

**ADVENTURE  
TIPS &  
SOLUTIONS**

for

**THE  
ORIGINAL  
ADVENTURE:**

**COLOSSAL  
CAVES <sup>TM</sup>**

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ADVENTURE  
TIPS & SOLUTIONS

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ORIGINAL AUTHORS

COLOSSAL CAVES was originally written by WILL CROWTHER. The final version was developed by DCN WOODS and this is the version that is commonly played today.

COMPANY

This adventure is sold by several different companies. It is hard to give credit to all who have this product because of a couple of reasons: 1. Almost every time someone puts a new computer on the market, this program is one of the first to be translated for that new computer. 2. This program is produced under several names, some of which are ADVENTURE, THE ORIGINAL ADVENTURE, and COLOSSAL CAVES. Some of the companies that produce this adventure are: ADVENTURE INTERNATIONAL, APPLE, FRONTIER COMPUTING and MICROSOFT.

TYPE

COLOSSAL CAVES is a text adventure game.

OBJECT

The object of this adventure is to find your way into a very large cave in order to find treasure. The game has a scoring system to let you know how well you are doing. The goal is to get a perfect score and in so doing obtain the title of "ADVENTURE GRANDMASTER". You improve your score by exploring the caves, solving the puzzles, and acquiring treasure.

DIFFICULTY

This game is very unique. It starts out to be rather easy but in order to finish the game you will find out that it gets very difficult. To score a perfect score and obtain the "GRANDMASTER" level is extremely hard and will take many, many hours of play to accomplish.

DESCRIPTION

COLOSSAL CAVES is the "great classic" of adventure games. It may not have been the first adventure ever written for computers but it is the one that got the computer adventure industry rolling. If you could turn back the clocks of most companies producing adventures today, you would find COLOSSAL CAVES buried somewhere in their roots. The game is tough, challenging, frustrating, humorous, addictive, but most of all, fun. The puzzles and obstacles that bar your way range from easy to rip-your-hair-out hard. There are lots of chances to interact with numerous kinds of beasties and the mazes are enough to make even the smartest rat quiver with confusion. To obtain the "GRANDMASTER" rating is a must for any die-hard adventurer.

## HELPFUL TIPS

Here are a couple of general tips that may help you to solve any adventure.

1. When it comes to computer adventure games the number one best tip is to make good maps. The first few times you play the game you will probably just be looking around getting familiar with the strange new world. From the first time you start the game you should be making a map. Adventuring is a very time consuming habit and a good set of maps will save you more time in the long run than anything else (short of having ADVENTURE TIPS & SOLUTIONS).
2. If the adventure has a "save game" feature, use it often. It's not very likely that you will solve any adventure in only one sitting and you may get tired of playing if you have to begin at the beginning every time you boot the game. Another helpful point here is that if you are at some new point in the game, and what you would like to try may prove fatal, save the game before you try it. If it turns out that you made the wrong choice you don't have to start completely over.
3. As you play the game, be sure you read all the descriptions given. Sometimes it is easy to overlook something important. Also, you should make it a point to examine or look at everything. Try reading anything that looks like a sign or has writing (or scratching) on it.
4. Try to go in every direction from each new room or point. If none of the standard directions work (N, S, E, W, U, or D), try the command "go ..." (such as "go hole").
5. Don't avoid mazes. Many good things are either hidden in mazes or on the other side of mazes. If you have problems with mazes try this: before you get to the maze try to gather up as many separate items as the game will let you carry. At the first room drop an item and mark this room on your map with that item. Go in a set direction from each new room, for example, always try north first. If this gets you into another new maze room drop another item. One important point in maze solving is that 99% of the time you will be lost, so the first thing you should do in a new room is see if you can get back to where you just came from. If you went north out of the last room, you should first try to go south to see if you can get back. This way, if you run out of items to drop, you can find your way out to get more items. It may take several tries before you are able to get a maze mapped out.
6. Periodically inventory the items you are carrying to make sure you have with you the things you think you have. Sometimes items are added or taken away without you knowing it.

Good luck and enjoy your adventure.

