VIC games



green on black

with a PET twist

ARTILLERY 16K
ATL PATROL 16K
ATLANTIS 24K
BASEBALL 16K
BETS 16K
BLACKJACK 16K
ELIZA 16K
FLIGHT SIM 16K
IOS 24K
JCE 24K
JUMBO LAND 16K
LEMONADE 16K
LUNAR LAND 16K
NPP 24K
OURANOS! 16K
POKER 16K
SLOT 16K
SNARK 16K
SORC CASTLE 24K
WUMPUS 16K

green on black

Type LOAD"*",8,1 at prompt, then RUN. Use cursor up/down/left/right to navigate menu, RETURN to load

**ARTILLERY DUEL** [artillery 16k]

This is a game in which two players shoot at each other across a mountain. At each turn, the player enters the angle of fire (0-90) and the number of bags of powder (5 to 10 bags), hitting return after each choice.

**ATLANTIC PATROL** [atl patrol 16k]

In this game you command a royal navy warship in mid Atlantic during the second world war! Your mission is to patrol the sea lanes and sink as many enemy ships as you can. Remember you can get more hits on an enemy ship if she is abeam of you, but you will then present a larger target for enemy torpedoes. You can be the Commander of one of the following types of ship:

1) Battleship (slow, heavy armament, heavy armour)
2) Cruiser (medium, medium armament, medium armour)
3) Destroyer (fast, light armament, no armour)

You can control your ship with the following commands:
1 - turn to port
2 - maintain course
3 - turn to starboard
4 - alter speed (+ or -5 knots max)
5 - open fire (main armament)
6 - open fire (main + secondary armament)
7 - fire torpedoes
8 - make smoke
9 - scuttle
0 - will return this list

**VOYAGE TO ATLANTIS** [atlantis 24k]

A simple underwater treasure hunt with hostile marine fauna, very much in the Scott Adams style, written by Greg Hassett. Two-word parser, minimal descriptions, only one save slot. Good clean fun if you like that sort of thing. Has a small maze and the annoying limitation that treasures cannot be picked up after you've stashed them in your submarine. Several treasures are tools.

**SUPER BASEBALL 7.4** [baseball 16k]

A baseball simulation for two human players only, programmed by Jinshi Suzuki & Bill Munch in 1983. The keys are:

| | | |
|---|---|---|
| | E | = Move the Out-Field Players Right. |
| | Q | = Move the Out-Field Players Left. |
| Slow Balls | A | = Curve |
| | S | = Straight |
| | D | = Knuckler |
| Fast Balls | Z | = Curve |
| | X | = Straight |
| | C | = Knuckler |

Press 'F1' to swing. Press 'F3' to make the third base runner hold up.

**BETS** [bets 16k]

Bet on the high card. Have fun looking at those strange faces. That's all, folks. ☺

**CASINO BLACKJACK** [blackjack 16k]

General rules adopted in this version of the popular card game:

1) Standard Las Vegas blackjack rules are in effect.
2) Blackjack pays 3 to 2.
3) Insurance bet: if the dealer has an ace showing on the deal, you may bet 1/2 of your original bet that the dealer has blackjack. this is a separate side bet and pays 2 to 1.
4) Double down: after the deal, you can double your bet and receive one more card by pressing "D".
5) Split pairs: after the deal, press "S" to split pairs. Split aces receive only 1 additional card on each hand.
6) From 1 to 5 players may play at a time. Bet "C" to change the number of players.
7) Bet "0" to see how a player is doing.
8) Bet "Z" to reset a player's bank to zero.
9) Bet "S" to reshuffle the deck or to change the number of decks in play.
10) Press "+" after your bet to bet that amount on each hand. Maximum bet is $999.

**ELIZA** [eliza 16k]

This is a simplified version of the infamous ELIZA program, an early example (by modern standards) of primitive natural language processing. ELIZA operates by processing users' responses to scripts, simulating a Rogerian psychotherapist. ELIZA mostly rephrases the user's statements as questions and poses those to the 'patient'. ELIZA was originally written by Joseph Weizenbaum between 1964 to 1966, implementing simple pattern matching techniques, but it was taken seriously by several of its users, even after Weizenbaum explained to them how it worked.

