

# Colossal Cave Adventure

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**Solutions****(1) The alcove**

In the alcove at the end of the winding path there is a narrow crack to the east with an eerie light shining through. If you try to pass through the crack you are told that something you are carrying must be too big to squeeze through. In fact *everything* you are carrying is too big to squeeze through. This defiance of all known physical laws (a gold nugget won't fit through but you will) means you must DROP everything and GO EAST. Don't worry about leaving behind either the axe or the lamp, as there's light but no dwarves on the other side, and you will be returning.

**(2) The axe**

In several areas of the caves little dwarves appear and attack you. The first of them throws an axe at you which fortunately always misses. You must GET AXE after this first assassination attempt and throw it back every time a dwarf appears. Later dwarves throw knives, and again their aim is none too good but you must still carry the axe everywhere with you, apart from one or two places where it is necessary to DROP it temporarily while you perform other tasks. If you THROW AXE, though, don't forget to GET AXE again immediately, and remember that you may need to hurl it more than once to see off a really determined dwarf.

### (3) *The beanstalk*

Apart from another route which isn't always open, the beanstalk is the only means of getting from one area of the caves to the next section where the troll and bear are to be found, and it is the *only* way of reaching a couple of the items you need. If you already know about the beanstalk then you presumably know how it got there (unless the dwarves have taken to watering the thing since the adventure was first written) but remember not to water it too much. You usually CLIMB rather than GO UP, but you can GO DOWN again.

### (4) *The bear*

You are warned about the hostile bear before you enter its room, and it isn't a warning to be ignored, as you have presumably discovered. If you try to placate it by dropping things in front of it, then it won't let you near enough to them to enable you to retrieve them again. The way to a bear's heart is through its stomach, though, and the solution is to offer it something to eat. Sometimes this is honey, sometimes food, sometimes even sandwiches, but any of these should calm the bear and if you've already scoffed the lot before you get there then it serves you right for being greedy. Having soothed the bear in this way, you can then UNLOCK CHAIN and take the creature with you, trying to put it to use fairly soon.

### (5) *Bedquilt and Bedrock*

(a) *Bedquilt*: This is a very confusing location indeed. WEST will always take you to the room whose walls resemble Swiss cheese, and EAST to the complex junction of passages, but other directions deposit you randomly in any of several nearby locations, some of which are only accessible in this way from Bedquilt, although there is nothing essential to be found in them. This does give a strong feeling of disorientation to the location, but as long as you remember the unchanging EAST and WEST locations you should be all right. Whether Bedquilt is referred to in Scandinavian versions of the adventure as the duvet room, I couldn't say.

(b) *Bedrock*: An enigmatic location, in the original version only, which does nothing but contain a rock, which itself does nothing.

### (6) *The bird*

Many programmers make sure that getting the bird is quite easy in most adventures, but in this one it can prove surprisingly tricky. It is obvious (or is it?) that it has to go into the gilded cage found a few locations earlier, but it shows a marked reluctance to do so. This is because it is afraid of the Black Rod, which you were cunningly tempted to pick up after the cage but before encountering the bird. Attempts to coax the bird to land on the rod are no use, not even if you WAVE SANDWICHES, which was one enterprising suggestion I saw. To catch the bird you must take the rod to one of the locations either side and drop it, go back and GET BIRD, then collect the rod again. Note that the bird inside the cage only counts as one object, although they are two separate ones until you actually have them both in your possession.

### (7) *The black rod*

The rod or staff is traditionally the Isambard Kingdom Brunel of the adventure world, constructing instant bridges across chasms, pits, yawning fissures and other obstructions to progress. If you are on the east or west bank of the wide fissure that is west of the Hall of Mists, and wish you were on the west or east bank, then simply WAVE ROD and a crystal bridge miraculously appears. You can then DROP ROD, as your bridge work is done. There is no truth in the rumour that if you WAVE ROD a second time then a Tony Bridge miraculously appears to help you out of your difficulty.

### (8) *The bottle*

Spending too long in the underground caves may well tempt you to HIT BOTTLE, but this isn't its purpose. It is empty when you first find it, implying that something can be found to fill it. In several places in the adventure there is water - rivers, pits, streams, reservoirs, sometimes the well - and you may try to FILL BOTTLE in any of these (see also solution 51). You may also DRINK WATER if you wish, though it might have a better use than simply keeping you refreshed. The bottle can be emptied and filled several times, and apart from transporting water you might also later try filling it with something that doesn't mix with water too well.

### (9) *The cage*

A bird in a gilded cage is your desire, and if you can't coax the former into the latter then see solution 6. Once the bird and cage have together done their duty, you can DROP CAGE, as I don't think it's giving any secrets away to say that you'll never get the bear, the troll or the dragon in there.

### (10) *The chain*

The chain that was restraining the bear can be unlocked once the bear has been calmed down, and of course keys are extremely useful for unlocking things. It is at this point that you discover you dropped the keys in one of the mazes to try to help you find your way, and they haven't been seen since. Never mind, you'll know better next time, won't you? If you can GET CHAIN and return it to the building, and that will have to be without the bear attached, then it counts as treasure and earns you a few more points.

