

ADVENTURE

Including the 550 point CP/M Version

Public Domain

The original, all-text adventure—a classic

Description

“You are standing at the end of a road before a small brick building.” So starts one of the true classics in all adventuredom. The CP/M version, available on the Kaypro and convertible to the Apple, adds fourteen more treasures to the first fifteen, a slug of new locations, and includes the complete original game. You need to deposit all the treasure in the brick building before moving on to the end game.

Playability

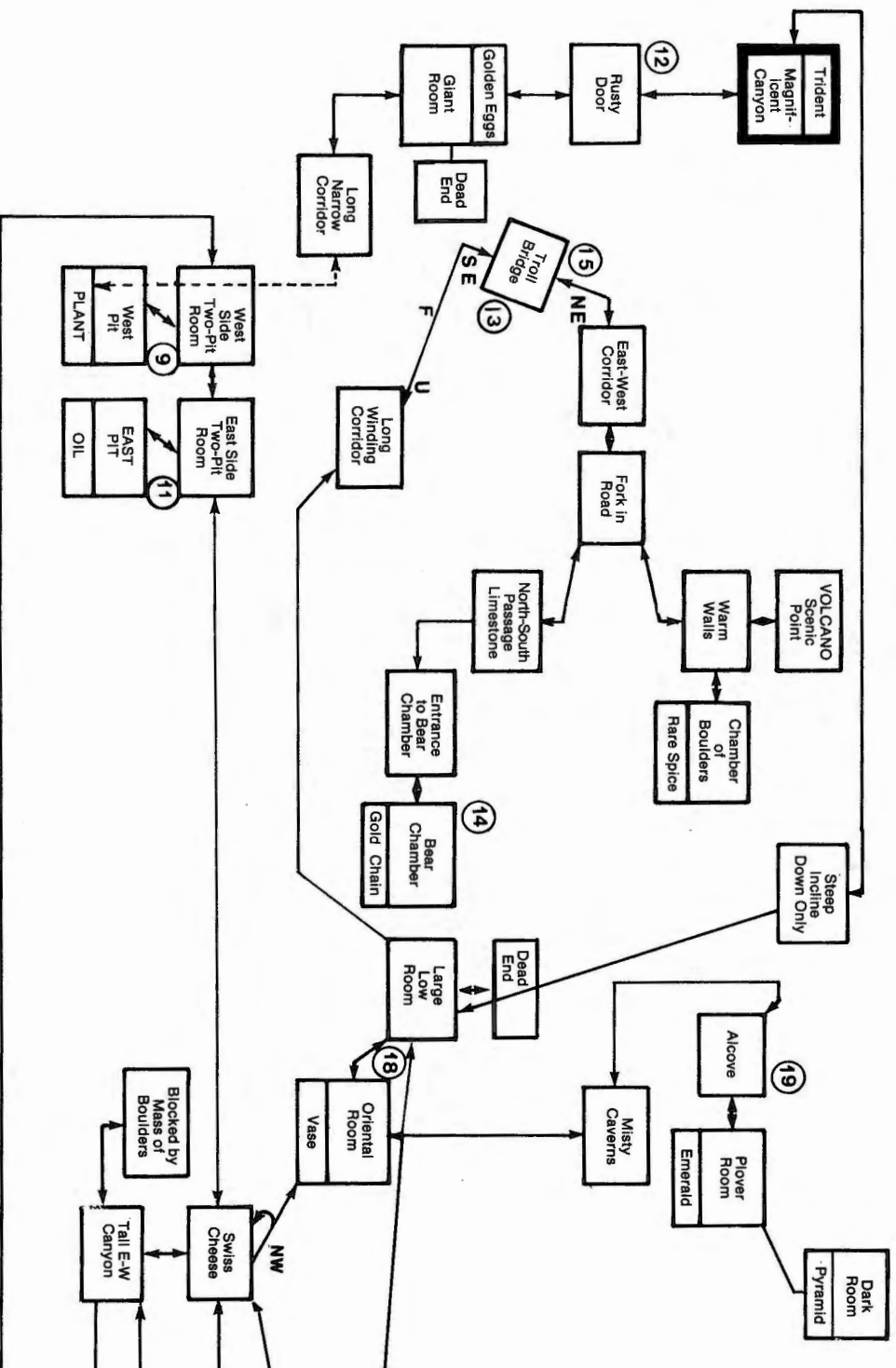
If this is your first adventure, you’ve picked the one that hooked me! The story flows well, and the text reads like a novel full of expansive descriptions. Several vendors have released versions in the past, but we don’t know of any who are currently marketing *Adventure*. Certainly you can get hold of it one way or another. Most versions are disk interactive and a bit slow except for the Scott Adams version, which is written in assembly language. The Microsoft version added a room, the Software Den, with its own special twist. But none added the depth that programmer Mike Goetz has in the new Kaypro version, which is public domain. His additions maintain the full flavor of the original with the exception of the end-game, which is darn near impossible to solve (without this book, that is).

