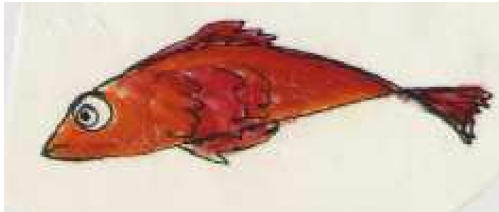
Welcome to the Acme Institute!

Congratulations on having been admitted to Unnkulia's most prestigious university! We pride ourselves on our thoroughly modern teaching methods and the fine education we provide for our students. Our graduates are prized by employers for their amazing creativity and dogged determination to succeed even when faced with ridiculous obstacles and frustrated beyond belief. You won't find 600 students all trying to get into Intro to Computer Science, or 5 people squished into a dorm room built for two... there are no classes or dormitories! This is no diploma mill where you can't tell one Institute graduate from another. In order to obtain a degree, each student faces a unique challenge that will shape his or her educational experience here at the Acme Institute.

Our campus is set on 72 acres of beautiful woodland just north of the capital city. It's a far cry from the treeless, barren plains of Western Unnkulia, whence most of our students hail. So, please, make yourself at home! Experience our forests, architecturally diverse buildings, world-renowned garden maze, and fishpond. Admire the local wildlife. Or just stroll around the grassy courtyard and listen to the words of wisdom that our now-senile but once-famous faculty may still utter from time to time.

Looking forward to meeting you,
Dean Chiquita



Specialized Commands used in the game:

If you've never played an adventure game before, check out the README file included with the game. If you have played an adventure before, great! There are a few special commands that may make your game-playing easier and more amusing, however:

FOOTNOTE, NOTE - When you see a number in brackets in the game's text (example: [4]), that's a footnote. Typing "note 4" or "footnote 4" will give you extra information that's not needed to complete the game, but may be interesting or amusing..

I, INVENTORY - Lists what you're carrying.

L, LOOK - Reprints the description of your location.

RESTORE - Restores a saved game

SAVE - Save the status of your game. Do this often!

SAY - One way of talking to characters. For example,
> say "hello, sailor"
> say "forty-two"
Your words must be enclosed in quotation marks.

SCRIPT, UNSCRIPT - Writes the text of your session to a file. Unscript stops writing it.

TERSE - Sets the game so that the room description is printed only the first time you enter a room (the default).

UNDO - Very useful! Will undo the last command you gave. Can be repeated several times, if you really blew it. (well, under most circumstances.)

WORDY, VERBOSE - Sets the game so that the room description is printed each time you enter a room.

X, EXAMINE - Examines an item more closely. Do this often too!

Z, WAIT - Wait one turn, twiddling your thumbs.

Questions? Bugs? Send email to game-wardens@ai.mit.edu.

The 1994 AI LAB OLYMPICS ADVENTURE GAME

GC: A THRASHING PARITY BIT OF THE MIND