Brekk!

The very first text adventure game I wrote: in 1988, C64 BASIC. It was being made approximately in a week… Because of this – obviously – not a sort of any well-established piece; but still it has got some such characteristics that are already worth taking a notice of. Although I had just been learning English then (even intensively at the secondary school, but only for a year or two), my most fascinating computer experience was *The Pawn* adventure game by *Magnetic Scrolls* (notwithstanding that I only understood it somewhat, more or less, with that still incomplete knowledge of the language), which appeared two years ago. A famous book by Frank DaCosta (*Writing Basic Adventure Programs for the TRS-80* that appeared the same two years earlier in our country, too) was the other kind of „basic" experience for me that decided what my mind will constantly be running on during the next decade. My forming stylistical marks of genre were mainly specified by these – immediately starting with the room descriptions light green against a black background. At the first onset I already tried to use an inflected form text-interpretation by the parser, and circumstantially verbose descriptions (instead of some casual notes of one or two words), with some sort of plot as non-linear as possible (of course I had not such ideas yet consciously, but the mere intention rather indeed visibly), items/objects examinable, and inventories embedded in rounded, full sentences etc. (I even learnt such fine „trifles" by close observation from the working mode of that great example game that they checked the given objects being findable already *before* the analyzing of the verb and doing intention…) Accordingly I had already known what I should (and shall) want later on – beginning from the very first moment.

The article on the internet: **http://istennyila.hu/eng/game/0002/0000.htm**

Games: **http://istennyila.hu/eng/game/**

The author's website: **http://istennyila.hu/**

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