

There was one present left, a wooden box with a tag that said *I open at the close...*

The Last Christmas Present

A scavenger hunt in words by JG Heithcock

Release 3 / Serial number 220926 / Inform 7 build 6M62 (I6/v6.34 lib 6/12N) SD

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

Two glass french doors open up to the entrance to the front garden to the west.

An archway leads east down to the Guest Hall.

The wooden box sits amidst the wrapping papers, closed.

>open box

You open the wooden box, revealing a Map.

>x map

As you take the map from the box, you see it is a single long sheet of paper, carefully folded on the left and right sides. Each folded section seems to be part of an area of this house.

The first page of the map

Folded up like an accordion, it looks like the Marauder's map, but instead of the castle of Hogwarts, you recognize your house. There is a tiny banner with *44 Westwind* on it. Where your tree house would be, there is a tree formed out of words like the whomping willow.

There are more folds underneath.

Luna struts in and sits down in a corner, watching the proceedings.

>unfold map

You unfold the left and right sides of the Map and see...

The second page of the map

The map shows what appears to be the grounds around the house. You can see a tiny version of the house, with its tiny banner, next to a miniature whomping willow.

Below the house are lines of words, flowing around a dark section labeled **The Dark Forest** - clearly the Briones Hills behind your house.

There are more folds underneath.

>unfold map

You unfold the left and right sides of the Map and see...

The third page of the map

The lines are formed from words, some made up, some are the name of the object drawn. The center of the map has a drawing of the waterfall, with steps going up beside it. On the right side of the map is the edge of the house with the entrance to the garden and two alcoves, to the south and north. On the far left, to the east, is the archway that goes to the road. On the bottom, to the south, are the curved steps leading to the garage.

There are more folds underneath.

>unfold map

You unfold the left and right sides of the Map and see...

The fourth page of the map

The lines of the fourth page show the Great Room and the Kitchen (marked House Elves Only on the map). Where the Christmas tree would be, there is a large label with the words "The Great Room".

Underneath that label, to the south, is what looks like a paramecium made from the words "Kitchen Island" repeated over and over. It is labeled "House Elves Only".

On the left, to the west is the doors to the front garden, labeled "Porticus Imago".

On the right, to the east, are the steps leading down to what would be the Guest Hallway with the steps up to the Balcony beneath.

In the bottom right corner of the Kitchen area is a curved room labeled "The Cauldron Cupboard" that looks like it would be the larder. At the bottom is a round circle labeled "Flue Network" where the Pizza Oven would be.

In the bottom left corner is a label "Way to the Forbidden Forest".

There are more folds underneath.

>unfold map

You unfold the left and right sides of the Map and see...

The fifth page of the map

The map shows part of the upstairs. The left side, to the north, is a diagram of a room labeled **The Study**. Next to it is a diagram of your bedroom, marked **Morgan's Room**. There is also an odd shaped area next to your bedroom marked **The Room of Requirement** and some other smaller areas.

There are more folds underneath.

>unfold map

You unfold the left and right sides of the Map and see...

The last page of the map

The last page of the map looks like your Papa's office. The stairs going down to it has a label that reads **the Restricted Section**. The bar has the label **Potions Room**. His office is labeled **the Room of Secrets**. In the corner, where the aquarium would be, is a label for the "Grindylow".

The middle of the map is a square made of two flaps. The top says **Hogwarts School of**, the bottom says **Witchcraft & Wizardry**.

>unfold flaps

You pull apart the top and bottom flaps.

The top flap has what looks like **a riddle** written on it, the bottom has what appear to be **clues**, in the middle you see....

Sixteen paper arrows form a ring looking very much like a **wind rose**. The center of the wind rose has a single letter N with an arrow pointing up. It looks as if the actual rose is missing.

>read riddle

*Four snitches hold the secret
to where your treasure is hid.
Four winds blew them far away
and through the house they have slid.
This map you hold will help you
if you search on every grid.
Assemble the clues below
and always be intrepid.*

Let the snitch hunt begin!

