

# ADVENTURE SURVIVORS

24 Perthshire Drive, Peachtree City, GA 30269 (770) 487 8461 NR.40 SEP., 1996

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## CEO TALK

Due to the length of *Plateau of the Past* information, the Future Review List and Swap Shoppe page are not included in this Issue.

Although the Atlanta Computer Society is not sponsoring an Atlanta Fest this year, they are having their Annual PICNIC at Stone Mountain Park! ALL are invited to come, and have a GREAT TIME!

There is no electrical power at the site, but a few vendors will be there showing their wares.

ATLANTA COMPUTER SOCIETY'S PICNIC! <u>WHEN:</u> Sat.Oct.5,1996. 10 AM to 10 PM. <u>WHERE:</u> STONE MOUNTAIN PARK (NE of Atl, just outside I-285) Virginia Pavillion (next to The Antbellum Plantation). <u>PARK FEES:</u> \$6/vehicle (refundable to ACS Members at the Picnic). <u>OVER NIGHT:</u> Inside the Park- 2 Motels- \$59 - \$79 and UP! Stone Mt. Park Inn - 800 277 0007 The Evergreen Inn - 800 722 1000 Camp sites - No resv., always room! Park Information - 770 498 5690 <u>SEND</u> \$1/person to Alan Dages, c/o ACS, P.O. Box 80694, Atlanta GA 30366 (refundable at the Picnic) FOOD, REFRESHMENTS, and ENTERTAINMENT provided by the Atlanta Computer Soc.
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Rick Cooper's Picnic "II" July 13 at the Casey County Elementary School (Rick is the Principal), just outside Liberty, KY was GREAT FUN! A "presentation" was given every hour - Talks, Demo's, lots of software & hardware sales, a session in the School's Computer Lab (PC's using the

CoCo Emulator!), etc.

Godfrey Moll had the most memorable offering, 36 "packages" of CoCo stuff, spread out over 3 or 4 tables, itemized on a "bid sheet", and offered to everyone via "secret" bids. Arnold Garlic "won" 2 complete CoCo 3 systems!

It was a pleasure to renew acquaintances with those from last year, and meet & chat with new friends - J.R. & Mary Waggoner, and Arnold & Lorena Garlic.

The "Picnic" was held at the Bread Of Life Cafe - A GREAT TREAT! After that, many "hit the road", but some met at Rick & Donna's home for a visit to CFDM Headquarters, and more refreshments!

A GREAT TIME was had by ALL! Thanks again to Rick, Donna, and Family.

**NEW MEMBERS: WELCOME to the Club!**

Arnold & Lorena Garlic, Staffordville VA.  
David Breeding, Russell Springs KY.

**BONUS REVIEW: Scott Adam's Adventure #13  
THE SORCERER OF CLAYMORGUE CASTLE**

This is Scott Adams's thirteenth text adventure. It was converted to the CoCo, and a graphic version was also available for other machines.

You're an apprentice of wizardry, and your TASK is to enter the Castle, find 13 STARS of Power (and where to drop them).

Casting a Spell in the proper place, and/or the correct time is THE DIFFICULT PART! As an example, you start outside the Castle with 6 Spells. One of these will get you inside, but that puts you in a NO-WIN situation! That Spell MUST be cast later in another place.

A Saved position (to tape), can only be restored during the loading process.

The parsor is a normal verb-noun type that accepts a few one-word commands, and sometimes requires a two-word response to an on-screen prompt. Often, a two-word command is needed for a directional move, but usually a one-letter abbreviation for a direction is acceptable. One-letter abbreviations for INVENTORY, and LOOK are useable. The 1st 5 letters of any longer word can also be used. GOOD HUNTING!

## PLATEAU OF THE PAST REVIEW AND INFORMATION

Plateau is a graphic adventure by Chuck Jager, and Jim O'keefe. It was introduced in 1986, and was available from ZyteK Ltd. It was written for a CoCo 2, but plays fine on all CoCo's. The game Hi-Res artifact colors require a TV or composite monitor. Generally, the graphics are small, but the Intro-screen, FIGHT screen, and "Tombstone" screen (when you get killed) are full screen presentations with music, and nicely done. Animations of your character's movements, and those of creatures you find, are well done. Unfortunately, POP doesn't have a SAVE feature, and that makes it a "Pain" to play (over and over). It was reviewed by Jeffery S. Parker in Rainbow Magazine, 9/86, page 139.

Place the game disk in drive 0 (leave it there during play), and LOADM"POP" to begin the loading process. A ZYTEK LoGo & credits screen appears, and then the game Intro-screen. Press ENTER - music. A "Selection" screen of ABILITY, STAMINA, and FATE points then appears, with QUICKLY-CHANGING numbers next to them. Press a key to select your "set".

