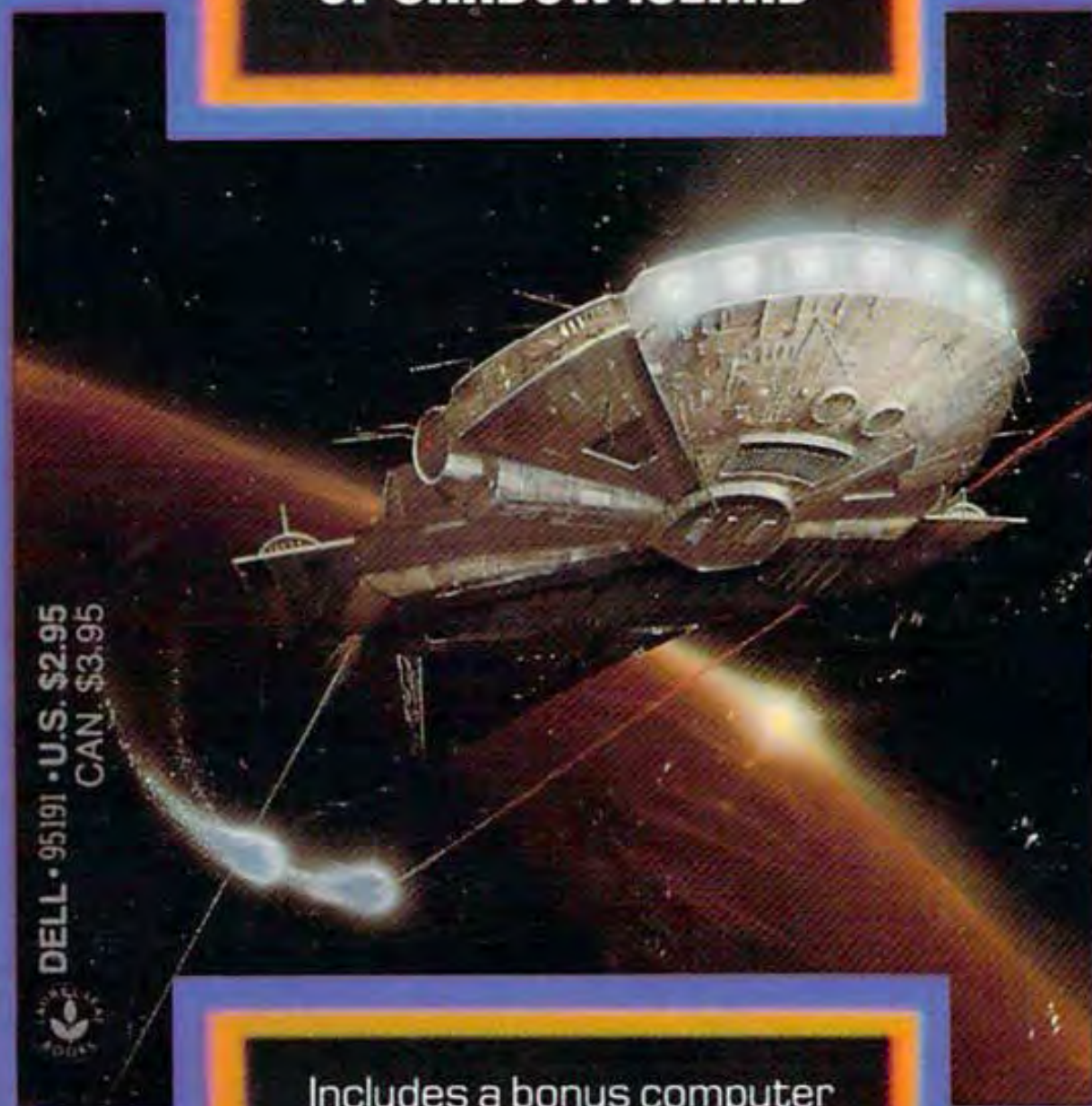


The adventure fantasy with the computer game finale

ARCADE EXPLORERS

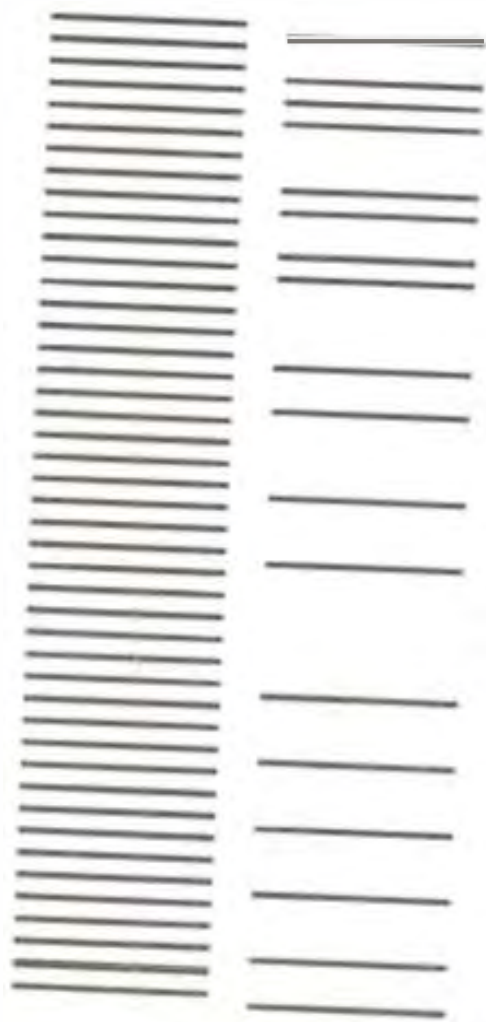
**THE MAGNETIC GHOST
OF SHADOW ISLAND**



DELL • 95191 • U.S. \$2.95
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Includes a bonus computer
program for your Commodore
64, Apple II, and Radio Shack
Color Computers





Slamming the steering stick to the right, you dive toward the Island of Fire.

Crash! You're hit again! Ramda skillfully blasts her macro flash rays as you speed closer to the ground. Dozens of green and yellow fires burn through the tiny isle. Scanning the rocky surface, you search for a safe place to land as Vidi shoots wildly at the attacking swarm of blue ghosts.

"I got one!" says Ramda with a cheer.

"Great!" you yell as you spot a clearing between two giant red rocks. Quickly spinning the tank to the right, you zoom straight down. After soaring between the jagged rocks, you slide the vehicle to a stop.

"A cave I see," shouts Vidonicus, pointing up ahead.

"In there we can hide," says Vidi.

SETH McEVOY, the game designer, and LAURE SMITH, the author, live in the New York City area.

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THE MAGNETIC GHOST OF SHADOW ISLAND

Seth McEvoy and Laure Smith

Illustrated by Lynn Sweat



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*— — — This book is
dedicated to
the memory of
William and Minnie Slavens — — —*

CONTENTS

Introduction 9

The Story

Chapter 1	II	
Chapter 2	22	
Chapter 3	40	
Chapter 4	55	
Chapter 5	65	
Chapter 6	76	
Chapter 7	82	
Chapter 8	94	
Game Simulation		96
Chapter 9	105	

Appendixes

What You Need to Know to Type In the Programs		111
Index of Listing Conventions	115	
Index of Program Options		117
How to Play the Game		119
Option Sheet	125	

Game Listings

Commodore 64	127
Apple II	143
Radio Shack Color Computer	159

Introduction

Join the Arcade Explorers, and discover a new dimension of video game adventure! You'll travel to the land inside your computer and save the Kingdom of Venturia from the vicious attacks of the evil magnetic ghosts.

You are the hero of this book. You will make choices that will reveal a computer game program so you can create your own unique video game. When you type all the listings into your home computer, you can play the game and determine Venturia's fate.

The computer programs in this book are written in BASIC for the Apple II+, Commodore 64, and Radio Shack Color computers. The program is divided into seven parts. You will make a choice between two different game options for each of the seven parts of the program. This will give you 128 different video game possibilities.

You can input each of the seven parts as you make your choices in the story. Or, if you want to type in the entire program later, you can mark your choices on the Option Sheet on page 125.

Before you do any typing, be sure to read the specific instructions for your computer, starting on page 111.

SETH MCEVOY AND LAURE SMITH

Of course, you can enjoy this exciting adventure story even if you don't want to use a computer or you don't have one. Read the story, and make your seven choices. Turn to page 96, and follow the fast-action simulation of the video game finale.

The choices are yours to make.

Can you save Venturia?

chapter 1

In the digital dimension inside your computer the land of Venturia is peaceful and quiet. Romiden, the wise leader, is working hard to make sure everyone stays safe and happy. In the capital city of CPU Central he and his Smole scientists are creating a new communications system to bring greater harmony and understanding to all the Kingdoms of Venturia.

Meanwhile, in the analog dimension outside your computer you're in your room, anxiously waiting for the latest video game scores to appear on the monitor of your home computer. Tapping your fingers nervously on the desk, you mumble to yourself, "I don't think I'll win the Arcade Explorers contest this time. That last round of video games was really tough, and I got my worst scores ever!"

As you wait impatiently, the screen lights up in a flash of colored graphics and says, "YOU'VE WON THE ARCADE EXPLORERS MONTHLY VIDEO GAME COMPETITION! YOUR SCORES ARE THE HIGHEST OF ALL OUR PLAYERS. AND ONLY THE BEST ARE CHOSEN TO BE A MEMBER OF OUR ELITE NETWORK OF EXCITING VIDEO ARCADE GAMES."

"All right!" You cheer, throwing your arms up into the air. "I

did it again. I'm still the best video game player on the entire Arcade Explorers Network!"

Suddenly the computer screen goes blank. "What's going on?" you shout, flicking the power switch on and off. Nothing happens. The screen remains black. Your computer doesn't even flicker, no matter what you try. *If my room lights are still on, it can't be a power failure, you say to yourself. Either I've burned out my computer or . . .*

●*h, no! Or something terrible has happened in Venturia!* Jumping up out of your chair, you exclaim, "The only way to find out is to go there!"

Rapidly reaching over to your dresser, you grab the secret CPU whistle Romiden gave you the last time you went to Venturia and saved the Venturians from the deadly Electronic Hurricane. Thinking quickly, you remember his instructions on how to use it to return to the land inside your computer.

First recite the password phrase; then blow the whistle four times. "I sure hope this works," you say, holding the slim gold tube close to your lips. You take a deep breath and begin the special phrase:

*Riders of the light
From the land of the night.
Will pass through the glass
Of lightning's window.*

✦ After you blow four times, a glittering white fog suddenly surrounds you. The mist sweeps across your body and encloses you in a thick, sparkling cloud. You can't see anything. The air grows colder, and a shiver runs up your spine.

As quickly as it appeared the fog swiftly drops away. "I'm in Venturia," you say with surprise. "That whistle works! I'm on the front steps of the palace at CPU Central."

Just as you enter the huge golden door of the large white building, Romiden's daughter, Ramda, runs up behind you. She slaps you on the back and says, "It's great to see you again. But this isn't the best time for a visit. We're in big trouble."

"What's wrong?" you ask, following Ramda inside the palace.

"There's been a terrible accident at the control station of the Anti Magnetic Ghost Radar Net," she explains.

"That must be why my computer shut down!" you reply.

"I'll bet you're right," says Ramda. "Let's go find out. Follow me." She flings her blond hair to the side as she darts around the corner. She's just about your age, but you have to run to keep up with her.

You race down another hall and catch a glimpse of her blue-striped shirt disappearing through a doorway. When you follow her inside, you nearly crash into two women running out the door. The women rush off without saying a word.

Dozens of people are scurrying about the huge room. Giant viewing screens line the walls, and rows of electronic equipment fill the floor. Ramda is nowhere in sight. All you can see are men and women in gray uniforms. As you stand on your toes to search for Ramda, her pet bird, Vidi, swoops onto your shoulder. "Hello, my friend," says the one-eyed white bird.

"Hi, Vidi, have you seen Ramda?" you ask.

"To the right you must go," he answers.

You squeeze through the crowd and spot Romiden up ahead. The gray-haired leader is so tall he stands high above the others. As you draw closer, you notice that he looks very worried. Ramda is beside him. Lazarius, Romiden's top Smole scientist, is pacing back and forth nearby. The scientist is so small he doesn't even reach up to the waist of Romiden's gray uniform.

As the little old Smole shoves his hands into the pockets of his long green coat, you hear him say, "Because of the explosion at the control station, I'm afraid the special batteries of the Anti Magnetic Ghost Radar Net are going to fail. We'll be

overrun by the evil ghosts in less than ten octal hours. Thousands of those round blue creatures will devour every scrap of data we've got. With every bite they'll grow larger and more vicious and eventually destroy Venturia!" Running his fingers through his white hair, he solemnly concludes, "The only way we can stop them is to rebuild the special antimagnetic batteries."

"Then let's get started!" Romiden commands.

"Wait!" says Lazarius, throwing up both hands. "Those batteries are made of the only substance that will stop the ghosts—magtonite! To our great misfortune the spare stock of that precious mineral was destroyed in the explosion."

Ramda's mouth drops open, and Romiden sinks back against the wall. Vidi shifts from foot to foot on your shoulder and says, "Terrible news that is indeed."

"The only thing we can do," Lazarius explains, "is to go back to the ghosts' home of Shadow Island and recover more magtonite."

"Yes," Romiden says, nodding his head, "that's our only hope, but it will be a deadly and dangerous task. Only two Venturians survived the last mission to Shadow Island."

"And I was one of them," Lazarius points out. "So I'll dig out the astrotank and go again. But I'll need a team of four to navigate, drive, and operate the two flashguns because we'll run into a lot of treacherous magnetic ghosts along the way."

"I want to go with you, Lazarius," Ramda insists. "I know how to operate the flashguns."

"I, too, can work them well," Vidi adds.

"Ramda, I'd rather you didn't go," Romiden says, "but I can't think of anyone with more skill and courage, and we'll need the best for this vital mission."

"Thank you, Father," Ramda says with a smile.

Romiden places his hand on her shoulder and adds, "I wish Max and some of his Snidar security patrol could go with you,

but Max has taken his troops out on a training mission deep in the outlands.”

Vidi raises his wings and chirps, “My grandfather you must not forget. The last time he did go, and the best navigator he certainly is.”

Lazarius looks down at his feet and grumbles, “I haven’t spoken to that old bird Vidonicus in kiloyears. I’d hoped I would never have to see him again, but he is the best navigator in Venturia.”

“And the magnetic ghosts he can fight better than anyone,” Vidi adds with pride.

“That’s true,” Lazarius admits reluctantly. “But who’s going to drive the astrotank? It’s a top secret military vehicle that hasn’t been used in kiloyears. There’s no one trained to operate it. The driver on our last mission died from his battle wounds shortly after we returned to Venturia. It would take a long time to train another.”

“The answer to that question should be obvious!” Ramda exclaims. Pointing to you, she says, “Our friend here has helped us before. Why not this time? The controls on the astrotank are just like the video games they have in the analog dimension. And this is their best player!”

Turning to you, Romiden says, “I’m sorry, in all this chaos I didn’t notice you were here.” He reaches to shake your hand and asks, “Can you help us?”

“Of course,” you answer confidently. “I want to save Venturia for two reasons. First of all, I don’t want to see your land perish, and secondly, if it is destroyed, then all the computers in the analog dimension will shut down. So I’ll do all I can to save Venturia!”

“Great,” says Ramda with a cheer. She grabs you by the shoulders and adds, “It would take megamonths to teach a Venturian to operate the tank because we don’t have the ability to follow our feelings and learn things on our own, the way you

do. We must be taught everything. With your natural instincts and outstanding video game skills you'll be able to drive that astrotank in no time!"

"You bet I can!" you reply.

"Then let's get to it!" Romiden orders. "Lazarius, you pull the tank out of storage, Vidi, get your grandfather."

"On the way we can pick him up," says Vidi.

"Okay," Romiden answers. "Now Ramda and our friend must get their final instructions."

He consults with his aide while Ramda leans over to you and says, "I can't wait to go to Shadow Island."

"Why?" you ask.

"Because it's very mysterious," she answers.

"And dangerous," Vidi adds.

"That's right," says Romiden. "The island is full of magnetic ghosts. They'll do everything they can to stop you from recovering the magtonite."

"Where will we get the magtonite?" Ramda asks.

"It's buried deep inside the secret caverns of Merric Mountain. Evor, the supreme ghost leader, guards the entrance."

"How will we get in?" Ramda questions.

"I'm afraid you'll have to fight your way past Evor," says Romiden. "The astrotank is built to withstand the attacks of the ghosts' deadly polar beams. It's also equipped with macro flash-guns that can slice the ghosts in two. If you blast their round blue bodies into four pieces, they'll be destroyed instantly."

Romiden's aide returns and hands him a white helmet. Offering it to you, the Venturian leader says, "You must wear this to protect your eyes from the electrostatic rays the ghosts emit. Venturians are not affected, but you'll go blind if you look directly at them."

"Thanks for the warning," you tell him, placing the helmet securely on your head.

Another aide approaches Romiden and says, "I have an urgent message, sir."

"What is it?" he asks.

The aide explains, "The magtonite batteries of the Anti Magnetic Ghost Radar Net are failing fast. They'll run out in less than seven octal hours."

"That's sooner than we predicted," Romiden replies, frowning. "Ramda, you must start immediately. Lazarius should have the tank ready for you in front of the palace."

"Let's move!" Ramda commands. She darts through the crowded room and out into the palace corridor with you, Vidi, and Romiden close behind. Ramda bursts through the front door and flies down the golden steps. The black astrotank is parked below. The wedge-shaped vehicle looks like a triangular tank with wings.

Lazarius pops out of the hatch and shouts, "Welcome aboard!" Ramda jumps up onto the special military vehicle. Vidi flies overhead as you scurry up the side ladder.

"Let's get this thing started!" orders Ramda.

"Not so fast," replies Lazarius. "There's a big problem."

"What's wrong?" Romiden inquires.

"When the astrotank was in storage, the automatic tracking device was somehow disconnected," Lazarius explains. "Without it we won't be able to find our way through the secret caverns of Metric Mountain."

Throwing her arms up into the air, Ramda asks, "So what'll we do?"

"I've got it!" Romiden exclaims, running toward the palace. "I'll be right back."

As Ramda discusses the mission with Lazarius, you glance around at the unusual buildings of CPU Central. Beautiful gold decorations weave angled patterns across the green and white structures. Some are long and flat; others, tall and skinny

SETH MCEVOY AND LAURE SMITH



with digital staircase shapes carved into the sides. Strange white creatures fly overhead so quickly you can barely see them.

All of a sudden Romiden charges down the steps. Holding out his hand, he says, "You can use these to find your way into Metric Mountain."

"What are they?" Ramda asks. "They look like two little silver crosses."

"They are the x-keys to the caverns beneath the mountain," Romiden explains. "They'll guide you to the entrance and admit you to the first level of the secret chambers. But inside those chambers are deadly monsters guarding the precious magtonite."

"I've heard about those magic keys," Lazarius says. "I can input their data into the megamobile's operating system. I didn't know you had two of them."

"A multiwizard gave them to me many kiloyears ago," says Romiden. "But these keys will admit you only to caves on the first level. There are two more levels where magtonite is located. The Numeric Wizards and the Robot Wizards have the x-keys to those other levels."

"Then we'll have to go get them!" exclaims Ramda.

"That's right," says Romiden, "but without the automatic tracking device you must also get special weapons to fight the monsters inside the caverns."

"We won't have enough time!" complains Ramda. "We'll use our flashguns on them."

"No!" snaps Romiden. "They'll be useless. The tracking device was programmed to guide the astrotank through the secret caverns and avoid the monsters. It wasn't equipped with the necessary weapons to fight them. You'll have to get keys to the other two levels of secret caverns *and* the weapons to fight the monsters inside."

"We'll never make it in time!" Ramda moans.

"Of course, we will," you assure her, slapping your hand on

the black metal tank. "I'll fly this contraption faster than it's ever gone before, and you and Vidi will shoot down any magnetic ghosts that try to stop us."

"All right," Ramda says cheerfully with renewed confidence. "When do we get started?"

"As soon as you select one of these keys," Romiden explains. "Our friend should make the choice because that's who'll be driving." Turning to you, he continues, "There are two caves on each of the three levels beneath Metric Mountain, but you need to go to only one cave on each level. You must pass through all three levels in order to escape through the secret mine shaft at the bottom. Each of the six caves is guarded by a different monster."

"What's the difference between the two caves on the first level?" you ask.

Romiden answers, "One of them is inhabited by the Unimonster, and the other is infested with Multifields. The astrotank will suffer damage if it's hit by either monster, and ten hits will destroy it *and* you. There are three Multifields and only one Unimonster, but the Unimonster is faster."

You quickly analyze which monster you want to encounter and select the x-key that will take you to its cave.

Whether you choose the Unimonster cave or the Multifield cave, be sure to write down your choices on the Option Sheet on page 125.

If you have a computer, type in the first part of your program:

Commodore owners, turn to page 128.

Apple owners, turn to page 144.

CoCo owners, turn to page 160.

THE MAGNETIC GHOST OF SHADOW ISLAND

If you chose the Unimonster cave, type in program segments IA and IC. If you chose the Multifield cave, type in program segments IB and IC. When you are through typing, continue the story by turning to Chapter 2 on the next page.

If you aren't using a computer:

Continue the story by turning to Chapter 2 on page 22.

chapter 2

After you take a silver x-key from Romiden, Lazarius says, "Pass it to me, and I'll input the data into the astrotank operating system."

As you hand it to the tiny Smole scientist, Romiden quickly inputs calculations into a little metal tablet. Giving it to Ramda, he says, "This technotablet contains the location coordinates of the weapons you'll need and the x-keys to the other two levels. The magnetic ghosts will try to stop you every step of the way, so be very careful."

"Don't worry, Father," Ramda replies, hopping inside the military vehicle. Vidi soars through the air and flies in after her. You wave to Romiden as you climb through the hatch and pull it shut.

Pointing to the control board, Lazarius says, "This thing can crawl across anything, fly through the air, and swim through the sea. It's all yours. Do your magic."

As you slide into the seat, Ramda inspects the flashguns. You can see outside through a narrow viewing window. An electronic map is on the left. Vidi and Lazarius take their places while you test the controls. Grabbing the steering stick, you discover it

THE MAGNETIC GHOST OF SHADOW ISLAND



moves easily, but the brake handle is very stiff. The speed dial is numbered from one to thirty astrohertz. "I'll bet this thing can really move fast," you mumble to yourself. "Is everybody ready?" you call out.

"Absolutely," replies Lazarius.

"Move this machine out of here!" cries Ramda.

"To my grandfather's we must go," Vidi adds.

"Point me in the right direction, and I'll get us there," you tell him. With the speed dial in one hand and the steering stick in the other, you press the power pedal and carefully inch the vehicle forward. Through the viewing window you can see the huge white palace ahead. Swinging the astrotank swiftly to the right, you shoot into the air. The powerful black machine soars over the green and white buildings of CPU Central. The tank speeds out of the capital city and glides over the unusual forest below.

The vehicle moves so quickly you can barely make out the quadtrees' black rectangular leaves and green square trunks.

"Keep to the right until you reach the giant quadtrees," Vidi instructs you. "That's where my grandfather lives."

You push the vehicle into high gear and race across the sky.

"I don't know why that old Vidonicus lives out in the middle of the forest," Lazarius grumbles.

Vidi snaps back at the scientist, "A slave to city life not everyone can be. It's independence the genius needs."

Lazarius shakes his head and groans. "If he's such a genius, then why can't he understand other people so he can get along with them? Explain that to me, will you?"

Vidi just shakes his head and turns away without answering.

Through the viewing window you see giant quadtrees rising high above the forest. "Are those the trees where your grandfather lives?" you ask Vidi.

"That they are," he answers. "To the left a tiny yellow flag you can see. Below lives my grandfather."

"We'll be there in a binary second!" you promise, swiftly guiding the astrotank over the forest.

Just as you reach the flag something leaps out in front of your vehicle. You grab the brake handle and yank it toward you.

"What's going on?" Ramda yells.

"I don't know," you shout. "Something jumped in front of us, and we almost crashed into it." As you quickly turn the tank around, a one-eyed gray bird abruptly appears at your viewing window.

