

APPENDIX III

HOW TO SOLVE THE ADVENTURES

The routines mentioned for the commands and objects in appendices I and II, and any other adventure routines in the chapters, are brought together here in possible solutions to the three adventures. If you have completed them, then you may be interested in how the programmer would complete them, or if you have not made an attempt at them, then you may wish to see the adventures completed in practice and gain information from this to make your own. Each command made is given along with remarks corresponding to what is printed on the screen — after directions, the new room name is printed out; the messages which relate to the number of moves made are printed only when each new message appears on the screen. Any remarks give are put inside brackets after this.

“Captive”

Starting Room — Prison Cell

1. *“KICK-DOOR”* — The hinges were weak and the door has collapsed into a pile of dust. (The first obstacle has been removed from the adventurer’s path. Now for some exploration).
2. *“N”* — Bell tower. (Remember not to *“RING”* the *“BELL”*).
3. *“W”* — Winding staircase (A *“TORCH”* is listed under *“OBJECTS”*).
4. *“GET TORCH”* — O.K. (How about lighting it).
5. *“LIGHT TORCH”* — It is now lit. (Some more exploration now).
6. *“N”* — Gunpowder chamber (Leave the *“GRENADE”* till later).
7. *“E”* — Place with a rocky floor. (Some *“GLOVES”* are here).
8. *“GET GLOVES”* — O.K. (How about wearing them).
9. *“WEAR GLOVES”* — O.K. (Move on to next room).
10. *“N”* — Signal transmitter room. The transmitter is overheating. (Search for something which can cool the *“TRANSMITTER”*).
11. *“E”* — Room of chains (Leave the *“ROUGH METAL”* for the moment).
12. *“N”* — Area with a hole in the ceiling (Do not *“EXAMINE”* the *“HOLE”* unless you like being killed).

13. “N” —Altar (A “SABRE” is here —it could be used as a weapon).
14. “GET SABRE” —O.K. (Now you have something to fight with).
15. “S” —Area with a hole in the ceiling.
16. “S” — Room of chains (How about picking up the “ROUGH METAL” now —it could be useful).
17. “GET ROUGH METAL” O.K. —(Now for a fight with something).
18. “S” — Muddy Area. (The “MUD-MAN” here does not look as though he is going to live much longer with you standing around brandishing a “SABRE”).
19. “KILL MUD-MAN” — You have killed the mud-man (Surprise, surprise. There is now no further need for the “SABRE”).
20. “DROP SABRE” — O.K. A rumbling sound can be heard (Perhaps there is something to cool the “TRANSMITTER” in one of the rooms off this room).
21. “S” — Locksmiths (The “KEY -CUTTER” looks as though it could be useful).
22. “CUT ROUGH METAL” — The piece of metal has been cut into a key (A “LOCKED-DOOR” can now be opened if you can find it.)
23. “N” —Muddy area (there is one more room off this room).
24. “E” — Frozen room (An “ICE-BLOCK” is here — this should cool the “TRANSMITTER”).
25. “GET ICE BLOCK” — O.K. — (The “GLOVES” are no longer required now that the “ICE-BLOCK” has been picked up).
26. “DROP GLOVES” — O.K. (Now you should take the “ICEBLOCK” along to the “Signal transmitter room” to see if it has any effect).
27. “W” —Muddy Area.
28. “N” —Room of chains 29. “W” — Signal transmitter room. The transmitter is overheating (Try dropping the ice here).
30. “DROP ICE BLOCK” — O.K. The transmitter has cooled down, but it does not have an aerial (Go and look for the “AERIAL”).
31. “E” —Room of chains.
32. “N” —Area with a hole in the ceiling.
33. “W” —Dimly lit passage.
34. “W” —Brightly coloured room.
35. “W” —Repairs room (The “AERIAL” is here).