>read clues

*A stern north-northeaster blew your first clue up-and-away to hide.
Your second followed a strong southwester, hungry for adventure.
Eight dragons guard your third, just south of southeast.
The fourth escaped outside, following this house's namesake, the west wind.*

>unfold flaps

There seems to be something written on the other side of the clues. Some advice perhaps?

>read advice

*For the first clue, you might need to ask Neville's help, he really gets it.
For the second clue, Dobby would tell you to tickle a pear.
For the third clue, Fred and George point to someone 'Pacing in his study'.
For the fourth clue, Mrs. Weasley likes to listen to Celestina Warbeck for inspiration.*

>fold flaps

You fold the advice flap back down.

The top flap has what looks like **a riddle** written on it, the bottom has what appear to be **clues**, in the middle is a wind rose.

The center of the wind rose has a single letter N with an arrow pointing up. It looks as if the actual rose is missing.

>look

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

Luna is watching you expectantly.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

An archway leads east down to the Guest Hall.

The wooden box sits amidst the wrapping papers, open.

>south

Kitchen (marked House Elves Only on the map)

A long, sinuous granite counter is in the middle of the kitchen with other cabinets and counters running along the walls. Next to the refrigerator is a Pizza Oven (marked Flue Network on the map), made with the same slate floor as the slate floor.

To the north is the Great Room.

There is a door to the larder in the corner.

On the granite counter are some random kitchenware and a kitchen phone.

You can also see a regular oven and a microwave here.

>x map

The last page of the map

The last page of the map looks like your Papa's office. The stairs going down to it has a label that reads **the Restricted Section**. The bar has the label **Potions Room**. His office is labeled **the Room of Secrets**. In the corner, where the aquarium would be, is a label for the "Grindylow".

There is a star at the top of the map, in what would be South-Southeast.

The middle of the map is a square made of two flaps. The top flap has what looks like a **riddle** written on it, the bottom has what appear to be **clues**, in the middle is a wind rose.

The center of the wind rose has a single letter N with an arrow pointing up. It looks as if the actual rose is missing.

Sam walks in and sits down in a corner, then curls up for a nap.

>fold flaps

You re-fold the flaps.

The top says **Hogwarts School of**, the bottom says **Witchcraft & Wizardry**.

>fold map

You fold the left and right sides of the Map and see...

The fifth page of the map

The map shows part of the upstairs. The left side, to the north, is a diagram of a room labeled **The Study**. Next to it is a diagram of your bedroom, marked **Morgan's Room**. There is also an odd shaped area next to your bedroom marked **The Room of Requirement** and some other smaller areas.

There is a star in the left side of the map, in what would be North-northeast.

>fold map

You fold the left and right sides of the Map and see...

The fourth page of the map

The lines of the fourth page show the Great Room and the Kitchen (marked House Elves Only on the map). Where the Christmas tree would be, there is a large label with the words "The Great Room".

Underneath that label, to the south, is what looks like a paramecium made from the words "Kitchen Island" repeated over and over. It is labeled "House Elves Only".

On the left, to the west is the doors to the front garden, labeled "Porticus Imago".

On the right, to the east, are the steps leading down to what would be the Guest Hallway with the steps up to the Balcony beneath.

In the bottom right corner of the Kitchen area is a curved room labeled "The Cauldron Cupboard" that looks like it would be the larder. At the bottom is a round circle labeled "Flue Network" where the Pizza Oven would be.

In the bottom left corner is a label "Way to the Forbidden Forest".

There is a star in the top left corner of the map, in what would be the south-west.

There is a tiny drawing of a snitch inside the Flue Network.

>x pizza oven

Made of the same slate floor as the slate floor, there is a dark iron door set in a small alcove at arm's height. At the bottom is a recess with firewood.

>search recess

You find nothing of interest.

