

## Example Adventure Written By Debby Howard

### The Full Solution

South, play on roundabout, examine roundabout, get sword, west, kill goblin, south, get bottle, south, give bottle to drunk, east, examine wall, get poster, examine poster, lift manhole, enter hole, examine dragon, get key, enter hole, south, unlock door, sit on chair.

## Example Adventure Datafile

The following adventure has been written to give you some practical experience of programming the Quill. The information given is exactly how you would see it if you were to type "P" when in an option.

Remember don't forget to save the database at regular intervals.

### Location Text

#### Location 0

The Example Adventure By Debby Howard

This fully playable demo has been written in conjunction with Simon Avery's book "Using The Quill - A Short Guide". It's intention is to show the programmer how a Quilled adventure looks like using many facilities the Quill can offer.

Type INFO for more information.

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#### Location 1

The Scenario

You are Simon and you have managed to lock yourself out of your home by losing your front door keys.

Your task is simple; find your keys and return to (and enter) your house to finish the adventure.

However, things are not as simple as that in the adventure world and you have to overcome many obstacles before obtaining the keys.

Good Luck! And may all your locations have exits.

#### Location 2

A Field

You are standing in the middle of a field. To the south you can see a large playground.

#### Location 3

The Swing

You are sitting on a swing. A faint gust of wind touches your face and pushes the swing forward slightly.

#### Location 4

Playground

Although it is the middle of the day, the absence of the children seems rather suspicious. To the west you can see a swing, to the east a roundabout. Other exits are north and south.

#### Location 5

Roundabout

You are on the roundabout. You can leave the roundabout by going west.

## Location 6

### The Park

You are walking along a pathway in the park. You can go north to the playground or south to an alleyway.

## Location 7

### Cavern

Although it is quite dark, you can just see that the cavern is roughly circular and appears to have no exits apart from the one you came in by.

## Location 8

### Alleyway

You are standing in an alleyway. You see that it continues east. You can go east, north and south.

## Location 9

### Alleyway

You are at a dead end. There is a 6' brick wall preventing you going any further. The only way out is the way you came in. A drunken man is in the corner drinking a bottle of beer.

## Location 10

### Street

You are standing outside your house. You can see your front door.

## Location 11

### Inside House

You are inside your house, at last! There is a chair in the middle of the room, other

than that the room is very sparse.

## Movement Table

### Location 0

### Location 1

Location 2 S to 4

Location 3 E to 4

Location 4 N to 2

Location 5 W to 4

Location 6 S to 8 N to 4

### Location 7

Location 8 N to 6

Location 9 W to 8

Location 10 N to 8

Location 11 D to 10

## Object Text

Object 0 A source of light.

Object 1 A Goblin.

Object 2 A sword.

Object 3 A dead Goblin.

Object 4 A bottle of beer.

Object 5 A manhole.

Object 6 A hole in the ground.

Object 7 A key.

Object 8 A Dragon.

Object 9 A poster.

Object 10 A drunken man.

Object 11 A picture of St. George.

Object 12 An empty bottle.

Object 13 A chair.

## Object Start Location

Object 0 not created

Object 1 at location 4

Object 2 not created

Object 3	not created
Object 4	at location 6
Object 5	at location 8
Object 6	not created
Object 7	not created
Object 8	at location 7
Object 9	not created
Object 10	at location 8
Object 11	not created
Object 12	not created
Object 13	not created

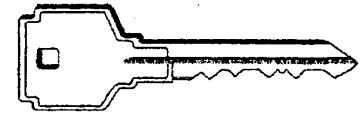
## Vocabulary

Notice how some words mean the same thing, for example you can refer to the BOTTLE OF BEER as bottle or beer.

N	1	(NORTH)
NORT	1	(NORTH)
S	2	(SOUTH)
SOUT	2	(SOUTH)
E	3	(EAST)
EAST	3	(EAST)
W	4	(WEST)
WEST	4	(WEST)
NE	5	(NORTHEAST)
NW	6	(NORTHWEST)
SE	7	(SOUTHEAST)
SW	8	(SOUTHWEST)
U	9	(UP)
CLIM	9	(CLIMB)
ASCE	9	(ASCEND)
D	10	(DOWN)
DOWN	10	(DOWN)
DESC	10	(DESCEND)
SWOR	20	(SWORD)
BOTT	21	(BOTTLE OF BEER)
BEER	21	(BOTTLE OF BEER)
LID	22	(MANHOLE)
MANH	22	(MANHOLE)



