

The Ultimate Prize

Walk Through by Dave E

Scenario

The Ultimate Prize is to be granted the powers of a God and, in order to be considered worthy you must complete three tasks, which really makes this adventure three times the size of many others.

The first task is to escape from the Mountain Labyrinths. The second task is to find a Crystal Ball. The third, less well-defined task, is to invoke the Pheonix inside of the volcano. There are no illogical mazes and most of the problems are solved by saying words or giving items to the characters that you meet.

You begin the game in the first room of the labyrinths. A heavy wooden door is slammed behind you. The walls are glistening with moisture and a foetid smell pervades the air.

Walk Through

Part 1. The Mountain Labyrinth

Location Details

Grim Room

Junction of tunnels

Junction of three tunnels

Low tunnel

Junction of three tunnels

Junction of tunnels

Tunnel running east-west

East-west tunnel

Dank, clammy tunnel

North-south tunnel

Small storeroom

North-south tunnel

Tunnel

Vast cavern

Tunnel with door

North-south tunnel

Outside arched doorway

T-junction

Corner in tunnel

Troll-pit

Corner in tunnel

T-junction

Small tunnel

Mineworkings

Commands

GET KNIFE, N

W

W

CUT ROPE, GET ROPE, DROP KNIFE, E

E

E

E

E

N

W

GET JUG, E

N

N

N

N

N

N

E

D

GET SHOVEL, U

W

W

N

DIG (You dig around until you find a pair of sturdy leather boots. They were well hidden so they may be of some value), WEAR BOOTS, S

Small tunnel	E
T-junction	S
Outside arched doorway	S
North-south tunnel	S
Tunnel with door	S
Vast cavern	U
Top of large column	POUR JUG (The acid runs over the emerald leaving it unharmed, but dissolves the adhesive on contact), GET EMERALD, JUMP (You jump through the air and land safely)
Vast cavern	N
Tunnel with door	N
North-south tunnel	N
Outside arched doorway	E
Immense ice-cavern	DROP ROPE, GET ICICLE, W
Outside arched doorway	N
T-junction	E
Corner in tunnel	N
Tunnel	W
Large room with candles	GIVE ICICLE ('You worked it out!' exclaims the Guardian. 'Oh well, I suppose you better have your reward.' And he searches through his pockets, pulls out a superbly cut and absolutely enormous sapphire and placed in on the floor.), GET SAPPHIRE, E
Tunnel	S
Corner in tunnel	W
T-junction	S
Outside arched doorway	E
Immense ice-cavern	GET ROPE, W
Outside arched doorway	N
T-junction	E
Corner in tunnel	N
Tunnel	N
Outside door in west wall	W
Room with high ceiling	TIE SKELETON (You take your elfin cord and quickly tie the skeleton to the chair), BULSARA (A piercing cold grips you and you feel yourself being pulled in a direction you never knew existed and impossible to describe. The cold slowly fades...)
Slimy pit	YERFSIL (You speak the wod and suddenly a small bottle appears on the floor), GET POTION, JUMP
Wet and slimy pipe	W
Stone tunnels	N

Dead End	U
Junction of three tunnels	W
Room with hole	DROP SAPPHIRE, W
Large ossuary	GET BONE, E
Room with hole	D
Dead End	N
Count's family mausoleum	N
Rough cave	E
Room with glistening walls	E
Vaulted chamber	N
Junction	N
Dark chamber	N
Chamber with three exits	W
Small room	POUR JUG (You tip the jug up and pour some acid onto the hand. It immediately lets go and tries to wipe the acid off itself. In its panic, it loses a ring from its finger and fades away. You step on the ring and a big ruby comes free), DROP JUG, E
Chamber with three exits	S
Dark chamber	S
Junction	W
Outside large room	W
Junction of three tunnels	W
Corner of tunnel	N
Junction	N
North-south tunnel	W
Cold room	JUMP (You jump through the air and land safely)
Far side of deep chasm	WEAR HELMET, JUMP (You jump through the air and land safely)
Cold room	E
North-south tunnel	S
Junction	S
Corner of tunnel	E
Junction of three tunnels	N
Tunnel running north-south	N
Stone tunnel	N
Stone tunnel running north-south	E
Tiny antechamber	OPEN TRUNK (You open the trunk and see a plain gold ring lying on the bottom), WEAR RING, USE RING (You activate the ring and are startled to hear it whispering to itself. It twists around on your finger and then is still. In the distance you hear a scream and then a thud. The ring's magic is now exhausted), W
Stone tunnel running north-south	N

