MAGIC MIRROR

VIC-20

Clive 83

"MAGIC MIRROR" for VIC 20 + 8k

Magic Mirror is an adventure for a Commodore VIC 20 with an 8k expansion. The object of the game is to retrieve the Magic Mirror from wherever it might be in the programme's landscape.

It has a split-screen display, ie. displays the location details at the top of the screen, and below the dividing line, the conversation takes place.

Input in Magic Mirror follows the standard adventure format, ie. the user should enter a verb and a noun. An example could be: THROW SWORD.

Also as standard, any verb or noun can be abbreviated to it's first 3 letters to reduce typing, thus the above example could be typed THR SWO, although the words can be typed in full if desired.

In addition, Magic Mirror allows single-letter abbreviations for some of the most commonly used verbs. These are: G for GET; D for Drop; L for LOOK; M for Move; I for INVENTORY; N for NORTH; S for GO SOUTH; E for GO EAST; W for GO WEST; Q for QUIT; J for JUMP; T for THROW; and K for KILL.

So the original example becomes: T SWO.

For the uninitiated, in an adventure, the player can explore a mythical landscape by typing GO followed by the direction in which he wishes to travel (or in Magic Mirror, N, S, E, or W.)

Further, a player can pick objects up (GET), leave them behind, (DROP), catalogue what he is carrying (INVENTORY), and variously manipulate them in order to achieve his goal. Doing this can be difficult, and very frustrating! But in an adventure, everything has a logical solution if you think long and hard enough.

Finally, here are one of two hints: It helps to make a map of the locations visited, so you can see where you've been. Also, never ignore any details in the location description, however trivial it may seem.

HAPPY ADVENTURING!!!

MAGIC MIRROR

vic 20
+
8 K

vic 11

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