

THE VERY BIG CAVE ADVENTURE

Part One

W-N-S-WAIT-SAY NO-GET PENNY-N-EXAMINE DOOR-INSERT PENNY-E-GET WELLIES-WEAR WELLIES-GET KEYS/BOMB/LAMP/BOTTLE/FOOD-EXAMINE SPRING-GET WATER-S-THROW BOMB AT BULL-S-S-UNLOCK GRATE-D-LIGHT LAMP-W-GET CAGE-W-DROP LAMP/KEYS/BOTTLE/FOOD-READ WORD-SAY COMMODORE-DROP CAGE-GET LOG-SAY COMMODORE-UP-DROP LOG-E-GET LAMP-UP-DROP LAMP-GET LOG-W-DROP LOG-E-GET LAMP-W-DROP LAMP (and so on and so on, yawn, till the log forms a bridge over the chasm).

E-S-GET CAN-N-D-OPEN CAN-DROP CAN-W-N-GET TABLE-S-W-EXAMINE SIDEBOARD-OPEN DRAWER-GET RED KEY-E-E-N-GET SILVER BARS-S-GET GAN-UP-UP-E-EXAMINE/UNLOCK PILLAR (this is the exit to part two but don't use it yet).

DROP RED KEY-DROP CAN-E-E-SAY COMMODORE-DROP SILVER BARS/TABLE-SAY COMMODORE-GET FOOD/BOTTLE/KEYS/ROD-UP-GET ZXB1-W-DROP ROD/ZX81/FOOD-W-D-W-W-W-D-S-S-S-ENTER CAR-PUSH BUTTON (and get yourself driven to Gotham City).

E-S-EXAMINE BUBBLES-GET CANISTER-N-W-N-IN-W-EXAMINE DESK-OPEN BOX-GET PELLET-E-OUT-S-W-S (as long as the newsboy is still referring to a jester on the loose) IN-WAIT (till the jester appears) OPEN VALVE (and you end up in the heart of Gotham City again) DROP CANISTER-W-N-N-EXAMINE WALL-UP-SWITCH ON SEARCHLIGHT-D-S-S-IN-GET NAIL FILE-OUT-S-E-IN-GET TIARA-OUT-N (then wait till That Man returns and takes you back to the Bat Cavern).

N-N-W-WAIT-WAIT (etc till the troll starts to eat cornflakes, then wait some more till he drops the packet) DROP KEYS-GET PACKET-EXAMINE PACKET-DROP PELLET-WATER PELLET (which destroys the troll, the art critic and the sophisticated parser) LOOK-GET GOBLET-E-UP-E-E-E-E-UP-E-E-E-E-SAY COMMODORE-DROP TIARA/NAIL FILE/GOBLET/PAINTINGS-SAY COMMODORE-U-W-W-D-W-W-W-D-W-GET KEYS-E-S-S-GET UTILITY BELT-N-N-UP-E-E-E-E-E to enter the Space Invaders game. There's no way round this apart from continually going right end left and firing until you beat the aliens.

EXAMINE CHARACTERS-OPEN AIRLOCK-GET MOON GRYSTAL-W-UP-E-E-E-E-SAY COMMODORE-DROP MOON CRYSTAL-SAY COMMODORE-UP-W-DROP PACHET-GET ROD/FOOD-D-D and Part One should now be complete so SAVE GAME with your total money raised so far £131,000 and a little loose change.

Part Two

The objects required from Part One are the rod, bottle, food and utility belt. At the start just go west and examine and touch everything in sight until Trixie takes over.

At the restart EXAMINE CURTAINS at least twice, then EXAMINE PANELS and EXAMINE CURTAINS again till you discover a small table. Examine this three times to find a golden key, white glove and a decanter. WEAR GLOVE and DIAL FILE (on the utility belt) to obtain the file which enables you to FILE CHAIN and take the table. Get the key and open the little door revealed by examining the curtains. Get the decanter and drink the liquid in order to change your size. Before going north make sure you've got everything you'll need, as in a few moves time it'll be impossible to return. Now go north till you can go no further, getting or examining every rabbit in sight, till Trixie appears again.

At the second restart you are at last in Part Two proper. In the Mattress Room the exits are randomly chosen if you try to go north, south, up or down, but east and west are OK. However, keep trying

north, south up, down till you arrive at the Large Low Room. From here go north to the Dead End Room. In here you can SAY MUD to return to the Wellie House, or SAY BRAN to get to the small chamber that leads to the Dark Room.

In the French Cheese Room you should EXAMINE WALL and GET PIECE (of broken plate). This can then be used to open the gate in the room with all the broken crockery on the floor, and when you have opened the gate you can drop the plate and go east to examine the gravel in the building site to find the diamond.

The East Pit contains water and the West Pit contains a plant. WATER PLANT twice then DIAL PARAQUAT to kill it and CLIMB PLANT to the Giant Room. Here you get the record which you'll need to destroy the hairy figure on the bridge, and also find the path that leads to the Oaken Door.

To open this door you need to DIAL SLEUGEHAMMER which provides you with a dehydrated sledgehammer, then WATER SLEDGEHAMMER, SMASH DOOR (twice), go north and get the golden eggs.

At the chasm GIVE RECORD to the hairy figure, go one location south and type FEE FIE then return to the chasm and WAVE ROD.

To stop the rumbling noises in the Vast Chamber DIAL BICARBONATE and as a reward you will be given a snuff box.

In the alcove you will need to DROP ALL in order to enter the tunnel that leads to the small chamber. In the chamber GET EMERALD and SAY BRAN to be taken to the Dead End, which is the only way to get the emerald out. Now get everything from the alcove, go back to the Dead End, drop everything bar the lamp and SAY BRAN to go back to the small chamber. Go north-east while still carrying the lamp, but to get the platinum brick out of the small chamber go west through the tunnel while carrying only the brick. If you SAY BRAN the brick will not be transported with you.

In the Large Room you need the jemmy to open the clam, the jemmy being found in the caves on the other side of the chasm. JEMMY CLAM then go down to find the pirate and his chest. Kiii the pirate by giving him the food.

To kill the wombat in the Barren Room you should drop the pirate's chest and then OPEN CHEST for the ferret to appear and chase off the wombat, allowing you to get the gold chain.

Ignore the warning about the Ming Vase as if you drop it on the cushion you will lose it.

To get the dresser to the Dead End, use the same boring procedure that moved the log in Part One. Do not stain the dresser with the klt at the Dead End, as you'll then be unable to pick it up, but wait instead until you've dropped it at the Wellie House and stain it then.