Solution from my site years ago now memorialized on the Wayback machine at:
https://web.archive.org/web/19990502155738/http://www.simology.com/smccoy/trs80/model134/Raakatu.htm

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Title: **Raaka-tu**
Game type: Text based adventure
Vendor: Radio Shack
Year: 1980-83

Walkthru by: Steve McCoy
Date: 01.12.98
Finish Date: 09.30.98
email: smccoy@simology.com
web: http://www.simology.com/smccoy

Foreword

This game originally came out in the early 80's like 1980-81. It was released by Radio Shack for the TRS-80 Model I or Model III. It was later released for the Radio Shack Color Computer.

Since I'm a huge fan of adventure games.... and this is one I had on my first computer during my Chirstmas break from high school in 1980. My parents had purchased the Model III as my Chirstmas present and Raaka-tu was included along with Haunted House. Both games are very dear to my heart and both are classic text adventures.

Basic overview of the game is that your in a jungle and trying to solve the mystery of the Temple of Raaka-tu. Like may adventures of the time... you tend to die over and over. Every wrong move can result in your death. The games didn't allow for saving each step... so you have to start from scratch each time you 'choose poorly'. This walkthru will smooth out each phase or step of the game. The game is won if you can enter and leave the temple and return to your starting point with 5 treasures for 50 points. I hope this helps you on your quest....

Game text will be in upper case. Game walkthru commands are in **bold.**

Key Dangers:

Guards (marching around temple)
Wooden Door & Rug

Bow & Arrow Statue
Gargoyle
Serpent
Vault
Candle (when burning)

