



The Search for Almazar (1981)

Winston M. Llamas
Ported by Arthur O'Dwyer

[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

The Search For Almazar Part I

This program is the first of a projected series of programs whose central theme is the continuing search for the super being Almazar. This game, however, will play to a satisfactory ending if the player does not wish to continue the series.

The game begins at one end of a road, by an old abandoned shack. (Just like the original ADVENTURE program.) The player will then explore the many different scenarios in the game. But be careful. There are many traps to catch the careless and unthinking adventurer.

<more>

The program accepts one- or two-word commands. Some examples:

To take an object, type TAKE OBJECT, or T OBJECT for short.

To go north, type NORTH, or N for short.

To see what you're carrying, type INVE(NTORY).

Type SCORE and the program will give you your current score.

Type SAVE and the program will save the game for later play.

Type QUIT and the game will be terminated.

To light or turn off a lamp, type LIGHT LAMP or OFF LAMP.

To get a description of the room, type LOOK.

Other commands include SMASH, TOSS, SHOW, CROSS, etc.

In addition, one may type ENTER to enter a shack or type LEAVE

to leave a shack. Of course, if there is no way out you cannot

leave. A hint: Caves are dark and often dangerous.

<more>

You have a limited number of turns in which to accomplish your task. If you don't finish in time, you will...

From time to time you may need a hint, so just type HINT or HELP. But remember, nothing is free in the world today.

Good luck, and may Almazar guide you to a safe journey.

<more>

You are standing at the entrance to an old abandoned shack. To the west is a rocky path. A road goes north.

? w

You are standing at the edge of a rock-strewn path. The path continues east. Small walks lead to the north and west.

? n

You are in a forest.

There's a box of matches lying here.



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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

? t matches

OK.

? w

You are in a forest.

? s

You are in a forest.

? e

You are on the edge of a large path.

? e

You are outside an old shack.

? e

You are inside an old shack. There is a door to the west.

There is an old oil lamp here.

An old brass key is sitting here.

? t key

OK.

? t lamp

OK.

? w

You are outside an old shack.

? n

You are in the middle of a road. The road continues to the north and south. A small path leads eastward.

? e

You are on the edge of a murky pool. A dark liquid is floating on top of the pool. There is a small path from the north. A small walk leads west.

? fill lamp

OK.

? n

You are standing by a large oak tree. Engraved on the bark is a message. Paths lead north and south.

There is a large crystal ball on the ground.

? n

You are at an entrance to an old abandoned mine. A small path leads south. A large path leads west.

? e

There is insufficient light to see by.

? light lamp

OK.

? n

You are inside a mine. Passages lead in all directions.

A large diamond is lying here!

? t diamond

OK.

? s

You are inside a mine. There are passages in every direction.

? w

You are at the mine entrance.

? off lamp

OK.

? w

You are at a "T." A large path leads east. A road continues to the north and to the south.

? n

You're on a road. A cold wind blows in your face. It seems to say, "Luck doesn't run forever." The road continues to the north and to the south.

? w

There is no way to go in that direction.

? n

The road grows smaller. To the east is a seldom-used gravel path. The road continues northward and southward.

? w

There is no way to go in that direction.

? s

You are in a place where cold winds blow.

? s

You are at the "T."

? w

There is no way to go in that direction.

? s

You are at a three-way junction. A road goes north and south. There is a passage leading west.

? w

You are at an entrance to a small cave. A small narrow hole is west. A passage leads east. On top of the hole a sign reads: "Beware, brave adventurer. For it is the small things in life that so often destroy it."

?

I don't understand.

? w

You are inside a cave. Light filters through from the east. A small path leads west. A smaller path leads south.

? light lamp

OK.

? w



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Winston M. Llamas

Ported by Arthur O'Dwyer

[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)



The Search for Almazar (1981)

Winston M. Llamas

Ported by Arthur O'Dwyer

[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)

You are in an extremely narrow part of the cave. Exits lead east and west.

? w

You have come to a place where three paths meet. A small path leads north. Larger paths lead east and west.

? w

You are in a long hall. Engraved on the rocks is a message. Exits lead east and west.

? read message

"Merlin was here."

? w

A tall wall rises above you. You are nearly encircled by large unclimbable canyons. The only exits lead south and east.

There's an empty bottle here.

? t bottle

OK.

? e

You're in long hall.

? e

You're at place where three paths meet.

? e

You're in narrow part of cave.

? e

You're in the place where light filters from the east.

? s

The passage is full of broken rocks. The path continues to the north and south.

? s

You are inside a small cavern. Scattered throughout the room are the remains of less fortunate adventurers. A path leads north. A passage leads west.