>x door

(the door to the larder)

Like most of the doors in the house, solid wood, dark brown.

>x iron door

Really just a big plate with feet to prop it up, the handle is a heavy curve you can use to lift the heavy plate away and set on the ground.

Mama zips by and gives you a smile as she goes.

>take door

(the door to the larder)

That's fixed in place.

>open pizza oven

You lift the heavy plate door of the oven and set it down on the floor.

You've found a snitch!

>x snitch

A small piece of parchment paper, cut into a four-pointed star. It has been folded to look vaguely like a snitch. There are letters going around in a circle across the arms of the star, with a compass direction in its center labeled SW.

>read snitch

You can make out the following letters:

" illum the re ction ry."

>put snitch in map

You insert the snitch into the wind rose, orienting it so that the arrow points to the SW.

The wind rose has a single snitch. The text around the circle reads

illum the re ction ry.

>n

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

Luna is batting a toy mouse.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

An archway leads east down to the Guest Hall.

The wooden box sits amidst the wrapping papers, open.

>read clues

A stern north-northeaster blew your first clue up-and-away to hide.

Your second followed a strong southwester, hungry for adventure.

Eight dragons guard your third, just south of southeast.

The fourth escaped outside, following this house's namesake, the west wind.

>up

Balcony

You can see the entire Great Room from here. Morgan's Room is to the north. The Master Bedroom is off of the hall to the east. Mama's studio is to the west.

The stairs lead back down to the Great Room.

>read map

The fourth page of the map

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There is a star in the top left corner of the map, in what would be the south-west.

>fold map

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There is a star in the top right of the map, in the west.

>unfold map

You unfold the left and right sides of the Map and see...

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In the bottom left corner is a label "Way to the Forbidden Forest".

There is a star in the top left corner of the map, in what would be the south-west.

Dash struts in and sits down in a corner, then curls up for a nap.

>unfold map

You unfold the left and right sides of the Map and see...

The fifth page of the map

The map shows part of the upstairs. The left side, to the north, is a diagram of a room labeled **The Study**. Next to it is a diagram of your bedroom, marked **Morgan's Room**. There is also an odd shaped area next to your bedroom marked **The Room of Requirement** and some other smaller areas.

There is a star in the left side of the map, in what would be North-northeast.

>n

Morgan's Study

Small, but with a desk in the corner and a bookshelf by the door. There is a bathroom to the east. A Small closet is to the southeast. Your bedroom, labeled "Morgan's Room" on the map, is west.

>w

Morgan's Room

Above you is a dark violet ceiling painted with stars. To the north is a bedroom window overlooking the garden. West is a medium sized bed and a small cabinet. In the southeast corner is a tall mirror. All along the southern side is a mural (there is a label "Room of Requirement" by it on the map) of an outdoor scene, with trees and animals.

>x mural

The mural covers the entire wall on the south side, a field with a large tree, a fox and a mouse.

>x mural

You can see a very thin crack near the corner of the mural, going from the floor to just over your head.

>open mural

How?

>push mural

A secret door pops open when you let go, revealing a small room, with a very curved back wall.

>go in

a small room (marked Room of Requirement on the map)

A very oddly shaped, very small closet. The opposite wall curves sharply away from you.

You can see a snitch here.

>put snitch in map

(the snitch in the Map)

As you insert the snitch into the wind rose, you see that it has an arrow in its center labeled NNE, so you orient it so that the arrow points in that direction.

The wind rose has two snitches. The text around the circle reads

Seek illumination in the red section library.

>out

Morgan's Room

Above you is a dark violet ceiling painted with stars. To the north is a bedroom window overlooking the garden. West is a medium sized bed and a small cabinet. In the southeast corner is a tall mirror. All along the southern side is a mural (there is a label "Room of Requirement" by it on the map) of an outdoor scene, with trees and animals. A secret door in the mural is open, leading to a small room (marked Room of Requirement on the map).

