

The Gamer's Connection!

The ONLY magazine devoted solely to the CoCo gaming world!

Coverage from RAINBOWfest
Princeton, NJ

Vol 1 Issue 3
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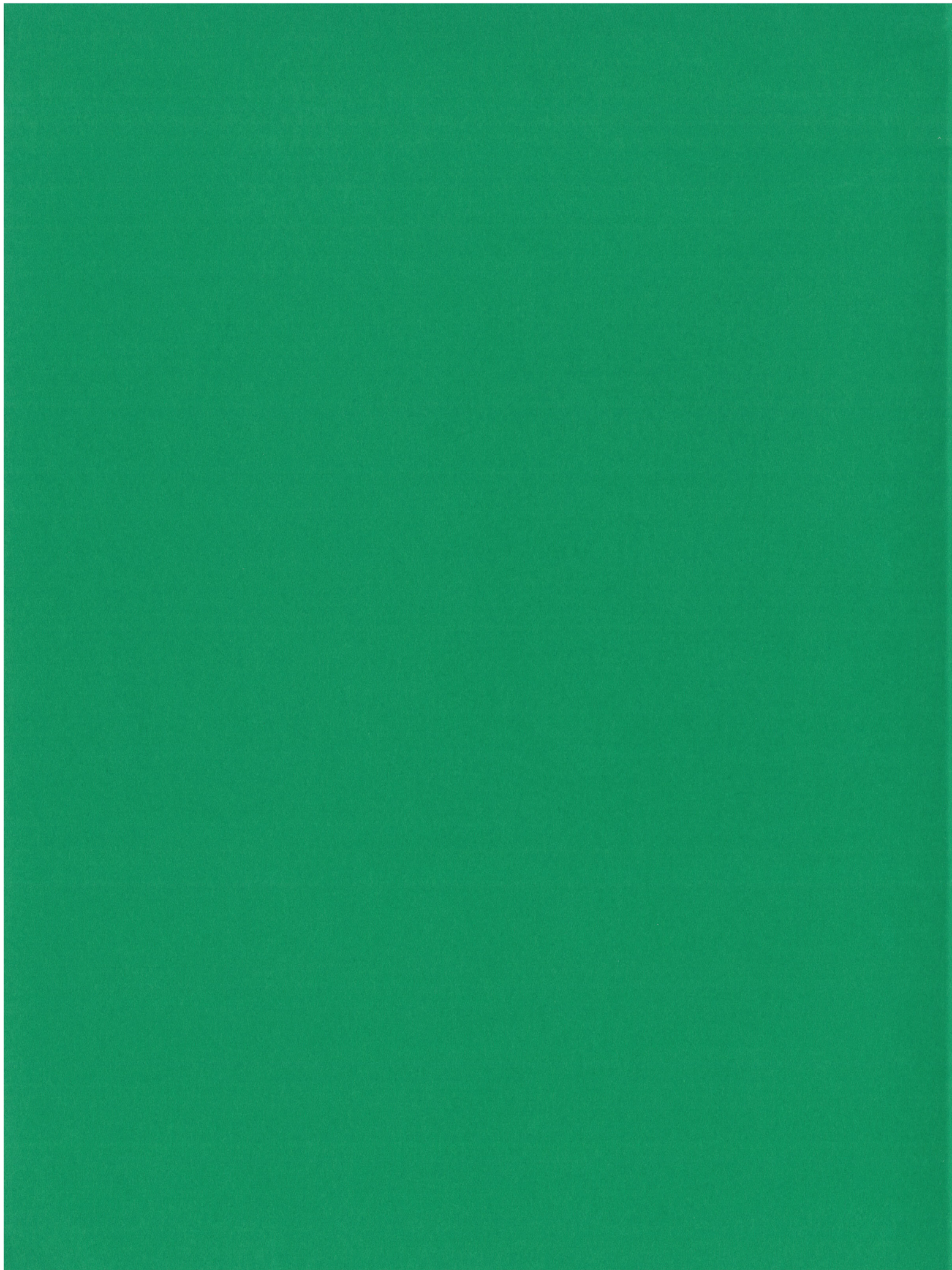
The Land of Legend
Stunning Adventure Game!

Review
Spotlight!

Warrior King



Also,
Other
Reviews on
Some of the
Newest Gaming
Software - Inside!



The Gamer's Connection!

Volume 1, Issue 3

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The hungry dragon, Prismuncher,
awaits its feast.

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The Gamer's Connection

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Well, hello there again, here's our third issue!

I want to start off by sending a big thanks to all of our new subscribers and advertisers. The support we have received between the time our second issue was released and this one was printed has just been overwhelming. We are truly sure, now more than ever, that this is the type of magazine many of you were looking for. Nonetheless, our costs are still high and the more support we receive the better a publication we can turn out. We are hoping to become a regular monthly magazine as soon as possible - but to do that we need your help. Tell your friends about The Connection and be sure to tell advertisers you saw their ad in The Gamer's Connection when ordering products!

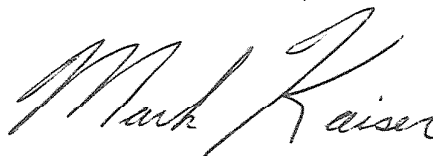
Our artwork director, Todd Korup, will now have some help internally as Bill Cleveland will be providing you with cartoons and some other assorted artwork. However, if you have some cartoons of your own (that are funny, of course) feel free to send them on in - we sincerely welcome submissions of all kinds.

If you were unable to make it to RAINBOWfest in Princeton, NJ in October, you might want to read our coverage of the fest, as we were there for the entire show. We originally had full intention of flying out there, until some mindless editor suggested, "Hey, why don't we drive?...Save a little money, see the sights, it'll be fun!" Ahem, right. After 22 hours of highway driving, each way, I learned my lesson. Anyway, if you didn't make it, you can find out what you missed.

We are very pleased to offer you several quality reviews on recent software in this issue, along with being the very first magazine to review the just released arcade game, WARRIOR KING by Sundog Systems.

Well, in closing, I can tell you that issue four is already shaping up to look like a spectacular issue. You can also look forward to a page number increase of around twenty percent or more! And again, keep the support coming and thanks so much for the support you have already shown.

Take care and best wishes,



Mark Kaiser
Editor/Publisher

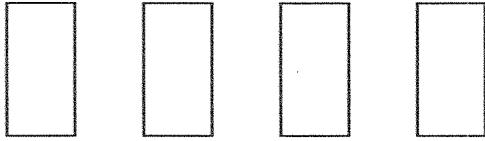
Seasons Greetings!

Merry Chistmas
from
The Gamer's
Connection

SUBMISSIONS

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

Zymon



Zymon

A strategic memory game.

Written By: Robert Kern

16K ECB Minimum Memory Requirement

CoCo I / CoCo II / CoCo III

Zymon is patterned after a familiar game of a similar name. To play the game, all you have to do is follow the flashing box by matching the pattern it creates. To match the pattern, press the key below each square that lights up (1 - 4), in the same order the computer does.

See how long you can last and have a lot of fun. ●

```
10 CLEAR 2000: DIMM(50): CLS(0)
20 B$=CHR$(128): G$=CHR$(143): Y$=
CHR$(159): U$=CHR$(175): R$=CHR$(1
91)
30 FOR X=1 TO 5: G1$=G1$+CHR$(140
): G2$=G2$+CHR$(131): Y1$=Y1$+CHR$
(156): Y2$=Y2$+CHR$(147): B1$=B1$+
CHR$(172): B2$=B2$+CHR$(163): R1$=
R1$+CHR$(188): R2$=R2$+CHR$(179):
B5$=B5$+B$: NEXT X
40 GT$=CHR$(142)+G1$+CHR$(141)+B
$
50 GB$=CHR$(139)+G2$+CHR$(135)+B
$
60 GM$=CHR$(138)+B5$+CHR$(133)+B
$
70 YT$=CHR$(158)+Y1$+CHR$(157)+B
$
80 YB$=CHR$(155)+Y2$+CHR$(151)+B
$
90 YM$=CHR$(154)+B5$+CHR$(149)+B
$
100 BM$=CHR$(170)+B5$+CHR$(165)+
B$
110 BB$=CHR$(171)+B2$+CHR$(167)+
B$
120 BT$=CHR$(174)+B1$+CHR$(173)+
B$
```

```
130 RT$=CHR$(190)+R1$+CHR$(189)+
B$
140 RM$=CHR$(186)+B5$+CHR$(181)+
B$
150 RB$=CHR$(187)+R2$+CHR$(183)+
B$
160 M$=GM$+YM$+BM$+RM$
170 FOR X=1 TO 7: GN$=GN$+G$: YN$=
YN$+Y$: UN$=UN$+U$: RN$=RN$+R$: NEX
TX
180 GN$=GN$+B$: YN$=YN$+B$: UN$=UN
$+B$: RN$=RN$+B$: MG$=GN$+YM$+BM$+
RM$: MY$=GM$+YN$+BM$+RM$: MB$=GM$+
YM$+UN$+RM$: MR$=GM$+YM$+BM$+RN$
190 CLS 2
200 PRINT@ 71, "SAY HELLO TO ZYMO
N";
210 PRINT@ 134, "HIT ANY KEY TO
BEGIN";
220 Z=1
230 D=RND(Z)
240 IF INKEY$<>" " THEN 250 ELSE
240
250 CLS 0
260 T=0
270 GOSUB 590: GOSUB 610
280 FOR R=1 TO 50
290 M(R)=RND(4)
300 NEXT R
310 X=1
320 FOR I=1 TO X: ON M(I) GOSUB 6
30, 670, 710, 750: NEXT I
330 I=0
340 FOR J=1 TO X
350 Z$=INKEY$
360 IF Z$<>" " THEN 400
370 T=T+1
380 IF T>=100 THEN 490
390 GOTO 350
400 IF VAL(Z$)<>M(J) GOTO 460
410 ON M(J) GOSUB 630, 670, 710, 75
0
420 NEXT J
430 FORT=1 TO 400: NEXT T
440 X=X+1: T=0
450 GOTO 320
460 CLS(7)
470 PRINT @ 167, "WRONG COLOR MAN
!";
480 SOUND 1, 30: CLS(0): GOTO 520
490 CLS(8)
500 PRINT @ 165, "HEY! GO FASTER!
";
510 SOUND 7, 30: CLS(0)
520 CLS1: PRINT @ 138, "SORRY BUD!
";
530 PRINT @ 162, "DO YOU WISH TO
TRY AGAIN?";
540 PRINT @ 326, "YOU GOT"X-1"CO
```

```

LORS!";
550 Y$=INKEY$
560 IF Y$="" THEN 550
570 IF Y$="Y" THEN 190
580 END
590 PRINT@290," 1 ";;PRINT@298,"
2 ";;PRINT@306," 3 ";;PRINT@314
," 4 ";
600 RETURN
610 PRINT @ 32,GT$+YT$+BT$+RT$+M
$+M$+M$+M$+GB$+YB$+BB$+RB$;
620 RETURN
630 PRINT @ 32,GN$+YT$+BT$+RT$+M
G$+MG$+MG$+MG$+GN$+YB$+BB$+RB$;
640 SOUND 40,5
650 GOSUB 610
660 RETURN
670 PRINT @ 32,GT$+YN$+BT$+RT$+M
Y$+MY$+MY$+MY$+GB$+YN$+BB$+RB$;
680 SOUND 67,5
690 GOSUB 610
700 RETURN
710 PRINT @ 32,GT$+YT$+UN$+RT$+M
B$+MB$+MB$+MB$+GB$+YB$+UN$+RB$;
720 SOUND 98,5
730 GOSUB 610
740 RETURN
750 PRINT @ 32,GT$+YT$+BT$+RN$+M
R$+MR$+MR$+MR$+GB$+YB$+BB$+RN$;
760 SOUND 134,5
770 GOSUB 610
780 RETURN

```

BACK ISSUES!