? w

You are in a long hall extending east and west.

? w

You are in a room lighted by a sign that says, "Gnomes need few tools to do their dirty deeds." Passages lead east and west. A small path leads south.

There is a jewel-encrusted dagger here!

? t dagger

OK.

? s

This is the tool room. Strewn all over the floor are small knives which disappear to the touch. A passage is north. A walk leads up.

? u

You are on a small narrow ledge. There is a cavern across the chasm to the south. A walk leads down.



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

There are rare spices sitting on the ground.

? t spices
OK.

? t rod
I don't see it here.

? look
You are on a small narrow ledge. There is a cavern across the chasm to the south. A walk leads down.

? d
You're in the tool room.

? w
There is no way to go in that direction.

? n
This is a room lighted by a sign.

? e
You're in long hall.

? w
This is a room lighted by a sign.

There is a knife-wielding gnome in the same room as you!

He throws a small knife at you!

It misses you!

? throw dagger
You missed! You ought to get your eyes examined.

There is a knife-wielding gnome in the same room as you!

? t dagger
OK.

There is a knife-wielding gnome in the same room as you!

He throws a small knife at you!

It misses you!

? throw dagger
You killed a nasty knife-throwing gnome!

? read sign
I don't see it here.

? look
You are in a room lighted by a sign that says, "Gnomes need few tools to do their dirty deeds." Passages lead east and west. A small path leads south.

There is a jewel-encrusted dagger here!



The Search for Almazar (1981)

Winston M. Llamas
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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

? t dagger
OK.

? e
You're in long hall.

? e
You're inside small cavern.

? e
There is no way to go in that direction.

? n
You're in passage of broken rocks.

? n
You're in the place where light filters from the east.

? e
You're at entrance to cave.

? off lamp
OK.

? e
You're at three-way junction.

? n
You are at the "T."

? n
You are in a place where cold winds blow.

? n
The road narrows here.

? n
You are at the river's southern edge. There is a small sign on the shore. A road goes south.

? e
There is no way to go in that direction.

? e
There is no way to go in that direction.

? w
There is no way to go in that direction.

? s
The road narrows here.

? w
There is no way to go in that direction.

? e
You have climbed up a hill. The view is spectacular, as one would expect. Sharp rocks protrude from the base of the hill. Beyond a river, a strange house can be seen. The silence here is uncanny. Paths lead east and west.

A loud voice emanates from beyond, saying: "Time grows short, mortal, before we feast again."



The Search for Almazar (1981)

Winston M. Llamas
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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

? e

The gravel path ends here. A large rock marks this spot.

There's an ancient-looking staff lying here.

? t staff

OK.

? e

There is no way to go in that direction.

? s

There is no way to go in that direction.

? w

You're on top of hill.

? w

The road narrows here.

? w

There is no way to go in that direction.

? n

You are at the river's southern edge.

? wave staff

Holy Moses! The river just split in two! A dry path leads to the other side.

? n

You are at the river's northern edge. A large sign says "WELCOME TO YOUR DEATH." Below the sign (scribbled in red) is a message. A road goes north.

? wave staff

A loud noise surrounds you as the river closes.

? w

There is no way to go in that direction.

? n

You are at a crossroads. A road goes north and south. Exits lead east and west.

? w

The road ends here. Small paths lead north and south. A road goes to the east.

? s

You are at the riverfront. Upon the shore you see the bones of unsuccessful river crossers. A path leads north.

There is a worthless-looking ring here.

? t ring

You've got too much to carry.

? inventory

You are carrying:

Large diamond

Bottle of spices



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

Jeweled dagger
Oil lamp
Brass key
Wooden staff
Matches

? drop lamp
OK.

? t ring
OK.

? drop staff
OK.

? n
The road ends here.

? e
You're at a crossroads.

? e
The ground here is littered with large holes. There are paths leading east and west.

? e
You are standing near an old stable. A sign reads: "Old odors never die; they just accumulate." Paths lead north and west.

There's a bale of hay here.

? t hay
OK.

? n
You are in an orchard. Surrounded by a flood of oranges is one solitary apple tree. A path leads west. Another path goes south.

A giant snake is jealously guarding a golden apple.

? w
You are in a garden. Half a dozen freshly picked carrots are lying on the ground. An orchard is east. A path leads west.

? w
You are standing by a large gargoyle statue. It seems to be staring at you. Inscribed at its base is the number 13. A road goes south. Exits lead east and west. A house is north.

? n
You are at the entrance of an odd-looking house. In the mailbox is a letter marked "c/o Wizard of Oz." A walk leads south.