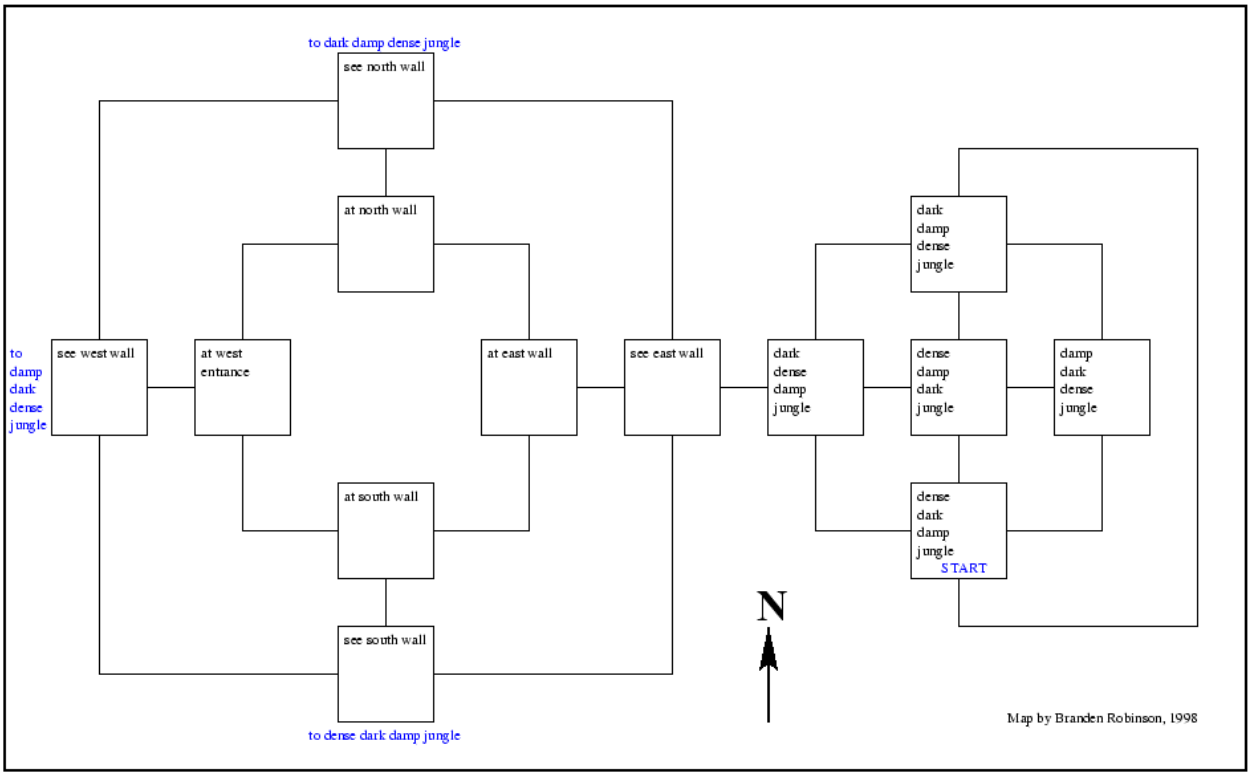
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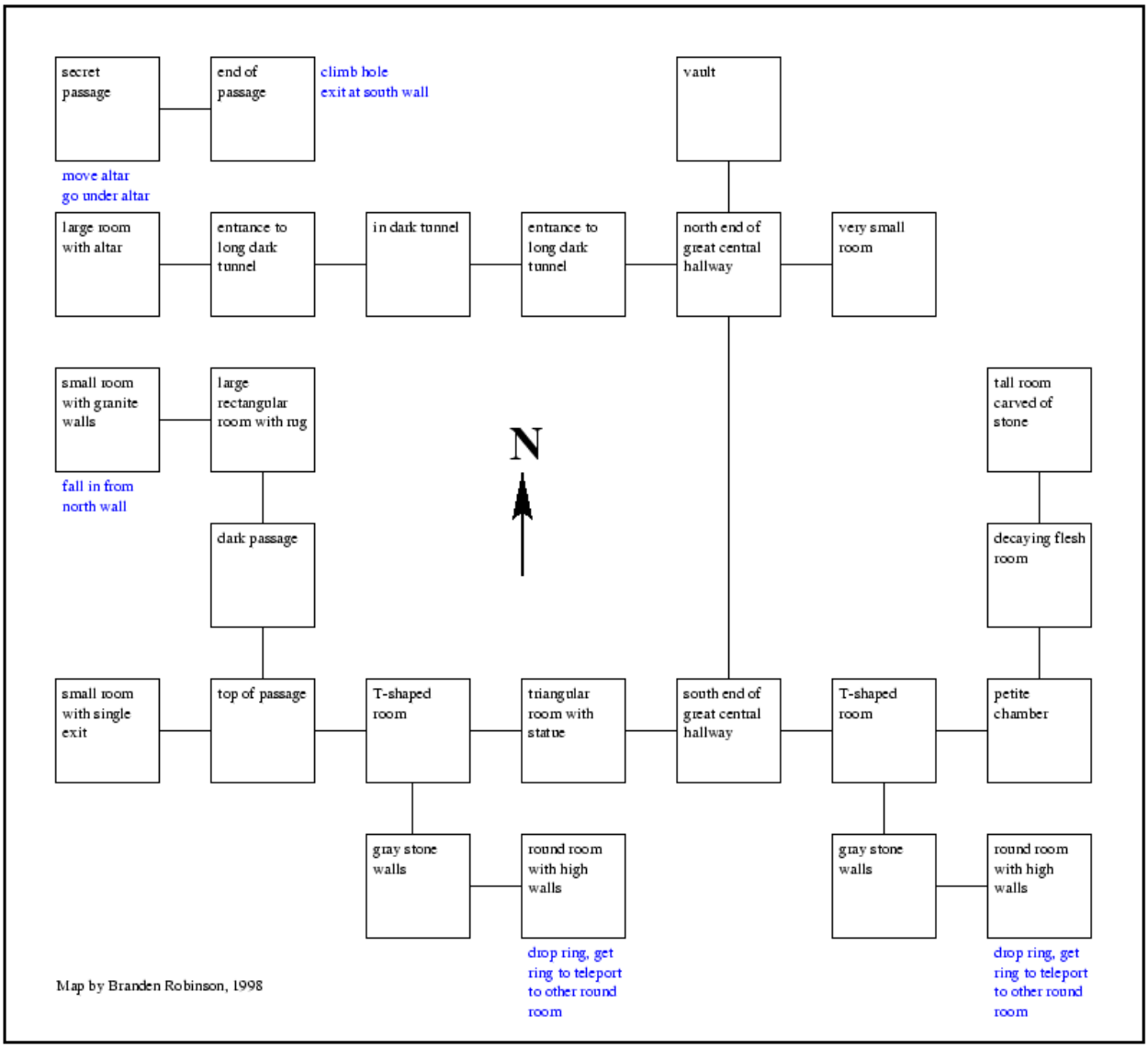
Burning Lamp
Candle (light it to kill Gargoyle)
Sword (use to kill serpent)
Food (to restore health)