Compatibility and Price

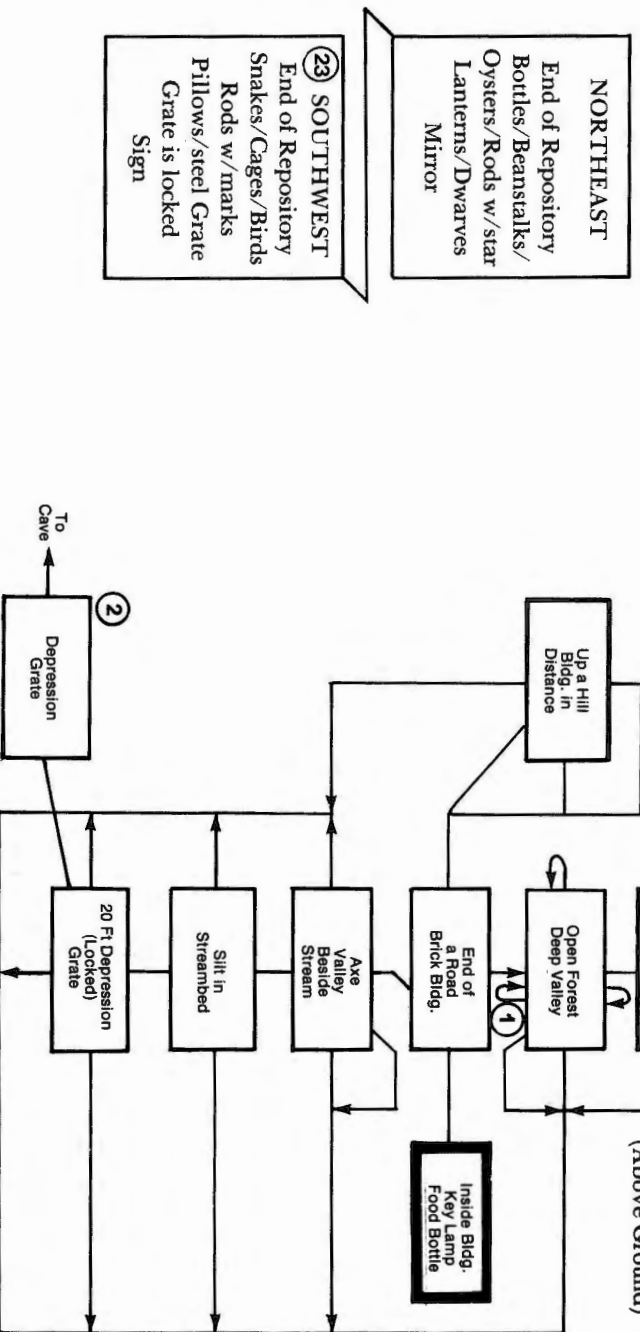
Public Domain, Microsoft and Scott Adams versions no longer available.

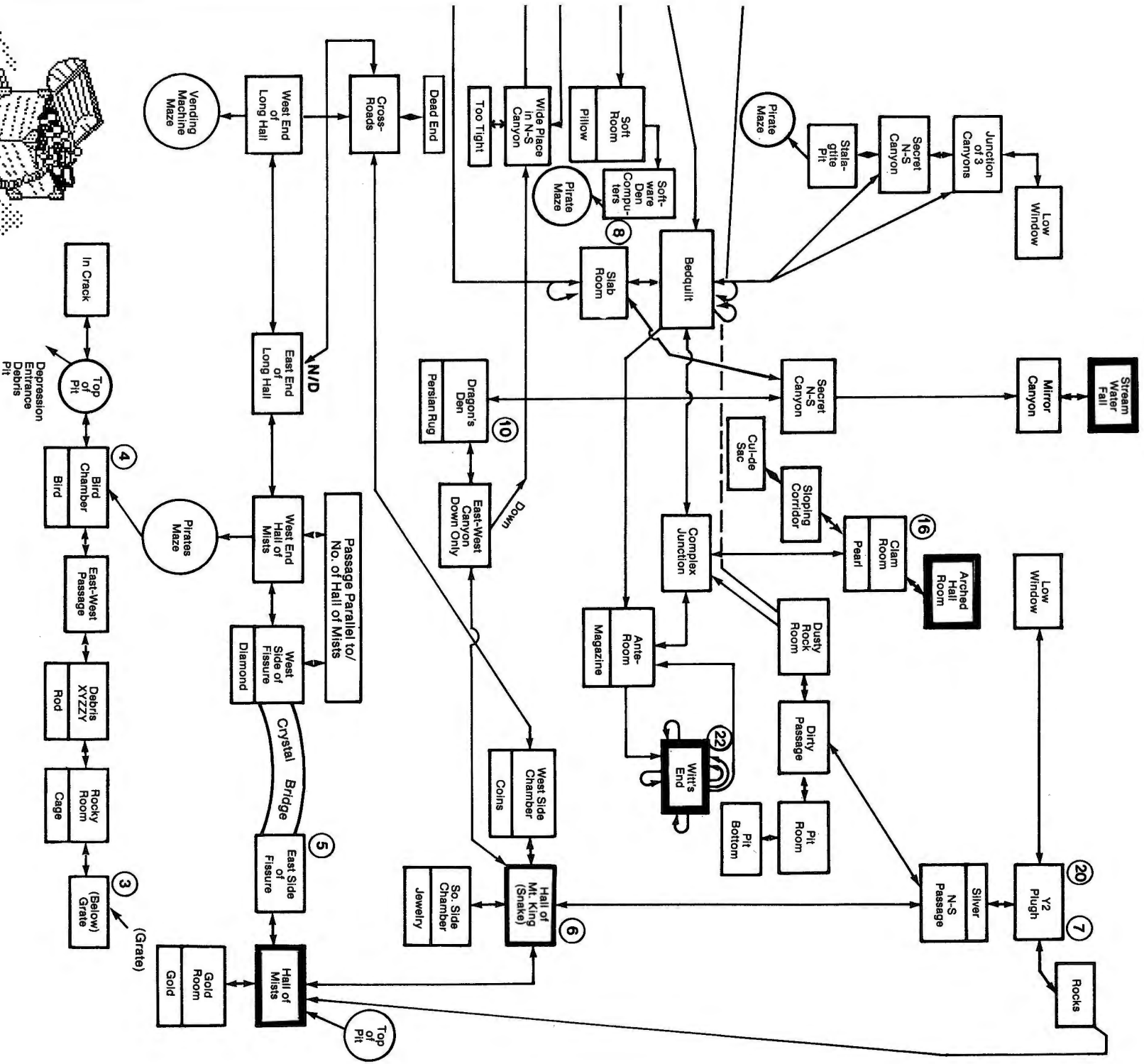
Note: If you want to take a crack at customizing your own *Adventure*, you can get the source code to what was the Scott Adams version from John Rausch, Freeport Station Software, 3119 N. Waynesville Road, Oregonia, Ohio 45054, (513) 932-3688.

