



# ENDGAME

**Our project to design an adventure game using LOGO has reached its final stage. Having defined the various locations used in the game, and written procedures to move between them, we conclude by developing routines to deal with the necessary detail of the adventure story.**

Our Shrine of Zoloth game has only two 'perils' incorporated in it. In ROOM.4, the player is faced with a large unfriendly snake, and the program branches to a special 'peril' procedure:

```
TO SNAKE.ATTACKS
  PRINTL [[THERE IS A HUGE SNAKE] [SLOWLY
  MOVING TOWARDS YOU!]]
END
```

The other 'peril' does not place the player in any immediate physical danger, but certainly could cause long-term problems:

```
TO GATE
  PRINTL [[A GREAT GOLDEN GATE CLOSSES
  BEHIND YOU] [CUTTING OFF THE SOUTHERN
  EXIT]]
  MAKE "PERILS []
  MAKE "EXIT.LIST [[N 7] [E 8]]
END
```

Other considerations need to be taken into account at certain places in the program. The GET procedure must be altered so that you cannot pick up the ring if you are carrying the sword.

```
TO GETIT :ITEM
  IF :ITEM = "RING THEN GET.RING STOP
  ADD.TO.INV :ITEM
  REMOVE.FROM.ROOM :ITEM
END

TO GET.RING
  IF MEMBER? "SWORD :INVENTORY THEN
  PRINT [YOU ARE UNABLE TO LIFT
  THE RING] STOP
  ADD.TO.INV :ITEM
  REMOVE.FROM.ROOM :ITEM
END
```

This is the only restriction on the player picking up an object. The following routines allow you to examine whatever it is you are holding.

```
TO EXAMINE :OBJ
  IF :OBJ = "RING THEN RING.DESC STOP
  IF :OBJ = "CHEST THEN CHEST.DESC STOP
  IF :OBJ = "SWORD THEN SWORD.DESC STOP
  PRINT [YOU SEE NOTHING SPECIAL]
END
```



```
TO RING.DESC
  IF HERE? "RING THEN PRINTL [[ON THE RING
  IS A FADED INSCRIPTION:] [R--- --E]] ELSE
  PRINT [I SEE NO RING]
END
```

```
TO HERE? :OBJ
  IF MEMBER? :OBJ :CONTENTS THEN OUTPUT
  "TRUE IF MEMBER? :OBJ :INVENTORY THEN
  OUTPUT "TRUE
  OUTPUT "FALSE
END
```

```
TO CHEST.DESC
  PRINTL [[IT IS BEAUTIFULLY MADE] [AND
  CLEARLY WORTH A SMALL FORTUNE] [A TINY
  SKULL IS CARVED] [IN ONE CORNER OF THE
  LID]]
END
```

```
TO SWORD.DESC
  IF HERE? "SWORD THEN PRINT [IT IS MADE OF
  STEEL] ELSE PRINT [I SEE NO SWORD]
END
```

The player needs the sword to kill the snake; if he doesn't have it then the snake kills him.

```
TO KILL :IT
  IF :IT = "SNAKE THEN KILL.SNAKE STOP
  PRINT [YOU CAN'T DO THAT!]
END

TO KILL SNAKE
  IF NOT MEMBER? "SNAKE.ATTACKS :PERILS
  THEN PRINT [I SEE NO SNAKE] STOP
  IF MEMBER? "SWORD :INVENTORY THEN
  SNAKE.DIES ELSE SNAKE.KILLS
END

TO SNAKE.DIES
  PRINT [THE SNAKE DIES, ROLLING IN AGONY]
  MAKE "PERILS []
END

TO SNAKE.KILLS
  PRINTL [[YOU DON'T HAVE ANY WEAPONS]
  [WITH WHICH TO KILL IT] [BUT YOU'VE GOT IT
  REALLY MAD NOW] [IT BITES YOU! YOUR FACE
  TURNS BLACK] [AND YOU FALL WRITHING TO
  THE FLOOR]]
  DEAD
END
```

The procedure DEAD shrewdly anticipates those players who believe in reincarnation. If you type anything other than START after dying, the computer reminds you that you are dead!

```
TO DEAD
  PRINT [YOU ARE DEAD!]
```