1

1 You are standing at the end of a road before a small brick building.

1 Around you is a forest. A small stream flows out of the building and

1 down a gully.

2 You have walked up a hill, still in the forest. The road slopes back

2 down the other side of the hill. There is a building in the distance.

3 You are inside a building, a well house for a large spring.

4 You are in a valley in the forest beside a stream tumbling along a

4 rocky bed.

5 The road, which approaches from the east, ends here amid the trees.

6 The forest thins out here to reveal a steep cliff. There is no way

6 down, but a small ledge can be seen to the west across the chasm.

7 At your feet all the water of the stream splashes into a 2-inch slit

7 in the rock. Downstream the streambed is bare rock.

8 You are in a 20-foot depression floored with bare dirt. Set into the

8 dirt is a strong steel grate mounted in concrete. A dry streambed

8 leads into the depression.

9 You are in a small chamber beneath a 3x3 steel grate to the surface.

9 A low crawl over cobbles leads inward to the west.

10 You are crawling over cobbles in a low passage. There is a dim light

10 at the east end of the passage.

11 You are in a debris room filled with stuff washed in from the surface.

11 A low wide passage with cobbles becomes plugged with mud and debris

11 here, but an awkward canyon leads upward and west. In the mud someone

11 has scrawled, "MAGIC WORD XYZZY".

12 You are in an awkward sloping east/west canyon.

13 You are in a splendid chamber thirty feet high. The walls are frozen

13 rivers of orange stone. An awkward canyon and a good passage exit

13 from east and west sides of the chamber.

14 At your feet is a small pit breathing traces of white mist. An east

14 passage ends here except for a small crack leading on.

15 You are at one end of a vast hall stretching forward out of sight to

15 the west. There are openings to either side. Nearby, a wide stone

15 staircase leads downward. The hall is filled with wisps of white mist

15 swaying to and fro almost as if alive. A cold wind blows up the

15 staircase. There is a passage at the top of a dome behind you.

16 The crack is far too small for you to follow. At its widest it is

16 barely wide enough to admit your foot.

17 You are on the east bank of a fissure slicing clear across the hall.

17 The mist is quite thick here, and the fissure is too wide to jump.

18 This is a low room with a crude note on the wall. The note says,

18 "You won't get it up the steps".

19 You are in the Hall of the Mountain King, with passages off in all

19 directions.

20 You are at the bottom of the pit with a broken neck.

21 You didn't make it.

22 The dome is unclimbable.

23 You are at the west end of the Twopit Room. There is a large hole in

23 the wall above the pit at this end of the room.

24 You are at the bottom of the eastern pit in the Twopit Room. There is

24 a small pool of oil in one corner of the pit.

25 You are at the bottom of the western pit in the Twopit Room. There is

25 a large hole in the wall about 25 feet above you.

26 You clamber up the plant and scurry through the hole at the top.

27 You are on the west side of the fissure in the Hall of Mists.

28 You are in a low n/s passage at a hole in the floor. The hole goes

28 down to an e/w passage.

29 You are in the south side chamber.

30 You are in the west side chamber of the Hall of the Mountain King.

30 A passage continues west and up here.

31 %!

32 You can't get by the snake.

33 You are in a large room, with a passage to the south, a passage to the

33 west, and a wall of broken rock to the east. There is a large "Y2" on

33 a rock in the room's center.

34 You are in a jumble of rock, with cracks everywhere.

35 You're at a low window overlooking a huge pit, which extends up out of

35 sight. A floor is indistinctly visible over 50 feet below. Traces of

35 white mist cover the floor of the pit, becoming thicker to the right.

35 Marks in the dust around the window would seem to indicate that

35 someone has been here recently. Directly across the pit from you and

35 25 feet away there is a similar window looking into a lighted room. A

35 shadowy figure can be seen there peering back at you.

36 You are in a dirty broken passage. To the east is a crawl. To the

36 west is a large passage. Above you is a hole to another passage.

37 You are on the brink of a small clean climbable pit. A crawl leads

37 west.

38 You are in the bottom of a small pit with a little stream, which

38 enters and exits through tiny slits.

39 You are in a large room full of dusty rocks. There is a big hole in

39 the floor. There are cracks everywhere, and a passage leading east.

40 You have crawled through a very low wide passage parallel to and north

40 of the Hall of Mists.

41 You are at the west end of the Hall of Mists. A low wide crawl

41 continues west and another goes north. To the south is a little

41 passage 6 feet off the floor.

42 You are in a maze of twisty little passages, all alike.

43 You are in a maze of twisty little passages, all alike.

44 You are in a maze of twisty little passages, all alike.

45 You are in a maze of twisty little passages, all alike.

46 Dead end

47 Dead end

48 Dead end

49 You are in a maze of twisty little passages, all alike.

50 You are in a maze of twisty little passages, all alike.

51 You are in a maze of twisty little passages, all alike.

52 You are in a maze of twisty little passages, all alike.

53 You are in a maze of twisty little passages, all alike.

54 Dead end

55 You are in a maze of twisty little passages, all alike.

56 Dead end

57 You are on the brink of a thirty foot pit with a massive orange column

57 down one wall. You could climb down here but you could not get back

57 up. The maze continues at this level.

58 Dead end

59 You have crawled through a very low wide passage parallel to and north

59 of the Hall of Mists.

60 You are at the east end of a very long hall apparently without side

60 chambers. To the east a low wide crawl slants up. To the north a

60 round two foot hole slants down.

61 You are at the west end of a very long featureless hall. The hall

61 joins up with a narrow north/south passage.

62 You are at a crossover of a high n/s passage and a low e/w one.

63 Dead end

64 You are at a complex junction. A low hands and knees passage from the

64 north joins a higher crawl from the east to make a walking passage

64 going west. There is also a large room above. The air is damp here.

65 You are in Bedquilt, a long east/west passage with holes everywhere.

65 To explore at random select north, south, up, or down.

66 You are in a room whose walls resemble swiss cheese. Obvious passages

66 go west, east, ne, and nw. Part of the room is occupied by a large

66 bedrock block.

67 You are at the east end of the Twopit Room. The floor here is

67 littered with thin rock slabs, which make it easy to descend the pits.

67 There is a path here bypassing the pits to connect passages from east

67 and west. There are holes all over, but the only big one is on the

67 wall directly over the west pit where you can't get to it.

68 You are in a large low circular chamber whose floor is an immense slab

68 fallen from the ceiling (Slab Room). East and west there once were

68 large passages, but they are now filled with boulders. Low small

68 passages go north and south, and the south one quickly bends west

68 around the boulders.

69 You are in a secret n/s canyon above a large room.

70 You are in a secret n/s canyon above a sizable passage.

71 You are in a secret canyon at a junction of three canyons, bearing

71 north, south, and se. The north one is as tall as the other two

71 combined.

72 You are in a large low room. Crawls lead north, se, and sw.

73 Dead end crawl.

74 You are in a secret canyon which here runs e/w. It crosses over a

74 very tight canyon 15 feet below. If you go down you may not be able

74 to get back up.

75 You are at a wide place in a very tight n/s canyon.

76 The canyon here becomes too tight to go further south.

77 You are in a tall e/w canyon. A low tight crawl goes 3 feet north and

77 seems to open up.

78 The canyon runs into a mass of boulders -- dead end.

79 The stream flows out through a pair of 1 foot diameter sewer pipes.

79 It would be advisable to use the exit.

80 You are in a maze of twisty little passages, all alike.

81 Dead end

82 Dead end

83 You are in a maze of twisty little passages, all alike.

84 You are in a maze of twisty little passages, all alike.

85 Dead end

86 Dead end

87 You are in a maze of twisty little passages, all alike.

88 You are in a long, narrow corridor stretching out of sight to the

88 west. At the eastern end is a hole through which you can see a

88 profusion of leaves.

89 There is nothing here to climb. Use "up" or "out" to leave the pit.

90 You have climbed up the plant and out of the pit.

91 You are at the top of a steep incline above a large room. You could

91 climb down here, but you would not be able to climb up. There is a

91 passage leading back to the north.

