

## Contents

<b>Walkthrough and Hints for test_game_basic</b>	<b>1</b>
Warning . . . . .	1
Hints . . . . .	2
Walkthrough . . . . .	2
Room 2 is dark . . . . .	3
Room 3 is more than it seems - so come back later . . . . .	4
Room 4 has a door . . . . .	5
Room 5 is a hoard room . . . . .	8
Room 3 is so much more than it seemed now . . . . .	9
Oooh, a secret room . . . . .	10
The lever button opened a secret door . . . . .	12
Elves don't like people taking their stuff . . . . .	14
I wish I could be forgiven . . . . .	15
I can go no further east - or can I ? . . . . .	16
I am ready for the maze . . . . .	18
I should hoard my treasure . . . . .	23
There must be more treasure . . . . .	28
Map . . . . .	29

## Walkthrough and Hints for test\_game\_basic

### Warning

Using this game walkthrough will prevent you from investigating the game fully and learning what you can. Also note that I am not a professional hint and walkthrough writer so there is no guarantee that you can use this document without spoilage. I suggest you: read the hints first, dip into and out of the walkthrough, map your won map, only use the map here as a last resort. This walkthrough is automatically generated from a 'test'. It is created as the game is played. So the output you see here is what the game provides, if you are doing something different then you are playing a different version of the game, a different game, or doing something wrong

- for more information on the game visit [The Official RestMud HomePage](#)

## Hints

- examine all signs
- look in description html for 'spans' that are examinable
- if you take something that isn't yours then confess quickly
- use things with ids
- map the maze
- if the game says to do something then do it e.g. 'wobble' or 'confess'
- secret ways often mean points
- some secret ways never run out of points
- polish before hoarding

## Walkthrough

*we start in room 1*

look

You Look.

1 : The Central Test Room

This is the room in the center of the test game

I can see some things here:

- A sign on the wall (ahint)

... messages ...

- The Wizard Says: Welcome everybody to the test game

*I always examine signs on walls*

examine ahint

You Examine: A sign on the wall ... I think you can go south near the strong room.

## Room 2 is dark

*north leads into room 2*

go n

You go n

2 : The Dark room in the north

It is too dark to see

*oh oh, it is dark here*

look

You Look.

2 : The Dark room in the north

*amend the url to go back south /go/s*

go s

You go s

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

*to get back to room 1*

look

You Look.

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

## Room 3 is more than it seems - so come back later

*east leads into room 3 - east room*

go e

You go e

3 : The East Room

This is the room in the east

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

*not much to do here at the moment*

look

You Look.

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

*I can't go anywhere yet.*

go e

i can't go that way. what makes you think i can go that way!

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

*I'll examine that sign though*

examine mazesign

You Examine: A Sign ... This way to the maze. Are you ready to map your way out of danger? Use the lever if you dare I'm not ready to use the mazesign yet, I'll do that later

*I will come back here later*

go w

You go w

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

look

You Look.

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

## **Room 4 has a door**

go s

You go s

4 : The South Room

This is the room in the South

I can see some things here:

- A sign on the wall (adirsign)

*I need to open the door before I go east*

go e

You can't go e because the door is closed

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

open e

OK, you open the door

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

go e

You go e through the door

6 : The West Corridor

This is the western corridor

look

You Look.

6 : The West Corridor

*Hmm, can't go east no more*

go w

You go w through the door

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

look

You Look.

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

*I wonder what the sign says*

examine adirsign

You Examine: A sign on the wall ... Since this is room four, I'll tell you some more, you can go east when you think you can't go east no more, and then you can read this sign some more.

*I'll come back later then*

go n

You go n

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

## Room 5 is a hoard room

look

You Look.

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

*west leads into room 5 - hoard room*

go w

You go w

5 : The West Hoard Room

This is the room in the West where everyone stores all their stuff, there is a strong room door to the west

I can see some things here:

- A sign on the wall (hintsigne)

*I do not have anything to hoard though.*

look

You Look.

5 : The West Hoard Room

I can see some things here:

- A sign on the wall (hintsigne)

*I'll examine that sign though*

examine hintsigne



You Examine: A sign on the wall ... Shh, GO Easily, I think I see a secret way in Room '3'. Shhh.

*Hmm, let me visit room 3 again then*

go e

You go e

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

go e

You go e

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

**Room 3 is so much more than it seemed now**

*but I can't see anything*

look

You Look.

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

*I will trust the sign*

go e

You go e

7 : The Secret East Room

This is the secret room in the east, there is a lever on the wall

I can see some things here:

- A Lever on the wall (alever)

... messages ...

- hey, that was strange, i didn't see the exit, it must have been an optical illusion or something.
- your exploration earned you some points on your score

## **Oooh, a secret room**

look

You Look.

