Class: **AdventureBook**

Superclass: AdventureThing
Category: Adventure-Toys

I’m just a placeholder for the book icon.

MetaClass: AdventureBook class

resources

buildImage
```
^CachedImage on: (Adventure readImageFromBOSSFile: ’book.bos’)
```

Class: **AdventureClock**

Superclass: AdventureRobot
Category: Adventure-Toys

I’m a simple robot that updates its description with the current time every second.

behavior

behaviorBlock
"I do more executeTurn’s here than necessary to avoid holding up a pause for very long."

```
^[
[(Delay forMilliseconds: 500) wait.
self executeTurn: [].
(Delay forMilliseconds: 500) wait.
self executeTurn: [self changed: #description]] repeat]
```

accessing

description

```
^super description , ’It reads ’ , Time now printString , ’. ’
```

MetaClass: AdventureClock class

Class: **AdventureDeadlyFood**

Superclass: AdventureFood
Category: Adventure-Toys

My instances are deadly when eaten.

initialize-release

```
initialize
    super initialize.
    self isDeadly: true
```

MetaClass: AdventureDeadlyFood class

Class: **AdventureFood**

Superclass: AdventureThing
Category: Adventure-Toys
Instance variables: isDeadly

I'm an edible thing. I'll kill you if isDeadly is true.

Instance Variables:
isDeadly <Boolean> Is an attribute so that a food can become deadly by the passage of time, or some other event.

accessing

isDeadly
```
^isDeadly isNil
    ifTrue: [isDeadly := false]
    ifFalse: [isDeadly]
```

isDeadly: aBoolean
```
isDeadly := aBoolean
```

menu items

addMenuItemsFor: aPlayer to: aCollection
```
aCollection add: (AdventureMenuItem label: 'eat' block: [aPlayer eat: self]).
super addMenuItemsFor: aPlayer to: aCollection
```

MetaClass: AdventureFood class

resources

buildImage
```
^CachedImage on: (Adventure readImageFromBOSSFile: 'food.bos')
```

Class: **AdventureHall**

Superclass: AdventurePlace
Category: Adventure-Toys

I’m just a placeholder for the hall icon.

MetaClass: AdventureHall class

resources

buildImage
```
^CachedImage on: (Adventure readImageFromBOSSFile: ’hall.bos’)
```

Class: **AdventureStairway**

Superclass: AdventurePassage
Category: Adventure-Toys

I'm just a placeholder for the stairs icon.

MetaClass: AdventureStairway class

resources

buildImage
```
^CachedImage on: (Adventure readImageFromBOSSFile: 'stairs.bos')
```

Class: **AdventureTreasure**

Superclass: AdventureThing
Category: Adventure-Toys

I'm just a placeholder for the treasure icon.

MetaClass: AdventureTreasure class

resources

buildImage
```
^CachedImage on: (Adventure readImageFromBOSSFile: 'treasure.bos')
```

Class: **AdventureWeapon**

Superclass: AdventureThing
Category: Adventure-Toys

I'm just a placeholder for the weapon icon.

MetaClass: AdventureWeapon class

resources

buildImage
```
^CachedImage on: (Adventure readImageFromBOSSFile: 'weapons.bos')
```