92 You are in the Giant Room. The ceiling here is too high up for your

92 lamp to show it. Cavernous passages lead east, north, and south. On

92 the west wall is scrawled the inscription, "FEE FIE FOE FOO" [sic].

93 The passage here is blocked by a recent cave-in.

94 You are at one end of an immense north/south passage.

95 You are in a magnificent cavern with a rushing stream, which cascades

95 over a sparkling waterfall into a roaring whirlpool which disappears

95 through a hole in the floor. Passages exit to the south and west.

96 You are in the Soft Room. The walls are covered with heavy curtains,

96 the floor with a thick pile carpet. Moss covers the ceiling.

97 This is the Oriental Room. Ancient oriental cave drawings cover the

97 walls. A gently sloping passage leads upward to the north, another

97 passage leads se, and a hands and knees crawl leads west.

98 You are following a wide path around the outer edge of a large cavern.

98 Far below, through a heavy white mist, strange splashing noises can be

98 heard. The mist rises up through a fissure in the ceiling. The path

98 exits to the south and west.

99 You are in an alcove. A small nw path seems to widen after a short

99 distance. An extremely tight tunnel leads east. It looks like a very

99 tight squeeze. An eerie light can be seen at the other end.

100 You're in a small chamber lit by an eerie green light. An extremely

100 narrow tunnel exits to the west. A dark corridor leads ne.

101 You're in the dark-room. A corridor leading south is the only exit.

102 You are in an arched hall. A coral passage once continued up and east

102 from here, but is now blocked by debris. The air smells of sea water.

103 You're in a large room carved out of sedimentary rock. The floor and

103 walls are littered with bits of shells imbedded in the stone. A

103 shallow passage proceeds downward, and a somewhat steeper one leads

103 up. A low hands and knees passage enters from the south.

104 You are in a long sloping corridor with ragged sharp walls.

105 You are in a cul-de-sac about eight feet across.

106 You are in an anteroom leading to a large passage to the east. Small

106 passages go west and up. The remnants of recent digging are evident.

106 A sign in midair here says "Cave under construction beyond this point.

106 Proceed at own risk. [Witt Construction Company]"

107 You are in a maze of twisty little passages, all different.

108 You are at Witt's End. Passages lead off in \*ALL\* directions.

109 You are in a north/south canyon about 25 feet across. The floor is

109 covered by white mist seeping in from the north. The walls extend

109 upward for well over 100 feet. Suspended from some unseen point far

109 above you, an enormous two-sided mirror is hanging parallel to and

109 midway between the canyon walls. (The mirror is obviously provided

109 for the use of the dwarves who, as you know, are extremely vain.) A

109 small window can be seen in either wall, some fifty feet up.

110 You're at a low window overlooking a huge pit, which extends up out of

110 sight. A floor is indistinctly visible over 50 feet below. Traces of

110 white mist cover the floor of the pit, becoming thicker to the left.

110 Marks in the dust around the window would seem to indicate that

110 someone has been here recently. Directly across the pit from you and

110 25 feet away there is a similar window looking into a lighted room. A

110 shadowy figure can be seen there peering back at you.

111 A large stalactite extends from the roof and almost reaches the floor

111 below. You could climb down it, and jump from it to the floor, but

111 having done so you would be unable to reach it to climb back up.

112 You are in a little maze of twisting passages, all different.

113 You are at the edge of a large underground reservoir. An opaque cloud

113 of white mist fills the room and rises rapidly upward. The lake is

113 fed by a stream, which tumbles out of a hole in the wall about 10 feet

113 overhead and splashes noisily into the water somewhere within the

113 mist. There is a passage going back toward the south.

114 Dead end

115 You are at the northeast end of an immense room, even larger than the

115 Giant Room. It appears to be a repository for the "Adventure"

115 program. Massive torches far overhead bathe the room with smoky

115 yellow light. Scattered about you can be seen a pile of bottles (all

115 of them empty), a nursery of young beanstalks murmuring quietly, a bed

115 of oysters, a bundle of black rods with rusty stars on their ends, and

115 a collection of brass lanterns. Off to one side a great many dwarves

115 are sleeping on the floor, snoring loudly. A notice nearby reads: "Do

115 not disturb the dwarves!" An immense mirror is hanging against one

115 wall, and stretches to the other end of the room, where various other

115 sundry objects can be glimpsed dimly in the distance.

116 You are at the southwest end of the repository. To one side is a pit

116 full of fierce green snakes. On the other side is a row of small

116 wicker cages, each of which contains a little sulking bird. In one

116 corner is a bundle of black rods with rusty marks on their ends. A

116 large number of velvet pillows are scattered about on the floor. A

116 vast mirror stretches off to the northeast. At your feet is a large

116 steel grate, next to which is a sign that reads, "Treasure Vault.

116 Keys in main office."

117 You are on one side of a large, deep chasm. A heavy white mist rising

117 up from below obscures all view of the far side. A sw path leads away

117 from the chasm into a winding corridor.

118 You are in a long winding corridor sloping out of sight in both

118 directions.

119 You are in a secret canyon which exits to the north and east.

120 You are in a secret canyon which exits to the north and east.

121 You are in a secret canyon which exits to the north and east.

122 You are on the far side of the chasm. A ne path leads away from the

122 chasm on this side.

123 You're in a long east/west corridor. A faint rumbling noise can be

123 heard in the distance.

124 The path forks here. The left fork leads northeast. A dull rumbling

124 seems to get louder in that direction. The right fork leads southeast

124 down a gentle slope. The main corridor enters from the west.

125 The walls are quite warm here. From the north can be heard a steady

125 roar, so loud that the entire cave seems to be trembling. Another

125 passage leads south, and a low crawl goes east.

126 You are on the edge of a breath-taking view. Far below you is an

126 active volcano, from which great gouts of molten lava come surging

126 out, cascading back down into the depths. The glowing rock fills the

126 farthest reaches of the cavern with a blood-red glare, giving every-

126 thing an eerie, macabre appearance. The air is filled with flickering

126 sparks of ash and a heavy smell of brimstone. The walls are hot to

126 the touch, and the thundering of the volcano drowns out all other

126 sounds. Embedded in the jagged roof far overhead are myriad twisted

126 formations composed of pure white alabaster, which scatter the murky

126 light into sinister apparitions upon the walls. To one side is a deep

126 gorge, filled with a bizarre chaos of tortured rock which seems to

126 have been crafted by the devil himself. An immense river of fire

126 crashes out from the depths of the volcano, burns its way through the

126 gorge, and plummets into a bottomless pit far off to your left. To

126 the right, an immense geyser of blistering steam erupts continuously

126 from a barren island in the center of a sulfurous lake, which bubbles

126 ominously. The far right wall is aflame with an incandescence of its

126 own, which lends an additional infernal splendor to the already

126 hellish scene. A dark, foreboding passage exits to the south.

127 You are in a small chamber filled with large boulders. The walls are

127 very warm, causing the air in the room to be almost stifling from the

127 heat. The only exit is a crawl heading west, through which is coming

127 a low rumbling.

128 You are walking along a gently sloping north/south passage lined with

128 oddly shaped limestone formations.

129 You are standing at the entrance to a large, barren room. A notice

129 above the entrance reads: "Caution! Bear in room!"

130 You are inside a barren room. The center of the room is completely

130 empty except for some dust. Marks in the dust lead away toward the

130 far end of the room. The only exit is the way you came in.

131 You are in a maze of twisting little passages, all different.

132 You are in a little maze of twisty passages, all different.

133 You are in a twisting maze of little passages, all different.

134 You are in a twisting little maze of passages, all different.

135 You are in a twisty little maze of passages, all different.

136 You are in a twisty maze of little passages, all different.

137 You are in a little twisty maze of passages, all different.

138 You are in a maze of little twisting passages, all different.

139 You are in a maze of little twisty passages, all different.

140 Dead end

141 You are in a long, rough-hewn, north/south corridor.

142 There is no way to go that direction.

143 You are in a large chamber with passages to the west and north.

144 You are in the ogre's storeroom. The only exit is to the south.

145 You are wandering aimlessly through the forest.

146 You are wandering aimlessly through the forest.

147 You are wandering aimlessly through the forest.

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165 You are wandering aimlessly through the forest.