## HOW TO USE THIS BOOKLET

Although this booklet will guide you completely through the adventure, doing so would destroy the fun of the adventure. If you find yourself stumped and frustrated, try going on to some other part. If you still can't get going, then stop playing for a while and let your computer rest. After the computer has cooled off, give it another try. Remember that adventures are like any other good puzzle, they have to be challenging or they won't be fun. On the other hand, every seasoned adventurer has at one time or another reached the point where he or she is ready to use the adventure disk for firewood. That is where this booklet comes into play. Use it moderately to get past only the part you are stuck on and then try to continue on your own. You may find that you are able to solve the rest of the adventure on your own after getting past only one or two rough points.

### THE KEY WORD LIST

One thing that some people don't like about adventure games is having to guess the words that the computer will understand. The enclosed key word list will eliminate that problem. Let's say, for example, you were exploring a deep dark dungeon and you were confronted by a nasty monster. After trying the usual things like "kill monster", "attack monster", or "slay monster" (none of which works) you try some not so usual things like "kiss monster", "bite monster" or, after frustration sets in, "eat monster" and still nothing works. Looking at the key word list you might find the verb "hug", so you give "hug monster" a try. Not only does the computer understand, the monster smiles and shows you a secret passage!

### MAPS

While exploring an adventure you may find that a room has more exits than is shown on the map. Normally the reason some exits are left off is because they are only repeats of the ones drawn. In order to confuse a player a little more (as if we don't get confused enough) the game may describe a room as having two exits, one east and one going up. What you have to figure out through trial and error is that the two exits are the same, an eastward passage that slopes upward. When making the maps, I used the one that made the drawing a little less confusing. Therefore, your maps may not look exactly the same but you will end up with the same rooms. One other thing: be sure to read HELPFUL TIP #4 again.

### QUESTIONS AND ANSWERS

Each question represents a problem that has to be overcome in order to complete the adventure. Since every person who plays the adventure makes different decisions at different points, it is impossible to lay the questions out in any set order. Normally, if you have a problem at the beginning of the game, the question will be at the beginning of the list. Go down the list until you find the question pertaining to your problem. Under that question you will find the letters A, B, C, etc...and with each letter will be a number. This number can then be looked up in the answer list to give you a clue about the problem. One thing you should keep in mind is that the last clue to each question is the final solution to that question. A little hint about the answer list: there are more answers than there are question clues. This is to keep you from seeing more than you really want to see. If, in reading an answer, you happen to see the one above it or the one below it, it would be best if you didn't believe it. Some of them may be traps; so don't believe everything you oversee.

COLOSSAL CAVES KEYWORD LIST

FIRST WORDS (SINGLE WORD COMMANDS AND VERBS)

ABRACADABRA	DRINK	FUM	MIST	SAY	THROW
ATTACK	DROP	G = GET	MUMBLE	SCORE	TOSS
BLAST	DUMP	GET	OFF	SESAME	TOTE
BLOWUP	EAT	GOTO	ON	SHAKE	TRAVEL
BREAK	EXCAVATE	HELP	OPEN	SHATTER	TREE
BRIEF	EXPLORE	HIT	PAUSE	SHAZAM	TREES
CALM	EXTINGUISH	HOCUS	PLACATE	SING	TURN
CAPTURE	FEE	HOURS	POCUS	SLAY	UNLOCK
CARRY	FEEED	INFO	POUR	SMASH	UTTER
CATCH	FIE	INFORM	PROCEED	STEAL	WAKE
CHANT	FIGHT	INVEN	Q = QUIT	STOP	WALK
CLOSE	FILL	INVENTORY	QUIT	STRIKE	WAVE
CONTINUE	FIND	KEEP	READ	SHIM	
DETONATE	FOE	KILL	RELEASE	SHING	
DEVOUR	FOLLOW	LIGHT	RUB	T = TAKE	
DIG	FOO	LOCK	RUN	TAKE	
DISTURB	FREE	LOST	SAVE	TAME	

SECOND WORDS (NOUNS, ETC...)