? n
You are inside the house. A large door is to the south. A large hallway continues north. There is an arched door to the east. A small doorway is west.

? e
You are in the living room. A small statue with a round head is sitting on a table. A large doorway is west.

? turn head

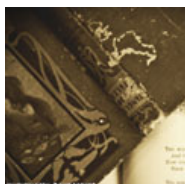
A panel slides open, revealing a passage to the north.

? n

You are in a small hidden room. A rope hangs from the ceiling.
There is an open panel to the south.

? pull rope

A trap door opens beneath you. The fall knocks you unconscious. When you awaken you find that...



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)

You are in the basement. A corridor leads north.

An angry wizard wearing a platinum chain is in the room with you!

? show ring

The ring glows brightly. A lightning bolt strikes the wizard!

A platinum chain lies before you.

? t chain

You've got too much to carry.

? n

A large combination vault is standing in front of you. A sign on top of the vault says, "Deposit treasures inside the vault for full credit." A corridor leads south. A door is east.

? unlock vault

Left? 3

Right? 7

Left? 21

You have managed to unlock the vault.

? n

You have to open the vault to get inside it.

? open vault

OK.

? n

You are inside a vault.

? drop diamond

OK.

? drop spices

OK.

? drop dagger

OK.

? s

You're outside vault.

? s

You are in the basement.

A platinum chain is lying here!

? t chain

OK.



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

? n
You're outside vault.

? n
You are inside vault.

A large diamond is lying here!

There's a bottle of rare spices lying here!

There is a jewel-encrusted dagger here!

? drop chain
OK.

? s
You're outside vault.

? e
You are inside a small cubicle. Inscribed above the door are the letters I, F, and T. One other letter appears to be missing. The door is west.

? u
You are in a large walk-in closet with a door to the north.

? n
You are in the bedroom. A large walk-in closet is south. There is a large dresser with a central drawer near the bed. A door is to the east.

? unlock drawer
OK.

? open drawer
A string of pearls is lying in the drawer!

? t pearls
OK.

? e
You are on the middle floor. Stairs lead up and down. Doorways are to the east and west.

? e
You are in the library. A large heavy book lies open on top of a desk by a window. A door is west.

The window is open.

? close window
OK.

? read book
"And so it came to pass that in the third day of the seventh month of the twenty-first year a great event happened. The earth opened and took within it the fruits of the people's labor and gave upon them a greater glory."

? w
You're on the middle floor.

? d



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)

You are in the reception hall. A large table is on one side of the room. As you gaze upon the table you see someone stare back at you. A can of Pledge sits on the far side of the room. Stairs lead up. The hall extends south.

A priceless figurine stands on the table.

? s

You're near three doorways.

? w

This is the dining room. It looks like somebody is expecting guests. There are seven plates on the table. A door is north. A doorway is east.

A package of Kraft cheese is lying here.

? t cheese

OK.

? invent

You are carrying:

String of pearls

Brass key

Ring

Hay

Kraft cheese

Matches

? n

This is the kitchen. A big pot of boiling water is over a wood stove. A door is south.

There's a package of incense lying here.

? t incense

OK.

? s

This is the dining room.

? n

You're in the kitchen.

? s

This is the dining room.

? e

You're near three doorways.

? s

You are standing at the entrance to a house.

? s

You are by gargoyle statue.

? w

You are outside an outhouse. A path leads south. Other paths lead east and west.

? w

A large stone idol stands in front of you. There is a small charred pit in front of the idol. A path leads east.



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

An emerald eye sits on top of the idol.

? burn incense

An emerald eye falls to the ground.

? t eye

OK.

? e

You're outside outhouse.

? e

You are by gargoyle statue.

? e

You're in garden.

? e

You're in an orchard.

A giant snake is jealously guarding a golden apple.

? feed snake

The only thing edible here is you!

? w

You're in garden.

? w

You are by gargoyle statue.

? n

You are standing at the entrance to a house.

? n

You're near three doorways.

? e

You are in the living room.

There is a panel open to the north.

? n

You're in small hidden room.

? pull rope

A trap door opens beneath you. The fall knocks you unconscious. When you awaken you find that...

You are in the basement.

? n

You're outside vault.

? n

You are inside vault.

A large diamond is lying here!

A platinum chain is lying here!

There's a bottle of rare spices lying here!



The Search for Almazar (1981)

Winston M. Llamas

Ported by Arthur O'Dwyer

[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

There is a jewel-encrusted dagger here!

? drop hay

OK.

? drop eye

OK.

? invent

You are carrying:

String of pearls

Brass key

Ring

Kraft cheese

Matches

? drop pearls

OK.