7 : The Secret East Room

I can see some things here:

- A Lever on the wall (alever)

*Examine everything*

examine alever

You Examine: A Lever on the wall ... The lever has a

*Examine everything*

examine leverbutton

You Examine: A button on a lever ... The button looks like it has been worn down over centuries of use. Or perhaps it was just a really cheap button.

*Examine everything*

use leverbutton

you press the button on the lever. you hear a squeal of wood and metal as something opens somewhere.

*Not sure what opened where, but I'll take the torch just in case*

take torch\_1

You took: torch\_1. You now have the A Torch of Illumination, oooh, and you now have the ability to 'illuminate' and 'darken' (power=10).

*I think I'm done here*

go w

You go w

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

*I think I'm done here*

go w

You go w

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

*I think I'm done here*

go s

You go s

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

*I already opened this door*

go e

You go e through the door

6 : The West Corridor

look

You Look.

6 : The West Corridor

## **The lever button opened a secret door**

*I wonder how my score is doing*

score

Your Score is: 10

go e

You go e through Secret Panel. And Secret Panel closes behind you.

8 : The Room behind the gate in the East

This is the room behind the secret gate, you see no reason for the fuss

I can see some things here:

- A wobbly switch on the wall (wobblyswitch)

look

You Look.

8 : The Room behind the gate in the East

I can see some things here:

- A wobbly switch on the wall (wobblyswitch)

examine wobblyswitch

You Examine: A wobbly switch on the wall ... Someone has written something beside the switch, it looks like it says 'wobble me'

*It says wobble it, I'll 'wobble' it*

wobble wobblyswitch

you wobble the switch - and your score increased. but i don't think you should try that again, the wiz might not like that.

*My score should be more*

score

Your Score is: 30

*I'll be on my way then*

go e

You go e

9 : An Eastern Corridor

This corridor goes east

... messages ...

- you can see a tiny pipe on the floor on the floor

## Elves don't like people taking their stuff

look

You Look.

9 : An Eastern Corridor

... messages ...

- you can see a tiny pipe on the floor on the floor

examine atinypipe

you look at the tiny pipe. it appears to have 'this is mine. do not touch. signed tiny elf' written on it in tiny writing, to be honest, it is so tiny that you could almost claim to have not seen the writing.

... messages ...

- you can see a tiny pipe on the floor on the floor

*Oooh, I'll feel guilty but I'll take it*

take atinypipe

you bend over and pick up the tiny pipe, it vanishes before you can put it in your pocket. oh well, easy come, easy go.

... messages ...

- you feel a bit guilty about taking the elf's pipe, but since it disappeared you feel less worried. but still a bit worried.

*I'll wander about for a while*

go e

You go e

10 : Another Eastern Corridor

This corridor goes east and west

I can see some things here:

- A sign on the wall (asinsign)

... messages ...

- you feel a bit guilty about taking the elf's pipe, but since it disappeared you feel less worried. but still a bit worried.

## **I wish I could be forgiven**

look

You Look.

10: Another Eastern Corridor

I can see some things here:

- A sign on the wall (asinsign)

... messages ...

- you feel a bit guilty about taking the elf's pipe, but since it disappeared you feel less worried. but still a bit worried.

*This looks promising*

examine asinsign

You Examine: A sign on the wall ... confess <insert your sinning item here> and all will be forgiven. Or don't and it won't. Up to you. You smell like poo!

... messages ...

- you feel a bit guilty about taking the elf's pipe, but since it disappeared you feel less worried. but still a bit worried.

*This looks promising*

confess atinypipe

you confess your sin of taking the tiny pipe to the sign with an angry face. a tiny elf appears and says 'i forgive you, but do not do it again' and the elf hits you on the nose with a tiny feather. ow, that really hurt. what was the feather made out of? steel? the elf says 'ha, do it again and i hit you with something other than my magic lead feather of much pain'. the elf disappears, leaving you and your pain to wallow in your guilt. happy days.

... messages ...

- you feel as though your score has increased.

*Who says crime doesn't pay - bwahahahah!*

score

Your Score is: 40

**I can go no further east - or can I ?**

go e

You go e

11 : Another Eastern Corridor but this one is really dark

It is too dark to see

*Too dark too see though*

look

You Look.

11 : Another Eastern Corridor but this one is really dark

*I should light my torch*

illuminate



Good work. You illuminated the 'A Torch of Illumination'.  
Your 'A Torch of Illumination' has 10 power left.

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 9 power

*I can see now*

look

You Look.

11 : Another Eastern Corridor but this one is really dark

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 8 power

*The sign said I could go east*

go e

You go e

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 7 power
- oer, that felt funny

*Not sure what happened there*

score

Your Score is: 50

*I will save my torch until I need it again*

darken

Good work. You extinguished the 'A Torch of Illumination'.  
Your 'A Torch of Illumination' has 7 power left.

