

The Gamer's Connection!

The ONLY magazine devoted solely to the CoCo gaming world!

Vol 1 Issue 2

September/October 1988

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Online Gaming!

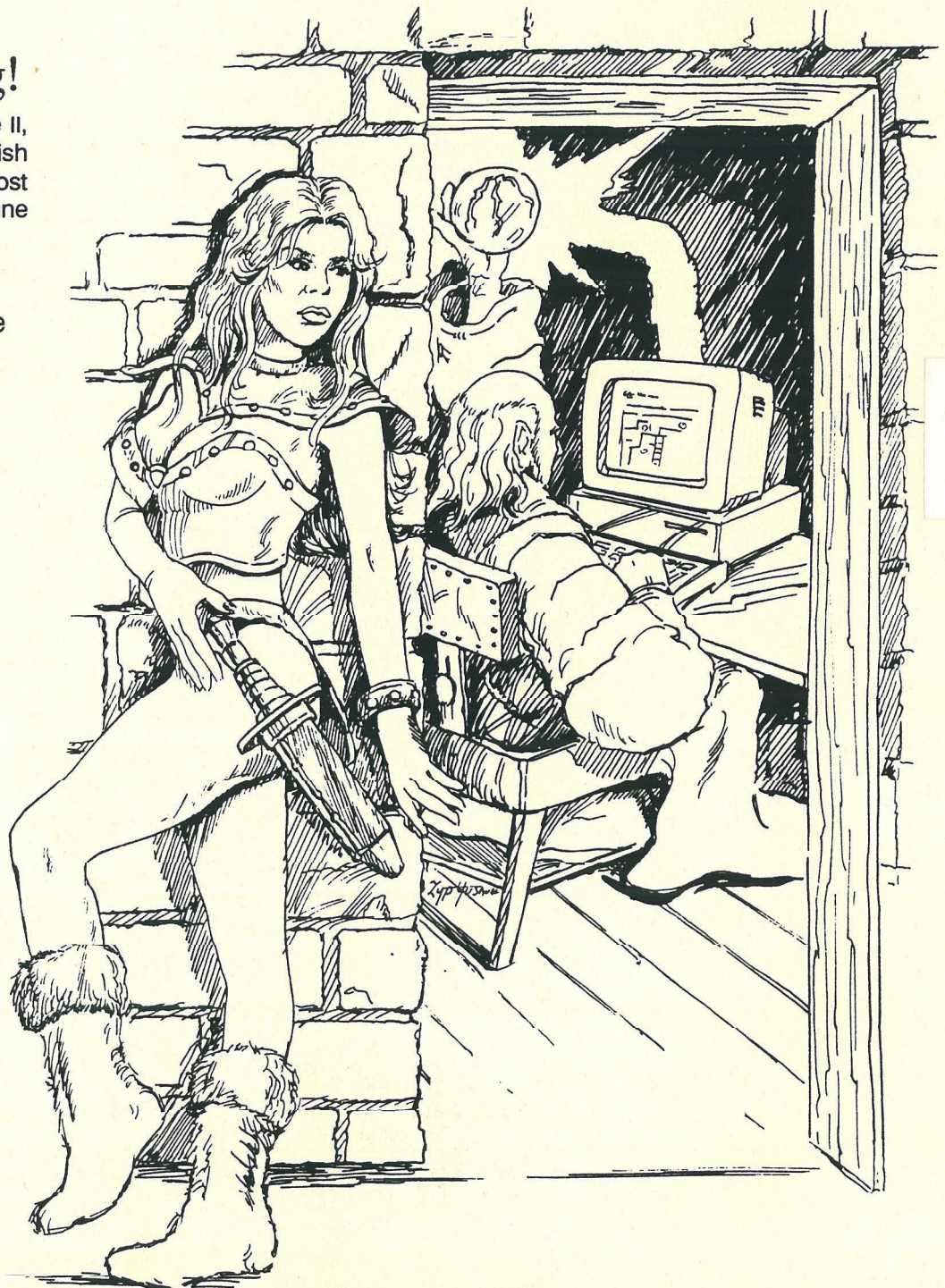
Descriptions of GemStone II, Island of Kesmai, British Legends - the three most popular multi-player online fantasy games!

Award Winning Adventure
The Talisman

Review
Spotlight!

V-Term

New Machine
Language Tutorial



The Gamer's Connection!

Volume 1, Issue 2

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Valeria, the elven thief, discovers the true secret of wizardry.

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The Gamer's Connection

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Greetings ... and welcome to the second issue of *The Gamer's Connection*.

Well, in the near future, I really hope to talk about much more relevant and interesting topics than the magazine, but at this point, I feel the need to keep our subscribers informed. This concerns mainly format changes, but also some other factors, such as additions to our staff and so forth.

Anyway, our major improvement in this issue is the change to a much more pleasant looking typeset font. This should help make the text much easier to read and simply give the magazine an overall better appearance. Another internal change that I think you will like is the enhancements in the artwork within the magazine. All the work is original and adds a lot to the enjoyability factor of reading a computer magazine. We certainly hope you like it.

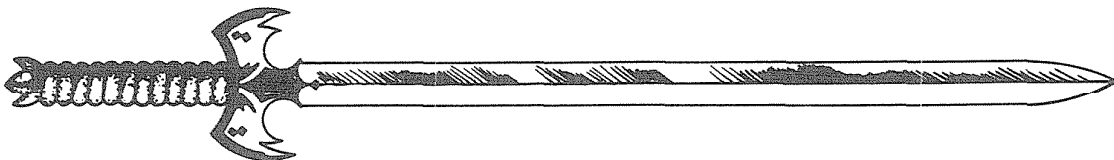
Concerning your submissions, please keep them coming! We have found out just how much "unknown" talent there is out there by some of the outstanding programs you have submitted to us. Don't stop now!! Many of them will be published and several of you compensated.

OK, enough about the magazine for this letter, but I would like to add one last thing before I close. Jeremy Jurek (our managing editor) and I will be in attendance at RAINBOWfest in Princeton, NJ October 21-23. We hope to see some of you there!

Take care and best wishes,



Mark Kaiser
Editor/Publisher



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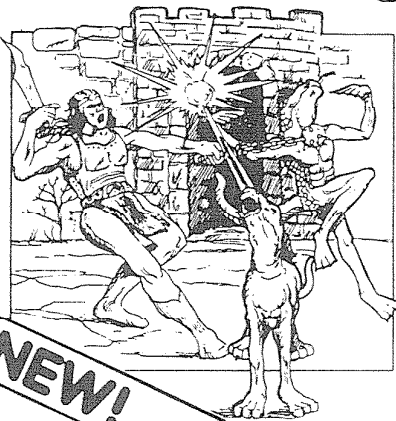
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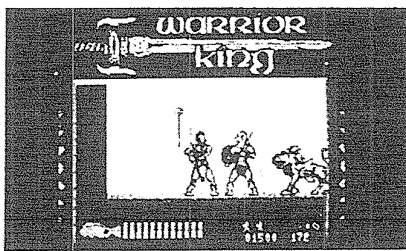
The Gamer's Connection is staffed by several qualified writers and programmers and is contributed to by many more. Nonetheless, we are constantly looking to find new talent within the Tandy Color Computer market. If you have an area of expertise, or simply feel you have something to offer to the CoCo 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. 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., P.O. Box 102, 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. (414) 375-4635

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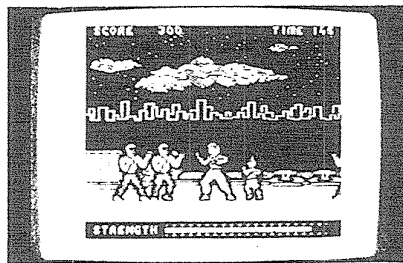
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— 2/88 Rainbow review



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"The animated graphics are dramatic, detailed, and excellent!" — 11/87 Rainbow review

"The adventure of a lifetime. Don't miss out!" — 7/88 Gamer's Connection review

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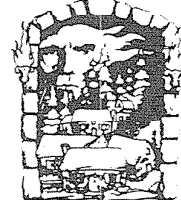
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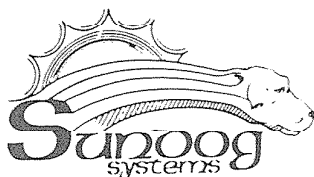
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Where Are They Now?

Editorial by: Jeremy Jurek

A few days ago, I was conferring with Mr. Mark Kaiser, the editor of our publication, about some new software we had received. It has been some time, you see, since I had been able to just type LOADM"GAME" and EXEC. So, when I saw the label on the disk stating just that, I couldn't believe it. I will not name the software, but sufficed to say, it is quite popular. After some quick experimentation, I was able to crash the program and my CoCo III reported a ?WP error, referring to a BASIC line number. At about the same time, Mr. Kaiser tells me that he had spoken with the author and indeed the main part of the software was in BASIC. "Naturally!" I replied. You see, I am getting tired of these BASIC programs masquerading as Machine Language, or the company that sells it advertises their product as Machine Language, when all the program has is an ML auto loader or a couple of ML subroutines.

Now, I am not versed in ML, but it seems that if an author could write a subroutine to speed up their program, they might also be able to produce the rest of the software in the same language. Understand that I am not on a head hunting expedition, I just think that when a company advertises a game as 100% ML or simply as Machine Language, it should mean that all or nearly all of the game is written in Machine Language. I propose a new reference for these games, Partial Machine Language, so we, the consumer, know what to expect. You see, I fail to understand why someone would write a program in both languages. If Machine Language is so darn fast, you should be able to write the entire program in that language to give the consumer the best possible product. Again, I'm not throwing stones, it just seems that an author should be able to do it faster and cleaner in Machine Language. If I am in error, please contact me and set me straight.

The true aim of this editorial is to ask you, the reader, why there are now only about three prominent producers of games for the CoCo? They are Diecom Products, SunDog Systems, and Tandy. It should be noted that, out of the three, only Diecom and SunDog seem to really care about the consumer. Tandy seems to just linger and produces an average game every two years or so.

After looking at most of our newer software, I decided to look into our software library for games circa 1984. I also looked at some of our 1983 and 1984 back issues of the Rainbow. With these tools, some interesting information came to light. What you are about to read is the basis for the title of this editorial, Where Are They Now?

Only a few short years ago, names like Spectral Associates, Michtron, Mark Data, and Tom Mix dominated the industry. What happened? As near as I can guess, the market became too competitive and these companies that produced high quality products found themselves rushing new software out to the public. Software that only accomplished the bare minimum at a high price. No one wants a no-frills game, its those little extras that make or break a new game. With sales declining on old and new games alike, these companies just couldn't stay afloat and began to disappear. Along with the disappearance of these companies went the premise that games should be fast, furious, and fun. I'm not saying that today's games don't measure up, but only a few, in my opinion, meet all three criteria.

I have now learned that the advice I was going to offer to these companies has already been implemented by Michtron, who have placed an ad in the latest Rainbow and are once again selling the games that made them great in the CoCo industry. My concern is not for these companies to create new products, but to come back and re-market their old products. Now is the time with so many newcomers who have just bought a CoCo III. Give them the games we grew up with, games that bore witness to the power of the CoCo. Games that were just plain fun.

In answer to my question, Where Are They Now?, at least one company is making a comeback and perhaps some others will follow suit. So, Mark Data, Spectral Associates, Tom Mix, if you're out there somewhere, now is the time to come home. Your people are ready. ●

Opinions of the Managing Editor do not necessarily reflect those of this publication.

ONLINE ADVENTURE GAMING

An Introduction to the three most popular online multi-player fantasy adventure games.

By: Omar Siddique

A huge, ugly troll lumbers into the room! You desperately fumble for your sword, yanking it out barely in time to parry the troll's massive club! Then, with a precise slice, you split the troll's skull in half. Sound fun? Several thousand people think so. But, there's much more than hack and slash to a multi-player role-playing game, or MP RPG. The multiple users add a touch of adventure impossible when playing against the computer alone, or traditional D&D.

There are currently three major MP RPGs: *GemStone II*, *Island of Kesmai*, and *British Legends*. *GenStone II* is on GENie, the General Electric Network for Information Exchange, while the other two are on CompuServe. All require a computer, a modem, appropriate software, and a membership on one of the services. Let's go over each MP RPG and compare their merits.

GemStone II

GemStone II is found in the multi-player games area of GENie ("M880" to go straight there). I suggest that you read the short online manual, or at least the quick tips. After you select menu entry four, "Enter GemStone", you'll have to create a character.

There are four races: human, dwarf, elf, and halflings to choose from. Each has its advantages and disadvantages. Dwarves are stronger, but clumsy. Elves are agile, but weak. Halflings are small and sly, while humans are a balance of all traits.

Unlike traditional role-playing games, *GemStone II* does not use numbers to rate a character's traits. Instead, they are set up in three levels, "Above Average", "Average", and "Below Average".

Next, you must choose a class. There are four classes, or professions. They are fighter, mage, cleric, and thief. Each has its own particular advantages and disadvantages. The classes all have guilds, which are like labor unions, and make rules for the members of that class.

You can train in various skills. Each time you train, it will cost you a certain amount of silver coins, the currency used in *GemStone II*. It will

also cost one skill point. A skill point is earned when you advance a level. You advance in levels by earning experience points, which is done by killing monsters, and other tasks. Training greatly enhances your character's abilities, and is the only way to create a powerful, efficient character.

Choose a sex for your character. Sex has no effect on game play. Now you must choose a name for your character. Any name will do, but it must not contain spaces.

You are now ready to enter the land of Elanthia! Fighters begin inside the Inn, all other classes must first complete a simple "mini-adventure".

GemStone II plays like an Infocom text adventure (Zork, for example), with the computer displaying descriptions and messages, and you responding in simple sentences using a Verb-Noun-[Preposition] structure, such as TAKE THE SWORD or PUT THE SWORD IN THE SHEATH. You may leave out pronouns and abbreviate words: PU SWO IN SHE is the same as PUT SWORD IN SHEATH.

The world of Elanthia can be pretty much divided into five parts. The town, Squire Bluffs, a dangerous forest to the west of town, the wilderness and swamp to the east of town, the tunnels under the town, and the castle and underlying maze. Various monsters may be found roaming through all areas, except the town itself, which is a "safe zone". There are a number of commands, from KISS to KILL, to interact with other players. Members of the Simutronics staff (the fine company which brings us *GemStone II*), called GameMasters, or GMs for short, are usually online, and if you run into a problem, can be summoned via the ASSIST command.

There are several important places in town: the armory, which sells weapons and armor; the general store, which sells miscellaneous objects; the bank, which will hold your money to protect it from the thieves and death; the temple, where you will appear after being resurrected by the gods; the pawn shop, which buys used valuables; the inn, which serves several purposes; the magic shop, which sells several useful magic items; and three of the guild houses. It's suggested that

your first stops be the armory and general store, to equip yourself. You start out with a small amount of silver, enough to buy some basic equipment.

The social hub of Elanthia is the town square, where players gather to chat. GameMasters can often be found here, and a cleric willing to heal is usually present. Most experienced players will be more than happy to lend their advice, and sometimes their aid, so feel free to ask. To make money and earn experience points, you should head for the tunnels. For the next five or six levels, you should be satisfied with the monsters there. The entrance to the tunnels can be found near the armory.

Sooner or later, your character will meet an untimely demise. But, never fear, the gods will take pity on you and resurrect your character. You'll appear in the temple, in good health, but will lose whatever you were wearing or carrying at the time of your death. You may die several times per level, but if you die enough times, the death will be permanent, and you will be forced to begin again. But all is not lost, if a cleric is nearby, he/she may be able to resurrect you with no loss to you. However, the cleric will expect payment, or a favor in return, but you will not be forced to pay. There are a number of special objects and hidden surprises in the game, so feel free to explore this highly enjoyable game.

In every room, in every situation, you always have that feeling of being there. The parser is huge, accepting nearly any command you could think of. Overall, *GemStone II* is the best multi-player role-playing game around and for the price - you can't beat it.

Island of Kesmai

Our next stop is the *Island of Kesmai*, on CompuServe, brought to us by The Kesmai Corporation. You may go directly to the Island of Kesmai by typing GO ISLAND at any ! prompt. Follow the instructions for entering the game and you're ready to create your character.

Rather than choosing a race, as in *GemStone II* or traditional D&D, you must choose a nationality. There are seven nations, and due to the harsh environment, there is little mixing between them. The nationality you choose affects the class you may be, the amount of training you have, and the weapons you're equipped with. Read the descriptions in the online manual carefully. You must also choose a gender.

Island of Kesmai uses a traditional statistics

system, with each trait being assigned a number from one to eighteen, the higher the better. A screen with your character's statistics will be displayed and you'll be asked if you find it acceptable. If you don't, you may create random statistics until you're satisfied.

There are six classes to choose from: Fighter, Martial Artist, Thief, Thaumaturge, Wizard, and Sorcerer. Each has its unique capabilities, and all but the Martial Artist can use some kind of magic.

Again, you must train to succeed. There are ten weapons skills to train in, including bare-hand combat. Those who are not Martial Artists may not train in bare-hand combat until they reach 3000 experience points. There are also trainers for Thaumaturges, Wizards, and Sorcerers.

The game uses the familiar NOUN-VERB-[PREPOSITION] sentence structure for commands. In addition, you may enter multiple commands by using AND, or for movement, by entering several directions. For example: TAKE DAGGER AND PUT IT IN SACK or N N W (to go north, north, then west).

All players start the game at the dock in the town of Kesmai as level three characters with 1600 experience points. No evil characters are allowed in town, so Sorcerers will start to the east of town. To protect new players, no serious magic may be cast in town, and an unprovoked attack, or an evil character in town will be swiftly dealt with by the Island's foremost fighter, the Sheriff.

In town, there is an armory, an armor shop, a tavern, a temple, two gyms, a bank, the thieves' guild, the town wizard, who'll teach you new spells, and much more. One gym is where Olaff, the Weapons Master, resides, training all in the weapon of their choice. The other gym is for low level Martial Artists. The Martial Arts Master, Phong, is east of town, as are several shops for evil doers afraid to enter the town.

A dungeon lies below town, accessible via stairs in the temple, or in ruins to the west of town. Many creatures wanting nothing more than to rip the flesh of adventurers from their bones reside here, so be sure to take healing berries (found in the temple courtyard or in the forest) or healing balm along.

Anything you pick up, assuming it has a value, may be sold to the armory or armor shop, even if it isn't armor or weapons.

Now we introduce the concept of Karma. Karma keeps track of the characters misdeeds, and as a result, regulates your "alignment"... Each time you kill a Lawful human, your karma debt

increases by one. When it reaches four you have irrevocably turned evil. However, before it reaches four, you may become Lawful again by paying the temple priest to forgive you, or having the person you killed forgive you. If you kill a Lawful animal, you will turn neutral, but not incur any debt. Knights (a level eight or higher Lawful fighter, who chooses to become a knight, by accepting a magic ring from a certain hermit, and who can cast spells) must be careful not to kill ANY Lawful creatures, at the price of their knighthood. However, if a person or lawful creature attacks you first, your "self defense flag" is set, and an "@" character will appear before their name displayed on the screen. You may now kill them with impunity, unless you kiss and make up, the person gets killed, or either of you leave the game. The laws of Karma are in effect ONLY in the Island and surrounding areas.

You may find a one-way portal somewhere. This portal will lead to the Advanced Game, where the laws of Karma are not in effect and things are generally more dangerous. Be warned, entering the Advanced Game is a one-way trip. Don't expect to return to the beginner's game unless you create a new character. I have not yet made it to the Advanced Game, so I cannot provide much more information other than that already in the manual.

The game screen consists of a small graphic display, using ASCII characters, in the upper left corner of the screen, a list of characters and monsters visible to the right of that, the area where text messages are displayed under that, and at the bottom of the screen, a ">" prompt, where you type your commands in, and vital statistics.

Typing LOOK AROUND will give you the room description, usually only one or two lines, as well as a list of nearby stairways and doors, and whatever is on the ground. If a character or monster is in the same "square" as you, what it is carrying and wearing will be displayed in the list of visible characters. Typing LOOK CLOSELY AT <character> will give you a more detailed description.

