

RETRO-FIXES FOR INTERLOGIC GAMES
begun 2/3/84

This is a comprehensive list of changes that an author might want to add to old games when updated versions of them are made. Some are very major changes, such as the NOT-HERE-OBJECT, and would probably only be appropriate for something like the Fall '83 Zork renovation. Others, like "Room Name, in the vehicle" are just matters of style, and individual authors should decide if they want to add this feature. This list is still partial; if you can think of additional entries, or if anything new comes along, send mail to SEM. This document is called RETROFIXES.RNO, and lives in the INTERLOGIC (Z:) directory.

1. The New ITness, Part I - This allows TAKE ALL FROM IT to work. See JW for details.
2. The New ITness, Part II - Previously, only P-IT-LOC was checked. With this change, the object that is IT is checked for accessibility. This allows things like "TAKE CAKE.NORTH.EAT IT." See JW for details.
3. Add the abbreviation G for AGAIN, and the abbreviation Z for WAIT.
4. The New TAKEnology, Part I - Using a bit, you can create a container that acts like a non-surface EXCEPT that TAKE ALL will take things from it. (Normally, TAKE ALL ignores things in containers). See MSB for details.
5. The New TAKEnology, Part II - By giving the TRYTAKEBIT to an object that has no TAKEBIT, TAKE ALL will try to take it. An object which has neither the TAKEBIT or the TRYTAKEBIT will be ignored by TAKE ALL. An object which has obly the TRYTAKEBIT should probably have something in its action routine which explains why it isn't takeable (such as "The mailbox is bolted to the wall."). See MSB for details.
6. Vehicle Style - With the Zork renovation, a style change was made in the way vehicle locations are described. The old style was:

Room Name
(You are in the vehicle.)
This is a room, with exits to the...

The new style is:

Room Name, in the vehicle
This is a room, with exits to the...

This change is done by making the CR after printing the Room DESC condi-

tional upon not being in a vehicle, and putting the vehicle-clause in DESCRIBE ROOM.

7. Marketing had a recent inspiration that a HELP command should spew out information on how to order hint booklets. In addition, MD wants each game to have a unique department number in the address. For this, use the Infocod code number for the game name. Enchanter would be "Dept. Z4" and Deadline would be "Dept. M1" (for example). The HELP command should print the following message:

If you're really stuck, maps and InvisiClues hint booklets are available. If you have misplaced the order form that came in your package, send us a note at:
P.O. Box 620
Garden City, NY 11530
Dept. [XX]
and we'll be happy to send you an order form.

8. In superbrief mode, there should be no CRLF before the prompt. Just locate where the prompt is printed, and make the CRLF just before it conditionally on not being in superbrief mode.

9. The NOT-HERE-OBJECT - This makes a lot of things work more intelligently when the object you referred to isn't present. For example, without the NOT-HERE-OBJECT, if there were an apple and an orange present and you typed "TAKE APPLE, ORANGE" you would get "You can't see any apple, orange here." See Marc for details.

10. Restore After Death - A brilliant idea whose time came during Sorcerer gamma-testing. Rather than give the player a choice between RESTARTing and QUITting after a death, this feature gives the player a choice between RESTART, RESTORE, or QUIT. This can save a minute or two of playing time on many of the micros. See SEM for details.

11. MANY-CHECK vs. TAKE-CHECK - In some games, if you have a verb that has TAKE in its syntax, the following bit of disgustiness occurs:

```
>VERB ALL  
(Taken)  
(Taken)  
(Taken)  
I can't use multiple direct objects with "VERB".
```

To fix this bug, make sure that MANY-CHECK comes before TAKE-CHECK in the parser.

12. While we're on the subject of implicit takes, here's a modification that

was recently installed in the newest version of Planetfall following some discussion. An implicit take is when the verb syntax has a TAKE in it, instructing the parser to attempt to TAKE that object before executing the sentence. With this modification, the parser prints "(Taking the OBJECT first)" instead of merely printing "(Taken)". The old style is particularly confusing when the sentence you typed in has both a PRSO and a PRSI, neither held. See SEM for details.