36. “*GET AERIAL*” — O.K. (How about taking it back to the “TRANSMITTER”).
37. “*E*” — Brightly coloured room.
38. “*E*” — Dimly lit passage.
39. “*E*” — Area with a hole in the ceiling. The noise is becoming louder.
40. “*S*” — Room of chains.
41. “*W*” — Signal Transmitter room (“Drop” the “Aerial” like you did with the “ICE BLOCK”).
42. “*DROP AERIAL*” — O.K. The transmitter is fully operational (Try transmitting a signal now and see what the effect is).
43. “*TRANSMIT*” — An entrance has appeared into the “air lock”. The transmitter is fully operational (Look for other objects which you may require to aid your escape via the “Air lock”).
44. “*W*” — Padded cell. (Some “HEADPHONES” are here).
45. “*GET HEADPHONES*” — O.K. (How about wearing them).
46. “*WEAR HEADPHONES*” — O.K. (You still have not picked up the “GRENADE” so go back and “GET” it).
47. “*E*” — Signal transmitter room. The transmitter is fully operational.
48. “*S*” — Place with a rocky floor.
49. “*W*” — Gunpowder chamber. (The “GRENADE” is here).
50. “*GET GRENADE*” — O.K. (Now to find the “Air lock” and work out how to escape).
51. “*E*” — Place with a rocky floor.
52. “*N*” — Signal transmitter room. The transmitter is fully operational.
53. “*E*” — Room of chains.
54. “*N*” — Area with a hole in the ceiling.
55. “*W*” — Dimly lit passage.
56. “*W*” — Brightly coloured room.
57. “*N*” — Observation point.
58. “*E*” — Air lock (The “LOCKED DOOR” in an obstacle which is in the way and must be removed — try using the “SHINY KEY”).
59. “*OPEN LOCKED DOOR*” — The door came away in your hands but the exit is now blocked by boulders which had been behind the door.

The ground is starting to shake (How about using the GRENADÉ” to remove the “BOULDERS” from your way.)

60. “*THROW GRENADE*” — You have cleared a passage through the boulders. (Now you are able to pass through into the next room).

61. “*N*” — Outside of ship. (To enter the ship try saying the magic word “*SWARCK*” which you discovered on earlier attempts at the adventure).

62. “*SAY SWARCK*” — You have materialised inside your ship which has immediately taken off.

Score —58 Best Score —58
Press space to start again.

“*Dracula’s Castle*”

Starting room — Cell

1. “*KILL GUARD*” — O.K. (the first problem is completed quite easily).

2. “*N*” — Corridor (Searching for something of interest).

3. “*W*” — W. End of Corridor (A “*MALLET*” is here).

4. “*GET MALLET*” — O.K. (This should be moved to a more accessible place where it can be picked up again later).

5. “*N*” — Library (A “*GUN*” is here).

6. “*GET GUN*” — O.K. (This is needed for protection against the Robot).

7. “*W*” — Study (A “*WALLET*” is here).

8. “*GET WALLET*” — O.K. (When you pick up the “*JEWEL*” this helps you to keep it safe).

9. “*N*” — Computer room. A computer asks if you think that this program is good (answer Y or N). (There is not much option about what is typed in, since only “*Y*” for yes is accepted).

10. “*Y*” — (No remarks are given).

11. “*W*” — Candlelit room (There are some “*LIT CANDLES*” here).

12. “*GET LIT CANDLES*” — O.K. (these, like the “*MALLET*”, are being moved to a more convenient point for use later in the adventure).

13. “*E*” — Computer room. A computer asks if you think that this program is good (Answer Y or N).

14. “*Y*” — (No remarks)

15. “*E*” — Living Room (A “*CONTAINER*” is here).

16. “*GET CONTAINER*” — O.K. (This will be used for carrying some “ACID”).
17. “*E*” —S. End of main hall.
18. “*S*” — Dining Room. A robot, seeing your gun, dropped a key. (Why not pick up the “KEY”.)
19. “*GET KEY*” —O.K. (This will “OPEN” a “CUPBOARD”).
20. “*N*” — S. End of main hall (There is not any more use for the “GUN”).
21. “*DROP GUN*” —O.K. (this is also a suitable place to “DROP” the “MALLET”).
22. “*DROP MALLET*” —O.K.
23. “*N*” —Main hall.
24. “*N*” — N. end of main hall. (The “LIT CANDLES” can be dropped here).
25. “*DROP LIT-CANDLES*” —O.K.
26. “*E*” —Room with a pool.
27. “*N*” —Room with a clock
28. “*E*” —Kitchen (A “BUCKET” is here).
29. “*GET BUCKET*” — O.K. (The “MEAT CHOPPER” can be moved to a better location).
30. “*GET MEAT CHOPPER*” — O.K. (There is now no further need to enter the “KITCHEN”).
31. “*W*” —Room with a clock. (I wonder what the time is).
32. “*EXAMINE CLOCK*” — It is 6 o’clock (This will vary randomly between one and six every time you “EXAMINE” the “CLOCK”, so if the time is not after three, then “EXAMINE” it until it is, or else you will be at the mercy of the “WEREWOLF”).
33. “*S*” —Room with a pool.
34. “*W*” —N. end of hall, Dracula has detected your presence.
35. “*S*” — Main hall (This seems a good place to “DROP” the “MEAT CHOPPER”). .
36. “*DROP MEAT CHOPPER*” — O.K. (Now to go into the Section of the Castle in which the “JEWEL” is hidden).
37. “*E*” —Chamber of horror.
38. “*E*” —Armour room.