### (11) *The clam*

Well and truly clammed shut, yet something tells you that it has to be pried open somehow. If you haven't yet found the clam, then you haven't been following your nose at the complex junction. And if you haven't yet found the trident, then you won't succeed in opening the clam. Finding that object is a problem dealt with elsewhere, as is what happens if and when the clam does eventually open, but don't worry, it's nothing fatal.

### (12) *The coins*

Where you find these varies with the version of the game. In the original they're in a chamber to the west of the Hall of the Mountain Kings, while Level 9 have removed the water from the well in the building and placed the coins there instead. In this version it also seems just about possible to get through the adventure without needing the coins, leaving them behind as treasure, while in the original you'll need them fairly soon into the caves. Their purpose is to help you replace your dying lamp batteries, should you be able to find a vending machine

that sells them. What ... a vending machine in caves deep underground? Well, these are adventures and anything's possible.

### (13) *The dark room*

If you squeeze through the crack from the alcove into the plover room, beyond that you will discover the mysterious dark room, wherein nothing seems to develop. If you sense that there's something there then you're right, but it's hard to know how to see it when you have had to leave your lamp behind in order to squeeze through the crack that leads to this location. It is possible, however, to take a source of light into the dark room and see what's lurking there. After one of your trips back to deposit treasure in the building, just SAY PLUGH and then SAY PLOVER, and before you know it you are being congratulated on your cunning as PLOVER is the magic word that moves you from the plugh room to the plover room, lamp in hand, and back again. So off you go into the dark room to shed light on its secret.

### (14) *The diamonds*

These are purely treasure, so there's no need to spend too long trying to puzzle out some obscure use for them such as waving them, eating them, or placing them round the bear's neck.

### (15) *The dragon*

This might seem to be one of the toughest opponents you're likely to encounter in the caves, but in truth it's a big softie and can be overcome with your bare hands as the command ATTACK DRAGON will demonstrate. It then runs speedily away, probably late for its special guest appearance in *The Hobbit*, where it's rather trickier to see off.

### (16) *The dwarves*

To deal with these bad-tempered little creatures, who continually attempt to pin you to the walls with axes and knives, see solution 2.

### (17) *The golden eggs*

Not a series of places in which to eat when underground, but a treasure to be found in the giant's room. They are remarkably resilient, and DROP EGGS does not produce a golden omelette. Before attempting to take them back to the building, though, you ought to be aware that they do have a rather special property. They can be magically transported back to the giant's room by uttering the magic incantation FEE FIE FOE FOO. If your response to this information is 'So what?' then try to figure out if there's anywhere in the adventure where treasure must be handed over - treasure which it would be helpful to reclaim later on.

### (18) *The emerald*

Treasure again, but unusual in that this is the only object in the adventure (apart from you) which will fit through the narrow crack into and out of the plover room. This is just as well, as the emerald gets left behind if you attempt to use magic words to move yourself and it in and out, which could be confusing.

### (19) *The endgame*

You don't need to collect every treasure and return it to the building in order to reach the endgame, but you do need at least to have seen everything. If the endgame doesn't materialise then there must be something you haven't discovered, so you could try looking down the alphabetical list of problems at the front of this section to make sure you recognise every object. As to how to play the endgame ... come on, you've got to do something for yourself. Besides, there are now two very different versions, with Level 9's popular home micro implementation adding some 70 locations to the rather abbreviated ending of the original.

### (20) *FEE FIE FOE FOO*

This incantation is revealed to you in the giant's room, and like all the other mysterious utterings it does have magical powers, if only you can discover what they are. You are about to discover: try taking the

golden eggs to a nearby location and then say the magic words. The form this takes can vary slightly, as in the Level 9 version you must FEE (ENTER) FIE (ENTER) FOE (ENTER) FOO (ENTER), while the original requires FEE FIE FOE FOO (ENTER), but whichever is correct then entering this command returns the golden eggs from wherever they were back to the giant's room. Fine, you might think, but as it's taking you all your time to get treasure *out* of the caves, what's the point in having it return to its starting place? The point is that you can only get past the troll by giving him treasure, so why not give him the eggs and get them back later?

### (21) *The fissure*

To the west of the Hall of Mists is a fissure too wide to jump and which apparently cannot be crossed. You can in fact reach the far side simply by exploring the caves further, but it does help if you don't have to make that long detour the whole time. To get across the fissure you must WAVE ROD, the rod being the black rod you see as you first crawl into the caves. The fissure is then spanned by a crystal bridge ... another miracle of modern programming.

### (22) *Food*

In the original version of the adventure the food is in the building close to where you start, while Level 9 have moved it to a picnic spot they have created in the forest. To reach there you have to risk getting lost in the forest, and there are several paths that will take you to the picnic spot, but from your original starting point the moves SOUTH/EAST/EAST/SOUTH should get you there. Once in the forest, you won't go far wrong by travelling SOUTH several times. You can EAT FOOD if you wish when you've found it, but that might be a little impulsive as there's a creature in the caves just dying to get its paws on some food.

