
* Hints For *
* the *
* Advanced Game *
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Mapping The Cave

Although these hints give you enough information to solve the puzzles, you still need to explore the cave to earn your Grandmaster rating. We suggest that you make a map of the cave and fill it in as you explore. When you are ready to prove your skill, the map will prove very useful indeed.

Since the passages in the cave are so torturous and the cave itself is so extensive, a representational drawing is unmanagable. We suggest that you label across the top of a sheet of graph paper the 10 directions: N, S, E, W, Ne, Nw, Se, Sw, U and D. For each room you visit, write the name on a new line, then write the names of the destination rooms in the column below the direction of motion.

The Giant Room

The magic sequence "FEE FIE FOE FOO" causes the golden eggs to be teleported from wherever they are back to a certain room. Type each "FEE..." word on a separate line and see what happens. To get through the rusty door, oil the hinges with the oil from the bottom of the east pit in the Twopit Room. Can you save time by carrying the oil or water in the Ming Vase? What happens if you oil the plant?

The Ming Vase

The Ming Vase is very fragile, so don't put it down without first dropping the pillow, which you will find in the Soft Room.

The Emerald Room

The Emerald Room is reached by way of the Oriental Room, which is off the Swiss-Cheese room. To squeeze through the tight passage, you must drop everything you are carrying. (Are you carrying the Vase? Too bad!) There is light in the Emerald Room, so you can reach the Emerald without falling into a pit. However, you cannot explore beyond, into the Dark Room, without your lamp. Across the Troll Bridge, in the Volcano Room, is a magic word written in fire. This word will teleport you between Y2 and the Emerald Room. Although this will allow you to bring your lamp to explore the dark room, some things cannot be teleported with this word and must be fetched the long way.

The Troll Bridge

The Troll Bridge is also reached by way of the Oriental Room / Swiss-Cheese route. The Troll demands a treasure, but any treasure you give him will cost you points. Try using the Golden Eggs to solve this dilemma. Once you are over the bridge, you will find the Volcano Room and two treasures. Don't fight the bear; tame him. (Bears are omnivores and are always hungry). Once you've made friends with him, you can safely free him and take both the chain and the bear ("GET BEAR") back with you. If the Troll gives you any more trouble, sic the bear on him! Dwarves can't go across the Troll Bridge, since they have no treasures with which to pay their passage. The Pirate refuses to go across, because he's too stingy to give up anything!

The Software Den

The Software Den is a SOFTWIN addition to the original Adventure. If something nasty happens to you when you visit there, you have only your own greed to blame. Try again some other time and be careful not to anger the Bearded Programmer. He's a powerful friend to have!

Since the Software Den is an addition to the game, some purists may prefer not to use the special "programmer magic".

The Mazes and the Pirate's Chest

There are two mazes in Collosal Cave, the maze "ALL ALIKE" and the maze "ALL DIFFERENT". Pay close attention in the maze "All Different", and you will see how to map it. This maze contains a vending machine which dispenses batteries in exchange for the Rare Coins. The coins may be rare, but the batteries are fresh and very strong. The coins are a treasure, so their loss will cost you points. The batteries are not a treasure.

The maze "All Alike" is much nastier than "All Different". To make each room recognizable, drop a different object in each room. Since there are more rooms than objects that you can carry in one load, drop an object in each room, then turn off your lamp. After you fall into a pit and get killed, reincarnate yourself, get the lamp from outside the well-house, and gather another batch of objects. When each room has had an identifying object dropped in it, you are ready to map. Note that the Pirate's Chest is kept in this maze only after the pirate has stolen a treasure from you, so don't bother mapping this maze until he has struck.

The Grand Master's Game (The Adventure Repository)

If you have discovered all the treasures and still have enough power left in your lamp, you will soon find that the cave is being closed, with you in it! "CAVE CLOSING SOON, ALL ADVENTURERS LEAVE BY THE MAIN OFFICE". Stay deep in the cave and don't even try to get out. The elves are hard at work 'behind the scenes' preparing the repository, so you will have a few moves to wander about before you are whisked into the Adventure Repository.

Handle yourself carefully here; check out the oysters for a pearl of information. Pay close attention to the two kinds of black rods: one is highly explosive, and a bold player might make his own way into the main office!