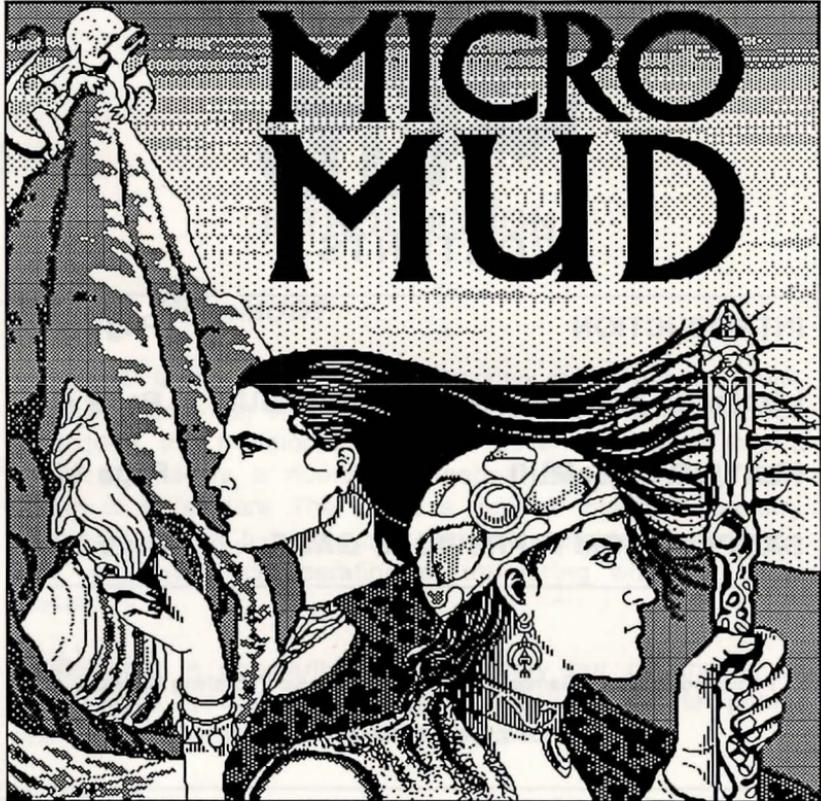


MICRO MUD



VGG 6633

COMMODORE 64/128 DISC

MICRO MUD

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MICRO MUD

INTRODUCTION

What is MicroMUD?

MicroMUD is the home computer version of the famous Multi-User Dungeon first started at Essex University. The idea was to extend the traditional computer adventure game into a game played by a number of people simultaneously. The object is to explore The Land, a fictional place of mystery and magic, seek out treasures and solve problems along the way, meanwhile co-operating or interfering with the other players.

MUD's rise in popularity is now history but previously, to enjoy MUD, you required a modem link to the telephone system and money to pay for the long phone calls.

Now you can play MUD on your own computer without a modem!



More Information...

MicroMUD contains almost every detail of Essex University MUD. You are pitted against 100 players, 10 of whom can play at the same time. They have a vocabulary of approximately 500 words. There are 112 creatures (or mobiles as they are known), more than 160 commands (most of which have abbreviations or alternatives), and more than 250 objects. There are over 400 rooms/locations.

The difference between MicroMUD and traditional adventures...

The game is completely different from conventional adventures in two major respects:-

1) You are not the only player! One of the major attractions of MUD is the fact that it is not merely you alone sorting out the puzzles and finding treasure. There are other players trying to become a wizard, just as you are. Some are nice and some are not nice at all.

2) The game is in real time. This means that actions take some time to happen. For instance, if you jump off the cliff with a parachute it takes about 8 seconds of game time for you to get to the bottom. While you are floating down the cliff the game will carry on as normal. Other players will continue to move, the weather may change or you might be poisoned.



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LOADING AND SETTING UP MicroMUD

Loading Instructions...

Insert the program disk and type:-

```
LOAD "*" ,8,1<cr>
```

MicroMud has two disks. One contains the program and the other contains data. Your persona (the character that you play) is created by the program and stored on the data disk. Before the game is started it is necessary to load the program and set up the persona. This requires a little patient disk swapping and then eventually you will be ready to play the game with the data disk in the drive.

