

Abenteuer

Mai 2019

Das einzig von mir einigermaßen beherrschte Computerspiel des letzten Jahrtausends war das sagenhafte 350-Punkte-Abenteuer „Colossal Cave Adventure“ oder einfach nur „Adventure“. Noch heute kann es im Original von Will Crowther und Don Woods aus dem Jahre 1976, Erweiterungen und Übersetzungen gespielt werden.¹ Wohl mehr aus sentimentalischen Gründen, denn Ein- und Ausgabe sind nicht nur zeilenorientiert, sondern auch recht mager. Wer nicht alles im Kopf hat, muß sich Pläne malen.²

Es war zwar schon zehn Jahre nach Eliza, dennoch kann das 350-Punkte-Abenteuer als für seine Zeit erstklassig in der Spracherkennung gelten und wurde nicht nur zum Vorläufer heutiger grafisch aufgemotzter Abenteuerspiele, sondern auch zu dem, was mir noch unbekannter ist und sich Interactive Fiction (IF) nennt. Heute mag die Faszination schwer verständlich sein, doch soll dieses Spiel nicht nur den mittleren Mitarbeiter eines Hochschulrechenzentrums zwei Wochen von der Arbeit abgehalten haben, es überlebten auch zwei Zauberwörter, nämlich PLUGH und vor allem XYZZY.

Mein Interesse am 350-Punkte-Abenteuer besteht nicht darin, schnell eine bekannte Lösung mit etwa 300 Schritten abzuspulen, sondern die sehr einfach realisierte Fülle von Ablenkungen und Hinweisen zu erkunden, die langsam zum Ziel führen.

¹Adams [1], Plotkin [4], Hammer [2]

²Sheldon Cooper spielt das 350-Punkte-Abenteuer und sagt: It runs on the world's most powerful graphics chip, imagination. [3]

1. Wandertag – Höhleneingang

Zu Beginn soll es eine erste Wanderung sein, die noch nicht weit in die Höhle führt. Im Anschluß wird der Wald entzaubert, in dem man sich schnell verirren kann.

Welcome to Adventure!! Would you like instructions?

YES

Somewhere nearby is Colossal Cave, where others have found fortunes in treasure and gold, though it is rumored that some who enter are never seen again. Magic is said to work in the cave. I will be your eyes and hands. Direct me with commands of 1 or 2 words. I should warn you that I look at only the first four letters of each word, so you'll have to enter 'NORTHEAST' as 'NE' to distinguish it from 'NORTH'. (Should you get stuck, type 'HELP' for some general hints. For information on how to end your adventure, etc., type 'INFO'.)

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This program was originally developed by Willie Crowther. Most of the features of the current program were added by Don Woods (DON @ SU-AI). The current version was done by Kent Blackett and Bob Supnik. It is DECUS Program 11-340.

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The rehost to a PC, under Microsoft Fortran, was done by Ken Plotkin. See file PCADVENT.DOC for details.

- - -

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

HELP

I know of places, actions, and things. Most of my vocabulary describes places and is used to move you there. To move, try words like 'FOREST', 'DNSTREAM', 'ENTER', 'EAST', 'WEST', 'NORTH', 'SOUTH', 'UP', or 'DOWN'. I know about a few special objects, like a black rod hidden in the cave. These objects can be manipulated using some of the action words that I know. Usually you will need to give both the object and action words (in either order), but sometimes I can infer the object from the verb alone. Some objects also imply verbs; in particular, 'INVENTORY' implies 'TAKE INVENTORY', which causes me to give you a list of what you're carrying. The objects have side effects; for instance, the rod scares the bird. Usually people having trouble moving just need to try a few more words. Usually people trying unsuccessfully to manipulate an object are attempting something beyond their (or my!) capabilities and should try a completely different tack. To speed the game you can sometimes move long distances with a single word. For example, 'BUILDING' usually gets you to the building from anywhere above ground except when lost in the forest. Also, note that cave passages turn a lot, and that leaving a room to the north does not guarantee entering the next from the south. Good luck!

Wenn schon so penetrant auf die vier Buchstaben und Wörter wie DNSTREAM und BUILDING hingewiesen wird, werden sie wohl etwas bewirken.

ENTER BUILDING

You are inside a building, a well house for a large spring.
There are some keys on the ground here.
There is a shiny brass lamp nearby.
There is food here.
There is a bottle of water here.

GO DOWNSTREAM

There is no way to go that direction.
You're inside building.
There are some keys on the ground here.
There is a shiny brass lamp nearby.
There is food here.
There is a bottle of water here.

DNSTREAM

The stream flows out through a pair of 1 foot diameter sewer pipes.
It would be advisable to use the exit.
You're inside building.
There are some keys on the ground here.
There is a shiny brass lamp nearby.
There is food here.
There is a bottle of water here.

STREAM

The stream flows out through a pair of 1 foot diameter sewer pipes.
It would be advisable to use the exit.
You're inside building.
There are some keys on the ground here.
There is a shiny brass lamp nearby.
There is food here.
There is a bottle of water here.

Der Versuch, dem Wasser zu folgen, ist erst einmal gescheitert, also wie empfohlen wieder auf die Straße.

