



Escape from the Dungeon

AN ADVENTURE PUZZLE BY SCOTT MARLEY

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★★★

After 20 days and nights, you, Balthus, Solver of the Imponderables, Guardian of the Word-Horde, have nearly reached your destination—the Wise Men's Convention held annually in the golden realm of Azalia, where you are to be guest speaker. ❖ To reach Azalia, you must travel near the evil city of Walpurgisnacht. As you stride by its poison-ivy-covered walls, you are captured by the wicked King Logogriffin, who amuses himself by breeding racing maggots and by conducting a macabre I.Q. test on passing strangers. ❖ Logogriffin casts you into his labyrinthine dungeon, leaving you without food, water, or weapons. With a laugh that sounds like the death rattle of the three-snouted Rhinobax, he agrees to give you your freedom—but only if you are clever enough to find a way out of his fetid prison. The only exit is guarded by a fearsome dragon. To face the beast weaponless would be suicide. How, then, to escape? ❖ You may pass from room to room only through the doors marked on the floorplan on the following pages. As you do so, you will find the coins and other objects shown. You are advised to pick these up and take them with you, since you might find some use for them during your explorations. You may revisit rooms as often as you like (but the contents of a room can be taken only once; you cannot obtain more of them by returning to the same rooms later). And you may not pass through some of the rooms until you have satisfied certain conditions, as noted on the signs and in the scrolls that surround the floorplan. As you travel, beware! Some rooms contain treacherous perils, while others are inhabited by magical characters or objects, also described in the scrolls. ❖ Can you find your way out without being fried by the dragon? ❖ Answer Drawer, page 72. ❖

FOR A MAP OF THE PRISON, TURN THE PAGE...

"I am the Magician, and I make heads disappear!" announces the mysterious figure occupying this chamber. "If you had a cape, I could turn it into an ape. Or change a brat into a rat. I can do more than one letter at a time, too—for example, I can make a plant into an ant or a shamrock into a rock!"

"My fee is 10 pengos per letter removed!"

In this room is a large treasure chest, so heavy that it would take two people to carry it. If it holds gold or jewels, it could be worth millions. An inscription on the chest says it can only be opened in the light of day. Beside the chest, on a separate slip of paper, is a small crossword:

1	2	3	4
5			
6			
7			

ACROSS

- 1 Wineglass part
- 5 Hired vehicle
- 6 Sigh of sorrow
- 7 What the chest contains

DOWN

- 1 Lacking a date
- 2 Fabrication
- 3 Test
- 4 Bad shot

This room is empty except for a large, colorful tapestry entirely covering one wall. You pick up a scrap of paper on the floor and find it contains a cryptogram:

YVSRMW GSV GZKVHGIB BLF'OO
 URMW Z HVXIVG KZHHZTV OVZW
 RMT GL GSV XSZNYVI WRIVXGOB
 MLIGSDZIW ZMW GSV GIVZHFIV
 XSVHG OLXZGVW GSVIVRM.

Firmly attached to the floor before you is the Magic Mirror. This precious glass, when activated, has the power of reversing all that is set before it. For example, a deer would turn into a reed, while a straw would become warts. Once changed, an object cannot be changed back to its original state.

An inscription informs you that there is no charge for using the Magic Mirror.



In this chamber is a deadly cobra. You may not pass through this room unless you first charm the serpent by playing some sort of musical instrument in an adjacent room. Once charmed, however, the cobra remains charmed indefinitely.

"I am the Wizard Anagrammaticus," exclaims the inhabitant of this chamber. "I have the amazing power of changing objects into their anagrams. For example, I can turn a fowl into a wolf, or a Croatian into a raincoat. I charge 1 pengo for this wonderful power!"

"You cannot get past this gate without a key," pronounces one of the two gatemens you meet in this chamber. As you turn to leave, his colleague takes you aside and whispers, "I'm tired of this job. Are you looking for an assistant? I could come along and help you. You can pay me either 25 pengos now or half of any treasure you've amassed when you leave the dungeon. What do you say?"



"I am the legendary Sphinx," announces the beast who inhabits this chamber. "To pass through this room, you must show me whatever is described by the following riddle."

*I'm useful to draftsmen and also surveyors
And yet am at home with a symphony's players.
'Round sunny Bermuda I'm rumored infernal,
And woe to the lovers who find me eternal!
Geometry, though, is my special delight,
For there you will see that I'm frequently right.*

"Where's your nametag?" angrily demands the guard who inhabits this room. You explain that you have no identification, and the guard says, "Unless you have a nametag or some ID, you can't pass through this room."

