<9/200>
/ 0 : string (You are standing at the end of a road before a small brick building.)
/ 1 : string (Around you is a forest. A small stream flows out of the building and)
/ 2 : string (down a gully.)
/Room# : integer 1
/depre : dict <8/200>
/downs : dict <7/200>
/enter : dict <6/200>
/ 0 : string (You are inside a building, a well house for a large spring.)
/Room# : integer 3
/downs : dict <4/200>
/enter : dict <9/200>
/plugh : dict <9/200>
/ 0 : string (You are in a large room, with a passage to the south, a passage to the)
/ 1 : string (west, and a wall of broken rock to the east. There is a large "y2" on)
/ 2 : string (A rock in the room’s center.)
/Room# : integer 33
/e : dict <4/200>
/plove : dict <6/200>
/plugh : dict <6/200>
/s : dict <6/200>
/ 0 : string (You are in a low n/s passage at a hole in the floor. The hole goes)
/ 1 : string (down to an e/w passage.)
/Room# : integer 28
/desce : dict <7/200>
/hall : dict <9/200>
/ 0 : string (You are in the hall of the mountain king, with passages off in all)
/ 1 : string (directions.)
/Room# : integer 19
/n : dict <3/200>
/s : dict <3/200>
/secre : dict <7/200>
/stair : dict <11/200>
/sw : dict <3/200>
/w : dict <5/200>
/ 0 : string (You are in the west side chamber of the hall of the mountain king.)
/ 1 : string (A passage continues west and up here.)
/Room# : integer 30
/hall : dict <9/200>
/w : dict <6/200>
/ 0 : string (You are at a crossover of a high n/s passage and a low e/w one.)
/Room# : integer 62
/e : dict <5/200>
/n : dict <3/200>
/s : dict <6/200>
/ 0 : string (You are at the west end of a very long featureless hall. The hall)
/ 1 : string (joins up with a narrow north/south passage.)
/Room# : integer 61
/e : dict <7/200>
/n : dict <6/200>
/s : dict <12/200>
/ 0 : string (You are in a maze of twisty little passages, all different.)
/Room# : integer 107
/ascen : dict <12/200>
/desce : dict <6/200>
/e : dict <12/200>
/n : dict <12/200>
/ne : dict <12/200>
/ 0 : string (You are in a twisting maze of little passages, all different.)
/Room# : integer 112
/desce : dict <6/200>
/e : dict <12/200>
/ne : dict <12/200>
/ 0 : string (You are in a twisting little maze of passages, all different.)
/Room# : integer 113
/desce : dict <6/200>
/e : dict <12/200>
/ne : dict <12/200>
/nw : dict <12/200>
/s : dict <12/200>
/se : dict <12/200>
/sw : dict <12/200>
/w : dict <12/200>
/nw : dict <12/200>
/s : dict <12/200>
/se : dict <12/200>
/sw : dict <12/200>
/w : dict <12/200>
/w : dict <7/200>
/n : dict <9/200>
/w : dict <10/200>
/xyzzy : dict <11/200>
/ 0 : string (You are in a debris room filled with stuff washed in from the surface.)
/ 1 : string (A low wide passage with cobbles becomes plugged with mud and debris)
/ 2 : string (here, but an awkward canyon leads upward and west. A note on the wall)
/ 3 : string (says "magic word xyzzy".)
/Room# : integer 11
/canyo : dict <7/200>
/crawl : dict <6/200>
/depre : dict <8/200>
/entra : dict <7/200>
/pit : dict <9/200>
/xyzzy : dict <6/200>
/fores : dict <5/200>
/hill : dict <5/200>

dict •