EXIT

You're at end of road again.

DOWNSTREAM

You are in a valley in the forest beside a stream tumbling along a rocky bed.

DOWNSTREAM

At your feet all the water of the stream splashes into a 2-inch slit in the rock. Downstream the streambed is bare rock.

DOWNSTREAM

You don't fit through a two-inch slit!
You're at slit in streambed.

DOWN

You don't fit through a two-inch slit!
You're at slit in streambed.

Dreimal hat DOWNSTREAM gut geklappt, weil es einfach als DOWN verstanden wird. Durch den Schlitz scheint es nicht in die Höhle zu gehen.

DNSTR

You are in a 20-foot depression floored with bare dirt. Set into the

dirt is a strong steel grate mounted in concrete. A dry streambed leads into the depression.

The grate is locked.

DNSTR

I don't know how to apply that word here.

You're outside grate.

The grate is locked.

DOWN

You can't go through a locked steel grate!

You're outside grate.

The grate is locked.

OPEN GRATE

You have no keys!

Are you trying to get into the cave?

YES

I am prepared to give you a hint, but it will cost you 2 points.

Do you want the hint?

YES

The grate is very solid and has a hardened steel lock. You cannot enter without a key, and there are no keys nearby. I would recommend looking elsewhere for the keys.

Die zwei Punkte fallen heute nicht ins Gewicht. Offensichtlich muß ich die Schlüssel aus dem Haus holen, wohin man ja mit nur einem Kommando kommen soll.

BUILDING

You're at end of road again.

IN

You're inside building.

There are some keys on the ground here.

There is a shiny brass lamp nearby.

There is food here.

There is a bottle of water here.

TAKE KEY

Ok

OUT

You're at end of road again.

Jetzt einfach nur zurück, heiße die Landschaft ignorieren. Ich werde sie mir vom Hügel aus ansehen.

UP

You have walked up a hill, still in the forest. The road slopes back down the other side of the hill. There is a building in the distance.

SOUTH

You are in open forest, with a deep valley to one side.

SOUTH

You're in forest.

SOUTH

You're in forest.

NORTH

You are in open forest near both a valley and a road.

VALLEY

You're in valley.

Was ein Glück, daß Tal und Straße zu sehen waren. Sonst wäre ich nie aus dem Wald gekommen.

DEPRESSION

You're outside grate.

The grate is locked.

OPEN GRATE

The grate is now unlocked.

DOWN

You are in a small chamber beneath a 3x3 steel grate to the surface.

A low crawl over cobbles leads inward to the west.

The grate is open.

WEST

You are crawling over cobbles in a low passage. There is a dim light at the east end of the passage.

There is a small wicker cage discarded nearby.

Es kann ja nicht schaden, den Käfig mitzunehmen und etwas weiter in die Höhle zu gehen.

TAKE

Ok

WEST

It is now pitch dark. If you proceed you will likely fall into a pit.

ENTRANCE

You're below the grate.

The grate is open.

LEAVE CAVE

You're outside grate.

The grate is open.

Das ist noch einmal gut gegangen, denn ohne Licht hätte ich in eine Grube fallen können. Nun schnell nach Hause und genug für heute.

HOUSE

You're at end of road again.

INFO

If you want to end your adventure early, say 'QUIT'. To suspend your adventure such that you can continue later, say 'SUSPEND' (or 'PAUSE' or 'SAVE'). To see what hours the cave is normally open, say 'HOURS'. To see how well you're doing, say 'SCORE'. To get full credit for a treasure, you must leave it safely in the building, though you get partial credit just for locating it. You lose points for getting killed, or for quitting, though the former costs you more. There are also points based on how much (if any) of the cave you've managed to explore; in particular, there is a large bonus just for getting in (to distinguish the beginners from the rest of the pack), and there are other ways to determine whether you've been through some of the more

harrowing sections. If you think you've found all the treasures, just keep exploring for a while. If nothing interesting happens, you haven't found them all yet. If something interesting DOES happen, it means you're getting a bonus and have an opportunity to garner many more points in the master's section. I may occasionally offer hints if you seem to be having trouble. If I do, I'll warn you in advance how much it will affect your score to accept the hints. Finally, to save paper, you may specify 'BRIEF', which tells me never to repeat the full description of a place unless you explicitly ask me to.

QUIT

Do you really want to quit now?

YES

Ok

You scored 25 out of a possible 350, using 35 turns.

You are obviously a Rank Amateur. Better luck next time.

To achieve the next higher rating, you need 11 more points.

Mit meiner Wanderung zwischen dem Startpunkt am Ende der Straße und dem Eingang der Höhle habe ich nicht zuviel verraten, denn zum einen steht so und so alles im Internet und zum anderen soll diese Landschaft nur ablenken. Auslassen aber kann sie nur, wer über Vorkenntnisse verfügt.

Auch Anfänger werden sofort alles mitnehmen, was sich im Haus befindet. Die erste Aufgabe wurde bereits mit dem Schlüssel gelöst. Das ist wichtig, um an weitere Informationen zu kommen. Diese werden andere Zugänge in die Höhle ermöglichen.