Treasures:

Golden Ring
Bejeweled Lever
Golden Idol (protected by serpent)
Golden Chopstick (protected by gargoyle)
Precious Gem (note: The gem is a random item and you must 'Examine Room' in each room until you find it)

Area Maps by mailto:branden@purdue.edu





Game start:

YOU ARE IN A DENSE DARK DAMP JUNGLE.

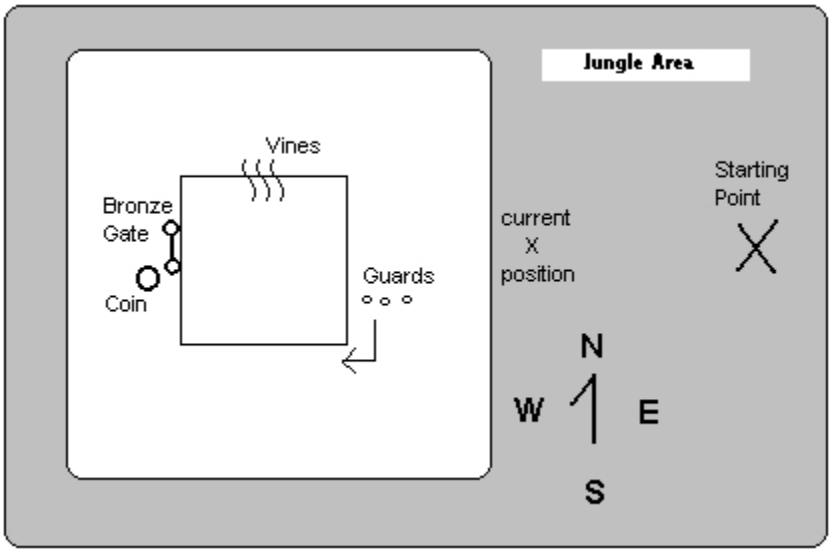
GO WEST

YOU ARE IN A DENSE DARK DAMP JUNGLE.

GO WEST

THROUGH THE JUNGLE YOU SEE THE EAST WALL OF A GREAT TEMPLE. A GROUP OF GUARDS MARCHES AROUND THE CORNER TO YOUR RIGHT.

Note: At this point you need to visualize the Temple. I will provide a map of the outside.



You must stay in the jungle area not to be seen by the guards which patrol around the temple. You can only for one turn at a time move close to the Temple outer walls. If you stay for longer than a turn the guards will see you and kill you! The trick is to wait in the jungle until the guards disappear to your left. By typing just GO then the guards advance around the structure.

GO

TRY A DIRECTION. A GROUP OF GUARDS DISAPPEARS AROUND THE CORNER TO YOUR LEFT.

GO SOUTH

IN A CLEARING BEFORE YOU STANDS THE SOUTH WALL OF A GREAT TEMPLE. A GROUP OF GUARDS DISAPPEARS AROUND THE CORNER TO YOUR LEFT.

GO WEST

THROUGH THE DENSE UNDERGROWTH, YOU CAN SEE THE GREAT BRONZE GATES ON THE WEST WALL OF THE TEMPLE. A GROUP OF GUARDS DISAPPEARS AROUND THE CORNER TO YOUR LEFT.

GO EAST

YOU ARE STANDING BEFORE THE WEST ENTRANCE OF THE TEMPLE. GREAT BRONZE GATES ENGRAVED WITH IMAGES OF SERPENTS STAND SILENTLY BEFORE YOU. THERE IS A COIN ON THE GROUND.

GET COIN

COIN TAKEN.

Note: You have to pay a price for passage later... trust me.

GO NORTH

YOU ARE AT THE NORTH WALL. A LARGE NETWORK OF VINES CLINGS TO THE WALL.

