

ADV770 Route to 966 Turns

This narrative documents an exercise to find the minimum turns I could achieve as a challenge after actually achieving 770 points. It contains a number of spoilers, so if you are still exploring I suggest you ignore this, have lots of fun and come back to it when you have solved all the riddles and want another challenge.

This narrative is an update on my earlier "989 turn game" and I have highlighted what is new.

I assume if any reader is trying to beat this move total, they know the game pretty well, so directions are fairly sketchy. I have indicated the points & turns I had at each save when I managed the 966 turn game – this will vary depending on the random elements.

Things I tried to keep in mind:

Maximize the use of shortcut words

"View" from E of building to "magnificent view" (bottle) = giant's picnic area = Wooden Notice

"Building" from "view" to building, also works from ravine and from 2 steps W when returning from Tower

"Bedquilt" from Dirty Passage (doesn't work the other way)

"Pit" from Debris Room or Cage Room

"Debris" from pit ("Up" from hall of Mists), then XYZZY to home

"Secret" from Hall of Mt. King to Secret E/W canyon (better than SW, when you can end up back in HoMK)

"Fork" from Troll Bridge, Spices Room and Bear Room

"Barren" (room outside Bear room) from Fork

"Reservoir" from Secret Canyon (N of Dragon) – only saves one turn

"Shell" when you pick up the pearl – only one turn again

The highlighted words came from a belated reading of the instructions (as a last resort read the instructions, not my finest hour)

There may be more, but I don't know them

When I have the Ring, I ignore the dwarves. This cuts out a lot of axe-swinging although it makes the commentary a bit messy. **Although, once in many games I got killed despite the ring?**

If I meet a dwarf in Loop1-part1, I abandon and start again. This delays future dwarf clashes and reduces axe-swings

Loop 1-Part1

Start again if you meet a dwarf in this part.

Explore outside and gather the seed and the bottle, ("view" to bottle, "building" back home) fill the bottle, but drop it – you don't need it yet.

Do the xyzzy entry but ignore the rod, get cage and bird (use "pit", E), pick up the gold and everything off the Hall of the Mt. King, including vial and rags and back to building.

Drop all except lamp

NOW, a trick... PLUGH, PLOVER, drop lamp, move the emerald out to the alcove, E, NE get pyramid, S then move back to the building to drop it

Loop1-Part2

Get bottle, travel to the plant (bedquilt, slab), water it, Reservoir for more water, DRINK, ignore the yacht, water beanstalk again, get oil, get eggs, trident, W, D, SE, get vase, N, W get emerald, NW, S, SE, E, get pillow, W, NE then Complex Room, N (clam) and down and up with the pearl (use "shell"), home. Drop the treasures (pillow first) and bottle, BUT keep the eggs, needed on next loop

I saved the game here – 153pts/140 turns. You could press on without a save if you are really hunting the low move record, but you are at risk of the wizard dumping you somewhere unfriendly after you get the orb.

Loop 2- Part1

Move to anteroom (E off Complex), get magazines (stops the dwarves getting them), then a straightforward run getting chalice, crucifix, seal, to Giant (lose eggs), maze, get documents, mushroom, to Giant's room, docs for sapphire, food, then orb. I drop the chalice, since I know it won't go down the drain but if you have previously killed a dwarf who leaves behind the horn, get horn and drop it here instead of the chalice and you'll be at Hall of Mists which is the quickest way home (U, "debris", xyzyzy). Narrow passage is OK also (S to HofMK, N, N, Plugh).

If you end up in the maze, or at the 3-way junction, best do this part again (too many moves lost).

Now back to the building, drop the treasures, food & magazine, but not the mushroom.
GET THE VIAL (I've forgotten this a few times) and you may also need to drink here.
You can save here, but I prefer to save a little later (see below)

This is really the start of Loop 2 part2

Travel to the Reservoir, get Yacht, DRINK (if you didn't earlier), then move W twice.

NOW SAVE (222pts/210 turns). The swirling mist is random and with this save you can restore and retry easily until you get 1 or 2 moves to get to sword, and 1 or 2 to get to causeway (use only NE, N, or NW to exit).

Over multiple games with this route, once back on the causeway, the next set of moves seems to be the most likely area to meet the pirate. Meeting the pirate earlier, or if he re-appears will throw out the move count, since you will have more things to retrieve that you already "got" – more moves.