Es liegt auf der Hand, daß Wasser nach unten und in die Höhle fließt, doch dessen Verfolgung durch die Röhren im Haus und den Schlitz im Tal ist nicht von Erfolg gekrönt. Das wird auch so bleiben und soll nur ablenken. Ebenso der Wald auf dem Hügel.

Wer als Anfänger in den Wald gerät, dem wird er größer vorkommen als er wirklich ist. Doch besteht aus nur zwei Räumen. Wenn man von Anfang an beständig nach Norden geht, kommt man immer wieder in diesen Wald und kann nach einiger Zeit erkennen, wie er programmiert ist:

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

N

You are in open forest, with a deep valley to one side.

N

You are in open forest near both a valley and a road.

N

You're at end of road again.

N

You're in forest.

N
You're in forest.

N
You're at end of road again.

N
You're in forest.

N
You're in forest.

N
You're at end of road again.

N
You're in forest.

N
You're in forest.

N
You're in forest.

N
You're at end of road again.

N
You are in open forest, with a deep valley to one side.

N
You're in forest.

N
You're in forest.

N
You're in forest.

N
You're in forest.

N
You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

N
You're in forest.

N
You are in open forest, with a deep valley to one side.

N
You're in forest.

N
You're in forest.

N
You are in open forest near both a valley and a road.

N
You're at end of road again.

N
You're in forest.

N
You're in forest.

N
You're at end of road again.

N
You're in forest.

N
You are in open forest, with a deep valley to one side.

N
 You're in forest.
N
 You're in forest.
N
 You're at end of road again.
N
 You're in forest.
N
 You're in forest.
N
 You're at end of road again.
N
 You're in forest.
N
 You're in forest.
N
 You are standing at the end of a road before a small brick building.
 Around you is a forest. A small stream flows out of the building and
 down a gully.
N
 You're in forest.
N
 You are in open forest, with a deep valley to one side.

Es handelt sich um drei Räume, die Straße (1), den tiefen Wald (5) und den Waldrand (6), die in dieser Reihenfolge betreten wurden:

156156156155615555615555615615556156156155

1: You are standing at the end of a road ...
5: You are in open forest, with a deep valley to one side.
6: You are in open forest near both a valley and a road.
1: You're at end of road again.
5 und 6: You're in forest.

Die Zahlenfolge selbst wird ganz einfach erzeugt: Vom Waldrand (6) geht es immer zur Straße (1) und anschließend in den tiefen Wald (5). Dort bleibt man in der Hälfte aller Fälle, sonst gerät man wieder an den Waldrand (6). Jede fünfte Wiederholung einer Ziffer ist fett, wodurch der längere Text angezeigt wird. Durch den Zufall und die identischen Kurztexthe für den tiefen Wald (5) und den Waldrand (6) entsteht der Eindruck eines umfangreichen Gebietes.

2. Wandertag – Nothing happens

Die heutige Sonntagswanderung führte mich schneller in die Höhle, für die ich auch gleich die Lampe mitgenommen habe.

Welcome to Adventure!! Would you like instructions?

NO

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

IN

You are inside a building, a well house for a large spring. There are some keys on the ground here. There is a shiny brass lamp nearby. There is food here. There is a bottle of water here.

GET KEY

Ok

GET LAMP

Ok

OUT

You're at end of road again.

DEPRESSION

You are in a 20-foot depression floored with bare dirt. Set into the dirt is a strong steel grate mounted in concrete. A dry streambed leads into the depression.

The grate is locked.

OPEN GRATE

The grate is now unlocked.

IN

You are in a small chamber beneath a 3x3 steel grate to the surface. A low crawl over cobbles leads inward to the west. The grate is open.

W

You are crawling over cobbles in a low passage. There is a dim light at the east end of the passage.

There is a small wicker cage discarded nearby.

GET CAGE

Ok

W

It is now pitch dark. If you proceed you will likely fall into a pit.

ON

Your lamp is now on.

You are in a room filled with debris washed in from the surface.

A low wide passage with cobbles becomes plugged with mud and debris here, but an awkward canyon leads upward and west. A note on the wall says 'MAGIC WORD XYZZY'.

A three foot black rod with a rusty star on an end lies nearby.

Da steht ja ein bekanntes Zauberwort an der Wand. Und am Boden liegt ein Zauberstab. Den werde ich nehmen und XYZZY sprechen.

GET ROD
 Ok
XYZZY
 You're inside building
 There is food here.
 There is a bottle of water here.
DROP CAGE
 Ok
DROP ROD
 Ok
SCORE
 If you were to quit now, you would score 32 out of a possible 350.
 Do you indeed wish to quit now?
NO
 Ok

XYZZY hat mich nach Hause gebracht, doch für den Käfig und den Zauberstab habe ich keinen einzigen Punkt bekommen. Offensichtlich haben sie keinen Sammlerwert und sind für etwas anderes gut. Also nehme ich sie wieder mit.

