

Adventureland Walk-through
(version provided on PC-SIG disk #203)

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INTRO

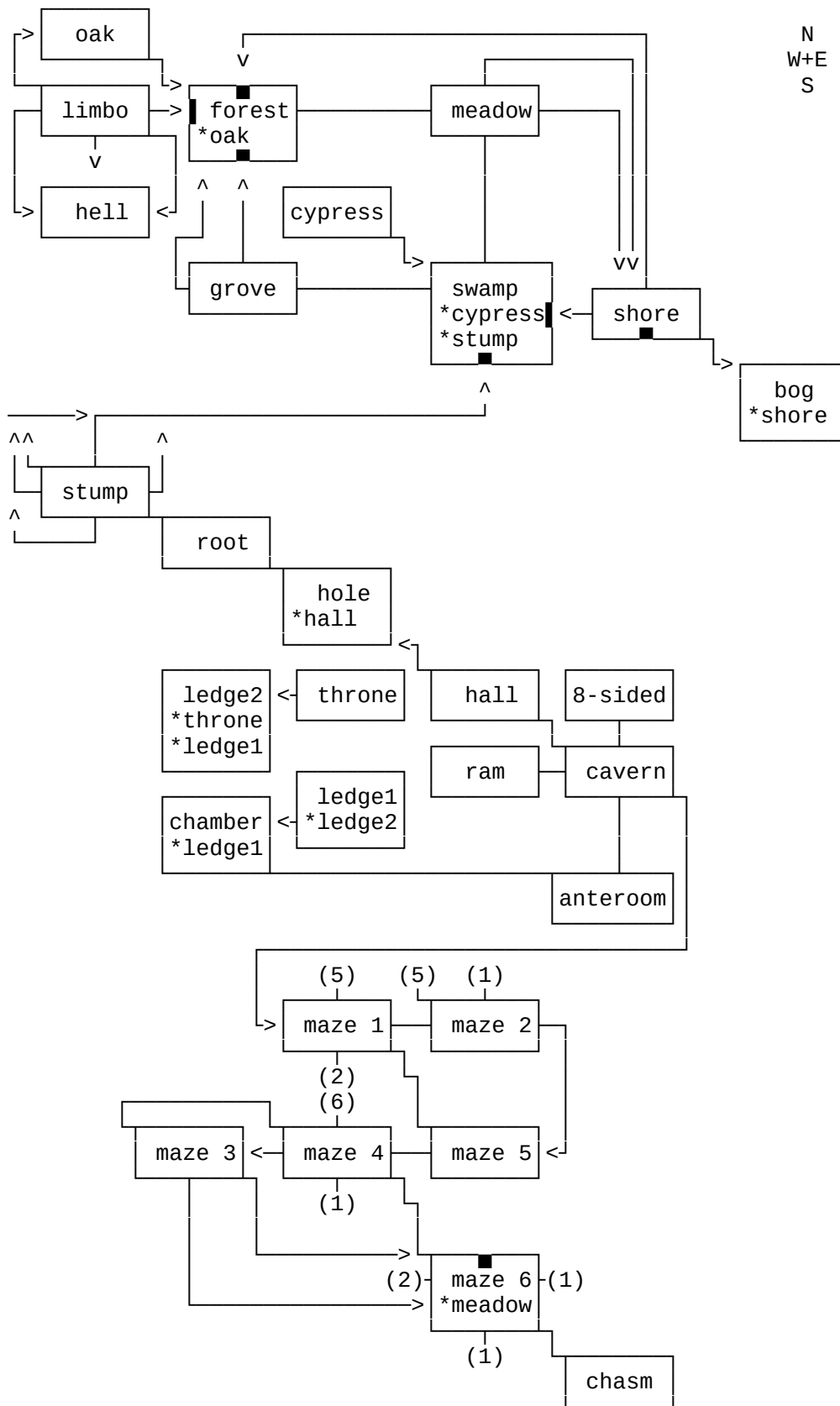
This is a complete walk-through of Adventureland by Scott Adams. As such it contains spoilers, so do not read on if you would like to try Adventureland on your own.

First, some advice and points of interest:

- * REMEMBER TO USE CAPITAL LETTERS.
- * If you die and go to Limbo, GO EAST to get to the forest (where you started the game). Nothing will be changed, just start off where you died.
- * Save the progress of your game ('SAVE GAME'). Restoring is done by quitting and starting a new game.
- * Not all locations are visited in this walk-through.
- * This is not necessarily an optimal walk-through in terms of moves made, but it scores 100 out of 100.

MAP OF ADVENTURELAND

- * North=up, South=down, West=left, East=right.
- * Upper left corner marks 'UP' exit.
- * Lower right corner marks 'DOWN' exit.
- * Lines without arrow marks two-way travel.
- * Lines with arrow in one end marks one-way travel.
- * Block character in location frame indicates circular travel from location, e.g. moving north from the forest will take you to the forest.
- * A star '*' and a location name indicates possible travel to named location with other command than compass directions.



