



INTERACTIVE FICTION

BY CARRINGTON VANSTON

>EXAMINE GAME

You've heard about the 8-Bit Assembly for ages: a multi-day event where fans of the Apple II and other vintage computers actually move into a college dorm together to immerse themselves in retro-computer fun. And finally, after all these years, you've booked off work for the week and you're going to attend.

You plan to participate in everything the event has to offer. The contests, the info sessions, the campus hijinx, and the late night discussions with your fellow retro-computer nerds. You're even going to (*gulp!*) give a presentation yourself.

Best of all, you might even have a chance to get your hands on a copy of your all-time favourite Infocom game: Wishbringer. That alone would make the trip worthwhile.

Sure, you've heard the rumours of black magic and bizarre occurrences at Rockwurst College. But those can't be true, can they? Those guys on the *Eaten By A Grue* podcast must've been joking. Funny that they never put out another episode after they attended the event. But that's probably a coincidence.

I mean, it's just an Apple II convention. What's the worst that could happen?

DORM is a text adventure in the style of Infocom games from the 1980s. There are no graphics. There are no sounds. There's only typing. You type a command, and the game responds with what happens next. It's like homework, but fun.



Welcome!

After over 40 years, the **8-Bit Assembly** is still one of the biggest and best annual conventions dedicated to the Apple II computer. Okay, there's not really a lot of competition any more, but it still counts. We're delighted you plan to join us this year. Included in this welcome package is a guide to the event and some commemorative items for you to enjoy.

Every year, Apple II enthusiasts from all around the world gather in a college dorm in Missouri (or Kansas, depending on who you ask) to celebrate and enjoy all that the Apple II still has to offer in the 21st Century.

The event is held at Rockwurst College, which was founded 100 years ago by people in Kansas (or Missouri) who were totally not warlocks. In fact, this year the **8-Bit Assembly** is taking place on the exact centennial of the opening of the college. What a fun coincidence.

Whether you're a longtime user of the Apple II, a new convert to the platform, or like most people just attending by court order, the **8-Bit Assembly** has something for everyone.

Attendees give presentations on retrocomputer topics, play games like "Bite The Bag", wear very creative ties for somewhat less creative prizes, and wander from room to room enjoying the camaraderie of fellow Apple II fans. There's also a door decorating contest, so bring your posters and adhesive putty.

There are some exciting improvements to campus this year, too. Free ice cream and what is technically pizza is available in the cafeteria, and the showers are rumoured to be less prison-like. And while nobody seems to know where the huge statue of a bull in the middle of campus came from, we're told it is almost guaranteed not to come to life and gore you.

With so much to do and see, and only a very slim possibility of horrible death, your friends and family will have *fewer reasons than ever* to make fun of you for attending.

Apple II Forever!

Somerset Bugle

8-Bit Assembly Welcoming Committee

P.S. Reports of Commodore users gathering outside campus are probably nothing to worry about.



I Know What You'll Do This Summer

The 8-Bit Assembly is an annual event for enthusiasts of vintage computers, and, even more commonly, vintage enthusiasts of computers.

Attendees play games, give presentations, swap stories, and enjoy friendly competition with fellow fans of early home computers.

Staying in a dorm at Rockwurst College along with the other attendees means you can truly immerse yourself in the retro computing funk. I mean fun. (Okay, I meant both.)

Rockwurst? More Like Rock*best*!

Rockwurst College is located in Kansas (or Missouri, depending on who you ask), and is consistently ranked as one of the nation's colleges!

Rockwurst's curriculum is based on the seven classical modes of inquiry: historical, artistic, philosophical, heretical, gossip, "scientific". and television.

You may have heard rumours that Rockwurst College was founded more than 100 years ago by warlocks. Not at all! It was actually founded exactly 100 years ago.

First Things First

Depending on when you arrive at Concoction Hall, the front doors may still be locked. If so, just knock at either door and someone will let you in. Once inside, head to the reception desk to get your room key, which will probably not require any puzzle solving skills at all.

Take Something Away

Is there a vintage Apple II item you've always coveted but could never get your hands on? Well, maybe now is your chance to get it for free. Each year, Apple II collectors far and wide donate items for redistribution at the 8-Bit Assembly's Garage Giveaway, and this year is no different.