166 You are wandering aimlessly through the forest.

167 You are on a small ledge on one face of a sheer cliff. There are no

167 paths away from the ledge. Across the chasm is a small clearing

167 surrounded by forest.

168 You are walking across the bottom of the reservoir. Walls of water

168 rear up on either side. The roar of the water cascading past is

168 nearly deafening, and the mist is so thick you can barely see.

169 You are at the northern edge of the reservoir. A northwest passage

169 leads sharply up from here.

170 You are scrambling along a treacherously steep, rocky passage.

171 You are on a very steep incline, which widens at it goes upward.

172 You are at the base of a nearly vertical cliff. There are some

172 slim footholds which would enable you to climb up, but it looks

172 extremely dangerous. Here at the base of the cliff lie the remains

172 of several earlier adventurers who apparently failed to make it.

173 You are climbing along a nearly vertical cliff.

174 Just as you reach the top, your foot slips on a loose rock and you

174 tumble several hundred feet to join the other unlucky adventurers.

175 Just as you reach the top, your foot slips on a loose rock and you

175 make one last desperate grab. Your luck holds, as does your grip.

175 With an enormous heave, you lift yourself to the ledge above.

176 You are on a small ledge at the top of a nearly vertical cliff.

176 There is a low crawl leading off to the northeast.

177 You have reached a dead end.

178 There is now one more gruesome aspect to the spectacular vista.

179 >>Foof!<<

180 >>Foof!<<

181 >>Foof!<<

182 >>Foof!<<

183 >>Foof!<<

184 >>Foof!<<

-1

2

1 You're in front of building.

2 You're at hill in road.

3 You're inside building.

4 You're in valley.

5 You're at end of road.

6 You're at cliff.

7 You're at slit in streambed.

8 You're outside grate.

9 You're below the grate.

10 You're in cobble crawl.

11 You're in debris room.

13 You're in bird chamber.

14 You're at top of small pit.

15 You're in Hall of Mists.

17 You're on east bank of fissure.

18 You're in nugget-of-gold room.

19 You're in Hall of Mt King.

23 You're at west end of Twopit Room.

24 You're in east pit.

25 You're in west pit.

27 You're on west bank of fissure.

28 You're in n/s passage above e/w passage.

30 You're in the west side chamber.

33 You're at "Y2".

35 You're at window on pit.

36 You're in dirty passage.

37 You're at brink of small pit.

38 You're at bottom of pit with stream.

39 You're in dusty rock room.

41 You're at west end of Hall of Mists.

57 You're at brink of pit.

60 You're at east end of long hall.

61 You're at west end of long hall.

64 You're at complex junction.

65 You're in Bedquilt.

66 You're in Swiss Cheese Room.

67 You're at east end of Twopit Room.

68 You're in Slab Room.

71 You're at junction of three secret canyons.

72 You're in large low room.

74 You're in secret e/w canyon above tight canyon.

88 You're in narrow corridor.

91 You're at steep incline above large room.

92 You're in Giant Room.

95 You're in cavern with waterfall.

96 You're in Soft Room.

97 You're in Oriental Room.

98 You're in misty cavern.

99 You're in alcove.

100 You're in Plover Room.

101 You're in dark-room.

102 You're in arched hall.

103 You're in Shell Room.

106 You're in anteroom.

108 You're at Witt's End.

109 You're in Mirror Canyon.

110 You're at window on pit.

111 You're at top of stalactite.

113 You're at reservoir.

115 You're at ne end.

116 You're at sw end.

117 You're on sw side of chasm.

118 You're in sloping corridor.

122 You're on ne side of chasm.

123 You're in corridor.

124 You're at fork in path.

125 You're at junction with warm walls.

126 You're at breath-taking view.

127 You're in Chamber of Boulders.

128 You're in limestone passage.

129 You're in front of Barren Room.

130 You're in Barren Room.

167 You're on ledge.

168 You're at bottom of reservoir.

169 You're north of reservoir.

172 You're at base of cliff.

176 You're at top of cliff.

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94 309095 45 3 73

94 611 45

95 94 46 11

95 92 27

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96 66 44 11

97 66 48

97 72 44 17

97 98 29 45 73

98 97 46 72

98 99 44

99 98 50 73

99 301 43 23

99 100 43

100 301 44 23 11

100 99 44

100 159302 71

100 184 71

100 101 47 22

101 100 46 71 11

102 103 30 74 11

103 102 29 38

103 104 30

103 114618 46

103 115619 46

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106 65 44

106 108 43

107 131 46

107 132 49

107 133 47

107 134 48

107 135 29

107 136 50

107 137 43

107 138 44

107 139 45

107 61 30

108 95556 43 45 46 47 48 49 50 29 30

108 106 43

108 626 44

109 69 46

109 113 45 75

110 71 44

110 20 39

111 70 45

111 40050 30 39 56

111 50053 30

111 45 30

112 131 49

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112 135 48

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112 137 44

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113 109 46 11

113 445552 45 42 69

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114 84 48

115 116 49

116 115 47

116 593 30

117 118 49

117 233660 41 42 69 47

117 332661 41

117 303 41

117 332021 39

117 596 39

118 72 30

118 117 29

119 69 45 11

119 653 43 7

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121 653 45 7

122 123 47

122 233660 41 42 69 49

122 303 41

122 596 39

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169 168 46

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171 172 29 50

172 171 30 48

172 173 29 56

173 172 30

173 146175 29

173 174 29

174 0 1

175 176 1

176 173 56 30

176 177 47 17

177 176 49 11 17

178 0 1

179 11 1

180 3 1

181 33 1

182 3 1

183 100 1

184 33 1

-1

4

2 ROAD

2 HILL

3 ENTER

4 UPSTR

5 DOWNS

6 FORES

7 FORWA

7 CONTI

7 ONWAR

8 BACK

8 RETUR

8 RETRE

9 VALLE

10 STAIR

11 OUT

11 OUTSI

11 EXIT

11 LEAVE

12 BUILD

12 HOUSE

13 GULLY

14 STREA

15 FORK

16 BED

17 CRAWL

18 COBBL

19 INWAR

19 INSID

19 IN

20 SURFA

21 NULL

21 NOWHE

22 DARK

23 PASSA

23 TUNNE

24 LOW

25 CANYO

26 AWKWA

27 GIANT

28 VIEW

29 UPWAR

29 UP

29 U

29 ABOVE

29 ASCEN

30 D

30 DOWNW

30 DOWN

30 DESCE

31 PIT

32 OUTDO

33 CRACK

34 STEPS

35 DOME

36 LEFT

37 RIGHT

38 HALL

39 JUMP

40 BARRE

41 OVER

42 ACROS

43 EAST

43 E

44 WEST

44 W

45 NORTH

45 N

46 SOUTH

46 S

47 NE

48 SE

49 SW

50 NW

51 DEBRI

52 HOLE

53 WALL

54 BROKE

55 Y2

56 CLIMB

57 LOOK

57 EXAMI

57 TOUCH

57 DESCR

58 FLOOR

59 ROOM

60 SLIT

61 SLAB

61 SLABR

62 XYZZY

63 DEPRE

64 ENTRA

65 PLUGH

66 SECRE

67 CAVE

69 CROSS

70 BEDQU