**FLIGHT SIMULATOR** [flight sim 16k]

In this instrumental flight simulator, the controls respond similarly to those in a real airplane. The throttle controls air speed. The ailerons control turns or heading. The elevator controls up and down movement. To modify the controls, input "T", "A", or "E" for throttle, ailerons, and elevator, respectively. The object of the simulator is to take-off, make at least a 360 degree turn and then land. When you think your aircraft is safe to land, type "L". Good luck!

**THE ISLAND OF SECRETS** [ios 24k]

Unlike most adventure games, in this one the computer will not tell you all you need to know about the world you are traveling through. There are no directions for instance. You will need to create a map and work out for yourself whether you can go North, South, East or West.
The game is also different from a traditional adventure because you play a role. You are Alphan, and you must try to decide what he would do in a particular situation rather than what you would personally do. Other roles are played by the computer and characters sometimes move around or do surprising things which you cannot control. You are given a certain amount of strength and wisdom

at the beginning of the game and these vary according to what happens to you in your role of Alphan. If you do something wrong you may find you have lost the game. The computer will tell you you have failed and give you a score based on what you have done up to that point. You will then have to start again and try something different. Perhaps you said the wrong thing or didn't pick up something you needed.

The story so far

In the dim and distant past, the sky was blue and the grass was green. The Ancients had built The Pyramid and established communication with the Sky People. It was even agreed that one or two specially selected Earthlings should visit Sky Land. The first (and last, as it turned out) Earthling Sky visitor was Omegan, youngest son of the most influential of the Ancients. He was fascinated by what he saw - the Sky People knew a lot of things Earthlings didn't. Shortly after Omegan arrived, conflicts began between the Sky People and the Outer Ones. Sky messengers came down to The Pyramid and gave each of the Ancients an object, telling them to hide it carefully. The Ancients wondered why the Sky People should bother to give them such ordinary looking objects. But, who were they to ask questions? They set off to hind hiding places, little knowing they would never meet again. It became obvious to the Sky People that a great war was inevitable, they sent Omegan back to Earth with a mission. The war would darken the Earth, they said, but when it was over Omegan must collect the secret objects and release the power than had been locked into them, thus restoring the Earth to normal. Then they gave him the Cloak of Entropy which they said was essential for releasing the power of the objects and, because the task was too long for one person's lifetime, they also gave him the secret for prolonging his life. The war was more catastrophic than even the Sky People had anticipated. A huge dark cloud enveloped the Earth blocking out light and heat, the ground ripped apart forming the Crimson Canyon, and the lakes were poisoned. Omegan set out on his task, but it soon became apparent that it was of immense and incredible difficulty. He didn't know what he was looking for or where to look or even how many things he had to find. He began to realize that the Cloak had enormous power. With its help, he built a caste for himself and assembled the secret equipment for extending his life. So what if the Earth stayed dark? he though. No-one would find all the objects and, as for the Cloak, that was his now...

That was all a long time ago, but the land is still in darkness and Omegan still lives on his Island of Secrets. No-one found the objects or discovered the secret of Omegan's long life, though there are rumors of some who have tried. Tales are told, for instance, of a wanderer named Median who entered the Castle of Secrets. He even drew a plan, they say, which he put in a bottle and threw into the Lake. It could be true - who knows?

No-one thought Alphan would take on the task. Intelligent and wise he certainly is, but surely too slight and gentle to wrestle the will of Omegan. True he has that map left to him by his explorer grandfather. What if he really could bring the Earth back to normal?

Characters You Will Meet

- Canyon Beasts. You may come across canyon beasts anywhere in the forest, though you won't be able to catch one without help.
- Dactyl. She guards something precious. She'll need proof that you are serious about your mission.
- Median. A famous scholar of Ancient times, he disappeared under mysterious circumstances.
- Omegan. He moves around the castle, so you can't be sure where you will come across him.
- Sage Of The Lilies. The Sage has meditated for so long that she has forgotten how to move anything other than her head. She has been vaguely worried for the last 500 years by a slight, but persistent, irritation in her back. The lilies she guards are said to revive old memories.
- Speaking Stone. Despite its name, this strange glassy boulder sits in dull silence.

