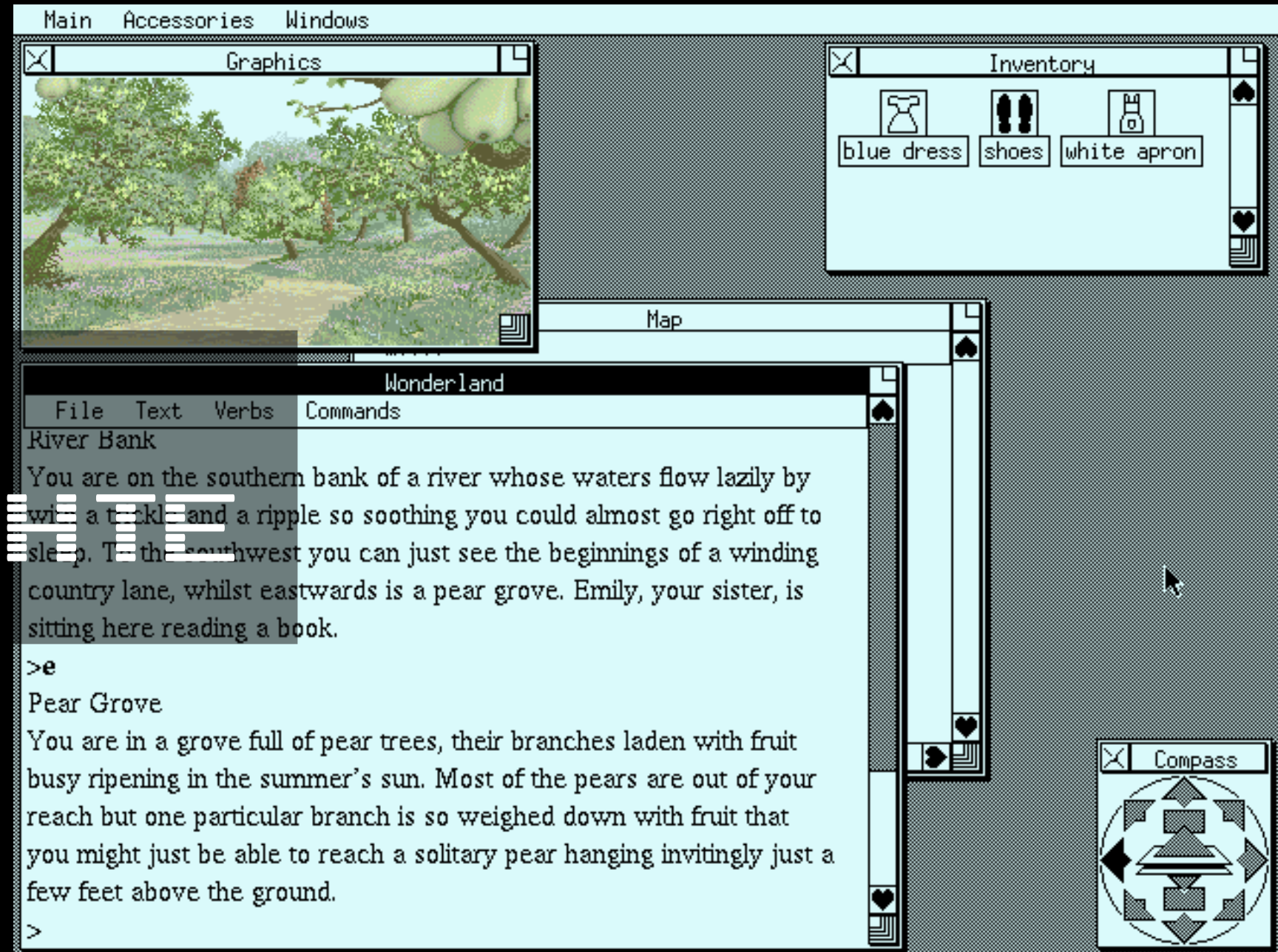


# KLASSIKER DER SPIELEGESCHICHTE

**2 WONDERLAND**

**28. OKTOBER 2010**



# Text-Grafikadventures

```
You are in a comfortable tunnel like hall with a perfectly round green door
like a porthole. The walls are panelled, the floors tiled and carpeted and
there are a number of polished chairs around the walls.
To the east there is the round green door.
You can see :
  Gandalf. Gandalf is carrying
    a curious map.
  Thorin.
    the wooden chest.
Gandalf gives the curious map to you.
Thorin, rising to his feet, says to you " Well Mr Baggins, all is ready for
our adventure and I must say things are looking very hopeful. Shall we be off
then? "
```

```
> LOOK.
>
```



```
You are in a comfortable tunnel like
hall with a perfectly round green door
like a porthole.
```

## The Hobbit (Beam Software, 1982)

links: Textdarstellung der Startposition des Spiels, rechts: die graphische Darstellung

Deck Nine

Score: 0

Moves: 4618

PLANETFALL: INTERLOGIC Science Fiction  
Copyright (c) 1983 by Infocom, Inc. All rights reserved.  
PLANETFALL and INTERLOGIC are trademarks of Infocom, Inc.  
Release 29 / Serial number 840118

Another routine day of drudgery aboard the Stellar Patrol Ship Feinstein. This morning's assignment for a certain lowly Ensign Seventh Class: scrubbing the filthy metal deck at the port end of Level Nine. With your Patrol-issue self-contained multi-purpose all-weather scrub-brush you shine the floor with a diligence born of the knowledge that at any moment dreaded Ensign First Class Blather, the bane of your shipboard existence, could appear.