71 PLOVE

72 ORIEN

73 CAVER

74 SHELL

75 RESER

76 MAIN

76 OFFIC

1001 KEYS

1001 KEY

1002 LAMP

1002 LANTE

1003 GRATE

1004 CAGE

1005 ROD

1006 ROD (MUST BE NEXT OBJECT AFTER "REAL" ROD)

1007 STEPS

1008 BIRD

1009 DOOR

1010 PILLO

1010 VELVE

1011 SNAKE

1012 FISSU

1013 TABLE

1014 CLAM

1015 OYSTE

1016 MAGAZ

1016 ISSUE

1016 SPELU

1016 "SPEL

1017 DWARF

1017 DWARV

1018 KNIFE

1018 KNIVE

1019 FOOD

1019 RATIO

1020 BOTTL

1020 JAR

1021 WATER

1021 H2O

1022 OIL

1023 MIRRO

1024 PLANT

1024 BEANS

1025 PLANT (MUST BE NEXT OBJECT AFTER "REAL" PLANT)

1026 STALA

1027 SHADO

1027 FIGUR

1027 WINDO (SAME AS FIGURE)

1028 AXE

1029 DRAWI

1030 PIRAT

1030 GENIE

1030 DJINN

1031 DRAGO

1032 CHASM

1033 TROLL

1034 TROLL (MUST BE NEXT OBJECT AFTER "REAL" TROLL)

1035 BEAR

1036 MESSA

1037 VOLCA

1037 GEYSE (SAME AS VOLCANO)

1038 MACHI

1038 VENDI

1039 BATTE

1040 CARPE

1040 MOSS

1040 CURTA (SAME AS CARPET)

1041 OGRE

1042 URN

1043 CAVIT

1044 BLOOD

1045 RESER (VERB OVERRIDES)

1046 APPEN

1046 LEPOR

1047 MUD

1048 NOTE

1049 SIGN

1050 GOLD

1050 NUGGE

1051 DIAMO

1052 SILVE

1052 BARS

1053 JEWEL

1054 COINS

1055 CHEST

1055 BOX

1055 TREAS

1056 EGGS

1056 EGG

1056 NEST

1057 TRIDE

1058 VASE

1058 MING

1058 SHARD

1058 POTTE

1059 EMERA

1060 PLATI

1060 PYRAM

1061 PEARL

1062 RUG

1062 PERSI

1063 SPICE

1064 CHAIN

1065 RUBY

1066 JADE

1066 NECKL

1067 AMBER

1067 GEMST

1068 SAPPH

1069 EBONY

1069 STATU

2001 CARRY

2001 TAKE

2001 KEEP

2001 CATCH

2001 STEAL

2001 CAPTU

2001 GET

2001 TOTE

2001 SNARF

2002 DROP

2002 RELEA

2002 FREE

2002 DISCA

2002 DUMP

2003 SAY

2003 CHANT

2003 SING

2003 UTTER

2003 MUMBL

2004 UNLOC

2004 OPEN

2005 NOTHI

2006 LOCK

2006 CLOSE

2007 LIGHT

2007 ON

2008 EXTIN

2008 OFF

2009 WAVE

2009 SHAKE

2009 SWING

2010 CALM

2010 PLACA

2010 TAME

2011 WALK

2011 RUN

2011 TRAVE

2011 GO

2011 PROCE

2011 CONTI

2011 EXPLO

2011 FOLLO

2011 TURN

2012 ATTAC

2012 KILL

2012 FIGHT

2012 HIT

2012 STRIK

2012 SLAY

2013 POUR

2014 EAT

2014 DEVOU

2015 DRINK

2016 RUB

2017 THROW

2017 TOSS

2018 QUIT

2019 FIND

2019 WHERE

2020 INVEN

2021 FEED

2022 FILL

2023 BLAST

2023 DETON

2023 IGNIT

2023 BLOWU

2024 SCORE

2025 FEE

2025 FIE

2025 FOE

2025 FOO

2025 FUM

2026 BRIEF

2027 READ

2027 PERUS

2028 BREAK

2028 SHATT

2028 SMASH

2029 WAKE

2029 DISTU

2030 SUSPE

2030 PAUSE

2030 SAVE

2031 RESUM

2031 RESTA

2032 FLY

2033 LISTE

2034 Z'ZZZ (GETS REPLACED)

3001 FEE

3002 FIE

3003 FOE

3004 FOO

3005 FUM

3013 THANK

3050 SESAM

3050 OPENS

3050 ABRA

3050 ABRAC

3050 SHAZA

3050 HOCUS

3050 POCUS

3051 HELP

3051 ?

3054 NO

3064 TREE

3064 TREES

3066 DIG

3066 EXCAV

3068 LOST

3069 MIST

3079 FUCK

3139 STOP

3142 INFO

3142 INFOR

3147 SWIM

3246 WIZAR

3271 YES

3275 NEWS

-1

5

1 Set of keys

000 There are some keys on the ground here.

2 Brass lantern

000 There is a shiny brass lamp nearby.

100 There is a lamp shining nearby.

3 \*grate

000 The grate is locked.

100 The grate is open.

4 Wicker cage

000 There is a small wicker cage discarded nearby.

5 Black rod

000 A three foot black rod with a rusty star on an end lies nearby.

6 Black rod

000 A three foot black rod with a rusty mark on an end lies nearby.

7 \*steps

000 Rough stone steps lead down the pit.

100 Rough stone steps lead up the dome.

8 Little bird in cage

000 A cheerful little bird is sitting here singing.

100 There is a little bird in the cage.

200 A cheerful little bird is sitting here singing.

300 The bird's singing is quite melodious.

400 The bird does not seem inclined to sing while in the cage.

500 It almost seems as though the bird is trying to tell you something.

600 To your surprise, you can understand the bird's chirping; it is

600 singing about the joys of its forest home.

700 The bird does not seem inclined to sing while in the cage.

800 The bird is singing to you in gratitude for your having returned it to

800 its home. In return, it informs you of a magic word which it thinks

800 you may find useful somewhere near the Hall of Mists. The magic word

800 changes frequently, but for now the bird believes it is "%W". You

800 thank the bird for this information, and it flies off into the forest.

9 \*rusty door

000 The way north is barred by a massive, rusty, iron door.

100 The way north leads through a massive, rusty, iron door.

10 Velvet pillow

000 A small velvet pillow lies on the floor.

11 \*snake

000 A huge green fierce snake bars the way!

100 %! (chased away)

200 The snake is hissing venomously.

12 \*fissure

000 %!

100 A crystal bridge now spans the fissure.

200 The crystal bridge has vanished!

13 \*stone tablet

000 A massive stone tablet imbedded in the wall reads:

000 "Congratulations on bringing light into the dark-room!"

100 "Congratulations on bringing light into the dark-room!"

14 Giant clam >GRUNT!<

000 There is an enormous clam here with its shell tightly closed.

100 The clam is as tight-mouthed as a, er, clam.

15 Giant oyster >GROAN!<

000 There is an enormous oyster here with its shell tightly closed.

100 Interesting. There seems to be something written on the underside of

100 the oyster.

200 Even though it's an oyster, the critter's as tight-mouthed as a clam.

300 It says the same thing it did before. Hm, maybe it's a pun?

16 "Spelunker Today"

000 There are a few recent issues of "Spelunker Today" magazine here.

100 I'm afraid the magazine is written in dwarvish. But pencilled on one

100 cover you see, "Please leave the magazines at the construction site."

19 Tasty food

000 There is food here.

20 Small bottle

000 There is a bottle of water here.

100 There is an empty bottle here.

200 There is a bottle of oil here.

21 Water in the bottle

22 Oil in the bottle

23 \*mirror

000 %!

24 \*plant

000 There is a tiny little plant in the pit, murmuring "water, water, ..."

100 There is a 12-foot-tall beanstalk stretching up out of the pit,

100 bellowing "WATER!! WATER!!"

200 There is a gigantic beanstalk stretching all the way up to the hole.

300 The plant spurts into furious growth for a few seconds.

400 The plant grows explosively, almost filling the bottom of the pit.

500 You've over-watered the plant! It's shriveling up! And now . . .

600 The plant continues to ask plaintively for water.

700 The plant continues to demand water.

800 The plant now maintains a contented silence.

25 \*phony plant (seen in Twopit Room only when tall enough)

000 %!

100 The top of a 12-foot-tall beanstalk is poking out of the west pit.

200 There is a huge beanstalk growing out of the west pit up to the hole.

26 \*stalactite

000 %!

