

The Gamer's Connection!

The *ONLY* magazine devoted solely to the CoCo gaming world!

Vol 1. Issue 1
July/August 1988
\$2.95 U.S.A.

1ST ISSUE!

TWO FULL-LENGTH
Adventures!

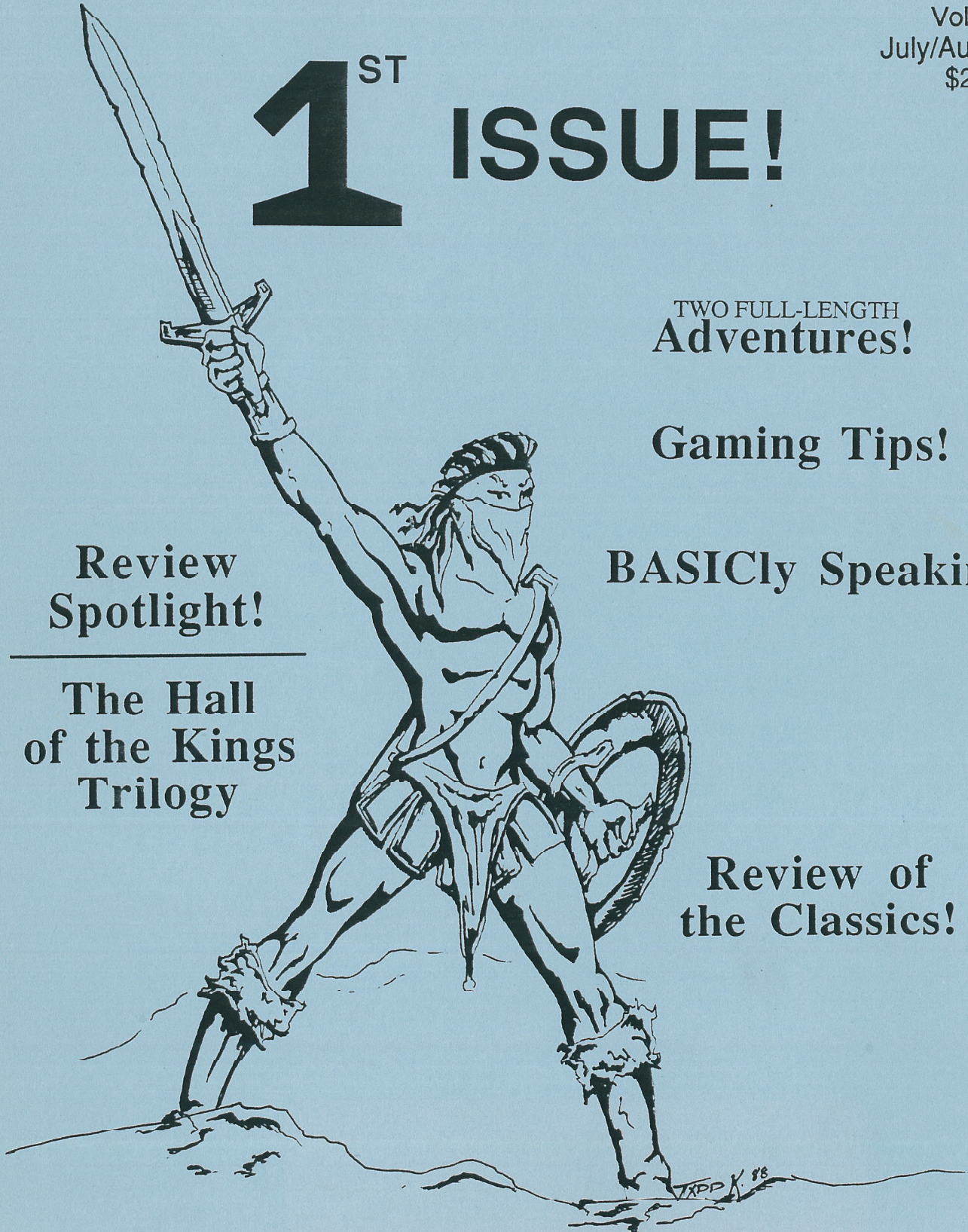
Gaming Tips!

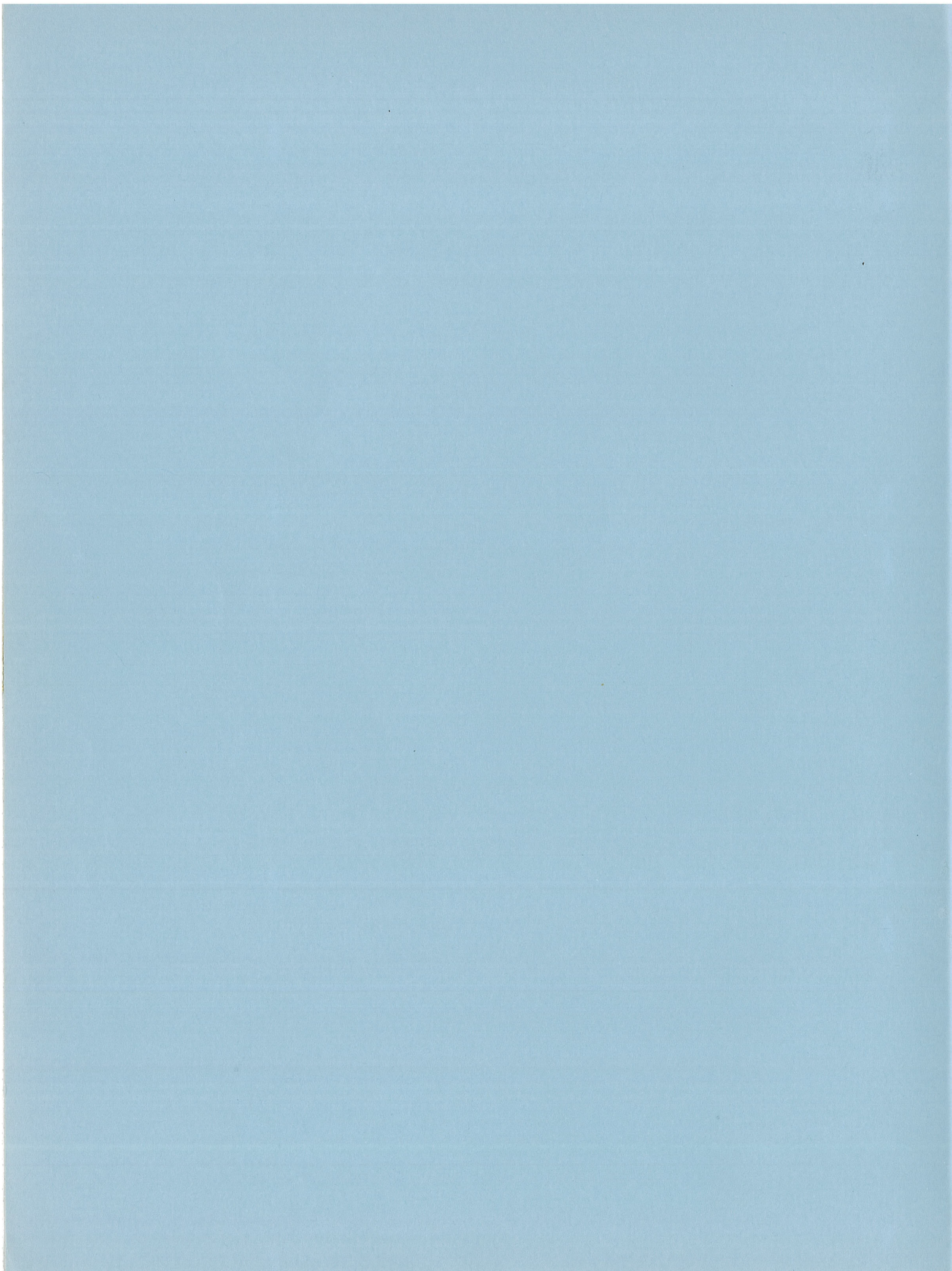
BASICly Speaking!

Review
Spotlight!

The Hall
of the Kings
Trilogy

Review of
the Classics!







AdventureWARE

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Greetings! ...and Welcome to The Gamer's Connection.

The "Connection" has been designed and published with the idea in mind of creating a friendly, informative magazine directed toward the Color Computer gaming world. Approximately sixty percent of all software available for the Color Computer is linked to the gaming market. Yet, other publications seem to view this market as "kid's stuff" and rarely examine the aspects of gaming technology. While we intend to bring to you the highest level of information we can get our hands on, we have no intention at all of making this a purely "techie's only" magazine.

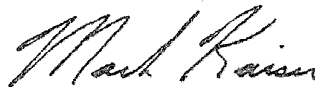
Inside the "Connection" you will find articles, programs, hints & tips, reviews and more reviews, etc., all generally related to the CoCo gaming community. Games are supposed to be fun and are played to relax you after a long day of database management or monotonous word processing. We intend to keep this magazine fun and enjoyable to read, and extremely informative as well.

As we expand our horizons, expect to see vast expansions and improvement internally. We will be featuring articles on advanced BASIC programming, machine language instruction, hardware modifications, program design, and a great deal more. We plan to touch on all aspects of gaming - from adventures to arcade games, from players to programmers. Our large review section will feature the newest and most popular software on the CoCo market. Long before publication, we sent out hundreds of questionnaires asking just what the CoCo community was looking for. We are working with these to develop and enhance the "Connection" into, hopefully, exactly what you have been looking for.

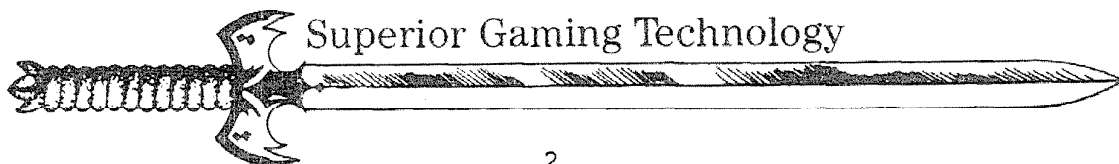
What we are still looking for is your continuous input! We are relatively new to the publications field and we would really like to hear from you. Write us a letter or give us a call at (414) 375-4635 and give us your thoughts and opinions on what we have done in the past and what you would like to see in the future. We will do our best to find you the most in-depth knowledgeable information available.

Well, I will let you move on to the rest of the magazine. I truly hope you enjoy The Gamer's Connection as much as we have enjoyed publishing the magazine. We hope this is the magazine for you.

Take Care and Best Wishes,



Mark Kaiser
Editor / Publisher



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//   The Gamer's Connection     //
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//   Publishing Staff           //
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//   Volume I, Issue I         //
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* COMING NEXT ISSUE!  CoCo Telecommunications - the gaming craze has gone online! *
*
* GREATLY expanded product reviews section!  Featuring the *
*
* newest products available to the gaming community! *
*
* Plus quality articles, programs, assistance, and more! *
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SUBMISSIONS

The Gamer's Connection is staffed by several qualified writers and programmers and is contributed to by many more. Nonetheless, we are constantly looking to find new talent within the Tandy Color Computer market. If you have an area of expertise, or simply feel you have something to offer the CoCo community, we urge you to consider being published within The Gamer's Connection. Any and all articles, programs, fiction, cartoons, etc. submitted will be thoroughly reviewed for publication. However, your material must fit in with the genre of this magazine. If you expect monetary compensation for your work then you must state so when submitting your material. Keep in mind, if you do not declare that compensation is necessary that does not necessarily mean you will not in any way be reimbursed for your work. Although, submissions not demanding compensation are more likely to be published, unless the material is of high to very high quality. All submissions not stating the need for compensation will be viewed as appreciated and welcome contributions to the magazine. All work published will be accredited to the original author. Please do not send in public domain material unless you are the original author. Programs must be saved on tape or disk in an ASCII format and an accompanying hardcopy would be most appreciated. Please send all submissions to The Gamer's Connection - Submissions Dept., 395 Riverview Drive, Grafton, WI 53024. If you would like a more detailed explanation of our submission guidelines and policies, please send in a request for such materials or use our customer service line. Thanks.

COLOR COMPUTER 3 SOFTWARE

FAST ACTION

ROLLER CONTROLLER ARCADE QUALITY

MACHINE LANGUAGE

Roller Controller contains six different screens each of which contains a maze of planks and trap doors. Brightly colored marble start at the top of the maze and roll down the planks and you must guide the marbles into the correct color bin at the bottom of the screen by opening and closing the trap doors at just the right time. Roller Controller utilizes the highest resolution graphics mode available on the Color Computer 3 and there are three skills levels to allow fun for the novice as well as the experienced arcade game player. Double button joystick optional; 128K, joystick required; tape \$24.95, disk \$27.95.

RGB PATCH

CONVERTS BLACK AND WHITE GAMES TO COLOR ON THE RGB MONITOR

Did you buy an expensive RGB monitor just so that you could see your high resolution artifacting Color Computer 2 games in BLACK AND WHITE (gray and light gray)? If this isn't what you had in mind when you invested in an RGB monitor, then you need RGB PATCH. RGB PATCH has been designed to patch most high resolution artifacting machine language (MUN-O39 or Basic) games to display in color on an RGB monitor. Certain games with extensive protection schemes are not fixable with RGB PATCH. All of Spectral's artifacting machine language games will display color on an RGB monitor when using RGB PATCH. If you are tired of seeing BLACK AND WHITE on that expensive RGB monitor, then you need RGB PATCH — NOW! 128K required; tape \$21.95, disk \$24.95.

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Spectral is pleased to announce the new Basic Unravalled Series of books for the Color Computer 3. The Unravalled series has been the standard disassembly of Color Computer Basic for over three years and now has been expanded to include the enhancements to Basic provided by the Color Computer 3. Extended Basic Unravalled and Color Basic Unravalled have been merged into one book which covers the first half of the Color Computer 3's ROM (8000-BFFF) and will also cover the Extended Basic 1.1 and Color Basic 1.2 ROM of the older Color Computers. Super Extended Basic Unravalled will explain the new graphics enhancements offered by the new chip in the CoCo 3 and will provide a complete, commented disassembly of the new code in the CoCo 3's ROM.

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2. Washington state residents add 7.8% sales tax.
3. All prices are subject to change without notice.

Spectral Associates, 3320 South 90th Street, Tacoma, WA 98409 (206)581-6938

THE ROOM

of Death

A Pseudo-Adventure for the CoCo.

Written by: Adventureware

16K ECB minimum memory requirement.

CoCo I / CoCo II / CoCo III.

**** CRASH! **** You awaken to the sound of breaking glass and are dimly aware of several other people standing all around your bed. Your tired arms are suddenly pinned to your sides and you feel a heavy weight upon your legs. Suddenly a large hand comes into your view holding a nasty .357 Magnum. The pistol comes down upon your skull and merciful unconsciousness falls over you. What happened next is somewhat sketchy, little pieces slowly come to your mind - bound and gagged you were roughly thrown into a car trunk. You dimly recall a bumpy ride before finally stopping and being lifted out by many hands.

You groggily awaken in a small room with a short, aging character looking over you. You attempt to grab him but fail and crumple to the floor as pain overcomes you. He smiles a twisted grin that contorts his entire face - this man is deranged.

His shrill voice cuts through your head like a chainsaw, "Welcome to my little game worthless one. This game is rather simple, all you have to do is exit this room. There is one catch though... I have placed a bomb below this floor. It can be triggered in several ways or if you cannot escape within thirty tries." He turns and walks toward the door. Looking back he grins again and mentions, "Oh yes, by the way, that bomb isn't the only trap. Anyway, have a very nice day my friend." He turns and leaves and you hear the key turning in the lock as his footsteps fade into the distance.

