

Crystal Cave

Grate Gate

Press   or   to flip over gaps in the path.

Catch me in your net
and get a gold coin.

Drop a coin when you find a place that matches all 3 clue words. That's where you'll find the key!


Fish Fountain


Look out for elf
dust! If it gets on
you, you will lose
a gold coin.

Press **Spacebar** to drop your net and catch an elf.

Giant Tree

Your prizes are stored here. You get one each time you take treasures to the castle.



Press  to drop coins.
Drop coins to look for
treasures and keys.

Find a key. Then press  to open a lock and move up the mountain.

Catch elves that carry scrolls to get clue words.

When your net wears out, drop coins to open a net cave.

Clue words I give
you will help you
find treasures
and keys.

Press  or  to walk around the mountain.

I'm Flutter, your
Treasure
Mountain guide.
Follow me!

Super Solvers™
TREASURE MOUNTAIN!

The Story of Treasure Mountain

Once upon a time, in a place not far from here, lived a mixed-up little man named Morty Maxwell. Morty wasn't very friendly, and not many things made him happy. In fact, there were only two things he liked—magic and mischief!

One day, while in his laboratory perfecting magic tricks, Morty got an idea. A very big idea!

"I'm going to perform the best magic trick of all. I will make something disappear! Something really big!"

Quite delighted with his idea, Morty began to think of all the mischief he could play if he created a formula to make things disappear. "I will surely be known to one and all as the Master of Mischief!" he exclaimed. And so, this would-be Master of Mischief headed off to faraway lands, seeking ingredients for his magic formula.

One day, Morty came to the foot of an enchanted mountain. At first, it didn't seem like the kind of place he would like. It was much too pleasant and orderly! Nothing was mixed up, broken, or out of place. And the cheerful little elves who lived there played happy games and skipped around all day long.

Morty also noticed that the elves mined gold from tunnels dug deep into the mountainside. They used this gold to make shiny round coins. As Morty soon discovered, these were no ordinary gold coins! He watched one little elf toss a coin toward a big round tree. First, a big poof of smoke appeared, and then the entire tree disappeared! He was so excited by this display of magic that he wasn't even disappointed when, moments later, the tree reappeared.

"Aha!" thought Morty. "If just one gold coin can make a big tree disappear, then all the gold from this mountain could surely make anything disappear—no matter how big! Hmmm...how can I capture all the mountain's gold for myself?"

Just as Morty's thoughts were growing more mischievous, another elf tossed a gold coin toward a big square bush. A poof of smoke appeared again, but this time something special seemed to be happening. As the smoke cleared, a beautiful treasure sparkled forth. It was a red ruby ring!

"This must be Treasure Mountain—the place of legends!" exclaimed Morty. He recalled a legend about the magic crown. Stored securely for ages in a castle at the top of the mountain, its power was believed to protect the elves and bring order and harmony to all things on the mountain.

Morty now had his most masterfully mischievous thought of all: "The crown! I will wear the crown and use its power to spread my mischief over all the mountain. I will take all of the magic gold and use it for my disappearing tricks. I will rule as Master of Mischief forever!"

So Morty climbed Treasure Mountain. When he reached the top, he crawled through the Secret Stone Tunnel into the castle, and stole the magic crown. He crowned himself the "Master of Mischief" and so began his mischievous reign.

Soon, strange events began occurring on Treasure Mountain. Planks on the bridge broke, and Fish Fountain, normally a gentle geyser, took on a forceful mind of its own. Even some of the elves began to act mischievously, sprinkling their magical dust on the hikers and taking their coins. Those elves who were not affected were heard to cry, "If someone doesn't stop him, the Master of Mischief will take all of the gold, and the magic of Treasure Mountain will be gone forever!"

Luckily, a wise butterfly named Flutter left her home on Treasure Mountain when she saw that the Master of Mischief had taken the crown. She flew and flew until she reached the Super Solvers Club Headquarters.

Flutter described to all the club members the trouble taking place on Treasure Mountain. She explained that the only way to win back the crown would be for someone to collect all the mountain treasures and take them to the treasure chest in the mountaintop castle.

Flutter had come to the right place. The Super Solvers are great problem solvers, especially when magic is involved. A club member quickly volunteered for the adventure.

Flutter led the way back to Treasure Mountain. She showed the Super Solver the clubhouse that the elves had prepared and offered a net and a sack of magic gold coins to help with the treasure hunt.

"There's something else you should know," Flutter said to the Super Solver. "The pathway to the top of the mountain is locked at several points. It looks like the work of the Master of Mischief! But the elves know where the keys are hidden, and they will help you find them if you play their game. Catch an elf in your net, and you will be given a magic gold coin that will help you in your search for treasures. Look especially hard for the elves who carry scrolls. If you catch one of them, you will be challenged with a puzzler. Answer the puzzler, and you will be rewarded with a clue that can help you find keys to the top."

"Good luck, Super Solver! You must search the mountain carefully, climbing to the top many times before you can fill the treasure chest and win back the magic crown. May you prosper and preserve the magic for the good of Treasure Mountain."