Part gift exchange, part rugby scrum, the Garage Giveaway has always been the place where Attendees can take their pick of hardware, software, books, and magazines, and this year is no different.

The Garage Giveaway usually takes place in the lower lounge of Concoction Hall on the first day of the 8-Bit Assembly, and this year is no different.

Usually attendees can grab all the items they want, but this year is different because attendees are now only allowed to take one item each, and this year is no different.

Give Something Back

Attendees are invited to give presentations on topics of their choice. Everything is welcome, from deep dives into hardware repair to text adventure game tips.

Share your knowledge or passion with your fellow Apple II fans! It's a safe space for new presenters: we only boo Atari.

The presentation room is located in the lower level of Concoction Hall. A projector and computer are there for use by presenters. The projector screen doubles as a schedule board, so check back throughout the day to see what activities are happening.

Quiet Or Noisy?

Concoction Hall's dorm rooms are divided into "quiet" and "noisy" sides. That way, those who want to get their retro on 24 hours a day won't disturb those who need a little R&R at night. You can always find people hanging out in the noisy side hallways discussing computers and other topics.

Other sounds, such as the chitter of a giant slathering maw opening in the south field followed by screams that cut off abruptly, are probably just in your imagination.

Sticky Situations

Adhesive putty is required if you want to decorate your room door. No tape or tacks are permitted.

Also, the temperature in Missouri (or Kansas) is usually unusually hot, so we strongly recommend that you limit your time in the sun to avoid embarrassing death.

Food For Thought

In Maskedman Hall there is a cafeteria available for use by all attendees. Self-serve stations offer an assortment of free food including pizza, hot dogs, ice cream, and what for want of a better term we'll call salad.

Thanks to a recent court decision, menus at Rockwurst no longer have to enclose the word food in quotation marks. "Yum!"

Win* Fabulous** Prizes***!

There are three exciting contests for attendees to enter during the event. Like we always say: you're here anyway, so you might as well do this stuff!

BITE THE BAG

Can you pick up a brown paper bag using just your teeth, while also balancing on only one leg?

Of course you can't! But give it a shot anyway, because face-plants are funny. Remember: we're not laughing at you, we're laughing near you.

DOOR DECORATING

Spruce up your dorm room door with at least 4 pieces of Apple II memorabilia. Bonus points for using something signed by Woz. Extra bonus-y bonus points for using something unique to Apple's history.

But what really makes an entry (see what we did there?) stand out, of course, is that little something extra no other door has.

TIE ONE ON

Wear your silliest or ugliest (or both-iest) tie for fun and nugatory prizes in a contest where what counts as a tie is up to the judges. And for them almost anything goes!

Past winners have stretched the definition of "tie" to the extreme. Cosplay as a Tie Fighter? Sure! Spill some Thai food down the front of your shirt? Why not! A railroad tie strapped to your neck? Good luck with that!

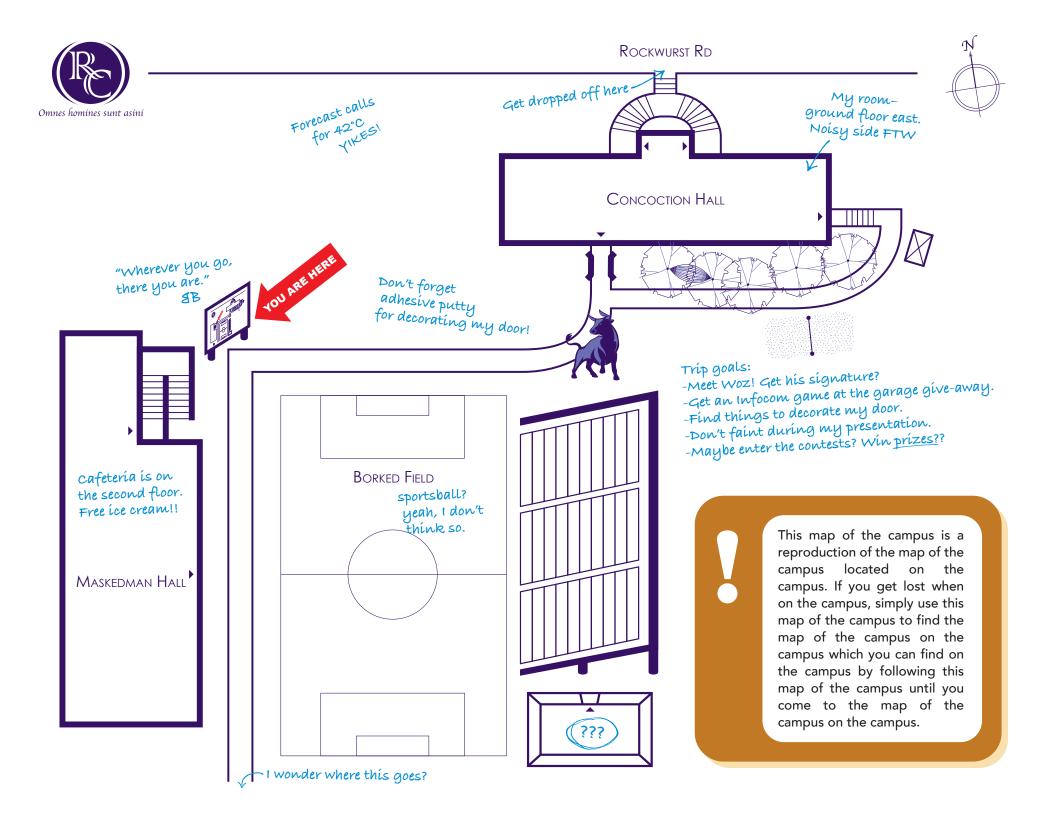
- * Winning not guaranteed.
- ** Technically "fabulous" can also mean "imaginary."
- *** This is at best a euphemism.

