

# ADVENTURE MAPS

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JANUARY 1979 - MAY 1980

"CHEAT SHEET"

- 1- The Maze maps aren't as bad as they look, just follow the numbers. If you go N out of Chamber #1 you will be in Chamber #10, NE from Chamber #10 will put you in Chamber #9, etc. (PAGE 7).
- 2- Item #16 on this sheet is the final secret to the game. Don't read it until you have tried everything else that you can think of. HINT- There is a clue on one of the things in the room.
- 3- XYZZY will get you from the Debris Room to the Building and vice versa.
- 4- PLUGH will get you from Y2 to the Building and vice versa.
- 5- LWPI will get you from the Software Den to the Building and vice versa.
- 6- PLOVER will get you from Y2 to the Plover Room and vice versa. This will allow you to get light into the Chamber of Darkness and retrieve the Platinum Pyramid. However, whenever you use the word Plover you drop the Emerald, so you will have to enter the Plover Room from the Alcove in order to get the Emerald out.
- 7- In order to avoid breaking the Ming Vase when you put it down, you must drop the Velvet Pillow first.
- 8- You must have the Trident in order to open the Clam.
- 9- If you wave the Rod at the Fissure in the Hall of Mist a Crystal Bridge will appear. If, however, you take the Rod away, like to the Building or somplace, the bridge will disappear again.
- 10- You CAN kill the Dragon with your bare hands.
- 11- When you come to the Rickety Wooden Bridge give the Troll the Nest of Golden Eggs. After you cross the Bridge say Fee Fie Foe Foo and the Eggs will vanish and reappear back in the Giant Room, where you can pick them up again later.
- 12- Feed the Bear and take him back to the Bridge, he will scare the Troll away. If you leave him there the Troll will not come back. Don't try to take him across the Bridge, he will break it.
- 13- The stranger beckoning you from across the Pit is your reflection. You are above the Mirror Canyon.
- 14- The Pirates' Chest is not always in his Den. You will either have to have seen him, or wait until you have gotten the other Treasures out.
- 15- After you have gotten all of the Treasures out the Caves will begin to close, when they do you will be "poofed" into the Repository.
- \*16\* This is the last secret you will need to discover, I hope you don't spoil your triumph by reading this prematurely. At the SW end of the Repository there are some Black Rods with Rusty Marks on their ends. Take one to the NE end, drop it, go back to the SW end and say BLAST.

Page 7

Illegal Command Syntax  
>ADVENT

Which cave <SYD:NEWGAME.CAV>?

WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?  
YES

SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT ME WITH COMMANDS OF 1 OR 2 WORDS. I SHOULD WARN YOU THAT I LOOK AT ONLY THE FIRST FOUR LETTERS OF EACH WORD, SO YOU'LL HAVE TO ENTER "NORTHEAST" AS "NE" TO DISTINGUISH IT FROM "NORTH". (SHOULD YOU GET STUCK, TYPE "HELP" FOR SOME GENERAL HINTS. FOR INFORMATION ON HOW TO END YOUR ADVENTURE, ETC., TYPE "INFO".)

THIS PROGRAM WAS ORIGINALLY DEVELOPED BY WILLIE CROWTHER. MOST OF THE FEATURES OF THE CURRENT PROGRAM WERE ADDED BY DON WOODS (DON @ SU-AI). THIS MICROPROCESSOR VERSION WAS DONE BY J.G. LETWIN OF HEATH CO.

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING. AROUND YOU IS A FOREST. A SMALL STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.  
HELP

I KNOW OF PLACES, ACTIONS, AND THINGS. MOST OF MY VOCABULARY DESCRIBES PLACES AND IS USED TO MOVE YOU THERE. TO MOVE, TRY WORDS LIKE FOREST, BUILDING, DNSTREAM, ENTER, EAST, WEST, NORTH, SOUTH, UP, OR DOWN. I KNOW ABOUT A FEW SPECIAL OBJECTS, LIKE A BLACK ROD HIDDEN IN THE CAVE. THESE OBJECTS CAN BE MANIPULATED USING SOME OF THE ACTION WORDS THAT I KNOW. USUALLY YOU WILL NEED TO GIVE BOTH THE

OBJECT AND ACTION WORDS (IN EITHER ORDER), BUT SOMETIMES I CAN INFER THE OBJECT FROM THE VERB ALONE. SOME OBJECTS ALSO IMPLY VERBS; IN PARTICULAR, "INVENTORY" IMPLIES "TAKE INVENTORY", WHICH CAUSES ME TO GIVE YOU A LIST OF WHAT YOU'RE CARRYING. THE OBJECTS HAVE SIDE EFFECTS; FOR INSTANCE, THE ROD SCARES THE BIRD. USUALLY PEOPLE HAVING TROUBLE MOVING JUST NEED TO TRY A FEW MORE WORDS. USUALLY PEOPLE TRYING UNSUCCESSFULLY TO MANIPULATE AN OBJECT ARE ATTEMPTING SOMETHING BEYOND THEIR (OR MY!) CAPABILITIES AND SHOULD TRY A COMPLETELY DIFFERENT TACK. TO SPEED THE GAME YOU CAN SOMETIMES MOVE LONG DISTANCES WITH A SINGLE WORD. FOR EXAMPLE, "BUILDING" USUALLY GETS YOU TO THE BUILDING FROM ANYWHERE ABOVE GROUND EXCEPT WHEN LOST IN THE FOREST. ALSO, NOTE THAT CAVE PASSAGES TURN A LOT, AND THAT LEAVING A ROOM TO THE NORTH DOES NOT GUARANTEE ENTERING THE NEXT FROM THE SOUTH.