Deck Nine

This is a featureless corridor similar to every other corridor on the ship. It curves away to starboard, and a gangway leads up. To port is the entrance to one of the ship's primary escape pods. The pod bulkhead is closed.

>|

## Planetfall (Infocom, 1983)

Startbildschirm des Spiels

```
Iris                                     Score: 0   Moves: 0

SUSPENDED: INTERLOGIC Science Fiction
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SUSPENDED and INTERLOGIC are trademarks of Infocom, Inc.
Release 8 / Serial number 840521

FC ALERT! Planetside systems are deteriorating. FC imbalance detected.
Emergency reviving systems completed. You are now in control of the complex.

SENSA INTERRUPT: Seismic aftershock detected ten meters north of Beta FC.
Tremor intensity 9.7. Projected damage: connecting cables in Primary and
Secondary Channels.

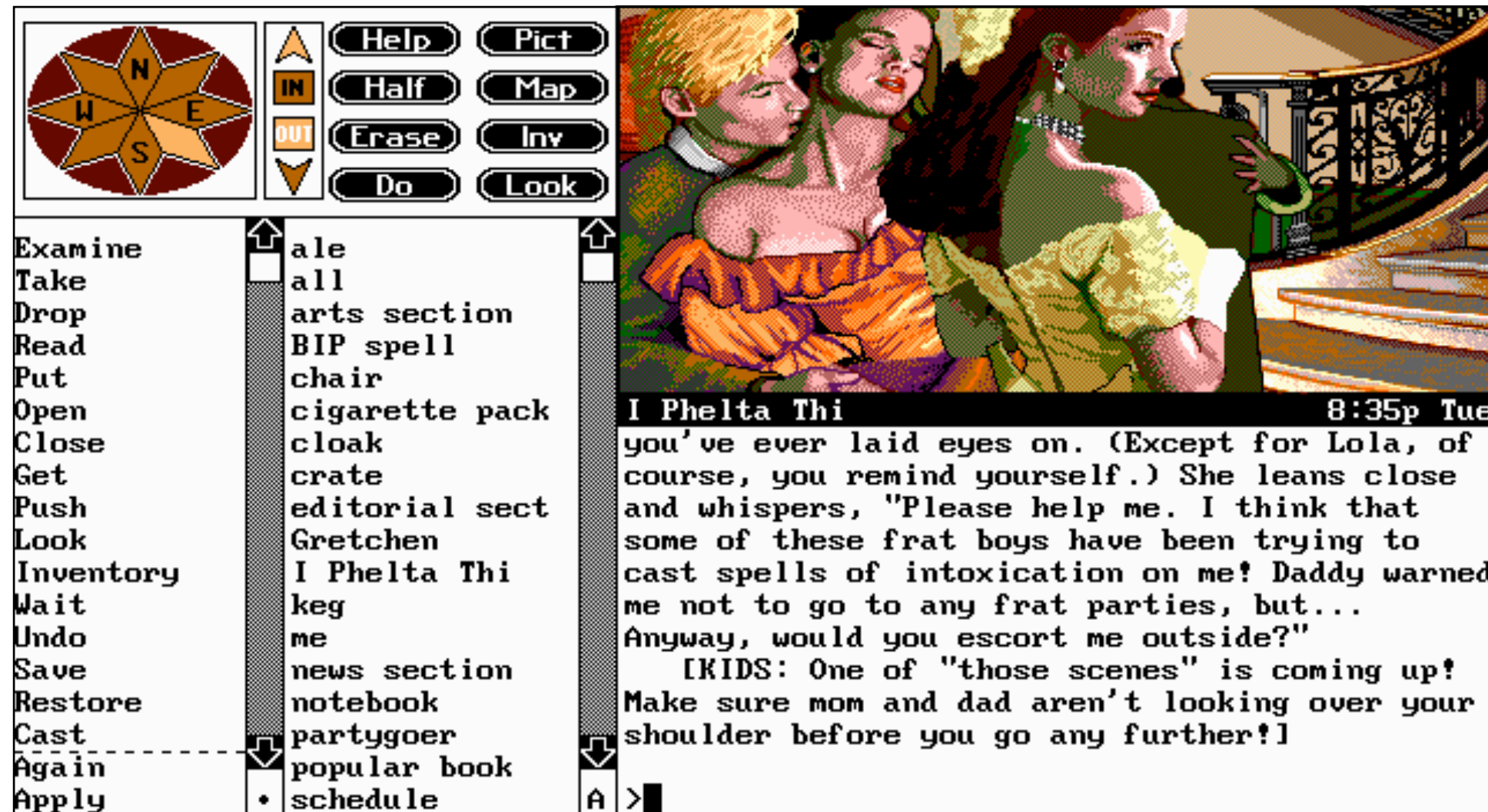
FC INTERRUPT: All Robots, report locations.

IRIS: In the Weather Monitors.
WALDO: In the Gamma Repair.
SENSA: In the Central Chamber.
AUDA: In the Entry Area.
POET: In the Central Chamber.
WHIZ: In the Advisory Peripheral.

>
```