ADVENTURE



The Repository (End Game)

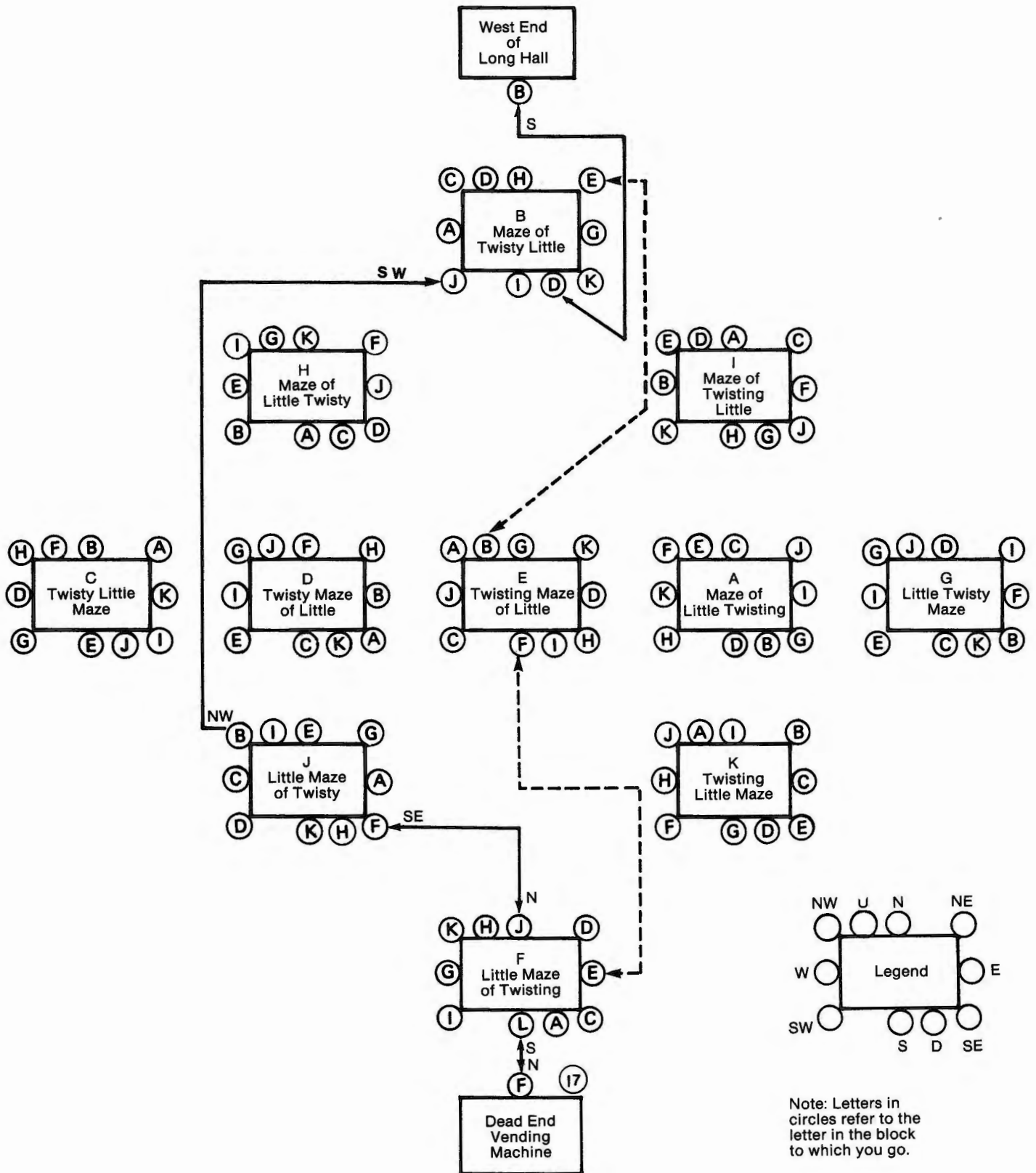




Note: Heavy boxes indicate locations repeated on pages 8-12, which are the newer portions of the game.

