561 Aladdin.

A magician orders a (stupid) boy, Aladdin, to fetch a lamp for him out of a cave of treasures. The cave opens and closes by means of a magic ring [D1470.1.5]. Aladdin finds the lamp [D812.5, D840, D1470.1.16, D1421.1.5, D1662.2], but when he wants to leave the cave it does not open (the magician has closed it). When Aladdin rubs the magic ring (lamp) in despair, a helpful genie appears and leads him out.

Aladdin reaches his mother's house and wishes for riches and a castle [D1131.1]. Both wishes are fulfilled by the genie (by another spirit who appears in the same way when the lamp or the ring is rubbed). Aladdin woos the princess, but her father intends to marry her to another man (Aladdin marries the princess [L161]).

The magician exchanges the old, magic lamp (which the princess had kept) for a new, worthless one [D860, D371.l]. He wishes himself to be transfered to Africa together with the princess and the castle [D2136.2]. Aladdin is imprisoned. He rubs the ring [D881] and the genie takes him to the castle where the princess is. She poisons the magician (Aladdin kills him). Aladdin takes the lamp again and uses it to return with the castle and the princess to his home. Cf. Types 560,562.

Combinations : 560

Remarks: The variants of the Types 560, 561, and 562 are often mixed with each other or they are not clearly differentiated.