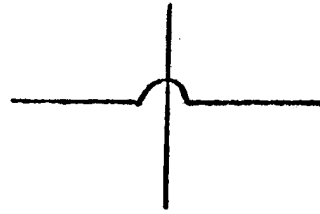
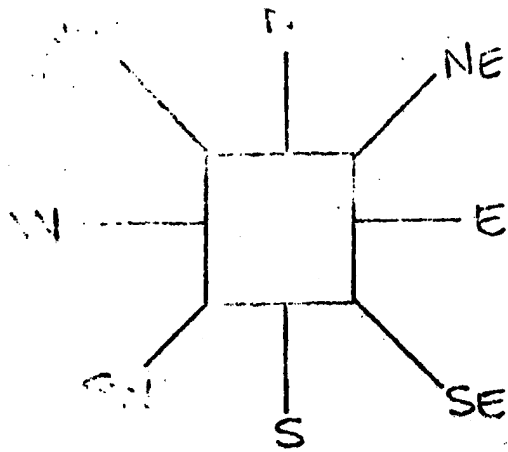
THE EARLY STAGES OF THE CAVE ARE QUITE BENIGN, OPPORTUNITIES OFFERED TO YOU SHOULD BE ACCEPTED. FURTHER INTO THE CAVE, YOU'LL HAVE TO KEEP YOUR WITTS ABOUT YOU!

GOOD LUCK!

INFO

IF YOU WANT TO END YOUR ADVENTURE EARLY, SAY "QUIT". TO SEE HOW WELL YOU'RE DOING, SAY "SCORE". TO GET FULL CREDIT FOR A TREASURE, YOU MUST HAVE LEFT IT SAFELY IN THE BUILDING, THOUGH YOU GET PARTIAL CREDIT JUST FOR LOCATING IT. YOU LOSE POINTS FOR GETTING KILLED, OR FOR QUITTING, THOUGH THE FORMER COSTS YOU MORE. THERE ARE ALSO POINTS BASED ON HOW MUCH (IF ANY) OF THE CAVE YOU'VE MANAGED TO EXPLORE; IN PARTICULAR, THERE IS A LARGE BONUS JUST FOR GETTING IN (TO DISTINGUISH THE BEGINNERS FROM THE REST OF THE PACK), AND THERE ARE OTHER WAYS TO DETERMINE WHETHER YOU'VE BEEN THROUGH SOME OF THE MORE HARROWING SECTIONS. IF YOU THINK YOU'VE FOUND ALL THE TREASURES, JUST KEEP EXPLORING FOR A WHILE. IF NOTHING INTERESTING HAPPENS, YOU HAVEN'T FOUND THEM ALL YET. IF SOMETHING INTERESTING \*DOES\* HAPPEN, IT MEANS YOU'RE GETTING A BONUS AND HAVE AN OPPORTUNITY TO GARNER MANY MORE POINTS IN THE MASTER'S SECTION. I MAY OCCASIONALLY OFFER HINTS IF YOU SEEM TO BE HAVING TROUBLE. IF I DO, I'LL WARN YOU IN ADVANCE HOW MUCH IT WILL AFFECT YOUR SCORE TO ACCEPT THE HINTS. FINALLY, TO SAVE PAPER, YOU MAY SPECIFY "BRIEF", WHICH TELLS ME NEVER TO REPEAT THE FULL DESCRIPTION OF A PLACE UNLESS YOU ASK ME TO (WITH "LOOK"). YOU CAN SAVE THE STATE OF THE GAME BY SAYING "SAVE". YOU WILL BE ASKED THE NAME OF A FILE TO WHICH THE INFORMATION IS TO BE WRITTEN. YOU MAY THEN LATER RESTART THE ADVENTURE FROM THAT POINT BY SUPPLYING THAT FILE NAME TO THE 'WHICH CAVE?' QUESTION.

# MAP SYMBOLS



NON-INTERSECTING  
PATHS

THE DIRECTION OF TRAVEL IS DETERMINED  
BY THE DIRECTION THAT A LINE EXITS  
FROM A ROOM.