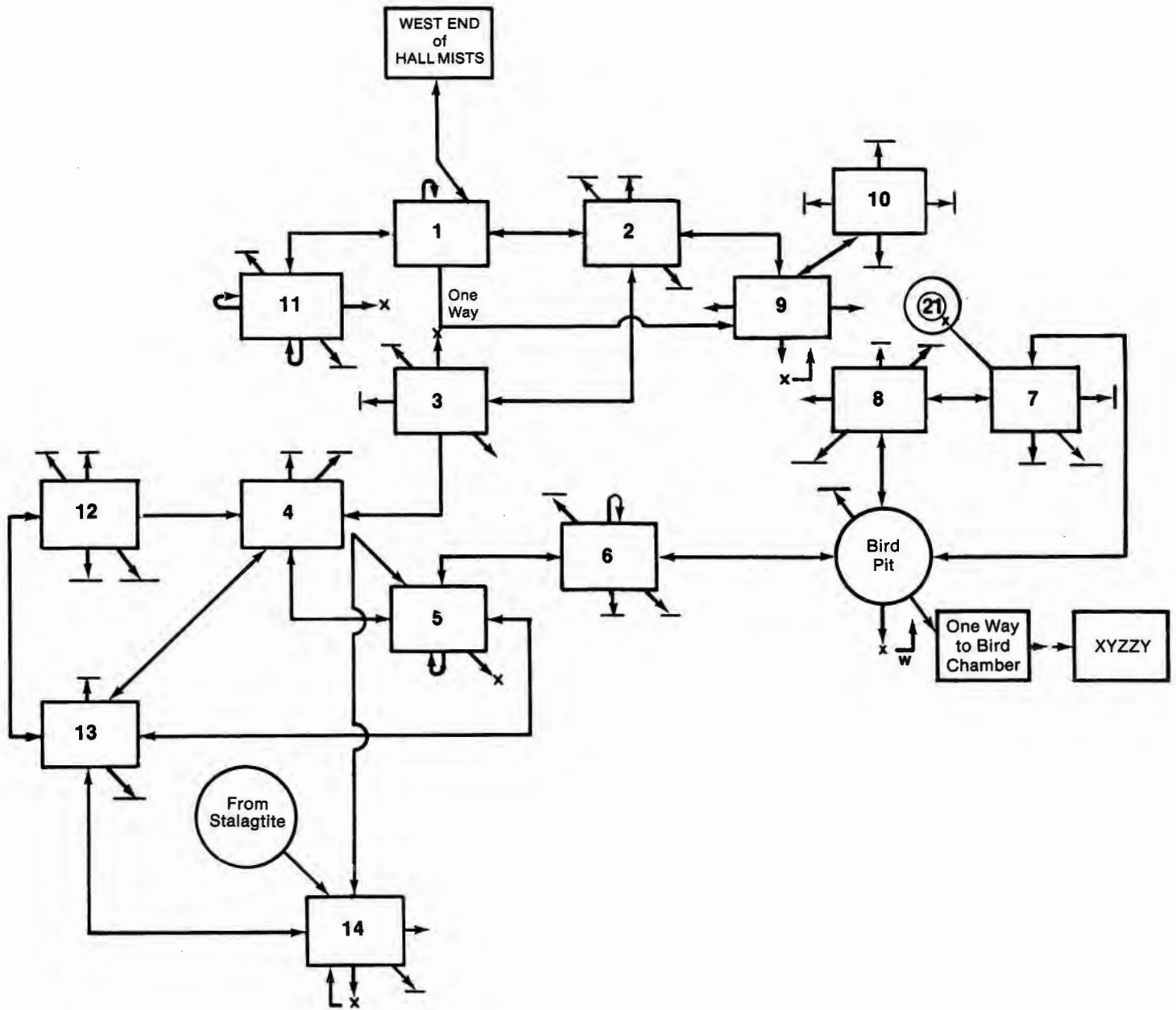
ADVENTURE

Vending Machine Maze

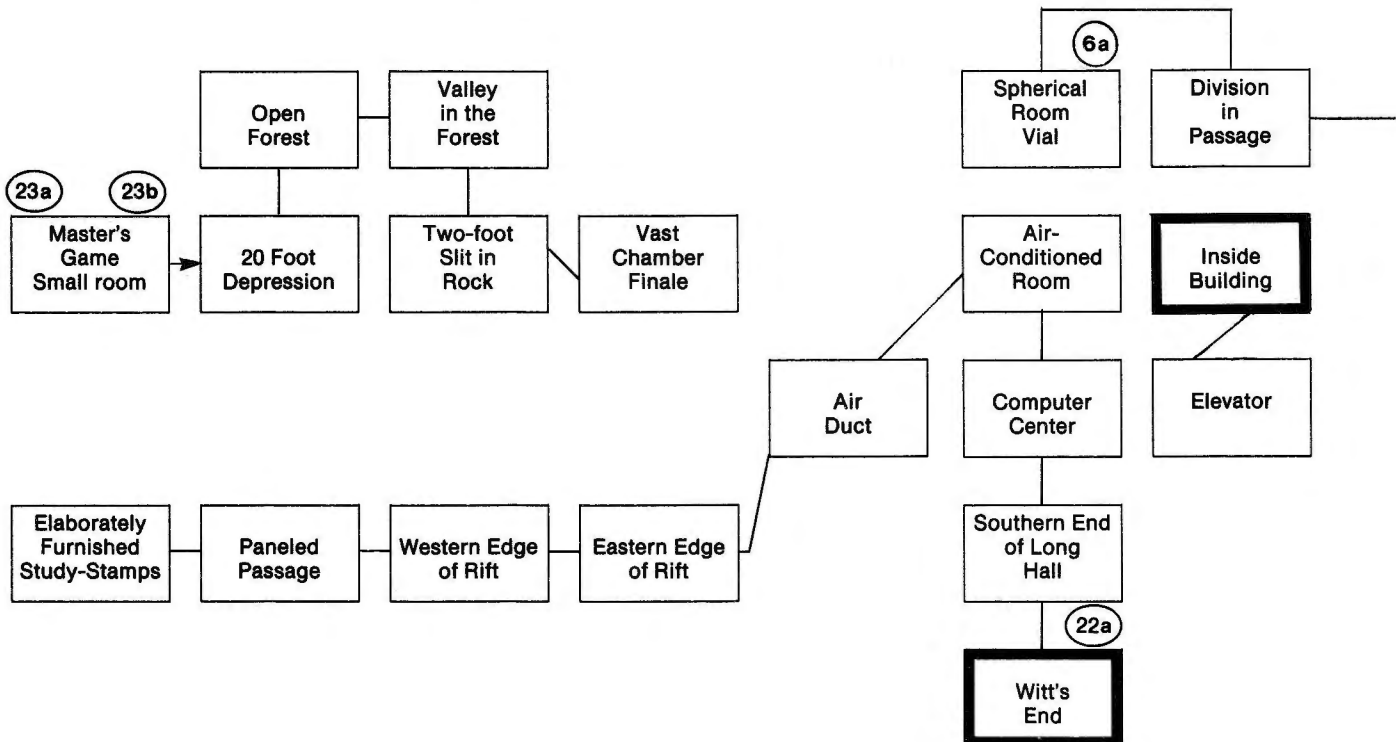
