

 **KOPPAR** Id. Format Date Vol.

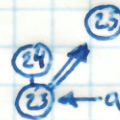
ADVPRG PROGRAM Utvecklingsdisk



Part One

in the dream.

Map



23 = blue room

25 = very hot

30 = white room

Problems

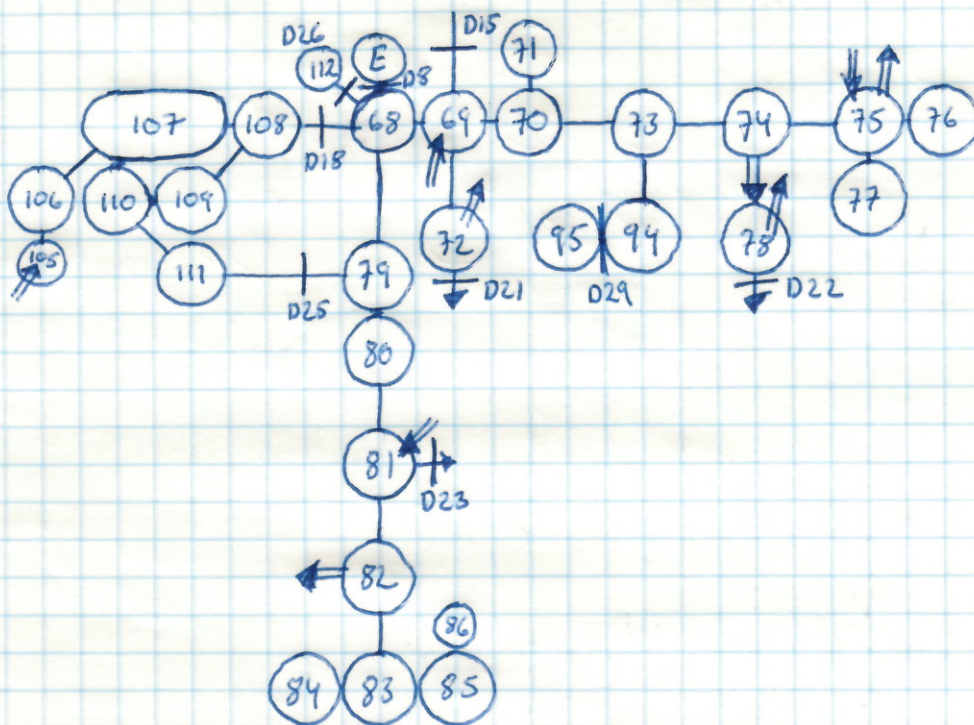
Find key in tree (27)
Unlock door (17)
~~get~~ look under junk (23)
get lamp
read text on wall (2) 5p
find egg (22) 5p

Things

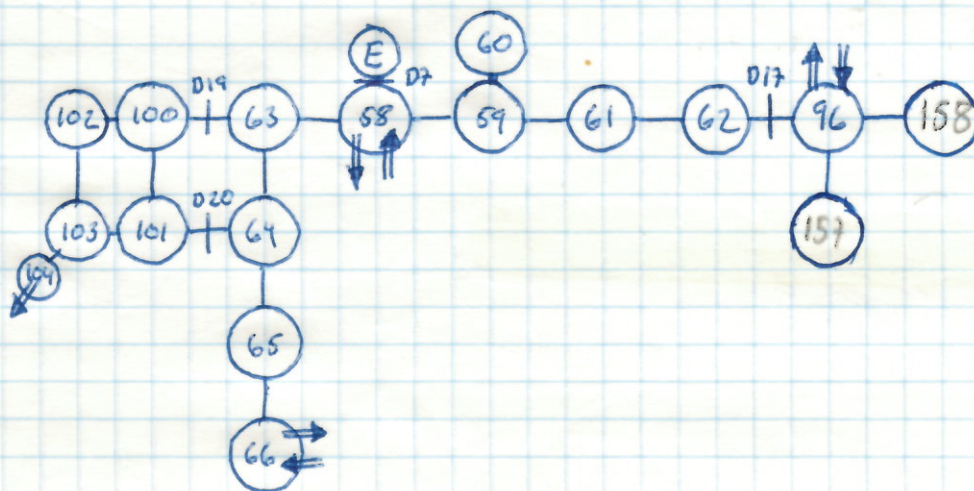
10 - egg
6 - key
5 - door
4 - lamp
9 - writing
2 - junk
7 - sign
8 - rock
1 - tree
3 - oven
11 - wallpapers
12 - small card
12 - door

