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DECUS NO.	8-889
TITLE	Adventures
AUTHOR	Dick Murphy
COMPANY	Digital Equipment Corporation
DATE	February 1979
SOURCE LANGUAGE	FORTRAN IV, RALF

ATTENTION

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Version: February 1979

Author: Dick Murphy
Digital Equipment Corporation

Operating System: OS/8 V3C, V3D; OS/12

Source Language: FORTRAN IV, RALF

Memory Required: 32K

Adventure is a magical, unpredictable, and often addicting computer game that has caught on in the United States in near epidemic proportions.

It is a treasure hunt with all the trimmings-mysteries and challenges that grow more and more complex as the game unravels. Adventure is more of a puzzle than a game. Once solved, it's mastered. The mastering, however, often takes months of drawing maps and planning strategy.

Adventure's sweeping popularity lies in its power to enchant. Players are projected into a world of fantasy, one that blends the heart-pounding suspense of Treasure Island with the magic of Alice in Wonderland.

Note: This is a version of the popular PDP-11 Adventure game (DECUS No. 11-340), containing all the features, but modified to run on a PDP-8.

is version of adventure is based on the RT-11 version
by Bob Supnik. It is essentially a recoding of the FORTRAN-IV
sources into RALF code. The RALF code has been optimized
to fit into 32K. Also, many modifications were made to
the code to increase execution speed.

Because it is based on the RT-11 version of ADVENTURE,
the following features of the FORTRAN-10 version are not
supported:

- 1) MAGIC mode was removed
- 2) The SUSPEND and HOURS commands were deleted

The program requires a secondary storage device with
at least 250 blocks of free space for working storage.
Included with the sources are batch stream files for
compiling and loading the program.

COMPILATION:

```
.SUBMIT COMPILE
```

LOADING:

```
.SUBMIT LOAD (this creates a load map - LOAD.LG)
```

EXECUTION:

```
.R FRTS
*ADVENT.LD (the '.LD' is optional)
*dev:TEXT.TX/1 (where 'dev' is the device where 'TEXT.TX'
               resides.)
*dev1:DATA/2< (the secondary text storage file)
*$ (altmode or escape)
```

execution proceeds.

When started, the program will take approximately
two to three minutes to set up its data base (DATA).
Initialization and execution can be optimized by placing
the data file (DATA) on a different device from the text
file (TEXT.TX). Also, it is more efficient to have the
load module (ADVENT.LD) on a different device than the
data file (DATA). For a two-drive DECtape system, for
example, put ADVENT.LD and TEXT.TX on SYS:, have DATA
written on DTA1:.

i.e.

```
.R FRTS
*ADVENT          RY00:ADVENT
*TEXT.TX/1       RY00:TEXT.TX/1
*DATA/2<        RY01:DATA/2<
*$              (Execution).
```

To run the program, only the files ADVENT.LD and
TEXT.TX need to be copied from the distribution tape.
These are the load module and the text file. The rest
of the files are sources.

Good luck and happy adventuring!