GET CAGE
 Ok
GET ROD
 Ok
XYZZY
 You're in Debris Room.
W
 You are in an awkward sloping east/west canyon.
XYZZY
 Nothing happens.
 You are in an awkward sloping east/west canyon.
W
 You are in a splendid chamber thirty feet high. The walls are frozen rivers of orange stone. An awkward canyon and a good passage exit from east and west sides of the chamber.
 A cheerful little bird is sitting here singing.

Mit XYZZY bin ich auch wieder zurück in die Höhle, weshalb ich demnächst nicht mehr durch das Gitter muß. Zunächst aber will ich den Vogel in den Käfig bekommen.

GET BIRD
 The bird was unafraid when you entered, but as you approach it becomes disturbed and you cannot catch it.
DROP CAGE
 Ok
GET BIRD
 The bird was unafraid when you entered, but as you approach it becomes disturbed and you cannot catch it.
DROP ROD
 Ok

GET BIRD
You can catch the bird, but you cannot carry it.
GET CAGE
Ok
GET BIRD
Ok

Na also, es geht doch. Der Vogel kann nur gefangen werden, wenn man keinen Zauberstab in der Hand hat. Um ihn mitzunehmen, benötigt man natürlich den Käfig.

E
You are in an awkward sloping east/west canyon.
E
You're in Debris Room.
XYZZY
You're inside building.
There is food here.
There is a bottle of water here.
DROP CAGE
Ok
QUIT
Do you really want to quit now?
YES
Ok
You scored 32 out of a possible 350, using 34 turns.
You are obviously a Rank Amateur. Better luck next time.
To achieve the next higher rating, you need 4 more points.

Auch der Vogel samt Käfig hat keinen Punkt gebracht, denn 32 hatte ich schon zu Beginn. Das sind zwar sieben mehr als gestern, doch nur weil ich keine Anleitung (5 Punkte) und keinen Hinweis (2 Punkte) in Anspruch genommen habe.

3. Wandertag – Gold

Gestern habe ich den Vogel gefangen, und heute will ich sehen, ob mit ihm etwas anzufangen ist oder ich wenigstens tiefer in die Höhle vordringe.

Welcome to Adventure!! Would you like instructions?

NO

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

IN

You are inside a building, a well house for a large spring. There are some keys on the ground here. There is a shiny brass lamp nearby. There is food here. There is a bottle of water here.

GET LAMP

Ok

XYZZY

It is now pitch dark. If you proceed you will likely fall into a pit.

LAMP ON

Your lamp is now on. You are in a room filled with debris washed in from the surface. A low wide passage with cobbles becomes plugged with mud and debris here, but an awkward canyon leads upward and west. A note on the wall says 'MAGIC WORD XYZZY'. A three foot black rod with a rusty star on an end lies nearby.

E

You are crawling over cobbles in a low passage. There is a dim light at the east end of the passage. There is a small wicker cage discarded nearby.

GET CAGE

Ok

W

You're in Debris Room. A three foot black rod with a rusty star on an end lies nearby.

W

You are in an awkward sloping east/west canyon.

W

You are in a splendid chamber thirty feet high. The walls are frozen rivers of orange stone. An awkward canyon and a good passage exit from east and west sides of the chamber. A cheerful little bird is sitting here singing.

GET BIRD

Ok

Soweit war ich bereits gestern. Mal sehen, wohin ich komme, wenn ich weiter nach Westen gehe.

W

At your feet is a small pit breathing traces of white mist. An east passage ends here except for a small crack leading on. Rough stone steps lead down the pit.

W

The crack is far too small for you to follow.
You're at top of Small Pit.
Rough stone steps lead down the pit.

D

You are at one end of a vast hall stretching forward out of sight to the west. There are openings to either side. Nearby, a wide stone staircase leads downward. The hall is filled with wisps of white mist swaying to and fro almost as if alive. A cold wind blows up the staircase. There is a passage at the top of a dome behind you. Rough stone steps lead up the dome.

D

You are in the Hall of the Mountain King, with passages off in all directions.

A huge green fierce snake bars the way!

D

There is no way to go that direction.
You're in Hall of Mt King.
A huge green fierce snake bars the way!

N

You can't get by the snake.
You're in Hall of Mt King.
A huge green fierce snake bars the way!

S

You can't get by the snake.
A little dwarf just walked around a corner, saw you, threw a little axe at you which missed, cursed, and ran away.
You're in Hall of Mt King.
There is a little axe here.
A huge green fierce snake bars the way!

Solange die Schlange nicht vertrieben ist, wird es hier wohl kein Fortkommen geben. Und nun auch noch dieser Zwerg, der wenigstens nicht getroffen, aber seine Axt hat liegen lassen. Vielleicht hilft die gegen Schlangen.

GET AXE

Ok

THROW AXE

Attacking the snake both doesn't work and is very dangerous.

W

You can't get by the snake.
You're in Hall of Mt King.
A huge green fierce snake bars the way!

Wenn es nichts wird, dann eben wieder zurück und weiter nach Westen.

E

You're in Hall of Mists.
Rough stone steps lead up the dome.

W

You are on the east bank of a fissure slicing clear across the hall. The mist is quite thick here, and the fissure is too wide to jump.

W

There is no way across the fissure.
There is a threatening little dwarf in the room with you!
You're on east bank of Fissure.

