. *AXE* (D) — Although this may sound as though it will be used as a weapon it is actually used to free some “GARLIC” with the command “CUT”. It is more usually used as a weapon along with the command “THROW”.
6. *BEAR* (J) — This is a creature which needs to be driven away with a post, in “JOURNEY”, and when it moves the player is able to pick up a
7. *BELL* (C) — This is a red herring in “CAPTIVE” since it is very tempting to “RING” a “BELL” on seeing one — the result of doing so is death.
8. *BOOTS* (J) — Another object which must be worn before they operate properly. When worn, they prevent the player from sinking into a swamp.

9. *BOULDERS* (C) — These prevent the adventurer from passing into the next room and must be removed by throwing a “GRENADE” at them which easily removes them.
10. *BOXING GLOVE* (J) — This must be worn when punching a “GUARD” or else you will be killed. By telling players that they have been thrown into an adjacent room is another way of saying that they can pass the guard, although the decision is made for them by the guard.
11. *BROKEN-BONES* (D) — When some “GLUE” is dropped in the same room as them then they are glued together to form a “SKELETON-KEY” —bones are part of a skeleton.
12. *BUCKET* (D) — When examined the player will find out that it contains water. If this water is emptied in the room which has a fire in it then the fire is sufficiently extinguished to let the player pass.
13. *BULLET* (J) — A “SHOTGUN” is required before the “BULLET” can be shot at anything. The “BULLET” is obtained by examining a “FOUNTAIN”. The creature that is shot at is the reincarnated Dracula who is completely killed, since the “BULLET” is really made of silver, although the adventure does not say so. This fact does not change the situation surrounding the completion of the adventure, though.
14. *BUSHES* (J) — When these are examined they turn out to be really some clumps of “GARLIC” which can then be picked up and carried.
15. *CANS* (J) — These are used to carry some “OIL” from the “FUELTANK” to the “CHAIN-SAW”. If they are dropped without the “OIL” being transferred then the “OIL” in them returns to the area around the “FUEL-TANK”.
16. *CHAIN-SAW* (J) — This requires some “OIL” for it to function, and it is used to clear an area of trees and thus reveal a “SPADE” from beneath the tree cover.
17. *CHEMICALS* (D) — When mixed together according to a specific formula which must be found, a “GLUE” is formed for the adventurer to use.
18. *CHEST* (J) — Contrary to what one may think, this cannot be opened, but instead, when it is thrown, it acts as a platform across a river.
19. *CLOCK* (D) — In “DRACULA”, when you are in the room with the clock in it and “EXAMINE” the “CLOCK”, the time on it is set to a random between one o’clock and six o’clock. If the time is before four o’clock when you enter the “WEREWOLF’S CHAMBER”, then the “WEREWOLF” kills you.

20. *CLUE* (D) — This is simply something which may be read, and gives information which may be of some use to the adventurer. It is not essential that such pieces of information be read again for the adventure to be completed if the content of them is already known.

21. *COBRA* (J) — In ‘JOURNEY’ an opposing creature is a ‘COBRA’, the only thing that is required to move it is the possession of - ‘GARLIC’ along with its pungent smell — this is not the expected use of ‘GARLIC’, but any player would be quite pleased at removing such a beast with such a simple object.

22. *COFFIN* (D) — In ‘DRACULA’ you should by this time know that it is necessary to kill a vampire, but before you can do that you must ‘LIFT’ up the ‘COFFIN’ that the ‘VAMPIRE’ is in to reveal the creature.

23. *COMPUTER* (D) — When you are asked if you think that the adventure is good by the ‘COMPUTER’ and you do not reply with ‘Y’ then you will not be allowed to move until you do give this reply.

24. *CONTAINER* (D) — Some ‘ACID’ may be carried in this — the ‘ACID’ may only be picked up if the ‘CONTAINER’ is in the possession of the player.

25. *CORD* (J) — This is an alternative for the object ‘ROPE’, and suggests a much thinner piece of material but which is still able to hold the player’s weight.

26. *CROSS* (J) — Instead of the usual warding off of evil spirits, this ‘CROSS’ can be melted down to form a ‘FLICK-KNIFE’. It is melted in a ‘CRUCIBLE’.