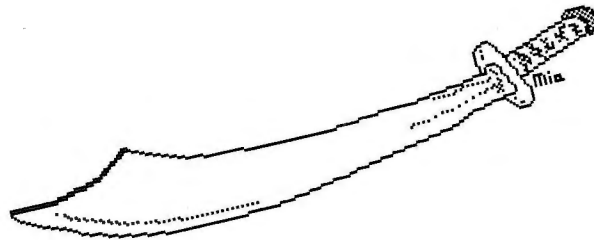
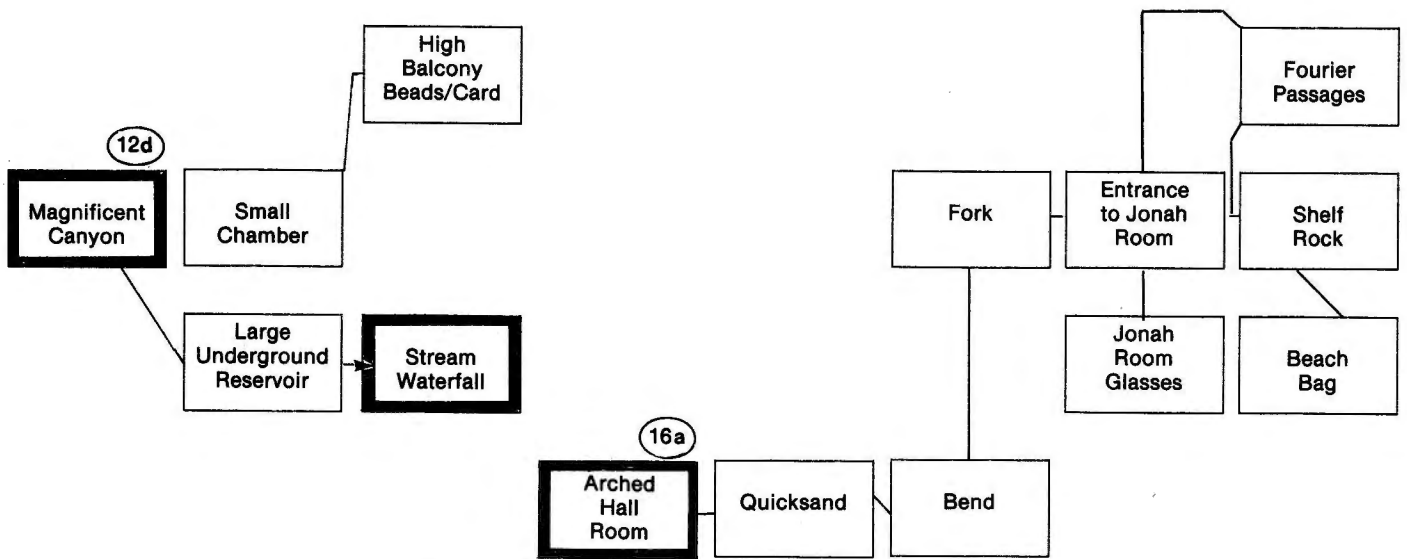


