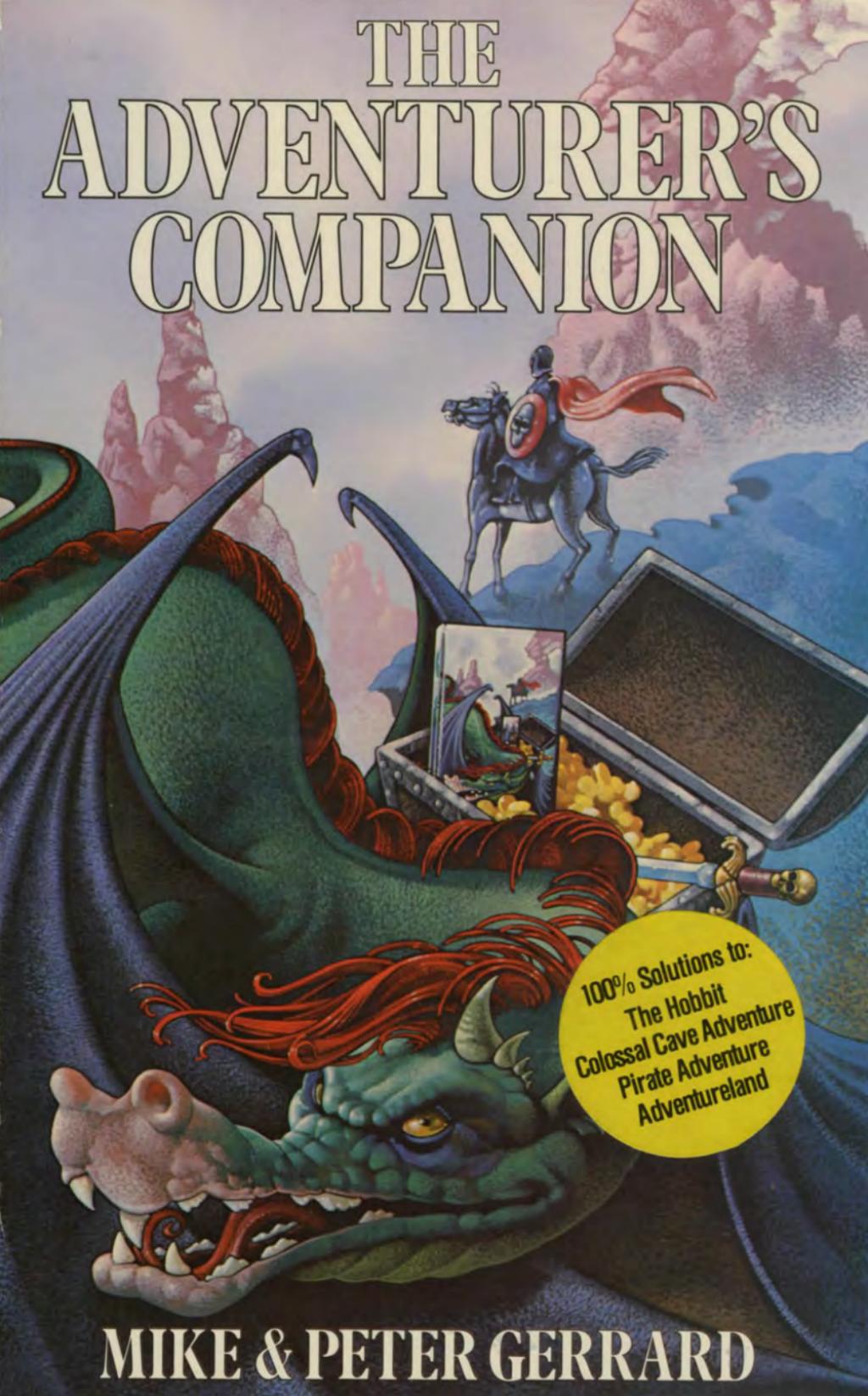


# THE ADVENTURER'S COMPANION



100% Solutions to:  
The Hobbit  
Colossal Cave Adventure  
Pirate Adventure  
Adventureland

MIKE & PETER GERRARD

**The Adventurer's Companion**

Adventurer's Companion

Mike & Peter Gerrard



Duckworth

# The Adventurer's Companion

Introduction  
The Great Outdoors

Planning Your Trip  
How to Plan a Trip

Equipment  
What Equipment to Take  
Choosing Equipment  
Clothing  
Choosing Clothing  
Food  
Choosing Food  
Water  
Choosing Water

**Mike & Peter Gerrard**

General Information  
Planning Your Trip  
Choosing Equipment  
Clothing  
Food  
Water  
Glossary  
Index



**Duckworth**

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1965

From Mike to Rodger and Judy, who know better now than to kill the little singing bird to try and get it in the cage.

From Peter to John Ryan: I hope your motor-bike repairing is better than your adventure playing!

## Introduction

Some purist adventurers will no doubt be aghast at the thought of a book telling you how to solve the problems encountered in four of the most popular adventures available for home micros, and yet the 'help' columns of magazines like *Popular Computing Weekly* and *Micro Adventurer* are full of pleas from frustrated players who cannot get past a particular obstacle in order to enjoy the rest of the game. In our opinion, anyone who has paid good money for a piece of software is entitled to play the adventure however he or she likes, and while it is undoubtedly satisfying to solve a particular problem yourself after a great deal of thought and experimentation, there are also those moments when, after hours and hours of unproductive effort, you would willingly sell your soul to anyone who can tell you where to find the pirate's chest or how to escape from the goblins' dungeon.

This book obviously had to be written in such a way that readers could look up the individual problem perplexing them without inadvertently seeing the solution to the problem coming up ahead, so we have listed the various obstacles alphabetically at the start of each section, allowing you to look up a problem and then turn to the appropriate solution in the following pages. For that reason we haven't gone through the adventures in logical sequence, giving a recommended route or a suggested order for doing things, although for *The Hobbit* there is an entry about possible ways of returning home from the dragon's lair, since this is a problem about which people do write to magazines. We have included complete maps for the adventures, but we suggest that you only look at these if you think you've visited every location, or want to check if there is anything beyond a particular place or barrier.

We don't want accidentally to spoil anyone's pleasure in playing any

of these four excellent adventures, so here is a warning: THE ENTRIES IN THIS BOOK ARE SOLUTIONS, NOT JUST HINTS. In other words, you will be told exactly how to get out of a situation, there are no coded clues or hints to point you in the right direction, so only read the answers if you are absolutely stuck and really want to be told how to continue on your journey.

When we considered which adventures to include in this book, we had little doubt over the first, which had to be *The Hobbit*. This adventure produces more correspondence than almost all others put together, partly because it must have sold more copies than any other, and it is satisfying to see that all the problems that have been raised in the computer magazines over the past months are covered in these pages. We have also been able to incorporate a scoring table, which tells you exactly where the points awarded in *The Hobbit* are to be earned, in case you are baffled by only being able to score 97½ per cent ... or maybe even 2½ per cent. If you are one of those people who have somehow managed to complete the quest and accumulate more than 100 per cent then we would be delighted to hear how, if you know.

When we discussed other adventures that ought to be included (from among those that we've managed to complete, of course!), we had no hesitation in including the very first mainframe adventure. We have referred to this as *Colossal Cave Adventure*, which is the title of its popular home micro version from Level 9, though originally it was known as *Adventures*, and it has also appeared under other similar titles. Apart from its historical interest in being the first computer adventure, it is also in our opinion still one of the best. No adventure collection is complete without one of the versions that are now available.

No book of this kind would be complete without one or more Scott Adams adventures, and it seemed logical to start at the beginning of his lengthy sequence of classic adventures. *Adventureland* was probably the first adventure to be written specifically for a home micro, and was directly inspired by the original *Colossal Cave Adventure*, which Scott Adams had played in its mainframe version. We have also incorporated the second title in the series from Adams' company, *Adventure International - Pirate Adventure* - though this was in fact written by his wife, Alexis Adams. Both are among the several Scott Adams titles recently re-released in this country with added graphics,

following the trend set by *The Hobbit*.

In mentioning the different versions that are available of these assorted adventures, we would like to point out that there may be slight variations in some of the tasks and locations that we have covered, because of alterations made in adapting an adventure from one machine to another. It would have been impossible to go through every available version for every machine on the market: the mind boggles at how many times we would have needed to escape from the goblins' dungeon. We have tried to point out slight differences where we know that they exist, but if some of the locations we mention don't appear in your particular version then don't write to the software company complaining that you must have been sold a defective program; changes are inevitable on machines with different memory capacities and other features, but the bulk of each adventure should be the same no matter which micro you play it on. Perhaps the most notable example of a difference is on the BBC version of *The Hobbit*, which has no graphics, although there are other smaller changes too: the Commodore 64 version of *The Hobbit*, for example, seems to have hidden the 'empty place' that frequently frustrates Spectrum owners.

The machines on which we have played these adventures are the Spectrum and Commodore 64 for *The Hobbit*, with the map being drawn from the Spectrum version; the Level 9 Spectrum version and the Commodore disk-based version by Jim Butterfield of *Colossal Cave Adventure*, with the maps on that one being taken from the Jim Butterfield version. The notes and maps for *Adventureland* and *Pirate Adventure* are based on disk versions of those two adventures, originally played on the PET and later on the Commodore 64.

M. & P.G.

the goblin  
brown groats worth 2/-  
red-coated beans 2/-  
blue smallicient berries 2/-  
yellow 1/-  
dove 'embigge' 2/-  
grapes 2/-  
the know 2/-

## The Hobbit

### Problems

Problem	Solution No.
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## Solutions

### (1) Bard

The adventure cannot be completed without the help of Bard, and regular players will know of his occasional lack of enthusiasm for your instructions. To find him you must visit the wooden town in the middle of the long lake, where you find yourself if you successfully escape from the Elvenking's dungeon. To get to the town you go EAST, and when you meet Bard you must issue your instructions to him carefully. He will, perhaps after a little persuasion, walk off in any direction you tell him to, and he will keep on walking in that direction till he can go no further, when he will stop and wait. A simple soul, obviously. Your first instruction should be SAY TO BARD 'NORTH', and then you follow him yourself for two locations when you must change his direction by SAY TO BARD 'UP'. When he and you run out of UPs, SAY TO BARD 'NORTH', and this will keep him occupied till you both reach the halls where the dragon sleeps. An alternative suggestion is to CARRY BARD - unorthodox, but it seems to work. As to what happens when you both encounter the dragon, that's another problem. If you can't work it out for yourself, see solution 6.

### (2) The big cavern with torches

It's possible for you to take a torch from the wall by TIE TORCH, which attaches the torch to the rope, followed by TAKE ROPE, which gives you the torch and rope tied together.

### (3) *The black river*

This river effectively divides the map of *The Hobbit* adventure in two, and it must be crossed on the outward journey. The book, and the HELP feature, both inform you that a boat might be useful, which stops you trying to swim or even walk across. To get the boat you must THROW ROPE ACROSS, with that last word being very important. You may need to type this a few times, though once is usually sufficient to make the rope land in the boat. Sometimes it falls short, so you need to throw it again. You then PULL, to haul the boat from the far bank of the river, CLIMB INTO BOAT to sail across, and CLIMB OUT at the other side.

### (4) *The butler of the Elvenking*

To avoid being captured by the butler while exploring the Elvenking's halls you need to wear the magic ring at all times. If he can't see you, he can't turf you into the dungeon. Of course he might just happen to turn up at the moment when the magic wears off, and sling you into the dungeon, in which case see under solution 8 for how to escape.

### (5) *The deep bog*

East from the place of the black spiders, the only way to deal with the extremely unpleasant sounding deep bog is simply by not going into it, as applies to one or two other locations.

### (6) *The dragon*

If you've tried killing the dragon yourself you will know that this merely results in you being turned into an instant Bilbo-burger. On your own you are too weak and puny, nor are you strong enough to see off the dragon with Bard's bow and arrow. You need Bard himself, provided you can get him and the dragon in the same place for long enough. The most likely rendezvous is naturally in the place where the dragon sleeps, although it can be killed if you encounter it on the way up there too. Wherever you are, you SAY TO BARD 'SHOOT DRAGON', although there is no guarantee that he will do so. If you have to ask

him a second or third time, and he refuses, then it's burger-time again, so a better bet might be to go EAST into the smooth straight passage, which in any case scores you 5 per cent, then return and ask Bard again. If he doesn't co-operate after one or two polite requests then it's unlikely to work - feed him to the dragon, it's no more than he deserves.

### (7) *Elrond*

Elrond is encountered in Rivendell, and if you haven't found a use for him you should SAY TO ELROND 'READ MAP', as he is the only character who can make sense of it for you. You will get one of a variety of replies, such as 'Go east from Long Lake to get to Lake Town'. If you have explored most of the locations in the game, you may think that Elrond is telling you nothing new, but in fact if you don't ask him to read the map then the direction he would have told you about doesn't get created, which may make it impossible for you to complete the adventure. Elrond will also give you some food, sometimes voluntarily as soon as you reach Rivendell, and sometimes provided you WAIT long enough.

### (8) *The Elvenking's dungeon*

Just like getting into the Elvenking's halls, getting out of the dungeon is a matter of timing, as typing HELP will inform you. If you sit back and observe for a while you will see that the butler's brain is so befuddled with drink that he can find nothing better to do than keep opening and closing the red door that marks the way out. His brain is not quite so befuddled that he will allow you to march out unhindered, however, so what you must do is WAIT until he unlocks the door, then WEAR RING to render yourself invisible for the next few moves, and leave when the butler actually opens the door, immediately after he has unlocked it. Going SW takes you to the cellar, while WEST takes you to the great halls. If you are wondering why you might want to head back towards the great halls rather than go into the cellar ... keep playing.

## (9) *The Elvenking's halls*

(a) *Getting in:* The way into the halls is through the magic door in the elvish clearing, which requires a magic ring - I'm afraid a magic knock doesn't work. First you WEAR RING, then EXAMINE DOOR, which provides you with a message, and then you simply WAIT until something happens which causes the door to open for you ... usually two or three WAITS. You have one move, in which you must go NE, before the door closes and you have to repeat the whole process. By the time you get in the magic of the ring should be disappearing, so WEAR RING again immediately.

(b) *Getting out:* You can always get out the way you got in, and you may choose to do that at a later stage, but otherwise the escape route is in 'the cellar where the king keeps his barrels of wine'. It is also a place that the butler seems rather too fond of visiting, certainly more frequently than the line of duty might suggest, but rather than enquire too closely into his private habits you must simply be aware that if he sees you he will capture you, so WEAR RING constantly. You must also endeavour to climb inside a barrel. You must remember to drain the barrel of wine before you do so, although frequently the butler will do this for you - but it's much more fun if you manage to drink the contents yourself. The general procedure, then, is OPEN BARREL, DRINK WINE, CLIMB INTO BARREL, CLOSE BARREL, and then WAIT until the butler decides to throw the barrel through the trap-door in the floor, which takes you to the next location. You may have to play around for a while, and put up with the butler closing the barrel before you can get in, and another solution is to JUMP immediately you see the butler throwing a barrel out, which should provide the same results if you are quick enough, but the important thing is to WEAR RING throughout.

## (10) *The empty place*

You can approach this mysterious place from two directions, and in both cases if you try to go in you are told that 'the place is too full for you to enter'. The way to get in is ... well, all right, if anyone has found out then please write and tell the authors. It seems likely, though, that the place is impossible to enter - in fact it's impossible to find in versions of *The Hobbit* for some micros, where it has disappeared completely, which means this entry must be rather confusing to some.

See the maps for where it is, when it exists.

## (11) *Food*

To build up your strength as an aid to smashing doors, wargs, goblins, etc., or if you merely fancy a nibble, some food is to be found in the cupboard behind the curtain in Beorn's house. If you're ravenous and can't wait then OPEN, OPEN, GET is the single command to enter, provided curtain and cupboard actually co-operate by opening first time. Another provider is Elrond, who, if you WAIT long enough, will offer you a packed lunch to take away (no fries).

## (12) *The forest river*

The best way to deal with this place is to ignore it, as attempting to swim it only sends you to a watery grave. There are no convenient boats to ferry you across, so just admire the scenery and move on.

## (13) *The goblins' caves*

(a) *Getting in:* There are two ways into the goblins' caves, one being through the small insignificant crack which appears in the large dry cave. WAIT here and a goblin should eventually come out and throw you in the dungeon. The other route is through the goblins' gate, where you find their back door: OPEN DOOR and then go DOWN.

(b) *Getting out:* To escape the caves you must make your way to inside the goblins' gate, OPEN DOOR if it is closed, and go UP to take you outside. As to how to reach that location from the labyrinth of passages, see the map, but the quickest routes are: from the big cavern with torches, DOWN/WEST/EAST; from the dark winding passage, SW/DOWN/WEST/EAST; from the location with the magic ring, NORTH/SOUTH/NW/EAST.

(c) *Getting the magic ring:* This is essential to completing the adventure, and its location in the passages is shown on the map. From the dark winding passage you travel SE/EAST/SE/EAST, and from the big cavern with torches go DOWN/NORTH/SE/EAST.

#### (14) *The goblins' dungeon*

There are two aspects to this location, exploring and escaping. Seeing some sand the obvious instruction is to DIG SAND, which reveals a trap-door. To deal with this you need plenty of energy and it usually helps to eat some of your food at this point, which in turn seems to make it easier to escape. To open the trap-door you must STRIKE or SMASH TRAP DOOR until the thing gives way and allows you to get the small curious key. It is possible to SMASH TRAP DOOR WITH SWORD, but frequently the sword breaks and you are plunged into darkness. Attacking with your bare hands is the safest policy, though the instructions often need to be repeated several times before they work - and just occasionally, to be awkward, the door stays stubbornly closed. Along with the key, which you can TAKE, is the goblins' cache, which you can't as it's too heavy for you.

Escaping from the dungeon must be the one problem in *The Hobbit* which magazines like *Micro Adventurer* and *Popular Computing Weekly* get more queries about than any other. Typing HELP informs you that 'a window should be no obstacle to a thief with friends', and as you're too small to reach the window yourself you will need some assistance from either Thorin or Gandalf. You should WAIT till one of them turns up in the dungeon with you, but if you have to WAIT more than a few times you might have to face up to the possibility that they're both lying somewhere in an extremely dead condition, leaving you be-dungeoned forever. Assuming one of them does turn up, though, you must first SAY TO GANDALF/THORIN 'OPEN WINDOW', with Gandalf usually seeming the more co-operative if you have a choice. Then SAY TO GANDALF/THORIN 'CARRY ME', whereupon you should be picked up, perhaps after a little friendly persuasion, then you SAY TO GANDALF 'LEAVE' or you SAY TO THORIN 'GO WINDOW', as the awkward fellows need different instructions here or they sulk. Either way, you should be transported through the window and set down on the other side in the dark winding passage, all ready to be arrested and thrown straight back in again by the hideous, nasty, vicious, etc. goblins.

