
 * Hints For *
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 * Perfect Score *
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The scoring for the Adventure game is as follows:

- 25 Points for getting as far as the Hall of the Mountain King
- 12 Points each for the Gold Nugget, Diamonds, Silver Bars, Precious Jewelry, and Rare Coins. Possible total: 60 points.
- 14 Points for the Pirate's Chest
- 16 Points each for the Golden Eggs, Jeweled Trident, Ming Vase, Large Emerald, Platinum Pyramid, Glistening Pearl, Persian Rug, Rare Spices, and Golden Chain. Possible total: 144 points.
- 1 Point for proof of your visit to Witt's End. (You could prove your visit by taking, or leaving, something. A well-read Adventurer will know what to do.)
- 30 Points for not getting killed (-10 points for each time you do get killed).
- 15 Points for each hint taken.
- 4 Points for not quitting.
- 25 Points for reaching the "Cave Closing".
- 10/25/30 Points for leaving the Adventure Repository 'on your shield' (i.e. dead), depending upon your method of demise.
- 45 Points for leaving the Adventure Repository on the shoulders of cheering Elves.
- 2 Points as a free gift from the "Society for the Advancement of Round Numbers".

This brings the total to 350 points, a perfect score!

The Pirate's Chest:

The Pirate's Chest is an elusive treasure, as it cannot be found anywhere in the cave until you have been robbed. Those going for a perfect score won't have time to wait for the dastard to strike, so early in the game (when he is probably close to, or in, the maze "All Alike") take a treasure and go trolling for him. When he catches you, go turn the tables on him and clean him out!

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.

Timing Your Triumph

If you are attempting a perfect score, you will find that your lamp time (the life of the batteries in your lamp) is quite limited. Asking for instructions at the beginning of the game will prolong your lamp, but it will cost you a 15 point hint penalty. Buying spare batteries will give you virtually unlimited lamp life, but this will cause you to lose the coins and thus your perfect score. Therefore, plan your trip well and waste no time.

The cave closes soon after you discover the last treasure, so postpone "discovering" a convenient treasure, such as the platinum pyramid, until all else is completed. Then, rush that treasure back to the well-house and return deep into the cave to wait for the cave closing. We usually do the "Witt's End" puzzle at this time, as we wait for the cave to close.

Good Luck, Adventurer Grandmaster !