

The Software Toolworks®

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Original ADVENTURE
Version 1.0 - February 1984
8080/Z80/8086 implementation by
Dr. Jim Gillogly and Walt Bilofsky

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Congratulations! You have purchased the only certified authentic version of the Original Adventure, endorsed by the creators of Adventure, Will Crowther and Don Woods. We hope you enjoy learning about and playing this fascinating game.

We, the creators of the original Adventure game, have examined the version of Adventure produced by The Software Toolworks. We find that it includes all the features of our game, and that its additions and enhancements are faithful to the spirit of the original. We therefore endorse this game as an officially approved version of the original Adventure.

Don Woods
Don Woods

83-1-19
date

Will Crowther
Will Crowther

1/19/83
date

1. INTRODUCTION TO ADVENTURE

Welcome to Adventure!! Would you like instructions?

Adventure is an exploration game. It runs on Z80, 8080 and 8086 computers, and comes in versions for the CP/M, MS-DOS, HDOS and ZDOS operating systems.

In Adventure, you explore 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.

The computer acts as your eyes and hands. It tells you what you see as you explore. When you wish to do something or go somewhere, you direct the computer to do so with commands of one or two words. For example, to go north from your present location, you would type "go north", or simply "north".

When you begin Adventure, you will have the opportunity to ask for instructions. The "help" command gives you some hints; the "info" command tells you how to end or save your adventure. For your convenience, the information printed by those two commands is given below, in Sections 4 and 5.

However, most of the fun of playing Adventure is discovering, by trial, error and ingenuity, how the game works and what the rules are. (Does this remind you of learning to use your computer, or a new programming language?) So we will not give you a lot of hints or detailed instructions. And, although some of the puzzles you will encounter are challenging, they have all been solved by many people in the past. So keep trying!

The next section tells how to get the Adventure program going. Section 3 gives some of the history of Adventure. Sections 4 and 5 contain the messages printed by the "help" and "info" commands.

If you solve all the puzzles in the cave, and achieve the maximum possible score, you will be accepted for membership in the Wizard's Guild. This entitles you to a free Certificate of Wizardness, suitable for framing. Section 6 tells how to send for it.

2. GETTING STARTED

2.1. A Wise Precaution

Before doing anything else, the prudent adventurer will place a write protect label over the write notch on the distribution disk (except for 8" disks), and copy all the files from the distribution disk to a new disk, which we will call the Adventure working disk. (The easiest way to do this is with a disk copy program, such as COPY on the Osborne 1, or DUP on Heath/Zenith machines. Or you can format a disk and copy the files as described in your operating system manual.) Then save the distribution disk for use in case your working copy should fall into a pit.

2.2. Starting Up

If you have only one disk drive, or do not have an 80 column display, see the special instructions in Sections 2.3 or 2.4.

If you have two drives, and an 80 column display, boot up as usual with any bootable disk, and insert the Adventure working disk in the second drive. Then, if you are using CP/M, MSDOS or ZDOS, type

```
A:b:  
B:advent
```

(The A: and B: are the system prompts typed by the computer. On CP/M, they are A> and B>.) On HDOS, type

```
>syl:advent
```

The game will start, and ask if you want instructions. And you're off!

After you have played a while, you may want to save your adventure on a file, so you can resume it later. The "save" command will allow you to do this, and to specify the name of the file. To resume a saved adventure, use the command

```
>advent filename
```

where "filename" is the name of the saved file.

2.3. Special Procedures for One Disk Systems

If you have a one disk drive CP/M or MS-DOS system, you can boot up on any system disk, replace the system disk with your Adventure working disk, and type "advent" to start the game. However, when the game is over, you may have to reboot, and on CP/M you will not be able to save a game.

To avoid these problems, and to make starting the game more

convenient, you can create a bootable Adventure disk. On MS-DOS or ZDOS, when you format your Adventure working disk, use FORMAT/S, and then copy the Adventure files onto it. Or use the SYS command to make the working disk bootable. On CP/M or HDOS, SYSGEN a system onto the Adventure disk according to the procedure in your operating system manual.

2.4. Special Procedures for Non-80 Column Displays

If you have a 40 column or other narrow display, you will have to set Adventure to use the correct display width. (Osborne Adventure disks are distributed set to 52 columns, but you can use the same procedure to set them to 80 columns if your machine has 80 column display.)

Following the instruction in Section 2.2 (or Section 2.3 if you have one disk drive), get to the point where you are ready to type the "advent" command. Then type the command

```
advwidth
```

The computer will tell you what the current line width is, and ask you to type a new one. Type in the width of your terminal line, and press the RETURN key.

The Adventure program file will now be set permanently to the new display width. You will not have to perform this procedure again unless you want to change the display width again. You can now continue by running the program with the "advent" command.

2.5. Special Procedures for Minimal HDOS Systems

If you have a minimal HDOS system (48K of RAM and one 100K disk drive), you will have to work a little harder to set your system up to run Adventure.

The first time through, you must set your system disk to stand-alone mode, and copy SYSCMD.SYS to the Adventure working disk. First make sure the file SET.ABS is on your system disk. You may have to do a CAT /S to see it. If it is not there, ONECOPY it from your HDOS distribution disk. Next, boot up on your system disk and type the command

```
>SET HDOS STAND-ALONE
```

(If it tells you something strange about a pit, just ignore it.) Next, use ONECOPY to copy the file SYSCMD.SYS from your system disk to the Adventure working disk. This completes the setup process.

Now whenever you want to run Adventure, first boot from your system disk. Then type the command

```
>RESET SY0:
```

When the message tells you to do so, remove the system disk and insert your Adventure working disk. When the prompt appears, type

>ADVENT

and Adventure will start.