27. *CRUCIBLE* (J) — The ‘CROSS’ can only be melted in this if some ‘SNOW’ has first of all been melted. The melted ‘SNOW’ washes out the ‘CRUCIBLE’ ready for melting down the ‘CROSS’.

28. *CRUXIFIX* (D) — The purpose of this object is one of protection against the powers of Dracula, for without it he is in a position to hypnotise you when you come face to face with him.

29. *CUBE* (J) — I suppose somebody at some time would have to include one of these irritating devices in an adventure, so I have made an irritating feature out of it, since it gives useless information when it is turned.

30. *CUPBOARD* (D) — The ‘KEY’ that the robot gives has its proper use in opening the ‘CUPBOARD’ and not the ‘DOOR’ which is reserved for the ‘SKELETON-KEY’. When the ‘CUPBOARD’ is opened a ‘ROPE’ falls out which the player may pick up and carry. A variety of objects could be put behind cupboard doors in adventures.

31. *DAGGER* (D) — A ‘DAGGER’ is used to kill a member of ‘WOLVES’. It is necessary to be careful here since a false step can be fatal

with all those “WOLVES” around.

32. *DEAD-GUARD* — When a “GUARD” is killed in “DRACULA”, a “DEAD-GUARD” takes its position in the room in which it was killed. It is possible for this “DEAD-GUARD” to be carried around although this is a pointless thing for the adventurer to do.

33. *DIAMOND* (J) — When dusted with a “DUSTER” the “DIAMOND” is a lethal weapon. It will then become possible to kill a “MINOTAUR” which would not let you past it.

34. *DOG* (J) — If you “PAT” this creature then you will be automatically transported into the next room. It makes a change from having to kill things to pass them.

35. *DOOR* (CDJ) — This is the only object which is used in all three adventures showing how popular the “BOOK” is. It is simply an obstacle which is in the adventurer’s way and a method must be found for opening it.

36. *DRACULA* (DJ) — Is present in two adventures; in one he is in a state of activity and in the other he is in a state of activity and in the other he is in a state of reincarnation. It is necessary to find a way of killing him in both cases.

37. *DUSTER* (J) — This is the implement which is required to both “DUST” the rust off a “RUSTY -KEY” and to “DUST” a “DIAMOND” so that it becomes a lethal weapon.

38. *DWARF* (D) — One of the popular creatures of the fantasy world is the “DWARF” which I associate with a nasty little creature who likes grabbing your money. “TROLLS” are larger creatures which use force to relieve you of some cash.

39. *FLICK-KNIFE* (J) — When you have the “FLICK-KNIFE” in your possession the creature against which it is used in “JOURNEY” is the “WEREWOLF” along with using the command “S ”.

40. *FOOD* (J) — Sometimes it is necessary to feed creatures with things like “FOOD” before you can pass them, and there is often provision for the foolhardy adventurer who thinks that the “FOOD” is for his/her own consumption.

41. *FOUNTAIN* (J) — When this is examined, a “BULLET” is revealed and the “FOUNTAIN” vanishes into thin air leaving the player to work out what to do with the “BULLET”.

42. *FUEL-TANK* (J) — If you have a fuel like “OIL” in an adventure then you should also have a place in which the fuel is stored and a method for extracting the fuel. In “JOURNEY”, the “FUEL-TANK” is the storage place for the “OIL”.