#### (15) *The golden key*

This is found by wandering round the narrow paths in the Misty

Mountains, as shown on the map. This is the kind of task which allows you to make full use of the multiple command facility of the program. Starting on the Misty Mountains type: N, NE, N, SE, D, D, D, D, E, GET, U, W, N. This allows you to go away and make a cup of coffee, and on your return you should find yourself back where you started with the golden key in your possession. The key itself seems to serve no other purpose than to help you attain the maximum score.

#### (16) *Gollum*

There is one easy way to deal with Gollum's riddles and that is to ignore them. Nothing seems to happen to you if you don't answer but just move on, while if you attempt an answer and get it wrong he seems to get rather violent.

#### (17) *The large key*

This key is to be found in the trolls' clearing, but if you linger in that location or try to get the key the trolls do nasty things to you. To get the key you must move away from the location and WAIT till you're told that a new day has dawned, whereupon the trolls are turned to stone and you can return and claim the key. Its purpose is to open the rock door which is on the nearby hidden path with footprints.

#### (18) *The magic door*

If you are having trouble opening the magic door, then see solution 9a.

#### (19) *The magic ring*

This is to be found in the goblins' caves, and its exact location is shown on the map (see also solution 13c). Most sensible people will realise that the first thing to try is WEAR RING, and this renders you invisible, which throws poor Thorin into a state of complete bewilderment. The magic does wear off after three or four moves, though, and so to be absolutely safe you ought to WEAR RING after every move when in the caves. If you are still invisible then you are told that the ring doesn't seem to be there, but that's no hardship and is better than winding

up back in the wretched dungeon again, now that you have the means to keep out. The ring is also essential in other places, as mentioned in solutions 4 and 9a.

#### (20) *The map*

It seems when you first start out on *The Hobbit* that reading the map, which you cannot do yourself, is sure to provide a vital clue to the completing of the adventure. What a disappointment it then seems when you eventually get Elrond to read the map for you and you discover that you are merely told one of several different messages concerning directions, which you would later easily work out for yourself in any case. If you are tempted not to waste time even asking Elrond to read the map in future, you should bear in mind that the route he describes to you is not actually created until he does so, and you might therefore be unable to complete the adventure.

#### (21) *The pale bulbous eyes*

It is quite possible to get through the adventure without having to deal with the pale bulbous eyes that watch you, as explained in solution 22, but if you want to have the pleasure of getting past them you must WEAR RING, enter again the direction from which you have just come, then WAIT twice, and then continue on your way.

#### (22) *The return journey*

There are several routes back, once you have killed the dragon and collected the treasure. The easiest and safest seems to be to go SOUTH/SOUTH/SOUTH/DOWN/SOUTH/SOUTH to the waterfall, and wait here till the wood elf turns up and throws you in the Elvenking's dungeon, from where you can escape by going DOWN from the cellar, which in most versions allows you to reach the forest river. You can also go out through the magic door, back to the Elvish clearing and WEST to the bewitched gloomy place, or from the waterfall brave the pale bulbous eyes and return via the forest.

#### (23) *The rock door*

To unlock this door you need the large key that is held initially by the trolls. Solution 17 tells you how to get that, and when you return to the rock door you must UNLOCK DOOR, OPEN DOOR and then go NORTH. You score 5 per cent for entering the trolls' cave.

#### (24) *The rope*

This vital piece of equipment is found near the start of the adventure in the trolls' cave. If you have had to look up where to find the rope, presumably you haven't been able to open the rock door, in which case see solution 23. If your answer is 'What rock door?' then go back to the hidden path with the footprints and have a good look round.

The rope is vital because without it you cannot cross the black river and continue on the adventure. If you're stuck on the wrong side of the river then the way to cross is explained in solution 3.

#### (25) *Scoring*

Scoring is an extremely curious feature of *The Hobbit*, with some people claiming to have completed the adventure with scores as low as 50 per cent, and others with scores over 100 per cent. Some of the points are earned merely by visiting locations which are not absolutely essential to the completion of the adventure, and a scoring table is included at the end of this section. This shows where all the points are to be obtained which amount to a score of 100 per cent, but obviously there must be slight variations because of the strange little scoring quirks mentioned above. As a general rule you should have 25 per cent when leaving the goblins' dungeon, 35 per cent leaving the Elvenking's dungeon, and 75 per cent when you begin your return journey.

#### (26) *The short strong sword*

This object is to be found in the same place as the rope, so see solution 24 if you're having difficulty tracking it down. It is very useful for attacking assorted creatures and objects, but unfortunately it's also

rather fragile and can break at any time. If you can do something with your bare hands, such as smashing the trap-door in the goblins' dungeon, then you should do so. The sword has another strange property: it is a source of light. If you step into the 'large dry cave which is quite comfortable' without the sword in your possession you are told instead simply that 'it is dark'. This also happens if the sword breaks in the goblins' dungeon when you are trying to smash the trap-door with it. So treat it carefully.

#### (27) *The small curious key*

This is to be found beneath the trap-door in the goblins' dungeon; see solution 14. The small curious key then has a small curious use when you are exploring the mountain where the red dragon lives. In 'a little steep bay', if you WAIT a while, a hole appears which is the side door of the lonely mountain. The key can be used to unlock the door taking you on a little trip inside the mountain, which is not very exciting but does score you points.

#### (28) *The small insignificant crack*

The significance of the insignificant crack, which appears from time to time in the large dry cave if you WAIT long enough, is that through it a goblin will emerge and throw you into the dungeon. This is a quick way into the caves without going round through Beorn's house, which you have to pass through on your way out of the caves in any case. The other side of the crack can be seen from one of the locations inside the caves.

#### (29) *Source of light*

If you try to enter the 'large dry cave which is quite comfortable' but you are not carrying the short strong sword, then you are told simply that 'it is dark', and you are also plunged into darkness if you break the sword when in the goblins' dungeon. The luminous property of the object is far more useful than the fact that it is a sword.

#### (30) *The spiders' web*

This impedes your progress from the green forest, and you must SMASH WEB if you are to travel on. As Robert the Bruce discovered before you, spiders are industrious and persistent creatures, and you will have to SMASH WEB several more times in the locations round here, each SMASH WEB being followed by the direction in which you wish to travel. The spiders immediately set to and try to rebuild the web, but if you want to do a proper job you can SMASH WEB WITH SWORD, which destroys the web once and for all. It might destroy the sword, of course, but never mind. If you go SOUTH from the place of black spiders into the forest of tangled trees, then back again, you earn yourself 2½ per cent.

#### (31) *The trolls' clearing*

Linger here when you first arrive and you are in grave danger of becoming a troll's breakfast (Bilbo on toast), yet you need the large key that the hideous troll is holding. The solution is straightforward if you read the book or heed the HELP feature, and that is to go away till a new day dawns when the trolls will be turned to stone. If you don't like sitting around doing nothing, you can go to Rivendell and perform your next task, or even wander off into the Misty Mountains, then return to the clearing to collect the key, which is fortunately unaffected by daylight.

#### (32) *The warg*

This creature seems capable of popping up almost anywhere and making mischief. Normally you can send it to meet its maker quite easily, so it is usually safe to attempt a swing at it with your sword, perhaps stopping to have a bite to eat before you do so.

#### (33) *The wood elf*

This elf appears from time to time, but where you need it most is on the return journey should you choose the route via the waterfall but not want to face the pale bulbous eyes. If you WAIT at the waterfall or the running river then the elf should eventually turn up, and if you

WAIT some more he may even be kind enough to throw you in the Elvenking's dungeon. From here you already know how to escape, which opens up a choice of routes home. If the wood elf doesn't appear for some reason, you will have to brave the pale bulbous eyes, which are dealt with in solution 21.

## Scoring

As explained earlier, no list of scores on *The Hobbit* can hope to be completely accurate, since it is occasionally possible to obtain scores of over 100 per cent. The following list, however, shows how a score of 100 per cent can be obtained, and may help you notch up those missing points if you're convinced you ought to be getting a perfect score. Some of those scores of 2½ per cent can be quite elusive.

Event	Score	Running total
Going EAST from Bilbo's house	2½	2½
Entering trolls' cave	5	7½
Going EAST from Misty Mountains	2½	10
Entering Beorn's house	2½	12½
Thorough exploration of goblins' caves	12½	25
Going SOUTH from spiders' web	2½	27½
Going NORTH from spiders' web	2½	30
Going into Elvenking's dungeon and leaving by WEST exit	5	35
Making a second visit to Long Lake	10	45
Reaching the ruins of the town of Dale	2½	47½
Entering the hall where the dragon sleeps	20	67½
Finding the side door in the lonely mountain	2½	70
Entering the smooth straight passage	5	75
Depositing the treasure in the chest	25	100

## Colossal Cave Adventure

### Problems

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**Problem****Solution No.**

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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 ricketty 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.

## Adventureland

### Problems

#### Problem

#### Solution No.

Chiggers	1
Limbo	2
The arrow pointing down	3
The bees	4
The black bear	5
The bottle	6
The bricked-up window	7
The chasm	8
The cypress tree	9
The diamond bracelet	10
The diamond ring	11
The door	12
The dragon	13
The dragon's eggs	14
The empty wine bladder	15
The fire bricks	16
The firestone	17
The flint and steel	18
The golden crown	19
The golden fish	20
The golden honey	21
The golden net	22
The hollow stump	23
The jewelled fruit	24

the 1000th letter there are numbers in each of the 1000 words. These numbers are the number of letters in the word. If you add up all the numbers in the words, you will get 5000. This means that there are 5000 letters in the book. The book has 1000 words, so each word has an average of 5 letters. This is a good approximation, but it's not perfect. There are some words that have more than 5 letters, and some words that have fewer than 5 letters.

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The keys	25
The lamp	26
The large cavern	27
The magic mirror	28
The magic words	29
The maze of pits	30
The mud	31
The oily slime	32
The ox statue	33
The persian rug	34
The pot of rubies	35
The quicksand	36
The rusty axe	37
The signs	38
The spider's web	39
The stream of lava	40
The swamp gas	41
The trees	42

## Solutions

### (1) *The Chiggers*

And just what, you may wonder, are 'chiggers'? A look in the dictionary will reveal that chiggers are a particularly nasty type of South American and West Indian flea, known for their endearing habit of burrowing under people's toenails. Thus they are to be avoided if at all possible. They live in the dismal swamp by the cypress tree (reached by moving east and then south from the starting location), and have an un-nerving ability to leap out and bite you. If chigger bites are not treated fairly quickly they soon become infected, and you will die. As usual when you die, you're sent off to Limbo (see solution 2), but if you go there suffering from an overdose of chigger bites your reincarnation will see you walking around with infected bites all over your body.

To avoid this unpleasant fate, make sure that whenever there is a possibility of a strike from a chigger you are somewhere near the evil smelling mud. Merely taking hold of the mud is enough to cure the bites if you're bitten, and carrying it with you in chigger country will prevent even the mildest of attacks.

### (2) *Limbo*

Scott Adams so arranged things in *Adventureland* that, provided we move in the correct direction, we can escape from limbo and resume our normal mortal progress. Limbo (in this game anyway) can be reached in many different ways: dying of chigger bites, falling down a chasm, getting stung to death by bees, and being attacked by spiders are just some of the fates that await the unwary adventurer.

After telling you that you are in fact dead, the screen clears to reveal that you are now in limbo. Limbo is described as being 'A large misty room with strange letters over the exits', and you are further informed that by typing in the correct direction you can escape and get on with the game again. You have a one-in-four chance at first, since your number of available routes is limited to going south, east, west or down. Going south, west or down brings you to a close encounter with 'a guy with a pitchfork!', and that is definitely the end of the road as far as you're concerned. However, by entering GO EAST you escape from limbo and miraculously re-appear in the forest where you originally started the game. If only we all could have such a chance!

### (3) *The arrow pointing down*

This is to be found in the maze of pits (see solution 30), and appears to have been put there merely to confuse people. It is actually an aid to the maze-weary adventurer, since on encountering it you should realise that you are very close to the exit of the maze, and about to enter the bottom of a chasm. The arrow is pointing downwards because that is the way that you must go on reaching it, unless you want to spend another few hours blundering about blindly in a maze of pits that all look remarkably the same.

You can't get hold of it, you can't set fire to it, you can't eat it, and you certainly can't get rid of the bear with it (the part of the program that appears to throw most people). It's best just to leave it where it is and follow its advice: head downwards for further progress.

### (4) *The bees*

This just goes to show that even if Adams' knowledge of certain types of animal (getting a mongoose confused with a weasel in *Pirate Adventure!*) is a little bit limited, his knowledge of the insect world is much more far-reaching. Having already met some malevolent chiggers, you later on encounter a collection of large African bees. These are to be found near the large cavern deep underground (see solution 27), and in fact live in an 8-sided room to the north of that

cavern. The bees are guarding the golden honey, and as well as performing that task admirably they also have another role to fulfil, namely that of seeing off the dragon.

To get hold of the bees is no easy task, since a simple GET BEES command will result in nothing more than a severe stinging and a journey to limbo. Even to approach them and stay in the 8-sided room for more than one move requires you to be carrying the mud, but you'll still need something to put them in. That something is an empty bottle, and armed with your evil-smelling mud you can bravely march into the room and type GET BEES, which sees them lodged in the bottle. This, however, is not the end of the problem, since walking for more than a couple of moves will serve only to suffocate the bees through lack of oxygen in the bottle. So after every two moves you must diligently DROP BEES and then immediately GET BEES to let the little blighters have a whiff of fresh air.

This is not without its own difficulties, since the mud is prone to dry up and 'fall off'. Attempting to drop and then get the bees without any mud is hazardous in the extreme, so they must be left alone until you've managed to get some more mud from the dismal swamp (don't worry, there seems to be a never-ending supply of it). Sometimes the bees will still suffocate, but you can always go back to the 8-sided room and get some more (again, there seems to be no end to them) and attempt the journey again. It can be done, it just requires a modicum of patience.

When you finally get the bees to the sleepy dragon in the sunny meadow, their task is virtually done, since all that is required then is to type in the command DROP BEES, and to an insect they set about the dragon and see him off.

### (5) *The black bear*

No common or garden adventure animal this, but a distinctly undernourished bear, as it is described on first encounter as being 'A thin black bear'. Whether this is meant to appeal to your better nature or not is unclear, but the bear is definitely the problem that seems to give the largest number of people the largest amount of difficulty.

The bear is to be found on a ledge on one side of the chasm after you've managed to get through the bricked up window (see solutions 7 and 8 for those problems), and at first glance appears to be nothing more than a casual bystander. Next to the bear is a magic mirror, one of the 13 treasures to be collected in the game. However, any attempt to get that mirror without the bear knowing about it will prove to be totally futile. The bear, with a sense of determination not usually to be found in an animal of that size, resolutely refuses to let you have the mirror.

A common 'solution' to this problem is to feed the bear with something, in the hope that nourishment will send him off happy and you can then grab the mirror. Unfortunately the only piece of food found throughout the entire game is the royal honey, and although this will send the bear to sleep and allow you to get the mirror, you will also have lost one of your 13 treasures and will thus be unable to finish the game. So what other options are open to you? There are many things that you can attempt to do to a bear, no doubt some of them strictly illegal, but the solution is annoyingly simple.

You have to startle the bear somehow, and thus get him to fall off the ledge. The way to do this is to stand on the ledge with the bear, and enter the command YELL. At the sound of your raised voice the bear rears back in horror and falls off the ledge to his doom (you can find him later at the bottom of the chasm, distinctly dead).

Aggravating, isn't it?

#### (6) *The bottle*

No adventure game would be complete without a bottle of some kind, and *Adventureland* is no exception to this honourable rule. The bottle first appears in the large hollow damp tree stump in the swamp after you've managed to chop the cypress tree down. When you find it it's full of water, but this is nothing more than a simple ruse to keep you carrying a bottle full of water around. Drinking the water does nothing more than produce a message 'Boy, that really hit the spot!', as you quench your thirst.

The bottle has a number of different uses in the game, and thankfully this is not one of those adventures that breaks a bottle as soon as you drop it. This one is made of sterner stuff and merely sits where you left it. It can be used, as you can see in solution 4, to carry the large African bees around. Its second use is to hold some water in which you can carry the golden fish, which are themselves found around the lake. With the aid of the golden net (found at the bottom of the chasm), you can then carry the fish back to the safety of the hollow stump and leave them there. The bottle will then have finished its work in the game, and can be discarded.

#### (7) *The bricked-up window*

Another common feature of adventure games is that somewhere along the way you'll have to blast to pieces a wall, or a jumble of rocks, or some other natural artifact in order to be able to proceed further. The object to be aimed at in *Adventureland* is the bricked up window, which can be found in two locations. One is at the bottom of the chasm at the end of the maze of pits, where you can see it but can't get to it (and it's no use trying! You can't reach it, and you don't need to either). Its other appearance is in the royal chamber, which lies upwards from the royal anteroom, itself lying south from the large cavern.

It is obvious that somehow you must get past the window, and the most reasonable approach would be to blow it up. This is achieved with the aid of the empty wine bladder and the swamp gas, although you'll have to refer to solutions 15 and 41 respectively to get more information on those two. Once the window has been devastated, you're informed that there is now a hole in the window, with a view of a ledge beyond it. Typing either GO LEDGE or GO HOLE will take you onto that ledge. You are also informed that you can see a collection of loose fire bricks, but these are very heavy and are to be carried with caution.

#### (8) *The chasm*

The chasm is found in two different places, one at the end of the maze

of pits, and one between the two ledges beyond the bricked-up window (assuming you've managed to get past that particular problem).

