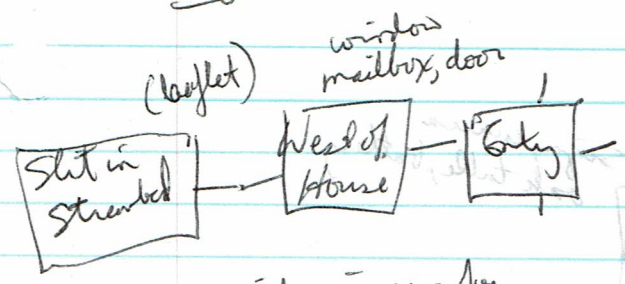


Informat

Start: crowbar
 leaflet: LEARN INFORMAT!
 Six dials on door, plus handwheel
 dial: 0, 1, 100



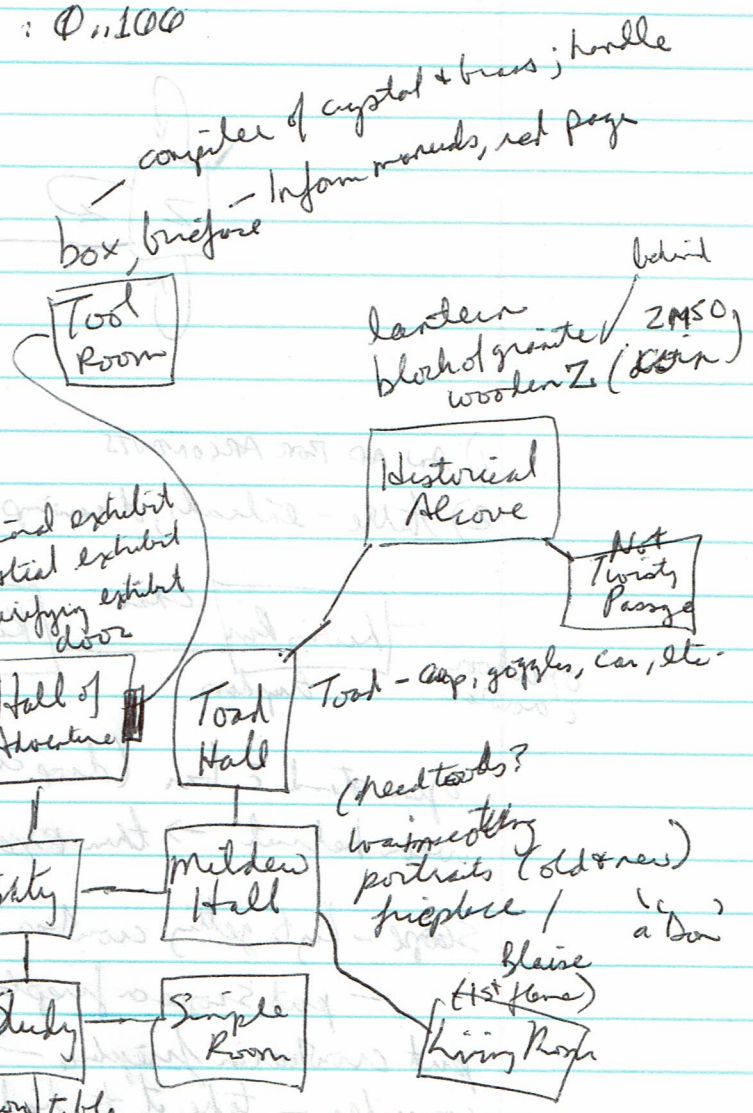
peg window in crowbar
 - work of paper falls
 - XYZZY spell

laser interferometer at slit (≅ 2" wide)
 - switch & display of mirror
 - break mirror in crowbar: "Khutz"
 - XYZZY door ⇒ mirror's at
 swirl becomes an insect "Goniff"

"move Crowbar
 to West of House"

Scope shows fireplace
 in upside-down room.

