

Turn #	Spkr ID	Text by Follower	Text by Giver	DG acts	Game ID	depth 4	depth 3	depth 2	depth 1
1	GIV		okay phil?	MM		0	-	-	-
2	FOL	right.		MM		0	-	-	-
3	GIV		on my map ... i have a telephone kiosk ... in the bottom left-hand corner.	bg	Plan Making	PM1	0	-	-
4	FOL	uh-huh.		ACK		0	-	-	-
5	GIV		okay the route starts above it.			0	-	-	-
6	FOL	mmhmm .		ACK		0	-	-	-
7	GIV		directly above it ... about ... on my map ... about half an inch from the top of the telephone kiosk.			0	-	-	-
8	FOL	yeah got you.		ACK		0	-	-	-
9	GIV		okay, it's a dotted line ... that moves ... around to the left of the k-- telephone kiosk ... down.			0	-	-	-
10	FOL	mmhmm .		ACK		0	-	-	-
11	GIV		passing around the left-hand side of the stone circle.			0	-	-	-
12	FOL	stone circle?		bg	Clarify Seek	CL1	0	-	-
13	GIV		yeah .	ACK; bt		0	-	-	-
14	FOL	how don't think i've got that on my map ... i have a telephone kiosk ... and a ... the nearest thing is a broken gate to the bottom right-hand.		rt;		0	-	-	-
15	GIV		yeah, well under ... on on my map ... directly under the telephone kiosk .			0	-	-	-
16	FOL	mmhmm .		ACK		0	-	-	-
17	GIV		at the ... right on the bottom left-hand corner of the page ... i have a stone circle.			0	-	-	-
18	FOL	yeah , right.		ACK		0	-	-	-
19	GIV		so if you could take your route ... straight down ... 'til about ... an inch above the bottom of the page.			0	-	-	-
20	FOL	uh-huh.		ACK		0	-	-	-
21	GIV		okay?	bg	Response Seek	RS1	0	-	-
22	FOL	right.		ag, bt		0	-	-	-
23	GIV		then go straight ... straight on.	at		0	-	-	-
24	FOL	to the r-- ?		bg	Clarify Seek	CL2	0	-	-

25	GIV		horizontally ... about ... and for about another inch.	rg			0	-	-
26	FOL	to the right?		bg	Clarify Seek	CL3	0	-	-
27	GIV		yeah to the right.	ACK, ag, bt			0	-	-
28	FOL	right.		ACK, at			0	-	-
29	GIV		okay?	bg	Response Seek	RS2	0	-	-
30	FOL	okay.		ag, bt			0	-	-
31	GIV		now ... if you move straight up you're going to be on the left-hand side of that farmer's gate?	at, bg	Action Seek	AS1	0	-	-
32	FOL	right .		ACK			0	-	-
33	GIV		that correct?	bg	Response Seek	RS3	0	-	-
34	FOL	yeah.		ag, bt			0	-	-
35	GIV		okay, if you move straight up ... until you're at the top left- hand corner of the broken gate.	at, bg	Action Seek	AS2	0	-	-
36	FOL	mmhmm, right.		ACK			0	-	-
37	GIV		okay, now we're going to move ... do you have a meadow in the bottom right- hand corner?	bg	Info Seek	IS1	0	-	-
38	FOL	meadow yeah uh-huh.		ACK			0	-	-
39	GIV		okay, now ... you're going to move in a diagonal line, do you have little seagulls drawn on it?	bg	Info Seek	IS2	0	-	-
40	FOL	no not at all .					0	-	-
41	GIV		little birds, okay.	ACK			0	-	-
42	FOL	oh yeah sorry i do yeah.		bg	Perform Repair	PR1	0	-	-
43	GIV		no ... you do?	ag, bt, bg	Info Seek	IS3	0	-	-
44	FOL	uh-huh.		ag, bt			0	-	-
45	GIV		well ... i've got five little birds on mine.				0	-	-
46	FOL	yeah ... just above the meadow.		ACK			0	-	-
47	GIV		okay.	ACK			0	-	-
48	FOL	right .		ACK			0	-	-
49	GIV		so if you take the middle bird.				0	-	-
50	FOL	uh-huh.		ACK			0	-	-
51	GIV		and you move up the page until you're probably about to a point that's about ... half an inch horizontally higher than the ... point you're at at the farmer's gate.				0	-	-

