

```
PHUSE  INII DUNE statement executed
To resume execution, type go.  Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!!  WOULD YOU LIKE INSTRUCTIONS?
```

```
KLASSIKER DER
SPIELGESCHICHTE
y
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
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(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)
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YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING .  AROUND YOU IS A FOREST.  A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
```

**01 COLOSSAL CAVE ADVENTURE**

**21. OKTOBER 2010**



# Will Crowther

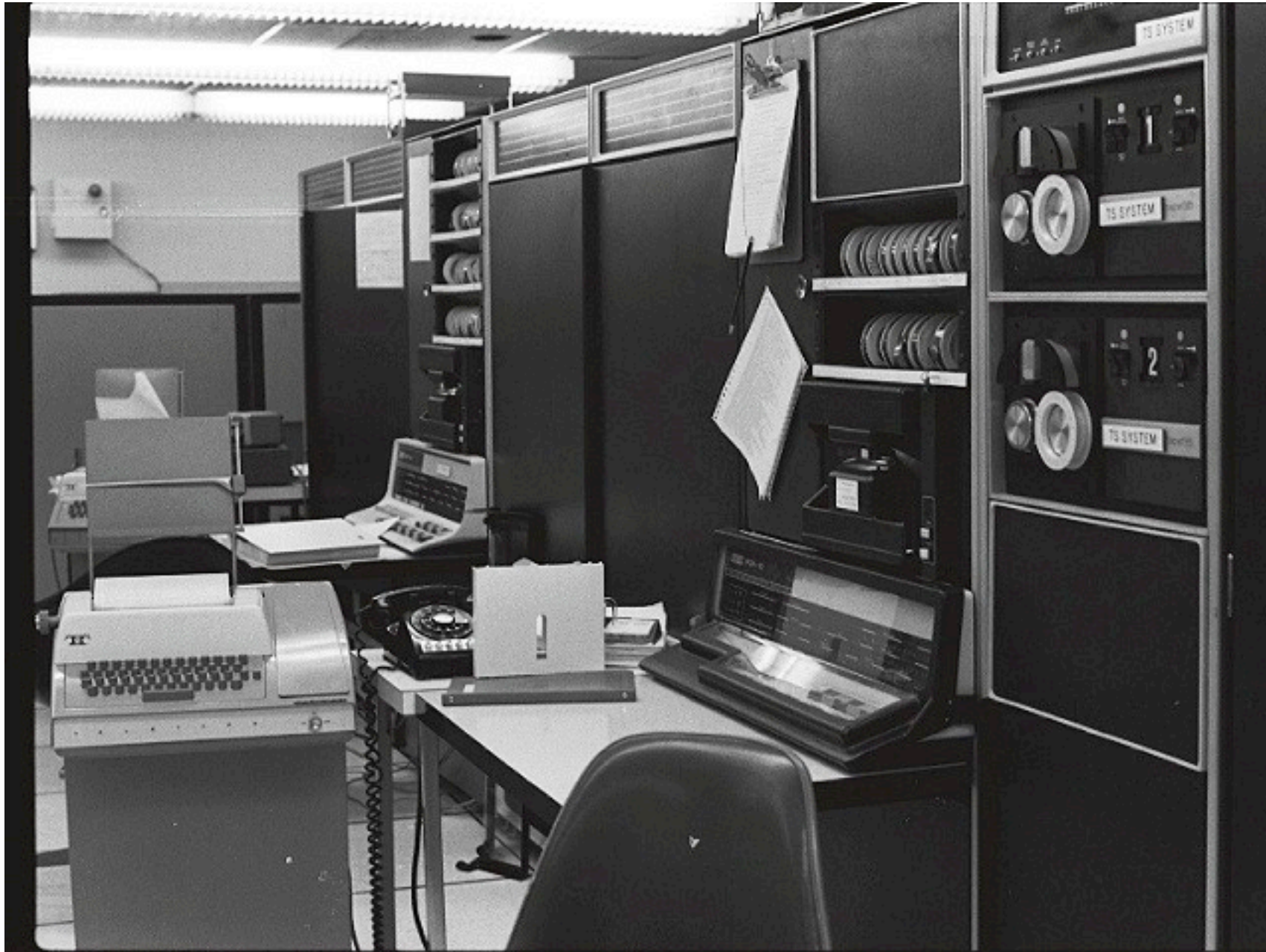
»I had been involved in a non-computer role-playing game called *Dungeons and Dragons* at the time [c. 1975], and also I had been actively exploring in caves ... Suddenly, I got involved in a divorce, and that left me a bit pulled apart in various ways. In particular I was missing my kids. Also the caving had stopped, because that had become awkward, so I decided I would fool around and write a program that was a re-creation in fantasy of my caving, and also would be a game for the kids ... My idea was that it would be a computer game that would not be intimidating to non-computer people, and that was one of the reasons why I made it so that the player directs the game with natural language input, instead of more standardized commands.«



Die IMP-Gruppe von BBN

[http://www.rickadams.org/adventure/a\\_history.html](http://www.rickadams.org/adventure/a_history.html)

# PDP-10



An dieser PDP-10 bei BBN wurde nicht nur Adventure geschrieben, sondern auch die erste Email verschickt.