Copies of issues one and two are still available. For single issues send \$2.95 plus 75¢ for postage and handling, 50¢ postage and handling for each additional issue. For Canadian residents, issues are \$3.95 plus \$1.25 for postage and handling, \$1.00 postage and handling for each additional issue.

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RAINBOWfest '88

Princeton, NJ

Who was there? What was there? How was it?

By: Mark Kaiser - Editor/Publisher

For those of you who have never been to a RAINBOWfest, let me fill you in on exactly what it is. RAINBOWfest is a convention held twice a year that is sponsored by Falsoft, Inc., the publishers of The Rainbow magazine. This convention is a gathering of companies and organizations that market their products or services in the CoCo field. Simply, a bunch of CoCo companies under one roof.

Well, after a very (very) long drive, myself and two members of the staff finally arrived in Princeton, New Jersey. We were somewhat surprised with the size of the city, expecting a booming metropolis of the east coast. Instead we found a small, almost quaint city with some very beautiful medieval architecture. Anyway, we checked in, unpacked, and come seven o'clock Friday evening we headed for the fest (which is located inside the hotel, by the way). The cost of in-person registration was \$13 for all three days, or \$9 for single day admission. Considering all the seminars this includes, the price is very reasonable.

Inside, the place was already happenin', everyone scampering around to get their first look at the exhibits. This, the sixteenth RAINBOWfest had a total of 35 booths along with the massive RAINBOW booth. There was a whole lot to see this year, although not as many new products as usual. I, of course, went directly to the gaming companies to see what they had to offer.

Diecom Products, Inc. was the first place I stopped and I got to take a look at their new light phaser game, Medieval Madness. Head programmer for Diecom, Dave Dies, got the game running for me and I spent a few minutes zapping things on the screen. The game overall looks pretty good with sharp graphics and really vibrant colors, however I don't think it would hold my interest all that long. Dave was also demonstrating his other new game, Xenion, which was much more to my liking. Patterning the game after the arcade hit Xenon, it is a lot of fun to play

and would seem to be a real challenge for the "shoot-em-up" type game players.

Moving down the line, I then found SRB Software and Game Point Software who were sharing a booth at this fest. Steve Bjork was there along with others to display some of his newest creations for the CoCo, including Mine Rescue and Warp Fighter 3-D. Both games were for the Color Computer III only, but put on quite a show demonstrating the power of this computer - (you can expect thorough reviews of some of Game Point Software's products in upcoming issues). They were also selling a new joystick that really had a great feel to it and can interface with any model Color Computer or even the Tandy 1000.

Moving across the aisle, Gimmesoft was running the latest Sundog Systems game, Warrior King. (See the review spotlight in this issue for a complete review.) Also, running on another computer at their booth was the audio package Maxsound. Over the three days of RAINBOWfest I heard everything from the Miami Vice theme to the new Beach Boys song Kokamo to the introduction of Star Trek. The sound coming out of there was very impressive.

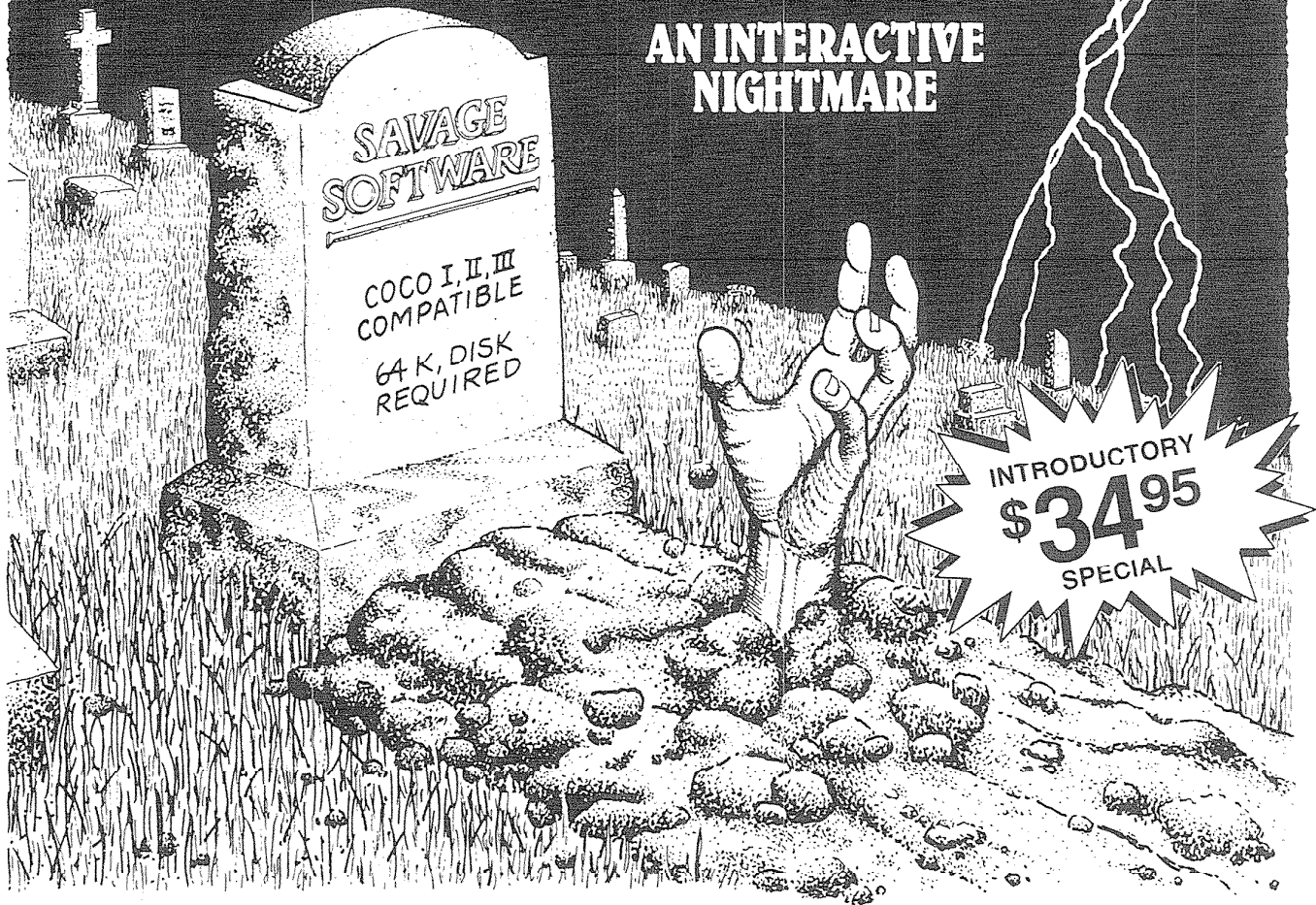
Looking through my Show guide it seemed that I had hit all the game oriented exhibits, so I just started to wander around a bit. Then I found Michtron where the Mercer County CoCo Club booth was supposed to be. "Great" I thought, "lets see what new stuff they've come out with..." Guess what? Nothing new at all. I must say, I am very pleased to see that Michtron has returned to the CoCo market and sell their old games (which were very good). But, I certainly hope they decide to develop NEW gaming software as well. I was rather disappointed to see one of the staff demonstrating Outhouse - a simple game that they released years ago. According to who I spoke with there, they are definately going to be designing new software for the CoCo, but they aren't sure about games. Quoting a member of the Michtron staff, "Utilities,

(continued on page 35)

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The Land of Legend

The Land of Legend

A text adventure game.

Written By: The Ice Devil

32K ECB minimum Memory Requirement

CoCo I / CoCo II / CoCo III

Welcome to The Land of Legend whoever you may be. Inside the Land lies the secret of what has passed and what is yet to come. It was born

of imagination, myth, legend, and, most importantly, reality. It is the stuff of easy dreams and the darkest nightmares. Let your guard down or your mind wander for a moment and you will be destroyed.

Giving instructions on how to play this adventure would give too much away but I will tell you that it operates as most text adventures and there aren't many "strange" commands. Remember, above all else that I, The Ice Devil, am not a sane man. Therefore, normal commands may produce very interesting results. Farewell to those who would worship the magic blade. ●

```

1 'THE LAND OF LEGEND
2 CLEAR1500:CLS4:DIMJ$(85),G$(79),M(85),P(85),S(85),T(85),U$(11),DD$(12),F$(79),I(79),D$(79),E$(79):I=1:C=4:FORX=1TO12:READDD$(X):NEXTX:DF=0:G=0:F=0:V$=CHR$(128):R=1:RL=1:GOSUB5
3 FORX=1TO85:READJ$(X):NEXTX:FORX=1TO85:READM(X):NEXTX:FORX=1TO85:READP(X):NEXTX:FORX=1TO85:READS(X):NEXTX:FORX=1TO85:READT(X):NEXTX
4 FORX=1TO79:READD$(X),F$(X),I(X):NEXTX:FORX=1TO79:READE$(X):NEXTX:FORX=1TO79:READG$(X):NEXTX:GOTO10
5 PRINT@103,"THE LAND OF LEGEND";:PRINT@206,"BY";:PRINT@265,"THE ICE DEVIL";
6 RETURN
10 G$=INKEY$:IFG$<>" "THEN15ELSE10
13 IFR>1THEND$(2)="A NEST"
14 GOSUB244:GOTO16
15 SCREEN0,0:CLS:T(25)=0
16 DI=0:IFR=18ANDDR=1THEND$(24)="DIRT EVERYWHERE"
17 IFR=34THENPRINT"OH NO! I FELL INTO QUICKSAND!":PRINT"I'M SINKING!":GOSUB170:PRINT"I AM DEAD.":A$="END":GOTO63
18 IFR=41ANDE>5THENPRINT"THE BEINGS SAW ME, THEY ARE CLOSING IN. OH NO! THEY ARE TEARING MY BODY TO BITS.":PRINT"I AM DEAD.":A$="END":GOTO63
19 IFR=46ANDI(27)<>0THENP(46)=46
20 AQ=0:C$="":FORX=1TO79:IFR=I(X) ANDAQ=0THENC$=C$+D$(X):AQ=1:GOTO22
21 IFR=I(X) ANDAQ=1THENC$=C$+" "+D$(X)
22 NEXTX
23 L$=""
24 IFR=0THENPRINT"I CAN'T GO THAT WAY!":R=RL:GOTO47
25 CLS
26 IFR=2ANDO=4THENO=5:PRINT"THE OBJECTS ARE ACTUALLY HORSES.":PRINT"ONE OF THEM CAME UP AND NUZZLED MY HAND.":FORX=1TO1900:NEXTX:I(6)=2:I(5)=1:GOTO16
27 IFR=25ANDQ=0THENPRINT"THE DOORWAY CAVED IN AFTER I PASSED THROUGH IT, I AM TRAPPED!":Q=1:FORX=1TO1400:NEXTX
28 IFR=69ANDI(59)>0ANDSP=0THENPRINT"A SPEAR IS WHISTLING DOWN TH

