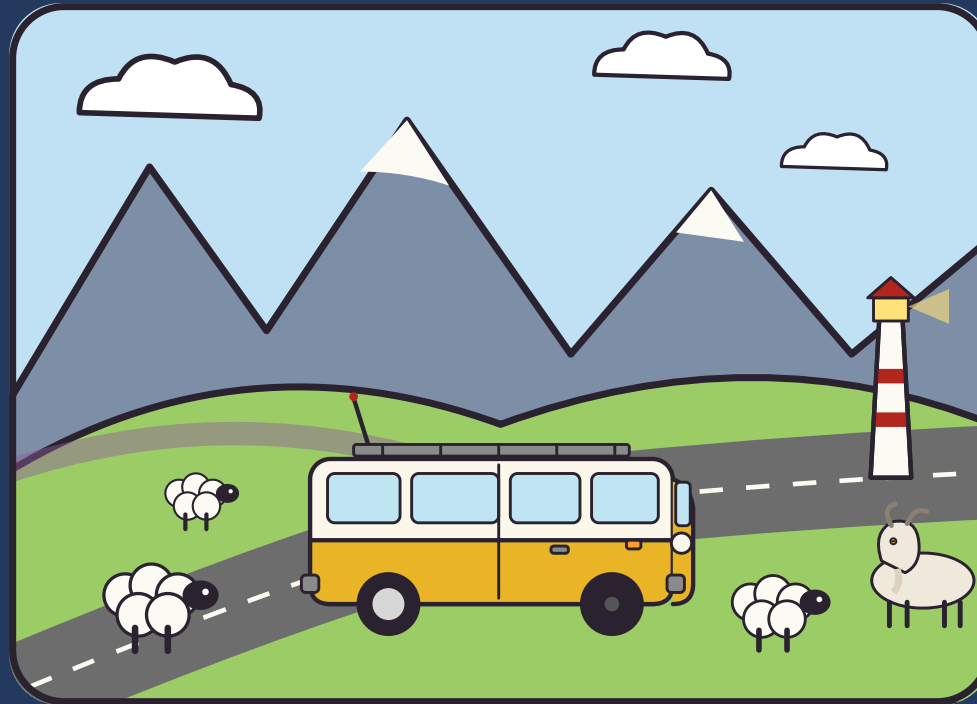


A Z3NG ADVENTURE · A SCOTTISH ROAD-TRIP COMEDY

THREE WEEKS, ONE CAMPER

and a Slightly Concerning Number of Sheep



Your great-aunt Margaret died before you were born. The family's official version is that *she travelled a bit*. Her solicitor would like **evidence**. You have twenty-one days, one elderly VW T3 and the whole coast of Scotland, **anticlockwise**. The T3 does not reverse. Neither, it turns out, do you.



EVIDENCE LOG ENCLOSED

LEVEL: STANDARD

About five hours of play
for one driver



Re: the Estate of Miss Margaret Smith ("Peg"), deceased

Dear Sir or Madam,

Our late client, your great-aunt, left instructions that her **Box 7** be opened only by a relative who brings us **evidence** of the following matters, all of which she insisted were true:

1. That she was not a spy.
2. That she was banned from a ferry, and that it was not her fault.
3. That she married a stone circle.
4. That the goat was wearing it, not her.
5. That she ran the library.
6. That she sat for a portrait and did not move for three days.
7. That she was Mrs MacLeod.
8. That she would be back in a minute.

The evidence must reach us, in Leeds, within **twenty-one days** of this letter. Our client was particular about deadlines, if about nothing else.

We enclose nothing, on her instructions. She said you would "go round the coast, anticlockwise, like a sensible person".

Yours faithfully,

A. Pollard

A. Pollard (the middle one)

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CHAPTER ONE

Your Situation

You live in Leeds. You own a T3. You are a radio amateur, which means you can read Morse whether you want to or not, and you have spoken to Australia but never to Scotland, which is next door.

Clearing the loft, you found a photograph of your great-aunt Margaret. Nobody talks about her. When pressed, the family says "*Oh yes, Auntie Margaret. She travelled a bit.*" Then it changes the subject.