At the bottom of the maze you enter the chasm by going south, and depending on what you've previously done you will find a golden net, a sign saying 'Magic word is away. Look la' (the rest of the sign is missing), and a stream of lava. You may also find a dead bear, but obviously you'll have to have killed him first! Two ledges are visible above you, one of which sports a bricked-up window for decoration, but you can't reach either of them so don't waste time and energy trying. The command LOOK LAVA produces the response that 'There's something there all right, maybe I should go and have a look'. Well, you can have a look if you want but it won't teach you very much. You'll merely be told that the lava is too hot. One of the magic words will work in this room, provided you're carrying a certain object, and is the start of the only route out of the maze of pits, since they form a strictly one-way system.

The other spot where you see the chasm, from above this time, is when you are standing on one of the two ledges beyond the window. You can go from ledge to ledge by using the command JUMP, but be wary about what you're carrying. Don't carry the loose fire bricks, since they are rather heavy and drag you down to your doom in the depths of the cavern. Everything else seems safe enough to carry with you.

#### (9) *The cypress tree*

Quite why a cypress tree has been chosen in preference to any other tree isn't really certain, nor does it really matter. It is sufficient for our needs to know that there is a cypress tree situated in the dismal swamp, which lies to the east of the sunny meadow. When first encountered, the tree lies surrounded by a collection of objects, including the nasty chiggers, the swamp gas and the evil-smelling mud.

Depending on the route chosen to get here, you may or may not have already picked up the rusty axe. If you have, resist all temptation to chop the tree down, and type in the command CLIMB TREE. At the top of the tree you'll be told that there is a spider's web with writing on it, and also a ringed set of skeleton keys. For those objects you'd

be advised to see solutions 25 and 39 respectively. Suffice it to say that chopping the tree down prior to climbing it will deny you access to the keys.

Having acquired the various objects from the top of the tree, you may then descend it (GO DOWN), and with the aid of your rusty but obviously still sharp axe, chop it down (CHOP TREE). This causes the computer to issue a resounding 'Timber!', and a subsequent LOOK will reveal that in place of the tree we now have a 'hollow stump and the remains of a felled tree'.

#### (10) *The diamond bracelet*

The diamond bracelet, like most (but not all!) of the treasures in *Adventureland* is merely a treasure and nothing more. Thus, having found it you can then take it to the treasure repository (underneath the hollow stump) and leave it there. If you're feeling vain you can always enter the command SCORE to see how many points this action has given you.

The diamond bracelet is not an obvious treasure to find, in that it does not lie conveniently in some location within the game. To locate it, you have to heed the message written on the rock in one of the rooms in the maze of pits. This reads 'Scratchings on the rocks say "Aladdin was here!"'. Remembering what Aladdin was famous for will allow you to get this, and one other treasure. To get the bracelet you will need to rub the lamp, having previously remembered to turn it off (using the command LAMP OFF), otherwise you'll merely be told that the lamp is too hot to rub.

Performing this action once will get you one of the treasures, but to find the bracelet you'll have to be a little wary. To rub the lamp once when you first see the scratchings on the rock about Aladdin is all very well, but immediately rubbing it a second time will cause the generous genie (dispenser of treasure to the gentry) to re-appear and snatch back his previous gift. So wait until you're well away from the rock before attempting to rub the lamp a second time (just about anywhere will do - e.g. the ledge with the bear on it), and your patience will be rewarded.

Don't try to rub the lamp a third time though: dire consequences will be your only reward!

#### (11) *The diamond ring*

This is the first of the treasures dispensed by the genie in response to the command RUB LAMP, assuming you've turned the lamp off of course. The command should be used immediately on reading the message about 'Aladdin was here'. Doing this will cause a genie to appear; he drops something and then vanishes. That 'something' is the diamond ring, and being merely a treasure it can be picked up and transported back to the large hollow damp stump in the swamp.

Don't rub the lamp a second time in that spot however, since the genie will re-appear and snatch the diamond ring back again. Wait until you're further away before attempting it.

#### (12) *The door*

No adventure is complete without a door to open, and in that respect Scott Adams remains true to tradition. The door is to be found after you've chopped the tree down, gone to the stump (GO STUMP), and then gone down for two moves, using the command GO DOWN. This brings you to a 'semi-dark hole by the root chamber', complete with locked door.

The door can be tackled in one of two ways, using either the ring of keys or the rusty axe. If you have the keys in your possession the straightforward command UNLOCK DOOR will do the trick, and the door will swing open revealing a hallway beyond. In the absence of the keys, or even just for the sake of seeing a different response appear on the screen, you can get past the door using the axe.

Now the axe is the only object that can be thrown at anything in this adventure, and the command THROW AXE will produce the response 'In one word tell me at what', along with the familiar 'Tell me what to do' prompt. If your answer to the 'In one word ...' question is DOOR,

you'll be told that the lock has shattered under the blow of the axe, and the door is now open (along with being told that you are now able to see the hallway beyond it).

Once the door is open it remains open, and whether or not you've used the keys they can now be left here and forgotten about, since they serve no further purpose in the game.

#### (13) *The dragon*

This on first sight would appear to be an extremely docile dragon, since it is initially encountered in the sunny meadow, slumbering away beneath the hot sun. However, no dragon can be as docile as that, and of course there just has to be a number of things that can incur the wrath of this particular beast. He is originally found to the east of the starting location of the game (the forest), and next to his sleepy form is a sign, which reads 'In many cases mud is good, but in others ...', and you're left to work out what the others may be. One of them is that dragons are none too fond of evil-smelling mud, and at the merest whiff of it the Adventureland dragon rises up and slays you on the spot. This means a quick trip to limbo. So unless you are protected by a swarm of bees (see solution 4), do not attempt to sneak past the dragon carrying some mud.

Another thing that dragons don't like is being blown up, and although you're welcome to try (using the flint, the wine bladder and the swamp gas), the only result will be that one of your treasures becomes unavailable for the rest of the game.

You can't enter the simple command WAKE DRAGON, since he ignores all your overtures, and so the only way to solve the problem of the dragon is to think about the bees and how they might be used. If you can't think of anything, see solution 4.

#### (14) *The dragon's eggs*

The dragon's eggs are not to be found on a cursory glance around

the various rooms that you can visit, and they only reveal themselves if you happen to get past the dragon. This is done with the aid of the bees, the empty bottle, and the evil-smelling mud, and if any one of those is giving you problems, then refer to the appropriate solution.

Having removed the dragon by getting him to fly away, the eggs are then to be found lying in the sunny meadow. Presumably the dragon was lying on them, since his departure causes them to be instantly visible. They are nothing more than a treasure, and once found they can just be carried to the large hollow damp stump in the swamp and dumped there. Luckily they don't break when dropped, and the command DROP EGGS will cause your score to increase by the appropriate amount.

#### (15) *The empty wine bladder*

Some of the things that you stumble across while playing adventure games are remarkable only for their obscurity, and why someone chose to leave an empty wine bladder sitting in the middle of a room is a mystery that we shall leave to Mr. Adams. Still, since it exists one must assume that it has a useful purpose, and so we must first of all find it.

The bladder is initially located in the royal anteroom which lies to the south of the large cavern (see solution 27). There are no problems associated with getting it, other than the eternal problem of perhaps carrying too much.

Having taken hold of it, you can then retreat to the surface and the dismal swamp and fill it full of swamp gas. Thus filled it becomes a useful incendiary device, and if let off in the right place can cause all manner of interesting things to happen. If let off in the wrong place however ...!

To ignite the bladder you will need to be carrying the flint (see solution 18 if you can't find it), and by taking the now-distended wine bladder and the flint to a suitable room, results will be achieved. Although it can be exploded in many locations, the correct one is the bricked-up window. Do ensure that you drop the thing first, otherwise it will go

off in your hands with suitably disastrous results. With flint in hand and distended wine bladder on the floor, the command LIGHT GAS will cause an explosion to take place as the gas dissipates. The bricked-up window becomes 'A bricked-up window with a large hole in it', the loose fire bricks appear from beneath the debris, and you now have access to the ledge beyond. Although the bladder will disappear on this explosion, the swamp gas will re-appear in the dismal swamp. Don't worry about it, it has no other role in the game.

#### (16) *The fire bricks*

The fire bricks appear when you've managed to blow up the bricked-up window with the empty wine bladder full of gas. In most adventure games one's immediate impulse is to acquire anything that happens to come along, and this usually leads to a disaster of one sort or another. Although it is extremely difficult to get killed completely in this game (i.e. so that you can't recover by a rapid exit east from limbo), getting hold of the bricks as soon as they appear is one possible method. They should, for the time being, be ignored. A warning is given to you if you do attempt to pick them up (in the form of a message telling you that they are very heavy), and if you then decide to try to jump across the chasm carrying a heavy set of bricks, well, that's your own fault. Leave them there until you decide to venture into the maze of pits, and only then take them with you. By negotiating the maze and eventually arriving at the bottom of the chasm significantly healthier than if you'd attempted to jump the chasm, you'll be confronted by the stream of lava. You can then just type in DROP BRICKS, and with an architectural skill that you didn't know you possessed this 'dropped' pile of bricks turns into ... an exhibition at the Tate Gallery! No, in the world of *Adventureland* it turns the stream of lava into a dammed stream of lava, and as the lava cools a certain treasure is revealed to you. You cannot then re-possess the bricks, but since they aren't needed again this won't be necessary.

Don't waste time trying to climb the bricks (or the dam, or the lava): you can't!

### (17) *The firestone*

Another of the 13 treasures that isn't immediately obvious on your first foray around the caves, swamps and meadows that make up *Adventureland* is the firestone, which is to be found at the bottom of the cavern beneath the maze of pits. When you first go there you will not be informed of its existence. Instead, the cryptic sign in that room will merely tell you 'Magic word is away. Look la', and the rest of the sign is unfortunately missing. By looking at the stream of lava in the room ('Look la' refers to the lava), you will be told that there's 'something there all right. Maybe I should go there?', but if you do attempt to GO LAVA, you'll just be told that it's too hot and you can't do anything with it. You can't 'Get lava', 'Lift lava', 'Examine lava', or any of the hundred and one other commands that might spring to mind, and some other ploy is needed to solve this particular mystery.

By acquiring the loose fire bricks (see solution 16) from the remnants of the demolished bricked-up window (solution 7), you'll be able to build a dam to stop the flow of lava. This understandably cools the lava down (you might not understand it, but at least Scott Adams does!), and a quick LOOK around the room will now reveal the presence of the firestone, 'now cooled', as you're informed, which enables you to take hold of the thing and then leave it at the spot where all treasures are to be left.

Having found it, all you've got to do is take it back: it is a treasure, and nothing else.

### (18) *The flint and steel*

Sounding like a poor man's version of a science fiction saga featuring David McCallum and Joanna Lumley, flint and steel are two objects miraculously joined into one that are to be found somewhere in the maze of pits. Before venturing into the maze it is advisable to read about the various rooms to be found there, as well as the magic words (solutions 30 and 29 respectively), as a blind journey into them will soon reveal. The pits form a one-way system, and only magic and a knowledge of where you're going and what you're carrying will enable you to get out again. By entering the maze and going north you will

find the flint and steel, and if you manage to get out again, they have but one (very important) function to fulfill.

They are not a treasure in disguise, so once used you can forget about them. With the aid of the wine bladder filled with gas you can use the flint and steel to set fire to the gas. Which room you do that in is up to you, but solutions 7 and 15 reveal the answer.

### (19) *The golden crown*

This is not the easiest of treasures to find, and is probably the one that most people will get last of all, if indeed they ever come across it.

To find the crown you'll have to have solved the problem of the thin black bear on the ledge across from the bricked-up window, and whether you've given him some honey to make him go to sleep (wrong!) or read solution 5 (right!) you'll then be able to go from the ledge to the throne room beyond using the command GO THRONE. Once there you'll be informed that you are in a throne room and that you can see a golden crown. Not one for verbose descriptions is our Mr Adams! The golden crown can then be picked up and carried, and since it isn't too heavy you can safely jump back across the chasm and take it to the safety of the damp and dismal stump beneath the tree.

It is a treasure and nothing more, so although you are most welcome to try to wear it, burn it, barter it or swim with it, none of these will do you any good. Just store it and type in SCORE to see how well you're doing.

### (20) *The golden fish*

Most fish in adventure games come in the form of ill-disguised red herrings, but these are the real thing, and they have to be acquired if you're going to find all 13 treasures and score 100 points out of 100.

Most people will find the fish fairly early on, as they are located near to the lake, which is itself found by going east twice from the starting

location. Going west from the lake gets you to the dismal swamp, and going down from it takes you to the quicksand bog (see solution 36). These maps are nothing if not illogical!

At the beginning of the game the simple command GET FISH will produce the response that 'the fish have escaped and jumped back into the lake'. Players of other games will then rightly surmise that you have to have something to put the fish in, and one of the first things that you'll come across is an empty bottle. So if you fill the bottle full of water and take it to the lake, surely you can get the fish and put them in the bottle? Correct, but being golden fish (with a little bit of magic with them to boot), the mere presence of water in a bottle is not enough and they will die. This renders the game unsolvable, and so another solution has to be found. To get the fish home to the dismal swamp and thus score some points for them requires the above procedure (fill the bottle, take it to the lake and GET FISH), but with one additional feature. You must be holding the golden net, which, with its own particular brand of magic, enables the fish to stay alive long enough to get them back to the treasure house.

What happens to them after that is no concern of yours, but as long as you DROP FISH while they're still alive you'll score the necessary points and be that much nearer finishing the game.

### (21) *The golden honey*

The golden honey, while possibly reminding you of your favourite breakfast cereal, is also a very serious treasure, and should be treated accordingly. It is to be found in the 8-sided room to the north of the large cavern (see map, if you have any difficulty locating it). Unfortunately, the 8-sided room is also occupied by a swarm of large African bees, and any attempt to do a simple GET HONEY will result in a mass outbreak of bee fever and you'll be rapidly carted off to limbo. To discover how to remove the bees, see solution 4. This leaves you free to get the honey and take it back to the treasure room and score some valuable points.

If, later on in the game, you encounter the thin black bear, you'd be forgiven for thinking that he can be pacified with the aid of some honey,

and since the magic word 'BUNYON' makes objects disappear and re-appear somewhere else, that having given him the honey you could then get it back again with a swift piece of magic. Alas and alack - this is not the case, since magic words are none too good when it comes to reformulating food eaten by thin black bears. There is another way past the bear, so don't waste your honey on him (it is a treasure after all), and if you despair of ever finding what that alternative way is, well, solution 5 has the answer.

### (22) *The golden net*

Like all things golden in *Adventureland*, this is another treasure, but unusually it has another role to fulfill before it can be confined into the treasure room. It is first of all to be found in the chasm beneath the maze of pits, and if you're like me, whenever you play this game you'll go into that chasm carrying too many objects to be able to get the net out first time around. If you manage to work out how to get into and out of the maze with ease, this doesn't really matter. You can always make another journey and get it the next time around: tedious, but it works. If you can't work out how to get out of the maze, then don't enter it until you've read solution 30! It's a one-way street, without the aid of a little bit of magic.

Assuming that you have successfully got the golden net out of the maze and back on to the shores of the lake, it has to be used in conjunction with the bottle to get the golden fish and transport them back to the damp, dismal swamp. Both net and fish can then be left there to accumulate vital points.

### (23) *The hollow stump*

Not a problem, so much as an extremely useful location, although finding it in the first place might cause a few worries for some players. The dismal swamp which will ultimately contain the hollow stump is to the west of the lake, and to the south of the sunny meadow.

In order to 'produce' the hollow stump, you must chop down the

cypress tree with the rusty axe, having (of course!) remembered to climb the tree in the first place. The hollow stump then appears, along with the remains of the felled tree, and with the use of the command GO STUMP you can then enter the thing and start your game properly. Inside the stump you will find an old-fashioned brass lamp and a bottle filled with water, as well as a sign saying 'Leave treasures here. Say score'. Thus the stump acts as a repository for any treasures that you might find. Saying score here or anywhere else will tell you how many treasures you've got so far and how many points you've managed to obtain.

It is also a useful place to store objects, since it doesn't require the lamp to be lit in order to see what's happening. Since the number of moves that you can make underground with the light is strictly limited, it makes sense to remain above ground (or at least in some place that doesn't need the lamp) for as long as possible.

#### (24) *The jewelled fruit*

As with all objects that don't do very much, adventure players are loath to assume that the jewelled fruit doesn't do anything more than just score a few points and look attractive when stored in the hollow stump. Whatever weird combination of ideas might lead you to decide that the fruit can be fed to the bear and then recovered later by using the .... etc., the fruit is nothing more than a treasure, so just find it and store it in the old stump.

It is to be found above ground, very near to the location where you start the game (the forest). Going east from the forest takes you to the sunny meadow, going south from there gets you to the dismal swamp, and going west from there takes you to a hidden grove, wherein lies the jewelled fruit. Just pick it up and deposit it in the old stump, by going east back the dismal swamp and typing GO STUMP, assuming you've cut the tree down of course.

In the hidden grove you will also come across a sign that says 'Paul's place', but this serves no purpose whatsoever. When I first played this game I thought that there must be any number of secret locations contained within 'Paul's place', and that in there I'd be able to find

out how to get past the bear, how to defeat the dragon, and so on. However, it must be assumed that 'Paul's place' is there merely as some kind of in-joke between Scott Adams and his friends, since there are no locations to be found in it.

#### (25) *The keys*

In most adventure games, keys are needed to unlock doors, open treasure chests, allow you access to colossal caves, or perform some other fairly mundane task. In *Adventureland*, the keys are completely redundant, and if you want to solve the entire game without ever collecting the keys or climbing the cypress tree, it can certainly be done. It presents a further challenge to a game that you may have already finished, for one thing, and it should provide enough additional amusement to make you play the game again. You won't get any points, but at least you can impress your friends.

If you do want to go through the rigmarole of getting the keys and opening the door with them (the only 'locked' object, incidentally), they are to be found at the top of the cypress tree in the dismal swamp. The two obvious commands to use are CLIMB TREE and GET KEYS, and these are indeed the ones that do the trick.

How does one open the locked door without the aid of the key? See solution 12 for the answer to that one!

#### (26) *The lamp*

More care and attention has to be lavished on the lamp than on any other object in the game, since it has an unfortunate habit of running out when you least expect or want it to. You are given an early warning of its impending demise, since the computer will start giving you a countdown of the number of turns left once that number has become less than 25. However, it will probably be impossible by then to complete the game at all, and so you might as well give up and start again.

