T_NUM_TALK,C,95
```
    1 `b y`Please enter a player name of 2-12 characters:
    2 `b r`Please enter at least 2 characters.
    3 `b g`You must enter at least 2 characters.
    4 `b y`You must enter at least 2 characters. `b r`Duh! ;)
    5 `b g`You have one more try to enter a code name of 2-15 characters!
    6 `b y`Sorry, that alias is taken. `b r`Please try Again.
    7 `b y`What is your gender? (`b g`M`b y`)ale (`b g`F`b y`)emale
   52 Are you sure you wish to continue?
   55 Please enter alias:
   56 Sorry, that alias does not exist. Name is case sensitive.
   70 This will delete your character. Are you sure you wish to continue?
   92 `b m`MoonDust's County Fair uses the
   92 Number Keypad Arrow Keys for Movement.
   92 `b bl`You `b y`MUST `b bl`have your Num Lock on.
   94 Ouch! Ouch! Ouch!
  162 `b r`MOVEMENT:
  162 `b bl`NumLock Arrow Keys
  162 `b r`      8 UP
  162 4 LEFT     6 RIGHT
  162     2 DOWN
  163 Gold:
  192 `b w`MoonDust's County Fair requires you have ANSI graphics. Continue?
  193 What is your gender? (M)ale (F)emale
  196
  197
  212 `b g`Sorry, that alias does not exist.
  249 To:
  251 Sorry, that alias does not exist.
  253 Chat: (*) All (1) Personal (2) Screen/Hold (3) Pausing (4) Rewind
  254 Screen Calls Turned On - Messages will be sent to screen.
  255 Screen Calls Turned Off - Messages will be put on hold.
  256 Pausing Turned On - Must press 'Y' to continue.
  257 Pausing Turned Off - Auto advance messages.
  258 Rewind approximately how many lines? 0-99
  322 M
  323 F
  275 The Sysop has shelled to DOS
  276 She/He will return in a few moments...
  277     `b g`Current Player Alias:
  278 `b g`This will delete Alias:
  279 `b g`This will DELETE ALL PLAYERS AND RESET THE GAME. Continue?
  280 All players are now deleted.
   92 Please do so now if needed.
   92 You may also use the 5 for standing still.
   50 `b y`(`b g`Q`b y`) `b m`Quit Editor
  463 Converting Earnings to MoonDust's County Fair Experience
  464 Hit "Enter" to Send or Cancel Conversation.
  465 `b c`[`b m`S`b c`]ave  [`b m`C`b c`]ancel
```

466 `b m`No messages.
467 `b r`From:`b g`
468 `b r`To:`b bl`
469 [`b m`R`b c`]eply [`b m`N`b c`]ext [`b m`D`b c`]elete [`b m`S`b c`]top
470 `b m`No more messages.
471 MoonDust's County Fair Scores
472 Node Sex Knight   Experience
473 `b w`Any Key...
475 `b m`[`b r`M`b m`] Menu [`b r`Q`b m`] Quit
478 `b f r`There's no one else left in the realm!
479 `b r` Blank to go through List
480 Lord
481 Lady
482 `w` / TO ALL
483 MoonChat Aliens from All Over the Galaxy
484 Node Sex Name   Planet
485 Dread
486 Spiked
487 Punchline
488 Don't Wake the Sysop
489 Jacob's Ladder
490 Trekkie Tags
491 Phantom of the Catacombs
492 Fury
493 Rage
494 MoonDust's County Fair
495 MoonChat
496 `b bl`Last Reset:
497 `b c`Packing & Reindexing Database.
498 Reindexing High Scores.
499 Packing & Reindexing Messages.
500 Packing Chat.
501 Deleting All & Packing Multi-Node Messages.
502 Packing & Reindexing News.
503 `b r`Maintenance complete.
504 `b f r`UNREGISTERED! `b c `Please help your sysop register! ;)
505 `b m`Multi-Node Options: `b c`[`b r`*`b c`] Node Chatter
506 [`b r`#`b c`] List MoonChatters [`b r`!`b c`] MoonChat
508 [`b r`1`b c`] Fair Goers High Scores
510 [`b r`5`b c`] LORD Player List
511 [`b r`6`b c`] View LORD Stats
512 [`b r`7`b c`] Jot a Message to LORD
513 [`b r`N`b c`] News
515 `b m`Messages: `b c`[`b r`3`b c`] Write Messages [`b r`4`b c`] Look for Messages
517 [`b r`2`b c`] Terminate
520 `b w`You have ANSI if you see this little smiley guy: `b c`
521 requires you have ANSI graphics. Continue?
522 "Who would you like to send a message to?" `b bl`asks Twilight.
523 Twilight takes off running to deliver your message!