Map

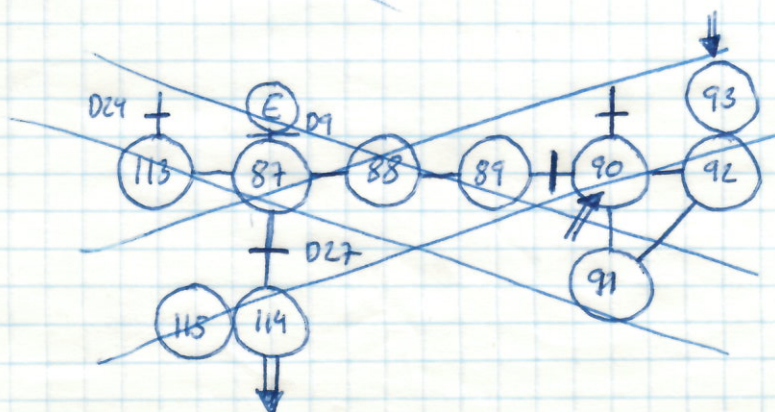
Bottom



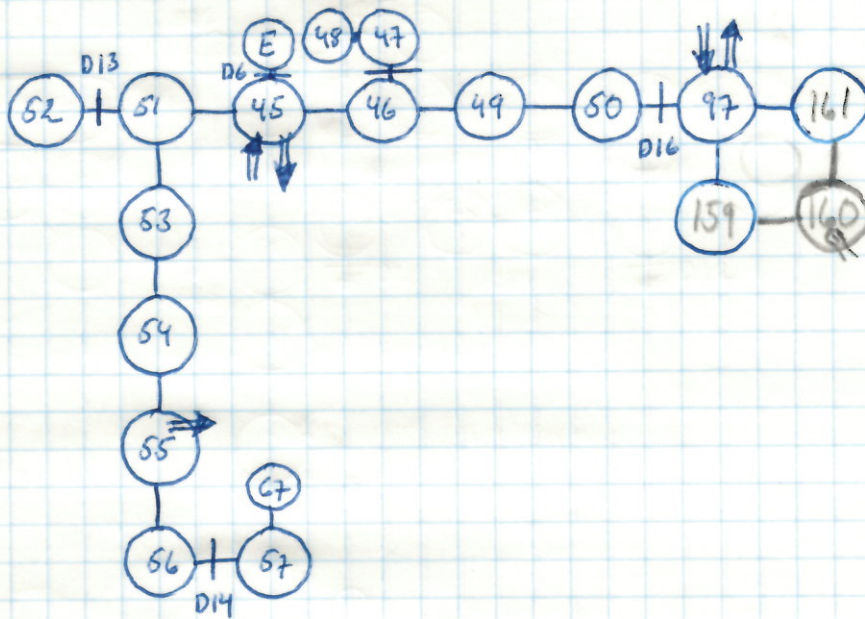
First



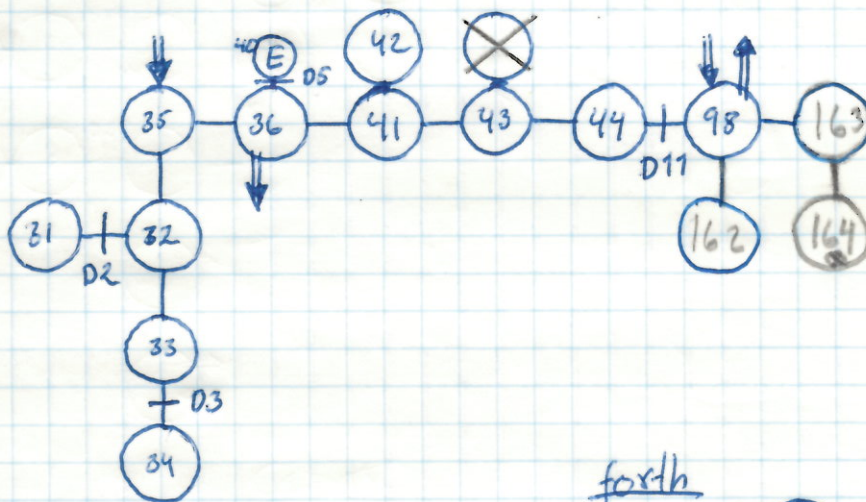
~~cellar~~