Island of Kesmai will use whatever terminal type you choose from the appropriate menu selection to update the screen. If you didn't choose any, it will use the CompuServe default. It's a good idea to clear the screen before you enter *Island of Kesmai*, since it doesn't do that itself (at least in ANSI and VT100 modes) and the resulting jumble on the screen is confusing.

If a character is unduly harassing you, report

him or her to the management. If a character kills excessive numbers of Lawfuls, or harasses too many players in the beginner's games, he/she may be disciplined by the gods of Kesmai.

When your character dies, if a Thaumaturge is not present to resurrect you, you will die. However, it's most likely a god will take pity and raise you, at the cost of many experience points, all the things you were carrying, and often, several constitution points. Eventually, your character will die of old age. If you do not play for 60 days, your character will be automatically purged from the database, so be sure to play at least once every two months.

If you plan on being a regular visitor to the *Island of Kesmai*, I suggest you buy the printed manual. It contains several useful maps and considerable information, and is well organized and illustrated. (Go to the CompuServe shopping area).

British Legends

Our final stop is the *British Legends*, also on CompuServe. It, like *GemStone II*, uses an Info-com like text display, and accepts commands in the NOUN-VERB-[PREPOSITION] format. Type GO LEGENDS to get there.

When you begin play, you will be prompted for sex and name. All players start at level one with zero points, called Novices. Your statistics are randomly generated, Type SCORE to examine them.

The object of the game is to become a Wizard (or Witch, the female equivalent of a Wizard), or Wiz for short. You will become a Wiz when you earn 102,400 points. Points can be earned in several manners. Killing creatures, killing other players, and performing certain actions are some ways, but most points are earned by locating and taking a treasure and depositing it in the swamp. This is called "swamping".

You may encounter roving creatures called "mobiles". There are over a hundred of these, so be careful of them. You will earn points for killing them. Certain actions will cause you to receive points. On my first night playing, I was hugged by a lady player and received points for it!

Attacking another player is very dangerous. Normally, when you die, you will simply be returned to the starting point of the game, sometimes suffering a slight loss of points. But, if you die from a fight with another player, or from radiation sickness, you will lose everything and be

dead permanently. As in the other two games, you can communicate by enclosing what you want to say in quotes. Becoming a Wiz is a great achievement. You will become an immortal, and be able to affect the destiny of other players, by summoning monsters, placing treasures, and a variety of other methods. You must play at least once every sixty days or your character will be purged from the *British Legends* database.

Summary

CompuServe is a bit more expensive than GENie, at \$12.50 an hour for 1200 baud, compared to \$5.00 an hour for GENie, so this should be considered when deciding which game to go with. Both CompuServe and GENie have numerous other features, such as a "CB Simulator", files and support for dozens of computer types, special interest forums for many things, online shopping, an electronic encyclopedia, and much more. Joining either service is a worth while investment. *Island of Kesmai* slows down slightly during peak usage, resulting in a several second delay before your command is executed. *GemStone II* will occasionally encounter such problems as well. All three games are highly enjoyable, with my personal favorite being *GemStone II*. *British Legends* and *Island of Kesmai* are pretty much "complete". *GemStone II*, still somewhat new, is still having new features added regularly, with new skills, new areas, monsters, commands, quests, and much more in the making. If you are online and see an "Omar" playing, be sure to say hi! ●

Omar Siddique is an expert in telecommunications and plans to expand his computer knowledge into programming soon. He is a frequent user of many online networks, including GENie, CompuServe, and many other Bulletin Board Services throughout the country.

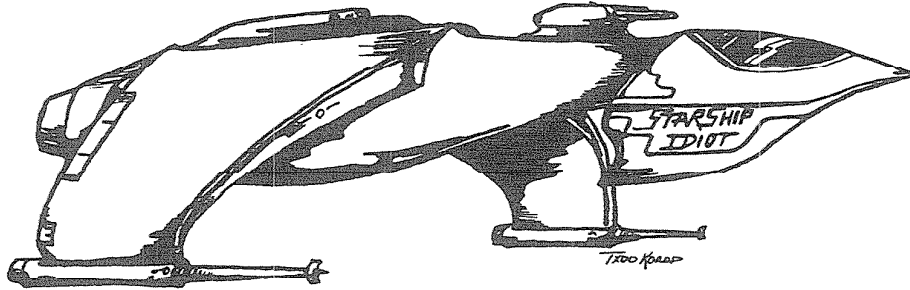
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Idiot Wars



By: The Gamer's Connection Staff

Welcome to Starship Idiot

"Greetings Commander", spoke Susan, the onboard computer, as you strode aboard your ship, Starship Pinhead. "Guesss whaaat?" questioned Susan as you began to check your scheduled departure time. You shoot a quick, "Yeah, what?" over your shoulder and mumble something about the good old days when computers weren't so snipity. Susan snickered in a low droning tone and stated, "I am having a new hyper extender value put in tonight and YOU could fill in for the sick Commander Bonehead and fly to Cygnus 4 with Percivile!" Hearing this you immediately stamp over before Susan's visual interpreter. As you begin to scream at Susan, she merely laughs slowly and shuts herself down. Kicking her in the tushalator, you stomp off the ship and take the long hike past the refuse dock to deck 3 7/8th. There she sits, Starship Idiot, the most poorly designed, screwy looking ship in the fleet. Climbing aboard via a broken step ladder, you crawl through a pile of beer cans and old candy bar wrappers into the cockpit. After attaching your seatbelt, you begin to look for the directional thrusters. Instead, you find a four speed on the floor. Sighing, you throw the starship into gear with a loud "screeech!" and peel out into open space.

Percivile, the onboard computer speaks in a quick, high pitch to you, "Hiya, Hiya, Hiya!! Ready to kick some Starbooty Commander? We have a bunch of loose words floating around between here and Cygnus 4. We have to take 'em out. OK?"

You return, "Yeah, whatever, lead the way."

Percivile replies, "Okee Doke. Oh, by the way,

don't you think it must have been a reeal slow day at the office for *The Gamer's Connection* staff to write such a pointless game like this?"

You reply "Noooo kidding."

This game was written on a 32K ECB CoCo, so we recommend that you play it on at least that (it will run on a CoCo I 64K and a CoCo III 128K). Feel free to change the data in lines 86 and 87. We recommend that for every word you add, you delete one of ours. Otherwise, if you must add a lot of words, here's how:

Add the new data, add the number of data to 62, and change the value of the W\$ dimension in line 8 to your new total. Then, change the 62 in line 9 to your new total and change the RND(62) in line 47 to RND(your new total). ●

Program Listing

```
1 ' *****
2 ' **** IDIOT WARS ****
3 ' **** BY ****
4 ' **** GAMER'S ****
5 ' **** CONNECTION ****
6 ' **** STAFF ****
7 ' *****
8 DIMW$(62),L(30)
9 FORX=1TO62:READW$(X):NEXTX
10 CLS
11 FORX=1TO5:PRINT@127+X," THE G
AMER'S CONNECTION";:NEXTX
12 FORX=1TO17:PRINT@253-X,"PRESE
NTS ";:NEXTX
13 FOR X=1 TO 3
14 FORX=1TO3:PRINT@394-(X*32),"-
-----";PRINTTAB(10)";IDIOT
WARS";:PRINTTAB(10)";-----
-";:PRINT:NEXTX
```

```

15 PRINT@450,"PRESS (I) FOR INST
RUCTIONS OR          (S) TO STA
RT";
16 I$=INKEY$;IFI$="I"THEN69ELSEI
FI$="S"THEN17ELSE16
17 CLS@;H=1485;D=1;POKEH-30,33
18 L=1;SH=3;SC=0;GOTO55
19 FORX=1TOINT(L/2);POKE1121+RND
(300),42;NEXTX
20 IFC=1 AND F=0 THEN 48
21 IFC=1THEN41 ELSEGOTO38
22 '
23 IFPEEK(343)=247ANDH>1472THENP
OKEH-30,32;H=H-1;POKEH+5,32;POKE
H-30,33
24 IFPEEK(344)=247 AND H<1499THE
N POKEH-30,32; H=H+1;POKEH-1,32;
POKEH-30,33
25 POKEH,9;POKEH+1,4;POKEH+2,9;P
OKEH+3,15;POKEH+4,20
26 IFPEEK(345)=247THEN28
27 GOTO20
28 S=H-30;F=1
29 FOR Y=1 TO 12
30 IF PEEK(S-32)=42 THEN POKES-3
2,32;POKES,32;F=0;POKEH-30,33;SC
=SC+5;GOTO55
31 IFPEEK(S-32)(>)96 AND PEEK(S-3
2)(>)33 AND PEEK(S-32)(>)32 AND PE
EK(S-32)(>)128THEN POKES-32,32;PO
KES,33;F=0;C=0;SC=SC+50;L=L+1;FO
RX=1TOLEN(W$(A));POKEB-1+X,32;NE
XTX;POKES,32;POKEH-30,33;I=1;GOT
O55
32 POKEB,32;S=S-32;POKEB,33
33 GOTO20
34 IF Y<13 THEN NEXTY
35 POKEH-30,33
36 POKES,32;F=0
37 GOTO20
38 GOSUB47
39 W=RND(2);IF W=1 THEN B=1089 E
LSE B=1120-LEN(W$(A))
40 C=1
41 IF W=1 THENB=B+1 ELSE B=B-1
42 FORX=1TOLEN(W$(A));POKEB+X-1,
L(X);NEXTX
43 IF W=1 THEN POKEB-1,32 ELSE P
OKE B+LEN(W$(A)),32
44 IF W=1 AND B=1120-LEN(W$(A))
THEN W=2;GOSUB47;B=1120-LEN(W$(A
))
45 IF W=2 AND B=1089 THEN W=1;GO
SUB47
46 IF F=1 THEN34 ELSE GOTO22
47 A=RND(62);FORX=1TOLEN(W$(A));
L(X)=ASC(MID$(W$(A),X,1))-96;NEX

```

```

TX;RETURN
48 G=RND(200)+L;IF G>220 THEN 50
ELSE IF G>190 THEN49 ELSE 21
49 FOR Z=2 TO RND(9)+1;POKE B+(Z
*32)+INT(LEN(W$)/2),42;POKE B+((
Z-1)*32)+INT(LEN(W$)/2),32;NEXTZ
;GOTO22
50 FORZ=2TO12;POKEB+(Z*32)+INT(L
EN(W$)/2),35;POKEB+((Z-1)*32)+IN
T(LEN(W$)/2),32;NEXTZ
51 Z=Z-1;IF B+(Z*32)+INT(LEN(W$)
/2)>H-1 AND B+(Z*32)+INT(LEN(W$)
/2)<H+5 THEN 52 ELSE POKEB+(Z*32
)+INT(LEN(W$)/2),32;GOTO22
52 CLS@;POKE1293,2;POKE1294,15;P
OKE1295,15;POKE1296,13;POKE1297,
33;POKE1298,33;POKE1299,33;SH=SH
-1
53 FORX=1TO500;NEXTX;CLS@
54 IFSH=0THEN63ELSE55
55 POKE1024,12;POKE1025,61;POKE1
038,19;POKE1039,61
56 A$=STR$(L);M1=1026;GOSUB60
57 A$=STR$(SH);M1=1040;GOSUB60
58 A$=STR$(SC);M1=1048;GOSUB60
59 IFI=1THENI=0;GOTO19 ELSE 20
60 FORX=1TOLEN(A$);B(X)=VAL(MID$
(A$,X,1))+48;POKEM1+X,B(X);NEXTX
61 POKEH-30,33
62 RETURN
63 CLS;PRINT;PRINT"SO ENDS THE V
OYAGE OF THE          STARSHIP IDIO
T.";PRINT;PRINTTAB(8)"FINAL SCOR
E,"SC;PRINTTAB(8)"FINAL LEVEL,"L
64 PRINT;PRINT;PRINT"WOULD YOU L
IKE TO PLAY AGAIN?"
65 I$=INKEY$;IFI$=""THEN65
66 IFI$="Y"THENRUNELSEIFI$="N"TH
ENCLS;ENDELSE65
67 END
68 GOTO20
69 GOSUB85
70 PRINT"AS CAPTAIN OF THE STARS
HIP          IDIOT, THE TASK HAS FAL
LEN TO          YOU TO PROTECT THE UNIV
ERSE FROMTHE ATTACK OF THE EVIL
          LITERATARIANS."
71 PRINT;PRINT"GAME PLAY;"
72 PRINT"EACH ENEMY SHIP WILL ST
ART ITS          ATTACK RUN FROM EITHER
SIDE OF          THE COMPUTER SCREEN. A
FTER          COMPLETING ITS ATTACK R
UN,          ANOTHER SHIP WILL ATTAC
K IN ITS PLACE."
73 IFINKEY$=""THEN73ELSE74

```

```

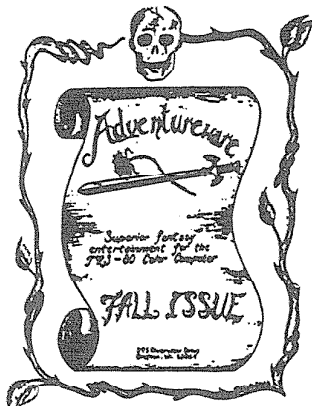
74 GOSUB85
75 PRINT"ENEMY WEAPONRY:"
76 PRINT"EACH ENEMY SHIP IS EQUI
PPED WITHEITHER PHOTON MINES OR
STAR BOMBS. PHOTDN MINES AR
E NON- LETHAL AND SERVE ONLY T
D IMPEDE YOUR SHOTS. STAR BOMBS
ARE LETHAL, ONE HIT WILL DE
STROY THESTARSHIP."
77 PRINT:PRINT"NUMBER OF SHIPS:"
:PRINT"YOU BEGIN WITH THREE STAR
SHIPS. EXTRA SHIPS CANNOT BE OBT
AINED."
78 IFINKEY$=""THEN78ELSE79
79 GOSUB85
80 PRINT"TOP OF SCREEN:"
81 PRINT"AT THE TOP OF THE FIGHT
ING SCREEN YOU WILL FIND YO
UR CURRENT LEVEL, NUMBER O
F SHIPS LEFT, AND THE CURRENT S
CORE.":PRINT"LEVEL GOES UP BY 1
FOR EVERY ENEMY DESTROYED."
82 PRINT:PRINT"SCORING:";PRINT"P
HOTON MINES = 5 POINTS";PRINT"EN
EMY SHIPS = 50 POINTS"
83 PRINT:PRINT"PRESS A KEY TO BE
GIN":
84 IFINKEY$=""THEN84ELSE17
85 CLS:PRINT@10,"*IDIOT WARS*":F
ORX=1TO32:PRINT"-":;NEXTX:RETURN

```

```

86 DATA game, stupid, adventure, st
ar, bomb, a, z, rock, ship, dragon, war
, monster, the, reagan, bush, leader,
quest, league, lord, sword, captain,
ranger, computer, psychotic, lunati
c, crazy, work, yellow, blue, red, far
ce, fake, insanity, fire, gun, lazer,
missile, coco, tarzan, maste
87 DATA creator, bullet, rambo, sty
le, disk, cut, lithium, falcon, quagg
a, rhinoceros, stern, gnu, armor, but
terfly, condor, crystal, eye, fez, gl
adiator, helm, iguana, death

```



The Gamer's Connection!

The ONLY magazine devoted solely to the CoCo gaming world!

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1ST ISSUE!

TWO FULL-LENGTH
Adventures!

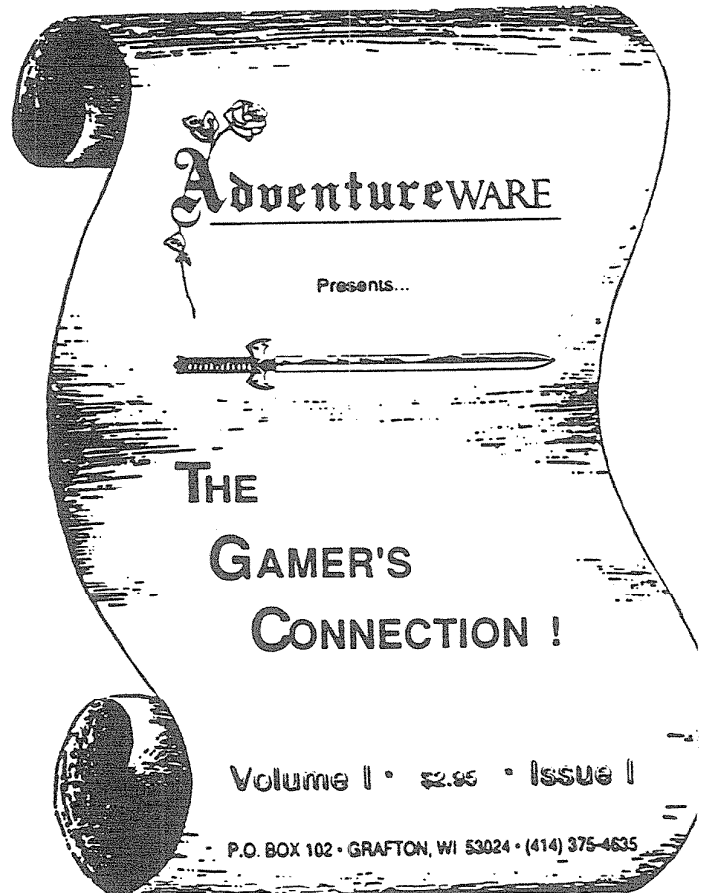
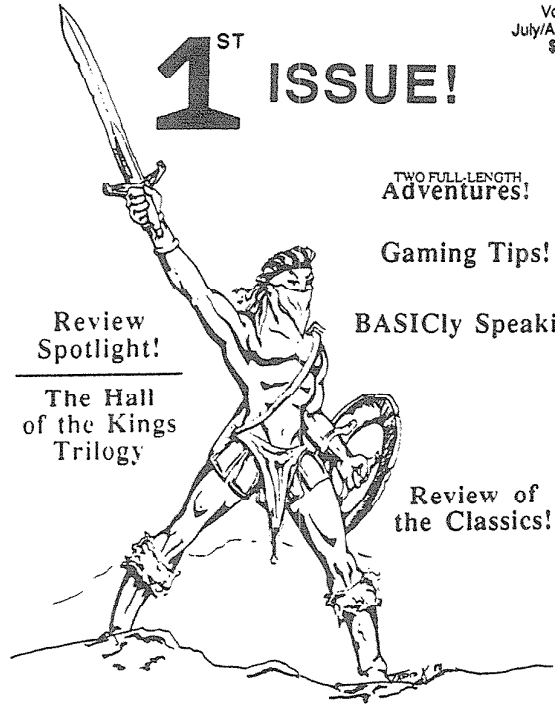
Gaming Tips!

BASICly Speaking!

Review
Spotlight!

The Hall
of the Kings
Trilogy

Review of
the Classics!



So, You Want to be a Master?

By: Glen R. Dahlgren

Janthom Vore rubbed the wooden staff in his hands with familiarity. He stared pointedly at the miserable shack before him.

"So, this is the dwelling of a Master."

His eyes wandered to the weary traveling leathers he wore, showing the marks of countless leagues traveled to gain this very clearing. Using the staff as a walking stick, he trod up the rotting steps, into the open doorway. The door itself had fallen onto the side wall, an ancient warding word etched into the wood. Janthom glanced at the symbol, and with one swift strike of the staff, cleanly broke the door into two equal pieces.

"I hope you can do better. I'm not here to learn from a fool."

Impatient with his delay, and feeling his trek might have been in waste, Janthom stormed down the hall and threw open the first door he encountered.

Behind the door was a bearded old man seated in front of a green glowing sphere. His back was to the doorway. Janthom had an urge to knock him out of his complacency, furious that he had wasted months of travel to find a great Master of MACHINE LANGUAGE (he thought that word only in awe) only to find a doddering old fool who couldn't even keep the door to his own house on its hinges.

He stepped meaningfully forward only to be stopped cold by a low, "Just what art thou planning to do?"

Janthom paused, confused.

"I be curious.", the man continued as he turned to face the stunned warrior. "Pray tell, what is thy intent?"