Then the solicitor's letter came. Eight impossible claims. Twenty-one days. **Box 7**.

So you are going round Scotland, anticlockwise, like a sensible person, to find out whether any of it is true. Everyone you meet will tell you something different about Margaret. According to her, they will all be right.



"Me. Obviously. P."

The rules of the road

One drive a day. **DRIVE** takes you to the next stop. Then the T3 needs a night's **SLEEP**.

It does not reverse. Once you leave a place, you can't go back. It will warn you, once.

Twenty-one days. Be home in Leeds by the last evening, or Scotland may keep you.

Your three weeks

DAY 1 <i>Leeds. Tea.</i>	DAY 2	DAY 3	DAY 4	DAY 5 <i>ferry!</i>	DAY 6 <i>ferry (night)</i>	DAY 7 <i>ferry (night)</i>
DAY 8	DAY 9	DAY 10	DAY 11	DAY 12	DAY 13	DAY 14 <i>Mull</i>
DAY 15	DAY 16	DAY 17	DAY 18	DAY 19	DAY 20	DAY 21 <i>LEEDS by tonight!</i>

It can be done in fifteen days. That leaves six for rain.

How to Drive the Game

You type what you want to do in plain English, press Enter, and Scotland answers, usually with weather. Keep it short: **verb, then thing**.

> DRIVE

You climb in, and turn the key. The starter motor makes a noise like an elderly badger reconsidering its career choices. Nothing happens. You try again. The T3 starts. This is worrying. It normally takes three attempts.

> X SHEEP

There is always a sheep in view in Scotland. Sheep counted so far: 84. This is a slightly concerning number.

NORTH or **N** **SW** **UP** **IN**

Walk that way (on foot, around each stop).

DRIVE

Beside the T3: on to the next stop. Once a day.

SLEEP

Beside the T3 (or on an overnight ferry). Starts a new day.

BOARD FERRY

At a ferry terminal. Some ferries only go in the evening.

WAIT · **WAIT UNTIL EVENING**

Let time pass. Days have a morning, an afternoon and an evening.

LOOK · **EXIT'S**

Where am I? Which ways can I walk?

EXAMINE CAP or **X CAP**

Look closely. Do this to **everything**.

TAKE · **DROP** · **INVENTORY**

Things. You can carry ten at a time.

READ ATLAS

The route, when you are with the T3.

GIVE TEA TO HAMISH

Also **SHOW PHOTO TO INA** **WEAR CAP** **USE RADIO**



Getting around. Each stop has a few places to walk between, with **N** **E** **IN** and so on. Going **between** stops is always by T3 (**DRIVE**) or by ferry (**BOARD FERRY**). The top of the screen shows the day and the time. The map in the sidebar fills in as you go.

Talking to people

People are the heart of the journey. Every one of them met Margaret, or says they did, and every one of them remembers a completely different woman.

TALK TO INA

Say hello and see what happens.

ASK DUNCAN ABOUT MARGARET

The most useful sentence in Scotland. Everyone knows a **different** Margaret.

SHOW PHOTO TO FENELLA

The photograph opens doors. And cupboards. And, once, a castle.

TELL ISBISTER ABOUT THE STONES

Pass something on.

MAGNUS, TELL ME ABOUT THE GOAT

You can speak to people directly, too.

Useful words

HINT

A nudge in the right direction, for wherever you are.

STATUS

Day, proofs, tins, Margarets and sheep, all at once.

PROOFS · **TINS** · **SHEEP**

Just one of those. Also **MARGARETS** and **DAYS**

UNDO · **AGAIN** (**G**)

Take back your last move. Or do it again.

SAVE · **RESTORE** · **RESTART**

Keep your place, go back to it, or start from Leeds.

SCORE · **HELP**

How am I doing? What can I type?

Starting the game

Open the game page and type in the box at the bottom. You begin in your kitchen in Leeds, on the first morning. First move:

READ LETTER Then pack. You'll want tea. At the end there are six questions from Mr Pollard and a results sheet to print.

