

TERMINOLOGY.

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LOCATIONS.

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An Adventure consists of a number of discrete LOCATIONS. Each Location has a description that is printed on the screen to enable the players (YOU) to identify your current position, and to draw a MAP.

Example : You are standing in the foyer of a deserted building. A dusty crystal chandelier hangs from a single rusty chain.

OBJECTS.

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Some locations may have OBJECTS there that can be picked up by the player. (Please see the ACTIONS section).

There can be a maximum of three objects at any one place, and one object can be in <sup>at</sup> more than one place at a time.

TREASURES.

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Locations may contain TREASURES.

These are objects which only give you points in the game.

They may also be necessary to collect to finish the game as well.

END OF GAME.

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THREE different endings are possible : -

(1) When all objects and treasures have been collected.

or

(2) When the player reaches a certain location.

or

(3) When both (1) and (2) have been met.

ACTIONS

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The Adventure Writer has a small Vocabulary that allows you to carry out various actions.

The inbuilt vocabulary is :-

North, South, West, East, Up, Down, Take, Get, Drop, Look, List, Score, Quit, Stop, Dump.

## NORTH, SOUTH, WEST, EAST, UP, DOWN

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These words are used for movement from one location to another. When playing a game, it is necessary ONLY to type the first letter. (e.g. N,S,W,E,U,D)

## TAKE & GET

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The use of either of these words allows the player to pick up objects and treasures.

(e.g. TAKE BOOK, GET BOOK,  
TAKE PILLOW, GET PILLOW )

GET & TAKE must always be followed by a space !!!!!!!  
So, GETBOOK will not be understood as GET BOOK.

## DROP

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This is the opposite of TAKE & GET. Saying DROP allows you to DROP an item at a location. (e.g. DROP GUN drops the gun in the location you are currently at.)

## LOOK

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This command will clear the screen and RE-DISPLAY the details of the CURRENT Location. This is necessary sometimes, because things get lost from the top of the screen.

## LIST

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This will display ALL the objects and treasures being carried at that time. There is no limit to the number of things that you can carry.

## SCORE

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This will tell you the score from all treasures collected so far. (If any have been collected.)

## QUIT & STOP

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This ends the game INSTANTLY.

## DUMP

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This is a special command that prints on the PRINTER what is on the screen

## SPECIAL ACTIONS.

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In addition to the above in-built actions, the game author may also include ANY of 4 special actions.

These 4 Special actions are :-

1. OBSTACLES
2. HIDDEN OBJECTS
3. MESSAGES.
4. SPECIAL MOVEMENT.

Please note that there can only be ONE special action at any location.

### Obstacles.

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These stop you moving from one location to another.

That is, they block exits.

To remove the obstacle, you must have a specific object and perform a specific action. !

(e.g. A Locked Door may stop you from going WEST.

You will need to find the Key at another location,

and use the special action of unlocking the door.

So, if you have the Key, you simply type in : UNLOCK DOOR )

### Hidden Objects.

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Various Objects may not be immediately visible to you.

These may only become apparent to you AFTER you have done some special action.

(e.g. You may be in a room with a large Cupboard.

It ISNOT possible to GET CUPBOARD , even if you are DEAN LUKIN !!

But, if you OPEN CUPBOARD, suddenly a KEY may be revealed !

Then and only then you can GET KEY.

This might be a key you have been looking for to open up a door somewhere else. )

### Messages.

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Messages may be hidden on pieces of paper, or in books or on any object

To get a message, you have to READ the object.

### Special Movement.

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This option allows the you to program in a movement noyt covered by the normal movements. (N,S,W,E,U,D)

A Special Movement is initiated by a special word.

(e.g. saying CLIMB ROPE may allow you to climb up to the next storey of a house. But, unless you say CLIMB ROPE you cannot get to the next storey. That is, UP willnot get you there.

Another example is , suppose you are in the Starship Enterprise,

and you are going along on impulse power. Until you say ENGAGE

WARP DRIVE, you cannot anywhere !!! )

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