

Hidden Puzzle: Adventure!

Congratulations, you have told Eric the names of the three dragons (Yorgle, Grundle, and Rhindle) from the Atari 2600 video game *Adventure* and, thus, have earned the right to compete in the Hidden Puzzle!

Adventure is not only a classic “golden age” home video game, but it is also noted for containing the gaming world's first widely known “Easter egg” -- a hidden component/joke to the game that was not documented in its instruction manual. In this case, the Easter egg was a secret room in the virtual world which displayed the name of the author of the video game: “Warren Robinett.”

Your task, now, is to reach that secret room by actually playing the original game.

In the guest bedroom of Eric's house you will find a television and video game console set up and ready to play *Adventure*. If you can find the secret room in the game and show it to Eric, your team could earn bonus Points for the Puzzle Party.

You are allowed to play the game for as long as needed to find the room or until another team comes to play it. You will always be allowed at least 30 minutes in one sitting, but after that half hour, if another team discovers this Hidden Puzzle and wants to take their turn, you must relinquish control of the game console. At that point the new team will have 30 minutes to try to find the Easter egg. At the end of that time, your team may interrupt them and try again if no other teams have queued up in line (priority will always be given to a team who has had the least amount of total time to play).

How you reach the secret room is left to you to discover. You are allowed to research *Adventure* in any way you want (i.e. look online) before or during the time you are playing the game (you may even find some helpful information on your team dashboard). **However, please be very careful with the game console and joystick; they are old and finicky, and they are the only ones available. The switches on the console are very worn; Eric will explain which ones you might need to use.** You should not adjust the difficulty switches; they don't really work, but are actually stuck on the easier settings... and will not prevent you from finding the Easter egg room.

If you are able to get to the secret room, show Eric immediately. He will reward your team with a number of bonus Points equal to:

$300 - 3 \times (\text{the number of minutes of gameplay you needed to find the Easter egg})$

(your total minutes will include *the full duration of time in the game room* required, possibly across multiple sittings/attempts). If you require more than 100 minutes to find the room, you will not be awarded any bonus Points.

The game room will be open even after the 2:00 AM deadline for submission of other puzzles. So, you are welcome to play *Adventure* until 9:00 AM Sunday morning, and could earn bonus Points for this puzzle until that time.