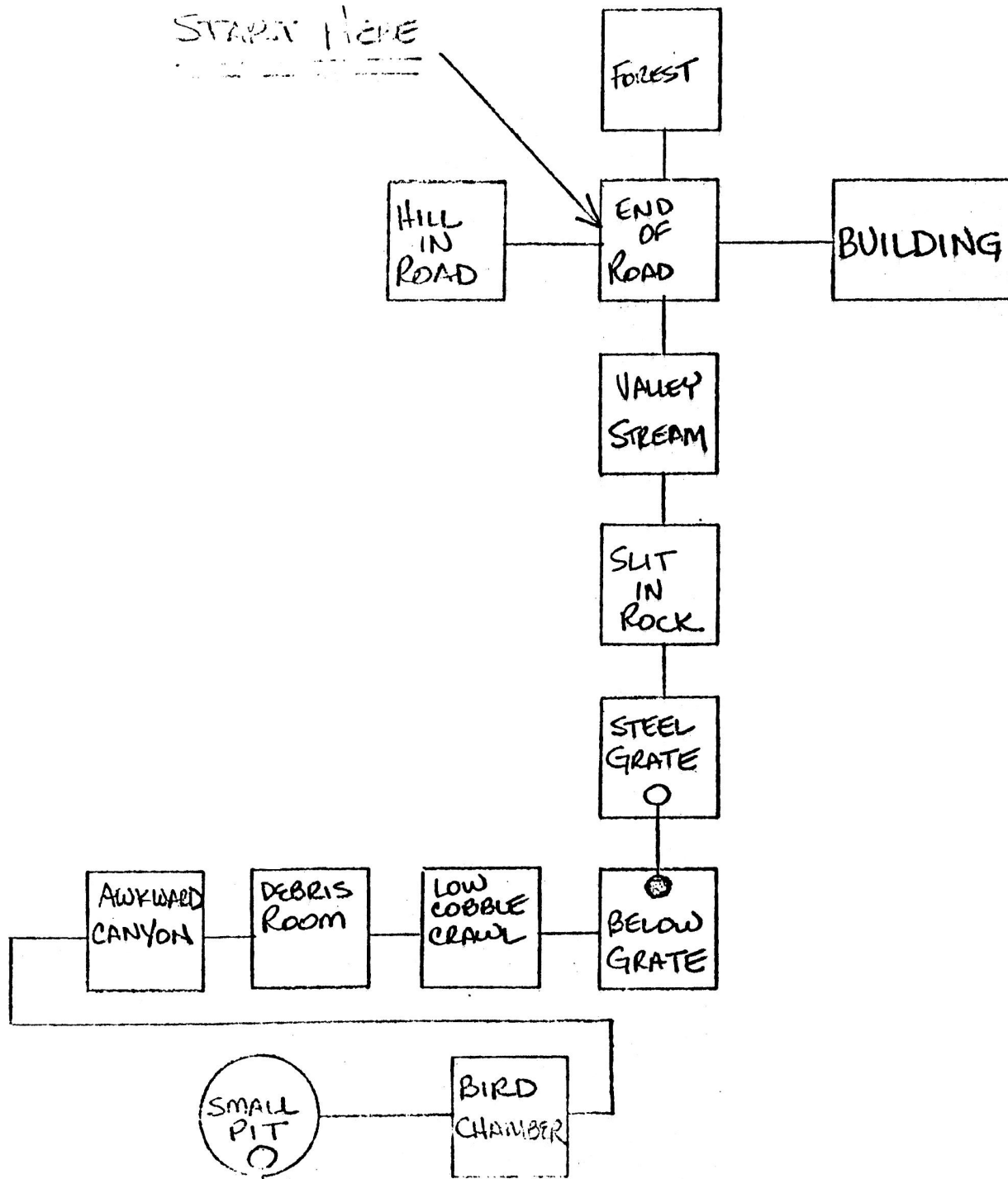
● — UP

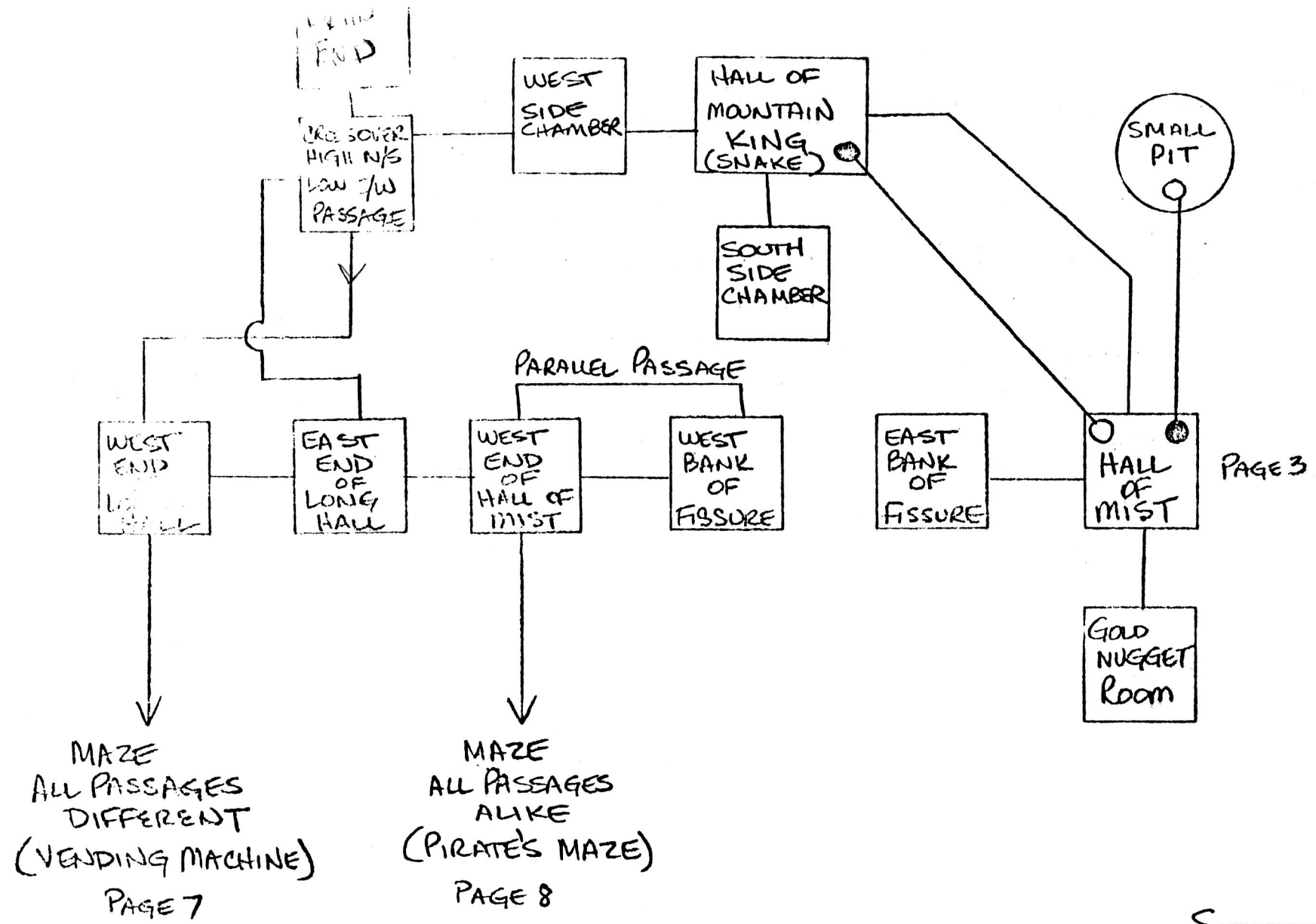
○ — DOWN