How the MicroMUD screen is set out...



MicroMUD uses a system of windows for input and output of text. The top line of the screen gives your current stamina, strength, dexterity and score when you are in the game. The main section of the screen is for all output text; such as the logging on sequence and the game itself. The bottom window is used by you to input text. You may type at the same time that text is being output in the middle window.

Setting up a game ...

After loading, you will be presented with the 'set-up parameters screen'. From this screen you will be able to change the display of the game to your preference. There are four options:-

F1 LOG ON TO MicroMUD - which permits you to leave this menu and enter the game.

F3 ALTER THE SCREEN COLOURS - which enables the various parts of the text and display to be set up with different colours.

F5 ALTER INPUT WINDOW SIZE - can be used to alter the number of lines available in which to enter your commands.

F7 SET UP THE FUNCTION KEYS - is for changing the output of the function keys when they are pressed in the game.

The defaults for **F1**, **F3**, **F5** and **F7** are **Command**, **Help**, **Level** and **Info**. So that, while playing MicroMUD, if **F3** were pressed the command **Help** would be available. You may find it useful to have the keys set to something that might be needed quickly, such as **Flee**. To alter the function keys press the key that you want to change, type in the required text and press **Return** to complete the change. If you do not wish to change the definition of the function key, but have already pressed it, just press **Return**



without entering any text. To leave this menu press the **space bar**.

After leaving the 'set up parameters screen' you will be asked to insert the data disk. When you have done that press the **space bar**. Soon after, the screen will display the available characters that you can play in the game. If none have been defined or you do not want to set up a new persona, type in a name. If the computer does not recognise the name it will create a new persona and ask you to enter the sex, Male or Female. If you do not want to create a new persona you can press **R** to re-enter the name, otherwise you will be prompted for a password. **Remember your password!** The game will not allow you to play the persona without the correct password.



The following will appear on the screen:-

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Resets to date

0

Available personae

NONE

By what name shall I call you?

*FRED <cr> (This is where you enter your name)

Creating new persona.

Male, Female, Re-Enter (M/F/R): Male

Please enter a 9 letter password for this persona.

*MYPASS <cr>

F1 Load the game.

F2 Enter a new persona.

After entering the password, press **F1** and insert the program disk. Press the **space bar** to continue loading the game. The program will then prompt you to enter the data disk and you are ready to play.



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PLAYING MicroMUD

The object of the game...

The object of the game is to become a wizard and to do this you must score 102400 points. There are three ways to score points. The main one is to find pieces of treasure and drop them in the swamp, a location found close to the entrance to The Land.

The second most common way of gaining points is to kill other players. When you do so, you gain 1/12 of their points. The catch with this method is that you may die, losing all your points, or they may flee, in which case you would gain less points.



The last way of gaining points is to perform some minor task such as reading a working sundial. This method will gain you the lowest number of points but it is the easiest.

When you first enter the game a set of characteristics will be set up for you. These are **STRENGTH** - the amount of damage you can do to someone or something, **DEXTERITY** - your ability to wield weapons and **STAMINA** - your ability to withstand hits. Characteristics such as **INTELLIGENCE** and **CHARISMA** are up to you!



Important things you should know about MicroMUD...

1) The game resets after a certain amount of time has elapsed. MicroMUD has a limited amount of treasure - putting it in the swamp removes the treasure from the game. This is why the game is reset every 40 minutes to an hour. The treasure is returned to its starting position and any

creatures that may have been killed off are resurrected. Type **MUD** to log on after a reset.



2) There are two types of dying in MicroMUD - **DEAD DEAD and DEAD**. If you are killed in a fight you will be **DEAD DEAD**. This means you lose all your points and will have to start again from scratch. If, however, you do something like leaping off a cliff without the correct object, you will just be **DEAD**. When this happens you will be kicked out of the game, therefore dropping all that you were carrying.



3) MicroMUD is played in real time. Don't hang around. There may be only a limited amount of time in which to do something.