27 \*shadowy figure and/or window

000 The shadowy figure seems to be trying to attract your attention.

28 Dwarf's axe

000 There is a little axe here.

100 There is a little axe lying beside the bear.

29 \*cave drawings

000 %!

30 \*pirate/genie

000 %! (never present)

31 \*dragon

000 A huge green fierce dragon bars the way!

100 The blood-specked body of a huge green dead dragon lies to one side.

200 The body of a huge green dead dragon is lying off to one side.

300 Congratulations! You have just vanquished a dragon with your bare

300 hands! (Unbelievable, isn't it?)

400 The dragon's ominous hissing does not bode well for you.

500 The dragon is, not surprisingly, silent.

600 The dragon is, not surprisingly, silent.

32 \*chasm

000 A rickety wooden bridge extends across the chasm, vanishing into the

000 mist. A notice posted on the bridge reads, "Stop! Pay troll!"

100 The wreckage of a bridge (and a dead bear) can be seen at the bottom

100 of the chasm.

33 \*troll

000 A burly troll stands by the bridge and insists you throw him a

000 treasure before you may cross.

100 The troll steps out from beneath the bridge and blocks your way.

200 %! (chased away)

300 The troll sounds quite adamant in his demand for a treasure.

34 \*phony troll

000 The troll is nowhere to be seen.

35 %! (bear uses rtext 141)

000 There is a ferocious cave bear eying you from the far end of the room!

100 There is a gentle cave bear sitting placidly in one corner.

200 There is a contented-looking bear wandering about nearby.

300 %! (dead)

36 \*message in second maze

000 There is a message scrawled in the dust in a flowery script, reading:

000 "This is not the maze where the pirate leaves his treasure chest."

100 "This is not the maze where the pirate leaves his treasure chest."

37 \*volcano and/or geyser

000 %!

38 \*vending machine

000 There is a massive and somewhat battered vending machine here. The

000 instructions on it read: "Drop coins here to receive fresh batteries."

100 "Drop coins here to receive fresh batteries."

200 As you strike the vending machine, it pivots backward along with a

200 section of wall, revealing a dark passage leading south.

300 There is a massive vending machine here, swung back to reveal a

300 southward passage.

400 "Drop coins here to receive fresh batteries."

500 The vending machine swings back to block the passage.

39 Batteries

000 There are fresh batteries here.

100 Some worn-out batteries have been discarded nearby.

40 \*carpet and/or moss and/or curtains

000 %!

41 \*ogre

000 A formidable ogre bars the northern exit.

100 The ogre is apparently the strong, silent type.

42 \*urn

000 A small urn is embedded in the rock.

100 A small urn full of oil is embedded in the rock.

200 A small oil flame extrudes from an urn embedded in the rock.

43 \*cavity

000 %! (something in it)

100 There is a small urn-shaped cavity in the rock.

44 \*blood

000 %! (described with dragon)

45 \*reservoir

000 %!

100 The waters have parted to form a narrow path across the reservoir.

200 The waters crash together again.

46 Leporine appendage

000 Your keen eye spots a severed leporine appendage lying on the ground.

47 \*mud

000 %!

100 "MAGIC WORD XYZZY"

48 \*note

000 %!

100 "You won't get it up the steps"

49 \*sign

000 %!

100 Cave under construction beyond this point.

100 Proceed at own risk.

100 [Witt Construction Company]

200 "Treasure Vault. Keys in main office."

50 Large gold nugget

000 There is a large sparkling nugget of gold here!

51 Several diamonds

000 There are diamonds here!

52 Bars of silver

000 There are bars of silver here!

53 Precious jewelry

000 There is precious jewelry here!

54 Rare coins

000 There are many coins here!

55 Treasure chest

000 The pirate's treasure chest is here!

56 Golden eggs

000 There is a large nest here, full of golden eggs!

100 The nest of golden eggs has vanished!

200 Done!

57 Jeweled trident

000 There is a jewel-encrusted trident here!

58 Ming vase

000 There is a delicate, precious, ming vase here!

100 The vase is now resting, delicately, on a velvet pillow.

200 The floor is littered with worthless shards of pottery.

300 The ming vase drops with a delicate crash.

59 Egg-sized emerald

000 There is an emerald here the size of a plover's egg!

100 There is an emerald resting in a small cavity in the rock!

60 Platinum pyramid

000 There is a platinum pyramid here, 8 inches on a side!

61 Glistening pearl

000 Off to one side lies a glistening pearl!

62 Persian rug

000 There is a persian rug spread out on the floor!

100 The dragon is sprawled out on a persian rug!!

200 There is a persian rug here, hovering in mid-air!

63 Rare spices

000 There are rare spices here!

64 Golden chain

000 There is a golden chain lying in a heap on the floor!

100 The bear is locked to the wall with a golden chain!

200 There is a golden chain locked to the wall!

65 Giant ruby

000 There is an enormous ruby here!

100 There is a ruby resting in a small cavity in the rock!

66 Jade necklace

000 A precious jade necklace has been dropped here!

67 Amber gemstone

000 There is a rare amber gemstone here!

100 There is an amber gemstone resting in a small cavity in the rock!

68 Star sapphire

000 A brilliant blue star sapphire is here!

100 There is a star sapphire resting in a small cavity in the rock!

69 Ebony statuette

000 There is a richly-carved ebony statuette here!

-1

6

1 Somewhere nearby is Colossal Cave, where others have found fortunes in

1 treasure and gold, though it is rumored that some who enter are never

1 seen again. Magic is said to work in the cave. I will be your eyes

1 and hands. Direct me with commands of 1 or 2 words. I should warn

1 you that I look at only the first five letters of each word, so you'll

1 have to enter "northeast" as "ne" to distinguish it from "north".

1 You can type "help" for some general hints. For information on how

1 to end your adventure, scoring, etc., type "info".

1 - - -

1 This program was originally developed by Willie Crowther. Most of the

1 features of the current program were added by Don Woods. Contact Don

1 if you have any questions, comments, etc.

2 A little dwarf with a big knife blocks your way.

3 A little dwarf just walked around a corner, saw you, threw a little

3 axe at you which missed, cursed, and ran away.

4 There are %1 threatening little dwarves in the room with you.

5 There is a threatening little dwarf in the room with you!

6 One sharp nasty knife is thrown at you!

7 A hollow voice says "PLUGH".

8 It gets you!

9 It misses!

10 I am unsure how you are facing. Use compass points or nearby objects.

11 I don't know in from out here. Use compass points or name something

11 in the general direction you want to go.

12 I don't know how to apply that word here.

13 You're quite welcome.

14 I'm game. Would you care to explain how?

15 Sorry, but I am not allowed to give more detail. I will repeat the

15 long description of your location.

16 It is now pitch dark. If you proceed you will likely fall into a pit.

17 If you prefer, simply type w rather than west.

18 Are you trying to catch the bird?

19 Something about you seems to be frightening the bird. Perhaps you

19 might figure out what it is.

20 Are you trying to somehow deal with the snake?

21 You can't kill the snake, or drive it away, or avoid it, or anything

21 like that. There is a way to get by, but you don't have the necessary

21 resources right now.

22 Do you really want to quit now?

23 You fell into a pit and broke every bone in your body!

24 You are already carrying it!

25 You can't be serious!

26 The bird seemed unafraid at first, but as you approach it becomes

26 disturbed and you cannot catch it.

27 You can catch the bird, but you cannot carry it.

28 There is nothing here with a lock!

29 You aren't carrying it!

30 The little bird attacks the green snake, and in an astounding flurry

30 drives the snake away.

31 You have no keys!

32 It has no lock.

33 I don't know how to lock or unlock such a thing.

34 It was already locked.

35 The grate is now locked.

36 The grate is now unlocked.

37 It was already unlocked.

38 The urn is empty and will not light.

39 Your lamp is now on.

40 Your lamp is now off.

41 There is no way to get past the bear to unlock the chain, which is

41 probably just as well.