13. When you open a container, and there is only one object inside it, that object becomes it. See V-OPEN in the generic Zork GVERBS.ZIL file. Under this system, if a container holds more than one object when you open it, IT remains the container. (NOTE: Stu feels that opening a container should THIS-IS-IT the last object mentioned in the container-contents, even if there are more than one. He may be right.)

14. There's a parser bug, first fixed during Sorcerer testing. Because of this bug, the following happens:

```
>VERB PREPOSITION SYNONYM OF SYNONYM
I don't understand that sentence.
```

This occurs even if this syntax is a valid syntax. For example, LOOK AT THE WIZARD OF FROBOZZ would not parse. See Marc for details.

15. An innovation for Seastalker, still under construction, informs the player of the object assumed by the parser when the player supplies only an adjective. For example:

```
>PUSH RED
(I assume you mean the red button.)
Pushing the red button causes...
```

See SWG for details.

16. Your retro-fix here.

ASCII NON-ALPHANUMERIC CHARACTERS
SUPPORTABLE BY THE MICRO-COMPUTERS AND ZIPS

Decimal Code	Character	Input Allowed	Output Allowed
33	!	YES	YES
34	"	YES	YES
35	#	YES	YES
36	\$	YES	YES
37	%	NO	YES
38	&	NO	YES
39	'	YES	YES
40	(YES	YES
41)	YES	YES
42	*	YES	YES
43	+	NO	YES
44	,	YES	YES
45	-	YES	YES
46	.	YES	YES
47	/	YES	YES
58	:	YES	YES
59	;	YES	YES
60	<	NO	YES
61	=	NO	YES
62	>	NO	YES
63	?	YES	YES
64	@	NO	YES
91	[NO	EZIP only
92	\	NO	EZIP only (In Infidel)
93]	NO	EZIP only
94	^	NO	EZIP only
95	_	NO	EZIP only
96	`	NO	EZIP only
123	{	NO	EZIP only
124		NO	EZIP only
125	}	NO	EZIP only
126	~	NO	EZIP only

Debugging in Zil

<FR &>
<FR & N>
<RETRY <FRM N>>
<PPRINT ROUTINE-NAME>
<ERRET T>
<FRAME>

^C

@ start

<MAIN LOOP> esc

Editing in Zil

<EDIT ROUTINE NAME>
V (first time)
<EDIT LINE NUMBER>
R moves one object right
L moves one object left
U moves up one level
D moves down one level
PT prints routine
K deletes next object
P prints next object
PU reprints cond
C Foo replace next object with Foo
I Foo adds Foo before next obj
Q quits editor
BK inserts breakpoint
KT kills breakpoint
KB kills all breakpoints
in routine if in edit mode
S Foo Search for Foo
QR Quit Retry

Saving

<SAVE!- _ "NAME">

Restoring

<RESTORE!- _ "NAME">

OBJECTS

all objects fall into TYPE categories.

examples:

FIX	fixed point number	1	
FLOAT	floating point number	1.9	← not in Zork system
ATOM	variables	VAR	
LIST	} Structures {	()	
FORM		< >	
TABLES		[]	
STRINGS		" "	

OPERATES

+

-

*

/

MOD

in Zork- GLOBAL VARIABLES can be used anywhere, anytime
Example ,BAUBLE gets global value of the variable bauble
<SET BAUBLE 1> sets global value to 1

LOCAL VARIABLES can only be used where specified

Example .FOO
<SET FOO 1>

ROUTINES can be called with up to 3 objects.

spaces, CR, tabs are all ignored by MDL
; ignore next object (good for comments)
\ means ignore next character

Answering the musical question

Does it run the clock?

