

Prolog: Castle Text Adventure Game

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Idea

- In our text adventure game, you are in a castle and you need to find the coin and bring it back to the courtyard of the castle.
- You will need to find objects to open doors and more. You have to kill something to find coin.

How to play

- start SWI-Prolog using `swipl .\game.pl`
- enter `start.` to start the game
- if you need help, you can always type `guide.` for short instructions what you can do
- you need to use `halt.` command to end game (for Windows/UNIX compability)

More

- you can find the source on [GitHub](#)