THE 1997 MULTI USER GROUP CONFERENCE

The date and place have been set. This totally free all 99/4A and Geneve computer show will be Friday May 23 and Saturday May 24 at the Ohio State University Lima Campus near Lima Ohio. Setup and socializing will start Friday at 4PM. The main events will be Saturday 8AM through 7PM. Additional details will be published here as they become available. In the mean time, mark your calendars.

##DONE##

EA LOADERS TUTORIAL
by Merle Vogt
(continued from September Lima Newsletter)

SECTION 2.4. NOW, HERE IS THE CODE FOR THE SUBROUTINE ** ENTER1 **. NOTE THE DEF AND REF LINES.

```
101          DEF     ENTER1,DATA1,SCROL,SCROL2
102          REF     VMBW,GPLLNK
103  DATA1   DATA    0
104  MESSG1  TEXT    'I AM FROM ENTER1'
105  ENTER1  INC     @DATA1
106          MOV     R11,R9
107          LI      R0,>200
108          LI      R1,MESSG1
109          LI      R2,16
110          BLWP    @VMBW
111          BL      @SCROL
112          B       *R9

113  SCROL2  BLWP    @GPLLNK
114          DATA    >4D00
115  SCROL   BLWP    @GPLLNK
116          DATA    >4D00
117          B       *R11
118          END
```

SECTION 2.5. HERE IS CODE FOR ** ENTER2 **. NOTE THERE IS BOTH REF AND DEF.

```
201          DEF     ENTER2,MESSG2,WAIT4
202          REF     DATA1,KSCAN,VMBW,SCROL2
203  MESSG2  TEXT    'I AM FROM ENTER2'
204  WAIT2   TEXT    'READ MESSAGE - THEN HIT A KEY '
205  STAT    EQU     >837C
206  ENTER2  INC     @DATA1
207          MOV     R11,R9
208          LI      R0,>200
```

```
209          LI      R1,WAIT2
210          LI      R2,28
211          BLWP    @VMBW
212          BL      @SCROL2
213          BL      @WAIT4
214          B       *R9

215  WAIT4   CLR     @STAT
216          BLWP    @KSCAN
217          CB      @STAT,@STAT
218          JNE     WAIT4
219          CLR     @STAT
220          B       *R11
221          END
```

SECTION 2.6.1. COMMENTS ON MODULE "MAIN".

LINE 1 DEFINES THE NAME OF THIS MODULE, MAIN. LINES 2, 3 SPECIFIES ALL OF THE REF SYMBOLS USED IN MAIN. LINES 4,5,6 SET UP DATA, TEXT, AND WORK SPACE. LINES 7, 8, 9, 10, 11 SET UP THE START AND END ROUTINES. LINE 12 ASSIGN MAIN WORKSPACE. LINE 13 ZEROS A COUNTER, DATA1. LINE 14 DISPLAYS THE TEXT OF MESSG1 BY EXECUTING MODULE "ENTER1". LINES 15, 16, 17, 18 DISPLAYS MESSG2 TEXT. LINE 19 USES A "GROM" SCROLL ROUTINE FROM "ENTER1". SEE LINES 115 TO 117. LINE 20 BRANCHES TO EXECUTE MODULE "ENTER2". LINES 21, 22 TESTS TO SEE IF WE ARE DONE YET. LINES 23, 24, 25, 26 DISPLAY THE END OF JOB MESSAGE ON SCREEN. LINELINE 28 EXECUTES A KEY PRESS WAIT ROUTI3 THRU 117. LINE 28 EXECUTES A KEY PRESS WAIT ROUTINE, SEE LINES 215 THRU 220. LINE 29 BRANCHES TO THE EXIT ROUTINE.

2.6.2. COMMENTS ON MODULE "ENTER1".

LINE 101 DEF'S THE MODULE NAME, A DATA ITEM NAME, AND TWO ENTRY POINT NAMES. LINE 102 REF'S NAMES WE NEED HERE. LINES 103, 104 ARE DATA AND TEXT ITEMS. LINES 105, 106 ADDS 1 TO THE COUNTER, AND SAVES REG 11. LINES 107, 108, 109, 110 DISPLAY MESSG1. LINE 111 SCROLL ONE LINE UP. LINE 112 RETURNS TO CALLER. LINES 113, 114, 115, 116 USE "GPLLNK" TO EXECUTE A LINE SCROLL ROUTINE IN "GROM # 2", AND EXIT. LINE 117 EXITS THIS SUBROUTINE.