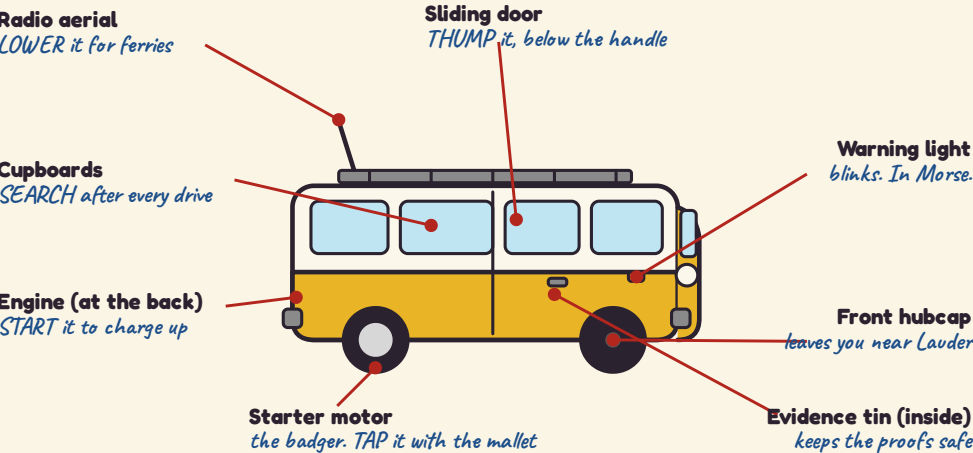


"EXAMINE everything, SHOW everybody her picture, and don't declare your van as 'normal'. That's not a height, that's an opinion."

Duncan, ferries (all of them)

The T3

Not a character, exactly. Something considerably worse. You'll need to know how it works, because most of Scotland's problems turn out to be T3 problems in disguise.



Known faults (as listed by the previous owner)

Sliding door	Sticks. Every T3 owner knows the trick. It involves feelings.
Fridge	Has strong opinions about electricity. Contains pickled onions that came with the van.
Cooker	Operates under maritime law . A brass plate says it lights for the captain and no other.
Leisure battery	Regards 11.8 volts as a personal insult. Cheer it up by running the engine.
Cupboards	Contain things you have never seen before, especially condensed milk. More after every drive.
Water system	Of uncertain provenance. Held together by a screw, two washers and an act of faith.
Warning light	Not in the handbook. Not connected to anything. Blinks. You can read Morse.
Reverse gear	Present. Unused. The T3 regards reversing as admitting you were wrong.



You can use the T3's things from beside it. The cooker, cupboards, seats and engine all work whenever you're with the van, and you sleep in it. Evidence goes into the old biscuit tin in the back, by itself, whenever you return.

Who's Who



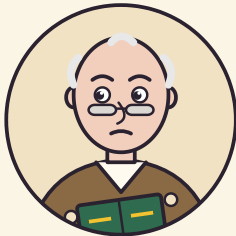
Hamish

Piper · Carter Bar, and elsewhere

On Margaret: "Aye. Lovely woman."

Plays for coach parties. Has something he promised to give to "whoever comes in a T3".

Find them: the lay-by at Carter Bar



Aeneas Pringle

Antiquarian bookseller · Edinburgh

On Margaret: "Margaret. Ah. *That* Margaret."

Nobody in Edinburgh can make a proper cup of tea. He will tell you this himself.

Find them: Pringle's, in the Grassmarket



Ina

Chip shop · Stonehaven harbour

On Margaret: "Terrible woman. Best customer I ever had."

Waiting forty years for somebody to say the right word. It is not "cod".

Find them: behind the counter, always



Dougie

Loch Ness watcher · since 1993

On Margaret: "She saw it. Twice. Once on purpose."

Has a flask, a chair and one entry in his notebook. Watch the loch with him.

Find them: Dores beach, Loch Ness



CHAPTER THREE

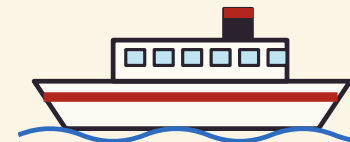
The Route

Anticlockwise, like a sensible person. Up the east coast, over the top by ferry to the islands, and down the west. The T3 takes one leg a day.

