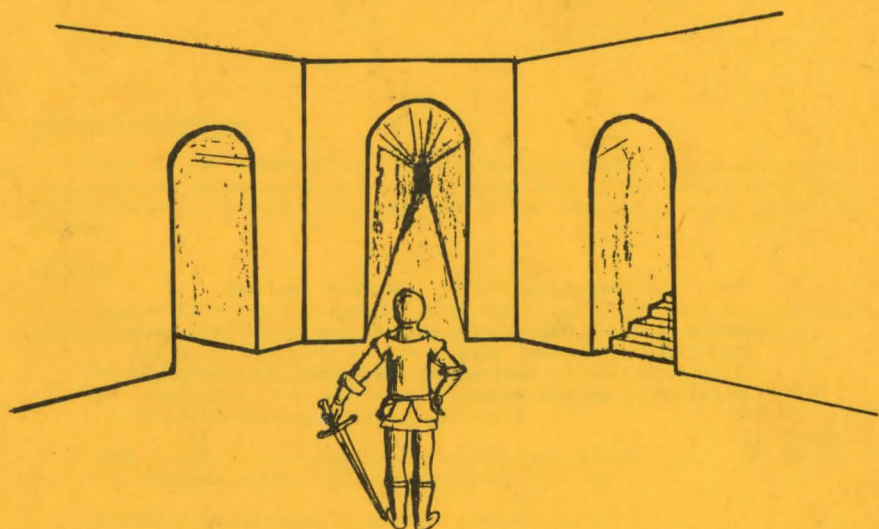


EXPLORE



**Mall Mixup
Tank Battle
Spelunker Beware
Haunted Castle**

by

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EXPLORE

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INSTANT GRATIFICATION

Load and run "INTRODUCTION". Then follow instructions. All of the instruction pages and introductory text are reproduced here if you need to refer back. Note, some of the stories take a long time to load from the cassette; please, be patient.

EXPLORE

Explore is a computer program which makes you an interactive participant in a series of short stories. Four stories are provided for your pleasure:

MALL MIXUP: Explore the museums on the Mall in Washington, D.C. and get to know a few of the National treasures that abound there.

TANK BATTLE: Drive a computer controlled tank through enemy territory. Take the objective, Hill 911.

SPELUNKER BEWARE: Hunt treasure in a magic cave but beware of the dangers that lurk.

HAUNTED CASTLE: The jewels and gold hidden here are guarded by spirit creatures and ancient traps.

To get you started, a SELF TUTOR PRACTICE story is provided. If you follow instructions, the outcome of this story is predetermined.

TAPE STRUCTURE

The tape contains two programs and five data files. The order of these programs and data files is:

INTRODUCTION
EXPLORE
story A SELF TUTOR PRACTICE
story B MALL MIXUP
story C TANK BATTLE
story D SPELUNKER BEWARE
story E HAUNTED CASTLE

Start by loading and running INTRODUCTION. Once you understand how to get EXPLORE started, you need not load INTRODUCTION each time.

INTERACTIVE STORIES

Interactive stories or "computerized fantasy simulations" (like ADVENTURE, ZORK and now EXPLORE) are basically puzzles. By "moving" about and manipulating "objects" you solve problems and receive points or score. In EXPLORE, objects can be treasures, tools, or weapons or any combination of these three. Learning how to manipulate each object and what it can be used for is part of the puzzle. The stories in EXPLORE get generally more complex as you proceed from MALL MIXUP to HAUNTED CASTLE.

Mall Mixup

As you know the Mall in Washington DC is surrounded by museums and important national buildings. A thief stole a treasure from each of ten buildings. These treasures were recovered, but an inept curator has put them back in the wrong places.

You are a chief detective and I (Your PET) am your assistant. Our mission, should you choose to accept it, is to replace each treasure in its proper place.

If you have a map of the Mall, it will help. If not, you may want to make one as we go about. We will be able to go North, South, East and West and go IN and OUT of buildings. We will be able to TAKE and PLACE treasures (hopefully in their proper place). SCORE, LOOK & INVENTORY may help you. QUIT when done. We are in the Smithsonian Castle

TANK BATTLE

In this story, you are in command of a computer controlled tank. You have been assigned the mission of capturing an objective, hill 911. A second objective is to clear a minefield.