4) It is important to remember to log off (by typing **QUIT** followed by **LOGOFF**) before finishing a game. Logging off saves your current score to disk. If you

switch off without doing this you will lose any advantage you have gained in your score.

How to Use MicroMUD...



MicroMUD has a sophisticated command parser which allows you to enter complex sentences of commands.

As many command parts as you want may be joined together with an 'AND', a 'THEN' or a comma (the length of the line being the only limitation).

The following sentence is a valid command, for example:-

**PUT BRAND IN SACK THEN
OPEN DOOR WI KEY**

There are a few exceptions to this.

The Commands...

This is a list of some of the commands in MicroMUD. Not all are listed - just enough to get you started. Most can be abbreviated to aid typing. The abbreviations are the letters in capitals.

Some commands require an object or item to be specified. The type of item is shown in brackets after the command.

An item can be either an object or a mobile. Commands within the square brackets are optional.

Score

Inventory

Look [(direction)]

Get (item) [**FRom** (container)]

Get (item) [**With** (object)]

DRop (item)

PUT (item) **IN** (object)

OPen (object) [**With** (object)]

EAT (item)

FEED (mobile) **With** (item)



Where (article)
Kill (creature) [**With** (weapon)]
REtaliate (weapon)
GIVE (item) **to** (player)
Flee (direction)
(player) "(text)
"(text)
SHout "(text)



More Commands...

Here are some more commands that you will find useful:-

WHO - This command will give you a list of which players are currently playing in the game at that particular moment. This could change at any time due to a player quitting or being killed. (**QW** is short for Quick Who and is a brief version of Who).

SHout <"text"> - This will relay your message to everyone in The Land and they will possibly reply.

VERBOSE - This will give you long descriptions for every room you walk into. The default is that the long description will be printed only if you have not visited the room before.

BRIEF - Gives a short description of a room.

FBRIEF - Gives only short fight descriptions.

FVERBOSE - Gives long descriptions of fights.

HINTS - This will give you a rough idea of what you must do.

INFO - This tells you who wrote what and when.

COMMANDS - Gives you a short list of commands.

HELP - Isn't much...

Spells and Magic...

There are a number of commands related to spells and magic that you can perform. Here is a list:-

Where (article) - This spell will tell you the location or person carrying the article.

FOD (player) - FOD stands for Finger of Death. This is a dangerous command since it will instantaneously kill someone no matter what level they are (with the exception of wizards).



SUMMON (player) - This will instantaneously teleport the player to your location.

SNOOP (player) - This will allow you to see exactly what a player is doing as if looking through their own eyes.

CRIPPLE (player) - This prevents a player from moving.

BLIND (player) - This prevents a player from seeing.

DEAFEN (player) - This prevents a player hearing.

CURE (player) - This will cure a player of all disabilities.

RESITE - Teleports you to a predefined location.



SITE - Defines the current location as a place to teleport to.

INVIS - Causes you to become invisible.

ZAP (something) - Will destroy some objects and mobiles. Use with care to avoid undesired effects.

GO (room number) - Allows you to go to a specified room but is only

The probability of any of the previous commands working is based upon your level, combined with any useful magical objects you may be carrying at the time.

When some spells work they will tire you and your stamina will go down a certain amount. But **beware!** If a spell fails it may backfire on you ... with **very** nasty consequences! This is especially true of some of the more potent spells.

There are a number of pronouns available, making the entry of commands easier-:

IT - This refers to the last mobile or object you saw.

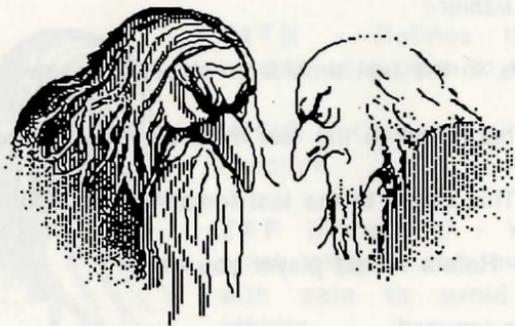
HIM or **IM** - This refers to the last male player you saw.