Top Ten Games

The Apple II was, and still is, one of the best computers for playing games. Over the decades people have enjoyed thousands of games for the Apple II, and a few of them were even paid for! Games are always a hot topic at the 8-Bit Assembly. Here is the result of last month's Top Twenty Games poll:

- 1. Hard Hack Matt
- 2. Sid Meier's Pants!
- 3. Beyond Castle Fronkenshteen
- 4. Personal Space Invaders
- 5. Pooh of Radiance
- 6. Shoplifter
- 7. David's Midnight Snack
- 8. One on One: Dr. Teeth vs. Big Bird
- 9. A Mind Forever What Was I Talking About Again?
- 10. Snooper Troops #8: Does This Yogurt Smell Off To You?
- 11. Rocky's Booze
- 12. Dig, Doug
- 13. Karate Chimp
- 14. Spy vs. Environment
- 15. The Lurking Hoover
- 16. Mourning Suit Melvin in the Land of Toxic Masculinity
- 17. Dorm II: Mess With The Bull, Get The Horns
- 18. Lemonade Stan
- 19. Wavy Colossal Cavey
- 20. F-15 Strike Pigeon
- 21. Forget It Jake, It's Tonetown
- 22. Conan: If You Wanted The Axe Why Did You Throw It?
- 23. Interior Designer 2049er
- 24. SunDog: Frozen Dinner
- 25. Mavis Beacon Will Give You Something To Cry About

Big thanks to everyone who voted. A random participant will be selected to receive a copy of The Karateka Pronunciation Guide.





A bookmark, because books are our friends.



A lapel pin. Also suitable for non-lapel applications.





The best 2 or 3 (or sometimes 5) (-ish) day event in retro-computing! "Come for the Apple II computers, stay for the Apple II computers."

YAK MEMORY SYSTEMS



"Holds A Grudge"

Greens from

or maybe Missouri?

Postcards (which, ironically, are nothing to write home about).



>stand on shoulders

I am indebted to those who play-tested the game: Torbjörn Andersson, Dee Cooke, Dave Diamond, Peter Fletcher, Paul Hagstrom, Jeremy Penner, Fredrik Ramsberg, Tim Stevens, and John Ziegler. Any bugs that remain are a result of my slipshod coding not their herculean efforts to improve it.

This game was created using the PunyInform adventure development language. PunyInform was conceived and designed by Johan Berntsson and Fredrik Ramsberg, and coded by Johan Berntsson, Fredrik Ramsberg, Pablo Martinez, and Tomas Öberg. PunyInform is based on the Inform 6 standard library by Graham Nelson.

The fictional 8-Bit Assembly is a loving riff on KansasFest, an event at which I met many of my dearest friends. Any satire of KFest or its attendees is meant in kindness, and is directed more at myself than others.

Have fun, and I'd honestly love to hear from you when you complete the game.

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>read small print

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