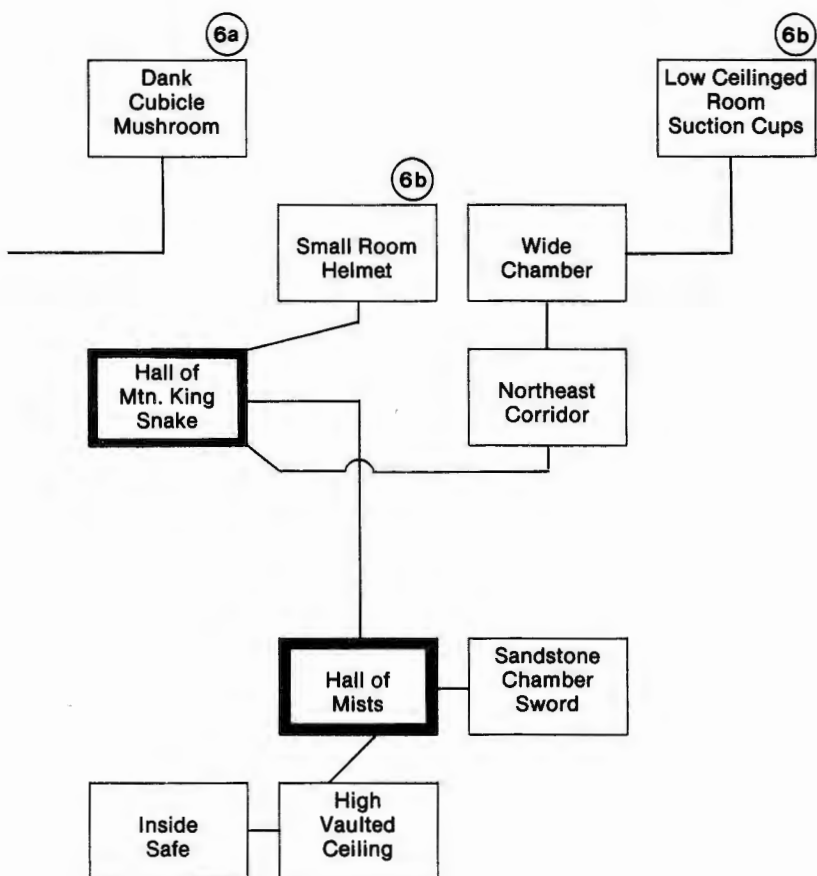
ADVENTURE

Pirate's Maze

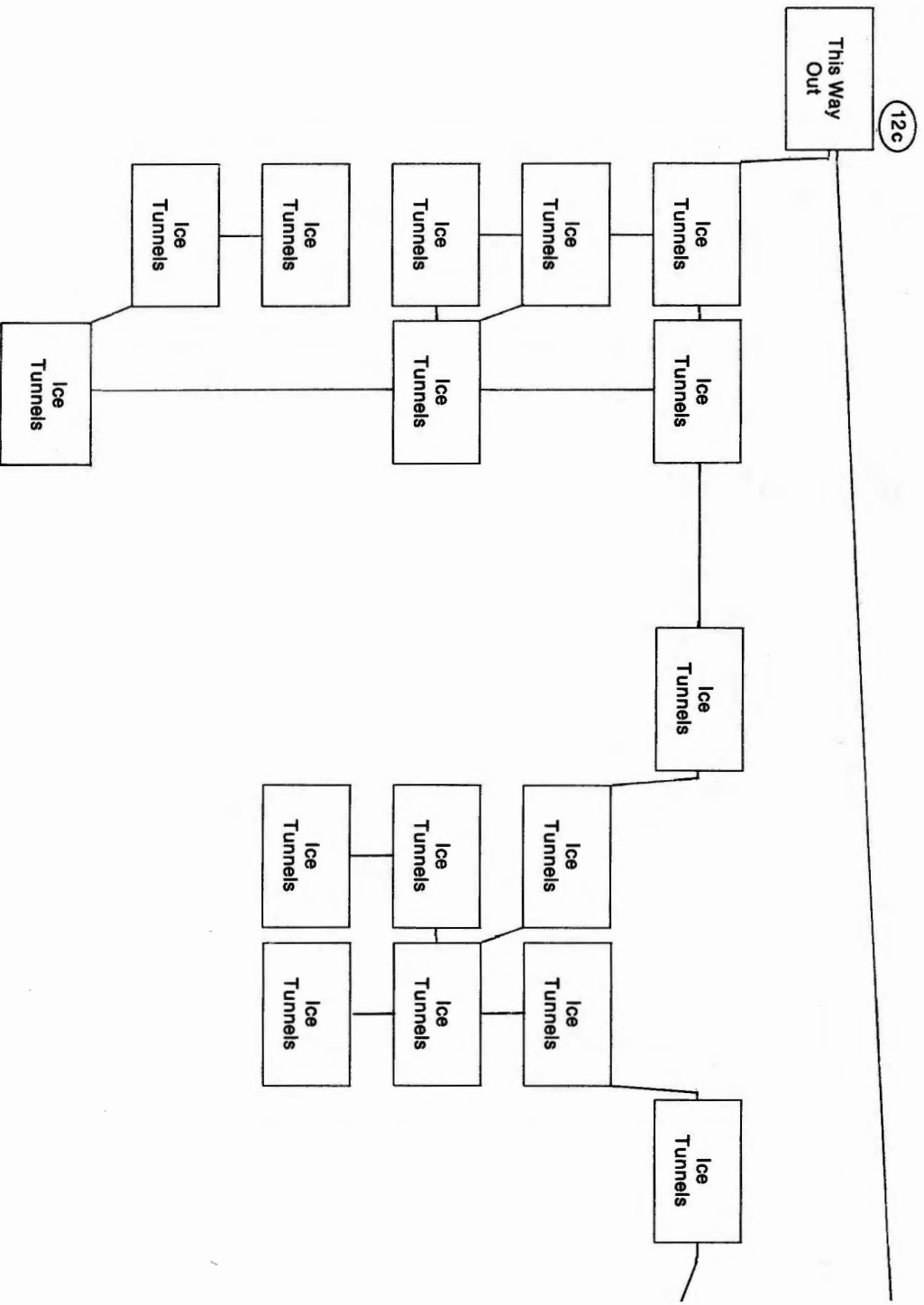


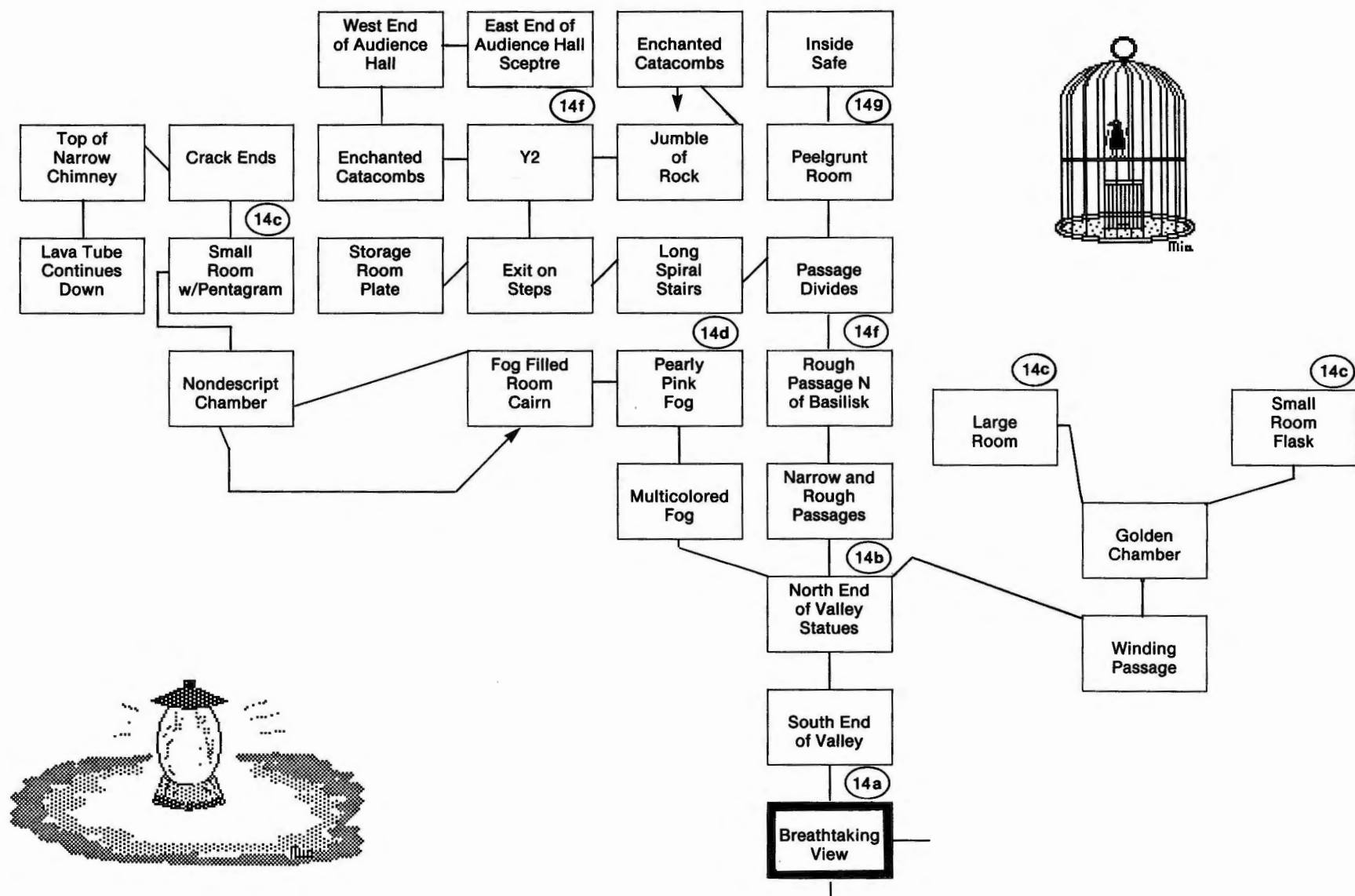
ADVENTURE





ADVENTURE





ADVENTURE

ADVENTURE

THE COLOSSAL CAVE

(Includes the CP/M 580 Point Version)

1. Enter Building. Get Keys and Lamp. The Lamp appears here should you have to be reincarnated.
2. Unlock Gate (With Key). Get Cage.
3. Try the Magic Word, XYZZY. Try it again. Get Rod.
4. Drop Rod. Catch Bird. Get Rod.
5. Wave Rod. Drop Rod. Go Get Diamonds and Gold.
6. Release Bird. Drop Cage. Grab Coins and Silver. Note: Dwarves are lousy shots, but sometimes, unfortunately, they can get lucky. Carry the Axe with you as up to five of these critters can be encountered.
- 6a. In the CP/M version, Get Vial. Don't drop it except when told. Get the Mushroom. Go to the Sword Room, Eat Mushroom. Take Sword.
- 6b. Get Suction Cups and Helmet, which is a treasure.
7. Try the Magic Word PLUGH. Drop Silver, Gold Nugget, Diamonds, Jewelry, and Coins. If you haven't already, you will soon encounter a thieving Pirate. Not to worry, he's got to rob you at least once if you're to win all the marbles.