2.6.3. NOW FOR MODULE "ENTER2".

LINE 201 DEF'S MODULE NAME, A TEXT ITEM NAME, AND AN ENTRY POINT NAME. LINE 202 REF'S DATA1, KSCAN, VMBW, AND SCROL2, ALL USED IN THIS MODULE. LINES 203, 204, 205 CREATE TWO TEXT ITEMS, AND AN EQUATE NEEDED. LINE 206 ADDS 1 TO COUNTER DATA1, LOCATED OVER IN MODULE "ENTER1". LINE 207 SAVES A RETURN ADDRESS IN REGISTER 9. SEE LINE 214. LINES 208, 209, 210, 211 DISPLAY THE MESSAGE ""WAIT2"". LINE 212

EXECUTES A TWO LINE SCROLL. LINE 213 TRANSFERS TO THE KEY
PRESS WAIT ROUTINE. READ THE SCREEN MESSAGES AND THEN HIT A
KEY TO PROCEED. LINE 214 EXITS THE ROUTINE.

NOTE::: YOU MUST ALWAYS PUT SOMETHING LIKE THIS IN PROGRAMS
TO ALLOW TIME TO READ SCREEN MESSAGES. ELSE THEY ONLY LAST A
FEW MICROSECONDS AND ALL YOU WOULD SEE IS A SCREEN BLINK.
LINES 215, 216, 217, 218, 219, 220 ARE A KEY PRESS WAIT
ROUTINE TO ALLOW YOU TO READ MESSAGES.

SECTION 2.7. THESE EXAMPLES ARE NOT FABULOUS CODE. EXAMINE
THE REF'S AND DEF'S CAREFULLY. NOTE HOW THEY BALANCE OUT.
MOST EVERYTHING ON LINE 2 COMES FROM LINES 101 AND 201. REF
DATA1 ON LINE 202 COMES FROM LINE 101. VMBW AND KSCAN COME
FROM THE SYSTEM.

SECTION 2.8. PROCEEDING FROM HERE, THE NEXT STEP IS TO CALL
UP "" EDITOR "" OF THE E /A SYSTEM THREE TIMES AND CREATE
THE THREE " SOURCE "" MODULES AND SAVE EACH TO DISK.
EXAMPLE NAMES:::::

        DSK1.MAINSRCE
        DSK1.ENTER1SRCE
        DSK1.ENTER2SRCE

THEN INVOKE THE ASSEMBLER THREE TIMES AND MAKE THREE ""
OBJECT "" MODULES, SAVING EACH ON DISK. ALSO GETTING THREE
"" LISTINGS "" ON THE PRINTER. OBJECT MODULE NAMES COULD
BE::::::

        DSK1.MAINOBJT
        DSK1.ENTER1OBJT
        DSK1.ENTER2OBJT

THE NEXT STEP IS TO INVOKE "" LOAD AND RUN "", MENU 3. AT
THE PROMPT FILE NAME? YOU MUST THREE TIMES RESPOND WITH THE
OBJECT FILE NAMES. THEN MAKE A BLANK, (NO FILE NAME)
<ENTER> TO PROCEED TO THE PROGRAM NAME? PROMPT.

SECTION 2.9. BUT, NOT SO FAST, YET. THERE IS A BIG PIT
WAITING FOR YOU TO FALL INTO. IT MADE NO DIFFERENCE IN WHICH
ORDER YOU CREATED THE SOURCE MODULES WITH THE EDITOR; NOR
WHICH ORDER YOU ASSEMBLED THEM. BUT, AT "" LOAD AND RUN ""
TIME, LOOK OUT!!!! LOOK AT THE TABLE BELOW:::::

(ENTER1)	DEF	ENTER1,DATA1,SCROL2,SCROL
	REF	VMBW,GPLLNK
(ENTER2)	DEF	ENTER2,MESSG2,WAIT4
	REF	DATA1,KSCAN,VMBW,SCROL2
(MAIN)	DEF	MAIN
	REF	ENTER1,ENTER2,DATA1,MESSG2
	REF	WAIT4,VMBW,SCROL,SCROL2

2.9.1.. YOU MUST LOAD THE OBJECT MODULES IN THE SEQUENCE
SHOWN, NO OTHER WAY. LOOK AT ENTER2, IT REF'S TO 4 NAMES,
SO YOU MUST LOAD MODULE ENTER1OBJT FIRST SO THAT A DEF ENTRY
IS MADE INTO THE REF / DEF TABLE FOR ALL THOSE SYMBOLS
NEEDED IN MODULE ENTER2.

2.9.2.. ONLY THEN CAN YOU LOAD ENTER2OBJT MODULE. THE
LOADER CAN THEN RESOLVE THE SYMBOL DATA1 THAT YOU CODED IN
LINE 206 OF ENTER2. WHILE LOADING ENTER2 THE DEF'S OF
ENTER2, MESSG2, AND WAIT4 ARE PUT INTO THE REF / DEF TABLE.