This small pseudo-adventure is a real challenge for the new adventurer. Although the solution to this game is rather difficult, careful reasoning will result in your escape. The Room is a fair test to see just how 'good' you really are. Give 'er a try and see if you can win the 1st time! Don't use the die and restart method, that will not give you a very accurate rating of

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NEW FROM K-SOFT

SPRING 1988

SPRING 1988

yourself. The vocabulary of The Room is much the same as any other limited two-word adventure program. However, single letter commands cover many of the common inputs, such as <L> - LOOK <I> - INVENTORY. All commands can be shortened to the first three letters. The rest is for you to discover.

```

5 CLS:V1=4:Y(1)=1:Y(2)=27:Y(3)=4
81:Y(4)=506
10 T$(1)="THE":T$(2)="ROOM":T$(3)
)="DF":T$(4)="DEATH":FORX=1TO4:D
$(X)=T$(X):NEXTX
20 FORZ=1TOV1:FORX=1TO4:PRINT@Y(
X),T$(X):NEXTX:Y(1)=Y(1)+35:Y(2)
)=Y(2)+29:Y(3)=Y(3)-29:Y(4)=Y(4)
-35:NEXTZ
30 IFT1=0THENT1=1:FORX=1TO4:T$(X
)="":NEXTX:V1=3:Y(1)=1:Y(2)
)=27:Y(3)=481:Y(4)=506:GOTO20
35 FORZ=1TO5:FORX=1TO4:PRINT@Y(X
),D$(X):NEXTX:Y(1)=Y(1)+32:Y(2)
)=Y(2)+32:Y(3)=Y(3)-32:Y(4)=Y(4)-
32:NEXTZ:PRINT@1,"":FORX=1TO7:P
RINT:NEXTX:PRINT@290,"":FORX=1T
O4:PRINT:NEXTX
50 DIM I$(19),G$(20),I(19),E$(19
),B(19),C$(11):D$="NONE":FORX=1T
O19:READI$(X),G$(X),I(X):NEXTX:F
ORX=1TO19:READG(X):NEXTX:FORX=1T
O19:READE$(X):NEXTX:FORX=1TO11:R
EADD$(X):NEXTX:F=1:G$(20)="PLA"
60 CLS:PRINT"YOU ARE IN A LARGE
ROOM, THERE IS A DOOR AND A WIN
DOW FACING EAST. COVERING THE
WEST WALL ARE THE HEADS OF AN
IMALS. HERE ALSO IS A ROLLTOP D
ESK, A COUCH, A TABLE, A GUN CABI
NET, A CLOSET AND A BOOKCASE."
70 IF F=0THENCLS
80 IFF=0THENPRINT@0,"***** THE
ROOM OF DEATH *****";
90 PRINT:PRINT"YOU SEE: ";
100 R=0:FOR X=4 TO 19:IFI(X)=1AN
DR=0 THENPRINTI$(X):R=1:GOTO 12
0
110 IF I(X)=1 AND X<19 THEN PRIN
T", ";I$(X);
120 NEXTX:IFR=0THENPRINT"NOTHING
"
130 IFF=1THEN820
140 PRINT@200,"DIRECTIONS: ";D$:
PRINT@267,"MOVES =";S:PRINT@288,
"":FORX=1TO8:PRINT"*--*":NEXTX
150 PRINT@329,"
":PRINT@320,"COMMAND) ":LINE
INPUTA$

```

```

160 S=S+1:IF S>29 THEN 700
170 IFLEFT$(A$,2)="QU"THEN700
180 IF LEFT$(A$,2)="IN" OR A$="I
" THEN 190 ELSE 220
190 CLS:PRINT@12,"INVENTORY":FOR
X=1TO8:PRINT"*--*":NEXTX:PRINT:
PRINT"YOU ARE CARRYING:":PRINT:F
OR X=1 TO 19:IF I(X)=0 THEN PRIN
TTAB(10)I$(X):II=1
200 NEXTX:IF II=0 THEN PRINTTAB(
8)"NOTHING"
210 IF INKEY$("<>") THEN 70 ELSE 2
10
220 IF A$="L" OR LEFT$(A$,2)="LD
" AND LEN(A$)<5 THEN F=1:GOTO60
230 IF LEFT$(A$,1)="E" AND D=1 T
HEN GOSUB 680:CLS:PRINT"OKAY HER
E YOU GO OUT THE WINDOW.":GOSUB
680:GOTO 790
240 IF A$="" THEN 140
250 IF LEN(A$)>15 THEN 70
260 FOR C=1 TO LEN(A$):IF MID$(A
$,C,1)=" " THEN 280 ELSE NEXT C
270 PRINT:PRINT"I DON'T UNDERSTA
ND.":GOTO 140
280 V$=LEFT$(A$,2):M$=RIGHT$(A$,
LEN(A$)-C):N$=LEFT$(M$,3)
290 FOR X=1 TO 11:IF V$=C$(X) TH
EN 300 ELSE NEXTX:GOTO270
300 ON X GOTO 350,380,460,490,54
0,580,600,620,490,490,650
310 IFINKEY$("<>") THEN270ELSE310
320 IF INKEY$("<>") THEN GOTO80 EL
SE 320
330 PRINT@352,"":FORY=1TO155:PR
INT" ":NEXTY:PRINT@352,"":RETR
RN
340 PRINT@73,"":FORX=1TO118:PRI
NT" ":NEXTX:RETURN
350 IFN$=G$(16)ANDI(18)=2THENI(1
8)=1
360 FOR X=1 TO 19:IF N$=G$(X) AN
D I(X)<2 THEN GOSUB330:PRINTE$(
X):":GOTO80
370 NEXTX:GOSUB330:PRINT:PRINT"Y
OU SEE NOTHING SPECIAL.":GOTO80
380 IFF1)2THEN450ELSEFORA=1TO19:
IFG$(A)=N$THEN390ELSE410
390 IFI(A)=1THEN400 ELSE410
400 IFG(A)=1THEN430
410 NEXTA
420 GOSUB330:PRINT:PRINT"THERE I
S NO WAY TO GET THAT NOW.":GOTO8
0
430 GOSUB330:PRINT:PRINT"OKAY YO
U GOT IT.":I(A)=0:F1=F1+1:PRINT@
105,"":GOSUB340
440 IFI(4)=0ANDSM=0THENI$(4)="A
LAMP":GOTO80ELSE80
450 GOSUB330:PRINT:PRINT"INVENTO
RY FULL!!!!!!!!!!":GOTO80

```

```

460 FORX=1TO19:IFG(X)=N$ANDG(X)
=1ANDI(X)=0THEN470ELSENEXTX:GOTO
480
470 I(X)=1:F1=F1-1:GOSUB330:PRIN
T:PRINT"OKAY YOU DROPPED IT.":PR
INT@105,"":GOSUB340:GOTO80
480 GOSUB330:PRINT:PRINT"YOU DON
'T HAVE THAT.":GOTO80
490 IFN#=G$(2)ANDMC=0THENMC=1:GO
SUB330:PRINT:PRINT"GRUNT!":PRINT
"YOU MOVED IT ASIDE REVEALING A
TRAP DOOR!":I(15)=1:PRINT@105,"
":GOSUB340:GOTO80
500 IFN#<>G$(3)THEN530
510 IFMD=0ANDN#=G$(3)THENGOSUB33
0:PRINT:PRINT"IT FELL OVER REVEA
LING A KEY STUCK UNDERNEATH!"
:MD=1:I(13)=1:IFI(4)=1ANDSM=0THE
NI$(4)="A LAMP"
520 GOSUB340:GOTO80
530 GOSUB330:PRINT:PRINT"YOU CAN
'T MOVE THAT!":GOTO80
540 IFN#=G$(15)ANDMC=1THENGOSUB3
30:PRINT:PRINT"OKAY HERE GOES.":
GOSUB680:PRINT"WHOOOPS!":GOTO690
550 IFN#=G$(7)THENGOSUB330:PRINT
"OKAY, CREAK!":GOSUB680:PRINT"TH
E CLOSET OPENS REVEALING A CR
OSSBOW, IT WAS A TRAP! THE BO

```

```

LT HAS PIERCED YOUR CHEST, GA
CK!":GOSUB680:GOSUB680:GOSUB680
:CLS:GOTO710
560 IFN#=G$(6)THENGOSUB330:PRINT
:PRINT"OKAY, YOU OPEN THE CABINE
T, A SMALL GUN FALLS FORWARD A
ND":GOSUB680:GOSUB680:GOSUB680:P
RINTTAB(11)"BLAM!!!!!!":GOSUB680
:GOSUB680:CLS:GOTO710
570 GOSUB330:PRINT"I CAN'T OPEN
THAT!":GOTO80
580 IFSM=0ANDN#=G$(4)ANDI(4)=0TH
ENGOSUB330:PRINT:PRINT"OKAY.":PR
INT"CRASH!!!!!!!!":GOSUB680:PRINT
"THE LAMP BROKE AND A PIECE OF
PAPER CAME OUT.":SM=1:I(14)=1:
I$(4)="A BROKEN LAMP":I(4)=1:E$(
4)="IT IS SMASHED":F1=F1-1:GOTO8
0
590 GOSUB330:PRINT:PRINT"YOU CAN
'T SMASH THAT.":GOTO80
600 IFN#=G$(14)ANDI(14)=0THENGO
SUB330:PRINT:PRINT"OKAY, IT SAYS"
:PRINT"YOU'RE NOT EVEN CLOSE!"
:GOTO80
610 GOSUB330:PRINT:PRINT"YOU CAN
'T READ THAT.":GOTO80
620 IFPP=0ANDI(8)=0ANDN#=G$(20)T
HENGOSUB330:PRINT:PRINT"OKAY, CL

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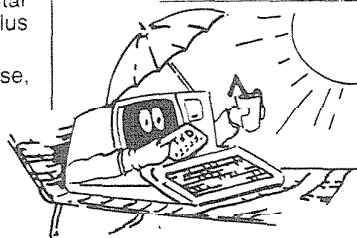
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```

ICK.":GOSUB680:PRINT"WHEN IT COM
ES TO HUNTING I COULDHAVE WRITE
N THE BOOK.":PP=1:GOTO60
630 IFPP=1ANDI(8)=0ANDN$=G$(20)T
HENGOSUB330:PRINT:PRINT"THE TAPE
IS OVER.":GOTO80
640 GOSUB330:PRINT:PRINT"YOU CAN
'T PRESS THAT.":GOTO80
650 IFI(12)=0ANDN$=G$(16)ANDI(18
)=1THENGOSUB330:PRINT:PRINT"(WIT
H THE GOLD KEY)":PRINT"THE BARS
MOVED UPWARD AND THE WINDOW IS
NOW OPEN.":D$="EAST":I(12)=2:F1
=F1-1:D=1:GOTO80
660 IFI(13)=0ANDN$=G$(1)THENGOSU
B330:PRINT:PRINT"(WITH THE SILVE
R KEY)":PRINT"THE DESK ROLLED UP
REVEALING ANOTHER KEY.":I(13
)=2:I(12)=1:F1=F1-1:GOTO80
670 GOSUB330:PRINT"YOU CAN'T UNL
OCK THAT.":GOTO80
680 FOR X=1 TO 999:NEXT X:RETURN

690 GOSUB 680:GOSUB 680:CLS:PRIN
T"BOOM!!!!!!!!":GOSUB 680:GOSUB 6
80:PRINT"WELL I GUESS YOU WERE W
RONG, THETRAPDOOR TRIGGERED THE
BOMB, A MICROSCOPE COULDN'T EVE
N FIND YOU NOW.":GOSUB 680:GOT
O 710
700 CLS:PRINT"BOOM!!!!!!!!":GOSUB
680:PRINT:PRINT"SORRY YOU WERE
TOO LATE TO ESCAPE THE BOMB
."
710 GOSUB 680:GOSUB 680:PRINT:PR
INT"YOU DIED IN"S;
720 IF S=1 THEN PRINT"MOVE.":PRI
NT:PRINT"THIS RANKS YOU ";:GOTO
740
730 PRINT"MOVES.":PRINT:PRINT"TH
IS RANKS YOU ";
740 IF S>15 THEN PRINT"AMATEUR"
ELSE PRINT"BEGINNER"
750 PRINT"ADVENTURER.":PRINT
760 PRINT"DO YOU WISH TO TRY AND
ESCAPE AGAIN (Y/N) ?"
770 A$=INKEY$:IF A$="Y" THEN RUN
ELSE IF A$="N" THEN 780 ELSE 77
0
780 PRINT:PRINT"THANK YOU FOR PL
AYING AND.....DYING":FOR X=1 T
O 500:NEXT X:PRINT:PRINT"GOODBYE
.":END
790 GOSUB 680:PRINT"CONGRATULATI
ONS!":PRINT:PRINT"YOU HAVE SUCCE
SSFULLY ESCAPED THE ROOM OF DE
ATH.":GOSUB 680:PRINT:PRINT"YOUR
SCORE WAS"S:PRINT:PRINT"THIS RA
NKS YOU":PRINT"EXPERT ADVENTURER
.":PRINT:PRINT"DO YOU WISH TO TR
Y AGAIN (Y/N)?"

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800 A$=INKEY$:IF A$="Y" THEN RUN
ELSE IF A$="N" THEN 810 ELSE 80
0
810 PRINT"THANK YOU FOR PLAYING
AND FINALLY SURVIVING.":EN
D
820 PRINT@384,">>>>>PRESS A KEY
TO RETURN<<<<<":PRINT@384,"<<<<
<PRESS A KEY TO RETURN>>>>>":PR
INT@384,"*****PRESS A KEY TO RET
URN*****"
830 IFINKEY$(">""THENF=0:GOTO70EL
SE820
840 DATA ,DES,3,,CDU,3,,TAB,3,A
LAMP ON THE TABLE,LAM,1,,HEA,3,
,CAB,3,,CLD,3,A TAPE RECORDER,RE
C,1,,BOO,3
850 DATA A CROSSBOW,CRO,2,A SMAL
L HANDGUN,GUN,2
860 DATA A GOLD KEY,KEY,2,A SILV
ER KEY,KEY,2,A PIECE OF PAPER,PA
P,2,A TRAPDOOR,TRA,2,,WIN,3,,DOO
,3,A SMALL KEYHOLE BELOW THE WIN
DOW,KEY,2,A CROSSBOW BOLT,BOL,2
870 DATA ,,1,,,1,,1,1,1,1,1,,,
,,1
880 DATA IT LOOKS LIKE A VALUABL
E ANTIQUETHERE IS A LOCK ON IT,I
T IS OVERSTUFFED AND LOOKS U
NCOMFORTABLE,IT IS CRUELY MADE
BUT THE WOOD LOOKS LIKE MAHOGONY
,IT IS AN EMPTY KEROSENE LAMP
890 DATA "THEY ARE OF VARIOUS TY
PES OF ANIMALS, LIONS, MOUNTA
IN LIONS, CHEETAHS, RHINOS, ETC"
,THERE ARE SOME GUNS INSIDE AND
IT LOOKS LIKE IT IS UNLOCKED,IT
LOOKS SMALL AND THE DOOR IS CL
OSED,IT ONLY HAS A PLAY BUTTON O
N IT
900 DATA IT CONTAINS MANY BOOKS
-THE ISLAND OF DOCTOR MOREAU
-MAN HUNTER AND PREY - MAN T
HE FINAL ENEMY - THE HUNT - THE
JUNGLE - THE WOOD OF THE JUNGLE,
THE STRING IS OLD AND FRAYED- IT
IS USELESS,IT HAS ALREADY BEEN
FIRED
910 DATA YEP ITS GOLD ALRIGHT,IT
IS SMALL AND TARNISHED,THERE IS
SOME WRITING ON IT,IT IS CLOSED
,THERE ARE BARS COVERING IT AND
ASMAALL KEYHOLE IS BELOW IT,IT IS
DAK AND QUITE STURDY AND ALSO
QUITE LOCKED,THE HOLE IS VERY SM
ALL,IT IS BROKEN
920 DATA LO,GE,DR,MO,OP,SM,RE,PR
,LI,PU,UN

```



Power Pokes!

Enter : POKE 280, PEEK (275)
Result: Generates TRUE random numbers
-- for Tandy ECB only.

Enter : POKE 65495,0
Result: Doubles operation speed
** Caution - may cause
hazardous overheating! **

Enter : POKE 65494,0
Result: Returns computer to normal
operating speed.

Enter : POKE 282,0
Result: Turns lowercase toggle on.

Enter : POKE 282,255
Result: Turns lowercase toggle off.

Enter : POKE 25,6 : NEW
Result: Provides maximum memory for
cassette based systems.

Enter : POKE 25,14 : POKE 26,0 : NEW
Result: Provides maximum memory for
disk based systems.

Enter : POKE 308,0 : POKE 313,0
Result: Disables all disk commands

Enter : POKE 359,255
Result: Disables all keyboard input.

Enter : POKE 41381,18
Result: Generates a steady cursor for
64K systems only.

Enter : POKE 111,254 : DIR
Result: Outputs your disk directory
to your printer.

+++ PRINTER BAUD RATES +++

POKE 150,180 = 300 baud

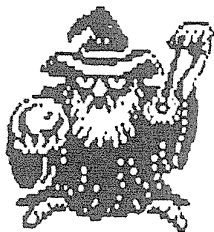
POKE 150,87 = 600 baud

POKE 150,41 = 1200 baud

POKE 150,18 = 2400 baud

POKE 150,6 = 4800 baud

POKE 150,1 = 9600 baud



IRONWOOD MANSION

Your godfather has suddenly disappeared from this world.
This man, Norman Ironwood, was a highly eccentric millionaire
and resided on a small island in a mansion of incredible size.
As a provision in his will, before you can collect your inheritance
you must explore the mansion and retrieve the Ironwood family treasures.
Be warned, even in this modern day and age, mysterious magics still exist.

This is by far our hardest adventure ever, which rates this escape into the
unknown a TEN: Quite a challenge for even the most seasoned adventurer.

Logical reasoning and careful decisions will be needed to guide you
through this elaborate maze of twisted abnormalities. In fact, we
DARE you to complete this adventure within 45 days of receipt!