```

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E HALL AT ME!":GOSUB170:PRINT"IT HAS PIERCED MY HEART!":GOSUB170:PRINT"I AM DEAD.":A$="END":SP=1:GOTO63
29 IFR=69ANDI(59)=0ANDSP=0THENPRINT"A SPEAR HAS JUST BOUNCED OFF MY ARMOR AND DISAPPEARED.":SP=1:GOSUB170
30 PRINT"I AM ";:PRINTJ$(R);"." :RL=R
31 IFR=16THENC$=C$+"A SIGN"
32 IFR=22ANDI(26)=0THENPRINT"A GIANT BRANDISHING A MEAT CLEAVER IS GUARDING THE BRIDGE."
33 IFC$=""THENC$="NOTHING"
34 PRINT:PRINT"I SEE: ";C$:C$=""
35 IFR=69ANDMM=0THENPRINT"THE OLD MAN IS SAYING, 'ALMS FOR THE POOR', OVER AND OVER.":MM=1
36 IFR=80ANDME=0THENPRINT"THERE IS A STRANGE BLUE GAS HERE.":GOSUB170:PRINT"THE GAS IS STARTING TO GLOW.":GOSUB170:PRINT"SOMETHING STARTED IT ON FIRE, I AM BEING CONSUMED BY THE FLAMES!":GOSUB170:PRINT"I AM DEAD.":A$="END":GOSUB170:GOTO63
37 PRINT:PRINT"POSSIBLE DIRECTIONS: ";
38 IFR=<>M(R)ANDM(R)<>0THENPRINT"nORTH ";:DI=1
39 IFR=<>P(R)ANDP(R)<>0THENPRINT"sOUTH ";:DI=1
40 IFR=<>S(R)ANDS(R)<>0THENPRINT"eAST ";:DI=1
41 IFR=<>T(R)ANDT(R)<>0THENPRINT"west ";:DI=1
42 IFR=6ANDI(8)=86THENPRINT"down":DI=1
43 IFR=8THENPRINT"down":DI=1
44 IFDI=0THENPRINT"NONE"
45 IFR=40ANDZ=0ANDBB=0THENPRINT:PRINT"A LARGE GROUP OF BEINGS HAS JUST RISEN OUT OF THE SWAMP AND THEY ARE PAYING HOMAGE TO THE STATUE.":I(37)=R:BB=1:GOSUB170
46 PRINT:D=0:FORX=1TO8:PRINT"*--*";:NEXTX
47 PRINT:INPUT"I AWAIT YOUR COMMAND";A$:PRINT:RL=R:IFR=11ANDDF=0THENDF=1
48 IFDR=1ANDLEFT$(A$,3)="DIG"THEN67ELSEIFDR=1THEN96
49 IFR=11ANDEF=1THEN67
50 IFR=79ANDM=1ANDME=0ANDSC=1THEN67
51 IFEF=1ANDR=11ANDV$<>"PUL"THEN92

```

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52 IFR=20ANDI(25)=20ANDLEFT$(A$,
2)<>"TH"ANDI(19)=0THENPRINT"THE
ROC SNAPPED ME UP LIKE A WORM
.":PRINT"I AM DEAD.":A$="END":GO
TO63
53 FORX=1TO12STEP2:IFA$=DD$(X)OR
LEFT$(A$,3)=DD$(X+1)THEN172ELSEC
=C+1:NEXTX
54 C=4:IFR=41THENE=E+1
55 IFLEFT$(A$,1)="I"THEN57
56 GOTO63
57 II=0:FORX=1TO79:IFI(X)=0ANDII
<6THENPRINTD$(X):II=II+1:NEXTX:G
OTO47
58 NEXTX:IFII=0THENPRINT"I DON'T
HAVE ANYTHING!":GOTO47ELSEGOTO4
7
63 IFA$="QUIT"ORA$="END"THENINPU
T"DO YOU WISH TO PLAY AGAIN Y/N"
;G$:IFG$="Y"THENGOTO2ELSEEND
64 IFA$="LOOK"ORA$="L"THEN16
65 IFLEFT$(A$,3)="HEL"THENPRINT"
NO HELP HERE.":GOTO47
66 IFA$=""THENPRINT"ONLY TWO WOR
D COMMANDS PLEASE.":GOTO47
67 L=LEN(A$):FORD=1TOL:B$=MID$(A
$,D,1):IFB$=""THENGOTO70ELSENEX
TD
68 IFR=79ANDME=0ANDM=1ANDSC=1THE
N243
69 PRINT"ONLY TWO WORD COMMANDS
PLEASE.":GOTO47
70 V$=LEFT$(A$,3):M$=RIGHT$(A$,L
-D):N$=LEFT$(M$,3):IFV$="LOO"THE
NV$="EXA"
71 IFR=11ANDEF=1ANDV$<>"WAV"ANDN
$<>"FEA"ANDI(13)>0THEN92
72 IFDR=1THEN95
73 IFV$="KIL"THENV$="ATT"
74 IFR=79ANDM=1ANDME=0ANDV$="ATT
"ANDN$="MER"ANDSC=1THEN115ELSEIF
R=79ANDM=1ANDME=0ANDSC=1THEN243
75 IFN$="SOU"THENN$="LIG"
76 IFV$="BRE"ORV$="PUN"THENV$="S
MA"
77 IFR=1ANDPL<=1ANDI(2)=1ANDV$="
PIC"ANDN$="LOC"ANDI(3)=0THENPL=P
L+1:PRINT"OKAY":GOTO47
78 IFR=1ANDPL=2ANDV$="PIC"ANDN$=
"LOC"ANDI(2)=1ANDI(3)=0THENPRINT
"C-L-I-C-K.":PL=3:GOTO47
79 IFR=1ANDPL=3ANDMW=0ANDV$="MOV
"ANDN$="WAR"THENPRINT"IT MOVED,
WHILE I WAS MOVING IT A PUFF OF
SMOKE APPEARED IN THE ROOM. IT D
ISAPPEARED LEAVING BEHIND A T
ALL POLE GOING DOWN THROUGH A
HOLE IN THE FLOOR!":I(76)=1:MW=1
:PL=4:GOTO47

