

ARNOLD GOES TO SOMEWHERE ELSE

SUMMARY of OBJECTIVES and COMMANDS

for REVIEW and/or EVALUATION

Apart from the use of standardised phrases which form an integral part of any Adventure game, and are formally part of the pleasure of playing, the most specific commands that lead to the 'EVENTS' that in total produce a 'FINALE' are listed at the end of this synopsis.

During actual playing conditions heavy use is made of a variety of responses to the inputs 'LISTEN' and 'EXAMINE'. This is the source of light relief, for example examination of the PIGEON, attempting to listen to the MAX BYGRAVES concert or to the HIPPO produce interesting responses. The input of commonly used swear words provokes a rap on the knuckles for the player sufficiently frustrated to use them, but the text output from the adventure remains a model of crisp, sometimes flambouyant English. ARNOLD himself will make comments from time to time, addressing the Player by his chosen name. Arnold is humanised by such events as the 'BURIAL at SEA', a sad event brought about by willingness of the 'FRIENDLY DRAGON' to 'puff' himself into eternity for the salvation of ARNOLD and COMPANY on the RIVER STYX.

The HEEL at the BIOLOGICAL SPARES STORE must be acquired and given to a languishing ACHILLES if his help is to be sought at the confrontation with JASON. In fact at this point 'CALL ACHILLES' is the only solution. The DRAGON has to be captured, and the required input is 'HARNESS DRAGON' which is fine if you have a HARNESS! To be provoked into listening to the KEEPER of THE BOOK of DEATH, WHEN THEY CALL YOUR NAME..... is to invite an untimely end, although there are no other 'sudden deaths' in the adventure. ARNOLD is essentially a Pacifist and will only fight when there is no alternative. Indeed he is content to stun CYCLOPS by using the SLING and SHOT, and to PAY CHARON for for the use of THE FERRY. Provided that the PARCHMENT has been found and read and retained then the use of the spell DIONRA extricates ARNOLD from such as the WHIRLPOOL and other NO-GO situations. The location descriptions sometimes hold a clue, which may be explicit or implied as in THE VAULT which 'appears' to be empty and patently is not. The exotic names are not concocted, they represent various facets of mythology through to late 20th. Century witchcraft phenomena, and whilst not strung sequentially will have a meaning to the initiated and will amuse those without such knowledge. The OBJECTIVE of the ADVENTURE is cryptically spelt out in the introduction, the aim of the author was to send the Adventurer on a bizarre journey somehow mixing the ridiculous and incredible with a perceptible tinge of the plausible without defying the conventions of logic. The Minds-Eye is the PLAYING FIELDperhaps ARNOLD is the BALL.

LIST OF VERBS (first 3 letters only required)

EXAMINE LISTEN GET TAKE BREAK BASH KILL SHOOT DROP THROW DUMP GIVE SEARCH LOOK OPEN CLOSE LIGHT SWITCH SAY JUMP CLIMB LIFT FOLLOW FLY LEAVE FEEL READ PLAY PICK CATCH HIT BOOT BANG BELT STAB PUNCH KICK EAT DRINK RUN WALK WORK HARNESS WEAR MELT PAY CALL ASK CLEAN USE etc.....

NOUNS (first 3 letters only required)

SHORE LEPER VAULT GOAT HIPPO KEY PATH CROWBAR PORTAL SLING CRYPT DRAGON SWORD HARNESS PIT PENTACLE BOOK GAS-MASK HEEL VOID SKELETON DISCIPLE PARCHMENT BOX BLOW-LAMP COIN TONY MAX PCADILLY HAUNT MUSHROOM SUIT ICICLE DOOR MIRROR JOURNAL TRUMPET CARVING PYTHON CAVERN WALL TRAIL TOMB ACHILLES SANCTUARY PADDLES LAKE PIGEON CHARON JASON WHIRLPOOL CREST ICEBERG RAPIDS PLANK CYCLOPS HELL SPADE SOUL SOURCE PHLEGETHON DRYAD RIVER SHROUD WASTELAND LAVA PUMICE-STONE ROPE WREATH SCEPTRE BANQUET WATER FOX AMULET WARRIOR DEVOTEE LAMP SIGN TRIDENT TALISMAN MULBERRY TORRENT FLAMES TABLETS CHAPEL TEMPLE ABYSS BEAST LODGE THREAD FAMILIAR BROOM CHAMBER STORE POTION LAIR TREE EXORCIST LADY TORTURE-CHAMBER INQUISITOR ROBE STOKER WINDOW DREAM LADDER PROCLAMATION THROG HALL TRAP EREBUS....etc.

EXAMPLES OF IMPORTANT INPUTS

EXA VAU...HAR DRA...BURY DRAGON**...LAMP DN...USE SLI...USE BLO...WEA SUI..
WEA GAS...CALL ACHILLES**...PAY CHA...GIV HEE...GIVE JOU...EAT MUS...DRI WAT..
MEL ICI...USE MIR...DRO GOA...USE PAD...EXA PIG...CLE WIN...WEA ROB...
NB ** INDICATES IN FULL REQUIRED