If you can accomplish this with your sanity intact, we will
send you the adventure of your choice - absolutely FREE!

<32K ECB Minimum CoCo I,II, or III> Tape/Disk only => \$9.95

Adventure
395 Riverside Drive
Grafton, NH 53024

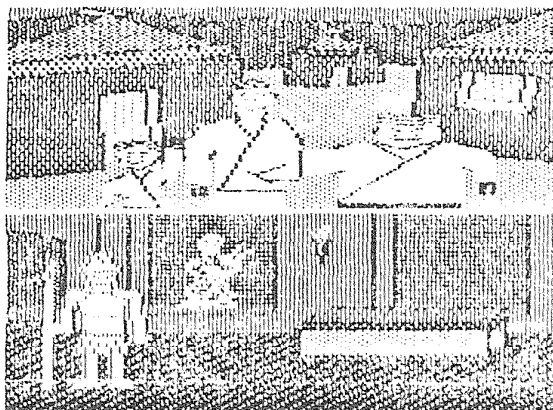


VALKYRIE

VALKYRIE Software, P.O.Box 2120, Monroe, NY 10950, (914) 783-0191

Tomb of T'ien

64K 100% ML Animated/Graphics Adventure Game
Requirements: 64K Color Computer 1,2 or 3
Tape OR Disk required



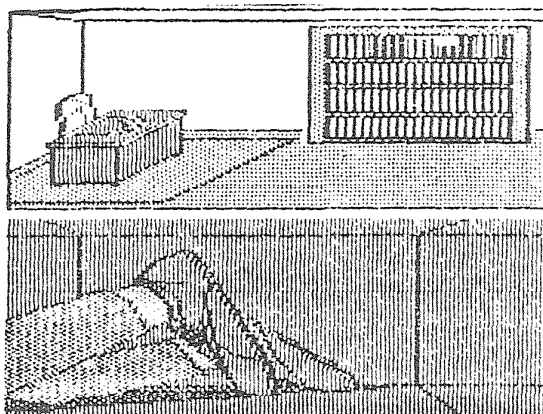
This is a game you're going to love to play! Picture this: a full color graphics adventure game that understands over 200 words, has realistic animation, a meaningful story plot, characters to talk to and who talk to you, monsters, puzzles and more. Enter the TOMB OF T' IEN and you will experience this excitement! Here's the background: your village has been burned and its sacred shrine stolen by the mythical dragon in the legend of Emperor T'ien. You have been chosen by lottery to retrieve the shrine and conquer the dragon so that your village may live in peace. But peace is not what you will find outside your village in your quest for the TOMB OF T' IEN.
64K Color Computer \$19.95

Mr. Corey

64K 100% ML Animated/Graphics Adventure Game
Requirements: 64K Color Computer 1,2 or 3
Tape OR Disk required

Now this is a GREAT game! If you have played TOMB OF T' IEN, you probably thought it was the best, but now we have MR. COREY and you know it's going to be better! How does more animation, more vocabulary, more thrill, more adventure and the same amount of money sound to you! Here's the story: you are a secret agent for a government agency named ATHENA who sent you to spy on the most villainous man alive, Mr. Corey. Unfortunately, before you were able to find out anything about Corey's new scheme, you were discovered and locked up in a room with a nuclear time bomb. With only hours to spare, you must find Corey and put an end to his plot, but first you have to escape from the bomb! This game is so realistic and requires so much memory that it is in two parts. Solve the first and you're a pro, but the second will take you to your knees! (both parts included.)

64K Color Computer \$19.95



All games come in their own color folders, with color disk or tape, and instructions.
Programs are guaranteed to load for at least one year.

Send orders to: VALKYRIE Software, P.O.Box 2120, Monroe, NY 10950.

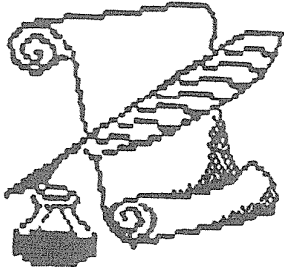
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FORMULA

for

ADVENTURE

part I



Having been a loyal devotee of adventure games for about eight years and a writer/programmer for three, I have seen the best and worst of what is on the market. Poorly written and illogical adventures have flooded the CoCo world and make purchasing a good adventure quite difficult. However, this article will not assist you in choosing a quality adventure game to purchase, but rather, will help those people who are having trouble writing or programming their own adventure. The Color Computer market is slowly filtering out "unsatisfactory" pieces of software with the newest advances associated with the additional memory available on the CoCo III. What this means overall is this --- If you are going to create and retail your own adventure, it must be very very good. This multiple segment article should give you the adequate, in-depth knowledge necessary to allow you to program your own BASIC text adventure.

The logical process in which your or any adventure is solved is the most important factor to be considered.

"Everything must make sense!"

If you leave the player confused after he/she has finished the game, you have most definitely done something wrong. Understand this, all players SHOULD be confused at several points during the actual game. But, eventually, he or she should be able to overcome their confusion by using a very rational and very logical thought process. Magics and fantasy are as much a part of the adventure world as anything.

"How can I explain magic?"

Magic is defined as the feigned art of influencing nature or future events by occult means. This is how our culture views magic. They don't ever want to BELIEVE it exists. If you do plan to

incorporate the fact that magic does exist and is real in your adventuring world, then you must convey this fact to your player. If you fail to do this the player may encounter unnecessary confusion when you explain an event with magic. How you relay the fact that the arcane exists is completely your own choice. I do recommend that you also strongly point this out somewhere in your introduction (docs).

The first step in creating your own world is to choose the relative time period of your adventure and the realm or place associated with this time frame. Will this be a young newly born Earth-like world overcrowded with dinosaurs & dragons? Maybe modernized civilizations teeming with cities and present day technology? Or perhaps a world of true imagination, the coming future, filled with laser rifles and nuclear mutations?

Once you have made your decision, make a landchart of all of the general geographical features found within the lands surrounding your adventure --- volcanos, mountains, oceans, deserts, rivers, and so on. Now, after you have roughed out these aspects of the mass territory, designate the global living areas of the general population of the landchart. Where are the largest and other cities located? How many small towns exist within the area? Or aren't there any? Is the entire population centralized around some main fortress for protection reasons? Your vivid imagination is your single inhibitor. But remember, everything should piece together logically. A large city is usually built near a substantial body of water. If not, then how is all the water obtained? Is it pumped in from another land? Or absorbed through the air by sonic oxidizers? Could this culture not need water to survive but something else? Every aspect of these peoples lives should be looked at and taken into consideration. How is food obtained? What varieties of foods are generally consumed? What type(s) of climate does this region have and how does this affect the foods that are grown? Or is nutrition synthetically produced? I think you get the idea. This is where the multitudes of poor adventures collapse. This detailed and extremely crucial step fits everything together. Now, if the adventurer does find a sack of some food, the type and

condition of the food rationally fits into its place.

Developing and detailing these new cultures further than this is another advantage to yet be considered. Fully detail the people and creatures that inhabit these lands. Construct their societies, the ways that they treat the neighboring lands and races. Were there past wars? Will the adventurer stumble across an ancient battlefield? Who fought these wars and why? What types of remains might the adventurer find? What is the nature of the local townsfolk? Do they shun outsiders or welcome them? One aspect often left untouched by adventure writers is that of fear. Fear of the unknown is quite an important factor that should near always be present for the adventurer. He or she should slightly fear these townsfolk, as they should fear him/her as an outsider, an unknown. Keep an adventurer on the edge throughout the game and you have created a successful piece of software.

Up to this point you have been more or less roughing out a shell for the adventuring area. Now, you must begin the +MUCH+ more detailed part of your adventure - creating and designing the location and forming a more limited and distinct area for the player to journey through. Concentrate on sights such as towns, castles, inns, stores, caves, loading docks, pod bays, etc. -- working from the inside out. Work your way through the individual rooms, hallways, alcoves, transporter cells, and so forth - presenting challenges for the adventurer to conquer, solve, and overcome. Always keeping detail in mind. What materials have been used to create these buildings? Sap? Stone? Brick? Wood? Jello? What methods of lighting is common to these lands? Oil lamps? Torches? Burning Quasar beams? Or, perhaps light is not necessary for the inhabitants to see? Do they have sight at all? In this fashion, if wax candles are used as a light source, an adventurer might find a pool of burnt wax on the pedestal, not a jar of oil. Can you start to picture just what I'm getting at? Everything fits together.

All of the designing thus far could be compared to the set design for a high school play. You have constructed your props, assigned the set dressings and fleshed out your characters. This is where the most important and major

Published Bi-Monthly

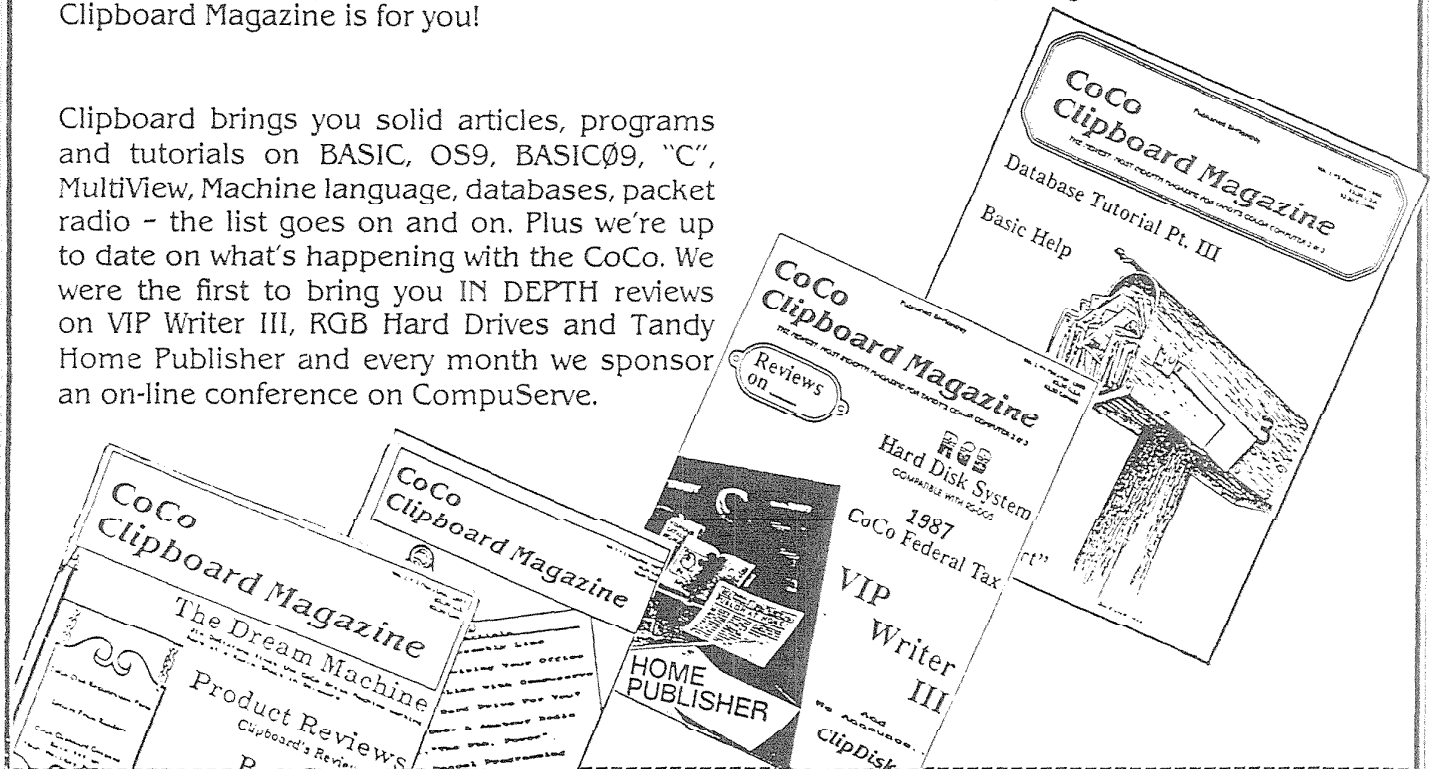
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Hints & Tips from

The MASTERS !

Who are the MASTERS? The Masters are a group of seasoned adventurers, many of them software creators, whom we correspond with frequently. If you are confused, baffled, or totally frustrated with any adventure or game, just drop us a note explaining what game it is and where you are stuck. We will do our best to find you an answer. All letters +will+ be answered, either by mail or within this section of the magazine. During our initial market poll, we asked people to submit problems that they were having with their favorite adventure/game. Here are the questions they had and the answers we found for them.

The Sands of Egypt +Radio Shack+

Dear Connection,
I need help with Sands of Egypt! I can get ALL the way to the treasure room, which I assume is near the end of the adventure, and I simply CAN'T GET THE TREASURE!! How do you get it??

Answer: The reason you cannot obtain the treasure is because the treasure is not to be obtained. Once you have found the hidden treasure vault, you have (in effect) solved this adventure game. Now you simply need to GET the ladder, GO through the ARCHWAY, UNTIE the ROPE twice, ride the current back to the hole, and DROP and then CLIMB the LADDER to finish up the game and complete your quest.

Rommel 3-D +Michtron+

Dear Connection,
I can only get to a point in Rommel 3-D and every time I reach that level the game gets too fast and blows me away. Any help would be appreciated.

Answer: Here is a small tip that you can use throughout the game to improve your play. Get an enemy tank chasing you, drive off the screen, and come up behind him on the opposite side of the screen. Then, while he is turning around to face you -- Fire!

Black Sanctum +Mark Data+

Dear Connection,
How can I get past that black hooded figure who keeps sending me to that "Strange place" ??

Answer: Always wear the black hooded robe that you found within the closet. Be very careful if you have to remove it for awhile.

Mr. Corey +Valkryie Software+

Dear Connection,
How can I open the door found in the laboratory? I have the ID card and I want to put it into the slot, but the computer will not let me!

Answer: Just tell the computer exactly what you want to do. Valkryie software games have a fairly forgiving parser, all you need to do is PUT CARD IN SLOT and the laboratory door will now open. Incidentally, if you are having some trouble finding things in Mr. Corey, try the SEARCH command.

The Vortex Factor +Mark Data+

Dear Connection,
I cannot seem to find the combination to the safe in The Vortex Factor. Just where can it be found?

Answer: Here is a helpful clue that will help you tackle this one on your own (with some logical thought). The combination is encoded within a date. Give this a try and work with decoding a date into a combination. A tricky and interesting twist by Mark Data, so give it a try.

Valley of the Magi +Adventureware+

Dear Connection,
How do I somehow get past, attack, or

identify the obscure being that is out darting around in the mist?

Answer: Well, mist is obviously what is limiting your sight in this case. Thus, you must get closer to whatever it is before you. Try approaching the being, but be careful.

Black Sanctum +Mark Data+

Dear Connection,
Just what exactly does that pipe organ do? I have tried a bunch of commands to no avail. I know that it is an old Praetorious with 32 stops.

Answer: Just a small hint, try playing the organ, possibly something by Bach would soothe your adventuring nerves? Oh yes, and always remember...
Invocare Episcopus.

Black Sanctum +Mark Data+

Dear Connection,
All I can do in this game is get to the cabin, wander around, find a few

objects, examine a couple things, and that's it! I have read about a lot of things I have *NOT* seen! What in the world am I missing?Or am I just that blind?

Answer: Take off your dark sunglasses. [grin] The secret you are looking for lies totally within the mirror in the closet upstairs. Concentrate on it and you will find the answer.

Ironwood Mansion +Adventureware+

Dear Connection,
After all of the obstacles that I have overcome in Mansion, I thought I had the game beat. But now I am really stumped in the Wine Cellar. I am sure the casks have something to do with it - but what? Will asking for help void your free adventure deal? If so, then please don't answer - I'll get it yet!

Answer: The answer you're seeking lies within the spigots on the casks, use them to your advantage. ++ No problem, Mansion is tough, if you can solve it you certainly deserve your reward.

SUNDOG SYSTEMS



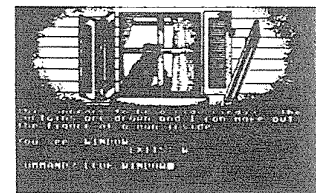
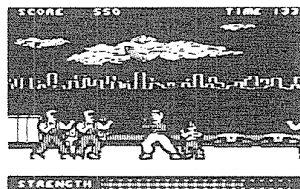
In Quest of the Star★Lord

A new animated graphic adventure for the Color Computer 3 from the author of the Hall of the King trilogy! Enjoy the mixture of science and fantasy as you quest for the Phoenix Crossbow, the only thing that can save you in the post-holocaust world. A full 4 disk sides of adventure! Outstanding 320x200 graphics will make this your favorite CoCo adventure! Req. 128K CoCo 3 and disk drive. Only \$34.95.