52	FOL	right.		ACK		0	-	-	-
53	GIV		okay?	bg	Response Seek	RS4	0	-	-
54	FOL	mmhmm.		ACK, ag, bt		0	-	-	-
55	GIV		now if ... you take your route from where you are now to that point.	at, bg	Action Seek	AS 3	0	-	-
56	FOL	right.		ACK, ag, bt		0	-	-	-
57	GIV		diagonally ... upwards.	rt, bg	Clarify Seek	CL4	0	-	-
58	FOL	right.		ACK, ag, bt		0	-	-	-
59	GIV		okay we're going to move up from there ... to the ruined monastery.	at		0	-	-	-
60	FOL	right.		ACK		0	-	-	-
61	GIV		and your route's .			0	-	-	-
62	FOL	h-- have you got overnight accommodation ... on yours?		bg	Info Seek	IS4	0	-	-
63	GIV		no i don't.	ag, bt		0	-	-	-
64	FOL	well i've got overnight accommodation ... in a diagonal line ... between ... the ruined monastery and the point i'm at just now.		at		0	-	-	-
65	GIV		in a diagonal line?	bg	Clarify Seek	CL5	0	-	-
66	FOL	yeah, it's about ... if upwards was north ... it would be ... northwest ... of where i am just now.		ag, bt		0	-	-	-
67	GIV		yeah ... oh that sounds ... that sounds like the same route that i have here, does that take you up to the top right-hand corner say of the ... the ruined monastery ... you know just off the ruined monastery?	bg	Info Seek	IS5	0	-	-
68	FOL	erm well .		ACK		0	-	-	-
69	GIV		by that pa-- ?	bg	Unidentified Game	UG1	0	-	-
70	FOL	if i was goi-- to go up in a straight line just now i'd end up slightly to the right of the ruined monastery.		bg	Info Offer	IO1	0	-	-

71	GIV		okay, well it's slightly diagonally ... northwest as you said .	ag			0		
72	FOL	yeah well that's through the overnight accommodation then.					0		
73	GIV		well that's that'd be good .	bt, bt			0		
74	FOL	i don't suppose that's an obstacle really .		at, at, bg	Info Seek	IS6	0		
75	GIV		no , that'd be quite good actually .	ag, bt, bt			0		
76	FOL	right go straight through it then?		at, at, bg	Clarify Seek	CL6	0		
77	GIV		yeah, we're going right up there and around the top of the ruined monastery curving round the top.	ag, bt			0		
78	FOL	curving round the top the right-hand side or the left-hand side ?		at, bg	Clarify Seek	CL7	0		
79	GIV		oh we're coming up ... you're coming up on the right-hand side .				0		
80	FOL	mmhmm .		ACK			0		
81	GIV		and you're going over to the left-hand side ... and down.				0		
82	FOL	right.		ACK			0		
83	GIV		so it's curved down ... towards the west lake.				0		
84	FOL	sorry where am i going from the point just now just up northwest ?		bg	Clarify Seek	CL8	0		
85	GIV		up northwest .				0		
86	FOL	uh-huh.		ACK			0		
87	GIV		say to the top right-hand corner of the ruined monastery.				0		
88	FOL	uh-huh.		ACK			0		
89	GIV		okay and you're going to draw like a small arch just skimming round the outside of it.				0		
90	FOL	right , right, to the left ?		bg	Clarify Seek	CL9	0		
91	GIV		an arch , down to the left yes.				0		
92	FOL	yeah.		ACK			0		
93	GIV		okay?	bg	Response Seek	RS5	0		

94	FOL	mmhmm.		ACK		0	-	-	-
95	GIV		now you're going to keep moving downwards ... like in an arc.			0	-	-	-
96	FOL	yeah.		ACK		0	-	-	-
97	GIV		around the edge of the west lake, do you have the west lake on yours ?	bg	Info Seek	IS 60		-	-
98	FOL	nope ... not at all no.				0	-	-	-
99	GIV		okay, let me see, now you've skimmed an arch ... around the top of the ruined monastery?	bg	Agree Seek	AG1	0	-	-
100	FOL	yeah.		bt		0	-	-	-
101	GIV		come down about ... an inch ... keep the ... keep the arc coming down for about an inch.	bg	Action Seek	AS4		-	-
102	FOL	mmhmm , right .		ACK		0	-	-	-
103	GIV		past the bottom of the ruined monastery.			0	-	-	-
104	FOL	right.		ACK		0	-	-	-
105	GIV		okay now you're going to curve it back, do you have a stile, up to ?	bg	Info Seek	IS7	0	-	-
106	FOL	eh yeah uh-huh .				0	-	-	-
107	GIV		yeah ?		Clarify Seek	CL10	0	-	-
108	FOL	yeah .				0	-	-	-
109	GIV		well ... if you can curve it round ... until ... a ... point ... that's directly below the left-hand corner ... of the stile.			0	-	-	-
110	FOL	mmhmm.		ACK		0	-	-	-
111	GIV		and then move straight upwards ... towards the left-hand side ... skim round the left-hand side of the stile.			0	-	-	-
112	FOL	am i doing an arc ... eh that's curving up ... and over to the left?		bg	Clarify Seek	CL11	0	-	-
113	GIV		yeah, you've just done one that's curved down.			0	-	-	-
114	FOL	uh-huh.		ACK		0	-	-	-