Huge bell-shaped space	N
Beside underground river	N
Rickety wooden bridge	DROP BOOTS, JUMP (You jump up and down and the bridge shakes dangerously. Suddenly something falls from one of the handrails and tinkles onto the planks), WEAR BOOTS, GET COIN, N
North side of underground river	N
Dead end	GIVE COIN (You place the coin in the dwarf's hand. His face suddenly reforms and he cackles, "Thank you adventurer, step into the light!" You do and float upwards. You glance downwards and see the dwarf's face disappear again)
Small chamber	E
Top of flight of steps	THROW BONE (You throw the bone down the steps and a huge snarling and yelping starts. Then it dies down and you glimpse canine forms slinking into their kennels), D
Labyrinth kennels	E
In front of huge door	DRINK POTION (You drink the potion down and say "Pit fury - monkey". You will now look like a monkey to the pit fury and everybody knows that pit furies like monkeys), N
Huge sand-covered pit	DIG (You dig in the disturbed sand and soon unearth a shield), WEAR SHIELD, BULSARA (A piercing cold grips you and you feel yourself being pulled in a direction you never knew existed and impossible to describe. The cold slowly fades...)
Slimy pit	JUMP
Slimy downward-sloping pipe	W
Stone tunnel	S
Another tunnel	S
Small austere furnished room	W
Another tunnel	W
Gallery of corpses	GET AMETHYST, N
Bottom of flight of steps	U
Top of stairs	N
Junction of three tunnels	W
Room with hole	DROP SHOVEL, GET SAPPHIRE, D
Dead end	N
Count's family mausoleum	N
Rough cave	E
Room with glistening walls	E
Vaulted chamber	SIT (You sit down cautiously in the chair, half-expecting a trap. Nothing seems to happen at first but then a panel in the chair pops open and deposits a gem onto the floor), GET DIAMOND,

	N
Junction	N
Dark chamber	N
Chamber with three exits	W
Small room	GET RUBY, E
Chamber with three exits	N
Room with empty cages	N
Tunnel	N
Tunnel running north-south	N
Junction of tunnels	N
Outside a double door	N
Small room	D (As you come into the room, the Quovidel which inhabits it swings its spiked tail at you. Luckily you are wearing a shield and its tail bounces off leaving you unharmed)
Room with pool	N
Pleasantly furnished chamber	N
Emerald room	N
Diamond room	N
Ruby room	N
Sapphire room	N
Amethyst room	N (The Count strides forward and reads from a scroll. "The next part of the competition is to restore the Elf queen Eetyle's crystal ball. The evil wizard Nelras stole it and is now hiding in the north forest.")

Part 2. The Quest For The Crystal Ball

<i>Location Details</i>	<i>Commands</i>
Outside labyrinth	GET SWORD, N
Valley	N
Winding road	N
Above woods	N
Amongst trees	W
Deep forest	GET BALL, E
Amongst trees	E
Deep woods	E
Forest N	
Still clearing	(You see an evil outlaw) THROW BALL (You toss the spore-ball towards the robber and it catches him squarely in the face. He screams, clutches his face and staggers off), N
Forest	(As you come into this area, you see that this is where the robber eventually collapsed. Part of his booty lies beside him) GET ROBBER, GET EMPTY FLASK, E
Near edge of forest	E

Slope	E
Edge of swamp	N
Huge swamp	W
Huge swamp	WAVE SWORD (You wave your sword as the note suggested and something pops out of thin air and lands on the ground), GET SPELL, E
Huge swamp	E
Huge swamp	S
Edge of swamp	W
Slope	W
Near edge of forest	W
Forest	W
Amongst trees	S
Forest surrounded by huge trees	W
Deep woods	W
Clearing	N
Trail	N
Clearing	W
Near edge of forest	W
Path	U
Twisting path	W
Edge of cliff	N
Edge of rising cliff	N
Top of huge ridge	N
Massive ridge	N
End of ridge	THROW ROBBER (You heave the body of the robber over the cliff and it lands in the water with a huge splash. As soon as it lands the water around it starts seething and frothing as a school of piranha fish set about it. When finished they swim away), JUMP (You leap off the cliff and hurtle into the water below. The force of impact knocks you unconscious and you are swept downstream some way. After a few minutes you come to...)
Southern riverbank	PULL FEET (You grab hold of the troll's feet and heave. With a tremendous shriek he falls into the river and sinks like a stone), U
River bank	N
Bridge	N
North side of river	W
North bank of river	N
North-south path	N
Small clearing	N
Faint path through woods	(You see a woodcutter and a young tree) KILL WOODCUTTER (You raise your sword and the