"Grandfather!" Vidi cries out.

You steady the craft in midair and release the top hatch. The old bird flies into the vehicle and cheerfully says, "Hello, my friends . . . and Lazarius."

The Smole scientist sneers and replies, "Vidonicus, you nearly caused us to crash!"

"That I did not," the gray bird snaps back. "A nasty Telix bird flew in your path." Greeting Vidi with a pat on the shoulder, he says, "Vidi, my boy, glad I am to see you." Vidonicus flies over to Ramda and says, "Also you I am happy to see."

"Thanks," replies Ramda. "You'll be a big help to us on our mission."

Vidonicus continues, "Your father did explain this terrible trouble when he asked that I assist you. Cruel and vicious are the magnetic ghosts and—"

Lazarius interrupts. "And they'll destroy Venturia if we don't get to Shadow Island soon and recover the precious magtonite!"

Turning up the speed dial, you say, "I'll get us there if you tell me which way to go."

Inspecting the technotablet, Ramda says, "Our next stop is the two towers of the Giant Tangent Twins."

Vidonicus flies onto the control board and begins programming the electronic map. "Straight ahead you must go," he says. "Until the Quadratic Sea you do sight."

"We're off!" you reply as the astrotank charges across the sky. You steer the powerful vehicle over the quadtree forest. As you turn up the speed, the flying tank suddenly flips over.

"Oh, no," Ramda screams.

You grab the controls and desperately struggle to pull the vehicle upright. Yanking the steering stick with one hand, you rapidly reduce speed with the other. Just as the craft turns over, you spot two blue balls hurtling toward the tank.

"Look out," cries Lazarius. "It's the magnetic ghosts! The antighost net is weak, and they have broken through." The dangerous creatures leave a trail of white sparks as they lunge through the air. Their perfectly round shape is only three feet in diameter, and you can see through their blue magnetic bodies.

Before they crash into your vehicle, you swiftly dive below them. Ramda grabs the controls of her macro flashgun and repeatedly blasts the blue creatures. Vidi skillfully operates his weapon with his feet as Lazarius monitors the ghosts' locations on the miniviewer.

"They've split up, and they're coming at us from both sides," the scientist shouts.

"We'll get them," Ramda brags, shooting her flashgun across the sky. The weapon's white rays rip through one of the ghosts and slice it in two. Both halves fire their red magnetic polar beams at the astrotank. The vehicle lurches sideways as the powerful beams explode against the side.

Vidi aims at the other ghost and splits it in half with his flash ray. Immediately he slices both halves in two, and the creature disappears in a fiery blue explosion.

"All right!" you say with a cheer. "One down and two halves to go!"

Both parts of the other ghost bombard the black tank with polar beams. The craft flips over again and spins out of control. You slam the steering stick to the right in a desperate

attempt to avoid crashing. The ghost halves strike and knock the tank over backward. Ramda struggles to aim her flashgun. She opens fire. The white beams fly through the air and narrowly miss the brutal creatures. The tank plunges toward the quadtrees just as Ramda hits both halves of the ghost. They explode and disappear. You thrust the controls sideways and turn the tank over. The vehicle spins along the top of the quadtrees, but you skillfully urge the tank up and avoid a deadly crash.

"Nice work that was, my friend," says Vidonicus. "I'm glad you have come to help us."

"Thanks," you reply with a smile.

Just as you sit back and take a deep breath, you spot a giant red plain stretched out in front of you. "What's that?" you cry.

Vidonicus glances up from his calculations and says, "The Quadratic Sea that is."

"It sure looks strange," you reply.

"It is that indeed," adds Vidi's grandfather. "When the shore you reach, to the right you must turn, and soon you will see the towers of the Giant Tangent Twins."

At high speed you race the astrotank toward the sea. When the quadtree forest ends, you cross over a vast beach of black sand. Guiding the vehicle to the right along the beach, you suddenly spot two enormous black towers up ahead.

"That's where we must go," Vidonicus points out.

"Each of the twins has a special weapon," Ramda explains. "When we get there, we'll get a weapon from one of the twins to fight the monsters in the first-level cavern."

"Where do I go?" you ask, slowing the vehicle down as you move closer.

"The tower on the right is the home of Huge Hekon the Vicious. In his torture chamber we'll find a Horizontal Blaster that will destroy any monsters that attack the front or back of the astrotank. The tower on the left belongs to his sister, Big

Shegon the Cruel. She has a Vertical Cannon in her torture chamber that can destroy monsters that attack from above or below. Which one do you want to recover?"

You steady the astrotank as you make your decision.

If you choose Huge Hegan's tower, turn to page 29.

If you choose Big Shegon's tower, turn to page 35.

Be sure to mark your choice on the Option Sheet on page 125.

chapter 2a

Twisting the steering stick to the left, you head for the black metal tower of Huge Hekon the Vicious. The square-edged structure rises high above the red water of the Quadratic Sea.

"I don't see any doors or windows," you remark.

"The entrance is on the other side," Ramda explains. "But beware. If Hekon catches you, he'll trap you in his torture chamber for the rest of your life."

"Which might not be very long," Lazarius warns.

"I get the picture," you reply with a nod. "If that's the case, I suggest we land here and sneak up on the tower."

"Good idea that is indeed," Vidonicus says, reaching under the control hoard. He quickly digs through a metal cabinet and pulls out three cone-shaped devices. Passing one to you, he says, "This micro flashgun you must use if we run into magnetic ghosts out there."

"Will do," you say, slipping the gold weapon into your pocket with one hand and gliding the vehicle down with the other. The astrotank stops and rests safely on the black sands of the shore.

Vidonicus tosses the remaining two weapons to Ramda and Lazarius. "Won't you and Vidi need one?" you ask him.

"No," the old bird replies. "For Vidi and me a special electronic eyebeam we do have. It is powerful enough to fight the ghosts."

Opening the hatch cover, Ramda announces, "I'll lead us into the tower." She leaps out of the tank with you, and the rest follow close behind. The black, sandy shore is slippery, and you struggle to keep your balance. Red waves splash against the beach as you inch toward the tower.

Vidonicus offers to fly ahead and scout for trouble. He zooms toward the tower and searches for signs of Huge Hegan. When you finally reach the base of the metal structure, Vidonicus swings down and whispers, "The giant I have found. In the eating room he is."

"Where's that?" Ramda asks in a low tone.

"The first room to the right of the entrance," the gray bird explains.

"We'll have to sneak past him," she says.

"Let's go!" whispers Lazarius. He inches around the black structure, and you, Ramda, Vidi, and Vidonicus silently follow. When he reaches the large open door, he cautiously leans his head inside to listen for Hegan.

"I don't hear a sound," Lazarius whispers. He slips through the doorway and instructs everyone to join him. The enormous tower is cold and damp. Gold globes shine a dim light into the entranceway. A giant table with chairs twice your size line the wall to your left.

Ramda points to the stairs on the right and nods for everyone to climb up after her. Just as she turns, a loud crash sounds nearby. "Run for cover," commands Ramda in a whisper.

She and Vidonicus dive under a huge chair. You, Vidi, and Lazarius duck under a nearby table. As you press yourself

against the damp wall, you hear loud footsteps quickly approaching. Suddenly you see huge spiked shoes crossing the floor in front of you. You're holding so still you're barely breathing.

The giant stops short at the doorway. All you can see are the ugly black shoes at the bottom of tattered red pants. Your heart is pounding as the evil-looking shoes turn in your direction. All of a sudden they spin around and walk out the door.

In unison the five of you let out a deep sigh of relief. Vidi cautiously pokes his head out from under the table and peers through the door. "Away from the tower he is walking," Vidi reports softly.

"Let's make a run for the stairs," Ramda urges. She darts out from under the huge chair and charges toward the huge black stairs. The large steps reach up to her waist, but she swiftly hoists herself over them.

Arriving at the staircase, Lazarius says, "These steps are bigger than I am, so I'll wait down here and warn you if Hegan returns."

"No," Ramda yells down. "We left CPU Central so quickly we forgot our wrist viewers. If you make any noise Hegan will capture you for sure. Wait here, and we'll pick you up on our way out."

Vidi and Vidonicus fly up the stairway as you and Ramda scurry over the metal steps. With lightning speed you jump over each one and climb higher into the huge black tower.

From up ahead Vidi cries, "The torture chamber is up here."

Moving fast, you and Ramda quickly reach the entrance. Once inside the door you briefly pause to catch your breath. Glancing around the evil room, you notice metal spiked chairs, tanks of boiling black water, gold ropes, and cages of ice.

Pointing to a long silver rectangular tube on the wall, Ramda shouts, "That's the Horizontal Blaster."

"It must be five feet long," you complain. "I hope it's not as heavy as it looks."

"Help me carry it out of here," she says, struggling to pull it down. You and she quickly grab both ends of the weapon and yank it off the wall. You stumble backward as the heavy object drops down into your arms. Ramda fights to hold on but drops the other end. It crashes onto the metal floor. Bam!

"Quick," shouts Vidonicus. "The weapon you must get; the giant I do hear!"

Thunderous steps start charging up the stairway.

"Trapped we are!" cries Vidi.

"No, we're not!" you exclaim. "We'll use this blaster on Huge Hegan."

"Great," says Ramda, swinging the silver weapon around. She aims it straight at the door, grabs the controls, and prepares to fire. The steps pound louder. You rapidly pull out your flashgun and take careful aim.

All of a sudden Huge Hegan leaps through the door with a vicious scream. The ugly green-haired creature bounds into the torture chamber. Scraps from his torn red clothes flap in the air. Ramda pivots the blaster in his direction.

"Wait!" you yell. "He's got Lazarius!"

The little Smole scientist is clutched tightly in Hegan's hand. The giant lunges for Ramda. She dives away just in time, but Hegan charges after her. You blast your flashgun at the giant's face, but he keeps on coming. Vidi and Vidonicus aim their eyebeams at his back, but the giant doesn't even feel them.

Ramda falls against a spiked metal box, and Hegan reaches for her blond hair. You fire more flash rays, but it's useless. In a fit of anger you grab the giant's clothes and desperately try to pull him away. The coarse red cloth tears off in your hands. Jumping as high as you can, you grab for his long green hair. You miss and fall to the ground. Just as you pull yourself up,

Vidi and Vidonicus fly overhead with a gold rope in their beaks. They swing the rope around the giant's neck and yank it tight. Hegen instantly drops Ramda and Lazarius. The two birds pull the rope tighter as Hegen fights to free himself.

"Tie down the ends of that rope," you yell. Vidi quickly flies his end around a huge metal barrel holted to the floor, and Vidonicus wraps his end securely through a gigantic spiked cage. As Hegen falls to the floor, kicking wildly, you and Ramda scoop up the Horizontal Blaster and fly down the stairs. Vidonicus zooms overhead with Vidi close behind.

Leaping down the stairs, Lazarius yells, "Get to the astrotank immediately. Those ropes won't hold Hegen for long."

You and Ramda struggle to carry the heavy silver weapon out of the giant's tower. You successfully maneuver it across the slippery black sands and hoist it up into the tank. The heavy weapon slides through the top hatch and crashes to the floor.

Lazarius jumps in after you and starts making his calculations. "I'll have this weapon programmed into the astrotank's operating system in no time," he says.

Ramda and Vidi secure themselves in their seats as Vidonicus inspects the electronic map.

"We're taking off on the count of three," you warn everyone.

One, two, three, and the astrotank speeds across the sand and shoots up into the air.

If you have a computer, type in the second part of your program:

Commodore owners, turn to page 130.

Apple owners, turn to page 146.

CoCo owners, turn to page 162.

When you are through typing, continue the story by turning to Chapter 3 on page 40.

If you aren't using a computer:

Continue the story by turning to Chapter 3 on page 40.

chapter 2b

You swiftly guide the tank to the right and head straight for the black metal tower of Big Shegon the Cruel. Rising high over the red waters of the Quadratic Sea, the square-edged structure looks dark and mysterious.

"You'd better land far away from the entrance," Ramda suggests. "If Shegon spots us, we'll spend the rest of our lives in her torture chamber."

"That's right," Lazarius adds. "And I hear she quickly gets bored with her victims. So it would be a short life at best."

"No, thanks," you reply, shaking your head. With a gentle twist of the brake handle you slide the vehicle to a stop on the black sands of the shore. Ramda jumps out of her seat, and Vidonicus digs through a metal cabinet under the control board. He pulls out three cone-shaped objects and tosses one to you.

"What's this?" you ask.

"A micro flashgun it is. The magnetic ghosts it will stop. Anywhere they may be."

"I'll be on the lookout," you say, slipping the gold weapon into your pocket. Vidonicus tosses the other two flashguns to Ramda and Lazarius. Then the old gray bird flies out the

hatch. As you follow the others, you ask Vidi, "Don't you need an antighost weapon?"

Vidi replies, "For my grandfather and me our special electronic eyebeam will stop them."

When you jump onto the slippery black sand, Ramda announces, "Keep close behind me on the way to the tower. The entrance is on the other side."

Vidi flies overhead and says, "Up ahead I will scout."

"Great," answers Ramda. "But be careful." She swiftly marches forward, and you slip and slide across the sand behind her. The red waters of the sea crash up onto the beach as you struggle toward the tower.

Just as you reach the base of the black metal structure, Vidi returns, flapping his white wings wildly. He swings down and blurts, "Be quiet! On the other side is Big Shegon. In the doorway she does stand."

"There's no other entrance," Ramda groans. "We'll just have to create a diversion."

"It's too late for that," Lazarius cries. "Here she comes!"

Suddenly you spot the huge ugly woman racing toward you. Her tattered yellow clothes flap in the air. Her purple hair flies in every direction.

"Let's get out of here!" yells Ramda.

You take off running. Glancing over your shoulder, you see the giant gaining fast. Ramda speeds around the tower and heads for the front entrance. She leaps inside, and you dive in after her. She grabs the edge of the huge door and struggles to pull it shut. You jump behind it and shove it with all your strength. Lazarius slips through the door just before it slams shut.

"The key's in the lock," Ramda yells to you. "Can you reach it and lock it?"

"I'll try," you answer. As you jump up, Vidi and Vidonicus

fly down and kick the long flat key to the side. The door locks shut.

"Nice going," you say.

"We've got to get the Vertical Cannon out of the torture chamber before she breaks in here," Ramda says. She charges for the stairway on the right. The huge steps reach up to her waist, but she leaps over them with ease.

You race after her and begin your steep climb. Lazarius runs up to the base of the stairs and stops short. The first step is over his head.

"I can't make it up there," he yells. "I'll keep watch down here and warn you if Shegon breaks down the door."

"No!" shouts Ramda. "In the rush to leave CPU Central we forgot our wrist viewers. You have no way to contact us. I don't want you signaling us and getting captured. Lazarius, you must hide until we can escape."

The Smole scientist crawls under a giant metal chest as Vidi and his grandfather fly up ahead. With all your strength you hoist yourself over the giant steps and rapidly climb higher. White globes on the wall dimly light the cold, damp passageway.

"Up here is the torture chamber," yells Vidonicus.

You and Ramda charge up the last few steps and head for the doorway. Once inside you pause briefly and take a deep breath.

Ramda brushes aside her blond hair and sighs heavily. "There sure is a lot of weird junk in here," she remarks.

"That's for sure," you note, inspecting the evil equipment. Hundreds of spikes cover one entire wall. A bed of fire blazes in the middle of the room. Strange hammers, axes, and ropes are strewn across the floor, and a cageful of hairy green creatures reaches up to the ceiling.

"There's the Vertical Cannon," Ramda shouts, pointing to a large gold tube across the room.

"It must be four feet long and at least a foot across," you say

with a groan. "We're going to have trouble getting that out of here."

Bam! Bam! A fierce crash sounds.

"Soon Shegon will break in," squawks Vidi.

"We'll blast her with this cannon if she does," you reply.

Crash!

"She's coming!" yells Ramda. "Help me tip this weapon over so we can aim it at the door."

You struggle to lower the heavy gold device as Big Shegon's thundering steps grow closer.

Ramda grabs the controls and counts, "One, two—" All of a sudden the giant bursts through the door with Lazarius in her hand. The purple-haired hag grunts and growls as she charges into the room. Ramda aims the weapon at her legs and fires. The powerful blast knocks the giant to the ground.

Lazarius jumps out of her hand, and Ramda fires again. She hits Shegon's shoulder, but the giant quickly rises and lunges at Ramda. Vidi and Vidonicus pound their eyebeans against the giant, but she doesn't seem to feel them. You pull out your flashgun and aim for her head. The white rays of your weapon have no effect as she grabs Ramda with both hands.

After leaping over to the Vertical Cannon, you take careful aim. You hit Shegon in the leg, and she stumbles. But she quickly regains her balance and drags Ramda toward the bed of fire. As you aim again, Vidi and Vidonicus swoop into the air with both ends of a rope in their beaks. They fly near the floor and stretch the rope across Shegon's knees. She tumbles over backward and falls onto the bed of fire. Ramda jumps to safety as Shegon struggles to escape. The giant leaps off the flaming bed and trips across the room, falling against the huge cage of green creatures. They claw and tear at her as she hopelessly tries to break free.

"Let's get out while we can!" orders Ramda. "Help me get this cannon out of here."

THE MAGNETIC GHOST OF SHADOW ISLAND

She grabs one end of the gold weapon while you take hold of the other. Lazarius dives through the door with Vidi and Vidonicus close behind. You and Ramda swing the heavy device into the air and charge down the stairs. You race through the tower door and speed toward the astrotank.

Lazarius climbs up the vehicle and hops inside after Vidi and his grandfather. You lift the cannon onto the vehicle and wrestle it through the hatch. It crashes to the floor, and Lazarius immediately begins working on programming it into the operating system. Vidonicus makes his navigational calculations as you prepare for takeoff.

“Hang on tight because we’re pulling out of here,” you shout.

With a quick twist of the speed dial you launch the vehicle into the air.

If you have a computer, type in the second part of your program:

Commodore owners, turn to page 130.

Apple owners, turn to page 146.

CoCo owners, turn to page 162.

When you are through typing, continue the story by turning to Chapter 3 on the next page.

If you aren't using a computer:

Continue the story by turning to Chapter 3 on the next page.

chapter 3

The astrotank speeds across the red waters of the Quadratic Sea, leaving the evil Giant Tangent Twins far behind.

"To the right you must turn," Vidonicus instructs you. "In that direction the Inverse Islands will be."

You swiftly guide the vehicle over the open sea and turn up the speed dial to twenty astrohertz. The tank flies swiftly and easily through the calm, clear sky.

"The Inverse Islands must be far away," you note, "because I can't see anything out there but miles of red water."

"Soon enough we will arrive," Vidonicus remarks.

"It had better be soon," Lazarius grumbles. "I just received a transmission from CPU Central stating that the magtonite batteries of the Anti Magnetic Ghost Radar Net will last only five more octal hours."

"We'll make it," you assure him as you crank the speed dial up to twenty-five astrohertz. The flying tank lunges forward, racing faster than before.

Tossing one of his golden tools over in his hand, Lazarius declares, "It's done. The first x-key and weapon are installed

into the astrotank. This old metal machine is ready to scoop up the magtonite chips from the first-level cavern.”

“One level down,” Rainda points out, “and two more to go.”

“Why do the magnetic ghosts want to attack Venturia?” you ask.

“That’s an unusual story,” Rainda begins. “Long ago the evil electroknights tried to force the calculords into changing Venturia’s numeric system into a corrupt and dishonest one. This battle resulted in the brutal Static Wars.”

Steering carefully, you ask, “What happened then?”

Rainda continues. “The electroknights plotted to poison the calculords, but the wise lords tricked them into drinking the Agonic poison themselves. The knights instantly disintegrated into blue static balls and turned into magnetic ghosts. Enraged by this trick, the ghosts attacked Venturia and tried to destroy all its data.”

“How did you stop them?” you ask, adjusting your white helmet.

Running her finger along the flashgun, she explains, “Our scientists discovered that the only thing that could defeat them was the magtonite buried deep within Shadow Island.”

Slapping the sides of the tank, Lazarius says, “So this metal monster was built strong enough to withstand their attacks and journey to Shadow Island. We were then able to recover the magtonite and create a defensive radar net to stop the ghosts from attacking Venturia.”

“And the magtonite we did find, no thanks to you, Lazarius!” Vidouicus snaps.

“It was a decision I had to make,” Lazarius insists.

“What’s that?” you shout, pointing to flashing blue lights that suddenly appear on the electronic map.

“Magnetic ghosts!” cries Vidouicus. “Approaching fast they are.”

Jumping up to inspect the map, Ramda adds, "And there are a lot of them this time."

You grip the steering stick and throw the speed dial up to thirty astrophertz. Ramda and Vidi raise their flashguns while you soar toward the Inverse Islands.

"Out of range they still are," the gray bird explains. "But closer they are coming."

"We'll encounter many more ghostris now that we're out at sea and away from the radar net," Lazarius says grimly.

"Faster they are moving," Vidonicus points out. "Dozens there are this time."

"What's that up ahead?" you shout.

Leaning out the viewing window, Vidonicus says, "The two Inverse Islands they are!"

"Hurry!" shouts Ramda.

"We're moving at top speed," you yell.

"In firing range they almost are," warns the old bird.

"We're almost to the islands," you announce. "Which one should I go to?"

Ramda quickly checks the technotablet and says, "There is a Numeric Wizard on each island. The Red Hot Wizard of the Secret Math Mysteries lives on the Island of Fire. He has the x-key that will admit us to the second-level cavern with two Flaming Demons inside. Their fire is deadly but can shoot only a short distance. On the Island of Ice lives the Cold Blue Wizard of the Magic Number Notation. He has the x-key to the cavern with a Cannon Creature inside that can shoot deadly cannonballs from far away."

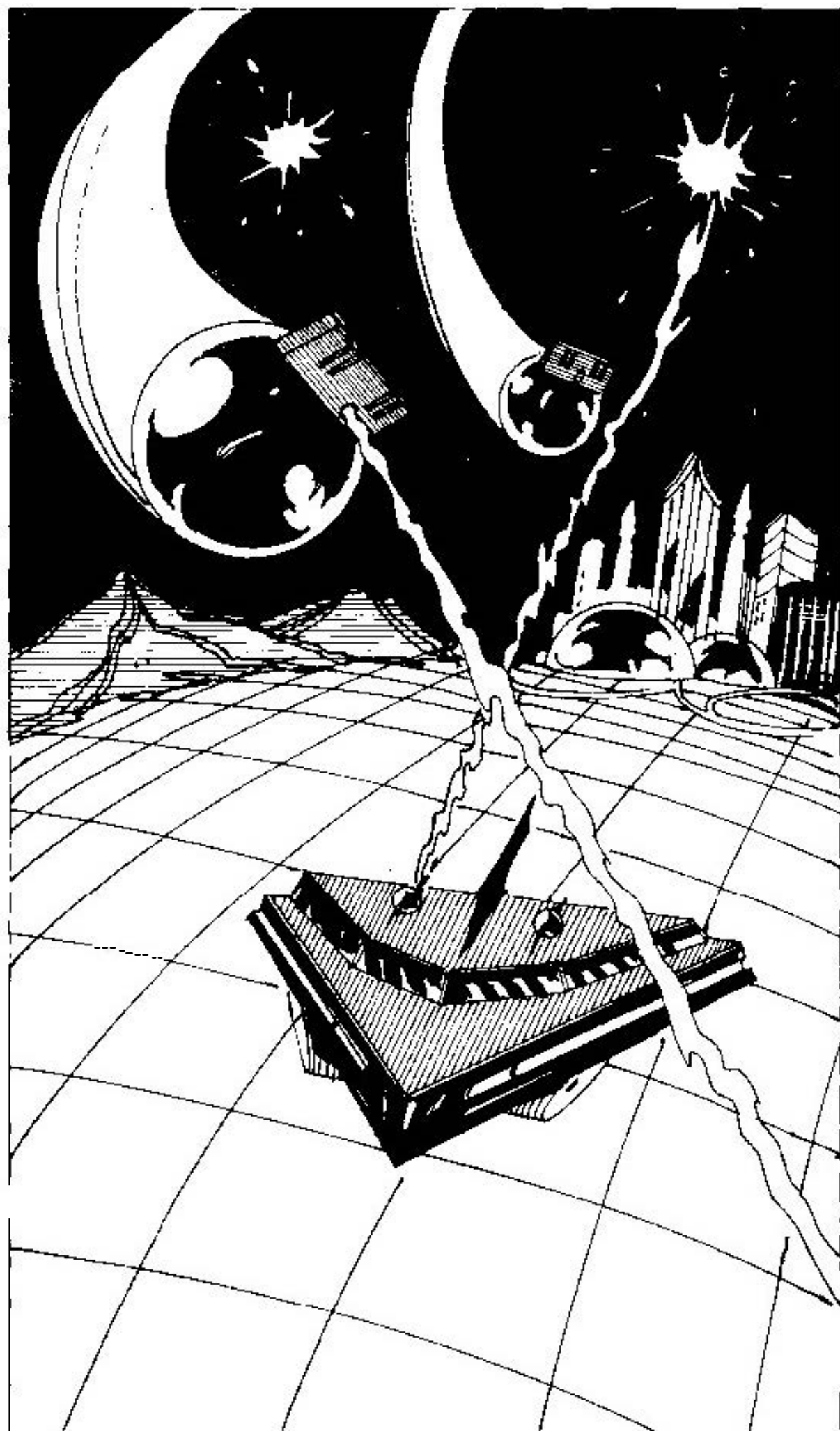
Blam!