THROW AXE

You killed a little dwarf. The body vanishes in a cloud of greasy black smoke.
You're on east bank of Fissure.
There is a little axe here.

GET AXE

Ok

Erst versperrt die Schlange den Weg, nun geht es vor einer Felsspalte nicht weiter. Also zurück, um die restlichen Richtungen zu untersuchen.

E

You're in Hall of Mists.
Rough stone steps lead up the dome.

S

This is a low room with a crude note on the wall. The note says, 'You won't get it up the steps'.
There is a large sparkling nugget of gold here!

GET NUGGET

Ok

N

You're in Hall of Mists.

U

The dome is unclimbable.
You're in Hall of Mists.

Es hat ja an der Wand gestanden: Das Gold ist zu schwer. Wenn ich es mit XYZZY nicht wegzaubern kann, dann muß ich es wohl liegen lassen.

XYZZY

Nothing happens.
You are at one end of a vast hall stretching forward out of sight to the west. There are openings to either side. Nearby, a wide stone staircase leads downward. The hall is filled with wisps of white mist swaying to and fro almost as if alive. A cold wind blows up the staircase. There is a passage at the top of a dome behind you.

DROP GOLD

Ok

U

You're at top of Small Pit.
Rough stone steps lead down the pit.

E

You're in Bird Chamber.

E

You are in an awkward sloping east/west canyon.

E

You're in Debris Room.
A three foot black rod with a rusty star on an end lies nearby.

XYZZY

You're inside building.

There are some keys on the ground here.
There is food here.
There is a bottle of water here.

QUIT

Do you really want to quit now?

YES

Ok

You scored 59 out of a possible 350, using 38 turns.
Your score qualifies you as a Novice Class Adventurer.
To achieve the next higher rating, you need 42 more points.

Das sind überraschenderweise 27 Punkte mehr als gestern, nämlich 25 für das nenneswerte Eindringen in die Höhle und 2 für das gefundene Gold. Die trösten darüber hinweg, daß ich mich verzettelt habe und eines meiner anfänglichen Vorhaben aus dem Auge verlor, nämlich den Nutzen des Vogels zu ergründen.

4. Wandertag – Ende der Weisheit

Irgendwie muß ich heute an der Schlange vorbei.

Welcome to Adventure!! Would you like instructions?

NO
IN
GET LAMP
XYZZY
LAMP ON
W
W
W
D
D

You are in the Hall of the Mountain King, with passages off in all directions.

A huge green fierce snake bars the way!

NW

There is no way to go that direction.

You're in Hall of Mt King.

A huge green fierce snake bars the way!

NE

There is no way to go that direction.

You're in Hall of Mt King.

A huge green fierce snake bars the way!

SE

There is no way to go that direction.

You're in Hall of Mt King.

A huge green fierce snake bars the way!

Are you trying to somehow deal with the snake?

YES

I am prepared to give you a hint, but it will cost you 2 points.

Do you want the hint?

YES

You can't kill the snake, or drive it away, or avoid it, or anything like that. There is a way to get by, but you don't have the necessary resources right now.

SW

You are in a secret canyon which here runs east/west. It crosses over a very tight canyon 15 feet below. If you go down you may not be able to get back up.

Na also, es geht doch, wenn es auch Glück war, denn ein alter Höhlenforscher verriet mir, daß die Schlange nur Richtung Südwesten eine kleine Schwäche hat und etwa jedes drittemal nicht aufpaßt. Und wenn ich schon einmal in einem geheimen Raum bin, dann muß ich trotz Warnung auch weiter.

D

You are at a wide place in a very tight north/south canyon.

S

The canyon here becomes too tight to go further south.

N

You are at a wide place in a very tight north/south canyon.

N

You are in a tall east/west canyon. A low tight crawl goes 3 feet north and seems to open up.

W

The canyon runs into a mass of boulders -- dead end.

S

You are in a tall east/west canyon. A low tight crawl goes 3 feet north and seems to open up.

N

You are in a room whose walls resemble Swiss cheese. Obvious passages go west, east, northeast, and northwest. Part of the room is occupied by a large bedrock block.

NE

You are in Bedquilt, a long east/west passage with holes everywhere. To explore at random select north, south, up, or down.

E

You are at a complex junction. A low hands and knees passage from the north joins a higher crawl from the east to make a walking passage going west. There is also a large room above. The air is damp here.

E

You are in an anteroom leading to a large passage to the east. Small passages go west and up. The remnants of recent digging are evident. A sign in midair here says: 'Cave under construction beyond this point. Proceed at own risk. [Witt Construction Company]'
There are a few recent issues of 'Spelunker Today' magazine here.

Ich lasse diese amerikanische Ausgabe der Bildzeitung liegen, denn mehr als rumlaufen werde ich heute wohl nicht.

E

You are at Witt's End. Passages lead off in ALL directions.

E

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

N

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

S

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

W

You have crawled around in some little holes and found your way blocked by a recent cave-in. You are now back in the main passage.

You're at Witt's End.

UP

You have crawled around in some little holes and wound up back in the main passage.