2.9.3.. NOW YOU CAN LOAD MODULE MAINOBJT. THE LOADER CAN
NOW RESOLVE THE REF'S TO SYMBOLS ENTER1, ENTER2, DATA1,
MESSG2, WAIT4, VMBW, SCROL, AND SCOL2 AS THEY ARE FOUND IN
THE MAIN MODULE.

This series will be continued in the next issue of the Lima
newsletter.

                                        DONE

ARTICLES BY SCOTT ADAMS ON HOW TO WRITE ADVENTURE GAMES

Date: Tue, 13 Jun 1995 04:25:36 GMT
    A few weeks ago, someone here mentioned the fact that
Scott Adams, the creator of personal computer Adventures,
wrote a column for Softside magazine in 1980 and 1981. He
did: it was called SAY YOHO, for reasons that any player of
Pirate's Adventure will immediately know.
    Most of the columns in the series were fairly technical
or dealt with immediate problems in the industry. Two of
them, however, contained very insightful material on how he
writes and judges interactive fiction. I've excerpted the
interesting bits below for your reading and discussion
pleasure. Share and enjoy.
    - David Librik
    librik@cs.Berkeley.edu

SAY YOHO by Scott Adams 1/81

    This month let's look at the rules I use to write what I
consider a good compunovel. I feel that any compunovel will
need to follow these rules fairly closely to become a
success, though like any rules there are always exceptions.

1) LOGICAL CONSISTENCY
    Is the compunovel logical? This is of course a very basic
point that any compunovel writer needs to adhere to very
closely or the results can be really disastrous.
    Simple things like whether when exiting a room to the
easy you can get back by then going west are important and
can completely ruin the feel of an otherwise fun program!
(Unless of course it is in a logical place such as a maze or
maybe lost in a desert and so on.)

Also very important: Do the responses fit the actions? If you drink a flask of water it would be extremely illogical to then develop a case of sunstroke and die. If a particular response doesn't fit the requested action, then there should be some sort of logical reason why not. An example might be the reason you developed sunstroke in the above because the water had a specific drug in it.

Whatever the reason is, though, it should become obvious to the player and not remain a secret with the author, or the believability of the game will suffer!

2) EXOTIC KNOWLEDGE SHOULD BE UNNECESSARY

Knowledge that is not common or readily available should not be required to complete a game (though it might be required for special scoring). The main purpose of playing a compunovel is more to overcome obstacles and problems by using intelligence than by knowing something someone else doesn't.

Example: Needing to know the Russian word for cow before milking said beastie.

There are, of course, exceptions to this rule. If a compunovel was designed to educate in a particular field, then it would be acceptable to force the player to learn what is needed. Also, if a piece of knowledge is widespread and easy to find out, it would be acceptable, such as knowing Morse Code.

3) ITEMS AND LOCATIONS SHOULD FIT THE PLOT

A dragon and magic words are quite appropriate in a fantasy adventure, but would be greatly out of place in a nuclear reactor!

4) MULTI LEVELS OF DIFFICULTY

All problems and obstacles to overcome should not be of the same degree of difficulty or the player will become extremely bored or extremely frustrated. One obvious exception to this rule is when the program is written for a specific age group.

5) MORE WAYS TO SKIN THE CAT

Whenever it is possible (usually memory is a constraint here), try to have more than one way to reach a desired goal as not all people think alike! Also along this line, it is a good idea to provide responses to all the different things a player might enter. (This is probably one of the easiest rules to lay down and one of the hardest to follow!)

6) NO SUDDEN DEATH SYNDROME

Unless the plot is specifically written to need it (like DEATH DREADNAUGHT), is it not a good idea to capriciously kill off players without giving them some sort of warning ahead of time. This allows the clever player a chance to escape the doom the author has envisioned for them!

So that sums it up for this month. If anyone out in the real world has any additional rules they think are valid, drop me a line! And oh yes, Adventure 10 is now out! Now,

I'll just 'til next month, SAY YOHO .... (BYE)!

ONE LINE ADVENTURE
by Phillip Case

```
0 CLS:PRINT"ADVENTURE VISIBLE ITEMS: TREES OBVIOUS EXITS:
EAST WEST ";STRING$(30,"-"):INPUT"TELL
ME";A$:IFA$<>"E",0ELSEPRINT@0,"I'M IN A
CAVE.";:PRINT@79,"NOTHING";:PRINT@143,"NONE",;:PRINT@263,
"";:INPUTA$:IFASC(A$)=72ANDMID$(A$,4)="P",PRINT"YOU
WIN!!"ELSE0
```

ONE LINE REVIEW
by Scott Adams

(See Say Yoho column this month.) RULE 1, usually; RULE 2, yes; RULE 3, yes, RULE 4, well maybe; RULE 5, hardly; RULE 6, yes; RATING 5/6 = 84% (not bad for one line!); SAY YOHO, and we gone .....