	#	VERIFY	VERSION	QUIT	SAVE	RESTORE	DIAG-NODE	TIME	SCORE	BRIEF	SCRIPT	UNSCRIPT	SUPPLEMENT	RENTAL	YEARBOSE		
Zork 1																	
Revision 78	Yes	No	<input checked="" type="checkbox"/>	No		Yes	NA	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	ND			
Zork 2																	
Version 42	Yes	No	<input checked="" type="checkbox"/>	No		Yes	NA	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	No			
Zork 3																	
Release 16	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Yes	NA	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
Deadline																	
Release 27	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No		Yes	No	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	No			
Starcross																	
Release 19	Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		Yes	NA	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
Witness																	
Revision number 22	No	No	<input checked="" type="checkbox"/>	No		NA	<input checked="" type="checkbox"/>	NA	No	No	No	No	<input checked="" type="checkbox"/>	No			
Suspected																	
Release 8	Yes	No	No	No		NA	NA	No	NA?	No	No	NA	No	No			
Enchanter																	
Release 16	Yes	No	<input checked="" type="checkbox"/>	No		Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	No			
Planetfall																	
Release 29	Yes	No	<input checked="" type="checkbox"/>	No		Yes	<input checked="" type="checkbox"/>	No	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	No			
Infiel																	
Release 22	Yes	No	<input checked="" type="checkbox"/>	No		NA	Yes*	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	<input checked="" type="checkbox"/>	No			
Sorcerer																	
Release 6	Yes	No	<input checked="" type="checkbox"/>	No		Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	No	No	No	<input checked="" type="checkbox"/>	No			
Seastalker																	
Revision number 15	No	No	No	No		Yes	NA	No	No	No	No	No	<input checked="" type="checkbox"/>	No			
Cutthroats																	
Release 74	No	No	<input checked="" type="checkbox"/>	No		Yes	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	No	No	No	No	No	No			

DAVE - THESE ARE THE ONES I CHANGED

(OR CONFIRMED) IN THE SOURCE FILES. - STU.

SAVE FILES
additions, comments to SEM
(can someone please design a set for Seastalker?)

Zork I: The Great Underground Empire

- Z1.CYCLOPS - right after killing troll and traversing maze
- Z1.TEMPLE - at railing with rope and matches, exorcism or dam just moves away
- Z1.BAT - outside mine with garlic, screwdriver, and two light sources
- Z1.RAFT - at base of dam with pile of plastic and pump
- Z1.THEIF - in Living Room with most treasure and nasty knife, ready to fight

Zork II: The Wizard of Frobozz

- Z2.WELL - at bottom of well with pitcher of water
- Z2.CAROUSEL - in stopped Carousel Room. Good save for dragon, bank, etc.
- Z2.LIZARD - at Guarded Door with two spheres, sword, gold key, candy
- Z2.VOLCANO - at Volcano Bottom with matches, newspaper, brick, fuse
- Z2.DEMON - in Pentagonam Room just after having satisfied demon

Zork III: The Dungeon Master

- Z3.MUSEUM - at the entrance to the museum just after the earthquake
- Z3.DUNGEON - at the Dungeon Entrance with all seven "treasures"

Enchanter

- Z4.CASTLE - just inside entrance to castle, with food and water
- Z4.MIRROR - in Hall of Mirrors with Zifmia and Vaxum memorized, one treasure
- Z4.MAP - in the Dungeon with the map and pencil
- z4.KRILL - in Junction will all necessary spells

Sorcerer

- Z5.AIMFIZ - in Forest Edge, just after Aimfizing Belboz
- Z5.HOLLOW - just after arriving in the Hollow
- Z5.PARK - at the entrance to the amusement park with a coin
- Z5.COAL - in the Sooty Room with everything needed for beyond this point
- Z5.LAGOON - at the bottom of the coal chute with everything you need

Deadline

- M1.MCNABB - at around 11:00 in the Rose Garden, waiting for gardener
- M1.WILL - in Living Room, just before noon will-reading, with calendar
- M1.GEORGE - hiding on Balcony, waiting for George to enter closet
- M1.DUNBAR - in living room with everything needed to start shed-sequence

The Witness

- M2.SHOT - in Office, sitting, just before the gunshot
- M2.MONICA - hiding in Office, just before Monica comes to unlock the clock