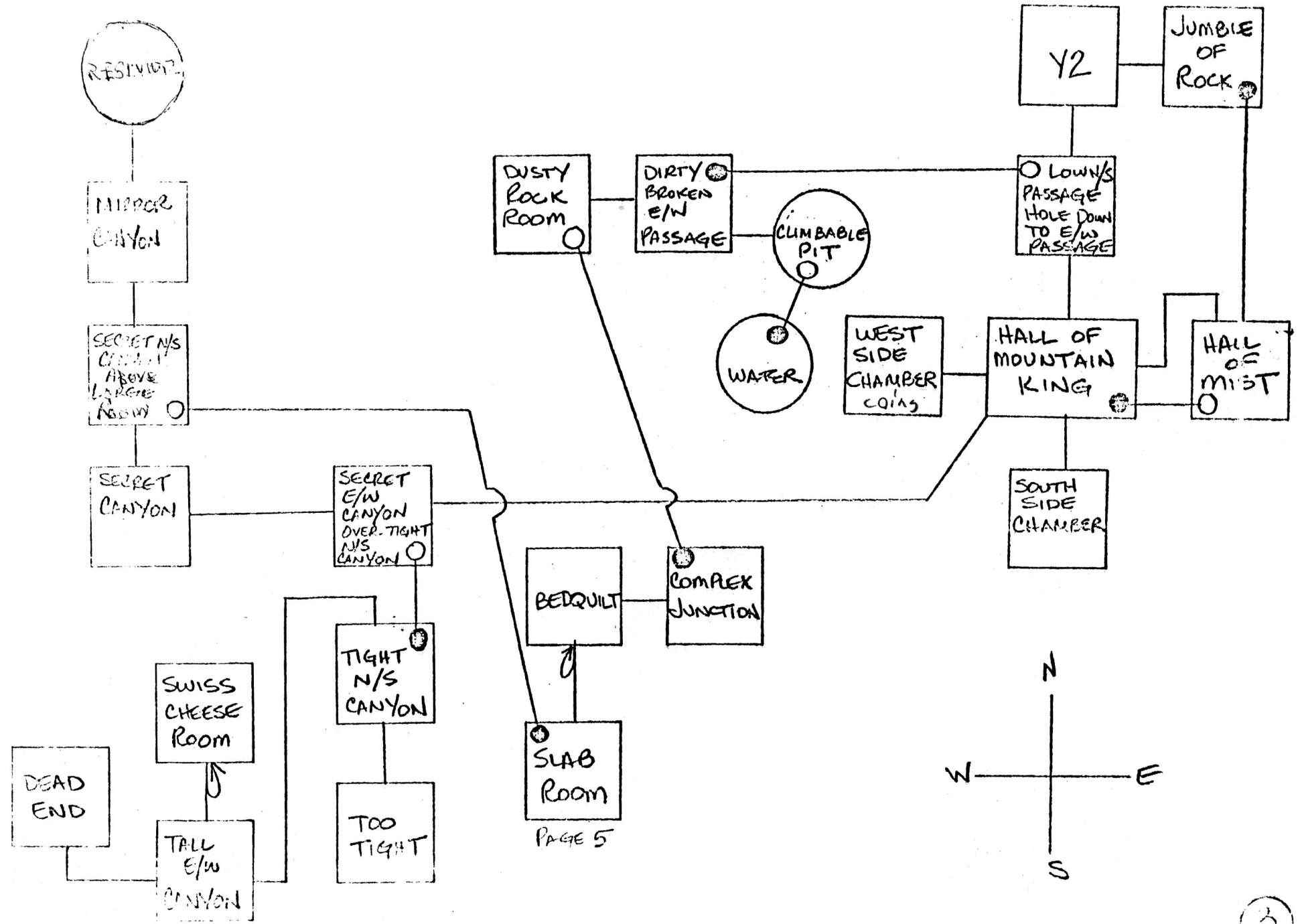
→ ARROW INDICATES  
ONE WAY TRAVEL

↪ LOOPS BACK

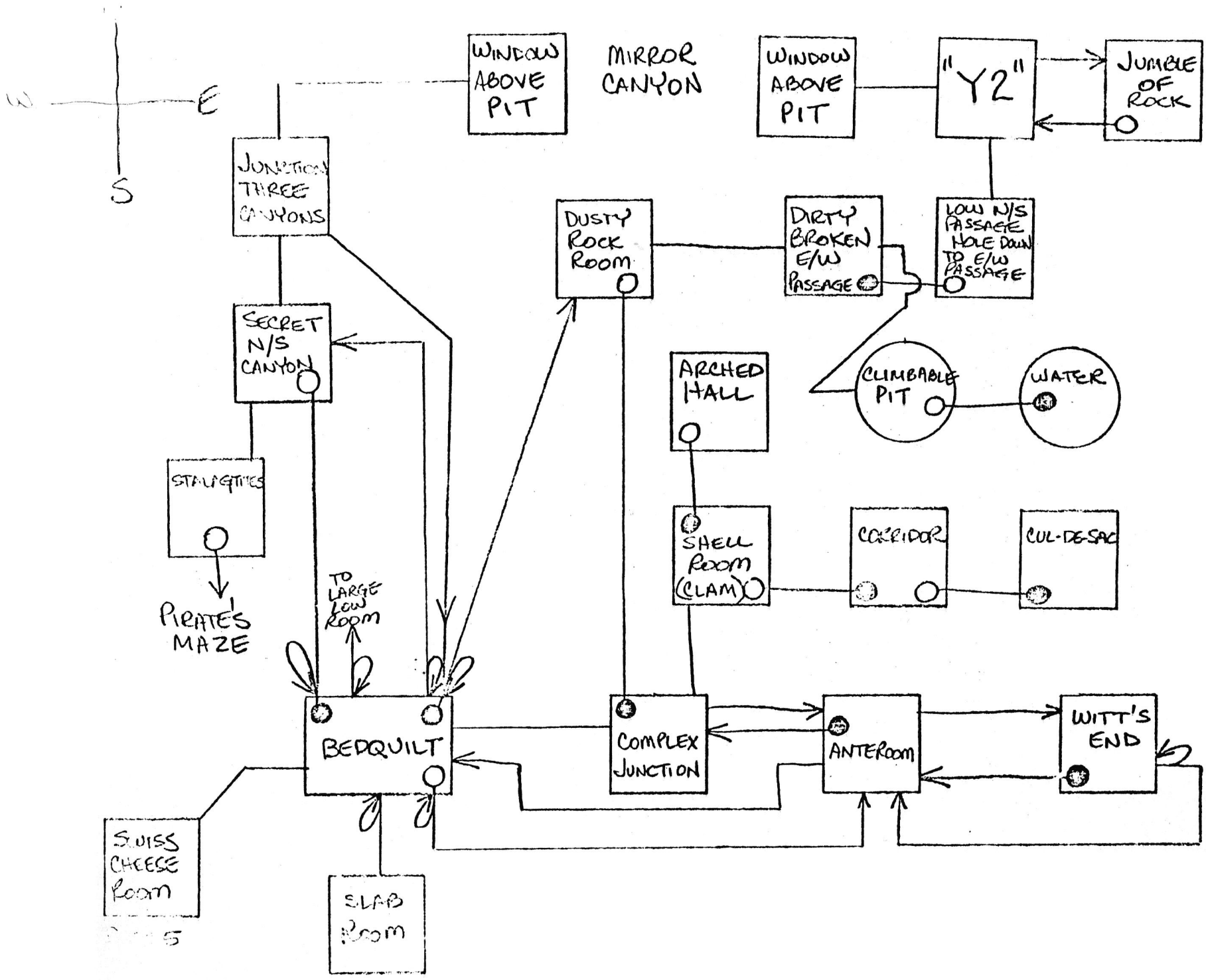