KEY	24	(KEY)
POST	25	(POSTER)
PICT	26	(POSTER)
G	100	(GET)
GET	100	(GET)
TAKE	100	(GET)
LIFT	100	(GET)
DR	101	(DROP)
DROP	101	(DROP)
REMO	102	(REMOVE)
WEAR	103	(WEAR)
I	104	(INVENTORY)
INVE	104	(INVENTORY)
R	105	(REDESCRIBE)
L	105	(REDESCRIBE)
REDE	105	(REDESCRIBE)
Q	106	(QUIT)
QUIT	106	(QUIT)
STOP	106	(QUIT)
SAVE	107	(SAVE)
LOAD	108	(LOAD)
X	109	(EXAMINE)
EXAM	109	(EXAMINE)
PLAY	110	(PLAY)
KILL	111	(KILL)
STAB	111	(KILL)
IN	112	(ENTER)
GO	112	(ENTER)
ENTE	112	(ENTER)
KISS	113	(KISS)
KICK	114	(KICK)
UNLO	115	(UNLOCK)
GIVE	116	(GIVE)
PUSH	117	(PUSH)
JUMP	118	(JUMP)
TALK	119	(TALK)
SIT	120	(SIT)
OPEN	121	(OPEN)
DRIN	122	(DRINK)
GOBL	200	(GOBLIN)



ROUN	201	(ROUNABOUT)
SWIN	202	(SWING)
HOLE	203	(HOLE)
WALL	204	(WALL)
FIEL	205	(FIELD)
PATH	206	(PATH)
ALLE	207	(ALLEYWAY)
DOOR	208	(DOOR)
DRAG	209	(DRAGON)
CAVE	210	(CAVE)
GRAS	211	(GRASS)
POTH	212	(POTHOLE)
MAN	213	(DRUNKEN MAN)
DRUN	213	(DRUNKEN MAN)
CHAI	214	(CHAIR)
BRIC	215	(BRICK)
INFO	216	(INFORMATION)
HELP	217	(HELP)
HINT	217	(HINT)



### Event Table

S _	Conds	<b>AT 4 ABSENT 1</b>	By typing S or SOUTH at location 4 if object 1 is not there (absent GOBLIN) then goto location 6, and then reDESCRibe the location.
	Acts	<b>GOTO 6 DESC</b>	
S _	Conds	<b>AT 4 PRESENT 1</b>	By typing S or SOUTH at location 4 if object 1 is there (present GOBLIN) then print message 6.
	Acts	<b>MESSAGE 6 DONE</b>	
S _	Conds	<b>AT 8 PRESENT 10</b>	By typing S or SOUTH at location 8 if object 10 is there (present A DRUNKEN MAN) print message 24.
	Acts	<b>MESSAGE 24 DONE</b>	
S _	Conds	<b>AT 8 ABSENT 10</b>	By typing S or SOUTH at location 8 if object 10 is not there (absent A

	Acts	<b>GOTO 10 DESC</b>	DRUNKEN MAN) goto location 10, and then reDESCRibe the location.
E _	Conds	<b>AT 8 PRESENT 10</b>	By typing E or EAST at location 8 if object 10 is present (A DRUNKEN MAN) print message 24.
	Acts	<b>MESSAGE 24 DONE</b>	
E _	Conds	<b>AT 8 ABSENT 10</b>	By typing E or EAST at location 8 if object 10 is not there (absent A DRUNKEN MAN), goto location 9 and reDESCRibe the location.
	Acts	<b>GOTO 9 DESC</b>	
E _	Conds	<b>AT 4 GOTO 5</b>	By typing E or EAST at location 4 goto location 5 and print message 2 then display the "Press anykey" message and reDESCRibe the location.
	Acts	<b>MESSAGE 3 ANYKEY DESC</b>	
W _	Conds	<b>AT 4 GOTO 3</b>	By typing W or WEST at location 4, goto location 3 print message 2 and then display and act on the "Press anykey" message, reDESCRibe the location.
	Acts	<b>MESSAGE 2 ANYKEY DESC</b>	
U WALL	Conds	<b>AT 9 MESSAGE 58</b>	By typing U WALL or CLIMB WALL at location 9 print message 58 and then display and act on the "Press anykey" message, reDESCRibe the location.
	Acts	<b>ANYKEY DESC</b>	
G SWOR	Conds	<b>AT 4 PRESENT 3</b>	By typing G SWOR or GET SWORD at location 4 if object 3 is there (present A DEAD GOBLIN) print message 29.
	Acts	<b>MESSAGE 29 DONE</b>	
G BOTT	Conds	<b>PRESENT 4 GET 4 SET 5 OK</b>	By typing G BOTT or GET BOTTLE if object 4 is present (A BOTTLE OF BEER) get object 4. Flag 5, a countdown flag, equals 16. This is for the messages later on. More details in the system table.
G LID	Conds	<b>AT 8</b>	By typing G LID or GET LID at location