ABOVE	CRAWL	FORWARD	MAIN	POTTERY	SURFACE
ACROSS	CROSS	GEYSER	MESSAGE	PYRAMID	SW
ASCEND	D = DOWN	GIANT	MING	RATIONS	TABLE
AXE	DARK	GOLD	MIRROR	RESERVOIR	TOTE
BACK	DEBRIS	GRATE	MOSS	RETREAT	TOUCH
BARRIER	DEPRESSION	GULLY	N = NORTH	RETURN	TREASURE
BARS	DESCRIPTION	H2O	NE	RIGHT	TRIDENT
BATTERIES	DIAMOND	HALL	NEST	ROAD	TROLL
BEANS	DONE	HILL	NORTH	ROCK	TUNNEL
BEAR	DOOR	HOLE	NUGGET	ROD	U = UP
BED	DOWN	HOUSE	NW	ROOM	UP
BEDQUILT	DOWNSTREAM	IN	OFFICE	RUG	UPSTREAM
BIRD	DOWNWIND	INSIDE	OIL	S = SOUTH	UPWARD
BOTTLE	DRAGON	INWARD	ONWARD	SE	VALLEY
BOX	DWARF	ISSUE	ORIENTAL	SECRET	VASE
BUILDING	DWARVES	JAR	OUT	SHADOW	VELVET
CAGE	E = EAST	JEWELRY	OUTDOORS	SHELL	VENDING
CANYON	EAST	JUMP	OUTSIDE	SLAB	VIEW
CARPET	EGG	KEY	OVER	SLABROOM	VOLCANO
CAVE	EGGS	KEYS	OYSTER	SLIT	W = WEST
CAVERN	EMERALD	KNIFE	PASSAGE	SILVER	WALL
CHAIN	ENTRANCE	KNIVES	PEARL	SNAKE	WATER
CHASM	EXAMINE	LAMP	PERSIAN	SOUTH	WEST
CHEST	EXIT	LANTERN	PILLOW	SPELUNKER	XYZZY
CLAM	FIGURE	LEAVE	PIRATE	SPICE	Y2
CLIMB	FISSURE	LEFT	PIT	STAIRS	
COBBLESTONE	FLOOR	LOOK	PLANT	STALACTITE	
COINS	FOOD	LOW	PLATINUM	STALAGMITE	
CONTINUE	FOREST	MACHINE	PLOVER	STEPS	
CRACK	FORK	MAGAZINES	PLUGH	STREAM	

COLOSSAL CAVE QUESTIONS AND PROBLEMS

1. Lost in the forest?  
A. 3
2. Can't find the cave entrance.  
A. 5 B. 8 C. 11 D. 13
3. Can't get the grate unlocked.  
A. 15 B. 18 C. 20
4. I got killed and now I'm without a lamp.  
A. 5 B. 22
5. Can't catch the bird.  
A. 25 B. 28 C. 31 D. 33
6. Problems at the dome. The stairs disappeared.  
A. 36 B. 38 C. 41
7. Problems with the snake.  
A. 43 B. 47 C. 50 D. 52
8. Problems at the fissure. Can't get across.  
A. 55 B. 59 C. 61 D. 63 E. 66
9. Problems at 'Y2'.  
A. 68 B. 70 C. 73
10. Problems at the window pit.  
A. 75 B. 77 C. 79
11. Problem at WITT'S END. How do you get out?  
A. 81 B. 83
12. Problem with the magazines.  
A. 85 B. 88
13. Problem with the clam. Can't open it?  
A. 90 B. 93
14. Problem with two pit room.  
A. 97 B. 99 C. 102 D. 106
15. Problem with the plant.  
A. 110 B. 113
16. Problem with iron door.  
A. 115 B. 118 C. 120 D. 123
17. Problems at the alcove.  
A. 127 B. 130 C. 133
18. Problems in the plover room / dark room.  
A. 135 B. 137 C. 139

COLOSSAL CAVE QUESTIONS AND PROBLEMS

19. Problems with the troll. Have to give up a treasure to go across.  
A. 141 B. 144 C. 147 D. 150
20. Problems with the bear.  
A. 151 B. 156 C. 159 D. 161
21. Problems at the breath taking view.  
A. 163 B. 166
22. Problems with the troll. Highway robbery! He wants another treasure to get back across.  
A. 168 B. 170 C. 174 D. 178
23. Problems with a maze.  
A. 183 B. 185
24. Problems in the dark room. Still pretty dark down here.  
A. 187 B. 190 C. 194
25. Problems with the pirate stealing my treasures.  
A. 197 B. 200 C. 202
26. Problems getting the nugget out.  
A. 205 B. 209 C. 212
27. Problems with the ming vase.  
A. 215 B. 219 C. 223
28. Problems with the dragon.  
A. 225 B. 228 C. 231 D. 234 E. 237
29. Problems with the clam. Still can't get it open.  
A. 239 B. 243 C. 246
30. Where did the pearl go?  
A. 248 B. 251
31. How do you get the treasure back from the troll.  
A. 253 B. 256 C. 260 D. 262 E. 265 F. 269
32. Problems with the lamp running out of light.  
A. 267 B. 271