### (23) *The forest*

If lost in the forest, which is only a mini-maze, the general principle is to travel SOUTH, which should eventually bring you to the picnic spot in the Level 9 version, and from there a move NORTH will return

you to your starting location.

#### (24) *The gate/the rusty gate*

This bars your way north of the giant's room, and prevents you getting at one of the objects you particularly need. The gate cannot be opened at first because of the rust, but you can coax it into opening provided you're carrying something that might ease the situation ... a bottle full of oil, maybe?

#### (25) *The golden nugget*

More treasure, to be found south of the Hall of Mists, though there is also a warning there advising you not to attempt to take the gold out of the caves through the pit. As the gold is likely to be the first treasure you come across, this can often mean carrying it around with you for ages in the hope of finding an alternative exit. Leave it where it is, then, until you do discover another means of getting in and out of the caves. The gold isn't going anywhere if you leave it, but if you're carrying it you're likely to attract the attentions of the thieving pirate, perhaps sooner than you might like.

#### (26) *The grate*

If you can't even open the grate to get into the caves then heaven help you trying to get out again! In the building next to your starting location you will see a bunch of keys, which can be used to UNLOCK GRATE, allowing you to enter the caverns. If you can't even *find* the grate, then from your starting point it is usually located three moves SOUTH.

#### (27) *The keys*

Once you have unlocked the grate to get into the caves, there is a temptation to DROP KEYS, on the grounds that they must have served their purpose. Bear in mind that these are keys, and not a single key, so they may open more than one lock ... to repeat, bear this in mind. Leave the keys in the building at some stage, so you can easily pick

them up on one of your return visits.

#### (28) *The lamp*

This is your only source of light, and as caves tend to be gloomy places you must carry it constantly. It can be turned on or off by the simple commands ON LAMP and OFF LAMP, and this ought to be done when moving in or out of darkness because the lamp is battery powered - and you thought you had an original oil-burning brass lamp that Arthur Negus would have been proud of, didn't you? To preserve the maximum power you should OFF LAMP before you actually move out of the caves, and wait till you're back in again before you ON LAMP. Being in darkness for one location doesn't matter, but don't try it for more than this as false economy proves fatal and you're sure to fall into a pit.

#### (29) *The magazine*

In one location, just east of the complex junction, you should find a magazine. In the original this is written in Dwarvish and cannot be read, which is rather unfair on anyone who happens to have an 'O' level in the language. Level 9 have kindly done the translation for you in their version, though, so READ MAGAZINE provides amusing results. If you deposit the magazine in the next location, Witt's End, you earn extra points, but as this can also lead you into a maze from which it may be impossible to escape, the move is really only for the perfectionist seeking maximum possible points.

#### (30) *The mazes*

There are two main mazes to grapple with:

(a) 'You are in a maze of twisty passages, all the same'

This is where the pirate's chest is to be found, or not to be found, judging by most people's experience, and it is therefore usually referred to as the pirate maze. It has two entrances, unfortunately for us, and these are:

- (i) SOUTH from the west end of the Hall of Mists, and
- (ii) DOWN from the stalactite, near Bedquilt.

The directions needed in order to get in and out again quickly and successfully are as follows, the first move given in each case being the one that actually takes you into the maze:

from (i), S/E/S/S/S/N/E/E/NW should bring you to the pirate's chest, although this is marked as a dead end if he hasn't yet put in an appearance so there is no point in going until you have had something stolen from you. If you do need to go there, though, then SE/N/DOWN takes you from that room to the splendid chamber near the entrance gate.

from (ii), N/E/NW takes you to the room with the chest, and of course the same SE/N/DOWN takes you out again.

If you're not looking for the chest but have merely wandered in accidentally then there is no problem if you have stepped SOUTH from the west end of the Hall of Mists as NORTH will take you out again. If you have recklessly climbed DOWN the stalactite, though, you will discover that you cannot CLIMB UP again, but can either continue DOWN, to the splendid chamber, or GO W/W/W/E/E/W/N to the Hall of Mists entrance/exit.

(b) 'You are in a maze of twisty passages, all different'

This maze, very close to the previous one, contains the vending machine, the entrance to the maze being SOUTH or DOWN from 'the west end of a very long featureless hall'. To reach the vending machine, with the first move again being the one that actually takes you into the maze, GO S/W/N/E/E/E/E, and then to get out again GO W/E. Simple! There may well be shorter routes to reach the machine, but once you've found one that works you may as well stick with it.

### **(31) The mirrors**

These are always worth a LOOK or a WAVE.

### **(32) The note**

This accompanies the gold nugget in the Level 9 version only, being replaced by a warning in the original. Its contents are to be heeded if you wish to survive (see also solution 25).