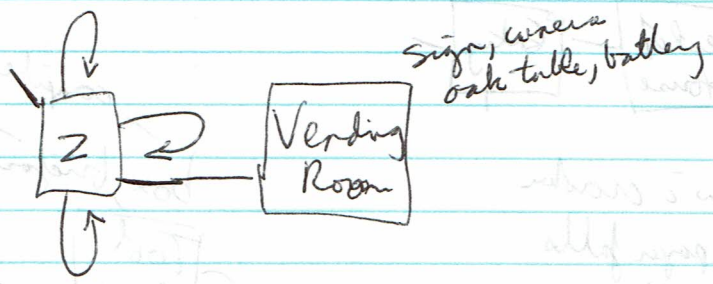
psalm + seed, window table
 scope display stand
 (Codex Melned)
 motto: "The guard, had in his own petard"
 Closet
 Skeleton



red pg: <http://www.gnelson.demon.co.uk/informat.html>
<http://www.truespectra.com/~svanegmo/programmers.html>

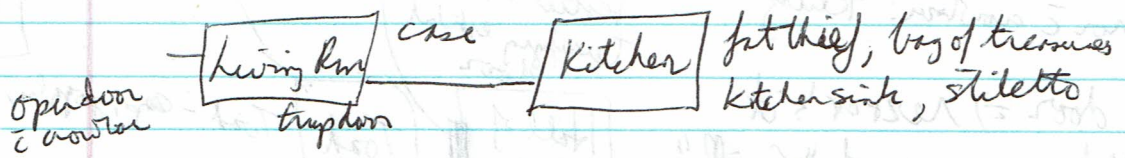
TAM907M

put coin on table
take battery



1) AN AD FOR ARGONAUTS

2) table - entails, drawings, copied wires, bird



open stand & bar (drop crowbar in window)

wear helmet -> then examine everything & decode for it!

Scope - key to getting crowbar past the guard.

- put scope on fireplace could be fatal!?

put crowbar in fireplace -> the crowbar vanishes! (Hpt)

computer - take it to find Blue Page, compiler => Programs?

Blue Page - get a real computer at

Smiling Volker - the Used Computer Man

ftp://ftp.gwdg.de/ftp-archive/inforon/computer/inform6/executables

Living Room



Classroom
1..9

Inform
School
Lobby

switch - turning off tedium descriptor for class room
book of routines + classes
consult ~~rules~~ rules about X; read r0

More 1

- r0, Initialize
- r1, What Sub
- r2, look Up Sub
- r3, Codex Sub - Codex is a verb
- r4, look Routine
- r5, Print Routine
- r6, Xyzyzy Sub
- r7, Room Sub room 1..9
- r8, Final Sub
- r9, After Prompt
- c1, Class Room
- c2, Maze Room - dropped items go to Cellar
- m1, First lines of program
- m2, library messages hidden only
- m3, Quoter hidden obj
- m4, Grammar

! Adds sure player enters for final

[Final Sub:

if (level least general)

 "don't cheat.;"

Score = score + hour;

if (room > 5)

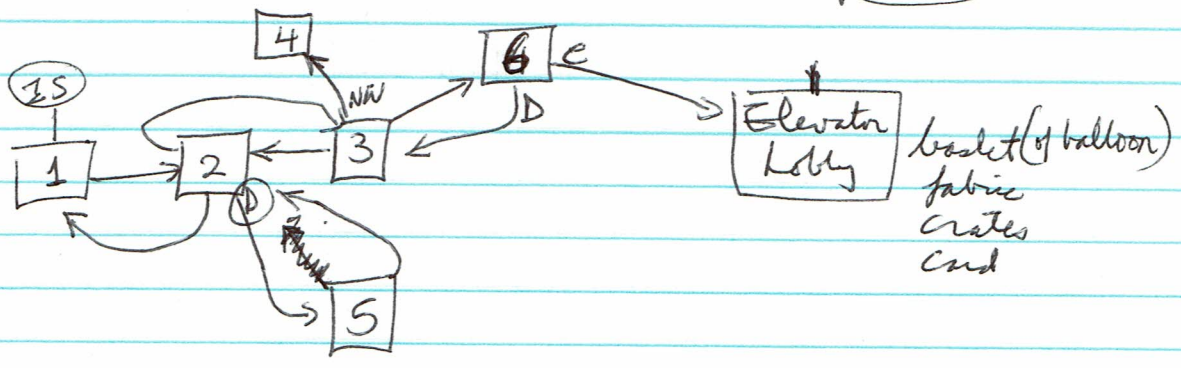
 score = 0;

 print "With a room...";

 PlayerTo (New Room, 1);

];

Room 1 out



cheat cnd - if at M6 => IS
(got them, more.) if at M1 => EL

Room 1

- Is λ the perfect language for IP? Yes

Room 2

$\Theta == 15;$

- Does it assign set Θ to 15? No, need a single θ sign.

Room 3

- Can a property of an object be a routine? Yes.