	Acts	<b>ZERO 11 MESSAGE 7 CREATE 6 ANYKEY SET 11 DESC</b>	8 it checks to see that flag 11 hasn't been set. It then prints message 7 and creates object 6 (HOLE IN THE GROUND). It then displays and acts on the "Press anykey" message, and then set flag 11 so that you can't GET LID more than once. It then reDESCribes the location.
<b>G LID</b>	Conds Acts	<b>PRESENT 5 MESSAGE 46 DONE</b>	By typing G LID or GET LID if object 5 is present print message 46.
<b>G I</b>	Conds Acts	<b>INVEN</b>	By typing G I or GET INVENTORY there are no conditions so just display inventory.
<b>G GOBL</b>	Conds Acts	<b>AT 4 MESSAGE 38 DONE</b>	By typing G GOBL or GET GOBLIN at location 4 print message 38.
<b>G HOLE</b>	Conds Acts	<b>AT 8 MESSAGE 60 DONE</b>	By typing G HOLE or GET HOLE at location 8 print message 60.
<b>G _</b>	Conds Acts	<b>AUTOG OK DONE</b>	By typing G (an object) or GET (an object) then automatically get that object (if it is there) then print "OK", there are no conditions required.
<b>DR BOTT</b>	Conds Acts	<b>CARRIED 4 DROP 4 OK DONE</b>	By typing DR BOTT or DROP BOTTLE if it is carried (object 4) then drop it, and then print the message "OK"
<b>DR _</b>	Conds Acts	<b>AUTOD OK DONE</b>	By typing DR (an object) or DROP (an object), automatically drop that object (if you have it) then print "OK". There are no conditions required.
<b>I _</b>	Conds Acts	<b>INVEN</b>	By typing I or INVENTORY it will print a list of what you are carrying, there are no conditions required.

<b>R _</b>	Conds Acts	<b>DESC</b>	By typing R or REDESCRIBE then redescribe the location, there are no conditions required.
<b>Q _</b>	Conds Acts	<b>QUIT TURNS END</b>	By typing Q or QUIT then quit, print the amount of turns you have taken and end the program. There are no conditions required.
<b>SAVE _</b>	Conds Acts	<b>SAVE</b>	By typing SAVE then save, there are no conditions required.
<b>LOAD _</b>	Conds Acts	<b>LOAD</b>	By typing LOAD then load. There are no conditions required.
<b>X SWOR</b>	Conds Acts	<b>PRESENT 2 MESSAGE 28 DONE</b>	By typing X SWOR or EXAMINE SWORD if object 2 is present (A SWORD) print message 28.
<b>X BOTT</b>	Conds Acts	<b>PRESENT 4 MESSAGE 37 DONE</b>	By typing X BOTTLE or EXAMINE BOTTLE if object 4 is present (A BOTTLE OF BEER) print message 37.
<b>X LID</b>	Conds Acts	<b>PRESENT 5 MESSAGE 18 DONE</b>	By typing X LID or EXAMINE LID if object 5 is present (A MANHOLE) then print message 18.
<b>X KEY</b>	Conds Acts	<b>CARRIED 7 MESSAGE 31 DONE</b>	By typing X KEY or EXAMINE KEY if object 7 is carried (A KEY) then print message 31.
<b>X POST</b>	Conds Acts	<b>CARRIED 5 MESSAGE 19 SWAP 9 11 DONE</b>	By typing X POST or EXAMINE POSTER if object 9 is carried (POSTER) then print message 19, and swap object 9 (A POSTER) with object 11 (A PICTURE OF ST. GEORGE).
<b>X PICT</b>	Conds Acts	<b>CARRIED 11 MESSAGE 47 DONE</b>	By typing X PICT or EXAMINE PICTURE if object 11 is carried (A PICTURE OF ST. GEORGE) then print message 47.

