The present diploma work describes the early development of digital narrative on the territory of the former Czechoslovakia in the 80´s and at the beginning of the 90´s of the 20th century. In that period, the text adventure game production and use were influenced by the socio-cultural and economic environment in the east-European Communist bloc, and by its following transformation into a democratic system with market economy. That brought about unique approaches to the computer game development and playing, and it also led to a formation of a cultural phenomenon of digital text games connected with the context of that time. The text deals with a brief historic development of digital game playing in the world, and a general situation in the information technologies on the territory of the former Czechoslovakia including direct participants´ selected opinions. Within the framework of the present work, basic theoretical approaches have been presented, examining the adventure games genre, and especially their narrative part and the principles of intertextuality. The latter have been described using the examples of the respective Czechoslovak game production.