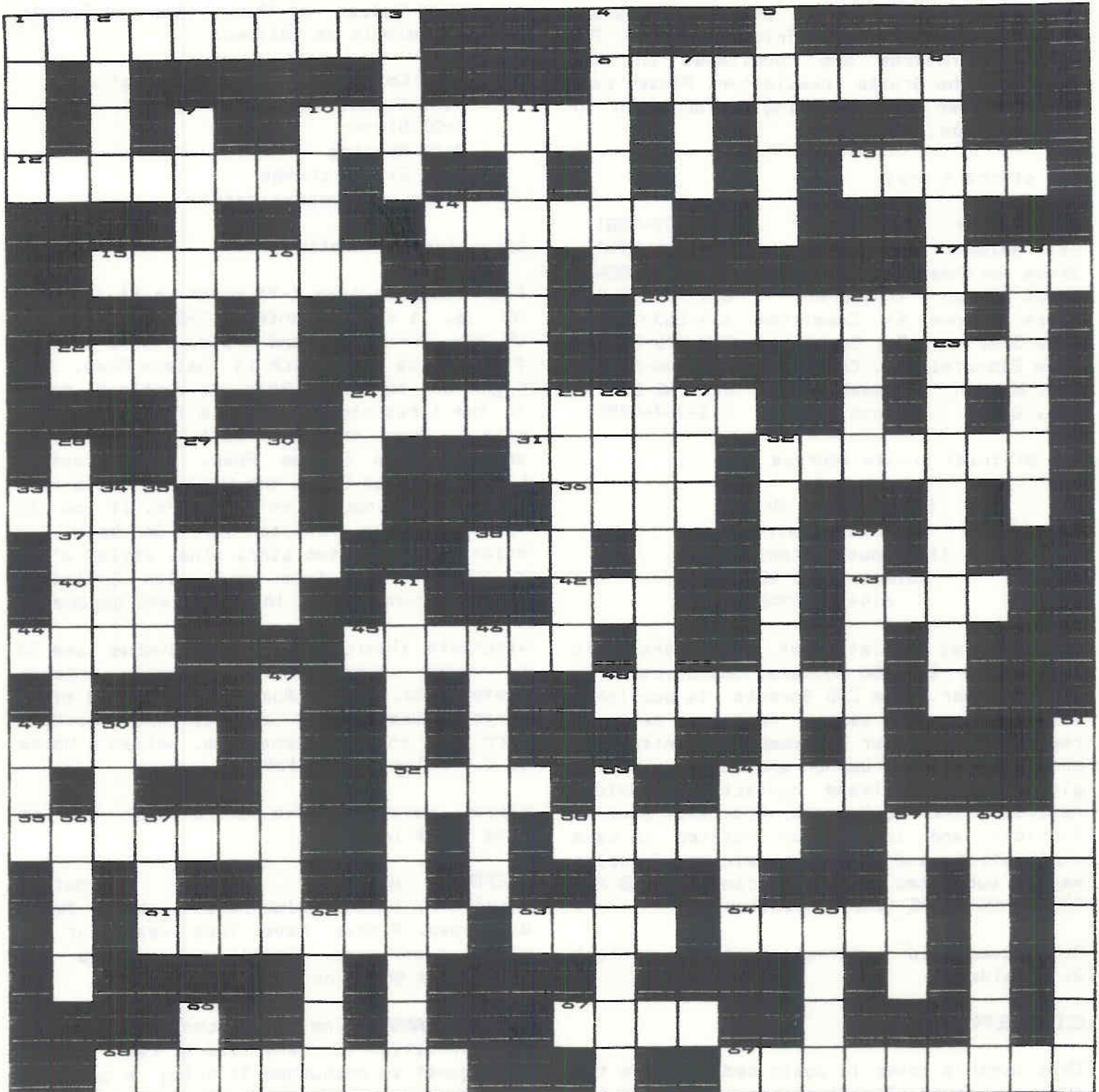


# COG SQUEAKS

## CAVERS PUZZLE



PUZZLE CLUES ON LAST PAGE OF SQUEAKS

M E R R Y   C H R I S T M A S

## COG SQUEAKS

### Grotto Information

The Central Ohio Grotto meets the second Friday of each month or the Saturday following the second Friday at 8:00 PM. Meeting notices are published in the Squeaks, the Grotto newsletter. Please call any officer for meeting information or caving trips.

