
* GROUP 1 HINTS *

HELPFUL HINT

The most important advice we can give beginners is to READ THE INSTRUCTIONS offered at the beginning of the game. Then, as instructed, type INFO and HELP. Read the replies very carefully several times. Much useful information is presented here, and you are missing a lot if you ignore it.

BUILDING

To enter the building (well-house), type ENTER BUILDING or just IN. Pick up the lamp and the keys by typing GET LAMP and GET KEYS. Leave the rest of the articles where they are for now. To get back outside, type OUT. DNSTREAM doesn't work!

FINDING THE CAVE

Do as the game hint says: follow the stream (FOLLOW STREAM or DNSTREAM). Repeat this step until you reach a slit in the rock. This slit was cut by the elves to dry out the cave entrance. Type DNSTREAM again to get to the entrance itself. (Don't worry, there's plenty of water in the cave!) Unlock the grate with the keys that you so thoughtfully picked up at the well-house, then return the keys. (Type HOUSE to get back to the well-house, GRATE to return to the cave entrance.) Enter the cave (DOWN). When it gets too dark to see, light your lamp by typing ON LAMP (rubbing the lamp won't work). Pick up all objects that you find.

MAGIC WORDS

Most magic words cause teleportation and will work only between two locations. XYZZY is your first magic word. Type XYZZY when you are in the debris room, and you will be magically whisked back to (try it yourself and find out where you end up!) Teleportation magic is reflexive: type XYZZY again to whisk yourself back to the debris room. As a fledgling Adventurer, you now know enough magic to enter the cave without keys.

BIRD

As discussed in the instructions, the rod scares the bird. Drop the rod, catch the bird and put him in the cage (which, of course, you have previously picked up when the opportunity presented itself), then pick up the rod again.

HALL OF MISTS

Picking up the gold here causes the stairway that leads to the bird room to vanish. Don't get the gold until you know another way out of the cave. Don't try to jump the fissure at the west end of the Hall of Mists; wave the rod instead. Across the bridge (going west) are the main entrances to the two mazes. BE CAREFUL. If you find yourself in a maze, immediately type BACKUP to get out.

HALL OF THE MOUNTAIN KING

This is the main room for the intermediate cave area, so explore the area well. To chase off the snake, release the bird from its cage. Go north twice to find the Y2 room. Explore this area until you are offered the magic word PLUGH. We leave it to you to find out what this mysterious word does. Since life, and Adventure, must have some challenges, we also leave it to you to find out who the shadowy figure is. Going east from Y2 gets you into a jumble of rocks. UP from there gets you back to the Hall of Mists. To get to the jumble from the Hall of Mists, type Y2, and type DOWN to get to Y2 from the Hall of Mists. Going southwest from the Hall of the Mountain King gets you into a secret passage that leads to the pit the Y2 room overlooks. Attack the dragon with the bird. If that doesn't work, or if you didn't recapture the bird after losing it on the snake, try your bare hands (ATTACK DRAGON).

DEEPER INTO THE CAVE

The preferred way to get deeper into the cave is to travel downward where you found the silver bars (between the Hall of the Mountain King and the Y2 room). This is the way you have to use to get back out. After you know the route well, you can take a one-way short cut from the Hall of the Mountain King to the Twopit room: SW, D, N, N, W.

WITTS END

Do as the hint says: go north repeatedly until you get out. Be sure to read the magazine!

CLAM

You need another treasure with which to pry open the clam. Find that other treasure, then use it (OPEN CLAM).

TWOPIT ROOM

The west pit in this room has a plant growing in it. Climb down into this pit and check it out. Don't ignore the east pit, either.

DWARVES AND PIRATE

There are from 3 to 6 dwarves and 1 pirate. The first dwarf you encounter conveniently provides you with an axe. The others, however, won't be so kind. When they find you, they follow you. They know most of the cave magic, but they can't follow you across the Troll Bridge or above the Hall of Mists. You can escape them by using a magic word such as PLUGH, but they may wait for you. They can smell you in the cave and tend to gradually converge on you. The more of them you kill and the longer you remain in the cave, the more accurate they become. Always carry your axe and throw it when you meet a dwarf.

The pirate cannot be attacked or fended off, and he only strikes when you are carrying treasure. He hides your treasure in his jewel-encrusted chest, which is itself a treasure. Once you find the chest, he leaves you alone.

Both the pirate and the dwarves are created in semi-random locations when you enter the cave. When you enter the Hall of Mists (or any other advanced room) they wake from suspended animation to plague your journey.

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.