8. Carrying Food, Axe, Bottle of Water, Key (all for later) and Lantern, visit the Software Den (Microsoft Version only). Don't mess with anything—Software types are a weird lot. Get Magic Word LWPI, which works only from here.
9. Water Plant twice. Get Water for the second pass at the Waterfall.
10. Attack Dragon. Yes. Get Rug.
- 10a. In the CP/M version, Get the Dragon's Teeth.
11. Get Oil (in now empty Bottle). Climb the Plant.
12. Oil Door. Open Door. Drop Bottle. While here and while carrying Golden Eggs, enter FEE, FIE, FOE, FOO, one word at a time. Check your inventory. Go back to where you first found the Eggs.
- 12a. In the CP/M version, Throw Sword. Take Ring.
- 12b. Throw Vial. South. Get Opals.
- 12c. In the maze, be sure to get the Sculpture. In the little room, THURB.
- 12d. At the Magnificent Canyon, drop everything except the Lamp. Down. Get Indian Beads and Plastic. Ring Gong and ride out in style.
13. Throw Eggs (to Troll). Cross Bridge before the FEE, FIE, whatever.
14. Feed Bear. Unlock Chain (with Key). Get Golden Chain. Drop Key. Get Bear. Don't forget the Rare Spices. At Volcano View, read and remember the words of fire.
- 14a. Wave Rod, be sure you are carrying the Ring.
- 14b. At the Statue, MELENKURION.
- 14c. Get Flask and Bracelet. When Goblins show up, Throw Teeth.
- 14d. Turn off Lamp. Follow light. Get Yacht.