The lamp is easy enough to find. It is located underneath the hollow stump when you go there after chopping the tree down. Described as an 'old fashioned brass lamp', it should not be lit as soon as you get it, but instead conserved until the last possible moment. You'll be told when it's too dark to see without it, and only then should the command LIGHT LAMP be issued. Whenever possible the lamp should be switched off using the command LAMP OFF, in order to conserve your meagre supplies of whatever it is that powers it in the first place. You can manage to survive for quite some time on the lamp as it is found. Only later will you need to go to the dismal swamp and top it up with the floating patch of oily slime (to be told that 'magic lamp attracts magic oil. Your lamp is now full').

Rubbing the lamp once in the maze of pits will cause the diamond ring to appear, and rubbing it a second time some way removed from the maze will cause a diamond bracelet to pop up from the hands of the seemingly ever-generous genie. However, the genie has his evil side as well, since a request to rub the lamp for the third time will cause him to appear and snatch away some item of treasure. So be careful with the lamp. Conserve it whenever possible, and don't be tempted to over-rub it!

#### **(27) The large cavern**

As with the dismal hollow stump, there is no particular problem to be solved here, but it is a very useful location to use as a resting place and as a depository for various items that have to be carried around, lying as it does at the head of the maze, the entrance to the 8-sided room with the honey and the bees, and the path to the royal apartment (and thence on to the bricked-up window). It is referred to extensively throughout the rest of this part of the book, and to find it from the hollow stump you must:

- a) Go down to the root chamber under the stump.
- b) Go down to the semi-dark hole by the root chamber and solve the problem of the locked door.
- c) Go to the hallway that lies beyond the door.

d) Go down again to the large cavern itself.

Incidentally, going west from the large cavern takes you into a RAM chip of the computer: a wrong turning if ever there was one.

#### **(28) The magic mirror**

This is first of all found on the ledge by the thin black bear, and being a magic mirror you might well think that it would respond to one of the magic words that you've learnt along the way, such as 'AWAY' and 'BUNYON'. However, it doesn't, and getting the mirror is a little bit more complicated than it might at first seem. A simple attempt to GET MIRROR in the presence of the bear will only result in the response 'The bear won't let me'. Me? Who's playing this game?! So, the bear will have to be incapacitated somehow, and the way to do that is to look at solution 5. Having removed the bear you can then quite happily take hold of the mirror and jump back across the chasm towards the Royal Chamber, the large cavern, and home. If you get back to the stump in one piece you can then DROP MIRROR and store it as a treasure.

Issuing that command will result in one of two things happening. Either you haven't got the large persian rug there, in which case the mirror shatters into a million tiny fragments and that's the end of your interest in the game, or you have got the rug there. Assuming the latter option to be the case, the mirror will land delicately on the rug, and light up for a few seconds to reveal the words 'Dragon sting' before fading. The computer will helpfully inform you that it doesn't understand the message but it hopes you do. Presumably something to do with seeing off the dragon with the bees, but if it isn't it doesn't matter: the problem's been solved.

#### **(29) The magic words**

There are two key magic words in this game, namely 'BUNYON' and 'AWAY'.

Taking the former first, you are informed that this is going to be a magic word as soon as you pick the axe up, since it has the sentence 'Magic word - BUNYON' inscribed upon it. At first it would appear that saying 'BUNYON' has no effect other than making the axe disappear (it usually re-appears in the hidden grove with the sign saying that this is 'Paul's place'), but it does have one main use. If you can't figure that out, see solutions 33 and 36.

'AWAY', on the other hand, has a variety of uses, but it will only work if you are carrying a certain other object. That object is to be found in the maze of pits, and is in fact the thick persian rug. You are first told about the magic word 'AWAY' in the chasm at the bottom of the maze of pits, where you see a sign saying precisely that: 'Magic word is away', along with a couple of other messages. Given that you are holding the rug, typing 'AWAY' once anywhere underground will take you to the maze of pits and the arrow pointing down. Typing it again will make 'Something you're holding vibrate', and you come to earth again in the sunny meadow. Note that this word will work only if you're carrying the rug, so if you enter the maze of pits (apart from on your first visit) minus one thick persian rug, you might as well quit the game and start again.

### (30) *The maze of pits*

No adventure game would really be complete without a good old-fashioned maze in it, and in *Adventureland* you not only have a maze, but a maze that is strictly one way (unless you happen to know the magic words). The maze is entered from the large cavern described in solution 27 by the command GO DOWN. This deposits you in the first room, and to negotiate your way through from there while taking in all the necessary sights and objects you must:

- a) Go north to find the flint and steel.
- b) Go west to see the scratchings on the rock that say 'Aladdin was here'.
- c) Go west again.
- d) Go south to find the thick persian rug and an arrow pointing down.

e) Go down to find yourself in the chasm beneath the maze.

There are other rooms in it, but you needn't bother about them.

As we've said before, the maze is most definitely a one-way system, and the only way to get out of it is with a little bit of magic, which involves carrying the thick persian rug and using the magic word 'AWAY'. The map of *Adventureland* should give you all the information you'll need to get out properly.

### (31) *The mud*

Usually referred to throughout the game as 'evil-smelling mud', this is first found in the dismal swamp to the south of the sunny meadow and the west of the lake. The mud can be picked up easily enough and carried around, although you mustn't carry it for too long. Do that, and it has a habit of drying up and 'falling off', as the program says. Quite what it falls off I'm not sure: presumably you were carrying it stuck to your trousers rather than in your hands! Even if the mud does dry up there's no real need to worry, since some more can easily be found back in the dismal swamp. Being a fairly large swamp it isn't likely to run out of mud during the life-time of this game, and so you can carry and drop mud to your heart's content.

The mud comes in useful in two places. The one that you're most likely to encounter first is in the dismal swamp itself, when some chiggers will probably bite you. If they do, just getting hold of some mud (a simple GET MUD) will cure the bites. If you want to avoid being bitten at all, get the mud as soon as you enter the swamp and carry it around with you at all times. Secondly, you'll need the mud to avoid being stung by the bees when you go and get them. For information on precisely how to go about this, see solution 4.

If you drop the mud somewhere, it doesn't seem to dry up at all, and it can be left for quite long periods in any one of the many locations in *Adventureland*. However, you can almost guarantee that it will dry up within a couple of moves of getting it again (unless you want it to, of course!).

### (32) *The oily slime*

Again, this is usually referred to in the game by its full description of 'A floating patch of oily slime', and it can initially be found floating in the dismal swamp. Without the lamp it is impossible to pick up, but with the aid of the 'old fashioned brass lamp' you'll find that the magic lamp attracts the magic oil, and that your lamp is now filled.

Leave the oil until the last possible moment, because your light does start to go out after a certain number of moves underground (you get a countdown when there are less than 25 moves left). As soon as that starts to happen, carry on playing until the last possible moment, and only then go and fill the lamp up with oil. It's about the only way you'll manage to have enough light to finish the game.

### (33) *The ox statue*

Provided that you make the right moves, the ox statue (described by Adams as a small statue of a blue ox) can be found just three locations away from the start of the game, although you'll have to make a few more moves before you grab hold of it and take it off to your treasure booty.

From the forest where the game commences, going east twice, and then down, brings you successively to the meadow, the side of the lake, and a quicksand bog. Within the bog is the statue of the ox, and although you can get hold of it easily enough, you will find it impossible to get out of the bog with it. The one verb that will allow you to move anywhere is the verb SWIM, but if you're carrying anything (including of course the statue), you are informed that 'Something is too heavy. I fell', and your progress out of the bog is halted. However, by carrying the axe (and only the axe) into the quicksand with you, you can then get hold of the ox statue and use the magic word 'BUNYON'. This produces the response that 'Something I'm holding vibrated and ... I'm carrying nothing'. As you aren't carrying anything you can then swim out of the bog. The axe and the statue have been spirited away to somewhere else in the game, and they can easily be found in the hidden grove (referred to as 'Paul's place').

### (34) *The persian rug*

Not your common or garden bit of tatty old cloth, this rug is described when you first find it as a 'Thick persian rug', which might be alluding to its intelligence, but is presumably meant to refer to the material from which it is made. It is to be found down in the maze of pits, and on starting the game you'll be able to get to it by following the suggested route through the maze (see solution 30) and picking it up where you find the 'arrow pointing down'. Having got the rug you'd be well advised to carry it around with you, since it is your only means of exit from the maze. By saying the magic word 'AWAY' here you'll be transported back to the sunny meadow, provided that you have the rug with you at the time. If you haven't, a spectacular lack of events occurs. Saying the magic word anywhere else underground will rapidly transport you to the room with the arrow in it, and this can be a useful means of getting about quickly and conserving your brass lamp.

The rug has one other function. By having it present when you drop the magical mirror, the mirror will not break into a million pieces, but will instead fall gently to the floor and land with a delicate thud. Thus one of your 13 treasures is not lost for ever. The rug just happens to be a treasure as well, so don't do anything silly like snag it on anything.

### (35) *The pot of rubies*

There can't be many easier treasures to find in *Adventureland* than the pot of rubies, and since they serve no purpose in the game other than to be decorative and score you a few points, as soon as you find them you might as well take them immediately to the damp, hollow stump where all your other treasures are stored. The rubies are located just one move away from the treasure store, and a quick GO DOWN from there will lead you to them. To get rid of the rubies after you've returned to the store some people might be tempted to type in the command DROP POT, but the correct words are DROP RUBIES.

### (36) *The quicksand*

Everything you could possibly want to know about the quicksand has

been covered in solution 34 on the 'small statue of the blue ox', so if you're having trouble getting out of the quicksand bog you might as well turn there and sort out all your problems. If you don't want the complete answer, but just a little hint as to how to get the statue out of the bog, first of all don't hang around in the hope of getting to limbo and thus re-starting the game. You won't. Secondly, if you can't get out of the bog while carrying anything, what way do you know of making objects disappear from view?

### (37) *The rusty axe*

A tried and trusted weapon in the hands of many a devoted adventurer, the axe has other purposes in this game, and you won't succeed in killing anything with it (except yourself, perhaps). You may be tempted to throw it at everything in sight, since it is the only thing in the game that you can throw anywhere, but don't bother. If you throw it at the dragon, it will merely bounce off his scales. If you throw it at the bear, the bear will just bob and weave to get out of its way and end up crashing into (and shattering) the magic mirror.

The axe is to be found on the shores of the lake along with the golden fish, some water, and the sign telling you that you can't go swimming. You are immediately told that one of the magic words is 'BUNYON', but don't say it straight away, otherwise your axe will rapidly disappear.

It can be used for chopping down the cypress tree and thus gaining access to the hollow stump. A second (not obligatory) use is in throwing it at the locked door a couple of rooms down from the hollow stump, as this succeeds in breaking the lock and letting you into the caves beyond. A third, and most important, use is its magical ability to vanish from one place and re-appear somewhere else. Not only will it vanish, but it will take a number of other things with it. In order to make maximum use of this feature, see solution 33.

### (38) *The signs*

A recurrent theme of Adams' games is to have a number of signs

dotted about the place. Usually they do nothing other than just tell you a few simple facts, and in this respect the signs in *Adventureland* are pretty passive objects.

There are five signs. The first is to be found next to the sleepy dragon in the sunny meadow, and informs you that 'In some cases mud is good, in others ...'.

A second sign appears in the chasm beneath the pits, telling you that 'Magic word is away. Look la' (rest of sign is missing).

Before that you'll have found one in the maze of pits itself, telling you that there are some strange scratchings on the rock saying 'Aladdin was here'.

A fourth puts in an appearance in the hidden grove near the start of the game, telling you that you are now in 'Paul's place'. Who is Paul?

Finally, there is a sign by the side of the lake, saying that 'No swimming is allowed here'.

As with most of Adams' signs, these cannot be picked up (a voice booms out and tells you so if you try), and the hints they give are helpful but a little bit cryptic. This is an adventure after all, and so you do have to think for yourself a little bit!

### (39) *The spider's web*

The spider's web is located up in the cypress tree in the dismal swamp, and you are told that (unusually for a spider's web) there is some writing on it. Reading the writing (using READ WEB as your command) will bring up the message 'Chop it down!'. Now, please note that this does not refer to the web! Any attempt to do anything at all to the web, other than reading it, will cause a large and vicious spider to appear and kill you. This gives you the usual quick trip to limbo, and an enforced rest. The 'it' referred to is of course the tree. Do make sure that you climb down from the tree before attempting to chop it down!

#### (40) *The stream of lava*

This is found in the chasm at the bottom of the maze of pits, and is the subject of one of the signs mentioned earlier. By LOOK LAVA you'll be told that there is something there, but any efforts to get that something will just result in the computer telling you 'No! It's too hot', and so some means must be found of cooling it down. It doesn't matter how much water you pour onto the surrounding area, it will simply soak into the ground.

The correct solution is to blow up the bricked-up window and collect the loose fire bricks. By placing these next to the lava (a simple DROP BRICKS will suffice) you can dam everything up and let the lava cool down. This then reveals the treasure that's been hiding there all along. Even then you can't do anything else with the lava, so don't waste your time trying to climb it, eat it, or whatever. If you've managed to get the treasure, its purpose will have been fulfilled.

#### (41) *The swamp gas*

Where else but in a swamp would you find some swamp gas? Yes indeed, the swamp gas appears in the dismal swamp to the west of the lake and the south of the sunny meadow: how the climate can change in just a single move!

The sole purpose of the gas is to be contained in the empty wine bladder, transported to the bricked-up window and ignited with the aid of the flint and steel, using the command LIGHT GAS. You can light it anywhere you choose to, but it won't achieve much of a result unless you are next to that window. Indeed, if you don't put it down before lighting it there won't be much of a result at all, other than your untimely demise. After you have ignited the gas, a subsequent visit to the swamp may surprise you, since there still appears to be some swamp gas there. However, you can't pick it up, nor do anything else with it, so you might as well leave it alone for the rest of the game.

#### (42) *The trees*

It's difficult to say just how many trees are featured in *Adventureland*, since the game starts in the middle of a forest. No matter how many times you go north, south or west you're still in that same forest, and climbing the tree will always produce the same result. You'll be told that you're on a branch at the top of an oak tree, with a meadow and a lake to the east. There's nothing else to be done with that particular oak (you can't even chop it down), so you might as well forget about it and go to the cypress tree in the swamp.

The cypress tree (see solution 9), should really be climbed before you cut it down, although this isn't strictly necessary. At the top of it you'll find the spider's web (see solution 39) and the ring of skeleton keys (see solution 25). Neither of these objects is particularly useful, and the web can be downright dangerous, so this cypress tree can be condemned to its fate and chopped down with a mighty blow of the axe.

# Pirate Adventure

## Problems

### Problem

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## Solutions

### (1) *The anchor*

The anchor, as well as being an essential part of the pirate ship (the building of which is the cornerstone to solving this adventure), is also a rich source of humour and time consuming awkwardness.

It is situated in the lagoon, which lies to the east of the sandy beach. Interestingly enough, the sandy beach lies to the south, west and east of the lagoon, but life is never totally logical in an adventure game.

To get the anchor, you'll have to wait until the tide goes out. If the tide is in, the only thing you'll find in the lagoon is a collection of flotsam and jetsam, which is not a great deal of help when you're trying to assemble a buccaneering pirate ship.

If the tide is out (and if you listen to the parrot long enough you'll soon find the state of the seas), you'll be able to march onto the lagoon and find the anchor.

However, you can only pick hold of the anchor if you've remembered to bring your shovel with you, since it otherwise remains firmly embedded in the sand. With the aid of some hefty shoulder work, you can dig the anchor free and carry it triumphantly back to the sandy beach.

When you manage to build the ship (see solution 27 for more information about that), you might reasonably assume that the command WEIGH ANCHOR would set your vessel floating on the

waters. However, doing this only brings the reply 'It weighs about sixty pounds'. You'll need to do something else to get the ship moving.

## (2) *The barren field*

This is located on Treasure Island, midway between the spooky graveyard and the deserted monastery (which, in reality, is not all that deserted, as we shall see). At first it appears to be nothing more than a large, barren field, a convenient stopping-off point between the two aforementioned locations.

However, if you've managed to make it this far you will probably have found the map of the island (see the section on the map for more details about this one), and if you try reading the map, you'll be told that, once at a certain spot on the island, you must walk thirty paces and dig.

That certain spot is the barren field, and the command WALK 30 will produce the response 'Okay, I've walked 30 paces'. It must be a very large barren field, since your walk still leaves you in the middle of it.

Then, assuming that you've remembered to bring your shovel with you, the command DIG will allow the computer to do the hard work for you, and lo and behold something appears in the field with you. This something is, on first sight, not particularly interesting, but a plain wooden box is enough to be going on with for now, and you should be able to work out how to get into it. If not, see solution 30.

## (3) *The book*

Most adventures seem to contain reading material of one sort or another, and even if you are illiterate or dyslexic you can usually manage to read whatever happens to be written on the pages, provided of course you go about things in the correct order.

Without finding and reading the book, you'll never be able to start this adventure properly, but as you are told fairly early on that there is a bookcase in one of the rooms, it doesn't take too long to work

out that you just type in a simple GET BOOK command.

Merely taking hold of the book will produce the response 'You hear a strange sound in the background', but we'll come to that in a moment.

If you read the book, you'll be told that it's a copy of Treasure Island, and that someone has engraved a footnote on the book, which reads 'YOHO'. This is the obligatory magic word in this particular Scott Adams adventure, and saying it in the right spot will produce the desired result (see solution 34).

However, the magic word will only work if you're carrying the book at the time, so you must have it with you whenever you want to use the word.

And the strange sound in the background? See solution 35.

## (4) *The bookcase*

This is your gateway into a secret passage, beyond which you can find a number of useful objects which will help you out in your quest.

It is located in the alcove at the top of the stairs, which lead out of the apartment in which the game commences. The apartment itself is not without interest, since it is the place where all your treasures (well, all two of them), must be stored in order to complete the game.

In the apartment, when the game starts, you are told that you can hear a clock chiming, and that you can also hear some traffic roaring in the distance. What purpose this might serve is unclear, since the game is totally solvable without knowing what time it is or what might happen to be roaring along the road at the time.

In the bookcase there are presumably a large number of different books, but typing in GET BOOK will only allow you to pick the one discussed in solution 30.

Once that book has been taken, the bookcase slides back to reveal that behind it there lies a secret passage. This is not obvious unless you type in the command LOOK, whereupon you are told that the secret passage does indeed exist, and that you can now get into it.

This is the only function of the bookcase in the entire game: to allow you to take hold of a book and thus reveal a few more places to explore.