42 Nothing happens.

43 Where?

44 There is nothing here to attack.

45 The little bird is now dead. Its body disappears.

46 Attacking the snake both doesn't work and is very dangerous.

47 You killed a little dwarf.

48 You attack a little dwarf, but he dodges out of the way.

49 With what? Your bare hands?

50 Good try, but that is an old worn-out magic word.

51 I know of places, actions, and things. Most of my vocabulary

51 describes places and is used to move you there. To move, try words

51 like forest, building, downstream, enter, east, west, north, south,

51 up, or down. I know about a few special objects, like a black rod

51 hidden in the cave. These objects can be manipulated using some of

51 the action words that I know. Usually you will need to give both the

51 object and action words (in either order), but sometimes I can infer

51 the object from the verb alone. Some objects also imply verbs; in

51 particular, "inventory" implies "take inventory", which causes me to

51 give you a list of what you're carrying. Some objects have unexpected

51 effects; the effects are not always desirable! Usually people having

51 trouble moving just need to try a few more words. Usually people

51 trying unsuccessfully to manipulate an object are attempting something

51 beyond their (or my!) capabilities and should try a completely

51 different tack. One point often confusing to beginners is that, when

51 there are several ways to go in a certain direction (e.g., if there

51 are several holes in a wall), choosing that direction in effect

51 chooses one of the ways at random; often, though, by specifying the

51 place you want to reach you can guarantee choosing the right path.

51 Also, to speed the game you can sometimes move long distances with a

51 single word. For example, "building" usually gets you to the building

51 from anywhere above ground except when lost in the forest. Also, note

51 that cave passages and forest paths turn a lot, so leaving one place

51 heading north doesn't guarantee entering the next from the south.

51 However (another important point), except when you've used a "long

51 distance" word such as "building", there is always a way to go back

51 where you just came from unless I warn you to the contrary, even

51 though the direction that takes you back might not be the reverse of

51 what got you here. Good luck, and have fun!

52 There is no way to go that direction.

53 Please stick to 1- and 2-word commands.

54 OK

55 You can't unlock the keys.

56 You have crawled around in some little holes and wound up back in the

56 main passage.

57 I don't know where the cave is, but hereabouts no stream can run on

57 the surface for long. I would try the stream.

58 I need more detailed instructions to do that.

59 I can only tell you what you see as you move about and manipulate

59 things. I cannot tell you where remote things are.

60 The ogre snarls and shoves you back.

61 Huh?

62 Are you trying to get into the cave?

63 The grate is very solid and has a hardened steel lock. You cannot

63 enter without a key, and there are no keys nearby. I would recommend

63 looking elsewhere for the keys.

64 The trees of the forest are large hardwood oak and maple, with an

64 occasional grove of pine or spruce. There is quite a bit of under-

64 growth, largely birch and ash saplings plus nondescript bushes of

64 various sorts. This time of year visibility is quite restricted by

64 all the leaves, but travel is quite easy if you detour around the

64 spruce and berry bushes.

65 Welcome to Adventure!! Would you like instructions?

66 Digging without a shovel is quite impractical. Even with a shovel

66 progress is unlikely.

67 Blasting requires dynamite.

68 I'm as confused as you are.

69 Mist is a white vapor, usually water, seen from time to time in

69 caverns. It can be found anywhere but is frequently a sign of a deep

69 pit leading down to water.

70 Your feet are now wet.

71 I think I just lost my appetite.

72 Thank you, it was delicious!

73 You have taken a drink from the stream. The water tastes strongly of

73 minerals, but is not unpleasant. It is extremely cold.

74 The bottle of water is now empty.

75 Rubbing the electric lamp is not particularly rewarding. Anyway,

75 nothing exciting happens.

76 Peculiar. Nothing unexpected happens.

77 Your bottle is empty and the ground is wet.

78 You can't pour that.

79 Watch it!

80 Which way?

81 Oh dear, you seem to have gotten yourself killed. I might be able to

81 help you out, but I've never really done this before. Do you want me

81 to try to reincarnate you?

82 All right. But don't blame me if something goes wr......

82 --- POOF!! ---

82 You are engulfed in a cloud of orange smoke. Coughing and gasping,

82 you emerge from the smoke and find....

83 You clumsy oaf, you've done it again! I don't know how long I can

83 keep this up. Do you want me to try reincarnating you again?

84 Okay, now where did I put my orange smoke?.... >POOF!<

84 Everything disappears in a dense cloud of orange smoke.

85 Now you've really done it! I'm out of orange smoke! You don't expect

85 me to do a decent reincarnation without any orange smoke, do you?

86 Okay, if you're so smart, do it yourself! I'm leaving!

90 >>> messages 81 thru 90 are reserved for "obituaries". <<<

91 Sorry, but I no longer seem to remember how it was you got here.

92 You can't carry anything more. You'll have to drop something first.

93 You can't go through a locked steel grate!

94 I believe what you want is right here with you.

95 You don't fit through a two-inch slit!

96 I respectfully suggest you go across the bridge instead of jumping.

97 There is no way across the fissure.

98 You're not carrying anything.

99 You are currently holding the following:

100 It's not hungry (it's merely pinin' for the fjords). Besides, you

100 have no bird seed.

101 The snake has now devoured your bird.

102 There's nothing here it wants to eat (except perhaps you).

103 You fool, dwarves eat only coal! Now you've made him \*REALLY\* mad!!

104 You have nothing in which to carry it.

105 Your bottle is already full.

106 There is nothing here with which to fill the bottle.

107 Your bottle is now full of water.

108 Your bottle is now full of oil.

109 You can't fill that.

110 Don't be ridiculous!

111 The door is extremely rusty and refuses to open.

112 The plant indignantly shakes the oil off its leaves and asks, "Water?"

113 The hinges are quite thoroughly rusted now and won't budge.

114 The oil has freed up the hinges so that the door will now move,

114 although it requires some effort.

115 The plant has exceptionally deep roots and cannot be pulled free.

116 The dwarves' knives vanish as they strike the walls of the cave.

117 Something you're carrying won't fit through the tunnel with you.

117 You'd best take inventory and drop something.

118 You can't fit this five-foot clam through that little passage!

119 You can't fit this five-foot oyster through that little passage!

120 I advise you to put down the clam before opening it. >STRAIN!<

121 I advise you to put down the oyster before opening it. >WRENCH!<

122 You don't have anything strong enough to open the clam.

123 You don't have anything strong enough to open the oyster.

124 A glistening pearl falls out of the clam and rolls away. Goodness,

124 this must really be an oyster. (I never was very good at identifying

124 bivalves.) Whatever it is, it has now snapped shut again.

125 The oyster creaks open, revealing nothing but oyster inside. It

125 promptly snaps shut again.

126 You have crawled around in some little holes and found your way

126 blocked by a recent cave-in. You are now back in the main passage.

127 There are faint rustling noises from the darkness behind you.

128 Out from the shadows behind you pounces a bearded pirate! "Har, har,"

128 he chortles, "I'll just take all this booty and hide it away with me

128 chest deep in the maze!" He snatches your treasure and vanishes into

128 the gloom.

129 A sepulchral voice reverberating through the cave, says, "Cave closing

129 soon. All adventurers exit immediately through main office."

130 A mysterious recorded voice groans into life and announces:

130 "This exit is closed. Please leave via main office."

131 It looks as though you're dead. Well, seeing as how it's so close to

131 closing time anyway, I think we'll just call it a day.

132 The sepulchral voice intones, "The cave is now closed." As the echoes

132 fade, there is a blinding flash of light (and a small puff of orange

132 smoke). . . . As your eyes refocus, you look around and find...

133 There is a loud explosion, and a twenty-foot hole appears in the far

133 wall, burying the dwarves in the rubble. You march through the hole

133 and find yourself in the main office, where a cheering band of

133 friendly elves carry the conquering adventurer off into the sunset.

134 There is a loud explosion, and a twenty-foot hole appears in the far

134 wall, burying the snakes in the rubble. A river of molten lava pours

134 in through the hole, destroying everything in its path, including you!

135 There is a loud explosion, and you are suddenly splashed across the

135 walls of the room.