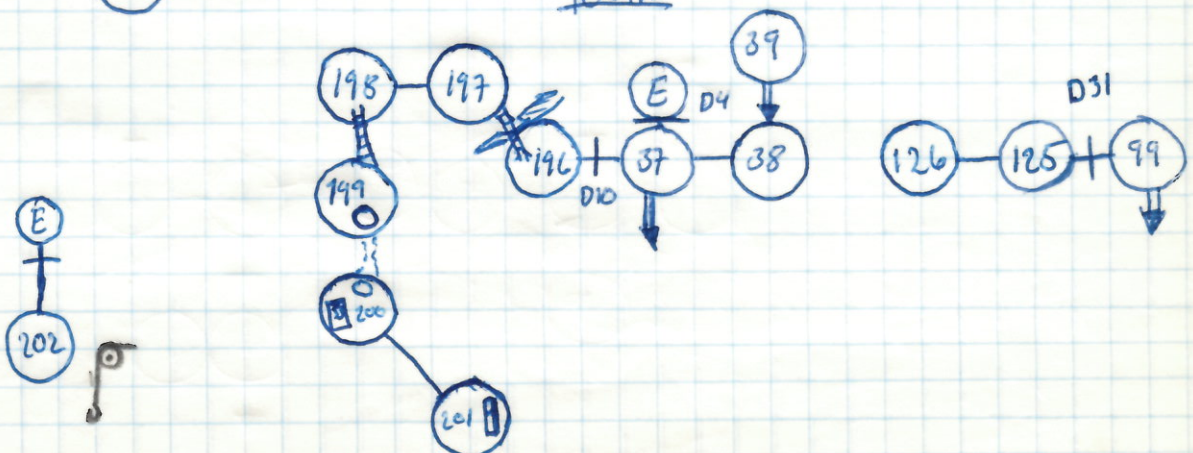
second



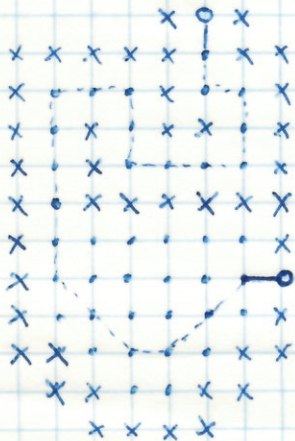
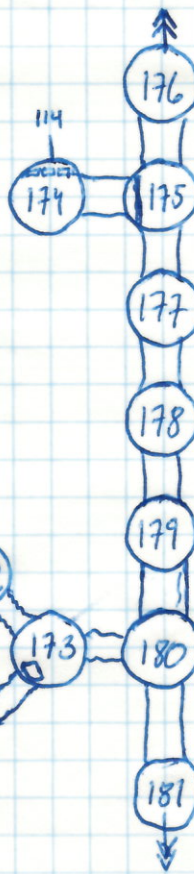
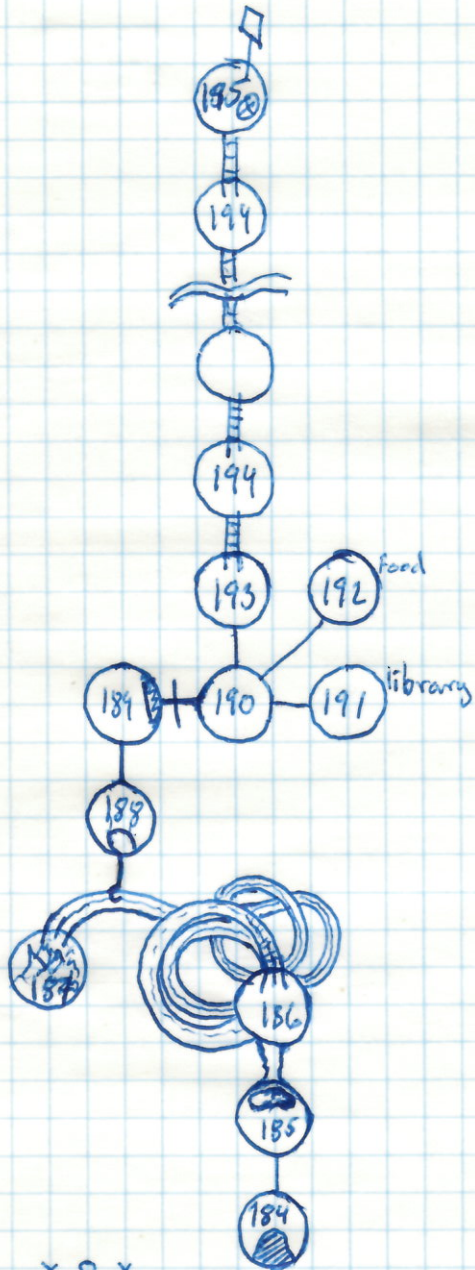
third



