

From AtariAge member ed1475:

I've mapped out the caves and have been able to get past 1 of the 4 blocked caves. No progress since then. The map is a 17 by 17 grid (ed: actually it is 16x16). There are 4 blocked caves (Bat, Snake, Spider, crack in floor?). (marked by black squares on the map) There are 17 dead end caves, some of them have a useful(?) object. (marked in red). There are only 2 caves that you can enter/exit from all 4 directions (caves E7 and H11) marked in purple. If you are lost and find yourself in 1 of these caves you should be able to get your bearings again. Start position is marked in green (room B6 on map)

Any hints (from others) at solving would be appreciated.

SPOILER ALERT (don't read if you don't want the hint) from ed1475: I was able to get by 1 of the 4 blocked caves.

In the dead end room C6, it looks like there is a crack in the floor. It is actually a whip, press smartkey to 'take' whip. The whip can be used to get by the snake in room F13.

From Jim Walters: Well it's really a 16 by 16 grid, 256 rooms, 16 times 16 = 256. There are 28 regular items plus two more, there are three ways to complete the game. One real long one a shorter one and a very short one. I have never heard of anyone finding the shortest solution.