- Swamp man. He lives in the stumps of the great blue wood trees, which his ancestors planted. He is a sworn enemy of the Logmen but cannot leave the swamp to get revenge or to get the liquor which he believes would restore the trees to their former glory.
- The Boatman. Even the intrepid canyon beast won't go near him, so beware. It would be wise to approach him at some stage in your quest though.
- The Logmen. These unfriendly characters are always on the look-out for something to entertain them. They are addicted to a lethally strong liquor which they brew themselves. Their logging activities include the destroying the last of the great blue wood trees in the east.
- The Scavenger. He appears to have lost his memory. Alphan will need to help him recover it somehow.

Places you will visit

- Grandpa's Shack. Alphan's grandfather built this shack as a hideaway for himself.
- Grandpa's Chest. Grandpa kept useful things in here.
- The Pyramid. The view from here is quite impressive. Watch your step - there's a kind of hard gray stone here.
- Well of Weakness. Don't approach if you're not feeling strong. Omegan may not be far away.
- Clashing Stones. If you peer closely at these you can just make out the following inscription: "Stony silence is not the thing Say stony words that you must bring"
- Petrified Village. Lava engulfed this village so quickly that everything was preserved in stone. It gives you some idea of what life was life long ago.
- Logmen's Cabin. Don't hand around too long in here. Stolen goods often end up on the table.
- Clone Factory. Can this be the secret of Omegan's long life?
- Adobe Hut. Someone appears to have lived here in recent times, but there's no sign of anyone now.
- Snelm's Lair. It is said that one of the Ancients left a clue with Snelm. Look for a piece of old "paper".
- Omegan's Sanctum. The end of your journey, whatever its outcome. You can't escape. Watch your step here too.
- Marble Column. This is all that remains of the University of the Ancients.

How To Play

When the main screen appears the computer will wait for you to type in what you want to do. It only recognizes certain words and so won't understand everything you say. In most cases it needs two-word commands, such as GET WATER. Sometimes you will be asked a second question, e.g. GIVE THE AXE TO WHOM? You should then answer with one word. There are also special one word commands for save, load and quit as you will see below. You will notice as you begin to move around that the "time remaining" shown top-right of the screen, constantly decreases. The game is over when the time is up, no matter what else has happened. You will also see that your strength and wisdom scores vary as the game progresses. You can increase your strength by eating and drinking, providing you have stocks of food and drink. You can only increase your strength by eating or drinking, providing you have stocks of food and drink. You can only increase your wisdom by doing the right things in the game. Now type INFO and your screen will change to show what you are carrying. You start the game with two units each of food and drink and can add to this by picking up any food and drink you spot on the way. You can stop at any point in the game and save your progress so far. Do this by typing XSAVE. Make sure you have your cassette recorder linked up and a tape ready first though. You will need to know how to make your computer save on tape too. When you want to continue the game, load in the game program as usual, then type

XLOAD. You can then continue the game from where you left off. If you feel you are stuck in the middle of the game and want to give up, you can type QUIT at any time and the computer will give you your score.

**JOURNEY TO THE CENTER OF THE EARTH** [jce 24k]

This text adventure seems to be no less than the first book adaptation in interactive fiction (1978), by the remarkable Greg Hassett, then aged twelve. Nevertheless, Jules Verne's original really didn't show a coke machine, a troll's palace and a car repair shop. Anyway, I couldn't find any more info on this title, so try to figure out yourself what's going on here ☺. If you can't, here's the solution:

N / N / Get ruby / W / W / W / Get wand / S / W / Get diamond / N / Get nugget / E / Drop nugget / Drop ruby / Drop diamond / N / N / N / N / Wave wand / N / N / W / Sir Alexander / W / Get gold / Get necklace / S / S / W / W / S / S / S / W / S / Get parrot / N / W / Drop parrot / Drop gold / Drop necklace / S / S / S / W / Get lighter / E / S / Burn hydra / W / Get emerald / E / S / Get vase / W / Get silver / E / S / Get tools / E / S / Drop wand / Get gonkulator / W / W / N / N / N / N / N / N / Drop silver / Drop emerald / Drop vase / Drop gonkulator / Fix ship.

