



Thomas Williams <[REDACTED]>

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## Complete stranger asking for a big favour

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scott.adams@clopas.net <scott.adams@clopas.net>

Thu, Aug 13, 2020 at 2:39 AM

To: Thomas Williams <[REDACTED]>, feedback@clopas.net

Hi Tom!

I have no problem with you doing that. Just be sure and get a working copy and not type it in from Byte as there were print errors in that edition!

Happy Adventuring,

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**From:** Thomas Williams <[REDACTED]>

**Sent:** Friday, August 7, 2020 6:17 PM

**To:** [feedback@clopas.net](mailto:feedback@clopas.net)

**Subject:** Complete stranger asking for a big favour

Dear Mr. Adams,

I hope that you and your family are well during these troubling times.

My name is Tom Williams and I am contacting you because I am collating a "Welcome Tape" c.f. those that came with all the 80's 8-bit micros containing a small selection of programs to accompany a new retro inspired computer you've never heard of, the Colour Maximite 2 (<https://geoffg.net/maximite.html>). This is an ARM microcontroller based hobbyist computer that boots instantly to a high performance BASIC that is comparable to an 8-bit machine running native machine code. It also has graphics capabilities to make a 90's 16-bit machine envious and a surplus of memory.

The programs on this "Welcome Tape" are all to be in BASIC and intended to entertain, educate and serve as a starting point for new programmers. If you think this sounds like the crazy notion of dew eyed nostalgics then I think you are right ... but still hope we are both wrong.

I am contacting you because I want to include a text adventure and rather than trawling the internet for some piece of old BASIC whose legal provenance is unknown I was hoping to obtain permission to include "Pirate Adventure" as published in Byte all those years ago.

Please note that the "Welcome Tape" is a community project not officially associated with the designers of the CMM2, but endorsed by them. There is no money behind this (and I suspect those selling the CMM2 aren't making minimum wage from it either) so the nature of my request is not much more than begging for alms.

Yours truly,

Tom Williams



**Scott Adams**

**Tom Williams**

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Oct 6, 2020, 4:50 PM

**Tom Williams**

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Indeed.

 Scott Adams

Oct 6, 2020, 4:50 PM

**Scott Adams**

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Have a blessed day Tom! If we don't meet here someday then perhaps in eternity.

Oct 6, 2020, 4:50 PM

**Tom Williams**

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Thanks Scott.

Oct 6, 2020, 4:50 PM

**Tom Williams**

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:-D

Oct 6, 2020, 4:49 PM

**Scott Adams**

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:)

Oct 6, 2020, 4:49 PM

**Tom Williams**

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Yes, he can be like that.

Oct 6, 2020, 4:49 PM

**Scott Adams**

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Oct 6, 2020, 4:49 PM

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**Scott Adams**

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LOL yes it easy to make bigger. My current CLO+# (pronounced Clopas Sharp) is an offpsin of that original engine.

Oct 6, 2020, 4:48 PM

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**Scott Adams**

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It does cause games to make sure they communicate with their players in a limited amount of words and using concepts that are instantly recognizable.

Oct 6, 2020, 4:47 PM

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**Tom Williams**

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And if it was OOP it would be 50x bigger and require a download of support libraries bigger than the entire TRS-80 back catalogue.

Oct 6, 2020, 4:47 PM

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**Scott Adams**

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In its space its elegant. In today's programmer world it's horribly non scalable or OOP

Oct 6, 2020, 4:46 PM

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**Tom Williams**

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It shows ... and without any structured programming features.

Oct 6, 2020, 4:46 PM

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**Scott Adams**

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I was working under extreme memory limitations when I created it.

Oct 6, 2020, 4:45 PM

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**Scott Adams**

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i am not concerned. I rather people enjoy the classic games and system however they like.

Oct 6, 2020, 4:45 PM

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**Tom Williams**

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which I've also done.

Oct 6, 2020, 4:45 PM

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**Scott Adams**

yup

Oct 6, 2020, 4:44 PM

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**Tom Williams**

I know ... let's be honest 95% of people would probably have ported ScottFree, put their work under the GPL and never thought twice.

