Dear all,

The C*Base BBS software for the C64 supported add-on modules (commonly called "doors" on DOS BBSes). One such module was a multiplayer game called Little Shop of Horrors. Like the stage and film musicals of the same name, the game featured a man-eating plant; the player's job was to grow his or her plant by providing it with sufficient amounts of meat and blood. Players would log into the game once per day to feed their plants, and could interact (albeit not in real time) with other players, such as by sending their plant to attack those owned by other players.

The game was lots of fun and had fantastic full-colour, full-screen PETSCII graphics.

Unfortunately, there doesn't seem to be any information on the Web about this game. Can anyone help by identifying the author, or maybe finding a copy of the game itself? I believe it was freely distributable, at least to C*Base licensees, so there might not be any copyright issues in posting it on the Web. (C*Base itself has since been released under the terms of the GNU General Public License, so anyone is free to obtain a copy.)

Regards,
Tristan

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