43. *GARLIC* (D J) — The “GARLIC” in “DRACULA” is used to render a “VAMPIRE” completely harmless and in “JOURNEY” it frightens away a “COBRA” with its pungent smell.
44. *GATES* (J) — This is something similar to the “WALL” in “JOURNEY” since it is an object which must be climbed over with the “CORD”. However, you could make it have to be opened, like a “DOOR” in your own adventures.
45. *GHOST* (D) — There is only one “GHOST” although there appears to be three. When it is killed in the first room with the “MAGIC SWORD” it goes into the second room and when it is killed there it moves to the third room where it cannot be killed. You cannot pass it when it is in the first and second rooms, but you can pass it when it is in the third room, as long as you are not carrying any of the objects from the “WEAPON ROOM”.
46. *GLASSES* (J) — So that you are able to read the sign in “JOURNEY” you must be wearing the “GLASSES”. If you are not wearing them when you try to read the “SIGN” then it tells you that you have to wear them to do so.
47. *GLOVES* (C) — In “CAPTIVE” for an “ICE-BLOCK” to be picked up the “GLOVES” must be worn. You may have noticed, however, that if you drop the “GLOVES” then the “ICE-BLOCK” is not dropped as well — this is because the main objective is for the player to realise that the “GLOVES” should be worn in the first place.
48. *GLUE* (D) — When this is dropped in the “SKELETON CHAMBER” the “BROKEN-BONES” combine together to form a “SKELETONKEY”. You are not able to drop the “GLUE” in any of the other rooms in the adventure.
49. *GRAVE* (J) — When this is dug up with the “SPADE”, the reincarnating Dracula is revealed along with a “CROSS”, and the only way that the “CROSS” can find its way into your possession, is for Dracula to be killed properly with the silver “BULLET”.
50. *GRENADE* (C) — So that some “BOULDERS” are moved out of the way it is necessary to throw the “GRENADE” at them. The explosion is on impact and the player is able to pass.
51. *GUARD* (DJ) — There is one “GUARD” in “DRACULA” and another in “JOURNEY”. The first is a weakling and can be killed with your bare hands but the other can kill you and the best that you can do with it is be thrown into an adjacent room.
52. *GUN* (D)— The purpose of the “GUN” in “DRACULA” is to frighten the robot into giving you a “KEY”. If you enter the “DINING ROOM” without the “GUN” then the robot will kill you.
53. *HARPOON* (J) — This is part of a large red herring along with the

“ANTEATER”, “TERMITES” and “WHALE”. For if you decide to throw the “HARPOON” at the “WHALE” then you will be killed.

54. *HEADPHONES* (C) — If you throw the “GRENADE” at the “BOULDERS” and are not wearing the “HEADPHONES” then the noise from the blast will be sufficient to burst your ear drums — the shock of this will kill you.

55. *HOLE* (C) — This is a red herring as the player is tempted to find out more about it and in examining it something large falls out and flattens the adventurer.

56. *ICE-BLOCK* (C) — From the message that the transmitter is overheating the adventurer should deduce that something is required to cool it down with, and on finding the “ICE-BLOCK” the two things will be linked together. The problem about this object is that some “GLOVES” must be worn for it to be picked up.

57. *INSCRIPTION* (C) — When this is read it will reveal someone which should be useful to the adventurer, but the catch is that a “MAGNIFIER” must be in the possession of the player before the “INSCRIPTION” may be read.

58. *JEWEL* (D) — The “JEWEL” is the object in “DRACULA” that the player has to recover — without having recovered this, player will have failed in the mission. In the sequel, “JOURNEY TO FREEDOM”, the “JEWEL” is still in the possession of the adventurer, but there is no need to print it out under “INVENTOR Y” since it is not manipulated in any way in this adventure.

59. *KEY* (D J) — The “KEY” in “DRACULA” is required to open a “CUPBOARD” and hence reveal a “ROPE”, the “KEY” in “JOURNEY” simply opens a door which is in the way.

66. *KEY-CUTTER* (C) — The purpose of this is to “CUT” from a piece of “ROUGH-METAL” a “SHINY-KEY”. Note that the “ROUGHMETAL” could not be cut into a single “KEY” since the object “KEYCUTTER” already starts with the three letters of “KEY”.

61. *LARGE TREE* (J) — This concerns part of the red herring about the “CUBE”, for, when this is examined the “CUBE” is revealed to the player and printed under “OBJECTS”.

62. *LASER-GUN* (D) — As you may discover from a particular message, laser guns are able to “BLAST” sealed exits. In other words they clear doors and the like out of the way so that the player can pass.

63. *LEVER* (J) — Here is another example of temptation for the player because the natural thing to try first of all is pulling the “LEVER” — this unfortunately alerts Dracula’s guards to your whereabouts.

64. *LION* (J) — A “LION” is an animal that tends to eat a lot when it is ,

hungry, so it is quite possible that if it is fed with the ‘FOOD’ that you have brought along then it will go away. As well as this you no longer fall down a pit in the location labelled ‘LION PITS’.

65. *LIT-CANDLES* (D) — Some help is given in the adventure as to the purpose of these objects: a message reveals that ‘W olves fear lit candles’. This means that as long as you are carrying the ‘LIT-CANDLES’, then you will not be killed by ‘WOLVES’ when you enter the ‘Room of Cages’.

