

Adventure 1 - Miniadventure

Miniadventure is the first of three text adventures from the book *Creating Your Own Adventure Games in Pascal* by Richard C. Vile.

The author describes the game as "an example of the Pascal language features that are useful in writing advent-games. It is not really a serious game, but more an instructional exercise."

Although it is a relatively simple game, it's a highly descriptive adventure with 39 rooms, a hungry Ogre, a large and occasionally nonsensical maze, traps and a puzzle.

How to play:

Your goal will be to search the caves and ruins, find a treasure and bring it to the starting point without being eaten by the Ogre. You will also get points for finding each location in the adventure. Points will be deducted for various undesirable happenings: waking the Ogre, getting eaten, getting toasted, etc.

The game understands only single letter commands in lowercase:

n s e w u d and q for quit

The game will occasionally ask you questions when you encounter the treasure or need to solve the puzzle.

If you die, you'll need to reload the program. (The C128 version will let you re-run the program, but it will probably crash soon after.)

If you find yourself hopelessly lost in the maze, you can find a map on the Internet Archive:

<https://ia801509.us.archive.org/27/items/pascal-adventures/ADV1%20Miniadventure.png>

Hint: The treasure can only be found if you've seen the message scratched in the dirt.

About the Commodore version:

After reading the book and typing the programs into Apple Pascal, I thought it might be interesting to see how easily a Pascal program could be converted to C, as they are quite similar structurally.

I wanted to compile it on the C64 using Power C, which is the software I learned C on in the 1990s. Unfortunately the C64 simply doesn't have enough memory, but I *was* able to compile it natively on the C128 using Power C and a uIEC/SD drive with the Power C software extracted to a folder.

For the C64 version, I had to make the code more ANSI-compliant, and I used the amazing cc65 compiler on Windows. The source files for both cc65 and Power C are included in this distribution, and could probably be used to port this game to other systems.

If you're interested in playing the other two adventures, they're much more interesting! They're available on the Internet Archive for the Apple II:

<https://archive.org/details/pascal-adventures>

The book is also available there:

<http://archive.org/details/programming-your-own-adventure-games-in-pascal>

(Adventure 2 & 3 could probably could be converted to the Commodore 64 and 128 using cc65, although they are much more complicated and use a database for their descriptive text.)