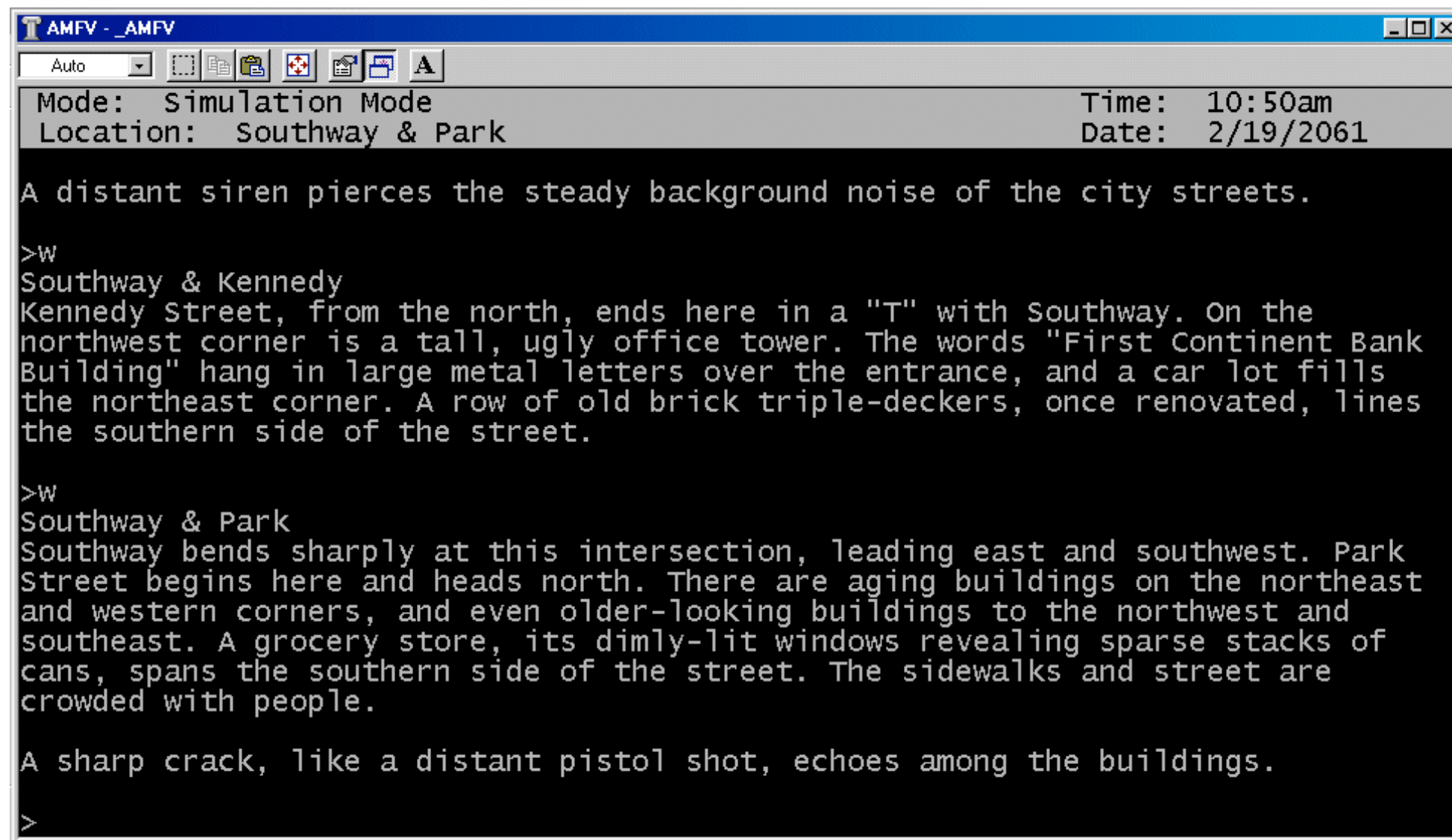
## Suspended (Infocom, 1983)