"The ghosts just hit us!" Lazarius yells.

"Head for an island right now!" shouts Ramda.

Grabbing the steering stick, you quickly decide which way to turn.

THE MAGNETIC GHOST OF SHADOW ISLAND



SETH MCEVOY AND LAURE SMITH

If you choose the Island of Fire, turn to page 45.

If you choose the Island of Ice, turn to page 50.

Be sure to mark your choice on the Option Sheet on page 125.

chapter 3a

Slamming the steering stick to the right, you dive toward the Island of Fire.

Crash! You're hit again! Ramda skillfully blasts her macro flash rays as you speed closer to the ground. Dozens of green and yellow fires burn through the tiny isle. Scanning the rocky surface, you search for a safe place to land as Vidi shoots wildly at the attacking swarm of blue ghosts.

"I got one!" says Ramda with a cheer.

"Great!" you yell as you spot a clearing between two giant red rocks. Quickly spinning the tank to the right, you zoom straight down. After soaring between the jagged rocks, you slide the vehicle to a stop.

"A cave I see," shouts Vidonicus, pointing up ahead.

"In there we can hide," says Vidi.

You charge the craft forward and slip into the dark shelter. Ramda leaps out of the tank with her micro flashgun drawn. She runs to the edge of the cave and prepares to fire. You and Lazarius quickly climb out as Vidi and his grandfather fly past you.

"I don't think they saw us run for cover," Ramda happily says.

“Good!” exclaims Lazarius. “Then let’s get to the x-key before they do!”

“The way I do know,” says Vidonicus. “Through the Maze of Fire we must go.”

“That sounds pretty dangerous,” you reply, following cautiously behind him.

“Through these rocks it is,” the gray bird points out. “But treacherous it can be.”

“That’s what I figured,” you answer, inching your way along the narrow passageway.

“Look out!” shouts Lazarius. All of a sudden two ghosts dive down out of the sky. They dart to the right and disappear.

“I don’t think they spotted us,” Ramda says gratefully.

“Straight ahead is the Maze of Fire,” says Vidonicus. “Inside, the Numeric Wizard does live.”

He quickly leads you into the deadly maze. Green and yellow flames rage across the steep walls that rise high over your head. As you step into the terrifying maze, round magnetic ghosts soar overhead.

“I think they missed us again,” you point out as you cautiously inch through the structure.

“Why couldn’t you just fly overhead to reach the wizard?” you ask Vidonicus.

“At the top many walls burn so big and high that the wizard we could not find.”

Turning the corner, you point at the sea of green and yellow flames and remark, “Oh, no, like that passageway up ahead.”

“Right you are,” answers the old bird.

Taking a deep breath, you duck down and run through the flaming tunnel. Ramda, Vidi, Lazarius, and you race after Vidonicus. He twists around another sharp turn, and a giant hunk of the wall crashes down. Green flames flare up into the air.

“Grandfather!” cries Vidi.

"Okay I am," shouts the old gray bird from the other side of the blaze. Vidi lets out a huge sigh of relief and flies to his side.

"Across this you must jump," yells Vidonicus.

"No," Ramda shouts back. "The flames are too big."

"If you run, they will hurt you not," Vidonicus insists.

"Sure," she sarcastically replies. "But it's our only option." Ramda counts to three, and you watch her take a running start. After charging through the flaming alley, she flies over the fire and lands safely on her feet.

"Nice going," says Lazarius. Examining the blazing debris, he reports, "I think I can crawl under here safely."

Before Ramda can object, the little scientist scrambles under the green and yellow fire. You hold your breath, anxiously waiting for him to reappear.

"Come on!" Ramda pleads, shaking both fists in the air. Nothing happens.

Finally the Smole's white head pops out the other side. Brushing off his green coat, he says, "That was easy."

You step back and take a deep breath as you prepare to leap over the flames. "One, two, three, go!" you shout, charging straight for the huge fire. With a fierce jump you fly into the air and soar over the blaze. You leap so high that you crash down to the ground, but you quickly pick yourself up.

"Okay you are?" Vidonicus asks.

"I guess so," you reply.

"The wizard we will arrive at soon," he adds, leading you through more twists and turns of the maze.

Then you spot a red door up ahead. Vidonicus flies up and taps his beak against it.

"Who are you?" asks the wizard.

"The riders of the light," answers Ramda.

"Where have you come from?" the wizard inquires.

Remembering the special password phrase, you add, "From the land of the night."

The wizard then asks, "How did you get here?"

"I passed through the glass of lightning's window," you answer.

The red door opens a crack, and a skinny, bald man peeks out. His silver robe glitters as he reaches out to greet you. "Come in, my friends."

As you step through the door into the stark white room, Ramda says, "We don't have much time. We've come to ask you for your x-key to the cavern of the Flaming Demons."

"Those creatures are vicious and cruel," replies the Numeric Wizard.

"But we must go there to recover the magtonite so we can save Venturia from the magnetic ghosts," Lazarius says. "We'll have special weapons to protect us from the creature."

"I see," answers the wizard. "Then I will give you the key." He reaches into his shiny robe and pulls out a little silver x-key identical to the one Romiden gave you.

"I'll take it," Lazarius says, picking it up and placing it in his pocket.

"Thank you," says Ramda. "We must hurry back to our vehicle. It's hidden in a cave underneath the red rocks."

"I can take you another way," the wizard informs her. "There's a secret passage right this way." He leads you to a small door across the white room. "Climb down here, and this will take you to the cave."

"I wish we'd known about this before," Lazarius grumbles as you step down after the others.

The wizard waves good-bye before you disappear into the dark tunnel and carefully climb down the narrow ladder.

Just as you reach the bottom Ramda yells, "The tank's still here!"

"Let's get inside and out of this place," you shout.

Everyone quickly jumps into position, and you spin the wedge-shaped craft around. With a thrust of the power pedal you soar into the sky.

THE MAGNETIC GHOST OF SHADOW ISLAND

If you have a computer, type in the third part of your program:

Commodore owners, turn to page 132.

Apple owners, turn to page 148.

CoCo owners, turn to page 164.

When you are through typing, continue the story by turning to Chapter 4 on page 55.

If you aren't using a computer:

Continue the story by turning to Chapter 4 on page 55.

chapter 3b

Thrusting the steering stick to the left, you speed toward the Island of Ice.

Smash!

Polar beams crash against both sides of the astrotank. Vidi pounds flash rays across the sky as you zoom closer. Giant slabs of frigid orange ice tower over the tiny isle. Deadly sharp spikes of ice cover the ground.

“Take that, you data villains!” Ramda shouts, blasting the ghosts with flash beams. More magnetic ghosts close in as you search for a safe place to land. Vidi fires madly while Ramda quickly resets her weapon. After twisting the gun into position, she bombards a charging blue ghost. With three expert shots she slices it into four pieces. It instantly explodes in midair. “That’s one less magna menace!” she exclaims.

Speeding closer, you quickly spot two orange slabs of ice that have fallen together. Vidi says, “Between those you can hide!”

“You’re right!” you reply. You dive straight for the slabs and safely land the tank, out of sight.

With her flashgun in hand Ramda jumps out the hatch, ready to blast away at the ghosts.

THE MAGNETIC GHOST OF SHADOW ISLAND

Vidi zooms out after her and searches for the flying blue creatures. "We did escape, I believe," Vidi observes. "No ghosts I do see."

"Great," you remark, hopping out of the tank. "Maybe we can get the x-key without too much trouble."

"Don't count on it," Lazarius advises. "We must get through the deadly tunnels of ice and they're not much fun."

"To the right we must go to find the tunnel entrance," Vidonicus says, pointing across the orange spiked ground.

Vidi and his grandfather soar safely overhead as you, Ramda, and Lazarius struggle through the razor-sharp ice sticks. You inch around the frigid orange spikes, careful not to cut yourself. Huge ice slabs rise high on either side of you. As you maneuver through the dangerous spikes you glance overhead, scouting for signs of trouble.

"I haven't seen ghosts since we landed," you observe.

"They'll find us soon enough," Ramda replies.

"The entrance is here," Vidonicus says, pointing to a narrow crack in one of the orange slabs.

You squeeze through the narrow passageway and slip inside a cold ice cavern. The huge tunnel drops straight down. A tiny ledge is carved into the side of the icy orange wall. Fierce spikes rise up from the floor, ready to stab you if you fall.

"Across this we must go," Vidonicus says, pointing along the treacherous ledge.

"I was afraid you might say that," Ramda sarcastically replies. "I'll go first," she says, cautiously stepping onto the narrow path. Lazarius carefully slides along next to her as you follow close behind. Vidi and his grandfather soar along the top of the cave.

The ledge begins to slope down as you inch deeper into the freezing cavern. You struggle to keep from falling forward when all of a sudden Ramda stops short.

"What's wrong?" you cry.

"The path stops dead," Ramda says frantically.

"No, it does not," says Vidonicus. "It now becomes a slide."

You carefully lean your head out and examine the rest of the orange ice ledge. "It goes almost straight down," you nervously reply.

"Safe it will be if careful you are," the gray bird explains.

Inspecting the ledge further, you tell him, "It looks easy to you because you can fly safely overhead."

"That I cannot," Vidonicus answers. "I, too, must slide, for at the bottom the Numeric Wizard's entrance is."

"I don't understand," you tell him, "but I'll take your word for it."

"Follow me, and you shall see," he says, flying down onto the orange ledge. He leans back gracefully and slides along the steep pathway. Zooming straight down, he charges right for a glass wall.

"Oh, no!" cries Ramda, but the wall instantly slides open, and Vidonicus disappears inside.

It slams shut, and Vidi slides down after his grandfather. He, too, disappears inside the ice wall.

"Here I go," Ramda says, sitting down on the ledge. "This had better work!" She, too, flies safely down the pathway and glides straight through the mysterious door.

"I'm next," says Lazarus, positioning himself at the top of the slide. He is zooming along the wall when suddenly he falls over the edge. He scrambles for the ledge, grasping it with one hand. His legs dangle wildly in the air as he reaches up with his other hand. He can't quite make it. Sharp orange spikes are pointing up at the little Smole. You hold your breath and helplessly watch the white-haired scientist desperately trying to save himself.

With a powerful swing he lunges up and pulls himself to safety. He brushes off his long green coat and slides expertly down the ice pathway. When he disappears through the secret door, you nervously step to the edge of the slide. Sitting down

THE MAGNETIC GHOST OF SHADOW ISLAND

cautiously, you take a deep breath and push yourself forward. Staring straight ahead, you zoom down at top speed. The orange wall grows closer and closer, but it doesn't open. Just as your feet almost slam into the ice, the secret panel flies open and you shoot through it.

You tumble inside, and Ramda shouts, "You made it!"

While you scurry to your feet, she points to a blue door and says, "The wizard lives in there."

Vidonicus flies to the door and taps his beak on it four times.

"Who is it?" the wizard asks.

"The riders of the light," Ramda replies.

"Where have you come from?" he continues.

Remembering the words to the special password phrase, you answer, "From the land of the night."

The wizard asks, "How did you get here?"

"I passed through the glass of lightning's window," you tell him.

The blue door swings open, and a little red-haired man motions you inside.

"We've come for your x-key to the cavern of the Cannon Creature," says Ramda. "We desperately need it to get the magtonite we need to save Venturia from the magnetic ghosts."

"Of course, my friends," answers the Numeric Wizard. He pulls the little silver x-key out of his shiny gold robe. Handing it to Ramda, he warns, "The Cannon Creature is vicious and evil. Be very careful."

"We have equipped our vehicle with special weapons," Lazarius explains, taking the valuable key from Ramda.

"Good!" answers the wizard with a nod.

"Immediately we must go," says Vidonicus, heading for the door.

"Not that way," the wizard replies. "I have a secret stairway." He pulls open a hidden panel and reveals a flight of stairs.

"Now we find out!" Lazarius moans.

Randa thanks the wizard as she ducks inside. Lazarius, Vidi, and Vidonicus climb in after you. You quickly rush up the stairs. Randa reaches the top and throws open the secret exit. "There's the astrotank," she yells. "Let's get out of here."

You leap out of the stairway and jump into the wedge-shaped vehicle. Everyone swiftly takes his or her place as you spin the tank out of hiding and speed into the air.

If you have a computer, type in the third part of your program:

Commodore owners, turn to page 132.

Apple owners, turn to page 148.

CoCo owners, turn to page 164.

When you are through typing, continue the story by turning to Chapter 4 on the next page.

If you aren't using a computer:

Continue the story by turning to Chapter 4 on the next page.

chapter 4

You are racing away from the Inverse Islands when from out of nowhere a swarm of ghosts charges straight for you! They bombard the astrotank from all sides, causing it to spin out of control. Twisting the steering stick with all your strength, you struggle to turn the vehicle upright. Ramda and Vidi pour flash rays at the attacking blue creatures as the tank tumbles downward.

“We’re going to crash into the Quadratic Sea,” you cry out.

“Hit the retraction button, and pull in the wings,” yells Lazarius.

“Why?” you reply.

“So we can drive this thing underwater,” he answers.

You slam your hand onto the green retraction button as the vehicle spins toward the red waters below. The wings quickly roll back into the black tank just as you splash into the sea. The ghosts spray their powerful polar beams, but the rays fizzle and die when they hit the water.

Your tank flips over backward as it sinks in the water. Quickly grabbing the brake handle with both hands, you jerk the craft to a stop. You twist the steering dial and turn the tank upright.

“Everyone okay?” you ask, steadying the vehicle in the water.

Shaking her head, Ramda says hesitantly, "I guess so." Vidi flies onto her shoulder, and she smooths down his white wings.

"The ghosts can't reach down here," Lazarius explains.

Pointing to the electronic map, Vidonicus says, "Underwater we can go to reach the Isle of Angles. To the left you must turn to drive us there."

"No problem," you confidently reply, swiftly turning the astrotank.

As you carefully steer the vehicle, all you can see through the viewing window is the red water of the Quadratic Sea. The craft moves swiftly forward while Ramda inspects her flashgun. Lazarius inputs the x-key data into the tank's operating system, and Vidi and his grandfather chart the rest of the course.

You're steadily gripping the controls when suddenly the viewing window is covered with a thick mass of black sticks.

"What's that?" you yell.

"Rotation weeds!" shouts Lazarius. "Get us out of here before they drag us to the bottom."

Twisting the speed dial up as high as it will go, you crash against your seat as the tank lurches forward.

The rotation weeds wrap around the black vehicle and grip it tightly. The craft slams to a halt, and you smash your head down on the control board. Your helmet protects you, and you instantly recover. Throwing the tank into reverse jolts it backward, but you remain entangled in the black weeds. Thrusting the steering dial right and left, you violently shake the astrotank. As the craft plunges back and forth you smash down the power pedal and ram the tank forward. It charges through the deadly weeds and safely propels itself through the water at top speed, leaving the treacherous rotation weeds far behind.

"Return to the surface at once," shouts Lazarius. "The weeds damaged our underwater steering device. It could fail at any moment."

You quickly urge the tank upward, but the steering stick

THE MAGNETIC GHOST OF SHADOW ISLAND



jams to the left. With all your strength you inch it back just enough to reach the surface.

The front of the vehicle plunges up out of the water and falls over backward. You yank the controls as hard as you can, and the craft flips back and lands upright. The tank bobs across the water and comes to a halt.

"Nice work that was," says Vidi.

"Indeed," adds his grandfather.

"The steering should operate properly now that we're above water," Lazarius explains. "The only problem is that we won't be able to drive underwater if I can't fix it."

"Look!" shouts Ramda. "We're here! It's the Isle of Angles."

Turning quickly, you spot the tiny rectangular island through the viewing window. Pressing the power pedal, you propel the craft toward it. "Once we arrive, where'll we get the next weapon?" you ask, steering the astrotank across the red water.

Glancing at her technotablet, Ramda says, "One possibility is the Polygon Palace in the middle of the isle. The ferocious data dragon that sleeps on the Alpha Ladder lives there. This ladder will enable your vehicle to climb between the narrow tunnels that fill the magtonite-filled caverns. On the other side of the Isle of Angles in the Cubic Cove lives the cruel data dragon that wears the Beta Rope around its neck. You can also use the Beta Rope to climb between individual tunnels. It will use up less of our astro energy but will not last as long as an Alpha Ladder. By the way, the data dragons are equally deadly."

"And there are only four octal hours left!" Lazarius adds.

"Which weapon do you want?" Ramda asks.

Swiftly guiding the tank toward the little isle, you carefully weigh your decision.

If you choose the Polygon Palace, turn to page 59.

If you choose the Cubic Cove, turn to page 62.

Be sure to mark your choice on the Option Sheet on page 125.

chapter 4a

“Polygon Palace, here we come!” you exclaim as you release the retraction button, causing the wings to shoot out from both sides of the tank. Soaring into the air, you ask, “How evil is this data dragon?”

“Unfortunately only a few people have survived to tell about it,” Randa replies grimly.

“That’s all I need to know!” you tell her, circling over the Isle of Angles.

The bronze palace sprawls across the center of the little rectangular island. Speeding closer to the eight-sided building, you search for signs of the vicious dragon. Quickly turning the craft, you spot a clearing in the middle of huge leafy blue bushes surrounding the building.

After you have landed the tank safely inside them, Lazarius says, “I’ll stay behind and try to repair the underwater steering device. The fewer of us that go, the better chance we have of sneaking up on the dragon.”

“I then shall go,” Vidonicus answers. “With my eyebeam I can stop the dragon.”

“But the Alpha Ladder is too heavy for you to carry hack,” Ramda points out.

“Then I’ll go and help him,” you reply.

“Good!” says Ramda. “I’ll stay here and help Lazarius while Vidi scouts for magnetic ghosts.”

Jumping up to climb out the hatch, you boast, “We’ll get the Alpha Ladder away from the data dragon without any trouble at all!” After leaping out of the astrotank, you race to the palace window.

You and Vidonicus cautiously peek inside and spot the deadly black dragon fast asleep on its bed. Quickly and carefully you slip into the bronze building and inch your way toward the vicious creature. The huge dragon lies motionless on its side. Its eight slimy legs are sprawled out beside it.

Vidonicus circles overhead as you tiptoe around it in search of the Alpha Ladder. Without warning the dragon’s square head rises into the air. You freeze in your tracks. The creature kicks up its black legs and quickly rolls over. It immediately falls back asleep, and you breathe a sigh of relief.

Inching around the black beast, you spot the gold ladder sticking out from under its tail. You motion to Vidonicus that you have discovered the weapon. The gray bird nods and flies up over the dragon’s head.

He blinks his one eye, and the electronic beam shoots straight out. The fierce ray blasts against the dragon’s face, and the creature leaps to its feet.

You lunge for the ladder. After grabbing it with both hands, you dart through the palace and zoom out the window. Scrambling through the blue bushes, you find the hidden tank and dive inside.

Your heart is pounding as Vidi asks, “Where’s my grandfather?”

Before you can answer, the old gray bird sweeps through the hatch. “Out of here we must go. The dragon will soon be after us!” Vidonicus insists.

THE MAGNETIC GHOST OF SHADOW ISLAND

You quickly grasp the controls and charge the astrotank into the air, flying high over the Quadratic Sea.

If you have a computer, type in the fourth part of your program:

Commodore owners, turn to page 134.

Apple owners, turn to page 150.

CoCo owners, turn to page 166.

When you are through typing, continue the story by turning to Chapter 5 on page 65.

If you aren't using a computer:

Continue the story by turning to Chapter 5 on page 65.

chapter 4b

"I'm heading for the Cubic Cove," you announce as you disengage the retraction button, allowing the tank's wings to shoot out on both sides of the vehicle. "How much trouble is this vicious data dragon?" you ask, urging the astrotank into the air.

"So much trouble that few people have returned to tell their story," answers Lazarius.

"Now I see what we're in for," you grimly reply while you approach the Isle of Angles. As you speed closer you spot the square cove carved in the little rectangular island. Circling overhead, you search for signs of the evil dragon.

"There it is," you shout, pointing to a two-headed white creature swimming through the red waters below. The data dragon dives into the sea as you zoom over the island.

"Where are you going?" Ramda asks.

"I wanted the creature to think we were just flying overhead," you explain. "Now I'll turn back and sneak up to the Cubic Cove."

"Great idea," Ramda replies.

"Overhead I can fly and draw the beast to shore," Vidi offers, flapping his white wings.

“And I’ll sneak up and grab the Beta Rope off its neck!” you quickly say, guiding the craft to a stop behind a huge clump of blue leafy bushes.

“One person has a better chance of successfully sneaking up on the creature,” Lazarius points out. “So I suggest the rest of us stay behind.”

“What if there’s trouble?” questions Ramda.

“With my eyebeam I can stop it,” Vidi boasts.

“In the meantime,” Lazarius says, “Ramda, you can help me fix the underwater steering device while Vidonicus scouts for magnetic ghosts.”

“Okay,” Ramda agrees reluctantly. “But that monster is very, very dangerous.”

“I can handle it!” you assure her, climbing out of the tank after Vidi.

After leaping to the ground, you sneak through the blue bushes and inch toward the cove. Vidi soars over the sea and circles above the white data dragon. The creature swings both square heads out of the water and growls fiercely at Vidi. Grrr!

The silver Beta Rope is wrapped around one of its slimy necks. Once on the edge of the cove you position yourself behind another blue bush as Vidi taunts the evil creature.

Waving your arms, you signal your location to the bird. He nods and begins flying in wild circles around the dragon’s heads. The beast’s square heads thrash back and forth, trying desperately to catch Vidi. But the swift little bird darts out of range, while it skillfully leads the dragon to shore.

As the white beast moves closer you prepare to leap out of the bushes and grab the silver rope from its neck. Vidi draws the creature out of the water. When it crawls beside your hiding place, you swiftly jump into the air and grab for the precious rope. Your arm swings as high as it can, but you miss!

You tumble to the ground, and the dragon lunges for you.

Both mouths fly open. Its big black teeth dive straight for your legs.

Blam! Vidi blasts the dragon with his electronic eyebeam, and the evil beast stumbles to the side. You leap up off the ground and jump onto the fallen data dragon. After snatching the silver rope off its neck, you race for the astrotank. The white dragon struggles to its feet just as you storm through the hatch. Vidi tumbles in on top of you as Randa yells, "The dragon's coming!"

Grabbing the controls, you quickly propel the tank into the air and speed out over the Quadratic Sea.

If you have a computer, type in the fourth part of your program:

Commodore owners, turn to page 134.

Apple owners, turn to page 150.

CoCo owners, turn to page 166.

When you are through typing, continue the story by turning to Chapter 5 on the next page.

If you aren't using a computer:

Continue the story by turning to Chapter 5 on the next page.

chapter 5

“I’m so thankful you made it!” Ramda exclaims, carefully lifting the weapon and handing it to Lazarius.

The Smole scientist skillfully prepares it for the treacherous journey deep inside Metric Mountain.

“On to Shadow Island we must go.” says Vidonicus.

