

Some answers to common questions about MACWESLEYAN/PC-UNIVERSITY, or at least to questions that the author felt like answering:

WILL I ENJOY THE GAME MORE IF I'VE BEEN TO WESLEYAN?

No, no, absolutely not ... well, maybe. You might miss a few of the inside jokes otherwise -- but what's a text adventure without inside jokes? After all, it's more fun to play SAVE PRINCETON if you went to Princeton, or MODERNISM if you're familiar with Beckett, or ZORK if you know the feeling of being eaten by a grue. But MACWESLEYAN/PC-U can be fun even if you don't know where Wesleyan University is (Middletown, Connecticut -- halfway between somewhere and somewhere else), or haven't gone to college, or haven't heard of Connecticut -- although it would help if you were familiar with the notion of "cold."

WHY THE TWO NAMES?

Because I designed it for the Mac first, and didn't want to change the name, but still needed a title for the PC version.

IS THERE ANY CONNECTION WITH THAT AWFUL MOVIE?

None, except that both the game and the movie are (loosely) based on Wesleyan University.

DO I OWE YOU ANY MONEY?

That depends -- who are you? But anyway, no, you don't owe me money for MACWESLEYAN/PC-U -- it's freeware, and you can do with it as you please.

SO HOW DO I PLAY?

Surely you've played a text adventure before -- either one of the Infocom classics like ZORK or one of the shareware games that followed. If not, read the file INSTRUCT.TXT that came with the game.

HOW DID YOU WRITE THIS GAME?

Very slowly. (Note the copyright dates.) Actually, the game was mostly written in 1989, but wasn't successfully programmed until I mastered TADS: The Adventure Development System, several years later.

SO YOU WROTE IT ALL BY YOURSELF?

Write it, yes. Got it to work, no. I had a lot of help from my beta-testers, Trevor Barrie, Wendy Roth, Ned Crigler, and Brian Lane; from Mike Roberts,

the ever-helpful creator of TADS, who wrote a whole new version of the parser just for this game; James Reese, who helped exterminate some particularly tenacious bugs; and particularly Eileen Mullin, who play-tested this game way above and beyond the call of duty.

Give them some of the credit, but I take all the blame.

HAVE YOU WRITTEN ANY OTHER GAMES?

I'm currently at work on LOST NEW YORK, a shareware time-travel text adventure. Send me e-mail if you want to be notified when it's ready for distribution.

I COULD WRITE A BETTER ADVENTURE THAN THIS! CAN I GET AHOLD OF THIS TADS THING, TOO?

Sure. E-mail support@hinrg.starconn.com for an order form.

CAN I GET HINTS?

No.

PLEASE?

No.

C'MON, JUST ONE?

Well, alright: Don't waste time with the kangaroos. It won't help.

WHO CAN I CONTACT WITH COMMENTS OR COMPLAINTS?

Send e-mail to neild@echonyc.com.

WILL I GET A RESPONSE?

That depends on whether it's a comment or a complaint.