ABILITY (A), ranges from 7 to 12, and remains the same during play. If your "A" is 9, your survival chances are about "50/50"! Less than 9, not good! STAMINA (S), 13-18, lost and gained during play. Lose 2 points if you're Hit during a FIGHT, in Traps, and anytime you lose at Tempting Fate. Gain 2 points when you eat(E) a C-Ration, and Problem #'s 22, 33, 46 hide Stamina or C-Rations, but another item is also needed. FATE (F), 7-9, Lose a point if you answer "y"(yes) when asked if you have a certain Object, and you DON'T have it. You even Lose a point when you WIN at Tempting Fate. Gain 2 Fate points in problem #24, only there when you move eastward. If STAMINA or FATE reaches zero, you DIE!

The bottom-half of the screen is used for text descriptions, options, results, and prompts. The upper-half of the screen is divided into three parts. The upper left-side lists the three on-screen commands (Eat, Goods, Aspects), described below (results of using these commands are also displayed here). The upper right-side has the game compass, with an arrow always pointing to a direction (the "standard" loss of two Stamina points is also shown here). The upper center area is the game "Map window".

Play is very easy. The only keyboard inputs required by a player are numbers (1 thru 4), "y/n" (yes or no), three letters (E, G, and A), and the on-screen prompt (often), "press any key to continue". Numbered directional Options are given when you reach a Junction. The game pauses, and waits for a number to be pressed. You then procede along the chosen path. Problem options are listed ('s or "y/n"), and selected in a like manner. Your movements are "funneled" by the game toward the North - the final scene. You automatically move north at a few junctions, and generally you're not permitted to move south or retrace your steps. There are a few minor or temporary exceptions to these "rules".

Background: You find yourself on an ancient Plateau. Your Task is to find a safe way off of it.

START ITEMS: CANTREN, KNIFE, "45" AUTOMATIC, GUNBELT & AMMO, BULL WHIP, and ROPE.

SELECTABLE GOODS: Only 8, can be selected. Except the SHOEHORN (mentioned as useless in problem #32) and the FLARE

GUN (never mentioned during play), all have a use. For the "A Path", select 02, 03, 08, 09, 14, 16, 19, and one more.

#	ITEM	USE	#	ITEM	USE	#	ITEM	USE	#	ITEM	USE
01	BINOCULARS	#51	05	BUTTERFLY NET	#22	09	HOOKS	A6	13	FLARE GUN	???
02	COMPASS	A9	06	BOTTLE OF RUM	A11	10	MOSQUITO NET	#32	14	C-RATIONS	#35,#45
03	FIRST AID KIT	A6	07	PLASTIC SHEET	#25	11	OPENER	#46	15	SHOVEL	#21
04	STICK OF TNT	#34	08	FLASHLIGHT	A9,A12,#29	12	HATCHET	A10	16	MIRROR	A4
									20	SHOEHORN	NONE

OTHER ITEMS Found, and where they are used. The PIPE, and STONE are just clues. The STAR IDOL has not been found.

ITEM	FOUND	USE	ITEM	FOUND	USE	ITEM	FOUND	USE	ITEM	FOUND	USE
DRUG POUCH	A3	A14	SUN IDOL	A14	SC-2?	KEY	#19	#33	ALOE	#41	#53
APE PIT MAP	A4	A14	SALT	#17	#30	NECKLACE	#40	#54	BLOW GUN	A6-Bottom	#50
MOON IDOL	A6-Ledge	SC-2?	ANIMAL HORN	#16	A15	PIPE	#43	clue	STONE	#55	clue

E-EAT(?), G-GOODS(?), and A-ASPECTS(?) are almost always on screen (upper-left), but only useable when the "?" is displayed. Press the first letter (E, G, or A) to use them. The "?" will be available when a "y/n", numbered problem, or directional option is given. "E" consumes a C- Ration (+2 Stamina points) if you have one, shows your Stamina, and how many C-Rations are left. "G" shows your inventory. "A" shows your Ability, Stamina, and Fate points.

TEMPT FATE: Happens in many places. Most of the time, Win or Lose chances seem to be 50/50. "TEMPT FATE" appears with music at the bottom of the screen. When the music stops, "TEMPT FATE" will flash. Press a key. WIN (lose 1 Fate point), and continue on your way. LOSE (lose 2 Stamina points), and continue on your way. In a few places (A14, and #36), if you lose, FATE will repeat (two more times, if you keep losing) before allowing you to procede.

FIGHT: TO THE DEATH! You automatically fight some FOEs when they are found. Others, if you don't have a certain Item, and some will Fight as a result of a selected option. A special "Fight" Screen appears. It shows your, and your Foe's Ability and Stamina points, and QUICKLY-CHANGING numbers (one for you, and one for your Foe). Press a key, and the numbers stop. Who has the lowest number, loses 2 Stamina points. This "bit" continues until someone Wins!