- ★ **Leeds.** Home. The kitchen, the loft and the driveway. Pack properly.
- 1 **Carter Bar.** The border, on the A68. A piper, a stone, a view.
- 2 **Edinburgh.** The Royal Mile, the Grassmarket, a bookshop and a gun.
- 3 **Stonehaven.** A harbour, a chip shop and a castle on a rock.
- 4 **Loch Ness & Inverness.** A watcher, a loch and a castle that has been expecting you.
- 5 **John o' Groats.** A signpost, and the ferry from Gills Bay.
- 6 **Orkney.** Kirkwall, a cathedral, a registrar and the Ring of Brodgar.
- 7 **Shetland.** Lerwick, knitting, a lighthouse and a goat.
- 8 **Scrabster.** Back on the mainland. Surfers, in that water.
- 9 **Durness.** A beach, a cave, a shower block and a library on wheels.
- 10 **Ullapool.** A white village, a hotel and Room 17.
- 11 **Applecross.** Over the Bealach na Bà (626 m). An inn with a quiz.
- 12 **Skye.** Portree, a gallery, and the Old Man of Storr.
- 13 **Glen Coe.** Mountains, a climbers' bar and a great deal of rain.
- 14 **Oban.** Seafood, a tower that isn't Roman, and the Mull ferry.
- 15 **Mull.** Tobermory, a croft, a byre and a Highland cow.
- 16 **Kintyre.** Mist, a lighthouse, and a long beach.
- 17 **Mull of Galloway.** The bottom of Scotland. A café on the cliff.

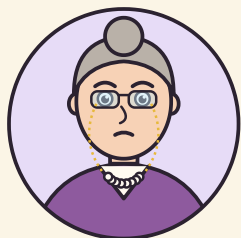
✶ FERRIES (BOARD FERRY)

Gills Bay → Orkney: **any time**, about an hour · Kirkwall → Lerwick: **evenings**, overnight · Lerwick → south: **evenings**, overnight, and **not booked** (oops) · Oban → Mull: any time · Leaving Mull: the little ferry from Fishnish, because the T3 will not go back the way it came.



The T3 has a recurring problem with the
- 9 - idea of being carried by something else.

Who's Who



Miss Urquhart

Front desk · Inverness Castle

On Margaret: "Or Mrs MacLeod, or Peg, or the Captain, depending on who you asked."

The castle has been expecting you since 1971. She simply works there.

Find them: Inverness Castle



Duncan

The man in the fluorescent jacket

On Margaret: "Terrible woman. Banned, you know."

Knows your grandmother. Measures everything. Is at every ferry in Scotland ("I'm on the rota").

Find them: every ferry terminal



Mrs Isbister

Registrar · Kirkwall, Orkney

On Margaret: "She just didn't see why a thing shouldn't be done because it hadn't been."

Births, marriages, deaths and OTHER. OTHER is a thin book.

Find them: the registry office



Mrs Jamieson

Knitter · Lerwick, Shetland

On Margaret: "You mean Mrs MacLeod?"

Every stitch is a person. You are in the sleeve. She has not done the sleeve.

Find them: a bench on Commercial Street

Who's Who



Magnus

Retired keeper · Sumburgh Head

On Margaret: "Ah. The lighthouse business."

The lighthouse is automatic. He is not. Keeps an eye on the goat.

Find them: the lighthouse yard



Morag

Librarian · Durness mobile library

On Margaret: "Lovely woman. Dreadful driver."

Remembers every overdue book since 1969. Has strong views on goats.

Find them: the library van (afternoons)



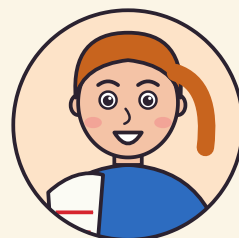
Mr Ferguson

The Harbour Hotel · Ullapool

On Margaret: "The best guest we ever had, and the worst for the carpets."

Room 17 has been locked since 1971. They dust it on Tuesdays.

Find them: reception



Kirsty

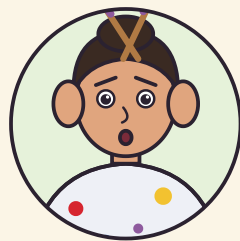
Landlady · the inn at Applecross

On Margaret: "She won the quiz eleven years running."