Now back to beanstalk to Giant room, to ogre, sword to ring - from this point on, ignore the dwarves, the ring protects you. From Sorcerer's Lair, I don't see a way to reduce moves, so get opals, then Ice tunnels (sculpture), to Sorcerer's Lair, back to the Giant room, FEE, FIE etc. get eggs, S, D, U, W, U, S, kill dragon, get rug and teeth, and a quick home via the HoMK.

Drop the opals, sculpture, rug, axe (rely on ring), keep the eggs and teeth - need next loop.

(That was my original description but being as absent minded as I am, I forgot to drop the rug and carried it all the way to the "last roundup", which can be done - believe it or not).

NOW, do xyzy, get the rod, get diamonds, into the pirate maze, get what's there (only the chest and yacht in my 966 game) and back via bird room. Drop the treasures and that's Loop2 done.

SAVE (300pts, 329 turns)

Loop3 (I think of as "The Big Loop")

Need keys, food, rags plus (already carrying) lamp, ring, teeth and eggs, NO AXE OR BOTTLE.
DRINK (how often we forget).

Quick way to Troll Bridge...Plugh, S, D, Bedquilt, W, NW, W, SW, U, then eggs to troll...then Fork, NE, N, wave rod and across the volcano.

After Melenkurion, (N end of Valley of Stone Faces) there are 3 branches to tackle:

I don't think there are any moves to be saved on either the NE branch (jade & flask), or the N branch (catacombs maze, mask, jewelry, sceptre and plate). Put the 3 treasures in the safe (not mask), then S past the basilisk (drop plate) to NW branch, past the pentagram up to the "narrow shelf of basalt rock", get starstone, wave rod.

Go SW rather than D (saves a move) and a simple path to the skull, but DRINK after crossing the bridge coming back (absolutely critical). Retrace path to the bottom of scree (there are 2 spots at the bottom of the scree, stop at the first one (most southerly)

SAVE (366pts/480turns)

There are 4 x W and 1 x NW to the spire, and I tried a few variations to minimize waits. At the spire, 2 x NE, 1 x NW get windrose, then back to the spire.

(You might try saving here instead of at the scree to save coming over the desert each time you retry)

U to the sunstone, drop & get (now green), D, then jump (or leap which may be more apropos).
X sunstone to get the colour - I only proceed if I've got Blue or Purple, else restore and try again.
(Explanation later)

Once you've got a satisfactory colour, back to scree, U and wave rod, and back to the N of Stone faces.

The natural instinct here is to go N to the Peelgrunt Room to store the treasures, but you can get everything plus the spices and chain to the building without those moves.

Across the volcano, get spices, to Bear room (use "fork", "barren"), get chain & bear,
(I forgot to drop the keys, but that ended up as fortunate, since I kept them until the devil dispersed my possessions on the island – later explanation)

Back to bridge (via "fork"), free bear at troll, back to low room to Bedquilt and home.

Drop the treasures, but not the starstone, then back to Hall of MK, D to safe, retrieve crown, jade bracelet, jewelry and sceptre. Out and U to HoMK and home, drop those 4, then head out to the picnic area (wear the mask at the last minute, use "view"), bucket of champagne from giant, drop starstone, "building" and SAVE (with a sigh of relief).

(474pts/580 turns)

Loop 4 (I call it The Beach Loop)

Get chalice, go to the chapel, to vampire, give bucket, get the empty bucket, get fangs. Ux2, then get food (which has re-appeared in the pantry), to the giant's dungeon, move flagstone, out to hut, get packet, back to building, S, fill chalice, drink, which summons the woman, and then the unicorn. Feed the unicorn and (my favourite part) get the inevitable by-product. Into the building, drop chalice get sunstone which needs to be yellow before the rest of this loop.

See the end of this long-winded ramble for my reasoning on sunstone colour

Now it's a simple trip to Shell room, Ux2, wave rod at the quicksand, pick up the spyglass, bag (pcs. of 8) and on to Beanstalk2. Fertilize it twice (packet & dung), drop/get the sunstone (don't forget to GET it back as I have done at least once), climb, get beater, climb, get Box of Turkish Delight, wear the mask, then E and the giant pushes you into the ravine, then " **building**" and in.

Drop the spyglass, bag and sunstone, get rug, go get it valued (remember "secret") and SAVE

535 pts/ 682 moves

In the 989 game I didn't save and kept going, but in games since then I had too many disasters, so decided saving was more prudent.