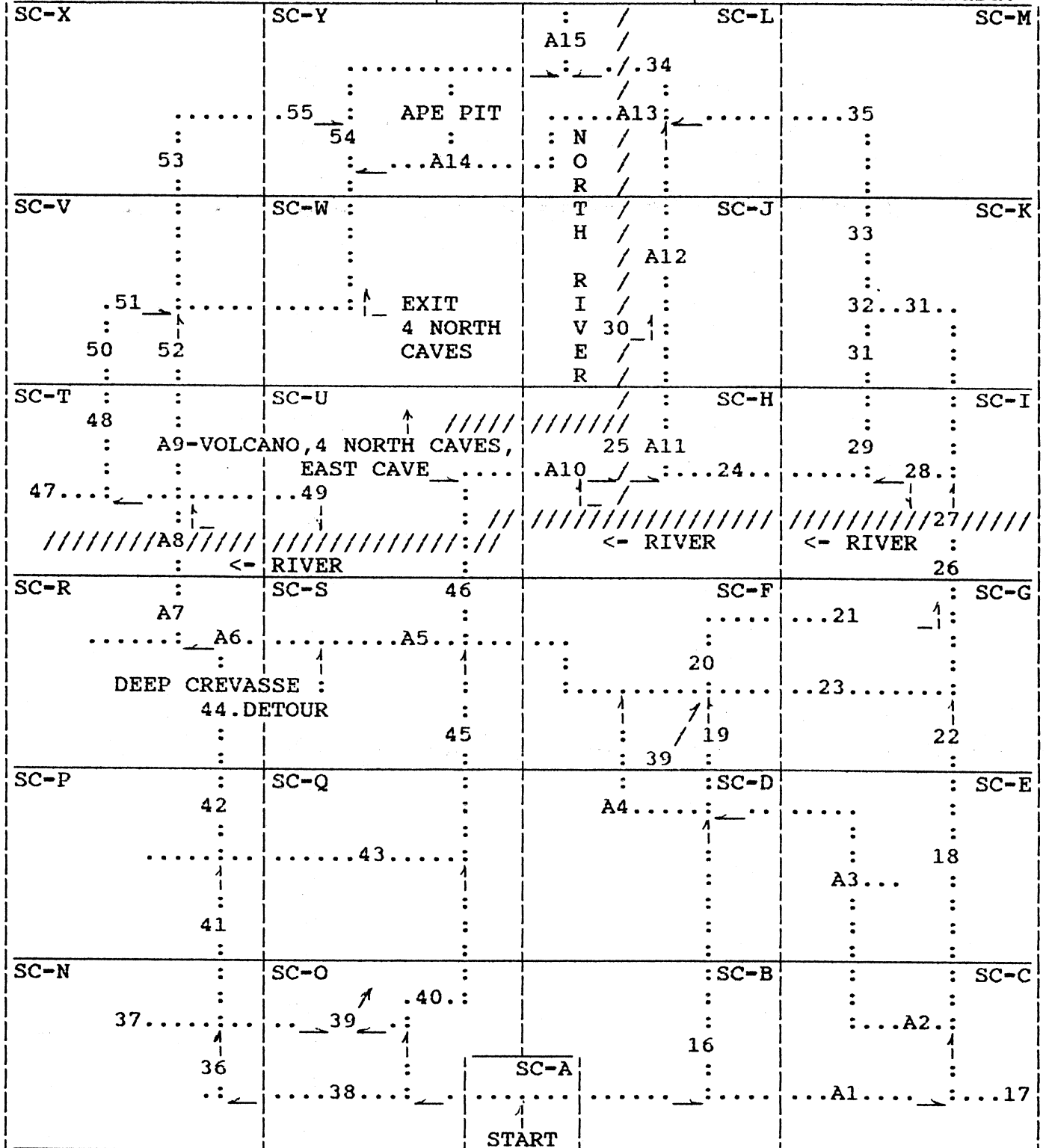
NOTE: We haven't been able to solve this. IF ANY OF YOU HAVE, let us know how you did it. where is the STAR IDOL?

# PLATEAU OF THE PAST MAP

These scenes (SC-A thru Z) are close replicas of those seen in the game's Map Window. All problems are located, and numbered for easier reference. "A Path": #'s A1 thru A15. East Scenes: #'s 16 thru 35. West Scenes: #'s 36 thru 55.

BRIDGE (HOLE) T- REX  
 T- REX  
 (auto-sequence)

MAP KEY  
 Normal Path: .. or :  
 One-way Path: → or ↑  
 Directional options are offered at most Junctions, but you are "funneled" Northward!



## PLATEAU OF THE PAST, "A PATH"

These Problems, Options, and Results make up the "A Path" - best way to go in order to find two GOLD IMAGES (Moon, and Sun Idols). The Third Image, a Star Idol, has NEVER been found. Junction options (directions), and the "-1 P" point (when you WIN at FATE) are not shown.