“I was unable to repair the underwater steering mechanism,” Lazarius remarks, “so I hope we don’t run into too many ghosts on our way.”

“If we do,” you confidently reply, soaring across the red sea, “we’ll just have to fight those blue bullies.”

“To the right you should turn,” Vidonicus instructs, “and soon we’ll be there. High over the island rises Metric Mountain. On top sits the great ghost castle. Through it we must enter the secret caverns and gather the magtonite chips.”

“No!” snaps Lazarius. “We should enter the mountain from the bottom, through the abandoned metric mine shaft.”

Glaring at the Smole scientist, Vidonicus sternly replies, “I told you on the last mission my calculations said that way not to go, but my advice you ignored and look what happened.

Through the mine shaft we entered, and the tank was savagely attacked. Only you and I survived!"

Enraged, Lazarius shouts, "I told you it was even more dangerous to enter through the top of the mountain. Evor, the supreme ghost, lives in the castle, and that vicious monster will destroy anyone who dares go near the secret caverns!"

"Wrong you were to not follow my calculations," protests Vidonicus.

"I was *not!*" hollers Lazarius.

"Stop!" demands Ramda. "Magnetic ghosts are heading straight for us!"

"How many?" you shout, slanting down the power pedal and twisting the speed dial up to thirty astrohertz.

"Eight, maybe ten," she yells as she grabs her macro flashgun firmly in both hands.

The round blue creatures slam the red rays of their polar beams against the astrotank. The black vehicle jolts sideways, but you skillfully remain on course.

"Get them I will," Vidi declares, pounding the ghosts with deadly white flash rays. With all your strength you twist the controls and expertly maneuver through the sea of polar beams darting in every direction.

The blue ghosts' round bodies whip past the tank, leaving a trail of white static as they fly through the air.

"I just got two of them!" Ramda exclaims. "Make that three," she adds, blasting her flashgun as fast as she can.

Vidi slices another ghost in four pieces and it instantly explodes across the sky. You slam the controls forward, and the craft plunges downward and narrowly misses a shower of polar beams. You swing the tank to the right and soar straight for a magnetic ghost. The blue creature leaps to the left, and Ramda cuts it down with three shots. The transparent blue ball splits apart and disappears in a brilliant blue explosion. Vidi wipes out another just as two more blast your vehicle on both sides.

Unexpectedly the astrotank flips upside down and spins through the air. The tank turns over and throws you back against your chair. Leaping forward, you grab the steering stick and yank it hard. It won't budge! The craft rapidly plummets toward the sea. The red waters grow closer as you desperately attempt to stop the vehicle from plunging into the sea.

You pull the controls with all your might, and the craft bolts upward just in time. As you zoom away from the sea, Ramda slices up the last ghosts and declares, "We did it!"

"That's great!" you reply. "But what do we do now?" Pointing out the viewing window, you ask, "If that black hunk of land up ahead is Shadow Island, where do I land this machine?"

"That's it all right," Lazarius says.

"My technotablet indicates that the Robot Wizards with the last x-keys are located on the left side of the island," Ramda replies. "If we get the x-key from Rem, the strange Robot Wizard of the Static Swamp, we'll be able to enter the third-level cavern that is inhabited by Burning Ogres. An ogre is similar to a Flaming Demon except that it shoots its flames only above and below itself. With this power it can attack the astrotank from the tunnel above or below it. If we get the x-key from Int, the weird Robot Wizard of the Kinetic Cave, we'll be able to enter the cavern of the terrible Velocity Vulture. The vulture has superspeed. It can go three times faster than any other monster and quickly sneak up on the tank to fire its weapons."

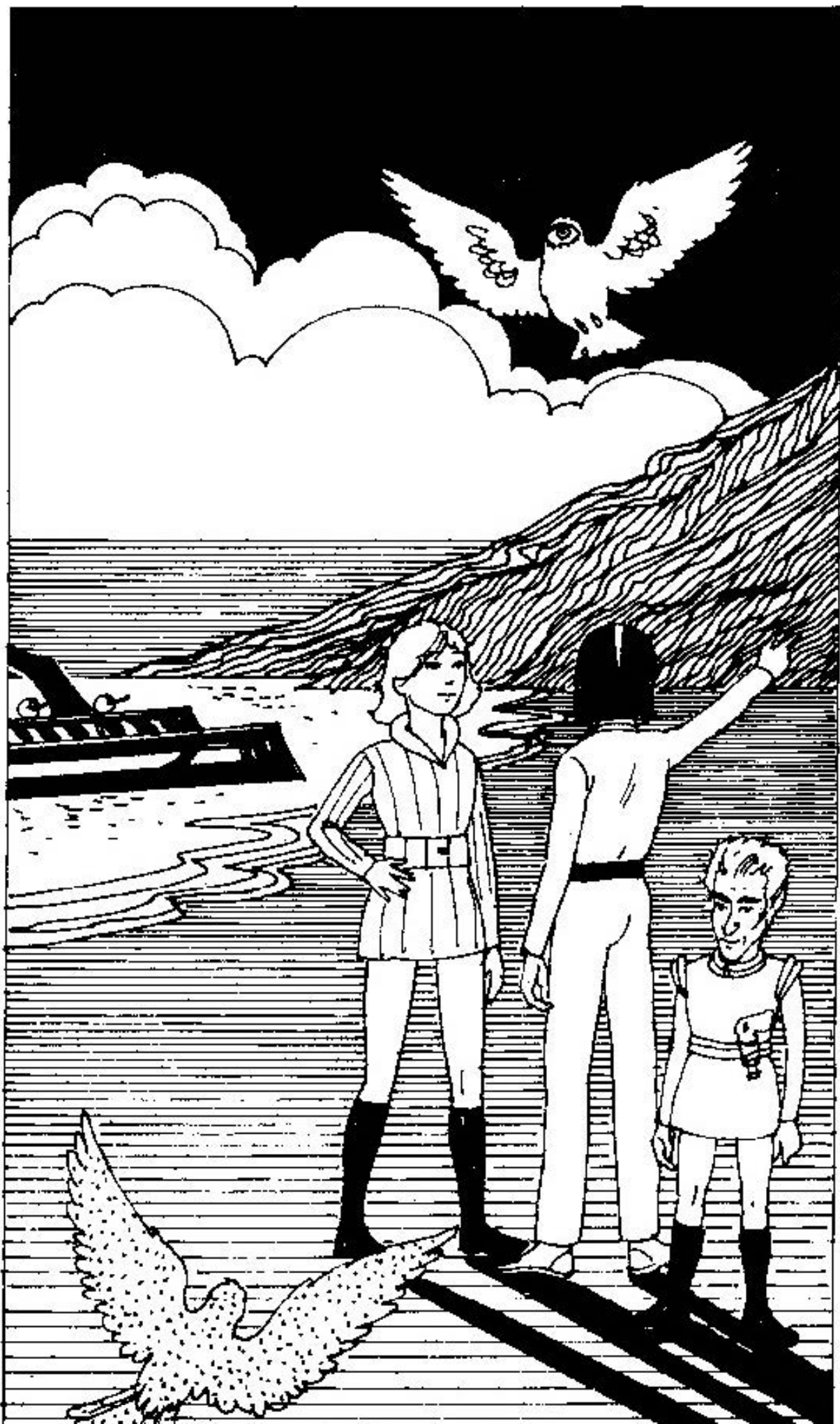
"Only three octal hours we have left," Vidonicus advises.

"That's right." Ramda agrees. "Wherever you decide to go, we've got to get there fast!"

Vidonicus points to the spot where you should land. After angling the vehicle down, you slide to a stop along a flat bed of blue rock by the shore.

Leaping out of his seat, Vidonicus announces, "If time we

SETH MCEVOY AND LAURE SMITH



THE MAGNETIC GHOST OF SHADOW ISLAND

must save, ahead Vidi and I shall fly in search of the next route we must take.”

“Good,” Ramda replies. She shows him the technotahlet data and adds, “Meet us back here as fast as you can.” With her micro flashgun in hand she orders everyone out of the tank. You and Lazarius scramble out after the energetic young girl. Vidi and his grandfather fly overhead and disappear above the tangle of slimy black trees. You jump down to the hard blue ground and nearly lose your balance on the slippery surface.

As you glance at the odd-shaped black plants on each side, Ramda says, “Which way do we go? To the Static Swamp on the left or the Kinetic Cave on the right?”

If you choose the Static Swamp, turn to page 70.

If you choose the Kinetic Cave, turn to page 73.

Be sure to mark your choice on the Option Sheet on page 125.

chapter 5a

“Let’s go find the Robot Wizard living in the Static Swamp,” you tell Ramda and Lazarius.

“Head right through those teletrees,” says Lazarius, pointing to the twisted black trees covered with steaming gray slime.

To keep from falling, you slide your feet like a skater along the glassy blue surface and weave your way through the strange black plants. The short bushes have sharp, triangular leaves, but the tall, skinny ones have both round and square leaves on each plant. Just as you reach the teletrees a clump of gray slime oozes down at your feet. A cloud of smoke explodes in front of you as it splatters onto the ground.

You instantly jump back and crash into Ramda. “You’re going the wrong way,” she says, jokingly shoving you forward.

“Sorry,” you reply, jumping over the pile of steaming slime. Darting through the black trees, you spot a huge pool of bubbling green liquid. A thick mist rises off it and sweeps through the sky.

“Yuk!” you shout with disgust. “What’s that smell?”

“It’s the green static scum of the boiling swamp,” Lazarius answers.

"That's the worst thing I've ever smelled," you complain.

"There's the wizard's hut," says Ramda, pointing to a little black building covered in gray slime.

"Maybe we can get in and out of there before any more ghosts show up," you reply.

"You spoke too soon!" Ramda exclaims as two blue ghosts soar down over the swamp. Aiming her flashgun, she shouts, "Run for the x-key while Lazarius and I fight them off."

"Okay," you answer, darting through the teletrees. Piles of gray slime tumble down around you as you swiftly run to the wizard's hut. Red polar beams and white flash rays blast wildly in every direction. After scrambling around the boiling green swamp, you rush up to the small black hut. You pound on the door as hunks of steaming slime drop down from the roof.

"Who are you?" asks the wizard inside.

You quickly answer:

*I'm the rider of the light,
From the land of the night,
Who passed through the glass
Of lightning's window.*

The door flies open, and a tangled metal creature wobbles out the door. The odd-looking machine turns around in circles, asking, "What is it you want, why are you here, why, why, why?"

Surprised to see such a strange robot, you answer, "I need the x-key to the third-level cavern beneath Metric Mountain."

"The Burning Ogre lives there, don't you know, don't you know?" the metal wizard replies.

"Yes, yes," you impatiently shout. "I don't have time to explain. I must get the x-key as fast as possible."

"If that's what you say, I guess it's okay," the robot sputters, limping back into the hut.

Glancing across the swamp, you see Ramda and Lazarius furiously battling with two magnetic ghosts. Tapping your foot anxiously, you suddenly see the ghosts split into four pieces and explode over the teletrees.

The robot wizard wiggles back outside and hands you the last silver x-key.

Grabbing it from his twisted metal hand, you yell, "Thanks," as you dash off toward Ramda and Lazarius. Running through the teletrees, you draw your flashgun and then join in the fight. Your deadly white rays zoom through the air and cut the last ghost in two. Ramda slices one half while Lazarius splits the other, and the creature immediately disappears.

You race up to them and together quickly run back to the astro tank.

If you have a computer, type in the fifth part of your program:

Commodore owners, turn to page 136.

Apple owners, turn to page 152.

CoCo owners, turn to page 168.

When you are through typing, continue the story by turning to Chapter 6 on page 76.

If you aren't using a computer:

Continue the story by turning to Chapter 6 on page 76.

chapter 5b

Turning to the right, you ask, "This is the way to the Kinetic Cave, isn't it?"

"It's just around those teletrees," says Lazarius, pointing to the tangled mess of crooked black trees. Steaming blobs of gray slime trickle down the sides of each one. The glassy surface of the blue ground has cracked into millions of pieces that slip and slide under your feet. You hold out both arms to keep from falling.

Maneuvering through the black spiked plants, you cautiously tiptoe over the puddles of gray slime seeping across the ground.

As you step to the right your foot suddenly slides forward. You crash into the black spiked hush. "Ouch!" you yell, jumping back and slamming right into another. Gray slime slides off the sharp leaves and spatters in a cloud of smoke.

"Are you having fun?" Ramda says teasingly.

"Certainly," you reply, stepping more cautiously across the ground. Turning past the slime-covered teletrees, you suddenly spot a glowing red cave.

"There's the Kinetic Cave," says Ramda, pointing to the eerie opening in the side of the hill.

“We should be able to get the x-key in no time,” you reply optimistically. “At least we don’t have to fight off ghosts on the way.”

“You’re wrong about that,” Lazarius shouts. “Here come two of them!”

Ramda aims her flashgun and yells, “We’ll stay here and fight while you run and get the x-key.”

“I’m off,” you yell, dashing through the spiked bushes. Swiftly darting over piles of slime, you race for the glowing cave as the battle rages behind you. Red polar beams and white flash rays collide overhead. The blue ghosts zoom through the air, bombarding Ramda and Lazarius with their weapons. Skillfully speeding across the treacherous ground, you rush to the Robot Wizard’s cave.

Stopping at the entrance, you can’t see through the red mist, so you knock your knuckles against the black rock. From inside the wizard asks, “Who are you?”

You instantly answer:

*I'm the rider of the light,
From the land of the night,
Who passed through the glass
Of lightning's window.*

As you stare into the glowing red fog, a round metal robot spins out of the cave. Dozens of twisted metal arms stick out on all sides, and one red eye sits on top. The weird wizard rolls around as it asks, “What, oh, what do you want?”

“I’ve come to get the x-key to the third-level cavern beneath Metric Mountain,” you reply.

“Oh, no, oh, no!” the spinning robot answers. “You don’t want to go there. That is where the evil Velocity Vulture lives. It’s a terrible place. Oh, yes, oh, yes.”

THE MAGNETIC GHOST OF SHADOW ISLAND

"Listen," you snap, "I don't have time to convince you. I must go there immediately, and I need the x-key."

"Oh, my, oh, my, if you wish, you shall go," the odd robot replies, rolling back inside the cave.

As you wait impatiently, you turn just in time to see Ramda slice a ghost apart. Lazarius quickly splits the other two pieces, and the magnetic creature explodes across the teletrees.

The wizard spins out of the cave's red mist and extends a silver x-key. Snatching it away, you yell, "Thanks a lot!" and race toward Ramda and Lazarius.

A blue ghost suddenly dives down in front of you. You whip out your flashgun and fire. With three expert shots you slice the ghost into four pieces, and it instantly disappears. You race toward Ramda and Lazarius and run with them back to the astrotank.

If you have a computer, type in the fifth part of your program:

Commodore owners, turn to page 136.

Apple owners, turn to page 152.

CoCo owners, turn to page 168.

When you are through typing, continue the story by turning to Chapter 6 on the next page.

If you aren't using a computer:

Continue the story by turning to Chapter 6 on page 76.

chapter 6

As you're rushing back to the black vehicle Vidi and Vidonicus come flying toward you.

"Big trouble is ahead," Vidi blurts out.

"What's wrong?" Ramda asks quickly.

Landing on the tank, Vidonicus explains, "It's the angry teletree women who have the next weapon you need. High in the teleforest they do live."

Flapping his white wings wildly, Vidi anxiously interrupts. "And the ghosts they have surrounded it. Hundreds there are."

"Impossible it will be to go there." Vidonicus warns, shaking his gray head. "The astrotank the ghosts will destroy instantly."

"But we have to!" insists Ramda. "The magtonite batteries will last for less than two more octal hours! If we don't get that last weapon, we have no chance of recovering the magtonite. The Anti Magnetic Ghost Radar Net will fail, and Venturia's data will be devoured by the savage magnetic ghosts! My land will be destroyed along with all the computers in the analog dimension."

Turning to Vidonicus, you ask, "Is there any way you could

sneak through the ghosts and get one of the weapons we need from the teletree women?"

The old bird pauses briefly as he considers the possibility. "Of course!" he soon replies. "Flying low and slowly, Vidi and I can steal through the trees and carefully slip into their teletreehouse."

"But beware," Ramda warns. "Those evil women are ruthless."

"No problems we will have," Vidi answers confidently.

Scanning her technotablet, Ramda asks you, "Which weapon do you want the birds to bring back? The Zap Trap or the Zip Mine?"

"What's the difference between them?" you ask, scratching your chin beneath your white helmet.

She explains, "Zap Traps will allow you to blow holes in the cavern tunnels so the monsters will fall into the tunnel below. Be careful because once you have created a hole, you also can fall into it. The deadly Zip Mines you must drop into the tunnels. They will destroy any monster that passes directly over them, but Zip Mines will not hurt the astrotank."

You quickly make your decision and tell the birds your choice. Flying into the air, Vidonicus yells, "Through the synthetic data fields you must go to sneak up Metric Mountain toward the Ghost Castle. It's there that Vidi and I will meet you with the weapon."

The one-eyed birds disappear over the black teletrees, and you, Ramda, and Lazarius hop into the astrotank.

"I hope they make it," Ramda says, positioning herself at the macro flashgun mounted inside the tank.

You grab the controls with both hands. Lazarius says, "We must drive through the data fields that begin on the left of those teletrees."

"What are data fields?" you ask, swiftly guiding the vehicle across the blue ground.

"They're where ghosts develop synthetic data metric manufacturing plants," Ramda explains.

"What do they use it for?" you inquire.

"They eat it to make themselves more fiendish and wicked."

"It sounds like some kind of drug," you note.

"That's right," Lazarius remarks. "They love to eat it more than anything, and they'll kill to get it."

"We'll stop them," you confidently reply. Turning past the slime-covered teletrees, you suddenly spot huge stacks of silver slabs in the distance. "What's that?" you ask.

Glancing through the viewing window, Lazarius reports, "Those are the Horizontal Harvest Tanks. The synthetic data are processed in silicon oil and compressed inside each slab."

"It looks more like silver stacks of gigantic library books to me," you jokingly reply.

"Those slabs are of vital importance to the magnetic ghosts," Lazarius explains, inputting the last x-key data into the astrotank's operating system.

"Are those the synthetic data fields?" you ask, pointing to the towering black stalks up ahead.

"Yes," says Lazarius. "The ghosts won't spot us if we drive through the synthetic data fields. We can then safely sneak up to Evor's castle atop Metric Mountain."

"If we're lucky!" Ramda adds.

You press the retraction button as you near the twenty-foot-high stalks. The astrotank's wings roll inside, and you quickly glide into the black data fields. The spindly stalks completely cover the wedge-shaped tank.

"I can't see where I'm going!" you cry.

Lazarius leaps into the seat behind you and inspects the electronic map. "I'll guide you through," says the Smole scientist. "Push the steering stick forward, and we'll climb straight up the side of this mountain."

"Will do!" you answer, concentrating intently. With a steady

THE MAGNETIC GHOST OF SHADOW ISLAND



hand you guide the craft through the tall black stalks. They slap against the tank as you inch upward.

“Stop!” yells Lazarius, slamming down the brake handle.

“What’s wrong?” you ask.

“My radar reports there are magnetic ghosts overhead,” he frantically replies.

You keep perfectly still, listening for sounds of an attack. Ratnda grips her flashgun, ready to fire.

“They’ve flown past us,” Lazarius reports.

Sighing with relief, you press the power pedal and propel the tank up the mountainside. With his eyes fixed to the vehicle’s electronic map, Lazarius searches for signs of approaching ghosts.

“How does it look?” you ask him.

“I see six of those blue barbarians to the right of us, but they aren’t coming this way.”

“How soon before we reach the top?” Ratnda inquires.

“Not long,” Lazarius answers. Staring into the dark viewing window, you expertly slice through the data field.

All of a sudden the black stalks begin banging wildly against the left side of the tank. Slamming the craft to a halt, you cry, “What’s going on?”

“I don’t know!” Lazarius shouts. “I’m not picking up anything on the map.”

The stalks smash harder against the vehicle, and then the hatch instantly flies open over your head. Gripping your flashgun, you aim straight for the opening. Just as you are about to fire, Vidi pops down into the tank. Vidonicus swings in after him with a flat yellow disk clutched in his claws.

“You scared us to death!” shouts Ratnda.

“Sorry we are, but we could not see,” Vidi apologizes.

“At least you made it,” she replies thankfully.

“No trouble we did have,” Vidonicus brags. “Through a hundred ghosts we did sneak.”

THE MAGNETIC GHOST OF SHADOW ISLAND

Lazarius snickers and grumbles to himself as he grabs the yellow weapon from the gray bird.

“Almost to the castle you are,” Vidonicus reports.

“I’ll get us there!” you say, pressing the astrotank through the synthetic data stalks.

Whether you choose the Zap Trap or the Zip Mine, be sure to write down your choices on the Option Sheet on page 125.

If you have a computer, type in the sixth part of your program:

Commodore owners, turn to page 138.

Apple owners, turn to page 154.

CoCo owners, turn to page 170.

If you chose the Zap Trap, type in program segment 6A. If you chose the Zip Mine, type in program segment 6B. When you are through typing, continue the story by turning to Chapter 7 on the next page.

If you aren’t using a computer:

Continue the story by turning to Chapter 7 on page 82.

chapter 7

As you drive steadily through the field, the black stalks quickly disappear, and you spot a massive red building ahead. Sharp spikes cover the outside of the unusual structure. "Look!" you shout.

"We've reached the top," yells Lazarius. "That's Evor's castle all right. Back up into the field so no ghosts catch us."

You quickly slide the vehicle back into the safety of the data stalks.

"Inside the castle we must go to reach the golden entrance of the underground caverns," Vidonicus explains.

Frowning at the gray bird, Lazarius replies, "How do you suggest we get there? The castle must be covered with deadly ghosts. They won't let us casually stroll inside."

"Why not create a diversion the way we did for the data dragon?" you suggest.

"Agree I do," Vidonicus answers enthusiastically. "To the front Vidi and I can go while through the back you do enter the castle."

THE MAGNETIC GHOST OF SHADOW ISLAND



"I guess it'll work." Lazarius reluctantly agrees.

"It sounds like a good plan to me," says Ramda. "It'd better work because there's less than one octal hour left."

"Let's get started!" you exclaim, grabbing the steering stick in one hand and the speed dial in the other.

Vidi and his grandfather quickly pop out of the top hatch. Poking his head back inside, Vidonicus adds, "Move you must not until a fierce battle you do hear. Then safe it will be to sneak inside."

"Leave the hatch open, so we can hear," Ramda yells to them. The two birds disappear, and you wait anxiously inside the tank. You, Ramda, and Lazarius barely breathe as you listen intently.

The minutes drag on in silence. Then all of a sudden a deafening explosion blasts through the air. Pow!

"That's it!" cries Ramda. Fierce crashing sounds thunder around you. "Head for the castle!" she yells.

You instantly move the tank out of the field and propel it toward the huge red building. The intricate angles of the giant structure sprawl in every direction. The spike-covered building looms high above you as you approach the rear entrance. There are no ghosts in sight when you charge inside.

You drive the tank into a huge black room and search desperately for the golden door leading to the underground caverns. The enormous empty rooms are almost completely dark. All you can see are waves of blue mist floating through the air.

You dart from room to room in search of the passageway when out of nowhere a giant blue ghost charges at you!

"It's Evor!" yells Lazarius.

Throwing the tank into reverse, you yell, "That thing must be ten feet wide!"

"And ten times more deadly than the others," shouts Lazarius.

THE MAGNETIC GHOST OF SHADOW ISLAND

Ramda pounds her flash rays into the transparent blue creature, but nothing happens.

"My weapon is useless," she cries. "Let's get out of here!"

Plunging the tank backward, you tear out of the castle. You slam your fist on the retraction button and immediately release the astrotank's wings.

You swiftly speed into the air and away from the castle. As you fly past the stacks of Horizontal Harvest tanks, Ramda yells, "Evor's behind us! What'll we do now?"

"Land beside those harvest tanks," insists Lazarius.

"Why?" you ask as you dive straight for them.

"I'll set them on fire and create a diversion that will work this time," he explains.

As you lunge toward the ground the scientist shouts, "Drop me off and circle back to the castle."

"No!" Ramda protests.

