

By LaserBlaster76:

Legend of Vexillum by Goodgames developer Joe Logan was an old computer game renowned for being not only extremely difficult, and peculiar about its input to a tee, but also for the weird way the developer tried to avoid cheating.

After hearing that his beta testers would simply pull all the strings from the game file, and use that to cheat, he took the weirdest turn and decided to host the game online. The players purchase a client, which connects to a server, where the game is hosted.

This of course had the side effect of making it even easier to cheat.

It was also RIFE with bugs. To a stupid level. The developer left in a **Input Command** button, which feels more like a debug feature than anything else. If you try to do anything else than **Look** or **Go** with the **Input Command**, the game will either crash, or you'll permanently delete items from the game unintentionally.

The fact that Joe Logan obviously doesn't speak English very well also shines through big time. There are multiple spelling errors and weird phrasings.

Here's the PDF of the first page of the game manual, it should tell you everything you need to know to play the game.

Welcome to Legend of Vexillum! You, brave adventurer, have awakened in a dark and mysterious tower. Now you must make your path through, and try to find a way out to lay your eyes on the magical Vexillum.

In order to play the game you will need to use the following commands:

Look
Take
Use
Input Command

With these commands you can look at rooms and items, pick up magical artifacts, use them, and try other things to achieve victory.

A couple of useful commands:

look room
look inventory
go <room>

Make sure that you are accurate about what you write! The descriptions are typically written thusly:

You are in a dark room, in front of you there is a **door**, to the right of you there is a **hatch**. There is a **barrel**, a **fish**, and a **fishing rod**.

This can be translated like this:

You are in a dark room, in front of you there is a <**room**>, to the right of you there is a <**room**>. There is a <**item**>, a <**item**>, and a <**item**>.

So when you write, you need to write things as you see them in text, in full!

Best of luck to you in your adventures!