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-2/88 Rainbow review
"A definite 5 stars!"
-12/87 Wizard's Castle review



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Hall of the King I +Sundog Systems+

Dear Connection,
Here is the situation.... I am in the dining room and cannot get the ring! I have not been able to figure out at all why I cannot pick it up. Please! help me out on this one cuz none of my friends have this adventure game and (another publication) has not answered my cry for assistance yet. HELP!

Answer: Okay, this is an easy one. You must type GET GOLD to pick up the ring. You do have the right idea I am sure, but just this slight change of syntax is what you are looking for.

Hall of the King I +Sundog Systems+

Dear Connection,
I have wandered through several rooms in the hall and have not really been able to find a whole lot. I know this adventure is supposed to be extremely large, but I just cannot seem to find a major portion of the rooms.

Answer: Well, I am not really too sure where you have been yet, but just maybe this will help you out. Within the dining room there is a dumbwaiter. The author has used a clever trick in not displaying in the text description that there is a rope. However, if you look closely at the graphics portion of the screen, you will suddenly find a rope. PULLing on the ROPE will bring the dumbwaiter to your level and will allow you to explore a large amount of the adventure that maybe you have not been through. Keep a careful eye open on the graphics throughout the entire Hall of the Kings trilogy because the author uses this method on occassion.

Hall of the King III +Sundog Systems+

Dear Connection,
I am in the "extension of the mines" room and cannot seem to get past the rubble to get to the area beyond. Is there any way past the rubble or is it just a prop?

Answer: You must MOVE the RUBBLE. To accomplish this task you will need the crowbar that's found mixed in with the

mining tools. Once you enter in MOVE RUBBLE the program will then ask you - With What? At this prompt, just enter CROWBAR (with the crowbar within your inventory) and the area beyond is now yours to explore.

Tomb of T'ien +Valkyrie Software+

Dear Connection,
In Tomb of T'ien, some Guru somewhere is mentioned. I have looked all over and cannot find the guy. Just where is he?

Answer: To find the Guru, you must CLIMB up the MOUNTAIN when you are located on the mountain path where you find the curious pebble and the sign. After you have found the ancient Guru, remember to ASK for some information. This info will help out later in the game.

Mr. Corey +Valkyrie Software+

Dear Connection,
I am really painfully stuck and am now getting frustrated. How do I get out of the detention chamber?!? The door will not open and I cannot kick in the grating or anything. I suppose the answer is probably simple, but this is my first try at adventure gaming.

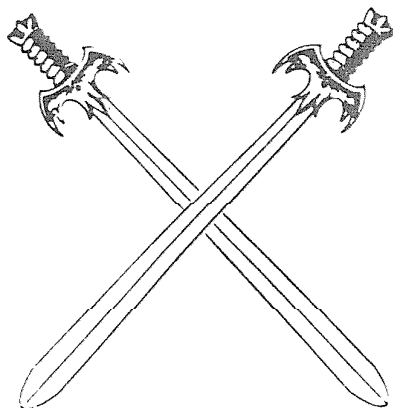
Answer: By examining the grating upon the wall you will notice a latch. LIFT the small LATCH to escape from the detention chamber. Then, GO GRATING will take you out into the rest of the adventure. Adventure games are fairly tough. Be persistent! and try things that are often unusual. The commands LOOK and EXAMINE are usually extremely powerful, remember to use them often.

Hints & Tips from the Masters will be a regular feature within The Gamer's Connection. We do plan to expand this area to several pages, so scribble out your problems on a piece of paper and send them on in! We will do our best to find you an answer and then get you that answer A.S.A.P.

Happy Adventuring!

The Gamer's Connection!

GENie Conferences!



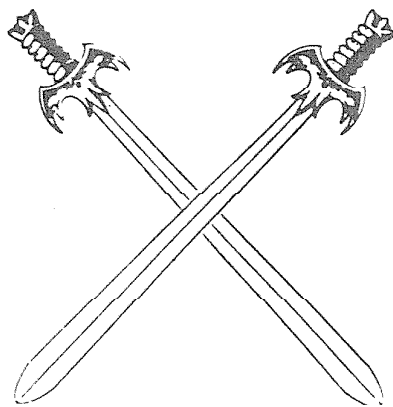
Join Us the 1st Friday of Every Month at 8:00pm CST !!

GENie is one of the most popular information networks across the country and we would like to invite you to speak with the staff of The Gamer's Connection the first friday of every month in a discussion of different and exciting topics. We will be having a different guest speaker every month joining the staff online for this two hour conference. GENie is a great place to find the information you need right away! The system libraries are full of quality public domain programs that can be downloaded right to your CoCo! You can find us by typing TANDY at any user prompt and from there enter the Tandy Real-Time Conference.

We hope to see you there at our next conference - don't miss out on the information available there, or on the fun!!

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Keeper of the Secrets



A Medieval Text Adventure game.

Written by: The Ice Devil

32K ECB Minimum memory requirement.

CoCo I / CoCo II / CoCo III

"Gentlemen, and Ladies, the name of the game is adventure. Keeper of the Secrets to be precise. Please check your computer facilities to be sure that they can handle this 32 Kilobyte vacation from your common present day reality. Be also ever so certain that it holds the so very ancient Extended Color Basic spell, for without this incantation, the challenge I present you with can never be yours. If your system meets all of the aforementioned requirements, and if you can find the courage to continue, then please, I invite you, read on.

The name I am called is unimportant. If you must, you may refer to me as The Controller. For, from the very moment you accept my quest and type in the lengthy listing incantation found after this communique, your unforeseen destiny will belong to me. After you have entered the legendary incantation save it, so that - should you fail - another may someday journey in your place. Accomplishing this, you will be ready to execute the command word of power. If that word escapes you at the moment, the runes associated with it are...RUN. This most powerful word entered, you will then be transported to a place where reality means little, where the ways of magic rule everyone, everywhere, and everything.

Alas, I am weak in the respect that I feel I must tell you something of where you are and what must be done. In times long past, in a lost era of great turmoil and strife throughout this land, a mighty and powerful man, whose name has been lost over time, came to lead his people out from under the oppressive thumb of their evil despotic ruler. He came, bearing a symbol of strength, a bejeweled glove containing magic unknown, forged from the very bowels of the land itself. With it, he rallied his people behind him and together they defeated their unkind and tyrannic ruler. In the pyramidal structure from which the former ruler enslaved the land, this great warrior flung down the mighty glove to insure the lands would forever be protected by its legendary power. He died soon after, some say it was the red plague that found him, others believe that using such magics had taxed him far beyond his human limitations.

Enough of the past. Today rumors of chaotic creatures roaming over the lands have brought me to you. I have found the person who would wear this glove and save the people. However, unfortunately, it is not yourself. The chosen one would not survive the perils set down by our past champion to protect the glove from those who would use it for an evil purpose. I feel that, perhaps, you have a fair chance of finding the glove and then, returning it to the one who would bring the realm into a balance once again. You will be paid handsomely for your efforts, adventurer, do not worry. May the gods of the game watch over you and may a small bit of luck hang with you throughout the journey. Fare thee well."

The Controller

```
1 CLEAR2000:DIMA$(26)
2 PMODE4,1:PCLS0:SCREEN1,1
3 FORX=1TO26:READA$(X):A$(X)="BM
+3,0;" +A$(X):NEXTX
4 DRAW"BM10,10;":B$="KEEPER OF T
HE SECRETS":GOSUB6:DRAW"BM10,20;
":B$="PROGRAMMED BY THE ICE DEVI
L":GOSUB6:GOSUB13:DRAW"BM10,180;
":B$="GOOD LUCK WARRIOR":GOSUB6
```

```

5 PLAY"03;V31;L10;A;V8;A;V1;A":P
LAY"03;V1;A;V8;A;L10;V31;A":GOTO
14
6 FORX=1TOLEN(B#):C#=MID$(B#,X,1
):A=ASC(C#)
7 IFA=32THENDRAW"BM+6,0;"
8 IFA)64ANDA(91THEN9ELSENEXTX
9 A=A-64:DRAWA$(A):NEXTX
10 RETURN
11 DATAU4E2F2D2L4R4D2,R3L3U6R3FD
RL3R3FDG6R, BUFR3L3HU4ER3BD6, R3L3
U6R3FD4G6R, R4L4U3R3L3U3R4BD6, U3R
3L3U3R4BD6BL, BUFR2EUHLBL2D2U4ER3
BRBD6, U6D3R4U3D6, R4L2U6L2R4BD6, B
UFR2EU5BD6, U6D3RE3G3F3, BU6D6R4BL
, U6F2E2D6, U6DF2F2DU6BD6, BUU4ER2F
D4GL2HFBR3, U6R3FDGL1BD3BR
12 DATABUU4ER2FD4GL2HF2R2EHF2BL, U
6R3FDGL3R2F2D, BUFR2EUHL3HEUR1FBD
5, BU6R4L2D6BR2, BU6D5FR2EU5BD6, BU
6D2FD2FEU2EU2BD6, BU6D6E2F2U6BD6,
UE4UBL4DF4D, BU5UDF2E2UD6ED3BR, BU
6R4DG4D1R4
13 DRAW"BM0,30;F9E2F18E7F12E15F5
E3F8F3E7F3E9F3F20E6F10E22F27E10F
3E7F12E19F4E5F3E7":DRAW"BM0,151;
E7F3E5F4E19F12E7F3E10F27E22F10E6
F20F3E9F3E7F3F8E3F5E15F12E7F18E2
F9":RETURN
14 ZZ#="03;V31;L10;A;V8;A;V1;A":
ZY#="T5;V15L404ED#04ED#E03B04DCL
2D3AP4"
15 DIMJ$(52),M$(52),N$(52),O$(52)
,P$(52),Q$(52),R$(52),S$(52),T$(52)
,U$(11),DD$(20),F$(27),I$(3),D$(
27),E$(27),G$(27),H$(27):I=1:Z=1
:N=1:GG=0:LG=1:C=4:FORX=1TO8:REA
DDD$(X):NEXTX
16 FORX=1TO52:READJ$(X):NEXTX:FO
RX=1TO52:READM$(X):NEXTX:FORX=1TO
52:READP$(X):NEXTX:FORX=1TO52:REA
DS$(X):NEXTX:FORX=1TO52:READT$(X):
NEXTX
17 FORX=1TO27:READD$(X):NEXTX:FO
RX=1TO27:READE$(X):NEXTX:FORX=1T
O27:READF$(X):NEXTX:FORX=1TO27:R
EADG$(X):NEXTX:FORX=1TO27:READH$(
X):NEXTX
18 FORX=1TO27:G$(X)=H$(X):NEXTX:
R=2:RL=2:DRAW"BM55,105;":D#="PRE
55 ANY KEY TO BEGIN":GOSUB6:GOSU
B177:PLAYZY#
19 IFR=@THENR=1
20 C#="":FORX=1TO27:IFR=VAL(G$(X
))THENH=H+1:IFH)1THENC#=C#+", "+D
$(X)ELSEC#=C#+D$(X)
21 NEXTX:H=0
22 IFR=2THENFORX=1TO3:IFI$(X)="T
HE GAUNTLET"THENGOTO156:ELSENEXT
X

```

```

23 IFR=1THENPRINTJ$(1):R=RL:GOTO
38
24 CLS3:IFR=43ANDGG=1THENPRINT"Y
OU ARE IN A THRONE ROOM WITH A C
RYSTAL DIAS.":GOTO26
25 PRINT"YOU ARE ";J$(R)+".":S=R
ND(3):IFRND(100)=1THENPRINT"A SN
AKE JUST APPEARED IN THE ROOM
, IT HYPNOTIZED YOU AND DISA
PPEARED.":IFI$(S)=" THENFORX=1TO
1500:NEXTX:GOTO19ELSEFORX=1TO150
0:NEXTX:GOTO158
26 IFR=48THENC#="A VERY MEAN LOO
KING DRAGON"
27 IFR=30ANDZ=1THENPRINT"A ZOMBI
E WITH A RATHER LARGE MADE HA
S JUST LUMBERED UP.":Z=0:GOTO150
28 IFC#=""THENC#="NOTHING INTERE
STING"
29 IFR=2ANDKP=@THENC#="THE PYRAM
ID"
30 IF R=2ANDKP=1THENC#="AN OPEN
SECTION OF ROCK"
31 PRINT:PRINT"YOU SEE: ";C#:C#=
"":PRINT:PRINT"POSSIBLE DIRECTIO
NS: ";
32 IFR=(<)M(R)ANDM(R)<)@THENPRINT
"ORTH ";:DI=1
33 IFR=(<)P(R)ANDP(R)<)@THENPRINT
"OUTH ";:DI=1
34 IFR=(<)S(R)ANDS(R)<)@THENPRINT
"eAST ";:DI=1
35 IFR=(<)T(R)ANDT(R)<)@THENPRINT
"west ";:DI=1
36 IFDI=@THENPRINT"NONE"ELSEDI=@
37 PRINT:FORX=1TO8:PRINT"*+*+":
NEXTX
38 PRINT:LINEINPUT"OK, ";A#:PRIN
T:PLAYZZ#:RL=R:FORX=1TO20STEP2:IF
FA#=DD$(X)ORA#=DD$(X+1)THEN164EL
SEC=C+1:NEXTX
39 C=4:IFA#="L"ORA#="LOOK"THEN19
40 II#="99":IFLEFT$(A#,3)="INV"
HENII#="":FORX=1TO3:II#=II#+I$(X
):NEXTX:ELSE43
41 IFII#=""THENPRINT" - NOTHING
-":GOTO38ELSEFORP=1TO3:IFI$(P)<)
""THENPRINTI$(P)
42 NEXTP:GOTO38
43 IFLEFT$(A#,3)="QUI"ORA#="END"
THENPRINT"PLAY AGAIN? Yes OR No
?"ELSE45
44 M7#=INKEY#:IFM7#="Y"THENRUNEL
SEIFM7#="N"THENCLS:ENDELSEC44
45 IFA#=""THENPRINT"ONLY TWO WDR
D COMMANDS PLEASE.":GOTO38
46 L=LEN(A#):FORD=1TOL:B#=MID$(A

