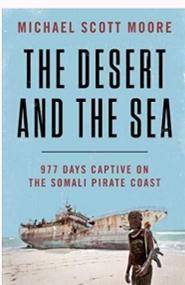


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Case #3

The Adventure of the Chameleon's Vengeance

Byron Chivers, a boyhood friend of Sherlock Holmes, arrives from Switzerland with a fine Swiss pocket watch as a present for the famous sleuth.

Byron, Watson, and Holmes are about to leave for the Playhouse, where violin virtuoso Alfredo Fetuchinni is going to perform. It is well known that Holmes is a violin buff, so Playhouse director, Sir Charles Higginbottom, has asked Holmes to play a duet finale with Fetuchinni.

While Byron, Watson, and Holmes are waiting for their carriage, Inspector Lestrade rushes up with ominous news: The Chameleon, a master of disguise, has escaped prison. It was Holmes who originally captured the Chameleon, and the criminal swore vengeance on this, the first anniversary of his capture.

Fearing for his friend's life, Watson attempts to prevent Holmes from going to the concert. But the detective is adamant.

At the Playhouse, Madam Clara Leslie, a wealthy patron of the arts, presents Holmes with a potted geranium. Carriage driver Jerome Magnuson tells the party he'll return to pick them up after the concert.

Watson attends to the WC and returns with a sudden case of laryngitis, blaming it on his nervousness concerning the Chameleon. Sir Charles Higginbottom personally greets Holmes' party to show them to their balcony seats, and Holmes notices that Sir Charles is extraordinarily pale.

The Chameleon has indeed formulated a plot which involves a deathly surprise for the master detective. In order to abort the Chameleon's plan, Holmes must find out a) what the surprise is, b) where the surprise is hidden, and c) unmask the Chameleon.

The game is afoot!

Case #4

The Adventure of the Coded Message

Last week the sad song of a hungry canary drew landlord Hilda Trevors to check the small room above the Pawnbroker shop, where she found the canary's owner and proprietor of the Pawnbroker shop, Rafer Harmon, dead of a heart attack.

Harmon was slumped over his Edwardian style desk, surrounded by a roomful of assorted pawned items such as a riding saddle; a cobbler's bench; a complete set of Old English armour; a handmade wooden battleship; an old handcarved Hotel sign; a collection of Dutch pottery; and an array of musical instruments, clocks, and watches.

On the desk top next to Harmon was an envelope addressed to one Harry Blake, in care of a prison in Switzerland.

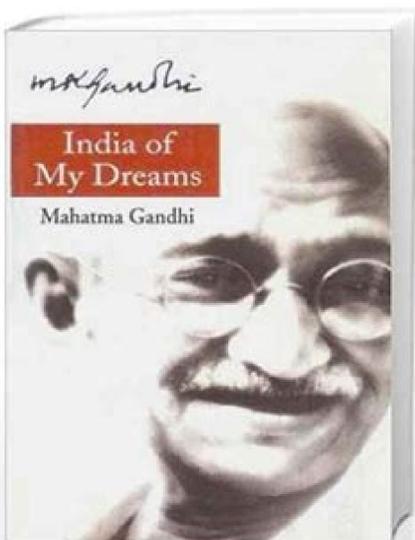
Case Study 2: Putting it all Together: Highly Parallel Memory Systems

- 2.4 a. The second-level cache is 1MB and has a 128B block size.
 b. The miss penalty of the second-level cache is approximately 105ns.
 c. The second-level cache is 8-way set associative.
 d. The main memory is 512MB.
 e. Walking through pages with a 16B stride takes 946ns per reference. With 250 such references per page, this works out to approximately 240ns per page.
- 2.5 a. Hint: This is visible in the graph above as a slight increase in L2 miss service time for large data sets, and is 4KB for the graph above.
 b. Hint: Take independent strides by the page size and look for increases in latency not attributable to cache sizes. This may be hard to discern if the amount of memory mapped by the TLB is almost the same as the size as a cache level.
 c. Hint: This is visible in the graph above as a slight increase in L2 miss service time for large data sets, and is 15ns in the graph above.
 d. Hint: Take independent strides that are multiples of the page size to see if the TLB is fully-associative or set-associative. This may be hard to discern if the amount of memory mapped by the TLB is almost the same as the size as a cache level.
- 2.6 a. Hint: Look at the speed of programs that easily fit in the top-level cache as a function of the number of threads.
 b. Hint: Compare the performance of independent references as a function of their placement in memory.
- 2.7 Open hands-on exercise, no fixed solution.