Tank battle is played on a hexagonal grid. Each sector has a letter and a number coordinate.

Typical coordinates: Movement rules:
 BRIGHT(BR) FLEFT(FL)
 / \
A2 B3 BACKWARD(B) -FORWARD(F)
A1 B2 C3 / \
B1 C2 BLEFT (BL) FRIGHT(FR)

You have a cannon on your tank. It is effective against ground targets. You can LAUNCH a missile against moving targets. Get missiles in the supply depot(B0). You are in Base Camp. Hill 911 is at J8. EQUIP,INTELL and PROGRESS may help you. WITHDRAW will stop game.

SPELUNKER BEWARE

In this story you are a pawn in a large, ill-defined master plan. You have been issued an LSI Genie (me your PET) and asked to explore a nearby cave. I don't know the master plan, but I do know that this cave is different. Ancient, current, weird, treasure and magic are all descriptive words here. We score points by visiting various places and bringing whatever treasure we find to the portal of the cave.

You probably will want to keep a map of where we go. Compass points(N,S,E,W) and UP and DOWN seem to be the major directions. LOOK, INVENTORY and SCORE will tell you your status. HELP, USE, WAVE and SWING are useful words. QUIT if you panic or score all the points.

Frequent garbage collection by the operating system slows this story down.

HAUNTED CASTLE

You are in the entryway of a large and very old castle. Rumors abound that a great treasure of gold and jewels is here. These rumors also claim that the castle is haunted by dangerous spirit creatures. I, your faithful PET, am scared to death. Of course you are fearless (I hope), so exploring here could be profitable. By the way, I last visited this castle with the brothers GRIMM, they panicked and fled.

Before we start, I suggest that you restrict your instructions to me to essentials (when I'm scared I don't listen well). For example, all movement commands should be single letters (like N for NORTH). The letters N,S,E,W,U & D should suffice. Should you need to use a tool, tell me to USE it. The words TAKE,DROP,LOOK,INVE,SCORE & QUIT work. Change a place by dropping an object.

INTERACTION

Since you are a participant in the stories of EXPLORE, you must interact with them using the keyboard of your PET. You do this with one or two word phrases such as:

GO WEST
ENTER
INVENTORY
SWING SWORD

The SELF TUTOR PRACTICE story will help you learn these basics. Please note that EXPLORE expects a blank between the words in two word phrases. Further, only the first four letters of each word are used (INVE and INVENTORY have identical effects).

THREE APOLOGIES

Forcing EXPLORE into a standard 8K PET with cassette input leaves some annoying problems: First, the cassette input is very slow, and the EXPLORE files are long. Patience is required. (Also see the FAST FORWARD OPTION described below). Second, EXPLORE manipulates string variables which occasionally forces the PET operating system into a memory management mode (garbage collection). When this happens, there is a time delay before the cursor returns (EXPLORE execution time is less than 2 seconds per command). This is particularly annoying in the longer stories such as SPELUNKER BEWARE and HAUNTED CASTLE. If you are fortunate enough to have more than 8K of memory, these delays are infrequent. Third, the more complex stories, SPELUNKER BEWARE and HAUNTED CASTLE, are crammed into memory at the expense of niceties such as complete punctuation and, in some cases, proper English. Further, seldom used synonyms are dropped (GO WEST will not be understood in HAUNTED CASTLE but W will move you west).

FAST FORWARD OPTION

If you are willing to experiment, the slow access to various EXPLORE stories can be faster. After EXPLORE is loaded, but before you run it, rewind the tape and push F.FWD on the cassette. When a certain number of seconds have gone by, stop the tape and run EXPLORE normally. You will have to calibrate the speed of the F.FWD on your PET to find how long to let it run for each story. Our calibration is:

MALL MIXUP	20	seconds
TANK BATTLE	28	seconds
SPELUNKER BEWARE	35	seconds
HAUNTED CASTLE	43	seconds

A NOTE ON THE PROGRAM

EXPLORE is fundamentally based on the use of single byte pointers for storage compaction. The ASCII codes of the PET character set (non-reversed characters) are converted into a number sequence running from -8 to 119. A character string such as A7b9 can therefore be interpreted as four numbers (25, 23, 90 and 17). These numbers are used as pointers to string short phrases together into sentences, to set up movement rules, and to do other chores. Storing numbers this way cuts storage requirements for pointers approximately in half compared to using integers. The string manipulation capabilities of the PET permit such niceties as ragged-state-tables when the numbers are represented in this single byte form.

