

# Adventure Island

## Game Manual

### Introduction

Adventure Island is a game where you can do anything. Causing an impossible time paradox, overthrowing a government, robbing a deadly band of pirates and brushing your teeth: from epic to mundane, literally everything is possible. Adventure Island contains a set of very simple rules that works together with the near-infinite possibilities of language to accomplish this.

### What to Expect From Adventure Island

Adventure Island has no win state, nor lose state. Technically, I guess that makes it a sandbox game, but label it what you will. The game world is created by players as they play and explore. This means that playing by yourself will be no fun; the real emergence comes from having a comfortable community of players exploring and adventuring to the edges of the universe together.

### Connecting to a World

Connecting to a world is very simple. Every world has a **Name** like "Entity's Fun World" and a Shortname like "entity-world." When you start up the game, **enter the Shortname to connect**. While the name can change, the Shortname should not under normal circumstances.

### Mechanics

Let's start with some basic definitions and explanations.

<b>Player</b>	You are the player! A player has gold, health and an inventory (which is a list of <b>Items</b> ).
<b>World</b>	Worlds are completely self-contained. They consist of an infinite* grid of <b>rooms</b> .
<b>Room</b>	A place where you can be. Players can move between adjacent rooms. A room has a name, a description and contains <b>objects</b> .
<b>Object</b>	A thing you can interact with. An object has a name, description, assigned <b>verb</b> , and <b>result</b> . Often, you must have specific items in your inventory to interact with a certain object.
<b>Verb</b>	A single action word. It can be anything: take, eat, grow, steal, smash, kill etc... In order to activate an object's <b>Result</b> , the verb that is assigned to it must be used with it.
<b>Result</b>	Something that happens when you use the correct verb on an object. It can involve health being gained/lost, gold being gained and/or an item being added to your inventory. A description is also associated with the result explaining why what happened, happened.

\*technically the world is limited to 2,147,483,647 rooms from one side to the other, but it would take you about 700 years to get there.

## An Example Room

The following is an example of a room you might find as you play Adventure Island, and how to approach it.

Gold: 0 (out of 11) Health: 100 You are in a <b>Misty Cave</b> . <b>The cave is cool, dank and dark. A light mist hangs in the humid air.</b> You see the following: <b>gold coins</b> <b>elf bread</b> <b>knife blade</b>	
You type	Response
<b>examine</b> gold coins	You examine the <b>gold coins</b> : They are strewn about the cave as if their previous owner left in a hurry.
<b>take</b> gold coins	You take the gold coins. <b>(+11G)</b>
<b>examine</b> elf bread	You examine the <b>elf bread</b> : It is lying on the dirty cave floor. It looks like it has been here for quite a while, and in the darkness you can't tell if it is moldy.
<b>cut</b> elf bread	You cannot <b>cut</b> the <b>elf bread</b> .
<b>eat</b> elf bread	You tried to <b>eat</b> the <b>elf bread</b> , but you don't have all the necessary items: <b>knife blade</b> .
<b>examine</b> knife blade	You examine the <b>knife blade</b> : It's a sharp, rusty looking blade. The handle must have corroded away a long time ago.
<b>take</b> knife blade	You pick up the knife blade and put it in your inventory, slicing your hand open in the process. Hope your tetanus shots are up to date! <b>(-12H, +item:knife blade)</b>
<b>eat</b> elf bread	You slice up the bread and stuff it in your mouth, and it immediately sucks up all the moisture. It tastes like sawdust... but it's still surprisingly nutritious. <b>(+20H)</b>

Just a note: Adventure Island is picky about wording. As stated in the previous section, a verb is limited to one word (for now), and everything after that first space is expected to be an object. So for example if you type 'eat the elf bread' (which sounds right doesn't it?), the game will say "there is no 'the elf bread' here."

## Special Verbs

Now if all you could do was interact with objects in the current room, you'd be done with the game pretty quickly. In addition to interacting with objects, there are other special verbs you can use:

<b>go &lt;direction&gt;</b>	Moves to the adjacent room in the specified direction: north/south/east/west or up/down/left/right. You can also just type the first letter of the direction, e.g. <b>go n</b> . If there is no room in the indicated direction, you will be asked if you would like to explore the room (see section below on exploration).
<b>examine &lt;object&gt;</b>	Displays more detailed information about the object.
<b>verbs</b>	Lists all verbs that exist in the current world. This can be <i>extremely</i> helpful if you're having trouble finding the right verb to use on an object.
<b>inventory</b>	Lists all the items in your inventory.
<b>help</b>	A quick help prompt that also includes this list of special verbs.
<b>credits</b>	Credits the people that made this game possible.

## Creation Through Exploration

When you try to enter a room that doesn't exist, you will be asked if you want to explore.

```
Nobody has been here before! Would you like to explore?
```

If you type *yes*, then you will be brought to the exploration screen.

```
You are the first to come here. (enter a number)
  0. Finish
  1. Cancel
  2. Name this place
  3. Describe this place
  4. Things here:
```

You should notice that items 2, 3 and 4 on this list correspond with what you see when you're visiting a room (the name, description and "you see the following" list respectively, of course). You'll quickly become familiar with this screen.

A quick word of advice: when you are setting an object's description in the "Things here" screen, it's never a bad idea to keep in mind a vague idea of how you want the object to work.

So now at this point, the most commonly asked question is "How do I set the verbs for my objects?" Well you don't just yet. The sole purpose of this screen is to set the room's name and description, and list the objects present. Once you're finished with that, type 0 and hit enter to finish.

## Defining Verbs

To illustrate how defining verbs works, imagine that I have just finished creating a room.

Gold: 0 (out of 11) Health: 100

You are in a **busy town square**.