<b>X GOBL</b>	Conds Acts	<b>AT 4 PRESENT 1 MESSAGE 4 DONE</b>	By typing X GOBL or EXAMINE GOBLIN at location 4 if object 1 is present (A BOTTLE OF BEER) print message 4.
<b>X GOBL</b>	Conds Acts	<b>AT 4 PRESENT 3 MESSAGE 15 DONE</b>	By typing X GOBL or EXAMINE GOBLIN at location 4 if object 3 is present (A DEAD GOBLIN) then print message 15.
<b>X ROUN</b>	Conds Acts	<b>AT 5 ZERO 12 MESSAGE 1 CREATE 2 ANYKEY SET 12 DESC</b>	By typing X ROUN or EXAMINE ROUNDABOUT at location 5, it checks that flag 12 hasn't been set, then prints message 1 and creates object 2 (A SWORD). It then gives the "Press anykey" message and sets flag 12 and reDESCRIBes the location.
<b>X ROUN</b>	Conds Acts	<b>AT 4 MESSAGE 14 DONE</b>	By typing X ROUN or EXAMINE ROUNDABOUT at location 5 it prints message 14.
<b>X SWIN</b>	Conds Acts	<b>AT 4 MESSAGE 13 DONE</b>	By typing X SWIN or EXAMINE SWING at location 4, print message 13.
<b>X SWIN</b>	Conds Acts	<b>AT 3 MESSAGE 56 DONE</b>	By typing X SWIN or EXAMINE SWING at location 3 print message 56.
<b>X HOLE</b>	Conds Acts	<b>AT 8 PRESENT 6 MESSAGE 27 DONE</b>	By typing X HOLE or EXAMINE HOLE at location 8 if object 6 is present (A HOLE IN THE GROUND) print message 27.
<b>X WALL</b>	Conds Acts	<b>AT 9 ZERO 13 MESSAGE 8 CREATE 9</b>	By typing X WALL or EXAMINE WALL at location 9, it checks to see if flag 13 hasn't been set then prints message 8 and creates object 9 (A POSTER). It then prints the "Press anykey"

		<b>ANYKEY SET 13 DESC</b>	message and sets the flag at 13 and reDESCRIBes the location.
<b>X FIEL</b>	Conds Acts	<b>AT 2 MESSAGE 9 DONE</b>	By typing X FIEL or EXAMINE FIELD at location 2 print message 17.
<b>X PATH</b>	Conds Acts	<b>AT 6 MESSAGE 16 DONE</b>	By typing X PATH or EXAMINE PATH at location 6 print message 16.
<b>X ALLE</b>	Conds Acts	<b>AT 8 MESSAGE 17 DONE</b>	By typing X ALLE or EXAMINE ALLEY at location 8 print message 17.
<b>X ALLE</b>	Conds Acts	<b>AT 9 MESSAGE 17 DONE</b>	By typing X ALLE or EXAMINE ALLEY at location 9 print message 17.
<b>X DOOR</b>	Conds Acts	<b>AT 10 MESSAGE 30 DONE</b>	By typing X DOOR or EXAMINE DOOR at location 10 print message 30.
<b>X DRAG</b>	Conds Acts	<b>AT 7 PRESENT 8 MESSAGE 22 SWAP 8 7 ANYKEY DESC</b>	By typing EXAMINE DRAGON at location 7 if object 8 is present (A DRAGON) print message 22 then swap object 8 with object 7 (A KEY) print "Press anykey" message and reDESCRIBes the location.
<b>X CAVE</b>	Conds Acts	<b>AT 7 MESSAGE 32 DONE</b>	By typing X CAVE or EXAMINE CAVE at location 7 print message 32.
<b>X GRAS</b>	Conds Acts	<b>AT 2 MESSAGE 36 DONE</b>	By typing X GRAS or EXAMINE GRASS at location 2 print message 36.
<b>X POTH</b>	Conds	<b>AT 6</b>	By typing X POTH or EXAMINE POTHOLE at location 6 print message 40.