```

```

$,D,1):IFB$=" "THENGOTO48ELSENEXT
TD
47 PRINT"ONLY TWO WORD COMMANDS
PLEASE.":GOTO38
48 V$=LEFT$(A$,3):M$=RIGHT$(A$,L
-D):N$=LEFT$(M$,3):IFV$="LOO"THE
NV$="EXA"
49 IFR=33ANDV$="BRE"ANDN$="STA"
HENFORX=1TO3:IFI$(X)("<"A LONG WO
ODEN STAFF"THENY=Y+1:NEXTX
50 IFR=33ANDY=3THENS1ELSE53
51 IFR=33ANDV$("<"BRE"ORR=33ANDN$
("<"STA"THENPRINT"WITH A HIDEUS
SCREAM THE HYDRA LUNGES AT YOU W
ITH SIX OF ITS NINE HEADS.":FO
RX=1TO2000:NEXTX:PRINT"AS YOU AR
E BEING DEVoured BY THIS MONS
TER, YOU HEAR AN EVIL LAUGH.":J
K=1
52 IFJK=1THENPRINT"THE LAND IS L
OST NOW TO THE EVILWHICH YOU TRI
ED TO DESTROY. IT HAS WON.":
FORX=1TO3000:NEXTX:A$="END":GOTO
43
53 IFR=19ANDV$="EXA"ANDN$="WAL"
HENPRINT"THEY LOOK LIKE THEY WER
E BLASTED BY A BLOW TORC
H.":GOTO38
54 IFV$="EXA"ANDN$="FLO"ANDR=28T
HEN57
55 IFV$="EXA"ANDN$="FLO"ANDR=29T
HEN57
56 IFV$="EXA"ANDN$="FLO"DRV$="EX
A"ANDN$="WAL"ORR)2ANDV$="EXA"AND
N$="DEI"THENPRINT"BIG DEAL, YOU
SEE FINELY CUT ROCK.":GOTO38
57 IFV$="EXA"ANDN$="GLO"THENFORX
=1TO3:IFI$(X)="A METAL GLOVE"THE
NGOSUB175ELSENEXTX
58 IFV$="EXA"ANDN$="GLO"ANDVAL(G
$(20))=R ANDR()43THENGOSUB175
59 IFR=2ANDV$="EXA"ANDN$="GRO"TH
ENPRINT"IT'S MOSTLY SAND.":GOTO3
8
60 IFR=22ANDV$="EXA"ANDN$="DOO"
HENPRINT"YOU CANNOT SEE BEYOND T
HE YELLOW LIGHT.":GOTO38
61 IFV$="DIG"THENPRINT"YOU DON'T
HAVE A SHOVEL!":GOTO38
62 IFV$="OPE"ANDN$="SES"THENPRIN
T"THIS ISN'T PERSIA!":GOTO38
63 IFR=2ANDV$="CLI"ANDN$="PYR"OR
V$="CLI"ANDN$="WAL"THENPRINT"YOU
GOT HALF WAY UP AND SLID BAC
K DOWN.":GOTO38
64 IFR=28ANDV$="EXA"ANDN$="FLO"
HENPRINT"IT LOOKS FAULTY TO THE
WEST.":GOTO38
65 IFR=29ANDV$="EXA"ANDN$="FLO"
HENPRINT"IT LOOKS FAULTY TO THE

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EAST.":GOTO38
66 IFR=28ANDV$="JUM"ANDN$="WES"
HENPRINT"OKAY, YOU MADE IT.":R=2
9:RL=29:GOTO38
67 IFR=29ANDV$="JUM"ANDN$="EAS"
HENPRINT"I MADE IT.":R=28:RL=28:
GOTO38
68 IFR=28ANDV$="JUM"ANDN$="FLO"
HENPRINT"YOU MADE IT.":R=29:RL=2
9:GOTO38
69 IFR=29ANDV$="JUM"ANDN$="FLO"
HENPRINT"YOU MADE IT.":R=28:RL=2
8:GOTO38
70 IFR=2ANDKP=0ANDV$="KIC"ANDN$=
"PYR"THENKP=1:PRINT"A SECTION OF
WALL FELL IN WHERE YOU KICKED I
T!":GOSUB147:M(2)=3:GOTO19
71 IFV$="KIC"THENPRINT"WHY DO YO
U WANT TO KICK THAT?":GOTO38
72 IFV$="PUN"DRV$="HIT"THENPRINT
"POW!":FORX=1TO500:NEXTX:PRINT"Y
OUR HAND FEELS LIKE IT'S B
ROKEN.":GOTO38
73 IFR=31ANDV$="EXA"ANDN$="PIC"
THEN PRINT"IT'S BOLTED TO THE WA
LL!":GOTO38
74 IFR=38ANDV$="EXA"ANDN$="DOO"
HENPRINT"IT IS LOCKED.":GOTO38
75 IFR=43ANDLG=1ANDV$="EXA"ANDN$
="GLO"THENPRINT"IT LOOKS LIKE A
GAUNTLET":GOTO38
76 IFR=14ANDV$="EXA"ANDN$="CYL"
HENPRINT"IT IS MADE OF A SILVER/
GREY METAL.":GOTO38
77 IFR=43ANDV$="GET"ANDN$="GLO"
HENLG=0
78 IFR=2ANDV$="EXA"ANDN$="PYR"TH
ENPRINT"IT LOOKS OLD BUT IS NOT
WORN BY EROSION.":GOTO38
79 IFV$="JUM"THENPRINT"WHY?":GOT
O38
80 IFR=13ANDV$="GET"ANDN$="PIL"
HEN162
81 IFR=13ANDV$="SMA"ANDN$="PIL"O
RR=13ANDV$="GET"ANDN$="DIA"THEN1
62
82 IFR=16ANDV$="GET"ANDN$="HEA"O
RR=15ANDV$="GET"ANDN$="MAR"THENP
RINT"YOU'RE CRAZY, YOU CAN'T DO
THAT!":GOTO38
83 IFR=43ANDV$="EXA"ANDN$="DAI"
HENPRINT"IT IS MADE OF VERY DRNA
TE CRYSTAL.":GOTO38
84 IFR=39ANDUN=1ANDV$="EXA"ANDN$
="DOO"THENPRINT"IT IS OPEN.":GOT
O38
85 IFR=13ANDV$="TOU"ANDN$="PIL"
HEN162
86 IFR=48ANDV$="EXA"ANDN$="DRA"
HENPRINT"IT LOOKS VERY MEAN.":GO
TO38

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87 IFV$="WEA"ANDN$="GAU"THENFORX
=1T03;IFI$(X)="THE GAUNTLET"THEN
PRINT"YOU FEEL POWER FLOWING FRO
M THE GAUNTLET. IT IS OVERWHELM
ING.";GOSUB147;GOTO163ELSENEXTX;
PRINT"YOU DON'T HAVE THE GAUNTLE
T.";GOTO38
88 IFR=34ANDV$="EXA"ANDN$="HYD"
HENPRINT"YEP, IT'S DEAD ALRIGHT!
";GOTO38
89 IFR=14ANDV$="GET"ANDN$="CYL"
HENPRINT"I' TS TOO HEAVY.";GOTO38

90 IFV$="DRO"ANDN$="ANK"DRV$="TH
R"ANDN$="ANK"THEN91ELSE94
91 IFR=14ANDV$="THR"ANDN$="ANK"
HENFORX=1T03;IFI$(X)="AN ANKH"
HENPRINT"KABOOM!!!!!!!!!!!!!!!!!!
!!!!!!!!";PRINT"THE ANKH EXPLODED
DESTROYING THECYLINDER.";G$(6)="1
4";G$(27)="1";GOSUB147;G$(26)="1
";I$(X)="";GOTO19ELSENEXTX;PRINT
"I CAN'T DO THAT!";GOTO38

```

```

92 IFV$="DRO"ANDN$="ANK"THENFORX
=1T03;IFI$(X)="AN ANKH"THENR=9;P
RINT"KABOOM!!!!!!!!!!!!!!!!!!!!!!
!!!!!!";PRINT"THE ANKH BLEW UP IN
TO A THOUSANDPIECES.";PRINT"PLAT
INUM SHARDS FLYING AT CLOSE TO 3
00 M.P.H. ARE TURNING YOUR BODY
INTO SWISS CHEESE."
93 IFV$="DRO"ANDN$="ANK"ANDR=9TH
ENFORT=1T0999;NEXTT;PRINT"YES YO
U ARE DEAD!";A$="END";GOTO43ELSE
NEXTX
94 IFV$="THR"ANDN$="ANK"THENFORX
=1T03;IFI$(X)="AN ANKH"THENV$="D
RO";GOTO89 ELSENEXTX
95 IFR=52ANDV$="EXA"ANDN$="SLO"
HENPRINT"IT LOOKS ABOUT THE SAME
SIZE AS A COIN.";GOTO38
96 IFR=14ANDV$="EXA"ANDN$="FOG"
HENPRINT"IT IS ACTUALLY A BLUE S
MOKE.";GOTO38
97 IFR=13ANDV$="EXA"ANDN$="PIL"
HENPRINT"IT IS MADE OF FRESHLY M
OLTEN GLASS.";GOTO38
98 IFV$="CLO"THENPRINT"FORGET IT
PAL.";GOTO38
99 IFR=27ANDV$="EXA"ANDN$="TAP"
HENPRINT"THEY ARE OLD AND TATTER
ED.";GOTO38
100 IFR=19ANDV$="EXA"ANDN$="SIG"
HENPRINT"IT IS CARVED OUT OF OB
SIDIAN.";GOTO38
101 IFDF=0ANDV$="EXA"ANDN$="LIQ"
THENFORX=1T03;IFI$(X)="A SMALL F
LASK OF LIQUID"THENPRINT"IT IS Y
ELLOW.";GOTO38ELSENEXTX
102 IFR=16ANDV$="EXA"ANDN$="GRA"
HENPRINT"IT LOOKS FRESHLY DUG."
;GOTO38
103 IFR=13ANDV$="EXA"ANDN$="DIA"
HENPRINT"IT LOOKS VERY VALUABLE
.";GOTO38
104 IFV$="EXA"ANDN$="ROC"THENPRI
NT"IT IS FINELY CUT.";GOTO38
105 IFR=23ANDV$="EXA"ANDN$="ROP"
ORR=24ANDV$="EXA"ANDN$="ROP"THEN
PRINT"IT'S MADE OF THIN SILVERY
THREADS.";GOTO38
106 IFR=5ANDV$="EXA"ANDN$="POO"
HENPRINT"IT LOOKS LIKE MOLTEN SI
LVER YET IT GIVES OFF NO HEAT.";
GOTO38
107 IFR=43ANDV$="GET"ANDN$="GLO"
THENGG=1
108 IFV$="EXA"THENFORX=1T027;IFV
$=F$(X)THENPRINTF$(X);GOTO28ELSE
NEXTX
109 IFDF=1ANDV$="DRI"ANDN$="FLA"
THENFORX=1T03;IFI$(X)="AN EMPTY

```

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```

FLASK"THENPRINT"YOU DRANK IT ALR
EADY. ";GOTO38ELSENEXTX
110 IFV$="DRI"ANDN$="FLA"ORV$="D
RI"ANDN$="LIQ"THENFORXX=1TO3:IFI
$(XX)="A SMALL FLASK OF LIQUID"
T HENDF=1:I$(XX)="AN EMPTY FLASK":
D$(1)="AN EMPTY FLASK":GOTO148EL
SENEXTXX
111 IFR=5ANDV$="SWI"ANDN$="POG"
THENPRINT"YOU SWAM BUT UGH! YOUR
SKIN TURNED TO SILVER.":PP=
1;GOTO38
112 IFR=15ANDV$="REA"ANDN$="MAR"
THENPRINT"-WHEN ALL ELSE FAILS,"
:PRINT"KOBAR PREVAILS!";GOTO38
113 IFR=15ANDV$="EXA"ANDN$="MAR"
THENPRINT"TRY READING 'EM.":GOTO
38
114 IFR=16ANDV$="EXA"ANDN$="HEA"
THENPRINT"SOMETHING IS WRITTEN O
N IT.":GOTO38
115 IFR=16ANDV$="REA"ANDN$="HEA"
THENPRINT"IT SAYS, 'I. JONES, BO
RN 1920- TODAY, ARCHAEOLOGIST,
EXPLORER, R. I. P.'";PRINT:PRINT"-
-- A GLOVE BY NAME IS NOT THE --
-- ONE HE SOUGHT.":GOTO38
116 IFR=17ANDV$="SAY"ANDN$="KOB"
THENPRINT"A SECRET DOOR OPENED I
N THE NORTH WALL.":FORX=1TO1
000:NEXTX;R=35;GOTO19
117 IFR=37ANDV$="SAY"ANDN$="KOB"
THENPRINT"A SECRET DOOR OPENED I
N THE SOUTH WALL!":FORX=1TO1
000:NEXTX;R=18;GOTO19
118 IFR=23ANDV$="CLI"ANDN$="ROP"
THENPRINT"OK. ";GOSUB147;R=24;GOT
O19
119 IFR=24ANDV$="CLI"ANDN$="ROP"
THENPRINT"OK. ";GOSUB147;R=23;GOT
O19
120 IFR=31ANDV$="TDU"ORV$="PUL"
THEN121ELSE122
121 IFN$="BAU"ORN$="PIC"THENPRIN
T"THE WALL TO THE NORTH IS
CHANGING. ";R=36;FORX=1TO1000;N
EXTX;GOTO102
122 IFR=33ANDV$="BRE"ANDN$="STA"
THENFORX=1TO3:IFI$(X)="A LONG WO
DDEN STAFF"THENPRINT"THE HYDRA W
AS KILLED BY THE EXPLOSION O
F THE STAFF, IT WEAKENED TH
E FOUNDATIONS. LEAVENOW!";FOR=
1TO2000:NEXTD;R=34:I$(X)="A BROK
EN STAFF":GOTO19
123 IFR=33ANDV$="BRE"ANDN$="STA"
THENNEXTX
124 IFV$="BRE"THENPRINT"WHAT FOR
?";GOTO38ELSEIFV$="SAY"THENPRINT
"ALRIGHT. ";M$;". ";GOTO38
125 IFR=38ANDV$="UNL"ANDN$="DOO"

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ANDUN=0THENINPUT"WITH WHAT";C$;I
FC$="KEY"THENFORX=1TO3:IFI$(X)="
AN OLD KEY"THENUN=1:PRINT"IT UNL
OCKED EASILY AND SWUNG OPEN."
:GOTO160ELSENEXTX:PRINT"YOU DON'
T HAVE IT.":FORX=1TO1000:NEXTX;G
OTO102
126 IFV$="KIL"ANDN$="DRA"THENBOT
O127ELSEGOTO130
127 IFR=48ANDV$="KIL"ANDN$="DRA"
THENINPUT"WITH WHAT";C$;B$=LEFT$
(C$,3):FORL=1TO3:IFI$(L)="AN OLD
DAGGER"ANDB$="DAG"THENPRINT"IT
DISAPPEARED WHEN YOU CUT IT. IT
MUST HAVE BEEN AN ILLUSION.":DD=
1:ELSENEXTL;GOTO129
128 IFV$="KIL"ANDN$="DRA"ANDDD=1
THENR=49;FORX=1TO1000:NEXTX;GOTO
38
129 IFR=48ANDV$="KIL"ANDN$="DRA"
THENPRINT"YOU CAN'T KILL IT WITH
THAT!";GOTO38
130 IFR=52ANDV$="INS"ANDN$="COI"
THENINPUT"WHERE";C$;IFLEFT$(C$,3
)="SLO"THENFORT=1TO3:IFI$(T)="A
GOLD COIN"THENPRINT"THE WALLS AR
E CHANGING.":FORL=1TO1000:NEXTL;
R=13;RL=13;GOTO171ELSENEXTT;PRIN
T"YOU DON'T HAVE IT.":GOTO38
131 IFV$="GET"ORV$="TAK"THENGOTO
140
132 IFV$="THR"THENPRINT"IT BOUNC
ED OFF OF THE WALL AND HIT YOU
ON THE HEAD.":FORX=1TO500:NEXTX;
PRINT"YOU HAVE A HEADACHE NOW!";
GOTO172
133 IFV$="DRO"THEN142
134 IFV$="EXA"THENFORX=1TO27ELSE
139
135 IFN$=F$(X)ANDR=VAL(G$(X))THE
NPRINTF$(X);GOTO38
136 IFN$=F$(X)ANDVAL(G$(X))=0THE
NPRINTF$(X);GOTO38
137 IFV$="EXA"THENNEXTX
138 PRINT"YOU DON'T SEE THAT HER
E.":GOTO38
139 PRINT"YOU CAN'T DO THAT!";GO
TO38
140 FORX=1TO27:IFF$(X)=N$ANDR=VA
L(G$(X))THEN141ELSENEXTX:PRINT"Y
OU SEE NO WAY TO GET THAT NOW.":
GOTO38
141 FORY=1TO3:IFI$(Y)=" "THENI$(Y
)=D$(X);G$(X)="@";PRINT"TAKEN. ";
GOTO38ELSENEXTY:PRINT"YOUR HANDS
ARE FULL.":GOTO38
142 FORX=1TO26
143 IFF$(X)=N$ANDG$(X)="@"THENG$
(X)=(STR$(R));PRINT"DROPPED. ";EL
SENEXTX
144 FORY=1TO3:IFI$(Y)=D$(X)THENI

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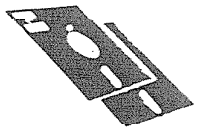
$(Y)="":GOTO38:ELSENEXTX
145 PRINT"YOU DON'T HAVE IT.":GO
TOD38
146 END
147 FORZZ=1TOD800:NEXTZZ:RETURN
148 IFPP=1THENPRINT"THE POTION H
AD A STRANGE REACTION WIT
H YOUR SILVER SKIN.":FORX=1TOD600
:NEXTX:PRINT"YOU'RE MELTING AWAY
!":A$="END":GOTO43
149 PRINT"YOU SEE A VISION, A VE
RY LARGE NINE-HEADED LIZARD IS
GAURDING A GAUNTLET.":FORX=1TOD1
500:NEXTX:GOTO19
150 PRINT:FORX=1TOD8:PRINT"*+*+*";
:NEXTX:PRINT:LINEINPUT"OK, ";A$:
PRINT:PLAYZZ$:FORX=1TOD3:IFI$(X)=
"SWORD"THEN151:ELSENEXTX:A$=""
151 L=LEN(A$):FORD=1TDL:IFMID$(A
$,D,1)=" "THENV$=LEFT$(A$,3):M$=
RIGHT$(A$,L-D):N$=LEFT$(M$,3)ELS
ENEXTD
152 IFV$="ATT"THENV$="KIL"
153 IFV$="KIL"ANDN$="ZOM"THENPRI
NT"YOU MANAGED TO HIT IT BUT IT
RANAWAY.":FORX=1TOD1500:NEXTX:GOT
D20
154 PRINT"OH NO! IT DIDN'T WORK,
HE'S SWINGING HIS MAZE, AUG
H!":GOSUB147:PRINT"SPLAT!":A$="E
ND":GOTO43
155 GOTO102
156 PRINT"YOU HAVE RETURNED THE
GAUNTLET TO THE ONE WHO WOULD P
ROTECT THELAND. YOUR QUEST IS O
VER YOUR LORDSHIP.":PRINT:PRINT
"I THANK YOU FOR PROVIDING ME
WITH SOME AMUSING ENTERTAINMENT
.":END

```

