

DATE: November 16, 1977

PE-TN-176

TO: Programming & Engineering Staff

FROM: Joel Jennings

SUBJECT: Bringing Up and Maintaining P400 Version of Adventure

Introduction

These notes describe the procedures necessary to bring up and maintain the P-400 version of Adventure from Magtape input. Throughout this memo, the following conventions/definitions apply:

1. All computer dialog is in capital letters.
2. All user input to the computer is underlined.
3. All comments during a computer dialog session are enclosed in parentheses and are not meant to be entered.

If you have any comments/suggestions/problems, feel free to contact:

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Enjoy.

DEC 27 1977

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Restoring Adventure from Tape

For those of you who are unfamiliar with using the MAGRST facility, the procedure is outlined as follows:

1. Mount Adventure tape on a tape drive (for instance, MTD).
2. From command level, type:

OK, ASSIGN MTD.

OK, MAGRST

GO

TAPE UNIT: 0

Logical Tape Number: 1

Tape Name: Adventure

Rev: 14

.
.
.

Ready to Restore? Yes

STARTING RESTORE

RESTORE COMPLETE

OK, UNASSIGN MTD

OK.

3. Dismount tape.

You should now find a SUBUFD called *ADVENT* in your present UFD.

Building Your Adventure Run-File

1. From command level, type:

OK, ATTACH ADVENT 0 2

OK, CO CK-BILF

.

.

.

.

CO TTY

OK.

Note: This command file assumes that there is a
"GAMES" UFD somewhere on the system. (As a restriction,
this isn't too bad since the program itself will not
run anywhere but on "GAMES".)
If there is no "GAMES" UFD on the system, ask
your system manager to create one for you.

Magic Mode

1. Definition

Magic Mode (maintenance mode) is used by wizards to change the program parameters, such as the hours, message of the day, etc. It has a fairly complicated incantation procedure, in order that non-wizards will have a hard time breaking the program security. To enter Magic Mode, first start the regular Adventure game.

2. Getting In

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING.

MAGIC MODE

(Notice that this is the only place in the game where you can say magic mode, i.e., you must be in a freshly started game standing before the building. It is also the only place where one can resume a saved game.)

ARE YOU A WIZARD?

Yes

PROVE IT. SAY THE MAGIC WORD.

DWARF

(Here the terminal goes into half-duplex mode, so you won't see the magic word as it is typed out. Don't be alarmed.)

THAT IS NOT WHAT I THOUGHT IT WAS. DO YOU KNOW WHAT I THOUGHT IT WAS?

NO

WAZU

(Now the program wants an encryption of the current magic word formed by overlaying the second and fourth characters of the magic word with the first two characters of today. For instance:

	Magic Word:	DWARF
Today is <u>T</u> uesday, so...	Two characters:	<u>T U</u>
Final encryption:		DTAUF)

DTAUF

(Here the terminal also goes into half duplex)

OH DEAR, YOU REALLY *ARE* A WIZARD...

3. The Parameters

DO YOU WISH TO SEE THE HOURS?

YES

DO YOU WISH TO CHANGE THE HOURS?

Yes

NEW HOURS SPECIFIED...

FROM:

(*Prime time* means times that the cave is closed, not open, so if you specified 9 till 12, the game would be closed between 9:00 and 12:59.)

10

TILL:

15

FROM:

-1

(-1 terminates this block.)

The rest of the parameters are pretty much intuitively obvious, except for the time override word.

4. Time Override Word

The time override word is used to force a full game during prime time, and can only be used by wizards. For instance, if you try to play adventure during prime time, the program will ask if you are a wizard. Now, if you cannot prove that you are a wizard, you still have the option of playing a short demonstration game. However, if you wish to play a full game (and you happen to be a wizard), you can do so by going through the same verification procedure as with magic mode, but with respect to the time override word instead. The procedure is exactly the same.

The default time override word is: FORCE.

Program Security

For those of you who wish to make use of them, there are certain aspects of the adventure game intended to save disk storage, CPU time, etc.

1. Adventure will only run on a UFD called 'GAMES', and nowhere else.

This was implemented so that there would not be several versions of Adventure sitting in personal UFDs, taking up disk space when one copy could be used by all. Still, in some environments where disk space is a little more liberal, you may want to do away with this check by putting a no-op subroutine in place of subroutine 'LEGAL' in ADVSUS. (As an interesting note, here in the main office in Framingham, Adventure was not on the system 12 hours before over a dozen personal copies appeared in various UFDs.)

2. Hours (or Prime Time)

This tends to help out during times of heavy system load, when there are people who want to do real work and not have to wait for terminals, or a slow system because of games playing. It can be eliminated in magic mode by not specifying any time blocks when you set the hours.

Saved Games

Adventure has a SUBFID that it works from (called "ADVCOM"), which contains its common file (also called "ADVCOM") and any saved games.

It is usually a good idea to go into ADVCOM once in a while to clean out most of the saved games since they tend to accumulate. Be careful not to delete ADVCOM.