# Vorläufer

Eliza 1966

<http://i5.nyu.edu/~mm64/x52.9265/january1966.html>

SHRDLU 1968

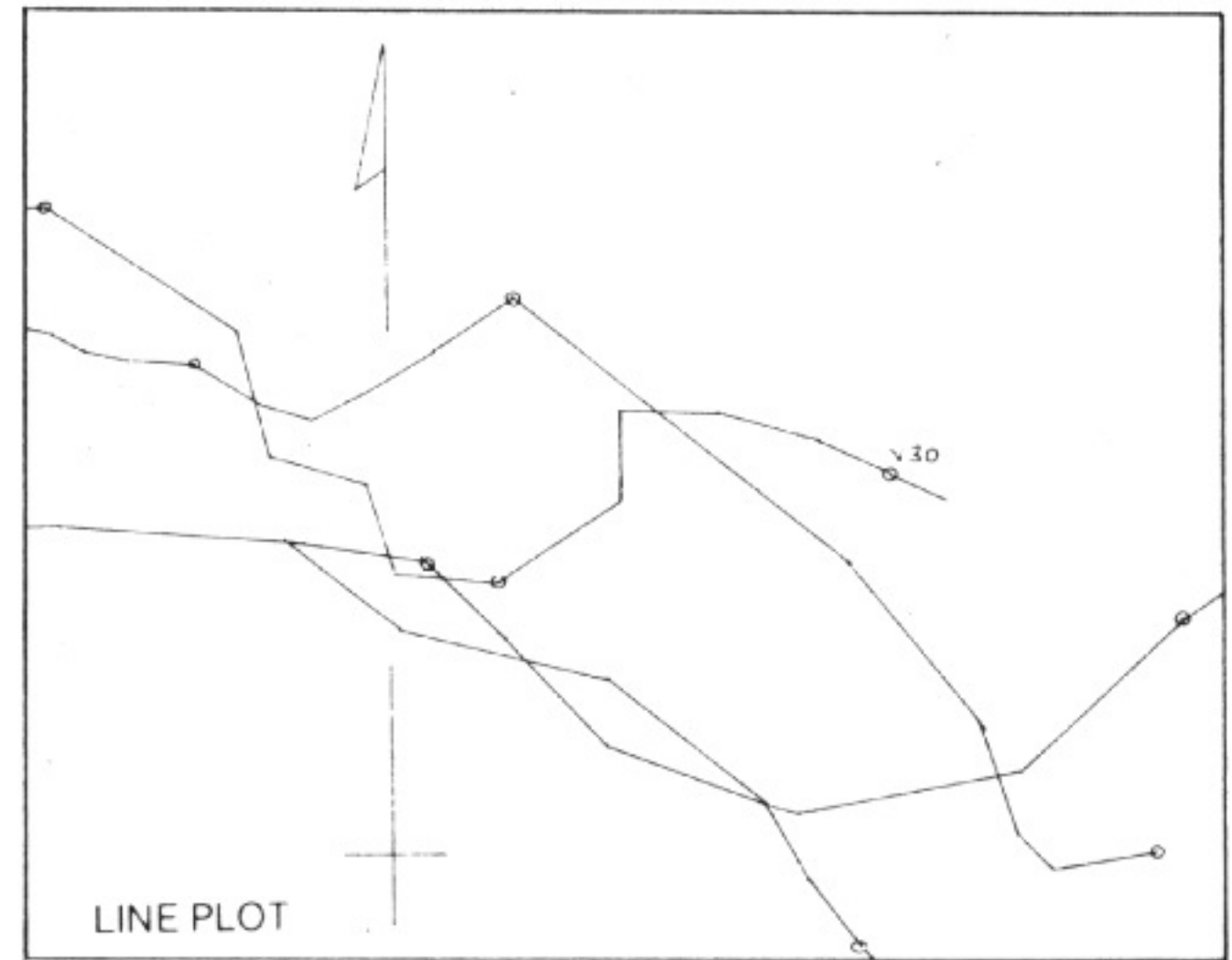
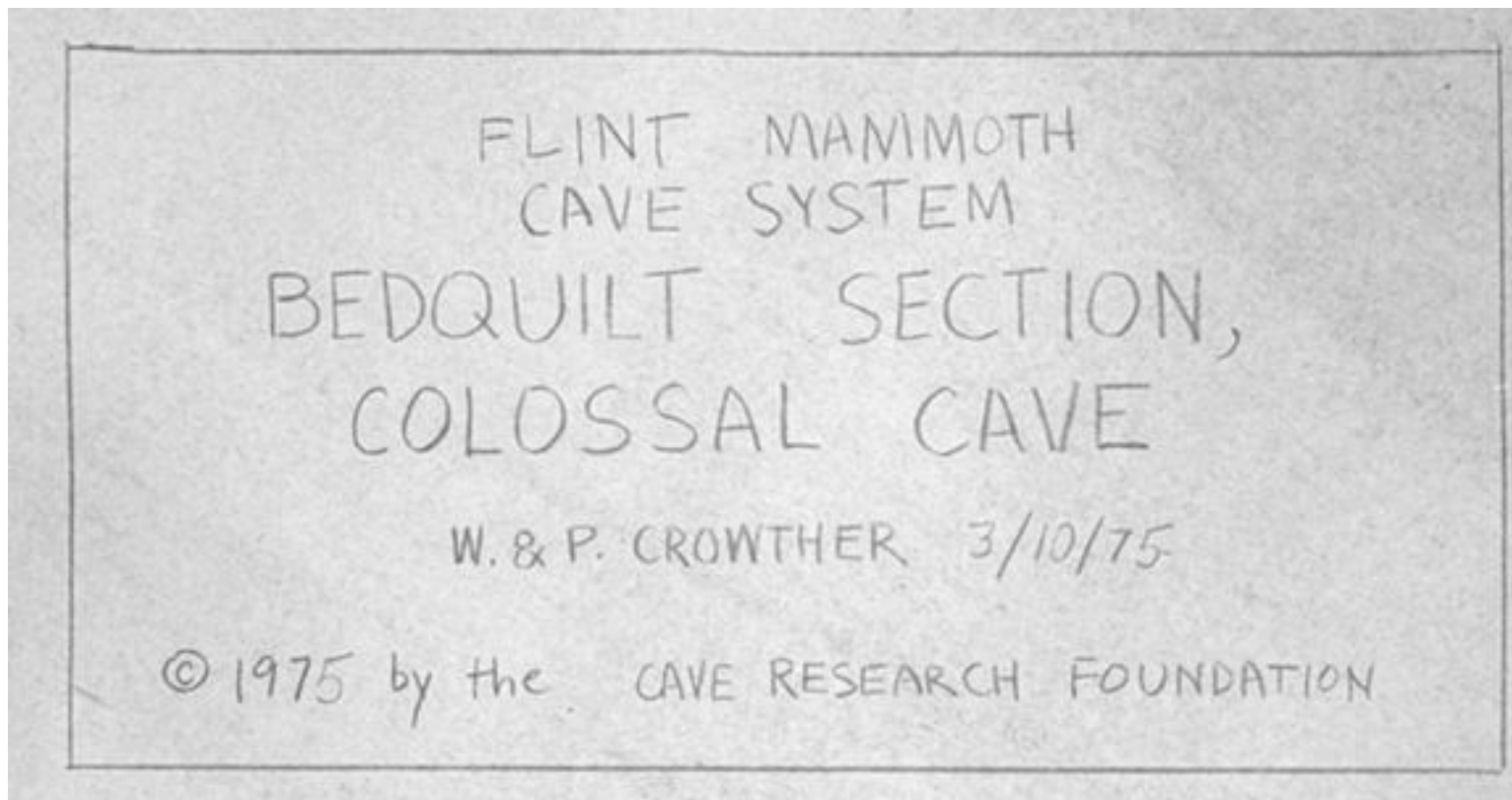
<http://hci.stanford.edu/~winograd/shrdlu/>