524 "What would you like to say?" `c`asks Twilight. `w`(Blank line quits.)
525 -= `b m`MOONDUST'S COUNTY FAIR `m`=-
526 MoonDust likes to repay the realm's warriors by allowing them to visit the
527 COUNTY FAIR once a day. You get excited as you see the colorful booths
528 and banners at the edge of the Towne Square.
531 StarDust, a beautiful young woman with flowing locks of gold,
532 smiles at you from behind the ticket booth.
533 `c`[`b c`T`c`]icket Booth
534 `c`[`b c`V`c`]iew Scores
535 [`b c`L`c`]eave the Fairgrounds
536 The Fair is just starting to get some ACTION!
537 The Fair was Rained Out.
538 FAIR
539 `b c`The shopkeepers are closing up their booths.
539 You hear a final balloon pop in the distance as you
539 step over the little birds as they eat fallen kernals of
539 popcorn. What a day! You think you'll come back tomorrow!
540 The young woman sighs.
540 "You don't know what you're missing."
541 The Fair Master looks at you sorrowfully.
541 "Return to the Realm, Warrior. Perhaps you may visit another day."
260 You are already registered!
261 Please enter the password given to you by Nannette:
262 `b bg`Please enter your BBS name EXACTLY as shown with key information:
263 `b bl`Please enter the SYSOP name EXACTLY as shown with key information:
264 `b bg`Please enter your first registration key number:
265 `b bl`Please enter your second registration key number:
266 `b w`Congratulations! You are registered!
267 Sorry, this is an invalid key. You are not registered.
269 Sorry, this is not the correct password.
268 RUNNING REGISTRATION FOR DATABASE!
270 `b r`Name of person to give credit to for registration. Optional:
542 Sysop Instructions:
543 `b m`[`c`1`b m`] Create CONFIG.CFG & SETUP.FIL files.
544 [`c`2`b m`] Install New or Upgrade
545 [`c`3`b m`] Enter Registration Key
546 [`c`4`b m`] Instructions on adding nodes after installation.
547 [`c`5`b m`] Reset Game. Delete all players & start over.
548 [`c`6`b m`] Uninstall the Entire Game! It stinks!! ;)
549 [`c`7`b m`] Quit
550 Edit the SETUP.FIL and enter your path and drop file names for each node.
550 Enter ONE LINE for each node: path & drop file name!
550 ALERT!!!! *IF* you copy your drop file into the running game's directory,
550 DO NOT ENTER the PATH, *just* ENTER THE DROP FILE NAME ONLY!
551 `b f r`You have selected to RESET this game! Continue?
552 `b f r`You have selected to UNINSTALL this game! Continue?
553 `b f r`Was this game loaded as a LORD IGM?
554 `b f r`Do you wish to DELETE the MOONCHAT files in the MOONCHAT directory?
555 `b f r`Do you intend to use this as an IGM for LORD?