SAY YOHO by Scott Adams 3/81

[discussion of save-game bug on the Apple 2 deleted]

I have been asked many times how I develop an Adventure. Well, my usual procedure is as follows:

1) First I pick a topic that I want to cover, such as Dracula or the Old West.

2) Then I decide whether I want to do a treasure expedition or have some sort of specific mission to perform. (The treasure-finding type of Adventure is usually easier to write, but not by a lot.)

3) Next I lay out some terrain to cover and put in a simple skeleton of problems and obstacles to overcome. Also I dot the landscape with obvious items and objects which belong there, such as coconuts in palm trees, etc.

4) By this time, I usually have some interesting problems laid out which I then incorporate into the structure.

5) At this point I'm usually ready to enter the structure into the computer and start play-testing. The Adventure is probably about 50 percent of its final size at this time.

6) Finally, the play-testing by myself and other gives me numerous ideas of how to fill in the holes in the final structure and an Adventure is born!

How long this process takes ranges from one year, in the case of "Adventureland", to only one week for "Mystery Fun House". On the average, an Adventure will take about a month to finish, and anywhere from three hours to three months to play!

I hope this has given you some insight into Adventure creating. Until next month, may all your adventures be fun and safe.

Other articles included: an enthusiastic cheer for Infocom's just-released "Zork" (which Adams had played back in his mainframe days, as DUNGEON), a description of his new adventure system "Odyssey" -- apparently intented to move into Infocom's arena with heavy use of the new microcomputer floppy disk technology, it never saw the light of day -- and a reference to Adams' rule of software pricing: how much would movie tickets cost for the same number of hours of enjoyment?

- David Librik   ****DONE****

SOLUTION TO THE SCOTT ADAMS ADVENTURE
ADVENTURELAND
(from internet ftp://ftp.gmd.de/if-archive/scott-adams)

Here you stand in a forest, about to start your adventure. Move along East, and tiptoe past the sleeping dragon. Go East again to the lake. Get the axe (leave the fish for now, since you have no way of getting them yet), then head North into the quicksand bog. Pick up the blue ox (WOW! A treasure already!), then say the magic word on the axe. Gee, where did everything go? Well, look at it this way: at least you can "Swim" back to the lake.

Now go South to the bottomless hole. Carefully "Go Hole," and pick up the flint and steel. Go up (easy, it's a long way down!). Then it's West into the swamp, and West again to the hidden grove. Surprise! There's the axe and the ox, along with another treasure. Get everthing, and go back East. Climb the tree, get the keys, and climb down again. Now, "Chop Tree." Drop the axe (you won't need it again), get the mud, then, "Go Stump." Once inside the stump, drop the mud, ox and fruit. Go down to the root chamber, pick up the rubies, then go up and drop them off. Easy, isn't it?

Okay, time for more treasures. Get the lamp and rub it twice. Each time you rub the lamp, a genie appears and leaves a treasure. Just make sure you don't rub it more than two times, or the genie will come out and *TAKE AWAY* a treasure! (Can't win the game that way!) Now, go down into the root chamber, and "Go Hole." Open the door and drop the keys. Light the lamp (it's dark up ahead), and "Go Hall." Then continue down to the cavern. From the cavern, trek South and pick up the bladder. Now it's time for a return trip, so move along North, then up until you're out of the stump and back in the swamp again (by the way, any time the chiggers chomp on you, just get the mud, then drop it again. Also, "Unlight Lamp" when you get back to the root chamber...energy conservation helps!). "Get Gas," then "Go Stump."

Now head back down to the cavern (remember to light the lamp before going into the hallway!), then go South and up. Drop the bladder and "Ignite Gas." *BOOOOM!* You just blew a hole in the bricked-up window. "Go Hole," then jump (don't

worry, you can make it to the other side safely). Hmmm, hello, bear! Well, he doesn't look too mean, but it's better not to take any chances, so "Yell." As the startled bear falls down towards the bottom of the chasm, pick up the magic mirror (carefully, it's *VERY* fragile!), then "Go Throne." Grab the crown and go West to the ledge. Jump over again, then West. Pick up the fire bricks on your way out (heavy stuff, but you'll be needing them soon), and go down and North. After that, make your way up again to the treasure room in the stump.