? drop cheese

OK.

? s

You're outside vault.

? e

You are inside a small cubicle.

? u

You are inside a walk-in closet.

? n

You are in the bedroom.

? e

You're on the middle floor.

? u

You are on the upper floor. A door is west. Stairs lead down.

? w

You are in a musty attic. An old chest is sitting in one corner of the room. A door is east.

There is a noisy little mouse here.

? feed mouse

The only thing edible here is you!

? invent

You are carrying:

Brass key

Ring

Matches

? open chest

It's locked.

? unlock chest

OK.

? open chest



The Search for Almazar (1981)

Winston M. Llamas

Ported by Arthur O'Dwyer

[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)

The chest is empty.

? e

This is the top floor.

? s

There is no way to go in that direction.

? d

You're on the middle floor.

? d

This is the reception hall.

A priceless figurine stands on the table.

? t figurine

OK.

? s

You're near three doorways.

? w

This is the dining room.

? n

You're in the kitchen.

? s

This is the dining room.

? e

You're near three doorways.

? e

You are in the living room.

There is a panel open to the north.

? n

You're in small hidden room.

? pull rope

A trap door opens beneath you. The fall knocks you unconscious. When you awaken you find that...

You are in the basement.

? n

You're outside vault.

? n

You are inside vault.

A large diamond is lying here!

There's an emerald eye here!

A platinum chain is lying here!

A string of pearls is lying here!



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[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)

There's a bottle of rare spices lying here!

There is a jewel-encrusted dagger here!

There's a bale of hay here.

A package of Kraft cheese is lying here.

? invent

You are carrying:

Priceless figurine

Brass key

Ring

Matches

? drop figurine

OK.

? t cheese

OK.

? s

You're outside vault.

? e

You are inside a small cubicle.

? u

You are inside a walk-in closet.

? n

You are in the bedroom.

? e

You're on the middle floor.

? u

This is the top floor.

? w

You are in the attic.

There is a noisy little mouse here.

? feed mouse

OK.

? t mouse

OK.

? e

This is the top floor.

? d

You're on the middle floor.

? d

This is the reception hall.

? s

You're near three doorways.

? s



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[Story File](#) (.Z8 file, 62K)

[Source Code](#) (link)

[Return Home](#) (link)

You are standing at the entrance to a house.

? s

You are by gargoyle statue.

? e

You're in garden.

? e

You're in an orchard.

A giant snake is jealously guarding a golden apple.

? feed snake

The mouse was used for carcinogenic testing. The snake is dead.

A golden apple hangs by an apple tree.

? t apple

OK.

? w

You're in garden.

? w

You are by gargoyle statue.

? n

You are standing at the entrance to a house.

? n

You're near three doorways.

? e

You are in the living room.

There is a panel open to the north.

? n

You're in small hidden room.

? pull rope

A trap door opens beneath you. The fall knocks you unconscious. When you awaken you find that...

You are in the basement.

? n

You're outside vault.

? n

You are inside vault.

A large diamond is lying here!

There's an emerald eye here!

A platinum chain is lying here!

A string of pearls is lying here!

There's a bottle of rare spices lying here!



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

There is a jewel-encrusted dagger here!

A priceless figurine is sitting on some hay!

There's a bale of hay here.

? drop apple

OK.

? invent

You are carrying:

Brass key

Ring

Kraft cheese

Matches

? drop cheese

OK.

? drop key

OK.

? s

You're outside vault.

? e

You are inside a small cubicle.

? u

You are inside a walk-in closet.

? n

You are in the bedroom.

? e

You're on the middle floor.

? d

This is the reception hall.

? s

You're near three doorways.

? s

You are standing at the entrance to a house.

? s

You are by gargoyle statue.

? s

You're at a crossroads.

? w

The road ends here.

? s

You are at the riverfront.

There is an old oil lamp here.

There's an ancient-looking staff lying here.



The Search for Almazar (1981)

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[Story File](#) (.Z8 file, 62K)

[Source Code](#) ([link](#))

[Return Home](#) ([link](#))

? t lamp

OK.

? t staff

OK.

? n

The road ends here.

? e

You're at a crossroads.

? s

You are at the river's northern edge.

? save

Saved.

? n

You're at a crossroads.

? w

The road ends here.

? w

There is no way to go in that direction.

? n

You're outside outhouse.

? n

You are inside the outhouse. A strange message is pasted on the wall. A doorway is south.

? read message

In a blaze of glory you find yourself in a land far away!

You have scored 90 points.

All honor thee, Grandmaster Adventurer!