556 Upgrade/Install Complete!
557 Do you use a fossil driver? (Y/N)
558 Changing to read-only
559 Changing to read-write
560 A Shining Star Software Game or LORD IGM!
561 By Nannette Thacker `c`316-522-7829 316-522-7641 1:291/60 1:291/23 `b m`* FREQ
562 http://www2.southwind.net/~nannette * ftp.southwind.net users/n/nannette
563 `b f r`ALERT: We are about to create or make changes to your setup.fil
564 `b bl`If you make a mistake during install, you may edit setup.fil.
565 `b f r`Do you intend to use this as an IGM for LORD?
566 What is the path name to your LORD directory?
567 EXAMPLE: c:\doors\lord\
568 WARNING: This installation did not go successfully.
569 Please get your LORD game path and try again.
570 MOONCHAT is a new feature in Shining Star Software new programs and upgrades
570 which allows users in ALL SSS games (future versions of existing games) to
570 CHAT with one another on-line, no matter which SSS games are being played.
570 PLEASE insert a PATH name for your MOONCHAT files to be used by all SSS games.
570 In new games and upgrades, use the same path.
570 If it doesn't exist, this directory will be created.
570 YOU CANNOT LEAVE THIS BLANK!!! PLEASE USE A MOONCHAT DIRECTORY!)
570 DIRECTORY NAME MUST NOT EXCEED 8 CHARACTERS!!
570 EXAMPLE: c:\doors\moonchat (NO NO NO ENDING BACKSLASH!!!)
571 I SAID NO TRAILING BACKSLASH!!!
572 YOU CANNOT LEAVE THIS BLANK!!!!
573 OPTIONALLY, you may have ANSI and ASCII bulletins created.
573 PLEASE enter the path to your BULLETIN directory.
573 Leave BLANK if you don't wish to create bulletins.
573 The files: fairbull.ans and fairbull.asc will be created.
573 DIRECTORY NAME MUST NOT EXCEED 8 CHARACTERS!!
573 If it doesn't exist, this directory will be created.
573 EXAMPLE: c:\bulletin (NO NO NO ENDING BACKSLASH!!!)
574 Number of nodes (remote & local) : `w`
575 ALERT!!!! *IF* you copy your drop file into the running game's directory,
576 DO NOT ENTER the PATH, *just* ENTER THE DROP FILE NAME ONLY!
577 What is the drop file path and name for node
578 File missing. You need a setup.fil. Please read docs about setup.fil.
578 Hit Enter to Continue.
579 Installation Procedure:
580 2. You'll need to know how many nodes you have.
580 3. You'll need to know if you're running LORD with or without a fossil.
580   Most do. You can load LORDCFG and check your setup there if unsure.
580 4. If you have a registration key, you may enter it at this time as well.
580 5. You'll need to know the path name to your LORD directory.
580 6. You'll need to know the path & name of your drop file:
580   ie: DORINFO#.DEF, DOOR.SYS, etc.
580 After filling in the blanks, this will create CONFIG.CFG & SETUP.FIL files.
580 install itself in 3RDPARTY.DAT, and announce itself in LOGNOW.TXT
581 NOTE: If you are running multinode & require different settings per node

581 BE SURE TO READ THE DOCS on setting up config files for multinode use.
582 Do you wish to continue? (Y/N)
583 Ok, thanks for reading. Hurry back! <g>
584 Done!
585 `b f r`REGISTERED TO:
586 `b f r`THANKS TO:
587 `b f r`That person is not on-line right now!
588 `b m`Message Deleted.
589 [`b m`S`b c`]ing with the Jug Band   [`b m`L`b c`]eave the Jug Band
590 What do you have to say?
591 (S)ave (C)ancel
592 `b w`1. You should have unzipped FAIR*.ZIP in its own directory.
592 `b w`   Create a directory or subdirectory WITHIN your LORD directory.
593 If you wish to optionally run FAIR as a LORD IGM,
593 FAIR requires you unzip
593 the FAIR*.ZIP archive in its own DIRECTORY or SUBDIRECTORY.
593 Create a directory FAIR or whatever name you choose.
593 Unzip the archive in the FAIR directory,
593 and install new by typing: SYSOP CONFIG
602 Female
603 Male
604 Has a Horse
605 No Horse
606 Has a Fairy
607 No Fairy
614 `b m`News: `m`[`b r`T`m`]`b m`oday's Again `m`[`b r`Y`m`]`b m`esterday's
615 `m`[`b r`C`m`]`b m`ontinue `m`[`b r`C`m`]
616 News
617 `b f r`Invalid command.
703 BALLOON POP
704 [`b m`Q`b c`]uit Pop [`b m`R`b c`]edraw [`b m`T`b c`]hrow Dart
705 Congratulations! You won! Let's see what you won.
706 Aw, sorry. I'm afraid you didn't win anything.
707 You've won 1 extra strength:
708 You've won an extra ticket!
709 You've won 1 extra charm:
710 You've won 1 extra gem:
711 You won the JACKPOT!
712 YE OLD ARTHUR, TRUSTY MONEYCHANGER
713 (`b c`D`b m`) Deposit Gold
714 (`b c`W`b m`) Withdraw Gold
715 (`b c`R`b m`) Return to the Fair
716 "How much gold would you like to
717 deposit?"
718 withdraw?"
719 `b bl`(1 for ALL of it)
720 AMOUNT:
721 "Have a nice day anyway, then," says Arthur, the trustworthy old man.
722 "Done!" says the trustworthy old man, Arthur.