Janthom looked down at his staff "ROM", gripped it with new assurance, and met the gaze of the Master. "I'm going to kick you into next Tuesday."

The Master leveled his gaze, a slight smile on his lips. "I have not the time. Fight this, and then we shall talk." With a measured movement of his hands, and a murmuring from his lips, the Master brought into creation the biggest, most horrid (not to mention dangerous) demon that Janthom had



ever laid eyes upon. At least Janthom knew where he stood.

Half an hour later, Janthom rose unsteadily to his feet and kicked aside the bloody corpse of the demon. "I...I'm done."

"Ah, art thou still here? What took you so long? LOOK WHAT A MESS THOU HAST MADE OF THIS PLACE!!!"

Janthom wearily looked around the room, barely able to distinguish the blood and gore from the status quo dirt and grime. "Well, it was tough! Damn demon just wouldn't quit! Nobody could have done it faster or cleaner!"

The Master got that slight smile look. Janthom groaned. "Oh, yes?", the Master queried, and with a slight wave of the wrist, another demon appeared, twice as big as the first.

Janthom almost screamed.

Then the Master waved the other hand and the demon gasped, turned blue, and fell into a pile of ashes which quickly scattered themselves evenly across the floor.

"Thou forgets, my friend, that I am a Master of MACHINE LANGUAGE. Thy BASIC training is clumsy and slow. Thy use of thy staff "ROM", of

which thou art chained, is just as inadequate. Thou art a slave to thy staff. It should be a tool for thee to use, or not, as you choose. There are worlds of ability beyond your limited knowledge." The Master turned his back again on the warrior, leaving him speechless.

Janthom gripped his staff tightly and held it for minutes. Then he loosened it and let the end touch the ground. "Will you,.... wilt thou teach me?"

As you've just seen, this is not an ordinary column. It's kind of an experiment, you see, trying to meld with the genre of the magazine. As I am planning to do, each column will begin with a new adventure of Janthom Vore on his quest for knowledge. It then shall be integrated into the remainder of the column by explaining the "Master's" lessons in more practical terms. This particular column's story is a bit longer than the norm, as I had to introduce the characters, situation, and theme into one issue. Tough going, but, I believe, worth it. I would definitely like to hear from you readers, your opinions on the column, ideas you may wish discussed (although I have quite a few in mind), and a title for the column besides "So, you want to be a Master." Anyway, on to the meat.

In this first installment, I basically want to discuss what you can do to prepare yourself for this column. The content is not usually going to be geared toward the total beginner. I AM NOT GOING TO TEACH YOU THE TOTALITY OF MACHINE LANGUAGE. Not bi-monthly anyway.

There are many books and other types of literature available to the CoCo assembly neophyte, more than some would like to admit. To begin with, go on down to your local Radio Shack and pick up the book entitled *TRS-80 COLOR COMPUTER ASSEMBLY LANGUAGE PROGRAMMING* by Bill Barden, Jr. It is probably the best book available for the beginning ML programmer. Don't even try to make out the ML sections in the COLOR BASIC books that came with your computer until you read Bill's.

Then you can go many different ways. A book called *ASSEMBLY LANGUAGE GRAPHICS FOR THE TRS-80 COLOR COMPUTER* would be great to get if it was still in print. You can check your Radio Shack on this one, but even I have not been able to procure a copy. Your local library is a good shot, however. This book will teach you a little about interrupts, low-res (on the CoCo III), PMODE graphics and graphic text, and ROM routines.

THE BOOK or *ASSEMBLY LANGUAGE PROGRAMMING FOR THE TRS-80 COLOR COMPUTER* by Laurence A. Tepolt, marketed by Tepco is an alternative. It bills itself as a great self tutorial, however I see it as more of a great reference book AFTER you are already familiar with the language. It's a little more vague, and less KISS (Keep It Simple Stupid) than Bill's book, and that's something that every beginner needs. One benefit that *THE BOOK* has, is a CoCo III supplement available as an addition. It is in the same general style, but has technical information not found easily elsewhere about the CoCo III.

The *UNRAVELLED* series by Spectral Associates is a must once you get rolling. If you ever plan to utilize ROM or DOS from Machine Language, (this is one of the topics I will be discussing), this series provides all of it, disassembled in source code listings with remarks. A programmer's dream! Also, the Super Extended Basic issue tells you quite a bit about the CoCo III's inner workings.

The *500 POKES, PEEKS, 'N EXECS* books by Microcom are cute, not really needed, but nice to have. This includes the supplement and the CoCo III edition. It seems that, towards the end, the author was running out of Pokes, so he stuck in some fillers. However, there is enough valuable information there to consider picking them up.

There you have it. However, with all this under your belt, (if you've gotten that far, which I'm going to assume you haven't), you may be asking, "What do I need you for?" Let me direct you to the title of this column. In order to be a master, you need tricks, gimmicks, methods, routines! Some of these books will help, but most come just short of the mark. I will be dealing with information for everyone, even the neophyte, (that's you, beginner), much of which cannot be found elsewhere. In my upcoming columns I will be dealing with the interfacing of BASIC and ML, arcade animation, text with graphics, interfacing with computer (input/output), etc., many topics of which apply to the CoCo III. So, until next issue, PREPARE THYSELF! ●

Glen Dahlgren is the talented 21 year old programmer behind the newest and hottest CoCo games available. Glen is the president of Sundog Systems and is now attending Penn State University.

The Talisman

A text adventure game.

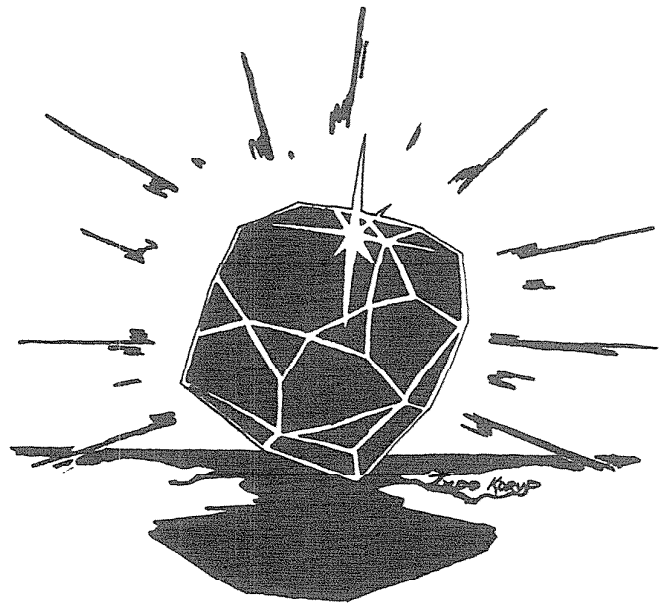
Written by: James L. Brennum

32K ECB minimum memory requirement.

CoCo I / CoCo II / CoCo III

Three weeks ago, The Talisman was freed. The Talisman resided on the planet of Xal-Tharos. A mighty wizard of the Arlan Warlords was developing a spell of great magnitude. This spell was used for dimensional travel. In a parallel-dimension lay The Talisman of ultimate evil, encased in a globe of pure silver; which it could not permeate. The spell of the wizard released enough inter-dimensional energy to weaken the sphere of holy silver, just enough to allow The Talisman to break through. It then traveled through a dimensional portal to Alantyr, your home world.

The royal seer has detected the presence of The Talisman and has foretold that all of Alantyr will be destroyed in less than one week, unless The Talisman can be submerged in the Fountain of Pure Good and utterly destroyed. The task is given to you, valiant warrior, the destiny of Alantyr is in your hands. The Talisman has been detected by the greatest mages of Alantyr and is presumed to reside in a self-constructed underground keep. ●



Program Listing

```
10 CLS7:PRINT" *** THE TALISMAN
***";FORX=1TO900:NEXTX:PRINT:PRI
NT"BASIC CODE PROGRAMMED BY
-----> JAMES L. BRENNUM
";FORX=1TO900:NEXTX:PRINT:PRINT"
((( ONE MOMENT PLEASE )))"
20 PRINT:PRINT"READING ADVENTURE
DATA..."
30 GOSUB2460:R=1:P=1:SS=1:IN=0:Z
Z$="03;V31;L10;A;V8;A;V1;A":E$(1
)="NORTH":E$(2)="SOUTH":E$(3)="e
AST":E$(4)="WEST":D$(1)="N":D$(2
)="S":D$(3)="E":D$(4)="W"
40 DIMR$(45),O$(36),D(4,45),LO$(
36),D(36),VL$(38),VL(38)
50 FORX=1TO45:READD(1,X),D(2,X),
D(3,X),D(4,X):NEXTX:FORX=1TO45:R
EADR$(X):NEXTX:FORX=1TO36:READLO
$(X),D$(X),D(X):NEXTX:N=38:FORX=
1TON:READVL$(X),VL(X):NEXTX
```

```
60 DATA 0,,2,,,3,1,,,2,7,,5,3,
6,19,23,4,,5,,,8,4,,,,7,,9,,,,,1
1,,,,,10,,,,,13,,14,,,12,,,,,14
,,16,,,17,15,,,18,16,,,,,17,5,20,
,,19,21,,,20,,,22,,,,,21,,,24,5,,
,,25,23,26,27,,24,,25,,,25,28,,0
70 DATA 27,,29,,,,,30,28,33,31,35
,,29,30,,,,,34,30,,,33,,,,,36
,,30,,,35,,38,34,43,,39,37,40,,
,,38,41,39,,,40,42,,,,,41,44,38,
,,43,,,44,,0
```

```
80 DATA"AT THE ENTRANCE TO THE
UNDERGROUND KEEP. DEAD STICK
S AND LEAVES ARE SCATTERED ABOU
T.", "IN A DIMLY-LIT CORRIDOR
IT IS UNUSUALLY DARK TO THE
EAST.", "AT THE BRINK OF A DEEP PI
T, "IN A STONE CORRIDOR. IT IS MY
STERIDUSLY DARK TO THE WE
90 DATA"AT AN INTERSECTION OF
CORRIDORS.", "IN A SMALL SQUAR
E ROOM. IN THE CENTER OF THE
ROOM IS A SMALL TABLE WITH A SM
ALL ORANGE SPHERE FLOATING ABOVE
IT.", "IN A STONE CORRIDOR.", "AT
A TURN IN THE PASSAGE."
100 DATA "IN A SMALL ROUND ROOM.
SUDDENLY-A STONE SLAB FALLS
FROMTHE CEILING AND BLOCKS THE
ONLY EXIT!", "IN A SMALL WATER-FI
LLED ROOM."
110 DATA "IN A SMALL WATER FILLE
D ROOM. THERE IS A THREE FOO
T DIAMETER HOLE IN THE CEILIN
G.", "IN A LARGE STONE ROOM WITH
HIGH WALLS.", "AT A TURN IN THE P
ASSAGE.", "IN A DARK DAMP CAVERN.
", "AT A TURN IN THE PASSAGE.", "I
N A STONE CORRIDOR."
```

120 DATA "IN A STONE CORRIDOR.",
 "IN A LARGE OVAL ROOM. IN T
 HE CENTER OF THE ROOM IS A LARG
 E FOUNTAIN.", "IN A STONE CORRIDO
 R.", "IN A STONE CORRIDOR.", "AT A
 TURN IN THE PASSAGE."

130 DATA "IN AN ANCIENT LABORATO
 RY. STONE TABLES AND SHELVES AR
 E SCATTERED ABOUT THE ROOM.",
 "IN A STONE CORRIDOR.", "IN A STO
 NE CORRIDOR.", "AT A T-INTERSECTI
 ON."

140 DATA "IN A SMALL RECTANGULAR
 ROOM. THERE IS A CIRCULAR
 IMPRESSION AND AN INSCRIPTI
 ON UNDER IT ON THE EAST WALL."
 "IN A STONE CORRIDOR.", "AT A TU
 RN IN THE PASSAGE.", "IN A STONE
 CORRIDOR.", "AT AN INTERSECTION O
 F HALLWAYS."

150 DATA "IN AN OCTAGONAL ROOM.
 THE WALLS ARE COVERED WITH
 MURALS OF A LARGE WINGED SNA
 KE DEFEATING DEMONS.", "IN A SMA
 LL AREA UNDER THE FLOOR. TINY
 STEPS LEAD UP TO A HOLE.", "IN
 A STONE CORRIDOR."

160 DATA "IN A BLACK ROOM. A BLAC
 K IRON SUIT OF ARMOR STANDS IN
 THENORTHWEST CORNER.", "IN AN AN
 CIENT ARMORY.", "IN A CIRCULAR RO
 OM.", "IN A HIDDEN PASSAGEWAY.", "
 AT A T-INTERSECTION.", "IN AN OLD
 DUNGEON. ONE CELLCONTAINS A MAN
 . I HEAR NOISE TO THE NORTH."

170 DATA "IN A STONE CORRIDOR.", "
 AT A TURN IN THE PASSAGE."

180 DATA "IN A TORTURE CHAMBER. A
 MANKNEELS ON THE FLOOR WHILE BE
 ING WHIPPED BY TWO LARGE ARMORED
 MEN. THERE IS A LARGE GASH
 IN HIS FOREHEAD WHICH GUSHES FO
 RTH BLOOD. ON A SMALL TABLE NEAR
 THEDOOR IS A MAGNIFICENT SWORD.
 "

190 DATA "IN A STONE CORRIDOR.", "
 IN A LARGE HALL. THERE
 IS A LARGE DOOR ON THE NORTH
 WALL.", "IN A HUGE CHAMBER.

THE WALLS, FLOOR, AND CEILIN
 G ARE MADE OF PURE WHITE MARBL
 E."

200 DATA NOTHING, STI, 1, A SMALL T
 ABLE, 6, A SMALL ORANGE SPHERE, SP
 H, 6, A SKELETON, 10, BLACK OBSIDIA
 N, 99, A HOLE IN THE CEILING, 11,
 A HUGE BAT, 14, A LARGE BLACK

FOUNTAIN, 18, AN IRON BOX, BOX, 22,
 A VIAL OF BLACK POWDER, VIA, 99, A
 HANDWRITTEN NOTE, NOT, 99

210 DATAA GRAY STONE, STO, 99, A CI
 RCULAR IMPRESSION, 26, AN INSCRIP
 TION, 26, A GOLD KEY, KEY, 99, A SMA
 LL HOLE, 31, A SILVER PENDANT, PEN
 , 32, A BLACK SUIT OF ARMOR, 34, A
 PEARL, PEA, 99, A BLACK SKULL, SKU, 9
 9, AN OLD LANCE, LAN, 34, 99, A MAC
 E, MAC, 35, A BOW, BOW, 35

220 DATAA SILVER ARROW, ARR, 35, A
 LARGE CHEST, 36, A RING, RIN, 99, FR
 ESH BLOOD, 40, FRESH BLOOD, 41, A
 SMALL TABLE, 42, A SWORD, SWD, 42, A
 DEAD MAN, MAN, 99, A LARGE DOOR, 4
 4, A STONE STATUE, 44, A WHITE MAR
 BLE FOUNTAIN, 45, A LARGE DOOR, 4
 5

230 DATAN, 1, S, 1, E, 1, W, 1, GET, 2, TA
 K, 2, DRD, 3, LOD, 4, L, 4, EXA, 4, LOOK, 4
 , REA, 5, PUS, 6, PUL, 6, MOV, 6, OPE, 7, C
 LD, 8, UNL, 9, INV, 10, I, 10, SWI, 11, PO
 U, 12, PUT, 13, SQU, 14, REL, 15, SMA, 16
 , BRE, 16, EAT, 17, DRI, 18, RUB, 19, JUM
 , 20, THR, 21, SHO, 22, KIC, 23, PUN, 24,
 YEL, 25, SAY, 26, CLI, 27

240 CLS:PRINT"I AM ";R\$(R)

250 IFR=45THENPRINT:PRINT"I SEE:
 ";LO\$(35);";";LO\$(36):GOTO310

260 PRINT:PRINT"I SEE: ";

270 AQ=0:FORX=1TO36:IFQ(X)=R AND
 AQ=0THENPRINTLO\$(X);;AQ=1:NEXTX

280 IFAQ=1ANDQ(X)=R THENPRINT"
 ";;PRINTLO\$(X);;NEXTX

290 NEXTX

300 IFAQ=0THENPRINT"NOTHING INTE
 RESTING"

310 IFAQ=1THENPRINT:PRINT:PRINT"
 VISIBLE EXITS: ";;GOTO320ELSEPRI
 NT:PRINT"VISIBLE EXITS: ";

320 FORX=1TO4:IFD(X,R)>0THENPRIN
 TE\$(X);" ";;J=J+1

330 NEXTX

340 IF J=0THENPRINT"NONE"

350 J=0

360 PRINT:FORX=1TO8:PRINT"*--*";
 ;NEXTX

370 IFR=9THENFORX=1TO1500:NEXTX;
 PRINT:PRINT"THE ROOM IS FILLING
 WITH WATER!";GOSUB2460:PRINT:PRI
 NT"THE ENTIRE ROOM IS NOW FILLED
 WITH WATER!!";GOSUB2460:IFQ(2
 7)=0THENPRINT:PRINT"SOMEHOW THOU
 GH, I AM ABLE TO BREATHE!!";G
 OSUB2460:GOTO390ELSE2410

