

Friday, March 4. 2011

The Treasure of Monkey Island

When I was I teenager I loved to play adventure games on my 16MHz '386 computer. I spent hours after hours on games like Space Quest, Day of the Tentacle, Indiana Jones, or the Monkey Island series. Central to those games is that you are stuck in a certain place and have to collect items and information before you can progress in the game, which which usually means traveling to a different location. In order to get those items and information you have to talk to game characters, complete little quests for them and solve riddles. The characters, quests and locations are all connected by the theme of the game and tell the story. Now, 20 years later, I'm back in the game. The game is called "Voyaging on a sailboat" and it moved from the computer to real life. And just like in the game, wherever I go, I'm busy exploring an island to collect items and talk to people to gather information which I need to fix the boat and continue on my voyage. Overall it's a pretty good game. Very entertaining, a little educating and good fun. But there are days where I wished I could get my hands on the game designers and shove a particular riddle or item down their throats. A large ceramic toilet bowl for example. Or the daily quest for good internet connection. Which is absolutely necessary to upload a video ...

Posted by Axel Busch in Gudrun V at 05:28

..but you know the cheat codes, right? (\$\$\$)
Anonymous on Mar 7 2011, 00:33

Genau, Herr Threeewood-Busch.

And the cheat codes certainly help, but if you use them too much you may need to stop playing the game for a bit..
Anonymous on Mar 8 2011, 05:27

Ah, cheat codes are boring. But maps are very useful
Anonymous on Mar 8 2011, 05:36