Startbildschirm des Spiels, Übersicht über die zu verwendenden Figuren



## Genreparodien: Spellcasting Serie (Legend, 1990-92)

- Spellcasting 101: Sorcerers Get All the Girls
- Spellcasting 201: The Sorcerer's Appliance
- Spellcasting 301: Spring Break



```
AMFV - _AMFV
Auto
Mode: Simulation Mode
Location: Southway & Park
Time: 10:50am
Date: 2/19/2061

A distant siren pierces the steady background noise of the city streets.

>w
Southway & Kennedy
Kennedy Street, from the north, ends here in a "T" with Southway. On the
northwest corner is a tall, ugly office tower. The words "First Continent Bank
Building" hang in large metal letters over the entrance, and a car lot fills
the northeast corner. A row of old brick triple-deckers, once renovated, lines
the southern side of the street.

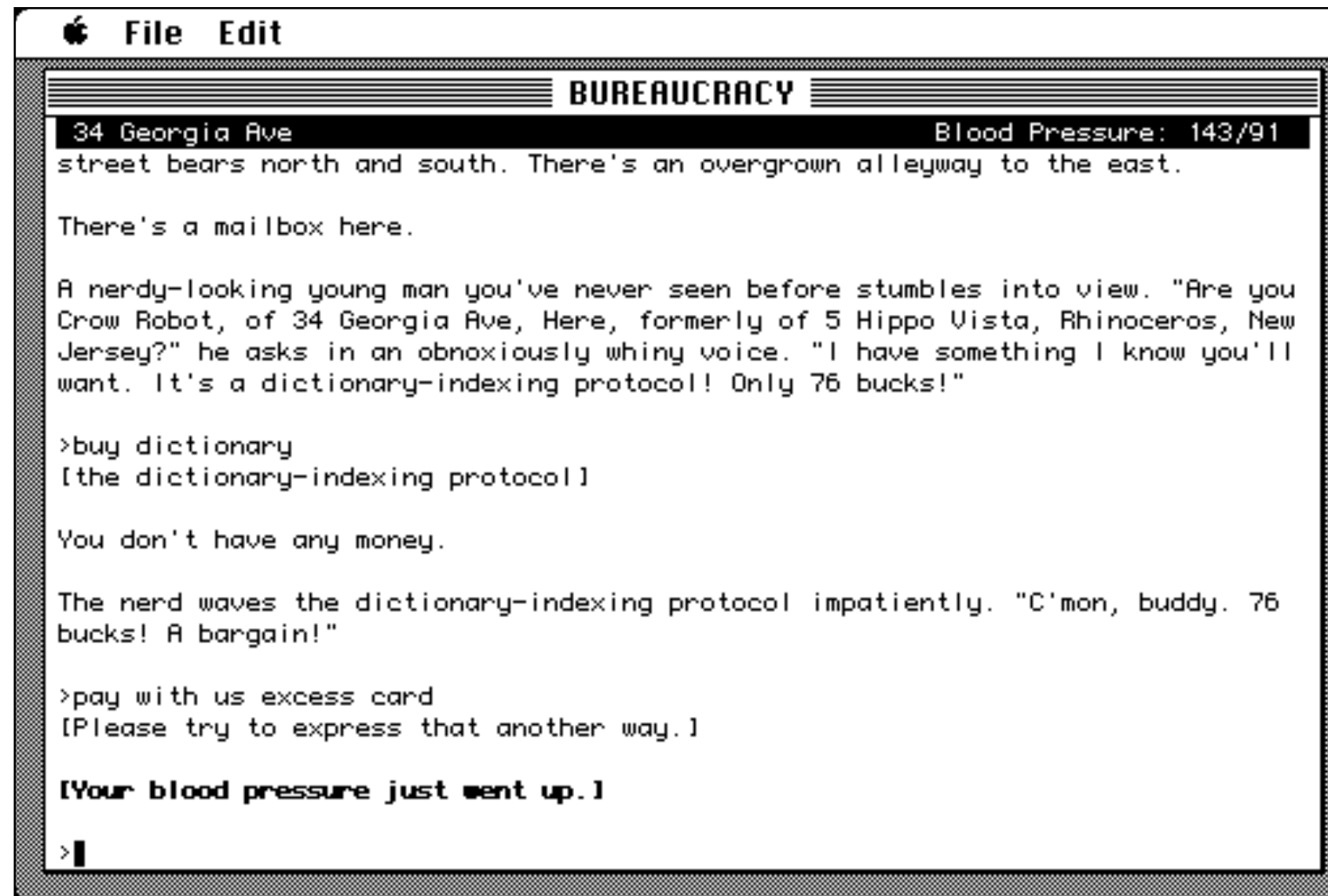
>w
Southway & Park
Southway bends sharply at this intersection, leading east and southwest. Park
Street begins here and heads north. There are aging buildings on the northeast
and western corners, and even older-looking buildings to the northwest and
southeast. A grocery store, its dimly-lit windows revealing sparse stacks of
cans, spans the southern side of the street. The sidewalks and street are
crowded with people.

A sharp crack, like a distant pistol shot, echoes among the buildings.

>
```

