# Episode 1: gazumba the great & the wombats of borozoa

WOMBATS I
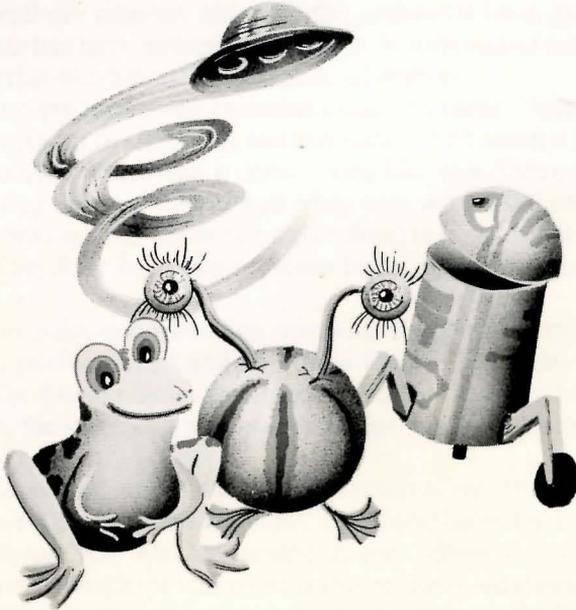
By Alex Leavens • Shirley A. Russell
Another Parody Adventure from Dynamic Software Design
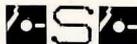
Notice

WOMBATS I

(The third first-annual programmer's nightmare, fish fry, and clambake)

Introduction:

Venture with me into a mind-boggling world of strange beings, killer vegetables, dim-witted robots, suggestive statues, weird happenings, outrageous puns, and general absurdity ... Yes, it's WOMBATS I, a wholly text adventure, requiring thought, imagination, persistence, bursts of demented insight, and frequently bizarre behavior. WOMBATS I is reputed to take place on the remains of a college campus, although the architects have included quite a number of areas that have nothing whatever to do with higher education. Lower education, maybe, but definitely not higher education.

Anyway, there are nine treasures strewn about the area. Your job is to go get them and bring them back to your starting base. Don't assume that something isn't a treasure simply because it doesn't *look* like one. There are some very odd objects lying in some rooms, and while only very small children and the sort of person who spends his or her time talking to trees might consider them actually *valuable,* they have nevertheless been designated as treasures. So collect them.

In addition to collecting treasures, you must also perform certain actions in order to get a perfect score and reach the ENDGAME room. These actions include the silly, the mundane, the unusual, and the downright demented. In a given situation, the stranger a response you give, the more likely you are to get it right.

For those of you unfamiliar with text adventures, we present the following summarization by the famous adventurer, Dr. Speel Unker. Dr. Unker?

"Yes, and thank you, Mr. Moderator. A text adventure is an interactive computer game, in which the computer is your widow—er, window into another world; it describes your surroundings to you, and the results of any actions you might take. In this other world you can move about, examine objects, take things, cause trouble, and generally wreak havoc, using the computer as your eyes, ears, hands and feet. The computer describes rooms, objects, and the results of any actions in glorious (and rather annoying) detail. Any action that you can describe in simple English, the computer can usually attempt to perform. So good luck and happy adventuring!"

Thank you, Dr. Unker.

Talking to the Game:

When the computer displays a

$-->$

then it is waiting for you to type something (an action, a command, a request, etc.) in response. For example, if you wanted to look at the armadillo, when the computer displays the

$-->$

you would type in "LOOK AT THE ARMADILLO" (without the quotes), and press the <RETURN> key. The computer would then examine the armadillo (if it found it in the room), and would tell you about what you saw. It would then display the

$-->$

again, and wait for your next command. No time passes while you are thinking of your next command, so don't be afraid to fully think about your current situation before doing something.

WOMBATS I understands most basic adventure game commands such as:

N(ORTH)	TAKE
S(OUTH)	LOOK
E(AST)	FIND
W(EST)	READ
DROP	INSPECT
GET	LOOK AT
EXAMINE	

but it also understands less universally accepted (and in some cases flat out bizarre) ones. Half the fun of WOMBATS I is trying these out, and seeing what the response is. In fact, to successfully complete WOMBATS I you *must* do some very strange things. So experiment!

WOMBATS I generally understands complete sentences, but usually ignores everything but the subject, verb and direct object. It does *not* understand multiple, complex or compound sentences (so the command TAKE THE BOOK, READ THE BOOK wouldn't work). It does, however, deal with more than just two word commands. In cases where the structure of an action does not implicitly define the indirect object, you must use the object explicitly. For example, if you wanted to talk to the bear, the correct command would be "TALK TO BEAR" or "TALK TO THE BEAR", and not "TALK BEAR", which

WOMBATS I will fail to understand. Also, failing to specify a direct object in such commands as "TAKE", "DROP", or "READ" will generate no action. And if you want to give something to something else (as in "GIVE THE RUBBER DUCK TO THE ELEPHANT"), you need to specify both what you want to give (the rubber duck), and who (or what) you want to give it to (in this case, the elephant). In many cases, WOMBATS I will explain specifically what it doesn't understand, such as a word it doesn't recognize, or a missing direct object. If the computer is really lost about what you might mean, it'll just sort of throw up its hands with a generalized "I don't understand that". In a case like this, don't get frustrated; try a different approach. If, for example, you wanted to plug up the leaking dam, instead of saying "PUT THE CORK INTO THE LEAKING HOLE IN THE DAM", try just "PLUG DAM". The computer may tell you that you can't currently do that, or may ask you what you want to plug it with. The point here is that instead of getting too detailed, try using a simpler, more direct approach to problem solving, and the game is more likely to understand. Note: If you've tried three or four different ways to tackle a problem, and the only response you get is "I don't understand that", it's a pretty safe bet that you're exploring a blind alley. If you get something *other* than that response (like "Nothing happens" or "You can't do that yet"), then there *is* a way to solve the problem—you just haven't hit upon it yet.