723 "Sorry, you don't have that much," says Arthur, the trustworthy moneychanger.
724 "Sorry, you don't have that much in your account," says ye old Arthur.
725 Gold In Hand:
726 `c`   Gold in Bank:
727 "Sorry, we have sold out on all of our potions today," says Dr. Dredd.
728 Dr. Dredd's Magic Elixir!
729 "Come one, come all! Drink the potion that will restore you to perfect health.
730 Cures all. Strengthens all. Even cures baldness! Only 1 ticket a bottle."
732 You wonder if that swirling liquid could really heal your wounds.
733 You check your hit points.
734 Do you dare try it?
735 "Wait wait!" the charlatan calls after you as you leave his booth.
736 You hold the elixir to your nose and take a slight whiff.
737 Whew! It smells like a combination of rotten eggs, mollasses, and horse manure.
738 You hold your nose and take a swig!
739 Not too bad. You tilt your head back and finish off the entire bottle.
740 You feel something happening and check your hit points again.
741 Hit Points:
742 What is this? You don't have enough tickets!
743 You hand over
744 Sorry, booth & quest uses are limited.
745 "Go away...I'm trying to work here." says StarDust.
746 StarDust's Ticket Booth
747 "StarDust, how about giving me a free ticket?" you ask.
748 "Here you go!", StarDust says as she hands you a ticket.
749 It's a Ticket!
750 "Give that to me!" shouts the Fair Guard. "Be on your way!"
751 You put it in your pocket.
752 "Go away! I'm busy," says StarDust with a toss of her long hair.
753 StarDust turns her back on you.
754 You can reach the money drawer and the tickets...
755 StarDust seems to be distracted.
756 Hmmmmm...should you see if you can pinch something?
757 "Later!" you holler as you return to the Fair.
758 You reach your arm around the corner of the doorway, stretch your fingers
759 and pinch
761 You put it in your pocket and walk briskly away.
762 You put the gold in your pocket and run back to the Fair.
763 a Ticket!
764 You grasp the ticket in your hand and run!
765 StarDust's behind!
766 StarDust screams, "Guard! Guard!"
767 The Fair Guard approaches you.
768 "How did you sneak in here?! Only those who register with MoonDust
769 are supposed to be here!" `b c`The Fair Guard promptly boots you out!
770 "You conniving little thief!" `b c`The Fair Guard promptly boots you out!
771 REGISTER MOONDUST'S COUNTY FAIR for MORE daily TICKETS!
772 Returning you to the Realm!
773 ANSI ART by Joanna Watkins