136 The resulting ruckus has awakened the dwarves. There are now several

136 threatening little dwarves in the room with you! Most of them throw

136 knives at you! All of them get you!

137 Oh, leave the poor unhappy bird alone.

138 I daresay whatever you want is around here somewhere.

139 I don't know the word "stop". Use "quit" if you want to give up.

140 You can't get there from here.

141 You are being followed by a very large, tame bear.

142 For a summary of the most recent changes to the game, say "news".

142 If you want to end your adventure early, say "quit". To suspend your

142 adventure such that you can continue later, say "suspend" (or "pause"

142 or "save"). To see how well you're doing, say "score". To get full

142 credit for a treasure, you must have left it safely in the building,

142 though you get partial credit just for locating it. You lose points

142 for getting killed, or for quitting, though the former costs you more.

142 There are also points based on how much (if any) of the cave you've

142 managed to explore; in particular, there is a large bonus just for

142 getting in (to distinguish the beginners from the rest of the pack),

142 and there are other ways to determine whether you've been through some

142 of the more harrowing sections. If you think you've found all the

142 treasures, just keep exploring for a while. If nothing interesting

142 happens, you haven't found them all yet. If something interesting

142 \*DOES\* happen (incidentally, there \*ARE\* ways to hasten things along),

142 it means you're getting a bonus and have an opportunity to garner many

142 more points in the Master's section. I may occasionally offer hints

142 if you seem to be having trouble. If I do, I'll warn you in advance

142 how much it will affect your score to accept the hints. Finally, to

142 save time, you may specify "brief", which tells me never to repeat the

142 full description of a place unless you explicitly ask me to.

143 Now let's see you do it without suspending in mid-Adventure.

144 There is nothing here with which to fill it.

145 The sudden change in temperature has delicately shattered the vase.

146 It is beyond your power to do that.

147 I don't know how.

148 It is too far up for you to reach.

149 You killed a little dwarf. The body vanishes in a cloud of greasy

149 black smoke.

150 The shell is very strong and is impervious to attack.

151 What's the matter, can't you read? Now you'd best start over.

152 The axe bounces harmlessly off the dragon's thick scales.

153 The dragon looks rather nasty. You'd best not try to get by.

154 The little bird attacks the green dragon, and in an astounding flurry

154 gets burnt to a cinder. The ashes blow away.

155 On what?

156 Okay, from now on I'll only describe a place in full the first time

156 you come to it. To get the full description, say "look".

157 Trolls are close relatives with the rocks and have skin as tough as

157 that of a rhinoceros. The troll fends off your blows effortlessly.

158 The troll deftly catches the axe, examines it carefully, and tosses it

158 back, declaring, "Good workmanship, but it's not valuable enough."

159 The troll catches your treasure and scurries away out of sight.

160 The troll refuses to let you cross.

161 There is no longer any way across the chasm.

162 Just as you reach the other side, the bridge buckles beneath the

162 weight of the bear, which was still following you around. You

162 scrabble desperately for support, but as the bridge collapses you

162 stumble back and fall into the chasm.

163 The bear lumbers toward the troll, who lets out a startled shriek and

163 scurries away. The bear soon gives up the pursuit and wanders back.

164 The axe misses and lands near the bear where you can't get at it.

165 With what? Your bare hands? Against \*HIS\* bear hands??

166 The bear is confused; he only wants to be your friend.

167 For crying out loud, the poor thing is already dead!

168 The bear eagerly wolfs down your food, after which he seems to calm

168 down considerably and even becomes rather friendly.

169 The bear is still chained to the wall.

170 The chain is still locked.

171 The chain is now unlocked.

172 The chain is now locked.

173 There is nothing here to which the chain can be locked.

174 There is nothing here to eat.

175 Do you want the hint?

176 Do you need help getting out of the maze?

177 You can make the passages look less alike by dropping things.

178 Are you trying to explore beyond the plover room?

179 There is a way to explore that region without having to worry about

179 falling into a pit. None of the objects available is immediately

179 useful in discovering the secret.

180 Do you need help getting out of here?

181 Don't go west.

182 Gluttony is not one of the troll's vices. Avarice, however, is.

183 Your lamp is getting dim. You'd best start wrapping this up, unless

183 you can find some fresh batteries. I seem to recall there's a vending

183 machine in the maze. Bring some coins with you.

184 Your lamp has run out of power.

185 Please answer the question.

186 There are faint rustling noises from the darkness behind you. As you

186 turn toward them, the beam of your lamp falls across a bearded pirate.

186 He is carrying a large chest. "Shiver me timbers!" he cries, "I've

186 been spotted! I'd best hie meself off to the maze to hide me chest!"

186 With that, he vanishes into the gloom.

187 Your lamp is getting dim. You'd best go back for those batteries.

188 Your lamp is getting dim. I'm taking the liberty of replacing the

188 batteries.

189 Your lamp is getting dim, and you're out of spare batteries. You'd

189 best start wrapping this up.

190 You sift your fingers through the dust, but succeed only in

190 obliterating the cryptic message.

191 Do you need help dealing with the ogre?

192 Hmmm, this looks like a clue, which means it'll cost you 10 points to

192 read it. Should I go ahead and read it anyway?

193 It says, "There is a way out of this place. Do you need any more

193 information to escape? Sorry, but this initial hint is all you get."

194 There is nothing the presence of which will prevent you from defeating

194 him; thus it can't hurt to fetch everything you possibly can.

195 I'm afraid I don't understand.

196 Your hand passes through it as though it weren't there.

197 You strike the mirror a resounding blow, whereupon it shatters into a

197 myriad tiny fragments.

198 You have taken the vase and hurled it delicately to the ground.

199 You prod the nearest dwarf, who wakes up grumpily, takes one look at

199 you, curses, and grabs for his axe.

200 Is this acceptable?

201 This adventure is already over. To start a new adventure, or to

201 resume an earlier adventure, please run a fresh copy of the program.

202 The ogre doesn't appear to be hungry.

203 The ogre, who despite his bulk is quite agile, easily dodges your

203 attack. He seems almost amused by your puny effort.

204 The ogre, distracted by your rush, is struck by the knife. With a

204 blood-curdling yell he turns and bounds after the dwarves, who flee

204 in panic. You are left alone in the room.

205 The ogre, distracted by your rush, is struck by the knife. With a

205 blood-curdling yell he turns and bounds after the dwarf, who flees

205 in panic. You are left alone in the room.

206 The bird flies about agitatedly for a moment.

207 The bird flies agitatedly about the cage.

208 The bird flies about agitatedly for a moment, then disappears through

208 the crack. It reappears shortly, carrying in its beak a jade

208 necklace, which it drops at your feet.

209 The urn is now lit.

210 The urn is now dark.

211 You empty the bottle into the urn, which promptly ejects the water

211 with uncanny accuracy, squirting you directly between the eyes.

212 Your bottle is now empty and the urn is full of oil.

213 The urn is already full of oil.

214 There's no way to get the oil out of the urn.

215 The urn is far too firmly embedded for your puny strength to budge it.

216 As you rub the urn, there is a flash of light and a genie appears.

216 His aspect is stern as he advises: "One who wouldst traffic in

216 precious stones must first learn to recognize the signals thereof."

216 He wrests the urn from the stone, leaving a small cavity. Turning to

216 face you again, he fixes you with a steely eye and intones: "Caution!"

216 Genie and urn vanish in a cloud of amber smoke. The smoke condenses

216 to form a rare amber gemstone, resting in the cavity in the rock.

217 I suppose you collect doughnut holes, too?

218 The gem fits easily into the cavity.

219 The persian rug stiffens and rises a foot or so off the ground.

220 The persian rug draped over your shoulder seems to wriggle for a

220 moment, but then subsides.

221 The persian rug settles gently to the ground.

222 The rug hovers stubbornly where it is.

223 The rug does not appear inclined to cooperate.

224 If you mean to use the persian rug, it does not appear inclined to

224 cooperate.