"I'll be okay," replies Lazarius. "After you have recovered the magtonite, pick me up where we first landed."

As the vehicle screeches to a stop Lazarius leaps out and runs straight for a harvest tank.

"There's Evor!" yells Ramda.

You thrust the power pedal to the floor and soar into the air. The fiendish blue villain storms after you and blasts its fierce polar beam across the sky. You maneuver the tank from side to side to escape the treacherous rays.

The huge ghost leader is zootning closer when suddenly a powerful explosion tosses the astrotank upside down. At high speed you tumble downward. Yanking the brake with all your might, you jolt upright. Then the vehicle spins around, and you fly straight for the ghost castle atop Metric Mountain.

"It worked!" shouts Ramda. Inspecting the electronic map, she adds, "Evor retreated to save the harvest tanks. Now hundreds of ghosts are swarming there as fast as they can."

Skillfully steering the flying astrotank, you declare, "Let's get inside the castle and find the golden door leading to the underground caverns."

As you speed toward the massive red structure, Vidi and his grandfather zoom through the open hatch. "Our plan it did not work," Vidonicus regretfully reports. "More powerful was Evor than my calculations stated."

"Don't worry about it now," Ramda replies. "Lazarius took care of that magnetic villain. We've got to get the magtonite as fast as possible."

"Hurry!" shouts Vidonicus. "We have little more than an octal hour before the Anti Magnetic Ghost Radar Net fails!"

"We must get the magtonite back to Venturia in time!" cries Ramda in anguish.

"Won't Lazarius's diversion stop them from leaving Shadow Island?" you ask.

"No," Ramda groans. "Not when they discover there's plenty of rich natural data back in Venturia."

"Isn't there some other way to slow them down?" you ask.

"Yes!" shouts Vidonicus. "Cages of poisonous byte bats are locked inside the castle. Poisonous they are to the magnetic ghosts."

With a burst of excitement Ramda shouts, "If we release them, they'll engulf those data savages and delay their attack on Venturia, right?"

"Yes, indeed!" Vidonicus replies. "Something else we can also do! In the castle are the syntax snakes. Their oily skin will enrich the astrotank's fuel, and faster it will journey through the caverns."

"We don't have time to release the byte bats *and* get the syntax snakes," Ramda decides.

Turning to you, she asks. "Which plan do you think is the best?"

THE MAGNETIC GHOST OF SHADOW ISLAND

As you quickly land the astrotank beside the red castle, you carefully consider the choices.

If you choose the byte bats, turn to page 88.

If you choose the syntax snakes, turn to page 91.

Be sure to mark your choice on the Option Sheet on page 125.

chapter 7a

“Let’s release the byte bats on the ghosts,” you tell Ramda.

“That’ll give us more time for sure!” she says enthusiastically.

“To the right they are caged,” Vidonicus explains.

Pressing the retraction button, you withdraw the astrotank’s wings and glide the wedge-shaped vehicle inside the castle. Swiftly spinning the craft to the right, you search for the caged creatures. The thick black walls of the palace twist and turn in every direction as you zoom around each corner.

Without warning, the eerie blue mist floating through the rooms grows thicker. You can barely see, but you plunge the tank through the fog and blindly steer through the sinister castle.

Bam! You smash into a wall and crash halfway through it! Throwing the tank into reverse, you struggle to pull free. The vehicle sputters as you turn the speed dial. The astrotank won’t budge.

“We’re stuck!” you yell.

“You can get us out,” Ramda assures you.

Again you ram the craft into reverse, but it won’t move an inch. Thrusting the steering stick forward, you propel the craft

deeper into the thick walls. Breathing deeply, you slam the craft into reverse, twisting the controls wildly right and left. The trapped vehicle rams back and forth and plunges out of the wall!

"All right, I knew you could do it!" Ramda exclaims as you propel the tank into the next room.

"They are there," yells Vidi, pointing to the black cage barely visible through the blue fog.

As you slide the craft closer, you can see the vicious red bats in the cage, their four wings flapping wildly as you approach.

"With the flashgun you can blow open the cage," Vidonicus declares.

Ramda grabs his weapon and fires white flash rays at the spiked bars. They burst apart, and the poisonous red creatures charge right for you.

They engulf the tank and beat against the sides. Ramda blasts her flashgun, but they continue to bombard the craft.

"Hang on tight," you yell, quickly twisting the speed dial while ramming the steering stick to the right. The black vehicle slams around the room, spinning at top speed. The pressure hurls the byte bats off the tank, forcing them to flee out of the castle.

"To attack the magnetic ghosts they go!" yells Vidonicus.

"That'll slow down those magnetic fiends," Ramda replies.

"Let's find that cavern entrance!" you exclaim.

Darting the black tank around the castle's winding walls, you steer madly through the maze of rooms until you suddenly spot a glowing golden door. You speed forward, and the huge door flies open.

"The x-key my father gave us worked!" yells Ramda.

"Here we go!" you announce, slipping the astrotank into the darkened cavern.

If you have a computer, type in the seventh part of your program:

Commodore owners, turn to page 140.

Apple owners, turn to page 156.

CoCo owners, turn to page 172.

When you are through typing, continue the story by turning to Chapter 8 on page 94.

If you aren't using a computer:

Continue the story by turning to Chapter 8 on page 94.

chapter 7b

“Where do I find the syntax snakes?” you ask, driving the astrotank toward the red palace.

“To the left is where they live,” says Vidonicus. “The ghosts’ pets they are, but savage they can be.”

Hitting the retraction button, you pull in the tank’s wings before sliding inside the castle. Weaving swiftly through the maze of thick black walls, you search for the sinister creatures. Plunging around the corners, you dart from room to room. The blue mist swirls past your vehicle as you charge throughout the eerie castle. As you dash into a giant black room, two magnetic ghosts suddenly fire at your vehicle.

“They’ve come back!” you cry, quickly moving the craft away from the treacherous polar beams.

“Only two there are,” Vidonicus reports after he has inspected the electronic map.

“That’s trouble enough,” shouts Ramda, firing her flashgun at the two blue creatures.

Propelling the astrotank through the castle, you desperately dodge the ghosts’ weapons. Their polar beams slam against the black vehicle, and it stops dead in its tracks.

You push down the power pedal, but the craft won't move. Ramda and Vidi fire madly as you slam the steering stick into reverse. The tank won't budge.

"We've not moving," you cry out.

"You can get it started!" Ramda shouts encouragingly.

The ghosts pelt the tank with a storm of polar beams as you ram the controls with every ounce of strength you've got. Unexpectedly the craft lunges forward and flies into the next room.

"Nice work," Ramda shouts, cutting down one of the ghosts.

You skillfully speed the vehicle through the castle. Twisting into another gigantic room, you nearly crash into a huge mass of electromagnetic syntax snakes. The purple creatures spark and crackle as they slither across the floor. As you inch closer, Vidi slices the last ghost into four pieces, and it explodes across the wall.

"Good work!" you exclaim.

"A snake I must get," says Vidonicus, zooming out the hatch. The old gray bird swoops down to the floor and reaches for a syntax snake. Purple sparks spray into the air as the snake twists away.

Vidonicus lunges for it and snatches it in his claws. The snake struggles furiously to break free, but Vidonicus wrestles to get it inside the tank. The vicious purple creature bolts away from the bird and charges across the floor.

Ramda immediately slams her foot down and traps the snake firmly under her shoe. Vidonicus slides the syntax creature into a metal tube. The container spins at high speed and shakes off the syntax oil. Then he sets the snake free.

Vidonicus slips the special oil into the fuel cartridges and exclaims, "More speed we will now have!"

"Wonderful!" says Ramda with a huge smile.

"Now all we have to do is find the cavern entrance," you exclaim.

THE MAGNETIC GHOST OF SHADOW ISLAND

Driving at full speed around the angled walls, you spot a glowing golden door. You charge straight for it, and instantly it flies open.

"My father's x-key worked!" yells Ramda.

You guide the craft through the door into the deep dark cavern.

If you have a computer, type in the seventh part of your program:

Commodore owners, turn to page 140.

Apple owners, turn to page 156.

CoCo owners, turn to page 172.

When you are through typing, continue the story by turning to Chapter 8 on the next page.

If you aren't using a computer:

Continue the story by turning to Chapter 8 on page 94.

chapter 8

It's so dark in front of you that you rely on the astro radar screen. The map of the first-level cavern appears on the screen.

Each of the three cavern levels has several rows of tunnels stacked on top of one another. The horizontal tunnels appear in a cross-section pattern. You watch the screen intently as you guide the vehicle forward.

At a cautious speed of five astrohertz you begin exploring the first-level cavern in search of the precious magtonite. With one hand on the steering stick and the other hand on the brake handle, you're prepared for anything.

Suddenly the radar screen sounds an alert! A monster is rapidly approaching!

"Hang on," you say grimly. "Trouble up ahead!"

"Give the orders, and we'll obey them," says Ramda.

Scanning the screen, you get the astrotank ready for battle.

If you are using a computer and have typed in all seven segments of the program:

THE MAGNETIC GHOST OF SHADOW ISLAND

You are ready to play the game and save Venturia! Turn to page 119 for final instructions.

When you have finished the game by surviving all three levels, getting the ninety-nine pieces of magnetite, and escaping through the secret exit, turn to Chapter 9 on page 105 for the end of the story.

If you aren't using a computer:

Turn to the next page for the game situation. Only you can save Venturia!

Game Simulation

You take a deep breath and study the astrotank's radar screen, with your eyes glued to the screen and your hands gripping the controls. You can see the monster in the first level moving closer to your vehicle. You scan the top of the screen to get a last-minute readout of your energy level and time remaining.

You begin your quest for the ninety-nine units of magtonite. Venturia's fate depends on you!

- *Beginning on the next page, follow the rest of the simulation. When you come to each segment, check the Option Sheet on page 125 to remember what your choices were.*

Segment 1

Choice 1A: Unimonster

You can see nothing ahead of you but darkness, Flipping on the astrotank's radar, you drive forward, searching for chunks of precious magtonite. Suddenly the radar picks up a moving object. You are watching it move closer on the astro radar screen when suddenly the Unimonster pops up through a hole in front of you, blocking your path. Quickly you turn the tank around and speed away. The monster follows, but you escape downward through another hole before it catches you.

Choice 1B: The Multifields

You begin your journey into the darkness, searching for the precious magtonite. Your astro radar screen finds a chunk of the metal nearby, but you also see a *moving* object, a Multifield. You edge your vehicle backward, but another Multifield is behind you. You spot a hole and drive the astrotank into it. The Multifields follow, but they both try to get through the hole at the same time and destroy each other in a big explosion, letting you escape safely.

Segment 2

Choice 2A: Horizontal Blaster

You've obtained several pieces of magtonite, but you can't seem to lose the monster that's chasing you through the first cavern level. No matter where you go, it follows close behind. Suddenly you come to a dead end! The monster moves closer. You fire your Horizontal Blaster and hit the monster! It vanishes from your radar screen and you breathe a sigh of relief. But only moments later a new monster appears on the screen and heads right for you!

Choice 2B: Vertical Cannon

The monster is chasing you throughout the tunnels of the first cavern level. Even if you dive into a hole to escape, you can't elude the evil beast. You're trapped, and the creature is closing in fast. Tracking the monster on the radar, you realize that it's directly above in the tunnel overhead. You blast it with your Vertical Cannon! The monster is instantly destroyed. But before you can rest, a new monster enters the cave and moves swiftly in your direction!

Segment 3

Choice 3A: Flaming Demons

You've gathered the first thirty-three pieces of magtonite, and a secret door opens, admitting you to the second-level cavern. Darting through the dark tunnels, you come face-to-face with a Flaming Demon. You whirl the tank around and dodge the demon's flames. It gets closer, and you dive down into a pitch-black tunnel. Suddenly the tunnel blazes from the light of the demon's flame. Whoosh! The vicious creature almost fries you, but you hide in an upper tunnel. You're safe for now, but there are only seventy-five binary minutes left.

Choice 3B: Cannon Creature

You grab the thirty-third piece of magtonite, and a secret door opens in the floor. You drop down into the second-level cavern. You've got only sixty binary minutes. Suddenly the radar screen picks up something coming toward you—fast! You dodge out of the way just in time. You instantly move up to another tunnel, but the creature follows you, blasting cannonballs the entire length of the cavern. You dive to a lower tunnel as a cannonball whizzes over your head—a miss. Whew!

Segment 4

Choice 4A: Alpha Ladder

A monster chases you into a dead-end tunnel. You're hit! The astrotank is hurled to the top of the cavern. You creep downward at three astrohertz, but another monster is scrambling in your direction. Oh, no! You're in another dead end. Thinking quickly, you use the Alpha Ladder. It pops out of the top of your vehicle and smashes through the roof above. Quickly you make the astrotank crawl up the ladder, and the monster can't follow as you scurry after more magtonite.

Choice 4B: Beta Rope

A vile monster crashes into your vehicle, slamming the astrotank against the top of the cavern. You're unhurt and creep forward at seven astrohertz. Suddenly you are met by another cruel and vicious monster. You're trapped! But before it can get you, you activate the Beta Rope to escape. The silver cord shoots out of the hatch and swiftly hauls your vehicle to the tunnel above, leaving the monster behind. You speed off quickly, gathering more magtonite.

Segment 5

Choice 5A: Burning Ogre

Astro energy at 200, forty binary minutes to go, and you've still got thirty magtonite pieces to get before you can leave the third level. You ignore a monster on your radar screen in the tunnel below until a sheet of deadly flame shoots up in front of you! The Burning Ogre can fire straight through rock. It almost roasted your astrotank! You speed up to twelve astrohertz and race away before it can fire again.

Choice 5B: Velocity Vulture

Time is growing short, and your energy is low. You scoop up another magtonite chunk and exit into the third-level cavern. ●h-oh! Something's coming toward you fast! You dive your vehicle into a hole, and the Velocity Vulture zooms over your head. Turning around, you quickly dodge, but the monster is really fast! You jump down into a circular tunnel, hoping to trick the charging monster. Leaping out at a speed of ten astrohertz, you leave the monster to chase itself around in circles. But there are only fifteen minutes left!

Segment 6

Choice 6A: Zap Traps

The monster follows you into another tunnel. Taking aim, you use one of your Zap Traps! It blows a hole in the tunnel floor. The monster charges at you but falls in the hole. You don't wait around but dart into another tunnel. Instantly the monster is back again. At the same time you notice a chunk of magtonite in the tunnel below. You drop another Zap Trap, but this time you jump into it, grab the magtonite, and escape the monster, which whizzes over your head.

Choice 6B: Zip Mines

You're trapped by a wicked monster. Dodging out of its grasp, you leave a Zip Mine behind as a present! The monster roars over the mine and is instantly destroyed. You grab a hunk of magtonite and suddenly see another monster. It charges for you, blocking your escape! Then you realize that it will run over the same Zip Mine. Seconds later the monster blows itself up. You could lure monsters to their doom all day, but first Venturia must be saved!

Segment 7

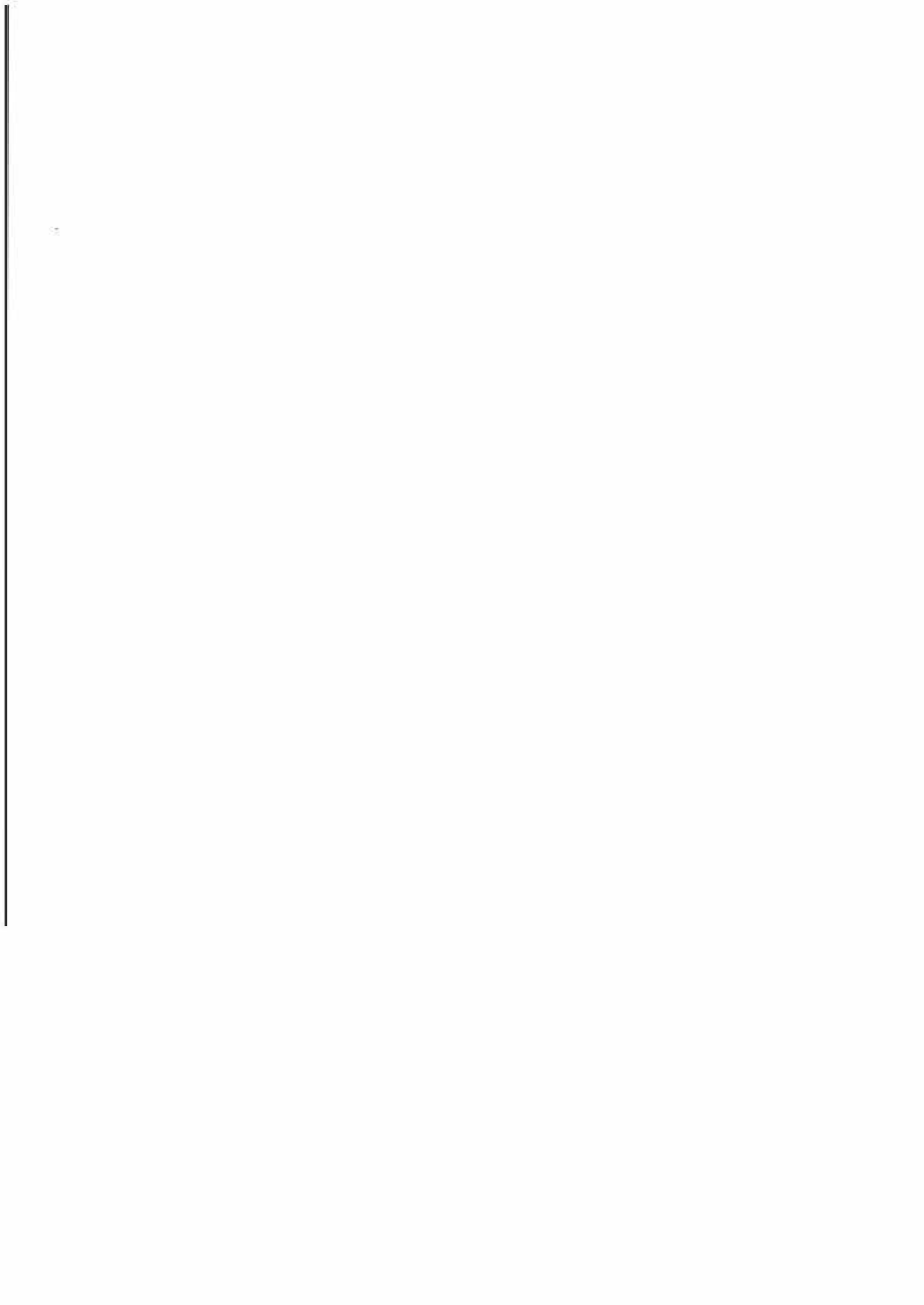
Choice 7A: More Time

You've gotten all ninety-nine pieces of magtonite! But a monster is guarding the exit. Consulting the radar screen, you see that your astro energy is nearly gone. Luckily releasing the byte bats bought you extra time. You prepare to jump if the monster attacks. It does! You don't dare use your remaining energy firing back, so you dodge out of the way. It zooms past, and you race for the exit. As the last bit of your astro energy runs out, you slide through the exit. With binary minutes to spare you've won! Venturia is saved!

Choice 7B: More Energy

Only five binary minutes remain, but you've gotten all ninety-nine pieces of magtonite. A fierce monster blocks you, but a quick blast zaps it. Oh, no! Another monster appears in the same place! The syntax oil you got from the snakes gives you enough energy to fire again. The monster blows up, and you race for the exit. Can you make it? Three . . . two . . . you slide through the exit just in time. Hooray!

Turn to page 105 to end the story.



chapter 9

“We did it!” cries Ramda. “Now let’s race back to Venturia and use the magtonite to stop the ghosts from devouring all our data.”

The astrotank’s operating system instantly records the ninety-ninth piece of magtonite, and suddenly a secret door opens below the vehicle. The black tank drops right down into another dark tunnel.

“Where are we?” you ask as the craft is mysteriously carried out of the mountain.

“The old metric mine shaft this is,” Vidonicus explains. “Only a group of ninety-nine pieces of magtonite will open the secret door and allow you to exit safely.”

As you speed through the dark passageway Vidonicus says, “On the last mission Lazarius did lead us through this mine. A ruthless attack the ghosts did launch. The entrance through the castle was just as dangerous I now do see. Neither way was better.”

The tank bursts out of the dark shaft, plunging into the air. You roll the wings out from the sides and soar over Shadow Island.

"Don't forget to pick up Lazarius," Ramda reminds you.

"I won't," you answer, speeding past the synthetic data fields. Angling safely to the left of the Horizontal Harvest tanks, you sneak past the ghosts, which are still fighting furiously to stop the data fires.

You swing over the slime-covered teletrees and dive down in search of Lazarius.

"I hope he escaped the fire," Ramda says with concern. She taps her foot nervously as she scans every inch of the ground below.

Coming closer to the smooth blue rock where you first landed, you see no signs of the white-haired Smole. The craft skids to a swift stop.

Throwing open the hatch, Ramda says, "I'll find him. He has to be alive." She leaps to the ground, and all of a sudden Lazarius runs from the teletree forest. Ramda throws her arms up and lets out a joyful cheer.

Vidonicus lowers his head and sighs. "Glad I am that he is okay."

Lazarius climbs into the tank and shakes your hand vigorously. His face and long green coat are covered with black.

"I knew you'd make it!" you tell the weary little Smole.

"I wasn't so sure," he replies.

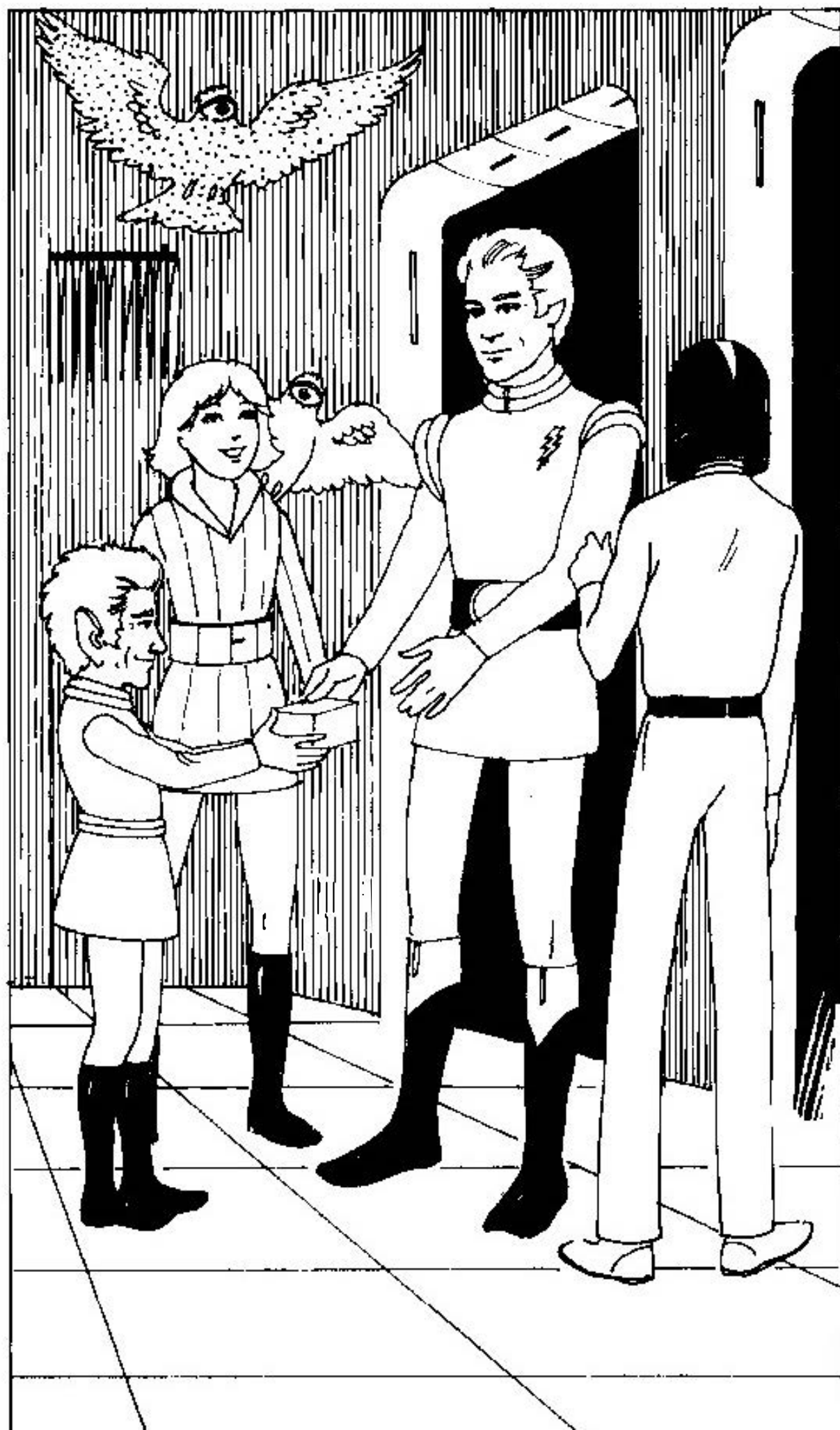
Vidonicus flies over to the scientist and says, "Evor was more treacherous than I had calculated. Right you were to head us through the mine shaft last time."