```

157 DATA N,NORTH,S,SOUTH,E,EAST,
W,WEST
158 FORX=1TOD27:IFD$(X)=I$(S)THEN
I$(S)="":G$(X)=STR$(RND(23)):GOT
D26:ELSENEXTX
159 PRINT"IT ATE YOU!":A$="END":
GOTO127
160 GOSUB147:R=39:FORX=1TOD27:IFV
AL(G$(X))=38THENG$(X)="39"
161 NEXTX:GOTO38
162 PRINT"YOUR HAND WENT RIGHT T
HROUGH IT, YOU'RE BEING SUCKED IN
SIDE!":GOSUB147:R=38:GOTO19
163 .CLS:PRINT:PRINT:PRINT"THE EV
IL ONE HAS WON!":FORX=1TOD500:NEX
TX:PRINT"YOU HAVE FAILED!":PRINT
"THE PUNISHMENT FOR FAILURE IS D
EATH!":A$="DUI":GOTO43
164 PRINT"WALKIN'....":PRINT:IFR
=2ANDKP=1ANDA$="N"ORA$="NORTH"TH
ENR=3:GOTO19
165 U$=LEFT$(A$,1):IFU$="N"THENR
=M(R):GOTO19
166 IFU$="S"THENR=P(R):GOTO19
167 IFR=28ANDU$="W"ORR=29ANDU$="
E"THENPRINT"THE FLOOR FELL OUT F
ROM UNDER YOU, HELP!!!!!!!!!!!!!!
!":FORX=1TOD999:NEXTX:PRINT"YOU A
M DEAD!":A$="END":GOTO43
168 IFU$="E"THENR=S(R):GOTO19
169 IFU$="W"THENR=T(R):GOTO19
170 GOTO39
171 FORX=1TOD27:IFD$(X)=I$(T)THEN
G$(X)="1":I$(T)="":GOTO19:ELSENEX
TX
172 FORX=1TOD26:IFF$(X)=N$ANDG$(X
)="0"THENG$(X)=(STR$(R))ELSENEXT
X

```




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```

173 F0RY=1T03;IFI$(Y)=D$(X)THENI
$(Y)="";G0T038ELSENEXTY
174 G0T038
175 F0RX=1T03;IFI$(X)="A METAL G
LOVE"THENI$(X)="A PLASTIC GLOVE"
ELSENEXTX;G0T038
176 D$(20)="A PLASTIC GLOVE";RET
URN
177 IFINKEY$("<")""THENRETURNELSE17
7
178 DATA"YOU CAN'T GO THAT WAY."
,AT THE ENTRANCE TO THE PYRAMID
,IN THE MIDDLE OF A SHORTHALLWAY
,AT AN INTERSECTION OF HALLWAY
S,"IN FRONT OF A POOL OF WATER
A SMALL CARVED WOODEN SIGN SAYS
-BEWARE QUICKSILVER-"
179 DATAIN WHAT APPEARS TO BE AN
ANCIENT ALCHEMICAL LABORATORY,AT
THE END OF A NORTH/SOUT
H HALLWAY,AT THE EAST END OF AN
EAST/WEST HALLWAY,AT THE WEST
END OF AN EAST/WEST HALLWAY
180 DATAAT AN INTERSECTION OF
HALLWAYS,AT THE NORTH END OF A
HALLWAY,AT THE WEST END OF A
HALLWAY
181 DATA"IN A DIMLY LIT CHAMBER.
A TALL PILLAR OF GLASS IS IN TH
E CENTER OF THE ROOM, IN THE
PILLAR APPEARS TO BE A WHITE
DIAMOND",A STRANGE BLUE FOG WHI
CH SMELLS FAINTLY OF BRIMSTONE
182 DATA"AT THE END OF A SHORT
HALLWAY, SOME MARKINGS ARE ON
THE WALL","IN A BURIAL CHAMBER,
ON THE FLOOR IS A FRESHLY DUG
GRAVE"
183 DATA"AT THE WEST END OF A
HALLWAY.YOU HEAR A SCRAPING
SOUND BEHIND A WALL TO THE
NORTH",IN THE MIDDLE OF A
SECRET PASSAGEWAY
184 DATA"IN A CHAMBER THAT LOOKS
AS IF IT WERE FORMED OUT OF
MOLTEN ROCK, A SIGN HERE SAYS '
A GIFT FROM RA USE IT WISELY',AT
THE NORTH END OF A HALLWAY,IN
THE MIDDLE OF AN EAST/WEST
HALLWAY
185 DATAAT A DOORWAY WITH A
STRANGE YELLOW LIGHT ABOUT IT,"I
N AN ANCIENT TREASURE CHAMBER,
A ROPE IS DANGLING IN THE AIR
AND GOES RIGHT DOWN THROUGH T
HE FLOOR"
186 DATA"IN A CAVE-LIKE CHAMBER,
A ROPE IS HANGING THROUGH THE
CEILING",AT THE EAST END OF A
HALLWAY,AT THE EAST END OF A
LONG HALLWAY

```

```

187 DATA"IN A DUSTY CHAMBER, ON
THE WALLS HANG RAGGED TAPESTRIE
S DEPICTING A MAN FIGHTING A GIAN
TLIZARD WITH NINE HEADS",IN THE
MIDDLE OF AN EAST/WEST HALLW
AY
188 DATAIN A CIRCULAR ROOM THAT
LOOKS RECENTLY OCCUPIED,IN THE M
IDDLE OF A NORTH/SOUTH HALL
WAY,"IN AN EMPTY ROOM, EXCEPTFOR
A PICTURE OF A GAUNTLET ON THE
NORTH WALL"
189 DATAAT THE NORTH END OF YET
ANOTHER SECRET PASSAGE,"IN A VER
Y LARGE CHAMBER,A LARGE NINE-HEA
DED HYDRA STANDS IN FRONT OF YOU,
GULP! HE LOOKS HUNGRY","A VERY
LARGE CHAMBER, A DEAD NINE-HEADE
D HYDRA LIES IN FRONT OF YOU"
190 DATAAT THE WEST END OF A
HALLWAY,IN AN EMPTY ROOM,IN THE
MIDDLE OF A SECRET PASSAGEW
AY,"IN AN EMPTY ROOM, EXCEPTFOR
A DOOR TO THE EAST"
191 DATA"IN AN EMPTY ROOM, THERE
IS AN OPEN DOOR TO THE EAST",AT
THE WEST END OF AN EAST/WEST
HALLWAY,IN THE MIDDLE OF AN
EAST/WEST HALLWAY,AT THE EAST EN
D OF AN EAST/WEST HALLWAY
192 DATA"IN A THRONE ROOM, ON A
CRYSTAL DAIS RESTS WHAT APPEARS
TO BE A GAUNTLET",IN A LOUNGE,A
T THE EAST END OF A SHORT HAL
LWAY,IN AN ANCIENT ARMORY,AT THE
CORNER OF A SHORTHALLWAY
193 DATAIN AN OLD STUDY,IN AN EM
PTY STUDY,AT THE CORNER OF A SHO
RTHALLWAY,AT THE EAST END OF A
HALLWAY,IN AN EMPTY ROOM
194 DATA1,,4,7,,,10,11,15,,13,1
6,2,,,20,,,23,,,,,27,,25,30,31,
,,,,,37,32,20,,,,,,47,41,,45,,,50
,,,
195 DATA1,,2,3,,,4,,,8,9,,12,,10
,13,,17,,37,,,21,,28,,26,,,29,30
,36,,,30,,,,,44,,,,,46,,43,,,49,
,
196 DATA,,,6,4,,8,,7,14,,10,,,,,
11,,37,21,22,16,,25,,,,,26,28,,,3
3,,,11,,,,,40,41,42,43,,45,,,48,,
,51,52,
197 DATA,,,5,,4,9,7,,12,17,,,,,,
,19,,,20,21,,,24,20,,29,,,,,32,
,,19,,,39,40,41,42,,44,,,,,47,,50
,51
198 DATA A SMALL FLASK OF LIQUID
,PILLAR OF GLASS,A HEADSTONE,A L
ONG WOODEN STAFF,A ROPE HANGING
IN MID-AIR,A SWORD,A ROPE,THE GA
UNTLET,A POOL,AN OLD SCARAB,A HU

```

NGRY HYDRA, A DEAD HYDRA, AN OLD W
 HIP, A DIAMOND, RUBBLE, BROKEN GLAS
 S, A PIECE OF PARCHMENT
 199 DATAA MACE, AN OLD KEY, A META
 L GLOVE, AN OLD DAGGER, A VERY MEA
 N LOOKING DRAGON, A SLOT IN THE W
 ALL, A GOLD COIN, TAPESTRIES, AN AN
 KH, A TALL METAL CYLINDER
 200 DATA"IT IS JUST A NORMAL FLA
 SK.",,,"IT HAS STRANGE MARKINGS
 ON IT, ICAN'T MAKE THEM OUT.",,."
 IT LOOKS LIKE A NORMAL SWORD.",,."
 "IT HAS A SMALL GREEN GEM SET
 INTO THE PALM.",,,"IT LOOKS LIKE
 A BEATLE.",,,"IT'S MADE OF TOUG
 H LEATHER.",,
 201 DATA"IT LOOKS LIKE PART OF T
 HE WALL.", "IT'S BROKEN.", "-LOOK
 OUT FOR THE SNAKE-", "IT LOOKS LI

KE THE ONE THE ZOMBIHAD.", "IT I
 S OLD AND RUSTED.", "IT'S NOT REA
 L, IT'S MADE OF PLASTIC.", "I
 T IS MADE OF GOLD AND JEWELS.",,
 202 DATA"IT IS MADE OUT OF THINL
 Y HAMMERED GOLD.", "THEY A
 RE OLD AND TATTERED.", "IT IS MAD
 E OF PURE PLATINUM.", "IT IS MADE
 OUT OF VERY HARD METAL."
 203 DATAFLA.,, STA.,, SWD.,, GAU.,, SCA
 ,,, WHI.,, RUB, GLA, PAR, MAC, KEY, GLO,
 DAG,, , COI,, ANK,
 204 DATA6, 13, 16, 49, 23, 1, 24, 34, 5,
 29, 33, 34, 16, 13, 3, 8, 20, 30, 22, 43, 4
 6, 48, 52, 44, 27, 19, 14
 205 DATA6, 13, 16, 49, 23, 1, 24, 34, 5,
 29, 33, 34, 16, 13, 3, 8, 20, 30, 22, 43, 4
 6, 48, 52, 44, 27, 19, 14

 *
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(BASICly Speaking)

Every issue, The Gamer's Connection will be featuring a more in-depth look at the more advanced and more powerful features of Microsoft's Extended Color BASIC in this column. Several of these topics will be directly linked to the areas of game programming and logic oriented graphics screen manipulation. Good computer manuals are hard to find and for the Tandy Color Computer they are basically non-existent. Except for some material written by William Barden (a CoCo/Graphics genius) you're basically stuck with your Color BASIC and your Extended Color BASIC manuals. [Cough] These manuals cover each of the topics briefly and don't provide the end user with any insight into the actual BASIC language other than the syntax of the commands. Here we hope to fill that gap, within our +BASICly Speaking+ section of this magazine.

This issue we will jump right into a seemingly "more advanced" topic, but one that is relatively easy to use and can provide you with some interesting and different results. Many computer users have heard rumors about using POKES within their programs, most of them bad. +Misuse+ of Peeks & Pokes is the true danger, but using these very manipulative commands, you can produce some effects that cannot be otherwise generated.

For the beginner, a poke is simply the storage, or alteration of storage, of a certain value in one particular location in memory. Sticking a number in a spot, in effect. This poking of values into memory locations is, in effect, producing Object Code (termed Machine Language) results from within Microsoft's BASIC mode. We will touch further on other applications using poking in a later issue, but for now I would like to limit this article to specifically text screen pokes, so....

The text screen is divided up into 512 "squares" or 512 unreserved memory locations. These values lie from 1024 to 1535 as far as your computer cares to interpret. Now, the syntax of the the poke concerns two parameters.

POKE <LOCATION>,<CHARACTER CHOICE>

For now we shall simply use Poke X,Y. The first parameter, X, designates the coordinate at which you have chosen to place the character. Now remember, the upper left hand corner of your screen is considered 1024 to your CoCo. The second parameter, Y, in this statement is the character you wish to assign to that location in a numerical form. In the list below you will notice several characters that cannot be generated in any way from a standard keyboard. For example, a lowercase (green on black) question mark or space. Below is the standard list for screen poke values for Extended Color BASIC.

{{ Lowercase }} {{ Uppercase }}

0 = @	64 = @
1 = a	65 = A
2 = b	66 = B
3 = c	67 = C
4 = d	68 = D
5 = e	69 = E
6 = f	70 = F
7 = g	71 = G
8 = h	72 = H
9 = i	73 = I
10 = j	74 = J
11 = k	75 = K
12 = l	76 = L
13 = m	77 = M
14 = n	78 = N
15 = o	79 = O
16 = p	80 = P
17 = q	81 = Q
18 = r	82 = R
19 = s	83 = S
20 = t	84 = T
21 = u	85 = U
22 = v	86 = V
23 = w	87 = W
24 = x	88 = X
25 = y	89 = Y
26 = z	90 = Z
27 = [91 = [
28 = \	92 = \
29 =]	93 =]

30 = U-arw	94 = U-arw
31 = L-arw	95 = L-arw
32 = Space	96 = Space
33 = !	97 = !
34 = "	98 = "
35 = #	99 = #
36 = \$	100 = \$
37 = %	101 = %
38 = &	102 = &
39 = '	103 = '
40 = (104 = (
41 =)	105 =)
42 = *	106 = *
43 = +	107 = +
44 = ,	108 = ,
45 = -	109 = -
46 = .	110 = .
47 = /	111 = /
48 = 0	112 = 0
49 = 1	113 = 1
50 = 2	114 = 2
51 = 3	115 = 3
52 = 4	116 = 4
53 = 5	117 = 5
54 = 6	118 = 6
55 = 7	119 = 7
56 = 8	120 = 8
57 = 9	121 = 9
58 = :	122 = :
59 = ;	123 = ;
60 = <	124 = <
61 = =	125 = =
62 = >	126 = >
63 = ?	127 = ?
	128 = Black

A quick example for those of you who might still be a tad unsure. If you choose to place the letter "A" in the far upper left corner on the text screen - the command of POKE 1024,65 would print an uppercase A within the upper left corner (home position).

I am sure the main question that is running through your mind is ... Why?? Why would I want to Poke all of these characters into a memory location as opposed to just PRINTing them right on the screen? In most normal cases, you SHOULD! print your text right onto the text screen and that will work all the better as opposed to the poking of all these chracters. Printing text on the screen using this way would be tedious and memory consuming and really would not produce visible advantages. Yet, should you choose to alter the screen after it has already been printed, why reprint the entire screen when you can simply alter only a selection of these

locations. This is much faster and is less eye-irritating to the final user. Another use of these pokes is that you can somewhat expand your keyboard's vocabulary and have a considerable amount of new text characters that are available to you. This availability is quite nice in creating title screens, games, or whatever, using a reverse video image. Create a black screen (0) and then try poking lowercase letters onto the screen. The unique result is a different look for the normal low resolution CoCo text screen. The uses for these pokes are only limited to the ideas that have popped into your head while reading through this short article. If you do have any questions or comments regarding this article, please feel free to write me in care of this magazine and relay your ideas, innovations, or experiences.

Editor's Note: Experienced programmers do not worry! We do not plan to follow the CoCo publication trend in catering only to the beginners in programming. Upcoming issues will feature a variety of advanced expert topics in several languages. We can understand the need for advanced programming assistance, and we plan to respond.



"HIT ANY KEY TO CONTINUE"

Review Spotlight!

Hall of the King (trilogy)

The Hall of the King Trilogy

Written by: Glen Dahlgren
Distributed by: Sundog Systems

Class: Graphics/Animated Adventure

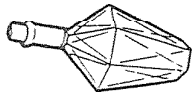
Price: \$29.95 each / \$74.95 Trilogy
+\$2.50 S/H

Requirements: 64K CoCo I, II, or III
and one disk drive.

Firrhesh! Ancient mountain dwelling of a race of dwarvenkind; a legendary mountain with a fiery heart and a most deadly temper. When mighty Firrhesh threatened to erupt and destroy the dwarves, they had to abandon their mountain home barely escaping with their lives and leaving most of their possessions behind. Included in that which was left was an object of truly unspeakable power, the Earthstone.

You, a swarthy, young, swashbuckling adventurer have been commissioned by Borodin, the ruling grandson of the Dwarven King. You will brave the evil perils of their mountain hall and the danger of Firrhesh itself in a final attempt to rescue the artifact that was once the crux of their might.

Such is your induction into the "Hall of the King" trilogy.



Each adventure comes on two disks that aren't copy-protected in any way. So, take advantage of this opportunity to make some backups just in case.



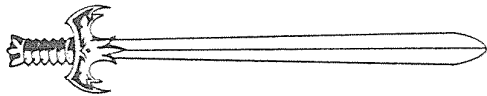
Each adventure comes with a colored single page fold-out containing all of the necessary information to load and play the adventure. Concerning how the software was packaged, the envelope it was shipped in was undamaged and the contents were tastefully sealed --- it looked as though it belonged hanging at your local Radio Shack store. Very impressive to say the least.