### **(33) The oil**

There is an oil well located not a million miles away from the room that has a cheesy whiff to it (a room with a phew?), and the instruction FILL BOTTLE produces, not unreasonably, a bottle full of oil. You can carry this round for a long time, as I did originally, just waiting for the moment when your lamp goes out, allowing you to be extremely smart and refill it instantly with oil. It is at this moment that you discover your lamp to be powered by batteries, and you're not as smart as you think. The oil must therefore have some other use, so hold on to it till you come across something that squeaks ... and I don't mean a mouse.

### **(34) The pearl**

If you manage to unclam the clam (see solution 11), then a pearl will pop out because it was an oyster doing clam impressions all along. Unfortunately the pearl rolls away, but as you are told that it runs downhill it won't take a genius to discover that if you type DOWN a few times then you should catch up with it when it comes to a halt and stops rolling. Then you can return it to the building as part of your treasure trove.

### **(35) The picnic spot**

This only appears in the Level 9 version, where they have decided to make you hunt for your food rather than leave it in the building for you. It is fairly easy to find, but if you have problems see solution 22 or 23.

### (36) *The pillow*

If you travel EAST from the cheesy room you will find a pillow. This is not put there for you to rest your weary head, much as you might need it by the time you get there, but is meant to be carried in conjunction with the precious vase. When you get them both back to base, the instruction **DROP PILLOW before you DROP VASE** ensures that the Ming doesn't go ping and shatter into pieces on the floor.

### (37) *The pirate and the pirate's chest*

At some random point in the adventure, when you are carrying treasure, the bearded pirate will appear and with a merry quip pinch whatever you're carrying. Until he's appeared it's safer where possible to carry just one piece of treasure at a time, as he takes everything and you won't be able to carry it all again when you try to deal with him. And deal with him you must, or he will continue to appear and part you from more of your well-gotten gains. What happens is that he takes the treasure and deposits it in his safety-deposit chest in the 'maze of twisty little passages, all the same'. If you want to know where that is then solution 30a will tell you. If you're trying to puzzle out what to do when you get there, you must not only reclaim your treasure but also **GET CHEST** and return it to the building. This prevents the pirate continuing his activities, and he's not seen again, presumably having wandered off to pursue a career as a VAT inspector or something similar.

### (38) *The platinum pyramid*

One of the hardest treasures to find, so if you're really determined to do it for yourself don't read the rest of this note. For the cheats and frustrated adventurers still reading, the platinum pyramid can be located in the dark room ... provided you can see it, of course. If you've given up on that, see solution 13. If you have located it but are wondering how to get it back to the building, because it won't fit through the narrow crack and treasure disappears if you try the SAY PLOVER exit line, don't be timid: the pyramid is the one piece of treasure that will survive a trip to the plugh room on the plover-craft.

### (39) *PLOVER*

One of the magic words, this one moving you between the plover room and the plugh room, the plover room being beyond the narrow crack that nothing can squeeze through but you, and the plugh room the one that has 'Y2' etched on the wall, and where a mysterious voice occasionally says 'plugh'. To get into the plover room initially, you must leave everything behind, including your lamp, and squeeze through the crack. The room beyond has its own light source, albeit eerie, and if, being used to magic words, you SAY PLOVER then you find yourself in a dark room. This cunning ploy makes it seem that the command turns the light on and off, because if you SAY PLOVER again you can see once more. What actually happens, though, is that you are transported to the plugh room, but as you don't have the lamp the room is naturally dark. SAY PLOVER in the plugh room and you are back in the lit plover room. It is easy to take this a stage further and figure out that next time you visit the plugh room and you are carrying your lamp, you can SAY PLOVER and find yourself in the plover room, lamp in hand, enabling you to light the dark room when you enter.

### (40) *PLUGH*

In the room that is two locations north from the Hall of the Mountain Kings, and which has 'Y2' written on the wall, a voice from time to time will say 'plugh'. It's a little unfortunate for the adventurer if you never happen to be there on one of these occasions, but if you are lucky and if you then act as Little Sir Echo and SAY PLUGH back again you will find yourself transported to the building. Naturally enough, SAY PLUGH in the building and you're back in the plugh room, a convenient way of moving quickly around and conserving your batteries, provided you ON LAMP or OFF LAMP as appropriate before you SAY PLUGH.

### (41) *The rare spices*

These are to be regarded as treasure and taken back to the building. They don't serve any exotic mysterious purpose, although you're quite welcome to try sprinkling them on your sandwiches if you like.

#### (42) *The rug*

More treasure, but at first it might seem tricky to get at when it has a thumping great dragon sitting on it or near it. To dispose of this nuisance is quite easy, though, as solution 15 explains, and you can then return the rug to the building for points.

#### (43) *The seedling/the little plant*

The description of this varies according to the version you're playing, but it is still situated in one of the pits along from the cheesy room and should hardly present any problems as it manages to tell you what it wants: 'Water, water', says the amazing speaking seedling, so off you should go to find some. There are several places to get it, assuming you have something to get it in, and when you return the simple command WATER will have an astonishing effect: the plant will demand more. Better give it some, but beware the dangers of over-watering, as any house-plant expert will tell you. This applies to colossal-cave-plants too.

