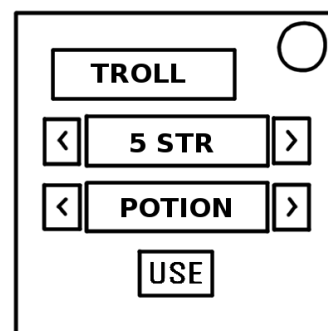# On the Subject of Adventure Games

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 is 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/s²	Force of gravity, in meters per second squared
101 kPa	Atmospheric pressure, in kilo pascals

Item	Use if...
Balloon	Gravity is less than 9.3 m/s² 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°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°C.
Ticket	The player is 4' 6" or taller, and gravity is at least 9.2 m/s², and at most 10.4 m/s².
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