380 GOTO400

```

390 PRINT:PRINT"THE NORTH WALL R
ISES TO REVEAL A HIDDEN PASSAGE
WAY!";R=10:FDRX=1T02000:NEXTX:G0
T0240:ELSEPRINT:PRINT"I AM DROWN
ING!";G0T02420
400 IFDB=0ANDR=14THENPRINT:PRINT
"SUDDENLY A HUGE BAT APPEARS OUT
OF THE DARKNESS!";G0SUB2460:PRI
NT:PRINT"HE IS FLYING RIGHT AT M
E!";G0SUB2460:G0T0420
410 IFR=4ANDSB=0THENPRINT:PRINT"
THE STICKS BURN AWAY INTO
ASHES.";SB=1:D(1)=99:IN=IN-1:G0T
0460
420 IFR=14ANDDB=0THENG0SUB2750:I
FV$="KIL"ANDN$="BAT"ORV$="ATT"AN
DN$="BAT"ORV$="SHD"ANDN$="BAT"TH
ENRA=1ELSEG0T02470
430 IFRA=1ANDR=14ANDDB=0THENINPU
T"WITH WHAT";W$:PLAYZZ$:IFLEFT$(
W$,3)="BDW"AND0(24)=0AND0(25)=0O
RLEFT$(W$,3)="ARR"AND0(24)=0AND0
(25)=0THENPRINT:PRINT"YOU GOT HI
M ROBIN HOOD!";DB=1:LO$(25)="A D
EELY IMBEDDED ARROW":D(25)=R:IN
=IN-1:G0T0440ELSE2470
440 IFDB=1THENLO$(7)="A HUGE DEA
D BAT":D(1,14)=15:D(2,14)=13
450 IFR=42ANDFE=0THENG0T0560
460 PRINT:INPUT"WHAT NOW";A$:PLA
YZZ$:PRINT:IFA$="L"ORA$="LOOK"TH
EN240
470 IFR=4ANDA$="W"THEN2590
480 IFLEFT$(A$,3)="GO"THENPRINT
"USE ONE LETTER COMMANDS FOR
DIRECTIONS (EX. N FOR NORTH).";
G0T0460
490 B$=LEFT$(A$,3):IFB$="FUC"ORB
$="PIS"ORB$="SHI"THENPRINT"USING
NASTY WORDS WILL NOT AID YOU I
N YOUR GOAL.";G0T0460
500 IFR=39ANDA$="W"THENR=38:R$(3
9)="IN AN OLD DUNGEON. THERE A
RE THREE EMPTY LOCKED CELLS A
LONG THE EAST WALL.":FT=1:G0T024
0
510 IFR=2ANDP=1ANDA$="E"THENPRIN
T"THE DARKNESS CONCEALED A DEEP
PIT.":G0SUB2460:PRINT:PRINT"I
AM FALLING A GREAT DISTANCE.":G0
SUB2460:PRINT:PRINT"I HAVE HIT B
OTTOM AND SHATTERED MY SKULL.":G
0T02420
520 IFR(31ANDMS=1ORR)32ANDMS=1TH
ENCLS:PRINT"A HUGE WINGED SNAKE
HAS SPOTTED ME!";G0SUB2460:PRIN
T:PRINT"HE GRABS ME AS EASY PREY

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!";G0SUB2460:PRINT:PRINT"-AND SW
ALLOWS ME WHOLE!!";G0T02420
530 IFLEFT$(A$,3)="HEL"THENPRINT
"YOU'RE DOING FINE!";G0T0460
540 IFMH=0ANDR=37ANDA$="W"THENPR
INT"THE ARMOR MOVED BACK IN PLAC
E!! THERE IS NO GOING BACK!!";MH
=1:D(4,37)=0:G0T0460
550 IFR=39ANDFT=0ANDA$(<) "W"THENG
0T02580
560 IFR=42ANDFE=0THENG0SUB2750:I
FV$="GET"ANDN$="SWO"ANDIN(5THENP
RINT"OK.":D(31)=0:G0SUB2750:IFV$
="KIL"ANDN$="MEN"THENINPUT"WITH
WHAT";S$:IFLEFT$(S$,3)="SWO"AND0
(31)=0THEN2610ELSEIFLEFT$(S$,3)=
"MAC"AND0(23)=0THEN2620ELSEPRINT
:PRINT"I MISSED!!";G0T026
570 IFR=42ANDFE=0THENPRINT"THE T
WO MEN DRAW THIER SWORDS AND T
EAR ME TO RIBBONS!!";G0T02420
580 IFLEFT$(A$,3)="QUI"THENINPUT
"ARE YOU SURE(Y/N)";U$:IFU$="Y"TH
HENCLS:ENDEELSEG0T0460
590 L=LEN(A$):FORD=1TDL:IFMID$(A
$,D,1)=" "THENV$=LEFT$(A$,3):M$=
RIGHT$(A$,L-D):N$=LEFT$(M$,3):G0
T0610ELSENEXTD
600 V$=A$
610 IFV$="WEA"ANDN$="RIN"AND0(27
)=0THENPRINT"I ALREADY HAVE IT O
N.":G0T0460
620 IFR=31ANDV$="ENT"ANDN$="HOL"
AND0(3)=0ANDMS=1THENR=32:G0T0240
ELSEIFR=31ANDV$="ENT"ANDN$="HOL"
THENPRINT"ARE YOU KIDDING!!
ITS 5 INCHES IN DIAMET
ER!!";G0T0460
630 IFR=32ANDMS=1ANDV$="CLI"ANDN
$="STE"THENR=31:G0T0240
640 FORX=1TON
650 IFVL$(X)=V$THENA=X:G0T0660
660 NEXTX
670 PRINT"I DON'T UNDERSTAND.":G
0T0460
680 ONA G0T0690,690,690,690,730,
730,850,910,910,910,910,1490,157
0,1570,1600,1680,1750,1810,
1810,1860,1890,1940,2050,2090,21
30,2130,2150,2160,2190,2220,2260
,2310,2340,2350,2360,2370,2380,2
380
690 FORX=1T04:IFA$=D$(X)THENDR=X
:G0T0710
700 NEXTX
710 IFD(DR,R)0THENR=D(DR,R):G0T
0240

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720 IFD(DR,R)=0THENPRINT"I CAN'T
GO THAT WAY.":GOTO460
730 IFD(12)=RANDV=1ANDN$="DUS"AN
DIN(5THENPRINT"OK.":D(12)=0:IN=I
N+1:GOTO460
740 IFIN)=5THENPRINT"--INVENTORY
FULL--":GOTO460
750 IFD(19)=RANDDD=1ANDN$="POW"
HENPRINT"OK.":D(19)=0:GOTO460
760 IFR=1ANDN$="LEA"THENPRINT"TH
EY CRUMBLE UPON TOUCH.":GOTO460
770 IFN$="PEN"ANDR=26ANDIP=1ANDD
(17)=26THENPRINT"OK.":D(17)=0:D(
15)=99:GOTO460
780 IFN$="LAN"THENLG=1
790 IFN$="STI"THENLO$(1)="STICKS
":R$(1)="AT THE ENTRANCE TO THE
UNDERGROUND KEEP. MANY LEAV
ES ARE SCATTERED ABOUT."
800 IFR=6ANDN$="SPH"ANDBS=1THENR
$(6)="IN A SMALL SQUARE ROOM."
810 IFN$="SPH"ANDBS=0ANDR=6ORN$="
TAB"ANDBS=0ANDR=6THENPRINT"AS I
APPROACHED IT I WAS FORCED BACK
BY AN INVISIBLE ENERGY BARR
IER.":GOTO460
820 IFDB=1ANDR=14ANDN$="ARR"ANDY
=0THENPRINT"I MANAGED TO PULL IT

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OUT.":LD$(25)="A BLOODY SILVER
ARROW":D(25)=0:Y=1:IN=IN+1:GOTO4
60
830 FORX=1TO36:IFN$=0$(X)ANDD(X)
=R ANDD$(X)<)"THENND(X)=0:PRINT"
OK.":IN=IN+1:GOTO460
840 NEXTX:PRINT"I CAN'T GET THAT
NOW.":GOTO460
850 IFR=10ORR=11ANDN$="RIN"THENP
RINT"I CAN'T BREATHE ANYMORE!!":
GOSUB2460:PRINT"PRINT"I AM DROWN
ING!!":GOTO2420
860 IFD(3)=0ANDMS=1ANDN$="SPH"AN
DR=32THENGOTO2560ELSEIFD(3)=0AND
MS=1ANDN$="SPH"THENMS=0:PRINT"I
GREW TO NORMAL SIZE!":D(3)=R:IN=
IN-1:GOTO460
870 IFR=3ANDD(1)=0ANDN$="STI"THE
NGOTO2590
880 IFR<=2ANDN$="STI"ANDP=0THENP
=1:D(1)=R:PRINT"OK. BUT THEY WEN
T OUT WHEN I DROPPED THEM.":L
D$(1)="STICKS":ZY=1:GOTO460
890 FORX=1TO36:IFD(X)=0ANDN$=0$(
X)THENPRINT"OK. ITS DROPPED.":D(
X)=R:IN=IN-1:GOTO460
900 NEXTX:PRINT"I DON'T HAVE IT.
":GOTO460

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910 IFA$=V$THEN240
920 IFO(1)=0ANDP=0ANDN$="STI"THE
NPRINT"THEY ARE RAPIDLY BURNING
UP.":GOTO460
930 IFN$="STI"ANDD(1)=R ANDZY=10
RN$="STI"ANDD(1)=0ANDZY=1THENPRI
NT"THEY ARE BURNT.":GOTO460
940 IFO(1)=R ANDN$="STI"ORO(1)=0
ANDN$="STI"THENPRINT"THEY ARE JU
ST DRY STICKS.":GOTO460
950 IFN$="TAB"ANDR=6THENPRINT"IT
IS VERY STURDY OAK.":GOTO460
960 IFN$="WAL"THENPRINT"THEY ARE
JUST STONE WALLS.":GOTO460
970 IFN$="FLO"THENPRINT"IT IS JU
ST A STONE FLOOR.":GOTO460
980 IFN$="CEI"THENPRINT"IT IS JU
ST A STONE CEILING.":GOTO460
990 IFR=45ANDN$="FOU"THENPRINT"I
T IS TWENTY FEET HIGH AND IS T
OPPED BY THREE IVORY DOVES W
HIGH STREAM FORTH CLEAR BLUE W
ATER.":GOTO460
1000 IFR=45ANDN$="DOV"THENPRINT"
THEY ARE MADE OF IVORY.":GOTO460

1010 IFO(31)=0ANDN$="SWD"ORN$="S
WD"ANDD(31)=R THENPRINT"IT HAS A
GOLD POMMEL WITH A BRIGHT S
ILVER BLADE.":GOTO460
1020 IFN$="MAN"ANDD(32)=0ORN$="M
AN"ANDD(32)=R THENPRINT"HE IS DE
AD.":GOTO460
1030 IFR=1ANDN$="LEA"THENPRINT"
HEY ARE DRIED OUT.":GOTO460
1040 IFR=34ANDN$="ARM"ANDOS=0AND
LG=1THENPRINT"THE SUIT IS SEVEN
FEET TALL. ONE ARM IS OUTSTRE
TCHED WITH ITSPALM UP. THE FACE
SHIELD IS CLOSED AND A SHOUL
DER PLATE IS MISSING.":LA=1:GOT
O460
1050 IFR=34ANDN$="ARM"ANDOS=1AND
LG=1THENPRINT"THE SUIT IS SEVEN
FEET TALL. ONE ARM IS OUTSTRE
TCHED WITH ITSPALM UP. THE FACE
SHIELD IS OPEN AND A SHOULDE
R PLATE IS MISSING.":LA=1:GOT
O460
1060 IFR=36ANDN$="LOC"THENPRINT"
THERE IS NO LOCK.":GOTO460ELSEIF
N$="SPH"ANDD(3)=R THENPRINT"IT G
IVES OFF AN ORANGE AURA.":GOTO46
0ELSEIFN$="DUS"ANDD(12)="DUS"AN
DD(12)=0THENPRINT"IT IS QUITE FI
NE.":GOTO460
1070 IFN$="BOX"ANDD(9)=0ORN$="BO

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X"ANDD(9)=R THENPRINT"IT IS BLAC
K AND LOCKED.":GOTO460ELSEIFN$="
POW"ANDD(19)="POW"ANDD(19)=0THE
NPRINT"IT IS PURE WHITE.":GOTO46
0
1080 IFN$="LOC"ANDD(9)=0THENPRIN
T"IT IS TRIANGULAR IN SHAPE.":GO
TO460
1090 IFR=34ANDN$="ARM"ANDOS=0THE
NPRINT"THE SUIT IS SEVEN FEET TA
LL. ONE ARM BEARS AN OLD LANC
E WHILE THE OTHER ARM IS
OUTSTRETCHED WITH ITS PAL
M UP. THE FACE SHIELD IS CLOSED
AND A SHOULDER PLATE IS MISSI
NG.":LA=1:O(21)=R:GOTO460
1100 IFR=34ANDN$="ARM"ANDOS=1THE
NPRINT"THE SUIT IS SEVEN FEET TA
LL. ONE ARM BEARS AN OLD LANC
E WHILE THE OTHER ARM IS
OUTSTRETCHED WITH ITS PAL
M UP. THE FACE SHIELD IS OPEN A
ND A SHOULDER PLATE IS MISSING
.":LA=1:GOTO460
1110 IFR=34ANDN$="SHO"ANDLA=1THE
NPRINT"THERE IS A PLATE MISSING.
":GOTO460
1120 IFO(21)=0ANDN$="LAN"ORR=34A
NDN$="LAN"ANDLA=1THENPRINT"IT IS
OLD AND RUSTED.":GOTO460
1130 IFR=2ANDN$="EAS"ORR=4ANDN$="
WES"THENPRINT"IT IS VERY DARK.
":GOTO460
1140 IFR=40ANDN$="BLO"ORR=41ANDN
$="BLO"THENPRINT"THERE ARE FOOTP
RINTS IN IT.":GOTO460
1150 IFR=44ANDSB=0ANDN$="STA"THE
NPRINT"ITS NINE FEET TALL AND MA
DE OF RED GRANITE.":GOTO460
1160 IFN$="OBS"ANDD(5)=0THENPRIN
T:PRINT"IT IS FINELY CUT GEM AND
IS AS BLACK AS THE DARKEST NIG
HT.":GOTO460
1170 IFR=34ANDLA=1ANDOS=0ANDN$="
SHI"THENPRINT"ITS CLOSED.":GOTO4
60
1180 IFN$="PEA"ANDD(19)=0THENPRI
NT"IT IS PERFECTLY ROUND AND WAR
M TO THE TOUCH.":GOTO460
1190 IFR=34ANDLA=1ANDOS=1ANDN$="
SHI"THENPRINT"ITS OPEN.":GOTO460

1200 IFN$="STD"ANDD(12)=0THENPRI
NT"IT IS SMOOTHLY GROUND, BUT HA
S A DULL FINISH TO IT.":GOTO460
1210 IFN$="PIT"ANDR=3ANDJP=0THEN

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PRINT"IT IS FOUR FEET ACROSS.":G
OTO460
1220 IFR=6ANDN$="BAR"THENPRINT"GET
SERIOUS. HOW CAN I LOOK AT SOMETHING
THAT IS INVISIBLE.":GOTO460
1230 IFR=3ANDN$="PIT"ANDJP=1THEN
PRINT"ITS TWENTY FEET ACROSS.":G
OTO460
1240 IFR=22ANDN$="TAB"THENPRINT"
THEY ARE COVERED WITH SCRATCHES
AND SCORCH MARKS.":GOTO460
1250 IFR=14ANDN$="BAT"ANDDB=1THE
NPRINT"ITS DEAD.":GOTO460
1260 IFN$="SPH"ANDDO(3)=0THENPRIN
T"IT IS FOUR INCHES IN DIAMETER.
SOMETHING IS ENGRAVED IN IT.":
GOTO460
1270 IFN$="CHE"ANDR=36ANDSC=1THE
NPRINT"IT IS SMASHED INTO SPLINT
ERS.":GOTO460
1280 IFN$="RIN"ANDDO(27)=0ORN$="R
IN"ANDDO(27)=R THENPRINT"IT IS MA
DE OF TURQUOISE AND THERE IS
AN ENGRAVING ON IT.":GOTO460
1290 IFR=36ANDN$="CHE"THENPRINT"
IT IS WOODEN AND HAS NO VISIBLE
LOCK.":GOTO460
1300 IFD(23)=0ANDN$="MAC"ORN$="M
AC"ANDDO(23)=R THENPRINT"IT IS OL
D AND RUSTED.":GOTO460
1310 IFD(24)=0ANDN$="BOW"ORN$="B
OW"ANDDO(24)=R THENPRINT"IT IS A
WOODEN LONG BOW.":GOTO460
1320 IFD(25)=0ANDN$="ARR"ORN$="A
RR"ANDDO(25)=R THENPRINT"IT HAS A
SILVER SHAFT WITH THREE WH
ITE FEATHERS.":GOTO460
1330 IFN$="SKU"ANDDO(20)=0THENPRI
NT"SOMETHING IS WRITTEN ON IT IN
...-YUCH! IN DRIED BLOOD!":LS=1:
GOTO460
1340 IFR=10ANDN$="SKE"ANDGG=1THE
NPRINT"IT IS OLD AND ROTTING.":G
OTO460
1350 IFR=10ANDN$="SKE"ANDGG=0THE
NPRINT"IT IS OLD AND ROTTING. I
N HIS RIGHT HAND IS A PIECE OF
BLACK OBSIDIAN.":O(5)=R:GG=1:G
OTO460
1360 IFR=11ANDN$="HOL"THENPRINT"
IT IS THREE FEET IN DIAMETER.":G
OTO460
1370 IFR=18ANDNL=1ANDN$="FOU"THE
NPRINT"IT HAS ONE CENTRAL COLUMN
TOPPEDBY THREE SKULLS WHICH SHO
UT FORTH CLEAR WATER.":GOTO4

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60
1380 IFR=18ANDNL=0ANDN$="FOU"THE
NPRINT"IT HAS ONE CENTRAL COLUMN
TOPPEDBY THREE SKULLS WHICH SPE
W FORTHA DARK BLACK LIQUID.":GOT
O460
1390 IFN$="VIA"ANDDO(10)=0ANDLO$(
10)="AN EMPTY VIAL"THENPRINT"IT
IS MADE OF GLASS.":GOTO460
1400 IFD(10)=0ANDN$="VIA"THENPRI
NT"IT'S A ";LO$(10);".":GOTO460
1410 IFN$="NOT"ANDDO(11)=0ORR=26A
NDN$="INS"THENPRINT"WHY NOT TRY
READING IT.":GOTO460
1420 IFN$="KEY"ANDDO(15)=0THENPRI
NT"IT HAS A TRIANGULAR TIP.":GOT
O460
1430 IFR=31ANDN$="HOL"ANDMS=0THE
NPRINT"IT IS APPROXIMATELY FIVE
INCHES IN DIAMETER.":GOTO460
1440 IFR=31ANDN$="HOL"ANDMS=1THE
NPRINT"AT MY SIZE, IT SEEMS HUGE
!":GOTO460
1450 IFN$="PEN"ANDDO(17)=0THENPRI
NT"THERE IS A PICTURE OF A WINGE
D SNAKE KILLING A TIGER ON IT.":
GOTO460
1460 IFR=26ANDN$="IMP"THENPRINT"
IT IS ABOUT 1/2 INCH DEEP.":GOTO
460
1470 IFR=22ANDN$="SHE"THENPRINT"
THEY ARE BARE.":GOTO460
1480 PRINT"I SEE NOTHING INTERES
TING.":GOTO460
1490 IFN$="RIN"ANDDO(27)=0THENPRI
NT"-ATLANTIS-":GOTO460
1500 IFR=26ANDN$="INS"ANDE=1THEN
PRINT"-WELL DONE DEVOTED SUBJECT
-":GOTO460
1510 IFN$="INS"ANDR=26THENPRINT"
-SHOW YOUR DEVOTION FOR THE
SERPENT OF DARKNESS-":GOTO460
1520 IFN$="SPH"ANDDO(3)=0THENPRIN
T"-NIMRAHC-":GOTO460
1530 IFN$="SKU"ANDDO(20)=0ANDLS=1
ANDBS=1THENPRINT"-DESTROYED-":G
OTO460
1540 IFN$="SKU"ANDDO(20)=0ANDLS=1
THENPRINT"-DESTROYER-":GOTO460
1550 IFN$="NOT"ANDDO(11)=0THENPRI
NT"-NEUTRALIZER-":GOTO460
1560 PRINT"I CAN'T READ THAT.":G
OTO460
1570 IFR=34ANDN$="ARM"ANDMA=0THE
NPRINT"THE EAST WALL IS RISING!":
D(3,34)=37:MA=1:FORX=1TO2500:NE
XTX:GOTO240

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1580 IFR=34ANDN$="ARM"ANDMA=1THE
NPRINT"THE EAST WALL IS DESCENDI
NG!";D(3,34)=0;MA=0;FORX=1TD2500
;NEXTX;GOTO240
1590 PRINT"I CAN'T SEEM TO MOVE
IT.";GOTO460
1600 IFN$="SHI"ANDR=34ANDOI=0THE
NPRINT"A BLACK SKULL FELL OUT!";
D(20)=R;OS=1;OI=1;GOTO460
1610 IFN$="SHI"ANDOS=0ANDOI=1THE
NPRINT"OK. ITS OPEN.";OS=1;GOTO4
60
1620 IFN$="SHI"ANDR=34ANDOS=1THE
NPRINT"ITS ALREADY OPEN.";GOTO46
0
1630 IFN$="DOO"ANDSG=0ANDR=44THE
NPRINT"THE STONE STATUE HAS COME
TO LIFE!";GOSUB2460;PRINT;PR
INT"HE GRABS ME AND TAKES ME INT
O THE TORTURE ROOM!";GOSUB2460
;PRINT;PRINT"HE TAKES A SWORD AN
D CUTS MY HEAD OFF WITH IT!!"
;GOTO2420
1640 IFN$="DOO"ANDSG=1ANDR=44AND
DD=0THENPRINT"IT OPENS EFFORTLES
SLY.";D(1,44)=45;OD=1;GOTO460
1650 IFN$="DOO"ANDR=45ANDDD=0THE
NPRINT"IT OPENS EFFORTLESSLY.";D
(2,45)=44;OD=1;GOTO460
1660 IFR=36ANDN$="CHE"ORO(9)=0AN
DN$="BOX"THENPRINT"I CAN'T OPEN
IT.";GOTO460
1670 PRINT"I CAN'T OPEN THAT NOW
.";GOTO460
1680 IFR=34ANDOS=1ANDN$="SHI"THE
NPRINT"OK. ITS CLOSED.";OS=0;GOT
D460
1690 IFR=44ANDSG=1ANDN$="DOO"AND
DD=1THENPRINT"OK. ITS CLOSED";D(
1,44)=0;OD=0;GOTO460
1700 IFR=45ANDSG=1ANDN$="DOO"AND
DD=1THENPRINT"OK. ITS CLOSED.";D
(2,45)=0;OD=0;GOTO460
1710 IFR=44ANDSG=1ANDN$="DOO"AND
DD=0THENPRINT"ITS ALREADY CLOSED
!";GOTO460
1720 IFR=45ANDSG=1ANDN$="DOO"AND
DD=0THENPRINT"ITS ALREADY CLOSE
D!";GOTO460
1730 IFR=34ANDOS=0ANDN$="SHI"THE
NPRINT"ITS ALREADY CLOSED.";GOTO
460
1740 PRINT"I CAN'T CLOSE THAT NO
W.";GOTO460
1750 IFO(9)=0ANDN$="BOX"THENINPU
T"WITH WHAT";BJ$;PLAYZZ$;IFLEFT$
(BJ$,3)="KEY"ANDO(15)=0THENPRINT

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;PRINT"WHEN THE KEY TOUCHED THE
BOX BOTH THE KEY AND THE BOX
VAPORIZED LEAVING BEHIND
THE CONTENTS OF THE BOX.";O(1
0)=R;IN=IN-2;GOTO2730ELSE
1760 GOTO1780
1770 PRINT;PRINT"IT WON'T UNLOCK
.";GOTO460
1780 IFR=36ANDN$="CHE"ANDSC=1THE
NPRINT"HOW CAN I UNLOCK A SMASHE
D CHEST.";GOTO460
1790 IFR=36ANDN$="CHE"ANDSC=0THE
NPRINT"THERE IS NO LOCK.";GOTO46
0
1800 PRINT"I CAN'T UNLOCK THAT N
OW.";GOTO460
1810 PRINT"I HAVE.";
1820 FORX=1TO36;IFO(X)=0THENPRIN
TTAB(8);LO$(X);IZ=IZ+1
1830 NEXTX
1840 IFIZ=0THENPRINTTAB(8);"NOTH
ING";GOTO460
1850 IZ=0;GOTO460
1860 IFR=11ANDN$="HOL"THENPRINT"
AS I PASSED THROUGH IT-
-IT CLOSED SHUT!";FORX=1TO2000;N
EXTX;R=12;GOTO240
1870 IFR=10ANDN$="WAT"ORR=11ANDN
$="WAT"THENPRINT"OK. I AM SWIMMI
NG AROUND.";GOTO460
1880 PRINT"HOW CAN I SWIM THAT!"
;GOTO460
1890 IFRM=0ANDR=18ANDO(10)=0ANDN
$="VIA"THENINPUT"WHERE";VB$;PLAY
ZZ$;IFLEFT$(VB$,3)="FDU"THENPRIN
T;PRINT"OK.";LO$(10)="AN EMPTY V
IAL";D(12)=99;IN=IN-1;WN=0;GOTO4
60ELSEGOTO1930
1900 IFR=18ANDPO=0ANDRM=1ANDO(10
)=0ANDN$="VIA"THENINPUT"WHERE";Y
U$;PLAYZZ$;IFLEFT$(YU$,3)="FDU"
HENPRINT;PRINT"THE LIQUID TURNS
TO BLUE WATER.";WN=1;LO$(10)="AN
EMPTY VIAL";O(19)=99;PO=1;NL=1;
GOTO460ELSE1910
1910 IFN$="VIA"ANDO(10)(>)0THENPR
INT"I DON'T HAVE IT.";GOTO460
1920 IFN$="VIA"ANDLO$(10)="AN EM
PTY VIAL"ANDO(10)=0THENPRINT"THE
RE IS NOTHING IN THE VIAL TO POU
R.";GOTO460
1930 PRINT"HOW CAN I POUR THAT??
";GOTO460
1940 IFR=26ANDN$="PEN"ANDO(17)=0
ANDFT=0THENINPUT"WHERE";WP$;PLAY
ZZ$;IFLEFT$(WP$,3)="IMP"THENPRIN
T;PRINT"A PANEL OPENS IN THE WAL

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L TO REVEAL A GOLD KEY!";D(15
)=R;O(17)=R;IN=IN-1;E=1;IP=1;FT=
1;GOTO460ELSEPRINT"WHY SHOULD I
DO THAT?";GOTO460
1950 IFN$="DUS"ANDD(12)=0ANDL0$(
10)="A VIAL OF SILVER POWDER"AND
DD=1THENINPUT"WHERE";V$;PLAYZZ$;
PRINT;IFLEFT$(V$,3)="VIA"THENGOT
O2550ELSEPRINT"WHY SHOULD I DO T
HAT?";GOTO460
1960 IFN$="POW"ANDDD=1ANDD(19)=0
ANDL0$(10)="A VIAL OF BLACK SLUD
GE"THENINPUT"WHERE";NR$;PRINT;PL
AYZZ$;IFLEFT$(NR$,3)="VIA"ANDD(1
0)=0THENGOTO2550ELSEPRINT;PRINT"
WHY SHOULD I DO THAT?";GOTO460
1970 IFR=26ANDN$="PEN"ANDD(17)=0
ANDFT=1THENINPUT"WHERE";NM$;PLAY
ZZ$;IFLEFT$(NM$,3)="IMP"THENPRIN
T;PRINT"A PANEL OPENS IN THE WAL
L TO REVEAL AN EMPTY SPACE.";
O(17)=R;IN=IN-1;GOTO460ELSEPRINT
;PRINT"WHY SHOULD I DO THAT?";GO
TO460
1980 IFN$="POW"ANDD(19)=0THENINP
UT"WHERE";DH$;PLAYZZ$;IFLEFT$(DH
$,3)="VIA"ANDD(10)=0THENPRINT;PR
INT"OK.";RM=1;O(19)=99;LO$(10)=
"A VIAL OF SILVER POWDER";IN=IN-
1;GOTO460ELSEPRINT;PRINT"WHY SHO
ULD I DO THAT?";GOTO460
1990 IFR=34ANDN$="OBS"ANDD(5)=0T
HENGOTO2480ELSEIFR=34ANDN$="STD"
ANDD(12)=0THENGOTO2510
2000 IFN$="DUS"ANDD(12)=0ANDD$(1
2)="DUS"ANDDD=1THENINPUT"WHERE";
B$;PLAYZZ$;IFLEFT$(B$,3)="VIA"AN
D(10)=0THENPRINT;PRINT"OK.";RM=
0;D(12)=99;LO$(10)="A VIAL OF BL
ACK SLUDGE";IN=IN-1;GOTO460ELSEP
RINT"WHY SHOULD I DO THAT?";GOTO
460
2010 IFR=34ANDN$="PEA"ANDD(19)=0
THENINPUT"WHERE";W$;PLAYZZ$;IFLE
FT$(W$,2)="PA"THENPRINT;PRINT"TH
E MAILED FIST CLENCHES DOWN UP
ON THE PEARL CRUSHING IT TO A
FINE WHITE POWDER.";LO$(19)="FIN
E WHITE POWDER";D$(19)="POW";O(1
9)=R;IN=IN-1;GOTO460ELSE2
2020 GOTO2040
2030 INPUT"WHERE";TG$;PLAYZZ$;IF
LEFT$(TG$,3)="BOX"ANDD(9)=0THENP
RINT;PRINT"IF IT IS SMALL ENOUGH
TO FIT IN THE BOX, WHY NOT JUST
CARRY IT.";GOTO460ELSEIFTG$="BO
X"ANDD(9)<>0THENPRINT;PRINT"I DO