```

```

80 IFR=1ANDGN=0ANDV$="EXA"ANDN$=
"FLO"THENPRINT"OVER IN THE CORNE
R I SEE A NEEDLE.":I(3)=1:G
N=1:GOTO47
81 IFMW=1ANDR=1ANDV$="MOV"ANDN$=
"WAR"THENPRINT"IT MOVED REVEALIN
G AN AMULET!":I(4)=R:MW=2:GOTO47
82 IFR=1ANDPL=4ANDV$="SLI"ANDN$=
"POL"THENPRINT"WHEE!!!!!!":FORX=
1TO500:NEXTX:R=2:GOTO16
83 IFR=2ANDO=>4ANDV$="MOU"ANDN$=
"HOR"ANDI(4)=0THENPRINT"OKAY I M
OUNTED UP.":GOTO186
84 IFR=2ANDO=>4ANDV$="MOU"ANDN$=
"HOR"ANDI(4)<>0THENPRINT"I FELL
OFF!! OUCH!":GOTO47
85 IFR=6ANDV$="THR"ANDN$="ROC"AN
DI(7)=0THENINPUT"AT WHAT";G$:IFL
EFT$(G$,3)=F$(8)THENPRINT"I HIT
IT, IT IS FALLING.":PRINT"WOW! I
T FELL THROUGH THE MESA.":I(8)=8
6:I(7)=86:F=F-1:GOTO47
86 IFI(60)=0ANDV$="REA"ANDN$="JA
C"THENPRINT"IT SAYS, 'THE SWORD
IN THE STONE.'":GOTO47
87 IFR=11ANDV$="PUL"ANDN$="TUS"
HENPRINT"THE FLOOR IS FADING AWAY
.":PRINT"I HAVE ABOUT ONE SECON
D TO DO ANYTHING!!":EF=1:GOTO4
7
88 IFR=11ANDEF=1ANDV$="WAV"ANDN$
="FEA"ANDI(13)=0THENPRINT"I DON'
T BELIEVE IT, MY ARMS TURNED
INTO WINGS!":GOSUB170:PRINT"I C
AN'T CONTROL THEM, I'M FLYINGDOW
N INTO DARKNESS.":GOSUB170:GOSUB
170
89 IFR=11ANDEF=1ANDV$="WAV"ANDN$
="FEA"ANDI(13)=0THENPRINT"I THIN
K I'M FALLING UNCONSCIOUS.":GOSU
B170:R=13:I(13)=1:GOTO91
90 IFR=11ANDEF=1THENGOTO92
91 IFI(13)=1ANDR=13ANDEF=1THENGO
SUB170:PRINT"I AWOKE TO FIND THA
T MY ARMS HAVE RETURNED TO NO
RMAL AND THE FEATHER IS GONE!":E
F=2:F=F-1:GOTO47
92 IFR=11ANDEF=1THENPRINT"OH NO!
":PRINT"I'M FALLING INTO DARKNES
S!!!!!!":GOSUB170:PRINT"I THINK
I AM DEAD!":GOSUB170:A$="END":G
OTO63
93 IFR=17ANDI(17)=0THENPRINT"LIG
HTNING HIT THE DAGGER, I AM BEI
NG FRIED!!!!":GOSUB170:A$="END":
GOTO63
94 IFR=18ANDV$="SMA"ANDN$="GLA"
ANDI(4)=0THENT(14)=0:S(18)=14:PRI

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NT"THE AMULET IS GLOWING AND GIV
INGME POWER!!":GOSUB170:PRINT"CR
ASH!!!!!!!!!!!!":FORX=1TO300:NEXTX:
PRINT"THE GLASS BROKE BUT THE DI
RT IS FLOODING IN!":DR=1:GOTO47
95 IFI(23)=0ANDR=18ANDDDR=1ANDV$=
"DIG"ANDN$="DIR"THENPRINT"I FOUN
D A HOLE, THERE IS NO TIMEI AM G
OING IN!":R=19:DR=2:GOSUB170:GO
TO16
96 IFDR=1THENPRINT"I AM BEING SM
OTHERED.":GOSUB170:PRINT"I AM DE
AD!":A$="END":GOTO63
97 IFR=20ANDV$="THR"ANDN$="TOR"AN
DI(19)=0THENINPUT"AT WHAT";A$:I
FA$="ROC"THENPRINT"POOF!":GOSUB1
70:PRINT"THE ROC WENT UP IN SMOK
E!":N=1:I(26)=20:S(20)-21:I(25)-
86:I(2)=20:I(19)=86:F=F-1:GOTO47

98 IFR=22ANDI(26)=0ANDV$="GIV"AN
DN$="GIA"THENINPUT"WHAT";A$:IFA$
="ROC"THENPRINT"THE GIANT ACCEPT
ED THE ROC AND CLIMBED DOWN THE
CREVICE.":I(28)=1:I(26)=1:M(22)
=21:I(29)=22:GA=1:P(22)=23:S(22)
=25:T(22)=24:F=F-1:GOTO47
99 IFR=22ANDGA=0THENPRINT"THE GI
ANT PICKED ME UP AND THREWME INT
O THE CREVICE.":PRINT"I AM MOST
CERTAINLY DEAD.":A$="QUIT":GOTO6
3
100 IFI(31)=0ANDV$="SMA"ANDN$="B
OU"THENPRINT"I BROKE ALL OF THE
BOULDERS AND A CIRCLLET OF GOLD R
OLLED OUT, WHILE THE BOULDERS
CRUMBLED TO DUST AND BLEW AWAY.
":I(32)=R:I(31)=99:F=F-1:GOTO47
101 IFR=16ANDV$="REA"ANDN$="SIG"
THENPRINT"IT SAYS, 'TO THE EAST
IS WHERE YOUR FREEDOM LIES'":GO
TO47
102 IFR=27ANDV$="CLI"ANDN$="HOL"
THENPRINT"OH NO! I SLIPPED, I'M
FALLING!!":GOSUB170:PRINT"I AM D
EAD.":A$="END":GOTO63
103 IFR=30ANDV$="FOL"ANDN$="PAT"
THENPRINT"OKAY":FORX=1TO200:NEXT
X:R=32:GOTO47
104 IFR=41ANDV$="PUT"ANDN$="CIR"
ANDI(32)=0THENINPUT"ON WHAT PART
OF THE STATUE";N$:IFLEFT$(N$,3)
="HEA"THENPRINT"THE HORN BECAME
GOLDEN AND FELL OFF!":I(32)=41:I
(40)=41:F=F-1:GOTO47
105 IFR=62ANDI(56)=62ANDV$="REA"
ANDN$="BLO"THENPRINT"IT SAYS, 'W
HOEVER PULLS THE SWORD FROM
THE STONE IS THE RIGHTFUL KI

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NG OF ENGLAND':GOTO47
106 IFR=7ANDI(78)=0ANDV$="REA"AN
DN$="SCR"THENPRINT"IT SAYS, 'WAN
DS ARE NOT EASILY FOUND.":GOTO4
7
107 IFR=63ANDV$="GET"ANDN$="COI"
THENPRINT"THE WATER WAS ACID, IT
IS EATINGMY ARM OFF!":GOSUB170:
PRINT"I AM DYING.":A$="END":GOTO
63
108 IFR=69ANDV$="GIV"ANDN$="MAN"
THENGOTO191
109 IFV$="DRI"ANDN$=F$(1)ANDI(1)
=0THENPRINT"IT TASTED TERRIBLE.":
GOSUB170:PRINT"IT WAS POISON, U
GH!":GOSUB170:PRINT"I AM DEAD":A
$="END":GOTO63
110 IFR=71ANDV$="SIT"ANDN$="THR"
ANDST=0THENST=1:PRINT"THE WALL T
O THE NORTH HAS JUST RISEN UP.":
M(71)=72:GOSUB170:GOTO16
111 IFR=72ANDI(64)=72ANDV$="GET-
" ANDN$="EXC"THENI(63)=1
112 IFR=74ANDV$="PUL"ANDN$="TOR"
THENPRINT"THE FLOOR IS DESCENDIN
G, WHEE!!":GOSUB170:PRINT"IT IS
RISING, BUT I JUMPED OFF BEFORE
IT ASCENDED.":R=75:GOSUB170:GOT
O16
113 IFR=79ANDV$="SMA"ANDN$="COF"
THENINPUT"WITH WHAT";A$:IFLEFT$(
A$,2)="EX"ANDI(64)=0THENPRINT"A
MAN IN A WEATHERBEATEN CLOAK ST
EPPED OUT OF THE SMASHED CO
FFIN.":SC=1:GOSUB170:GOSUB170:PR
INT"HE SAYS, 'I AM MERLIN, WELCO
ME TO YOUR DOOM'"
114 IFR=79ANDLEFT$(A$,2)="EX"THE
NGOSUB170:GOSUB170:M=1:PRINT"MER
LIN IS PREPARING TO ATTACK, IHAD
BETTER ACT FAST!":P(79)=0:I(79)
=R:D$(70)="A SMASHED COFFIN":E$(
70)="IT IS SMASHED TO BITS":GOTO
47
115 IFR=79ANDME=0ANDV$="ATT"ANDN
$="MER"ANDSC=1THENINPUT"WITH WHA
T";A$:IFLEFT$(A$,2)="EX"ANDI(64)
=0THENP(79)=78:I(79)=1:PRINT"S
L I C E !":FORX=1TO300:NEXTX
:PRINT"MERLIN DISAPPEARED IN A P
UFF OF SMOKE WHEN I KILLED HIM.":
I(65)=1:ME=10:M=10:GOTO47
116 IFR=84ANDI(64)=84THENPRINT"E
XCALIBER IS WARPING THE AIR.":R=
85:I(64)=85:GOTO16
117 IFR=85ANDV$="MOV"ANDN$="BED"
ANDPP=0THENPP=1:PRINT"OKAY I MOV
ED IT.":I(6)=85:GOTO16
118 IFR=82ANDI(6)=0ANDV$="PUT"AN

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DN$="PIP"THENINPUT"WHERE";R$:IFL
EFT$(R$,3)="HOL"THENP=1:PRINT"OK
AY":F=F-1:I(6)=100:GOTO47
119 IFR=82ANDP=1ANDI(1)=0ANDT=4A
NDV$="POU"ANDN$="VIA"THENINPUT"W
HERE";G$:IFLEFT$(G$,3)="PIP"THEN
PRINT"OKAY.":PRINT"WAIT, THE SKE
LETON IS GROWING FLESH!!":GOTO
188
120 IFV$="FUC"ORV$="SHI"ORV$="PI
S"THENPRINT"THE SAME TO YOU!!!!!!
!!!!!!!!!!!!":GOTO47
121 IFV$="PIC"ORV$="SLI"ORV$="MO
U"ORV$="THR"ORV$="PUL"ORV$="WAV"
ORV$="PUN"ORV$="DIG"ORV$="DRI"OR
V$="GIV"ORV$="SMA"ORV$="REA"ORV$
="CLI"ORV$="FOL"ORV$="PUT"ORV$="
SIT"ORV$="ATT"ORV$="MOV"ORV$="PO
U"THENPRINT"I SEE NO WAY TO DO T
HAT NOW...":GOTO47
122 IFV$="GET"ORV$="TAK"THENGOTO
157
123 IFV$="DRO"THEN166
124 IFV$<>"EXA"THEN156
125 IFR=1ANDN$="KEY"THENPRINT"IT
IS SQUARE AND IS LOCKED":GOTO47
126 IFR=1ANDN$="DOO"THENPRINT"TH
EY ARE SHUT":GOTO47
127 IFR=17ANDN$="CLO"THENPRINT"TH
EY ARE GRAY AND LOOK LIKE S
TORM CLOUDS.":GOTO47
128 IFR>2ANDR<8ANDN$="MES"THENPR
INT"IT'S A MESA, HOW MUCH CAN I
SAY ABOUT A LOUSY MESA?":GOTO47
129 IFR=13ANDN$="PIT"THENPRINT"IT'S
VERY DARK ABOVE ME, THE F
LOOR MUST HAVE REAPPEARED.":GOTO
47
130 IFR=26ANDN$="PLA"THENPRINT"IT
IS VERY TALL.":GOTO47