#### (5) *The bottles of rum*

There are plenty of bottles of rum to be found in *Pirate Adventure*, and using them allows you to get around the wicked-looking pirate, who puts in an appearance from time to time.

You could try drinking the rum yourself, but this is about as productive in this game as it is in real life, and makes just playing it as difficult as negotiating the way home after an over-indulgence in the horizontal lubricant.

The first bottle of rum appears in the apartment at the start of the game. It's a good idea to get hold of it there and then, and with the aid of the magic word 'YOHO' transport it and yourself to the sandy beach (see map).

Unlike some other adventures, dropping a bottle (full of rum, water or anything else) does not reduce it to a collection of shattered glass, and so bottles can be left wherever you feel they will be most productive.

In *Pirate Adventure*, bottles of rum are at their most productive when they've been emptied into the stomach of the wicked-looking pirate, and the command DROP BOTTLE whenever the pirate is around will cause him to take hold of it. With a gleeful chuckle he pounces on the bottle and scurries off to drink it and sleep off the inevitable hangover. It's up to you to find out where the pirate has gone.

The pirate will have to be given rum twice. Once in the grass shack (see appropriate section), and once again when you've got to Treasure Island and wish to make good your exit. Only under a rum-influenced

haze of goodwill will the pirate sail your ship for you.

On Treasure Island, the second bottle of rum is to be found on the beach. However, you've got to dig for it, since it's buried under the sand. Using your shovel (a simple DIG command will do the trick) brings the bottle to the surface, and a happy pirate will once again be your friend for life - at least until his hangover appears.

#### (6) *The clawhammer*

In *Pirate Adventure* there are three occasions on which the clawhammer comes in handy. But first of all, you've got to find it. It is in the tool shed, which is itself in a large cavern. To get to the cavern, you must exit east from the sandy beach, and keep going east until you reach the foot of a cave-ridden hill. To ascend the hill, you must GO PATH, which takes you up to the top, with a delightful view of Pirate's island to reward you for your efforts.

At the top of the hill there is an extremely narrow crack leading into the side of the hill, and although you can squeeze through it precious little else can. Once inside, you'll need the torch and matches in order to see where you're going (see the sections on the duffel bag and the torch for more information about those two), and a quick glance around reveals a tool shed in the corner. Entering the shed presents you with a clawhammer, a shovel, and some water wings.

These three items will fit through the crack (unlike the sails and pre-cut lumber to be found in the large cavern), and should be taken back to the sandy beach. The clawhammer can then be used to lift up the rug in the apartment at the start of the game, to finish off building the pirate's ship, and to open the plain wooden box which you'll find elsewhere.

#### (7) *The crocodiles*

These are found in the pit near the maze of caves, which are themselves to be found at the foot of the cave-ridden hill which you probably

climbed earlier to get the hammer, shovel and water wings. Using the command GO CAVES takes you into this little maze, and to get out of it again you'll have to look at solution 19.

Assuming you've found the pit, a collection of mean-looking crocodiles are none too keen on letting you past to the door at the other side. To get past them, you'll need to placate them in some way, and like all animals in adventure games the way to their hearts lies through their stomachs. So they must be fed something. But what?

Elsewhere in the game you'll be able to find a fish, and solution 10 tells you how to do this. When you feed the fish to the crocodiles they all become amazingly docile and wander off into the middle distance, leaving the path clear for you. They can't have been very hungry, since one fish satisfies the whole lot of them.

Fortunately, the crocodiles never come back again at any point in the game, so having got past them once you no longer have to worry about them.

#### **(8) The doubloons**

One of the two treasures to be found in this game, the doubloons are hinted at by the map, which tells you that there are two treasures buried on Treasure Island. However, far from being buried, the doubloons are to be found in a monastery on Treasure Island. To find the monastery you'll have to look up solution 20, and once inside you'll have to deal with the problem of the deadly mamba snakes (solution 17), which shows how heavily Adams was influenced by the original Colossal Cave adventure (hint, hint), in his early days at least.

If you manage to get the doubloons, they, and the other treasure, must be carried back to the London apartment before you can score any points for them. To do that you'll need the magic word again, which you already know if you've managed to get this far, and the help of the pirate. We'll be coming to him later on.

#### **(9) The duffel bag**

The duffel bag is to be found fairly early on in the game (actually it's a pirate's duffel bag, but we won't worry about that), and it appears to serve two purposes. One is to allow you to get some matches which you can later use to light your torch. The other is to render the game amazingly infuriating if you don't approach the problem correctly.

The duffel bag is to be found in the musty attic (see solution 22 for more details), and most inquisitive adventurers will endeavour to peer inside it to see what it contains. If you do that, you will be told that a box of matches (LOOK BAG will do the trick) has appeared.

All well and good, and the matches can be taken with you. However, you will then be carrying too much to be able to get to the sandy beach in one trip, since you can only carry a maximum of five objects at a time. If the matches remain in the bag, they are together counted as just one object. But if you look inside the bag and get the matches you'll then be carrying two separate items. Since you want to take the book, the sneakers, the torch and the bottle of rum with you as well, this could prove difficult.

So don't look into the bag until you reach the sandy beach.

#### **(10) The fish**

Although this game has plenty of red herrings, there is only one fish that you're really interested in. This fish is to be found out in the ocean, and despite the fact that everything else to do with the sea depends on the state of the tide at the time, you can go and get the fish whether the tide is lapping around your feet or, rather like Southport, so far out as to be invisible.

What you cannot do, however, is swim. Without the aid of a certain object your ability to swim out to sea and collect a fish will bear more resemblance to that of a brick than Duncan Goodhew. So what you need to collect is a pair of water wings, and solution 42 will tell you where they are to be found.

Having acquired your water wings, you will also need to take with you an empty bottle (when the pirate has finished drinking his rum the

empty bottle obligingly turns up somewhere: the first one reappears in the musty attic). Fish, as we all know, cannot live long without water, and although you can manage to pick the fish up by itself (other Adams games usually have the fish wriggling out of your hands and jumping back into the water again), unless you place it in a cocoon of salt water it will soon die. If this happens, even the body of the fish disappears, since flies appear as if by magic and eat the decomposing remains.

With the aid of the water wings and the bottle you can then swim out to sea, collect some salt water in your bottle, and put the fish in the bottle with the water. The fish can then quite happily be carried around until it is needed (see solution 7).

#### (11) *The grass shack*

The grass shack is to be found in the meadow to the east of the sandy beach on which you arrive after 'YOHO'-ing your way from the apartment. Also in the meadow is a mongoose, but we'll come to him in solution 21.

Upon entering the shack (GO SHACK is the simple command to do this) you'll find an interesting collection of items. One of them will be the parrot, who usually utters raucous cries every time anyone goes near him. A second will be the wicked looking pirate, and the third will be the treasure chest, which is why we've gone in here in the first place. One item that you must be carrying with you when you enter the shack is a bottle of rum, for without this your mission will be fruitless. Attempting to pick up anything when the wicked looking pirate is around is rather like attempting to claim a tax rebate: it seems to be impossible, and when it does happen neither you nor anyone else has the faintest idea why.

In *Pirate Adventure* Scott Adams displays no such largesse, and to get round the pirate you have to give him a bottle of his favourite tipple. This causes him to leave the shack, whereupon you are free to take hold of the chest and the parrot. Until you get further on into the game, neither of these two objects is particularly useful, so for now just transport them back to the sandy beach and leave them there.

#### (12) *The graveyard*

Not too much to be said about this one. It lies between the sandy beach and the large barren field on Treasure Island, and contains an assortment of broken rum bottles, as well as a spooky collection of graves. Attempting to dig anything up here produces the macabre result that 'you now have a collection of mouldy old bones', but since these have no purpose in the game it's best to let sleeping bones lie.

The only point of interest about the graveyard is that this is the place where the pirate goes to sleep off his hangover after you've given him a bottle of rum on the sandy beach. Don't wake him up as soon as you find him. Best to let him sleep for a while as you complete the rest of your deeds on Treasure Island.

#### (13) *The hill*

An important location, since paths, caves and tunnels lead off from it, and visiting everything in the right order plays a large part in solving this adventure completely. The hill lies to the east of the meadow with the grass shack in it, and on arrival you are told that 'you are at the foot of a cave-ridden hill. A path leads up to the top of the hill'.

On first arriving there, you must go up the path (GO PATH) before going into any of the caves. You must also make sure that you're carrying a torch and some matches, since your progress will come to a dim halt without either of those two items.

On your second visit, you can then enter the caves, but you must be carrying a fish in a bottle of salt water (as well as the torch and matches) before going in. These caves can be a little bit confusing, but solution 19 will tell you how to get around them if you get completely stuck (and lost!).

Other than that it's a hill like any other hill, and climbing to the top gives you a nice view of the island.

#### (14) *The keys*

As usual, the keys form the key (I knew there was going to be trouble with this one!) to solving the whole game, and finding the keys in the first place is no easy task. They are in fact in the apartment where the game commences, but of course you aren't told this, and have to figure it out for yourself. They are hidden away under the rug, but any attempt to get the rug will result in you being told that 'I can't! It's nailed to the floor', so you'll have to think of some other way around the problem. If you can't think of the solution to that one, try looking at solution 32 for a detailed answer.

Assuming you've got the keys, they can be transported back to the sandy beach and put to their proper use. This is two-fold. Their first use is usually to open the pirate's treasure chest, wherein lie two extremely useful objects. Without the keys you can't get in there. Secondly, they allow you to open the locked door at the bottom of the pit with the mean-looking crocodiles. Despite it obviously being a skeleton key, it has no use in the spooky graveyard. Most people will probably also attempt to open the plain wooden box with them, but the keys are not that multi-purpose, and there is another way into the box (see solution 30).

#### (15) *The lagoon*

Unfortunately not inhabited by Brooke Shields (presumably female adventurers would prefer to see the male star of the Blue Lagoon in there somewhere!), the shallow lagoon nevertheless contains one of two items, but never both at the same time.

The lagoon is found near the sandy beach, and the command GO LAGOON will get you onto it. If the tide is in, all that you can see there is a collection of flotsam and jetsam, and since this serves no purpose in the game other than to act as an irritant, you might as well just go back to the beach and wait until the tide changes. The parrot will usually tell you when that happens.

I'm not sure if you'll need the water wings when the tide is in: since you can't swim in the ocean without them you presumably can't

swim in the lagoon either. However, I've never felt brave enough to try entering the lagoon without them, and since you only need to carry one other object in with you and bring one further object out again, you're never going to be told that your hands are full when attempting to collect what you went in there for.

What you have gone in for is the rusty anchor, which only appears when the tide is out. Solution 1 tells you how to get hold of it if you're having any problems, and also what other object (apart from the water wings) you have to be carrying when you enter the lagoon.

#### (16) *The locked door*

It seems to be a common feature of adventure games that sooner rather than later you'll come into contact with a locked door. Quite why the door is there, or who locked it in the first place, you are very rarely told, but the usual way of getting past a locked door is to use a key. Some adventures vary the setting somewhat. For instance, the original *Colossal Cave Adventure* had you opening a grate set into concrete, but the requirement was the same: you must have a key.

*Pirate Adventure* is no exception, and if you manage to get past the mean-looking crocodiles you will come into contact with the locked door. This is in the pit room beneath the maze of caves, and if you haven't yet found it, solutions 7 and 19 will tell you how to get there. Solution 14 will tell you how to get hold of the key, and once you've made it to the door you can then unlock it with the straightforward command UNLOCK DOOR.

This door then leads you into a long hallway, and up to the large cavern and the tool shed. This is the only way to get a couple of items out of the shed and back to the beach again, as the first route to the shed is along a narrow crack, much too narrow to accomodate some sails and some pre-cut lumber.

### (17) *The mamba snakes*

It seems to be another common feature of adventures that a deadly snake of one sort or another puts in an appearance somewhere to frustrate your progress. Here we have not one snake but a whole herd of them (what do you call a group of snakes?), and they are to be found in the monastery which lies nearby the barren field on Treasure Island. Their function in life is to guard the precious doubloons, which form one of the two treasures that we're looking for. Obviously the snakes must be got rid of somehow, since any attempt to acquire the treasure is frustrated by them, and you can't pick it up. Attempting to pick up the snakes is even more disastrous - after all, they are deadly mamba snakes.

To get past the snakes you must be carrying our noisy friend the parrot, so make sure that he is one of the items that you bring on to Treasure Island. 'In an astounding flurry', to quote from another game, the parrot attacks the snakes and drives them away from the treasure, leaving you free to pick it up and carry on with the game.

If you thought that you were being clever by carrying the mongoose on to the island to deal with the snakes, you'll discover that Scott Adams was never particularly good at identifying animals, and that the mongoose is really quite a different animal.

### (18) *The map*

Without the map you'll never be able to find the second treasure on Treasure Island, and although that treasure may not look particularly valuable at first, there is much more to it than meets the eye. The map is to be found in the treasure chest in the grass shack, assuming that you've managed to placate the pirate and get the chest in the first place. To open the chest you'll need the keys from under the rug in the apartment at the start of the game, and once you've opened it you might think that you can easily take out anything that happens to be inside. This is one of the more infuriating aspects of this game, in that the required command is obvious when you've thought of it, but until you do it remains bafflingly mysterious.

The command to type in, once you've got the chest open, is LOOK CHEST, whereupon you're told that there's something in it, and the command LOOK will then tell you what that something is. The map is not the first item to be found in there, so this sequence of events must be gone through a second time in order to find the map.

Reading the map informs you that 'This is a map of Treasure Island. At the bottom is scrawled a footnote which reads "Walk 30 paces and dig"'. Walk 30 paces from where? The answer to that is in solution 2.

### (19) *The maze of caves*

The maze of caves. How many times have you remained totally lost in a maze, and despaired of ever seeing anything written on the screen other than 'You're in a maze of twisty passages, all alike'? Fortunately, the maze in Pirate Adventure is not a particularly awesome one, and indeed if you know which way you're going you need never enter more than one room of it.

The maze lies to the east of the cave-ridden hill, but to enter it you need to type in GO CAVE. This sends you into the first room of the maze, and if you go in any direction other than the correct one you'll be in for a baffling few minutes trying to get out again. However, if your first move is to GO DOWN, you'll find yourself free of the maze and in the pit with the crocodiles and the locked door.

On returning to the pit again after doing everything else around here, you'll need to GO UP to get back to the maze again, and then to GO WEST to re-appear in front of the cave-ridden hill. Going any other way will deposit you in the heart of the maze.

Even if you do get stuck at the maze, a look at the map should soon enable you to find your way out again.

### (20) *The monastery*

For some reason best known to Scott Adams, the monastery is to

be found standing by itself in the middle of a barren field on Treasure Island. Although you are told that it's a deserted monastery, in fact it houses two items of interest: the deadly mamba snakes and the collection of doubloons. To get into the monastery you'll need to GO MONASTERY, although when you want to get out again the command is a more straightforward GO WEST.

Once inside, you'll have to solve the problem of the snakes before getting hold of the treasure, and if you're stuck on that one, solution 17 should help you to get the treasure and escape alive.

#### (21) *The mongoose*

It would seem to be a pre-requisite for any adventure game that it contain an assortment of dotty animals that are never quite what they appear to be at first sight, and *Pirate Adventure* is no exception to this rule. As well as the parrot (more of that later), *Pirate Adventure* also features a mongoose, and if anyone asks 'Why a mongoose', the only reply has to be 'Well, why not?'

The mongoose first makes an appearance in the meadow to the east of the sandy beach, and appears to be lying innocently in the meadow by the grass shack. Since the game in its later stages features a collection of deadly mamba snakes, you'd be forgiven for thinking that the function of the mongoose is to take it to the snakes and then let it run loose amongst them, causing chaos and havoc and hopefully the destruction of the snakes. However, the only chaos and havoc that will be suffered is by you, and the only destruction to be caused will be that of the mongoose. Dropping the mongoose brings up the cheering message 'My goodness, this is really a weasel. I never was a keen naturalist' (or words to that effect in whatever version of the game you're playing).

The mongoose has no purpose in the game other than to confuse you, and so it can be left by the grass shack throughout the entire playing session: it's just a red herring.

#### (22) *The musty attic*

This lies to the east of the secret passage, which is itself approached from the bookcase once you've managed to get the book and read it.

The musty attic is an important location, as it is the room where the pirate retreats to after you've given him his first bottle of rum in the grass shack next to the meadow. Not only does the pirate retreat to here, but he also obligingly brings with him the now empty bottle of rum, which is conveniently left by the side of the sleepy figure of the pirate himself. However, when you first encounter the musty attic it contains neither pirate nor empty bottle, but is instead filled with a pirate's duffel bag, an unlit torch, and some pieces of broken rum bottles: remnants no doubt from some earlier playing of the game.

On entering the room, you should get both the duffel bag and the torch, leaving the broken pieces of bottle well alone, and remembering not to open the duffel bag just yet retreat back to the alcove and thence to the ledge outside the window.

On later visits you'll find just the sleepy pirate (assuming you've given him some rum) and an empty bottle, and despite dropping things and picking up the empty bottle the pirate refuses to be stirred by the noise. To get the pirate to attend to your bidding requires another command, which is to be found in solution 28.

#### (23) *The nails*

The nails are an essential ingredient when it comes to building the pirate ship: itself the main problem to be solved when playing this particular game. As with all good adventures you are not told directly where the nails are to be found, although if you attempt to move the rug which sits in the apartment at the start of the game, you are informed that the rug is nailed to the floor. If you treat this as merely a humorous response on the part of Mr Adams, you'll never be able to solve the adventure, since you'll never be able to build the pirate ship. The comment is intended as a hint that there are some nails to be found if only you can work out the correct command sequence.

To get the nails you'll need to get the clawhammer first, and as solution 6 tells you, that is to be found in the tool shed. Having got the clawhammer you can then return to the apartment. With the simple command GET NAILS the rug will miraculously be rid of nails, you'll have a collection of nails in your possession, and you will also be able to GET RUG and discover that underneath the rug there is a ring of keys.

At this point you may be tempted to leave the hammer and return to the beach, but don't! You must take the hammer, the nails, the keys, the sneakers and the book (the last two are obligatory carrying when you go to and from the apartment) all back to the beach.

#### (24) *The narrow crack*

Just as the original adventure featured a very narrow passage which defied all known laws of logic (you can fit through, a lamp can't), so too does *Pirate Adventure* have an extremely narrow crack, which prevents the movement of various items into and out of the large cavern.