Drop off *ONLY* the crown. *DO NOT* drop the mirror! Okay, now get the bottle of water, and go down again. This time, drop the flint just before you go into the hallway. Go down to the cavern, and from there, down again into the maze of pits. From the "Opposite of Light" sign, go down, West, and down. Pick up the rug, then go down again and you're at the bottom of the chasm. "Build Dam," then drop the remaining bricks (you had a few left over). "Look Lava," and there's a firestone. It's still pretty hot, so "Pour Water." Now get the stone and the golden net. Hmmm, but how to get out of here? Well, that sign might help. "Say Away" twice and, voila! you're in the meadow again (ahhh! fresh air!). Unlight the lamp, then go South (to the swamp) and over to the stump.

Drop the firestone, the rug, and the mirror. Make sure that you drop the rug *BEFORE* you drop the mirror! (Otherwise, seven years of bad luck and you won't be able to finish the game!) Now, get out of the stump, go East to the hole, and North to the lake. "Get Water," then "Get Fish" (can't get them without the net, you see). Return to the stump, and drop off the fish and the net, in that order. Pick up the mud, and head back down to the cavern. Remember to get the flint and light the lamp before entering the hallway!

Once in the cavern, go North. At this point, you should save the game. Up ahead are the African bees, which you will need to get rid of the dragon. Unfortunately, this part of the game seems to be random, and sometimes the bees will suffocate and die before you can bring them out. I have never found a surefire method for keeping the bees alive, so save the game here and hope you won't have to restore it too many times! (If anyone does find a way to keep the bees alive, please let me know!) Okay, now that the game is saved, go North again. Get the honey, pour out the water, and get the bees. (If the bees sting you, and you find yourself in limbo, either restore your saved game or "Go Up" to return to life in the outdoors.)

Once you have the bees, head back South to the cavern, then all the way back up to the swamp. If the mud hasn't fallen off yet, drop it here before going on (the dragon *HATES* the smell of mud, and will most certainly kill you if you go near her with it -- yes, *HER*!). All right, now head North and "Drop Bees." The dragon will become annoyed and fly away, leaving behind some precious and rare eggs. Pick up the eggs, then return to the stump. Drop the eggs and the honey, then say "Score."

YIPPPPEEEE!
You did it!! <Whew! You deserve to take some time out now
and relax! But wait...could that be a pirate flag I see on
the horizon...?>

##DONE##

-------- ---------

HOW TO SOLVE THE SCOTT ADAMS ADVENTURE
PIRATE ADVENTURE
(from internet ftp://ftp.gmd.de/if-archive/scott-adams)

Yo-ho-ho and a bottle of Coke <or whatever!>. It's time
for Pirate Adventure! So, don't just stand there, grab the
crackers, sneakers and rum, then "Go Stairs." Hmmmm, wonder
if there's anything interesting to read in that bookcase?
Let's find out. "Get Book." Aha! A secret passage is
revealed! "Go Passage," then East. Get the torch and duffel
bag, then examine the bag. Some matches will fall out. Drop
the bag <you won't need it>, and get the matches. Now head
back West twice. Read the book, which tells you that the
magic word is "Yoho." Next, "Go Window," and say the word.
Amazing! You're now on a sandy island beach.

Drop the book and sneakers, then go East. There's a
shack here, so let's Maybe the pirate's thirsty, so give him
the rum. Ah, he takes it and runs off! Now it's your turn to
run off, since you don't need the parrot right now, and you
can't open the chest yet either. So, go West, then East,
which brings you to the cave-ridden hill.

"Go Path," and you're at the top of the hill. There
isn't much here except a crack, but it looks like you just
might make it through, so "Go Crack." This brings you into a
cave, which is a bit dark, so you had better light the torch.
That's better! Now you can see that there is a shed here, as
well as some lumber and sails. Go into the shed, pick up the
hammer and the water wings, then head North, and go back
through the crack. "Unlight Torch" <because it won't last
forever>, then go back down the hill and continue West until
you return to the beach.

Okay, drop the wings, torch, matches, and sack, and get
the book and sneakers. Say the magic word, and you will find
yourself back on the window ledge again. Go inside, and make
your way to the secret passage. Head East, and find the
pirate sleeping off the rum. Don't disturb him; just pick up
the empty rum bottle and tiptoe out again. Now go downstairs
to where the rug is. The rug is nailed down, so "Get Nails,"
then "Get Rug." Underneath is a ring of keys. Drop the rug,
get the keys, and head on back upstairs to the window ledge.
Say the magic word once again.

On the beach, drop the book, hammer, sneakers, and nails,
then get the water wings and "Go Lagoon." The tide should be
coming in now. If it isn't, you'll have to wait for it. Go
North, and you will be in the ocean. Get the fish, and also
some water <that's what you need the bottle for; how else

could you keep them alive?>. Then it's back South twice to
the beach.

