

FISH POND

You are at the edge of a fish pond. A path leads north.

USE FISHING POLE: You catch a wriggling fish!

> The player cannot eat the fish—it's raw!

FISH POND exits are:

> NORTH page 18 GARDEN PATH



WINDING PATH

You are walking along a winding path that leads south and east. There is a tall tree here.

CLIMB TREE/UP: You climb up the tree—it takes a long time.

> While in the tree, the player can **EXAMINE**, **BREAK** or **TAKE** the dead branch:

You are at the top of a tall tree. There is a stout dead branch here. From your perch you can see the tower of Action Castle.

CLIMB TREE/DOWN: You climb down the tree—it takes a long time.

> Players who **JUMP** will not survive the fall.

EXAMINE DEAD BRANCH: You think it would make a good club.

> If used to **HIT** or **CLUB** something, the dead branch breaks and cannot be used again.

WINDING PATH exits are:

> SOUTH page 18 GARDEN PATH

> EAST page 20 DRAWBRIDGE