#### COG officers are:

Don Conover	Chairman	513-372-7581
Bill Walden	Vice Chairman	614-965-2942
Bruce Warthman	Secretary	614-459-5854
Karen Walden	Treasurer	614-965-2942
Chuck Daehnke	Ex. Committee	614-263-7011
Mike Gray	Ex. Committee	513-276-2436
Jake Elberfeld	Ex. Committee	513-644-5848
Bill Walden	Squeaks Editor	614-965-2942
Paul Unger	Boone Karst	513-839-4258

#### The official grotto address is:

Central Ohio Grotto  
C/O Bill Walden  
1672 South Galena Road  
Galena, Ohio 43021  
614-965-2942

The official newsletter of the Central Ohio Grotto is the COG Squeaks. Subscription is \$10 per year. The COG Squeaks is published 10 times each year. Articles may be reprinted by other NSS member organizations provided that the author and COG Squeaks are given credit. Please contact Bill Walden regarding the COG Squeaks. Articles, poetry, fiction, and information related to cave exploration and study are welcome. Articles may be submitted on disk. I can read IBM PC-DOS or OS-9 DOS (any convention).

For membership information please contact Bill Walden.

### COVER

This month's cover is again dedicated to the armchair caver. The Clues are located on the last page of this December issue. I hope it is challenging enough. Have fun -- Bill Walden

## MEETING NOTICE

DECEMBER 16, 1989

### CHRISTMAS MEETING AND PARTY

The Christmas meeting will be hosted by Bill and Karen Walden at their home in Galena. The schedule is as follows:

4:00 Colossal Cave Contest Begins  
6:00 Social Hour  
7:00 Dinner  
8:00 Meeting  
8:15 Gift Exchange  
Times very approximate.

#### Directions to meeting:

From Columbus take I-71 north past I-270 to US 36, 11 miles north of I-270, exit on to US 36. Turn right and travel 1 mile to the first cross road which is Galena Road. Turn right on to Galena Road and continue south to the first stop sign. This is a five way stop. Bear to the left and continue southeast on Galena Road. After crossing Little Walnut Creek the Walden's house will be the third house on the right. If you get to SR 3 you've gone to far! Go back 0.4 miles. House is two story blue, styled after a Victorian era farm house with Christmas lights strung across the porch and garage.

Alternate instructions from Columbus take SR 3 north from the outerbelt through Westerville. Galena Road is about 8 miles north of Westerville and is well marked. Turn left on to Galena Road. Walden's house is 0.4 miles on the left.

Please park in drive behind house and on side front lawn.

**MEETING ADGENDA:** Select nominating committee. Anythingelse which needs to be discussed. Please have ideas ready for new slate of officers. We'll want to keep the meeting as short as is practical.

**GIFT EXCHANGE:** The gift exchange has been a COG tradition for many years. Each member and guest is encouraged to bring a gift for the exchange. The original theme was that the gift was to be used by the receiptent on his next caving trip. The emphasis is on humor. Gag gifts! Not much money if any need be spent. Lack ideas? Conventional gifts are



always appreciated by some wary caver! Often the instructions for use of the gift are the real gift. We've had some gifted humorists in the COG! The most important factor is that you all come and have a great time. Please plan to attend.

## COLOSSAL CAVE CONTEST

At the November meeting sufficient interest was shown by the membership of the COG to have a contest. This contest will be to see who can achieve the highest score in two hours, or who can achieve the highest score in the least time playing the adventure game Colossal Cave. The contest will be held starting at 4:00 Saturday December 16, 1989.

### RULES

1: Teams will consist of two COG members or a COG member and a guest.

2: If one team member is an experienced player, the second shall be inexperienced.

3: No notes of any kind may be brought. This includes electronic!

4: Note taking while playing is encouraged.