HER or **ER** - This refers to the last female player you saw.

THEM or **EM** - Refers to last player you saw.

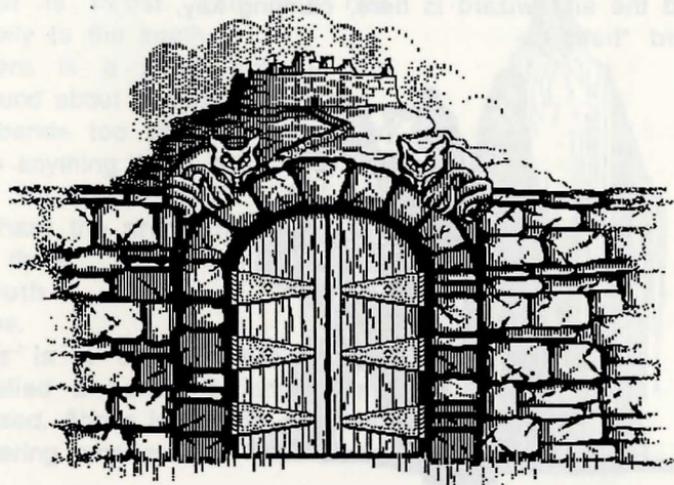
ME - Refers to yourself.

There are plenty more commands but it is up to you to discover what they are. If you have a copy of the book, "An Introduction to MUD", this may provide you with a few hints to the game. However, be warned that the mainframe version to which the book refers is slightly different from MicroMUD.



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SAMPLE FROM A PREVIOUS GAME



Narrow road between lands.

You are standing on a narrow road between The Land and whence you came. To the north and south are the small foothills of a pair of majestic mountains, with a large wall running round. To the west the road continues, where in the distance you can see a thatched cottage opposite an ancient cemetery. The way out is to the east, where a shroud of mist covers the secret pass by which you entered The Land.

Richard the arch-wizard is here, carrying key.

*Richard "hello



* s

Foothills.

These are some foothills to the tall mountains which tower above you to the east. Travel in that direction is impossible because of a tall stone wall, built by the locals when they learned of the creatures dwelling within The Land... To the north runs an east-west road and to the west is forest. The hills rise slowly to the south.

There is a small hole in the ground about 5 inches across.

It bends too sharply for you to see anything down it.

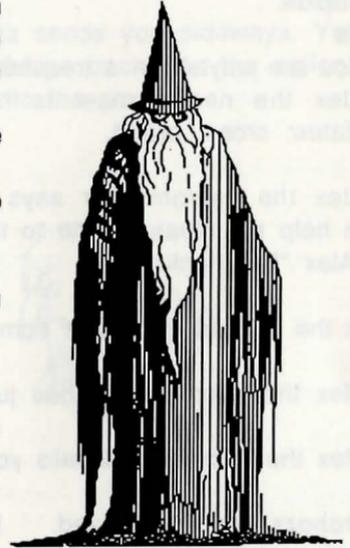
*

Richard the arch-wizard tells you "Hi there."

*south

Cave.

This is a cave, wherein once dwelled a hermit in times long passed. Above is a huge mountain towering amongst the clouds, and



outside can be seen a pasture, small cottage and a cemetery in the distance. At the east end of the cave is a small opening in the wall.

*brief

Ok, you will now get brief descriptions of rooms.

* s

Rapids.

* s

You are waylaid in a treacherous swamp.

Alex the necromancer is here, carrying statue, cross, brand.

*

Alex the necromancer says "If you want to help me please come to the portcullis."

*Alex "No thanks."

*

In the distance you hear someone being blown to bits.

*

Alex the necromancer has just left.

*

Alex the necromancer tells you "Ok, never mind."

*

Frobozz has just arrived.



*

Frobozz has just left.

*

Frobozz has just arrived.

*

You notice that Frobozz is coming at you menacingly.

*

The strength of a blow by Frobozz sends you sideways. Yet courageously you carry on, and charge back into the action. Your follow-through sends Frobozz to the ground.