Drop the wings, get the torch and matches, and move along
East twice to the bottom of the hill. Light the torch and go
down. Hmmm. Hungry-looking crocodiles! Good thing you have
the fish with you! Feed the crocs, drop the bottle, and
unlock the door. "Go Hall" and East. Surprise! There are
lumber and sails here <you didn't really think you could drag
this stuff out through the crack, did you?>. But first, go
into the shed and get the shovel. Now pick up the lumber and
sails, and go West into the hall. From there, go to the pit,
go up, then West, and you're out of the cave. Time to
unlight your torch and make yet another trip back West to the
beach.

Once there, drop the lumber, sails, torch, and matches,
and return to the shack. Now you can open the chest with
your keys. Look inside two times, because there are two
items inside: a map and plans for building a pirate ship.
Get both of those and the parrot and, once again <sigh!>, go
back to the beach. Wait for the tides to change, then go
into the lagoon again. This time, the tide should be out,
and you can dig up the anchor. Get that, and go back South
to the beach. Drop the anchor. The magic moment is almost
here. "Build Ship," and there, by golly, is a pirate ship!
However, before you go sailing off on the bounding main, you
do need someone to run the ship. <By the way, you can drop
the plans now.>

Grab the sneakers and book, and <in case you hadn't
guessed by now>, say "Yoho." Now go wake up the pirate, and
return to the beach. Drop the book and sneakers again, then
"Go Ship," and "Set Sail." Finally! Treasure Island! Go to
the beach and dig. The pirate will grab some of the rum and
take off. Now go South through the graveyard <being careful
not to awaken the pirate>, then East into a field. "Pace
30," then dig, and you will uncover a wooden box. Get that,
then drop the shovel and "Go Monastery." Oh boy! Deadly black
mamba snakes! Good thing you still have the parrot with you.
Drop the parrot. He will chase off the snakes, and you can
pick up the "dubleons" <well, that's how they spell them in
this game!>.

Okay, head West twice, wake the pirate, then go North to
the beach. "Go Ship" and "Set Sail." You're back on the
pirate's island now. "Go Beach" and get the hammer. Now you
can open the box and get the stamps <stamps? that's a pirate
treasure??>. Drop the hammer and box, and get the book and
sneakers. Say "Yoho," then go inside and down the stairs.
Drop the two treasures and say "Score." WHEW! You won the
game! <It's time to sit back and relax with a mug of
grog...or maybe even two!>

##DONE##

HOW TO SOLVE THE SCOTT ADAMS ADVENTURE
GHOST TOWN
(from internet ftp://ftp.gmd.de/if-archive/scott-adams)

Okay, pardner, it's time for a little trip to a gen-u-ine ghost town! But don't worry, them's *friendly* ghosts. So, mount up and let's get going! the Jail and the Barbershop. Start things off by going into the Barbershop, where you'll find a Stetson hat. Shake the hat and drop it. Get the key that fell out, then leave (you don't need the hat for anything). Drop the key in the street.

Go West along the street and you will come to the Saloon and the Dry- Goods Store. First go to the Saloon and get the bell, then go to the Dry- goods Store and pick up the matches, and shovel. Back in the street, go West once again, which brings you to the Telegraph Office and the Hotel.

Go into the Hotel, then East into the empty room. Drop the bell and return to the street. Now enter the Telegraph Office, and move the safe. Connect the two loose wires so that the telegraph key now works. You'll be needing it later. Leave the Telegraph office, then go West until you come to the fork in the road.

From the fork go South to the edge of the ravine. Burn the sagebrush, then enter the ravine. Here you will find charcoal (from the burnt brush) and the entrance to a mine. Go into the mine. Although it's dark and you can't see it, there is a silver bullet here. Get the bullet, then go down. You can move in the dark safely so long as you always move in the right direction.

Now get the candle and light it. Ah, you can see again! Go South, and dig roof. You have found your second treasure, a gold nugget. Get that, and go back North and Up out of the mine. Remember to pick up the charcoal before leaving the ravine!

Now go to the fork in the road, and drop off the shovel and the charcoal. From there, go East back into town until you come to the stable. Enter the stable, and then the stall. Get the horseshoe, then make your way back out to the street.

Now head along East to the Dry-Goods store. Drop the candle outside, treasures inside, then go out and East again to the Jail. Pick up the key, then use horseshoe. It's magnetic and will open the door to the Jail. Enter the jail, and unlock the inner door with the key. Drop the key, and go through the door into the cell. Pick up the hammer, then leave the Jail, making sure you also take the derringer with you. Drop the derringer in the street.