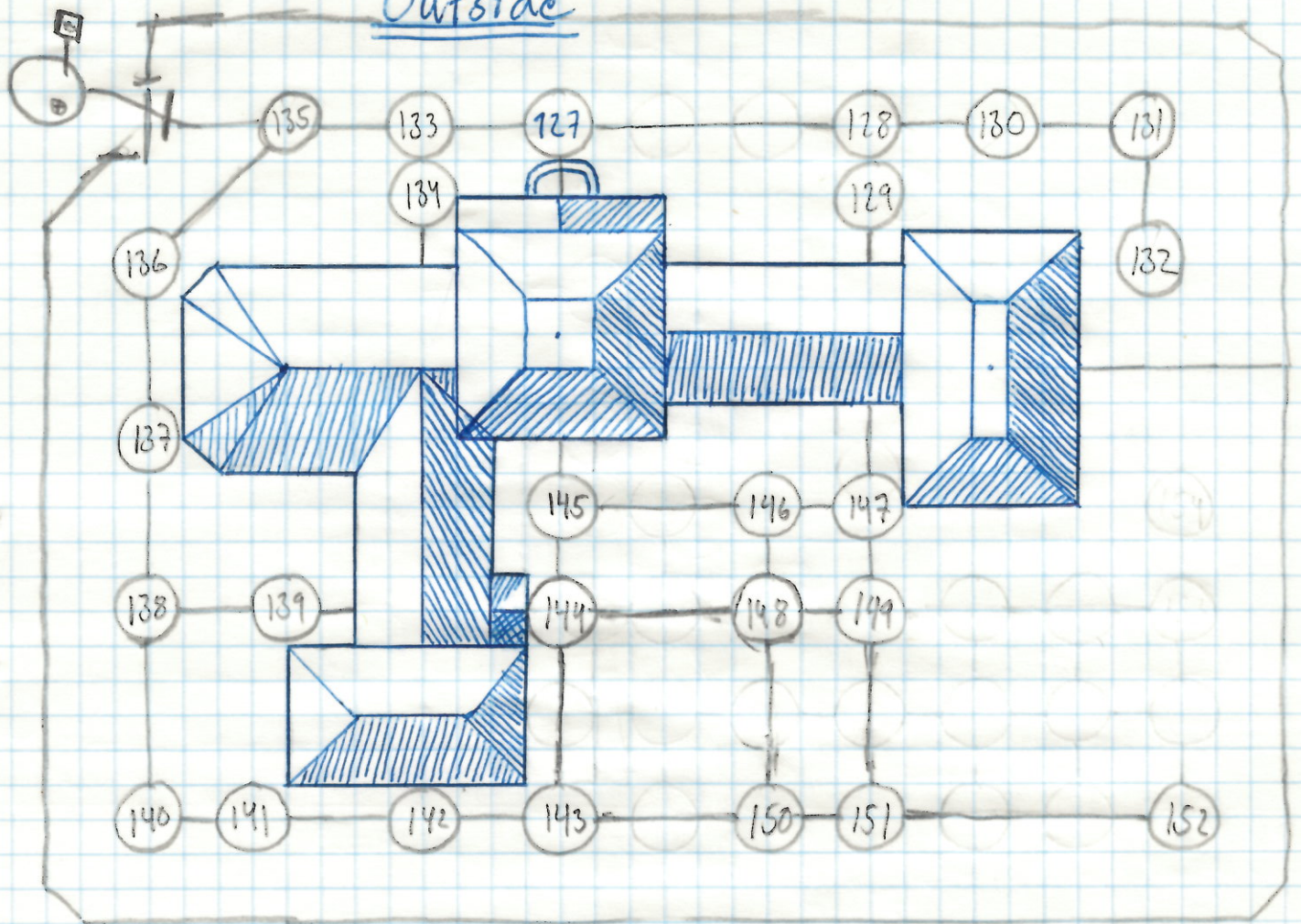
forth



Cellar



Outside



Things

1	tree	
2	junk	
3	oven	
4	lamp	
5	door	D1
6	key	→ D1
7	sign	
8	rock	
9	inscription	
10	egg	
11	wallpapers	
12	small card	
13	Door	D2
14	-11-	D3
15	B key	
16	Door	D4
17	π	5
18	π	6
19	Σ	7
20	Q	8
21		9
22	Door	D10
23	Notes	
24	Telephone	
25	Desk	
26	Mozart	
27	Kreisler	
28	Beethoven	
29	inst. Door	D11
30	libr. -11-	12
31	-11-	13
32	mxs. -11-	14
33	exit -11-	15
34	inst -11-	16
35	inst -11-	17
36	teach -11-	18
37	Aula 1 -11-	19
38	2 -11-	20
39		21
40		22
41		23
42		24
43		25
44		26
45		27
46		28
47		
48		
49		
50		

Sak definition

\$ a blue car

bentley 5 5 7 2 0 55 0

%4 17 is grey, sorry blue

.....

%#

#

5 = 5 var saken är

1 attribut

2 klättra

0 innehålla

55 storlek

0 typ av sak:
0 = vanlig sak
7 = dörr

1. Examine notes, get kreislers [39] give notes to Paul [42]

Result: Paul gives you 'B' key, ~~3p~~ 3p

2. Unlock D3, get cup in [31], put cup in machine [34]
examine machine, press start button, get cup,

wake Mika, give cup to Mika, Result: Mika drinks, wakes up. follows you.

Result: 5p

3. Open cupboard [31] examine books get lexikon (Read it (Reading book reveals words). get broom [44].
give broom to cleaner [36]. say "XXXX"

10 p. Result: "Cleaner moves"

4. Move mat [86] get white pieces

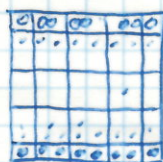
get black pieces [95]

get helmet [71] get chessboard [48]

wear it

give chessboard give pieces white and black to Ole.

look chessboard



say "move A5-A7"

E O D S D Duck

Result: (Door crashes) 20p

5. Unlock door, D4, look up open trap door,
go trap door, climb rope. get timechart. 4p

turn bolt with wrench, (you got wrench in [11]) open door 2p.