131 IFR>27ANDR<32ANDN$="VAL"ORR=
42ANDN$="VAL"ORR=47ANDN$="VAL"TH
ENPRINT"IT HAS BEEN SCORCHED OF
ALL LIFE BY A FIRE.":GOTO47
132 IFR>31ANDR<41ANDN$="SWA"THEN
PRINT"WATER IS ON THE GROUND AND
MIST FILLS THE AIR, THE GROUND
LOOKS UNSAFE.":GOTO47
133 IFR=43ANDV$="RID"THENPRINT"TH
E GROUND IS VERY ROCKY.":GOTO47

134 IFR>43ANDR<46ANDN$="MOU"THEN
PRINT"IT IS A VERY STEEP SLOPE A
ND A FOREST SURROUNDS THE TOP O
F IT.":GOTO47
135 IFR>47ANDR<52ANDN$="PLA"THEN
PRINT"THE GROUND IS BARREN AS IF
GREAT BATTLES DESTROYED ALL LIFE
.":GOTO47

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136 IFR=1ANDN$="WAR"THENI(2)=1
137 IFR=75ANDN$="SHA"THENPRINT"TH
E WALLS ARE COATED WITH AN O
ILY SUBSTANCE.":GOTO47
138 IFR=22ANDN$="CRE"THENPRINT"IT
IS VERY DEEP, I AM AFRAID TO G
O NEAR IT.":GOTO47
139 IFR=20ANDN$="NES"ANDN=1THENP
RINT"IT IS A VERY LARGE NEST, I
SEE A LARGE SILVER EGG IN IT.":I(
27)=20:N=2:GOTO47
140 IFR=20ANDN=2ANDN$="NES"THENP
RINT"IT IS A LARGE NEST.":GOTO47

141 IFR=16ANDN$="SIG"THENPRINT"IT
IS ATTACHED TO THE WALL.":GOTO
47
142 IFR=72ANDN$="LIG"ANDI(63)=72
THENPRINT"IT SEEMS TO BE COMING
FROM A GLOWING SWORD.":PRINT
"GOOD LORD IT'S EXCALIBUR THE
SWORD OF KINGS.":I(64)=72:I(63)
=1:GOTO47
143 IFR=10ANDN$="CEI"ANDLF=0THEN
PRINT"A FEATHER IS STUCK TO THE
CEILING.":I(13)=R:LF=1:GOT
O47
144 IFR=11ANDN$="WAL"THENPRINT"A
TUSK IS STICKING OUT OF THE W
ALL!":I(14)=R:GOTO47
145 IFR=79ANDN$="GAS"THENPRINT"IT
IS WHITE.":GOTO47
146 IFR=77ANDN$="LAK"THENPRINT"IT
SEE AN ISLAND TO THE WEST.":GOT
O47
147 IFR=82ANDN$="HOL"ANDP=0THENP
RINT"IT IS ABOUT 3 INCHES DEEP.
":GOTO47
148 IFR=82ANDN$="HOL"ANDP=1THENP
RINT"A LEAD PIPE IS STICKING OUT
OF IT.":GOTO47
149 IFR=82ANDP=1ANDN$="SLA"THENP
RINT"A HOLE WITH A PIPE STICKING
OUT OF IT IS NEXT TO THE SKULL.
":GOTO47
150 IFN$="WAL"ORN$="FLO"ORN$="CE
I"THENPRINT"I DON'T SEE ANYTHING
SPECIAL.":GOTO47
151 IFR=82ANDN$="SLA"THENI(14)=R

152 FORX=1TO79:IFN$=F$(X)ANDR=I(
X)THENPRINT E$(X)+"":GOTO47
153 IFN$=F$(X)ANDI(X)=0THENPRINT
E$(X);".":GOTO47
154 IFV$="EXA"THENNEXTX
155 PRINT"I SEE NOTHING INTEREST
ING.":GOTO47
156 PRINT"I DON'T UNDERSTAND YOU
R COMMAND":GOTO47

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157 IFF>5THENGOTO165
158 FORA=1TO78
159 IFF$(A)=N$THEN160ELSE162
160 IFR=I(A)THEN161ELSE162
161 IFG$(A)="G"THEN164
162 NEXTA
163 PRINT"I SEE NO WAY TO GET TH
AT NOW.":GOTO47
164 PRINT"OKAY I GOT IT.":I(A)=0
:F=F+1:GOTO47
165 PRINT"INVENTORY FULL.":PRINT
"YOU BETTER DROP SOMETHING.":GOT
O47
166 FORX=1TO78
167 IFF$(X)=N$ANDG$(X)="G"ANDI(X
)=0THENGOTO168ELSENEXTX:GOTO169
168 I(X)=R:F=F-1:PRINT"OKAY I DR
OPPED IT.":COTO47
169 PRINT"I DON'T HAVE IT.":GOTO
47
170 FORZZ=1TO1000:NEXTZZ:RETURN
171 DATA N,NOR,S,SOU,E,EAS,W,WES
,U,UP,D,DOW
172 U$=LEFT$(A$,1)
173 IFR=2ANDU$="N"THENO=O+1:GOTO
16
174 IFR=25ANDI(32)=0ANDI(4)=0AND
U$="E"THENPRINT"I WALKED RIGHT T
HROUGH THE WALL!":R=26:GOSUB170:
GOSUB244:GOTO16
175 IFR=77ANDI(4)=0ANDU$="W"THEN
PRINT"I WALKED OVER THE LAVA.":R
=78:GOTO16
176 IFR=78ANDI(4)=0ANDU$="E"THEN
PRINT"I WALKED OVER THE LAVA.":R
=77:GOTO16
177 IFR=77ANDI(4)>0ANDU$="W"THEN
PRINT"I HAVE BEEN FRIED IN THE L
AVA.":A$="END":GOTO63
178 IFR=78ANDI(4)>0ANDU$="E"THEN
PRINT"I HAVE BEEN FRIED IN THE L
AVA.":A$="END":GOTO63
179 IFU$="N"THENR=M(R):GOTO16
180 IFU$="S"THENR=P(R):GOTO16
181 IFU$="E"THENR=S(R):GOTO16
182 IFU$="W"THENR=T(R):GOTO16
183 IFR=6ANDI(8)=86ANDU$="D"THEN
R=8:GOTO16
184 IFR=8ANDU$="D"THENR=9:GOTO16

185 GOTO54
186 PRINT"THE AMULET IS GLOWING,
WOW!!":GOSUB170:PRINT"THE HORSE
JUST GREW WINGS AND ISFLYING!":
R=3
187 GOSUB170:GOSUB170:PRINT"WE A
RE APPROACHING A MESA.":GOSUB170
:PRINT"THE HORSE DROPPED ME OFF
AND LEFT.":FORX=1TO1400:NEXTX

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:GOTO16
188 GOSUB170:CLS:PRINT"HE IS STA
NDING UP.":PRINT"HE SAYS, 'I AM
ARTHUR, RULER OF ENGLAND, I THAN
K YOU FOR BRINGING ME BAC
K'.":FORX=1TO4000:NEXTX:PRINT:PR
INT"ARTHUR WAVED HIS HAND AND WE
AREOUTSIDE THE CASTLE, HE HAS
RESTORED THE CASTLE OF";
189 PRINT" CAMELOT."
190 PRINT:FORX=1TO3000:NEXTX:PRI
NT"YOU WILL BECOME THE FIRST LOR
D OF MY COURT, NOW COME AND WE
WILL RID THE LAND OF ALL EVIL
, BUT FIRST I KNIGHT THEE LORD
OF CAMELOT IN MY ABSCENCE.":FORX
=1TO4000:NEXTX:CLS:PRINT"NOW GIV
E ME MY SWORD!!!!!!":END
191 INPUT"WHAT";A$
192 B$=LEFT$(A$,3)
193 IFB$="CIR"ANDI(32)=0THENT=T+
1:I(32)=1:F=F-1:CC=1
194 IFB$="EGG"ANDI(27)=0THENT=T+
1:I(27)=1:F=F-1:CC=1
195 IFB$="HOR"ANDI(40)=0THENT=T+
1:I(40)=1:F=F-1:CC=1
196 IFT<3ANDCC=1THENPRINT"OKAY":
CC=0:GOTO47
197 IFT=3THENPRINT"THE OLD MAN T
HANKED ME AND GAVE ME A SMALL VI
AL OF LIQUID.":GOSUB170:I(1)=0:I
(61)=1:T=4:F=F+1:GOTO47ELSEPRINT
"I CAN'T DO THAT NOW":GOTO47
200 DATA IN A BRIGHTLY LIT MANSI
ON,ON A GRASSY WIND-SWEPT PL
AIN,ON A TALL MESA,AT THE NORTHE
RN END OF THE MESA,AT THE SOUTHE
RN END OF THE MESA,AT THE EASTER
N END OF THE MESA,AT THE WESTER
N END OF THE MESA
201 DATA IN A LARGE CAVERN DIMLY
LITBY A HOLE IN THE CEILING,IN
A SMALL CAVE-LIKE CHAMBER,
IN A STONE CHAMBER,IN A ROOM WIT
H WALLS MADE OF IVORY,IN AN ANC
IENT BURIAL CHAMBER,AT THE
BOTTOM OF A PIT,IN A LONG NARRO
W HALLWAY
202 DATA IN A SMALL ROCK-HEWN
CHAMBER
203 DATA IN A LARGE CAVERN,IN A
SMALL OVAL ROOM WITH CLOUDS NEA
R THE CEILING,IN A ROOM WITH WAL
LS OF DIRT HELD BACK BY AN OR
ANGE GLASS,IN AN UNDERGROUND
TUNNEL,IN A LARGE CAVERN,IN A S
HORT HALLWAY LEADING TO A WELL L
IT ROOM
204 DATA IN A BRIGHTLY LIT CHAMB

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ER WITH A LARGE BRIDGE SPANNING
A CREVICE TO THE SOUTH, AT THE
SOUTH END OF A BRIDGE, IN AN
EMPTY ROOM, IN AN EMPTY ROOM, AT
THE BASE OF A HIGH PLATEAU,
AT THE EDGE OF A DEEP HOLE, IN A
DEAD END VALLEY

205 DATA IN A NARROW VALLEY
206 DATA IN A NARROW VALLEY, IN A
NARROW VALLEY, AT THE BORDER OF
A GREAT SWAMP, IN THE GREAT SWAMP,
IN THE HEART OF A GREAT SWAMP,
IN THE SWAMP, IN THE GREAT SWAMP,
NEAR THE EASTERN SECTION OF
THE SWAMP, IN THE SWAMP

207 DATA IN THE GREAT SWAMP
208 DATA IN A CEREMONIAL CLEARING,
IN A NARROW VALLEY, ATOP A NARROW
RIDGE, ON THE STEEP SLOPE OF A
HIGH MOUNTAIN, ON THE STEEP SLOPE
OF A HIGH MOUNTAIN, IN A THICK
FOREST, IN A GENTLY SLOPING
VALLEY, ON A GREAT OPEN PLAIN, ON
AN OPEN PLAIN

209 DATA ON AN OPEN PLAIN, ON AN
OPEN PLAIN, AT THE BASE OF A RUINED
CASTLE, IN WHAT MUST HAVE BEEN
THE GUARDHOUSE, IN A SMALL PASSAGE,
IN AN OPEN AIR PASSAGE, IN AN
ANCIENT KITCHEN, IN THE GUARD
BARRACKS, IN A SMALL ARMORY, IN A
LARGE ARMORY

210 DATA IN A WIDE PASSAGEWAY, IN