COLOSSAL CAVE ANSWERS

1. If you are lost in the forest, there is no way out.
2. Look for the tree with an 'X' on it.
3. Just keep going north until you get to someplace you recognize.
4. Look in the well house.
5. Explore the area around the building.
6. You must go down the rope in the well.
7. Find the tree with an 'X' on it and then "go hole".
8. Look in the valley.
9. "Go west" from the end of the road.
10. Look on the hill.
11. Follow the stream.
12. "Go slit".
13. Look south of the stream slit.
14. You don't enter the cave through the grate.
15. Look for something useful back in the well house.
16. You must get the saw from the forest and then "saw bars".
17. From the grate go south twice more and you will find another cave opening.
18. Get the keys.
19. When you get to the cave opening say "open sesame" and the grate will open.
20. Unlock grate.
21. Too bad! Start over!
22. It's at the end of the road.
23. "Kill bird".
24. You must have the bird seed found on the hill.
25. You need something to keep him in.
26. If you kill the bird, you will make someone very mad.
27. You need some salt.
28. If it is afraid of you, "help" will get you a strong hint.
29. Go back to the grate and "read sign".
30. You don't need the bird, so leave it alone before you scare it to death.
31. The bird is afraid of the rod. You must drop rod.
32. After you kill the bird, "get feathers".
33. You need the cage to keep it in.
34. They will return if you say "shazam".
35. "Drop bird" in the dome.
36. It has to do with something you are carrying.
37. There never were any stairs there.
38. You can't get it out of here.
39. "Go dome" will get you back to the top.
40. To get the stairs back you must "sacrifice bird".
41. As long as you are carrying the nugget the stairs will not be there going back up the dome.
42. There is no way around the snake.
43. YOU can't kill it.
44. "Throw axe" to kill the snake.
45. Find your way to the back side of the snake and then "throw axe".
46. It isn't possible.
47. You need the help of something else.
48. Look in the next room.
49. It is too big to move.
50. Tweet, tweet.

COLOSSAL CAVE ANSWERS

51. "Feed bird" to the snake.
52. Drop bird.
53. It can't be crossed.
54. "Jump" will get you to the bottom.
55. I'll bet it is pitch black at the bottom.
56. Put it in the chair.
57. "Go south" until you get to the crossing.
58. Look on the north end.
59. You can walk around, but there is an easier way.
60. If you feed the bird it will give you a secret word.
61. This is a trashy little problem!
62. Go to the south side and when the dwarf shows up "follow dwarf".
63. You need an item from the debris room.
64. "Eat feathers" you got from the bird and you will be able to fly across.
65. Go through the maze to get to the other side.
66. Wave rod.
67. At Y2 "go north", "b", then "d".
68. No problems here, just something that might be useful.
69. Y2 is a trap. Don't do the wrong thing or you will be starting over.
70. Did you hear something?
71. Solve question # 5 first.
72. Y2 means 'you too' have passed up the treasure.
73. At Y2 say "plugh" and see what happens.
74. Look for the stairs that lead across.
75. Is the person in the window ugly?
76. There is only one way across and it can't be found in this room.
77. Be friendly, wave back.
78. "Throw knife", it's only another dwarf.
79. When you get to the mirror room, think about this problem.
80. The only way out of witt's end is to quit and start over.
81. Read HELPFUL HINT # 5 again.
82. Look for the passage that is different from all the others.
83. The only way out is to keep going north until you finally get to the anteroom.
84. Take the magazines with you and the next time a dwarf shows up "throw magazines" to him.
85. What are you, dwarf or human?
86. "Look pictures".
87. "Read magazines".
88. They can only be read by a dwarf, and since you have very little dwarf's blood in you, you can't read them and they are too long for me to tell you what they say.
89. It can't be opened.
90. To open a giant clam you need a giant's opener.
91. "Give water" to the clam.
92. You have to take the clam to the reservoir.
93. You need to look around some more.
94. If you move the clam you will find a secret passage.
95. Look in the shell room.
96. It has to be pure water or the clam won't open.
97. If you don't water your house plants they will die.
98. Use the axe to "chop plant".
99. You need something from the well house.
100. The east pit is a trap.