Oct 6, 2020, 4:43 PM

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**Scott Adams**

Again ScottFree has been out for many long years without issue and without permission. So this shouldn't every be a problem.

Oct 6, 2020, 4:43 PM

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**Tom Williams**

Lovely. Thanks. FYI strictly speaking the MIT License doesn't put anything in the "Public Domain", but I'm just happy to go with whatever makes you comfortable.

Oct 6, 2020, 4:43 PM

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**Scott Adams**

sounds good to me

Oct 6, 2020, 4:42 PM

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**Tom Williams**

Sorry, just to clairfy, You give permission for the derived interpreter to be used in new games" .. I can just put that in alongside your (c).

Oct 6, 2020, 4:41 PM

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**Scott Adams**

Not sure exactly how to proceed. I don't mind if people write new adventures with your interprettor spin off. Just don't want to say its pure public domain. Permission is given to use this derived work in new games without exception from the copyright holder.

Oct 6, 2020, 4:37 PM



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Scott Free was a pirate edition long before the internet. I found out about very late.

Oct 6, 2020, 4:34 PM

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**Tom Williams**

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How did it work with ScottFree or did you just choose not to worry about it ?

Oct 6, 2020, 4:33 PM

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**Tom Williams**

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OK. Thanks Scott. I think we covered that before in our original communication ... what I really wanted to resolve was really whether someone else could take my version of the interpreter and use it to produce an original work. The issue (and I am not a lawyer) is that by reading your Byte article my version becomes a "derived work" and thus has your (c). If instead I had read a description of how your interpreter worked (e.g. a specification) then it would not be a derived work ... though you could question how such a specification came to be.

Oct 6, 2020, 4:33 PM

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**Scott Adams**

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Oh sorry Tom I did see it. BTW feel free to call me Scott. The team hasn't had a chance to meet and discuss this. Probably easiest is to say used with permission and leave my copyright.

Oct 6, 2020, 4:28 PM

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**Tom Williams**

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Hello Mr. Adams. I don't suppose you saw my email from last week did you. I'm trying to resolve under what conditions I can license my rewrite of your adventure interpreter. Tom.

Oct 6, 2020, 4:26 PM

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**Scott Adams**

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Aug 13, 2020, 5:46 PM

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**Tom Williams**

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Thank you very much Scott. I hope you enjoyed your vacation. I've found a copy of the code for the C64 (<https://www.ifarchive.org/indexes/if-archive/scott-adams/games/c64/>) so hopefully after some TLC I'll be able to use it. I wasn't looking forward to typing in and debugging the Byte code.  
<https://www.ifarchive.org/indexes/if-archive/scott-adams/games/c64/>

Aug 13, 2020, 8:37 AM

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**Scott Adams**

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Aug 13, 2020, 2:41 AM

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**Scott Adams**

OK I just found it in my draft folder and sent it out. I must have been interrupted while writing it. We had a power outage just before leaving shortly after for vacation.

Aug 13, 2020, 2:40 AM

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**Scott Adams**

Looks like it got messed up when my outlook file got errors.

The bottom line was sure go ahead. But be careful that the source in the Byte article had some reproduction errors in the data section. You will have to dig around on the internet to find the correct version!

Aug 13, 2020, 2:35 AM

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**Scott Adams**

You can now call each other and see information like Active Status and when you've read messages.

Aug 13, 2020, 2:33 AM

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**Scott Adams**

Hi Tom! I thought I emailed you before I left on vacation. Let me double check.

Aug 13, 2020, 2:33 AM

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**Tom Williams**

Hello Mr. Adams. Sorry to bother you, but I sent an email to [feedback@clopas.net](mailto:feedback@clopas.net) seeking your permission/blessing regarding use of the "Pirate Adventure" source-code published in Byte. I don't suppose you received this and could possible respond. Best regards, Tom Williams

Aug 11, 2020, 11:33 AM