```

```

N'T HAVE IT.";GOTO460ELSEGOTO204
0
2040 PRINT"WHY SHOULD I DO THAT?
";GOTO460
2050 IFN$="SPH"ANDD(3)=0ANDR(<)32
ANDSS=1THENPRINT"YOU HAVE SHRUNK
TO BECOME ONLY FOUR INCHES TAL
L!";MS=1;SS=0;GOTO460
2060 IFN$="SPH"ANDD(3)=0ANDSS=0T
HENPRINT"NOTHING HAPPENS.";GOTO4
60
2070 IFN$="SPH"ANDD(3)<>0THENPRI
NT"YOU DON'T HAVE IT!";GOTO460
2080 PRINT"YOU CAN'T SQUEEZE THA
T!";GOTO460
2090 IFN$="SPH"ANDD(3)=0ANDR(<)32
ANDMS=1THENPRINT"YOU GREW BACK T
O NORMAL SIZE-----BUT THE SPHERE
CRUMBLED TO DUST.";O(3)=99;
MS=0;GOTO460
2100 IFN$="SPH"ANDD(3)=0ANDR=32A
NDMS=1THENGOTO2560
2110 IFN$="SPH"ANDD(3)=0ANDMS=0T
HENPRINT"NOTHING HAPPENED.";GOTO
460
2120 PRINT"HOW CAN I RELEASE A "
;M$;"?";GOTO460
2130 IFN$="CHE"ANDSC=0ANDR=36THE
NINPUT"WITH WHAT";JG$;PLAYZZ$;IF
LEFT$(JG$,3)="MAC"ANDD(23)=0THEN
PRINT;PRINT"I SHATTERED THE CHES
T TO SPLINTERS!";O(27)=R;
LO$(26)="A SMASHED CHEST";SC=1;G
OTO460ELSEGOTO2570
2140 PRINT"I CAN'T SMASH THAT NO
W.";GOTO460
2150 PRINT"I CAN'T EAT THAT NOW.
";GOTO460
2160 IFR=18ANDN$="WAT"ANDRM=0THE
NPRINT"ALL OF A SUDDEN MY THROAT
HURTS.";GOSUB2460;PRINT;PRINT"I
THINK THE WATER WAS TOXIC!";GOT
O2420
2170 IFR=18ANDN$="WAT"ANDRM=1THE
NPRINT"MY BODY IS BEGINNING TO F
ADE INTO NOTHING!";GOSUB2460;
PRINT;PRINT"WAIT I AM BEGINNING
TO REAPPEAR!--BUT WHERE?";FORX=1
TO2500;NEXTX;R=5;GOTO240
2180 PRINT"HOW CAN I DRINK THAT
NOW.";GOTO460
2190 IFN$="STI"ANDP=1ANDD(1)=0AN
DR0=0THENPRINT"THEY IGNITE AND B
URN BRIGHTLY.";P=0;LO$(1)="BURNI
NG STICKS";RO=1;GOTO460
2200 IFN$="STI"ANDP=0ANDD(1)=0DR
N$="STI"ANDP=1ANDRO=1THENPRINT"N

```



```

OTHING MORE HAPPENS.":GOTO460
2210 PRINT"HOW AM I SUPPOSED TO
RUB THAT?":GOTO460
2220 IFR=3ANDN$="PIT"ANDWP=1THEN
PRINT"I DIDN'T MAKE IT!":GOSUB24
60:PRINT:PRINT"I AM FALLING A GR
EAT DISTANCE!":GOSUB2460:PRINT:P
RINT"I HAVE HIT BOTTOM AND SHATT
ERED MY SKULL!":GOTO2420
2230 IFR=3ANDN$="PIT"ANDWP=0THEN
PRINT"I MADE IT!
      WAIT-ALL OF A SUDDEN THE P
IT      WIDENED TO TWENTY FEET ACR
OSS!!":D(3,3)=4:D(4,3)=0:WP=1:JP
=1:FDRX=1T02300:NEXTX:GOTO240
2240 PRINT"HOW CAN I JUMP THAT!"
:GOTO460
2250 PRINT"OK. I'M JUMPING.":GOT
O460
2260 IFR=6ANDD(20)=0ANDN$="SKU"A
NDBS=0THENINPUT"AT WHAT":ZX$:PLA
YZZ$:IFLEFT$(ZX$,3)="BAR"THENPRI
NT:PRINT"THE BARRIER ERUPTED IN
BLUE FIREAND THEN DISSAPPEARED."
:BS=1:D(20)=R:IN=IN-1:GOTO460ELS
EIFLEFT$(ZX$,3)<>"BAR"THENGOTO28
00
2270 IFN$="STI"ANDD(1)=0ANDR=3TH
ENBOTO2590ELSEIFN$="STI"ANDR<3TH
ENP=1:PRINT"OK. I THREW THEM, BU
T THEY WENT OUT WHEN THEY HIT TH
E FLOOR.":D(1)=R:IN=IN-1:GOTO460
2280 IFR=44ANDN$="MAN"ANDD(32)=0
THENPRINT"THE STONE STATUE CAME
TO LIFE...GRABBED THE DEAD BODY
AND      CARRIED HIM OUT OF THE
ROOM!":D(34)=99:D(32)=99:SG=1:I
N=IN-1:GOTO460
2290 IFR=45ANDN$="OBS"ANDD(5)=0T
HEN2640
2300 IFN$="SPH"ANDD(3)=0ANDMS=1T
HENPRINT"I CAN'T DO THAT NOW.":G
OTO460ELSEFORX=1T036:IFD(X)=0AND
N$=D(X)THENPRINT"OK. I THREW IT
.":D(X)=R:IN=IN-1:GOTO460:NEXTX:
ELSENEXTX:PRINT"I DON'T HAVE IT.
":GOTO460
2310 IFN$="BOW"ANDSA=0ANDD(24)=0
ANDD(25)=0ORN$="ARR"ANDD(24)=0AN
DD(25)=0ANDSA=0THENPRINT"I SHOT
IT AND IT SHATTERED WHEN IT HIT
THE WALL.":SA=1:LD$(25)="A SHATT
ERED ARROW":D(25)=R:IN=IN-1:GOTO
460
2320 IFN$="BOW"ANDD(24)=0ANDD(25
)=0ANDSA=1ORN$="ARR"ANDD(24)=0AN

```

```

DD(25)=0ANDSA=1THENPRINT"HOW CAN
I SHOOT A SHATTERED      ARROW."
:GOTO460
2330 PRINT"HOW CAN I SHOOT THAT!
":GOTO460
2340 PRINT"WHY SHOULD I BREAK MY
FOOT BY      KICKING A ";M$:".":GO
T0460
2350 PRINT"WHY SHOULD I BREAK MY
HAND BY      PUNCHING A ";M$:".":G
OTO460
2360 PRINT"OK, ";M$;"!!!!!!!":GO
T0460
2370 PRINT"OK, ";M$:".":GOTO460
2380 IFN$="WAL"ORN$="CEI"THENPRI
NT"WHO DO YOU THINK I AM,
      SPIDERMAN!!!!":GOTO460
2390 PRINT"I CAN'T CLIMB THAT!":
GOTO460
2400 PRINT"I CAN'T GET THAT NOW.
":GOTO460
2410 PRINT:PRINT"I AM DROWNING!!
"
2420 GOSUB2460:PRINT:PRINT"I AM
DEAD."
2430 PRINT"TRY AGAIN(Y/N)"
2440 F$=INKEY$:IFF$="Y"THENRNL
SEIFF$="N"THENCLS:END
2450 GOTO2440
2460 FORX=1T0999:NEXTX:RETURN
2470 PRINT:PRINT"HIS SONAR ZERDS
IN ON ME!":GOSUB2460:PRINT:PRI
NT"HE GRABS ME IN HIS JAWS!":GOT
O2420
2480 INPUT"WHERE":P$:PLAYZZ$:IFL
EFT$(P$,3)="PAL"THENPRINT:PRINT"
THE HAND BEGINS TO CLENCH DOWN
ON THE OBSIDIAN AS IF TRYING TO
CRUSH IT!!":GOSUB2460:PRINT:PRIN
T"BUT IT DOES NOT CRUMBLE...":GO
SUB2460:GOTO2490ELSE2540
2490 PRINT:PRINT"IT EXPLODES DES
TROYING      EVERYTHING IN T
HE ROOM!":GOSUB2460:PRINT:PRINT"
INCLUDING ME!":GOTO2420
2500 PRINT:INPUT"WHERE":K$:PLAYZ
Z$:IFLEFT$(K$,3)="PAL"THENPRINT:
PRINT"THE HAND CRUSHES THE GEM T
O A      FINE WHITE POWDER.":LD$(19
)="FINE WHITE POWDER":ZZ=1:D(19)
=R:D$(19)="POWDER":HH$="":IN=IN-
1:GOTO460ELSEPRINT"HOW CAN I PUT
IT THERE?":GOTO460
2510 INPUT"WHERE":S$:PLAYZZ$:IFL
EFT$(S$,3)="PAL"THENPRINT:PRINT"
THE HAND CRUSHES THE STONE TO A
FINE GRAY DUST AND DUMPS IT ON

```

```

THE FLOOR. A PEARL ROLLS FROM
THE DUST ONTO THE FLOOR.":DD=1:I
N=IN-1:GOTO2530ELSE2540
2520 GOTO2540
2530 D(19)=R:LD$(12)="GRAY DUST"
:O(12)=R:O$(12)="DUS":V=1:GOTO46
0
2540 PRINT"HOW CAN I PUT IT THER
E?":GOTO460
2550 PRINT"BOOOOOOOOM!!!!!!":GOSUB
2460:PRINT:PRINT"THE ADDING OF T
HE THREE POWDERS CAUSED A CHEMIC
AL REACTION WHICH BLEW ME TO BITS
!":GOTO2420
2560 PRINT"I AM GROWING TO NORMA
L SIZE!":GOSUB2460:PRINT:PRINT"BU
T THERE IS NOT ENOUGH ROOM FORM
Y RAPIDLY GROWING BODY!!":GOSUB2
460:PRINT:PRINT"MY BONES ARE SPL
INTERING LIKE TOOTHPICKS!!":GO
TO2420
2570 PRINT:PRINT"I CAN'T SMASH I
T WITH THAT.":GOTO460
2580 PRINT"TWO MEN DRESSED IN HE
AVY ARMOR LUMBER UP!!":FORX=1TO
1200:NEXTX:PRINT:PRINT"THEY SPOT
ME AT ONCE, DRAW THEIRSWORDS AN
D.....":FORX=1TO
1200:NEXTX:PRINT:PRINT"WHAT ELSE
---CUT ME TO PIECES!!!":GOTO2420

2590 PRINT"I CAN'T SEE!! IF I MO
VE AROUND I MAY FALL INTO THE P
IT!":PRINT:INPUT"WHAT NOW":TT$:P
LAYZZ$:PRINT:PRINT"OH NO! I FELL
INTO THE PIT!":GOSUB2460:PRINT
:PRINT"I AM FALLING A GREAT DIST
ANCE!!":GOSUB2460:GOTO2600
2600 PRINT:PRINT"I HAVE HIT BOTT
OM AND SHATTERED MY SKULL!!":GOT
O2420
2610 PLAYZZ$:PRINT:PRINT"A BLUE
LIGHT SHOT FROM THE SWORDAND DIS
INTIGRATED BOTH OF THE ARMORED
MEN!":FE=1:O(32)=R:R$(42)="IN A
TORTURE ROOM.":FORX=1TO2000:NEX
TX:GOTO240
2620 PRINT:PRINT"I MANAGED TO KI
LL ONE OF THE EVIL MEN, BUT T
HE OTHER ONE HACKED ME APART
!":GOTO2420
2630 GOSUB2460:PRINT:PRINT"THE T
WO MEN TURN AROUND, DRAW THEIR
SWORDS AND.....":GOSU
B2460:PRINT:PRINT"...CUT ME TO
PIECES!!!":GOTO2420
2640 INPUT"WHERE":DL$:PLAYZZ$:IF

