

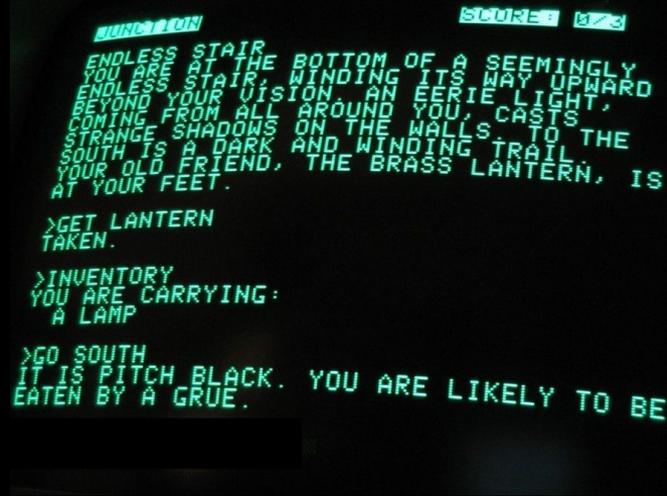
Text Adventure: >Escape from ICICS

amon ge
april 20, 2018

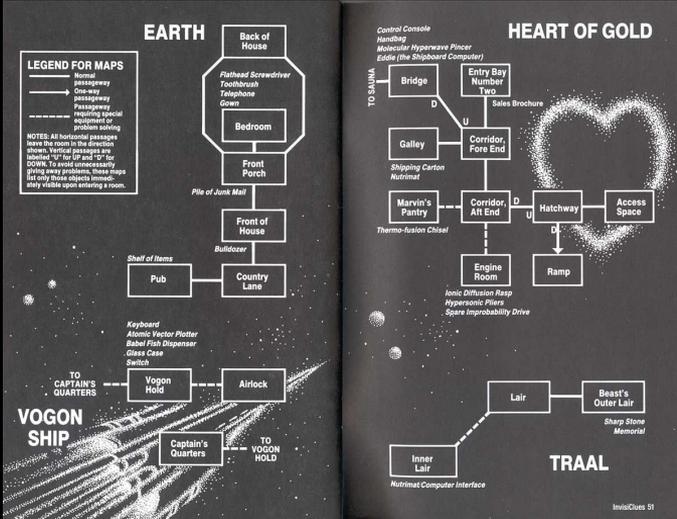
Zork (1980)

inspiration

Interactive Fiction
(1980-present)

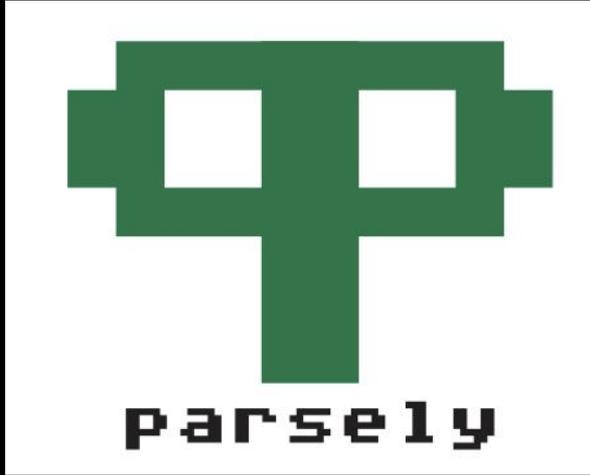


Hitchhiker's Guide to the Galaxy (1984)



Zork (1980)

inspiration



Parsely Games (2003-present)

Jared A. Sorensen

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ENDLESS STAIR THE BOTTOM OF A SEEMINGLY
YOU ARE AT THE WINDING ITS WAY UPWARD
ENDLESS STAIR AN EERIE LIGHT,
BEYOND YOUR VISION, AN EERIE LIGHT,
COMING FROM ALL AROUND YOU, CASTS
STRANGE SHADOWS ON THE WALLS TO THE
SOUTH IS A DARK AND WINDING TRAIL
YOUR OLD FRIEND, THE BRASS LANTERN, IS
AT YOUR FEET.

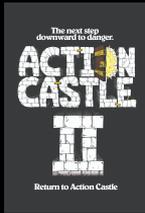
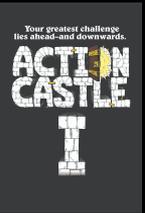
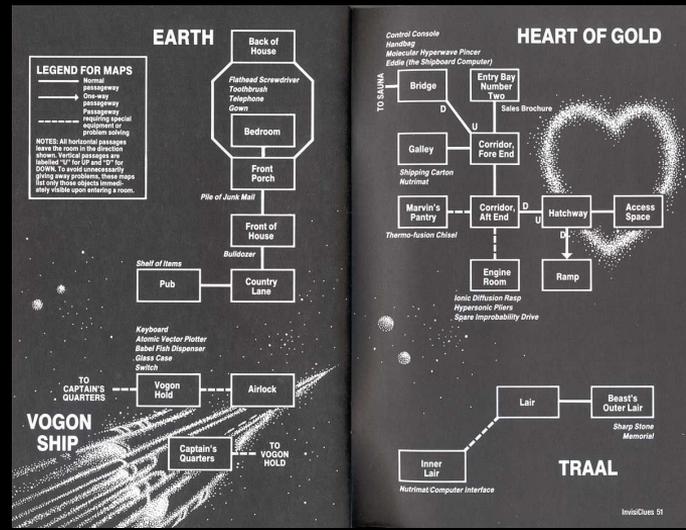
>GET LANTERN
TAKEN.

>INVENTORY
YOU ARE CARRYING:
A LAMP

>GO SOUTH
IT IS PITCH BLACK. YOU ARE LIKELY TO BE
EATEN BY A GRUE.

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Hitchhiker's Guide to the Galaxy (1984)



parser commands

>GO [*direction*]: move in a direction

>[*verb*] [*noun*]:

e.g. EXAMINE TRUCK, EAT BURGER, GIVE PRESENT, TALK TO MOM

>INVENTORY: check your inventory

>SAVE: three save slots, can not be overwritten

>RESTORE [#]: restore from a save

>RESTART: restart the game from the start (does not affect your save files)

turn order

one command per person

no PLANNING or STRATEGIZING with others

no INTERJECTING OUT OF TURN

congrats on escaping ICICS!

thanks for playing:

ruoyu, yanan, elena, chris, neil, issam, sasha, jan

if you would like to play this game,

i've uploaded the map+script here:

<http://www.cs.ubc.ca/~udls/slides/udls-amon-escape-map.pdf>