5: A time limit of two hours will be imposed. (Second tries don't count.) Players are to keep track of their own time. Please record your start time and finish time.

6: Assignment of machines is at the discretion of the host, Bill Walden. (Best players as preceived by Bill will get slowest machines!)

7: First prize will go to the team with the highest score or the shortest time to achieve that score or the shortest time to achieve the maxium score. It will be two one year subscriptions to the COG Squeaks.

8: Second prize will be awarded to the team which consists of two inexperienced players who have the highest score (but lower than that achieved by the overall winner). It will be two old but working carbide lamps. (One might be an Autolight.)

9: Booby prize will be awarded to the team which sincerely tried their best but just couldn't make it! Booby prize will be awarded

by a vote of the players and will be a worthwhile surprise gift. So, you can win even if you lose.

10. Any rules mutually agreed to the day of the contest will also apply.

11: It is permitted to ask an opponnet for assistance when stuck. This isn't to say he'll be able to or want to but I suspect most cavers will try to be helpful!

### ABOUT THE GAME

Colossal Cave is an adventure game to be played with a computer. Specifically it is a text adventure game, no graphics. Colossal Cave is one of the original games written to be played on a computer. This text adventure was written by Willy Crowther, I believe in Fortran. The version you will be playing was rewritten in the C language by Don Woods. I believe it conforms to the original mainframe game.

The following are exerpts from the game itself.

Opening phrase.

> Go read a book while I get my act together...  
Welcome to adventure!! Would you like instructions?

Answer yes.

> Somewhere nearby is Colossal Cave, where others have found fortunes in treasure and gold, though it is rumored that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of 1 or 2 words. I should warn you that I look at only the first five letters of each word, so you'll have to enter "Northeast" as "ne" to distinguish it from "North". (Should you get stuck, type "help" for some general hints.)

Enter help.

> I know of places, actions, and things. Most of my vocabulary describes places and is used to move you there. To move, try words like forest, building, downstream, enter, east, west, north, south, up or down.



I know about a few special objects, like a black rod hidden in the cave. These objects can be manipulated using some of the action words I know. Usually you will need to give both the object and action words (In either order), but sometimes I can infer the object from the verb alone. Some objects also imply verbs; in particular, "inventory" implies "take inventory", which causes me to give you a list of what you're carrying. The objects have side effects; for instance, the rod scares the bird. Usually people having trouble moving just need to try a few more words. Usually people trying unsuccessfully to manipulate an object are attempting something beyond their (or my!) capabilities and should try a completely different tack. To speed the game you can sometimes move long distances with a single word. For example, "building" usually gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turn a lot, and that leaving a room to the north does not guarantee entering the next from the south. Good luck!

Enter look

> Sorry, but I am not allowed to give more detail. I will repeat the long description of your location. You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

Enter building

> You are inside a building, a well house for a large spring.  
There are some keys on the ground here.  
There is a shiny brass lamp nearby.  
There is tasty food here.  
There is a bottle of water here.

Some people have trouble just getting to the building. Before starting I advise you to read the instructions again. Remember you can get to the building by simply entering <building>. You can enter compass directions as:

e for east, n for north, s for south and w for west. Likewise enter ne for northeast, nw for northwest, sw for southwest, and se for southeast, u for up and d for down.

Don't forget your basics for a caving trip! When the computer reminds you that you are apt to fall because it is dark, think "Have I turned my light on?". Tell the computer "light lamp". Make a sketch map as you proceed. This will help you find your way back and help you avoid exploring areas twice!

If you want to check your score just type in "score".

**IMPORTANT** when you are ready to quit please type in "quit" and respond with the appropriate response. The program does have pointers in the software, and if you abort, the pointers are set wrong to restart the game.

One of the computers has a window key which switches the screen among three device windows. Each window is like another terminal. If you accidentally hit that key, the screen will change and you cannot play the game. Don't panic, just hit the window key till your game reappears then continue playing.

The game is fun and can be frustrating. If you're stuck ask an opponet for help.