```

```

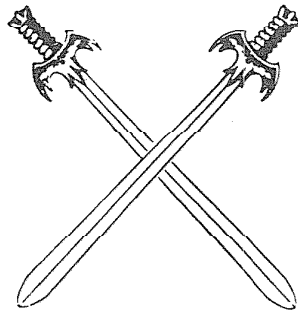
LEFT$(DL$,3)="FOU"THENPRINT:PRIN
T"THE WATER BEGINS TO BOIL AND
TURN BLACK! THE BLACK WATER
BEGINS TO SHOOT HIGH INTO THE
AIR!!":FORX=1TO3500:NEXTX:GOTO
2650ELSE2720
2650 PRINT:PRINT"THEN SUDDENLY T
HE WATER BEGINS TO CALM AND TUR
N BLUE, EVEN MORE BLUE THAN
BEFORE!":FORX=1TO3000:NEXTX:PRIN
T:PRINT"YOU HAVE DONE IT!!!":PRI
NT:FORX=1TO2000:NEXTX:PRINT"YOU
DESTROYED THE TALISMAN OF EVIL
!":FORX=1TO2000:NEXTX:GOT
2660 PRINT:PRINT"OH NO!---THE DE
STRUCTION OF THE TALISMAN WE
AKENED THE MARBLECEILING!":PRINT
:FORX=1TO2000:NEXTX:PRINT"THE EX
IT IS ALREADY BLOCKED BY CHUNKS
OF MARBLE!":GOSUB2750:IFV$="DRI
"ANDN$="WAT"THEN2680ELSE2670
2670 PRINT:PRINT"A PIECE OF THE
CEILING STRUCK ME IN THE HEAD!
!":GOTO2420
2680 CLS:PRINT:PRINT"WHEN I DRAN
K THE WATER MY BODY TELEPORTED
OUTSIDE THE KEEP.":FORX=1TO1500:
NEXTX
2690 S=50:PRINT:PRINT:PRINT" C";
:GOSUB2700:PRINT" O";:GOSUB2700:
PRINT" N";:GOSUB2700:PRINT" B";:
GOSUB2700:PRINT" R";:GOSUB2700:P
RINT" A";:GOSUB2700:PRINT" D";:G
OSUB2700:PRINT" U";:GOSUB2700:PR
INT" L";:GOSUB2700:PRINT" A";:GO
SUB2700:PRINT" T";:GOTO27
2700 SOUND S,3:S=S+13:FORX=1TO40
0:NEXTX:RETURN
2710 GOSUB2700:PRINT" I";:GOSUB2
700:PRINT" O";:GOSUB2700:PRINT"
N";:GOSUB2700:PRINT" S";:GOSUB27
00:PRINT:PRINT" Y
OU DID IT!":PRINT:PRINT:PRINT:PR
INT:PRINT:END
2720 PRINT"HOW CAN I THROW IT TH
ERE!":GOTO460
2730 D(12)=R:D(11)=R:D(9)=99:D(1
5)=99:FORX=1TO3200:NEXTX:GOTO240
2740 PRINT"I DON'T HAVE IT.":GOT
O460
2750 PRINT:INPUT"WHAT NOW":A$:PL
AYZZ$:PRINT
2760 L=LEN(A$):FORD=1TOL:IFMID$(
A$,D,1)=" "THENV$=LEFT$(A$,3):M$
=RIGHT$(A$,L-D):N$=LEFT$(M$,3):G
OTO2770ELSENEXTD

```

```
277@ IFV$="TAK"THENV$="GET"  
278@ IFV$="ATT"THENV$="KIL"  
279@ RETURN  
280@ PRINT:PRINT"WHY SHOULD I TH  
RDW IT AT THAT?":GOTO46@
```

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

FORMULA FOR ADVENTURE

part 11

by: Jeremy Jurek - Managing Editor

Well, as you remember, last issue we talked about detailing your adventuring world, land, town, house and rooms. My last article was basically a note to let you know that detail is a must and should be consistent throughout your adventure.

This issue I will show you how to specifically map an adventure. From that map, I will show you how to program a short routine that will allow you to move about in your adventure.

Remember, above all else, to stay organized. Also, keep a small notepad or just a piece of paper with you at all times. I wish I had a dime for every time I said to myself, "I don't have to write it down, I'll remember it." I rarely remember what "it" was and have lost many plots, details, and innovations on how to program and write adventures better, all because of my failing memory.

By now you're probably sick of warnings and you want to know how to map and program.

To begin with, I have no "revolutionary" ways of mapping an adventure. Chances are, if you have read another article on writing adventures, you have seen my method. It is, however, interesting to note that myself and many others arrived at the same logical methods long before we read an article on programming adventures. A phenomenon I like to call telecommunesis, but enough loquity, programming is a serious business(?).

For mapping your adventure, I suggest the following tools: graph paper, pencil, ruler, notebook or looseleaf paper, and the notes you have

taken on the plot of your adventure. If you haven't taken any notes, stop now and take them.

The mapping of your original adventure is a slow and meticulous process, especially if it has 200 or so situations. For simplicities sake, I have kept my example down to eleven situations. Do not clutter your map. If your adventure is large, create a separate map. For example: My adventure is in a castle, but you begin on a windswept hilltop. Since it is so short, this time I decided against separating my maps, but I could have separated the castle from the surrounding land. If the castle were larger, I'd even consider separately mapping the castle levels or even splitting a level in half if it were incredibly large. When mapping different sections of an adventure, if they are relatively unrelated, map them on different sheets of graph paper for uniformity and neatness. After creating your maps, label each map accordingly (i.e., hilltop area and castle area).

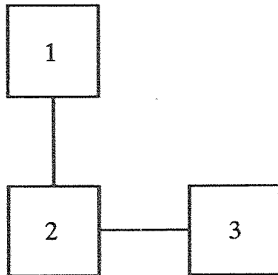
Maps are created simply by drawing a small square in the center of the graph paper, usually 2"x2" squares. This is my starting location so I place a "1" inside. Next, find your notebook and, in the left margin, write "1". To the right of the "1", write what you will see in the situation.

example:

1. You are on a windswept hilltop. Your long cloak flutters in the gentle breeze. There is a castle far away to the south.

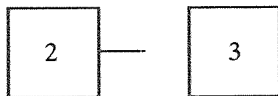
Simple. Now draw a line from the middle edge of the box you drew on the map to the situations that can be accessed. Then create boxes for them and write the corresponding numbers within. The absence of a line between boxes means that the particular situation cannot be reached from there.

example:



In the future, you may have flags that make a direction appear and disappear in your adventure. A closed door is a good example. The direction does not exist until the door is opened and will cease to exist when the door is closed. To remind myself that a direction is flagged, I simply draw a half line toward the situation.

example:



With that quick lesson in mapping, here is the map I created for my adventure (see map to right).

KEY

1. You are on a windswept hilltop. Your long cloak flutters in the gentle breeze. There is a castle far away to the south.
2. You are on a cobblestone road leading to the castle. The road is lined on either side by tall elm trees.
3. You are on the cobblestone road. It ends here suddenly in a wall of grey mist.
4. You are standing before a huge castle. You gape in awe of the many spires and minarets. The entrance is a pair of tremendous ironbound wooden doors. The doors stand open in welcome.

5. You are now standing in a large courtyard. The grass has grown high and thick here.

6. You are on the western side of the courtyard. The grass here has been trampled as if someone had fought here recently.

7. You are on the eastern side of the courtyard.

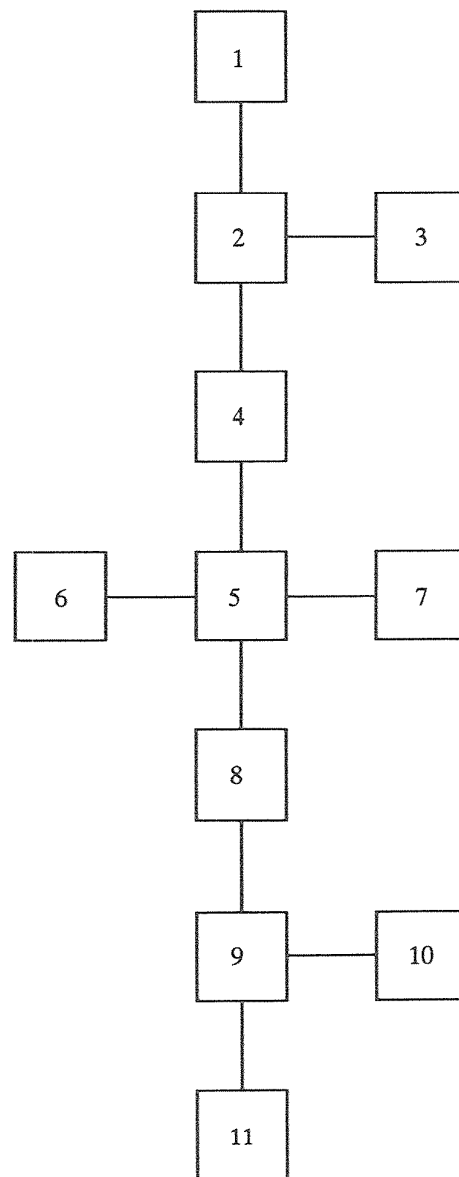
8. You are in a wide passage. Your footsteps echo off the stone walls.

9. You are in a large audience chamber. There is a high backed throne near the southern wall. A skeleton sits on the throne.

10. You are in the dining hall. Hundreds of chairs stand around huge stone tables.

11. You are in the king's treasure room. Statues of gold and silver line the walls. Chests full of diamonds and jewelry lie scattered about the floor.

MAP



Now that you have a map of your adventure, its time to convert it into BASIC.

Start by typing in the data, I prefer to place it at the end of the program. This saves you time when listing your program, because now you don't have to trudge through all that boring data when you want to look at your base program. A typical data line will consist of the situation description, minus the prefix "You are", followed by its exit numbers. Exits will go in order of North, South, East, West, Up, Down. If one of these exits doesn't exist, then it becomes a blank or simply a comma.

example:

```
330 DATA ON A WINDSWEPT HILLTOP,
YOUR LONG CLOAK FLUTTERS IN THE
GENTLE BREEZE. THERE IS A
CASTLE FAR AWAY TO THE SOUTH.,,
2, , , ,
```

Unless you think you'll run out of memory, limit only one situation per line.

The time has come to read all of the data you have just entered. We will read each situation into the variable S\$(X), and each direction into D(X,Y). X is the location number on your map and Y is the direction. Therefore, when Y=1 the direction number for north is loaded, when Y=2 the direction number for south is loaded and so on. The subroutine to read all data is as follows:

```
10 DIM I$(11), A(11, 6), D$(6), R$(6)
)
20 FOR X=1 TO 11
30 READ I$(X)
40 FOR Y=1 TO 6
50 READ A(X, Y)
60 NEXT Y, X
70 FOR Z=1 TO 6
80 READ D$(Z)
90 NEXT Z
100 FOR Z=1 TO 6
110 READ R$(Z)
120 NEXT Z
130 D=1
```

As you can see, I have also read directional indicators into O\$(Z) and single letter abbreviations into R\$(Z). A directional indicator will be shown on the screen only if it is an exit. The single letter abbreviations will be compared to the adventurer's input and if it is correct, the adventurer will move. If any confusion has resulted in my choice of arrayed variables, please note that it is just a precaution against someone hitting the <Break> key and quickly figuring out

how to insert their own situation descriptions, directions, and the current situation number. See the list of variables posted just prior to the program listing if you get confused.

Next, as seen in the line 130, I designated the "D" variable to the value of one because I begin the adventure in situation one. I really can't think of a reason I'd want to begin in any other place than situation one, but, simply change the value of "D" and you can start anywhere you wish. This is how many people cheat in BASIC adventures.

Between lines 140 and 230 you will find the screen display lines, along with the subroutine to choose which direction, if any, exits to display. Line 140 simply clears the screen. Line 150 displays the situation description. Now you can see why I failed to place the prefix "You are" in the data. Why do it in eleven lines when you can accomplish it in one? In a larger adventure, I might even consider doing the same thing, in line 150, with a period. Line 160 displays "Exit(s): " and lines 170 - 210 contain the subroutine that displays the directional indicators. 170 begins the count through to number six, for the six directions you may go. Line 180 checks to see if the direction exists. If it exists, then the corresponding direction is displayed.

```
140 CLS
150 PRINT"YOU ARE ";I$(D)
160 PRINT:PRINT"EXIT(S) : ";
170 FOR Y=1 TO 6
180 IF A(D, Y)>0 THEN PRINTD$(Y);
" ";:R=1
190 NEXT Y
200 IF R=0 THEN PRINT"NONE"
210 R=0
220 PRINT:PRINT:PRINT"-----
-----" ;
230 PRINT
```

For example, in situation one (refer to map), the counter in line 170 will start with "Y" equal to one. Line 180 will check A(1,1) (situation:1, direction: North). It is equal to zero and the program will fall through to line 190 and return to 170. "Y" will then be two and line 180 checks A(1,2) (situation:1, direction: South) and finds that number to be two. Since two is greater than zero and the direction the variable responds to is the second one or "South". It prints "sOUTH" with O\$(2) and sets the "R" variable to one. The one in the "R" variable tells the program that the situation has an exit. If "R" is not set to one, line 200 will display "NONE" for "exit(s)". As you can see, in line 180, the directions are spaced apart with - ; " ". If this weren't done, the directions would all be displayed without spaces, right next to one another.

Finally, line 210 resets the "R" flag to zero for the next run through.

In 220, the screen is simply divided to provide a break point from all the words. 230 drops the cursor down a line, its just a space. 240 allows the entering of commands, either two word or single letter, into the program via the variable B\$. 250 checks whether just the <enter> key was pressed or not.

Lines 260 - 280 contain the subroutine to check the command entered and compare it to the six directions that it knows. 260 starts the counter from one to six. Line 270 checks the first letter of B\$ with - Left\$(B\$,1) to see if it matches a direction abbreviation. It also checks if the exit number is larger than zero. If the exit number is larger than zero, then it sets "D" to that number with D=A(D,Z). It then loops back to 140.

```

240 LINEINPUT"COMMAND: ";B$
250 IF B$="" THEN 140
260 FOR Z=1 TO 6
270 IF LEFT$(B$,1)=R$(Z) AND A(D
,Z)>0 THEN D=A(D,Z):GOTO 140
280 NEXT Z
290 PRINT:PRINT"YOU CAN'T DO THA
T!"
300 FOR X=1 TO 500
310 NEXT X
320 GOTO 140

```

If the direction or command entered does not equal an exit out of the current situation, the program falls through to 290, which displays "You can't do that!". Lines 300 - 310 are a time delay loop, which pauses the program long enough for the adventurer to read the previous message. Finally, line 320 loops back to 140.

Program Listing

```

10 DIM I$(11),A(11,6),D$(6),R$(6)
20 FOR X=1 TO 11
30 READ I$(X)
40 FOR Y=1 TO 6
50 READ A(X,Y)
60 NEXT Y,X
70 FOR Z=1 TO 6
80 READ D$(Z)
90 NEXT Z
100 FOR Z=1 TO 6
110 READ R$(Z)
120 NEXT Z
130 D=1
140 CLS
150 PRINT"YOU ARE ";I$(D)

```

Well, we've reached the end of Part II of Formula for Adventure. If you have any questions, please write to me in care of The Gamer's Connection. Please remember, these articles are not a textbook. Much of what I write is open to improvement or change. This is simply the method that works best for me.

Next issue we'll enter into the command portion of an adventure. Highlighted will be "Get" and "Drop", along with a running inventory. ●

Variable List

I\$(X) = Situation description.

A(X,Y) = Direction number for each situation.

O\$(X) = Possible exits to be displayed on the screen.

R\$(X) = Single letter exit abbreviations to be compared to input.

X,Y,Z = Variables used in For-Next loops.

D = Current situation number, corresponding to the map.

R = Variable to check if situation has an exit. When R=1 an exit exists, when R=0 the screen displays "NONE".

B\$ = Command input variable.

Operational Definition

Situation - the use of the word situation in this context refers to any place in an adventure. (ie: a room, cavern, forest, clearing, etc.)

```

160 PRINT:PRINT"EXIT(S) : ";
170 FOR Y=1 TO 6
180 IF A(D,Y)>0 THEN PRINTD$(Y);
" ";R=1
190 NEXT Y
200 IF R=0 THEN PRINT"NONE"
210 R=0
220 PRINT:PRINT:PRINT"-----
-----";
230 PRINT
240 LINEINPUT"COMMAND: ";B$
250 IF B$="" THEN 140
260 FOR Z=1 TO 6
270 IF LEFT$(B$,1)=R$(Z) AND A(D
,Z)>0 THEN D=A(D,Z):GOTO 140
280 NEXT Z

```

```

290 PRINT:PRINT"YOU CAN'T DO THA
T!"
300 FOR X=1 TO 500
310 NEXT X
320 GOTO 140
330 DATA ON A WINDSWEPT HILLTOP,
YOUR LONG CLOAK FLUTTERS IN THE
GENTLE BREEZE. THERE IS A
CASTLE FAR AWAY TO THE SOUTH.,,
2,.,.,
340 DATA ON A COBBLESTONE ROAD
LEADING TO THE CASTLE. THE ROA
DIS LINED ON EITHER SIDE BY TALL
ELM TREES.,1,4,3,.,
350 DATA ON THE COBBLESTONE ROAD
.IT ENDS HERE SUDDENLY IN A WALL
OF GREY MIST.,.,.,2,
360 DATA STANDING BEFORE A HUGE
CASTLE. YOU GAPE IN AWE OF THE
MANY SPIRES AND MINARETS. THE
ENTRANCE IS A PAIR OF TREMENDOU
SIRONBOUND WOODEN DOORS. THE
DOORS STAND OPEN IN WELCOME.,2,
5,.,.,
370 DATA NOW STANDING IN A HUGE
COURTYARD. THE GRASS HAS GROWN
HIGH AND THICK HERE.,4,8,7,6,
380 DATA ON THE WESTERN SIDE OF
THE COURTYARD. THE GRASS HERE
HAS BEEN TRAMPLED AS IF SOMEONE
HAD FOUGHT HERE RECENTLY.,.,5,
,
390 DATA ON THE EASTERN SIDE OF
THE COURTYARD.,.,.,5,
400 DATA IN A WIDE PASSAGE. YOU
RFOOTSTEPS ECHO OFF OF THE STONE
WALLS.,5,9,.,.,
410 DATA IN A LARGE AUDIENCE
CHAMBER. THERE IS A HIGH BACKE
DTHRONE NEAR THE SOUTHERN WALL.
A SKELETON SITS ON THE THRONE.,
8,11,10,.,
420 DATA IN THE DINING HALL.
HUNDREDS OF CHAIRS STAND AROUND
HUGE STONE TABLES.,.,.,9,
430 DATA IN THE KING'S TREASURE
ROOM. STATUES OF GOLD AND
SILVER LINE THE WALLS. CHESTS
FULL OF DIAMONDS AND JEWELRY LI
ESCATTERED ABOUT THE FLOOR.,9,.,
,
440 DATA NORTH, SOUTH, EAST, WEST, U
P, DOWN
450 DATA N, S, E, W, U, D

```

Coming Next Issue

Our biggest issue ever filled page after page with fun and useful information. Our review spotlight shines on the newest arcade game to hit the CoCo world, *Warrior King!* Also watch for other feature reviews.

Next issue we will be continuing our in depth tutorial on Machine Language Programming and our BASICly Speaking column will return featuring CoCo audio generation.

Don't forget to look for our continuing articles like *Formula For Adventure*, *Power Pokes*, and *Hints & Tips*.

As if that isn't enough, we will also be featuring the mind-jarring adventure, *The Land of Legend!*

Keep those subscriptions rolling in so we can continue to bring you the best magazine for the Color Computer.

Power Pokes!

Enter: Poke 140,0: Poke 105,0: CLOAD

Result: This poke sequence will load your BASIC programs from a cassette recorder without presenting a flashing reverse video "F" or "S" on the screen.

Enter: Poke 113,0

Result: Will cold start your system when the reset button is pressed.

Enter: Poke 359,60

Result: Will slow down the baud rate for text display on the screen (will slow down text character printing rate).

Enter: Poke 359,0

Result: Restores baud rate (printing rate) to normal after using Poke 359,60.

Enter: Poke 359,255

Result: Disables all keyboard input as well as command execution, "Stops 'er dead".

Enter: Poke 65497,0

Result: High speed poke for the CoCo III and will produce *SUPER* high speed results on the CoCo I and II. You will lose your text screen though, when using this poke on the CoCo I and II. **CAUTION!!! May cause hazardous overheating. Be careful!!**

Enter: Poke 65496,0

Result: Restores after using Poke 65497,0.