>pet dash

You can't see any such thing.

>x mirror

Not quite thirteen, still looking adorable in your best Christmas pajamas.

Luna struts in and sits down in a corner, watching the proceedings.

>e

Morgan's Study

Small, but with a desk in the corner and a bookshelf by the door. There is a bathroom to the east. A Small closet is to the southeast. Your bedroom, labeled "Morgan's Room" on the map, is west.

>s

Balcony

You can see the entire Great Room from here. Morgan's Room is to the north. The Master Bedroom is off of the hall to the east. Mama's studio is to the west.

Dash is batting a toy mouse.

The stairs lead back down to the Great Room.

>down

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

An archway leads east down to the Guest Hall.

The wooden box sits amidst the wrapping papers, open.

>down

Guest Hall

A short hallway with steps going back up to the Great Room to the west, a guest room to the south and a guest bathroom to the north. At the end of the hallway, to the east, is a bookshelf.

The archway leads back up into the great room to the west.

>e

There is a floor to ceiling bookshelf in the way.

>x bookshelf

Filled with books and odds and ends.

>read map

The fifth page of the map

The map shows part of the upstairs. The left side, to the north, is a diagram of a room labeled **The Study**. Next to it is a diagram of your bedroom, marked **Morgan's Room**. There is also an odd shaped area next to your bedroom marked **The Room of Requirement** and some other smaller areas.

There is a star in the left side of the map, in what would be North-northeast.

Sam slinks in and sits down in a corner, then curls up for a nap.

>open map

You unfold the left and right sides of the Map and see...

The last page of the map

The last page of the map looks like your Papa's office. The stairs going down to it has a label that reads **the Restricted Section**. The bar has the label **Potions Room**. His office is labeled **the Room of Secrets**. In the corner, where the aquarium would be, is a label for the "Grindylow".

There is a star at the top of the map, in what would be South-Southeast.

The middle of the map is a square made of two flaps. The top says **Hogwarts School of**, the bottom says **Witchcraft & Wizardry**.

>x bookshelf

There must be over a hundred books here..

>push bookshelf

It doesn't budge.

>pull bookshelf

The bookshelf slowly rotates open, revealing a short set of stairs and a very large room below.

>|

Guest Hall

A short hallway with steps going back up to the Great Room to the west, a guest room to the south and a guest bathroom to the north. At the end of the hallway, to the east, are steps going down to Papa's Office (marked The Room of Secrets on the map).

Sam is giving herself a bath.

The archway leads back up into the great room to the west.

>down

Papa's Office (marked The Room of Secrets on the map)

A large spacious room, with bookshelves and cabinets around a large desk. To the north is Papa's Bar (marked The Potion's Room on the map). On the east wall is a cabinet with a large TV with two speakers on either side.

>read map

The last page of the map

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There is a star at the top of the map, in what would be South-Southeast.

There is a tiny drawing of a snitch in the area marked **the Room of Secrets**.

The middle of the map is a square made of two flaps. The top says **Hogwarts School of**, the bottom says **Witchcraft & Wizardry**.

Mama zips by and gives you a smile as she goes.

>search desk

Usually stacked with papers but today it is bare. "Ha," Papa says, "I wouldn't hide anything in my desk!".

Mama peeks in and offers you an encouraging smile and then leaves.

>search cabinet

Dark brown, and filled with games and other things. "Don't worry," Papa says, "nothing is hidden in any of these!".

>search tv

Large, black and usually off, there doesn't seem to be anything behind or around it.

>search speakers

About three foot tall, they are more like little cabinets with a marble top. On one is a statue your Mama made, on the other an iron vase with dragons going around the rim.

>x vase

A dark green vase with little iron dragons going around the rim.

>search vase

You found a snitch!

Mama looks in for a moment to see how things are going before continuing on.

>put snitch in vase

(the snitch in the iron vase)

(first taking the snitch)

You put the Sou Sou East Snitch into the iron vase.