## TRIP REPORTS

### CUMBERLAND FALLS MOONBOW AND WELLS CAVE

Pulaski County, Kentucky

November 11-12, 1989

Lou Simpson, Sheryl Hilton, Harry Goepel  
reported by Lou

I could tell we were going to have a good trip because the hassle factor was active. The hassle factor is the principle that the success of the cave trip is inversely proportional to the difficulty in getting to the cave. A minor hassle was a painful scraped knee that I had suffered in a telephone-answering accident. Also, when it was time to leave for Kentucky, we discovered that our two cats had broken a hole in the screen on the porch and escaped into the neighborhood. I commenced cat recovery procedures. I placed a dish of tuna (white albacore, of course) on the back porch and another on the front porch. I tapped on one of the dishes with a spoon. After about ten minutes, I heard one of the cats. Our cat with long fur, Cassidy, showed



up and willingly came into the house. He seemed agitated. However, Bunchy, the more adventurous black and white cat, failed to show up. I wandered around for a block or two, but no sign of him. Sheryl went into St. Bernard, behind our house, and somebody said they had seen a cat that looked like that--two dogs had had it cornered and they had chased the dogs into the woods. I roamed the woods, tapping on the tuna dish and looking for an injured or dying cat. The dish broke. I got tuna juice all over my hands. We finally left for Kentucky two hours later, feeling gloomy.

We had tried on at least two other occasions to see the famous Cumberland Falls moonbow. The only other place you can see a moonbow in a waterfall is in Victoria Falls in Africa. Dave McMonigle had told me Larry Simpson saw it in October. Dave thought maybe the colors were in reverse order. The sky was clear. We would arrive at about the right time, it seemed. We quickly checked into the Ramada Inn in London, where we had a reservation. Sheryl picked it because of the jacuzzi and steam bath in the room. She called home to inquire about the cat, but there was no answer. She left a message for Heather that we were offering a \$25 reward for the recovery of Bunchy. We hurried down the highway toward Cumberland Falls, but we were worried about the cat.

It was nine p.m. when we arrived at the Falls parking lot. The nearly full moon was halfway to the zenith in the east, about right for the moonbow, we thought. The night was warm. There were about thirty cars in the parking lot. We could see people standing near the edge of the falls, some with cameras on tripods. I don't normally venture out onto the rocks, but that seemed to be the place to see it. I couldn't see the moonbow until I reached the last sixty feet or so of the viewing area. There it was! We saw an arc extending from the base of the falls downstream. The top of it was red. I noticed that some people tried photographing it with a flash. We weren't sure whether that would help, but we tried it both ways too. We climbed down the stairway to the lower viewing area, but you couldn't see the moonbow there--just the kissing couples. At the lodge we bought some post cards. The one of the rainbow looked just like the one of the moonbow--the colors

were in the same order, with red on top. We saw young couples in formal dress hastening from lodge rooms and cabins to a party room west of the lodge, where a live band was playing lively music.

Back at the motel, Sheryl reached Heather. Heather had found the cat in the back yard. He had tooth marks in his back legs. It was difficult for him to walk, Heather said. We fired up the hot tub. There was a message from Harry Goepel that he would be down at 10 a.m. to go to Wells Cave. The motel message service said the message was from Mr. Goepel.

When Harry arrived on Sunday morning he and I got some breakfast at the Big Boy next door and headed for the cave. Sheryl would finish packing and follow later. She planned to explore the left cave section between the two entrances. Harry and I talked with Floyd Wells, the owner. We told him we saw hunters on the way and he said he had shot a 140-pound buck with horns the previous day. Mr. Wells lets people enter his cave and always wants to know when people are in the cave and how many there are. When we suited up, I discovered that I had left my gloves in our car, which Sheryl had.

We toured the left cave section, soon reaching the other entrance. We saw a climb down to a lower level. It had debris in it. One nice side passage starts out narrow on the bottom and wide on the top. We returned to the big entrance and worked our way down through the breakdown to the stream passage and tried to find the chimney to the dry belly crawl that avoids the muddy crawl route. Although we found it right away, I wasn't sure. I followed the canyon beyond that point and thought I must be in the Serpentine Canyon, a narrow, wet route that I helped map. We could go that way, but I wanted to locate the standard route. We explored another passage, a cobble crawl, but it didn't get larger. I think this was the way to the dreaded Mud Slop. We definitely weren't interested in that fabled flooder, so we emerged once again from the entrance. Sheryl was there. She had just finished exploring the left cave. She said she had taken a photo of a bat was nestled in a cavity where a chert nodule had been. I followed her out of the entrance and got my gloves. I had already cut my hand a little,



caving without them.