**The stone-paved streets are packed with people bustling this way and that, and you are overwhelmed with exciting sights, sounds and smells.**

You see the following:

**peach salesman**

**beggar woman**

**apple salesman**

As I added objects to the room, I was thinking ahead to how I wanted them to work. Let's look at the descriptions I set for them:

<b>examine</b> peach salesman	Business is booming! There is a huge line of people waiting to buy peaches from him.
<b>examine</b> beggar woman	The beggar looks ancient, and is huddled up under a dark tattered cloak.
<b>examine</b> apple salesman	He is jealously eyeing the peach salesman's stand. He looks like he hasn't sold a single apple all day.

This is already an exciting story waiting to be told! Here's what I have in mind: first you talk to the beggar woman, and when you give her a few coins, she gives you a gift in return... an invisibility cloak! You can then use the invisibility cloak to steal the peach salesman's trade secrets, and sell them to the apple salesman for a ridiculous profit.

When defining verbs, it's *extremely important* to always define them in the order you want them to be done in. If then objects are unrelated, well, then it doesn't really matter.

In order to require you interact with one object before the other, you use **items**. The beggar woman will give you an invisibility cloak for example, and you won't be able to steal the peach salesman's trade secrets until you have the invisibility cloak.

Alright enough talk, let's get started on these verbs.

I start by typing "talk beggar woman." The following screen appears:

```
You are the first to talk the beggar woman. What happens?  
0. Finish  
1. Save and come back later  
2. Required items: (none)  
3. Description:  
4. Health gained: 0  
5. Gold gained: 0  
6. Item gained: (none)
```

This screen works almost identically to the other screen. After I add a description, and set Item gained, the screen looks like this:

```
You are the first to talk the beggar woman. What happens?  
0. Finish  
1. Save and come back later  
2. Required items: (none)  
3. Description: "Could you spare a few coins for an old lady?"  
the beggar cackles. You awkwardly shove your hand in your pocket and fumble around for some change. When you hand it to her she smiles a crooked grin, mumbles something under her breath and hands you something before hobbling away.  
4. Health gained: 0  
5. Gold gained: 0  
6. Item gained: invisibility cloak
```

I now type 0 and hit Enter, and am brought back to the room display from the beginning of this section. At the top of the screen it now says this:

```
You talk the beggar woman.  
"Could you spare a few coins for an old lady?" the beggar cackles.  
You awkwardly shove your hand in your pocket and fumble around for some change. When you hand it to her she smiles a crooked grin, mumbles something under her breath and hands you something before hobbling away.  
(+item:invisibility cloak)
```

When you finish defining a verb, it applies the result to you, just as it would if the verb had already been set.

Now I can type "rob peach salesman." In addition to adding a description and setting Item Gained to "peach trade secrets," I also remember to add "invisibility cloak" to the items required to rob the peach salesman. If I forget to do this, I will be able to rob the peach salesman without talking to the beggar woman! That's not what I want.

Finally, I type "talk apple salesman." I add "peach trade secrets" to Required Items, add a description, and set a value for Gold Gained (the apple salesman's payment for the trade secrets). Now I am done with this room!

To a person visiting the room for the first time, the exchange might look like this:

You type	Response
<b>talk</b> peach salesman	You cannot <b>talk</b> the <b>peach salesman</b> .
<b>punch</b> peach salesman	You cannot <b>punch</b> the <b>peach salesman</b> .
(after briefly examining the <b>verbs</b> menu) <b>rob</b> peach salesman	You tried to <b>rob</b> the <b>peach salesman</b> , but you do not have all the necessary items: <b>invisibility cloak</b> .
<b>talk</b> beggar woman	You <b>talk</b> the <b>beggar woman</b> : "Could you spare a few coins for an old lady?" the beggar cackles. You awkwardly shove your hand in your pocket and fumble around for some change. When you hand it to her she smiles a crooked grin, mumbles something under her breath and hands you something before hobbling away. <b>(+item:invisibility cloak)</b>
<b>rob</b> peach salesman	You use your <b>invisibility cloak</b> to <b>rob</b> the <b>peach salesman</b> : Relying on the people in line as a distraction, you slip behind the stand and pull open a drawer. Inside is a small journal written by the peach salesman himself. <b>(+item:peach trade secrets)</b>
<b>talk</b> apple salesman	You use your <b>peach trade secrets</b> to <b>talk</b> the <b>apple salesman</b> : At first he ignores you, but as soon as he sees what you have to offer he is falling all over himself to offer you whatever it takes to get the peach salesman's secrets. <b>(+97G, +item:free apples coupon)</b>

## FAQ

### How do I define the verb for my objects?

You do not define the verb for your objects while you're defining the room. After you finish defining the room, and you are in the room, just use the object however you want. E.G. If you just created a room with a crowbar in it, type "take crowbar" or "throw crowbar" or whatever, and you will be able to define the result.

### What is the purpose of gold?

Gold doesn't have a use the way items do, but it's sort of a general progress indicator to show how much you've explored. As you've probably noticed you can only get gold from an object once, so there is a limited amount in the world (unlike health, which you can just keep getting forever).

### **I messed up! Can I edit my room/object?**

Unfortunately, no. At some point in the future there may be a way to change descriptions, but that's about it. Imagine for example if you accidentally set your **vending machine** to give you a **sodr** (instead of a soda) when you **use** it. Now if you go back and change it to **soda**, what happens to people who already have a **sodr**? What happens to all the objects that were created that require **sodr**? Any person who doesn't already have **sodr** will forever be barred from using those objects.

It could be possible to be a world-wide rename of items... but that's just kinda messy. Maybe eventually.