A LARGE COURTYARD, IN A SMALL ALCOVE,
IN A LARGE COURTYARD, IN THE
FOYER, IN A NARROW PASSAGE, IN A
CHAMBER MADE OF WOOD, IN A WIDE
HALLWAY, IN A STUDY, IN A WIDE
HALLWAY, IN A GREAT HALL, IN THE
THRONEROOM

211 DATA IN A SECRET ROOM, IN A
LARGE ROOM, IN A CONFERENCE CHAMBER,
AT THE BOTTOM OF A VERTICAL SHAFT,
IN A CHAMBER THAT SMELLS LIKE
ROTTING FLESH, IN A HOT CHAMBER,
ON A SMALL ISLAND, IN A CAVE, IN
A NARROW PASSAGE

212 DATA IN A BRILLIANTLY LIT ROOM,
IN A LARGE ROOM, IN A LONG
HALLWAY, IN A LONG HALLWAY THAT
SEEMS TO GO ON FOREVER IN ALL
DIRECTIONS, IN A RICHLY FURNISHED
CHAMBER

213 DATA , 2, 4, , 3, , , , , 10, , 13, , 1
5, , , , 14, , 22, , 27, , 26, 29, , 30, 29
, 34, 39, , 37, , 36, , 43, , 45, 46, 46, , 4
7, , 49, , , 55, , 54, , 57, , 62, , 65, , ,
66, 64, , , 73, , , , 79, , 81, 82, , 84, 8
4,

214 DATA , 2, 5, 3, , , , , 12, , , 14, 21,
16, , , , 20, , 22, , , , 29, 26, , 30, , , , 34
, , , 40, 38, , 36, , , , 42, , 44, 46, 48, , 50
, , , , 57, 54, , 59, , , , 61, , 68, 64, 67,
, , , , 71, 72, , 76, , , , 78, , 80, 81, 84, 8
4,

215 DATA , 2, 6, , , , 3, , 10, , 9, , 15, , 1
7, , , 14, , , , 22, , 28, , , , 31, 42, 37, 3
2, , 36, , , 38, 41, , 47, 44, , , 46, , 49, , ,
51, 52, 53, 54, 60, 56, , 58, , , 61, 63, , 6
4, 67, 66, , 69, , 70, 71, , , 74, , , 80, 76,
77, , , , 83, 84, 84,

216 DATA , 2, 7, , , 3, , , 11, 9, , , 18, 1
3, , 15, , , , 22, , 26, , , 30, 33, , , ,
35, 32, 39, 34, , 40, 31, , 43, , 46, 42, , 4
8, , 50, 51, 52, 53, , 55, , 57, , 54, 60, , 6
1, 63, , 65, 64, , 67, 69, 70, , , 73, , 77, ,
78, , 76, , , 81, 84, 83

217 DATA AN OLD WARDROBE, WAR, 1, A
BRASS LOCK, LOC, 86, A NEEDLE, NEE,
2, A JEWELLED AMULET, AMU, 86, SMALL
WHITE OBJECTS TO THE NORTH, OBJ, 2
, A HORSE, HOR, 86, SMALL ROCKS, ROC,
3, A HAWK FLYING OVERHEAD, HAW, 6, D
ROPS OF BLOOD, BLO, 8, A PILE OF FE
ATHERS, FEA, 8

218 DATA THERE IS A HOLE IN THE
FLOOR, HOL, 8, DROPS OF BLOOD, BLO, 9
, A WHITE FEATHER, FEA, 86, A TUSK S
TICKING OUT OF THE NORTH WALL, TU
S, 86, A STONE ALTAR, ALT, 12, A DEAD
PEGASUS, PEG, 12, A METAL DAGGER, D
AG, 12, DRIED BLOOD, BLO, 13, A LIT T
ORCH, TOR, 13, MUD, MUD

219 DATA 15, STRAW, STR
220 DATA 15, RAIN, RAI, 17, A SHOVEL
, SHO, 17, ORANGE GLASS, GLA, 18, A VE
RY LARGE ROCK, ROC, 20, A ROASTED RO
CK, ROC, 86, A SILVER EGG, EGG, 86, A G
IANT, GIA, 22, THE BRIDGE, BRI, 23, TH
E BRIDGE, BRI, 86, DOZENS OF BOULDE
RS, BOU, 23, A SMALL CIRCLET OF GOL
D, CIR, 86, THE MESA, MES, 26

221 DATA A DEEP HOLE, HOL, 27, A PA
TH, PAT

222 DATA 30, A LARGE STATUE TO TH
E EAST, STA, 40, A LARGE GROUP OF B
EINGS TO THE EAST, BEI, 86, THE STA
TUE OF A UNICORN, STA, 41, A GROUP
OF BEINGS BOWING TO THE STATUE, B
EI, 41, THE GOLDEN HORN, HOR, 86, A F
OREST TO THE NORTH, FOR, 45, TREES
IN ALL DIRECTIONS, TRE, 46

223 DATA AN OLD ARROW, ARR, 48
224 DATA THE SKELETON OF A HORSE
, SKE, 49, MANY DEAD WARRIORS, WAR, 5
0, THE RUINS OF A LARGE CASTLE, RU
I, 51, A RAISED PORTCULLIS, POR, 52,
A WINCH, WIN, 53, RUBBLE FROM THE C

EILING,RUB,55,A RUSTED SPOON,SPO
,56,RAT SKELETONS,SKE,56,DEAD GU
ARDS,GUA,57,A BROKEN SWORD
225 DATA SWO,58
226 DATA BROKEN WEAPONS,WEA,59,A
CRUSHED SKULL,SKU,60,A BLOCK OF
STONE WITH A NARROW SLIT IN IT,
BLO,62,A SMALL POND OF CLEAR WAT
ER,PON,63,A GOLD COIN IN THE PON
D,COI,63,A SUIT OF ARMOR,ARM,66,
AN OLD BOOK JACKET,JAC,68,AN OLD
MAN,MAN,69,A SINGLE THRONE
227 DATA THR,71
228 DATA A LIGHT SOURCE,SOU,72,E
XCALIBER,EXC,86,A TABLE,TAB,73,A
TORCH HIGH ON THE WALL,TOR,74,A
CORPSE,COR,76,A LAKE OF LAVA,LA
K,77,A CAVE TO THE NORTH,CAV,78,
A GLASS COFFIN FILLED WITH A WHI
TE GAS,COF,79,A BLUISH GAS,GAS,8
0
229 DATA HUNDREDS OF STAVES AND
OTHER ARTIFACTS WHICH ARE
GIVING OFF THE LIGHT,ART,81,A
RUNE CARVED SLAB OF
STONE,SLA,82,A SKELETON IS
LYING ON THE SLAB,SKE,82,A
BED,BED,85,A POLE,POL,86,A SMA
LL SCRAP OF PAPER,PAP,9,AN OLD S
CROLL,SCR,7,MERLIN,MER,100
230 DATA IT HAS TWO DOORS LOCKED
BY A BRASS LOCK,IT HAS A SQU
ARE KEYHOLE,IT IS LONG AND THIN,
IT HAS A PICTURE OF A WINGED
HORSE ON IT,IT LOOKS LIKE THEY A
RE GETTING CLOSER,IT IS A PURE
WHITE MARE,THEY ARE PERFECTLY RO
UND
231 DATA IT IS ABOUT 40 FEET OVE
RHEAD
232 DATA THEY LOOK LIKE THE HAWK
'S,THEY ARE BROWN,IT IS MADE OF
STONE,THEY LOOK LIKE THEY ARE FR
OM A PEGASUS,IT LOOKS LIKE IT I
S FROM A PEGASUS,IT LOOKS L
IKE AN ELEPHANT TUSK,IT IS COVER
ED WITH THE BLOOD OF THE PEGASUS

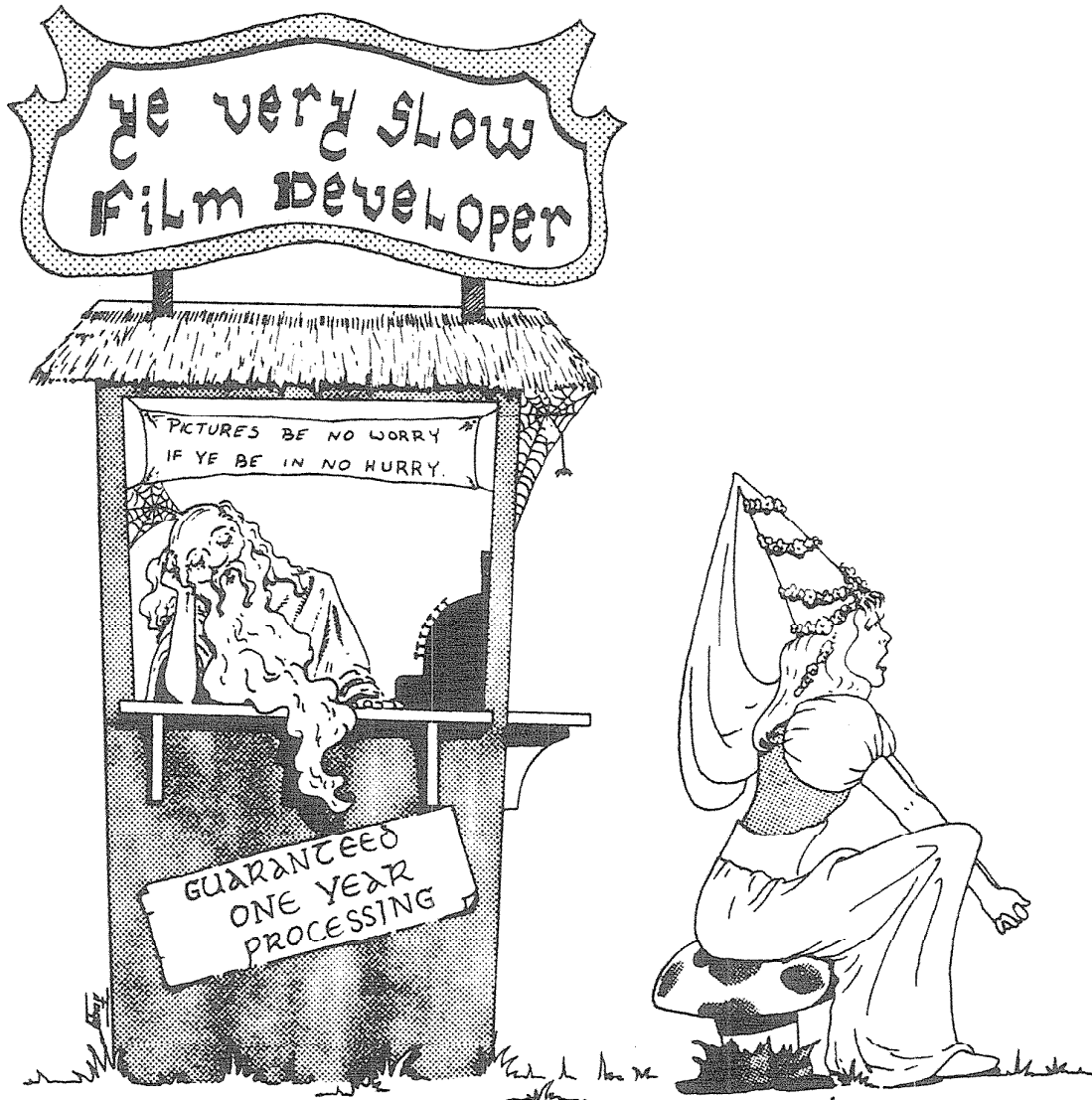
233 DATA IT WAS KILLED WITH THE
DAGGER,IT IS COVERED WITH THE BL
OOD OF THE PEGASUS,IT LOOKS LIKE
MINE,IT DOESN'T SEEM TO BE BURN
ING THE WOOD,IT SMELLS LIKE SU
LPHUR,IT IS YELLOW,IT IS FALLING
BUT IS NOT COLLECTING ON
THE FLOOR
234 DATA IT IS OLD AND RUSTED,IT
IS HOLDING BACK THE DIRT,IT IS
A HUGE BIRD,IT LOOKS LIKE A HUGE

ROASTED TURKEY,IT LOOKS VERY
FRAGILE,HE IS MEAN AND UGLY,IT
IS MADE OF STONE,IT IS MADE OF S
TONE,THEY ARE BLACK,IT LOOKS MAG
ICAL
235 DATA IT IS HIGH WITH STEEP R
OCK WALLS
236 DATA IT IS DARK AND DEEP,IT
IS LEADING SOUTH,IT LOOKS LIKE A
HORSE,THEY LOOK LIKE ZOMBIES,IT
IS PERFECTLY FORMED STONE,THEY
ARE MADE OF MUD,IT LOOKS VERY VA
LUABLE,IT IS VERY LARGE AND DARK
,THEY ARE VERY TALL,IT IS COVERE
D WITH DRIED BLOOD
237 DATA IT IS VERY OLD,THEY WER
E RECENTLY KILLED,IT MUST HAVE B
EEN HUGE BUT MOST OF IT HAS BEEN
DESTROYED,IT HAS VERY SHARP SPI
KES,IT MUST RAISE AND LOWER THE
PORTULLIS,IT MUST HAVE FALLE
N DUE TO AN EARTHQUAKE
238 DATA IT MUST HAVE BEEN A COO
KING TOOL,THEY MUST HAVE DIE
D FROM LACK OFFOOD,THEY ARE JUST
ROTTING CORPSES,ALL THAT IS LEF
T IS THE HILT,THEY ARE ALL RUSTE
D APART,IT LOOKS LIKE IT WAS STE
PPED ON,IT HAS WRITING ON IT,
IT LOOKS DRINKABLE
239 DATA IT LOOKS LIKE PURE GOLD
,IT IS JUST ABOUT MY SIZE,IT IS
JUST A JACKET BUT HAS NO PAGES
LEFT,HE LOOKS LIKE A POOR MAN,IT
MUST HAVE BEEN THE KING'S,IT IS
COMING FROM A SWORD,IT LOOKS BR
AND NEW
240 DATA IT IS PERFECTLY ROUND,I
T IS PART OF THE WALL,IT LOOKS W
ELL PRESERVED,,IT LOOKS DARK,I S
EE SOMETHING INSIDE IT,IT LOOKS
LIKE FOG,THEY ARE VERY POWERFUL,
THERE IS A HOLE NEAR THE SKULL,I
T IS DRESSED IN TATTERED R
OBES
241 DATA IT IS RICHLY FURNISHED,
IT IS GOING DOWN THROUGH THE
FLOOR,"IT SAYS, 'THAT WHICH IS F
OUND MUST BE LOOKED FOR',"IT
IS VERY OLD, SOMETHING IS WRI
TTEN ON IT.",HE IS OLD AND CROOK
ED
242 DATA ,,G,G,,,G,,,G,,,G,,,G,
,G,G,G,,G,,,G,G,,,G,G,,,,,G,
,,G,G,,,,,G,G,G,,G,,G,G,,,G,G,,,
,G,,,,,G,G,G
243 PRINT"OH NO! MERLIN IS UNLE
ASHING A BOLT OF POWER!":GOSUB1
70:PRINT:PRINT"I AM DEAD.":GOSUB