Quiz every evening. Soup, unspecified. Tablet that will take your fillings out.

Find them: behind the bar

Who's Who



Fenella

Gallery owner · Portree, Skye

On Margaret: "She sat for my GRANDFATHER! Three DAYS!"

Cannot hear herself think. There is a piper outside. There has been since Tuesday.

Find them: the gallery



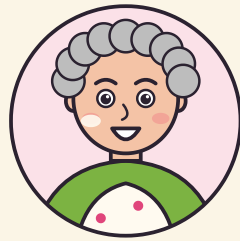
Eck

Climber · Glen Coe

On Margaret: "She climbed the Buachaille in a skirt, with a thermos."

Waiting for the rain to stop so he can go up. Since 2014.

Find them: the Climbers' Bar



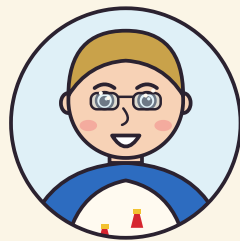
Morven MacLeod

Crofter · Tobermory, Mull

On Margaret: "Mrs MacLeod? Not that one, dear. The other one."

Everything is simple. Then she explains it. Scone?

Find them: the croft, up the lane



Agnes

The café on the cliff · Mull of Galloway

On Margaret: "She said she'd be back in a minute."

No receipt, no refill. It's the rule. It was Margaret's rule, actually.

Find them: behind the counter

The Evidence Log

Tick each proof when it's safe in the biscuit tin. (In the game, type **PROOFS**.) The notes in pencil are what you heard in Leeds before you set off. They are rumours. So, arguably, was Margaret.

1	Not a spy	Stonehaven. "Ask Ina," says everybody.	☐
2	Banned from a ferry	Somewhere between the mainland and Orkney.	☐
3	Married a stone circle	Orkney. There will be paperwork.	☐
4	The goat was wearing it	Shetland. Follow the goat.	☐
5	Ran the library	Durness. It comes on wheels.	☐
6	Sat for three days	Skye. Somebody painted it.	☐
7	Was Mrs MacLeod	Mull. Everybody there is one.	☐
8	Back in a minute	The very bottom of Scotland.	☐

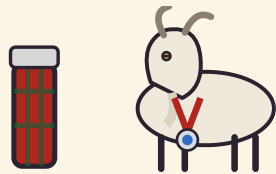
The Margaret-o-meter

Colour in a circle every time somebody describes a **different** Margaret. (Type **MARGARET'S**.) Lovely woman. Terrible woman. *That* Margaret. Mrs MacLeod. Oh. Her.



Sheep

Count them in fives. (Type **SHEEP**.) The author stopped counting at 422, which is a slightly concerning number.



Box 7 is waiting. So, apparently, is everybody else.

THINGS TO KEEP

Keepsakes

GREETINGS FROM
CARTER BAR



(the sky is turquoise; the sheep are orange; it was the seventies)

To whoever comes looking (in the T3 – I assume it's still going),
Everybody you meet will tell you something different about me. They are all right.

– P.

NORTHERN ISLES FERRIES

LERWICK – ANYWHERE

SINGLE · VALID UNTIL USED

ADMIT
ONE
(+ GOAT)

(Some folk have tickets they don't even know they've got. – Duncan)

THE SHIPPING FORECAST (for T3 owners)

Forth, Tyne, Cromarty. Sheep, veering goat later. Rain, then rain. Moderate or good, occasionally a lighthouse.

Fair Isle. Knitted. Cyclonic. Everybody asks about Mrs MacLeod.

Hebrides, Minch. Midges, force eight. Visibility: none, then suddenly all of Skye.

Malin. A thermos, stationary since some years ago. Back in a minute.



Clementine, a Highland cow of great age and greater opinions, Mull. Raised by a piper. Moves for music and for nothing else. **Haakon**, a Norwegian goat of Sumburgh Head, wears a medal and likes condensed milk. Everybody likes condensed milk.