Enter: Poke 65315,54

Result: This poke disables the automatic start up sequence used in ROM paks. Please remember, you can easily damage the ROM pak or your computer by plugging them in or taking them out with your computer on. ●

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 of 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 *TEV*. 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 or disk only \$14.95 - C.O.D. add \$2.50

Adventureware Products, 395 Riverview Drive, Grafton, WI 53024

Customer service line: (414) 375-4635

Hints & Tips

Who are the hints & tips from? They are from 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.

Adventure in Mythology

Dear Connection,

I have traveled all over the labyrinth and have yet to find something that can kill the Minotaur. How can I do it?

Answer: To find the answer that you need, seek out Ariadne. Ariadne will give you a sword.

Sea Quest

Dear Connection,

I have found the beach house. Can you please tell me how I can get in? I assume there is a key, but where is it?

Answer: To get into the beach house, first go behind the waterfall and get the shovel that you tripped over. Use the shovel to BREAK the window.

Sea Quest

Dear Connection,

How or where can I find the mermaid? My friends keep telling there is one somewhere but I can't seem to find it.

Answer: To find the mermaid, get into the boat and travel north twice. Then, with full air tanks, enter the ocean. You may want to bring along the mirror you found. She likes mirrors.

Dragon Blade

Dear Connection,

According to the name of this adventure and some clues I have been given, I believe that I need the sword. Where the heck is it??

Answer: Go to the abandoned mine and it is there that you will find the sword that you seek.

In Quest of the Star Lord

Dear Connection,

I have searched the entire area and have found everything, I think, but I still can't get into the pre-war bunker. I keep getting fried. How can I get in?

Answer: Simple, type "look bunker" and you'll see the gate. Type "look gate" twice to find the small wire and cut it with your knife. Next, smash the lock with the rock you find. Now you can go into the bunker.

Interbank Incident

Dear Connection,

This may sound kind of stupid, but how can I open the locker in the Seattle train station?

Answer: First of all, no question is ever stupid. Just try putting a quarter in the locker.

Dallas Quest

Dear Connection,

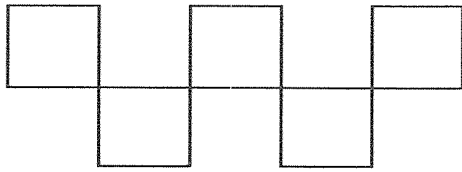
Can you help me? I keep getting stuck in the dark pit. How can I see down there?

Answer: Go to the Chugalug Trading post, pull the curtain back, and give the monkey the tobacco.

Warrior King

Hint: When fighting Lizard creatures, let them move to you. If you move to them you will get hit. By standing still they will be hit first and die. ●

Demon Squares



Demon Squares

A Two Player Video Game

Written By: R. J. Perreault

32K ECB Minimum Memory Requirement

CoCo I / CoCo II / CoCo III

Can you be the first to fill in the boxes while avoiding the evil demons? Grab a friend, plug in your joysticks and find out!!

This small BASIC program is similar to the "pen and paper" game of Boxes. You must complete the four sides of each box to gain the box. Players alternate turns with the exception of going once again after completing a box. ●

Program Listing

```

10 CLEAR800:GOSUB730:GOSUB790
20 CLEAR500:GOSUB730:CLS:PRINT@2
@0,"D.K! LET'S PLAY!":U=RND(6)+4

30 FORE=1TO U
40 DX(E)=RND(10)*20+16:DY(E)=RND
(8)*16+42
50 FORD=1TO U:IF D=E THEN70
60 IFDX(D)=DX(E) AND DY(D)=DY(
E) THEN40
70 NEXTD:D(E)=1:NEXTE
80 PMODE4,1:PCLS0:PMODE3,1:S(1)=
0:S(2)=0:P=RND(2):IFP=1THENJ=0EL
SEJ=2
90 FORX=26TO226STEP20:FORY=50TO1
78STEP16:PSET(X,Y,0):NEXTY,X:X(1
)=136:Y(1)=114:X(2)=116:Y(2)=114
:COLOR(0):LINE(14,4)-(238,38),PS
ET,B
100 COLOR(0):LINE(14,42)-(238,18
6),PSET,B:DRAW"S4BM36,18;C3;"N$(
0)+N$(0)+N$(0):DRAW"BM164,18;C2
;"N$(0)+N$(0)+N$(0)+N$(0):DRAW"BM30,2
2;C3;"P$+"BR5"+N$(1):DRAW"BM164
,22;C2;"P$+"BR5"+N$(2):DRAW"S4B
M92,8;C0;"SQ$
110 PMODE4,1:SCREEN1,1:PMODE3,1

```

```

120 IFJ=0THENJ=2ELSEJ=0
130 IFP=1THENP=2ELSEP=1
140 COLOR1:LINE(114,22)-(139,30)
,PSET,BF:C$(P)=STR$(P+1):IFP=1TH
ENDRAW"S4BM114,26;C"+C$(P)+"":R25
NH464"ELSEDRAW"S4BM114,26;C"+C$(
P)+"":NE4NF4R25"
150 JJ=JOYSTK(0):J0=JOYSTK(J):J1
=JOYSTK(J+1)
160 IFJ0<10ANDJ1<10ANDX(P)=36AN
DY(P)=58THENX(P)=X(P)-10:Y(P)=Y
(P)-8
170 IFJ0<10ANDJ1<10ANDJ1<53ANDX(
P)=46THENX(P)=X(P)-20
180 IFJ0<10ANDJ1<53ANDX(P)=36AN
DY(P)=170THENX(P)=X(P)-10:Y(P)=
Y(P)+8
190 IFJ0<53ANDJ1<10ANDJ1<53ANDX(
P)=206THENX(P)=X(P)+20
200 IFJ0<53ANDJ1<10ANDX(P)=216A
NDY(P)=58THENX(P)=X(P)+10:Y(P)=
Y(P)-8
210 IFJ1<10ANDJ0<10ANDJ0<53ANDY(
P)=66THENY(P)=Y(P)-16
220 IFJ0<53ANDJ1<53ANDX(P)=216A
NDY(P)=170THENX(P)=X(P)+10:Y(P)
=Y(P)+8
230 IFJ1<53ANDJ0<10ANDJ0<53ANDY(
P)=162THENY(P)=Y(P)+16
240 M=PEEK(65280):H=PPPOINT(X(P)-
6,Y(P)):V=PPPOINT(X(P),Y(P)-6):IF
P=1THENIFM=2540RM=1260RM=1240RM=
252THENIFH=8ORV=8THEN260ELSE280
250 IFP=2THENIFM=2530RM=1250RM=1
240RM=252THENIFH=8ORV=8THEN260EL
SE280
260 COLOR0:CIRCLE(X(P),Y(P)),2,(
P+1):IFH=8THENCIRCLE(X(P),Y(P)),
2,1:LINE(X(P)-6,Y(P)-(X(P)+6,Y(
P))),PSETELSEIFV=8THENCIRCLE(X(P)
,Y(P)),2,1:LINE(X(P),Y(P)-6)-(X(
P),Y(P)+6),PSETELSECIRCLE(X(P),Y
(P)),2,1
270 GOTO150
280 SOUND180,1:COLOR0:IFPPPOINT(X
(P)-10,Y(P))=8THENLINE(X(P)-6,Y(
P))-(X(P)+6,Y(P)),PSET:A=1:GOSUB
300:ON A GOTO120,150
290 LINE(X(P),Y(P)-6)-(X(P),Y(P)
+6),PSET:A=1:GOSUB330:ON A GOTO1
20,150
300 IFPPPOINT(X(P),Y(P)-16)=8THEN
GOSUB360
310 IFPPPOINT(X(P),Y(P)+16)=8THEN
GOSUB380
320 RETURN
330 IFPPPOINT(X(P)-20,Y(P))=8THEN
GOSUB400

```

```

340 IFPPPOINT(X(P)+20,Y(P))=8THEN
GOSUB420
350 RETURN
360 IFPPPOINT(X(P)-10,Y(P)-8)=8AN
DPPPOINT(X(P)+10,Y(P)-8)=8ANDPPOI
NT(X(P),Y(P)-4)=5THENGOSUB560:S(
P)=S(P)+1:COLOR(P+1):LINE(X(P)-6
,Y(P)-12)-(X(P)+6,Y(P)-4),PSET,B
F:PX=X(P)-4:PY=Y(P)-11:GOTO440
370 RETURN
380 IFPPPOINT(X(P)-10,Y(P)+8)=8AN
DPPPOINT(X(P)+10,Y(P)+8)=8ANDPPOI
NT(X(P),Y(P)+4)=5THENGOSUB590:S(
P)=S(P)+1:COLOR(P+1):LINE(X(P)-6
,Y(P)+12)-(X(P)+6,Y(P)+4),PSET,B
F:PX=X(P)-4:PY=Y(P)+5:GOTO440
390 RETURN
400 IFPPPOINT(X(P)-10,Y(P)-8)=8AN
DPPPOINT(X(P)-10,Y(P)+8)=8ANDPPOI
NT(X(P)-6,Y(P))=5THENGOSUB620:S(
P)=S(P)+1:COLOR(P+1):LINE(X(P)-1
6,Y(P)-4)-(X(P)-4,Y(P)+4),PSET,B
F:PX=X(P)-14:PY=Y(P)-3:GOTO440
410 RETURN
420 IFPPPOINT(X(P)+10,Y(P)-8)=8AN
DPPPOINT(X(P)+10,Y(P)+8)=8ANDPPOI
NT(X(P)+6,Y(P))=5THENGOSUB650:S(
P)=S(P)+1:COLOR(P+1):LINE(X(P)+4
,Y(P)-4)-(X(P)+16,Y(P)+4),PSET,B
F:PX=X(P)+6:PY=Y(P)-3:GOTO440
430 RETURN
440 X$=STR$(PX):Y$=STR$(PY):DRAW
"S4BM"+X$+"", "+Y$+":C1: "+Q$(P):PL
AY"V2503T30L4FP8FP8FP4T5A"
450 S$(P)="" : Z$=STR$(S(P)):LL=LE
N(Z$)-1:FORCC=1TO LL:VA=VAL(MID$(
Z$,CC+1,1)):S$(P)=S$(P)+N$(VA):N
EXTCC:IFLL<2THENS$(P)=N$(0)+S$(P
)
460 C$(P)=STR$(P+1):COLOR1:IFP=1
THENLINE(184,10)-(204,18),PSET,B
F:DRAW"S4BM184,18:C"+C$(P)+"": "+S
$(P)ELSELINE(36,10)-(56,18),PSET
,BF:DRAW"S4BM36,18:C"+C$(P)+"": "+
S$(P)
470 A=2:IFS(1)+S(2)=80THEN480ELS
ERETURN
480 FORT=1TO1000:NEXTT:IFS(1)>S(
2)THENC=2ELSEIFS(2)>S(1)THENC=3E
LSEC=4
490 COLOR(C):LINE(18,6)-(234,36)
,PSET,BF
500 IFC=2THENDRAW"S8BM28,14:C1: "
+P$+"BR2"+N$(2)+W$+S$
510 IFC=3THENDRAW"S8BM28,14:C1: "
+P$+"BR2"+N$(1)+W$+S$
520 IFC=4THENDRAW"S8BM40,14:C1: "

```

```

+P$+S$+"BR8"+T$
530 PLAY"03T15DFEDP16DFEDP16DEF6
AT10AAA":FORT=1TO3000:NEXTT:CLS:
PRINT@200," NEW GAME (Y/N)? "
540 A$=INKEY$:IFA$=""THEN540ELSE
IFA$="Y"THEN200ELSEIFA$="N"THENPR
INT@198,"THANKS FOR THE GAME!":G
OTO550ELSE SOUND20,1:GOTO540
550 GOTO550
560 FORK=1TOU:IFD(K)=0THEN580
570 IFX(P)=DX(K)ANDY(P)-8=DY
(K)THEN680
580 NEXTK:RETURN
590 FORK=1TOU:IFD(K)=0THEN610
600 IFX(P)=DX(K)ANDY(P)+8=DY
(K)THEN690
610 NEXTK:RETURN
620 FORK=1TOU:IFD(K)=0THEN640
630 IFX(P)-10=DX(K)ANDY(P)=D
Y(K)THEN700
640 NEXTK:RETURN
650 FORK=1TOU:IFD(K)=0THEN670
660 IFX(P)+10=DX(K)ANDY(P)=D
Y(K)THEN710
670 NEXTK:RETURN
680 H$=STR$(X(P)-6):I$=STR$(Y(P)
-12):GOSUB720:LINE(X(P)-6,Y(P))-
(X(P)+6,Y(P)),PSET:GOTO120
690 H$=STR$(X(P)-6):I$=STR$(Y(P)
+4):GOSUB720:LINE(X(P)-6,Y(P))-
(X(P)+6,Y(P)),PSET:GOTO120
700 H$=STR$(X(P)-16):I$=STR$(Y(P)
-4):GOSUB720:LINE(X(P),Y(P)-6)-
(X(P),Y(P)+6),PSET:GOTO120
710 H$=STR$(X(P)+4):I$=STR$(Y(P)
-4):GOSUB720:LINE(X(P),Y(P)-6)-
(X(P),Y(P)+6),PSET:GOTO120
720 D(K)=0:DRAW"BM"+H$+"", "+I$+":
C0: "+DM$:PLAY"V3001T4L6F6F6F6F6"
:FORG=1TO750:NEXT:DRAW"BM"+H$+"",
"+I$+":C1: "+DM$:COLOR1:RETURN
730 DM$="R2D2R9U2NR2D2L9DBR4RBR4
DBL4L4L4DR9DBL9DBR9DL9"
740 SQ$="NFL36D2FR3FD2GL3NHBR12N
R3HUBER3FD6NH2NF2GBR9NR3HU7BR5D7
GBR8U4NR5U2E2RF2D6BR7U8R4FD2GL3R
2F2D2BR7NR5U4NR3U4R5BR9NFL36D2FR
3FD2GL3NH"
750 P$="ND8R4FD2GL4BD4BR8NU8R4BR
4U6E2RF2D2NL5D4BR6U3H2U3BR4D3G2B
D3BR6NR4U4NR2U4R4BR3ND8R4FD2GL4B
R2F4BR3":Q$(1)="BR2R4D3L4D3R4":Q
$(2)="BR4D6"
760 W$="BR4BU8D6F2E2NU4F2E2U6BR4
D8BR4U8DF6DNUSBR2":S$="BU8BR6NFL
4GD2FR4FD2GL4HBR6BU7":T$="BR4R4N
R4D8BR6U8BR4NR4D4NR2D4R4"

```

```

770 N$(0)="BENFU6ER3FD6GNL3BR7";
N$(1)="BR2R2U8NGD8R2BR6";N$(2)="
BRBU7ER3FD2GL2G2D2R5BR6";N$(3)="
BEFR3EU2HNL2EU2HL3GBR11BD7";N$(4
)="BRBU8D4R5NU4D4BR6"
780 N$(5)="BEFR3EU3HL4U3R5BD8BR6
";N$(6)="BENU3FA3EU2HL4U3ER3FB07
BR6";N$(7)="BRBU7UR5DG4D3BR10";N
$(8)="BEU2ENR3HU2ER3FD2GFD2GNL3B
R7";N$(9)="BEFR3EU6HL3GD2FR4BD4B
R6";RETURN
790 DE$="D8R4E2U4H2NL4BR10NR6D4N
R4D4R7BRBU8D2F4E4U2DBBR10H2U4E2R
4F2D4G2NL4BR10U8DF6DU8"
800 B1$="ND8R4FD2GL4R4FD2GNL4BR7
U3H2U3BR4D3G2BD3BR8BUUBU4UBUBR8N
D8R4FD2GL4R2F4BR4NUBR6NH2REU7NL4
R3BD8BR3NUBR6U8R4FD2GL4BD4BR10NR
5U4NR3U4R5BR5ND8R4FD2GL4R2F4BR4U
BR4FD2GL4R2F4"
810 B2$="BR4NR5U4NR3U4R5BD8BR5U6
E2RF2D2NL5D4BR5BUNU7FR3EU7BR4D8R
5BR6U8NL4R3";B3$="H3U2E3BR8BDC0N
FL2GD4FR2EBD2BR4C2E3U2H3BR13BD8"

820 PMODE4,1:PCLS0:SCREEN1,1:PMO
DE3,1:COLOR3:FORX=2TO30STEP2:LIN
E(X,X)-(255-X,191-X),PSET,B:NEXT
:COLOR0:LINE(X,X)-(255-X,191-X),
PSET,B
830 DRAW"S4BM82,52;C0;"+DM$:FORL
=1TO8:FORC=4TO2STEP-1:C#=STR$(C)
:DRAW"S4BM108,52;C"+C#+";"+DE$:D
RAW"S8BM60,70;C"+C#+";"+SQ$:NEXT
C,L:DRAW"S4BM108,52;C2;"+DE$
840 FORX=6TO66STEP2:Y=X+10:X#=S
TR$(X):Y#=STR$(Y):DRAW"S8BM"+X#+
"+Y#+";C3;"+SQ$:NEXT:DRAW"S8BM
"+X#+";"+Y#+";C0;"+SQ$:DRAW"S4BM6
0,110;C0;"+B1$+B2$:DRAW"S4BM98,1
40;C2;"+B3$+N$(1)+N$(9)+N$(8)+N$
(3)
850 FORT=1TO3500:NEXT:CLS:PRINT@
196,"NEED INSTRUCTIONS (Y/N)?"
860 A$=INKEY$:IFA$=""THEN860ELSE
IFA$="Y"THEN870ELSEIFA$="N"THENR
ETURNELSE SOUND20,1:GOTO860
870 CLS:PRINTTAB(8);CHR$(128)+"d
emon"+CHR$(128)+"squares"+CHR$(1
28):PRINT:PRINT"* THE COMPUTER R
ANDOMLY PICKS THE STARTING P
LAYER.":PRINT
880 PRINT"* YOU PLAY BY USING YO
UR JOY- STICK TO PLACE YOUR
MARKER BETWEEN TWO DOTS AND
PRESS- ING BUTTON TO CONNEN
T THEM.":PRINT

```

```

890 PRINT"* THE OBJECT IS TO END
LOSE AS MANY SQUARES AS POSS
IBLE WHILE KEEPING YOUR O
PPONENT FROM DOING SO.":PRIN
T:PRINTTAB(3)"(PRESS ANY KEY TO
CON'T)";
900 A$=INKEY$:IFA$("")THEN910ELD
E900
910 CLS:PRINTTAB(8);CHR$(128)+"d
emon"+CHR$(128)+"squares"+CHR$(1
28):PRINT:PRINT"* THERE ARE FROM
5 TO 10 DEMONS HIDING AND IF
YOU CLOSE ONE IN, HE WILL OP
EN YOUR BOX AND ESCAPE NEVER T
O RETURN."
920 PRINT" IF THIS HAPPENS, YOU
R TURN IS GIVING TO OPPONEN
T.":PRINT
930 PRINT"* PLAYERS TURNS ALTERN
ATE EX- CEPT WHEN A SQUARE I
S CLOSED.":PRINT:PRINT"* EACH SQ
UARE IS WORTH TEN POINTS.
":PRINT:PRINTTAB(3)"(PRESS ANY K
EY TO START)";
940 A$=INKEY$:IFA$("")THENRETURN
ELSE940