115	GIV		from the ruined monastery and you're curving back up now towards the stile.			0	-	-
116	FOL	right.		ACK		0	-	-
117	GIV		on the left-hand side of it.			0	-	-
118	FOL	yeah, right i'm there.		ACK		0	-	-
119	GIV		okay come over the top.			0	-	-
120	FOL	mmhmm.		ACK		0	-	-
121	GIV		and then once you're past the stile ... go straight up ... about ... two inches.			0	-	-
122	FOL	uh-huh.		ACK		0	-	-
123	GIV		okay.	bg	Response Seek	RS6	0	-
124	FOL	yeah.		ACK		0	-	-
125	GIV		right at this point ... across t-- ... and down to the right-hand side of your page do you have a dead tree?	bg	Info Seek	IS8	0	-
126	FOL	eh no, i have a dutch elm ... but ... erm .				0	-	-
127	GIV		well that's .			0	-	-
128	FOL	is that the dead tree ?			Clarify Seek	CL12	0	-
129	GIV		possibly , yeah, above?		Clarify Seek	CL13	0	-
130	FOL	well it's on the very far right-hand side of the page though.				0	-	-
131	GIV		right , yeah, on the ri- ... dilect ... directly right across from where you are do you have a great viewpoint ... a drawing of a telescope i have here?	bg	Info Seek	IS9	0	-
132	FOL	eh it's directly above where i am just now ... directly above the stile about four inches.				0	-	-
133	GIV		yeah ... i've got that, i've got another one bg across to the right.	bg	Info Seek	IS10	0	-
134	FOL	no i haven't got that one.				0	-	-
135	GIV		okay, and do you have the east lake up in the top right-hand corner ?	bg	Info Seek	IS11	0	-
136	FOL	uh-huh , yeah.		ACK		0	-	-

137	GIV		where you are just now ... should be horizontally across from ... say just below the bottom right-hand tip of it ... that's how high you should be on the map?	bg	Info Offer	IO2	-	-	-
138	FOL	the great viewpoint?		bg	Clarify Seek	CL14	o	-	-
139	GIV		no, no from the ea-- ... the bottom right-hand corner of the east lake.				o	-	-
140	FOL	bottom right-hand corner uh-huh.		ACK			o	-	-
141	GIV		okay?	bg	Response Seek	RS7	o	-	-
142	FOL	uh-huh.					o	-	-
143	GIV		now you should be say about ... a half an inch ... below that only across the other side of the page ?	bg	Info Seek	IS12	-	-	-
144	FOL	yeah got that exactly yeah.		ACK			o	-	-
145	GIV		excellent, now ... you see where the ruined monastery is?	ACK, bg	Info Seek	IS14	o	-	-
146	FOL	yeah uh-huh .					o	-	-
147	GIV		back to the ruined monastery again.	bg	Action Seek	AS5	-	-	-
148	FOL	straight line up ?		bg	Clarify Seek		o	-	-
149	GIV		and you've got you've got an elm tree ... sort of just off to the right of that?	rg, bg	Info Seek	IS15	o	-	-
150	FOL	oh right , yeah uh-huh.		ACK			o	-	-
151	GIV		okay, what we're going to do then ... is draw a diagonal line from where you are now.	bg	Action Seek	AS6	o	-	-
152	FOL	mmhmm.		ACK			o	-	-
153	GIV		down to a point ... that goes around the outside of the elm tree.				o	-	-
154	FOL	right, i've got a popular tourist spot ... erm between ... the dutch elm and where i am just now.		bg	Info Offer	IO3	o	-	-
155	GIV		do you.	ACK			o	-	-