#### (44) *The shadowy figure*

If you see one of these, don't panic. Try the friendly approach and WAVE.

#### (45) *The silver bars*

As with the gold nugget, these are purely treasure and to be taken to the building as soon as you can.

#### (46) *The snake*

One of the early tricky problems, the huge green snake prevents you leaving the Hall of the Mountain Kings in any other direction but UP the path to the Hall of Mists. The solution is rather unorthodox, not to say unlikely, but if you have managed to put the bird into the cage and have brought it with you, then you can FREE BIRD and our feathered friend sees off our scaly enemy in no uncertain terms.

Strange but true, as they say, except in the Melbourne House/Abersoft version of what purports to be the *Classic Adventure*, where the snake eats the bird. A more likely outcome, admittedly, but not what was originally written.

#### (47) *The trident*

If you've found this but can't figure out a possible use for it then you aren't making underwater associations - it's the only way to open the clam. If you know through miraculous deduction or just plain cheating that the only way to open the clam is with a trident, but you can't find one, then CLIMB the beanstalk and GO W/N/W. Don't throw it away when you've used it, either, as it counts for treasure too.

#### (48) *The troll*

(a) In order to get across the rickety bridge the first time, you obviously need to satisfy the droll troll's demands for a toll. He'll reject anything he considers useless, but a piece of treasure will send him scampering out of your way and allow you to cross. Unfortunately, of course, you lose the treasure. So how can you score the maximum possible points for returning all treasure to the building? There is one item that can be magically rescued from the troll's clutches, and if you can't figure out which that is then look at solution 20.

(b) The bad news is that once you've crossed the chasm and explored the other side, the only way back is over the chasm again, with the troll back in residence barring the way. If you don't have treasure then you're stuck there, and while there is treasure to be found on the far side of the bridge it is quite easy to lose this to the bad-tempered bear. If you do have treasure with you, then sacrificing it to the troll means you cannot return it to the building, and if you try to cross the bridge with the bear then the combined weight of the two of you collapses the bridge. The ideal way to return to the main body of the adventure is to scare the troll away by releasing the bear. This leaves you with its chain (treasure), and an empty bridge to cross. If you can't capture the bear then the secret is revealed in solution 4.

#### (49) *The vase*

In the oriental room is to be found a delicate Ming vase, so delicate that you cannot DROP VASE when you return it to the building without it shattering into countless pieces. You obviously need to cushion the fall with something soft. No, not a dead bear, but if you cannot find a suitable object see solution 36.

#### (50) *The vending machine/the batteries*

When your lamp starts to dim you are advised to find a vending machine as soon as possible. Easier said than done in a network of underground caves, but amazingly enough there is one in there somewhere, located in the 'maze of twisty passages, all different' (see solution 30b). If you do find it, don't be surprised to discover that you need coins with which to operate it. In the original version your lamp starts to flicker more quickly than in the Level 9 version, which seems to give you rather more leeway in exploring the caves. Either that or they provide you with Duracell batteries.

#### (51) *Water*

Having been offered an empty bottle at the start of the game, what could be more natural than to fill it with water? There are several places where water is to be found, though you may not be specifically told that it is there. You're meant to work out for yourself that a river, for instance, contains water, but don't expect bonus points for doing so. FILL BOTTLE provides you with a bottle full of water, while DRINK WATER refreshes you but doesn't do much else ... and there are no toilets underground, you know. There are several sources of water in the caves, some at a pit not too far from the plugh room, and some at a reservoir north of the room with the rug and the dragon.

#### (52) *The well*

If you're having difficulty with the well at the start of the adventure, are you sure that it's wise for you to continue? It could take you at least the next decade, by the sound of it. The well is in the building east of your starting point, and you GO DOWN into it, taking the lamp

with you, using ON LAMP when you're down so that you can see what's there, which varies according to the version you're playing. Whatever it is, GET it.