*That must have been a teleporter*

look

You Look.

4 : The South Room

I can see some things here:

- A sign on the wall (adirsign)

**I am ready for the maze**

go n

You go n

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

go e

You go e

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

use mazelever

you use the lever and zap yourself into a maze off the beaten path. oops. i hope you know how to get out of here.

look

You Look.

14 : The Start of the Maze

You are in a maze of twisty tiny passages constructed by a loony who is experimenting with his game engine, this can't be good.

I can see some things here:

- A helpful sign (startmazesign)

go w

You go w

17 : In the dark part of the maze

It is too dark to see

*too dark*

look

You Look.

17 : In the dark part of the maze

*I should light my torch*

illuminate

Good work. You illuminated the 'A Torch of Illumination'.  
Your 'A Torch of Illumination' has 7 power left.

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 6 power

*And see what I can see*

look

You Look.

17 : In the dark part of the maze

I can see some things here:

- A dark lever (amazelever17)

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 5 power

use amazelever17

you use the lever and find yourself in new set of twisty  
tiny passages

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 4 power
- ah, this looks more promising.

look

You Look.

18 : Near the end of the maze

You are near the end of the maze.

I can see some things here:

- A sign (endmazebuttonsign)
- A button (endmazebutton)

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 3 power

*Oooh a sign*

examine endmazebuttonsign

You Examine: A sign ... The end maze button does what you think it would do if you use it. Bit of a let down that. But not if you found the secret of the maze, though. You did find it RIGHT?

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 2 power

*Oooh a button*

examine endmazebutton

You Examine: A button ... The shiny red button in front of you screams 'do not push me'. Literally. It was quite loud.

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 1 power

go e

You go e

20: The secret of the maze!

You are in an empty room.

... messages ...

- Your 'A Torch of Illumination' is working and now 'torch\_1' has 0 power
- Your 'A Torch of Illumination' has 0 power left and has disappeared

- you found the secret. if you are first to find the secret then there is a prize. if not, then just think of all the work you did to increase your score by 300 points. yes 300!!!! points. how much is the prize worth you wonder?

*And see what I can see*

take the\_secret\_of\_the\_maze\_prize

You took: the\_secret\_of\_the\_maze\_prize. You now have the  
A very prize like prize

go w

You go w

18 : Near the end of the maze

I can see some things here:

- A sign (endmazebuttonsign)
- A button (endmazebutton)

use endmazebutton

you escaped from the maze like a... ehm... an... umm...  
maze escaper person

... messages ...

- and you finish the maze.

look

You Look.

3 : The East Room

I can see some things here:

- A lever on the wall (mazelever)
- A Sign (mazesign)

## I should hoard my treasure

go w

You go w

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

go w

You go w

5 : The West Hoard Room

I can see some things here:

- A sign on the wall (hintsigne)

go s

You go s

12 : A secret area

A secret area must be around here somewhere. Oh wait a minute, this is it.

I can see some things here:

- A Torch Dispenser (torchdispenser)

*I can get a new torch*

use torchdispenser

OK, you use 'A Torch Dispenser' and you see it dispense  
'<span id='torch\_2'>A Dispensed Torch</span>'

*But torch isn't treasure*

take torch\_2

You took: torch\_2. You now have the A Dispensed Torch ,  
oooh, and you now have the ability to 'illuminate' and  
'darken' (power=19).

go n

You go n

5 : The West Hoard Room

I can see some things here:

- A sign on the wall (hintsigne)

go e

You go e

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

go n

You go n

2 : The Dark room in the north

*I should light my torch and see*

illuminate

Good work. You illuminated the 'A Dispensed Torch'. Your  
'A Dispensed Torch' has 19 power left.

look



You Look.

2 : The Dark room in the north

take cloth\_1

You took: cloth\_1. You now have the A Cloth of Shining  
, ooh, and you now have the ability to 'polish' things  
(power=200).

go s

You go s

1 : The Central Test Room

I can see some things here:

- A sign on the wall (ahint)

go w

You go w

5 : The West Hoard Room

I can see some things here:

- A sign on the wall (hintsigne)

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 18  
and now it is worth 418 hoard points. Your 'A Cloth of  
Shining' has 182 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 60  
and now it is worth 478 hoard points. Your 'A Cloth of  
Shining' has 122 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 4 and now it is worth 482 hoard points. Your 'A Cloth of Shining' has 118 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 43 and now it is worth 525 hoard points. Your 'A Cloth of Shining' has 75 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 2 and now it is worth 527 hoard points. Your 'A Cloth of Shining' has 73 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 1 and now it is worth 528 hoard points. Your 'A Cloth of Shining' has 72 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 19 and now it is worth 547 hoard points. Your 'A Cloth of Shining' has 53 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 18 and now it is worth 565 hoard points. Your 'A Cloth of Shining' has 35 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 11 and now it is worth 576 hoard points. Your 'A Cloth of Shining' has 24 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 1 and now it is worth 577 hoard points. Your 'A Cloth of Shining' has 23 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 2 and now it is worth 579 hoard points. Your 'A Cloth of Shining' has 21 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 8 and now it is worth 587 hoard points. Your 'A Cloth of Shining' has 13 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 2 and now it is worth 589 hoard points. Your 'A Cloth of Shining' has 11 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 5 and now it is worth 594 hoard points. Your 'A Cloth of Shining' has 6 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 6 and now it is worth 600 hoard points. Your 'A Cloth of Shining' has 0 polish power left.