$\times$ $\times$

0 = normal sah

7 = dörr

2= låda skåp

3 = wearable

4 = typ, människa

0 = synlig
tagbar

7 : osynlig
otagbar

$\gamma =$ nr på text om tag

4. om * = 1. Open Nyck

2. Open. Nyckel: -7

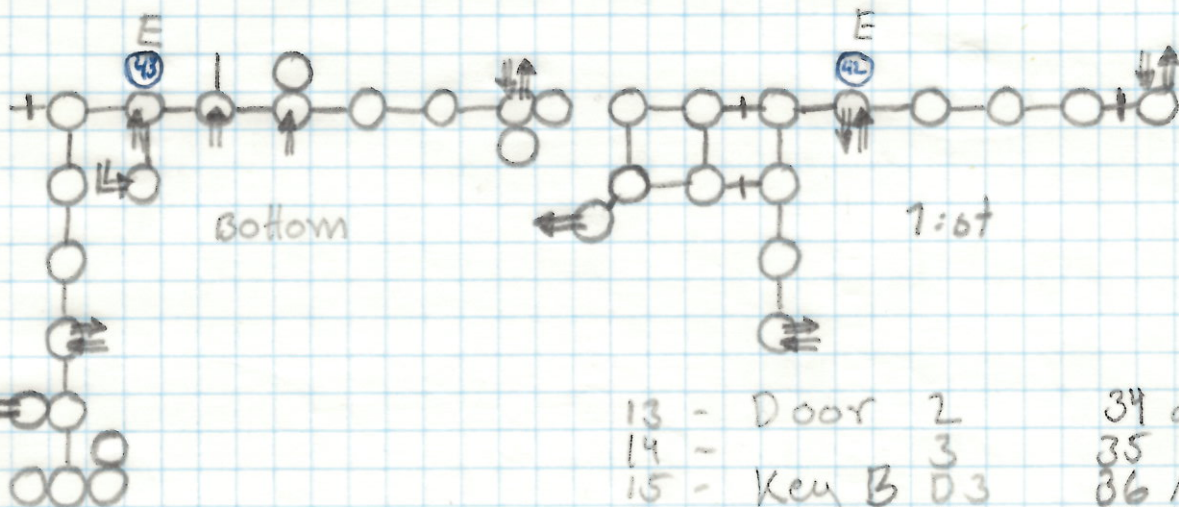
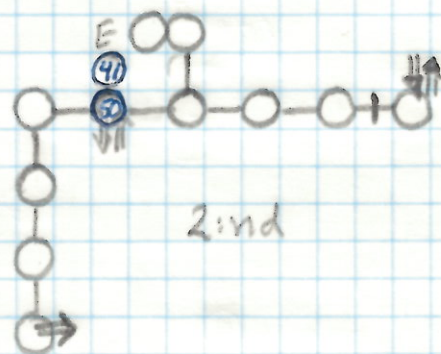
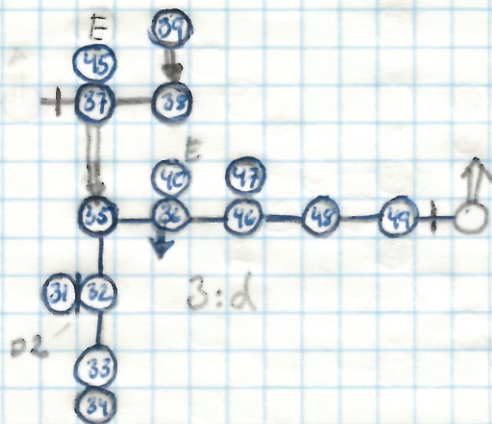
3. Wear

4. tillotand

Part Two

In school.

Map



Problems

get note kreisler
give to Paul.
say "give me key". 6p
unlock D3
get cup i computerroom
fill cup in machine in (34)
give cup to Mika in (51)

- | | | |
|-----------|-----------|----------------|
| 13 - Door | 2 | 26 - notes |
| 14 - Door | 3 | 27 - Mozart |
| 15 - Key | → D3 | 28 - Kreisler |
| 16 - Door | 4 | 29 - Beethoven |
| 17 - Door | 5 | |
| 18 | 6 | |
| 19 | 7 | |
| 20 | 8 | |
| 21 | 9 | |
| 22 | Door | 10 |
| 23 | Notes | |
| 24 | Telephone | |
| 25 | Desk (39) | |

- | | | |
|------------|---------------------|------------------|
| 13 - Door | 2 | 34 an inst d D16 |
| 14 - | 3 | 35 inst D17 |
| 15 - Key B | D3 | 36 M. teach D18 |
| 16 | Door | 37 Aula 1 D19 |
| 17 | 5 | 38 D20 |
| 18 | 6 | |
| 19 | 7 | |
| 20 | 8 | |
| 21 | 9 | |
| 22 | Door | 10 |
| 23 | Notes | |
| 24 | Telephone | 39 |
| 25 | Desk | |
| 26 | Mozart | |
| 27 | Kreisler | |
| 28 | Beethoven | |
| 29 | an institution door | D11 |
| 30 | a library door | D12 |
| 31 | a door | D13 D13 |
| 32 | a nurserys door | D14 |
| 33 | an exit door | D15 |

N S E W NE NW SE SW V D
 ! 0 0 0 0 0 0 0 0 0 0 0 0
 You are now
 T-crossing

 /M 9 5
 /#
 /#

/T X Y : X < move < Y
 /M X Y : minne (-YY.) = XX
 /S X Y Z : Sakvar (-X, Y.) = Z
 /K X Y : Kladd (-X, Y) = Y
 /P X PAUSE X sekunder

40
15

\$ a blue 2.5 litres Bentley sedan

car 40 50
%4

/ 1 5 2

/ # or % # #

^ 6 7 0

.....
 #

&

(START).....