Hunt the Wumpus 1972

[http://jerz.setonhill.edu/if/canon/Hunt\\_the\\_Wumpus.htm](http://jerz.setonhill.edu/if/canon/Hunt_the_Wumpus.htm)



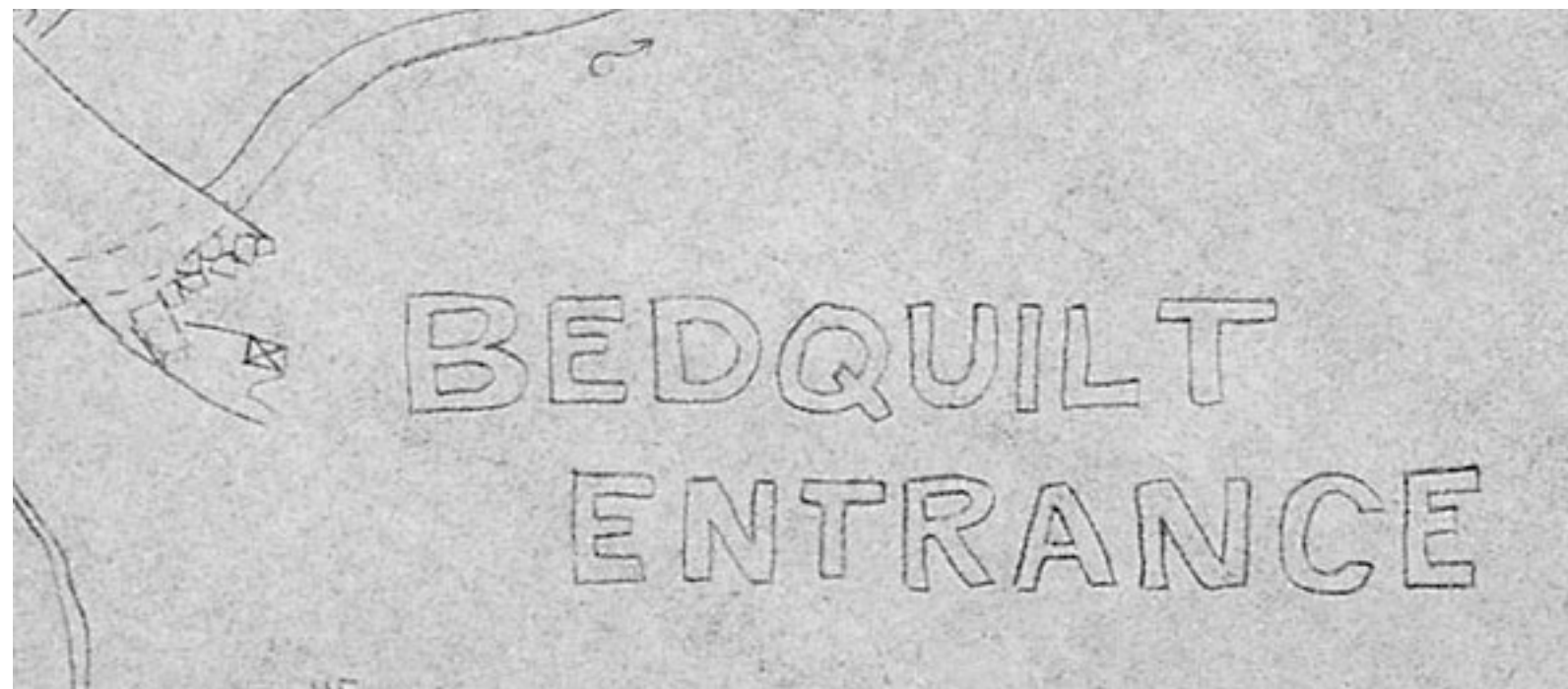
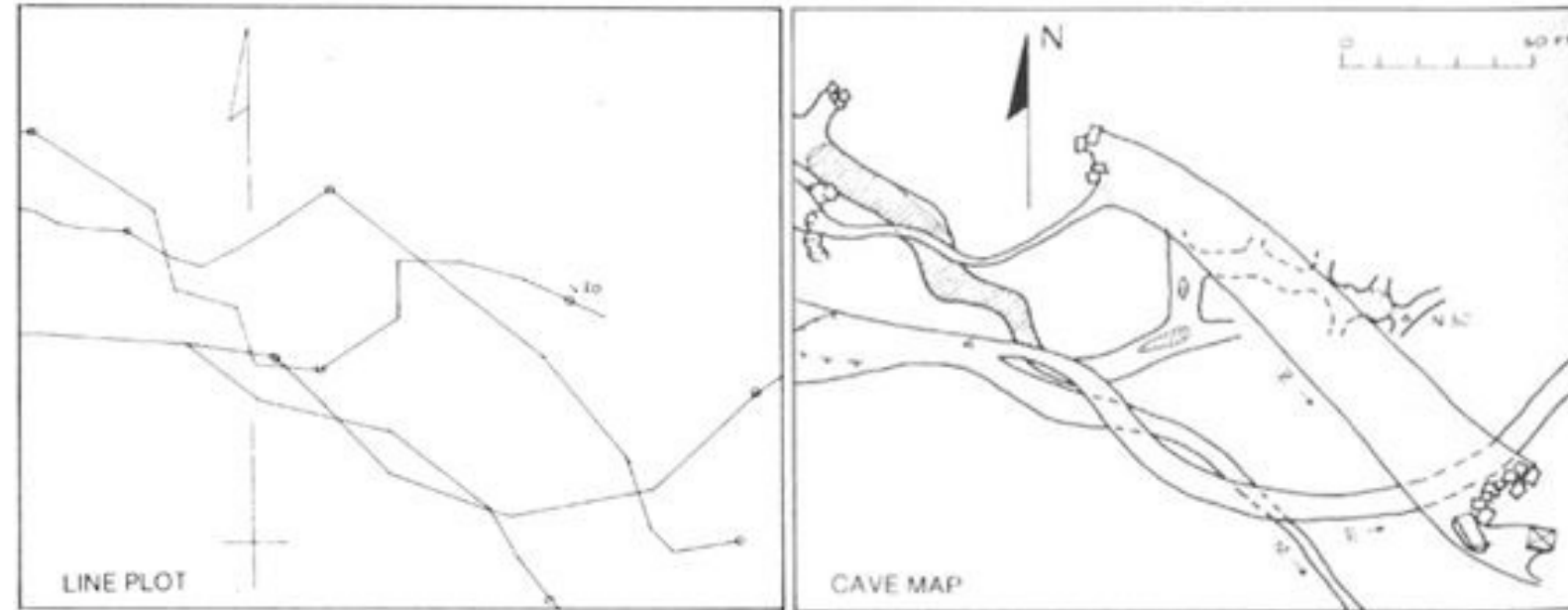
# Mammoth Cave

