

# 名胜

## "Mingsheng"

*A Chinese adventure. By Deane Saunders ©2004*



# 名胜

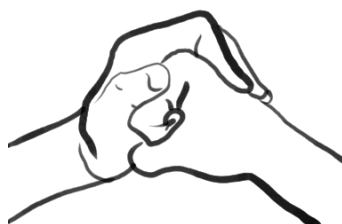
*"Mingsheng"*

Mingsheng (ming2 sheng4 in pinyin, pronounced meeng-shung) means "scenic spot", "famous site" or "place of interest". It is one of these sites where the game is set – a very important location in Chinese culture, especially those who follow Daoist or Confucian philosophies – Mount Tai and Konglin in Shandong, China. It is not set in any particular time-period, as the scenery has been the same in this area for many hundreds of years.

It is loosely based on the (untrue) myth that Taiji (Tai Chi) was created by one person, by observation from nature. The actual history and lineage of Taiji is well documented, but who says we cannot take a little poetic license?

The ideal way to run the game is to set the font of your interpreter (if you can) to one of the Chinese fonts such as Simsun - this way the Chinese character 'flavour text' (located in the room description headers and some object descriptions) will appear in the game. Otherwise you'll just get the regular text. It's not vital though, as the game can be played well enough without it. There may be problems displaying the characters if your chosen interpreter does not support Unicode text, in this case you can use the Mandarin Pinyin option to get the phonetic romanized spellings. Do not attempt to use a "Hanzi" or "Kanji" font - these are not genuine Asian fonts - they simply replace the Roman alphabet with Chinese or Japanese phonetic characters, making regular text unreadable. True Asian fonts can display both.

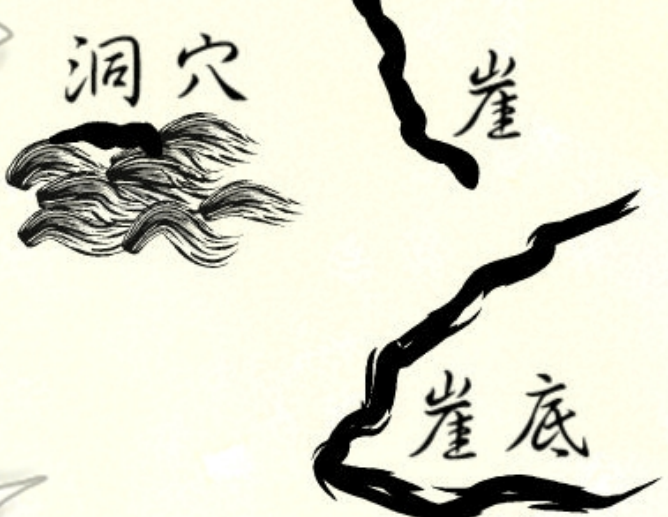
If this sparks some interest in Taiji or Daoism, there are many resources on the internet to find out about them. Particularly, for Daoist philosophy, one should track down a translation of the "Dao De Jing", by Laozi (often spelt as Tao Te Ching, by Lao Tzu).



# 竹林



寺廟的墳場



I would like to extend my thanks to those who helped me develop this game through their diligent and extensive testing (listed below) and to the posters on rec.arts.int-fiction who helped with numerous problems.

Marshall T. Vandegrift  
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Michael Martin  
Harry Ray  
Javri AKA Katzy

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**Solution follows on pages below, so don't look if you don't want to know!**

## *Solution*

take bag  
southeast  
down  
search debris  
up  
up  
south  
poke snake with stick  
take pebble  
north  
north  
throw pebble  
south  
# press a key a few times to pass through the combat.  
east  
take moss from left lion  
take moss from right horse  
take vine from left ram  
put red moss on left qilin  
#the actual colour of the moss is unimportant.  
put green moss on right qilin  
east  
take leaves  
east  
south  
put leaves on tray  
cut leaves  
put leaves in pot  
north  
north  
unlock gate with key  
open gate  
northwest  
east  
take box  
tie vine to box  
west  
southeast  
south  
west  
west  
west  
south  
drop box

north  
southeast  
down  
take box  
open box  
examine painting

# not actually coded in as vital, but it gives you the key to the  
# combat puzzle

examine blade  
up  
up  
east  
east  
east  
south

# key to combat: his stance - your stance  
# earth – wood  
# metal – fire  
# water – earth  
# wood - metal  
# fire - water  
# e.g.

fire  
water  
metal  
north  
west  
west  
west  
cut thorns  
drop sword  
west

You can now read the ENDNOTES for some comments on the game  
and a few hints about hidden features.