--- INDICATES THE USE OF A MAGIC  
WORD OR SOME OTHER  
SPECIFIC ACTION

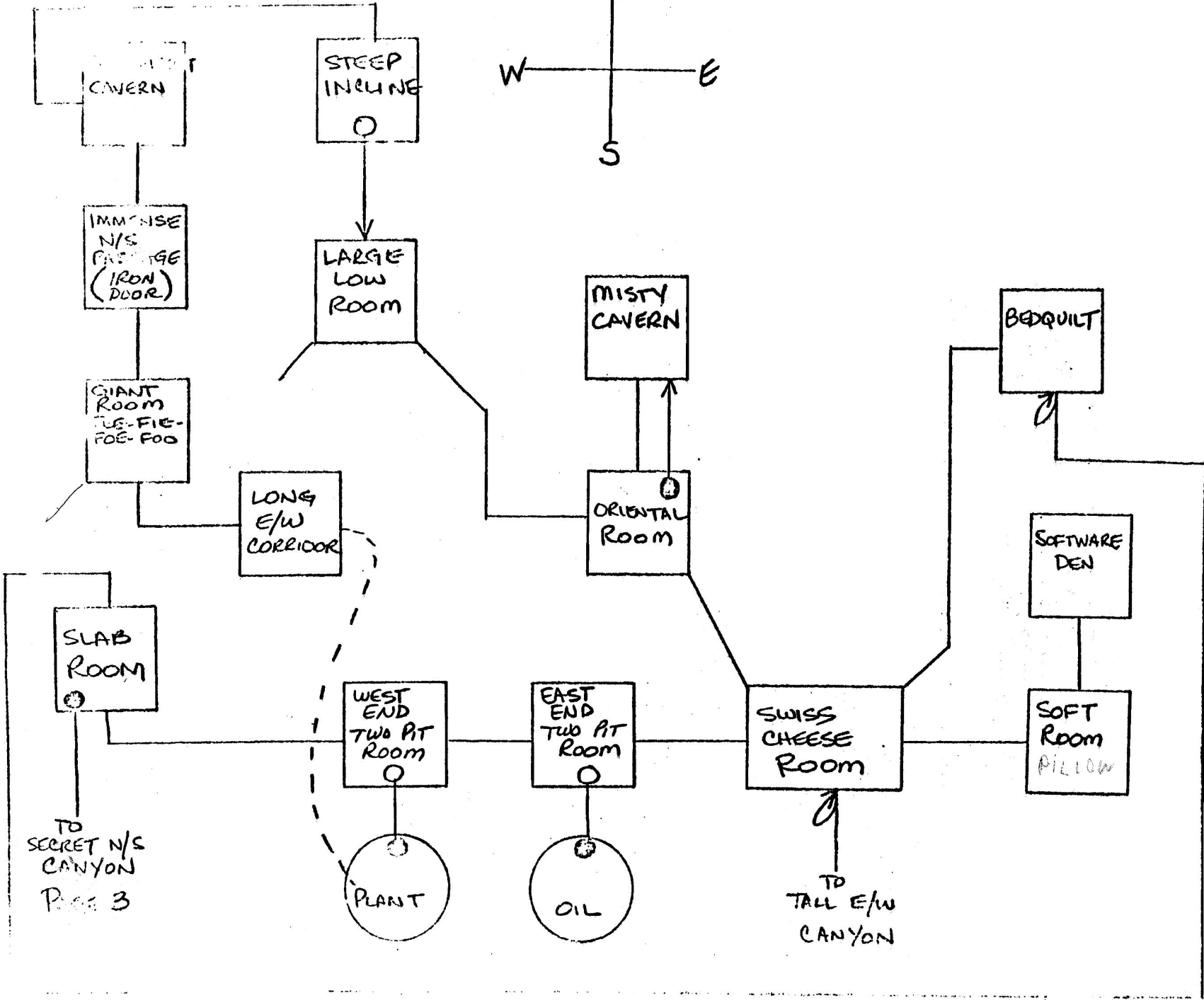