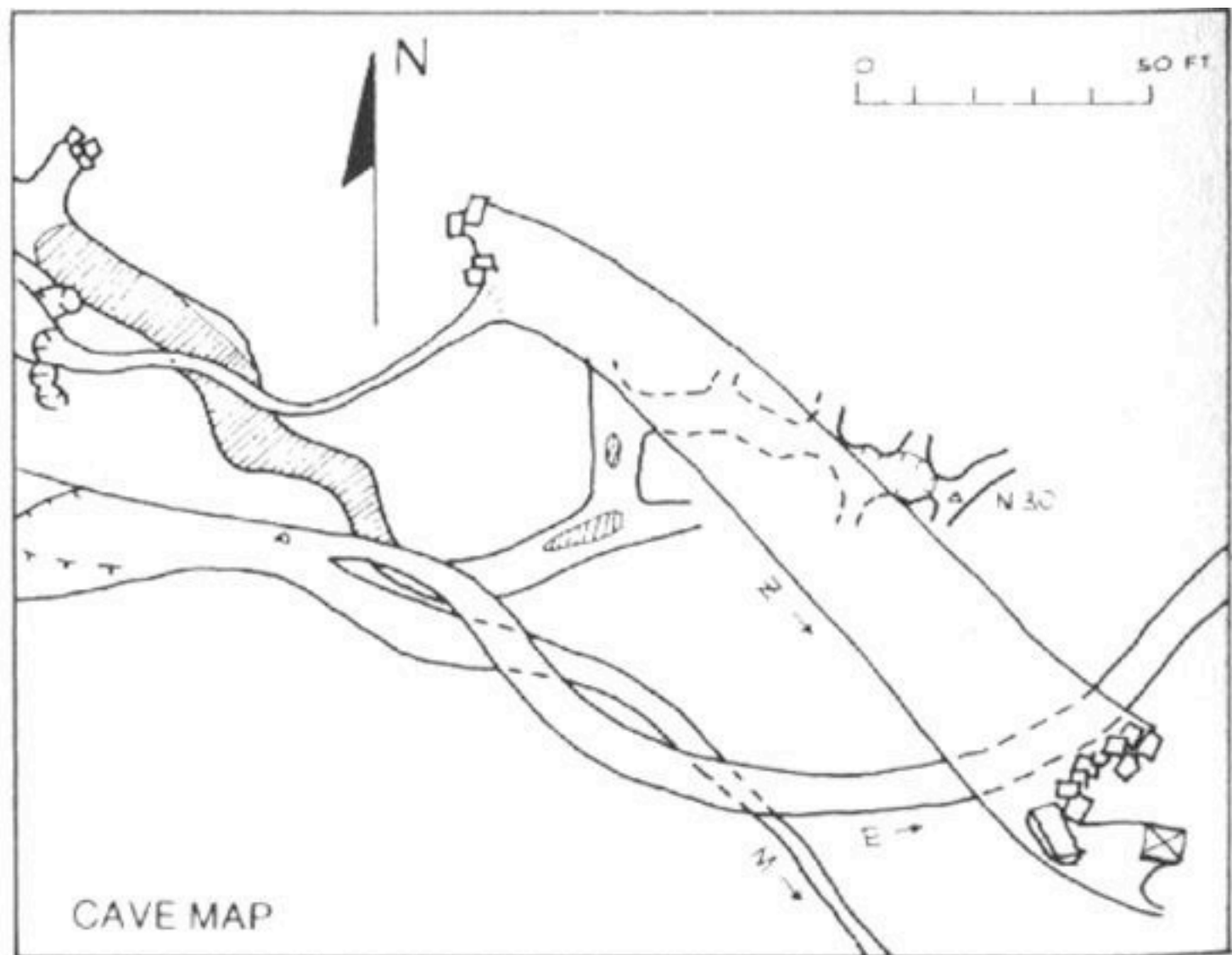


Diese und die folgenden Abbildungen gibt es bei

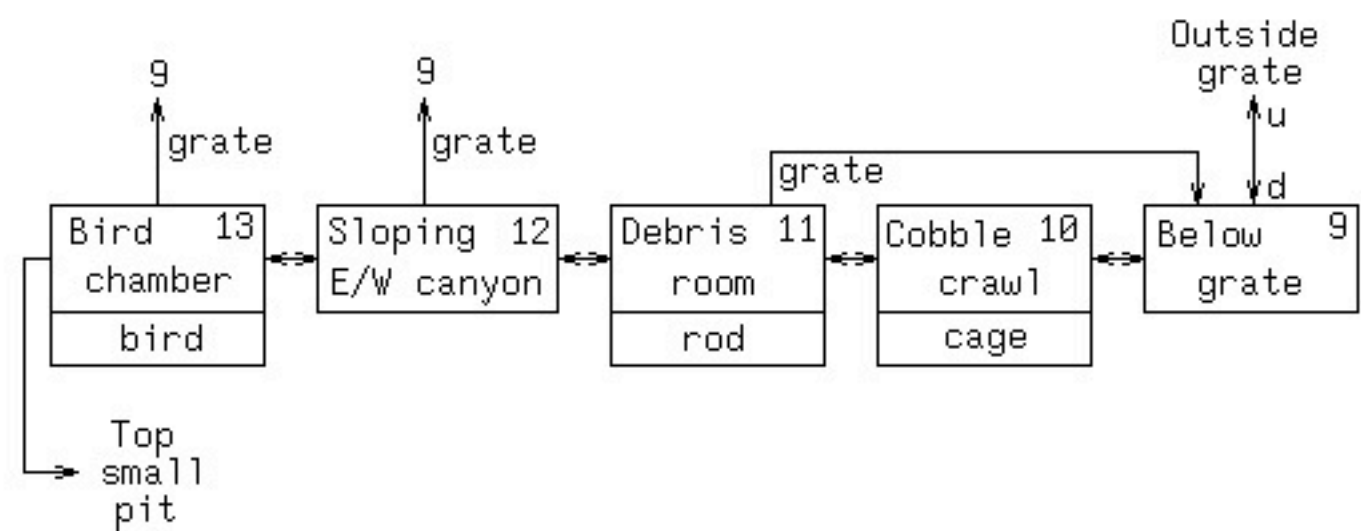
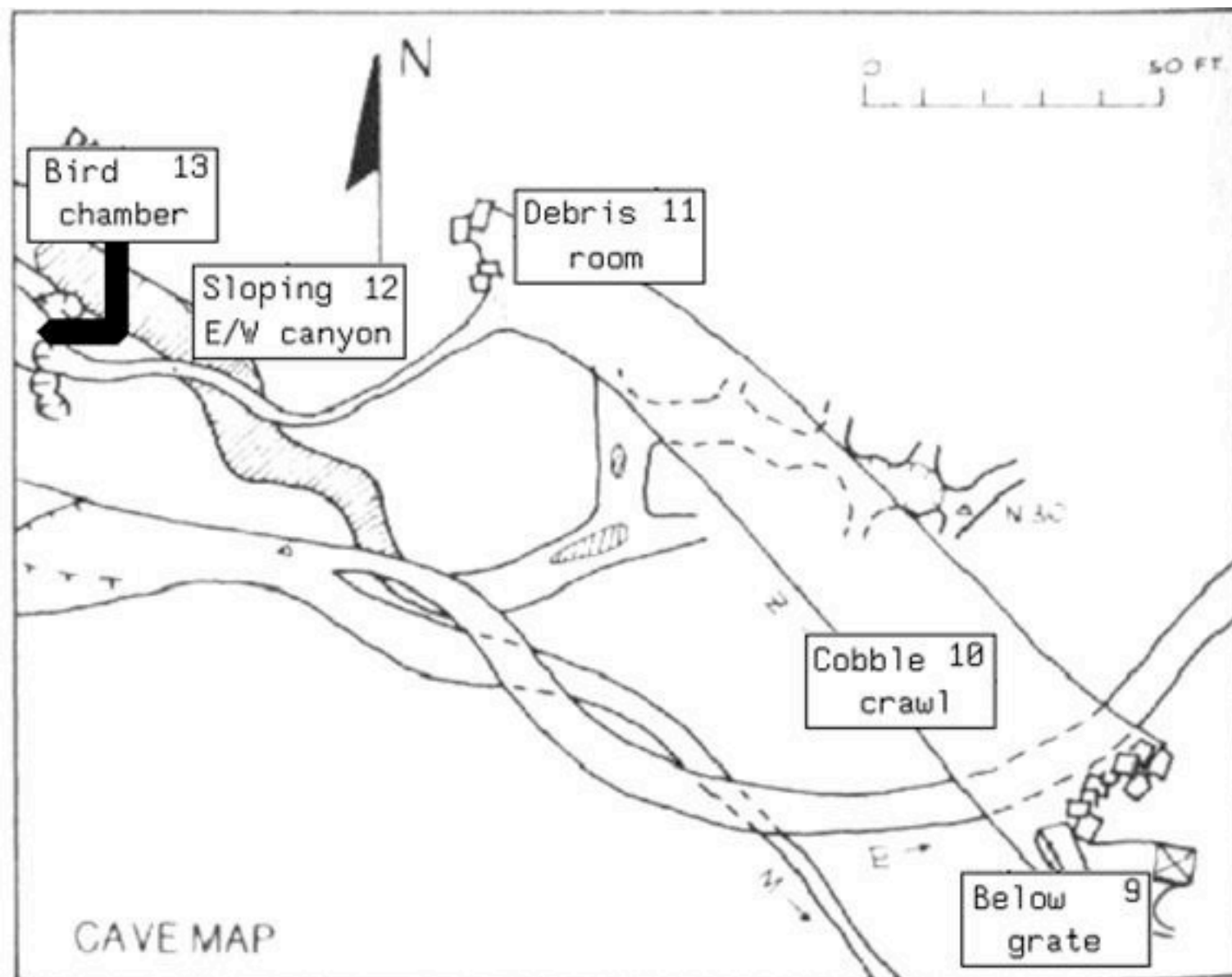
<http://www.digitalhumanities.org/dhq/vol/001/2/000009/000009.html>