It's time to play blacksmith, so go all the way West to the stable, and then enter the stall. This time, mount the horse, and you will into the manure pile outside the stall. Get up (phew!) out of the manure pile, and re-enter the stall. There will now be a hole in the wall leading to a store room. Go through the hole and get the keg of nail3s. Back in the stall, empty the keg and drop it. Now get the nails, and shoe the horse. Drop the hammer and mount the horse.

Say giddyap (the magic word!), and the horse will take off. Eventually, you will be thrown, and that's the last you'll ever see of Old Paint. Brush yourself off, and enter the teepee in the hidden canyon. Pick up the two treasures there, then go back outside.

There doesn't seem to be any way out, but have no fear! Beat the tom- tom, and the ghost of Geronimo will appear. Say How, and ZAP! guess where you are? Right, you're back in the manure pile again (hehehe). Get out of that, then head along to the Dry-Goods store and drop off the treasures (don't forget to drop the spurs, too!).

Somewhere along the line here you may have heard mysterious ghostly sounds and or voices. The sound of the bell indicates that a ghostly piano player is now visible in the Saloon, and the voice gives you a clue as to what to do about him. If you are near the Saloon when you hear the bell, go inside, and applaud the ghost.

He (it?) will stand up, take a S bow, and vanish. The piano, however, will remain behind, as a solid object. If you open the piano, a map will fall out. This map tells you to "dig roof", but since you've already done that, you don't need the map, so you can just leave it there.

Once you've dropped off the Indian treasures and (possibly) applauded the ghost, return West to the fork in the road. Get the shovel and charcoal, then go North to the field. Dig here, and you will find some yellow powder (it's sulphur). Get the powder, then go to the manure pile in the stall.

Holding your nose, dig around in the manure, and you will uncover some white crystals. Get those, then head into the stall. Mix the stuff you're carrying around, and you will make some gunpowder. Fill the keg with that, then get the keg and go to the Telegraph Office.

Drop the keg in the office. Under no circumstances should you touch the telegraph key, or BOOOOM! (time to restore the game!). By this time, it's probably getting dark outside. Don't worry, you'll be able to make it to the hotel before sunset.

Just leave the Telegraph Office, enter the Hotel, and go East to the room where you dropped the bell. Ring the bell, and, like magic, a bed appears! Drop the bell, get into bed, and have a good night's sleep.

When morning arrives, get up, then move the bed, revealing a roll of tape. Get the tape and leave the room. On your way out, go to the counter and get the cashbox. Now return to the Saloon, tape the mirror, and break it, thus revealing a hidden office. Drop the tape, go through the hole into the office, and get the Go board.

Now it's time for another trip to the Dry-Goods Store. Drop off the cashbox and the Go board. Now, pass Go, and collect $200 (tricky, huh?). After that, leave the store and head West to the fork, then South to the ravine. This time, jump across the ravine.

You are now in the mountains. Go West along the trail to the line shack. Enter the shack, and tap the telegraph key. Boom! The gunpowder in the keg just went off! Now, look at

the floor and you'll notice a loose plank. Get the plank,
drop it, then go down the hole into the root cellar. Collect
the pelts, then go back up and make your way across the
ravine and into town. As you pass where the Telegraph Office
used to be, you'll see a smoking open safe. Look inside, and
pick up the gold dust.

   Continue East and pick up the derringer, then keep going
East until you come to Boot Hill. Shoot the rattlesnake with
the derringer (it's a water pistol!), then dig a grave and
(gulp!) go into it. Here you find a coin and a purple worm.
If you want to indulge in some gratuitous violence, you can
kill the worm. In any case, drop the shovel and get the
coin.

   Now climb back out, and make another trip to the
Dry-Goods store. Drop all the treasures, then go back out
into the street. Get the candle, then wait for sunset. Once
it's dark, go into the Saloon. A ghostly square dance is in
progress (that's what the fiddle strings are all about).
Still in the dark, do a little dancing, and you will win a
prize.

   Now you can light the candle. The dancers will vanish,
and you can now make your final trip to the Dry-Goods store.
Drop the cup you just won, and say "Score". All right! You
did it, you collected all thirteen ghost treasures! After all
that, why not take a vacation? I know this little deserted
island that would be just perfect.....

------------------   **DONE**

HOW TO SOLVE THE SCOTT ADAMS ADVENTURE
THE COUNT
(from internet ftp://ftp.gmd.de/if-archive/scott-adams)

   In this adventure, your goal is to find and kill the evil
vampire, Count Dracula. This is probably the most boring of
the Adams adventures because you have to do a lot of waiting
for some things to happen, and exactly when they happen seems
to be a random thing.

   You start off in bed in Dracula's house. Get the sheets,
then get up. Go North into the hallway, then West into the
kitchen. Enter the dumb waiter and raise it, then go room.
You are now in the pantry. Get the matches and the garlic,
then return to the dumb waiter.