```

170:A$="END":GOTO63
244 IFR=>26THENFORX=1TO25:J$(X)=
"":NEXTX:D$(1)="A SMALL VIAL OF
LIQUID":G$(1)-"G":F$(1)-"VIA":E$(
1)="IT IS FULL OF A BLACK LIQUI
D":D$(6)="A LEAD PIPE":E$(6)="IT
IS MADE OF LEAD":F$(6)="PIP":G$(
6)="G"
245 D$(14)="A SMALL HOLE":E$(14)
="IT IS ABOUT A QUARTER OF AN IN
CHDEEP":F$(14)="HOL":G$(14)-"C":
RETURN

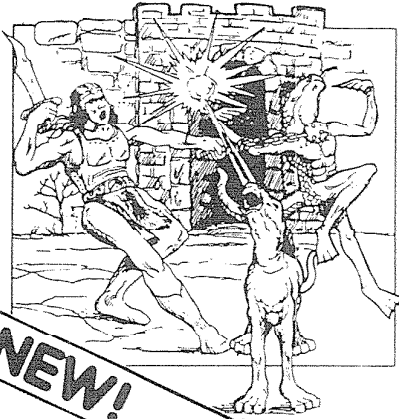
```



"Someday, my prints will come."

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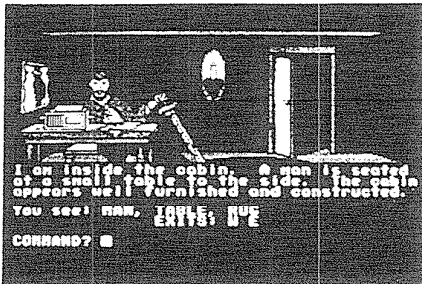
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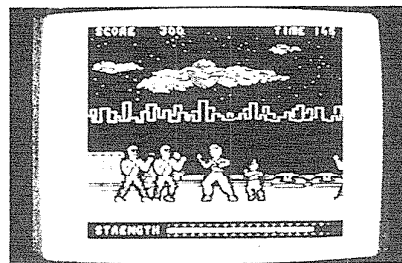


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All programs CoCo 1, 2, 3 compatible, unless otherwise stated

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Power Pokes!

Enter: Poke &HE7,0: Exec &HF655

Result: Will format the text screen to a width of 32 characters from inside a BASIC program. (CoCo III only)

Enter: Poke &HE7,1: Exec &HF660

Result: Will format the text screen to a width of 40 characters from inside a BASIC program. (CoCo III only)

Enter: Poke &HE7,2: Exec &HF670

Result: Will format the text screen to a width of 80 characters from inside a BASIC program. (CoCo III only)

Enter: Poke 293,0

Result: Will disable all Color BASIC, Extended Color BASIC, AND disk functions.

Enter: Poke 293,20

Result: Enables all Color Basic, Extended Color BASIC, and disk functions.

Enter: Exec 49152

Result: Cold starts your computer (disk only)

Enter: Exec 52393

Result: Shows disk directory on screen 1.1 (same as Dir)

Enter: Exec 52175

Result: Shows disk directory on screen 1.0 (same as Dir)

A Simple Key Beep Routine

Enter:

```
10 FOR A = 1 TO 18 : READ X,Y : POKE X,Y :  
NEXT A
```

```
20 DATA 1536,52,1537,86,1538,198,1539,1,1540,  
134,1541,4,1542,61,1543,253,1544,0,1545,141
```

```
30 DATA 1546,189,1547,169,1548,86,1549,53,  
1550,86,1551,57,360,6,361,0 ●
```

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So, You Want to be a Master?

By: Glen R. Dahlgren



"CONCENTRATE, thou dolt!", bellowed the Master. Janthom usually didn't like being called a dolt, however it was preferable to most of the names the Master used in referring to him. "Control thy staff, don't allow it to control you!"

Janthom concentrated harder on the many lessons driven into his head by the Master. What he asked was all but impossible. Janthom had been trained in BASIC by the best, and using his staff ROM was second nature. He had yet to unlearn much.

The Demon closed again, breathing out black clouds of death. Immediately, Janthom's mind raced through his options. As a huge claw came whistling down towards his head, Janthom side-stepped the attack and launched his staff into the soft gut of the monster.

He never connected.

The Demon's tail wisked from nowhere and sent him sprawling on the ground; the staff ROM was knocked from his hand, his wind from his lungs. Janthom looked up, wheezing, directly into the Demon's red gaze. It slowly opened its mouth in a hideous expression of victory, its putrid breath almost making Janthom sick as he gulped for air. It didn't look good.

Then Janthom remembered a lesson. One of the easier ones that he had latched on to in familiarity. He saw the staff just out of reach to his left. He focused his mind on the words he barely understood, and screamed, "DefUsR ZeRo EQuals 44539:!"

The monster stepped back, confused.

"aY EQuals USr ZeRo!" bellowed Janthom with renewed confidence.

The monster actually trembled.

"<ENTER>!"

A blue haze surrounded the staff, focused itself on the end, and shot itself against the Demon; the monster froze in its tracks. Janthom stared in confusion. The Master, however, had no such hesitation in his manner. He stepped up to

Janthom and slapped him on the back! "Well done, my boy! Not the most powerful spell thou couldst have come up with, but competent for this simple task."

"What happened?", asked Janthom. "I screamed anything I remembered."

The Master looked at Janthom with a glare of disappointment that had become familiar. "I thought thou at least knewest what it was that thou didst. Thou shouldst never <ENTER> random spells. Thou couldst lock up, and in thy case it might have meant death."

"What happened to him?", Janthom repeated, hardly listening.

"He's waiting for a key press, of course."

In this column, I'll be dealing with something fairly basic (overused pun intended) that some will find a little below your scope. It is the simple interfacing of BASIC and ML (machine language) subroutines. Let me, first, explain the concept.

Say you have a simple ML routine that you want to run from a BASIC program. Why would one have such a routine? Well, there are many reasons. As you probably know, BASIC is slow. Horribly, terribly, oh-so slow, especially for memory moves, graphic manipulation, sorts, etc. However, the program that utilizes these functions can easily (sometimes preferably) be written in BASIC. How? With ML subroutines.

Programs written in BASIC are easily

modifiable, documented, and understood by virtually any user. ML programs are not. BASIC programs that call ML subroutines can pass parameters to and from ML subroutines. This means you can change the function of an ML routine without reassembly! It also means that entry and exit points, function, and variables of the subroutine can be commented within the main BASIC program. This is especially nice for someone trying to use your program without the source code to your routine.

BASIC/ML hybrid programs can be coded to be fast, efficient, and, in some cases, indistinguishable from 100% ML programs. In fact, if they are made well enough, such programs can be marketable. They are also much easier to create for the neophyte ML user.

So, if you are convinced that, for some purposes, the BASIC/ML integration is a good idea, we can proceed (if not, reread the previous paragraphs until you are). This issue's story involved our good friend Janthom Vore utilizing a USR spell. For his purposes, though, he didn't need to go through nearly as much syntax as he did. He could have used the easiest form of ML interaction: the EXEC command. You've used this command to EXECute some of your favorite games.

The exact syntax is *EXEC memlocation*. This memory location can be anything from 0 to 65535 (&HFFFF). The function of the EXEC command is to run the routine at the memory location until it encounters an RTS opcode in memory (I'm going to assume you know what that is). It then returns control either to ROM (if you are just trying it directly) or to your BASIC program. The EXEC command is the simplest way to execute an ML subroutine directly or from a BASIC program. But you probably know that...

So, we will now discuss the alternative. This is the USR command. The syntax is *variable = USRnum(parameter)*. It might look like *A = USR0 (&H3421)* for example. This command will execute an ML subroutine while having the option to pass parameters to and from it. Now, you may be asking, "How does the USR know where to execute the routine, and how do you access the parameters, and...." which is where I would tell you to be quiet and let me continue.

All right, how does the USR command know where to execute the routine? Well, the boys at Microsoft have given us the nice little command of DEFUSR. The syntax is *DEFUSRnum = memlocation* or, for example, *DEFUSR0 = &H6000*. This would tell the computer that the USR0 subroutine is located at memory location &H6000 so that when a USR instruction is given,

it jumps to &H6000 and executes the instructions there. You can label up to 10 (0 - 9) DEFUSRs this way, and call them with the corresponding USR statements.

Now, say you have a BASIC program that is relatively large, and you want to make sure it doesn't overwrite (use the same memory as) your ML subroutine. Well, here is where you would want to protect the routine from the ravages of BASIC. This is the only major step left from putting these commands into a program: remembering where and when to CLEAR memory. The CLEAR instruction tells the computer how much string space to save and the highest memory location that BASIC can use. This memory location is also defined as the end of the string buffer. The syntax is *CLEAR stringbuffersize , memlocation*, or for example, *CLEAR 1000 , &H6000*. This would clear 1000 bytes of memory for string usage at address &H6000-1000. Remember, the reason this memory location is not &H6000 is that the latter number is the address of the end of the string buffer. Memory from &H6000 is now protected and cannot be touched by the BASIC program (refer to a memory map to see acceptable memory locations to CLEAR, preferably somewhere high in RAM). Therefore, one can put an ML routine at that address or above without fear that the BASIC program will interfere. Also, remember that the CLEAR statement is defining string memory, therefore, all variables declared before this statement will be wiped from memory including any DEFUSRs!

So now we know the basics of calling a routine. In order of operation, they are as follows: 1) Clear Memory, 2) Define USR calls using DEFUSR, and 3) Call the routine with the USR command. The listing for such a call might look like this: (See figure A)

At memory location &H6000 there would have to be an ML routine, assembled and loaded. This program clears 1000 bytes at address &H6000-1000, sets DEFUSR0 to be equal to address &H6000, and calls the routine at &H6000 with the USR0 instruction. Because we are not yet worrying about parameters, the variables A and B are "dummy" variables and they will receive garbage values. Of course, we could have done the same thing, assuming no parameters, with the EXEC command.

All right, enough of the BASIC stuff. This is supposed to be a Machine Language column, right?! So let's deal with those parameters, shall we?

There are two routines in ROM that we are going to need to use. They allow this vaunted passing

of parameters between BASIC and ML. They reside at:

GETVAL (Get Parameter from BASIC): &HB3ED

PUTVAL (Pass Parameter back to BASIC): &HB4F4

Each is called within the ML program. GETVAL points to a routine in ROM that takes the floating point value (-32768 to 32767) sent in the USR statement, Ex: $A = USR5(\text{this number})$, converts it to a 16 bit value, and puts it into the D register for your use. The call looks like *JSR \$B3ED*. PUTVAL takes the value in register D, converts it to a floating point value, and sends it to the dummy variables, Ex: *dummy variable = USR5(45)*. The call looks like *JSR \$B4F4*. Very simple. Let's do an example. Here is a sample ML routine that multiplies two numbers together:

(see figure B)

Boy, what a simple program. Note that you COULD just use the BASIC command $A = A * B$, but that's not the focus of this article, so sit down, you hecklers! This program uses the GETVAL routine to input two numbers. How is that done? Well, the D register is a 16 bit register and is comprised of the two 8 bit registers, A and B, in that order. If you sent the Hex number &H3456 through the USR command, this routine would receive the values &H34 and &H56 in registers A and B respectively, multiply them, and send back the result, &H1178, to the dummy variable. In order to send two decimal values (for those of you who do not yet think in hex), use the following formula: $A = USR(\text{firstnum} * 256 + \text{secondnum})$. This will convert two decimal numbers into one hex number that can be dealt with by the

routine. This is also convenient when using variables. I'll show that in a minute in the example BASIC driver.

The program then multiplies the two registers, A and B, via the ML command. The result automatically goes into D. Then, PUTVAL is called to send the result back to the dummy variable, and control is given back to BASIC by the RTS command. Remember, you must have this RTS in your code. Without it, the computer will go on executing random memory causing (most probably) lock up.

I am assuming you have Disk EDTASM or some compatible assembler so you can type in and assemble the previous listing (*fig. B*). After you have done so, save the assembled routine to disk as MLROUTIN/BIN. We will load this in the BASIC driver program. After you have done that, type in the following BASIC listing (*see figure C*). It will be used as the control program for the ML routine.

Well, type it in and see if it works! As you see, the program follows the system of clearing memory, setting the DEFUSRs (in this case, only one), and calling the routine. At this point, you're probably thinking "Yea, well, thanks for telling me how to pass two numbers to my ML routine, but isn't that pretty limited?" and if you aren't, that's good, because I don't have the time to go into that area in this column. However, next issue I'll finish this subject by passing strings and pointers to ML routines and give you some programs that will hopefully be a little more useful. Until then, PREPARE THYSELF! ●

Figure A