Starcross

- S1.DOCK - At door of Red Dock
- S1.LAB - just outside Laboratory, right after lighting the Yellow Hall
- S1.WEASEL - in Center of Warren with a stepping disk
- S1.TREE - at base of tree with all necessary rods

Suspended

S2.AUDA - Auda in Sleep Chamber with sleeping humans
S2.WALDO - Waldo on other side of acid mist with camera and both cables

Planetfall

S3.FLOYD - in Robot Shop before turning Floyd on
S3.LOBBY - in Elevator Lobby with all Kalamontee access cards, food
S3.BIOLOCK - in Bio-Lock with Floyd; Floyd has seen computer print-out
S3.MICROBE - in Strip Near Relay, right after destroying speck

Infidel

A1.RA - just after entering Chamber of Ra
A1.ANTE - just outside Antechamber with everything for endgame

SWG has suggested adding a generation number to each save file, as in S3.FLOYD.29, which would be equal to the release number of the game that the save is made from. I think it's a good idea.

Suggested solutions to the >6 letter pseudo problem:

In the piece of parser that stuffs the action routine into the PSEUDO-OBJECT, apply the action with an M-SETDESC context code. The action routine can do one of three things:

1. In a game with SDESCs, it could PUTP a string into the SDESC with the DESC of the particular pseudo. (For those of you unfamiliar with SDESC, it is essentially a changeable DESC. For more information, ask JW.)

2. It could SETG a global like PSEUDO-DESC to the appropriate string. TELL would then have to change the part where it says PRINTD to DPRINT, where DPRINT is a routine like:

```
<ROUTINE DPRINT (OBJ)
  <COND (<=? .OBJ ,PSEUDO-OBJECT>
    <TELL ,PSEUDO-DESC>)
  (T <PRINTD .OBJ>)>>
```

3. Stu suggests that it might be possible to initially give the PSEUDO-OBJECT a DESC as long as the longest possible one and then have the action routine stuff the string into the DESC property manually (like the parser currently does). However, this seems like it would be "code you wouldn't want to look at on a full stomach."

-JW 2/29/84

Date: 12 Jul 1983 1327-EDT
From: Steve Meretzky <SEM at ZORK>
Subject: \$VER
To: consumers at ZORK

I have done a study of relative verification speeds on most machines.

Here are the results. The first number indicates the number of seconds

required to verify Zork I. The second number is the relative verification speed, using the PDP-11 on-line version as the standard.

PDP-11 (hard disk)	8 seconds	1.00
Apple IIe	20 seconds	2.50
PDP-11 (floppy disk)	33 seconds	4.13
IBM PC	33 seconds	4.13
TI Professional	33 seconds	4.13
DEC Rainbow	37 seconds	4.63
NEC APC	48 seconds	6.00
Osborne 1	51 seconds	6.38
TRS-80 Model III	62 seconds	7.75
Atari 800	95 seconds	11.88
Commodore 64	255 seconds	31.88

2/83

VERSIONS and Who Makes Them

Apple *	Steve
Atari	Steve
IBM *	Steve
Commodore	Paul
Rainbow *	Steve
TRS Mod I	Scott (must be called (518) 385-3424 (w) (518) 384-4450 (h) to make this)
TRS Mod III	Marc
Osbair	Marc
NEC APC *	Steve
NEC PC-8000 *	MARC
CP/M	Marc
PDP-11	Joel

Give him name of the file
If he asks, our dialup line # is 492-6454
Account SEC, ~~XXXXXXXX~~ (1200 baud)
TFTP <MSG> SUSPEN.ZIP

* They require a create disk for each game.

The SUSPENDED disk exists for all versions

C-TABLE table of Interrupts
C-INTS offset

, C-TABLE prints table
<REST, C-TABLE, C-INTS> prints

[0 #FALSE(0) 12 #FALSE(12) I-Foo #FALSE(I-Foo)

↑

↑

0 = off (disabled)

>0 will run in N-1 move

1 = on (enabled)

0 dead

<0 will run every move