39. “*N*”—Bright room (A nasty looking ‘PLANT’ is in your way).
40. “*KICK PLANT*”—O.K. (The ‘PLANT’ temporarily disappears).
41. “*E*”—Room of mirrors.
42. “*N*”—Echo Chamber
43. “*E*”— Room with a serpent. (The ‘SERPENT’ is friendlier than you might expect).
44. “*GET SERPENT*”—O.K.
45. “*S*”— Room with a fire in it (If you examined the ‘BUCKET’ in previous attempts then you would know that it contained ‘W ATER’).
46. “*EMPTY BUCKET*”— A passage has been cleared through the flames. Your bucket has melted. (Another obstacle has been removed from your path.)
47. “*S*”—Room with a dragon. (Serpents do not like dragons).
48. “*DROP SERPENT*”—The serpent has killed the dragon.
49. “*S*”— Treasure chamber. (At last you have found the ‘JEWEL’. but that is not nearly the end of the adventure).
50. “*GET JEWEL*”— O.K. (Now to go back to a more central location and try and work out how to escape.).
51. “*N*”—Room with a dragon.
52. “*N*”—Room with a fire in it.
53. “*N*”—Room with a serpent.
54. “*W*”—Echo Chamber.
55. “*S*”—Room of mirrors.
56. “*W*”—Bright room (It is that terrible ‘PLANT’ again).
57. “*KICK PLANT*”—O.K.
58. “*S*”— Armour room (A ‘SHIELD’ is here-this could be used as a form of protection).
59. “*GET SHIELD*”—O.K.
60. “*W*”— Chamber of horror. (Why not fill your ‘CONTAINER’ with ‘ACID’ now).
61. “*GET ACID*”—O.K.
62. “*S*”— Werewolf’s chamber. (You might as well leave the ‘JEWEL’ in a relatively safe place for the time being).
63. “*DROP WALLET*”—O.K.

64. “*DROP JEWEL*” —O.K.
65. “*S*” —Weapon room. (You have a choice of three weapons).
66. “*GET SWORD*” —O.K.
67. “*S*” — Torture Chamber. Your shield deflects some laser beams. (So you did need your “*SHIELD*”, otherwise there would not have been much left of you).
68. “*E*” —Workroom. (Leave the “*STAKE*” till on the way back).
69. “*E*” —Laboratory. Dracula is out to destroy you.
70. “*E*” — Room with a giant spider. (The “*SPIDERS WEB*” is in the way).
71. “*DROP CONTAINER*” — O.K. Your acid has dissolved the web. (You are now able to pass into the next room).
72. “*N*” —Dull room. (A “*GHOST*” is here).
73. “*KILL GHOST*” —O.K. (Is a “*GHOST*” alive in the first place?)
74. “*W*” — Dim room. (Another “*GHOST*” is here — or is it the same one?)
75. “*KILL GHOST*” —O.K.
76. “*DROP SWORD*” — O.K. (You needed to drop your weapon to pass the third “*GHOST*”).
77. “*N*” —Dark room. (You cannot “*KILL*” this “*GHOST*”).
78. “*W*” — Room which is pitch black. (It is a wonder you can see the “*CUPBOARD*”).
79. “*OPEN CUPBOARD*” —O.K. (A “*ROPE*” is inside it).
80. “*GET ROPE*” —O.K.
81. “*DROP KEY*” —O.K. (There is no further use for this “*KEY*”).
82. “*E*” —Dark room.
83. “*S*” —Dim room
84. “*E*” —Dull room
85. “*S*” —Room with a giant spider.
86. “*W*” —Laboratory. (Some “*CHEMICALS*” are here).
87. “*GET CHEMICALS*” —O.K. (How about mixing them).
88. “*MIX CHEMICALS*” — With what formula? (In the previous attempts you may have “*READ*” the “*WINE LABEL*”).