   At this point, you can do some exploring to waste time,
because you're waiting for the bell to ring (do a little
mapping!). This will tell you that the postman has delivered
some mail to the house. Once you hear the bell, go to the
front door. You will find a postcard with a note clipped to
it. Get the paper clip and drop the note.

   Now, return to the kitchen, get into the dumb waiter, and
lower it to the Work Room. Go into the room. Pick the lock
on the closet door (with the paper clip, of course), open the
door, and enter the closet. Drop the stake you're carrying,
then get the vial and leave.

   Back in the Work Room, close and re-lock the door, and
drop the paper clip. Now it's time to get a light source, so
go Down to the dungeon. Tie the sheets to the iron ring,
then descend into the pit. Get the torch (it's there even
though you can't see it), and climb out again. You don't
have to bother with the sheets again for now.

   Now go back up to the kitchen. Empty the vial (3 no-doz
tablets come out) then drop it. Now you have to wait until
sunset, but you must be careful here. Stop saying "wait" as
soon as it starts to get dark outside, and take a tablet.
Then continue to wait until nightfall, at which time, light
your torch.

   Wait a little longer, then enter the oven. It's a solar
oven, so you can never get in here during the day. Get the
nailfile that's inside, and leave the oven. At this point,
you have done all you can, so you might as well go back to
bed.   Remember to unlight the torch before going to sleep.
This night you will be bitten, and there is nothing you can
do about it.

   The next morning, you will notice that the sheets are on
the bed again. Get them, then get up. Tie the sheet to the
bed, then get the sheet (loose end), open the window, go out
the window, and drop the end of the sheet over the ledge.

   Now climb down the sheet, go to the Window Box, then go
through the window into the room. Get the portrait of
Dracula, then drop it. This will reveal a secret passage.
If you want to explore it, go ahead (light torch first).
Just make sure you unlight the torch before trying to climb
back up the sheets!

   Well, here you have to do some more waiting, as now you
have plenty of time to kill until the mailman brings a
certain package.   So, just mess around again until the bell
rings. At that point, go to the front door again.

   Open the package. Inside are a bottle of blood and a
pack of cigarettes. Get the cigarettes (make sure you say
"pack"!). Now go back to the kitchen and get the tablets.
After that, go back down the sheets to the room with the
secret passage. You should do this before night falls.

   Now wait for sunset the same way you did the night
before.   Once the sun sets, light your torch and go into the
passage. Follow it along to the crypt. Get a cigarette (you
may have to drop something first), then smoke it. Dracula's
(empty) coffin will appear (this is the only way to make the
coffin appear).

   Open the coffin and go inside. Use the file to break the
bolt on the coffin, then get out again. Drop the cigarette,
pick up anything else you may have dropped, and leave the
passage. Now, take a second cigarette from night, it really
isn't necessary, since you can take three bites before
succumbing. So, you might just as well put out the torch and
go to sleep.

   Once again, you wake up in the bed, with the sheets. Get
them, and tie them to the bed as you did the day before.
Instead of climbing down however, first go to the dumb waiter
and from there to the Work Room. Use the clip to pick the
the lock on the closet door so you can get the stake. Also
make sure you grab the mallet on your way out. NEXT PAGE

Now that you have the stake and the hammer, go up to the kitchen again, and from there to the bedroom and down the sheets to the secret passage. Light the torch, enter the passage, and go to the crypt. Smoke the cigarette, and the coffin will appear again.

Open the coffin, go inside (yes, you must!), and apply the coup-de- grace to the vampire. TA-DA! You're a hero! (Hey, you're pretty good at this stuff. How are you with voodoo...)

-------------------- ****DONE****

```
*******************************
*     BITS, BYTES & PIXELS     *
*      Published by Lima OH    *
*         99/4A User Group     *
*                              *
*  Material contained herein   *
*  may be copied by any user   *
*  group as   long  as  credit *
*  is given.    DV80 files of  *
*  most articles in BB&P can   *
*  be obtained by sending  a   *
*  disk and return postage.    *
*                              *
*  ADDRESS-  P.O. Box 647       *
*            Venedocia Ohio     *
*            45894              *
*  Internet address:           *
*       good.6@osu.edu          *
*                              *
*  Published monthly except    *
*       July and August        *
*  --------------------------  *
*        GROUP OFFICERS        *
*  President-Jennifer Poling    *
*                 419-667-3100  *
*  Vice Pres-Heather Poling     *
*                 419-232-2135  *
*  Treasurer-Leonard Cummings*
*                 419-738-3770  *
*  Newsletter editor and       *
*     Librarian-Charles Good    *
*                 419-667-3131  *
*******************************
```

Screen Saves From
Return To Pirate's Isle