	Acts	<b>MESSAGE 40 DONE</b>	
<b>X MAN</b>	Conds Acts	<b>AT 8 MESSAGE 11 DONE</b>	By typing X MAN or EXAMINE MAN at location 8 print message 41.
<b>X CHAI</b>	Conds Acts	<b>AT 11 MESSAGE 63 DONE</b>	By typing X CHAI or EXAMINE CHAIR at location 11 print message 63.
<b>X BRIC</b>	Conds Acts	<b>AT 9 MESSAGE 59 DONE</b>	By typing X BRIC or EXAMINE BRICK at location 9 print message 59.
<b>X _</b>	Conds Acts	<b>MESSAGE 0 DONE</b>	By typing X (ANYWORD) or EXAMINE (ANYWORD) print message 0.
<b>PLAY ROUN</b>	Conds Acts	<b>AT 4 GOTO 5 MESSAGE 3 ANYKEY DESC</b>	By typing PLAY ROUN or PLAY ROUNDABOUT at location 4 goto location 5 and print message 3 and print the "anykey" message then reDESCRibe the location.
<b>PLAY SWIN</b>	Conds Acts	<b>AT 4 GOTO 3 MESSAGE 2 ANYKEY DESC</b>	By typing PLAY SWIN or PLAY SWING at location 4 goto location 3 print message 2 and print the "anykey" message then reDESCRibe the location.
<b>KILL GOBL</b>	Conds Acts	<b>AT 4 ZERO 14 PRESENT 1 CARRIED 2 MESSAGE 5 DESTROY 1 DESTROY 2 CREATE 3 ANYKEY</b>	By typing KILL GOBL or KILL GOBLIN at location 4, check that flag 14 hasn't been set and that object 1 is present (A GOBLIN) and that object 2 is carried (A SWORD). It then prints message 5 and destroys object 1 (A GOBLIN) and 2 (A SWORD) and creates object 3 (A DEAD GOBLIN), then prints the "anykey" message and sets the flag at 14 and reDESCRibes the location.

		<b>SET 14 DESC</b>	
<b>KILL GOBL</b>	Conds Acts	<b>AT 4 ABSENT 2 PRESENT 1 MESSAGE 12 DONE</b>	By typing KILL GOBL or KILL GOBLIN at location 4 if object 2 is absent (A SWORD) and object 1 is present (A GOBLIN) print message 12.
<b>KILL GOBL</b>	Conds Acts	<b>AT 4 PRESENT 3 MESSAGE 57 DONE</b>	By typing KILL GOBL or KILL GOBLIN at location 4 and object 3 is present (A DEAD GOBLIN) print message 57.
<b>KILL DRAG</b>	Conds Acts	<b>PRESENT 8 MESSAGE 35 DONE</b>	By typing KILL DRAG or KILL DRAGON if object 8 is present (A DRAGON) then print message 35.
<b>KILL MAN</b>	Conds Acts	<b>PRESENT 10 MESSAGE 44 DONE</b>	By typing KILL MAN if object 10 is present (A DRUNKEN MAN) print message 44.
<b>KILL MAN</b>	Conds Acts	<b>AT 9 MESSAGE 44 DONE</b>	By typing KILL MAN at location 9 print message 44.
<b>IN HOLE</b>	Conds Acts	<b>AT 8 PRESENT 6 CARRIED 11 GOTO 7 DESC</b>	By typing IN HOLE or ENTER HOLE at location 8 and object 6 is present (A HOLE IN THE GROUND) and object 11 is carried (A PICTURE OF ST. GEORGE) go to location 7 and reDESCRibe the location.
<b>IN HOLE</b>	Conds Acts	<b>AT 7 GOTO 8 DESC</b>	By typing IN HOLE or ENTER HOLE at location 7 goto location 8 and reDESCRibe the location.
<b>IN HOLE</b>	Conds Acts	<b>AT 8 NOTCARR 9 MESSAGE 21 DONE</b>	By typing IN HOLE or ENTER HOLE at location 8 if object 11 is not carried (A PICTURE OF ST. GEORGE) print message 21.