774 [`b c`!`c`] MoonChat
775 "This is your lucky day! MoonDust is giving away free entry tickets!"
776 "Go on inside! And have fun," `b y`StarDust says.
777 DUNK TANK
778 "Got a grudge? Full of spite? Want revenge on your enemies?," `b bl`Blue Fury calls.
779 There might be SOMEONE you might want to get back at. You'll have a closer look.
781 You boldly approach the booth and notice it costs 1 ticket. Should you?
783 "You're kinda scrawny anyway," Blue Fury laughs heartily.
784 "Would you like to manually throw the ball or have Ball Tosser throw the ball?"
785 [`b c`M`c`]anual Throw
786 [`b c`T`c`]osser (for Slower Modems & Systems)
787 "Which one of our fair goers would you like to plop in the tank today?"
788 Name or partial name or ENTER to go through list:
789 "Well, you can try to dunk Pink Fury then." says `b c`Blue Fury.
790 When you are ready to throw the ball, hit your space bar key.
791 Wimp!
792 `b f y`Geek!
793 `b f m`Woose!
794 `b f r`Loser!
795 `b f bl`Sucker!
796 `b f g`Pickle Head!
797 █ `b c`░░░░░░░░░`b r`█
798 ████████
799 ███████
800 Sorry, you lost. Perhaps you can try another time.
801 Oh no! Yiiiiiiipes!
802 You won! Let's see what we've got for your prize!
803 You've just won an additional Forest Fight!
804 fights left.
805 You won an extra Player Fight!
806 `b r`│ `b m`█ `b y`█ `b m`█
807 `b r`│
808 MoonDust's County Fairgrounds
809 Welcome to the Fair!
810 [`b c`B`c`] `b c`Balloon Pop Booth
811 [`b c`M`c`] `b c`Medicine Man Show
812 [`b c`J`c`] `b c`Fairy Jug Band Promenade
813 [`b c`G`c`] `b c`Guess Fairy Flame's Weight
814 [`b c`W`c`] Weasel a Favor from Stardust
815 One-Ticket Booths
816 [`b c`D`c`] `b c`Dunk Tank
817 [`b c`K`c`] `b c`Kissing Booth
818 [`b c`P`c`] `b c`Pie Eating Contest
819 Gold Gambling Tournaments
820 [`b c`S`c`] `b c`Spear Toss
821 [`b c`T`c`] `b c`Javelin Throw
822 Two-Ticket Quests
823 [`b c`E`c`] `b c`Enchanted Forest
824 [`b c`F`c`] `b c`Fairy Chase

825 [`b c`H`c`] `b c`Haunted Forest
826 -=-=-=-=-=-=-=-=-=-=-=-=-
827 [`b m`V`m`] `b m`View Earnings
828 [`b m`L`m`] `b m`List Fair Goer Scores
830 [`b m`C`m`] `b m`Page Fair Master for Chat
831 [`b m`?`m`] `b m`Help `m`[`b m`%`m`] `b m`Colors
832 [`b m`R`m`] `b m`Redraw
833 [`b m`&`m`] `b m`Additional Menu Items
834 [`b m`Q`m`] `b m`Quit
836 Tickets:
837 JAVELIN THROWING TOURNAMENT
838 SPEAR TOSS TOURNAMENT
839 MoonShatter beckons you closer, `b c`"You look like you have a mighty arm.
839 In this tournament, Tempest and Turmoil will each throw a javelin.
839 You will wager whether your throw will be short of theirs, in between theirs,
839 or fall far from their two throws.
839 TIES may count. For instance, if you guess short and yours falls less
839 than or equal to the shortest throw, this counts as a win."
840 EveBreeze summons you near, `b c`"In this contest, 9 players will compete.
840 You will be allowed to throw the first spear.
840 After seeing the distance of your throw, you will get the choice
840 of accepting your first throw, or throwing again.
840 But beware! Your second throw MAY be worse than the first!
840 Each contestant who throws the shortest distance will be
840 eliminated until only one remains."
841 "The minimum wager is 25 gold, the maximum is
842 You check your gold:
843 "Do you wish to continue?"
844 "Your muscles weren't that impressive anyway," snickers MoonShatter.
845 "Maybe another time then," says EveBreeze.
846 Would you like to use another turn now?
847 [`b m`Q`b c`]uit Tournament [`b m`R`b c`]edraw [`b m`B`b c`]egin Contest
848 Your wager is 50 gold.
849 WAGER:
850 "What is this? You are wasting our time. You don't even have 25 gold.
850 You will not be welcome to this tournament anymore today. Get out of here!"
851 "Very funny, let's see your money. Aha! You don't have that much.
851 Try again, and this time do it right, you silly!" MoonShatter chuckles.
852 "Get serious and place a bet between your minimum and maximum.
852 What a pickle head!" MoonShatter grins.
853 it is! Throw your weapon whenever you are ready!"
853 A crowd has formed now, and all are watching in anticipation.
854 BALLOON POP BOOTH
855 "Need a little *pop* in your life?" grins PinkMischief.
856 "How about trying to pop a balloon?"
857 "What do ya say? It's only 1 ticket."
858 "Maybe later," PinkMischief smiles and turns away.
859 "Wow! You won!" `m`
860 MoonShatter