	woodcutter flees. The tree fades and a dryad appears. "Thank you brave warrior. I can reward you for saving my life. Find a flask and fill it at the fountain of youth," she says. She turns her back and fades), S
Small clearing	S
North-south path	S
North bank of river	E
North side of river	E
Grove of saplings	N
Clearing between young trees	FILL EMPTY FLASK (A hand reaches from the water, takes the flask and fills it before placing it gently on the ground. The dryad appears and says, "Our Queen is old, but she can help. Go to the oldest part of the forest, say HINFELD and give her the flask."), GET FULL FLASK, S
Grove of saplings	W
North side of river	S
Bridge	S
River bank	W
River bank	W
River bank	W
River bank	U
Above river	S
Large clearing	E
Wide clearing	E
Gently sloping path	S
Downwards slope	S
Forest	S
Still and tranquil clearing	S
Forest	HINFOLD (As soon as you speak the word the queen dryad appears. She is the spirit of a beech tree but she is old and a shadow of her former self), GIVE FULL FLASK (You hand the flask over to the Queen and she drains it. Before your eyes she sheds sixty years. "Thank you so much," she says. "I believe you are looking for the Elk Queen's crystal ball. Go to the waterfall and shout JEFTAIN. Thanks again."), GET EMPTY FLASK, N
Still and tranquil clearing	N
Forest	N
Downwards slope	N
Gently sloping path	W
Wide clearing	W
East of large clearing	N
Above river	D

River bank	E
River bank	E
River bank	E
River bank	N
Bridge	N
	W
North bank of river	W
North river bank	W
River bank	N
Beside coursing stream	JEFTAIN (You speak the magic word the Queen gave you and the waterfall parts, revealing a cave behind it to the west), W
In cave behind waterfall	N
Low dry tunnel	N
Small tunnel	USE SPELL (You cast the spell and feel a blast of heat flow from your body and fill the cavern. The flames engulf the wizard and sear the evil soul from his body. The raging flames die out as suddenly as they came, leaving the chamber empty), N
South end of mighty cavern	N
Centre of cavern	GET CRYSTAL BALL, S
South end of mighty cavern	S
Small tunnel	S
Low dry tunnel	S
Cave behind waterfall	E
Beside coursing stream	N
By the side of a small stream	E
Faint path through woods	N
Twisty path	E
Tangled path	E
Path	N
Near edge of woods	N
Green field	(You see an elf) GIVE CRYSTAL BALL (The elf looks at you in awe. "You defeated Nelras? Nobody thought any of the competitors had a chance of winning but I'm not so sure now." You hand over the crystal ball and the elf disappears north towards the mountains), N

Part 3. Rise Of The Phoenix

Location Details

Stony footpath
Road
Road
Entrance to mountain pass
Mountain pass

Commands

DROP SPELL, N
N
N
N
N

North of mountain pass	N
North-south pass	E
South of heap of unstable rubble	N
Rim of sloping valley	E
Base of Laketop Mountain	N
Junction of three paths	N
Bottom of valley	E
Northwest of Laketop Mountain	N
North rim	E
East-west path	E
Gorge	S
Base of Laketop Mountain	GET SHOVEL, N
Gorge	W
East-west path	W
North rim	S
Northwest of Laketop Mountain	W
Bottom of valley	S
Junction of three paths	W
Gently sloping valley	N
Bottom of valley	W
Near bottom of valley	N
North-south path	N
North rim	U
Scree slope	DIG (You dig around under the rubble and unearth something), DROP SHOVEL, GET KEY, D
North rim	S
North-south path	S
Near bottom of valley	W
West rim	W
West rim near wall	S
West rim on north-south path	S
Base of cliff	U
Half-way up cliff face	U
Top of ledge	N
Grassy cliff ledge	N
North-south path	N
End of path	(You see a tripwire, a sleeping ogre and a gauntlet) WEAR GAUNTLET, GET TRIPWIRE, S
North-south path	S
Grassy cliff ledge	TIE TRIPWIRE (You tie the tripwire to the column), S
Top of ledge	D
Half-way up cliff face	D