On arriving at the crack, which is reached from the top of the hill with the command GO CRACK, you are told that it was an extremely tight squeeze getting through, but you've just about managed to make it. This of course depends upon what you were carrying at the time, since some objects will fit through and some won't. However, unlike the original *Colossal Cave* game this narrow crack is a little more logical, and it is only the larger items of equipment which won't fit through it.

The two items which you'd most like to carry through, namely the two useful objects found in the large cavern beyond the crack (the sails and the pre-cut lumber) are obviously the two items which will not fit through the crack, and which must be taken out by another route. There is nothing you can do to enlarge the crack, you just have to find another route into the large cavern other than climbing up the hill and going through that crack. If you're really stuck, see solutions 29, 7 and 19.

#### (25) *The ocean*

The ocean is to be found beyond the shallow lagoon, and regardless of whether the tide is in or out, you can get to the ocean from the lagoon with the straightforward command GO NORTH. However, getting to the ocean is one thing, getting back from it with your bounty and remaining alive is quite another. Irrespective of whether you can or cannot swim, *Pirate Adventure* treats your swimming abilities with disdain, and venturing into the ocean without a suitable aid will merely bring up the response 'I can't swim! I'm drowning! Blub blub blu...' That, needless to say, is the end of the game, and all your earlier efforts will have been in vain.

To survive the ocean you must first of all find the water wings, which are located in the tool shed next to the large cavern, and the mere act of carrying them will allow you to treat the treacherous waters of the deep with impunity. In the ocean you will (surprise, surprise) find a large amount of salt water, as well as a singular fish. Singular, in that a second journey to the ocean will show you that there is only a lot of salt water bobbing about. Your object is to get both the salt water and the fish (you must have with you the empty bottle as well as the water wings) and return to the lagoon, and thence back to our old friend the sandy beach.

#### (26) *The parrot*

For once you are not dealing with a Norwegian Blue, nor is it a bird that is pining for the fjords. This parrot is definitely not an ex-parrot, it is alive and well, and it insists on letting you know this at frequent intervals throughout the game.

The parrot is first encountered in the grass shack next to the meadow, and providing that you've given the pirate some rum you are free to grab hold of the parrot and carry it about with you. If you do it will squawk unceasingly at you, giving you such helpful hints as 'Check the chest matey', 'Tide's a-changing matey', 'Pieces of eight', and so on. It is a useful indicator about the state of the tide (never attempt to set sail on the pirate ship when the tide is out: you'll be in for a very long wait), and it does in its own little way tell you to do things

which you've been attempting to do for the last half hour, like examining the chest. As a tide monitor it allows you to go and get the rusty anchor when the tide is out, rather than be greeted by a collection of flotsam and jetsam when the tide is in, but the main purpose of the parrot in this game is to scare off the snakes when you eventually make it to Treasure Island and discover where the monastery is.

Other than this the parrot serves no useful function, and when you've managed to acquire it from the grass shack you might as well leave it on the sandy beach until you decide to set sail.

#### (27) *The pirate ship*

The pirate ship is the major factor that distinguishes this adventure from so many others. Yes, you still have to go and find some treasure, but most of the game is spent trying to assemble the pirate ship which enables you to get to the treasure. This can be a very frustrating exercise, since there are a lot of items that go into assembling a ship. In order to know what they all are you'll need to find the set of plans, and indeed without the plans you can't put everything together, even if you have carefully collected all the bits and pieces together on the beach. The plans are to be found in the treasure chest in the grass shack. If you can't find them you'll have to look at solution 31.

If you have got the plans, you must READ PLANS to discover what you need to assemble the ship, but in brief you must have the hammer, the nails, some lumber, an anchor, some sails, and a keel (which obligingly comes complete with a mast). Having built the ship (by assembling all the necessary equipment and issuing the command MAKE SHIP), you must also decide what you're going to take with you on your journey. You need the parrot and the map of Treasure Island in order to solve your mission, as well as the shovel to dig up the buried treasure. You also need the pirate, since without him you have no crew and can thus sail absolutely nowhere. This is not too bad on the outward part of your journey to Treasure Island, since the pirate turns up on the boat after you've woken him up from his slumbers in the musty attic. But on the return journey he remains a wicked looking pirate, and if you can't work out how to placate him

you'll have to read solution 28.

Finally, you can't carry the pirate ship. It must be assembled on the sandy beach, and once built you must issue the commands GO SHIP to get you on to it, and SET SAIL once aboard. Provided the tide is in, you'll get a message something like 'After a day at sea we anchor off a sandy beach. All ashore!' You can then just type GO SHORE to get on to whatever beach you find yourself at.

#### (28) *The pirate*

A rum old cove is the pirate, but getting on the right side of him is a great advantage. Indeed, without doing so you'll be unable to complete the game. The pirate is first found in the grass shack next to the meadow, along with his treasure chest and the parrot. You can't GET PIRATE, since you are told that 'It's beyond my power to do that', but you can make him (temporarily!) your friend by giving him the bottle of rum that you found in the apartment at the start of the game. Doing this will cause the pirate to scuttle off somewhere, and he is later to be found sleeping off the effects of the demon drink in the musty attic. Since it is fruitless trying to wake him up by dropping or picking up various objects, you must use the command WAKE PIRATE, which gives you the message 'Ay ay matey, we be casting off soon', whereupon the pirate disappears again. Unlike you (you have to get back to the window and issue another 'Yoho' command before getting back to the beach) the pirate appears to have a direct link with Scotty and Mr Spock, since he instantly gets beamed on to the pirate ship that you probably haven't even built yet! On issuing the commands MAKE SHIP and GO SHIP, you'll find the pirate at the helm all ready to set sail.

After you've gone to Treasure Island and disembarked, you are told that 'The pirate follows you as if expecting something', and if he isn't given the something that he's expecting then he suffers a severe attack of the sulks and refuses to help you sail back again. However, if you dig him up a bottle of rum and give it to him on the beach, he happily wanders off to the spooky graveyard to go to sleep for a while. Once you've completed all your tasks on the island you can use the command WAKE PIRATE again, which will see him back on the ship ready once

more to sail across the seven seas.

A word of warning: don't drop anything while in the presence of 'A wicked-looking pirate'. You won't be able to pick it up again.

### (29) *The pit*

The pit is located somewhere inside the cave-ridden hill, and to get to it you must first of all arrive at the foot of the hill, and issue the commands GO CAVES and GO DOWN. If you don't go down but go somewhere else instead, you'll be lost in the maze of caves. Once in the pit you are greeted by a locked door and a collection of mean-looking crocodiles, and solutions 7 and 16 will show you how to solve those particular problems.

Once you've gone through the door and acquired various 'goodies' from the rooms beyond, a quick journey through the hallway connecting the pit and the large cavern will see you back in the pit again, whereupon the command GO UP will place you in the maze of caves again. To avoid an infuriating few minutes in the cave, you then have to GO WEST to get out again.

### (30) *The plain wooden box*

Although you may not think so at first sight, the plain wooden box contains the second treasure that you're looking for, after you've recovered the doubloons from the monastery. To find the box you must have the map and the shovel with you when you reach Treasure Island, and reading the map will inform you that you've got to walk 30 paces and dig. But where do you walk from?

On getting to the barren field in the middle of the island, you must type in the command WALK 30, whereupon you'll be told 'Ok, you've walked 30 paces'. You may still be in the barren field, but yes, you have walked 30 paces. If you now immediately (before doing anything else) type in the command DIG, you'll be told 'I've found something!', and the command LOOK will then reveal that there's a plain wooden

box lying in the field.

The box must be taken back to the apartment at the start of the game, and if you've got the clawhammer with you, you can then successfully open the box (presumably it's held together with some nails and the clawhammer rips them out) to discover that it contains some rare, priceless old stamps. Then, if you've got the doubloons back to the apartment as well, typing in the command SCORE will tell you that you have scored 100 points out of 100. In other words, you've completed the entire adventure!

### (31) *The plans*

The plans must be found before you can build the pirate ship, for without them you won't know precisely what you need to build it with. You are also assumed to be architecturally incompetent if you haven't got the plans with you when you type in the command MAKE SHIP, even though all the other bits and pieces are located nearby.

To get the plans you must first of all get the chest, and having got that you then need to find the keys (see solutions 14 and 41 if you're having any problems there). Upon opening the chest you are then free to look in it, and the first thing you'll see after using the command LOOK CHEST is a set of plans. Reading the plans informs you that 'They're plans to build a pirate's ship. You'll need a hammer, some nails, some lumber, an anchor, some sails and a keel', and fortunately there is a mast attached to the latter item.

The plans are not required after you've built the ship, and can simply be left on the sandy beach.

### (32) *The rug*

The rug in *Pirate Adventure* is unusual, in that it is not being sat upon by a dragon or protected by some other sort of mythical creature, but merely sits there waiting for you to do something with it. It is found in the apartment at the start of the game, and in itself the rug is not

particularly interesting. You can try flying on it, but you'll get about as far as Gary Numan on a bad day. No, the main purpose of the rug is to provide you with some nails, with which you can then finish off building the pirate ship and set sail for the final part of the adventure.

When you first attempt to get the rug, you're told that you can't get hold of it, since it's nailed to the floor. But if you've remembered to bring the clawhammer (located in the tool shed next to the large cavern), you can use that to get the nails out. Having removed the nails, you can then GET RUG, which reveals that there was something hiding underneath it all along. This 'something' is the ring of keys needed to open the pirate's treasure chest and the locked door at the bottom of the pit.

### (33) *The salt water*

Salt water, as we all know, is to be found in the oceans of the world, and fortunately for us adventure players it is also to be found in the ocean to the north of the lagoon. Among other things, the ocean also houses a fish, and by taking your trusty water wings into the ocean, thus enabling you to swim, you can fill the bottle with water and put the fish in it. This enables the fish to remain alive for however long it takes you to get to the pit with the crocodiles, and feeding the fish to the vicious reptiles makes them slope off into the distance (never to re-appear), thus enabling you to get past them.

The salt water never appears to go away, and although you are perfectly welcome to try drinking it, I wouldn't recommend it.

### (34) *The sandy beach*

The sandy beach is merely a location, and it is the place you land up at after 'Yoho'-ing your way from the London apartment. Its main use appears to be to act as a repository for the various items you find along the way, although it is also the place where you must build the pirate ship before setting sail. One of the items to be found here when you first arrive is a ship's keel and mast, and it would appear that you cannot

carry these anywhere. This is just as well, bearing in mind where you have to build the ship.

The beach is also a useful place to leave the non-skid (sic) sneakers and the leather bound book when you get there from the apartment. As you will always require those two items whenever you move from the beach to the apartment and vice versa, it makes sense to leave them as near to the spot as possible. It saves you having to carry too many items around as well. To get from the beach to the apartment, just grab hold of the sneakers and the book, and type in the command 'Yoho' again. The word, rather like a return ticket, works both ways.

### (35) *The secret passage*

The secret passage is one of the first problems to solve when playing this game, but many people seem to solve it without realising that they've actually done so, thus rendering the majority of the game unplayable.

To get to the secret passage, you must first of all acquire a book from the bookcase that is to be found at the top of the stairs in the apartment. On taking the book you'll be told that 'You hear a strange sound'. The program will not respond to the verb LISTEN, and so a lot of people dismiss that message as nothing more than a whim on the part of Scott Adams. However, if you then READ BOOK, followed by LOOK, you will be told that the bookcase has slid to one side to reveal a secret passage. To enter it, you need only enter the command GO PASSAGE, and from it you can go west back to the room with the bookcase and east to the musty attic. Just remember to type LOOK after you've entered READ BOOK, and all will be revealed.

### (36) *The shovel*

The shovel is an essential part of the game, and is featured several times. If you can't find the shovel, you're not going to progress very far! It is to be found in the tool shed near the large cavern, and is one

of the few items that you can actually manage to carry out through the narrow crack that is just one of the routes into and out of the cavern.

Using the shovel requires the basic command DIG, as long as you're carrying it with you, of course. You can dig wherever the mood takes you, but only in four locations will you find anything. The others just respond with a simple 'Nothing turns up here' message.

The first of these locations is the lagoon when the tide has gone out, which enables you to get hold of the anchor. Secondly, you can dig in the sand on the shore of Treasure Island, which will reveal a bottle of rum that you can then give to the pirate. Thirdly, you can have a dig around in the spooky old graveyard, although this reveals nothing more than a collection of mouldy old bones, presumably belonging to previous adventurers who never managed to get off the island again. Finally, you can dig in the barren field after you've walked 30 paces, which reveals the presence of the plain wooden box, and if you can't work out what to do with that then turn to solution 30.

Once you've done all that you might as well drop the shovel, since it plays no further part in the game.

### (37) *The sneakers*

The sneakers, while they are not everyone's idea of a fashionable pair of shoes, nevertheless come in extremely useful in this game, and without them you won't even be able to start playing it properly. The program doesn't recognise the verb WEAR, and merely by getting hold of them it is assumed that you've put them on your feet. For all the program knows you might be walking around with them on your head, but it is to be hoped that the majority of adventure players are a mite more sensible than that.

What is important about the sneakers is not so much their appearance as the qualities that they are held to possess. They are described in the program as being 'Non-skid' sneakers, and non-skid is precisely what they are. You can quite happily go to the window ledge and look out onto the streets below, but unfortunately if you're without the

sneakers you'll get a much closer look at the streets than you originally bargained for. The ledge is rather slippery, and without the non-skid sneakers you'll plunge to your doom on the streets of London.

After you've successfully reached the sandy beach you can drop the sneakers for a while, but every time you journey back to the apartment you must carry them with you, otherwise you'll meet a very sad end indeed.

### (38) *The tide*

The tide comes into the game in a couple of places, and if you want to find out what the current state of the watery conditions is you can either walk out into the lagoon, or hang around and wait for the parrot to say something: it's bound to in the end. Like all tides, it can either be in or out. If the tide is out, then the lagoon will contain not a rusty anchor (which is what you want it to contain), but a collection of flotsam and jetsam: not particularly inspiring. However, when the tide is in, you can collect the anchor with the aid of the spade.

Assuming that you've built your pirate ship and wish to set sail in it, you can only sail when the tide is in. Reasonable enough, since sailing onto a shingly beach won't take you very far. If you decide to set sail (using the command SET SAIL) when the tide is out, you'll have an extremely long wait before you can go anywhere. Rather like waiting for a kettle to boil, events take much longer to happen when you really want them to. But if the tide is in you can quite happily board it and set sail immediately. You might have the same problems coming back again, but by then the game is almost over and it doesn't seem to matter so much.

### (39) *The tool shed*

An important place to visit, the tool shed is situated in the large cavern beyond the narrow crack at the top of the hill. When you first visit it you'll find a clawhammer, a shovel and some water wings. All these are immediately useful, and all of them will fortunately fit through that

narrow crack. However, you're likely to be carrying other objects as well, and unless you've had the presence of mind to travel to the hill carrying only a torch and some matches you're likely to have to make at least two journeys to collect everything.

The tool shed can be approached from another route, once you've solved the problems of the pit with the locked doors and the evil crocodiles, and this route will allow you to carry out anything you feel like carrying out without worrying about the width of the narrow crack.

#### (40) *The torch*

The torch is remarkably easy to find in this particular adventure, as long as you can work out how to get into the secret passage.

It is first to be seen in the musty attic, starting life (reasonably enough) as an unlit torch. Using the matches found in the pirate's duffel bag you can LIGHT TORCH when necessary, and there doesn't appear to be any limit to the number of matches that you can use. On the other hand, there is a limit to how long the torch will stay alight, and unless you type in UNLIGHT TORCH you'll find yourself making repeated journeys to and from wherever you left the matches in order to keep lighting the thing.

The torch is only required in the vicinity of the caves. Once you've either climbed the hill and entered the narrow crack, or gone into the maze of caves, you must have a lit torch with you in order to proceed. A good strategy is to light the torch just before you go in, and to drop the matches at the foot of the hill, thus carrying one less object and making it easier to get out with as many items as possible. The torch can then be unlit and discarded next to the matches until the next time you come back to the caves.

#### (41) *The treasure chest*

This is originally found in the grass shack next to the meadow, which is itself to the east of the sandy beach. The chest can only be carried after you've pacified the wicked-looking pirate with a bottle of rum,

and can only be opened after you've managed to find the keys from underneath the rug in the apartment. Using them, the command OPEN CHEST will do the trick, and you can then LOOK CHEST (twice) in order to get the plans and the map respectively. Apart from that, you might as well just leave the chest on the sandy beach!

#### (42) *The water wings*

A necessary item of clothing when entering the ocean, the water wings enable you to swim ad infinitum, and certainly give you enough time to get the fish and put it in the bottle which you've previously filled with salt water.

If you're not wearing the wings when you decide to go for a quick paddle, you are told about your complete and utter inability to swim, and you'll soon drown. Drowning takes you to 'Never-never land', and since any move you make in this spot simply returns you back to never-never land again, you might as well give up and start again.

To find the wings you'll have to get to the tool shed, and once you've managed that they're there for the taking.

#### (43) *The window*

The window is to be found in the London apartment, and the command GO WINDOW will take you there. From the ledge outside the window you can then issue the magic word 'Yoho' and get transported to the sandy beach (assuming you're carrying the book and wearing the non-skid sneakers). If you're not wearing the sneakers, you will slide to a sticky end on to the streets of London below the window, and if you're not carrying the book you'll simply be told that 'nothing happens'.

On returning from the sandy beach, the ledge outside the window is the place where you'll re-appear, and from here you can GO WINDOW and then get into the alcove above the apartment.