**JUMBO LANDING** [jumbo land 16k]

You are the pilot of a Jumbo Jet. You must land the aircraft by controlling the aircraft's rate of climb and thrust (in Kilo-Newton) every 10 seconds. Climb rate change must be between +10 and –10. Maximum climb rate is +10. The height change is given by the formula: HG = (CR*V)/20, where CR is the climb rate and V is the velocity. Thrust must be between +100 and –100; +50 will maintain the current acceleration rate. Reverse thrust is for runway braking. Maximum acceleration is 5 $m/s^2$. You will crash if:

1) Velocity exceeds 200 m/s.
2) Velocity is less than 80 m/s whilst in flight.
3) You land before the start of the runway.
4) You try to go below zero height.
5) You overshoot the runway at any height.
6) You use reverse thrust in flight.

If you crash, you have the option of going back 10 seconds!! If screen layout is spoiled at any time, then type –999 for climb rate change. You can also choose to land with the help of the auto-pilot, and if you want to fly with standard or random flight conditions.

**LEMONADE STAND** [lemonade 16k]

You are going to operate your lemonade stand for 12 weeks. Your parents agreed to give you $12 to give you a good start for the summer. You will have to pay back your $12 at the end of the summer, and possibly earn some money for yourself. Be careful in buying the correct amount of sugar, lemon concentrate, and paper cups. Fix the price for each lemonade cup with an eye to the weather, and good luck!

**LUNAR LANDER** [lunar land 16k]

This game simulates the landing of a spacecraft above the lunar surface. Readings on the gauges are:

- Velocity in meters/sec
- Height in meters
- Remaining fuel in cubic meters
- Elapsed time in seconds

If the velocity should appear in reverse field (e.g., 256),you are going up. The controls are the number keys. The higher the number, the harder you thrust. A thrust of 5 will exactly balance gravity, allowing you to fall at a constant rate. The object is to land at a speed of less than 15 meters/sec. You start at 52,800 meters, falling at a rate of 176 meters/sec, with 2500 units of fuel. If you run out of fuel, you will fall like a rock!

**NUCLEAR POWER PLANT** [npp 24k]

This program simulates the operation of a nuclear power reactor. The object is to operate the plant at as high a power output as possible, without causing a reactor meltdown. Main elements in this simulation are:

- The control rods adjust the amount of heat produced by the reactor.
- The primary coolant transfers this heat to the heat exchanger.
- The secondary coolant picks up the heat from the heat exchanger, and transfers it to the turbine, which drives the electric generator. The secondary coolant then goes to the cooling tower and then back to the heat exchanger.
- The emergency coolant is used to help shut down the reactor when other systems fail. Unlike the other coolants, the emergency coolant is not recycled. This means your supply of emergency coolant is limited.

An increased flow of primary coolant will lower the reactor core temperature and will raise the heat exchanger temperature. An increased flow of secondary coolant will lower the heat exchanger temperature, and will increase the power generated, but will raise the cooling tower temperature. Successful operation depends on getting a balance between the high temperatures needed for power generation and the temperature limits of the machinery. The controls are operated by typing in the desired control rod setting and flow rates. Use values from 0 to 100. If no entry is made, the previous settings will remain unchanged. Use ↑ (canc key in VICE emulator) to step to the different functions (e.g. type the desired value, then ↑ instead of return). When the entries have been made, the next day's conditions will be calculated. The reactor can be kept operating until the reactor fuel is exhausted, or until a meltdown occurs. The fuel will last about 100 to 150 days, depending on how much energy is produced each day. When the fuel is exhausted, your performance will be summarized. If you want to repair damage or replace coolant, bring the reactor temperature down below 100, and shut off the coolant flows. This will cause an automatic maintenance shutdown. Repairs will be made, and all coolant will be replenished. The greater the damage, the longer the repairs will take. WARNING: THIS POWER PLANT HAS NO AUTOMATIC SAFETY DEVICES!! The operator is responsible for safe operation of all equipment.

**OURANOS! (WEATHER WAR)** [ouranos! 16k]

The game's subtitle is "take the enemy by storm" and for once it isn't simply figurative language! In this whimsical take on the artillery duel, two human players assume control of two rustic shacks, one on each side of the screen. Across the top wanders a lonely cloud, innocuous but full of hostile

potential. Apparently the denizens of the houses are mad scientists with fully-functional weather-controlling apparatus, since each turn one player gets to select a variety of weather -- Hail, Rain, Tornado or Lightning -- to inflict upon his or her opponent. Selecting a "charge" to assign the attack, based on the cloud's shifting location and a variable wind speed, the aggressor hopes to land a damaging strike upon their neighbour. The game is won when one side has successfully harnessed the forces of nature to completely dismantle the other's residence.