Lowering his head, Lazarius says to the gray bird, "Both ways were right, and both ways were wrong. Neither was better."

The two old Venturians bow graciously to each other, and you fly the black vehicle up into the air.

You speed across the islands of the Quadratic Sea and zoom toward Venturia.

THE MAGNETIC GHOST OF SHADOW ISLAND



As you pass the black towers of the Giant Tangent Twins, Ramda says to you, "Fly directly to the palace at CPU Central. The time has run out, and the magtonite batteries have already failed. We must get there before the ghosts do."

Vidonicus directs you over the quadtree forests and into the capital city of CPU Central. You zoom up to the front of the huge white palace, and Romiden rushes out. Two little Smole scientists in long green coats scurry by his side.

"Here it is, Romiden," shouts Lazarius, handing him the container of magtonite.

"We're saved!" exclaims the Venturian leader. He quickly hands the precious material to the Smoles. They run to an awaiting city vehicle and fly off to the Anti Magnetic Ghost Radar Net station.

Gripping you by the shoulders, Romiden says, "We will always be grateful to you for saving us from destruction. My entire kingdom thanks you."

"You're welcome," you modestly reply. "I must return home to the analog dimension, but I hope to return soon."

"Oh, yes!" Ramda adds. "You must return for the Zenith Day Celebrations."

"That's right!" Romiden agrees. "I want you to join me in the Numeric Parade."

"I'd love to," you reply.

"See you then we will," says Vidi.

Lazarius slaps you on the back, and Vidonicus flies onto your shoulder and squawks, "These special instincts of yours you must teach me about."

"Sure I will," you tell him as you pull out the secret CPU whistle. "Good-bye," you say, raising the slim gold whistle.

Ramda, Romiden, Lazarius, Vidi, and his grandfather all wave good-bye as you recite the special password phrase:

THE MAGNETIC GHOST OF SHADOW ISLAND

*Riders of the light
From the land of the night
Will pass through the glass
Of lightning's window.*

You blow the whistle four times, and a glittering white fog rises up from the ground. It completely circles your body in a sparkling white cloud. Finally the mist fades away, revealing the walls of your room. Your computer's monitor sits on the desk. There is a message printed across the screen:
"SEE YOU AT THE CELEBRATION!"

The End

APPENDIXES

What You Need to Know to Type in the Programs

When typing in the computer game listings of this book, you must be extremely careful. There are several things you can do to make sure that your program will run properly.

The Computers Compatible with This Book

The programs will run on these computers: the Commodore 64, the Apple II family, and the Radio Shack Color Computer.

The Commodore 64 listings will run *only* on a Commodore 64; they will not run on any other Commodore machines.

The Apple II listings are written for the Apple II family of computers that run Applesoft BASIC, such as the Apple II+, IIe, and IIc computers. The programs in this book will not run on any model using Apple Integer BASIC.

The Radio Shack Color Computer (CoCo) listings are written for all CoCo models with at least 16K of memory. You do not need Extended Color Basic. The program will not run on the Radio Shack TRS-80 Models I, II, III, or 4. NOTE: If you have a 16K machine, type

POKE 25,6:NEW

and press Return before typing any listings. This will give you more memory.

How to Type in the Listings

As you read the story and make your video game program choices, carefully mark these on the Option Sheet on page 125. Type in the programs as you go along, or read the story straight through and type them in later. In either case be sure to type in only one of two choices for each of the seven pieces of the program.

There are seven major parts to the program, each of which has an A, B, and C segment to type in. You always choose *between* the A or B segment listings, and you always add the C segment listing to A or B.

For example, if you want to face a Unicorn instead of a Multifield, you will want to type in the segment IA listing. You will *not* type in the segment IB listing. You will still type in the segment IC listing.

Use the correct listing for your brand of computer. The program segments for the Commodore 64 (C64), Apple II family (Apple), and Radio Shack Color Computer are given on

separate pages. Be sure to follow the directions that will take you to the correct pages to type.

If you aren't using a computer, mark your choices on the Option Sheet on page 125. See the result of your choices by reading the video game simulation on page 96.

If you have any trouble getting your program to run, proof-read your listings carefully. If there is one mistake, your program will not run. The best way to do this is to have a friend read what is in the book aloud while you compare it to a printout or a screen listing of what you have typed. Or read the printed listing into a tape recorder, and play it back while you examine your own typing.

Whether you have a tape recorder or disk drive, save your work every few minutes and keep track of what program lines are saved where. One power failure that lasts a microsecond can wipe out an evening's work!

The longer you type without resting, the more likely you are to make a mistake. Try not to type for more than an hour at a time. One of the reasons that *Arcade Explorers* is broken up into segments is that you can type in each part separately and easily.

As you type in each line, check to see that it isn't continued on the next line before you press Return. Get in the habit of looking at the next line number. If the next line is indented, it is part of the line before.

You will need to use a joystick to play the game. Plug in your joystick (read the specific instructions for your computer's joystick in "How to Play the Game" on page 119).

Once you have typed in the program correctly and it runs, feel free to experiment! Each part of the program is identified with a REM statement. For example:

```
1500 REM MAIN LOOP
```

tells you that the main loop of the program starts at line 1500. By looking at all the REM statements, you can analyze how the program works.

However, the authors of this book take no responsibility for any program modifications you may make. Remember, you can't hurt your computer by changing a program, so go ahead and experiment! By studying the way that the program changes as you type in different segments, you can learn how programs can be modified.

In Case of Errors

If you get an error message after you have typed in your program and then run it, consult your computer's manual to see what the error might be and where it may occur in the listing. Be sure that you are typing in exactly what is on the printed page! Double-check the numeral 0 (zero) and the letter O (oh), and the numeral 1 (one) and the letter l (el). They are easy to confuse.

If all else fails, save everything to tape or disk, and turn your computer off. Get a good night's sleep, and come back the next day with fresh eyes. There are approximately 8,000 keystrokes in the program, and it is easy to make a typo! Take it slowly and easily and you will have a game that you can modify again and again.

Index of Listing Conventions

For the Apple and CoCo listings, you can type in exactly what you see. Some of the program lines are too long to fit on the page; they are continued on the line immediately below and are indented whenever possible. Ignore any spaces that are *not* in between quotes.

For the Commodore 64, certain listing conventions are used. The following chart shows you what to type when for cursor and color keys:

LISTING	YOU TYPE
[BLK]	CTAL-1
[WHT]	CTAL-2
[RED]	CTAL-3
[CYAN]	CTAL-4
[PURP]	CTAL-5
[GRN]	CTAL-6
[BLUE]	CTAL-7
[YELO]	CTAL-8

[RVON]	CTRL-9
[RVOF]	CTRL-0 [zero]
[ORNG]	CMMD-1
[BRN]	CMMD-2
[LREQ]	CMMD-3
[GRY1]	CMMD-4
[GRY2]	CMMD-5
[LGRN]	CMMD-6
[LBLU]	CMMD-7
[GRY3]	CMMD-8
[C/DN]	Cursor/down
[C/UP]	Cursor/up
[C/RT]	Cursor/right
[C/LF]	Cursor/left
[HOME]	Home
[CLR]	Clr
[F1]-[F8]	Function keys

CTRL = control key

CMMD = Commodore key

Index of Program Options

After you have created your game once, you may want to go back again and try different options. Follow this chart to see what game options are on which pages:

Option	Program Lines	Page Numbers		
		C64	Apple	CoCo
1A Unimonster	1000–1100	128	144	160
1B Multifliend	1000–1300			
2A Horizontal Blaster	2000–2100	130	146	162
2B Vertical Cannon	2000–2300			
3A Flaming Demons	3000–3100	132	148	164
3B Cannon Creature	3000–3300			
4A Alpha Ladders	4000–4100	134	150	166
4B Beta Ropes	4000–4300			
5A Burning Ogre	5000–5100	136	152	168
5B Velocity Vulture	5000–5300			
6A Zap Traps	6000–6100	138	154	170
6B Zip Mines	6000–6300			
7A More Time	7000–7100	140	156	172
7B More Energy	7000–7300			

The C segments follow directly afterward on the same page. All C line numbers start at an even 500; for example, the lines for segment 5C start at 5500 and will go no higher than 5999.

How to Play the Game

Venturia's Anti Magnetic Ghost Radar Net has been accidentally destroyed. If its magtonite batteries can't be replaced, the ghosts will overrun Venturia and all computers in our analog dimension will fail.

The only source of precious magtonite is buried beneath Metric Mountain on the ghosts' home of Shadow Island. You will pilot the special astrotank through the three underground caverns and recover enough magtonite to rebuild the batteries.

The caves are so dark that you must guide your tank by using the vehicle's astro radar screen. On the screen you will see only one of the three cavern levels at a time. It will appear as a cross section, showing each of the ten horizontal tunnels that make up each cavern.

Your mission will not be easy because the caves are filled with deadly monsters. If a monster attacks you, your vehicle will be seriously damaged. Each hit from a monster lowers your vehicle's ability to survive—ten hits, and your vehicle will be destroyed.

The astrotank begins the mission with a certain amount of astro energy. Each time you move or fire a weapon, energy is consumed. You must complete your mission in a limited number of binary minutes or Venturia will be devastated.

When you begin the game, your astrotank is at the top of the first-level cavern. Ten tunnels are below you, and you must pass through all ten before you can go on to the next level's cavern. Your screen shows all ten tunnels of each level.

You pass from one tunnel to another by going through a hole placed in the floor. If your vehicle passes over a hole, you will automatically fall through it to the tunnel below. If you have selected the option to use Zap Traps, you can create new holes. If you want to return to a tunnel above, you must use an Alpha Ladder or Beta Rope.

If you pass over a piece of magtonite, it is automatically scooped up into your vehicle. You cannot leave each cavern until you have obtained all the magtonite in that cavern. When you get the thirty-third piece, a secret doorway will open, admitting you to the next level. At the end of the third level, if you have not been hit ten times by the monsters and you have gotten a total of ninety-nine pieces of magtonite, you will have won the game! Your vehicle will be able to escape through the mine shaft and return to Venturia.

At the start of the game you are given the ability to position where your vehicle will begin. Move the joystick left or right until you are ready to start playing. Then press the fire button, and your vehicle will drop to the floor of the topmost tunnel of the first cavern.

At all times your score will be displayed at the top of the screen, showing you the number of magtonite pieces you have obtained, the amount of astro energy you have consumed, the number of binary minutes remaining, and the cavern you are in.

Monsters

The three x-keys you obtained on your journey will allow your vehicle to enter one cavern on each of the three levels of caverns inside Metric Mountain. Each cavern is composed of ten tunnels, and you must work your way from the top tunnel to the bottom tunnel. You can leave each level only when you have obtained thirty-three pieces of magtonite. The exit will not be visible until you have received all thirty-three pieces. When you obtain the last piece of magtonite from the third level (making ninety-nine pieces in all), you can exit through a secret mine shaft.

The first x-key gave you a choice between a cavern that holds a deadly Unimonster or one inhabited by horrendous Multifields. If either touches your vehicle, you will receive one hit. The Unimonster is faster than Multifields, but there is only one Unimonster while there are three Multifields.

The second x-key let you pick between the cavern holding two Flaming Demons and one that holds a Cannon Creature. If a Flaming Demon's fiery breath touches your vehicle, you'll be hit. The Cannon Creature's cannonball will seriously damage your astrotank. The creature's cannonballs travel the full length of the tunnel, but a demon's breath can travel only a short distance. A demon is slower than a Cannon Creature, but there are two demons to battle.

The third and final x-key gives you the option between facing two Burning Ogres or fighting the Velocity Vulture. A Burning Ogre is similar to a Flaming Demon except that it can shoot burning flames from a tunnel above or below your vehicle. The Velocity Vulture's touch is deadly, and it goes very, very fast! Flames from the ogre or a touch from the Velocity

Vulture will give your vehicle one hit. There is only one Velocity Vulture, but there are two Burning Ogres.

Each time your vehicle is hit, you will be thrown to the top of the cavern level you are in and will have to begin making your way through the ten tunnels to the bottom again.

Weapons

On your journey you obtained three weapons to fight the monsters. Any weapon may be used at any time to destroy any of the monsters. Once a monster has been destroyed, another will take its place somewhere else in the same cavern.

When you journeyed to the Giant Tangent Twins, you chose between the Horizontal Blaster and the Vertical Cannon. The blaster will fire to the left or the right of your vehicle (as seen from a cross section of the cavern), while the Vertical Cannon will fire up or down, penetrating through the floor and ceiling of the tunnel.

When you went to the Isle of Angles, you picked whether you wanted to get the Alpha Ladder or Beta Rope. Both are used to help you climb to a higher tunnel. Once you use a ladder, it will stay in position as long as you are on that level, but a rope will vanish immediately after you use it to hoist your vehicle upward. You can use as many ladders or ropes as you desire, keeping in mind that ladders use up twenty units of astro energy while ropes use up only ten.

When you sent the birds to the teletree women, your choice gave the astrotank Zap Traps or Zip Mines. A Zap Trap blasts a hole in the floor of a tunnel, while a Zip Mine will explode only if a monster passes over it. If a monster passes over a hole created with a Zap Trap, it will fall through to the dungeon

below. (So will you if you drive over it. Falling won't hurt you or the monsters!) If a monster passes over a Zip Mine, it will be destroyed.

Using the Joystick

Move your vehicle left and right with the joystick.

To create an Alpha Ladder or Beta Rope, push your joystick lever up.

To create a Zap Trap or Zip Mine, pull your joystick down. The radar screen will ask you if you want to drop it to the left or right. Then, when you pull the joystick to the left or right, the trap or mine will be created in that direction. After the trap or mine has been created, your joystick will return to the normal right-and-left movement of your vehicle.

To fire your Horizontal Blaster or Vertical Cannon, press the fire button on your joystick.

Only you can get the precious magtonite and stop the evil magnetic ghosts from destroying Venturia!

Specific Instructions for Each Computer

Commodore 64: Use joystick port 2 for your joystick.

Apple: Adjust your joystick so that it will move your vehicle left and right smoothly. Make sure that its up-and-down motions will allow the program to create ladders and ropes, traps and mines. Use either fire button to attack the monsters.

Radio Shack CoCo: Adjust your joystick so that it will move your vehicle left and right smoothly. Make sure that its up-and-down motions will allow the program to create ladders and ropes, traps and mines. Use the *right* joystick port. If you have a 16K machine, type:

POKE 25.6:NEW

and press Return before you do *any* typing. This will give you the maximum amount of memory available for your CoCo.

Option Sheet

Mark your choices as you make them:

Segment 1

Choice 1A: Unimonster_____

Choice 1B: Multiflends_____

Segment 2

Choice 2A: Horizontal Blaster_____

Choice 2B: Vertical Cannon_____

Segment 3

Choice 3A: Flaming Demons_____

Choice 3B: Cannon Creature_____

Segment 4

Choice 4A: Alpha Ladders_____

Choice 4B: Beta Ropes_____

Segment 5

Choice 5A: Burning Ogre_____

Choice 5B: Velocity Vulture_____

Segment 6

Choice 6A: Zap Traps_____

Choice 6B: Zip Mines_____

Segment 7

Choice 7A: More Time_____

Choice 7B: More Energy_____

***--COMMODORE 64
GAME PROGRAM--***

TYPE SEGMENT A OR B. THEN TYPE SEGMENT C.

1-a

```
10 REM ARCADE EXPLORERS GAME 4
20 REM THE MAGNETIC GHOST OF SHADOW ISLAND
30 REM (C) 1985 SETH MCEVOY AND LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS, INC.
50 GOTO 8500
1000 REM UNIMONSTER OR MULTIFIENDS
1100 CN$(1)="UNIMONSTER":MM=1:MI=149:RETURN
```

1-b

```
10 REM ARCADE EXPLORERS GAME 4
20 REM THE MAGNETIC GHOST OF SHADOW ISLAND
30 REM (C) 1985 SETH MCEVOY AND LAURE SMITH
40 REM PUBLISHED BY DELL BOOKS, INC.
50 GOTO 8500
1000 REM UNIMONSTER OR MULTIFIENDS
1300 CN$(1)="MULTIFIENDS":MM=3:MI=141:RETURN
```

1-c

```
1500 REM MAIN LOOP
1503 TM=TM-1:IF TM<1 THEN 6500
1505 SOSUB 7600:REM SCORE
1510 GOSUB 2500:REM FALLING?
1515 GOSUB 3500:REM LEFT-RIGHT
1520 GOSUB 6850:IF FB=0 THEN GOSUB 4700
1530 ON CN GOSUB 2600,3600,4800
1580 IF EF=4 THEN GOTO 4500:REM CRASH
1581 IF EF=3 THEN GOTO 7500:REM EXIT
1582 IF BR=BN THEN GOSUB 5700
1595 GOTO 1500
```

__1-c_Continued_____

1600 REM SOUND ROUTINE

1605 POKE S+N,FR/TW:POKE S+FU,FQ+N

1610 FOR SS=N TO DU*HN:NEXT:POKE S+FU,FQ

1620 RETURN

**WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 22.**

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM FIRE HORIZONTAL OR VERTICAL
2100 CS=1:RETURN
```

2-b

```
2000 REM FIRE HORIZONTAL OR VERTICAL
2300 CS=40:RETURN
```

2-c

```
2500 REM FALLING
2505 VT=VP+FT:CR=PEEK(VT):GOSUB 3550
2506 IF CR=RL THEN EF=0
2507 IF EF<1 THEN RETURN
2510 POKE VP,DS:POKE VP+DF,DC
2512 DS=PEEK(VP+FT):DC=PEEK(VP+DF+FT)
2515 VP=VP+FT:VY=VY+1:POKE VP,VS:POKE VP+DF,VC
2520 RETURN
2600 REM UNI OR MULTI MOVE
2601 FR=10:DU=1:GOSUB 1600
2605 FOR I=1 TO MM:IF PEEK(MP(I))<> MI THEN GOSUB
  2680
2606 IF PEEK(MP(I)+FT)=BB THEN POKE MP(I),32:G
OSUB 4600:GOTO 2650
2607 IF MP(I)<SC+5*FT THEN 2620
2610 J=MP(I):IF PEEK(J-FT)<>32 THEN 2620
2615 E=PEEK(J-2*FT):IF E=VS THEN EF=4
2617 MP(I)=J-2*FT:POKE J,32:GOSUB 2660
2618 POKE MP(I),MI:POKE MP(I)+DF,MC:GOTO 2630
2620 J=MP(I):IF PEEK(J+FT)<>32 THEN 2630:REM D
N
2623 E=PEEK(J-2*FT):IF E=VS THEN EF=4
2625 MP(I)=J+2*FT:POKE J,32:GOSUB 2660
2627 POKE MP(I),MI:POKE MP(I)+DF,MC
2630 J=MP(I):E=PEEK(J+ND(I)):REM I-R
```

2-c Continued

```
2631 IF MB(I)=RL THEN POKE J+DF,6
2632 IF E=VS THEN EF=4
2633 IF MB(I)=ZS THEN POKE J+DF,0
2634 IF E=BS THEN MD(I)=-MD(I):GOTO 2630
2635 TB=PEEK(J+MD(I)):IF TB=MI THEN TB=32
2636 MP(I)=J+MD(I):POKE J,MB(I):MB(I)=TB
2638 POKE MP(I),MI:POKE MP(I)+DF,MC
2640 IF MB(I)=VS THEN MB(I)=32
2650 NEXT:RETURN
2660 REM RANDOM DIRECTION
2665 R=INT(RND(1)*2)+1
2670 IF R=2 THEN R=-1
2675 MD(I)=R:RETURN
2680 REM REPLACE MONSTER
2685 J=INT(RND(0)*9)+1:K=INT(RND(0)*37)+2
2687 L=SC+FT*J*2+160+K:IF PEEK(L)<>32 THEN 268
5
2689 MP(I)=L:MB(I)=32:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 40.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

__3-a__

```
3000 REM FLAMING DEMON OR CANNON CREATURE
3100 MI=132:CN$(2)="FLAMING DEMON":MM=2:FM=6:R
ETURN
```

__3-b__

```
3000 REM FLAMING DEMON OR CANNON CREATURE
3300 MI=131:CN$(2)="CANNON CREATURE":MM=1:FM=1
2:RETURN
```

__3-c__

```
3500 REM LEFT-RIGHT
3502 IF EN<1 THEN RETURN
3503 GOSUB 8850:IF MX<>0 THEN 3515
3504 IF MY=0 THEN RETURN
3505 IF MY=-1 THEN GOTO 5600
3510 IF MY=+1 THEN GOTO 6600
3515 CR=PEEK(VP+MX):VT=VP+MX:GOSUB 3550
3516 IF EF<1 THEN RETURN
3517 POKE VP,DS:POKE VP+DF,DC
3518 DS=PEEK(VP+MX):DC=PEEK(VP+MX+DF)
3519 FR=50:DU=1:GOSUB 1600
3520 POKE VP+MX,VS:POKE VP+DF+MX,VC
3525 VX=VX+MX:VP=VP+MX:EN=EN-1:RETURN
3550 REM CHECK FOR CRASH
3555 EF=0:IF CR=32 THEN EF=1:RETURN
3560 IF CR=WS OR CR=BS OR CR=BB THEN EF=0:RETU
RN
3562 IF CR=RL THEN EF=2:RETURN
3565 IF CR=ZS THEN GOSUB 6900:BR=BR+1:BT=BT+1:
EF=2:GOTO 3500
3570 IF CR=EX THEN EF=3:GOTO 3580
3575 IF CR=MI THEN EF=4:GOTO 3580
3577 RETURN
```

3-c Continued

```
3580 POKE VT,32:RETURN
3600 REM CAVE 2 MONSTER
3610 GOSUB 2600:FC=FC+1:IF FC<>FM THEN RETURN
3615 FC=0:ON MM GOSUB 3800, 3700
3620 RETURN
3700 REM FLAME
3701 FR=170:DU=3:GOSUB 1600
3702 FORI=1TOMM
3705 FORL=-4 TO 4:K=MP(I)+L:GOSUB 4750
3710 DA(L+5)=PEEK(K):POKE K,43:POKE K+DF,2
3715 NEXT:FORL=-4 TO 4:K=MP(I)+L:GOSUB 4750
3720 IF DA(L+5)=VS THEN EF=4
3725 POKE K,DA(L+5):POKE K+DF,MC:NEXT:NEXT:RET
URN
3800 REM CANNON
3801 FR=170:DU=3:GOSUB 1600
3805 I=1:L=1:FI=L:K=MP(I)+L
3810 IF PEEK(K)=BS THEN 3830
3815 YT=PEEK(K):POKE K,15:POKE K+DF,2
3817 IF YT=VS THEN EF=4
3820 GOSUB 4750:POKE K,YT:K=K+L:GOTO 3810
3830 FI=FI-2:L=FI:IF FI<-1 THEN RETURN
3835 K=MP(I)+L:GOTO 3810
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 55.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM LADDERS OR ROPES
4100 RL=8:RT=20:RETURN
```