# Appendix

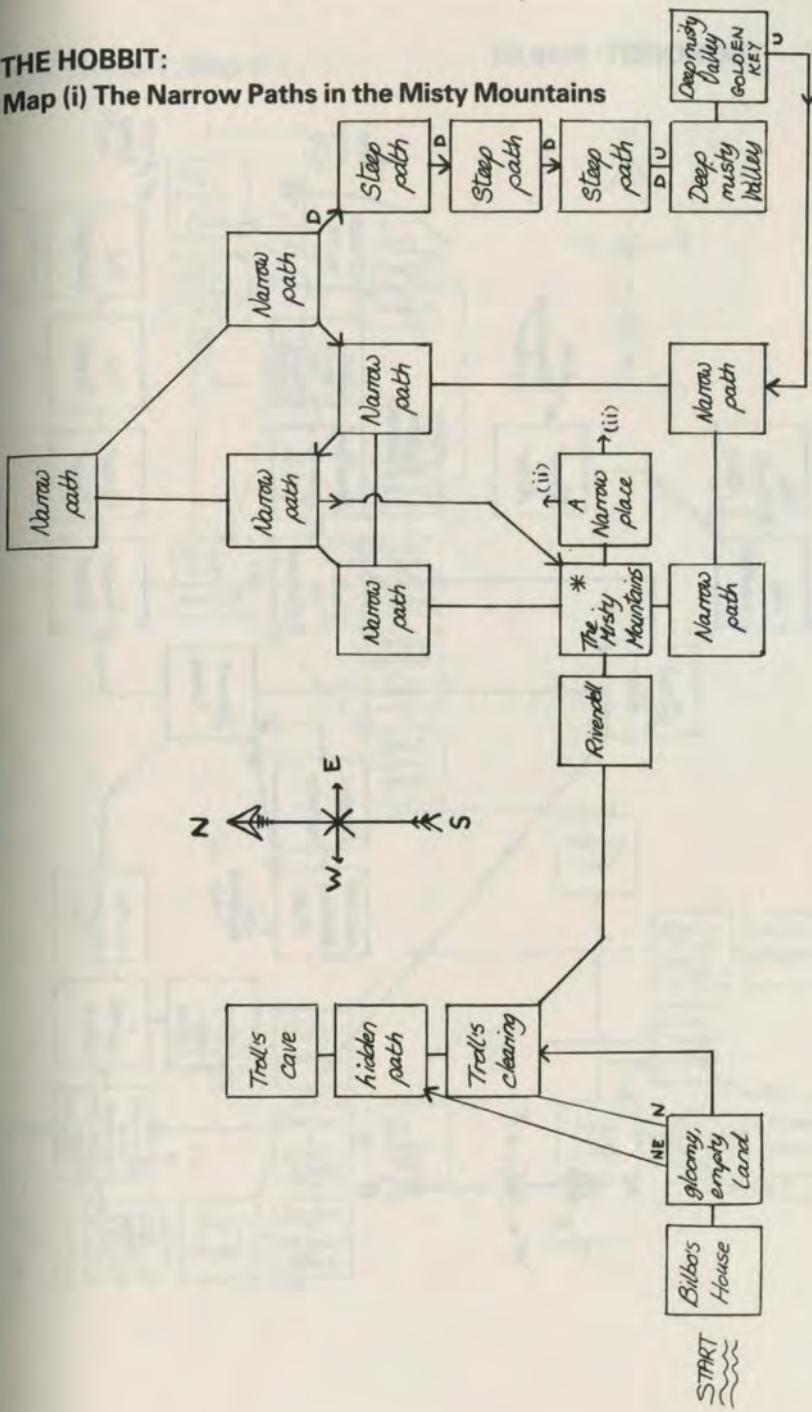
*The Hobbit* is published by Melbourne House, 131 Trafalgar Road, London SE10, and is available for the 48K Spectrum, Commodore 64, Oric 1 and BBC-B machines. The program was written by Philip Mitchell and Veronika Megler, with Alfred Milgrom and Stuart Ritchie.

*Adventureland* and *Pirate Adventure* are published by Adventure International, c/o Calisto Computers, 119 John Bright Street, Birmingham B1 1BE, for the Atari E on cassette and disk, and on cassette only with graphics for the 48K Spectrum, Commodore 64 and BBC-B. They are also available on cartridge for the Vic-20 from Commodore, 675 Ajax Avenue, Slough, Berks, with *Pirate Adventure* retitled *Pirate Cove*. *Adventureland* was written by Scott Adams, and *Pirate Adventure* by Alexis Adams, though the latter is generally credited to Scott Adams as author, a convention we have followed in the text.

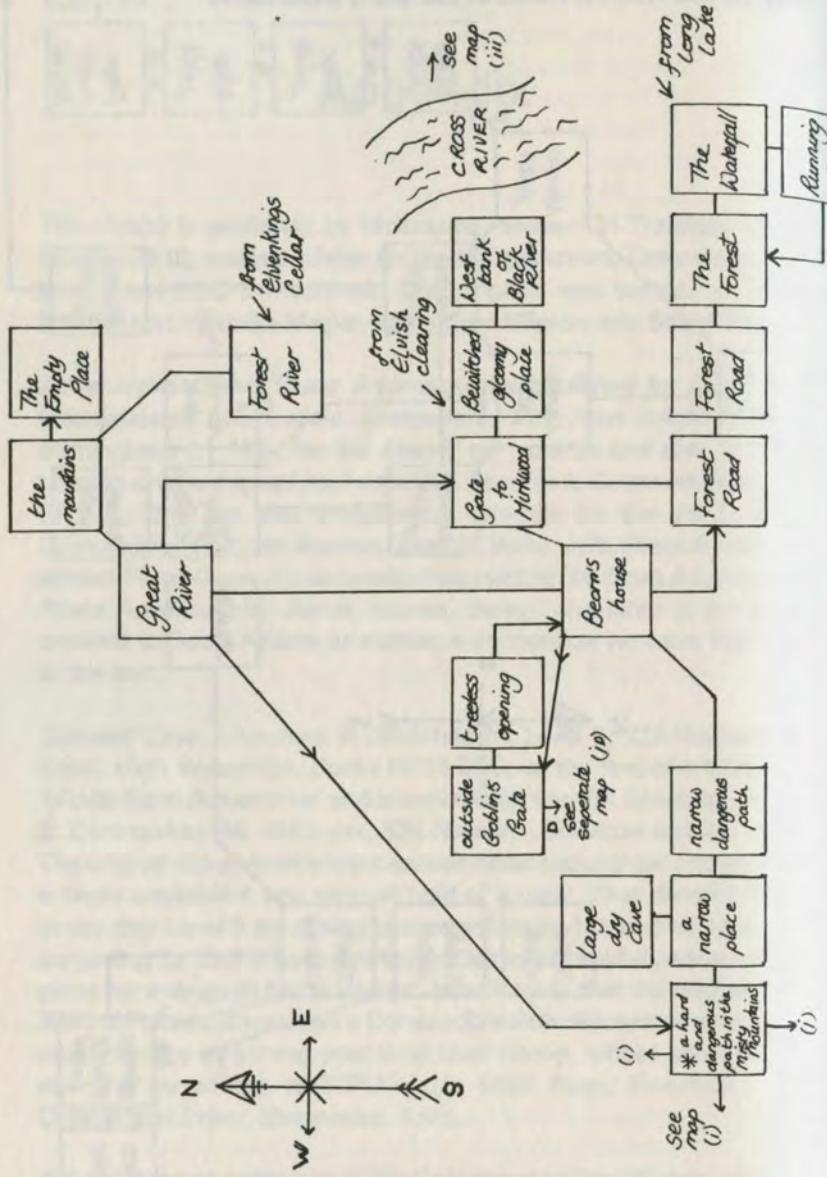
*Colossal Cave Adventure* is published by Level 9, 229 Hughenden Road, High Wycombe, Bucks HP13 5PG, as the first of a trilogy of 'Middle Earth Adventures' and is available for the 48K Spectrum, BBC-B, Commodore 64, 48K Lynx, 32K Nascom, 32K Atari and 48K Oric. The original *Adventures* adventure was never copyrighted and as such is freely available if you can get hold of a copy. That doesn't mean to say that Level 9 are selling pirated software, but in their case you are paying for their programming miracles in successfully adapting the game for a range of home micros - bear in mind that the original was 300K of Fortran. If you have a Commodore with disk system you might obtain a copy by joining your local User Group, whose address you can find by writing to ICPUG, c/o Mick Ryan, Riverhead, 154 Chesterfield Drive, Sevenoaks, Kent.

*Adventures* was written by Willie Crowther and Don Woods, and the Commodore disk version was adapted by Jim Butterfield.

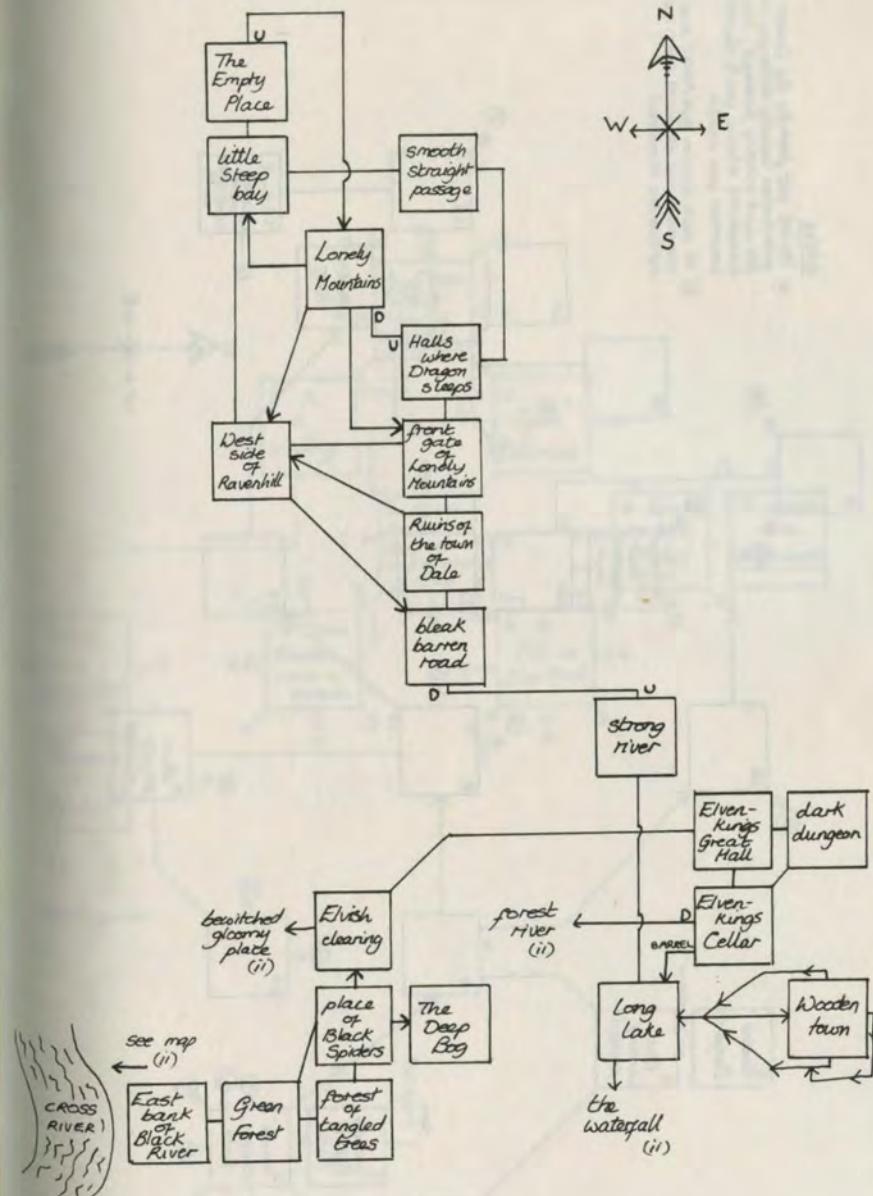
THE HOBBIT:  
Map (i) The Narrow Paths in the Misty Mountains



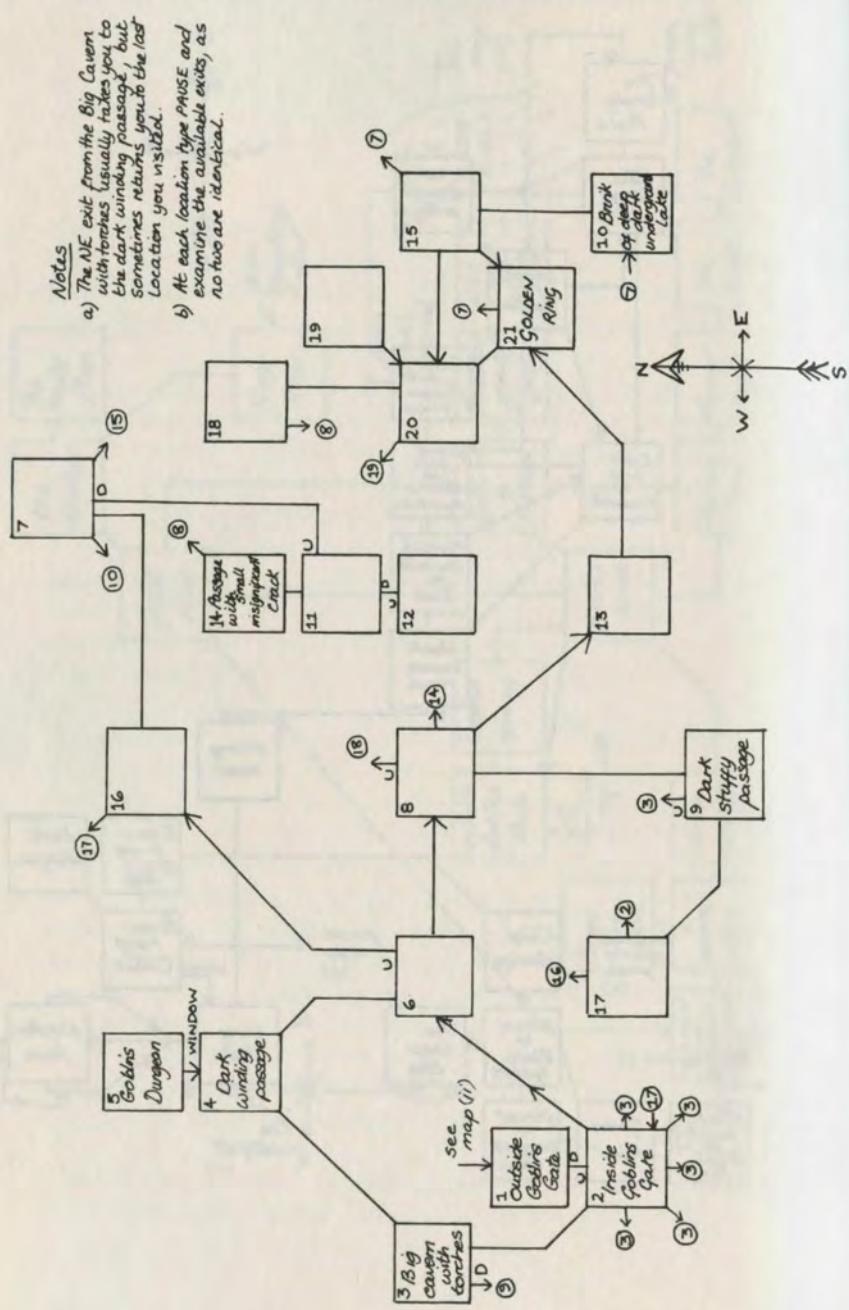
THE HOBBIT: Map (ii)



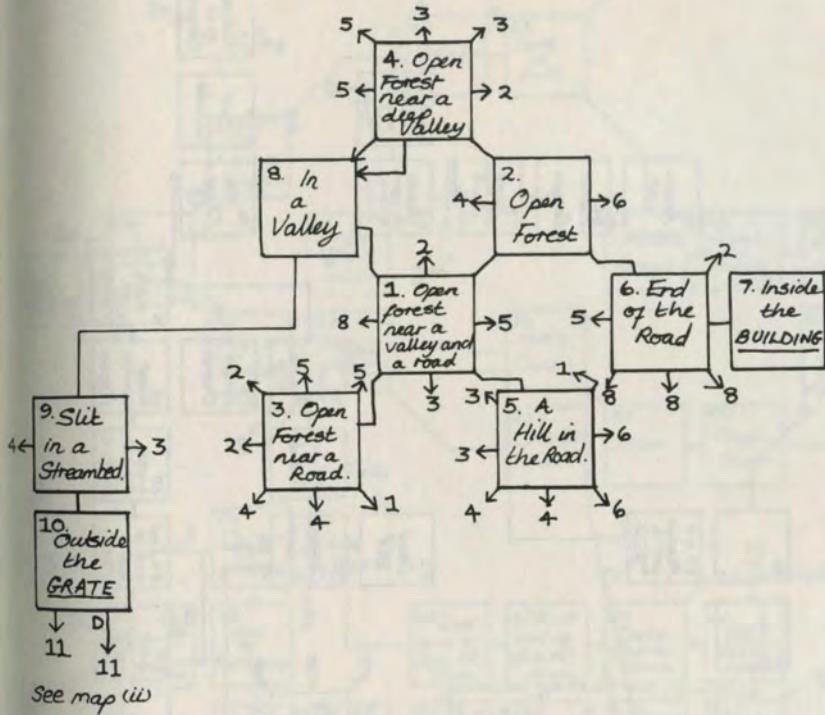
THE HOBBIT: Map (iii)