**POKER** [poker 16k]

This is a simple adaptation of a standard Poker game, with excellent graphic representation of the cards. At each hand, the VIC will automatically calculate the payoffs depending on your current bet. Good luck!

**GAME OF SLOTS** [slot 16k]

This Slot Machine, like all others, is very easy to operate: you pay your money and pull the handle. Before each pull, the VIC will ask you how much you want to bet. You may bet any amount from $1 to $5,000. To stop playing, bet 0. Hitting only RETURN will repeat your previous bet. There are eleven different payoffs. If you win one, you also get your bet back. Finally, note that this machine is unusual in that the house has no edge. In the long run, you should neither win nor lose anything. Possible payoffs are:

- 1 Cherry pays 5:1
- 2 Cherries pays 2:1
- 3 Cherries pays 5:1
- 3 Plums pays 8:1
- 3 Lemons pays 9:1
- 3 Oranges pays 9:1
- Special I pays 4:1
- Special II pays 4:1
- Special III pays 5:1
- Special IV pays 5:1
- *Jackpot* pays 25:1

A combination counts as two Cherries only when the top and middle symbols are Cherries, but not when they are at top and bottom.

**THE SNARK** [snark 16k]

The Snark is hiding somewhere under the grid above. your job is to pin-point its exact location. To play this game properly, go get a compass and some Snark paper now. Here's how we can catch the Snark. I will ask you for the x and y coordinates of a grid point; this is our starting point. Mark this point on your Snark paper. Then, draw a circle of any size on your paper with the compass. I will then ask you for the radius of the circle. When you tell me the radius of your circle, I'll let you know if the Snark is inside, outside or on the boundary of the circle. When you think you know the coordinates of the Snark, type a zero (0) for the radius. Good luck!

**SORCERER'S CASTLE** [sorc castle 24k]

It's one of those Colossal Cave clones that flourished in the late 70s. Basically you just pick up valuable items and take them to a certain drop point, with few - and very simple - puzzles in between. This is another adventure written for PET by Greg Hassett, the same author who gave us Voyage to Atlantis and Journey to the Center of the Earth, between 1978 and 1980 (aged 12-14!). Like the others, it was published in several magazines and later converted to different platforms.

**HUNT THE WUMPUS** [wumpus 16k]

Welcome to "Hunt the Wumpus". The Wumpus colony inhabits a burrow of 20 caves. Each cave has three tunnels leading to other caves. The objective is to descend into the burrow and hunt the Wumpi. After you have killed at least one, you must return to the exit and leave the burrow. Note that there may be more than one Wumpus in the burrow. You have five arrows. Under conditions of stress you may drop your arrows. Your rating is a function of the number of Wumpi shot and the time spent in the burrow. Hazards are:

1. Bottomless pits. Two rooms contain bottomless pits; if you fall into a pit you lose.
2. Super-bats. Two rooms contain nests of super-bats. They are peaceful creatures when left alone. Should you inadvertently stumble across their nest you will be picked up and deposited into another cave at random: too bad if it contains another: hazard…
3. **Earthquakes**. Earthquakes are a common occurrence. Should one occur, the burrow entrance may be blocked and a new one open up. The pits may fill and new ones open up and a cave may be blocked by a rock-slide. The bats and the Wumpus will move to another cave.

The Wumpus is not bothered by any hazards (it has suckers on its feet and is too big for a bat to lift). The Wumpus is moving in the caves looking for food. It normally eats a species of mushroom, but may eat you should you enter the cave in which it is feeding. Each turn you may:

M - move to an adjacent cave.
S - shoot an arrow at the Wumpus.
A - check on the number of arrows left.
E - exit from the caves if at you are at the entrance.
H - ask for instructions.

When you are one cave away from the hazard you will be warned as follows:

Wumpus - I smell a Wumpus.
Bats - bats nearby.
Pit - I feel a draft.

If you try to enter a cave blocked by a rock fall or enter the entrance cave, you will be notified.