**A1: POISONOUS VAPORS!- GAS MASK?** Y(es).Continue East. N(o).(-2 S) Continue East.

**A2: DIMETRODON!- FIGHT!- FOE A(bility)= 9, FOE S(tamina)= 6.- Win- Continue West. Lose- Death!**

**A3: FOOTPRINTS! 1.Follow them- GUARD!- 1.Slip away- return to path.  
2.Keep on path. 2.Silence Guard- FATE!- Win- POUCH? Y.Take it, back to path. N.Continue North.  
Lose- CHIEF!- 1.Escape- Take POUCH, continue North.  
2.Play along (-2 S), continue North.**

**A4: OLD MAN & DOGS! 1.Go for Whip- (-2 S) North. 2.Stand ground- Clues, and trade the MIRROR for the Ape Pit MAP.**

**A5: GULLY!- Cross if A+S pts = 26 or more. If not, FATE!- Win- cross. Lose- (-2 S) Back to last Junction, and North.**

**A6: SOUTH PATH!- 1.Stay west.  
2.Check Path- MACHETE? Y.CLIFF!- 1.Explore Cliff- 1.Down Cliff- HOOKS? Y.LEDGE!- 1.Investigate- PACK!-  
N.Return. 2.Return. 2.Return. N.Return. 2.Down- (below)  
(Pack cont.)- 1.Exam.Pack- SNAKE BIT (-2 S)!- 1st AID KIT? Y.Cured!- 1.Take pack- MOON IDOL!- auto up, and West.  
2.Return up. N.Death! 2.Leave it - Return up, and West.  
(All Downs)-->3.Continue Down- SKELETON!- 1.Search- BLOW GUN- Take it, up & West. 2.Leave alone- Back up & West.**

**A7: MEN!- 1.Hide- FIGHT!- FOE A= 8, FOE S= 8.- Win- continue North.  
2.Confront- Continue North. Lose- Death!**

**A8: RIVER CROSSING!- FATE!- Win- cross. Lose- (-2 S) down River, return, and cross.**

**A9: EXTINCT VOLCANO!- 1.Head for Volcano- OPENING!- 1.Return.  
2.Move North. 2.Look for Entrance- FATE!- Win- FLASHLIGHT? Y.COMPASS? Y.SOUNDS!-  
(The 4 North Caves are all the same, and exit North - see Map) Lose- (-2 S) | N.4 caves. N.4 caves.  
(SOUNDS continued)- 1.Charge in- FLYING REPTILE!- FIGHT!- FOE A= 9.- Win- NEST!- 1.Investigate- (nothing!)- (below)  
2.Back to 4 caves. FOE S=10. Lose- Death! 2.Return to 4 caves.  
3.wait- same as 2.  
(Nothing! continued)- 1.Take East Cave- On to A10. 2.Return to 4 North Caves.**

**A10: CROSSING!- HATCHET? Y.Auto-make a Raft, and North on the River (to #'s 25 & 30). N.(-2 S) cross the River.**

**A11: RUSTLING!- 1.Go for colt- OSTRICH passes- Continue North. 2.Hide- PLYTRAP!- RUM? Y.Continue North. N.Death!**

**A12: ROCKY PATH!- 1.Continue North. 2.Follow Path- DARK CAVE!- FLASHLIGHT? Y.(3 Idol clues)- HIT HEAD (-2 S)- FATE!-  
(FATE continued)- Win- Continue North. Lose- (-2 S) North. N.(-2 S) Back to path.**

**A13: RAPIDS!- 1.Turn back, North. 2.Try to cross- Always safe!**

**A14: HILL! (Don't have the POUCH?? That FATE will REPEAT up-to 3 times, if you continue to lose - else, on to A15)  
1.Continue West. 2.Turn N.- APE PIT!- 1.Exit canyon. 2.Descend in pit- APE & TUNNELS!- SLEEP DRUG? Y. MAP?  
(MAP continued)-Y.SUN IDOL!- PASSAGE!- 1.Enter passage- TARANTULAS!- FATE!- Win- Exit, then East. N. FATE!  
N.FATE!- Win- Exit. 2.Go for rope- Death! lose- (-2 S) Exit, then East.  
Lose- (-2 S) Exit.**

**A15: STEGOSAURUS!- ANIMAL HORN? Y.Continue North. N.FIGHT!- FOE A= 9, S= 6.- Win- North to SC-2. Lose- Death!**

**LAST SCENE:** There are 3 Stone Pillars (clue in A12), 2 T-REXs, a hidden Hole, and a Bridge on the North side. Auto-sequence (NO options) - north toward the Bridge, but NEVER get there - break a leg in the hole, and a T-REX "gets" you!

## PLATEAU OF THE PAST EAST SCENES

These Scenes (SC-B thru M) contain Problems 16 thru 35 - the EAST Half of the Game Map. This "West" list contains all of a Problem's Options, and the Results of each one. The "-1 F" point each time FATE is WON, and directional options at the many Junctions are not shown.