<b>KISS GOBL</b>	Conds Acts	<b>AT 4 PRESENT 1 MESSAGE 10 DONE</b>	By typing KISS GOBL or KISS GOBLIN at location 4 and object 1 is present (A GOBLIN) print message 10.
<b>KISS DRAG</b>	Conds Acts	<b>PRESENT 8 MESSAGE 33 DONE</b>	By typing KISS DRAG or KISS DRAGON if object 8 is present (A DRAGON) print message 33.
<b>KISS MAN</b>	Conds Acts	<b>PRESENT 10 MESSAGE 43 DONE</b>	By typing KISS MAN if object 10 is present (A DRUNKEN MAN) print message 43.
<b>KISS MAN</b>	Conds Acts	<b>AT 9 MESSAGE 43 DONE</b>	By typing KISS MAN if object 10 is present (A DRUNKEN MAN) print message 43.
<b>KICK GOBL</b>	Conds Acts	<b>AT 4 PRESENT 1 MESSAGE 11 DONE</b>	By typing KICK GOBL or KICK GOBLIN at location 4 if object 1 is present (A GOBLIN) print message 11.
<b>KICK DRAG</b>	Conds Acts	<b>PRESENT 8 MESSAGE 34 DONE</b>	By typing KICK DRAG or KICK DRAGON if object 8 is present (A DRAGON) print message 34.
<b>KICK MAN</b>	Conds Acts	<b>PRESENT 10 MESSAGE 45 DONE</b>	By typing KICK MAN if object 10 is present (A DRUNKEN MAN) print message 45.
<b>KICK MAN</b>	Conds Acts	<b>AT 9 MESSAGE 45 DONE</b>	By typing KICK MAN at location 9 print message 45.
<b>UNLO DOOR</b>	Conds Acts	<b>AT 10 CARRIED 7 MESSAGE 23 GOTO 11 ANYKEY</b>	By typing UNLO DOOR or UNLOCK DOOR at location 10 if object 7 is carried (A KEY) print message 23 and go to location 11 then print the "anykey" message, reDESCRibe.

<b>GIVE BOTT</b>	Conds Acts	<b>DESC AT 8 PRESENT 10 MESSAGE 25 DESTROY 10 DESTROY 4 DONE</b>	By typing GIVE BOTT or GIVE BOTTLE at location 8 if object 10 is present (A DRUNKEN MAN) print message 25, destroy object 10 (A DRUNKEN MAN) and object 4 (A BOTTLE OF BEER).
<b>PUSH ROUN</b>	Conds Acts	<b>AT 5 MESSAGE 26 DONE</b>	By typing PUSH ROUND or PUSH ROUNDABOUT at location 5 print message 26.
<b>PUSH SWIN</b>	Conds Acts	<b>AT 3 MESSAGE 55 DONE</b>	By typing PUSH SWIN or PUSH SWING at location 3 print message 55.
<b>JUMP ROUN</b>	Conds Acts	<b>AT 5 MESSAGE 39 DONE</b>	By typing JUMP ROUN or JUMP ROUNDABOUT print message 39.
<b>JUMP SWIN</b>	Conds Acts	<b>AT 3 MESSAGE 39 DONE</b>	By typing JUMP SWIN or JUMP SWING at location 3 print message 39.
<b>TALK GOBL</b>	Conds Acts	<b>PRESENT 1 MESSAGE 48 DONE</b>	By typing TALK GOBL or TALK GOBLIN if object 1 is present (A GOBLIN) print message 48.
<b>TALK GOBL</b>	Conds Acts	<b>PRESENT 1 MESSAGE 48 DONE</b>	By typing TALK GOBL or TALK GOBLIN if object 3 is present (A DEAD GOBLIN) print message 48.
<b>TALK DRAG</b>	Conds Acts	<b>PRESENT 1 MESSAGE 48 DONE</b>	By typing TALK DRAG or TALK DRAGON if object 8 is present (A DRAGON) print message 50.
<b>TALK MAN</b>	Conds Acts	<b>PRESENT 10 MESSAGE 42 DONE</b>	By typing TALK MAN if object 10 is present (A DRUNKEN MAN) print message 42.



