



Guide to the *Colossal Cave Adventure* Source Code, 1985 — 125.96

This finding aid was produced using ArchivesSpace on March 28, 2025.

Description is written in: English.

Describing Archives: A Content Standard

Brian Sutton-Smith Library and Archives of Play at The Strong

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Summary Information

Repository:	Brian Sutton-Smith Library and Archives of Play at The Strong
Creator:	Crowther, William (Will)
Title:	<i>Colossal Cave Adventure</i> source code
ID:	125.96
ID [aspace_uri]:	/repositories/3/resources/335
Date [inclusive]:	1985
Physical Description:	1.5 Linear Feet (1 binder)
Language of the Material:	English
Text [individual manuscripts] [box]:	7
Abstract:	This collection consists of printed source code from the <i>Colossal Cave Adventure</i> (1976) computer game. The source code was printed in 1985.

Preferred Citation for Publication

Colossal Cave Adventure source code, Brian Sutton-Smith Library and Archives of Play at The Strong.

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Historical Note

Colossal Cave Adventure is an adventure game by developer, Will Crowther. In the game, the player explores a cave system rumored to be filled with treasure and gold. The game is believed to be the first "interactive fiction" electronic game. Platforms included PDP-10, Microsoft Windows, TRS-80, Apple II, and ZX81.

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Collection Scope and Content Note

The collection consists of FORTRAN printed source code for *Colossal Cave Adventure*. *Colossal Cave Adventure* is an adventure game by developer Will Crowther. In the game the player explores a cave system rumored to be filled with treasure and gold. The game is believed to be the first interactive fiction electronic game. Platforms included PDP-10, Microsoft Windows, TRS-80, Apple II, and ZX81. The game was released in 1976, but this code was printed in 1985.

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Publication Statement

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Processed by

Stephanie Ball, March 2025.

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Controlled Access Headings

- Computer adventure games
- Computer games -- Design
- Computer games
- Colossal Cave Adventure (Computer game)