66. *LIT-TAPER* (J) — If you are carrying this object in the ‘Dimly lit part of cave’ then you will not be killed, since the ‘LIT-TAPER’ acts as a light which lights your way in this section and therefore keeps you safe.

67. *LOCKED-DOOR* (C) — In an adventure there is not much of a difference between a ‘DOOR’ and a ‘LOCKED DOOR’ because they both have to be opened in one way or another. The ‘LOCKED-DOOR’ points towards the necessity of a ‘KEY’ of some sort for it to be opened.

68. *MAGNIFIER* (C) — So that the ‘INSCRIPTION’ may be read, this is required. Without it, the computer prints out that the writing is too small to read.

69. *MALLET* (D) — In ‘DRACULA’ this is used to ‘HAMMER’ the ‘STAKE’ into ‘DRACULA’ and the ‘VAMPIRE’. Without it ‘I have nothing to hammer with’ will be printed out.

70. *MATCHES* (J) — As may be expected these are needed so that something may be lit. The object that the ‘MATCHES’ may ‘LIGHT’ is the ‘TAPER’ which then becomes a ‘LIT-TAPER’ (the ‘TAPER’ is taken out of the game, and the ‘LIT-TAPER’ is brought into the game).

71. *MEAT-CHOPPER* (D) — This is used to ‘CHOP’ the ‘VAMPIRE’ and stop it recovering from having a ‘STAKE’ hammered into it. The dropping of the ‘GARLIC’ also helps to stop it from recovering.

72. *MINOTAUR* (J) — To kill this monster the command ‘KILL’ is used along with the possession of a ‘DIAMOND’ which has been dusted with the ‘DUSTER’. When you kill it, you are moved into an adjacent room.

73. *MIRROR* (D) — When you examine this object you will be told how many moves you have left to make before your time runs out — it prints out the number which is ‘W’ less than 24 5.

74. *MUD-MAN* (C) — This is another creature that has to be killed so that you can pass it. The requirements for doing so are a ‘SABRE’ and the command ‘KILL’.

75. *MUSIC* (D) — If you come across some ‘MUSIC’ and are reasonably musically adept, then you would naturally try and ‘PLAY’ the ‘MUSIC’. The result of doing so transports you into another room which is hidden beside the ‘MUSIC ROOM’.

76. *OIL* (J) — The “OIL” is obtained from the “FUEL TANK” and put in some “CANS”. The “OIL” is then carried in the “CANS” until the “CHAIN-SAW” is filled with it. The “CHAIN-SAW” will then become operational.

77. *PARCHMENT* (J) — It is common to give the adventurer some sort of useful hint to begin with and this is given in the “PARCHMENT” which may be read.

78. *PLANT* (D) — This is a creature, if it can be called that, that can be passed quite easily, for all that need be typed in is “KICK PLANT” and the “PLANT” moves aside (you will surely not let things like plants defeat you).

79. *POST* (J) — To pick up the “POST” it is necessary to firstly “DIG” it out of the ground and then type in “GET POST”. This object is used to fend off an annoying “BEAR” by simply hitting it when you have the “POST” in your possession.

80. *RECORDER* (D) — When you “PLAY” the “RECORDER” you will receive some useful information about the “WOLVES” and “LIT-CANDLES” and a “LASER-GUN” and sealed exits.

81. *ROPE* (D) — This is usually used for climbing as in “DRACULA” where it must be tied and lowered, first of all; however, it could also be used for typing up the likes of a “GUARD”, although a “CORD” would be more suited to this purpose.

82. *ROUGH METAL* (C) — So that you can make a “SHINY KEY” in “CAPTIVE”, you must pick up the “ROUGH-METAL” and “CUT” it in the same room as the “KEY-CUTTER”.

83. *RUBBER-BOOTS* (D) — These must be worn for the desired effect to be obtained. Since they are made of rubber they tend to have a better grip and so the adventurer will not slip and fall down the pit in the “Room with a Pit”.

84. *RUSTY-KEY* (J) — If the player tries to open the door in “JOURNEY” then he/she will find out that it does not fit the lock. This is because it is necessary to “DUST” it with the “DUSTER” and thus remove the rust. The “RUSTY-KEY” is removed from the game and the “KEY” is brought into it in the player’s “INVENTORY”—the key fits the lock.