Base of cliff	E
North-south path	E
East-west path	E
Rim of valley	S
South of heap of unstable rubble	W
North-south path	S
North of mountain pass	W
East-west path	W
Cave entrance	W
Large cave	UNLOCK DOORS (You insert the key into the lock and turn it. At first it is stiff but you manage to turn the lock over), N
Temple	N
Inner sanctum	KNEEL (You go down on your knees before the altar), PRAY (You pray long and hard and are beginning to wonder whether anything will happen when there is a faint rumble of thunder and a sharp cracking sound that echoes round the mountains. The thunder dies away), S
Temple	S
Large cave	E
Cave entrance	E
East-west path	E
North of mountain pass	N
North-south pass	E
South of heap of unstable rubble	N
Rim of valley	W
East-west path	W
North-south path	W
Base of cliff	U
Half-way up cliff face	U
Top of ledge	S
Grassy path	S
North-south path	S
End of path	GET LOMMILATOR, GET PIECES, N (The ogre who guards LOMILLATOR has been alerted to the fact that it is missing. But when he rushes past the pillar, the tripwire jerks it away and pulls the cliff down on him)
North-south path	N
Grassy path	N
Top of ledge	D
Half-way up cliff face	D
Base of cliff	E
North-south path	E
East-west path	E

Rim of valley	S
South of heap of unstable rubble	E
East of heap of rubble	S
Junction of three paths	E
East-west path	E
Base of Laketop Mountain	E
Base of Laketop Mountain	U
Half-way up Laketop Mountain	U
Top of Laketop Mountain	(You were not expecting to see what you now behold. An expansive stretch of water fills the top of the mountain. You can sense powerful magic all around you and you are filled with a feeling of awe. You see an arm raised from the water) THROW LOMILLATOR (LOMILLATOR arcs high into the air and the arm catches it hilt first and sinks below the water forever. A voice inside your head says, "Seek out the eagle, say to her YANSTRON. She will seek out the egg for you."), D
Half-way up Laketop Mountain	D
Base of Laketop Mountain	W
Near base of Laketop Mountain	W
East-west path	W
Junction of three paths	N
East of heap of rubble	W
South of heap of rubble	N
Rim of valley	N
Gently sloping valley	N
Bottom of valley	N
North-south path	N
Edge of gorge	N
Swaying rope bridge	N
North of rope bridge	E
East-west path	E
Bend in rough cutting	N
North-south road	E
Homely cave	GET FOOD, W
North-south road	N
North-south path	N
Base of volcano	W
Old decrepit mineshaft	W
Abandoned mineshaft	W
Tunnel of green light	W
Tunnel of green light	W
Tunnel of green light	(You see an old beggar) GIVE FOOD (The beggar takes the food gratefully. Before your

	eyes he changes; he grows taller and younger. He says in a deep, resonant voice. "Such generosity cannot go unrewarded. The gods wish you to have a gift. Go to the cave north of the bridge."),
	E
Tunnel of green light	E
Tunnel of green light	E
Abandoned mineshaft	E
Old decrepit mineshaft	E
Near base of volcano	S
North-south path	S
North-south road	S
Bend in rough cutting	W
East-west path	W
North of rope bridge	N
Cave in rock	GET FIRESTONE, S
North of rope bridge	E
East-west path	E
Bend in rough cutting	N
North-south road	N
North-south path	N
Base of volcano	DROP EMPTY FLASK, U
On eagle ledge	YANSTROM (The eagle takes off and swoops on you. She clutches you under the arms and carries you high into the sky. After a few moments swift flying she gently lowers you to the ground and lands nearby)
On top of pile of rubble	GET EGG, YANSTROM (The eagle takes off and swoops on you. She clutches you under the arms and carries you high into the sky. After a few moment's swift flying, she gently lowers you to the ground and lands nearby)
On eagle ledge	D
Near base of volcano	N
Base of volcano	U
Half-way up volcano	U
Top of volcano	JUMP (You jump through the air and land safely)
On ledge inside volcano	D
Deep in heart of volcano	D
Far down in volcano	PUT EGG INTO PLINTH (You place the egg on top of the plinth and it slowly sinks down inside it), U
Deep in heart of volcano	U
On ledge inside volcano	JUMP (You jump through the air and land safely), D
Half-way up volcano	D

Base of volcano
Near base of volcano
Base of volcano
Half-way up volcano
Top of volcano

S
GET EMPTY FLASK, N
U
U
THROW FIRESTONE

'You toss the firestone over the edge of the volcano. When it hits the bottom it bursts into blazing heat. The volcano erupts and the Phoenix is reborn.

Well done! You have completed your three tasks. Now you can live the life of a God!

You have scored 300 points out of 300.