```

TEXTFORM

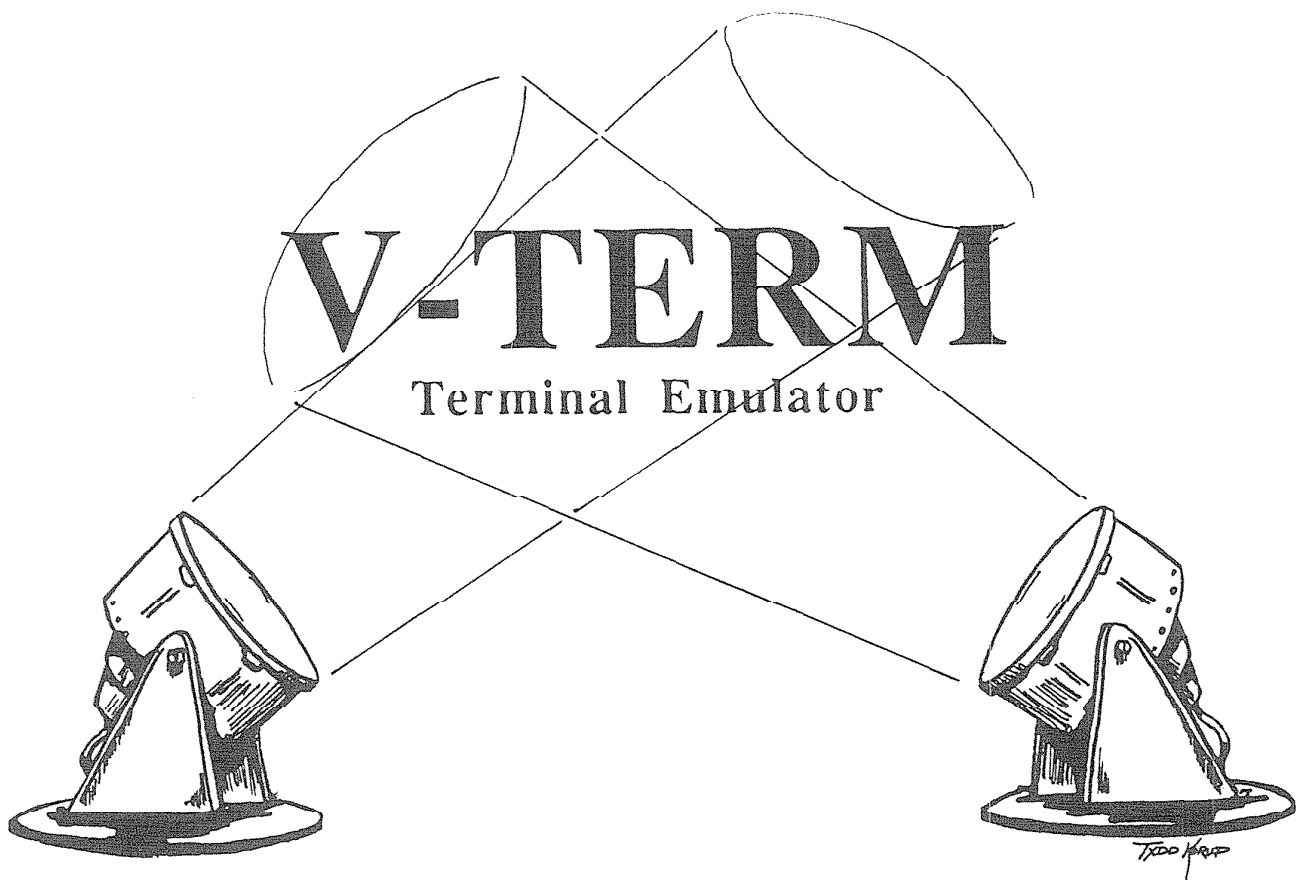
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V-Term Terminal Emulator, version 02.00.00

Written by: Timothy Koonce

Distributed by: Gimmesoft

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Class: Telecommunications software

Price: \$39.95 plus \$3.00 S/H

\$6.95 for version 02.00.00 upgrade

Requirements: 128K or 512K Color Computer III,
one disk drive, and a modem.

V-Term is a terminal emulator, a program used to send, receive, and manipulate bits (data) between computers via a modem. Since this is a review and not a tutorial on telecommunications, I will jump right into explaining the vast features of this program. If you are not somewhat knowledgeable in the telecommunications aspect of computing, a great deal of this review will sound foreign; yet, it might just open new doors of insight for you into trying this exciting area of computers.

V-Term is a very friendly package that really shows the true power of the CoCo III. The high resolution graphics screen provides easy reading

in a variety of screen widths. While screen width may seem somewhat insignificant to a newcomer, it is in fact very important in telecommunications. Different systems that you will log onto often use, guess what?, different screen widths, the most common being 80 columns. Picture trying to read something formatted for 80 columns on a 32 or 64 character screen. Yes, it's a mess.

V-Term supports both a hardware and a graphics text display. The hardware is the standard 80 column/ 28 line text screen, while the graphics is a hi-res 640 x 255 pixel, four color display. The graphics display chews up a lot of memory, but is great for viewing if you aren't getting into any heavy file transfers or large buffers. The graphics text is also somewhat slower than the straight hardware text, but again, it really looks great on the screen and is much more legible than the hardware text.

V-Term is totally menu driven, providing you access to all of its features while online with another computer. Even printing can be done online if you are using an RS232 pak. Using the Alt and Arrow keys, you move along words on the lower screen and highlight your selection (similar to Lotus 1-2-3). Although there are several menus and submenus, after using the software a few times, you learn where everything is and how to get to it.

V-Term features:

Buffer: A buffer is an online session, or portion thereof, that is saved to disk and can be recalled later for printing or whatever. While I am not sure of the actual maximum size V-Term supports, I never overflowed using it. You have the options to save, load, kill, and view old buffers at will. You can also take a "snapshot" of the screen and save just that portion of text to disk.

Emulation: This is where V-Term really sets itself apart from the other telecommunication software. V-Term supports both VT52 and VT100 emulation. This is often needed when logging onto large mainframe computers.

File Transfers: V-Term supports ASCII and Xmodem protocols for uploading and downloading files. Since I use them both frequently, I gave both formats quite a workout this last month with no problems arising. The transfers were clean and uncorrupted. While ASCII and Xmodem are the most popular, it really would be nice if V-Term did support other formats, such as Ymodem and so forth. Nonetheless, the other two work great and are really all you need.

Parameters: V-Term's parameter selections are those standard to all telecommunication software, allowing changes in baud rate, parity, word length, stop bits, duplex, I/O device, and so on. It also supports a conference mode, or "chat mode", which is great when conducting online conversations, so your typing doesn't overwrite incoming text.

Printing: The printing menu of this program is simplistic, but then again, V-Term is not a word processor. The printing features allow you enough options to hardcopy online data from your buffer or text that has been downloaded with a relatively good appearance.

If you are planning to enter the area of telecommunications or are knowledgeable and are looking for a terminal emulation package with some real power behind it, V-Term is definitely the one (the program even "multi-tasks"). The program is very easy to use, the manual, all 56 pages of it, is very well detailed and easy to follow, and the price is more than fair. V-Term is a very complete and well put together package, including everything you need for efficient and enjoyable telecommunications. ●

- Reviewed by: Mark Kaiser

Gimmesoft, P.O. Box 421, Perry Hall, MD 21128

Review Spotlight Next Issue

Warrior King

By: Sundog Systems

Also, reviews on: Night of the Living Dead by: Adventure Novel Software
The Power Stones of Ard by: Three C's Projects
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And much more!!

Champion

Champion

Written By: Glen R. Dahlgren

Distributed By: Sundog Systems

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Class: Action Adventure

Price: \$19.95 + \$2.50 S/H, \$3.00 extra for C.O.D.

Requirements: 64K ECB CoCo I, II, or III
and one disk drive (disk only)

"You are a crusader for the side of all that is right and good or, more importantly, a Champion." So reads the first line of the introduction to this action adventure game. Here is a brief summation of the plot.

You are, in essence, a superhero, complete with special powers. Being the superhero type, you take it upon yourself to end crime in the fair city of Oakdale. Entering the scenario is Mr. Bigg, the arch villain. He plots to take over Oakdale and, in doing so, also plans your demise. He has gathered to him a small army of villains to aid him in his plan. Mr. Bigg also has his own special power, the ability to alter his shape to appear as something entirely different and hide within his troops.

You do have an ally, a government agency called "The Service". They have created a device to tune in on Mr. Bigg's aural frequencies and allow you to locate him. Unfortunately, they goofed. Someone inside let information on the detector out and one of Mr. Bigg's henchmen was able to successfully infiltrate the agency and steal the detector. It has been assumed that it has been disassembled into three pieces and hidden in the city.

As if that isn't enough, one of your informants notified you that Mr. Bigg is creating a device to defeat you. An energy/power drain is its effect. However, if you find it, it may enable you to defeat Mr. Bigg.

The game itself comes on a single disk, prepackaged with a lengthy set of instructions on game play. (Some critics have the opinion that lengthy instructions are a minus for any game. I agree, but in this case the instructions are necessary.) To load this game, type LOADM"BOOT" and it will auto-execute.

After a small startup delay, the program will let you select the difficulty level at which to start. Levels 1-3, 1 is the easiest. The game is joystick driven, the right joystick allows you to either move your character or choose a selection on the menu located on the lower left hand corner of the screen.

Movement of your character is simple, just move the joystick in the direction you desire to go. Make sure that you keep the right joystick in the center when you start up, otherwise you will move and move and move and....forever or until you reach the boundaries of Oakdale. Being a superhero, you don't walk, you fly! To land, simply press the right joystick button.

The screen layout is as follows: The upper left third of the screen tells you your location and the sector (in horizontal, vertical coordinates). The left 2/3 is your menu listing, allowing you the choices: *Attack*, *Inventory*, *Fly*, *Computer*, *Search*, *Get*. Choosing *Attack* moves you to the combat menu and allows you to fight the villains or to run away. *Inventory* displays what you are carrying. *Fly* lets you take off into the air again. *Computer* links you up with your on board computer, which allows you to identify the villains in your sector, show a map of the city, obtain a status report on all sectors to know the progress of Mr. Bigg, and it allows you to use the detector when you have all three parts. *Search* allows you to look for one of the objects in a sector if there are no villains present. *Get* allows you to pick up an object found in *Search*.

The upper right third of the screen displays, in picture form, the current sector your are flying over. Right below the picture are your Strength and Endurance meters. The strength meter displays how much damage you can take. Strength can never be replenished. The Endurance meter shows you how exhausted you presently are. Endurance can be regained by hovering in flight.

An unseen score is always being tallied, but, in my opinion, winning the game is more satisfying than getting a high score. If you're going to do it, do it right and win the game.

Overall, it is a good game. On a scale of 1 to 10, 10 being the highest, I gave it a 7.5.

The graphics on this game are nice and very detailed. My only concern about this game overall is its speed, it is a tad slow. Maybe its because I'm comparing it to arcade games, but you be the judge, it's worth the money. ●

-Reviewed by: Charles Montligeau

Sundog Systems, 21 Edinburg Dr. Pittsburgh, PA 15325

Domination

Domination

Written By: Christopher R. Hawks

Distributed by: HawkSoft

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Class: Strategic Simulation

Price: \$18.00 S/H always included

Requirements: 128K Color Computer III

1 joystick or mouse

HawkSoft, the creator of Domination, bills the product as a board game with no game board. It's actually more of a war simulation. The game is for two to six players. There are no maps or playing pieces to keep track of, it's all computer generated.

In the game, all players are pitted against one another in the battle for planet "YCNAN". Each player has many armies with which to attempt to conquer the others.

Before I go any further, I feel that I must say a word or two about the kind of people at HawkSoft. They were honorable enough to admit that there was an error in their product and they provided me with a copy of the error-free program, which I was able to add to the master disk. It takes a good company to provide that kind of quality service and for that HawkSoft is to be applauded.

Anyway, back to the game. The map is in Hi-res graphics, detailing the world and its provinces. Armies in countries are shown by a colored box with a number inside; the numbers represent the number of armies in that country. The color of the box corresponds to each player, whether pink, yellow, or whatever.

The entire game is joystick-driven and all of the options are listed at the bottom of the screen. The options and their descriptions are as follows:

ATTACK: Choose a base province and any enemy province immediately next to your base to attack. You can attack or defend with up to four armies.

MOVE: Move an army or armies to any adjacent base under your control.

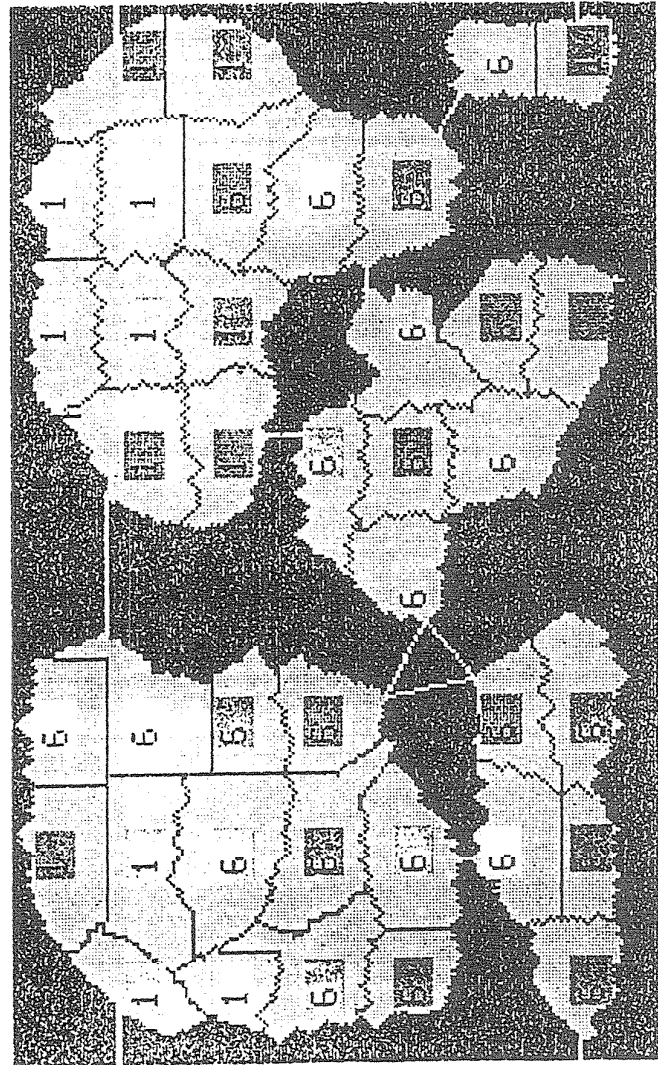
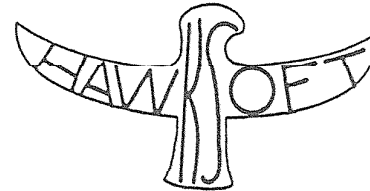
PASS: Skip a turn.

SAVE: Save the current game to disk.

This is just a brief overview of the game, but believe me, against a skilled player it takes hours to win. This strategy game is written in BASIC but with those good graphics and fast response time, it makes no difference. So, if you're in the market for a good war game/simulation/board game, give Domination by HawkSoft a try. You won't be disappointed with it.

- Reviewed by: David Schoenig

HawkSoft, P.O. Box 7112, Elgin, IL 60121-7112



Draconian

Draconian

Written by: Mike Hughey

Distributed by: Tom Mix Software

© Copyright 1984, Tom Mix Software

Price: \$20.95

Requirements: 32K ECB Tape or disk.

Sent on a particle beam by the forces of good, your fast space ship materializes in an enemy sector. The action begins immediately as you look to your long range scanner and see nearly a dozen enemy bases, all equipped with gun turrets. As if that isn't enough, fire breathing space dragons abound.

You are on a mission of revenge, to rescue the astronaut who is trapped inside each enemy base. To destroy an enemy base, all you have to do is blow up all three or five gun turrets and the base will disappear. To be able to leave an enemy sector, you must destroy all enemy bases found within the sector. If you take too much time to complete a sector, an alert will be shown below your long range scanner and the father of all the dragons you've seen will slowly cross the sector to eat you.

Draconian is patterned off of the popular video arcade game "Bosconian" and Tom Mix has done a very good job importing the game to the CoCo. It is written in Machine Language and, as far as I'm concerned, it is faster than any of the newest games today. Since it is four years old, it is obviously not written for the CoCo III only, but I would love to see what the author, Mike Hughey, would do with all of the memory space and extra colors.

Basically, this is a shoot 'em up type game where the object is to shoot everything. There are floating asteroids and space mines, which explode for a long time, forcing you to dodge them instead of going right through them. The game is joystick controlled and holding down the fire button produces very rapid fire.

I was also startled by the fine quality four voice sounds coming out of my television set. The game has a very nice bit of title screen music along with some fine noises. Why can't the newer games be this good?

Now we've finally reached my favorite part of this game, the GRAPHICS!! Well, maybe not the

graphics themselves, but how they scroll across the screen. Your ship is in the center of the screen and instead of the ship moving, the screen scrolls toward the front of your ship giving the illusion of motion. The scrolling is very smooth, there is no choppy action in this game, just smooth sailing and fast action. The only real problem you may face is that sometimes, due to the high speed of the game, you make mistakes and run into enemy fire or those pesky dragons.

I was thoroughly impressed with the precision quality "pictures" found in the game. By "pictures", I am referring to the objects found within the game, like asteroids, space mines, enemy bases, the huge king dragon, the home base your ship returns to after each sector, etc.

Maybe a game designer will read this review and take it to heart that we want good graphics and fast action. I hope to see more arcade games of this caliber funneling into the CoCo market. Take it from one who knows a good game, Draconian is worth it. ●

-Reviewed by: Joanne Ziskl

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



Tomb of T'ien

Tomb of T'ien

Written By: Scott Settembre

Distributed By: Valkyrie Software

© Copyright 1987, Valkyrie Software

Class: Graphics Adventure

Price: \$19.95 + \$2.00 S/H

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

Hear my words and take heed, gentle mortal. Entering the market of 'Dragonslayer' adventures is "Tomb of T'ien". Yes, the plot is not new, except that this adventure has an Oriental setting. This one begins in legend. The legend speaks of the great emperor, T'ien, and his ancient kingdom. It also tells of the "Little Men" who raided his magnificent kingdom. They fought with magic blades and the army of T'ien was being defeated. One day, the emperor and the leader of the "Little Men" met and fought in the battle. Both were fatally wounded. At the death of their leader, the enemy army retreated back underground.

To honor the emperor, T'ien's wizard constructed a huge temple in which he buried T'ien. He vowed to protect his emperor forever. Eventually, he grew in power and transformed himself into a dragon. An interesting tale, you believed, until your village was destroyed by a dragon which stole your village's sacred shrine.

You were chosen to kill the dragon and recover the lost shrine. Your only weapon is a dull knife and your clever mind.

Tomb of T'ien comes on a copy-protected disk, which is guaranteed to load for one year or Valkyrie will replace it free of charge. It requires 64K Extended Color Basic and one disk drive or cassette recorder.

After playing this graphics adventure many times, I've found that I do like it. My only problem is that I keep getting bogged down. First off, the game is rather slow. When you move in a direction, it takes an excessive amount of time to draw the new screen. It would seem that the author, Scott Settembre, foresaw this and implemented the 'toggle' command, which in effect turns off the picture and provides you with essentially a text adventure. The command is nice, but using it detracts from the overall quality,

I'd rather just see quicker graphics. I do wish to point out that although the screen setup is slow, the pictures are nice.

Secondly, I did happen to find an error in my copy. I sincerely hope that the author will take it to heart and correct the problem. The situation is as follows: After encountering a distraught farmer, I found out that he had lost his wedding ring. I had seen one in a tiger's lair moments before the tiger ate me, so I jokingly typed "Give farmer ring" and he took it and ran off, even though I never had the ring.

Some good points of the game are its relative simplicity, everytime I play I make progress. I like the light humor which fills this game, like the wise guru saying to me, "Go play on a highway, kid." However, there are some clever tricks and traps to be found. Also, this game understands over 200 words, so the possibilities are endless.

I recommend this game to you if you are new to adventures. Out of a proposed five stars, I give it one and a half. ●

- Reviewed by: Robert Warren

Valkyrie Software, P.O. Box 2120, Monroe, NY 10950



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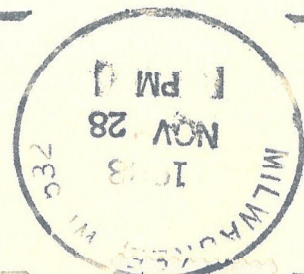
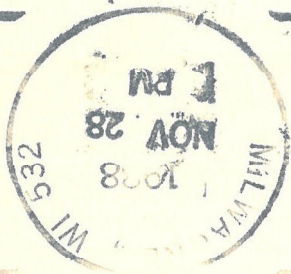
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