The adventures themselves autostart after you load up the program. As the fold-out boasts, - "100% Hi-Resolution graphics in detailed color." While I cannot really be certain, I am pretty sure most of the "guts" of these programs are machine language. The very detailed graphics are fantastic to see and seem to get better as you progress through the trilogy. I was impressed to find such a beautiful combination of colors and shades.

The command parser supports many standard two-word commands in the verb noun format. Each word may also, as is common to most adventures, be cut down to only the first three characters of each word for quicker entry and movement. Directions use the standard one

keystroke direction abbreviations such as N for North, U for Up, and so on. There's also an extremely helpful save feature that can save you quite a bit of time when you're experimenting with death-dealing situations. After you die, just load up the place you last saved and try something else.

If I were to overview all three adventures, I'd say that they gain in intensity and game playability as you progress toward Hall of the King III, Earthstone Revealed. Where Hall of the King I is a bit slow in responding to your command, Hall of the King III has progressed up to animation. All three are very good, but each has its little quirks that make it unique.



In Hall of the King I, you begin your quest in front of the large gates that lead into the mountain. Be warned that magic is involved in all three of these adventures and not everything can be taken for face value. Through secret chambers you will travel down into the mountain and even into the sacred shrine to Morodin, god of the Dwarves. Remnants of the Dwarven civilization still exist, though much of it is rotting away. The Hall of the King actually seems to be a city within the mountain. No stores were found, but I did learn that they had a great appreciation for the arts. I found an ancient stage where Dwarven thespians poured their souls into the characters they portrayed. After perils untold, you finally reach the end of Part I of your quest.

Oh yes, I really should mention that movement from room to room is not instantaneous due to the fact that each graphics screen has to be loaded off of the disk. It's not a long pause at all but it does slow things down a bit when you want to get somewhere in a hurry. While this slight slowdown holds for the entire trilogy, the pictures are, honestly, really worth the wait.

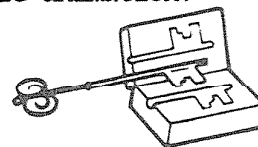
The second part of this trilogy, The Inner Chambers, proved to be very challenging. Somewhere within lies the relics which you must return to the

Caldera to begin your final descent into Firrhest, (Hall of the King III). You will also be forced to dispatch of a fearsome golem deep within a Dwarven treasure trove and you will need to find the secret archive of the ancient scribes for here you will find the key piece you need to finally descend into the fiery mountain.



While the second book in any trilogy is usually difficult to read and quite boring, Hall of the King II is nothing like that and offers some interesting challenges and yet some comedy relief. I refer to the portrait on the wall of the author Glen Dahlgren inside the mountain in a dwarven office; I really got a kick out of it. With all your objectives accomplished, you must now begin your final descent.

In Hall of the King III, Earthstone Revealed, a nasty twist of fate has lost to you the key pieces you require to complete the quest. Should you seek them out? Or should you set out for another way to obtain the Earthstone? Whatever you decide, you must journey through the ancient dwarven mines and, with the few items you gather on your way, trudge after the Earthstone. This is by far the best graphics adventure I have ever seen. The scenes are very crisp and the animation here provides really startling realism. Best of all, just wait until you get to the end of Hall of the King III. When you do you are in for a real graphics treat using remarkable animation.



I have not tried to give too many clues away but some may have crept in here anyway. I truly hope I have only whet your appetites and opened up your eyes to a set of adventures that every gaming software library should have. As you have guessed, I really enjoyed the set and highly recommend you get yourself a copy; or you'll be missing out on the adventure of a lifetime.

Review of the

CLASSICS!

We believe that product reviews are an important part of any computer magazine. Users need to have a reliable source of information, especially with the high costs of hardware and software today. We hope to help you, the CoCo consumer, in purchasing quality products and steer you around the companies and products that don't exactly live up to market standards.

In this issue we thought we would look back over-our-shoulder at some of the classic software that still deserves praise and your purchase. These products, while many over three or four years old, show a distinct mark of solid, lasting quality. If you are looking for some new gaming software, take a look at the next five pieces we are going to review here. They are all superb games and might be exactly what you are looking for.

TIME BANDIT

By Bill Dunlevy and Harry Lafnear

Time Bandit

Written by B.Dunlevy & H.Lafnear

Distributed by Michtron

(C) Copyright 1983

Class: Fast-Action arcade game

Price: \$19.95 tape/disk (+S/H)

Time bandit is the first arcade-type game to be looked at within our Review of the Classics and I am sure you will agree that in many ways it deserves our praise. Written at a time when such games were starting to become commonplace, Time Bandit burst onto the scene. The game's style was so fresh and exciting that it seemed destined to shine. This masterpiece overwhelmed the competition and then became one of the best selling games of 1983 and 1984.

When I first received this game, early in 1984, I found it outside on my porch, underneath my welcome mat which was under a foot of heavy snow and ice -- (Thanx UPS). After trying in vain to load my frozen software, I decided to send the disk back to them with a short note stating my problem. Needless to say, within one week I was playing a new copy, -- compliments of Michtron. That really impressed me. Any company that truly supports their products, even when things arise that are beyond their control, is a company worth patronizing.

Okay, now the review. The packaging of the software was quite adequate and I was impressed with the nice artwork that covered everything, the envelope, the instruction sheets, the disk, etc. Yet another nice added extra was the blue vinyl disk jacket that holds the disk, which made it easier to find my favorite game among my other hundred disks.

The game begins with a nice title screen and then allows you to move to

the high score/sample screen, which in turn displays the scores and almost everything that you will find within the game, such as the monsters. Time Bandit, unfortunately, is only a one player game and joysticks are optional for play. While the game does accept keyboard control, I highly recommend using your joystick for more exciting gaming.

You begin on the screen called the --Time Gates-- and from here you can choose which of the three worlds you would like to venture into. Within each world are several other adventure areas; there are over twenty in all. Every time you enter the same area, the difficulty increases until that particular area has been conquered a total of sixteen times, after which it is closed off. Whenever you exit from a particular area you are teleported back to the -Time Gates- to make your selection. The three main worlds in Time Bandit are the Fantasy World, the Western World, and the Space World. You will thoroughly enjoy them all. I really mean that.

The crisp defined (and colorful!!) graphics combined with arcade-smooth scrolling are what truly defines this as a very superior game. The game is pleasing to the eye and never binds or slows down. The funny thing is that, even if it did slow down a bit, Bandit would still be extremely fast compared to most CoCo software. Time Bandit's blinding speed makes it thoroughly and overwhelmingly addicting and a lot of fun to play. This game is so fast and demands such split-second timing that I have personally broken four of my joysticks on it. I haven't broken them internally mind you, I mean that the handles literally broke off in my hand! So it cost me joysticks, *grin* at least now I have some standard of quality for arcade type games. Will it break your joystick? If so, how many? All I can say is don't worry about it. Just remember to stay calm while you are playing and your joysticks will be fine. I just get a little too excited playing this thing, that's all.

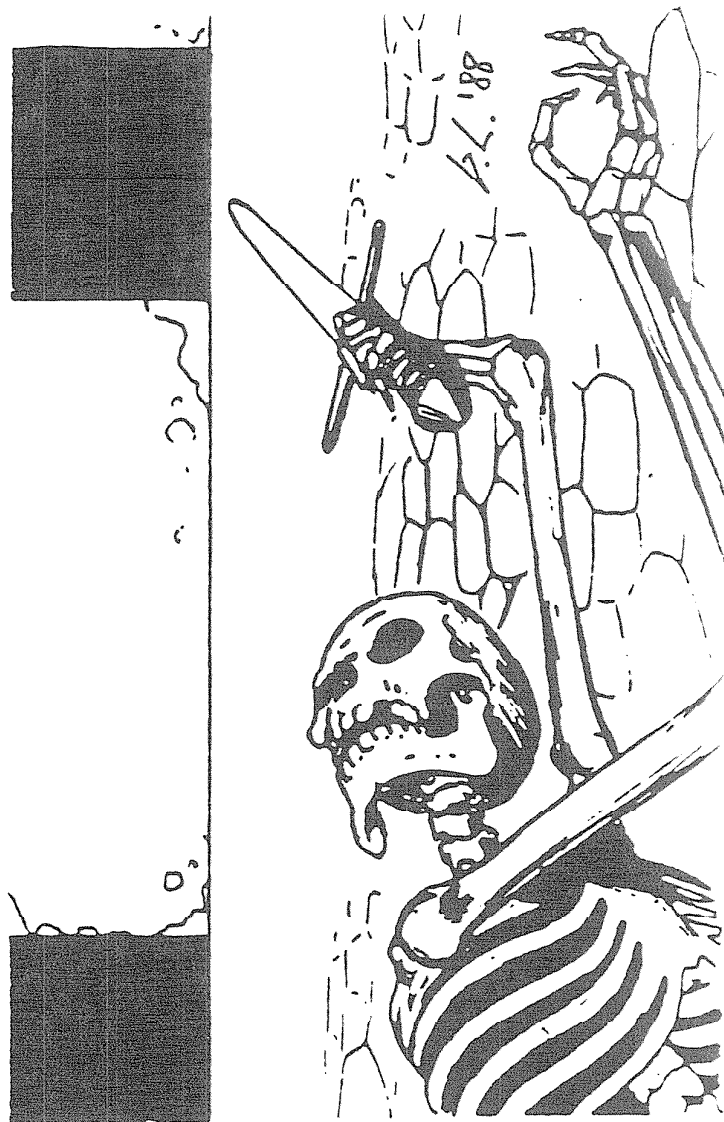
When I was asked by The Gamer's Connection to write up a review on my favorite piece of classic software, my mind shot immediately to this very excellent program. I felt a need to write this review, also, because this fantastic, superior game seems to have

disappeared from the market. I do hope all of the fine games reviewed in this Classics section will make a comeback, especially this one. It was ahead of its time, and now is that time.

The editor has done some research and found where Time Bandit can yet be obtained, directly from Michtron. If you are looking for a winner, give the Time Bandit a try. You will soon see exactly what I mean.

++ Time Bandit by Michtron ++
32K ECB Required
576 South Telegraph
Pontiac, MI - 48053
++ Price: \$19.95 + \$2.50 S/H ++

Reviewed by: James M. Rammer



THE SANDS OF EGYPT

The Sands of Egypt
Distributed by: Radio Shack
(C) Copyright 1982, Tandy Corp.

Class: Animated Adventure

Price: \$29.95 / Disk Only

This animated Radio Shack classic begins just as the title suggests -- deep within the harsh windy deserts of Africa. Somewhere beyond the rolling dunes lies the legendary Temple of Ra, ...and treasure!! A rumored vault of insurmountable wealth just waiting to be discovered. The long journey ahead is quite perilous. Many many obstacles aside from your ever-growing need for water stand in your way. Beware of all that you see and hear and by all means do not overlook the obvious! - for it could easily cost you your life.

Released in 1982, some might term this adventure old, behind the times; or even outdated. Those who might use these terms have obviously never experienced this exciting, well-animated graphics expedition. The game's high resolution graphics are truly superb, rivaling even the newer, super-fine graphics screens of the CoCo III. The added touch is developed through its enjoyable animation, which gives you a feeling of truly being there, right there, upon the sands of Egypt. More important, to most adventurers, is the logicity of the solution - that is - Is the adventure well thought out with a truly logical and reasonable solution? The answer is a resounding Yes. This odyssey into the desert will lead you through an intricate maze of reasoning in which, using only your highly developed adventuring skills will you reach your final objective and solve the adventure.

The program's documentation is similar to most Radio Shack products, almost adequate, but not stunning. The rather limited amount of documentation is just enough to demonstrate how to load up the program, save and load a past adventure, and give you a handful of gaming tips. If you have never played an adventure game before, this limited information may make things a little difficult at first -- but once you get going, you will easily get the hang of the adventuring scene. While the disks are copy-protected and backups are almost impossible, the package contains two diskettes of the identical program to compensate. Thus, if you do spill orange juice on one of your copies, you'll still have a working backup.

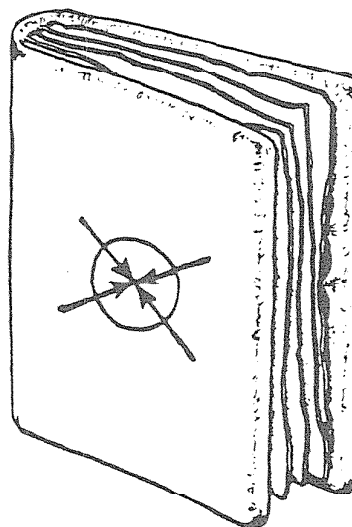
The Sands of Egypt, in my opinion is the best piece of Color Computer software that Radio Shack has to offer that can run on the CoCo 2. If you are an adventure fan and have yet to pick up a copy, I strongly recommend this animated treat.

** Scale of 1 - 10 ** 10 = Highest

Difficulty	----->>>	7
Organization	----->>>	7
Vocabulary	----->>>	6
Documentation	----->>>	4
Graphics	----->>>	8
Overall	----->>>	8

++ The Sands of Egypt ++
By Radio Shack (C) Copyright 1982
16K min. Disk only reg. price \$29.95
Can be found at Tandy Radio Shack
stores nationwide.

Reviewed by: Alex Rahalque



The Vortex Factor

The Vortex Factor
by Mark Data Products
24001 Alicia Pkwy #207
Mission Viejo, CA 92691

Class: Graphics Adventure

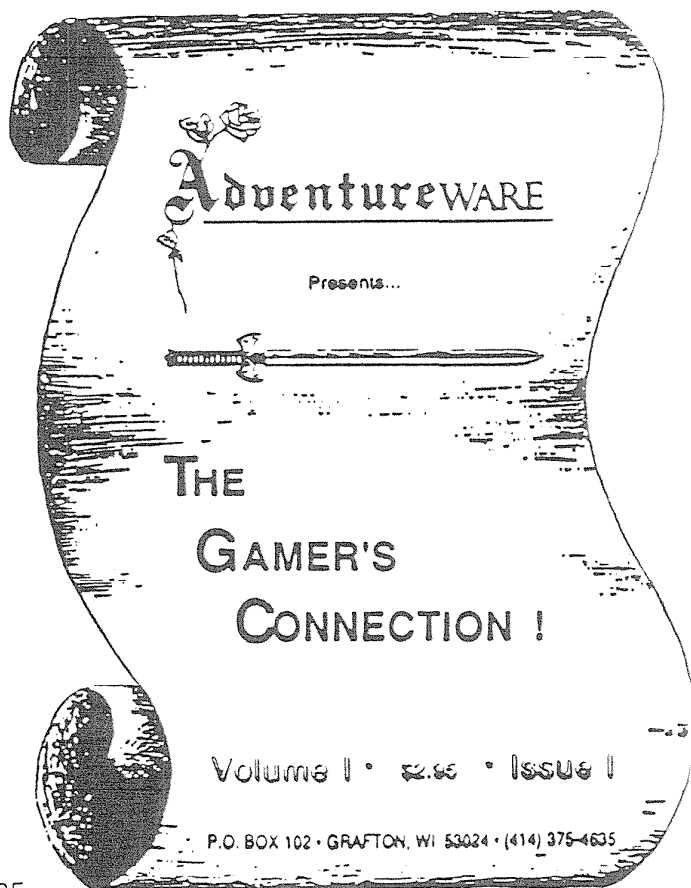
Price: Tape \$24.95 / Disk \$27.95

While this is not exactly a very new adventure, not enough can be said about it. This hi-resolution graphics adventure is one of the best in its class. First, a little background on the plot. You begin somewhere inside an old museum with puzzles scattered here and there. Just finding the tools to leave it is challenging enough to keep you entertained for hours. I can say little about the title, but let us just say that it is fully explained in the adventure. I quote now from the instructions provided, -- "What secret does it hold? The socker of treasures through time and space must find out!! From the coliseum of ancient Rome to the futuristic world of tomorrow, join us in this unforgettable odyssey." Finally, to get out of the museum, the adventurer doesn't use such simple, boringly common devices like doors or windows, but a time travelling device created by H.G. Wells. The places to visit are numerous, depending upon how many date input devices you can find. The times and places range from the present-day museum to a newly-built one, to ancient Egypt, London, Rome, and beyond. Each different situation and location is designed to gain you points and little bits of information about the overall plot of the unknown Vortex Factor.

Enough said on the plot, it's time to move into the actual game design or playability of the adventure. Each screen is in a high resolution format with a vivid and very self-explanatory picture. The lower portion details in text the name of the room, all visible objects, and all the visible exits. While this is not sold as an animated adventure, there are several twists that might shock you; a secret passage opening in the wall while on the screen comes to mind.