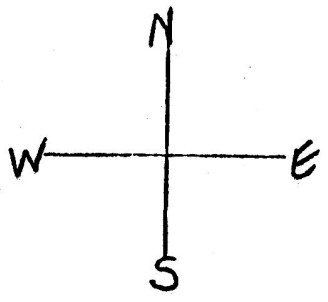


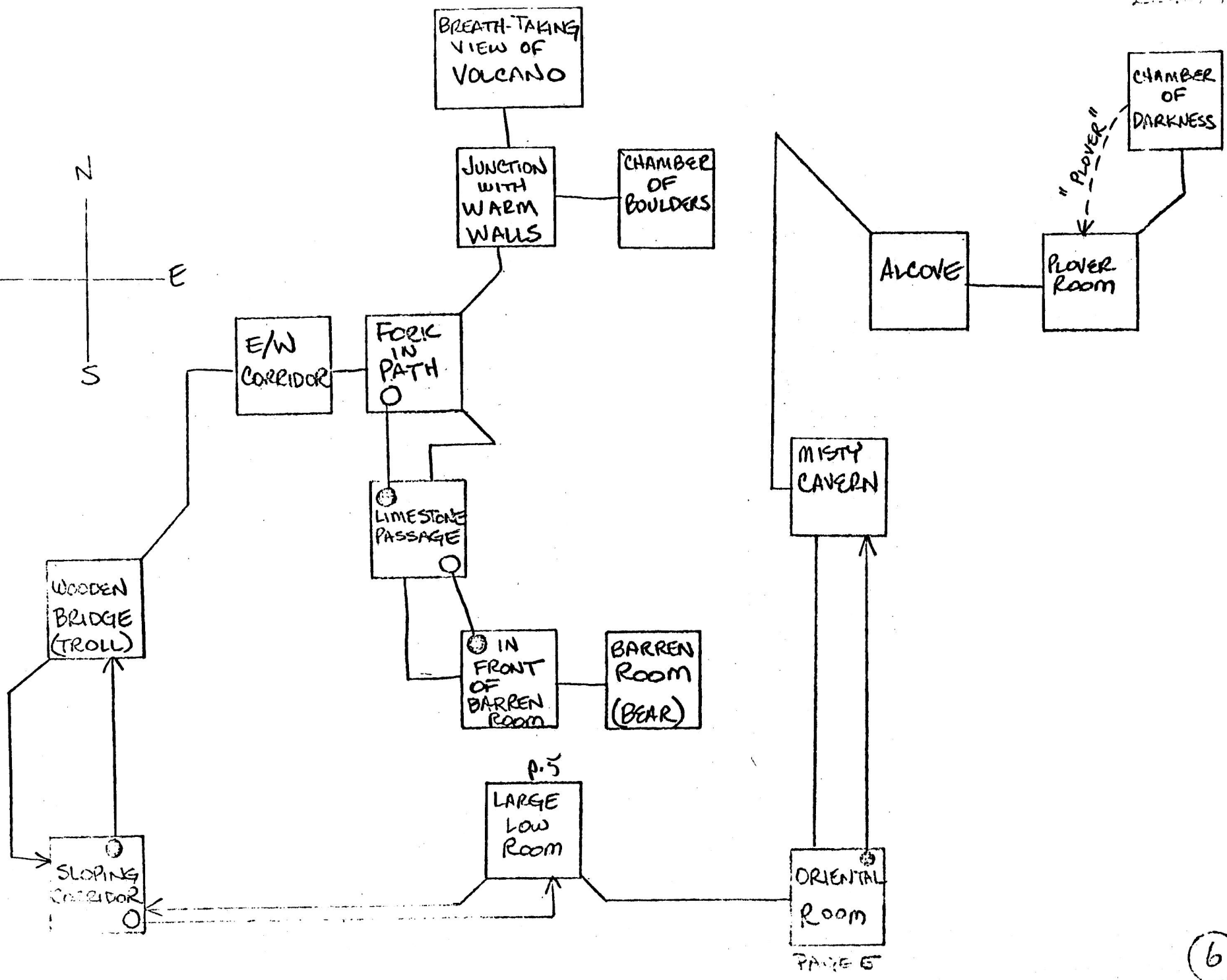
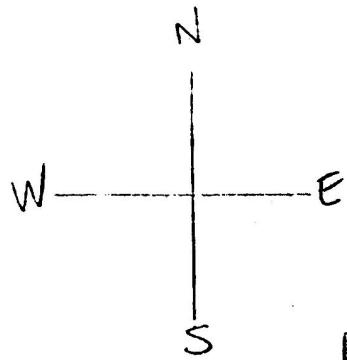