# Bedquilt Entrance



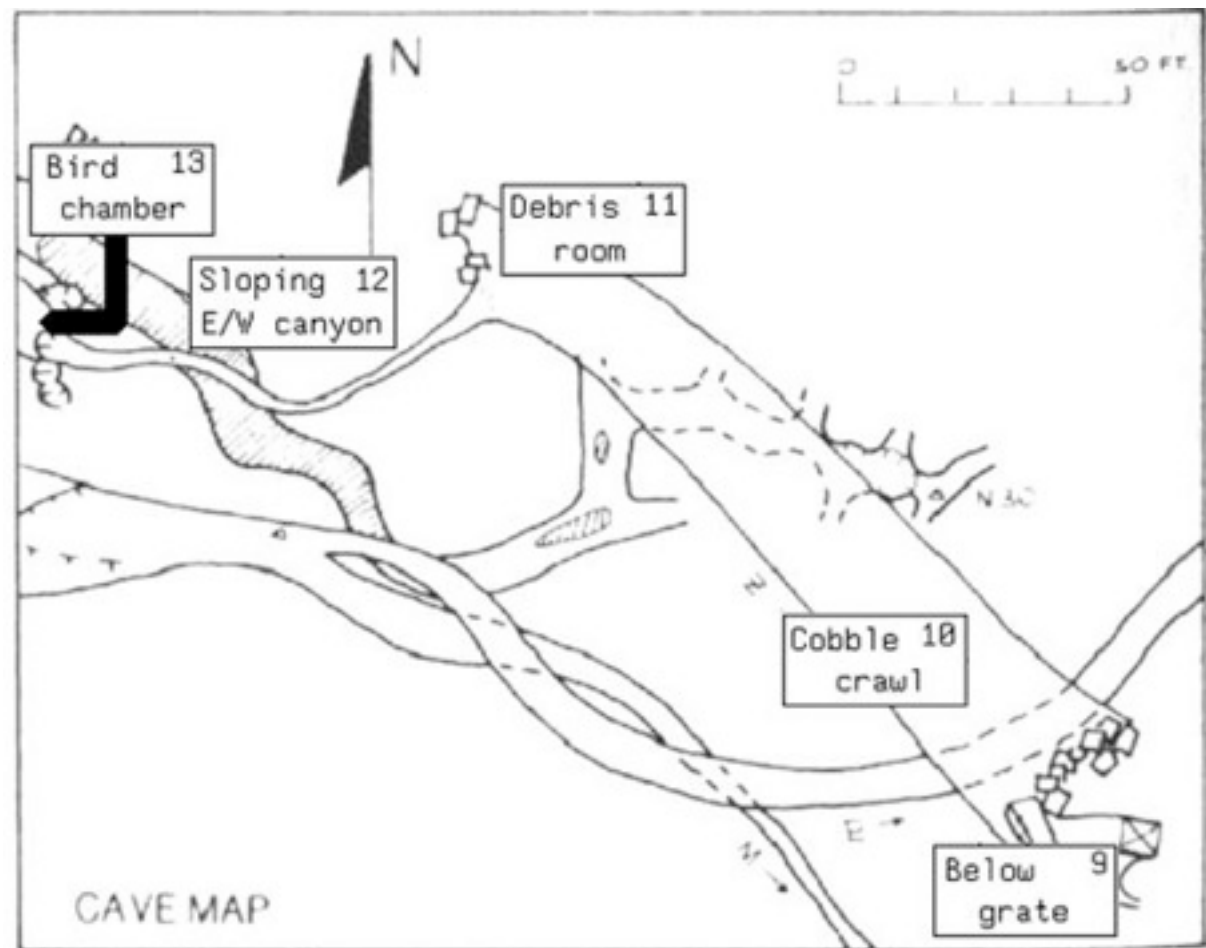


Map 2





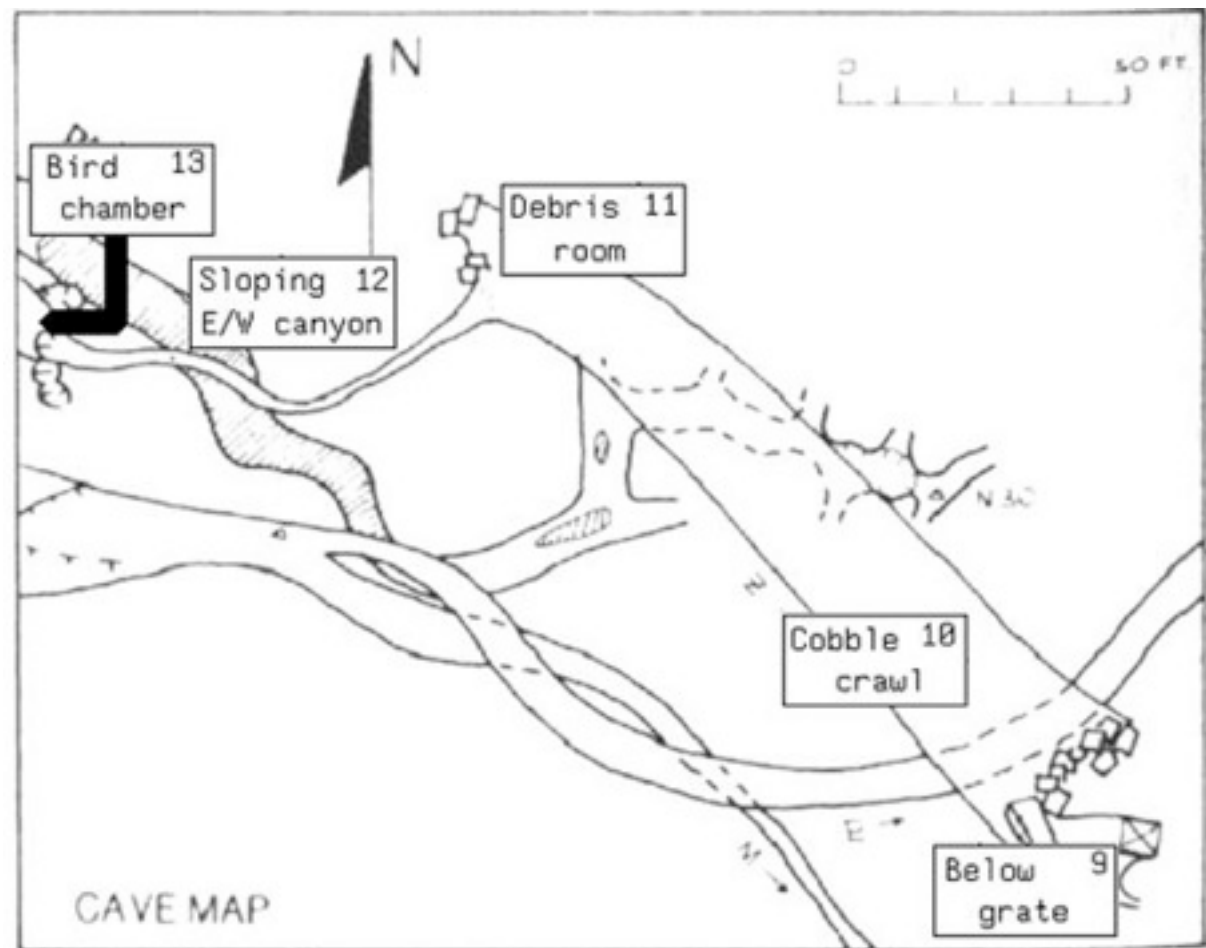
# BELOW GRATE



YOU ARE IN A SMALL CHAMBER BENEATH A 3X3 STEEL GRATE TO THE SURFACE. A LOW CRAWL OVER COBBLES LEADS INWARD TO THE WEST. ([Room 9, "YOU'RE BELOW THE GRATE"](#))

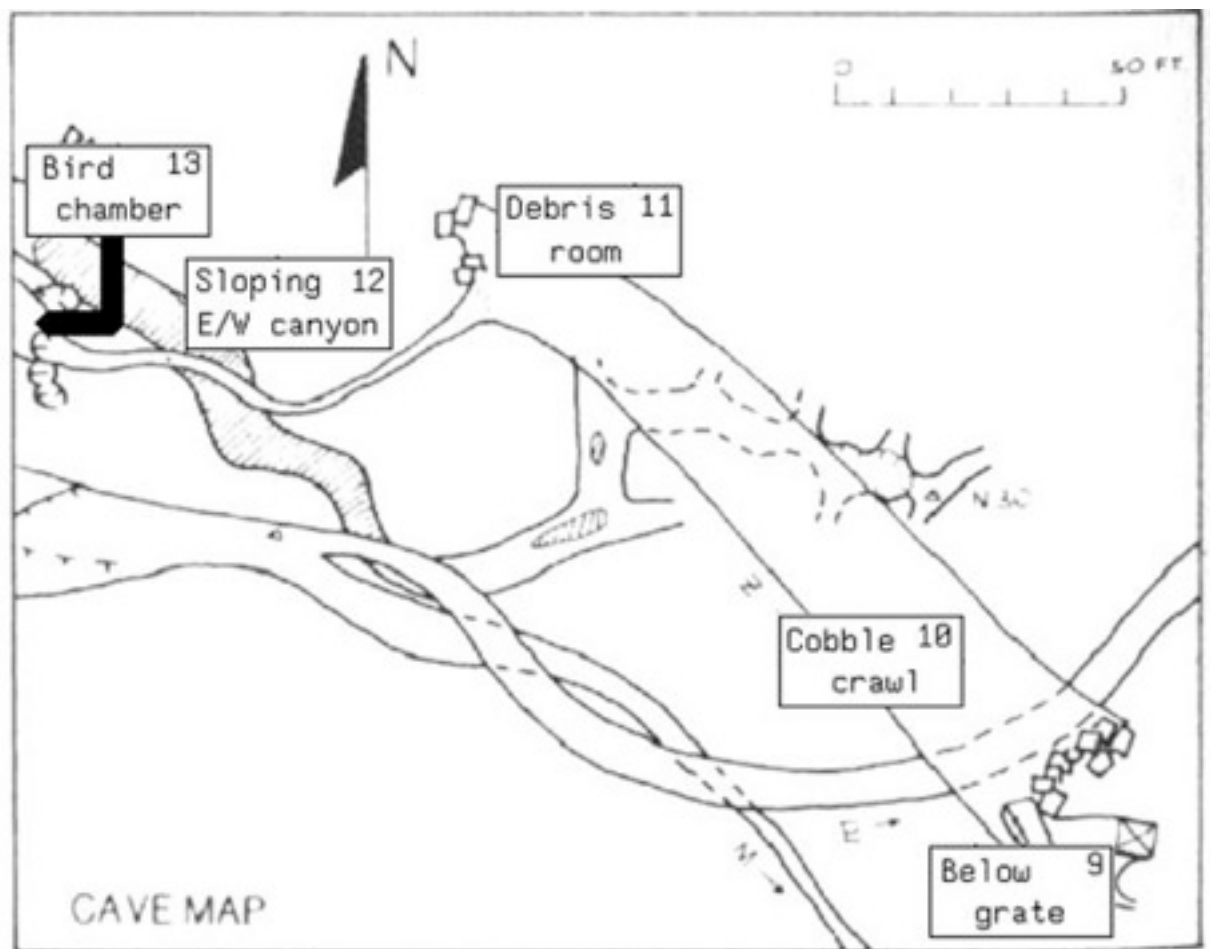


# COBBLE CRAWL



YOU ARE CRAWLING OVER COBBLES IN A LOW PASSAGE. THERE IS A DIM LIGHT AT THE EAST END OF THE PASSAGE. ([Room 10, "YOU'RE IN COBBLE CRAWL."](#))