Exercises

- 2.8 a. The access time of the direct-mapped cache is 0.86ns, while the 2-way and 4-way are 1.12ns and 1.37ns respectively. This makes the relative access times $1.12/0.86 = 1.30$ or 30% more for the 2-way and $1.37/0.86 = 1.59$ or 59% more for the 4-way.
 b. The access time of the 16KB cache is 1.27ns, while the 32KB and 64KB are 1.35ns and 1.37ns respectively. This makes the relative access times $1.35/1.27 = 1.06$ or 6% larger for the 32KB and $1.37/1.27 = 1.078$ or 8% larger for the 64KB.
 c. Avg. access time = hit% \times hit time + miss% \times miss penalty, miss% = misses per instruction/references per instruction = 2.2% (DM), 1.2% (2-way), 0.33% (4-way), .09% (8-way).
 Direct mapped access time = .86ns @ .5ns cycle time = 2 cycles
 2-way set associative = 1.12ns @ .5ns cycle time = 3 cycles

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At the time we described the series as “completely, certifiably nutso” and therein was the incredible magic and charm of the experience, the full realization of what Steve Purcell’s beloved characters were meant to be. Some sequences, particularly toward the end of the game, are definitely not for the faint of heart and are bound to send a thrilling shiver down your spine. To track down the perpetrator and recover the book, there are three new Ages to explore. Of course, time proved all doubts wrong, as the first title in the Gabriel Knight series was an instant hit and is now frequently hailed as one of the highlights of the genre’s glory years. Not when there’s so much to do, as exploring the Cape West apartment building involves visiting and interrogating fascinating characters and solving well-integrated, multi-solution puzzles, all while discovering plenty of dark secrets along the way. Mel Brooks would be proud. The changes didn’t hold back the public though, as the game was massively hyped by the mainstream press and lapped up en masse at the time of release. At a time when adventures were fighting for mainstream legitimacy, Indigo Prophecy proved that story-driven games can be just as compelling as action blockbusters and feel right at home on consoles as well as PC. The game succeeds on every significant level – a unique and beautiful art style that defines “cartoonish” perspective; spectacular voice acting across the board that exponentially increases the quality of the already-brilliant dialogue (at a time when the CD-ROM was still a relatively new luxury); ingenious puzzle design, featuring most of the greatest time-travel puzzles ever designed; and a phenomenal attention to cinematic detail that can only be described as “Schafer-esque.” It begins with what is still the only comedy-adventure game intro that truly feels theatrical, and the final shot before the credits roll is the perfect payoff. Whether playing the original or the “Redux” version with updated video, you may not emerge from Bad Mojo with a newfound love of roaches, but the next time you see one, you may just have some grudging respect for its perilous adventure, having lived through a memorable one yourself. The game features a fairly unforgiving time limit combined with puzzles that require a good amount of trial and error, but those who are up to the challenge will be rewarded with a hilarious array of characters and a truly unique adventure. Although simple, there are a few cases within that truly make you think. The game takes time to tell its story and establish rich characterizations, with long, edgy, and at times very adult dialogues with a vast cast of characters, from the mysterious Cortez to April’s lesbian landlady to the nefarious wizard Roper Klacks. Moustache-twirling villain who manages to make fun of Sierra’s president? The story boasts a large number of branches, both in the final moments and in multiple steps along the way. You can sneak up on sea creatures lazily sunbathing on the rocks, or watch an irritable giant fish through an external viewer. Although largely deserted, you’ll find plenty of evidence of D’ni civilization as well, complete with mechanical lifts and interconnected tram rides. Throughout the game, the story alternates between the “real world” of the sanitarium and the twisted depths of the protagonist’s mind, which manifest as a variety of disparate locales, from a mutant plant-infested farm to an Aztec civilization to a weird alien bug world. Each story is told through a different graphic style that instantly conveys the mood related to its particular ghost, from the faded photographs that make up the memory of a woman who died during World War II to the strangely distorted perceptions of a gardener