85. *SABRE* (C) — If this is not carried and the adventurer enters the same room that the “MUD-MAN” is in, then death results. If the “SABRE” is carried and this monster is in the same room as the player, then movement will not be allowed until the “MUD-MAN” has been killed with the “SABRE”.

86. *SAD-DRAGON* (D) — I have given the dragon the attribute of being sad since it would otherwise begin with the first three letters of



- “DRACULA”. When confronted, the dragon will now move, but when a “SERPENT” is dropped in the same room, the “SERPENT” kills the “SAD-DRAGON” and you can pass.
87. *SAND* (J) — Although it is possible to survive if you happen to be in the location labelled “SINKING SAND”, if you also decide that you want to pick up the “SAND” there, then you sink with the sinking sand.
88. *SCORPION* (J) — If you enter into the same room as the “SCORPION” and by the end of one move you have not disposed of it by eating it, then it will sting you to death.
89. *SCRATCHES* (C) — Instead of the computer printing out that writing can be seen in every adventure you make, it is better to vary the words you use to detail that writing is there to be read. “SCRATCHES” is one such variance.
9. *SEALED-EXITS* (D) — As they may sound, “SEALED-EXITS” are those exits which cannot be passed unless whatever that is sealing them is broken. If you “BLAST” at them with a “LASER-GUN” then this seal will be broken.
91. *SERPENT* (D) — When you are confronted with the “SERPENT” you will be surprised to realise that you can pick it up. By dropping it again in the “Room with a dragon” the “SAD-DRAGON” is killed by it and you can pass into the next room.
92. *SHIELD* (D) — If you enter the “Torture Chamber” and are not protected by a “SHIELD” then some Laser Beams fired at you, kill you. However, if you are carrying the “SHIELD”, the Laser Beams are deflected.
93. *SHINY-KEY* (C) — This is formed by cutting the “ROUGHMETAL” with the “KEY-CUTTER”. The “SHINY-KEY” is used to open a “LOCKED DOOR” in the Air Lock.
94. *SHOTGUN* (J) — If you use this along with the “BULLET” which you may find, you can “SHOOT DRACULA” when you see him again, and if your luck is with you, he will die.
95. *SIGN* (J) — When you have persuaded the “BEAR” to move out of the way, then you can pick up the “SIGN”. You will only be able to read the information on it provided that you are wearing the “GLASSES”.
96. *SILVER-COIN* (D) — If you have thought that you had completed “Dracula” but died at the hands of the “DWARF” who went on about some sort of courage, you could not have picked up the “SILVER COIN” — this is the payment to it which you must make in order to pass it.

97. *SKELETON-KEY* (D) — This is formed by dropping the ‘GLUE’ in the ‘Skeleton Chamber’ where the ‘BROKEN BONES’ are to be found. Its use is to ‘OPEN’ the ‘DOOR’ off the ‘E. End of the Corridor’.

98. *SNOW* (J) — For the ‘CROSS’ to be melted in the ‘CRUCIBLE’, the ‘CRUCIBLE’ must be clean and to clean it the ‘SNOW’ is melted in it first of all.

99. *SPADE* (J) — To obtain this, some trees have to be removed with a ‘CHAIN-SAW’ which is filled with ‘OIL’. The ‘SPADE’ is used to ‘DIG’ up a ‘POST’ as well as to ‘DIG’ up a ‘GRAVE’. The latter use helps you to uncover the reincarnating ‘DRACULA’.

100. *SPEAR* (J) — When the ‘WEREWOLF’ is met in the ‘Rocky part of a route’ the ‘SPEAR’ must be used against it and it runs away injured — it is not possible to kill this creature until it is met for a second time.

101. *SPIDERS-WEB* (D) — If the player enters the ‘Room with a Giant Spider’ then he/she will be caught up in the ‘SPIDERS WEB’. The way to free yourself is to ‘DROP’ the ‘CONTAINER’ which you should be carrying full of ‘ACID’—the ‘ACID’ dissolves the web.

102. *STAKE* (D) — This is hit with the ‘MALLET’ in two instances; in the first case it helps to kill the ‘VAMPIRE’ and in the other it aids the destruction of ‘DRACULA’.