.....

/ 1 9 5

/ #

.....
 #

= 80 walk step

.....

> a an the at under

.....
 #

? (Sörög i don't know how to =.)
 #

! \$ ü & = > ?

0⁰⁰ - 5⁰⁰ Night 0

5⁰¹ - 9⁰⁰ Morning 1

9⁰¹ - 12⁰⁰ Förmiddag 2

12⁰¹ - 16⁰⁰ Eftermiddag 3

16⁰¹ - 21⁰⁰ Kväll 4

21⁰¹ - 23⁵⁹ Night

2: -1 hos spelaren >1 någonstans 0 borta

3: 0 tagbar och syns 1 skrivtext om förord till tag

4: Klättra

5: Innehålla

+ 1 1 2 vad som händer,
 /
 när
 0 = alltid

Minn (. .) Minneskladd

1. Gammal text.
2. " rum.
3. " sak
4. Antal text rader
5. " rum "
6. " sak "
- 7.
- 8.
- 9.
10. Tid på dagen
- 11.

= upprepa order där

L = look

I = inventory

N S E W o, s, v.

Q = Quit

and

(get) all =

(get) it =

Steg (. .)

1. Order prompt,
2. What? "
3. Don't know? "
4. Can't go "
5. Don't understand " where go.
6. Inventory
7. OK.
8. There is there. "
9. You can't see =

Kladd Boolean

1.

2.

3.

4.

5.

6.

Lampa på/av

||

Saknamn STR 40 antalsaker

Sakvar(.nr, 1..5.)

1 = Undsakerstart

2 = Varsak

3 = Flagg

4 = Klättasak

5 = innehåll

6 = -11-

7 = volymen

Handnr(.XXX, 0..2.)

0 = Filstart

1 = Move nr.

2 = Typ rum

skrivs

tagbar

0

X

X

1

>1 nr. på text.

~~0 nej > 0 antalet saker~~

5: ~~Var på den?~~

6: Hvr många saker.

6:

Kallrum(.XX, 7-2.) 7 = lage 2: namn

Vagar(.rum, 0..11.) 0 = Rumstart

11 = typ av rum
1-10 = vagar.

Ordlista(.7..50.)

Verb(.7..20.)

gorder:RADSTR

forder:RADSTR

maxmen

DOOR(.nr, val.)

1 = Vilken sak som är dörren

2 = 0 öppen 1 stängd

2 låst 3 låst och stängd

3 = Vart man kommer

4 = Vilken annan dörr som hör till den.

snabbtext:

1. What do you want to do now?
2. - " -
3. - " -
4. - " -
5. - " -
6. Huh?
7. What?
8. - " -
9. - " -
10. - " -
11. (I don't know how to =.)
12. - " -
13. - " -
14. - " -
15. - " -
16. You can't go that way.
17. - " -
18. - " -
19. - " -
20. - " -
21. I don't understand where you want to go.
22. - " -
23. You are carrying
24. You feel in your pockets and find
25. There is
26. You can see
27. (Which = do you mean?)
28. (There is no = here!)
29. (You already have it.)
30. You can't take it.
31. Taken.
32. (Easy for you to say, as you don't even have it.)
33. You can't.
34. Dropped.
35. Nope, ~~nothing is hiding~~ there is nothing =.
36. There isn't
- 37.
- 38.



Problems

1. Examine notes [39] get kreisler [39]
give kreisler to Paul [42] (Paul gives you 13 key)
5p
2. Unlock and open D3 get cup [31] put cup in machine [34]
press coffee butt and green butt get cup
Wake Mika up 10p
Mika gives you matches
3. Open cupboard [31] examine books get lexikon.
Read it
Get broom [38] give broom to cleaner [36]
say "xxx, yyy" 10p
4. 10p { Examine chessboard [51] say "move A5-A7"
Johannes shows axc, go down to D27, and duke,
Hella Find chessboard [48] to pass [47] get helmet [51]
20p { get ^{white} pieces under mat [86]
get black pieces [95]
5. unlock door enter elevator look up. open
trap door up climb rope get knife east
open door. 5p
6. [157] Moberg catches you
Put in machine 158 cut cable with knife [126]
10p get out IF not you → [186]
Moberg goes in and connects the cable