89. “X*Y+Z-5=W/V” —A glue has been formed.
90. “W” —Workroom. (The ‘STAKE’ will come in useful).
91. “GET STAKE” —O.K.
92. “W” —Torture Chamber. Your shield deflects some laser beams.
93. “N” —Weapon room.
94. “DROP SHIELD” — O .K. (There is no more need for it since you will not be going back that way again).
95. “E” —Skeleton chamber.
96. “DROP GLUE” — O.K. A ‘SKELETON KEY’ has been formed. (You will be able to ‘OPEN’ the locked ‘DOOR’ with this).
97. “GET SKELETON KEY” —O.K.
98. “W” — Weapon room. (The two remaining weapons are to be picked up now since they will be of use in the next section).
99. “GET DAGGER” —O.K.
100. “GET AXE” —O.K.
101. “N” —Werewolf’s chamber.
102. “W” —S. End of main hall.
103. “DROP STAKE” —O.K. (This will be used later).
104. “DROP SKELETON KEY” —O.K. I’d advise you to hurry up.
105. “DROP ROPE” —O.K. 106. ‘N’ —Main Hall.
107. “N” — End of main hall. (The ‘LIT CANDLES’ are here — they are required for the section you are about to encounter).
108. “GET LIT CANDLES” —O.K.
109. “N” —Music Room. (Some ‘MUSIC’ is here).
110. “PLAY MUSIC” — Room with soldier ants. You have been thrown through a door in the West wall. (Some ‘RUBBER BOOTS’ are here).
111. “GET RUBBER BOOTS” —O.K.
112. “WEAR RUBBER BOOTS” —O.K.
113. “W” —Room with cages. Your lit candles frighten the wolves.
114. “KILL WOLVES” — O.K. (That was not much problem with the ‘DAGGER’ in your possession.
115. “W” —Servants’ quarters. (A ‘CRUCIFIX’ is here).
116. “GET CRUCIFIX” —O.K.

117. “S” — Chamber of fear. (Leave the ‘LASER GUN’ for the moment).

118. “S” — Room with a clue. (Some ‘GARLIC’ is here, but it is attached firmly).

119. “*CUT GARLIC*” — O.K. (Your “AXE” was small enough to be suitably handy to cut it with).

120. “*GET GARLIC*” —O.K.

121. “*DROP AXE*” —O.K. (It is no longer needed).

122. “N” —Chamber of fear. (Now “GET” the ‘LASER GUN’).

123. “*GET LASER GUN*” —O.K.

124. “N” —Servants’ quarters.

125. “E” —Room with cages.

126. “S” —Room with a sarcophagus. (A ‘SILVER COIN’ is here).

127. “*DROP LIT CANDLES*” — O.K. (These are no longer required and you needed to ‘DROP’ something so that the ‘SILVER COIN’ may be picked up).

128. “*GET SILVER COIN*” —O.K.

129. “S” — Burial Chamber. (This room had a function in the original ‘Dracula’s Castle’, but under the circumstances of this version, it only serves as a link room).

130. “E” —Chamber of suspense.

131. “*BLAST SEALED EXITS*” — O.K. (Two more exits have been revealed — you must not go North since you would be killed in the ‘Chamber of Horror’).

132. “E” —Main Hall.

133. “*DROP LASER GUN*” —O.K. (It has served its purpose).

134. “*DROP DAGGER*” —O.K.

135. “*GET MEAT CHOPPER*” — O.K. (You need this for the next section).

136. “S” —S. End of main hall.

137. “*DROP SILVER COIN*” — O.K. (This is a suitable place to leave it).

138. “*GET STAKE*” —O.K.

139. “*GET MALLET*” — O.K. You do not have much time left. (You need the ‘MALLET’ to ‘HAMMER’ the ‘STAKE’).