4-b

```
4000 REM LADDERS OR ROPES
4300 RL=9:RT=10:RETURN
```

4-c

```
4500 REM CRASH
4503 FORI=1TOMM:IF MB(I)=VS THEN MB(I)=32
4504 NEXT:EN=EN-10
4505 HT=HT+1:IF HT>9 THEN GOTO 6500
4506 POKE VP,32:GOSUB 4600:GOTO 8800
4600 REM CRASH SOUND
4605 FORI=1TO9:FR=100-7*I:DU=1:GOSUB 1600:NEXT
:RETURN
4700 REM SHOOT
4702 FORI=1TO3:FR=50:DU=1:GOSUB 1600:FR=100:DU
=2:GOSUB 1600:NEXT
4705 EN=EN-5
4710 FORI=-2 TO 2:K=VP+CS*I
4715 DA(I+5)=PEEK(K)
4720 POKE K,42:POKE K+DF,1:GOSUB 4750
4725 NEXT:FORI=2 TO -2 STEP -1
4730 K=VP+CS*I
4735 IF DA(I+5)=MI THEN DA(I+5)=32
4740 POKE K,DA(I+5):POKE K+DF,VC:GOSUB 4750
4745 NEXT:RETURN
4750 FOR J=1TO50:NEXT:RETURN
4800 REM CAVE 3 MONSTER
4805 ON MM GOSUB 4850,4900:RETURN
4850 FORZZ=1TO3:GOSUB 2600:NEXT:RETURN
4900 REM VERTICAL MONSTER
```


4-c_Continued

```
4905 GOSUB 2600
4907 FC=FC+1:IF FC<>FM THEN RETURN
4908 FC=0:FOR I=1TOMM
4910 FORL=-80 TO 80 STEP 40:K=MP(I)+L:GOSUB 47
50
4915 DA(L/40+5)=PEEK(K):POKE K,43:POKE K+DF,6
4917 FR=170:DU=3:GOSUB 1600
4920 NEXT:FORL=80 TO -80 STEP -40:K=MP(I)+L
4925 GOSUB 4750:IF DA(L/40+5)=VS THEN EF=4
4930 POKE K,DA(L/40+5):POKE K+DF,MC:NEXT:NEXT:
RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 65.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000 REM BURNING OGRE OR VELOCITY VULTURE
5100 CN$(3)="BURNING OGRE":MM=2:MI=143:FM=5:RE
TURN
```

5-b

```
5000 REM BURNING OSRE OR VELOCITY VULTURE
5300 CN$(3)="VELOCITY VULTURE":MM=1:MI=150:RET
URN
```

5-c

```
5500 REM UNI OR MULTI SETUP
5505 FORI=1TOMM:GOSUB 2600
5510 POKE MP(I),MI:POKE MP(I)+DF,MC
5515 GOSUB 2660:NEXT:RETURN
5600 REM MOVE UP
5601 FR=150:DU=2:GOSUB 1600
5602 IF VP<SC+5*FT THEN RETURN
5605 IF DS=RL THEN 5650
5610 J=PEEK(VP-40)
5612 IF DS<>32 THEN RETURN
5615 POKE VP-FT,RL:EN=EN-RT
5617 POKE VP-FT+DF,RC:DS=RL:DC=RC:RETURN
5650 E=PEEK(VP-40):EE=PEEK(VP-80)
5655 IF E=RL AND (EE=32 OR EE=25 OR EE=RL) THE
N 5660
5657 RETURN
5660 POKE VP,RL:POKE VP+DF,RC
5665 DC=BK:VP=VP-50:DS=PEEK(VP)
5666 CR=DS:GOSUB 3550:IF CR=25 THEN DS=32
5670 POKE VP,VS:POKE VP+DF,VC:IF RT=20 THEN RE
TURN
5680 POKE VP+FT,WS:POKE VP+FT+DF,WC
5685 POKE VP+2*FT,32:RETURN
```

__5-c_Continued_

```
5700 REM CREATE EXIT
5702 IF BF=1 THEN RETURN
5703 FR=120:DU=4:GOSUB 1600
5705 K=RND(0):J=SC+FT*22+!
5710 IF K>.5 THEN J=J+37
5715 POKE J,EX:POKE J+DF,4:BF=1
5720 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 76.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000 REM USE TRAPS OR MINES  
6100 GOSUB 6700:RETURN
```

6-b

```
6000 REM USE TRAPS OR MINES  
6300 GOSUB 6800:RETURN
```

6-c

```
6500 REM ENDINGS  
6505 IF TM<1 THEN M$="YOU RAN OUT OF TIME":GOS  
UB 6560  
6510 IF HT>9 THEN M$="TOO MANY HITS!":GOSUB 65  
60  
6515 IF CN>2 THEN M$="YOU WON!!":GOSUB 6550  
6520 Z$="PRESS FIRE BUTTON FOR REPLAY"  
6525 GOSUB 7620  
6530 PRINT"(HOME)";:FORI=1TO23:PRINT"{C/DN}";:  
NEXT  
6535 PRINT"{C/RT}{C/RT}{C/RT}";Z$;  
6540 K=8C+23*FT+3:FORI=K TO K+27:POKE I+DF,BK:  
NEXT  
6541 GET A$:IF A$<>" " THEN 6547  
6543 FORI=K TO K+27:POKE I+DF,1  
6545 GET A$:IF A$<>" " THEN 6547  
6546 NEXT:GOTO 6540  
6547 RUN  
6550 FORI=1TO3:FR=100:DU=2:GOSUB 1600:FR=150:D  
U=4:GOSUB 1600:NEXT:RETURN  
6560 FORI=1TO3:FR=50:DU=4:GOSUB 1600:FR=20:DU=  
2:GOSUB 1600:NEXT:RETURN  
6600 REM MOVE DOWN  
6605 M$="LEFT OR RIGHT? PULL JOYSTICK"  
6607 EN=EN-10  
6610 GOSUB 7420:GOSUB 8850:IF MY=0 THEN 6610
```

6-c Continued

```
6615 GOSUB 6000:CR=DS:GOSUB 3550:RETURN
6690 RETURN
6700 REM TRAPS
6705 K=VP+FT+MX:IF PEEK(K)<>WS THEN RETURN
6710 POKE K,32:RETURN
6800 REM MINES
6805 K=VP+FT+MX:IF PEEK(K)<>WS THEN RETURN
6807 EN=EN-10
6810 POKE K,88:RETURN
6900 REM GET MAG SOUND
6905 FORI=1TO9:FR=I+20:DU=1:GOSUB 1600:NEXT:RE
TURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 82.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a -----

```
7000 REM MORE TIME OR MORE ENERGY
7100 EN=1500;TM=2000;RETURN
```

7-b -----

```
7000 REM MORE TIME OR MORE ENERGY
7300 EN=2000;TM=1500;RETURN
```

7-c -----

```
7500 REM EXIT TO NEXT SCREEN
7502 FORI=1TO9;FR=INT(RND(0)*100)+5;DU=1;GOSUB
  1600;NEXT
7503 IF CN>2 THEN GOTO 6500
7504 PRINT"(CLR)";M$="MOVE TO NEXT SCREEN";GOS
  UB 7620;GOTO 8600
7505 GOTO 8600
7600 REM SCORE
7602 M$="";GOSUB 7625
7605 PRINT"{HOME}{C/DN}{BLUE}{C/RT}";" ";CN$(
  CN);" * CAVE ";CN;" HITS ";HT;" "
7610 PRINT"{C/RT} ENERGY";EN;"{C/LF} TIME";T
  M;"{C/LF} ";
7615 PRINT" MAG";BT;" ";;RETURN
7620 REM PRINT MESSAGE
7622 FORI=1TO3;FR=100;DU=1;GOSUB 1600;FR=250;D
  U=1;GOSUB 1600;NEXT
7625 PRINT"{HOME}{BLUE}";;FORI=1TO24;PRINT"{C
  /DN}";;NEXT
7630 PRINT"{C/RT}{C/RT}";M$+LEFT$(E$,37-LEN(M$
  ));;RETURN
8500 REM ONE-TIME INIT
8505 SC=1024;CS=55296;DF=CS-SC;FT=40;SX=16
8510 BS=102;BC=5;VS=160;VC=0;BK=15
8515 MC=0;S=54272;FORI=0 TO 24;POKE S+I,0;NEXT
  I;POKE S+24,15
```

7-c Continued

```
8516 POKE S+6,240:POKE S+3,0
8520 POKE 53201,BK:POKE 53200,BK
8525 JS=56320:FF=15:N=1:HN=100:FU=4:FQ=64:TW=2
8530 WS=60:WC=4:EX=5:ZS=46:ZC=0
8535 CN=0:BB=130:RC=6
8540 E$="":FORI=1TO39:E$=E$+" ":NEXT
8545 GOSUB 4000:GOSUB 2000:GOSUB 7000
8550 DIM DA(9):PRINT"(CLR)"
8600 REM EVERY TIME INIT
8604 M$="PLEASE WAIT!":GOSUB 7620
8605 BR=0:BF=0:BN=33
8606 CN=CN+1:ON CN GOSUB 1000,3000,5000
8610 FORI=SC TO SC+39:POKE I,BS:POKE I+23*FT,B
S:POKE I+DF,BC
8612 POKE I+23*FT+DF,BC:NEXT
8614 FORI=1 TO 22:POKE I*FT+SC,BS:POKE I*FT+SC
+39,BS
8616 POKE I*FT+SC+DF,BC:POKE I*FT+SC+39+DF,BC:
NEXT
8700 REM CAVERN
8705 FORI=1TO9:FORJ=1TO38:C=SC+I*80+120+J:POKE
C,WS:POKE C+DF,WC:NEXT:NEXT
8710 FORI=1TO20
8715 X=INT(RND(0)*38)+1:Y=INT(RND(0)*9)+1
8720 C=SC+X+FT*Y*2+120:POKE C,32:NEXT
8730 FORI=1TO9:K=0:FORJ=1 TO 38:C=SC+120+J+FT*
I*2
8735 IF PEEK(C)=32 THEN K=1
8736 NEXT:IF K=0 THEN POKE C-20,32
8737 NEXT:GOSUB 5500
8760 REM BARS
8762 FORI=1TOBN
8765 X=INT(RND(0)*38)+1
8767 Y=INT(RND(0)*9)+1
8769 C=SC+X+FT*Y*2+160
```

7-c Continued

```
8770 IF PEEK(C)<>32 THEN 8765
8771 IF PEEK(C+FT)<>WS THEN 8765
8772 IF PEEK(C-FT)<>WS THEN 8765
8775 POKE C,ZS:POKE C+DF,ZC:NEXT
8800 REM DROP
8802 M$="POS W/ JOYSTICK THEN FIRE TO DROP":80
SUB 7620
8805 LP=SC+140:LS=VS:LC=0:POKE LP,LS
8810 POKE LP+DF,LC
8815 80800 8850:IF FB=0 THEN 8830
8817 IF MX=0 THEN 8815
8818 IF PEEK(LP+MX)<>32 THEN 8815
8820 POKE LP,32:POKE LP+MX,LS:POKE LP+MX+DF,LC
8825 LP=LP+MX:80TO 8815
8830 POKE LP,VS:VP=LP:POKE LP+DF,VC
8835 80SUB 7600:M$=" ":GOSUB 7620
8836 DS=32:DC=8K
8845 FC=0:GOTO 1500
8850 REM JOYSTICK
8855 FB=1:MX=0:MY=0
8860 IF(PEEK(JS)AND SX)/SX=0 THEN FB=0
8865 C=PEEK(JS)ANDFF:IF C=14 THEN MY=-1
8866 IF C=7 THEN MX=1
8867 IF C=13 THEN MY=1
8868 IF C=11 THEN MX=-1
8869 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 94.

*--APPLE II
GAME PROGRAM__*

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
900 REM ARCADE EXPLORERS GAME 4
910 REM MAGNETIC SHOST OF SHADOW ISLAND
920 REM (C) SETH MCEVOY & LAURE SMITH
930 REM PUBLISHED BY DELL BOOKS, INC.
950 GOTO 8500
1000 REM UNI OR MULTI MONSTER
1100 CN$(1) = "UNIMONSTER":MM = 1:MI = 21: RE
      TURN
```

1-b

```
900 REM ARCADE EXPLORERS GAME 4
910 REM MAGNETIC GHOST OF SHADOW ISLAND
920 REM (C) SETH MCEVOY & LAURE SMITH
930 REM PUBLISHED BY DELL BOOKS, INC.
950 GOTO 8500
1000 REM UNI OR MULTI MONSTER
1300 CN$(1) = "MULTIFIEND":MM = 3:MI = 13: RE
      TURN
```

1-c

```
1500 REM MAIN LOOP
1503 TM = TM - 1: IF TM < 1 THEN 6500
1505 GOSUB 7600: REM SCORE
1510 GOSUB 2500: REM FALLING
1515 SOSUB 3500: REM LEFT-RIGHT
1520 GOSUB 8850: IF FB = 0 THEN GOSUB 4700
1530 ON CN GOSUB 2600,3600,4600
1580 IF EF = 4 THEN GOTO 4500: REM CRASH
1581 IF EF = 3 THEN GOTO 7500: REM EXIT
1582 IF BR = BN THEN GOSUB 5700
1595 GOTO 1500
1600 REM MUSIC ROUTINE
1605 REM --- TYPE VERY CAREFULLY!! ----
```

1-c_Continued

```
1610 DATA 0,0,172,0,3,174,1,3
1615 DATA 169,4,32,168,252,173,48,192
1620 DATA 232,208,253,136,208,239,206
1625 DATA 0,3,208,231,96,0,0,0,-1
1630 Z = 0: FOR I = 1 TO 31: READ B: POKE 767
      + I,B:Z = Z + B: NEXT
1635 READ B: IF B = - 1 AND Z = 3411 THEN
      RETURN
1640 PRINT "MUSIC DATA WRONG!": STOP
1700 REM PLAY MUSIC
1705 POKE 768,DU: POKE 769,FR: CALL 770: RET
      URN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 22.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM FIRE HORIZ OR VERT
2100 H = H + I;V = V; RETURN
```

2-b

```
2000 REM FIRE HORIZ OR VERT
2300 V = V + I;H = H; RETURN
```

2-c

```
2500 REM FALLING
2505 V = VV + 1;H = VH; GOSUB 5900;CR = PEEK
(P); GOSUB 3550
2506 IF CR = RL THEN EF = 0
2507 IF EF < 1 THEN RETURN
2510 POKE VP,DS;DS = PEEK (P);VP = P;VV = V
; POKE VP,VS
2515 RETURN
2600 REM UNI OR MULTI MOVE
2601 FR = 10;DU = 10; GOSUB 1700
2602 FOR I = 1 TO NM
2605 IF PEEK (MP(I)) < > MI THEN GOSUB 26
80
2606 V = MV(I) + 1;H = MH(I); GOSUB 5900; IF
PEEK (P) = BB THEN POKE MP(I),160; GOSUB
4600; GOTO 2650
2607 IF MV(I) < 5 THEN 2620
2610 H = MH(I);V = MV(I) - 1; GOSUB 5900; IF
PEEK (P) < > 160 THEN 2620
2615 H = MH(I);V = MV(I) - 2; GOSUB 5900; IF
PEEK (P) = VS THEN EF = 4
2617 POKE MP(I),160;MP(I) = P; GOSUB 2660
2618 POKE MP(I),MI;MH(I) = H;MV(I) = V; GOTO
2630
2620 H = MH(I);V = MV(I) + 1; GOSUB 5900; IF
```

2-c Continued

```
2623 H = MH(I):V = MV(I) + 2: GOSUB 5900: IF
    PEEK (P) = VS THEN EF = 4
2625 GOTO 2617
2630 H = MH(I) + MD(I):V = MV(I): GOSUB 5900
2632 IF PEEK (P) = VS THEN EF = 4
2634 IF PEEK (P) = BS THEN MD(I) = - MD(I)
    : GOTO 2630
2635 IF PEEK (P) = MI THEN MB(I) = 160
2636 POKE MP(I),MB(I):MB(I) = PEEK (P)
2637 POKE P,MI:MH(I) = MH(I) + MD(I):MP(I) =
    P
2640 IF MB(I) = VS THEN MB(I) = 160
2650 NEXT : RETURN
2660 REM RANDOM DIRECTION
2665 R = INT ( RND (I) * 2) + 1: IF R = 2 TH
    EN R = - 1
2670 MD(I) = R: RETURN
2680 REM REPLACE MONSTER
2685 J = INT ( RND (I) * 9) + 1:H = INT ( R
    ND (I) * 38) + 2
2687 V = 2 * J + 4: GOSUB 5900: IF PEEK (P)
    < > 160 THEN 2685
2689 MP(I) = P:MV(I) = V:MH(I) = H:MB(I) = 16
    0: RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 40.

TYPE SEGMENT A OR B. THEN TYPE SEGMENT C.

3-a

```
3000 REM FLAMER OR SHOOTER MONSTER
3100 MI = 4:CN$(2) = "FLAME DEMON":MM = 2:FM
    = 6: RETURN
```

3-b

```
3000 REM FLAMER OR SHOOTER MONGTER
3300 MI = 3:CN$(2) = "CANNON CREATURE":MM = 1
    :FM = 12: RETURN
```

3-c

```
3500 REM LEFT-RIGHT
3502 IF EN < 1 THEN RETURN
3503 GOSUB 0050: IF MX < > 0 THEN 3515
3504 IF MY = 0 THEN RETURN
3505 IF MY = - 1 THEN GOTO 5600
3510 IF MY = 1 THEN GOTO 6600
3515 H = VH + MX:V = VV: GOSUB 5900:CR = PEE
    K (P): GOSUB 3530
3516 IF EF < 1 THEN RETURN
3517 POKE VP,DS:DS = PEEK (P): POKE P,VS:VH
    = H:VP = P
3518 FR = 99:DU = 10: GOSUB 1700
3520 EN = EN - 1: RETURN
3550 REM CHECK FOR CRASH
3555 EF = 0: IF CR = 160 THEN EF = 1: RETURN
3560 IF CR = W8 OR CR = 08 OR CR = BB THEN E
    F = 0: RETURN
3565 IF CR = RL THEN EF = 2: RETURN
3570 IF CR = ZS THEN GOSUB 6900:BR = BR + 1
    :BT = BT + 1:EF = 2: GOTO 3590
3575 IF CR = EX THEN EF = 3: GOTO 3590
3580 IF CR = MI THEN EF = 4: GOTO 3590
3585 RETURN
```

3-c Continued

```
3590 POKE P,160: RETURN
3600 REM CAVE 2 MONSTERS
3610 GOSUB 2600:FC = FC + 1: IF FC < > FM T
    HEN RETURN
3620 FC = 0: ON MM GOSUB 3800,3700: RETURN
3700 REM FLAME DEMON
3701 FR = 240:DU = 50: GOSUB 1700
3702 FOR I = 1 TO MM
3705 FOR L = - 4 TO 4:K = MP(I) + L: GOSUB
    4750
3710 DA(L + 5) = PEEK (K): POKE K,43: NEXT
3715 FOR L = - 4 TO 4:K = MP(I) + L: GOSUB
    4750
3720 IF DA(L + 5) = VS THEN EF = 4
3725 POKE K,DA(L + 5): NEXT : NEXT : RETURN
3800 REM CANNON CREATURE
3801 FR = 240:DU = 50: GOSUB 1700
3805 I = 1:L = 1:FI = L:K = MP(I) + L
3810 IF PEEK (K) = BS THEN 3830
3815 YT = PEEK (K): POKE K,15: GOSUB 4750
3817 IF YT = VS THEN EF = 4
3820 POKE K,YT:K = K + L: GOTO 3810
3830 FI = FI - 2:L = FI: IF FI < - 1 THEN R
    ETURN
3835 K = MP(I) + L: GOTO 3810
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 55.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM LADDERS OR ROPES
4100 RL = 8:RT = 20: RETURN
```

4-b

```
4000 REM LADDERS OR ROPES
4300 RL = 9:RT = 10: RETURN
```

4-c

```
4500 REM CRASH
4503 FOR I = 1 TO MM: IF MB(I) = VS THEN MB(
    I) = 160
4504 NEXT I:EN = EN - 10:HT = HT + 1: IF HT >
    9 THEN 6500
4505 HTAB 2: VTAB 3: PRINT E$:
4506 HTAB 2: VTAB 2: PRINT E$:
4510 POKE VP,160: 808US 4600: GOTO 8800
4600 REM CRASH BOUND
4605 FOR II = 1 TO 15:FR = 80 - 5 * II:DU =
    10: GOSUB 1700: NEXT I: RETURN
4700 REM SHOOT
4701 FOR II = 1 TO 2:FR = 50:DU = 10: GOSUB
    1700:FR = 100:DU = 20: GOSUB 1700:FR = 150
    :DU = 30: GOSUB 1700: NEXT
4705 EN = EN - 5
4710 FOR I = - 2 TO 2:V = VV:H = VH: GOSUB
    2000: GOSUB 5900
4715 DA(I + 5) = PEEK (P): POKE P,186: GOSUB
    4750
4720 NEXT I: FOR I = 2 TO - 2 STEP - 1:V =
    VV:H = VH: GOSUB 2000: GOSUB 5900
4725 IF DA(I + 5) = MI THEN DA(I + 5) = 160
4730 POKE P,DA(I + 5): GOSUB 4750: NEXT I: RE
    TURN
```


4-c_Continued

```
4750 FOR J = 1 TO 50: NEXT : RETURN
4800 REM CAVE 3 MONSTERS
4805 ON MM GOSUB 4850,4900: RETURN
4850 FOR ZZ = 1 TO 3: GOSUB 2600: NEXT : RET
URN
4900 REM BURNING OBRE
4905 GOSUB 2600
4907 FC = FC + 1: IF FC < > FM THEN RETURN
4908 FC = 0: FOR I = 1 TO MM
4910 FOR L = - 2 TO 2: V = MV(I) + L: H = MH(
I): GOSUB 5900: GOSUB 4750
4915 DA(L + 5) = PEEK (P): POKE P,43: NEXT
4917 FR = 240: OU = 50: GOSUB 1700
4920 FOR L = - 2 TO 2: V = MV(I) + L: SOSUB
5900: GOSUB 4750
4925 IF DA(L + 5) = VS THEN EF = 4
4930 POKE P,DA(L + 5): NEXT : NEXT : RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 65.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000 REM BURNING OGRE OR VELOCITY VULTURE
5100 CN$(3) = "BURNING OGRE":MM = 2:MI = 15:F
      M = 6: RETURN
```

5-b

```
5000 REM BURNING OGRE OR VELOCITY VULTURE
5300 CN$(3) = "VELOCITY VULTURE":MM = 1:MI =
      22: RETURN
```

5-c

```
5500 REM UNI OR MULTI SETUP
5505 FOR I = 1 TO MM: GOSUB 2600
5510 POKE MP(I),MI: GOSUB 2660: NEXT I: RETURN
      N
5600 REM MOVE UP
5601 FR = 150:DU = 30: GOSUB 1700
5602 IF VV < 5 THEN RETURN
5605 IF DS = RL THEN 5650
5610 IF DS < > 160 THEN RETURN
5615 H = VH:V = VV - 1: GOSUB 5900: IF PEEK
      (P) < > WS THEN RETURN
5617 POKE P,RL:EN = EN - RT:DS = RL: RETURN
5650 H = VH:V = VV - 2: GOSUB 5900:EE = PEEK
      (P)
5652 IF (EE = RL OR EE = 15 OR EE = 160) THEN
      N DS = EE: GOTO 5655
5653 RETURN
5655 POKE P,VS: POKE VP,RL:VV = VV - 2:VP =
      P
5656 CR = DS: GOSUB 3550: IF CR = 15 THEN DS
      = 160: POKE P,VS
5657 IF RT = 20 THEN RETURN
5660 H = VH:V = VV + 1: GOSUB 5900: POKE P,WS
```

5-c Continued

```
5665 V = VV + 2: GOSUB 5900: POKE P,160: RETU  
RN
```

```
5700 REM CREATE EXIT
```

```
5702 IF BF = 1 THEN RETURN
```

```
5703 FR = 100:DU = 50: GOSUB 1700
```

```
5705 V = 22:H = 2: IF RND (1) < .5 THEN H =  
39
```

```
5715 GOSUB 5900: POKE P,EX:BF = 1: RETURN
```

```
5900 REM H,V TO SCREEN ADDRESS
```

```
5905 P = 895 + H + V * 128 - ( INT ((V - 1) /  
8) * 984): RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 76.

TYPE SEGMENT A OR B. THEN TYPE SEGMENT C.

__6-a__