WALK-THROUGH

GO EAST	(to meadow)	Let the sleeping dragon lie.
GO EAST	(to shore)	Magic is written all over the axe.
GET AXE		
GO DOWN	(to bog)	You have not paid much attention to your swimming classes, and are unable to swim while carrying objects.
BUNYON		As in real life, magic is the answer.
SWIM	(to shore)	Hurry, no swimming allowed!
GO WEST	(to swamp)	This is the home of the chiggers. They are sensitive to fumes, and get irritated by the oily slime also found in the swamp. So, if you don't carry the evil smelling mud, they'll bite you at random. This is annoying, especially since the dragon in the meadow doesn't like the smell of mud. But, removing the oil also removes the danger of getting bitten.
GET OIL		If you got bitten, GET MUD, then DROP MUD. Woops! The oil was magic! Look what you've got! Added bonus: The chiggers won't bother you anymore.
LAMP OFF		Preserve oil for now.
GO WEST	(to grove)	The axe ends up here everytime you use the magic word. The statue follows the axe if it is in the same location.
GET AXE		
GET OX		
GET FRUIT		
GO EAST	(to swamp)	
CHOP TREE		Timber! Something disappeared, but don't worry - you don't need it. If you want to know what it was, climb the tree before you chop it down.
GO STUMP	(to stump)	Leave the treasures here.
DROP OX		1 treasure out of 13.
DROP FRUIT		2 treasures out of 13.
GO DOWN	(to root)	
GET RUBIES		
GO UP	(to stump)	
DROP RUBIES		3 treasures out of 13.
GO DOWN	(to root)	
GO DOWN	(to hole)	A locked door! No keys! Is it wooden?
THROW AXE		
DOOR		
LAMP ON		It's dark further down.
GO HALL	(to hall)	
GO DOWN	(to cavern)	
GO SOUTH	(to anteroom)	
GET BLADDER		Sorry, it's empty.
GO NORTH	(to cavern)	
GO DOWN	(to maze)	
GO DOWN	(to maze)	
GET FLINT		
GO WEST	(to maze)	Aladdin was here. Maybe we should rub the lamp... No, better wait.
GO DOWN	(to maze)	The arrow is pointing you in the right

GET RUG		direction.
GO DOWN	(to chasm)	A treasure!
GET NET		And another one!
AWAY	(to maze)	Now, let's try the magic word.
LAMP OFF		Back in the maze. That was helpful.
		Preserve the lamp. If you leave it on,
		it will burn all the oil. You can refill
		the lamp in the swamp, if you haven't
		removed the oil in the beginning of the game.
AWAY	(to meadow)	Carrying the rug and using the magic word
		once gets you to the maze. Use AWAY once
		more, and the rug flies you to the meadow.
		Remember that this is where the dragon is,
		and that he doesn't like the smell of mud.
		Drop any mud before you use AWAY from
		the maze.
GO SOUTH	(to swamp)	
GO STUMP	(to stump)	
RUB LAMP		Let's try some Ali Baba tricks. The first
		rub makes the ring appear.
		4 treasures out of 13.
RUB LAMP		The second presents you with a bracelet.
		A third rub will prevent you from finishing
		the game.
		5 treasures out of 13.
DROP LAMP		
DROP RUG		
GET BOTTLE		
GO UP	(to swamp)	
GO NORTH	(to meadow)	
GO EAST	(to shore)	
GET FISH		You need the net, and a bottle of water to
		get the fish.
GO WEST	(to swamp)	
GET GAS		Fill the bladder.
GO STUMP	(to stump)	
DROP FISH		6 treasures out of 13.
DROP NET		7 treasures out of 13.
DROP BOTTLE		
GET LAMP		
GET RUG		
GO DOWN	(to root)	
GO DOWN	(to hole)	
LAMP ON		
GO HALL	(to hall)	
GO DOWN	(to cavern)	
GO SOUTH	(to anteroom)	
GO UP	(to chamber)	
DROP BLADDER		
LIGHT GAS		Boom! Leave the bricks, as you cannot jump
		the chasm with them.
DROP FLINT		
GO LEDGE	(to ledge)	
JUMP	(to ledge)	A better jumper than swimmer.
YELL		The bear doesn't like the sound of your
		voice. Now, where did the body fall?
GET MIRROR		
GO THRONE	(to throne)	

GET CROWN		
GO WEST	(to ledge)	
JUMP	(to ledge)	
GO WEST	(to chamber)	
GET BRICKS		
AWAY	(to maze)	Nice shortcut.
GO DOWN	(to chasm)	A dead bear!
DROP BRICKS		Dam lava!
GET FIRESTONE		It's cold now.
AWAY	(to maze)	
LAMP OFF		
AWAY	(to meadow)	
GO SOUTH	(to swamp)	
GO STUMP	(to stump)	
DROP FIRESTONE		8 treasures out of 13.
DROP CROWN		9 treasures out of 13.
DROP RUG		10 treasures out of 13.
DROP MIRROR		11 treasures out of 13.
GET RUG		10 treasures out of 13.
GET BOTTLE		
GO UP	(to swamp)	
GET MUD		The mud will not fall off as long as you carry the bottle filled with water.
GO STUMP	(to stump)	
GO DOWN	(to root)	
GO DOWN	(to hole)	
LAMP ON		
GO HALL	(to hall)	
GO DOWN	(to cavern)	
GO NORTH	(to 8-sided room)	
DROP WATER		The water is discarded to use the bottle as a container for the bees.
GET BEES		The bees does not have much air in the bottle, and has a chance of suffocating for each move maked. If they suffocate, you can always get new bees in the 8-sided room. The bees will not sting you as long as they're in the bottle.
GET HONEY		
DROP MUD		We don't need the mud any more. The dragon
	will attack us if we keep it.	
AWAY	(to maze)	
AWAY	(to meadow)	
DROP BEES		Neither you, nor the dragon likes bees. There's a chance that the bees sting you, but if they do, you'll just go to Limbo. GO EAST twice, and you're back in the meadow.
GET EGGS		
GO SOUTH	(to swamp)	
GO STUMP	(to stump)	
DROP RUG		11 treasures out of 13.
DROP EGGS		12 treasures out of 13.
DROP HONEY		13 treasures out of 13.
SCORE		You did it! Congratulations!

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