obsessed with UFOs, or the watery images that form a child’s sad reminiscences of a distant, snowy winter. Their stories all depend heavily on the player’s choices, successes, and failures, and results can vary wildly, making one playthrough truly unique from another. Who expects freakish horrors to lurk in an elementary school or mall? Deep down, Slacking uses the same tried-and-true “find the key to open the door” gameplay employed by countless other adventures, but here the “key” is another doll or sequence of dolls and the “door” ranges from a staggered piano concert to an absurd dog race, which is what makes the game so engaging and utterly unique. Before solving the case, players must visit Scotland Yard for a badge. Sierra also made refinements to the combat system to make it more responsive and challenging. Before long, you’ve become fully immersed in yet another gritty interactive story, with its hand-drawn graphics and film noir-like atmosphere that make the game very hard to put down. The case file presents the particulars of the case, mentions the people involved, and explains what the players need to deduce to win the game. Solving the mysteries entails moving around London (the game board) via a roll of the dice, entering locales to collect clues, and then piecing the clues together. For all its enhancements, the sequel wisely didn’t reinvent what had been so successful the first time, retaining a similar high quality cartoon look and sound. Anything can be a clue, requiring the utmost attention to even the smallest of environmental details, both visual and audible. Those subtle but richly immersive sound effects aren’t just for ambiance; they’re an inherent part of the islands that factor into the puzzles as well. Taken alone, the game’s qualities are exemplary, but it’s the brilliant interweaving of each element that makes it a timeless classic. You might also like: Rise of the Dragon, Snatcher #78 – Freddy Pharkas: Frontier Pharmacist Spoofs are always fun, especially if you’re a fan of the genre they mock. Next up: #30-21... The game also introduces several new improvements over its predecessor, and even includes a full novelized version of your exploits in detail at the end of each chapter. Animations and facial expressions are fluid and believable, thanks to extensive use of motion capture. Despite the grungy mechanical backdrop, Machinarium’s beauty is a wonder to behold. Eat a bunch of them. The young apprentice’s first journey into the vast and vibrant magical realm made use of revolutionary technology at the time, sporting some beautiful living backdrops that kept the hero perpetually alive. Set in an atmospheric New York City that’s blanketed in snow and peppered with cinematic camera angles and cut, Indigo Prophecy (known as Fahrenheit in Europe) was the first game since the FMV era that felt like playing a movie. You might also like: EVIDENCE: The Last Ritual, The Experiment (aka Experience 12) Next up: #55-51... Its storyline is little more than a mish-mash of fairy tale themes and its gameplay is riddled with dead-end scenarios and potential fatalities. The gameplay also proved to be incredibly fun, full of innovative puzzles and challenging riddles seamlessly integrated with the storyline. Thumbs up! Review by HOTUD Captures and Snapshots DOS/Apple II/Atari 8-bit/Atari ST/Commodore 64 Comments and reviews We may have multiple downloads for few games when different versions are available. Unlike the first season of Telltale’s episodic revival of everyone’s favorite canine shamus and hyperkinetic rabbit thing, where the episodes were knitted together only by a thin thread, there was a real connected story the adventure took on – an absurdly bizarre and unspeakably insane one, of course, which begins with gunfire and demonic possession as a backdrop for the Christmas holiday, continues through trips to Easter Island, the undead city of Stuttgart and its vampire raves, takes a diabolically hilarious time travel journey, and ultimately winds up with an infiltration of the nefarious corporation known only as Hell, LLC. The pair have remained immensely popular over the years, with multiple sequels and even a cartoon television series, but for most of us, this is where it all began and it’s proven very hard to top. If alternating between five characters described as a suicidal loner, a distorted brute, a hysterical phobic, a hysterical sadist, and a cynical paranoid doesn’t sound intriguing enough, then perhaps the disturbing imagery of people impaled on meat hooks, or mutilated children in Nazi camps will do the trick. You might also like: Zack & Wiki: Quest for Barbaros’ Treasure #36 – Sanitarium Sanitarium may start with a clichéd premise – horrible car accident, man wakes up unable to recall his own identity – but from the moment you discover the protagonist wrapped in heavy bandages in a decrepit mental hospital, every detail becomes suspect as you begin a surreal journey through the patient’s psyche to discover the truth about his condition and his past. All three are playable characters, and as you follow the metaphysical and literal journeys of each, you begin to unearth the secret world that connect dreams to reality. There have been several cross-franchise mysteries since The Awakened, each further refining the visuals and pushing the series’ technology forward, but they all owe a great deal to the progressive design overall established here. You will dodge a screaming maniac, examine crime scene photos with the ESPER, and administer Voight-Kampff tests to suspected replicants you encounter. The 3D environments have not stood the test of time particularly well, but the atmosphere has lost none of its appeal, paving the way for this game’s inclusion on the list of all-time greats. The answer is: all of the above – or none! There’s no scientific formula. Then there’s the usual series trademark, that exquisite mix of adventure gameplay and RPG features, like character-building, side-quests and – gasp! – even combat (though here you can let the computer A.I. fight for you if you wish). If you fail the test, then shame on you! You probably did not take enough time and interrogate enough people.) You can encrypt clues to make the game harder, but I guess that once you have played it about 10x through encryption just won’t do you much good. You might also like: Tales of Monkey Island, Escape from Monkey Island #13 – King’s Quest VI: Heir Today, Gone Tomorrow The original King’s Quest may have made the list mainly due to its historical importance, but King’s Quest VI: Heir Today, Gone Tomorrow is an excellent game that deserves a much higher placement on quality alone. Light orbs zoom through the halls as the lights blink out. When it comes to comic adventures, you can’t get much better than Monkey Island 2. It’s no surprise that like its older brother, its recent remake is appealing to a whole new generation of gamers all over again. And let’s not forget the jaw-dropping final twist that you can’t possibly see coming, which is absolutely guaranteed to put a large smile on your face. With its simple but effective first-person slideshow presentation, Myst was one of the first games to create a world that not only looked real but felt alive. Its four Ages (and Myst Island itself) provide diverse settings to explore, with virtually no plot or direction pointing the way. Instead, there are a series of logical, interrelated puzzles to complete, with objects and information discovered in one Age sometimes required to solve puzzles in another. Depending on which order you visit the Ages, this makes the puzzles feel either ingenious or frustratingly complex – or both, depending on your perspective. The solitary exploration, non-linear gameplay, and absence of any guiding narrative are what make the experience so divisive, but no matter which side of the fence you’re on, with numerous ports and a proliferation of so-called “Myst clones” over the years, there’s no denying the game’s tremendous impact on the genre. You might also like: realMYST, Myst V: End of Ages, Uru: Ages Beyond Myst #17 – Machinarium Amanita Design made waves in 2003 with Samorost, a peculiar, minimalist point-and-click adventure playable for free from a browser. How will you treat the various women that gravitate around Tex? You might also like: The Immortals of Terra: A Perry Rhodan Adventure, Frederik Pohl’s Gateway series #91 – The Feeble Files Hell hath no fury like the puzzle designers of The Feeble Files. Before 2002, it was a complete unknown in the industry, but that all changed with the release of Dark Fall. No matter which of the many narrative alleys you venture down, the game manages an engaging story with well-realized characters and subplots that build on, never break, the reality established in the classic film. You won’t gather inventory or solve traditional puzzles; rather, you’ll have to carefully determine how to make it across each dangerous landscape unscathed. “Immersiveness” is an overused word when it comes to games, but here it really does apply. It takes a certain sense of humour to truly enjoy everything it has to offer, but for those who share it (and there are many), this is a wonderful game. You make your way around the