103. *SWARCK* (C) — If you read the ‘INSCRIPTION’ when you have the ‘MAGNIFIER’ in your possession then you will be told that it is a magic word. When you are in the location ‘Outside of ship’ and ‘SAY’ this word, you are transported into the ship which flies off with you in it.

104. *SWITCH* (D) — When you ‘PRESS’ this in ‘Dracula’ the lights are shut down and this gives ‘DRACULA’ the chance to locate you and kill you. This object can have a variety of other uses which the programmer may like to think up.

105. *SWORD* (D) — This allows the adventurer to ‘KILL’ the ‘GHOST’ in the ‘Dim room’ and the ‘GHOST’ in the ‘Dull room’ but the ‘GHOST’ in the ‘Dark room’ cannot be killed and the ‘SWORD’ and any other weapon from the ‘WEAPON ROOM’ must be dropped elsewhere before this ‘GHOST’ can be passed without any problems.

106. *TAPER* (J) — This can be lit with the help of some ‘MATCHES’. When it is lit it is removed from the game and the ‘LIT TAPER’ is brought into it.

107. *TERMITES* (J) — The function of these small creatures is to cover up the ‘HARPOON’. If the ‘ANTEATER’ is dropped on top of them then they will be eaten and the ‘HARPOON’ will be revealed.

108. *TORCH* (C) — When the adventurer passes through the “Dimly lit passage” the “TORCH” must be carried and also be lit or else a hole will be fallen into.

109. *TRANSMITTER* (C) — For this to work, the “ICE-BLOCK” and the “AERIAL” must be dropped in the “Signal Transmitting room”. It will then be possible to “TRANSMIT” a signal which will reveal an entrance into the “Air Lock”.

110. *TREES* (J) — When the player cuts these with the oil filled “CHAIN SAW” sufficient area is cleared for a “SPADE” to be seen — this can then be picked up and taken away.

111. *UNDERGROWTH* (J) — When the player examines the “UNDERGROWTH” a “GRAVE” can be seen which must be dug up so that “DRACULA” may be killed properly.

112. *VAMPIRE* (D) — This must be killed in “DRACULA”. To do so the coffin must first of all be lifted. The “STAKE” is then hammered into it with the “MALLET”. After this, the “MEAT CHOPPER” is used on it and finally the “GARLIC” is dropped.

113. *WALL* (J) — The adventurer must “CLIMB” over this. Some help is given if it is examined, about it being climbable on the condition that the “CORD” is used to “CLIMB” it with.

114. *WALLET* (D) — The purpose of this is to help to keep the “JEWEL” safe once it has been found, because if this is not carried then the gem may fall into unrecoverable places.

115. *WEREWOLF* (D) — This is a suitable creature to have, since it does not tend to like people living too much and so it is a form of opposition against you. In “Dracula” you can be killed but in “Journey” you can revenge this previous encounter.

116. *WHALE* (J) — If you want then you can try throwing the “HARPOON” at the “WHALE” when you come across it, provided that you are carrying the “HARPOON”, but the result will be your death.

117. *WINDOW* (C) — This allows the player to gain a little more information about his/her surroundings — if it is examined details are given about your spacecraft.

118. *WINE-LABEL* (D) — In “Dracula”, when you try to “MIX” the “CHEMICALS” you are asked for a formula. This formula is obtained by reading the “WINE-LABEL” and remembering the details given — when typing out the formula, it must be typed out in full to be accepted.

119. *WIRE* (C) — When you cool down the “TRANSMITTER” in “Captive” this object disappears from the game and the “AERIAL” takes its

place. As the transmitter improves in working order the “WIRE” can be distinguished as actually being an “AERIAL”.

120. *WOLVES* (D) — If you enter the “Room of Cages” and are not carrying the “LIT-CANDLES” then these animals will kill you. As well as the candles to protect yourself, you will need the “DAGGER” to kill them.

121. *WRITING* (D) — This forms a helpful message near the beginning of the adventure “Dracula’s Castle” which the player has the option of reading if he/she considers it worthwhile.

This is a reference section which allows the reader to look up any object out of all those in the three adventures of this book, in its alphabetical order, and see what its function is and its influence on the game. The only object that is in all three adventures is the “DOOR”; you may have observed that most of the objects are unique to the adventure that they are part of. Although virtually a completely new set of objects is required for each new adventure, you should be able to use this section as a rough guideline for the objects that you will come to use in your own adventures.