

1 About *Rooms*

The text adventure *Rooms* throws a nameless hero who has an ordinary live, into a wicked house that forces him to solve puzzles that transcend all reason. Will he be able to escape alive?

In the beginning the hero wakes up in the entrance hall of an old dusty shack with nothing but his old pants on and the memories of the latest events lost...

To finish the game the user has to solve some major puzzles by commanding the nameless hero through the game by using simple english sentences. Beside following the the main target to escape from the house and make it to the '*outside*', the user may also try a lot of not game solving interactions. The *rooms.zip* file also contains a complete walkthrough for the game.

2 How To Start *Rooms*

The game consists of 11 prolog files zipped together in *rooms.zip*. Unzip those into any folder. From there call the game directly from the console of your choice with:

```
$ swipl -s rooms.pl -g "start."
```

Alternatively start *swipl* and consult the file *rooms.pl*. Type:

```
-? start.
```

3 Controls

After starting the game the first thing the user will see is a short help text that explains how to control the game. Generally it is possible to type normal english sentences (use of upper and lower case, or sentence signs are free to use but not mandatory).

The major condition for the user input is that the instructions always have to start with a verb. Imperatives have to be used like:

- | | |
|--|---|
| > go to room name | (ex. go to the kitchen) |
| > look around | gives a description of the surroundings |
| > look in something | (ex. look in the desk) |
| > look at something | (ex. look at the door) |
| > take something | (ex. take the apple) |
| > show inventory | |
| > use something | |
| > use something with another thing | |
| > combine something with another thing | |

Other verbs are also understood: *open, hit, kick, burn, eat, fart, talk, pull, unfold, give, put, jump*

'*Things*' are the objects (rooms, items, furniture, etc...) that are described in the game. The whole name of these objects is required. Short cuts like *key* for *rusty key* won't work. To exit the game type: *quit, exit, bye* or *good bye*.

4 In Game Example

Here a *standard* game dialogue:

- > **Take the shoe!**
You have the shoe.
- > **Eat the shoe!**
You're getting hungry and in the shoe you can see the cow that was skinned for the leather. You try to eat the shoe, and almost choked to death.