Note: This is the way into the Temple. The vines can be used to climb up the Temple wall.

Note: If you stay here close to the north wall the guards will shoot you the very next turn. So to hide from the guards we will move north into the jungle and wait for them to go marching around from the right to the left.

GO NORTH

THROUGH A GAP IN THE JUNGLE YOU CAN SEE THE NORTH WALL OF A MAGNIFICENT TEMPLE. A GROUP OF GUARDS MARCHES AROUND THE CORNER TO YOUR RIGHT.

GO

TRY A DIRECTION. A GROUP OF GUARDS DISAPPEARS AROUND THE CORNER TO YOUR LEFT.

GO SOUTH

YOU ARE AT THE NORTH WALL. A LARGE NETWORK OF VINES CLINGS TO THE WALL.

CLIMB VINES

AS YOU CLIMB, THE VINE GIVES WAY AND YOU FALL TO THE GROUND.

Note: If this happens quickly **GO NORTH** and wait for the guards to come around from your right then **GO** again and the guards will disappear around to your left. Then **GO SOUTH** again and try to climb the vines. If the vine gives way again repeat this step to avoid the guards. Sometimes you get the right vine on the first try and other times it takes several attempts.

YOU ARE AT THE NORTH WALL. A LARGE NETWORK OF VINES CLINGS TO THE WALL.

CLIMB VINES

YOU CLIMB TO THE ROOF. AS YOU STEP ON THE ROOF, IT COLLAPSES. YOU ARE IN A SMALL ROOM WITH GRANITE WALLS AND FLOOR. THERE IS A SMALL OPENING TO THE EAST AND A LARGE HOLE IN THE CEILING.

Note: You've made it past the first step and defeated the guards. In the original version on the Model I/III you see a bottle in this room. In the CoCo version the bottle isn't here.

Note: OK! Now that the guards are out of the way its time to do a little treasure hunting.

YOU CLIMB TO THE ROOF. AS YOU STEP ON THE ROOF, IT COLLAPSES. YOU ARE IN A SMALL ROOM WITH GRANITE WALLS AND FLOOR. THERE IS A SMALL OPENING TO THE EAST AND A LARGE HOLE IN THE CEILING.

GO EAST

YOU ARE IN A LARGE RECTANGULAR ROOM. ON THE FLOOR OF THE EAST SIDE OF THE ROOM IS AN INTRICATE ORIENTAL RUG STRETCHING BETWEEN THE NORTH AND SOUTH WALLS. IN THE EAST WALL IS A HUGE CARVED WOODEN DOOR. TO THE SOUTH, A SMALL HOLE LEADS TO A DARK PASSAGE WAY.

GO SOUTH

Note: Beware of the wooden door. Its a trap!

YOU ARE IN A DARK PASSAGE WAY WHICH SLOPES UP AND TO THE SOUTH.

GO SOUTH

YOU ARE AT THE TOP OF A PASSAGE WHICH SLOPES DOWN AND TO THE NORTH. THERE IS A CORRIDOR TO THE EAST AND ANOTHER TO THE WEST. THERE IS FOOD HERE.

GET FOOD

GO WEST

YOU ARE IN A SMALL ROOM WITH A SINGLE EXIT EAST. THERE IS A LARGE SWORD LAYING NEARBY.

GET SWORD

Note: You will need this sword later... trust me!

GO EAST

YOU ARE AT THE TOP OF A PASSAGE WHICH SLOPES DOWN AND TO THE NORTH. THERE IS A
CORRIDOR TO THE EAST AND ANOTHER TO THE WEST.

GO EAST

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

GO SOUTH

YOU ARE IN A ROOM WITH GRAY STONE WALLS. PASSAGEES LEAD NORTH AND EAST.

GO EAST

THIS IS A ROUND ROOM WITH HIGH WALLS. THE ONLY OPENING IS TO THE WEST.

GO WEST

YOU ARE IN A ROOM WITH GRAY STONE WALLS. PASSAGEES LEAD NORTH AND EAST.