>put snitch in map

(the Sou Sou East Snitch in the Map)

You insert the snitch into the wind rose, orienting it so that the arrow points to the SSE.

The wind rose has three snitches. The text around the circle reads

Seek illumination in the restricted section of the library.

>up

Guest Hall

A short hallway with steps going back up to the Great Room to the west, a guest room to the south and a guest bathroom to the north. At the end of the hallway, to the east, are steps going down to Papa's Office (marked The Room of Secrets on the map).

Sam is watching you expectantly.

The archway leads back up into the great room to the west.

>up

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

An archway leads east down to the Guest Hall.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

The wooden box sits amidst the wrapping papers, open.

>w

(first opening the french doors (marked Porticus Imago on the map))

Entrance to the Front Garden

You are standing in a small alcove in the middle of two arched columns. The slate floor continues on to the edge of the waterfall in front of you, to the west. To the north and south are alcoves filled with wisteria.

The french doors (marked Porticus Imago on the map) lead back into the great room to the east.

>read map

The last page of the map

The last page of the map looks like your Papa's office. The stairs going down to it has a label that reads **the Restricted Section**. The bar has the label **Potions Room**. His office is labeled **the Room of Secrets**. In the corner, where the aquarium would be, is a label for the "Grindylow".

There is a star at the top of the map, in what would be South-Southeast.

The middle of the map is a square made of two flaps. The top says **Hogwarts School of**, the bottom says **Witchcraft & Wizardry**.

>fold map

You fold the left and right sides of the Map and see...

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>fold map

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In the bottom left corner is a label "Way to the Forbidden Forest".

There is a star in the top left corner of the map, in what would be the south-west.

>fold map

You fold the left and right sides of the Map and see...

The third page of the map

The lines are formed from words, some made up, some are the name of the object drawn. The center of the map has a drawing of the waterfall, with steps going up beside it. On the right side of the map is the edge of the house with the entrance to the garden and two alcoves, to the south and north. On the far left, to the east, is the archway that goes to the road. On the bottom, to the south, are the curved steps leading to the garage.

There is a star in the top right of the map, in the west.

There is a tiny drawing of a snitch near the southern column as you go out of the house.

>south

South Alcove

A small alcove to the south of the entrance to the garden. There is a row of bushes with a bench in front of them and random garden stuff.

>read map

The third page of the map

The lines are formed from words, some made up, some are the name of the object drawn. The center of the map has a drawing of the waterfall, with steps going up beside it. On the right side of the map is the edge of the house with the entrance to the garden and two alcoves, to the south and north. On the far left, to the east, is the archway that goes to the road. On the bottom, to the south, are the curved steps leading to the garage.

There is a star in the top right of the map, in the west.

There is a tiny drawing of a snitch near the southern column as you go out of the house.

>look

South Alcove

A small alcove to the south of the entrance to the garden. A length of garden hose is coiled up in the corner.

>look

South Alcove

A small alcove to the south of the entrance to the garden. There are also a collection of pots along the wall.

>x pots

Some old, cast iron pots.

>x pots

They look like a stack of cauldrons.

>x pots

They look like a stack of cauldrons.

>search pots

You search the collection of pots and find a snitch!

>put snitch in map

(the snitch in the Map)

As you insert the snitch into the wind rose, you see that it has an arrow in its center labeled W, so you orient it so that the arrow points in that direction.

The wind rose has four snitches. The text around the circle reads

Seek illumination in the restricted section of the library.

The search for illumination has begun!

>n

Entrance to the Front Garden

You are standing in a small alcove in the middle of two arched columns. The slate floor continues on to the edge of the waterfall in front of you, to the west. To the north and south are alcoves filled with wisteria. Also, to the south is a row of bushes with a bench.

The french doors (marked Porticus Imago on the map) lead back into the great room to the east.

>e

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

An archway leads east down to the Guest Hall.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

The wooden box sits amidst the wrapping papers, open.