Loop 5 (Island Loop)

I still have the rod, wrapper, bucket, beater, keys, and mask (which I don't need) together with the rug, lamp, fangs and ring (which I do need). Rather than drop the unneeded objects, which costs 6 moves, keep them to the temple, where the devil will get rid of them for you for no moves.

W, "**view**" out to picnic area to drop, unroll and beat the rug.

Now fly to the island, roll the rug but don't get it (you'll be back here later). As far as I know, the route is almost laid out for you, so just follow it. N, SW, W to "High on NE side of Mtn." (key spot), S, use the fangs, then into the temple (I used to drop the lamp & fangs here for easy retrieval later, but just let them be scattered – it saves 2 moves). Follow the woman & devil down after she takes the ring and BANG, you're back at the beach with the rug and probably a few other objects as well. Get rug and any other treasures and go N, SW, but this time go S following the stream, NW, U to the bird's-eye view and "X SWAMP", E and D and you're back at "High on NE etc", back to temple to WEAR ring (not get), then back to "High on NE". By this time I had recovered all the treasures except the thurible, which will show up soon.

Now follow the route to the mud shoes (NW, SW, W, SE, look), then NW, E, S, SE (south facing beach), E, NW, D and the thurible should be there. Now wear the shoes, cross the swamp, ditch the shoes, NE (waterfall) and DRINK (critical).

Through the waterfall, dwarvish to open the door, and NW (OX), and back to English. Easy through the mine, get flower, to the abyss. Lots of E moves, careful to stop at the right place, PLUGH to the fake Y2, then a tedious trek back to Bedquilt

At this point I would normally get to the building, drop the treasures and save, but decided to avoid those moves and press on. Risky, but saves a few moves.

Start of "The Last Roundup"

The last move was to Bedquilt, so E & E to the anteroom then S to chapel and U to the red herring/fire alarm. From here the moves are precisely laid out and any deviation will get you killed by the dwarves, so no need to set them out here. Now you have the bust, and after flying to the garden, getting the rosebowl, get back to the building (use "building" when you are 2 Easts away) to drop rug, thurible, bust, rosebowl, fangs and flower.

DRINK (I just made it, since the last drink was at the waterfall on the island).
(You might make it to the whirlpool without a drink)

Now I chickened out and saved, that was just too many moves to do over again.

632pts/840 turns

The last roundup continued

First step, get the tusk – again a fixed route, so no need to detail it here. After emerging from the sewer and stream maze, we're at Hall of Mists, so N to HoMK and "secret" to the Secret Canyon.

Work from there to Giant Room, drop the tusk, N, N (probably drink) D into the whirlpool and off to get the beads, ride Darwin back to the Reservoir and back to the Giant room. Get the tusk, Fee, Fie etc. to get eggs then home to the building.

Drop tusk, beads, eggs, remove and drop ring (last treasure).

Get magazines, go to Witt's End and drop the magazines (just like the original 1970's game). East until you get out, then wander about until the cave closes. One of the blessings of this game is you don't have to wait about 40 or 50 moves for that to happen like in earlier versions.

Do the "blast" thing, ride the unicorn, all the magic words backwards (omit PLOVER and REFLECT, which would be accepted with a bit of grumbling, but cost a couple of moves). Now we're outside the building and everything is mirrored (Adventurer through the Looking Glass????).

One last tip for the directionally-challenged like me – if you have created a map of the area outside the building, turn it upside down.

Get to the well, D then jump and you've done the impossible.

Explanation for sunstone colour (hopefully my observations are correct).

After the "leap of faith" at the spire, the sunstone has to be a colour that allows travel East. It is next needed on the "Beach" loop where, once out from the Fourier passage you are back outside and it controls which directions you can move. The first move is DOWN (to the dinghy with the bag (pcs. of 8), BUT, I discovered it is actually a WEST move, then N, NE. So you need the sunstone to be a colour which allows W, N, NE.

On the climb, you need the sunstone to allow N & S (to the beater), but prevent WEST, and at the top you need to move E and SE to get back to building.

From all of that I decided the stone needed to be YELLOW for the travel to the beanstalk, and MAGENTA for the climb (that is only one drop/get).

THUS, after the spire back in the "big loop", ideally it should be PURPLE (goes yellow when dropped in the building) next best is BLUE (one extra drop/get cycle).