861 EveBreeze
862 "Too bad. Better luck next time." `m`
863 "Tempest and Turmoil have thrown their javelins.
864 Do you wager your throw will fall short, in between, or long?
865 [`b m`1`b c`] Short [`b m`2`b c`] In Between [`b m`3`b c`] Long
866 You guessed it will fall
867 short.
868 in between.
869 long.
870 You have thrown your first spear. Would you like to keep it or rethrow?
871 [`b m`1`b c`] Keep Throw [`b m`2`b c`] Rethrow
872 You are contestant number 1.
873 Dawn's Kissing Booth
874 Dusk's Kissing Booth
875 "Come here. Let's see how passionate you can be," `m`entices
876 Dawn
877 Dusk
878 from the booth.
879 You think you feel pretty `b f r`hott `b c`today.
880 You boldly approach the booth and notice it costs 1 ticket. Should you?
881 "You probably kiss like a fish anyway,"
882 says flippantly.
883 "Which one of our
884 fair maidens
885 handsome hunks
886 would you care to pucker up with?"
887 "I'll lay one on you then. Pucker up!" says `b c`
888 You check your charm, as if *it* would help you here. Fat chance.
889 You slowly wrap your arms around
890 her, tilting her back,
891 him, pulling him towards you,
892 and lay your most passionate kiss upon
893 her.
894 him.
895 approaches you and says, "Pucker up sweetie."
896 You lean in warily, close your eyes and just barely brush
897 your puckered lips across
898 hers.
899 his.
900 You wonder what
901 she
902 he
903 thinks.
904 You feel yourself breathing heavily as you await
905 her
906 his
907 reaction.
908 "Gag! That has to be the most slobbery kiss I've ever had!"
909 "What did you just eat? A garlic pretzel? Yuck!"

910 "That was like kissing my

911 brother."

912 sister."

913 "Not bad. Maybe we can practice when I get off work."

914 "Wow! I've never had a kiss like that before. You took my breath away!"

915 "Wow! I should pay *you* for a kiss like that!"

916 She

917 He

918 You feel something happening and check your charm.

919 PIE EATING CONTEST

920 "You look like you could win the contest," says DewDrop with a wink.

921 "Would you like to sign up? We just need one more contestant to begin."

922 "What do ya say? It's only 1 ticket."

923 "Well, perhaps another time then," DewDrop smiles and turns away.

924 "Good then," says DewDrop. "Let me explain the rules."

924 There are ten contestants. Each contestant is given a pie and the eating begins.

924 The pot of gold increases for each round you stay in without getting sick.

924 Your place is in the chair on the far left. And good luck!

925 You are Contestant Number 1 in the chair on the far left.

926 ┌───┐

927 BEGIN!

928 DewDrop approaches you, `b m`"I KNEW you could win. Here is your

929 DewDrop hands you her hankie.

930 "Perhaps you'll feel better tomorrow and can try again then!"

931 You find a quiet spot to barf a few more times and then head back to the fair.

932 All remaining contestants are still in!

933 Looks like we have a WINNER!

934 Looks like we have a loser. Contestant number

935 HAUNTED FOREST

936 Shimmer approaches you, `b c`\"You will begin your quest in the haunted forest.

936 The forest is scattered with valuable items. But beware!!

936 The forest also contains monsters lurking about!

937 You will receive a small amount of time to study the forest.

937 Study carefully, because when the time is up,

937 `m`the forest will be enshrouded with darkness!

