

EMPLOYEE HANDBOOK

Written by First Assistant Librarian Xnroclewos under the authority of our glorious Master Xleksixnrewix

Welcome to our family! We hope that overseeing the Great Library of our Master Xleksixnrewix will be a fun and rewarding career path, and you will enjoy dedicating your life to its collections! With us, your nights will be full of devious mazes and delicious knowledge, with plenty of opportunity for career advancement as you defeat adventurers and accumulate job experience!

DUTIES

As a [Third Assistant Librarian], you are responsible for the collections from [AL] to [ES].

Note: does not include P and Q, those are on the other side. Just L M N O R S. Do not question our Master's organizational decisions.

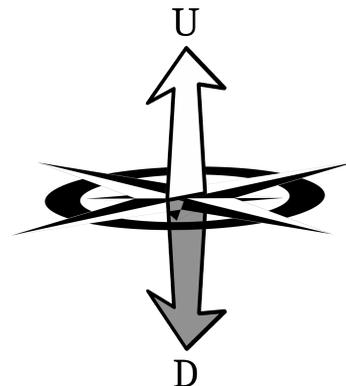
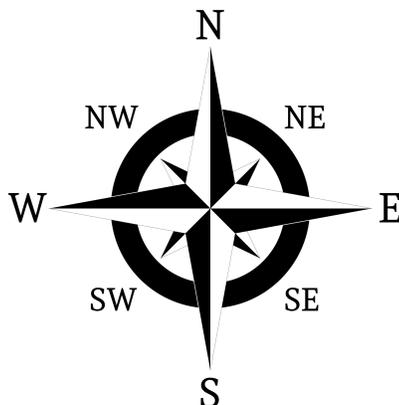
The entrance to your section is the secret passage in room [AL]. To open or close it to visitors, **STRIKE THE GONG** in that room.

Note: do not close the library if anyone is inside. If they realize they're trapped and doomed to a slow and agonizing death, they might panic and damage the books!

As you attend to patrons, remember to **READ** or **EXAMINE** anything of note, and **WAIT** as needed for them to catch up.

THE MAP

By our Master's great wisdom, all collections in the library are arranged along compass directions. Subjects are arranged north-to-south by their first letter and west-to-east by their second letter, so that BM is north of CM, south of AM, east of BL, and west of BN. Librarians are expected to navigate by these same compass directions, such as **GO SOUTHEAST** (or **SOUTHEAST**, or **SE**).

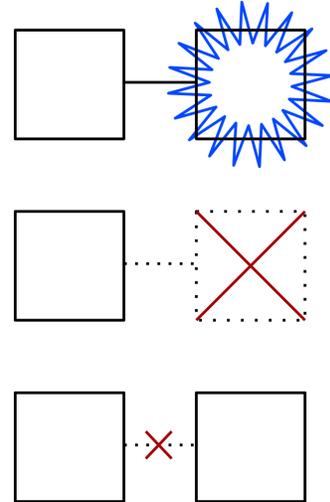


If you ever get lost, remember to consult your **MAP**. If your particular labyrinth involves vertical passages, you can also look at a single **MAP LEVEL**: for example, **MAP LEVEL 1** for the main floor, **0** for the passages below, and **2** for the tops of the shelves.

THE LABYRINTH

Our Master, in her inestimable wisdom and generosity, recognizes that building mazes full of traps is a fundamental need. As long as there are no guests present, she grants you full authority to:

- **OPEN** rooms, to make them accessible to guests (for example, **OPEN EAST** to open up the room to the east, or connect to an already-opened room there)
- **CLOSE** rooms, rendering them inaccessible (for example, **CLOSE EAST** to completely shut down the room to the east)
- **BAR** passages, closing the connection but leaving the room on the other side open (for example, **BAR EAST** will block the passage east, but will not stop people from entering that room from any other direction)



No more than **20** rooms should be open at one time, to avoid overwhelming the climate-control salamanders.

ADVENTURERS

Patrons come to the library during normal operating hours, bearing tribute to our glorious Master and properly-approved library cards. Librarians should assist them in finding anything they might need.

Adventurers come to the library at any other time, bearing weapons and torches and trying to steal, loot, burn, or otherwise destroy our Master's collection. If you've ever seen any stories about adventurers involving libraries, you know what atrocities they are capable of when given the slightest provocation! Librarians should trap, banish, murder, or annihilate them by any means necessary before they can harm our precious books.

In case of adventurers, various traps and weapons are provided in the treasure chest in room [E8], which can be accessed any time the library is open. Under no circumstances should adventurers ever be allowed to reach this room!

Note: If adventurers get hold of the weapons there, our merciful Master will literally eat you alive. This is a promise.

To use these traps, **TAKE** them from the chest (for example, **TAKE ORB**), then either **DROP** them in the current room (**DROP ORB**) or **THROW** them to another room (**THROW ORB NORTHEAST**). To check which traps you're carrying, remember to take **INVENTORY**.

On behalf of our glorious Master Xleksixnrewix, I wish you good luck in your collection-maintaining, labyrinth-building, and trap-setting endeavors!

SUMMARY

Your main actions as a *[Third Assistant Librarian]* will be:

- **GO** [a direction]
- **WAIT** (Z) to let time pass
- **READ** or **EXAMINE** [something] (X) to learn more details
- **OPEN** [a direction] (O) to open a new room or a new passage to an existing room
- **CLOSE** [a direction] (C) to entirely close an existing room
- **BAR** [a direction] (B) to block the passage without closing the room
- **STRIKE GONG** to open the library
- **TAKE** [something]
- **INVENTORY** (I) to see what you're holding
- **DROP** [something] to put it in the current room
- **THROW** [something] [a direction] to put it in another room

And remember, don't screw this up! - Second Asst Librarian Qdontoxom