## Interactive Fiction: A Mind Forever Voyaging (Infocom, 1985)

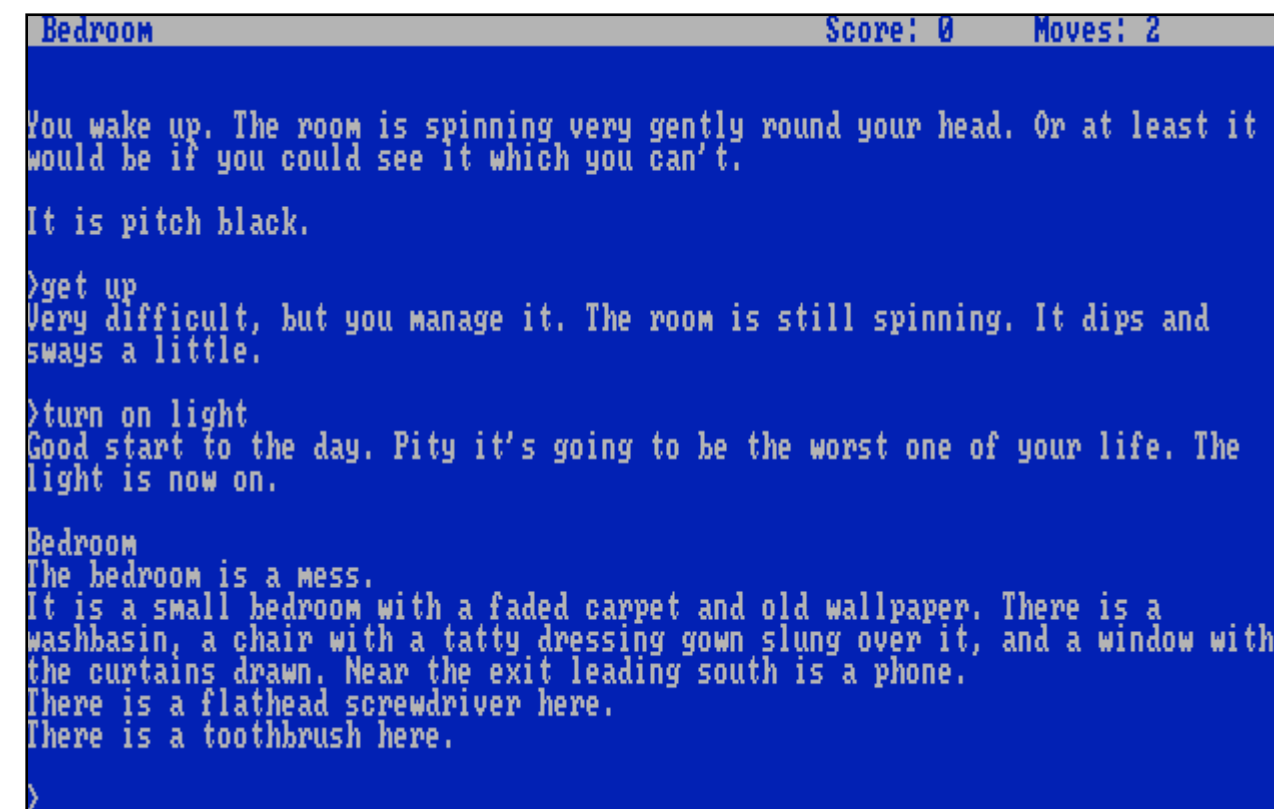
nur ein klassisches 'Rätsel'; dystopische Zukunftsvision über VR und Erlebnisgesellschaft



## Zusammenarbeit mit Autoren: Bureaucracy (Infocom, 1987)

Kooperation mit Douglas Adams; Basisvariablen in Kopfzeile; Blutdrucksystem für Fehler





## Weitere Literaturadaptationen:

### Shogun (Infocom, 1988)

Basiert auf dem Roman von James Clavell

### The Hitchhiker's Guide to the Galaxy (Infocom, 1984)

Unter Mitwirkungen von Douglas Adams

SUSPECT: An Interactive Mystery  
Copyright (c) 1984 Infocom, Inc. All rights reserved.  
SUSPECT is a trademark of Infocom, Inc.  
Release number 14 / Serial number 841005

It's Halloween night. Veronica Ashcroft and her mania for Halloween parties are putting new twists on a 110-year-old tradition. It isn't a very nice night for a party. The rain has been pelting down since early morning, but the weather hasn't deterred many guests. The ballroom at Ashcroft Farm is filled with oddly costumed visitors. The rather ridiculous western outfit you are wearing was the only thing you could find at the costumer's on such short notice, but it's out of place only for its relative sobriety and taste in this crowd.

Ballroom, Near Bar

This is the south end of the ballroom, at the bar.

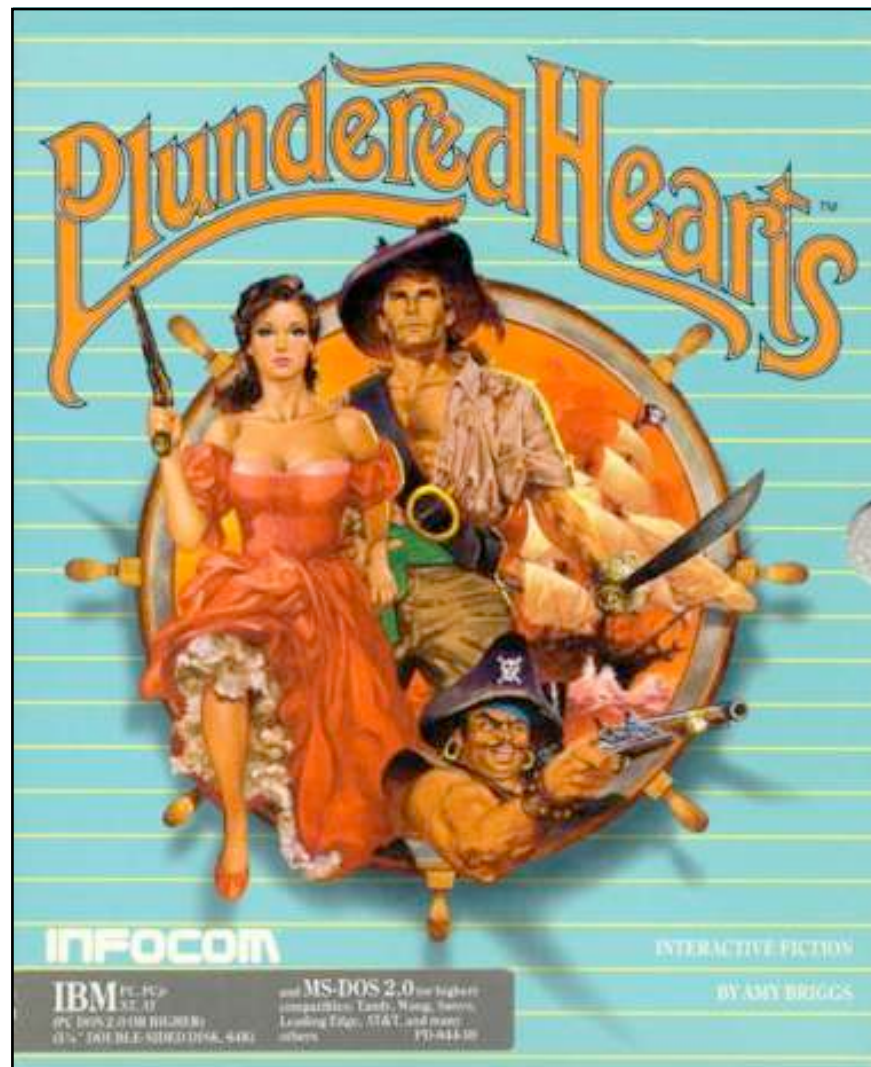
Elsewhere in this large ballroom, there are scores of other party guests dressed in all sorts of outlandish costumes. On the dance floor are some of the older dancers. The band is playing "Breathless."

