

## On the Subject of Adventure Games

*This appears to be a strange interface for an old text adventure game. All of the inventory management puzzles you have come to know and love, but none of the story.*

- The three screens show the enemy you are facing, a list of statistics about your character and the world, and a list of the objects in your inventory.
- In your inventory is three weapons, plus five miscellaneous items.
- You must decide which of the items to use to prepare for the battle, then which weapon to use.
- Use the left and right arrows to scroll through statistics and inventory.
- To use an item or weapon, press “USE” when it is displayed in the inventory.
- Use the item table below to determine whether or not to use each item.
- Items can be used in any order, but all applicable items must be used before a weapon is used to fight the enemy.
- Use the weapon table and the enemy statistic table to determine which weapon to use to fight the enemy.
- For each weapon, compare the player’s relevant stat (STR, DEX, or INT), plus any bonus, to the enemy’s same stat.
- To defeat the enemy most efficiently, use the weapon which has the highest stat advantage (or lowest disadvantage).
- If two weapons have the same stat advantage, either can be used.

| Statistic            | Description                                    |
|----------------------|--|
| 5 STR                | Strength (STR) of player, used in combat       |
| 5 DEX                | Dexterity (DEX) of player, used in combat      |
| 5 INT                | Intelligence (INT) of player, used in combat   |
| 5' 5"                | Height of player, in feet and inches           |
| 15°C                 | Temperature, in degrees Celsius                |
| 9.8 m/s <sup>2</sup> | Force of gravity, in meters per second squared |
| 101 kPa              | Atmospheric pressure, in kilopascals           |

| Item         | Use if...  |
|--------------|--|
| Balloon      | Gravity is less than $9.3 \text{ m/s}^2$ or pressure is greater than 110 kPa, and not fighting an Eagle.                                       |
| Battery      | There is at most 1 battery on the bomb, and fighting an enemy other than a Golem or a Wizard.  |
| Bellows      | If fighting a Dragon or an Eagle, use if pressure is greater than 105 kPa. If fighting a different enemy, use if pressure is less than 95 kPa. |
| Cheat code   | Cheaters never prosper! Don't use these.   |
| Crystal ball | INT is greater than the last digit of the serial number, and not fighting a Wizard.  |
| Feather      | DEX is greater than either STR or INT.   |
| Hard drive   | There are two or more of the same port on the bomb.  |
| Lamp         | Temperature is less than $12^\circ\text{C}$ , and not fighting a Lizard.   |
| Moonstone    | There are at least two unlit indicators on the bomb.   |
| Potion       | Always use, but note that STR, DEX, and INT may change.  |
| Small dog    | Fighting an enemy other than a Demon, a Dragon, or a Troll.  |
| Stepladder   | The player is shorter than 4', and fighting an enemy other than a Goblin or a Lizard.  |
| Sunstone     | There are at least two lit indicators on the bomb.   |
| Symbol       | Fighting a Demon or a Golem, or if the temperature is greater than $31^\circ\text{C}$ .  |
| Ticket       | The player is 4' 6" or taller, and gravity is at least $9.2 \text{ m/s}^2$ , and at most $10.4 \text{ m/s}^2$ .                                |
| Trophy       | STR is greater than the first numeric digit of the serial number, or if fighting a Troll.  |

| Enemy  | STR | DEX | INT |
|--------|-----|-----|-----|
| Demon  | 50  | 50  | 50  |
| Dragon | 10  | 11  | 13  |
| Eagle  | 4   | 7   | 3   |
| Goblin | 3   | 6   | 5   |
| Golem  | 9   | 4   | 7   |
| Troll  | 8   | 5   | 4   |
| Lizard | 4   | 6   | 3   |
| Wizard | 4   | 3   | 8   |

| Weapon      | Uses... | Bonus |
|-------------|---------|-------|
| Broadsword  | STR     | +0    |
| Caber       | STR     | +2    |
| Nasty Knife | DEX     | +0    |
| Longbow     | DEX     | +2    |
| Magic orb   | INT     | +0    |
| Grimoire    | INT     | +2    |