Sheryl left, planning to check out various motels, Laurel Lake and the campground nearby, and flea markets on the way north. Harry and I entered the cave a third time, slithering through the thick, sticky mud. We reached the cave register and spent some time reading the names of the people who had visited the cave in 1989. Some of the parties contained over 20 people. Most groups seemed to include members of the Greater Cincinnati Grotto.

Our objective, besides figuring out why we missed the dry belly crawl, was to try to locate the preferred route to Co-op Canyon, the eastern extension I once helped explore and map. We climbed up into the Donkey Dick Room, back down through a hole, and crawled into the Wipeout Room. Dave McMonigle told me that Jim Helmbold nearly fell during a climb in the Wipeout Room and that's why it got that name. The Donkey Dick Room got its name from a smoked message on the wall about somebody who allegedly performed unnatural acts with donkeys.

We spent three hours exploring breakdown leads in the Wipeout Room, but we never found the fabled Co-op Canyon. It eluded Dave McMonigle on his last trip and now it eluded us. We crawled through each hole at least twice, except probably the right one. At one point we saw some nice sulfate crystals in an obscure breakdown crawl. We began to discover interconnections between the various multilevel holes. A narrow canyon crawl at the right edge of the breakdown leads to a 20-foot climb. I was pretty sure this is the top of the Serpentine Canyon, so we didn't descend. I really think the route to Co-op Canyon is through a narrow hole off to the left as soon as we entered the crawlway leading to the top of Serpentine Canyon. I remember the awkward maneuver because we had to almost stand on our heads to get through it. I don't normally write this much detail, but I want to document our attempts to find this elusive place. I notice that I almost never wrote trip reports about Wells in the seventies, because certain cavers were very possessive about the cave. And even though I mapped the part that I am now re-exploring, I don't have a map of sufficient detail to help much in finding the place again. Well,

maybe I'm having more fun this way. I really don't mind doing some good old-fashioned spelunking in a nice, dry, dusty, UNFLOODABLE breakdown maze like this. This was caving at its most enjoyable, and we loved it.

Finally, we felt satisfied with what we had seen, even a little virgin cave, and were excited about returning to see some more, so we left the cave through the nonmuddy route. The tight bellycrawl had been excavated to a depth of almost two feet. I almost didn't recognize it. I agree with Dave McMonigle that it used to be more fun when it was tighter. We chimneyed down into the dome we had found earlier, of course. If we had climbed it earlier, I would not have seen Sheryl at the entrance. I would not have gotten my gloves. We emerged from the cave in the late afternoon sunlight. The moon was rising as we drove east to the interstate. The ride north was mellow as we munched on our Big Boys and pumpkin pie while we told jokes and caving tales and planned our next exploration.

## THE FIFTH CAVER

By Bill Walden

Friday November 25, 1989 Paul Unger, Jan Campbell, Katie Walden, and myself visited Hail Cave. Katie and Jan had never been to Hail cave in fact this was to be Jan's first caving trip. Paul thought Hail would be a good cave to break Jan in on caving.

On arrival at the site of the cave we were befriended by a local who followed us to the cave entrance. We started our tour by going through the entrance passage which has several windows to the outside and to the back entrance of the entrance passage. Paul pointed out that the cave continues on the opposite side of the valley.

Katie and I went back through the entrance passage to the main passage while Paul and Jan decided to go up and over and back to the main entrance outside the cave. Katie and I encountered the local half way through the entrance passage. She had been following us through the cave. We invited her to join us touring the main part of Hail Cave. Since she was small of stature, I



carried her across the stream to the main passage then sat down and waited for Jan and Paul.

Our new found friend poked around the passage while we waited.