140. “W” —Living room.
141. “W” — Computer Room. A computer asks if you think that this program is good. (Answer Y or N).
142. “Y” —(No remarks).
143. “W” —Candlelit room.
144. “S” —Wine room.
145. “S” — Room with a pit. Your rubber boots give you a grip on the slippery surface.
146. “E” —Dracula’s bedroom. (A “COFFIN” is here).
147. “LIFT COFFIN” —O.K. (A “V AMPIRE” has appeared).
148. “HAMMER STAKE” — The vampire is dead but your mallet has disappeared.
149. “CHOP VAMPIRE” —O.K.
150. “DROP GARLIC” —O.K. (This prevents you from being killed).
151. “DROP MEA T CHOPPER” —O.K. (You do not need it anymore).
152. “GET STAKE” —O.K. (You still need this).
153. “W” — Room with a pit. Your rubber boots give you a grip on the slippery surface.
154. “N” —Wine room.
155. “N” —Candlelit room.
156. “E” — Computer room. A computer asks if you think that this program is good. (Answer Y or N).
157. “Y” —(No remarks).
158. “E” —Living room.
159. “E” —S. End of main hall.
160. “DROP RUBBER BOOTS” — O.K. (They have served their purpose).
161. “E” — Werewolf’s chamber. (You must remember that you have to leave the castle with the “JEWEL”).
162. “GET JEWEL” — O.K. (At this stage the “JEWEL” is fairly safe without the “WALLET”).
163. “W” —S. End of main hall.
164. “GET GUN” —O.K. (You need to pass the robot again).

3. “*GET MATCHES*” —O.K.
4. “*E*” —Cloakroom. (Leave the “*BOOTS*” till later).
5. “*E*” — W. End of corridor. (Searching for a suitable implement with which a “*GUARD*” can be passed).
6. “*E*” — Corridor. (The “*GUARDS QUARTERS*” lie to the “*SOUTH*”).
7. “*E*” —E. End of corridor.
8. “*N*” —Food room. (Leave the “*FOOD*” till later).
9. “*W*” — Store room. (A “*BOXING GLOVE*” is here — this should be useful against the “*GUARD*”).
10. “*GET BOXING GLOVE*” —O.K. (It must be worn).
11. “*WEAR BOXING GLOVE*” —O.K. (Now to attack the “*GUARD*”).
12. “*E*” —Food room.
13. “*S*” —E. End of corridor.
14. “*W*” —Corridor
15. “*S*” —Guard’s quarters. (The “*GUARD*” is here).
16. “*PUNCH GUARD*” — Fuel room. You have been thrown by the guard into an adjacent room. (That was not too great, but anyway you are in the next room —some cans are here).
17. “*GET CANS*” —O.K.
18. “*S*” —Money room. (A “*CHEST*” is here).
19. “*GET CHEST*” —O.K.
20. “*N*” —Fuel room.
21. “*W*” — Guard’s quarters. (It might be a good idea to “*GET*” the “*TAPER*”).
22. “*GET TAPER*” —O.K.
23. “*N*” —Corridor.
24. “*LIGHT TAPER*” —O.K. (You no longer need the “*MATCHES*”).
25. “*DROP MATCHES*” — O.K. (The “*BOXING GLOVE*” has also served its purpose).
26. “*DROP BOXING GLOVE*” —O.K.
27. “*E*” —E. End of corridor.
28. “*N*” —Food room. (You can take the “*FOOD*” now).

29. “*GET FOOD*” —O.K.
30. “*W*” — Store room. (You need to move the “*DUSTER*” to a more accessible place).
31. “*GET DUSTER*” —O.K.
32. “*W*” —Supply room. (You can store the “*OIL*” in your “*CANS*”).
33. “*GET OIL*” —O.K.
34. “*E*” —Store room. Guards have discovered Dracula’s death.
35. “*E*” —Food room.
36. “*S*” —E. End of corridor.
37. “*W*” —Corridor.
38. “*W*” —W. End of corridor.
39. “*W*” — Cloakroom. (You are carrying too many objects, but the “*BOOTS*” are required in preference to the “*DUSTER*”).
40. “*DROP DUSTER*” —O.K.
41. “*GET BOOTS*” —O.K. (They must be worn).
42. “*WEAR BOOTS*” —O.K.
43. “*W*” —Entrance to outhouse.
44. “*N*” —Part of path.
45. “*W*” — Woodcutter’s hut. (The “*CHEST*” must be dropped so that the “*CHAIN SAW*” may be picked up).
46. “*DROP CHEST*” —O.K.
47. “*GET CHAIN SAW*” — O.K. (The “*OIL*” has to be transferred into the “*CHAIN SAW*” so that it will work; if this is done the “*CANS*” can be dropped and the “*CHEST*” can therefore be picked up again).
48. “*FILL CHAIN SAW*” —O.K.
49. “*DROP CANS*” —O.K.
50. “*GET CHEST*” —O.K.
51. “*S*” — Path beside a river. (To pass the “*DOG*” you must show some kindness towards it).
52. “*PAT DOG*” —Glade. The dog lets you past it.
53. “*S*” —Bank of a river.
54. “*THROW CHEST*” — Swamp in forest. The chest acts as a platform across the river. (Your “*BOOTS*” protect you in the “*SWAMP*”).