Understanding this adventure's vocabulary was quite easy since there were very few new verbs in this game. Along with the use of the now standard < Verb - Noun > syntax for the input of commands, Mark Data has also chosen to implement several single letter convenience commands. Directions can be entered with a single keystroke such as "N" for northward travel. GET can be reduced to "G", PUT simply to a "P" - and so forth. Yet another nice feature is the additional commands of GET ALL and DROP ALL. A SCORE command is also included to keep you updated on your progress.

On a slight downbeat, there was one disappointment I found while playing this game. When playing the disk version, the SAVE and LOAD features of the game would only dump to cassette and not to the disk. While this did seem rather tedious and unnecessary at first, as time went on, just knowing about the save feature spurred me on to marathon sessions in front of my CoCo. I simply had a fantastic time solving this adventure -- I think more than any other.



ZORK I

by Infocom

Written by: Infocom, Inc.
Distributed by: Tandy Corporation

Class: Text Adventure

Price: Originally \$34.95 (Disk only)

While I believe nearly all members of the CoCo community must have either heard of or played this game, I simply thought that if -"The Classics"- were being reviewed - Zork would have to be there. Zork requires 64K and can also operate on any Color Computer with a disk drive.

From an eerie white boarded-up house to the very entrance of hell itself, journeys the adventurer. This all text disk adventure combines science and the art of magic into one of the best written adventures available for any type of computer. In fact, Zork is one of the few games that is available on almost every computer system. Infocom distributes Zork for systems like the Commodore 64, The Commodore Amiga, the IBM PC's, Atari ST's, you name it! For a piece of software to be that good, to do that well, in so many markets, is almost a guarantee that the product is pretty darn good.

Written in 1982, Zork was ahead of its time. Its complex parser module (vocabulary comprehension) was in fact the first of its kind to understand english sentences. This development allows the computer to diagnose your sentences and execute some multiple commands. As a test I typed in...

Drop the leaflet and get the leaflet
and then read the leaflet

...and it worked. Zork also involves many odd or rather uncommon verbs that must be figured out by the adventurer. However, the game does not force you to waste hours and hours trying to find "Just the right verb" to cause the action you desire. For example, GET, TAKE, and GRAB all have the same result. Figuring out the specialty verbs becomes an enjoyable challenge rather than monotonous typing.

This adventure operates on a Score versus Number of Moves formula. The higher your score and the fewer moves made to achieve that score changes your rank from Beginner, to Amateur, to Expert status.

The fact that Zork I is all text might prevent some of you from buying this superior adventure, but all the descriptions throughout the game are so well written that I actually prefer it over many graphics adventures! Of course, I am one of those lost people who still likes to use her imagination rather than watch all these colorful cartoons that some people try to pass off as adventure games.

I strongly urge you to treat yourself to this one if you are an adventure fan and have yet to do so. If you enjoy a challenge, this is the ultimate in text adventure gaming. This is by far the toughest and most addicting adventure I have ever played before. Newer additions to the series such as Zork II and Zork III are just as well written as the first. Give them a try. You won't be sorry.

Reviewed by: Donna A. Elway

THE POWER STONES OF ARD

THE QUEST FOR THE SPIRIT STONE



You're tired, you're hungry, not to mention you're badly injured. No one in town seems to want to talk to you. Your magic sword has stopped glowing, the room is dark, you're out of spells, you can't get your wand to work, you won't swear to it but you may be lost, you have no idea what that last puzzle meant, and you hear something large moving just beyond the only door. The old sage warned you there would be days like this!

"QUEST FOR THE SPIRIT STONE" is an Adventure that will keep you playing for hours. It features single keystroke commands, 16 color graphics, 100% Hi-Res graphics screens, full game save, extensive playing area, level advancement, and the disk is not copy-protected. You choose your character's name, race, sex, and ability scores. The use of arrow keys simplify movement. This one is easy to play but a challenge to complete!

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The King

The King

Tom Mix Software
P.O. Box 201
Ada, Michigan 49301

Class: Arcade game

Price: \$25.00 + \$3 S/H

"The King" is a 32K graphics arcade game that is compatible with any Color Computer. This classic version of the popular arcade game "Donkey Kong" - by Nintendo - has been around for a long time, ever since I've owned my CoCo.

The plot of this game is simply to get Mario (the player) to the top of four different structures to finally rescue his love from the evil clutches of The King. King is a giant gorilla that continuously places obstacles in Mario's path to keep him from rescuing his girlfriend. These four structures that you are faced with are identical to the original arcade version of this game. First off, you must get past the starting screen, commonly called the "barrels" screen, where The King rolls barrel after barrel down along your path. You must climb up the girders and avoid the barrels by jumping them or crushing them with a large hammer. While this screen is rather difficult, it only gets tougher. The "Pin" screen awaits you after you reach the top and The King scampers away with your girl. Mario must travel across the building while knocking out rivets from several horizontal girders. The challenge here lies in the fact that large balls of fire are always right on Mario's heels and these are very hard to hurdle over and you basically must avoid these balls to survive. Now things really get fun as you finish this screen and move on to the "jacks" structure. Bouncing, gyrating jacks flurry past your eyes as you attempt to once again maneuver your way up to the top. After getting through the "jacks" you must then face the greatest challenge The King has to offer, the "conveyor screen." Slowly moving conveyor belts litter the whole screen, causing the speed of your poor

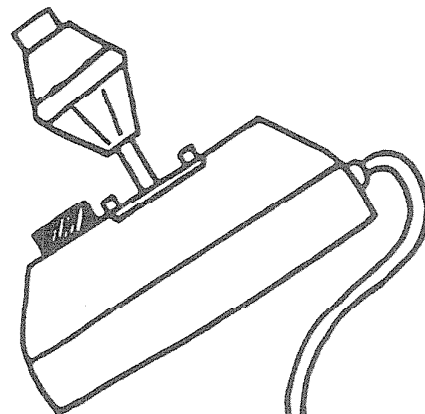
Mario character to be much quicker if you are moving with the belt, and then slowing him to a crawl if he is moving against it. Now this time, pies moving along the conveyor belts are your biggest problem and a +real+ test of your abilities. After you finish this wave, the game resets and you start again on the first screen. Now, don't let this reset factor disturb you. Just getting through those four will keep you busy!

The graphics of The King are not outstanding, but they are quite good. Everything is creatively colored and the movement of objects on the screen is done well, giving good definition. No -fuzzy- characters or slurred resolution was present, even though the game has a good number of objects that are in motion at the same time. While this usually inhibits speed, The King is not really considered a fast action type of game. A sharp eye and timing are your greatest assets.

The King is joystick driven and it reacts well to your responses. It does take a little while to get a good feel for the control -- but after you have played a few games, moving Mario will become easier and more natural.

Simply the name of Tom Mix Software usually can tip you off that the game is very well done. Tom Mix Software has been a common name in the Color Computer market for over six years now and has offered nothing but the finest programs, gaming and otherwise, to the CoCo community.

In conclusion, I urge you to give -The King- a try if you are interested in arcade type games and definitely if you enjoy playing the arcade game made by Nintendo titled "Donkey Kong." The graphics are good, screen movement and control are well handled, the company is solid, and the price is right.





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(CoCo III only)

This 100% machine language arcade game was written exclusively to take advantage of your CoCo 3. The colors are brilliant, the graphics are sharp, and the action is hot! (See Dec. '87 review) Disk..... \$19.95

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(CoCo I/II/III)

This is the long-awaited response to the huge demand for a Kung-Fu program for the CoCo. Destroy opponents and evade obstacles as you grow even closer to your ultimate objective! (See Feb. '88 review) Disk..... \$24.95

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Caladuril Flame of Light

Caladuril Flame of Light

Written by: Dave Dies

Distributed by: Diecom Products, Inc.
(C) Copyright 1988, Diecom Products.

Class: Graphics Adventure

Price: \$28.95 US (\$38.95 Can)
+ \$2 S/H | Disk only

Requirements: 64K CoCo I,II, or III
and one disk drive.

Caladuril Flame of Light is a great graphics adventure that has a screen format different than most everyday common adventures. The upper half of the screen is for your viewing. On the left side is where you are and the countryside. At all times you can see yourself move. I found this to be very entertaining for a change. The upper right side is your object listing. When you are on an object it registers and from there, all you have to do is investigate. The lower right side is your inventory list. So, at all times you can see what you have. This is very pleasing if you are an adventure nut like me.

By using the arrow keys you can save some time by not having to type in the directions. You can enter in two word commands or full sentences. Not much help is given, but it is there when you need it.

Your character is Jame Tarinson, a dreamer of adventure who one day either by fate or forgetfulness leaves his village to explore. An evil magic spell is broken, and beastmen raid the peaceful village and leave destruction everywhere. With courage and new hope you set out to make things right once again. You do get some help from Arian, who grows stronger as you get

closer to your goal in righting the wrongs done by others.

Adventure lovers, this is a must. The puzzles are a little hard but put yourself in his shoes and you can do it!! Fun to play and a real challenge to solve - Caladuril is a winner.

Happy Adventuring!

++ Caladuril Flame of Light ++
By Diecom Products, Inc (C) 1988
64K min. Disk only. Price \$38.95 US.
Diecom Products, Inc.
6715 Fifth Line
Milton, Ontario Canada L9T 2X8

Reviewed by: Dianne Piper



Mr. Corey

Mr. Corey

Written by: Scott Settembre
Distributed by: Valkyrie Software
(C) Copyright 1987, Valkyrie Software

Class: Graphics Adventure

Price: \$19.95 + \$2 S/H

Requirements: 64K CoCo I, II, or III
and one disk drive.

You are an agent of ATHENA and your mission "was" to spy on Mr. Corey, a notorious villain. As the saying goes, "Even the best plans can go awry." You were found and rendered unconscious. Upon awakening in a somewhat small detention chamber, a quick view of the room reveals a bomb...a time bomb. You must escape the bomb and then stop Mr. Corey, for if you do not, the world will be destroyed.

That's just a brief summation of the mind-numbing plot to this 100% machine language adventure. Speaking of graphics, Scott Settembre is to be commended on some very detailed room scenes. The vibrant colors used within the game make this adventure a real pleasure to see once the scene is drawn. However, it does take several moments after entering a new room for the computer to draw and paint in the graphics portion of the screen; but it is almost always worth the wait.

The screen, while playing, will be about two thirds graphics scenery and about one third text. The text portion provides what the scenery does not and it pretty much answers any questions you may have about an object in the scene. I was quite impressed with the amount of verbs or commands that the adventure understands. While Mr. Corey supports your standard set of verbs such as GET, DROP, INVENTORY, etc., it also understands many obscure or odd commands that are usually found through final frustration; The "type anything that comes to your head" method works well.

As far as playing efficiency goes, results to your commands are nearly instantaneous. There are several very humorous situations that somehow I got myself into, usually ending up with me biting the bullet. A lunatic coming out of nowhere tackled me once while singing "We are the World!" - then, of course, he jumped on my neck killing me. Perhaps if Scott Settembre ever stops writing software he could find a career in the comedy field.

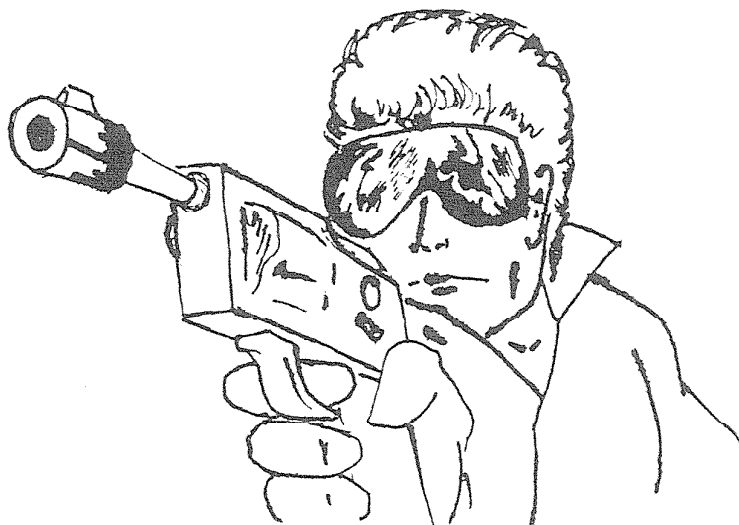
Sad to report, but there's one minor flaw with this otherwise entertaining adventure. I pride myself on being a competent speller, and Mr. Corey has a few spelling mistakes. For me it did detract a little from the adventure.

Were I to rate this adventure, I would give it a solid 7.8 on a scale of 1 to 10 with ten being the highest. I thoroughly enjoyed solving this game and recommend a copy for your own. It is entertaining and mind-boggling, the two factors that make up a really good adventure.

++ Mr. Corey ++

By Valkyrie Software (C) 1987
64K min. Disk only price \$19.95
Valkyrie Software
P.O. Box 2120
Monroe, NY 10950

Reviewed by: Jim Porter



Chemistry Tutor

Chemistry Tutor

Written by: A to Z Unlimited
Distributed by: A to Z Unlimited
Software Division
(C) Copyright 1988, A to Z Unlimited

Class: Educational

Price: \$42.00 + \$3 S/H
Disk only.

Requirements: CoCo I, II, or III.
and one disk drive.

"Picture if you will, the high school or college student of your own choice. They appear ordinary youths, but! -- with the utterance of a single word you can send them into a state of panic. The word I give to you is...

"CHEMISTRY!!!"

Calm yourself please, the final exam is almost a day away.....No....now put the cattle prod down, it's not worth it. Thank you. Now, please compose yourself so that I might continue.

What would you say if I told you I could help you prepare for that test hmmm? No need to be vulgar. Yes, I CAN help. I can give you some information on how to get the program that may get you through that exam. I am speaking, of course, of the program "Chemistry Tutor" by A to Z Unlimited.

This piece of Color Computer software was recommended to me and then bought for me by my college professor. If you are enrolled within a college level chemistry class, or if you are struggling in high school chemistry, this is really a nice program. After booting up you will find the main menu and all of the different options you have. There are SIX long text lessons that cover information on things like the elements, atomic wts., etc. After this text has been taken in there is a

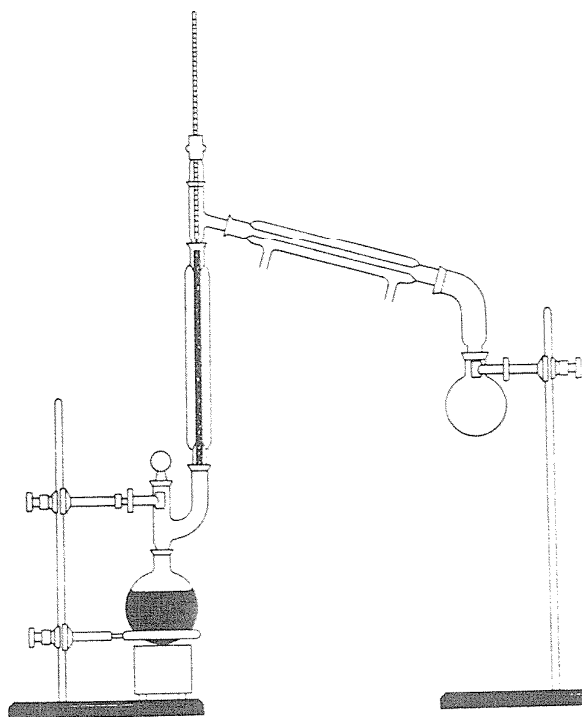
multiple choice exam section where you can test yourself out before heading to class for the real thing. There is also a great deal of straight charted information packed into this program that can save you a great deal of time as well instead of paging through your text books for hours just looking for something. Another nice sub-section includes a great deal of information on the periodic table including some charts, elements, tests, and more.

"Chemistry Tutor" is a very user-friendly package, and since it is self prompting is very easy to use. Along with the adequate low-res graphics are some very nice and detailed high-res displays.

If you are going to take or are presently taking a fairly high level chemistry class, this is a really nice piece of software. If you are not, then I don't see much use for it in your software library.

++ Chemistry Tutor ++
By A to Z Unlimited Software Div.
Price \$42.00 / 2 disk set only
A to Z Unlimited
901 Ferndale Boulevard
High Point, NC 27260

Reviewed by: Dave Dushinski



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THANK YOU !!

Alas, you have come to the end of this issue of The Gamer's Connection. We hope you have enjoyed the magazine and would consider taking advantage of the special subscription offer below. Our staff is constantly expanding and the size of this publication will increase with time. We have already forecasted an approximate 25% increase in content for the next issue and even greater leaps are planned for future issues. Talented writers and programmers are being contracted and you can expect to see some familiar names from the Color Computer market within upcoming issues. If you have any comments or suggestions as to what you would like to see within the upcoming issues of The Gamer's Connection, please write or give us a call.

- Mark Kaiser
Editor/Publisher

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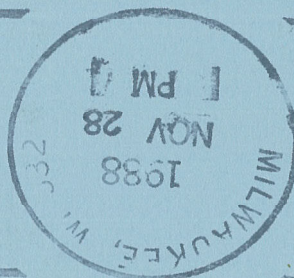
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