You are at Witt's End. Passages lead off in ALL directions.

DOWN

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

Do you need help getting out of here?

YES

I am prepared to give you a hint, but it will cost you 3 points.

Do you want the hint?

YES

Don't go west.

Das überrascht mich nicht, ist doch der Rückweg Richtung Westen versperrt, weil der Verbindungsgang eingestürzt ist, nachdem ich gerade durch war. Irgendwie stecke ich fest und bin am Ende meiner Weisheit.

N

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

S

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

E

You have crawled around in some little holes and wound up back in the main passage.

You're at Witt's End.

UP

You're in Anteroom.

There are a few recent issues of 'Spelunker Today' magazine here.

Huch, nun bin ich doch zurück. Offensichtlich muß man nur lange genug rumwühlen. Doch was nun? Am besten Schluß für heute.

QUIT

Do you really want to quit now?

YES

Ok

You scored 52 out of a possible 350, using 35 turns.

Your score qualifies you as a Novice Class Adventurer.

To achieve the next higher rating, you need 49 more points.

Von den 32 Anfangspunkten und den 25 für das Eindringen in die Höhle gingen 5 Punkte für die beiden Hinweise drauf.

5. Wandertag – Schlange

Heute muß die Schlange wirklich bezwungen werden, sei es durch Beschwörung mit dem Zauberstab oder durch etwas zu essen, also meine Nahrungsvorräte oder den Vogel.

Welcome to Adventure!! Would you like instructions?

NO
IN
GET LAMP
GET FOOD
XYZZY
LAMP ON
GET ROD
E
GET CAGE
W
W
W
DROP ROD
GET BIRD
GET ROD
W
D
D

You are in the Hall of the Mountain King, with passages off in all directions.

A huge green fierce snake bars the way!

SECRET

You are in a secret canyon which here runs east/west. It crosses over a very tight canyon 15 feet below. If you go down you may not be able to get back up.

W

You are in a secret canyon which exits to the north and east.

A huge green fierce dragon bars the way!

The dragon is sprawled out on a persian rug!!

E

You're in Secret East/West Canyon above tight canyon.

E

You're in Hall of Mt King.

A huge green fierce snake bars the way!

Mit SECRET kommt man immer an der Schlange vorbei, nur lauert dahinter der Drache oder der gestrige Weg ins Verderben.

KILL SNAKE

Attacking the snake both doesn't work and is very dangerous.

WAVE ROD

Nothing happens.

DROP FOOD

Ok

DROP BIRD

The little bird attacks the green snake, and in an astounding flurry drives the snake away.

Ich wußte gar nicht, daß es ein Greifvogel ist, der sich über Schlangen her-macht. Hauptsache sie ist weg. Vogel und Käfig lasse ich da.

DROP CAGE

Ok

W

You are in the west side chamber of the Hall of the Mountain King. A passage continues west and up here. There are many coins here!

GET COINS

Ok

W

You are at a crossover of a high north/south passage and a low east/west one.

W

You are at the east end of a very long hall apparently without side chambers. To the east a low wide crawl slants up. To the north a round two foot hole slants down.

W

You are at the west end of a very long featureless hall. The hall joins up with a narrow north/south passage.

W

There is no way to go that direction. A little dwarf just walked around a corner, saw you, threw a little axe at you which missed, cursed, and ran away. You're at west end of Long Hall. There is a little axe here.

N

You are at a crossover of a high north/south passage and a low east/west one.

S

You're at west end of Long Hall. There is a little axe here.

S

You are in a maze of twisty little passages, all different.

DROP COINS

Ok

N

You are in a maze of little twisty passages, all different.

Jetzt habe ich wohl Richtung Süden ein Labyrinth betreten, aus dem ich nach Norden nicht wieder herauskomme.

N

You are in a twisting little maze of passages, all different.

N

You are in a maze of twisting little passages, all different.

N

You are in a maze of little twisting passages, all different.

N

You are in a twisty little maze of passages, all different.

N

You are in a maze of twisty little passages, all different.
There are many coins here!

Hier ist also wieder der Eingang. Wenn die leicht unterschiedlichen Texte nicht in die Irre führen, dann muß man keine Gegenstände hinlegen, um sich zu orientieren.

GET COINS

Ok

S

You are in a maze of twisting little passages, all different.

S

You are in a maze of little twisty passages, all different.

S

You are in a maze of little twisting passages, all different.

S

You are in a twisty maze of little passages, all different.

S

You are in a twisty little maze of passages, all different.

S

You are in a twisting maze of little passages, all different.

S

You are in a little maze of twisting passages, all different.

S

Dead end.

There is a massive vending machine here. The instructions on it read:
'Drop coins here to receive fresh batteries.'

DROP COINS

There are fresh batteries here.

GET BATT

Ok

Nun habe ich Batterien für mein Geld bekommen. Aber mir ist immer noch nicht klar, wie ich hier wieder rauskomme. Deshalb Schluß für heute.

INVENTORY

You are currently holding the following:

brass lantern

black rod

batteries

QUIT

Do you really want to quit now?

YES

Ok You scored 61 out of a possible 350, using 55 turns.