*qw

Fazz

Revvit

Elite

Belgarion

Azile

Richard

Frobozz

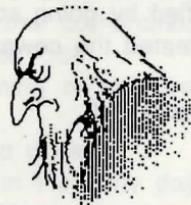
Alex

Claire

Grobble

Fred

*



You simply parry a pathetic punch by Frobozz. You take aim at Frobozz with a mighty cross!

*

The savageness of a thump from Frobozz sends you staggering. But you pull through and launch yourself into the tussle. You strike out at Frobozz with a crushing whack.

*fbrief

Ok, you will now get brief fight descriptions.

*

You hit Frobozz.

Frobozz misses you.

You miss frobozz.

*

Frobozz has fled by going southwards.

You have defeated the coward this time.

*

Frobozz has just left.

*quit

>Logoff



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CREDITS

The authors would like to thank the following people for their invaluable help-:

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If you would like to join MUD contact:

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For a free glimpse of the real thing you should have a modem and standard scrolling software and dial one of the following (not between 0800 and 1800 on working weekdays).

01-5831275 (1200/75 baud)

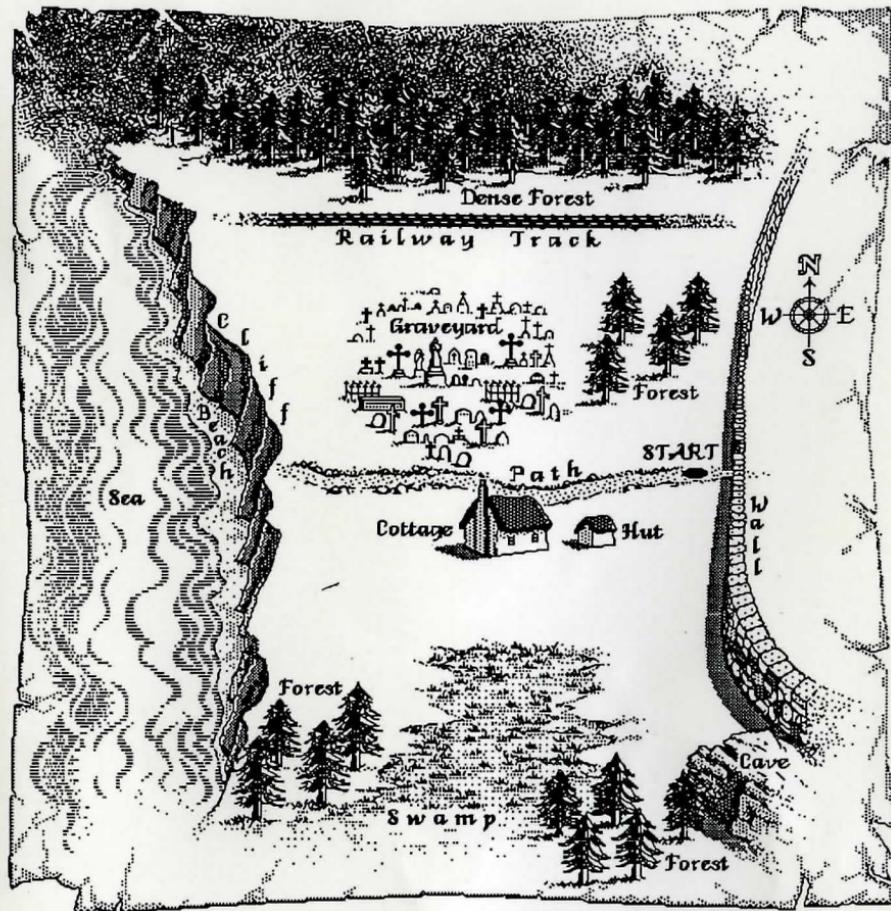
01-583 3000 (300/300 baud)

01-583 1200 (1200/1200 baud)

When you see the prompt PAD> type CALL 41 <Return>, then log in as MUDGUEST with the password PROSPECT."



Virgin Games, 2-4 Vernon Yard, Portobello Road, London W11 2DX



Part of The Land

