The Sound of One Hand Clapping

a text adventure

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WHAT YOU NEED

• The advsys distribution from ftp.gmd.de* in if-archive/programming/advsys
• A C-Compiler
• A text editor
• The onehand.dat adventure data file

HOW TO INSTALL

• Edit the advsys source files according to the instructions in the newadv.pch file.**
• Compile advint (*make advint*)
• Run by typing *advint onehand*

SAVING AND RESTORING STORY

• After typing either *Save* or *Restore*, you will be prompted for a file name. The extention **.sav** is automatically added to this name. Be sure to save soon and save often.

MAPPING

• It often helps to make a map of where in the game you have explored and what you have found where.

* The patched adventure interpreter files are included in this distribution for convenience. However, this is not an official *advsys* distribution package.

* * If you use the included interpreter files, this has already been done for you.

SPECIAL COMMANDS

Again (g) - This will repeat your previous input. For instance typing *Go West* and then *Again* would move you two locations to the west.
Brief - This command tells the story not to give you a full description each time you enter a room.
Inventory (i) - This command lists what you are carrying and wearing
Quit (q) - This command lets you stop the game.
Restart - This will let you restart the game from the beginning.
Restore - This command allows you to return to a previously saved position.
Save - This allows you to save a 'snapshot' of your current game on disk.
Superbrief - This command tells the story to always give you short descriptions.
Verbose - This command tells the story to always give you long descriptions.
Wait (z) - This command causes time to pass in the story. You can *wait* without doing anything else.

SAMPLE TRANSCRIPT

>*LOOK*
Graveyard
Your quest for the fabled Eye of Fignewt has brought you to this dreary cemetary.
A shovel lies on one of the graves.
> *DIG*
But you're not carrying anything to dig with!
> *EXAMINE SHOVEL*
The shovel is a standard type-A ghoul's digging implement.
> *TAKE IT*
shovel taken
> *DIG*
Putting your reservations on hold, you tentatively begin to dig. You quickly uncover a flask of aged whiskey and a metal cup.
> *TAKE ALL*
whisky flask taken
metal cup taken
> *GO NORTH*
Clearing
You are standing in front of the famous statue of the Newt of Figeye
> *DRINK WHISKY*

You drink a bit of the whisky. You relax.
>*LOOK*
Clearing
You are standing in front of the famous statue of the Newt of Figeye.
> *DRINK WHISKY*
You drink a lot of the whisky. The world seems a bit strange now.
> *L*
Clearing
You are shtanding in front <hic> of the famoush statue of the Fewt of Nigeye, the Newt of Eyefig...no itsh the Eye of Fignewt!
> *TAKE STATUE*
You drunkenly reach out to the statue which seems to be wavering before you. You miss.
> *CLOSE EYES*
The world seems to steady somewhat.
> *TAKE STATUE*
Eye of Fignewt taken
[Your score has gone up by 100 points]
> *GO WEST*
Friends don't let friends drink and walk. Maybe you should call a cab.