On the periphery of the room small groups can be seen, discussing everything from politics to local scandals.

The bartender is busy behind the bar, his only concession to the party a small  
\*\*MORE\*\*

## Kriminalgeschichten: Suspect (Infocom, 1984)

unschuldig des Mordes verdächtigt; Fokus auf Dialogen mit anderen Figuren



```
Cabin                                     Score: 0   Moves: 0

PLUNDERED HEARTS
Infocom interactive fiction
Copyright (c) 1987 by Infocom, Inc. All rights reserved.
PLUNDERED HEARTS is a trademark of Infocom, Inc.
Release 26 / Serial number 870730

LATE ONE SPRING NIGHT IN THE WEST INDIES...

  A crash overhead! Pirates are boarding the Lafond Deux! The first mate
hurries you into Captain Davis's cabin.
  "Good, you brought the girl," Davis smirks. "She'll keep the pirates busy.
She was only a tool of Lafond's, anyway. Let me just find that cof--" A man on
deck screams in agony and Davis starts. "Let's go." The captain thrusts you on
the bed and walks out, locking the door.
  His laugh echoes. "Best get comfortable, girl. You're likely to be there
for the rest of your life."

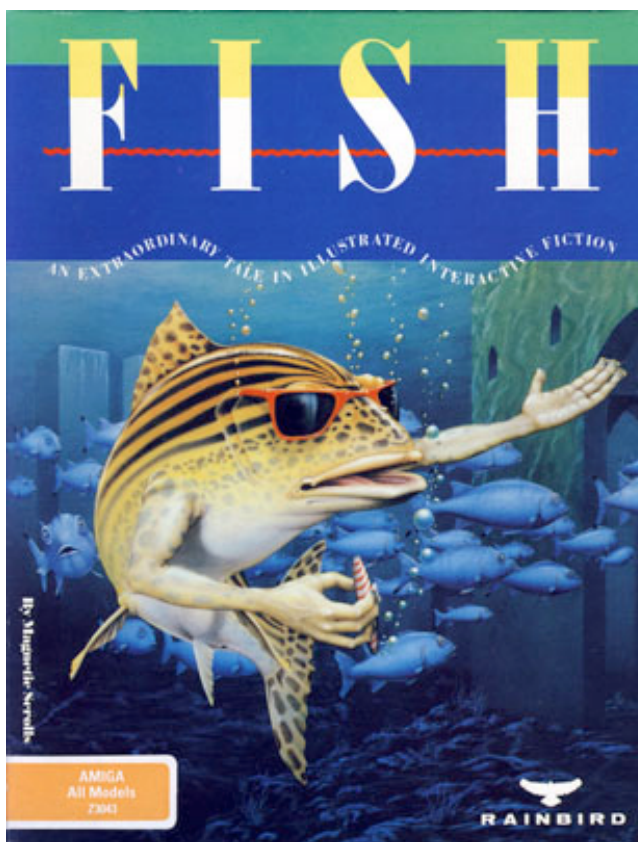
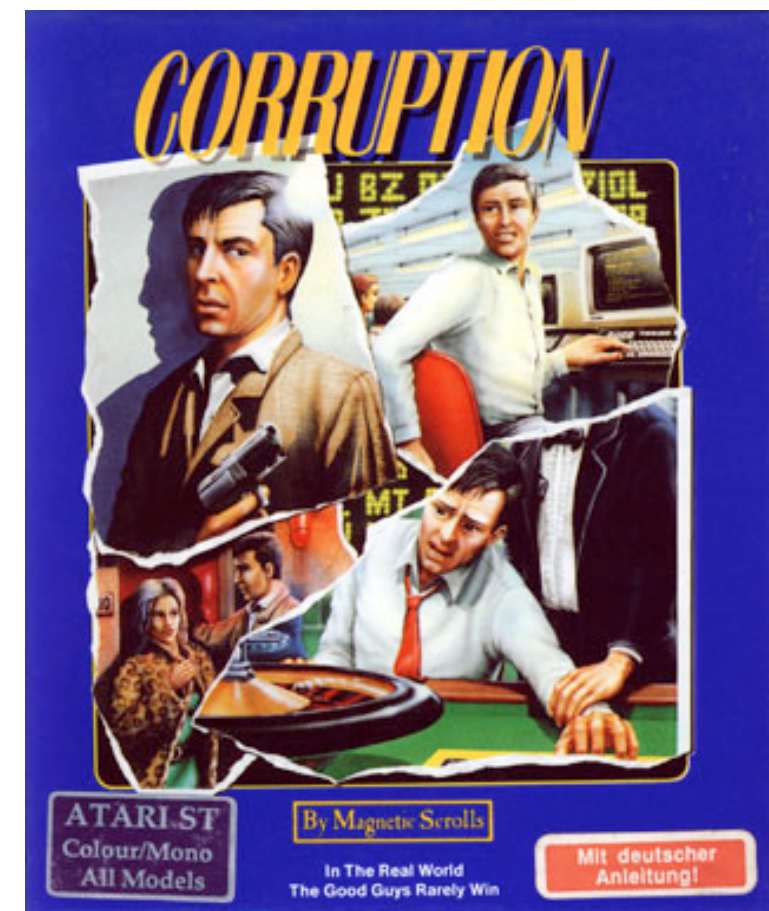
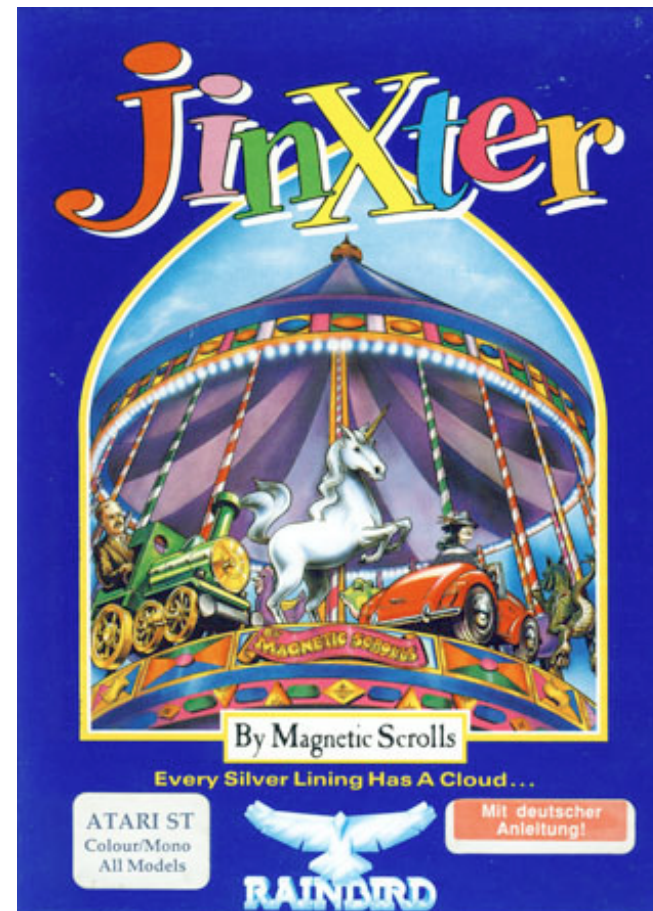
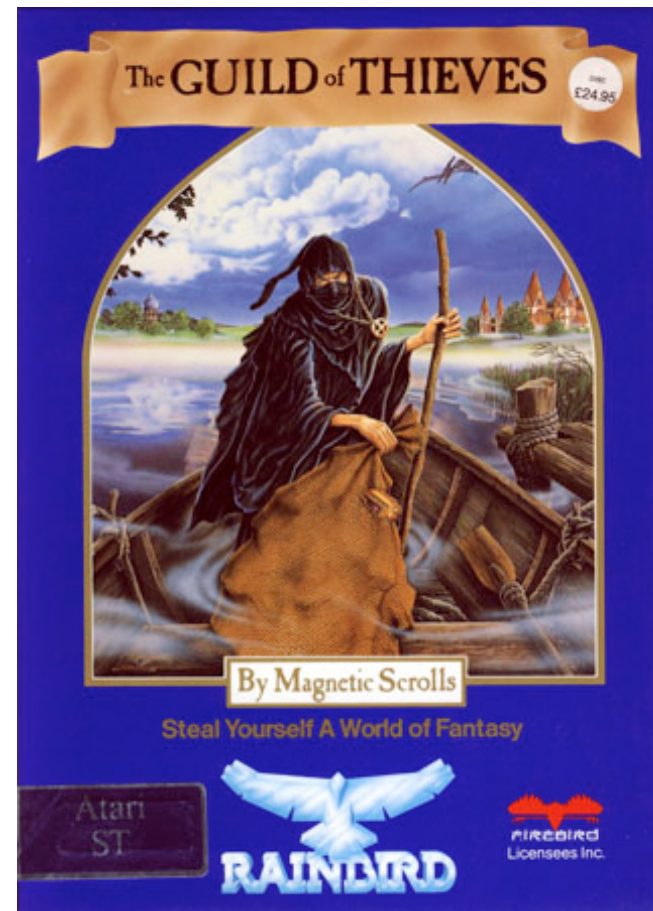
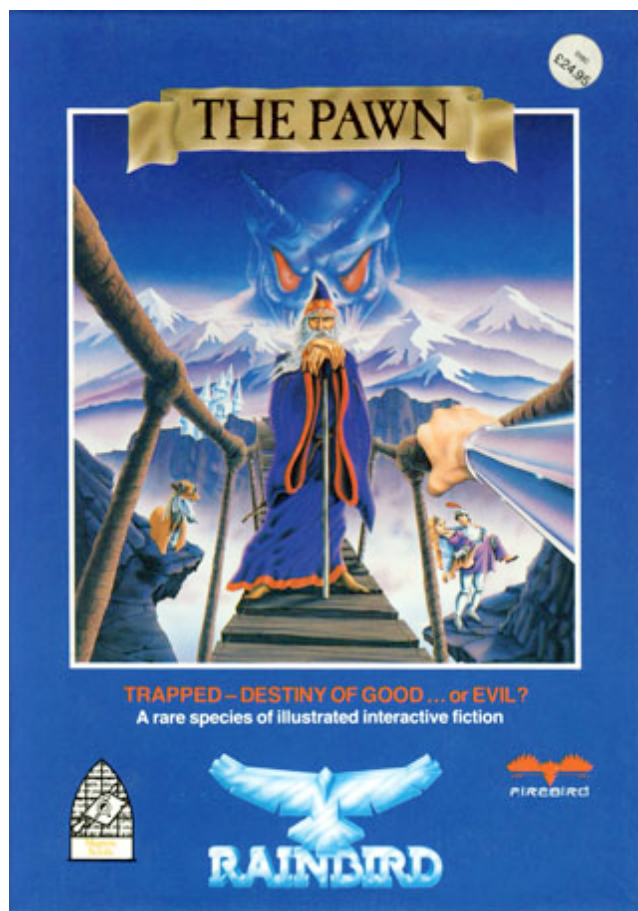
Cabin, on the bed
  You are in an officer's cabin, lit by the firelight glowing through a
porthole. A door is to starboard. Except for the built-in bed, the room seems
to have been emptied thoroughly, if hurriedly.

>
```