- SC-B: #16; GRUNTS!- 1.Investigate- ABORIGINES!- FATE!- Win- FIGHT!- same as below. .  
 2.Continue North. Lose- (-2 S)- FIGHT!- FOE A= 8.- Win- ANIMAL HORN!- TAKE IT? Y/N-  
 S=10. Lose- Death!  
 (Y/N continued)- Y.-Continue North. N.-Without it, continue North.
- SC-C: #17; TIGER!- 1.Into cave- FATE!- Win- SALT? Y/N- Take it or not, return to North path.  
 Lose- (-2 S) return to north path.  
 2.Run for trail- FATE!- Win- return to path. Lose- (-2 S) return to path.
- SC-E: #18; GORILLA!- 1.Move past him- O.K. 2.Fire a shot- O.K.
- SC-F: #19; AMAZON!- 1.Take KEY- O.K., continue North. 2.Free her- she leaves, you continue North without the KEY.  
 #20; GIANT!- FATE!- Win- drop GUN, on to #21 (Giant follows). Lose- (-2 S) same win.
- SC-G: #21; SHOVEL? Y.Trap the Giant, recover Gun, continue East then North.  
 N.Death!  
 #22; CAVE!- 1.Examine- FATE!- Win- BATS!- BUTTERFLY NET? Y.+4 S, continue North.  
 2.Cont.North. Lose- (-2 S) Cont.North N.(-2 S) continue North.  
 #23; CREEPING SHADOW!- 1.Quick Retreat- return to last Junction, then North.  
 (from E or W) 2.Pull Gun & take cover- O.K., continue same direction.
- SC-H: #24; ANIMAL CRYING (only from the West)!- 1.Follow curiosity- TRAPPED ECHIPPUS!- 1.Cut it free- +2 F.  
 2.Continue trail. 2.Return to trail.  
 #25; OWL!- 1.Continue North. 2.Investigate bank- FATE!- Win- return to river. Lose- (-2 S) SAVAGES!-  
 (Savages continued)- PLASTIC SHEET? Y.Return to river. N.(-2 S) return to river.
- SC-I: #26; TRICERTOPS!- FIGHT!- FOE A= 7, S= 10. Win- continue North. Lose- Death!  
 #27; RIVER PIRANAS!- FATE!- Win- continue North. Lose- (-2 S) continue north.  
 #28; BRONTOSAURUS!- 1.Stand & wait- FATE!- Win- continue West. Lose- (-2 S) into the River, on to A10.  
 2.Dive into River- (-2 S) down river to A10.  
 #29; CREVICE!- 1.Research crevice- FLASHLIGHT? Y.(Roaches!) return to trail. N.(-2 S) return to trail.  
 2.Keep on trail.
- SC-J: #30; LANDING!- 1.Stay on River- Death! 2.Attempt Landing- NO LUCK!- 1.Stay on raft- Death!  
 2.Swim shore- LEACHES!- SALT? Y.North path.  
 N.(-2 S) same.
- SC-K: #31 (both); INSECTS!- REPELLENT? Y.On to #32. N.(-2 S) on to #32.  
 #32; QUICKSAND!- SHOEHORN? Y.-1 F, into the mire. N.(useless item) into the mire.- 1.Struggle- (-2 S) same as 2.  
 2.Remain calm- PTERONADON!-  
 (Pteronadon continued)- MOSQUITO NET? Y.Continue North. N.FIGHT!- FOE A= 9, S= 8.- Win- North. Lose- Death!
- #33; OPENING!- 1.Reach in- CHEST!- KEY? Y.+4 C-RATIONS, continue North.  
 2.Leave alone. N.Continue North.
- SC-L: #34; CROCODILES!- TNT? Y.Safely cross. N.FATE!- Win- Cross. Lose- DEATH!
- SC-M: #35; TAR POOL!- 1.Use rope- FATE! 2.Throw C-Ration- (wasted!) FATE! 3.Cross log- FATE!- Win- continue West.  
 Lose- (-2 S) cont.West.

## PLATEAU OF THE PAST WEST SCENES

These Scenes (SC-N thru Y) contain Problems 36 thru 55 - the WEST Half of the Game Map. This "West" list contains all of a Problem's Options, and the Results of each one. The "-1 P" point each time PATE is WON, and directional options at the many Junctions are not shown.

SC-N: #36; UNDERGROUND CREATURE!- PATE!- Win- Continue path, North.

Lose- (-2 S) Repeat Pate 2 more times (unless you Win)- Continue path North.

#37; PLATEAU EDGE!- 1.Closer look- Death! 2.Return to North path.

SC-O: #38; WARRIOR!- 1.Hide- O.K., continue west.

2.Confront him- FIGHT!- FOE A= 8.- Win - continue West.

S=12. Lose- Death!

