

Mike's house is an application written by Mike Rippe of SomeWare with World Builder™ by Silicon Beach Software. It makes use of the graphics, digitized sound, and programming capabilities offered by W.B. The map for House is taken from the floor plan of the Rippe house. This program is an example of the capabilities of World Builder™ and is FREE.

The purpose of the game is to get everything you need to take a shower and then get to the bathtub. Sound simple? Not really. First of all, I'm not going to tell you what you need to get...you can find that out by going to the tub. Next, there are critters that really don't like the idea of you being in the house. Third, there are traps in a couple of the rooms that you can activate by complete mistake.

There is a Commands menu that lists most of the commands that you can use. Others are built into World Builder™ applications automatically, and you have to experiment to find them. One note is that you can take things by clicking on them. The Weapons menu is a sort of extension of the Commands menu except it deals only with fighting. You can also save games, load games, revert to last saved, and quit.

This program is being released at the same time as Princess 2.7. Princess is a text adventure with some graphics and sound. It is written in MS-BAISC 2.0 and is available for a \$5.00 ShareWare fee. If I receive enough donations for it, I will re-write it as an application with graphics and digitized sound.

Enjoy!,

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