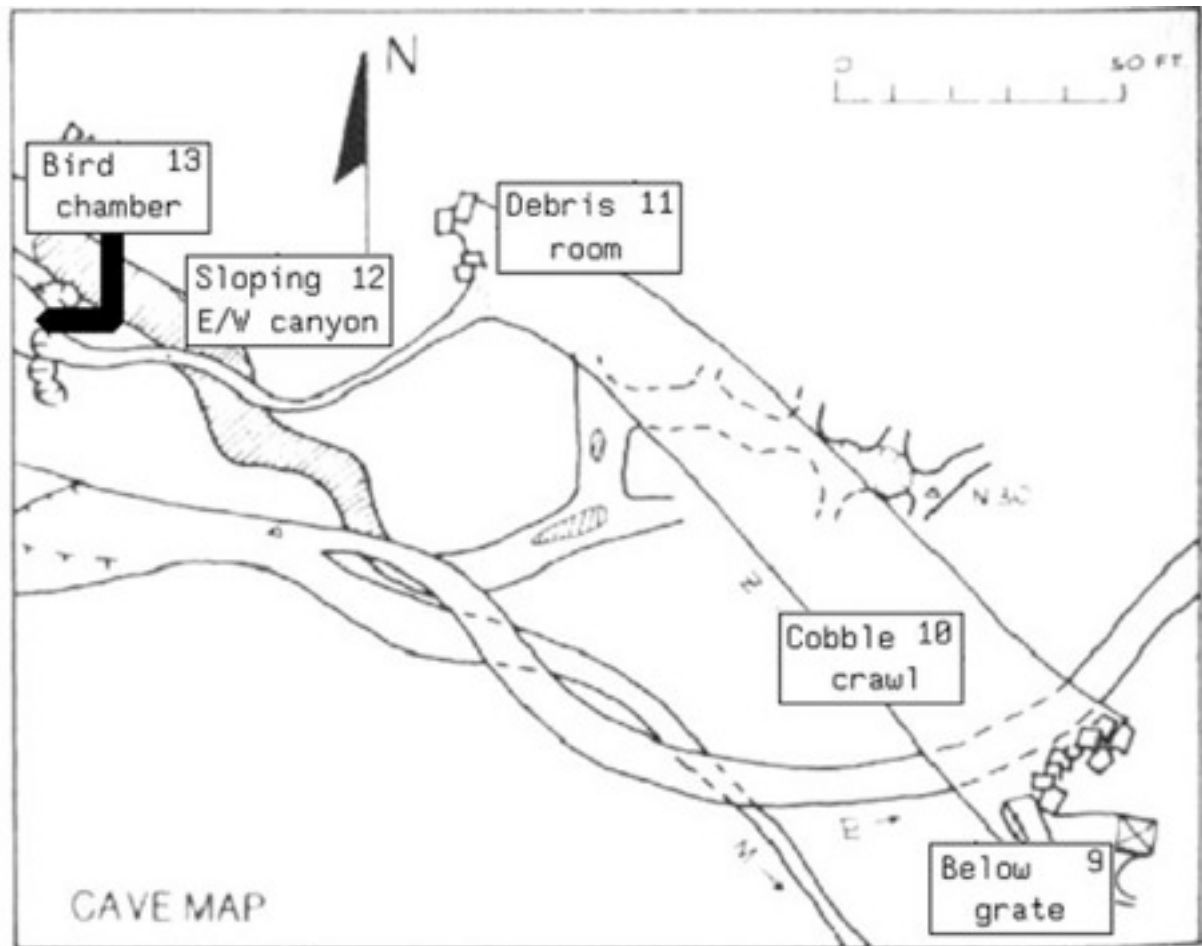
# DEBRIS ROOM



YOU ARE IN A DEBRIS ROOM, FILLED WITH STUFF WASHED IN FROM THE SURFACE.... A NOTE ON THE WALL SAYS "MAGIC WORD XYZZY". ([Room 11, "YOU'RE IN DEBRIS ROOM."](#))



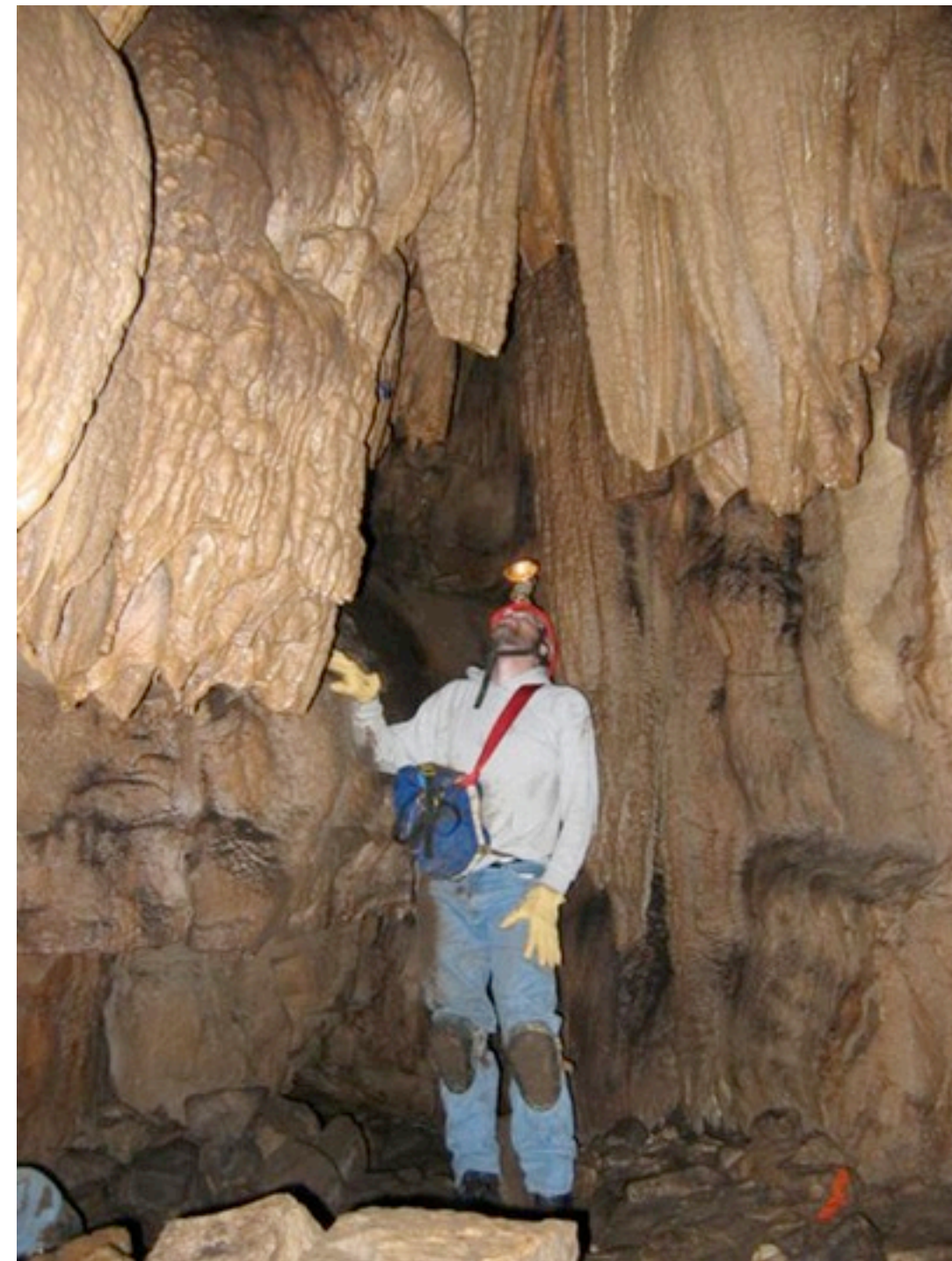
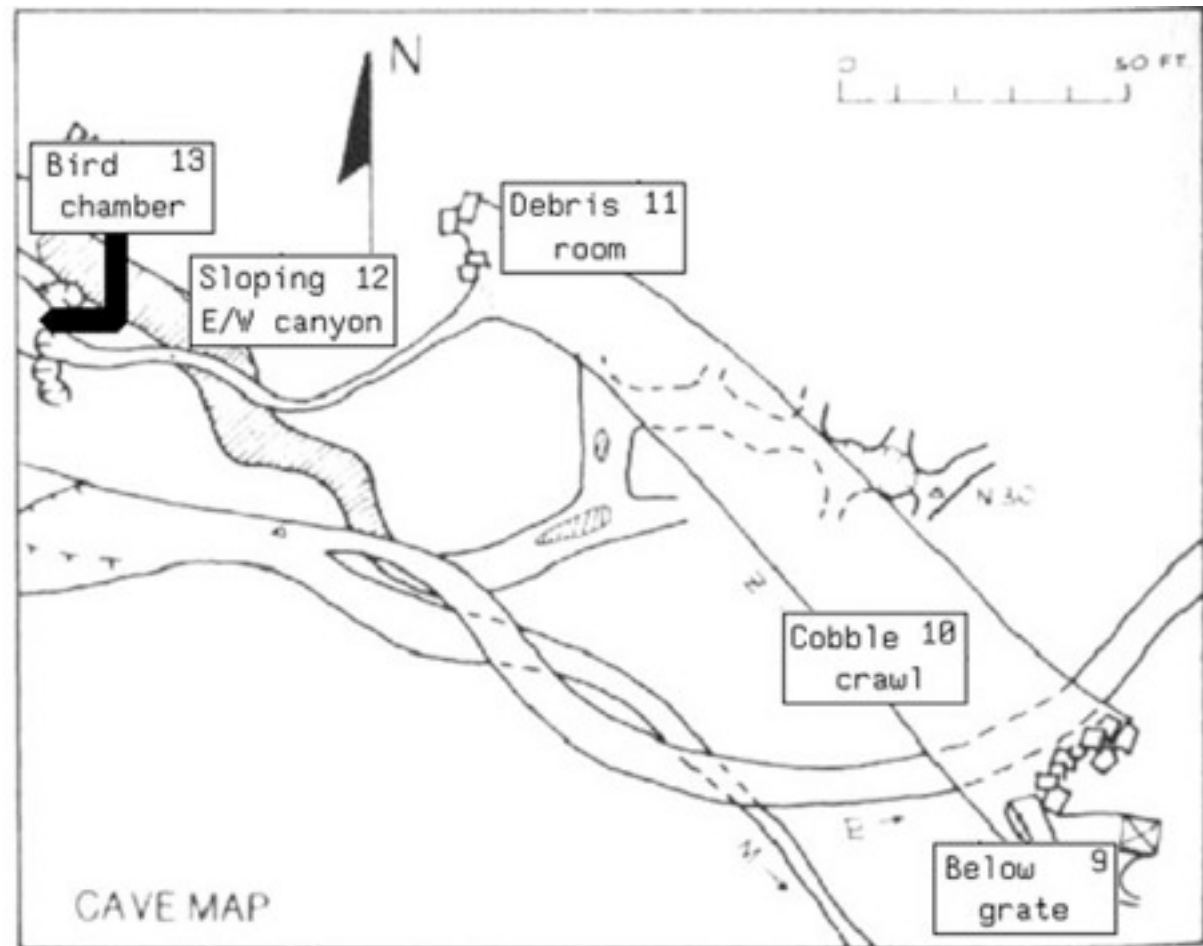
# E/W CANYON