```
6000 REM USE TRAPS OR BOMBS?  
6100 GOSUB 6700: RETURN
```

__6-b__

```
6000 REM USE TRAPS OR BOMBS?  
6300 GOSUB 6800: RETURN
```

__6-c__

```
6500 REM ENDINGS  
6505 IF TM < 1 THEN M$ = "YOU RAN OUT OF TIM  
E": GOSUB 6560  
6510 IF HT > 9 THEN M$ = "TOO MANY HITS": GO  
SUB 6560  
6515 IF CN > 2 THEN M$ = "YOU WON!!!": GOSUB  
6550  
6520 Z$ = " PRESS THE FIRE BUTTON TO PLAY ASA  
IN "  
6525 GOSUB 7620  
6530 HTAB 3: VTAB 23: INVERSE : PRINT Z$: GO  
SUB 4750  
6535 HTAB 3: VTAB 23: NORMAL : PRINT Z$: GOS  
UB 4750  
6540 GOSUB 8850: IF FB = 0 THEN NORMAL : RU  
N  
6545 GOTO 6530  
6550 REM VICTORY MUSIC  
6555 FOR I = 1 TO 3:FR = 100:DU = 30: GOSUB  
1700:FR = 150:DU = 50: GOSUB 1700: NEXT :  
RETURN  
6560 REM TOO BAD!  
6565 FOR I = 1 TO 3:FR = 50:DU = 10: GOSUB 1  
700:FR = 20:DU = 40: GOSUB 1700: NEXT : RE  
TURN
```

6-c Continued

```
6600 REM MOVE DOWN
6605 M$ = "LEFT OR RIGHT? PULL JOYSTICK"
6607 EN = EN - 10
6610 GOSUB 7620: GOSUB 8850: IF MX = 0 THEN
    6610
6615 GOSUB 6000: CR = DS: GOSUB 3550: RETURN
6700 REM TRAPS
6705 V = VV + 1: H = VH + MX: SOSUB 5900
6707 IF PEEK (P) < > WS THEN RETURN
6710 POKE P, 160: RETURN
6800 REM MINES
6805 V = VV + 1: H = VH + MX: SOSUB 5900
6807 IF PEEK (P) < > WS THEN RETURN
6810 EN = EN - 10: POKE P, BB: RETURN
6900 REM GET MAG SOUND
6905 FOR I = 1 TO 15: FR = I * 10: DU = 10: GO
    SUB 1700: NEXT I: RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 82.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a -----

```
7000 REM MORE TIME OR MORE ENERGY
7100 EN = 1500:TM = 2000: RETURN
```

7-b -----

```
7000 REM MORE TIME OR MORE ENERGY
7300 EN = 2000:TM = 1500: RETURN
```

7-c -----

```
7500 REM EXIT TO NEXT SCREEN
7502 FOR I = 1 TO 15:FR = INT ( RND (1) * 1
    00):DU = 10: GOSUB 1700: NEXT
7503 IF CN > 2 THEN GOTO 6500
7505 HOME :M$ = "MOVING TO NEXT CAVE!": GOSU
    B 7620: GOTO 8600
7600 REM SCORE
7602 M$ = "": GOSUB 7625
7605 HTAB 3: VTAB 2: PRINT CN$(CN), " * CAVE#
    ",CN," HITS:",HT
7610 HTAB 3: VTAB 3: PRINT "ENERGY:",EN," TI
    ME:",TM," MABTONITE:",BT," ": RETURN
7620 REM MESSAGE
7622 FOR I = 1 TO 3:FR = 150:DU = 30: GOSUB
    1700:FR = 240:DU = 15: GOSUB 1700: NEXT
7625 HTAB 5: VTAB 24: PRINT M$ + LEFT$ (E$,
    35 - LEN (M$)): RETURN
8500 REM ONE-TIME INIT
8510 BS = 46:VS = 32
8520 BR = 0:BT = 0
8530 WS = 173:EX = 5:ZS = 171
8540 CN = 0:BB = 130:RC = 6
8550 E$ = "": FOR I = 1 TO 30:E$ = E$ + " ":
    NEXT
8560 GOSUB 4000: GOSUB 7000: GOSUB 1400
```

7-c Continued

```
8570 DIM DA(9);BF = 0; HOME
8600 REM EVERY TIME INIT
8602 M$ = "PLEASE WAIT!"; GOSUB 7620
8605 CN = CN + 1;BF = 0;BN = 33;BR = 0
8607 ON CN GOSUB 1000,3000,5000
8610 FOR H = 1 TO 40;V = 1; GOSUB 5900; POKE
    P,BS
8612 V = 23; GOSUB 5900; POKE P,BS; NEXT
8615 FOR V = 2 TO 22;H = 1; GOSUB 5900; POKE
    P,BB
8617 H = 40; GOSUB 5900; POKE P,BS; NEXT
8700 REM CAVERN
8705 FOR I = 1 TO 9; FOR H = 2 TO 39;V = 2 *
    I + 3; GOSUB 5900; POKE P,WS; NEXT ; NEXT

8710 FOR I = 1 TO 20
8715 H = INT ( RND (1) * 38) + 2;Y = INT (
    RND (1) * 9) + 1
8720 V = 2 * Y + 3; GOSUB 5900; POKE P,160; N
    EXT
8730 FOR I = 1 TO 9;K = 0; FOR H = 2 TO 39;V
    = 2 * I + 3
8735 GOSUB 5900; IF PEEK (P) = 160 THEN K =
    1
8740 NEXT ; IF K = 0 THEN H = 20;V = 2 * I +
    3; GOSUB 5900; POKE P,160
8745 NEXT ; GOSUB 5500
8750 REM MAGTONITE
8752 FOR J = 1 TO BN
8755 H = INT ( RND (1) * 38) + 2
8757 I = INT ( RND (1) * 9) + 1
8760 V = 2 * I + 4; GOSUB 5900;C = PEEK (P)
8765 IF C < > 160 THEN 8755
8770 V = V - 1; GOSUB 5900; IF PEEK (P) < >
    WS THEN 8755
8775 V = V + 2; GOSUB 5900; IF PEEK (P) < >
    WS THEN 8755
```

7-c Continued

```
8780 V = V - 1: GOSUB 5900: POKE P,ZS: NEXT
8800 REM DROP
8802 M$ = "POS W/ JOYSTICK THEN FIRE TO DROP"
      : GOSUB 7620
8805 H = 19:V = 3:LS = VS: SOSUB 5900: POKE P
      ,LS:LC = 0:LP = P:TX = H
8810 GOSUB 8850: IF FB = 0 THEN 8830
8815 IF MX = 0 THEN 8810
8817 IF PEEK (LP + MX) < " > 160 THEN 8810
8820 POKE LP,160: POKE LP + MX,LS
8825 LP = LP + MX:TX = TX + MX: SOTO 8810
8830 POKE LP,VS:VP = LP:VH = TX:VV = V
8835 GOSUB 7600:M$ = " ": GOSUB 7620
8840 DS = 160
8845 FC = 0: SOTO 1500
8850 REM JOYSTICK
8855 FB = 1:MX = 0:MY = 0
8860 IF ( PEEK (49249) > 127) OR ( PEEK (492
      50) > 127) THEN FB = 0
8865 IF PDL (1) < 55 THEN MY = - 1
8866 IF PDL (1) > 200 THEN MY = 1
8867 IF PDL (0) < 55 THEN MX = - 1
8868 IF PDL (0) > 200 THEN MX = 1
8870 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 94.

*--RADIO SHACK
COLOR COMPUTER
GAME PROGRAM__*

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
900 REM ARCADE EXPLORERS GAME 4
910 REM THE MAGNETIC GHOST OF SHADOW ISLAND
920 REM (C) SETH MCEVOY & LAURE SMITH
930 REM PUBLISHED BY DELL BOOKS, INC.
940 CLEAR 1000
950 IF PEEK(25)<>6 THEN CLS:PRINT"POKE 25,6:
    NEW AND PRESS RETURN";STOP
960 GOTO 8500
1000 REM UNIMONSTER OR MULTI FIENDS
1100 CN$(1)="UNIMONSTER";MM=1;MI=21;RETURN
```

1-b

```
900 REM ARCADE EXPLORERS GAME 4
910 REM THE MAGNETIC GHOST OF SHADOW ISLAND
920 REM (C) SETH MCEVOY & LAURE SMITH
930 REM PUBLISHED BY DELL BOOKS, INC.
940 CLEAR 1000
950 IF PEEK(25)<>6 THEN CLS:PRINT"POKE 25,6:
    NEW AND PRESS RETURN";STOP
960 GOTO 8500
1000 REM UNIMONSTER OR MULTI FIENDS
1300 CN$(1)="MULTIFIEND";MM=3;MI=13;RETURN
```

1-c

```
1500 REM MAIN LOOP
1503 TM=TM-1:IF TM<1 THEN 6500
1505 GOSUB 7600:REM SCORE
1510 GOSUB 2500:REM FALL
1515 GOSUB 3500:REM LEFT-RIGHT
1520 GOSUB 8850:IF FB=0 THEN GOSUB 4700
```

1-c_Continued

```
1530 ON CN GOSUB 2600,3600,4800
1580 IF EF=4 THEN GOTO 4500:REM CRASH
1581 IF EF=3 THEN GOTO 7500:REM EXIT
1582 IF BR=BN THEN GOSUB 5700
1590 GOTO 1500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 22.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM FIRE HORIZ OR VERT
2100 CS=1:RETURN
```

2-b

```
2000 REM FIRE HORIZ OR VERT
2300 CS=32:RETURN
```

2-c

```
2500 REM FALLING
2505 VT=VP+TH:CR=PEEK(VT):SOSUB 3550
2506 IF CR=RL THEN EF=0
2507 IF EF<1 THEN RETURN
2510 POKE VP,DS:DS=PEEK(VP+TH)
2515 VP=VP+TH:VY=VY+1:POKE VP,VS:RETURN
2600 REM UNI OR MULTI MOVE
2602 SOUND1,1
2605 FORI=1TOMM:IF PEEK(MP(I))<>MI THEN GOSU
  B 2600
2606 IF PEEK(MP(I)+TH)=BB THEN POKE MP(I),96
  :SOSUB 4600:GOTO 2650
2607 IF MP(I)<SC+3*TH THEN 2620
2610 J=MP(I):IF PEEK(J-TH)<>96 THEN 2620
2615 E=PEEK(J-2*TH):IF E=VS THEN EF=4
2617 MP(I)=J-2*TH:POKE J,96:GOSUB 2660
2618 POKE MP(I),MI:SOTO 2630
2620 J=MP(I):IF PEEK(J+TH)<>96 THEN 2630
2623 E=PEEK(J-2*TH):IF E=VS THEN EF=4
2625 MP(I)=J+2*TH:POKE J,96:GOSUB 2660
2627 POKE MP(I),MI
2630 J=MP(I):E=PEEK(J+MD(I))
2632 IF E=VS THEN EF=4
2634 IF E=BS THEN MD(I)=-MD(I):GOTO 2630
2635 TR=PEEK(J+MD(I)):IF TR=MI THEN TR=96
```

2-c Continued

```
2636 MP(I)=J+MD(I);POKE J,MB(I);MB(I)=TB
2638 POKE MP(I),MI
2640 IF MB(I)=VS THEN MB(I)=96
2650 NEXT:RETURN
2660 REM RANDOM DIRECTION
2665 R=RND(2);IF R=2 THEN R=-1
2670 MD(I)=R;RETURN
2680 REM REPLACE MONSTER
2685 J=RND(6);K=RND(30)
2690 L=SC+TH*J*2+2*TH+K;IF PEEK(L)<>96 THEN
  2685
2695 MP(I)=L;MB(I)=96;RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 40.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

3-a

```
3000 REM DEMON OR CANNON
3100 MI=04;CN$(2)="DEMON";MM=2;FM=6:RETURN
```

3-b

```
3000 REM DEMON OR CANNON
3300 MI=03;CN$(2)="CREATURE";MM=1;FM=12:RETU
RN
```

3-c

```
3500 REM LEFT-RIGHT
3502 IF EN<1 THEN RETURN
3503 GOSUB 0050;IF MX<>0 THEN 3515
3504 IF MY=0 THEN RETURN
3505 IF MY=-1 THEN GOTO 5600
3510 IF MY=1 THEN GOTO 6600
3515 CR=PEEK(VP+MX);VT=VP+MX;GOSUB 3550
3516 IF EF<1 THEN RETURN
3517 POKE VP,DS;DS=PEEK(VP+MX)
3518 SOUND 50,2
3520 POKE VP+MX,VS;VX=VX+MX;VP=VP+MX;EN=EN-1
:RETURN
3550 REM CHECK FOR CRASH
3555 EF=0;IF CR=96 THEN EF=1:RETURN
3560 IF CR=WS OR CR=BS OR CR=BB THEN EF=0;RE
TURN
3565 IF CR=RL THEN EF=2;RETURN
3570 IF CR=ZS THEN GOSUB 6900;BR=BR+1;BT=BT+
1;EF=2;GOTO 3590
3575 IF CR=EX THEN EF=3;GOTO 3590
3580 IF CR=MI THEN EF=4;GOTO 3590
3585 RETURN
3590 POKE VT,96:RETURN
3600 REM CAVE 2 MONSTER
```

3-c Continued

```
3610 GOSUB 2600:FC=FC+1:IF FC<>FM THEN RETURN
      N
3615 FC=0:ON MM GOSUB 3800,3700
3620 RETURN
3700 REM FLAME
3701 SOUND250,5
3702 FORI=1TOMM
3705 FORL=-4 TO 4:K=MP(I)+L:GOSUB 4750
3710 DA(L+5)=PEEK(K):POKE K,43
3715 NEXT:FORL=-4T04:K=MP(I)+L:GOSUB 4750
3720 IF DA(L+5)=VS THEN EF=4
3725 POKE K,DA(L+5):NEXT:NEXT:RETURN
3800 REM CANNON
3801 SOUND250,5
3805 I=1:L=1:FI=L:K=MP(I)+L
3810 IF PEEK(K)=BS THEN 3830
3815 YT=PEEK(K):POKE K,79:GOSUB 4750
3817 IF YT=VS THEN EF=4
3820 POKEK,YT:K=K+L:GOTO 3810
3830 FI=FI-2:L=FI:IF FI<-1 THEN RETURN
3835 K=MP(I)+L:GOTO 3810
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 55.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM LADDERS OR ROPES
4100 RL=72:RT=20:RETURN
```

4-b

```
4000 REM LADDERS OR ROPES
4300 RL=73:RT=10:RETURN
```

4-c

```
4500 REM CRASH
4503 FORI=1TOMM:IF MB(I)=VS THEN MB(I)=96
4504 NEXT:EN=EN-10
4505 HT=HT+1:IF HT>9 THEN GOTO 6500
4507 PRINT@1,E$;:PRINT@1+TH,E$;
4510 POKE VP,96:GOSUB 4600:GOTO 8800
4600 FORI=1TO9: SOUND50-5*I,1:NEXT:RETURN
4700 REM SHOOT
4702 FORI=1TO2: SOUND50,1: SOUND100,2: SOUND150
    ,3:NEXT
4705 EN=EN-5:FORI=-2 TO 2:K=VP+CS*I
4715 DA(I+5)=PEEK(K)
4720 POKE K,42:GOSUB 4750
4725 NEXT:FORI=2TO-2STEP-1
4730 K=VP+CS*I
4735 IF DA(I+5)=MI THEN DA(I+5)=96
4740 POKE K,DA(I+5):GOSUB 4750
4745 NEXT:RETURN
4750 FDRJ=1TO50:NEXT:RETURN
4800 REM CAVE 3 MONSTERS
4805 ON MM GOSUB 4850,4900:RETURN
4850 FORZZ=1TO3:GOSUB 2600:NEXT:RETURN
4900 REM BURNING OGRE
4905 GOSUB 2600
4907 FC=FC+1:IF FC<>FM THEN RETURN
```


4-c Continued

```
4908 FC=0:FORI=1TOMM
4910 FORL=-2*TH TO 2*TH STEP TH:K=MP(I)+L:80
      SUB 4750
4915 DA(L/TH+5)=PEEK(K):POKE K,43:NEXT
4917 SOUND250,5
4920 FORL=2*TH TO -2*TH STEP -TH:K=MP(I)+L
4925 GOSUB 4750:IF DA(L/TH+5)=VS THEN EF=4
4930 POKE K,DA(L/TH+5):NEXT:NEXT:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 65.

TYPE SEGMENT A OR B. THEN TYPE SEGMENT C.

5-a

```
5000 REM BURNING OGRE OR VELOCITY VULT
5100 CN$(3)="OGRE":MM=2:MI=15:FM=6:RETURN
```

5-b

```
5000 REM BURNING OGRE OR VELOCITY VULT
5300 CN$(3)="VULTURE":MM=1:MI=22:RETURN
```

5-c

```
5500 REM UNI OR MULTI SETUP
5505 FORI=1TOMM:GOSUB 2600
5510 POKE MP(I),MI:GOSUB 2660:NEXT:RETURN
5600 REM MOVE UP
5601 SOUND150,5
5602 IF VP<SC+3*TH THEN RETURN
5605 IF DS=RL THEN 5650
5610 J=PEEK(VP-TH)
5612 IF DS<>96 THEN RETURN
5614 IF J=96 THEN RETURN
5615 POKE VP-TH,RL:EN=EN-RT
5617 DS=RL:RETURN
5650 E=PEEK(VP-TH):EE=PEEK(VP-TH*2)
5655 IF E=RL AND (EE=96 OR EE=ZS OR EE=RL) T
    HEN 5660
5657 RETURN
5660 POKE VP,RL:VP=VP-TH*2:DS=PEEK(VP)
5665 CR=DS:GOSUB 3550:IF EF=2 THEN DS=96
5670 POKE VP,VS:IF RT=20 THEN RETURN
5680 POKE VP+TH,WS:POKE VP+2*TH,96:RETURN
5700 REM CREATE EXIT
5702 IF BF=1 THEN RETURN
```

5-c Continued

```
5703 SOUND100,10  
5705 K=RND(10):J=SC+TH*14+1  
5710 IF K>5 THEN J=J+29  
5715 POKE J,EX:BF=1:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 76.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

__6-a__

```
6000 REM USE TRAPS OR MINES
6100 GOSUB 6700:RETURN
```

__6-b__

```
6000 REM USE TRAPS OR MINES
6300 GOSUB 6800:RETURN
```

__6-c__

```
6500 REM ENDINGS
6505 IF TM<1 THEN M$="YOU RAN OUT OF TIME!":
      GOSUB 6560
6510 IF HT>9 THEN M$="TOO MANY HITS!":GOSUB
      6560
6515 IF CN>2 THEN M$="YOU WON!!":GOSUB 6550
6520 Z$="PRESS FIRE BUTTON FOR REPLAY"
6525 PRINT@TH*2+1,M$;
6530 FORI=1TOLEN(Z$):PRINT@480+I,MID$(Z$,I,1
      );I:NEXT
6535 FORI=1TOLEN(Z$):POKE SC+480+I,207:NEXT
6540 GOSUB 8850:IF FB=0 THEN RUN
6545 GOTO 6530
6550 FORI=1TO3:SOUND100,3:SOUND 150,5:NEXT:R
      ETURN
6560 FORI=1TO3:SOUND50,6:SOUND20,12:NEXT:RET
      URN
6600 REM MOVE DOWN
6605 M$="LEFT OR RIGHT? PULL JOYSTICK"
6607 EN=EN-10
6610 GOSUB 7620:GOSUB 8850:IF MX=0 THEN 6610
6615 GOSUB 6000:CR=DS:GOSUB 3550:RETURN
```

__6-c_Continued__

```
6700 REM TRAPPER
6705 K=VP+TM+MX:IF PEEK(K)<>NS THEN RETURN
6710 POKE K,96:RETURN
6800 REM BOMBER
6805 K=VP+TM+MX:IF PEEK(K)<>NS THEN RETURN
6810 EN=EN-10:POKE K,88:RETURN
6900 FORI=1TO9:SOUNDI*20,1:NEXT:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 82.

TYPE SEGMENT A OR B. THEN TYPE SEGMENT C.

7-a -----

```
7000 REM MORE TIME OR ENERGY
7100 EN=1500:TM=2000:RETURN
```

7-b -----

```
7000 REM MORE TIME OR ENERGY
7300 EN=2000:TM=1500:RETURN
```

7-c -----

```
7500 REM EXIT TO NEXT SCREEN
7502 FORI=1TO9:SOUND RND(100),3:NEXT
7503 IF CN>2 THEN GOTO 6500
7505 CLS:M$="MOVE TO NEXT SCREEN":GOSUB 7620
      :GOTO 8600
7600 REM SCORE
7601 IF M$="" THEN GOTO 7610
7602 M$=""
7605 PRINT@1,E$;
7610 PRINT@1,CN$(CN);" CAVE";CN;" HITS";HT;
7615 PRINT@TH+1,"EN";EN;" TM";TM;"MAG";BT;"
      ";:RETURN
7620 REM MESSAGE
7622 FORI=1TO3:SOUND200,3:SOUND240,1:NEXT
7625 PRINT@1,M$+LEFT$(E$,28-LEN(M$));:RETURN
8500 REM ONE-TIME INIT
8505 TH=32:SC=1024
8510 BS=207:VS=191:WS=159:ZS=107
8515 BR=0:CN=0:BB=66:EX=5
8525 E$="":FORI=1TO30:E$=E$+" ":NEXT
8545 GOSUB 4000:GOSUB 2000:GOSUB 7000
8550 DIM DA(9):CLS
8600 REM EVERY TIME INIT
8605 BR=0:BF=0:BN=33
8606 CN=CN+1
```

7-c Continued

```
8607 ON CN GOSUB 1000,3000,5000
8610 FORI=SC TO SC+31:POKE I+15*TH,BS:NEXT
8615 FORI=0TO14:POKE I*TH+SC,BS
8620 POKE I*TH+SC+31,BS:NEXT
8700 REM CAVERN
8705 FORI=1TO6:FORJ=1TO30:POKE SC+I*TH*2+J+T
      H,WS:NEXT:NEXT
8710 FORI=1TO15
8715 X=RND(30):Y=RND(6)
8720 POKE SC+X+TH*Y*2+TH,96:NEXT
8730 FORI=1TO6:K=0:FORJ=1TO30
8735 C=SC+TH+J+TH*I*2
8740 IF PEEK(C)=96 THEN K=1
8745 NEXT:IF K=0 THEN POKE C-16,96
8750 NEXT:GOSUB 5500
8760 REM MAGTONITE
8765 FORI=1TOBN
8770 Y=RND(6):X=RND(30):C=SC+X+TH*Y*2+2*TH
8775 IF PEEK(C)<>96 THEN 8770
8780 IF PEEK(C+TH)<>WS THEN 8770
8785 IF PEEK(C-TH)<>WS THEN 8770
8790 POKE C,ZS:NEXT
8800 REM DROP
8805 M$="POS W/STICK, FIRE TO DROP":GOSUB 76
      20
8810 LP=SC+1.5*TH:LS=VS:POKE LP,LS
8815 GOSUB 8850:IF FB=0 THEN 8835
8820 IF MX=0 THEN 8815
8825 IF PEEK(LP+MX)<>96 THEN 8815
8830 POKE LP,96:POKE LP+MX,LS:LP=LP+MX:GOTO
      8815
8835 POKE LP,VS:VP=LP:GOSUB 7600
8840 DS=96:FC=0:GOTO 1500
8850 REM JOYSTICK
8855 FB=1:MX=0:MY=0
8860 H=JOYSTK(0):V=JOYSTK(1)
8862 IF V<16 THEN MY=-1
```

__7-c_Continued_____

```
8864 IF V>45 THEN MY=1
8866 IF H<16 THEN MX=-1
8868 IF H>45 THEN MX=1
8870 Q=PEEK(65280);IF Q-127 AND Q-255 THEN F
      8=0
8875 RETURN
```

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CONTINUE READING ON PAGE 94.**

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