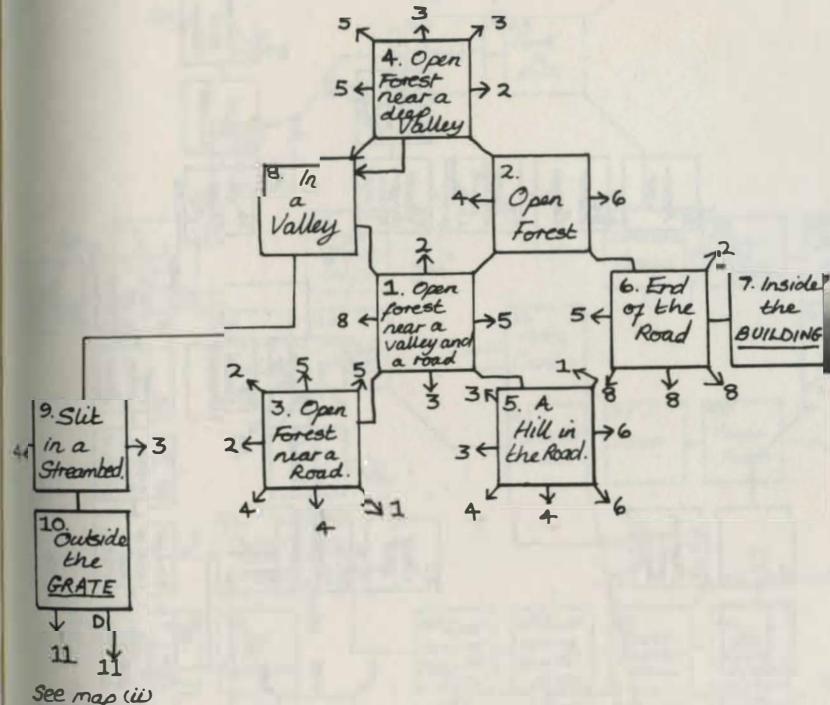
#### (53) *Witt's End*

This sounds like a location added by the game's authors when they'd run out of halls, passages, wells, fissures, rocks, tunnels, chasms, caves and caverns. You gain extra points for dropping the magazine in this location, but whether it's worth the risk of being trapped here permanently is another matter. If you DROP MAGAZINE and GO SOUTH at once then you may stand a chance, but otherwise you could be there for the duration ... hence the name.

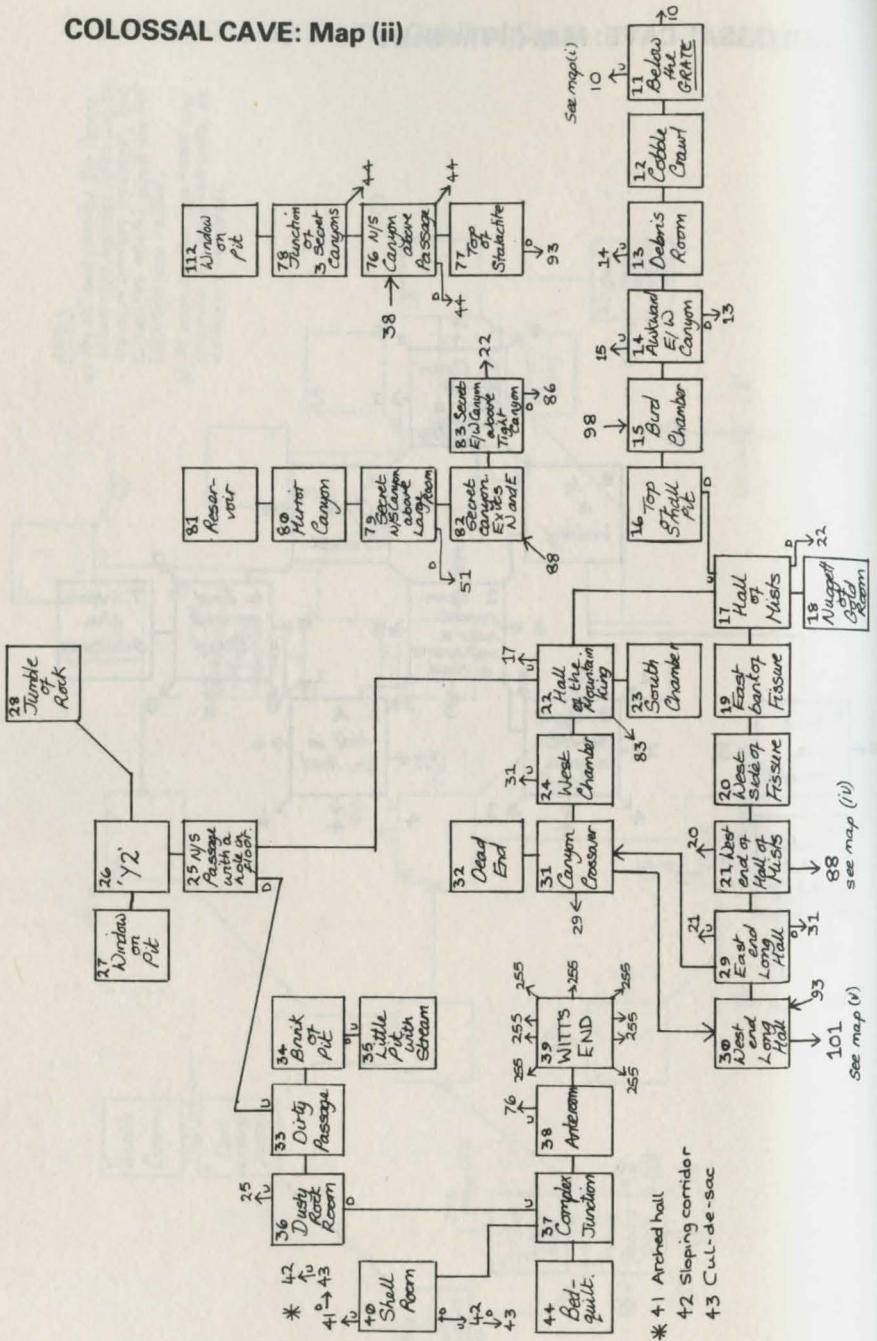
#### (54) *XYZZY*

Not the latest Sinclair computer, but a word inscribed in a location just inside the grate that leads you into the caves. This unusual word, regrettably not permitted in Scrabble, has magical properties when used in the right place. SAY XYZZY in the room where it's written and you'll find yourself in the building on the outside, and fortunately the word does have two-way powers, just like an Away-Day return. A convenient way to move quickly to the building and back, saving time and batteries.