YOU ARE IN AN AWKWARD SLOPING EAST/WEST CANYON. ([Room 12.](#))



# BIRDS CHAMBER



YOU ARE IN A SPLENDID CHAMBER THIRTY FEET HIGH. THE WALLS ARE FROZEN RIVERS OF ORANGE STONE. AN AWKWARD CANYON AND A GOOD PASSAGE EXIT FROM EAST AND WEST SIDES OF THE CHAMBER. ([Room 13, "YOU'RE IN BIRD CHAMBER."](#))

# Y2



YOU ARE IN A LARGE ROOM, WITH A PASSAGE TO THE SOUTH, A PASSAGE TO THE WEST, AND A WALL OF BROKEN ROCK TO THE EAST. THERE IS A LARGE "Y2" ON A ROCK IN ROOMS CENTER. ([Room 33, "YOU'RE AT Y2"](#))

A HOLLOW VOICE SAYS "PLUGH" ([Table 6, Item 8](#))



# Adventure

<http://www.rickadams.org/adventure/>

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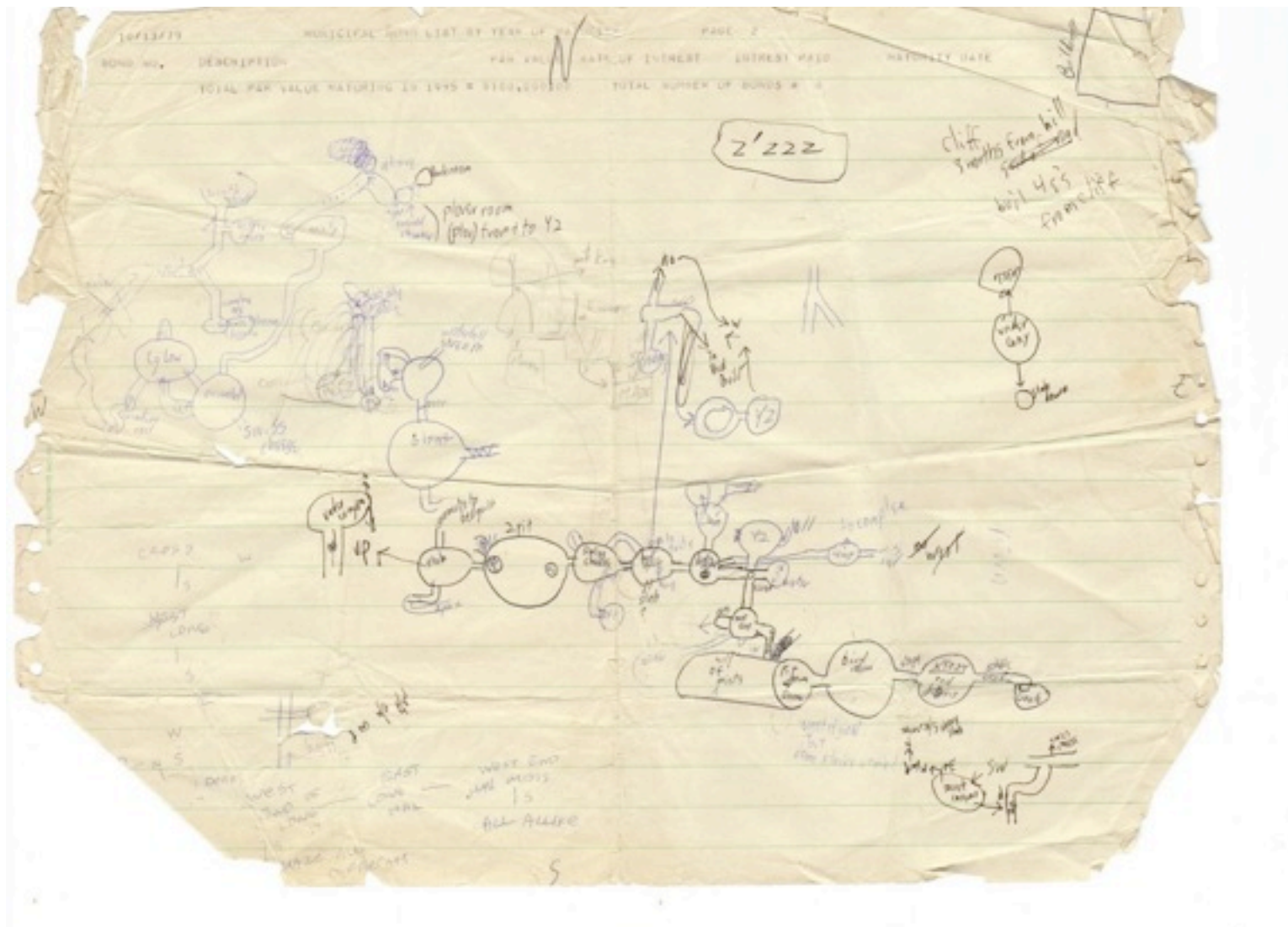
Will Crowther  
Don Woods