GO NORTH

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

GO EAST

YOU ARE IN A TRIANGULAR ROOM WITH OPENINGS IN THE EAST AND WEST CORNERS. THERE IS A STATUE IN THE SOUTH CORNER WITH BOW AND ARROW. THE STATUE IS FACING THE EAST DOOR. THERE IS A TINY SLOT CUT IN THE NORTH WALL. THERE IS A MESSAGE CARVED UNDER THE SLOT.

READ MESSAGE

THE MESSAGE SAYS, "SAFE PASSAGE FOR A PRICE."

Note: Here is the price for passage. Good thing we found the 'Coin' outside eh?

PUT COIN IN SLOT

THE STATUE TURNS TO FACE THE WEST DOOR.

GO EAST

YOU ARE AT THE SOUTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS.

Note: As you move from room to room. One treasure is very hard to find. You must 'Examine Room' command in each room as you move through the game. If you find the 'Gem' it should read like this.

EXAMINE ROOM

YOU DISCOVER A PRECIOUS GEM HIDDEN IN A CREVICE.

GET GEM

PRECIOUS GEM TAKEN.

GO NORTH

YOU ARE AT THE NORTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS. THERE IS A DOOR ON THE NORTH WALL. THE DOOR IS CLOSED.

OPEN DOOR

RRRRREEEEEEEK - THE DOOR IS OPEN.

GO NORTH

YOU ARE IN A VAULT WITH A LARGE DOOR TO THE SOUTH. A BEJEWELED LEVER IS ON ONE WALL. THERE IS A PLAQUE ON THE WALL ABOVE THE LEVER. THE DOOR CLOESES BEHIND YOU.

Note: DON'T PULL THE LEVER or its all she wrote. Just get the lever and leave the vault.

GET LEVER

BEJEWELED LEVER TAKEN.

OPEN DOOR

SCRUUUUUNG THE DOOR OPENS.

GO SOUTH

YOU ARE AT THE NORTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS. THERE IS A DOOR ON THE NORTH WALL. THE DOOR CLOSES AGAIN.

GO WEST

YOU ARE AT THE ENTRANCE TO A LONG DARK TUNNEL WHICH LEADS WEST. THERE IS A PASSAGE EAST. A CANDLE IS IN THE ROOM. THERE ARE CRYPTIC RUNES ABOVE THE TUNNEL.

GET CANDLE

CANDLE TAKEN.

GO EAST

YOU ARE AT THE NORTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS. THERE IS A DOOR ON THE NORTH WALL. THE DOOR IS CLOSED.

GO EAST

YOU ARE IN A VERY SMALL ROOM. THERE IS A BURNING LAMP HERE.

GET LAMP

BURNING LAMP TAKEN.

GO WEST

YOU ARE AT THE NORTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS. THERE IS A DOOR ON THE NORTH WALL. THE DOOR IS CLOSED.

GO SOUTH

YOU ARE AT THE SOUTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS.

GO EAST

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

Note: At this point the author is going to pull a fast one on you if your not careful. He has made to sections of the temple look very similar. Remember the room with the Statue and the Bow & Arrow? He hopes to trick you into walking in the wrong door which the Statue will run you through with the arrow. Thats why this room's description is identical to the first T shaped room you encountered.

GO SOUTH

YOU ARE IN A ROOM WITH GRAY STONE WALLS. PASSAGEES LEAD NORTH AND EAST.

GO EAST

THIS IS A ROUND ROOM WITH HIGH WALLS. THE ONLY OPENING IS TO THE WEST. A RING OF FINEST GOLD IS HERE.

Note: Ahh yes the 'The ring of motion' has got me shot to many times to count. This is a key treasure you need. But you have to work a little to get it.

GET RING

GOLD RING TAKEN.

READ RING

THE INSCRIPTION READS, "RING OF MOTION."

Note: At this point.... you don't realize but you just moved back to the first room with high gray walls. Since they are identical you don't notice this. But like the ring inscription warns 'motion'. Every time you pick up the ring you move. So we don't want the arrow in the heart... just drop the ring and pick it up again.

DROP RING

DROPPED.

GET RING

GOLD RING TAKEN.

Note: Now we are safe and sound back in the right room with high gray walls.