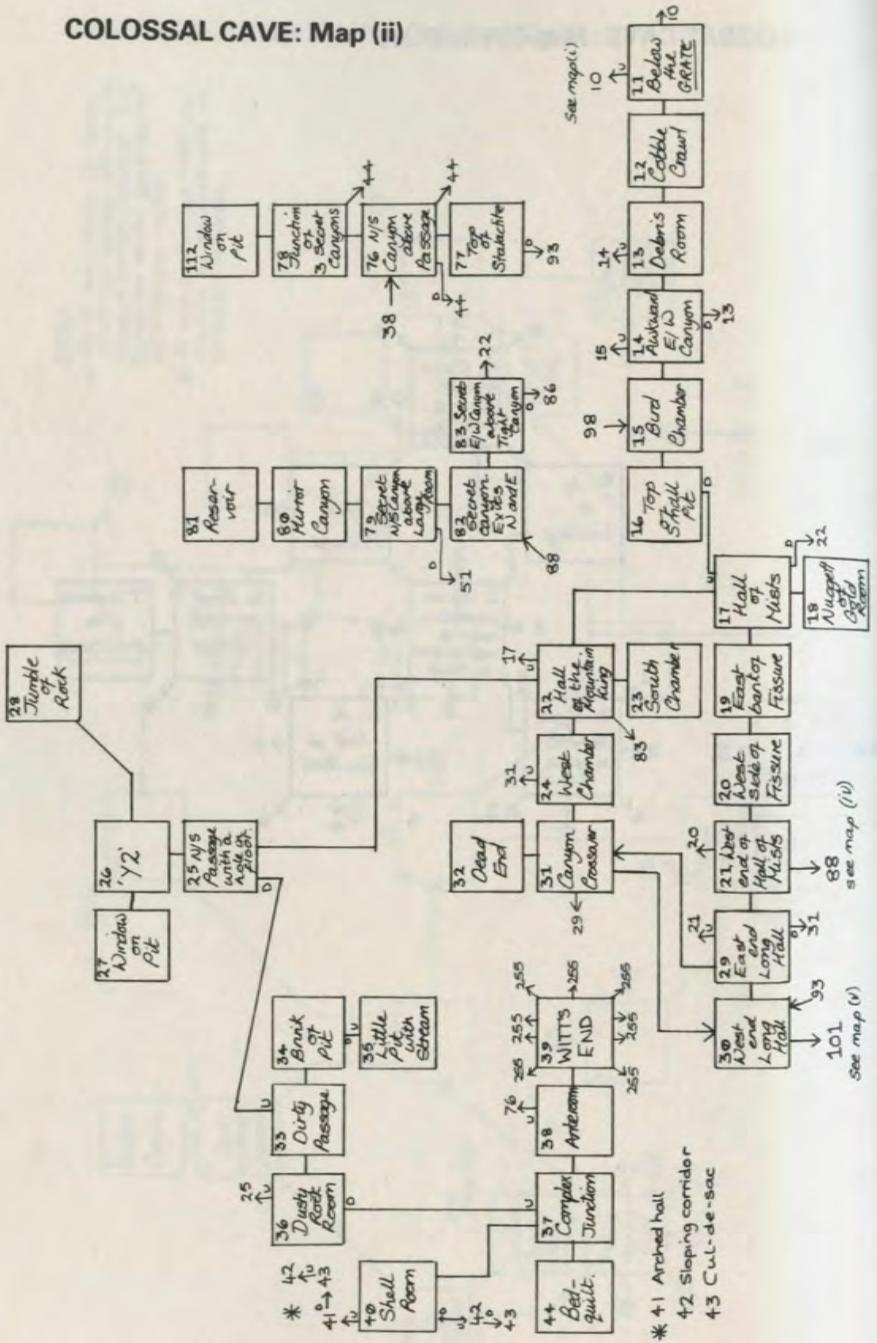
## THE HOBBIT: Map (iv) The Goblins' Caves



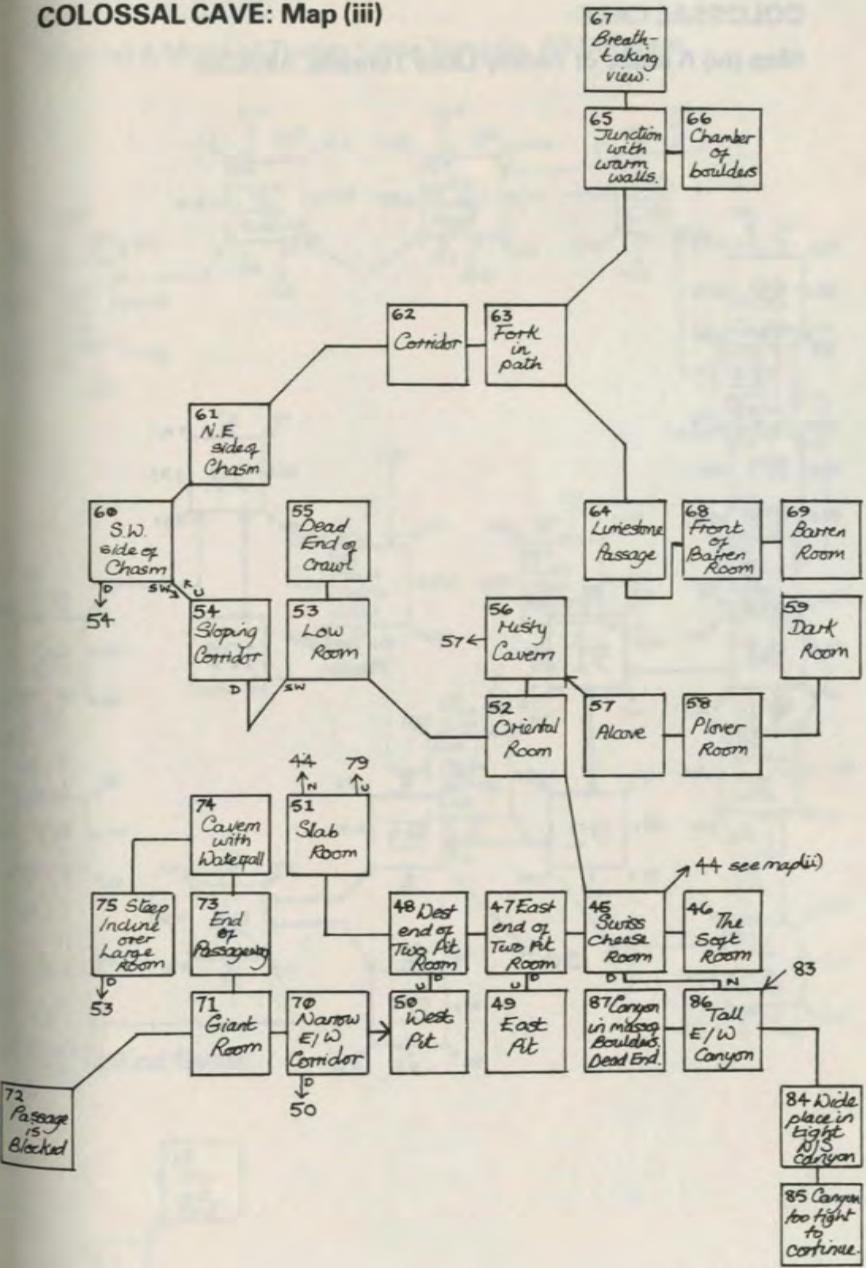
## COLOSSAL CAVE: Map (i) The Start



COLOSSAL CAVE: Map (ii)

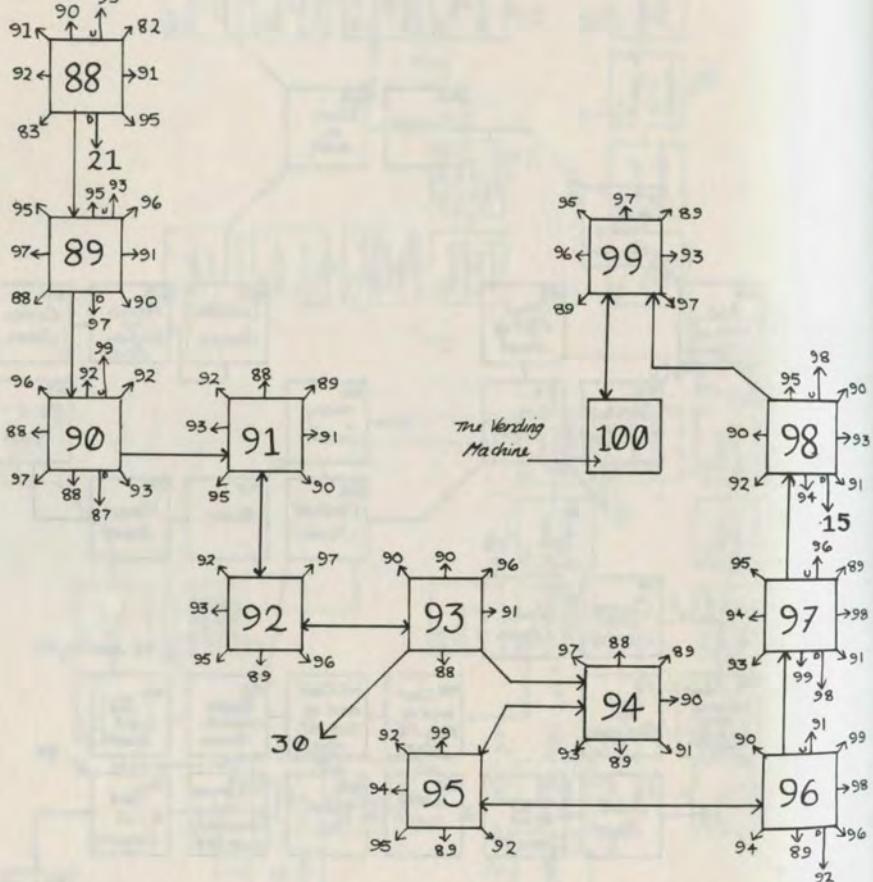


COLOSSAL CAVE: Map (iii)



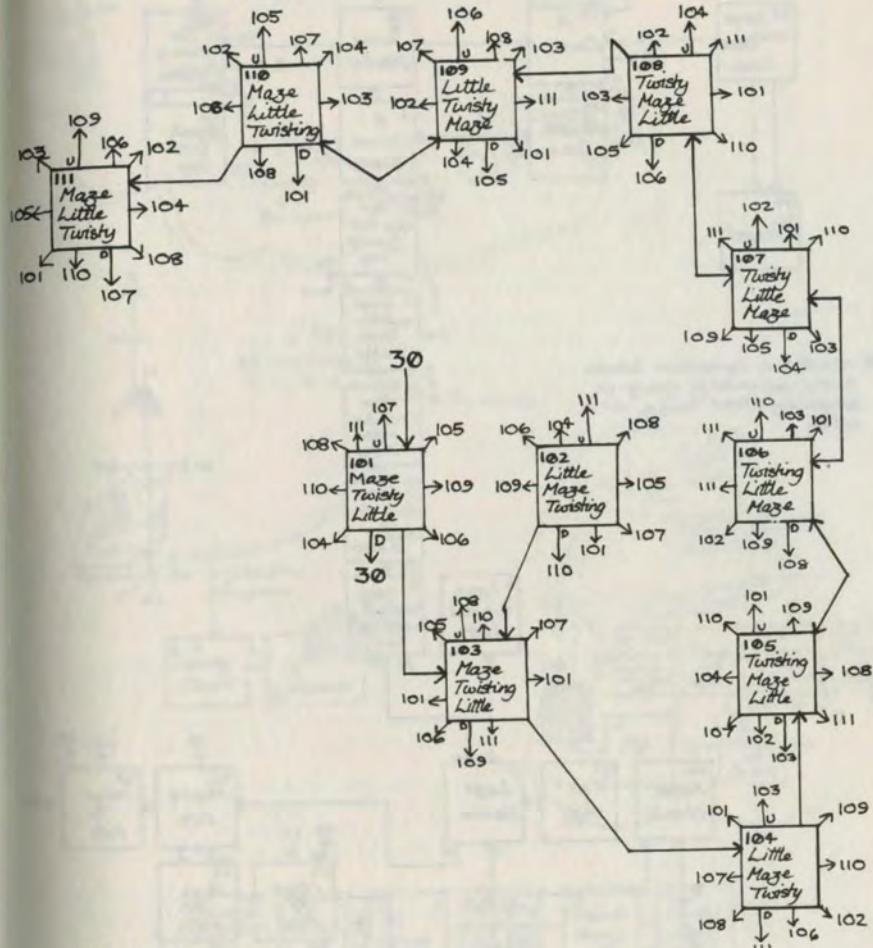
## COLOSSAL CAVE:

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

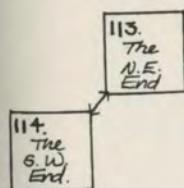


## COLOSSAL CAVE:

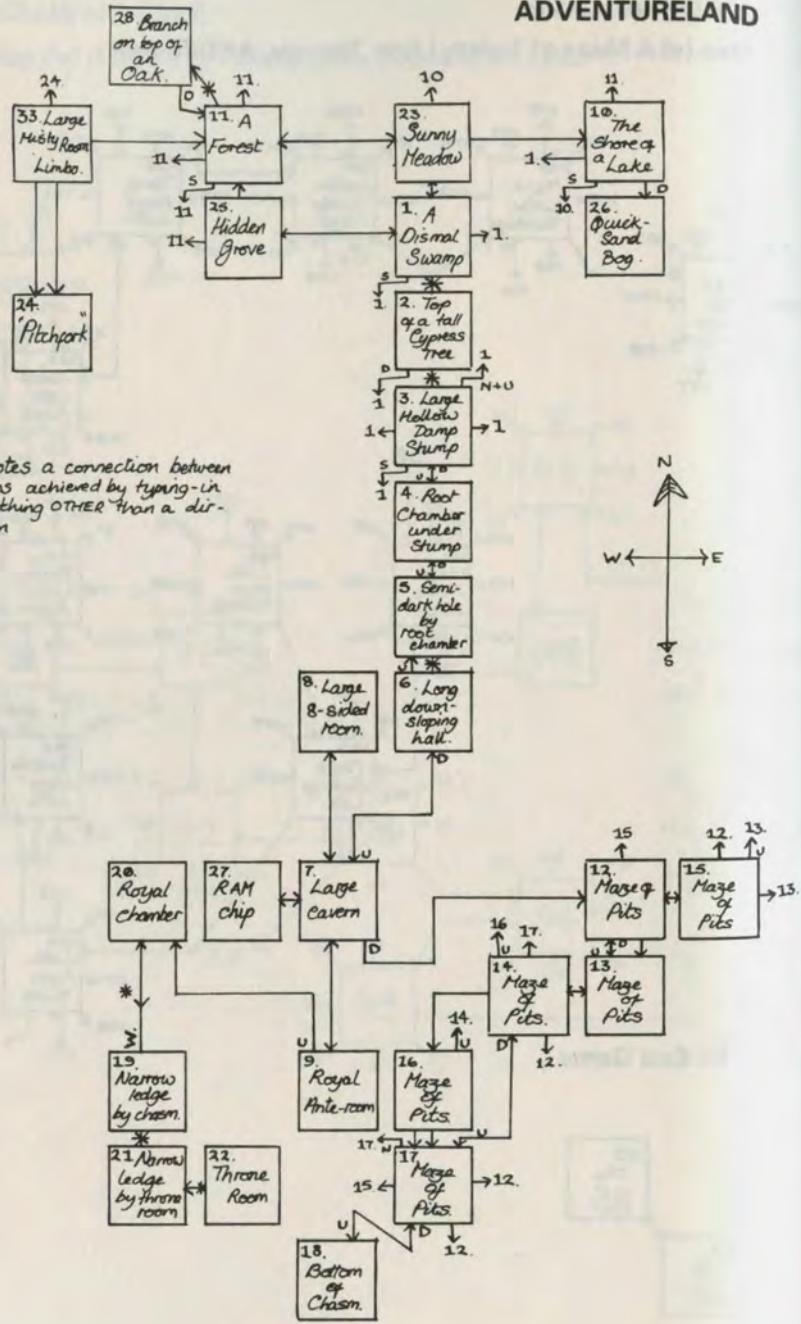
Map (v) A Maze of Twisty Little Tunnels, All Different



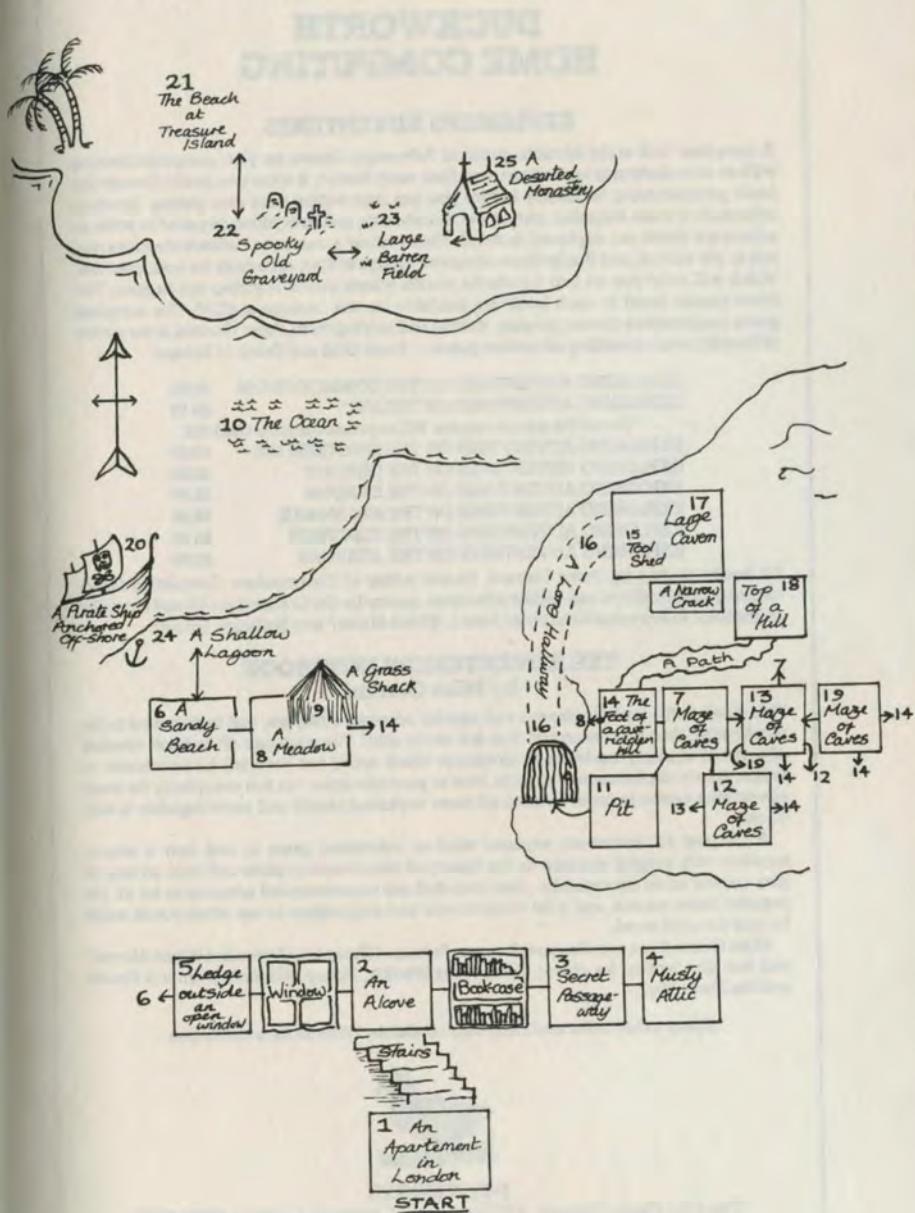
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Mike Gerrard is a regular contributor to *Personal Computer News* and *Which Micro?*, and has also written for *Home Computing Weekly*, *Honey*, *Mayfair*, *Woman's Realm* and the *Daily Mail*.

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