1975 / 1976

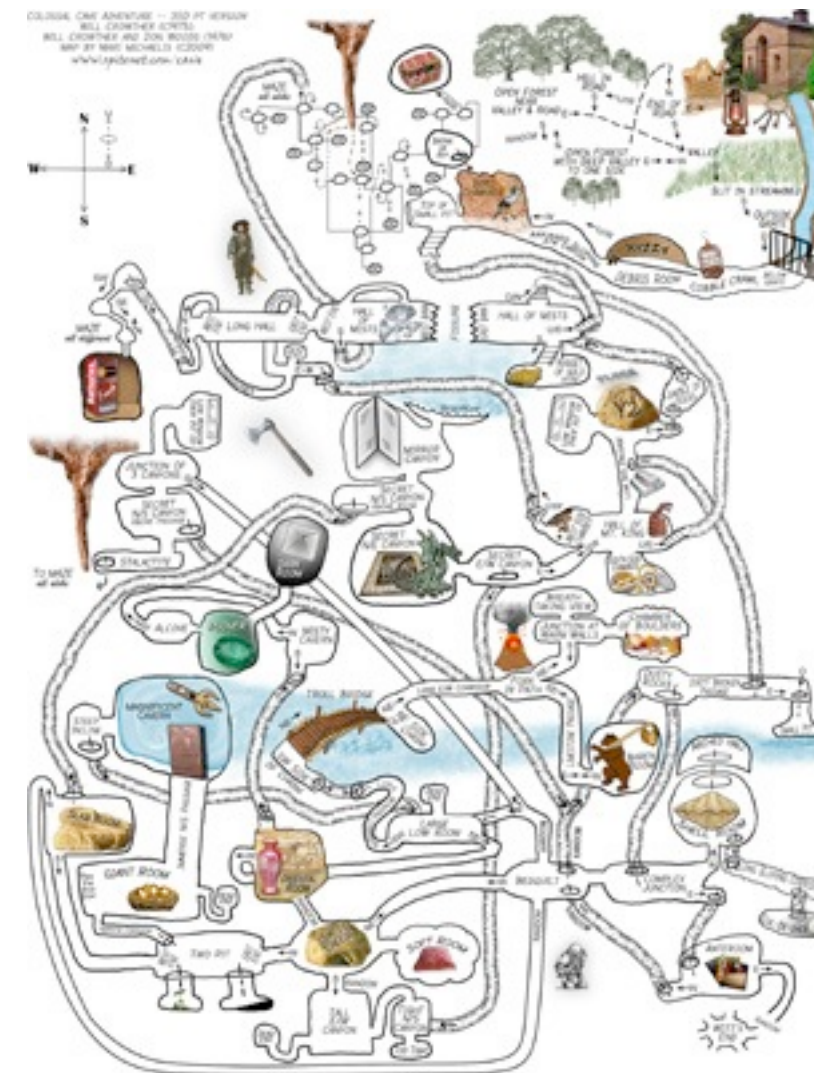


# Karten und Lösungen

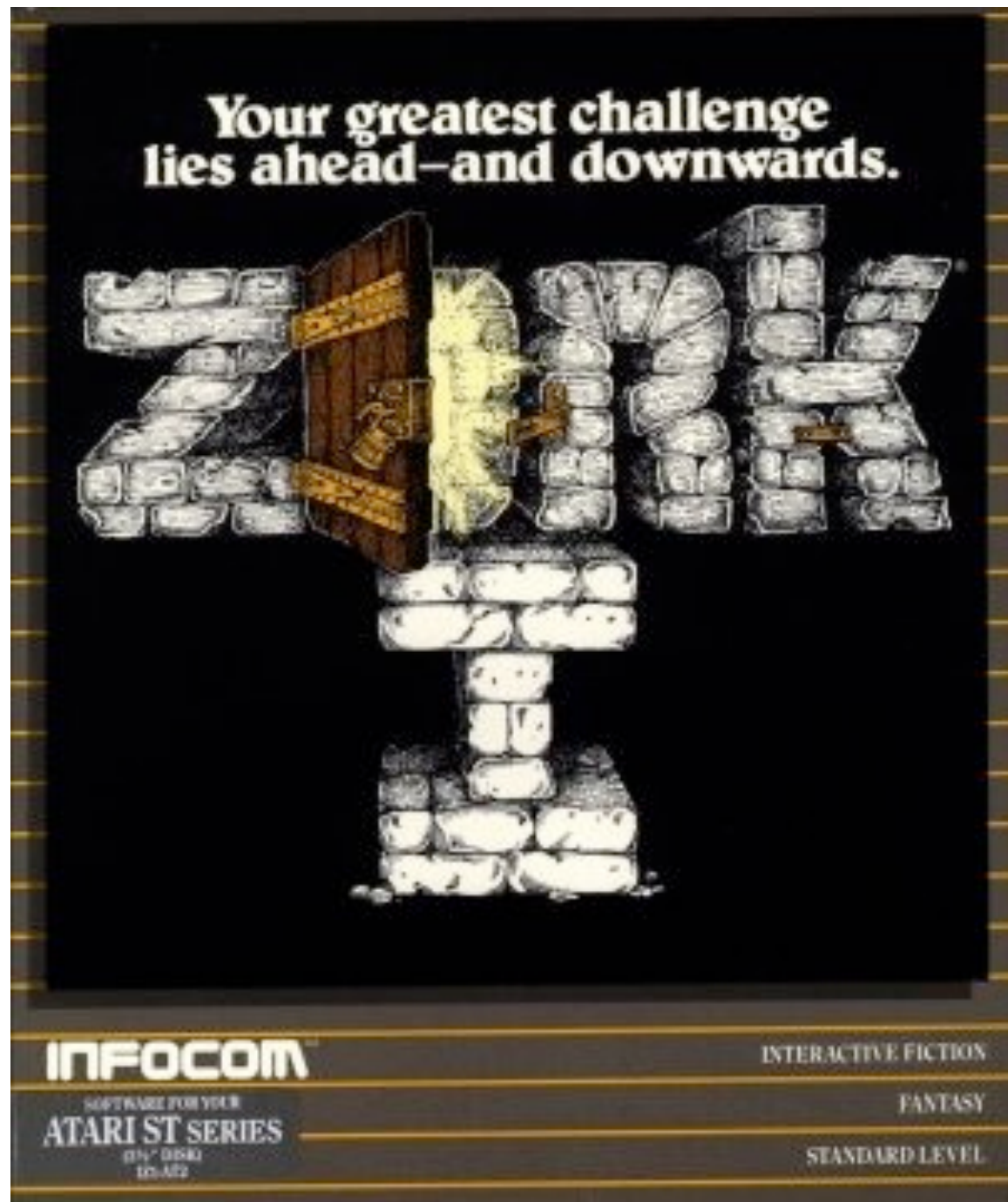
Walkthrough unter <http://www.dwheeler.com/adventure/adventure-solution.txt>



[http://2.bp.blogspot.com/\\_pWEkcZhyUw/SvIHUiHe2kl/AAAAAAAAAE\\_g/WzI2LaZBh3U/s1600-h/Colossal+Cave+Adventure+map.jpg](http://2.bp.blogspot.com/_pWEkcZhyUw/SvIHUiHe2kl/AAAAAAAAAE_g/WzI2LaZBh3U/s1600-h/Colossal+Cave+Adventure+map.jpg)



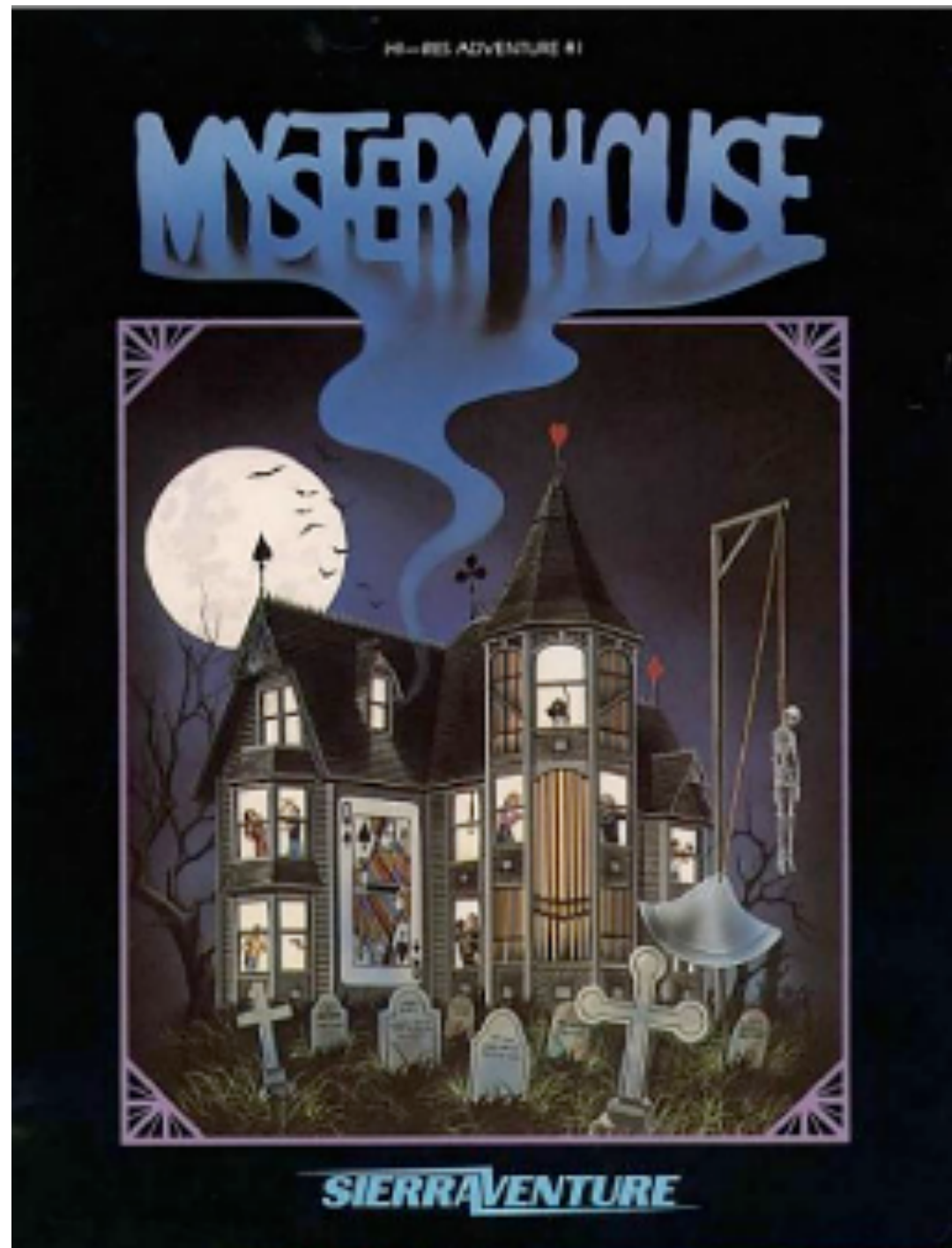
<http://www.spitenet.com/cave/>



# Nachfolger

Zork, Infocom: Tim Anderson, Marc Blank, Bruce Daniels, Dave Lebling, 1977





# Mystery House

Mystery House, Sierra On-Line:  
Ken & Roberta Williams, 1980

<http://turbulence.org/Works/mystery/games.php>

<http://www.gamefaqs.com/appleii/564081-mystery-house/faqs/51470>