

ADVENTURES

THE VERY BIG CAVE ADVENTURE

If you were to be told that you were holding the very first computer adventure in your hands ... or at least the leaflet that goes with it ... you would not believe it. You would not say so, of course, but you would not believe it. And you would be wrong.

Way back in the 'mists-of-time', at the dawn of computing history, there was a computer game called simply 'Adventure'. It did not need any other name because there were no other computer adventures. It was set in a complex of very big caves which were called simply the 'Very Big Caves' for similar reasons. Things were simple in those days but nothing could be as simple as the minds of the people who wrote the adventure. The game was sillier than any computer game has a right to be, so silly in fact that it was banned from being released! ... in the interests of the good name of computing. The originals responsible for this game were persuaded that it would be 'healthier' not to publish the game ... this was an offer they could not refuse! Then a couple of more sensible minded individuals were contracted to produce a new sensible version of the game. So everything ended well. The original game was buried deep. The good name of computing was saved.

However some years later a young girl was innocently hacking into a computer system owned by a major American government agency with a view to diverting the payment of the entire British national debt into her own personal account when she came across an area deep in system that was so rigorously protected by security codes that she felt sure she had found 'Eldorado'. What in fact she had found were the contents of this tape.

We proudly present to the public in general and to you in particular the 'game' known as THE VERY BIG CAVE ADVENTURE.

THE STORY SO FAR

Somewhere, deep in the primordial forest known to me as Epping, lies a valley which time has forgotten and most of us would like to. And in the depths of this valley, locked firmly into the solid granite is an iron grate. A grate which, if it could be opened, would lead the hopeful traveller into a vast network of underground caves in which he might find riches beyond his wildest dreams or encounter death in a thousand lurking forms.

"Alright, belt up! I know you've read all this sort of tripe before. This is a cassette leaflet you know and you have got to write things like that on them. Now if you don't zip your face and listen to me I will do something you might regret.

Now that you have interrupted me I might as well introduce myself. My name is Trixie Trinian. I'm a prefect at good old St.Brides and a crackshot with a ripe tomato ... just try me and see! I also happen to be the best possible guide for grasping adventurers seeking fame and fortune in the 'Very Big Caves'. And even if I am not, I am all you are going to get."



NOTES ... The game loads in TWO parts and you will need to save data at the end of part one in order to load it into the start of part two in order to continue your adventure. If you prefer a 'Text-Only' adventure then simply type TEXT. GRAPHICS will restore the pics. Type SAVE or LOAD and then follow the prompts to store and recall your game positions.

CREDITS ... Written by the girls from ST.BRIDES using 'QUILL', 'PATCH!' and 'ILLUSTRATOR'.

The VERY Big Cave Adventure

HINT SHEET

STARTING POINTS

Part 1

1. To get the penny: 107.
2. To enter the brick building: 104.
3. To leave the brick building: 47. Don't 64.
4. To pass the bull: 70. Don't 51.
5. To go south into the gully: 50.
6. To avoid sploosh-holes: 81.
7. To pass the python: 40. Don't 123.
8. To cross the chasm: 71. Don't 63.
9. To get the goblet: 109.
10. To defeat the space invaders: 41. Don't 78.
11. To get to Gotham: 84.
12. To find the Jester: 56.
13. To foil the Jester: 112.
14. To get the pictures: 102. Don't 42.
15. To get the other treasures in Gotham: 101.
16. Preparing for Part 2: 95.
17. To get to Part 2: 105.

Part 2

18. The scary caves: 58.
19. To leave the curtained hall: 114.
20. To get the table: 62. Don't 44.
21. To leave the garden: 65.
22. The closed gate: 116.
23. At the building site: 97.
24. The clam: 54.
25. The Ming vase: 117. Don't 90.
26. The narrow crack: 93.
27. The emerald: 60.
28. The dark room: 61.
29. The plant: 39, 39, 72. Don't 89.
30. The giant door: 80.
31. The hairy figure: 68. Don't 118.
32. The bridgeless chasm: 63.
33. The dresser 96.
34. The pirate: 59.
35. The giant: 91.
36. The wombat: 94. Don't 59. Don't 46.
37. The dead end: 119.

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38. The utility belt.
39. Water it. 53.
40. Open the can.
41. Keep moving and 66.
42. Cut the rope with 67.
43. Examine the wall in the alley. 98.
44. Stand on the table.
45. The black rod.
46. Get him, dead or alive.
47. Use the spring.
48. Eat the food.
49. In the pit.
50. Wear the wellies.
51. Drop the bomb.
52. Examine the desks 110.
53. Fill the bottle 75 (Part 1), 49 (Part 2).
54. Use the jemmy to open it.
55. From the wall 76.
56. Examine the paper bat. If you cannot solve the riddle, see 99.
57. Retire to a safe distance and 92.
58. Examine, touch, taste and get, but 113.
59. Give him the food.
60. The word on the wall takes you to 37 and back.
61. Enter with the lamp. The projectile 106.
62. Dial file on 38. 115.
63. Wave 45.
64. Break down the door.
65. Try examining and getting the rabbits at the centre of the garden.
66. Firing and 111.
67. The ZX81.
68. Give him the record. 57.
69. Examine the box. 82.
70. Throw the bomb.
71. Drop the log. See 108.
72. Dial paraquat on 38.
73. Examine the table.
74. Drink the contents of 103.
75. At the stream outside 100 (Part 1).
76. Of the French Cheese Room.

77. Varnish it at 100.
78. Stay at the edges.
79. Examine the door and 104.
80. Dial sledgehammer on 38; 39, 64.
81. Light the lamp.
82. Open the box and 39 (not the box!) at the right place to 109.
83. Examine the characters. 120.
84. Enter the car and 124.
85. The food.
86. Examine the bubbles to find something. See 88.
87. Find the key in one of the decorated caves.
88. Examine and open it. 13.
89. Climb the living plant.
90. Drop it on the cushion.
91. Dial bicarbonate on 38 and relieve the sufferer.
92. Say FEE FIE FOE FOOM.
93. Drop all to enter or leave.
94. Open the pirate's chest.
95. Leave the treasures behind. All but two of the things you need can be left in 100 until needed. The two are the lamp and 38.
96. See 108 and 77, but owners of an early Commodore version are advised to leave it alone. If they value their sanity.
97. Examine the gravel.
98. Climb the ladder and 122.
99. The Art Gallery (be there before him).
100. The wellie-house.
101. Take them while you-know-who is otherwise occupied, after helping him. To delay him further, see 43. But do not waste a minute.
102. Foil the Jester.
103. The decanter.
104. Put the penny in the slot.
105. Open the pillar box. 87.
106. Will fit through the crack.
107. Say no to the bull.
108. 'Leapfrog' the lamp and the heavy object one step at a time 6.
109. Overload the parser. How? See 52.
110. In the study area. 69.
111. Be patient. See 83.
112. Make him laugh. How? See 86.
113. The final horror awaits in the westernmost cave.
114. Examine the curtains, 73, 114, 74.
115. You need the glove. 73.
116. Drop a piece of plate 55.
117. Appearances are deceiving.
118. Go north.
119. The word on the wall takes you to 100 and back.
120. Open the airlock.
121. The bottle, preferably full.
122. Switch on the searchlight.
123. Feed the bird.
124. Press the red button.
125. Keep cheerful.



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