IF IN DOUBT, ASK THE MAN IN THE JACKET

Ask Duncan

Stuck? First type **HINT** in the game: it knows where you are. Still stuck? Find your question, then **turn the booklet upside down**. Each answer goes from a gentle nudge ① to a great big shove ③. Cover the rest with your hand. Duncan will know if you don't. He's on the rota.

- A** The T3 won't start, or won't open.

C The ferry won't take me.

E The goat has the medal.

G The piper won't stop playing.

I The thermos won't come down.
- B** Nobody will tell me anything.

D The stones of Brodgar won't talk.

F The librarian won't let me in.

H Mull is enormously complicated.

ANSWERS (one step at a time!)

A. ① The door sticks. Every T3 owner knows the trick.
② THUMP the DOOR. The mallet (the Persuader) is up in the loft.
③ TAP the STARTER with the mallet. READ the LETTER. Then DRIVE.

B. ① SHOW the PHOTOGRAPH to everyone. ASK them ABOUT MARGARET.
② In Edinburgh, a bookseller has her notebook. He wants proper tea. You packed some. (Didn't you?)
③ READ the NOTEBOOK. It has a time for every stop. In Stonehaven, SAY HADDOCK.

C. ① Duncan measures everything.
② LOWER the AERIAL, then BOARD FERRY.
③ Kirkwall and Lerwick boats go in the evening. Home from Shetland isn't booked. Mrs Isbister has an old ticket for you, or standby costs a day.

D. ① They only talk on the radio. Did you pack it (loft)?
② Radio flat? At the T3: START ENGINE, then CHARGE RADIO.
③ USE RADIO at the Ring of Brodgar, then TELL ISBISTER ABOUT THE STONES.

E. ① Everybody likes condensed milk. Everybody drive: OPEN DOOR, SEARCH CUPBOARDS.
② The T3's cupboards grow a new tin after every
③ GIVE TIN TO GOAT TAKE MEDAL. Also TAKE the little BOOK from the keeper's shelf.

F. ① You smell of goat.
② The Durness shower wants 20p. SEARCH the SEATS of the T3.
③ PUT COIN IN METER. In the afternoon, go IN to the library and GIVE BOOK TO MORAG.

G. ① He wants a proper cup of tea.
② The cooker only lights for the captain. The cap is in lost property at Gills Bay: SHOW PHOTO TO DUNCAN.
③ WEAR CAP OPEN DOOR, MAKE TEA, GIVE TEA TO HAMISH. Then SHOW PHOTO TO FENELLA.

H. ① ASK MORVEN ABOUT THE RENT BOOK. Then breathe.
② Clementine moves for a piper: PLAY CHANTER. The drawer knack is on a map in Room 17 (Ullapool).
③ LIFT DRAWER. Pay the rent GIVE TIN TO MORVEN.

I. ① Agnes wants proof it was paid for.
② There was a receipt in Room 17 at Ullapool. The key to Room 17 was at Inverness Castle (SIGN the LEDGER).
③ SHOW RECEIPT TO AGNES.

CAN YOU GET TO SHETLAND AND BACK IN A VAN THAT WILL NOT REVERSE?

Twenty-one days. Two thousand miles. Five ferries, a goat, a stone circle, a library on wheels, a castle that has been expecting you, and more sheep than is strictly reasonable. Somewhere along the way is the truth about **Great-Aunt Margaret**. Possibly. The game never quite says.

"Lovely woman."

— Hamish, piper

"Terrible woman."

— Duncan, ferries

"Ah. *That* Margaret."

— A. Pringle, books

"You mean Mrs MacLeod?"

— Mrs Jamieson, Lerwick

"Oh. Her."

— Mrs Jamieson, shortly afterwards

INSIDE THE PACK

- ✦ A letter from the solicitors
- ✦ How to Drive the Game
- ✦ The T3: owner's notes
- ✦ Who's Who, illustrated
- ✦ The route, with map
- ✦ The Evidence Log
- ✦ A ticket to Anywhere
- ✦ Ask Duncan (hints)

Four endings. Sixteen people who all knew her. One T3 with opinions.



Written by Carl, M0ICR · Runs on the Z3NG adventure engine

Real places. Invented people. No sheep were counted twice. Probably. The T3 accepts no responsibility for anything.

LEVEL: STANDARD