156	FOL	yeah, so go straight through that?		bg	Info Seek	IS16	0	-	-
157	GIV		yeah ... go straight through it.				0	-	-
158	FOL	towards the dutch elm?		bg	Clarify Seek	CL15	0	-	-
159	GIV		yeah.				0	-	-
160	FOL	and which side of the dutch elm should i end up on ?		bg	Info Seek	IS17	0	-	-
161	GIV		y-- ... you're going to ... draw a line around the outside of it ... so you should be underneath the dutch elm.				0	-	-
162	FOL	right, so i'm ... drawing a line around the top of the dutch elm ending up at underneath it?		bg	Clarify Seek	CL16	0	-	-
163	GIV		yeah ... that's right .				0	-	-
164	FOL	right , right.		ACK			0	-	-
165	GIV		we're going to curve ... around the outside of the elm.	bg	Action Seek	AS7	0	-	-
166	FOL	mmhmm.		ACK			0	-	-
167	GIV		okay?	bg	Response Seek	RS8	0	-	-
168	FOL	i've done that yeah.					0	-	-
169	GIV		now, this dutch elm you have ... if you look across the page to the stile again?	bg	Action Seek	AS8	0	-	-
170	FOL	uh-huh.		ACK			0	-	-
171	GIV		is it beneath the stile ... or?	bg	Info Seek	IS18	0	-	-
172	FOL	slightly beneath it ... the base of the dutch elm is about ... maybe half an inch ... below the bottom of the stile.					0	-	-
173	GIV		uh-huh, and ... away f-- is it about ... an inch away from the right-hand side of the page?				0	-	-
174	FOL	yeah uh-huh.		ACK			0	-	-
175	GIV		oh must be the same tree ... i would think anyway.				0	-	-
176	FOL	mmhmm.		ACK			0	-	-
177	GIV		sounds similar, okay you're going to ... come around the outside of that.				0	-	-
178	FOL	yeah.		ACK			0	-	-

179	GIV		you'll be about an inch away from ... the right-hand s-- edge of the page.			0	-	-	-
180	FOL	right.		ACK		0	-	-	-
181	GIV		okay?	bg	Response Seek	RS9	0	-	-
182	FOL	mmhmm.				0	-	-	-
183	GIV		and you're going to come back in as if you'd drawn ... about ... two thirds of a circle around the tree just about.	bg	Action Seek	AS9	0	-	-
184	FOL	right ... got you .		ACK		0	-	-	-
185	GIV		okay ?	bg	Response Seek	RS10	0	-	-
186	FOL	yeah.				0	-	-	-
187	GIV		now, you don't have a telescope between you and the ... the east lake no?	bg	Info Seek	IS19	0	-	-
188	FOL	no .				0	-	-	-
189	GIV		a great viewpoint, do you have any kind of marking at all?	bg	Info Seek	IS20	0	-	-
190	FOL	i've , rocket launch pad.				0	-	-	-
191	GIV		a rocket launch pad.	bg	Clarify Seek	CL17	0	-	-
192	FOL	yeah.				0	-	-	-
193	GIV		excellent, eh ... no i don't have a rocket launch pad on mine, but ... i don't think that would be ... a tremendously good place to go through .			0	-	-	-
194	FOL	no .		ACK		0	-	-	-
195	GIV		right, okay, do you have east lake written ... on the east lake?	bg	Info Seek	IS21	0	-	-
196	FOL	uh-huh yeah .				0	-	-	-
197	GIV		yeah , see where the "e" is?	bg	Info Seek	IS22	0	-	-
198	FOL	uh-huh.				0	-	-	-
199	GIV		erm ... if you draw a line ... if you are ... just about ... directly beneath that "e".	bg	Action Seek	AS10	0	-	-
200	FOL	mmhmm.		ACK		0	-	-	-
201	GIV		okay ... draw a line up to ... the water's edge ... maybe just to the right of that "e".			0	-	-	-
202	FOL	s-- ... straight up?		bg	Clarify Seek	CL18	0	-	-

203	GIV		straight up ... yeah .			0	-	-
204	FOL	just slightly to the right of the "e"?		bg	Clarify Seek	CL19	0	-
205	GIV		mmhmm, until ... you're just like virtually on the water's edge .			0	-	-
206	FOL	mmhmm .				0	-	-
207	GIV		okay?	bg	Response Seek	RS11	0	-
208	FOL	right.		ACK		0	-	-
209	GIV		now ... mark your route ... along the water's edge ... to a point ... that's just past the sort of ... bottom left-hand edge of it.	bg	Action Seek	AS11	0	-
210	FOL	uh-huh.		ACK		0	-	-
211	GIV		okay, that's pointing .	bg	Unknown	UG2	0	-
212	FOL	bottom left-hand edge?		bg	Clarify Seek	CL20	0	-
213	GIV		yeah, if if your line is pointing ... you-- ... you're not ... we're not going to take it that far ... but if your line is pointing towards the great viewpoint ... which is on the top left-hand corner.			0	-	-
214	FOL	uh-huh.		ACK		0	-	-
215	GIV		and you're still underneath the east bt lake then that's you.			0	-	-
216	FOL	right , right got you.		rt, ACK		0	-	-
217	GIV		x marks the spot ... and we're finished.	bt		0	-	-
218	FOL	so where am i going now ... to the great viewpoint ?		at, bg	Info Seek		0	-
219	GIV		that's you , no ... that's you	bt		0	-	-