<b>TALK MAN</b>	Conds Acts	<b>AT 9 MESSAGE 64 DONE</b>	By typing TALK MAN at location 9 print message 64.
<b>SIT ROUN</b>	Conds Acts	<b>AT 5 MESSAGE 53 DONE</b>	By typing SIT ROUN or SIT ROUNDABOUT at location 5 print message 53.
<b>SIT SWIN</b>	Conds Acts	<b>AT 3 MESSAGE 54 DONE</b>	By typing SIT SWIN or SIT SWING at location 3 print message 54.
<b>SIT CHAI</b>	Conds Acts	<b>AT 11 CREATE 13 DONE</b>	By typing SIT CHAI or SIT CHAIR at location 11 create object 13 (A CHAIR)
<b>SIT _</b>	Conds Acts	<b>MESSAGE 52 DONE</b>	By typing SIT (ANYWORD) print message 52.
<b>OPEN DOOR</b>	Conds Acts	<b>AT 10 MESSAGE 61 DONE</b>	By typing OPEN DOOR at location 10 print message 61.
<b>DRIN BOTT</b>	Conds Acts	<b>CARRIED 4 MESSAGE 62 SWAP 4 12 DONE</b>	By typing DRIN BOTT or DRINK BOTTLE if object 4 is carried (A BOTTLE OF BEER) print message 62, swap object 4 (A BOTTLE OF BEER) with object 12 (AN EMPTY BOTTLE).
<b>SWIN</b>	Conds Acts	<b>AT 3 MESSAGE 55 DONE</b>	By typing SWING at location 3 print message 55.
<b>INFO _</b>	Conds Acts	<b>CLS MESSAGE 65 ANYKEY DESC</b>	By typing INFO then clear the screen (CLS) print message 65 print the "anykey" message, reDESCRibe the location.

<b>HELP _</b>	Conds Acts	<b>MESSAGE 70 DONE</b>
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## Message Text

<b>Message 0</b>	I see nothing special.
<b>Message 1</b>	You notice that something has been hidden underneath the roundabout.
<b>Message 2</b>	You climb onto the swing.
<b>Message 3</b>	You go on the roundabout.
<b>Message 4</b>	The large Goblin is looking at you and licking his lips!
<b>Message 5</b>	You plunge the sword through the Goblin's heart, killing him instantly.
<b>Message 6</b>	The nasty Goblin jumps in your way, preventing you from going south.
<b>Message 7</b>	You lift up the manhole but it is too heavy for you to carry. You have managed to move it far enough to reveal a hole though.
<b>Message 8</b>	A poster has been attached to the wall.
<b>Message 9</b>	The field is covered in grass which is about 2" high and green.
<b>Message 10</b>	The Goblin looks at you very strangely and then utters the word: "Yuk!"
<b>Message 11</b>	As you lean forward to kick the Goblin he quickly moves out of the way and you fall flat on your face.
<b>Message 12</b>	You try to kill the Goblin with your bare hands, but he just

- Message 13** laughs at your feeble antics.  
It looks very inviting indeed. Oh, how you would love to play on the swings!
- Message 14** It is round in shape and moves by pushing or pulling it.
- Message 15** A sword is stuck into the Goblin. He is very DEAD!!!
- Message 16** The path has seen better days. It appears to have potholes every few yards.
- Message 17** It is quite dark and damp, not the sort of place you like to hang around in.
- Message 18** It is about 3' round, and weighs a ton (literally). I don't think you could carry this as it looks too heavy.
- Message 19** It has a picture of a knight on it. Written underneath are the words: "Saint George"
- Message 20** It is made of bricks cemented together. What do you think a brick wall should look like?
- Message 21** Something prevents you from entering the hole.
- Message 22** The Dragon spots the picture of St. George and gets very angry. He breathes a fiery breath onto the poster turning it to ash and then stomps off.  
  
He has left something behind!
- Message 23** You unlock your front door and climb up the stairs. You feel very tired after today's events.
- Message 24** The drunken man grabs hold of your leg and won't let go.
- Message 25** The drunk's eyes pop out of their sockets when he sees the bottle. He quickly grabs it and crawls back down the alley to drink the beer.

- Message 26** As the roundabout turns, you hear a grating noise coming from underneath.
- Message 27** The hole is about 3' in diameter and looks just about large enough to squeeze into.
- Message 28** The sword is very sharp!
- Message 29** The sword is stuck firmly in the dead Goblin.
- Message 30** It's painted green and has a keyhole about shoulder level.
- Message 31** It looks very much like the one you use to open your door.
- Message 32** Read the description of the location dummy!
- Message 33** The Dragon looks at you very strangely and says, "Not now darling, I have a terrible headache".
- Message 34** As you lift up your foot to kick the Dragon, you notice the sad look in his eyes. You lose heart and change your mind.
- Message 35** Have you ever tried to kill a Dragon with your bare hands? No I didn't think so! Not one of your best ideas.
- Message 36** It is very damp, it must have rained the night before.
- Message 37** It's just plain ol' bottle of beer.
- Message 38** Don't be stupid!
- Message 39** What? And break your neck? Not likely!
- Message 40** They are just holes in the ground, I would watch where I go if I were you.
- Message 41** He looks at you expectantly. He seems to want something.
- Message 42** "Hello mate, got a drink for an ol' seafarer?"