55. “N” —Dense part of forest.
56. “*CUT TREES*” —See what has been revealed.
57. “*DROP CHAIN SAW*” —O.K. (It is no longer required).
58. “*GET SPADE*” —O.K.
59. “S” —Swamp in forest.
60. “E” —Bank of river.
61. “N” — Glade. (You have to go back and pick up the ‘DUSTER’ how that you are able to carry it).
62. “N” —Path beside a river.
63. “N” —Woodcutter’ hut.
64. “E” —Part of a path.
65. “S” —Entrance to outhouse.
66. “E” —Cloakroom. (The ‘DUSTER’ is here).
67. “*GET DUSTER*” —O.K.
68. “W” — Entrance to outhouse. (Heading back to pursue your progress across the river).
69. “N” —Part of a path. They have now been alerted to find you.
70. “W” —Woodcutter’s hut.
71. “S” —Path beside a river.
72. “*PAT DOG*” —Glade. The dog lets you past it.
73. “S” —Bank of river.
74. “*GET CHEST*” — O.K. (You need to pick it up and ‘THROW’ it again).
75. “*THROW CHEST*” — Swamp in forest. The chest acts as a platform across the river.
76. “N” —Dense part of the forest.
77. “N” —Cleared area of forest.
78. “W” —Large tree in forest.
79. “S” — Thin forestry. (I’d advise you to feed the ‘LION’ with the ‘FOOD’ that you have brought along for that purpose).
80. “*FEED LION*” —The lion disappeared after eating your food.
81. “N” —Large tree in forest.

82. “E” —Cleared area of forest.
83. “W” — Lion pits. (Now that the “LION” has gone away you can pass here in relative safety).
84. “W” —Cairn in forest. (A “RUSTY KEY” is here).
85. “GET RUSTY KEY” —O.K. (How about dusting it).
86. “DUST RUSTY KEY” —The rust has been dusted off your key.
87. “E” —Lion pits.
88. “S” —Cleared area of forest.
89. “W” —Large tree in forest.
90. “S” —Thin forestry.
91. “S” — Clearing. (Your “KEY” is now able to fit the lock of the “DOOR” and “OPEN” it without much trouble).
92. “OPEN DOOR” — Mouth of a cave. You have passed through the door.
93. “E” —Dimly lit part of cave. (An “AIR CYLINDER” is here).
95. “GET AIR CYLINDER” —O.K. (I suggest wearing it).
96. “WEAR AIR CYLINDER” —O.K.
97. “W” —Bear’s cave.
98. “N” —Mouth of cave.
99. “N” —Clearing.
100. “DROP KEY” — O.K. You no longer need it and you have to “DROP” it to be able to pick up the “CORD”).
101. “GET CORD” —O.K.
102. “N” —Thin forestry.
103. “N” —Large tree in forest.
104. “E” —Cleared area of forest. Your presence has been detected.
105. “S” —Dense part of forest.
106. “S” —Swamp in forest.
107. “E” —Bank of river.
108. “N” —Glade.
109. “N” —Path beside a river.
110. “N” —Woodcutter’s hut.