#39; BIRD (from E. or W.)!- Auto-move to intersection just North of #19.

#40; OPENING!- 1.Investigate- 1.Enter Opening- SPIDER WEB!- PATE!- Win- SPIDER!- FIGHT!- FOE A= 8.- Win - (below)

2.Continue... 2.Return to path. Lose- (-2 S) same. FOE S= 8. Lose- Death!

(Win Continued)- Animal TOOTH NECKLACE!- Take it, and continue on path, North.

SC-P: #41; LOUD THUMP!- 1.Investigate- ALOE!- 1.Pick some- O.K., continue North.

2.Continue North. 2.Return to path, North.

Note: The West path to the Plateau edge, auto-returns to the Junction.

#42; VULTURES!- FIGHT!- FOE A= 7.- Win - Continue North.

S=14. Lose- Death!

SC-Q: #43; SMOKE (from E. or W.)!- 1.Investigate- HUT!- 1.Look closer- ENTRANCE!- 1.Enter hut- PIPE!- Moon Idol clue.

2.Continue path. 2.Back to trail. 2.Return...

SC-R: #44; CREVASSE!- Auto-move around it, and join the "A Path", East or West.

Note: The West path to the Plateau edge, auto-returns to the Junction, and continues North.

SC-S: #45; FOOT TRAP!- PATE!- Win- continue North.

Lose- (-2 S) 2 C-RATIONS FOR FREEDOM!- 1.Trade- (-2 C-R's) continue North.

(Cross or join the "A Path", East or West.) 2.No trade- Lose 4 C-Rations! Continue North.

#46; SHINY OBJECT!- 1.Check it out- ALUMINUM!- 1.Head up trail.

2.Continue up trail. 2.Investigate- CRATE!- 1.Open crate- COCA COLA!- OPENER? Y.+4 S.  
N.-2 S.

SC-T: #47; SHEER DROP-OFF!- 1.Peer over edge- (-2 S) return to Junction, North. 2.Return...,North.

#48; TRAP!- PATE!- Win- continue North. Lose- (-2 S) continue North.

SC-U: #49; DOWN SLOPE!- 1.Continue...into river (-2 S), down stream, and return to last Junction. 2.Go back.

SC-V: #50; MENACE!- A+S= 24 or more, continue to #51. If not, -2 S, and then on to #51.

#51; ANACONDA!- BINOCULARS? Y.Continue East. N.(-2 S) continue East.

#52; ANTRODERMUS!- BLOW GUN (Alternate item, found in A6)? Y.Continue North. N.(-2 S) Continue North.

SC-W: Nothing here. The 4 North caves from the Volcano exit here, and join the North path to #54.

SC-V: #53; GEYSERS!- 1.Run while blue- continue on path.

2.Run while white- ALOE PLANT? Y.Continue on path.

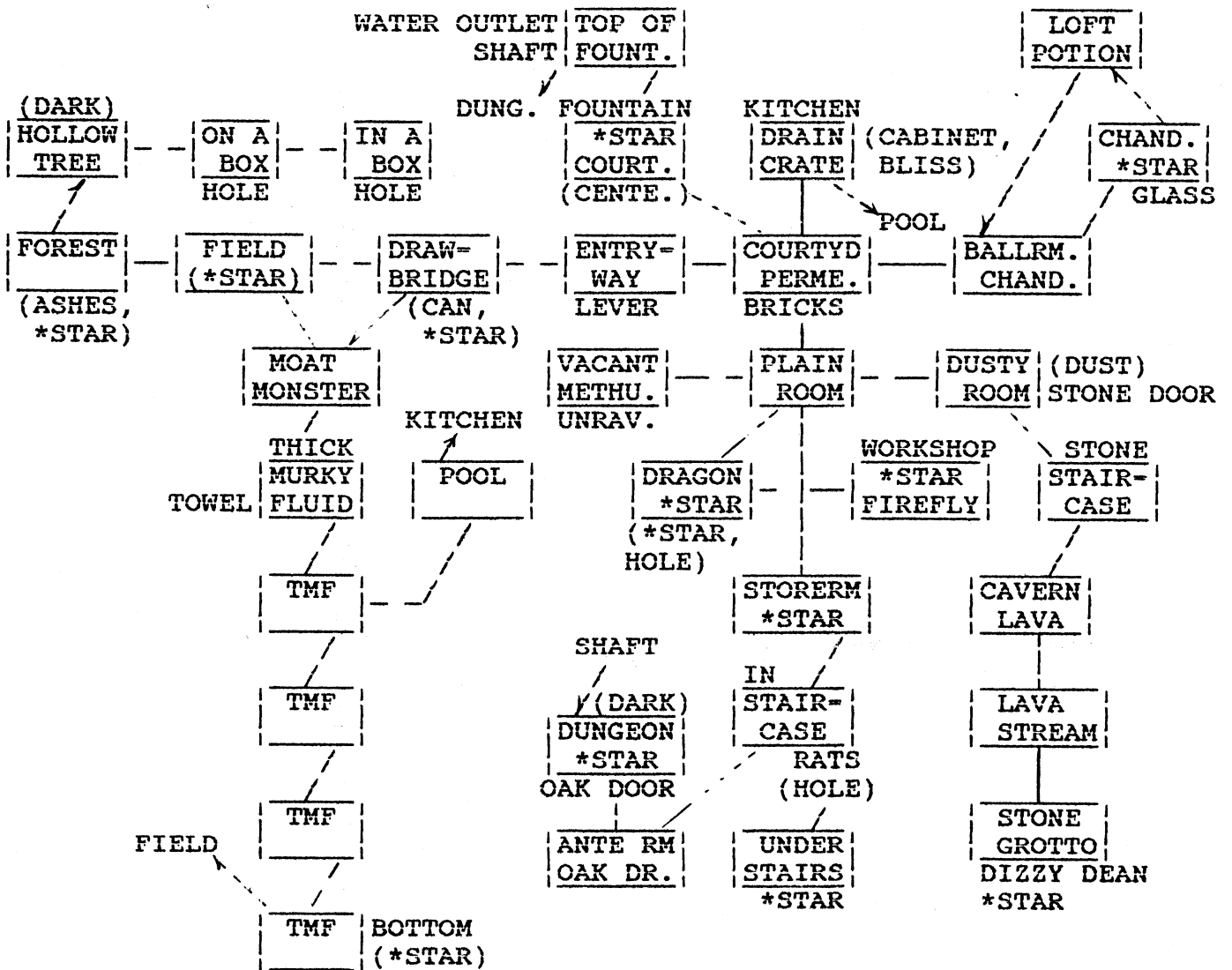
N.(-2 S) continue on path.

SC-W: #54; NOMAD!- NECKLACE? Y.Continue North. N.FIGHT!- FOE A= 8, S= 10.- Win- on to "A15". Lose- Death!

#55; TREE!- 1.Reach in- STONE ORNAMENT!- Star Idol clue. 2.Leave it alone- continue on path.

# SORCERER OF CLAYMORGUE CASTLE MAP

VERBS	MAP KEY																																				
<p>Many synonymous verbs are useable</p> <table style="width: 100%; border: none;"> <tr> <td>SAVE GAME</td> <td>U: UP</td> <td>CAST</td> <td>WALK</td> </tr> <tr> <td>L: LOOK</td> <td>THROW</td> <td>HOLD</td> <td>WAKE</td> </tr> <tr> <td>I: INVENTORY</td> <td>WRING</td> <td>GO</td> <td>DROP</td> </tr> <tr> <td>N: NORTH</td> <td>DRINK</td> <td>DIG</td> <td>PUSH</td> </tr> <tr> <td>E: EAST</td> <td>CLIMB</td> <td>GET</td> <td>PULL</td> </tr> <tr> <td>S: SOUTH</td> <td>SCORE</td> <td>DRY</td> <td>OPEN</td> </tr> <tr> <td>W: WEST</td> <td>QUIT</td> <td>USE</td> <td>JUMP</td> </tr> <tr> <td>D: DOWN</td> <td>HELP</td> <td>SAY</td> <td>SWIM</td> </tr> <tr> <td>BREATHE</td> <td></td> <td></td> <td></td> </tr> </table>	SAVE GAME	U: UP	CAST	WALK	L: LOOK	THROW	HOLD	WAKE	I: INVENTORY	WRING	GO	DROP	N: NORTH	DRINK	DIG	PUSH	E: EAST	CLIMB	GET	PULL	S: SOUTH	SCORE	DRY	OPEN	W: WEST	QUIT	USE	JUMP	D: DOWN	HELP	SAY	SWIM	BREATHE				<div style="text-align: center;"> </div> <p>Different or Problem Path (dashed line): - -</p> <p>One-way Path ("barb"): —&gt;</p> <p>Connecting Path (arrow): —&gt;</p>
SAVE GAME	U: UP	CAST	WALK																																		
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# SORCERER OF CLAYMORGUE CASTLE SOLUTION

<u>SPELLS</u>	<u>FOUND</u>	<u>USE: CAST...</u>
FIRE	Start with	At Oak Door (Ante Rm), and Tree (Forest). Once cast, go quickly to the other place, and Cast again.
SEED	" "	At Stone Door in Dusty Room.
LIGHT SQUARED	" "	While on the Chandelier (rises to the Loft).
YOHO	" "	In Hollow Tree - go to the Box.
WICKED QUEENS	" "	On broken Chandelier Glass - becomes a Mirror.
LYCANTROPE	" "	At the Rats, allows entrance to hole.
BLISS	Kitchen Cabinet	At Moat Bottom (to the Field). Active long enough to go to the Loft, cross the Lava, and return.
PERMEABILITY	Courtyard	Forest - to Hollow Tree, place to drop Stars.
METHUSELAH	Vacant Room	NOT needed. Negates Fountain's growing young Death - still Die of old age!
UNRAVEL	" "	Ball Room, EXIT the room afterwards.
DIZZY DEAN	Stone Grotto	Improves chances of hitting the Tin Can with Brick.
FIREFLY	Wizard's Workshop	Provides Light - Dungeon and Hollow Tree.