city stopping in at various locations, questioning people and finding clues. You might also like: Drawn: Dark Flight and Drawn: Trail of Shadows Next up: #75-71... UCLA Media Arts student Joshua Nuernberger likely couldn’t have imagined when he entered Gemini Rue into the 2010 Independent Games Festival that just one year later it would be recognized as one of the greatest adventures in the modern era. Taking place parallel to Rick Deckard’s investigation, the game stars character (Sherlock Holmes, Dr. Watson, Irene Adler, or Inspector LeStrade), players select one of the thirty available mysteries and read its case file in the game’s manual. It’s even held sideways like a good book. But, there is much more to the game than merely wandering around solving crime. The simple premise never involves any more than getting into the house, finding Sandy, and trying to thwart the plans of the evil scientist and his equally deranged family. You might also like: Sierra’s Leisure Suit Larry series (especially #41) Next up: #70-66... Voodoo torture with agonizing animations is commonplace, and the ghost pirate LeChuck is at his scheming worst in his quest for revenge against Ghybrish, now seeking the legendary Big Whoop. You might also like: The 11th Hour, Clandestine #81 – Quest for Glory II: Trial by Fire When Hero’s Quest (later renamed Quest for Glory: So You Want To Be A Hero?) came out, its skillful blending of traditional adventure gameplay and RPG elements was, if not unprecedented, certainly original and refreshing in its presentation. You might also like: Discworld, Time, Gentlemen, Please! #72 – Maniac Mansion Before there was Monkey Island, there was Maniac Mansion. In fact, if not for the first adventure designed by Ron Gilbert (along with Gary Winnick), who knows how the genre might have evolved. It’s so old now that many gamers may never have played this 1987 title, but it was that important in its day. You might also like: Prisoner of Ice, Phantasmagoria #73 – Discworld II It may not have the most cohesive story or the best puzzles of all the adventures on this list, but boy is Discworld II fun. You’ll visit magical places like the seedy Casablanca-inspired Rubacava and a coral mining plant at the Edge of the World. Simon himself underwent some changes – such a blatantly abrasive character took a lot of getting used to in the first game, and took even more the second time around. Then when you think you are ready to solve the crime you venture back to 221B Baker Street and take a test. But it’s the emotional weight in its storytelling that makes this game a must-play for any fan of neo-noir stories, or retro-style adventures, and within its bleak and impactful story, it points the way to a very bright future for independently developed adventures. Really this is a near-perfect game, succeeding on almost every level, and the sheer amount of polish applied at every stage of the presentation makes Machinarium truly exceptional. But some we play as much for their appealing interactive settings and detailed research that can teach us about a certain period, a particular event, or a distinctive culture more than any dry history book ever could: all the while entertaining us as the lead character in our own adventure. But fret not: even if you don’t like action in your adventures, the battles are almost always optional and the game is literally packed with other features any adventurer will enjoy. Easy: set it on the distant planet of Armpit VI and get the same genius who designed the aliens of Mos Eisley’s famous cantina to draw the cast of characters. He knows better, however, and this certainty sets him and his ever-faithful partner Dr. Watson on a chase across London to find the real culprit. And though the story is sometimes larger than life, it also touches on characters’ personal and even intimate moments, giving us an unparalleled connection to the people we’re controlling. No, it’s not the shortest adventure game in history, but it’s surely one of the most unusual. Will you be faithful to your blossoming romance with her? You’ll even get up close and personal with such actual devices as the electroshock chair, a coffin-like heat chamber, and the fever therapy device where patients were cut open and bled. A few timed puzzles only add to the frightening atmosphere, requiring quick thinking rather than reflexes, though that’s hard to do when your pulse is pounding a mile a minute. You could basically solve the crime by guessing. These inspiring themes emerge organically from a spellbinding plot that spans almost three centuries, encompassing the early history of the