937 Only the trees will remain to be used as landmarks.

938 You will scatter crumbs where you walk so they can show where you've been.

938 You may keep everything you pick up.

938 But be careful! If you run into a Monster, you're OUT!

939 DON'T BE LOOKING DOWN HERE! `b c`STUDY `b r`the locations of the items in the forest!

940 [`b m`Q`b c`]uit [`b m`R`b c`]edraw

941 `g`=TREES `b y`o=GOLD `m`ƒ=FAIRY

942 `y`Û=HORSE `b bl`=GEMS `b y`S=STRENGTH E=EXPER

943 Ø=MONSTER

944 ß=COTTON CANDY `b r`ò=CARAMEL APPLE `b g`▬=SODA `b y`Ü=POPCORN `y`=HOTDOG

945 `b r`=SNOWCONE `r`■=TICKET

946 The horse whinnies & runs away. You already have one anyway.

947 Wow! You've found a horse!

948 You add a gem to your pouch and look inside to see how many you have:

949 You feel your Attack Strength increase by one for a total of
950 You feel your Defense Strength increase by one for a total of
951 You bend down and see a cute little fairy dancing among the ivy.
952 You pick her up and put her in your pocket.
953 `b f r`OUCH!! `b m`What's going on?
954 You look inside your pocket. OH NO! You forgot you already had a fairy!
955 Now the fairies are fighting and pulling hair!
956 One lets out a loud shriek
957 and flies away.
958 and they both fly away.
959 A little fairy climbs out from under a mushroom & jumps in your pocket.
960 `b c`"You have just been eaten by a MONSTER!" `b y`laughs Shimmer.
961 You found a ticket!
962 You pick it up.
963 It's a FREE ticket to any BOOTH!
964 A gust of wind comes up and blows it away!!
965 A little fairy flies down and grabs it out of your hand!
965 The fairy giggles and flies away!!
966 You put it in your pocket.
966 A little fairy warns you, "You can only use this ticket today!"
967 You've found some cotton candy!
968 You've found a caramel apple!
969 You've found a soda!
970 You've found a box of buttery popcorn!
971 You've found a hot dog!
972 You've found a snow cone!
973 You decide to snarf it down.
974 You feel your maximum hit points increase by one!
975 You feel your Attack Strength increase by one for a total of
976 You feel your Defense Strength increase by one for a total of
977 You think you feel a little queezy.
978 BAAAAAAAARRRF!
979 Maybe you shouldn't have eaten so much.
980 You think you'll sit the rest of this quest out.
981 You see Fairy Misty giggling and flitting through the woods.
982 "You caught me!" Misty giggles.
983 "Only the bravest dare embark on this quest.
984 The entry fee is 2 tickets,\" says NightSky.
985 Do you dare sign up?
986 "You look like a wimp anyway," NightSky says matter-of-factly.
987 FAIRY CATCH
988 Fairy Misty giggles, `b c`"Can you catch me? That's the name of this game!
988 The forest is scattered with 20 bags of gold. You may pick up all you can.
988 As you travel, I will magically build a wall where you have stepped.
988 You must be careful how you step or you will block yourself in
988 and lose everything.
988 Once you catch me
989 the GAME IS OVER and I will let you keep the gold!
990 Oh! And you MUST PICK UP *ALL* 20 bags too or you get NOTHING!

991 Be careful! If you run into a Monster, you're OUT!"

992 Make sure your NUM LOCK is ON. And use your NUM LOCK arrow keys for movement.

993 Here is the key to the items in the forest.

994 Hit any key when you are ready to begin.

995 Dum da dum dummmmmm, DUMMMMMMMMM!"

996 ENCHANTED FOREST

997 "Do you think you can conquer our enchanted forest?" `b c`asks Teal.

998 "You will begin your quest in an enchanted forest filled with valuables.

999 Pick up all the items you can carry. But BEWARE!

1000 The forest is filled with `b r`Monsters `b m`and with EVERY STEP you take

1000 the forest will grow and more Monsters will appear.

1000 Good luck. For you will need it.

1001 When you can no longer move. You must select Quit to exit."

1001 Be careful! If you run into a Monster, you're OUT!"

;