GO WEST

YOU ARE IN A ROOM WITH GRAY STONE WALLS. PASSAGEES LEAD NORTH AND EAST.

GO NORTH

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

GO EAST

YOU ARE IN A PETITE CHAMBER. THERE IS A LARGER ROOM TO THE NORTH AND A PASSAGE TO THE WEST.

GO NORTH

YOU ARE IN A LARGE ROOM WHICH SMELLS OF DECAYING FLESH. THERE ARE EXITS NORTH AND SOUTH. THERE IS A HIDEOUS STONE GARGOYLE PERCHED ON A LEDGE ABOVE THE NORTH PASSAGE.

Note: Ok campers beware of the Gargoyle.. oh I know he is made of stone.. for now. But trust me this guy is deadly in a few moments. The candle is deadly when lit. The fumes are very posions. But we need to light the candle and bring the Gargoyle to life then leave the room for a few moves before the candle smoke or the Gargoyle kills us.

DROP CANDLE

DROPPED.

LIGHT CANDLE WITH LAMP

THE CANDLE IS NOW BURNING, A SWEET SCENT PERMEATES THE ROOM. THE LIGHT FROM THE CANDLE SEEMS TO BE GROWING DIMMER.

GO NORTH

THE GARGOYLE COMES TO LIFE AND JUMPS DOWN TO BLOCK YOUR WAY!
THE LIGHT FROM THE CANDLE SEEMS TO BE GROWING DIMMER.

Note: See I told you!

GO SOUTH

YOU ARE IN A PETITE CHAMBER. THERE IS A LARGER ROOM TO THE NORTH AND A PASSAGE TO THE WEST.

Note: At this point use up some moves by going West a few moves and back to the Petite Chamber to let the Candle do its job on the Gargoyle.

GO WEST

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

GO WEST

YOU ARE AT THE SOUTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS.

GO EAST

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

GO EAST

YOU ARE IN A PETITE CHAMBER. THERE IS A LARGER ROOM TO THE NORTH AND A PASSAGE TO THE WEST.

LOOK

YOU ARE IN A PETITE CHAMBER. THERE IS A LARGER ROOM TO THE NORTH AND A PASSAGE TO THE WEST.

LOOK

YOU ARE IN A PETITE CHAMBER. THERE IS A LARGER ROOM TO THE NORTH AND A PASSAGE TO THE WEST.

Note: After wasting these moves the candle should have killed the Gargoyle. If you enter the room and he isn't dead.. just leave and do a few more moves then enter the room again. You should see the following.

GO NORTH

YOU ARE IN A LARGE ROOM WHICH SMELLS OF DECAYING FLESH. THERE ARE EXITS NORTH AND SOUTH. A CANDLE IS BURNING DIMLY. THERE IS THE DEAD CARCASS OF AN UGLY GARGOYLE NAERBY. THE LIGHT FROM THE CANDLE SEEMS TO BE GROWING DIMMER.

EXTINGUISH CANDLE

THE CANDLE IS EXTINGUISHED.

GO NORTH

THIS IS A TALL ROOM CARVED OF STONE WITH A SINGLE EXIT TO THE SOUTH. THERE IS A GOLDEN CHOPSTICK HERE.

GET CHOPSTICK

GOLDEN CHOPSTICK TAKEN.

GO SOUTH

YOU ARE IN A LARGE ROOM WHICH SMELLS OF DECAYING FLESH. THERE ARE EXITS NORTH AND SOUTH. A CANDLE IS IN THE ROOM. THERE IS THE DEAD CARCASS OF AN UGLY GARGOYLE NAERBY.

GO SOUTH

YOU ARE IN A PETITE CHAMBER. THERE IS A LARGER ROOM TO THE NORTH AND A PASSAGE TO THE WEST.

GO WEST

THIS IS A T SHAPED ROOM WITH EXITS EAST, SOUTH, AND WEST.

GO WEST

YOU ARE AT THE SOUTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS.

GO NORTH

YOU ARE AT THE NORTH END OF THE GREAT CENTRAL HALLWAY. EXITS EXIST IN THE EAST AND WEST WALLS. THERE IS A DOOR ON THE NORTH WALL. THE DOOR IS CLOSED.