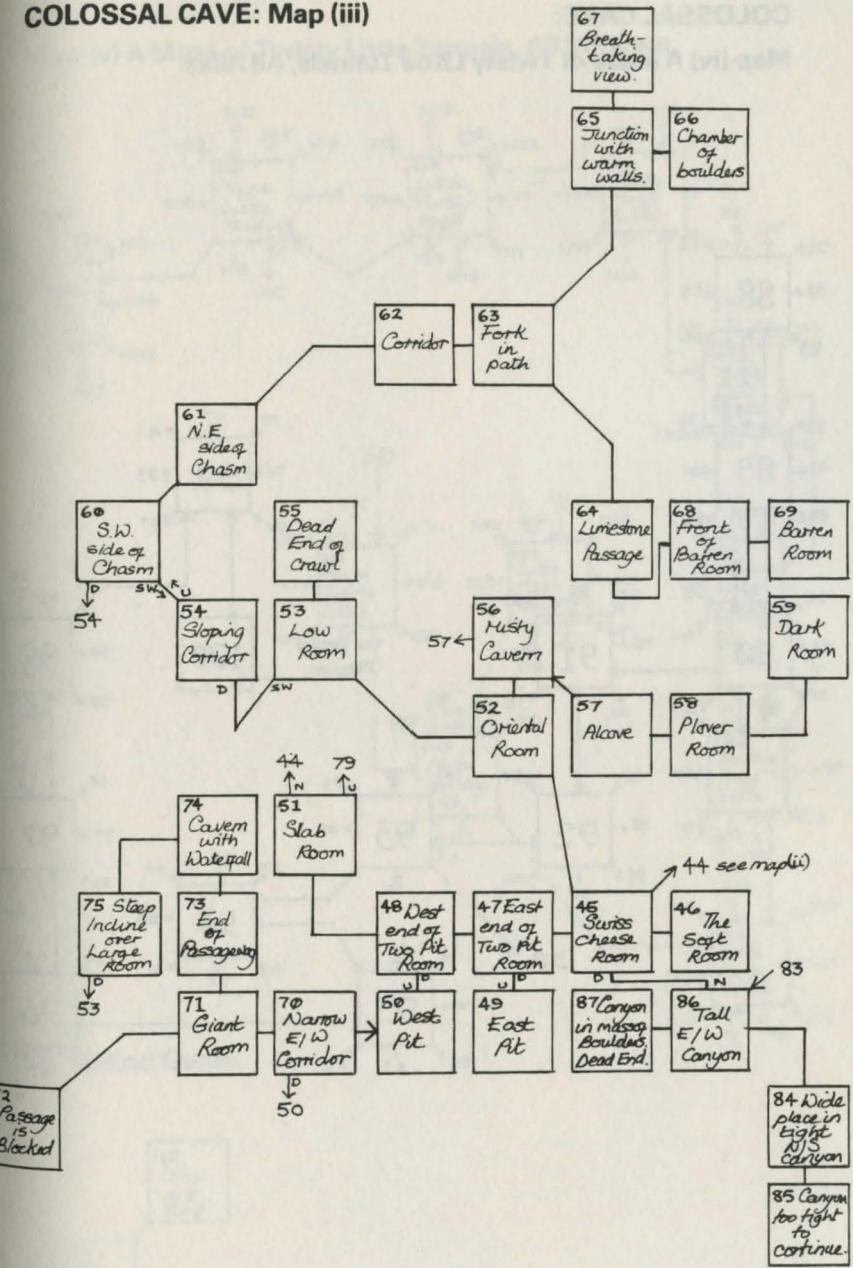
# COLOSSAL CAVE: Map (i) The Start



COLOSSAL CAVE: Map (ii)