2.6. In Case of Difficulty

When Adventure says "Hit RETURN to continue", it is waiting for you to finish reading a full screen so it can continue with the rest of its message. Sometimes you will hit RETURN and nothing will appear to happen. This means "the rest of the message" was only a blank line. You should just type in your next command.

Occasionally, Adventure will give you a "Fatal bug" message. Usually, this indicates a bug in the program, and we would appreciate hearing how you produced the message. However, the "Fatal bug 88" message indicates a problem reading or decoding the data file from disk. It is usually the result of a disk error, and you should not worry unless it happens consistently.

If your system gives the message "Bad load", or if Adventure starts running and says "Out of memory", there is not enough memory for the program. Adventure requires 48K of memory on Heath/Zenith and most other CP/M systems. Make sure your system is configured for at least that much memory, by noting the memory size typed during the boot process. Make sure there are no spoolers or other programs locked into memory. On HDOS, do not load any device drivers. If necessary, this can be done by using the I (ignore) option instead of B (boot) at boot time.

If you are stuck on one of Adventure's puzzles, do not be discouraged. It is a difficult game, but a small band of stalwart Adventurers have solved all the problems and achieved the maximum point score. Sometimes it helps to put the game away for a few hours or days. Or try everything you can think of; sometimes the answer is really obvious. If you wander around long enough, the program may even offer a hint from time to time.

But we suggest you don't call The Software Toolworks for hints. The Grandmaster Wizard has threatened dire punishment for those who reveal the secrets of the cave. On the other hand, if you get trapped in the Medieval Room, you might just try ... uh ... gawk ... grib ... gribbet! Gribbet! Gribbet!!!

3. HISTORY OF ADVENTURE

The game of Adventure was developed around 1975 by Will Crowther, a researcher at Bolt Beranek and Newman (BBN), the Cambridge, Massachusetts research firm which built such projects as the ARPAnet and the TENEX operating system. Will used to drive down to Kentucky periodically to join other amateur spelunkers in exploring Bedquilt Cave, a huge cavern connected to Mammoth Cave. Topographic data was stored in BBN's computers and used to produce maps of the cave. Thus, it's not surprising that Adventure's Colossal Cave, at least up to a point, is really Bedquilt Cave, and the description and geology of the first few levels is consistent and accurate.

Adventure became a complete game thanks to Don Woods of Stanford, who added most of the features of the present version. Written in FORTRAN, the game spread onto PDP-10 and DEC 20 computers over the ARPAnet, one of the first computer networks, which connected university computer science departments and other research institutions all over the country. Soon it was eating up uncounted hours of both computer and student time, leading to its outright banning on some machines, and the restriction of play to nights and weekends on others.

As personal computers became more popular, it was inevitable that Adventure would migrate to them. Its success gave rise to a huge number of adventure-type programs, taking adventurers on pirate-infested seas, through outer space, into haunted houses, and so on.

This program is the first of them all -- the original Adventure. A few new treasures and rooms have been added, and the ending has been enhanced. But every feature of the original has been preserved. You are the owner of one of the most famous entertainment programs in existence.

4. THE "HELP" COMMAND

This is what Adventure prints when you say "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 that 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!"

5. THE "INFO" COMMAND

This is what Adventure prints when you say "info":

"If you want to end your adventure early, say 'quit'. To suspend your adventure such that you can continue later, say 'suspend' (or 'pause' or 'save'). To see how well you're doing, say 'score'. To get full credit for a treasure, you must have left it safely in the building, though you get partial credit just for locating it. You lose points for getting killed, or for quitting, though the former costs you more. There are also points based on how much (if any) of the cave you've managed to explore; in particular, there is a large bonus just for getting in (to distinguish the beginners from the rest of the pack), and there are other ways to determine whether you've been through some of the more harrowing sections. If you think you've found all the treasures, just keep exploring for a while. If nothing interesting happens, you haven't found them all yet. If something interesting DOES happen, it means you're getting a bonus and have an opportunity to garner many more points in the Master's Section. If you manage to earn the maximum number of points, you will become a Journeyman Wizard, and can send for a Certificate of Wizardness; see the latest issue of 'Spelunker Today' for details. I may occasionally offer hints if you seem to be having trouble. If I do, I'll warn you in advance how much it will affect your score to accept the hints. Finally, to save paper, you may specify 'brief', which tells me never to repeat the full description of a place unless you explicitly ask me to."

6. YOUR CERTIFICATE OF WIZARDNESS

If you have solved all the puzzles of the cave, and achieved the maximum possible score, congratulations! You are a member of the Wizard's Guild, and entitled to send for your free Certificate of Wizardness, serially numbered in order of issuance, and bearing authentic facsimile signatures of Adventure's creators, Will Crowther and Don Woods. This handsome certificate, hanging on the wall of your office, laboratory or dungeon, will tell all and sundry that you have mastered the dangers of Colossal Cave.

To prove that you are entitled to the Certificate, you must send us your personal Wizard Password, which the Grandmaster Wizard gave to you when he accepted you into the Wizard's Guild. You must also specify your name, spelled the way you want it on the certificate (and exactly the way you told the Grandmaster Wizard). Be sure to distinguish between upper and lower case letters. If you don't follow these directions carefully, you may quite possibly be turned into a toad, to the surprise and astonishment of your family and friends.

For your free Certificate of Wizardness, send to:

The Software Toolworks
Wizardry Dept.
15233 Ventura Blvd., Suite 1118
Sherman Oaks, CA 91403

1-818-986-4885
~~\$19.~~ \$21.95

Your Certificate will soon appear magically on your doorstep. (Actually, they have been showing up in mailboxes, but I'm sure once we get this spell right ...)