111. “*E*” —Part of a path.
112. “*S*” — Entrance to outhouse. (The wall must be climbed one way or other but first it is necessary for some object which cannot be used further to be dropped).
113. “*DROP LIT TAPER*” —O.K.
114. “*DROP BOOTS*” —O.K.
115. “*THROW CORD*” —It has caught onto something.
116. “*CLIMB CORD*” — Rubbish dump. (The “*CORD*” still remains in your possession since it may be used again later).
117. “*GET DIAMOND*” —O.K. Try dusting it.
118. “*DUST DIAMOND*” —Your diamond is now a lethal weapon.
119. “*DROP DUSTER*” —O.K. (This is of no further use).
120. “*E*” —Thick bushes in maze.
121. “*EXAMINE BUSHES*” —See what has been revealed.
122. “*GET GARLIC*” —O.K.
123. “*E*” —Burnt area. (A “*SPEAR*” is here).
124. “*GET SPEAR*” —O.K.
125. “*S*” —Exit from maze.
126. “*E*” — Steep sides of a mountain. (Two of your objects are to be dropped here — they would clutter up your “*Inventory*” and are not required till later).
127. “*DROP SPEAR*” —O.K.
128. “*DROP CORD*” —O.K.
129. “*GET SNOW*” —O.K.
130. “*W*” —Exit from maze.
131. “*GET SHOTGUN*” —O.K. (A useful weapon).
132. “*W*” — Area guarded by a cobra. The cobra keeps away from your garlic.
133. “*W*” —Thick undergrowth. (Some “*UNDERGROWTH*” is here).
134. “*EXAMINE UNDERGROWTH*” — See what has been revealed. (A “*GRAVE*” is here — your curiosity will make you want to know what is inside it).
135. “*DIG GRAVE*” — Dracula is here in an advanced state of reincarnation. See what has been revealed. (Dracula never seems to give up,

but on the other hand you should not as well).

136. “*DROP SPADE*” — O.K. (You need to clear room under “Inventory” and you do not need this any more).

137. “*S*”—Centre of maze.

138. “*EXAMINE FOUNTAIN*” — See what has been revealed. (The “BULLET” goes with the “SHOTGUN”).

139. “*GET BULLET*”—O.K. You have been noticed.

140. “*N*” — Thick undergrowth. (You now have the equipment with which you can once and for all kill “DRACULA”).

141. “*SHOOT DRACULA*”—Dracula is really dead now.

142. “*GET CROSS*” — O.K. (You would have been killed if you had tried to pick this up while “DRACULA” was still there).

143. “*S*”—Centre of maze. (You are looking for another weapon).

144. “*S*” — Minotaur’s section of maze. (Your special “DIAMOND” will allow you to “KILL” the “MINOTAUR”).

145. “*KILL MINOTAUR*” — Part of a maze with a lever. The force resulting from the Minotaur’s destruction has project you into the next room.

146. “*N*” — Entrance to a maze. (A “CRUCIBLE” is here — things can be melted in this).

147. “*MELT SNOW*”—The crucible is now clean.

148. “*MELT CROSS*” — A flick knife has been formed. (You have now that other weapon you were needing).

149. “*S*”—Part of a maze with a lever.

150. “*E*”—Minotaur’s section of maze.

151. “*N*”—Centre of maze.

152. “*N*”—Thick undergrowth.

153. “*E*” — Area guarded by a cobra. The cobra keeps away from your garlic.

154. “*E*”—Exit from maze.

155. “*E*” — Steep sides of a mountain. (The two objects that you dropped are here).

156. “*DROP DIAMOND*” — O.K. (You no longer need this object and the “GARLIC”).

157. “*DROP GARLIC*”—O.K.

158. “*GET CORD*” —O.K.

159. “*GET SPEAR*” —O.K.

160. “*S*” — Pass in a mountainous region. (You are lucky that you are wearing the “*AIR CYLINDER*”).

161. “*W*” — Large Valley. (You have to “*THROW*” the “*AIR CYLINDER*” away immediately since there has been a sharp increase in external air pressure on the descent causing it to become unsafe).

162. “*THROW AIR CYLINDER*” —It has exploded in mid-air.

163. “*S*” —Sides of a lake.

164. “*E*” —Rocky part of a route. (A “*WEREWOLF*” is here).

165. “*SPEAR WEREWOLF*” —It has run away wounded.

166. “*E*” — Old windswept road. (The “*WEREWOLF*” is in this location now).

167 “*STAB WEREWOLF*” — It has shrivelled up disappearing into the ground.

168. “*N*” — Outside of city gates. (To finish the adventure you need to “*CLIMB*” over them with the help of your “*CORD*”).

169. “*THROW CORD*” —It has caught onto something.

170. “*CLIMB CORD*” —Home city.

Score = 75 Best Score = 75

Press space to start again.

From the above possible solutions you may also learn something about the actual playing of an adventure. Since there is a limit to the number of objects that you can carry at any one time you will need to choose which you need and which you do not. It will therefore be necessary to “*DROP*” objects which you will need, in places where you will be able to retrieve them later. Some objects like the “*CORD*” in “*Journey*” can be used more than once, but you will find out things like this in an adventure after playing it several times. A rule about playing adventures is that if one thing does not work then try another.