Your score qualifies you as a Novice Class Adventurer.

To achieve the next higher rating, you need 40 more points.

Es sind die üblichen 57 Punkte (zwei Grundpunkte, dreimal 10 für unverbrauchte Leben, 25 für das Eindringen in die Höhle) und jeweils zwei für die Sichtung der Schätze, nämlich der Münzen und des Teppichs.

Wer das Labyrinth nicht kennt, kann sehr lange darin herumlaufen, ohne den Ausgang oder den Automaten zu finden. Nach knapp über 300 Bewegungen erscheint die Warnung

Your lamp is getting dim. You'd best start wrapping this up, unless you can find some fresh batteries. I seem to recall there's a vending machine in the maze. Bring some coins with you.

Und wer dann keine Batterien hat, muß sich schnell welche beschaffen oder ans Tageslicht.

You are in a twisty little maze of passages, all different.

N

Your lamp has run out of power.

It is now pitch dark. If you proceed you will likely fall into a pit.

S

You fell into a pit and broke every bone in your body!

Oh dear, you seem to have gotten yourself killed. I might be able to help you out, but I've never really done this before. Do you want me to try to reincarnate you?

YES

All right. But don't blame me if something goes wr.....

--- Poof!! ---

You are engulfed in a cloud of orange smoke. Coughing and gasping, you emerge from the smoke and find....

You're inside building.

There are some keys on the ground here.

There is a bottle of water here.

There's not much point in wandering around out here, and you can't explore the cave without a lamp. So let's just call it a day.

Batterien und Ausgang müssen also schneller gefunden werden. Besser ist es wohl, das Labyrinth ganz zu meiden und fertig zu werden, bevor die Lampe nach 330 Schritten erlischt. Wer gerne endlos umherläuft statt erneut zu beginnen, also mit diesen 330 Schritten nicht auskommt, der kann die Anzahl auf 1000 erhöhen, indem er auf die Eingangsfrage mit YES antwortet und sich die Hilfe anzeigen läßt. Nur kommt er dann nicht mehr auf die volle Punktzahl, weil für jeden Hinweis Punkte abgezogen werden. Wer noch länger in der Höhle bleiben möchte, muß seine Münzen für die Batterien opfern. Mit RUB LAMP an der Lampe zu reiben, hilft nicht.

Kleines Labyrinth – All different

Eigentlich kommt man leicht aus dem Labyrinth mit den lauter verschiedenen Gängen heraus, weil alle Positionen anders beschrieben werden. Ohne den Raum mit dem Automaten (Dead End), sind es elf Positionen:

Tabelle 1: Räume des kleinen Labyrinthes

A	107	M-Ty-L	You are in a maze of twisty little passages, all different.
B	131	M-Tg-L	You are in a maze of twisting little passages, all different.
C	132	L-M-Ty	You are in a little maze of twisty passages, all different.
D	133	Tg-M-L	You are in a twisting maze of little passages, all different.
E	134	Tg-L-M	You are in a twisting little maze of passages, all different.
F	135	Ty-L-M	You are in a twisty little maze of passages, all different.
G	136	Ty-M-L	You are in a twisty maze of little passages, all different.
H	137	L-Ty-M	You are in a little twisty maze of passages, all different.
I	138	M-L-Tg	You are in a maze of little twisting passages, all different.
J	139	M-L-Ty	You are in a maze of little twisty passages, all different.
K	112	L-M-Tg	You are in a little maze of twisting passages, all different.

Die erste Spalte der Tabelle 1 gibt meine Bezeichnung, die zweite die Nummer gemäß der Höhlen-Konfigurations-Datei wieder. Von B bis J bzw. 131 bis 139 entsprechen sie sich lückenlos. Der Eingang des Labyrinthes liegt bei A (107), der Batterieautomat wird von K (112) aus erreicht. Die dritte Spalte kürzt die in der vierten angegebene Beschreibung ab. Und zwar steht $x-y-z$ für „You are in a $f(x) f(y) f(z)$ passages, all different“ mit $f(M)$ für „maze of“, $f(L)$ für „little“, $f(Tg)$ für „twisting“ und $f(Ty)$ für „twisty“.

Es gibt sechs Reihenfolgen der Buchstaben M, L und T und zwölf, wenn dem T noch ein g oder y angehängt wird. Realisiert sind im Labyrinth nur elf davon. Es fehlt die Kombination L-Tg-M: „You are in a little twisting maze of passages, all different.“

Man könnte es für eine kombinatorische Spielerei halten, die Don Woods in diesem Labyrinth umgesetzt hat. Doch dann hätte er eine weitere Position vorsehen müssen, etwa den Raum mit dem Batterieautomaten. Aber es gibt nur elf Positionen, eine mehr als die zehn Richtungen N, S, E, W, U, D, NW, NE, SW und SE, mit denen von jeder Position aus jede der zehn übrigen erreichbar ist, wenn D von A nach K statt nach draußen und S von K nach A statt zum Batterieautomaten führte. Die Tabelle 2 beschreibt das an diesen

beiden Stellen vom Rest der Höhle abgetrennte Labyrinth ohne Ein- und Ausgang und ohne Batterieautomaten.