COLOSSAL CAVE ANSWERS

101. They say they want water, but what they really want is food. So don't get too close (hint, hint!).
102. You need the bottle and it has to be full of water. Then water the plants.
103. Solve question # 10 first.
104. It can be found in the slab room.
105. No, you can't smoke the plants.
106. Thirsty little beggars, aren't they? Give them more.
107. Now chop them down.
108. "Pick flowers" off the plants.
109. The plants are hollow inside. You must chop them down and this will reveal a secret passage.
110. Jack would know what to do.
111. Solve question # 9 first.
112. "Go stump" will get you into the passage.
113. "Climb".
114. Use the axe to "chop door".
115. What do you mean there is no such thing as magic today? We have WD-40, don't we?
116. The door can't be opened from this side.
117. You can loosen the hinges if you knock the rust off.
118. You don't have to go all the way to Arabia to get what you need.
119. You need something from the well house again.
120. Look in the east pit.
121. "Go east".
122. "Go north".
123. With the bottle get oil. Then oil door.
124. "Lock alcove".
125. "Read sign".
126. The only way through the alcove is to "walk backwards".
127. If something doesn't fit you can't take it in.
128. There is no way into the alcove from this side.
129. The crack is very small. Only dwarves can fit through.
130. Try dropping something.
131. There is nothing of importance in the alcove.
132. Explore some more first.
133. Try dropping everything.
134. "Rub lamp".
135. You can't run around in the dark. You will fall in a pit.
136. Use the egg to get into the dark room.
137. Are you sure you tried everything in the PLOVER room?
138. You have to feel around in the dark. That is why they call it the dark room.
139. While in the plover room say plover. 'You too' can figure it out.
140. There is another way around without having to pay.
141. You have to give up a treasure to get across. There is no way around the troll if you want to get to the other side.
142. "Go bridge".
143. To Kill the troll "throw axe".
144. You may have to give one up, but it doesn't have to be permanent.
145. From the bridge "go south" twice and then "go tunnel". This is the troll's abode.
146. Take everything you can from the troll's cave.
147. Fee, fie, foo, fum (or something like that).
148. "Feed troll".
149. Trolls are afraid of fire.
150. "Throw eggs".

COLOSSAL CAVE ANSWERS

151. Not everyone will pay the troll's prices to get across the bridge. This means that the bear doesn't get to dine on very many lost adventurers very often.
152. The bear is blocking the way to a secret passage.
153. "Feed bird" to the bear.
154. "Throw axe" at the bear.
155. You must kill the bear to get the chain.
156. If you didn't get the hint, the bear is hungry. Watch your fingers!
157. You must have the cage to put the bear in.
158. Say the bear's name and he will let you by.
159. Feed the bear the food from the well. This will make him a little less grumpy.
160. "Give water" to the bear. He's been chained up a long time.
161. You need the keys from the well to unlock the chain. Take the chain.
162. "Read smoke" for a secret word.
163. With all that fancy description, there must be something to do!
164. It would help if you could see through the haze.
165. When you are reading the description, make sure you note who is walking on the lava.
166. Wrong. It's just there to make you think there should be something to do.
167. "Thump troll". (Loosely translated this means to hit the ugly thing up beside it's pointed head.)
168. Protest the high rates. Fight for your rights.
169. Go back through the same tunnel you went through before. That way you don't have to give up a treasure.
170. Trolls don't die easily, but they do have their weak points.
171. Throw the troll the spices.
172. Trolls have a nasty habit of coming back to life. You must kill him again to get back across.
173. Go south and look under the bridge.
174. The troll frightens easily.
175. The only way you can get back across the bridge is to pay the troll his asking price.
176. The troll can be tricked into thinking he got a treasure.
177. Solve question # 20 first.
178. You need something from the barren room.
179. Trolls don't like well-lit places. "Throw lantern" will get rid of him. Don't forget to pick the lantern back up.
180. The troll can be killed with the elven sword.
181. If he insist you throw him a treasure, throw him the bear.
182. The only way out of the mazes is to quit and start over.
183. Read HELPFUL TIP # 5 again.
184. To get out of the maze that is all alike just keep going north, and to get out to the maze that is all different just keep going south.
185. If you can't get them mapped out on your own, look at the page about the mazes.

