

Adventureland

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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.

ADVENTURELAND