Tabelle 2: Übergänge im kleinen Labyrinthes

	A	B	C	D	E	F	G	H	I	J	K
A		S	SW	NE	SE	U	NW	E	W	N	D
B	W		SE	NW	SW	NE	U	D	N	S	E
C	NW	U		N	S	W	SW	NE	E	D	SE
D	U	D	W		NE	SW	E	N	NW	SE	S
E	NE	N	NW	SE		E	D	S	U	W	SW
F	N	SE	D	S	E		W	SW	NE	NW	U
G	E	W	U	SW	D	S		NW	SE	NE	N
H	SE	NE	S	D	U	NW	N		SW	E	W
I	D	E	NE	U	W	N	S	SE		SW	NW
J	SW	NW	E	W	N	D	SE	U	S		NE
K	S	SW	N	E	NW	SE	NE	W	D	U	

Die Richtung $r=N,S,\dots,SE$ in Zeile $m=A,B,\dots,K$ und Spalte $n=A,B,\dots,K$ besagt, daß von Position m aus der Weg in Richtung r zur Position n führt. Verschiedene Richtungen führen zu unterschiedlichen Zielen und nie in den Ausgangsraum zurück, weshalb in der Tabelle die Diagonale leer ist und in jeder Zeile jede Richtung genau einmal vorkommt. Daraus folgt nicht, daß dies für die Spalten auch der Fall ist. Es ist aber so: Jeder Raum wird von den zehn übrigen mit jeweils einer anderen Richtungsangabe erreicht. Damit bildet jede der zehn Richtungen $r=N,S,\dots,SE$ eine Permutation der Positionen A,B,C,\dots,K :

N bildet die Permutation 0=(AJEBIF) (CDHGK)
 S bildet die Permutation 1=(ABJIGFDK) (CEH)
 E bildet die Permutation 2=(AHJCIBKDG) (EF)
 W bildet die Permutation 3=(AIEJDCFG) (HK)
 U bildet die Permutation 4=(AFKJHEID) (BGC)
 D bildet die Permutation 5=(AKI) (BHD) (CJF) (EG)
 NW bildet die Permutation 6=(AGHFJBDI) (KEC)
 NE bildet die Permutation 7=(ADE) (BFICH) (GJK)
 SW bildet die Permutation 8=(ACGDFHIJ) (BEK)
 SE bildet die Permutation 9=(AEDJGIH) (BCKF)

Schön wäre es, stünden die zehn Permutationen 0,1,2,...,9 für zehn einfache Drehungen eines netten Objektes. Dem ist leider nicht so, denn sie spannen den gesamten Raum aller Permutationen der elf Positionen A,B,\dots,K auf: Die Zyklenlängen der Permutationen $p=0,1,2,4$ ergeben für ihre Inversen p^7

$0' = (\text{KGHDC}) (\text{FIBEJA}) = 0^{29} \quad (6 \cdot 5 - 1 = 29)$
 $1' = (\text{HEC}) (\text{KDFGIJBA}) = 1^{23} \quad (8 \cdot 3 - 1 = 23)$
 $2' = (\text{FE}) (\text{GDKBICJHA}) = 2^{17} \quad (9 \cdot 2 - 1 = 17)$
 $4' = (\text{CGB}) (\text{DIEHJKFA}) = 4^{23} \quad (8 \cdot 3 - 1 = 23)$

Die Permutationen $p=2,3,5$ weisen einen Zyklus der Länge 2 auf. So ergeben sich leicht zehn Paarvertauschungen

$x = 2^9 = (\text{EF})$
 $y = 3^9 = (\text{HK})$
 $z = 5^3 = (\text{EG})$
 $0x0' = (\text{AJEBIF}) (\text{CDHGK}) (\text{EF}) (\text{KGHDC}) (\text{FIBEJA}) = (\text{IJ})$
 $0y0' = (\text{AJEBIF}) (\text{CDHGK}) (\text{HK}) (\text{KGHDC}) (\text{FIBEJA}) = (\text{DG})$
 $0z0' = (\text{AJEBIF}) (\text{CDHGK}) (\text{EG}) (\text{KGHDC}) (\text{FIBEJA}) = (\text{HJ})$
 $1x1' = (\text{ABJIGFDK}) (\text{CEH}) (\text{EF}) (\text{HEC}) (\text{KDFGIJBA}) = (\text{CG})$
 $1z1' = (\text{ABJIGFDK}) (\text{CEH}) (\text{EG}) (\text{HEC}) (\text{KDFGIJBA}) = (\text{CI})$
 $2y2' = (\text{AHJCIBKDG}) (\text{EF}) (\text{HK}) (\text{FE}) (\text{GDKBICJHA}) = (\text{AB})$
 $4x4' = (\text{AFKJHEID}) (\text{BGC}) (\text{EF}) (\text{CGB}) (\text{DIEHJKFA}) = (\text{AH})$

D
K
|
|
F---E---G---C---I---J---H---A---B

deren bildliche Darstellung deutlich macht, daß jede beliebige Permutation aus ihnen und damit aus $p=0,1,\dots,9$ erzeugbar ist.

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