

The Tales of the Blood



This must have been – after *A babó (The Hobbit)* – my second TAPLO game. The TAPLO abbreviation (that is: „Traditional Adventure Programming Language by Olessák”) means this text adventure (or, namely, *IF*) gaming engine, which I was working on between 1997 and 2001, with smaller or greater interruptions, drops and hitches, but largely continuously. It would have been a general and universal *Interactive Fiction* editing and programming frame-system, in which it would have been possible to write some very high level and intelligent games at will later, subsequently already with little work. It would have covered both Hungarian and English versions (and every other demand coming up) of every game, wholly integrated, however, at the same time, with very low and modest, economical hardware requirements (due to the Assembly optimization of maximal degree reachable).

Of course that much conditional mood you have read in the first paragraph above already notifies: all of this did not come true. After several years’ hard work, I had only been to the bases of this really epic and in each respect a man-trying intention, and so then I had not enough holding out to continue, thus left it alone. (You can read more of this at the last chapter of my confessions-like article *My Games (1987-2001)*, but now I do not want to repeat myself here; so if you are curious, please jump to there.) Hereby I make it public property: literally „public property”, as this context in copyright means the so-called *Public Domain* licensing. (In a nutshell: anyone may use up and apply any part of all material published here for one’s own purposes at will. Without limiting; I shall only ask you to notice me on doing so.) If only there was a madman (sorry, to be more exact: a mad genius) being able to continue it anywhere in the world perhaps, he or she may safely do... (Yet do not rely on too much good, since there is just a poorly documented, entangled, perplexed x86

Assembly code-mass of several ten-thousands of lines to start with. No accident been left at that.)

If you are only curious to see my demo-level program during run, and would like to try that, or inspect, then download the first package of them (the demo version). (That is a compiled, empty frame-system, with not too many possibilities else than some pressing and pushing to-and-fro on the GUI interface, or typing a few words to inflect...) If you want to know more about the programming, then download the other „development” version, which is eventually just the same, but together with the source codes, all in all. (It requires MASM Assembler anyway.)

The pictures applied as some illustrations are my own nature photos, too. I had been gathering them for long years, partly (but not only) for this purpose. The above title *The Tales of the Blood* originates from a poem by Lucian Blaga (a Transylvanian-Rumanian poet, philosopher and cultural-historical researcher of the last century). R. I. P.

The article on the internet: <http://istennyila.hu/eng/game/0012/0000.htm>

Games: <http://istennyila.hu/eng/game/>

The author's website: <http://istennyila.hu/>

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