- 14e. Drop Flask (on Pentagram). Open Flask. Open Pentagram. Get a clue about the conclusion of the game. Several moves later, get the magic word PHUGGG. Don't use it too often as it may backfire.
- 14f. Get the Metal Plate. From Y2, go West, then S, SW, NW, S, D, W, NW, N, S, E. Save Game. Take Sceptre and note the Magic Word. Repeat this until you have all five Magic Words. Get out by going West from the East End of the Hall, then W, SW, E, SE, NE, E, SE, D, S, N and finally S.
- 14g. Open the Safe with the Magic Word. Put all your treasure in it except for the Ring and the Metal Plate.
- 14h. The Basilisk will turn to stone when he sees his reflection in the Metal Plate.
- 15. Release Bear. Don't try crossing the Bridge with him on the Chain.
- 16. Open Oyster (with Trident). Pearl will roll down into the Cul-De-Sac.
- 16a. Wave Rod to freeze the Quicksand. Do it on the way back also. Get Bag of Pieces of Eight and Spyglasses.
- 17. Insert Coin to get a replacement battery for your Lamp, if necessary. Coins are a treasure, however, and you won't get them back, so try to beat the game without using more than the original batteries.
- 17a. In CP/M version, Drop Lamp. NOSIDE SAMOHT. (Works only once.) You will need it, and may still need the replacement batteries, but it can be done without them if you are careful about inventory management and the sequence in which you do things.
- 18. Never Drop Vase unless you have already dropped the Pillow.
- 19. Drop everything in order to enter. Get Emerald.
- 20. Say PLOVER. Get Pyramid. PLOVER, PLUGH and Pi-tooie!
- 21. Maze must be transversed to get the Pirate's Treasure Chest, which doesn't appear until he's robbed you. Return via the Pit and XYZZY. Drop all treasures in the House.
- 22. Drop Magazine in Witt's End for a point. Get out by entering all different directions except North. It may take a while. Slog around in various and distant locations until a Voice announces that the Cave is now closed. At this point you are teleported to the two room Master's Game.
- 22a. At Witt's End, you don't get a point in the CP/M version. Carry the Rug. Keep pounding North until you get into the Computer Room. Insert Plastic. North. Open Floor (need Suction Cups). Drop all that you have. Drop Rug. THGIRW RUBLIW. West. Get Rare Stamps.
- 23. Get Black Rod (with the Rusty Marks not the Star). Drop Rod in the Northeast room. Retreat to the Southwest room. Type Blast. Alternate endings are possible, but will not yield sufficient points to earn you the rank of Adventure Grandmaster.
- 23a. In the CP/M game, you need twenty-nine treasures stashed away to get into the Master's Game.
- 23b. When you get into the Small Room without any exit, say all of the magic words in the game in reverse alphabetical order. ZORTON, XYZZY, THURB, THGIRW, SNOEZE, SAMOHT, RUBLIW, PLUGH, PHUGGG, NOSIDE, MELENKURION, KNERL, KLAETU, FOO, FOE, FIE, FEE, BLERBI. Go to where the small stream disappears, go Down, and you've become an Adventure Grandmaster.

Treasure List

What	Where
Golden Eggs	Giant Room
Trident	Magnificent Canyon
Pearl	Clam Room
Pirate's Chest	Pirate's Maze
Platinum Pyramid	Dark Room
Emerald	Plover Room
Ming Vase (and Pillow)	Oriental Room
Rare Spices	Chamber of Boulders
Persian Rug	Dragon's Den
Golden Chain	Bear's Chamber
Diamonds	West Side of Fissure
Jewelry	South Side Chamber
Gold Nugget	Gold Room
Silver Bars	North-South Passage
Coins	West Side Chamber

Additional Treasures in the CP/M version

Bag of Pieces of Eight	Sandy Beach
Iridium Crown	Inside Safe
Visorless Helmet	Small Room
Sapphire Sceptre	West End of Hall
Ruby Yacht	Nondescript Chamber
Ancient Indian Beads	Down from the Magnificent View
Small Ring	From the Ogre's Lair
Small Spyglass	Past the Quicksand
Floppy Disk	North of the Computer Room
Rare Stamps	Across the Chasm
Crystalline Sculpture	In the Maze
Chinese Jade Bracelet	Large Room
Casket Full of Opals	Small Chamber
Polished Metal Plate	Storage Room