## Romanzen: Plundered Hearts (Infocom, 1987)

Geschrieben von Amy Briggs; weibliche Protagonistin und weibliche Zielgruppe

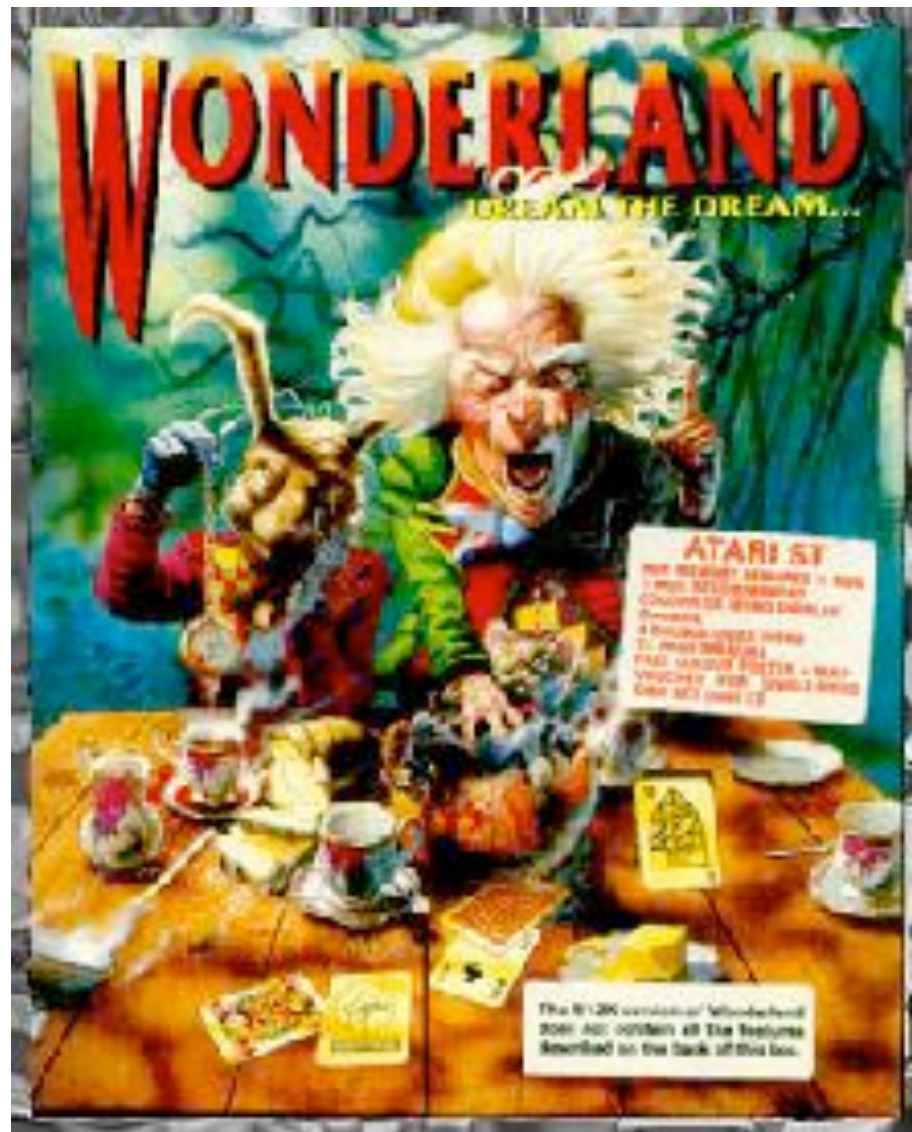
# Magnetic Scrolls



## Magnetic Scrolls

- The Pawn (1985)
- The Guild of Thieves (1987)
- Jinxter (1987)
- Corruption (1988)
- Fish (1988)
- Myth (1989)
- Wonderland (1990)

# Wonderland



Wonderland (1990)