**Message 43** You attempt to kiss the man, but he looks at you and says: "I might be drunk, but I'm not quite that drunk. Get lost!" With that, he swings a punch at you.

**Message 44** Look, I know this is just an adventure, but do you have to kill everything you see?

**Message 45** He kicks you back.

**Message 46** You can't, it's too heavy for you!

**Message 47** It's a picture of St. George.

**Message 48** "Gobble, Gobble, I'm a Goblin and I love children, but I couldn't eat two of them at the same time."

**Message 49** Dead Goblins don't talk, silly!

**Message 50** You don't know any Dragonese to talk to him!

**Message 51** You flop into the chair, relieved to get the weight off your feet. It's been one of those days when you should've stayed in bed.

Just at that moment you hear a faint noise, which gets louder and louder, then you realise that you must have fallen asleep in front of the television. You are sitting in your favourite chair.

It has just occurred to you that you must have been dreaming. Still you have just thought of a few ideas for a great adventure and you get up and turn on your computer.

THE END

**Message 52** Wouldn't you rather find your keys though?

**Message 53** You're already sitting on the roundabout dumbo!

**Message 54** Good idea! Now what?

**Message 55** You start to move the swing higher and higher, but after a while you begin to feel nauseous so you bring it back to a

gentle rock.

**Message 56** It has a metal frame with two chains attached to the top about 3' away from each other. At the bottom, a wooden plank is attached to the chains...

Didn't your mum let you play on the swings? Most people know what a swing looks like?

**Message 57** How can you kill a Goblin when he is already dead?

**Message 58** The wall is too high to climb.

**Message 59** A brick, is a brick, is a brick.

**Message 60** Don't be stupid, how can you get a hole?

**Message 61** You can't open the door, it is locked!

**Message 62** You drink the beer.

**Message 63** It looks very comfortable!

**Message 64** "Thanks for the drink, matey."

**Message 65** Some verbs used in this adventure are;

Climb, Play, Kill, Kick, Drink, Sit, Swing, Enter, In, Open, Unlock, Talk, Jump, Stab, Lift.

### Status Table

SIT CHAI	Conds	AT 11
	Acts	PRESENT 13
		MESSAGE 51
		URNS
		END
--	Conds	AT 0
	Acts	ANYKEY
		GOTO 1

By typing SIT CHAIR at location 11 if object 13 (A CHAIR) is present print message 31, print how many turns you have taken and end the game.

By typing ANYTHING at location 0 print the "Press anykey" message and go to location 1 and reDESCRibe the location.

--	Conds Acts	<b>AT 1 ANYKEY GOTO 2 DESC</b>	By typing ANYTHING at location 1 print the "Press anykey" message and goes to location 2 and reDESCRibe the location.
--	Conds Acts	<b>EQ 5        1 CARRIED 4 MESSAGE 69 DONE</b>	By typing ANYTHING using the countdown flag (5) if object 4 is carried (A BOTTLE OF BEER) it prints message 69 after 16 moves from when the bottle was picked up.
--	Conds Acts	<b>EQ 5        5 CARRIED 4 MESSAGE 68 DONE</b>	By typing ANYTHING using the countdown flag (5) if object 4 is carried (A BOTTLE OF BEER) it prints message 68 after 11 moves from when the bottle was picked up.
--	Conds Acts	<b>EQ 5        9 CARRIED 4 MESSAGE 67 DONE</b>	By typing ANYTHING using the countdown flag (5) if object 4 is carried (A BOTTLE OF BEER) it prints message 67 after 7 moves from when the bottle was picked up.
--	Conds Acts	<b>EQ 5        11 CARRIED 4 MESSAGE 66 DONE</b>	By typing ANYTHING using the countdown flag (5) if object 4 is carried (A BOTTLE OF BEER) it prints message 66 after 5 moves from when the bottle was picked up.

### Object Word Table

Object 0		
Object 1		
Object 2	SWOR	GD
Object 3		
Object 4		
Object 5		
Object 6		
Object 7	KEY	GD
Object 8		
Object 9	POSTGD	
Object 10		
Object 11	PICT	GD
Object 12	BOTT	GD