Dash pads in and sits down in a corner and proceeds to give himself a bath.

>e

Guest Hall

A short hallway with steps going back up to the Great Room to the west, a guest room to the south and a guest bathroom to the north. At the end of the hallway, to the east, are steps going down to Papa's Office (marked The Room of Secrets on the map).

The archway leads back up into the great room to the west.

Sam is watching you expectantly.

>x bookshelf

With the secret door open, you only see the back of the bookshelf.

>close bookshelf

You push the secret bookshelf closed, revealing the books.

Mama zips by and gives you a smile as she goes.

>x bookshelf

Ah, here are your Harry Potter books, seems obvious.....Hmm, nope, nothing.

>x bookshelf

Well, here are a bunch of books on how to build treehouses.... Sorry, nothing.

>x bookshelf

The "Art of Computer..." Nope!

>x bookshelf

Hmm, here is a brown book with no title?

Mama looks in for a moment to see how things are going before continuing on.

>x brown book

As you open the book of illumination, the pages begin to glow with a strong soft light. The entire hallway is now illuminated from the light from the book...

...and there is a little piece of paper inside - a final clue!

Mama looks in for a moment to see how things are going before continuing on.

>x paper

It looks like a phone number!

>call number

Call with what?

>up

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

An archway leads east down to the Guest Hall.

Dash is giving himself a bath.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

The wooden box sits amidst the wrapping papers, open.

>s

Kitchen (marked House Elves Only on the map)

A long, sinuous granite counter is in the middle of the kitchen with other cabinets and counters running along the walls. Next to the refrigerator is an open Pizza Oven (marked Flue Network on the map), made with the same slate floor as the slate floor.

To the north is the Great Room.

There is a door to the larder in the corner.

On the granite counter are some random kitchenware and a kitchen phone.

You can also see a regular oven and a microwave here.

Mama peeks in and offers you an encouraging smile and then leaves.

>take phone

Taken.

>call number

You can't see any such thing.

>i

You are carrying:

a kitchen phone

a Map, open to the third page, containing four snitches

>n

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

An archway leads east down to the Guest Hall.

Dash is batting a toy mouse.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

The wooden box sits amidst the wrapping papers, open.

>down

Guest Hall

A short hallway with steps going back up to the Great Room to the west, a guest room to the south and a guest bathroom to the north. At the end of the hallway, to the east, is a bookshelf that goes from floor to ceiling.

The archway leads back up into the great room to the west.

Sam is watching you expectantly.

On the bookshelf is a brown book (in which is a final clue).

>take clue

(the final clue)

Taken.

>call number

You call the phone number written on the final clue.

And now for the final search....

You hear a phone ringing (just barely) from the main area.

>up

Great Room

A great fir tree stretches up to the ceiling, covered in ornaments and illuminated with twinkling lights. Wrapping paper and presents are strewn about.

Behind you, to the south is the Kitchen (marked House Elves Only on the map).

An archway leads east down to the Guest Hall.

Dash is watching you expectantly.

Two glass french doors (marked Porticus Imago on the map) open up to the entrance to the front garden to the west.

A curved set of stairs leads upwards to the Balcony that runs around the Great Room.

The wooden box sits amidst the wrapping papers, open.

You hear a phone ringing distinctly from the upstairs area.

>up

Balcony

You can see the entire Great Room from here. Morgan's Room is to the north. The Master Bedroom is off of the hall to the east. Mama's studio is to the west.

The stairs lead back down to the Great Room.

You hear a phone ringing loudly from the Master Bedroom.

>e

Master Bedroom

A big room, with a comfy chair and steps leading down to the bathroom.

On the bed is your final present, your very first iPhone!

You hear a phone ringing very loudly in this room.
... and now there is silence.

>x iPhone

Still in the box, now silent.

>take iPhone

As you open the box, you see it is even in your favorite color!

***** Merry Christmas! *****

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

>