polish the\_secret\_of\_the\_maze\_prize

Good work. You polished 'A very prize like prize' by 0 and now it is worth 600 hoard points. Your 'A Cloth of Shining' has 0 polish power left. Your 'A Cloth of Shining' vanishes, it must have been magic.

polish the\_secret\_of\_the\_maze\_prize

You try to polish it with your hand but it doesn't work.  
You need to carry something that let's you polish stuff!

hoard the\_secret\_of\_the\_maze\_prize

You hoarded: the\_secret\_of\_the\_maze\_prize [scored 600]

*High Score!*

score

Your Score is: 980

**There must be more treasure**

go s

You go s

12: A secret area

I can see some things here:

- A Torch Dispenser (torchdispenser)

*This is more like it*

go e

You go e

13: A secret treasure stash

Oh, this is the secret treasure stash.

take shiny\_gold\_ring

You took: shiny\_gold\_ring. You now have the A shiny gold ring

go w

You go w

12 : A secret area

I can see some things here:

- A Torch Dispenser (torchdispenser)

go n

You go n

5 : The West Hoard Room

I can see some things here:

- A sign on the wall (hintsigne)

hoard shiny\_gold\_ring

You hoarded: shiny\_gold\_ring [scored 200]

*Higher Score!*

score

Your Score is: 1180 That is about all I can do. So I'll stop now.  
Or is it!

**Map**

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## test\_game\_basic - BasicTestGameGenerator

Default single player game - released as the example RestMud game on 20160609

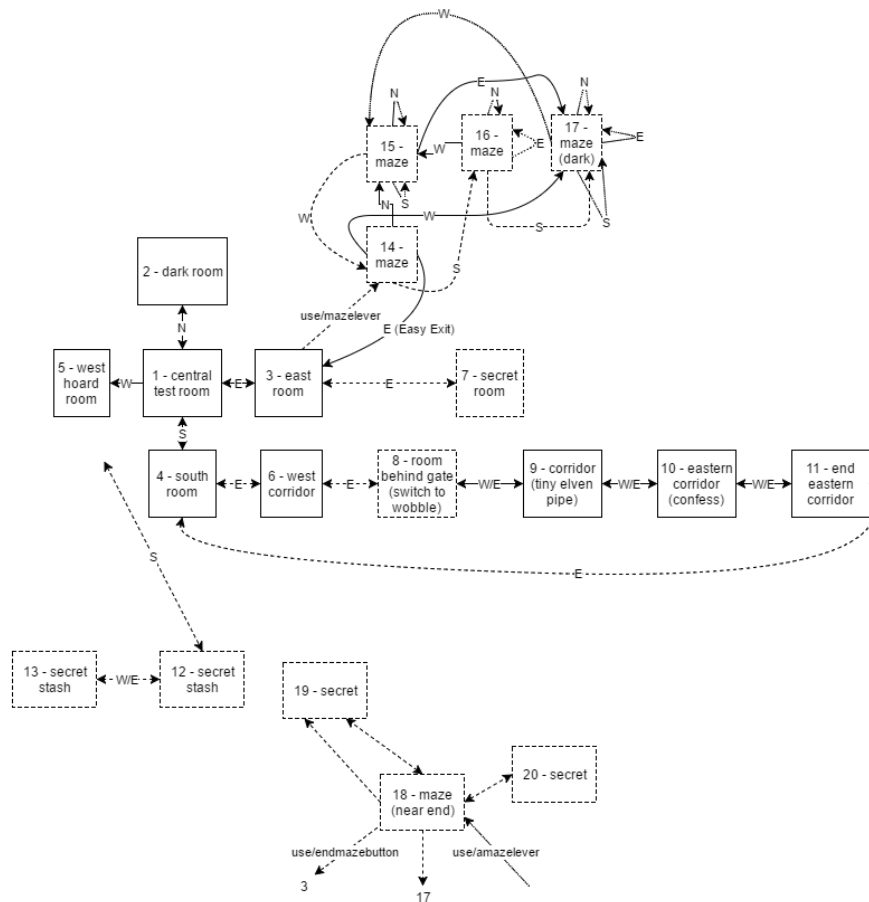


Figure 1: