

Pirate's Treasure

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By A Nony Muss

For Tandy TRS-80 Color Computer

Solution by Garry Francis

This is a minimal solution to a game that looks like an illustrated adventure, but isn't. There is no typing. All you can do is move around using the joystick.

Your objective is to find and steal the pirate's treasure. When you find it, you automatically acquire it, then all you have to do is return to the start. However, some significant exits are blocked for one reason or another when you're carrying the treasure, so you'll have to find an alternative route out of the caves. This is made all the more difficult by a couple of mazes and random exits.

About a dozen moves after stealing the treasure, the pirate appears, takes his treasure back and hides it somewhere else in the cave. Fortunately for you, he always hides it in the same place, so you can pre-empt this. In theory, you can escape in less than a dozen moves, but the game doesn't allow this. If you return to the low chamber with the treasure before the pirate appears, then he appears at that point, so you need to play along with the game's rules and let him steal his treasure back.

A note regarding the map: As best as I can work out, all exits from Ashram are random, but they will only take you to a limited number of rooms. As the BASIC code is indecipherable, I haven't worked out exactly which rooms they are. It's probably best just to avoid the unpredictable nature of the hashish induced exits from Ashram.

```
S
S
E
S
D
E
S
S
U (you acquire the treasure)
D
N
N
E
U
S (we now need to kill some time until the pirate appears)
N
S
N
S
N
S
N
S (pirate steals his treasure back)
S (you acquire the treasure)
N
D
W
S
U
N
N
E
E
S
S
D (down the chute)
N (you take a vacation in the tropics and spend all the loot)
***THE END***
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