EXPLORE is written entirely in BASIC without any machine language. Unfortunately, the tricks used to save memory space result in inscrutable code. This code is the antithesis of a structured program. Modification of the code by the user (except as stated above) is not recommended.

NEW ROM FIX

If you have the new PET ROM's which reverse upper and lower case characters, you can patch EXPLORE as follows:

REPLACE WITH NEW CODE

```
5 FORK=1TOLEN(P$):C$=MID$(P$,K,1):GOSUB2:CC=C:GOSUB200:PRINT " ";:NEXT:RETURN
```

REPLACE WITH NEW CODE

```
31 FORI=0T021:INPUT#1,M$(I):CC=I:GOSUB300:NEXT:FORI=0T0H:INPUT#1,V$(I):NEXT
```

REPLACE WITH NEW CODE

```
37 PRINT"X":CC=0:GOSUB200:INPUT"  IIII";P$
```

INSERT THE FOLLOWING NEW LINES OF CODE

```
200 FORII=1TOLEN(M$(CC))
210 MM=ASC(MID$(M$(CC),II,1))
220 IFMM>64ANDMM<91THENMM=MM+128:GOTO 240"DY.
230 IFMM>192ANDMM<219THENMM=MM-128
240 PRINTCHR$(MM);
250 NEXT
260 RETURN
300 GOSUB200:PRINT:RETURN
```

3 SHIFTED
BLANK
CHARACTERS

Note, more than 8K memory is required to run this modified code for all stories.

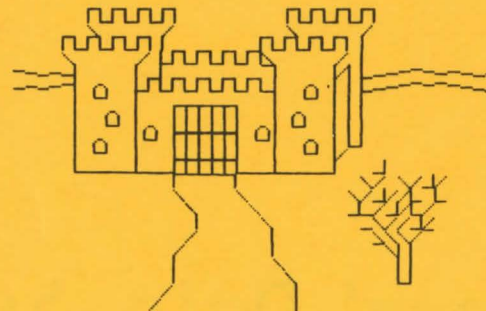
ACKNOWLEDGEMENTS

Inspiration for EXPLORE occurred after many happy hours playing ADVENTURE. ADVENTURE and ZORK players will notice a few thinly disguised artifacts from those programs in SPELUNKER BEWARE and HAUNTED CASTLE. Thank you Will Crowther and Don Woods and the MIT Laboratory for Computer Sciences.

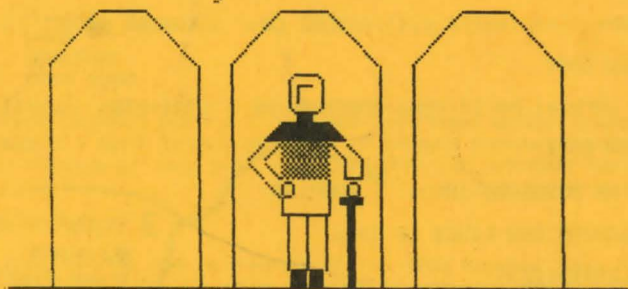
Thanks to Dick Wisehart for the invention of the data structures which have permitted EXPLORE to be shoehorned into 7167 bytes of memory.

Thanks to Jonathan Perkins for the art in the INTRODUCTION and in this booklet.

Finally, thanks to the many people who played EXPLORE and offered constructive ideas and improvements.



EXPLORE



Explore Washington, D.C., operate a computerized tank, hunt treasure in a magic cave or survive in a haunted castle. EXPLORE brings you four stories in which you participate. A self tutor course is also provided to get you started. Inspired by the computerized fantasy simulation "Adventure", EXPLORE is a conversational program which operates on the Commodore PET® with only 8K bytes of memory.

*PET is a registered trademark of Commodore.

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