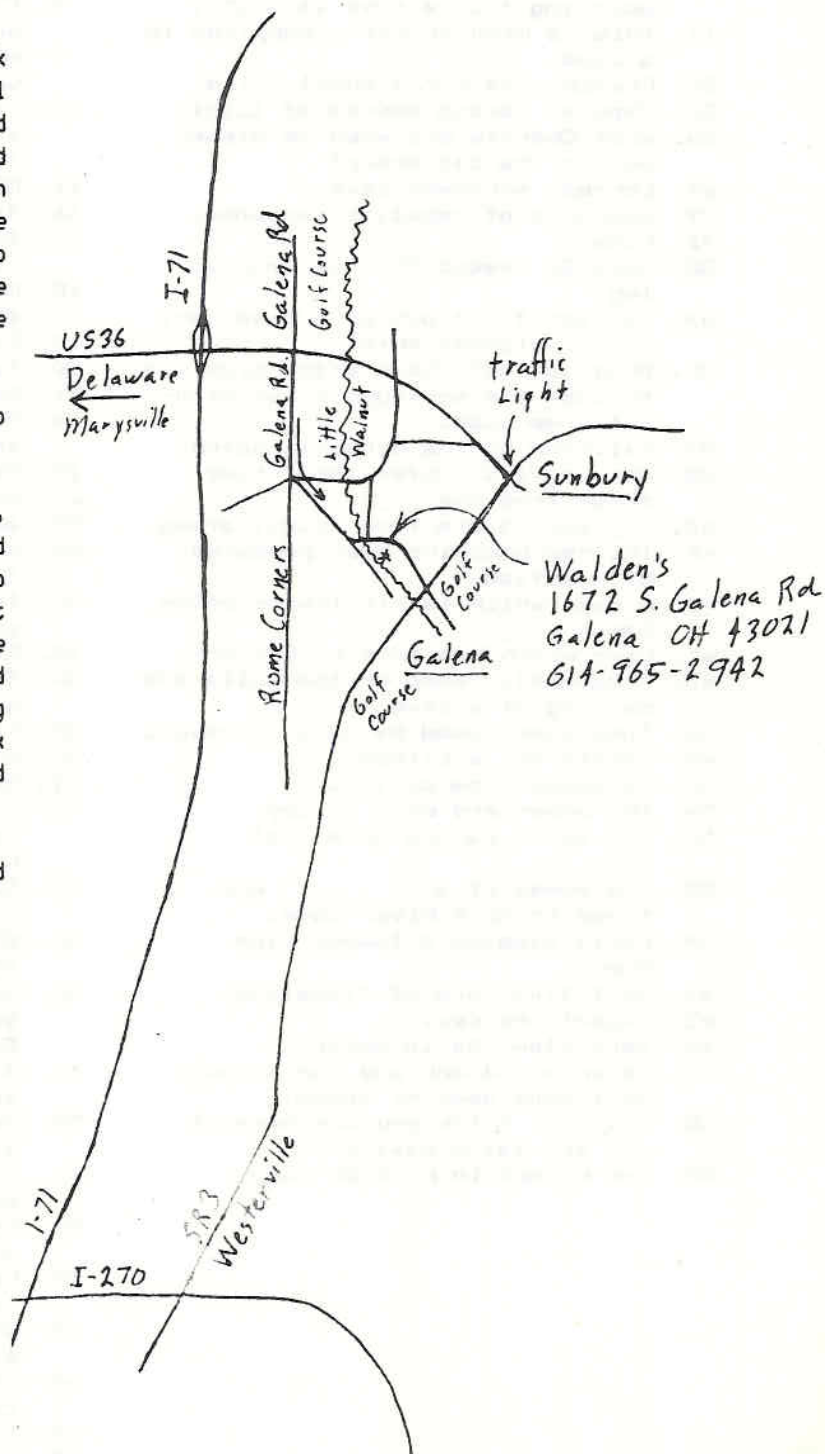
When Paul and Jan arrived they expressed their surprise at the local.