COLOSSAL CAVE ANSWERS

186. "Unlight lamp" and you will be able to see glow-in-the-dark arrows pointing the way out.
187. Solve question # 9 first.
188. When you get into the dark room, "unlight lamp" so that it is dark.
189. With the lamp out go "N", "E", "E" and "D".
190. If you can't get the lamp through the crack, bring it in another way.
191. There is no way to stay in the dark room alive.
192. There are ways to see in the dark without light.
193. Yes.
194. You can travel from Y2 to the plover room by saying "plover". Then go into the dark room.
195. As soon as you hear the rustling noises "throw axe".
196. A pirate can only be killed with a pirate's knife.
197. You can get it back if you find his hide-out.
198. The only way to slow the pirate down is to "give bottle" as soon as he shows up.
199. You have to let the pirate steal at least one treasure.
200. It's amazing the way he disappears. You will probably have to look for him in all different kinds of places.
201. As the pirate steals the first treasure turn the table on him. "Steal knife" as he steals treasure.
202. The pirate's stronghold is in the maze with all rooms alike.
203. The second time the pirate shows up (don't worry, he's greedy and will always be back for more treasure) "throw knife". This will take care of your pirate problems.
204. The stairs didn't really disappear. They only moved.
205. Beam me up, Scottie!
206. Since you can't get the nugget back up the stairs you should use this one to give to the troll.
207. From the dome go "S" twice and look ledge.
208. "Climb ledge".
209. It can be teleported out.
210. Take the nugget to the fissure and "drop nugget". The fissure will then erupt, shooting the nugget up and out of the cave. You can then get the nugget on your next trip to the well house.
211. The nugget must be split into several pieces in order to be carried out.
212. Go to Y2 and say the magic word.
213. You must have the rug that the dragon is sitting on.
214. It doesn't matter if it breaks as long as you got it out.
215. You need something a little softer than the hard floor to set it down on.
216. Use the vase to get water with.
217. You must solve question # 25 first.
218. It takes someone with a special touch to handle the vase.
219. You need something from the soft room.
220. You may have to give it to someone else.
221. There is no way that you can get it out in one piece.
222. Give it to the thief. He has had lots of practice handling things delicately.
223. You must have the pillow. Drop pillow first then drop vase.
224. After you get the rug from the dragon, put the vase on it.
225. Believe me, he can be handled.



COLOSSAL CAVE ANSWERS

226. The dragon may be hungry.  
 227. "Feed dragon".  
 228. With a quick hand, the rug can be had.  
 229. You probably fed him the food. He wants something else.  
 230. It can be found in the barren room.  
 231. With what, your bare hand?  
 232. You must have the bear.  
 233. "Throw bear" to the dragon. (Don't worry, the bear held it's own against the troll, didn't it?)  
 234. Answer the question!  
 235. What do you mean the bear didn't work. Oh, I forgot, you don't need the bear, you need the bare!  
 236. Answer question # 26 first.  
 237. When it asks "With what, your bare hands?" answer yes.  
 238. If you didn't get it open before it's not very likely you will get it open now.  
 239. It's big, so use something big.  
 240. Take the clam to the top of the stairs and drop clam.  
 241. Only the water from the tiny spring will do.  
 242. Yes.  
 243. A sea-god's weapon is big enough.  
 244. The clam is only there to distract you.  
 245. The real treasure is in the shell room.  
 246. Use the trident.  
 247. When it rolled out the pirate stole it. That is why you can't find it.  
 248. It isn't far away.  
 249. It fell through the hole in the floor. Look back at the tiny stream.  
 250. It was only an illusion.  
 251. Look in the cul-de-sac.  
 252. You need the bare, I mean bear.  
 253. It's easy as egg salad as long as you gave him the right thing.  
 254. You can't get anything back from the troll once he has it.  
 255. You have to wait until the pirate steals it from the troll. (I told you he is greedy. He will eventually collect all the treasures in the cave.)  
 256. Fee, fie, fum, fooy (I think I forgot how it went again.)  
 257. Look in the troll's tunnel.  
 258. As soon as the pirate strikes, go back and look in the maze.  
 259. Amazingly, the pirate moved his stronghold!  
 260. You did give him the eggs, didn't you?  
 261. Use the bear to get the treasure from the troll.  
 262. Go back to the giant room.  
 263. To get a perfect score you don't need the treasure you had to give the troll. Just remember that some treasures are worth more than others.  
 264. Use the black rod at the bridge.  
 265. "Look". Now that you know how it goes, give it a try.  
 266. If you look at the star on the rod it contains a clue.  
 267. Look in the maze with all rooms different.  
 268. Now that the troll is dead you can "go tunnel" to get the treasure.  
 269. Say "fee, fie, foe, foo" one word at a time.  
 270. Magic doesn't work in this room.  
 271. Put the coins in the vending machine.