GO WEST

YOU ARE AT THE ENTRANCE TO A LONG DARK TUNNEL WHICH LEADS WEST. THERE IS A PASSAGE EAST. THERE ARE CRYPTIC RUNES ABOVE THE TUNNEL.

GO WEST

YOU ARE IN THE DARK TUNNEL.

GO WEST

YOU ARE AT THE ENTRANCE TO A LONG DARK TUNNEL WHICH LEADS EAST. THERE IS A PASSAGE WEST.

GO WEST

YOU ARE IN A LARGE ROOM WITH A SINGLE EXIT EAST. BEFORE YOU STANDS AN ALTAR, STAINED WITH THE BLOOD OF COUNTLESS SACRIFICES. A GOLDEN IDOL STANDS IN THE CENTER OF THE ROOM. A LARGE SERPENT LIES COILED ON THE FLOOR. THE SERPENT STRIKES, YOU DODGE HIS LUNGE!

Note: Ok now you must kill the serpent with the sword.. I hope you picked it up... right?

KILL SERPENT WITH SWORD

YOUR LARGE SWORD SINKS TO THE HILT IN THE SERPENT'S SCALY BODY! THE SERPENT STRIKES, POISON COURSES THROUGH YOUR VEINS!

KILL SERPENT WITH SWORD

THE SERPENT'S HEAD IS SEVERED FROM HIS BODY! A MAGNIFICENT BLOW! THE SERPENT IS DEAD.

Note: Sometimes this takes several attempts to kill him, and sometimes you don't always win. Now get the idol and lets move the altar.

GET IDOL

GOLDEN IDOL TAKEN.

MOVE ALTAR

UGH! WITH GREAT DIFFICULTY YOU MANAGE TO MOVE THE ALTAR AND YOU DISCOVER A SECRET PASSAGE.

Note: Let us take a quick inventory just to make sure before we enter the secret passage.

INVENT

FOOD
GOLD RING
LARGE SWORD
GOLDEN IDOL
BEJEWELED LEVER
BURNING LAMP
GOLDEN CHOPSTICK
PRECIOUS GEM

Note: Yeppers got all of the 5 treasures. Now we must return them to the exact spot we started the adventure from and type 'SCORE' to see if we win.

CLIMB DOWN PASSAGE

YOU ARE IN THE SECRET PASSAGE WHICH LEADS EAST. THE ALTAR MOVES BACK TO SEAL THE HOLE ABOVE YOU.

GO EAST

YOU ARE AT THE END OF THE PASSAGE. THERE IS A HOLE IN THE CEILING.

CLIMB HOLE

AS YOU CLIMB OUT OF THE HOLE, IT SEEMS TO MAGICALLY SEAL UP BEHIND YOU. YOU ARE AT THE SOUTH WALL.

Note: Careful here everyone. The guards are always marching around the temple. You should move 'South' into the jungle so you won't be seen.

GO SOUTH

IN A CLEARING BEFORE YOU STANDS THE SOUTH WALL OF A GREAT TEMPLE. A GROUP OF GUARDS MARCHES AROUND THE CORNER TO YOUR RIGHT.

GO EAST

THROUGH THE JUNGLE YOU SEE THE EAST WALL OF A GREAT TEMPLE. YOU HEAR THE DISTANT CRIES OF WILD ANIMALS.

GO EAST

YOU ARE IN A DARK DENSE DAMP JUNGLE. YOU HEAR THE DISTANT CRIES OF WILD ANIMALS.

GO EAST

YOU ARE IN A DARK DENSE DAMP JUNGLE. YOU HEAR THE DISTANT CRIES OF WILD ANIMALS.

GO SOUTH

YOU ARE IN A DARK DENSE DAMP JUNGLE. YOU HEAR THE DISTANT CRIES OF WILD ANIMALS.

SCORE

OUT OF A POSSIBLE FIFTY, YOUR SCORE IS 50. YOU HEAR THE DISTANT CRIES OF WILD ANIMALS.

Note: I know, I know... it’s a little lame that after this AWESOME adventure he doesn't even give you a....

C O N G R A T U L A T I O N S!!!!

But trust me you deserve it. It’s taken me countless hours to solve this game.