Commands:

To move: Movement is in the four compass directions, NORTH, SOUTH, EAST, and WEST. (To move in one of these directions, all you have to do is type the direction, or even more briefly, N, S, E, or W). The four diagonals (NE, SE, NW, and SW) are not applicable. UP and DOWN (abbreviated U and D) occasionally work, although you often have to perform some other action (or actions) first. Typing "GO" or "MOVE" before the directions, as in "GO NORTH" or "MOVE NORTH", is unnecessary.

BRIEF: When you first enter a room WOMBATS I always gives a long description of that room. Upon subsequent re-entry to a room, it gives *only* the name of the room, and any objects it finds there. To get the long description *every* time you enter a room, see the UNBRIEF command, below. BRIEF is the normal state of the game.

UNBRIEF: The opposite of BRIEF. Whenever you enter a room, regardless of whether or not you've been there before, you'll get the long description of the room, plus a list of any objects that WOMBATS I finds there.

LOOK: (or L). This command gives you the long description of the room you're currently in, plus any objects there. This command is often useful in determining possible exits, clues, or if you just missed part of the description the first time WOMBATS I gave it to you.

INVENTORY: (or I). Lists all the possessions that you are currently carrying.

TREASURE: (or T). Similar to the INVENTORY command, except that this one tells you all the objects that you have collected and brought back as treasure (Note: you must drop an object in the compass room before it becomes added to your treasure.)

QUIT: Stops the game.

RESUME: If you QUIT a game, but don't turn the power off, you can pick up where you left off by typing this command.

SAVE: Saves your current game status (where you are, what your score is, what you're carrying, etc.) on disc. You'll be prompted to put in a formatted diskette (if necessary), and to then press the <RETURN> key. If the computer encounters an error while trying to save the game, you'll get the message "Is disc ok?". In this case, check the disc to make sure that it's been correctly formatted, that you don't have a write protect tab on it, that the disc drive door is closed, etc. Then try the "SAVE" command again. This command destroys any previous saves you might have made.

RESTORE: Recovers a previously saved game.

RESTART: If you QUIT, this command allows you to start a new game without having to reboot.

SCORE: Gives your current score, and a ranking, based upon your success so far.

ALL: This isn't really a command, but more a sometimes-useful word that can be used in relation with such commands as GET, TAKE, DROP, OPEN, READ, etc. Be warned, however; what happens may not always be what you expect. Further some objects *cannot* be used this way. TAKEing ALL in a room does not always guarantee that you get everything TAKEable....

Other commands (or words) that you might find useful (or at least amusing) in the course of playing WOMBATS I:

PUSH	PULL	PRESS	HIT	BREAK
EAT	DRINK	SNEEZE	SCREAM	YELL
HIDE	RUN AWAY	SEEK	FASTEN	UNDO
DANCE	PLAY	SIT	STAND	FALL
SAY	SING	TALK	JUMP	OPEN

Game notes:

Many objects in the game are TREASURES. Collect these, and take them back to the compass room. You MUST drop them in the compass room in order to have them scored. Each treasure is worth 10 points. Some of the treasures are also used for other purposes: at several points in the game you will need one or more of the treasures in your possession (and be able to use it correctly) in order to successfully master a particular puzzle. There are also some non-treasure objects that you will need to complete tasks. These objects are called TOOLS. If, for example, you needed to pick a lock, there would be (somewhere in the game), a lockpick that you could take and use. There are also some objects in the game which cannot be taken, used, or in any other way interacted with. These are called RED HERRINGS. It may not be immediately obvious what the red herrings are, or why they're there, but....

Just because WOMBATS I describes something to you, don't assume that the game knows about it. WOMBATS I often goes into great (some would say extreme) detail about a given situation or room, waxing poetic and verbose. This DOES NOT mean that WOMBATS I understands all the words that it has just used; so simply because WOMBATS I uses a particular word in a description, don't assume that it will know that word if *you* type it in. All main situations and objects, though, can be interacted with.

For directions to the fish fry and clambake, make a map!

Most of the puzzles are fairly straightforward (for this sort of a game...) In any given situation, just remember the immortal words of Larry Fine ("I've got it! I've got it!" "What?" "A terrific headache!"), and you'll be fine. Be warned! Getting to the ENDGAME room is *hard!*

Remember Ali Baba... and 'Open Sesame'.

Persistence pays off... but consistency doesn't.

You can catch the droid in the room where there is no droid, but the droid is there. The movie will explain how.

Please—respect our creative work and effort as artists and designers, and refrain from pirating this, or any other, software.

Loading Instructions:

Atari™ version:

1) WOMBATS I will work on the Atari 400, 800, 600XL, and 800XL, providing that the system you're using has *48K* of memory.

2) Remove all cartridges (BASIC, etc.) from your machine.

3) Turn on your disc drive.

4) When the red "busy" light goes out, insert your WOMBATS I disc in the drive. Turn on your computer. If you have an XL model, be sure to hold down the OPTION key to prevent BASIC from being loaded in.

5) After about a minute (using a standard drive), the game will begin.

Special Thanks:

Ellen, for being there when it mattered...
Bill Wilkinson, for helping us recover our disc...
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Paula Petrik, for the exhibit... (and the collection!)
and Jessie, Pinkie, Zelma, John, Gail, Ms. Dandy, E.V., and our big brother
Larry for everything...

Dynamic Software Design uses:

DOS XL, BASIC XL, and ACTION!
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DISKEY, by Adventure International
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