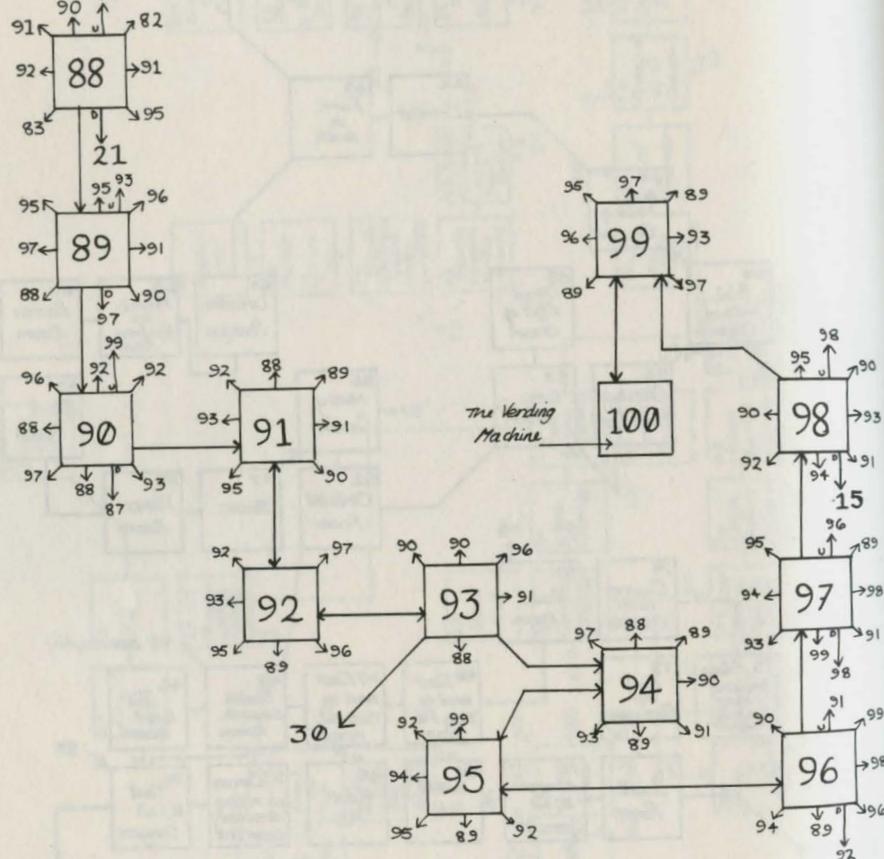


COLOSSAL CAVE: Map (iii)



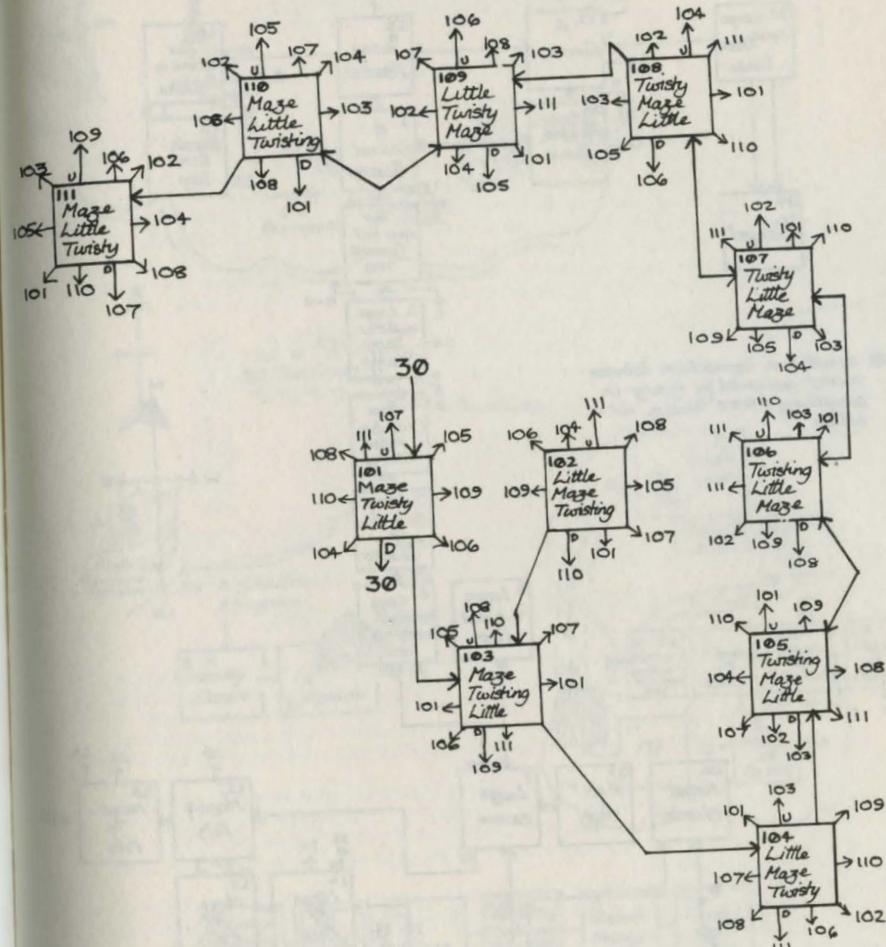
## COLOSSAL CAVE:

### Map (iv) A Maze of Twisty Little Tunnels, All Alike



## COLOSSAL CAVE:

### Map (v) A Maze of Twisty Little Tunnels, All Different



The End Game

