

# Pirate Adventure

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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 re-appears 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.



# PIRATE ADVENTURE