We started through the breakdown and took the passage to the left. The little local bounded through the breakdown and climbed with expertise and agility that surprised all of us. She preferred to lead us through the cave so we let her except when she made incorrect turns or went through leads to small for the rest of us to follow. Since we had not given her a light, we had little difficulty getting her to turn around.

The little local was a Manx (rumpy), calico cat!

Paul commented that on the Ile of Mann, caves are the habitat for the Manx cats and that's probably why she took to caving so readily and expertly. I don't know about that, but it was fun having the little companion along with us. We were concerned for a while about her getting lost or going someplace we couldn't but the little Manx stayed within earshot of us as she explored passages when we rested.

After we exited the cave we treated her and another Manx companion to some turkey.



## ACROSS

1. Cave which has a large chandelier
6. Aid used to assist climbing rope.
10. Caves in this region are warm and can be very large.
12. One must pass through this to get into a cave.
13. Rope-gripping device.
14. These are used to protect a caver's hands.
15. Most common of cave minerals.
17. What helps light your way after emerging from a cave at night.
19. This is used to carry supplies in a cave.
20. French word for a short rifle.
22. Popular backup source of light.
23. What Charlie did when he missed out on the big scoop!
24. Longest surveyed cave.
29. Opposite of negative response.
31. Late
32. What Ed needed for his injured leg.
33. You won't get out of a cave very easily without this!
36. What you will have after crawling through the meringue crawl without knee pads.
37. Railroad on the Monopoly board.
38. Some cavers prefer their beer fresh from the \_\_\_\_.
40. \_\_\_\_ non-cavers from fragil areas.
42. The reproductive body produced by crayfish.
43. A cave which is off limits often has a \_\_\_\_.
44. Cave which has lots of boxwork.
45. Frequently found on the walls and ceiling of a cave.
48. Instrument used by cave surveyors
49. Safety for a climber.
52. To cease from motion.
54. The upper end of a valley.
55. The sport cavers were just \_\_\_\_\_.
58. The mummy of a \_\_\_\_\_ was found in Wolf River Cave.
59. Louis Simpson's famous blue Scout.
61. Puttylike form of flowstone.
63. Rappelling device.
64. Very slow. As in music.
67. Caver who drank and ate to much will want some of these!
68. You will think you are here if you try talus caving!
69. Gas burned in carbide lamps.

## DOWN

1. A hollowed out chamber in the earth.
2. John's Justrite is in \_\_\_\_ condition.
3. The \_\_\_\_ in Hell Hole is closed during the hibernation season.
4. One who calls.
5. Famous Alabama maze cave.
7. Creature which followed Paul Unger's party through Hail Cave Thangsgiving week end.
8. Climbing device consisting of a prusik loop and a carabiner.
9. Author of American Caves and Caving.
10. Cavers often use this when attending a convention. (Campground)
11. Owner of Garbage Pit entrance.
16. Temporary formation sometimes found near the entrance of a cave.
18. Caves lacking this element are deadly.
19. Partner.
20. Father of vertical caving.
21. Persia
24. How one small furry beast gets through a cave passage.
25. Means of getting into a pit.
26. Special fund for retirement.
27. abbr: gynecology
28. Compound used by many cavers for lamp and other devices.
30. To produce musical tones with one's voice.
32. Static line.
34. The sum of the quantities divided by their number.
35. Slang for co-worker.
39. A cave which is off limits.
41. Often called a cave by non-cavers
46. Popular cave in Pulaski County Kentucky. Famous for Tetanus Crawl.
47. COGer's like to find this type of cave.
49. Often mistaken to be a member of the rodent family.
50. Nickname of caver who surveyed second greatest distance in Sloan's Valley Cave.
51. A rounded depression without a surface outlet.
53. One of the elements of which limestone is composed.
54. The young Manx followed Paul and Bill through \_\_\_\_ cave.
56. Caves which we are allowed to visit.
57. Found around the edge of pools of water in a cave.
59. What non-cavers expect cavers to find in a cave.
60. Limestone that has been re-crystallized by heat and pressure
62. To encounter.
65. Device used by cavers to get to the bottom of a pit.
66. Performs a Boolean operation on two or more values, and returns either a TRUE or a FALSE.