START, FIELD: INVENTORY. DIG (auto get Star). GO MOAT (WAKE MONSTER returns to the Field). HOLD BREATH. SWIM DOWN. GET TOWEL. SWIM DOWN. SWIM EAST. POOL: BREATHE. U. KITCHEN: OPEN CABINET (auto get Bliss). GET BOX (Crate). S. COURTYARD: DROP STAR (good place - later). E. BALLROOM: DROP BOX. W. W. ENTRYWAY: PULL LEVER (Drawbridge drops, and auto-get the Lever). DROP WOOD (has no use). E. S. PLAIN ROOM: PULL WEST (auto West). VACANT ROOM: GET UNRAVEL (Methuselah has no use). E. N. E. CAST UNRAVEL (safely unties rope, and Chandelier drops. Do not return until after it drops). W. S.

PLAIN ROOM: PUSH SOUTH. STOREROOM: GET STAR. D. STAIRCASE: CAST LYCANTROPE (you are a Ferret). GO HOLE. GET STAR. GO HOLE. WALK UP. N. N (Drop Stars in Courtyard). E. BALLROOM: GO CHANDELIER. GET GLASS. CAST QUEEN (Glass becomes a Mirror). GET STAR. D. W (Drop the Star, and Mirror in Courtyard. LOOK MIRROR tells your condition after drinking the Potion, entering the Fountain, and Casting Lycantrope or Methuselah). S. PUSH EAST. DUSTY ROOM: CAST SEED (opens Stone Door). GET DUST. W. DROP DUST (later use). PUSH SOUTH. D. WALK DOWN.

ANTE ROOM: CAST FIRE (Waste no moves between here and the Forest). AT DOOR. GO DOOR. DUNGEON: GET STAR. GO DOOR. U. WALK UP. N. N. W. GO DRAWBRIDGE. W. W. FOREST: CAST FIRE (not in Inventory, but it still works). AT TREE. LOOK ASHES (auto get Star). E. GO DRAWBRIDGE. E. E.

COURTYARD: (drop Stars) N. GO DRAIN. HOLD BREATH. SWIM DOWN (continue, to Bottom). MOAT BOTTOM: LOOK BOTTOM (auto get Star). CAST BLISS (auto to Field. Waste no moves in the next sequence of problem solving - through the Lava Stream).

FIELD: BREATHE. GO DRAWBRIDGE. E. E. E. BALLROOM: GET BOX. GO CHANDELIER. CAST LIGHT (Chandelier rises to the Loft). GO LOFT. THROW BOX. GET POTION. JUMP (Bliss protects you). GET BOX. W. DROP BOX. S. PUSH EAST. GO DOOR. D. CAVERN: WRING TOWEL (wet Towel becomes damp, lava heat dries it). GO LAVA (Bliss protects you across and back). S. STONE GROTTO: GET DEAN. GET STAR. N. N. U. U. W. N.

COURTYARD: (get as many Stars as you can). GO BOX. GO HOLE (drop Stars). GET METAL (can opener). GO HOLE. JUMP DOWN (put all Stars in Box). GET BRICK. LOOK CASTLE (same view from Drawbridge). LOOK BATTLEMENTS (tin can). CAST DEAN. THROW BRICK (You have 3 chances to hit the can, else NO-WIN! If hit, the can will be on the Drawbridge. If not, the brick will be there). W. GO DRAWBRIDGE. GET CAN. USE METAL. LOOK CAN (auto get a Star). DROP METAL. DROP CAN. E. E. S.

PLAIN ROOM: GET DUST. DRINK POTION (invisible). PUSH DOWN. DRAGON LAIR: GET STAR. LOOK DRAGON (auto get another Star). THROW DUST (he moves). GO HOLE. WORKSHOP: GET FIREFLY. GET STAR. W. U. N. COURTYARD: CAST FIREFLY. GET PERMEABILITY. GO FOUNTAIN. GET STAR. GO COURTYARD. DRY DROPLET (keeps you from dying of growing TOO young!). W. GO DRAWBRIDGE. W. W. FOREST: CAST PERMEABILITY (into the Hollow Tree).

HOLLOW TREE: DROP STAR (all you are carrying). CAST YOHO (to the box). GO HOLE. GET STAR (as many as you can). GO HOLE. JUMP (back to the Tree. Drop the Stars, and Cast Yoho again if needed, to get, return, and drop the rest - 13 total). SCORE.