COLOSSAL CAVE

HINTS ON HOW TO GET A PERFECT SCORE

After you have figured out how to get all the treasure out safely, it is time to try for that illusive title "Adventurer Grandmaster". Here are a few tips and general nice things to know that will help.

1. When you get ready to go for the gusto, boot the game up and start from scratch. Reading the instructions or accepting any hints cost you fifteen points, so if you haven't read them by now, this isn't the time to start. You will have to get all the treasures out before your lantern runs out of light. (You can't buy more batteries because you would lose a treasure).
2. Don't get killed (-10 points) or hit with a Dwarf's Knife (-15 points). Kill all dwarves as soon as they show up.
3. When going for the "title" you have to handle the pirate special. He will not drop his treasure chest until he has something to put in it. Another point is that he will not bother you any more after you steal his chest. When the game starts up the pirate is somewhere in the maze. So, early in your run, you should go looking for him in the maze, and after he strikes, strike back.
4. It takes a little while after you deposit the last trophy for the cave to close. You should plan your moves so that while your're waiting for the cave to close, your light doesn't burn out. (It is possible to get the message "cave closing" and have your light burn out before it closes). After you get the message "cave closing" you should go back into the caves and keep moving until they close.
5. Here are some things you get points for:  
 For getting to the Hall of the Mountain King: 25 points.  
 Visiting a treasure room: 2 points each.  
 Treasures are worth various points: 10, 12, or 14 each.  
 For not getting killed: 30 points (-10 each death).  
 If you don't quit: 4 points.  
 If you are in the cave when it closes: 25 points.  
 For getting out of the repository: 10, 25, 30 or 45. (Death is a way out).  
 Saying you need 348 points for Grandmaster sounded funny, so you are given 2 free points if you answer the first question (Do you want the instructions?) either "yes" or "no".  
 For proving you visited a certain room: 1 point.

If you absolutely can't figure it out, the next page will walk you through from the beginning. I recommend that you only use it as the last of the last resorts.

SOME LAST HINTS

For the last point: You will be at the End of your Witt's figuring this one out. However, a well-read adventurer will figure it out.