Room 4

- Second line of mushroom's 'after' rules is changed. Signif? Yes

Room 5

- Does the following do anything?

after [; listen: "Sweet music fills this room.";] ? No.

{A group-3 action does not get to the after stage.}

Room 6

will cont go Jail

send the player to jail? No. Just a run-time error.

Room 7

will cont go [; Playto(Jail);],

send the player to jail? Yes.

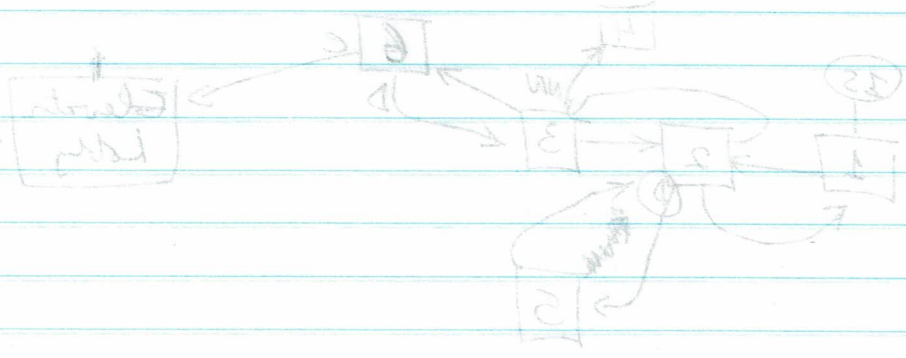
Room 8

short. name always replaces name in the header of the object? No.

{It could be a routine + ret false}

Room 9

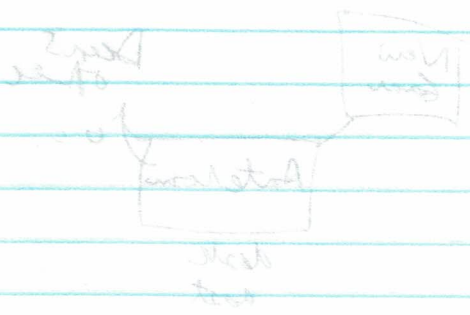
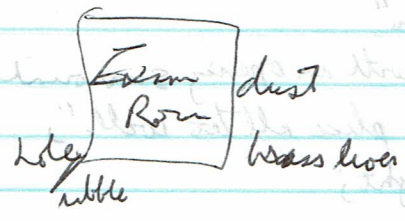
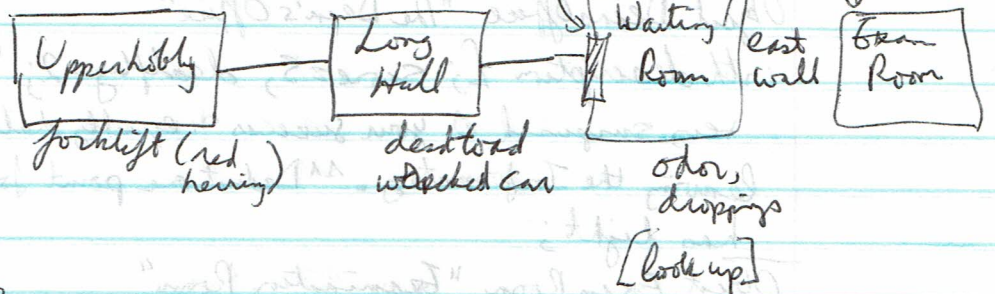
Can an obj be visible but not touchable? Yes {could be a closed transparent container}



215 - 1M4 - 1M5
 12 - 1M4 - 1M5

~~push fabric (out of basket)~~
push basket; banner, megaphone

megaphone, (anything) will roar out wide end
out → Upperhobby.



Final 5

Constant Story "Final Exam";

Constant Max-Score 5;

Constant Dialogue "The result of your Inform School final exam.";

Include "Parser";

Include "VerbLib";

Object DeansOffice "The Dean's Office"

with description [; score=5; deadflag=2; "The dean seems delighted & very surprised at your success & equally delighted that you will now be leaving the Informatory. "Deduct one point for every recompile.";];
has light;

Object ExamRoom "Examination Room"

with description "A black stone cell with an opening surrounded by rubble to the southeast. You remember this place all too well."
se to UnderConstruction, has light;

Object UnderConstruction

;

[; initialize; location = ExamRoom;

"..... You have finished the exam.";];

Include "Cronner";