225 Though you flap your arms furiously, it is to no avail.

226 You board the persian rug, which promptly whisks you across the chasm.

226 You have time for a fleeting glimpse of a two thousand foot drop to a

226 mighty river; then you find yourself on the other side.

227 The rug ferries you back across the chasm.

228 All is silent.

229 The stream is gurgling placidly.

230 The wind whistles coldly past your ears.

231 The stream splashes loudly into the pool.

232 You are unable to make anything of the splashing noise.

233 You can hear the murmuring of the beanstalks and the snoring of the

233 dwarves.

234 A loud hissing emanates from the snake pit.

235 The air is filled with a dull rumbling sound.

236 The roar is quite loud here.

237 The roaring is so loud that it drowns out all other sound.

238 The bird eyes you suspiciously and flutters away. A moment later you

238 feel something wet land on your head, but upon looking up you can see

238 no sign of the culprit.

239 There are only a few drops--not enough to carry.

240 Your head buzzes strangely for a moment.

241 (Uh, y'know, that wasn't very bright.)

242 It's a pity you took so long about it.

243 Are you wondering what to do here?

244 This section is quite advanced. Find the cave first.

245 Upstream or downstream?

246 Wizards are not to be disturbed by such as you.

247 Would you like to be shown out of the forest?

248 Go east ten times. If that doesn't get you out, then go south, then

248 west twice, then south.

249 The waters are crashing loudly against the shore.

250 %1 of them throw knives at you!

251 %1 of them get you!

252 One of them gets you!

253 None of them hits you!

254 Sorry, I don't know the word "%W".

255 What do you want to do with the %L?

256 I see no %L here.

257 %C what?

258 Okay, "%W".

259 You have garnered %3 out of a possible %3 points, using %5 turn%S.

260 I can suspend your Adventure for you so that you can resume later, but

260 it will cost you 5 points.

261 I am prepared to give you a hint, but it will cost you %1 point%S.

262 You scored %3 out of a possible %3, using%5 turn%S.

263 To achieve the next higher rating, you need %2 more point%S.

264 To achieve the next higher rating would be a neat trick!

264 Congratulations!!

265 You just went off my scale!!

266 To resume your Adventure, start a new game and then say "RESUME".

267 Table space used:

267 %6 of %6 words of messages %6 of %6 travel options

267 %6 of %6 vocabulary words %6 of %6 locations

267 %6 of %6 objects %6 of %6 action verbs

267 %6 of %6 "random" messages %6 of %6 "class" messages

267 %6 of %6 hints %6 of %6 turn threshholds

268 To resume an earlier Adventure, you must abandon the current one.

269 I'm sorry, but that Adventure was begun using Version%2.%1 of the

269 program, and this is Version%2.%1. You must find the other version

269 in order to resume that Adventure.

270 A dark fog creeps in to surround you. From somewhere in the fog you

270 hear a stern voice. "This Adventure has been tampered with! You have

270 been dabbling in magic, knowing not the havoc you might cause thereby.

270 Leave at once, before you do irrevocable harm!" The fog thickens,

270 until at last you can see nothing at all. Your vision then clears,

270 and you find yourself back in The Real World.

271 Guess again.

272 You're missing only one other treasure. Do you need help finding it?

273 Once you've found all the other treasures, it is no longer possible to

273 locate the one you're now missing.

274 Sorry, but the path twisted and turned so much that I can't figure

274 out which way to go to get back.

275 Version 2.5 is essentially the same as Version II; the cave and the

275 hazards therein are unchanged, and top score is still 430 points.

275 There are a few more hints, especially for some of the more obscure

275 puzzles. There are a few minor bugfixes and cosmetic changes. You

275 can now save a game and resume it at once (formerly you had to wait a

275 while first), but it now costs you a few points each time you save the

275 game. Saved games are now stored in much smaller files than before.

276 You don't have to say "go" every time; just specify a direction or, if

276 it's nearby, name the place to which you wish to move.

-1

7

1 3

2 3

3 8 9

4 10

5 11

6 0

7 14 15

8 13

9 94 -1

10 96

11 19 -1

12 17 27

13 101 -1

14 103

15 0

16 106

17 0 -1

18 0

19 3

20 3

21 0

22 0

23 109 -1

24 25 -1

25 23 67

26 111 -1

27 35 110

28 0

29 97 -1

30 0 -1

31 119 121

32 117 122

33 117 122

34 0 0

35 130 -1

36 0 -1

37 126 -1

38 140 -1

39 0

40 96 -1

41 143 -1

42 6 -1

43 0 -1

44 0 -1

45 113 169

46 166

47 11 -1

48 18 -1

49 106 -1

50 18

51 27

52 28

53 29

54 30

55 0

56 92

57 95

58 97

59 100

60 101

61 0

62 119 121

63 127

64 130 -1

65 144

66 0

67 0

68 167

69 177

-1

8

1 24

2 29

3 0

4 33

5 0

6 33

7 195

8 195

9 42

10 14

11 43

12 110

13 29

14 110

15 73

16 75

17 29

18 61

19 59

20 59

21 174

22 109

23 67

24 61

25 147

26 155

27 195

28 146

29 110

30 61

31 61

32 14

33 195

34 42

35 61

-1

9

0 1 2 3 4 5 6 7 8 9 10

0 100 115 116 126 145 146 147 148 149 150

0 151 152 153 154 155 156 157 158 159 160

0 161 162 163 164 165 166 167

2 1 3 4 7 38 95 113 24 168 169

1 24

3 46 47 48 54 56 58 82 85 86

3 122 123 124 125 126 127 128 129 130

4 6 145 146 147 148 149 150 151 152

4 153 154 155 156 157 158 159 160 161

4 162 163 164 165 166 42 43 44 45

4 49 50 51 52 53 55 57 80 83

4 84 87 107 112 131 132 133 134 135

4 136 137 138 139 108

11 8

12 13

13 19

14 42 43 44 45 46 47 48 49 50 51

14 52 53 54 55 56 80 81 82 86 87

15 99 100 101

16 108

17 6

18 145 146 147 148 149 150 151 152 153 154

18 155 156 157 158 159 160 161 162 163 164

18 165 166

19 143

20 8 15 64 109 126

-1

10

45 You are obviously a rank amateur. Better luck next time.

120 Your score qualifies you as a novice class adventurer.

170 You have achieved the rating: "Experienced Adventurer".

250 You may now consider yourself a "Seasoned Adventurer".

320 You have reached "Junior Master" status.

375 Your score puts you in Master Adventurer Class C.

410 Your score puts you in Master Adventurer Class B.

426 Your score puts you in Master Adventurer Class A.

429 All of Adventuredom gives tribute to you, Adventurer Grandmaster!

9999 Adventuredom stands in awe -- you have now joined the ranks of the

9999 W O R L D C H A M P I O N A D V E N T U R E R S !

9999 It may interest you to know that the Dungeon-Master himself has, to

9999 my knowledge, never achieved this threshhold in fewer than 330 turns.

-1

11

1 4 2 62 63

2 5 2 18 19

3 8 2 20 21

4 75 4 176 177

5 25 5 178 179

6 20 3 180 181

7 8 2 243 244

8 25 2 247 248

9 10 4 191 194

10 1 4 272 273

-1

13

8 3 -1

11 2 -1

13 -1 1

14 1 -1

15 2 -1

16 -1 1

24 6 -1

31 4 -1

33 3 -1

36 -1 1

38 -1 1

41 1 -1

47 -1 1

48 -1 1

49 -1 1

1 229

3 229

4 229

7 229

15 230

38 229

64 230

94 230

95 231

98 232

109 230

113 231

115 233

116 234

123 235

124 235

125 236

126 -237

127 235

168 -237

169 249

-1

14

200350 Tsk! A wizard wouldn't have to take 350 turns. This is going to cost

200350 you a couple of points.

300500 500 turns? That's another few points you've lost.

501000 Are you still at it? Five points off for exceeding 1000 turns!

1002500 Good grief, don't you \*EVER\* give up? Do you realize you've spent

1002500 over 2500 turns at this? That's another ten points off, a total of

1002500 twenty points lost for taking so long.

-1

0