# VICfiction Interactive Fiction Series
## Beige Maze VIC Lab

VICfiction stories are text adventure games in the classic VIC-20 style, using one- or two-word commands to explore a world and solve puzzles

Some (but not all) of the verbs that you may find useful are

- **GO** *direction* (also **MOVE**)
- **LOOK** *item** (also **EX** or **L**)
- **GET** *item* (also **TAKE**)
- **DROP** *item* (also **DP**)
- **INVENTORY** (also **I**)
- **WAIT** (also **Z**)
- **TALK**

*\* If an item is excluded from LOOK, you will look at the entire room you're in.*

VICfiction games will typically not force you to "guess the verb." Read closely, LOOK at everything, TALK to everyone, and the game will let you know how to use a specific item by emphasizing the right verb.

## Directional Commands

Movement within VICfiction is in one of six directions. These directions may vary by game, but are usually NORTH, SOUTH, WEST, EAST, UP, and DOWN. Each may be preceded by the verb GO or MOVE, or just enter a single-letter abbreviation (N, S, W, E, U, D). In other words, to move out of a room to the north, you could type GO NORTH or N.

In games set on a vessel, these directions may be FORE (F), AFT (A), PORT (P), STARBOARD (S), UP (U), DOWN (D).

LOOKing at a room will (usually) tell you where the exits are.

## Inventory

To see what you are carrying, you can use the INVENTORY command, or just I. Each game imposes its own limits on how many items you may carry at once. If you have too many items, you may need to DROP something.

## Game Time

The VICfiction program doesn't care how long it takes you to enter a command. However, "game time" does elapse when commands are entered, and it's often very important. If you're being chased by rebels or staving off thirst, you may have a limited amount of game time, or turns, to solve a problem.

There are some actions you can take without advancing game time. These are:

• Taking **INVENTORY** (I)
• **GET**ting an item
• **DROP**ping an item
• **LOOK**ing at anything

You may sometimes wish to advance game time without doing anything else. To do this, use the WAIT (or Z) command.

## System Commands

System commands are preceded by an asterisk (*). The system commands are:

*H      Shows a help screen, which may vary by game
*S      Saves the game to cassette. Follow the instructions on the screen.
*L      Loads a game from cassette. Follow the instructions on the screen.
*Q      Quits the game and starts again. You can use this to give up if you get stuck, or to start over if you've won the game.

## Playing Hints

• It's always of great help to draw a map of the area as you explore.
• LOOK at everything mentioned in the narrative or room item list.
• TALK to everyone you encounter. Unless it seems dangerous!
• Play lots of different adventure games from various eras.
• Visit beigemaze.com/vicfiction for information on other VICfiction titles!