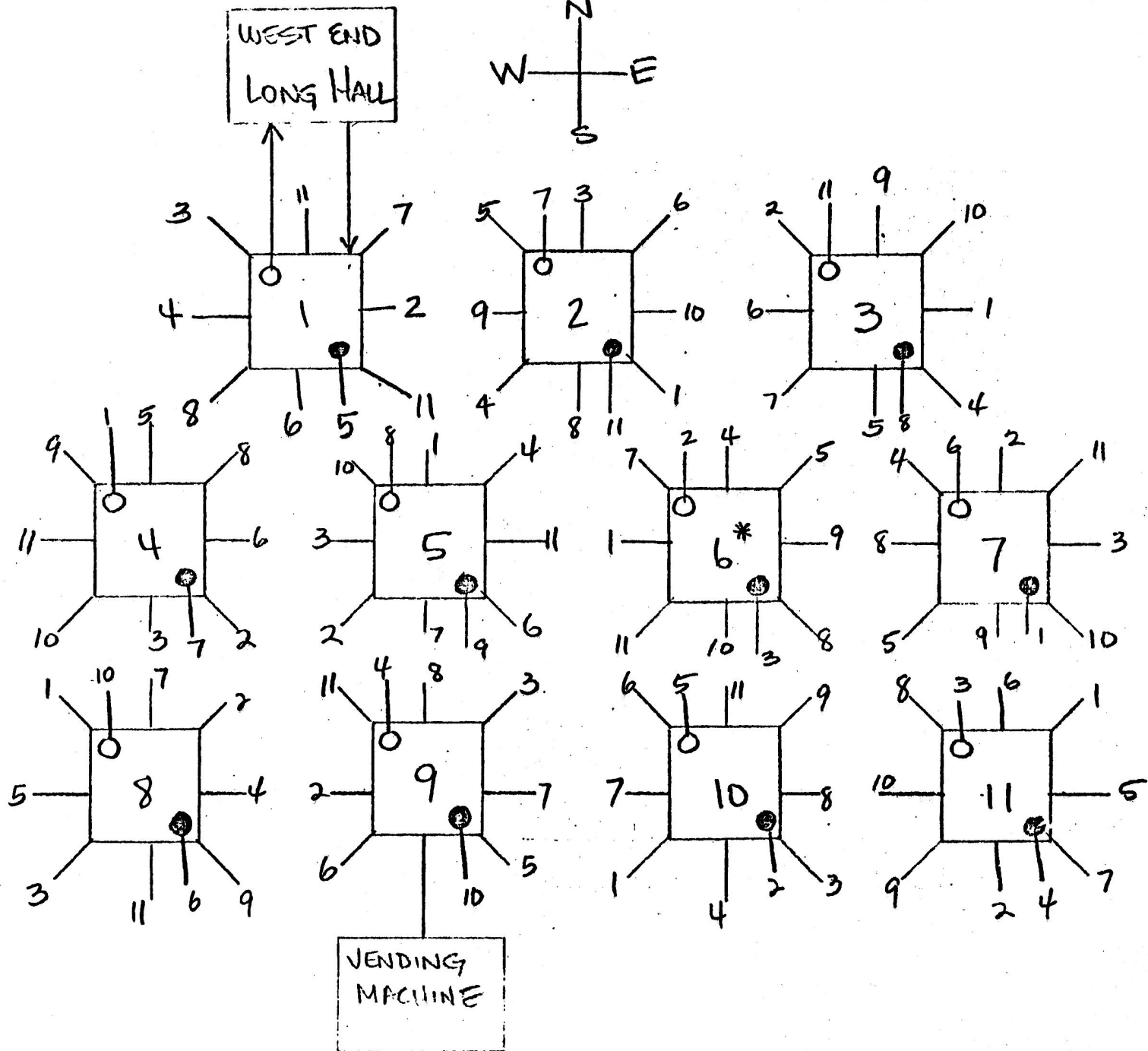






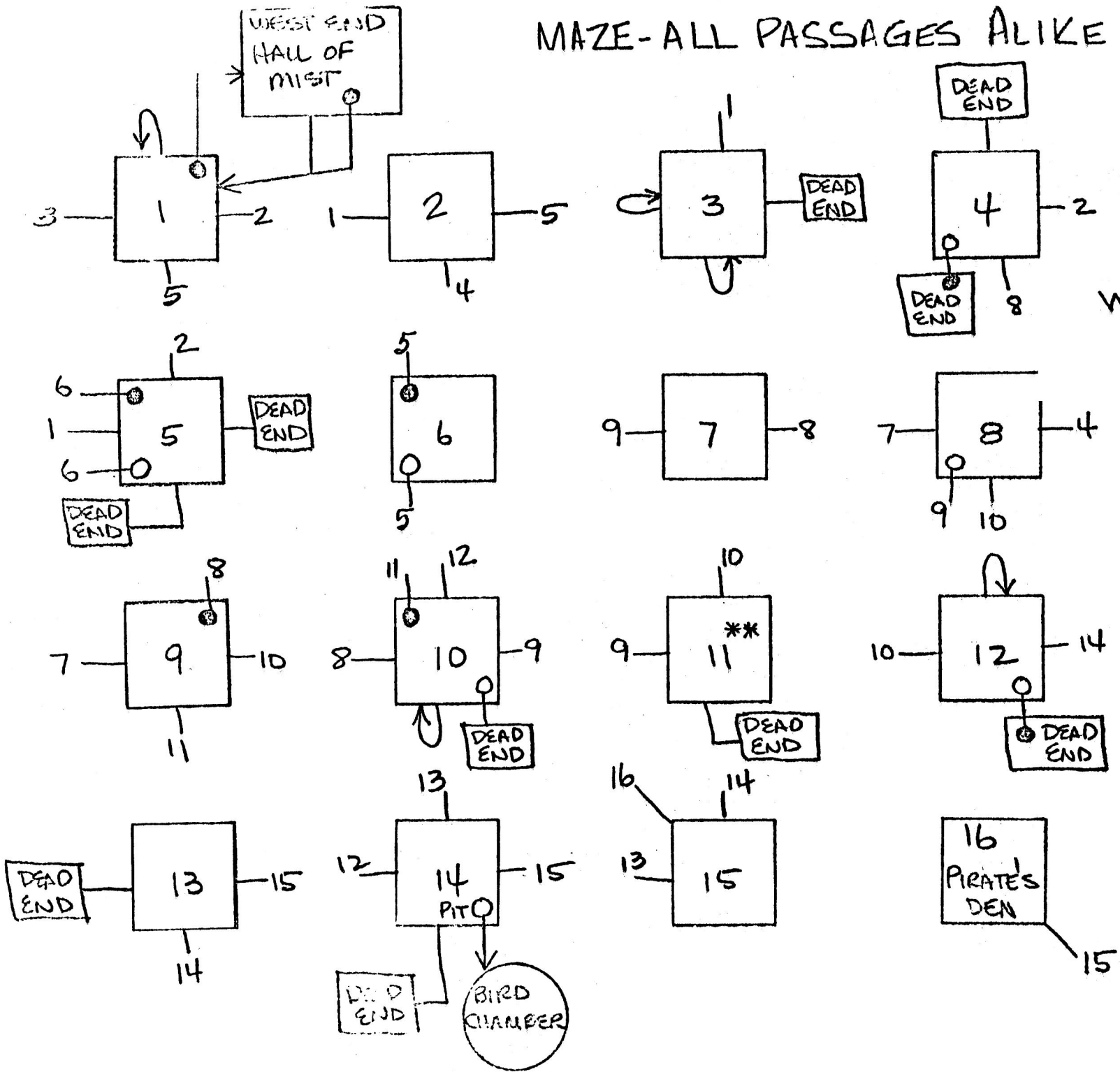
# MAZE - ALL PASSAGES DIFFERENT

C. WRIGHT

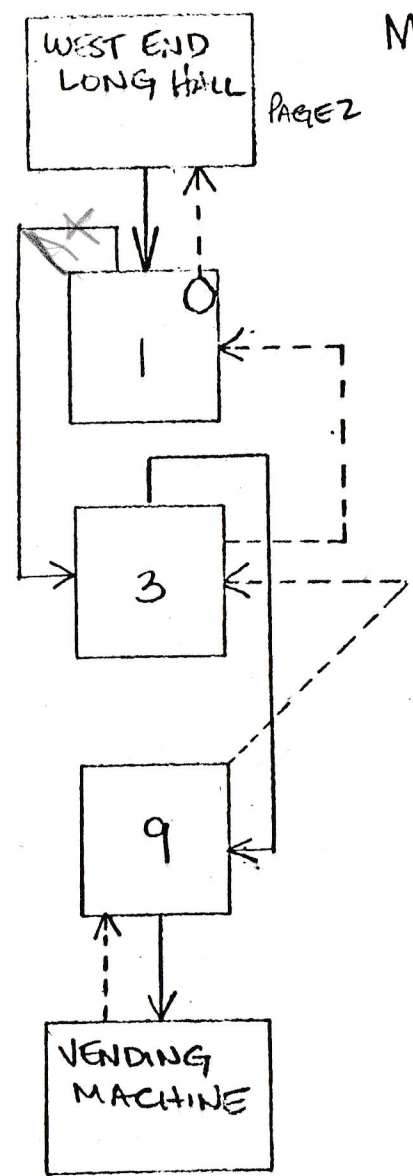


# MAZE-ALL PASSAGES ALIKE (PIRATE'S)

EURGH!



# QUICK ROUTE TO VENDING MACHINE MAZE - ALL PASSAGES DIFFERENT



—————> PATH TO MACHINE  
←----- PATH FROM MACHINE

# QUICK ROUTE THRU PIRATE'S MAZE

WEST END  
HALL OF  
MIST

PAGE 2