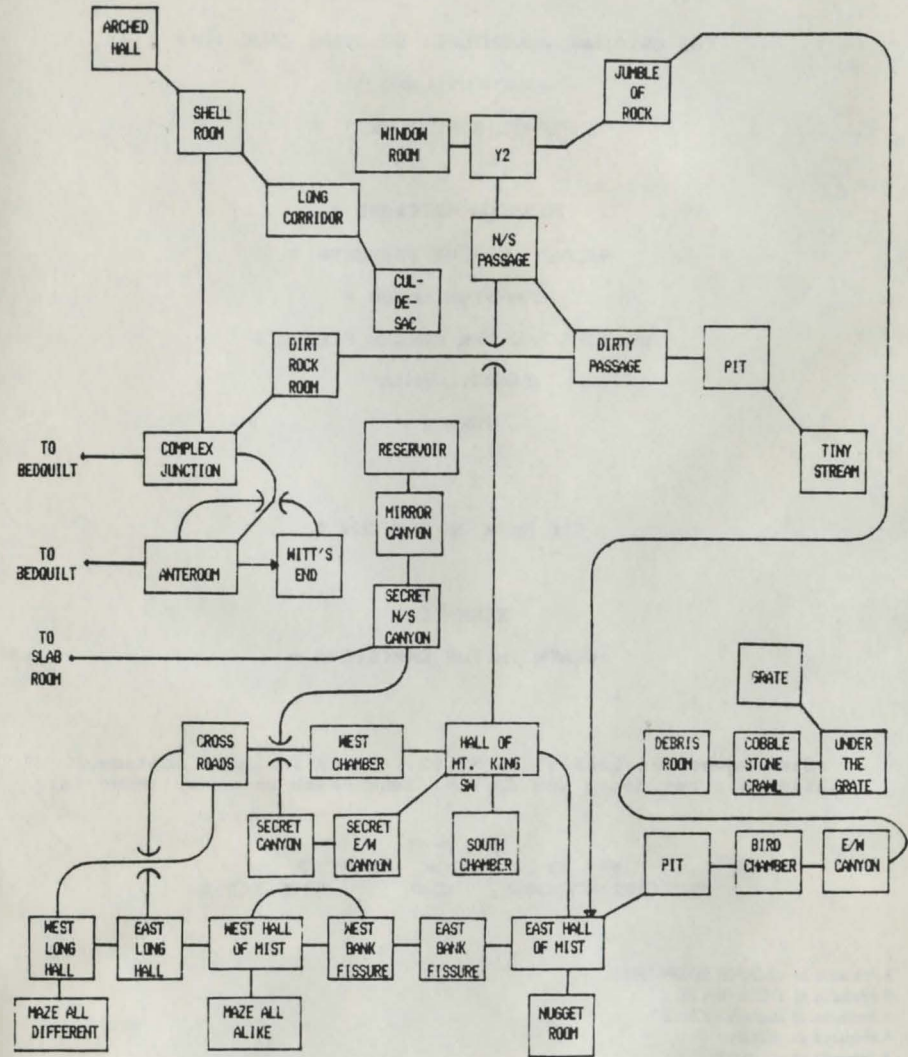
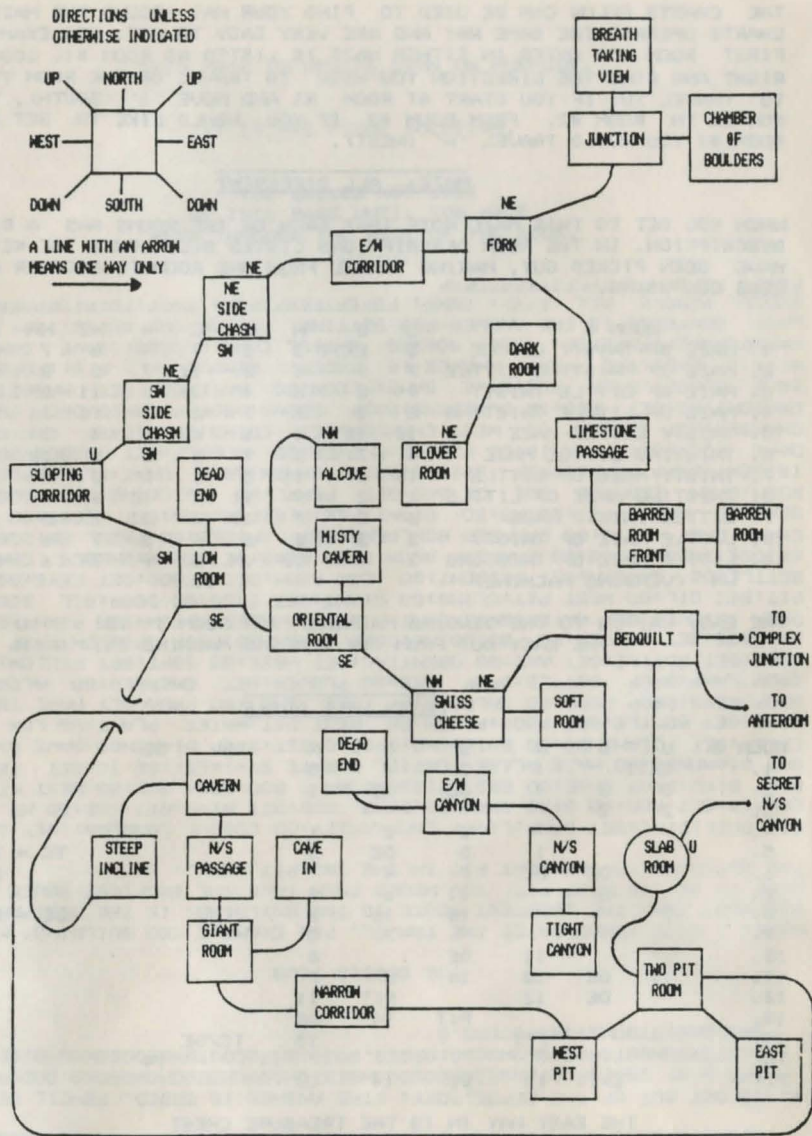
To get out of the repository: Look for something new that you have never seen before. Experiment with it, but be careful you don't wake up those blasted Dwarves.

The answers are coded on the next page.



COLOSSAL CAVE MAP

COLOSSAL CAVE MAP



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