```
0 ' This program calls an ML routine
10 CLEAR 1000,&H6000
20 DEFUSR0=&H6000
30 A=USR0(B)
40 ' A and B are dummy variables
```

Figure B

```
00000          ORG  $0000          Set origin to zero so
00010          *                   offset is possible
00100          *****
00110          * This program takes two numbers *
00120          * and multiplies them           *
00130          *****
00140          GETVAL EQU  $B3ED      Set GETVAL address
00150          PUTVAL EQU  $B4F4      Set PUTVAL address
00160          START  JSR   GETVAL    Get parameter in D
00170          *                   A now has first number
00200          *                   B has second number
00210          MUL
00220          *                   Multiply A and B together
                                result in D
00230          JSR   PUTVAL          Put value in dummy variable
00240          RTS                   Return
00250          END   $6000
```

Figure C

```
10 CLEAR 1000,&H6000
20 'LOAD IN THE ROUTINE OFFSETTED TO PROTECTED
MEMORY
30 LOADM"MLROUTIN",&H6000
40 DEFUSR0=&H6000
50 FIR=23:SEC=43
60 A=USR0(FIR*256+SEC)
70 CLS:PRINT"THE RESULT OF MULTIPLICATION IS ";A
80 END
```


Matrix Master

Matrix Master

A Dungeon Master Utility

Written By: Raymond Mathew Robertson

32K ECB Minimum Memory Requirement

CoCo I / CoCo II / CoCo III

Matrix Master is a valuable tool for Dungeon Masters everywhere. You will no longer have to roll the old twenty sided dice to see if your players hit their opponents. This program will save you the time and trouble of looking up to-hit numbers and will compute a random roll with all of the modifiers you give it. That's not all, this program will also run the saving throw matrix for you. The only matrix it doesn't account for is psionics.

The reason this program doesn't compute damage is because its much more fun to roll it yourself or to let your players roll it. Well I'm not going to tell you about the internal workings of my program because its really very simple and self explanatory. Enjoy this dungeon masters, may your bright swords ever shine. ●

```
0 CLS0:DARK$=CHR$(128):FORX=1TO3
2:PRINTCHR$(129);:NEXTX:PRINT@66
,"advanced";DARK$;"dungeons";DAR
K$;DARK$;DARK$;"dragons";DARK$;D
ARK$;DARK$;:POKE1108,38
1 PRINT@169,"matrix";DARK$;"mast
er";:POKE1206,33
2 PRINT@223,DARK$;:FORX=1TO32:PR
INTCHR$(129);:NEXTX
3 PRINT@322,"a";DARK$;"dice";DAR
K$;"roll";DARK$;"matrix";DARK$;"
simulator";:PRINT@386,"by";DARK$
;DARK$;"raymond";DARK$;"mathew";
DARK$;"robertson";:POKE1412,58
4 PRINT@458,"submitted";DARK$;"t
o";:PRINT@485,"the";DARK$;"gamer
";DARK$;"s";DARK$;"connection";:
POKE1518,39:POKE1504,45:POKE1505
,45:POKE1506,45:POKE1507,62:POKE
1532,60:POKE1533,45:POKE1534,45:
POKE1535,45
7 DIM A(21),C(7,21),F(10,21),M(5
,21),T(6,21),MO(12,21),CL(7,5),F
I(10,5),MA(5,5),TH(6,5)
8 FORX=1TO21:READA(X):NEXTX
9 FORX=1TO7:FORY=1TO21:READC(X,Y
```

```
):NEXTY,X
10 FORX=1TO5:FORY=1TO21:READM(X,
Y):NEXTY,X
11 FORX=1TO10:FORY=1TO21:READF(X
,Y):NEXTY,X
12 FORX=1TO12:FORY=1TO21:READMO(
X,Y):NEXTY,X
13 FORX=1TO6:FORY=1TO21:READT(X,
Y):NEXTY,X
14 FORX=1TO7:FORY=1TO5:READCL(X,
Y):NEXTY,X
15 FORX=1TO10:FORY=1TO5:READFI(X
,Y):NEXTY,X
16 FORX=1TO5:FORY=1TO5:READMA(X,
Y):NEXTY,X
17 FORX=1TO6:FORY=1TO5:READTH(X,
Y):NEXTY,X
18 CLS:PRINT@13,"MENU":FORX=1TO8
:PRINT"*--*";:NEXTX
19 PRINT"1. CLERICS, DRUIDS, & M
ONKS"
20 PRINT"2. FIGHTERS, PALADINS,
RANGERS"
21 PRINT"3. MAGIC-USERS & ILLUSI
ONISTS"
22 PRINT"4. THIEVES & ASSASSINS"
23 PRINT"5. MONSTERS"
24 PRINT"6. SAVING THROWS"
25 PRINT"7. END"
26 INPUT"CHOOSE ATTACK MATRIX OR
OTHER";A
27 ON A GOTO29,48,69,86,104,128,
182
28 IFA<10RA>9THEN18
29 CLS:PRINT@6,"CLERIC/DRUID/MON
K":FORX=1TO8:PRINT"*--*";:NEXTX
30 INPUT"LEVEL OF CLERIC/DRUID/M
ONK";A
31 INPUT"ARMOR CLASS OF OPPONENT
";B:INPUT"TO HIT MODIFIER";H
32 IFA<1THENGOTO29
33 IFA>=19THENA=7:GOTO40
34 IFA>=1AND<=3THENA=1
35 IFA>=4AND<=6THENA=2
36 IFA>=7AND<=9THENA=3
37 IFA>=10AND<=12THENA=4
38 IFA>=13AND<=15THENA=5
39 IFA>=16AND<=18THENA=6
40 FORX=1TO21:IFA(X)=B THEN B=X:
GOTO41ELSENEXTX
41 C=RND(20):IFC+H>=C(A,B) THENGO
SUB233:GOTO43
42 PRINT"MISSED"
43 PRINT"ROLL WAS";C
44 PRINT"MODIFIED ROLL WAS";C+H
45 PRINT"YOU NEEDED A ";C(A,B)
46 INPUT"HLT ENTER TO DO AGAIN";
A$
```

```

47 IFA$=""THENCLS:GOTO41ELSE18
48 CLS:PRINT@3,"FIGHTERS/RANGERS
/PALADINS":FORX=1TO8:PRINT"*--*"
;:NEXTX
49 INPUT"LEVEL OF FIGHTER/RANGER
/PALADIN";A
50 INPUT"ARMOR CLASS OF OPPONENT
";B:INPUT"TO HIT MODIFIER";H
51 IFA<0THEN48ELSEIFA=0THENA=1
52 IFA>=1AND A<=2THEN A=2
53 IFA>=3AND A<=4THEN A=3
54 IFA>=5AND A<=6THEN A=4
55 IFA>=7AND A<=8THEN A=5
56 IFA>=9AND A<=10THEN A=6
57 IFA>=11AND A<=12THEN A=7
58 IFA>=13AND A<=14THEN A=8
59 IFA>=15AND A<=16THEN A=9
60 IFA>=17THEN A=10
61 FORX=1TO21:IFA(X)=B THEN B=X:
GOTO62ELSENEXTX
62 C=RND(20):IFC+H>=F(A,B)THENGO
SUB233:GOTO64
63 PRINT"MISSED"
64 PRINT"ROLL WAS";C
65 PRINT"MODIFIED ROLL WAS";C+H
66 PRINT"YOU NEEDED A ";F(A,B)
67 INPUT"HIT ENTER TO DO AGAIN";
A$
68 IFA$<>""THEN18ELSECLS:GOTO62
69 CLS:PRINT@3,"MAGIC-USERS & IL
LUSIONISTS":FORX=1TO8:PRINT"*--*
";:NEXTX
70 INPUT"LEVEL OF M-U/ILLUSIONIS
T";A
71 INPUT"ARMOR CLASS OF OPPONENT
";B:INPUT"TO HIT MODIFIER";H
72 IFA<1THEN69
73 IFA>=1AND A<=5THEN A=1
74 IFA>=6AND A<=10THEN A=2
75 IFA>=11AND A<=15THEN A=3
76 IFA>=16AND A<=20THEN A=4
77 IFA>=21THEN A=5
78 FORX=1TO21:IFA(X)=B THEN B=X:
GOTO41ELSENEXTX
79 C=RND(20):IFC+H>=M(A,B)THENGO
SUB233:GOTO81
80 PRINT"MISSED"
81 PRINT"ROLL WAS";C
82 PRINT"MODIFIED ROLL WAS";C+H
83 PRINT"YOU NEEDED A ";M(A,B)
84 INPUT"HIT ENTER TO DO AGAIN";
A$
85 IFA$=""THENCLS:GOTO79ELSE18
86 CLS:PRINT@6,"THIEVES & ASSASA
SSINS":FORX=1TO8:PRINT"*--*";:NE
XTX
87 INPUT"LEVEL OF THIEF/ASSASSIN
";A
88 INPUT"ARMOR CLASS OF OPPONENT
";B:INPUT"TO HIT MODIFIER";H
89 IFA<1THEN86
90 IFA>=1AND A<=4THEN A=1
91 IFA>=5AND A<=8THEN A=2
92 IFA>=9AND A<=12THEN A=3
93 IFA>=13AND A<=16THEN A=4
94 IFA>=17AND A<=20THEN A=5
95 IFA>=21THEN A=6
96 FORX=1TO21:IFA(X)=B THEN B=X:
GOTO97ELSENEXTX
97 C=RND(20):IFC+H>=T(A,B)THENGO
SUB233:GOTO99
98 PRINT"MISSED"
99 PRINT"ROLL WAS";C
100 PRINT"MODIFIED ROLL WAS";C+H
101 PRINT"YOU NEEDED A ";T(A,B)
102 INPUT"HIT ENTER TO DO AGAIN"
;A$
103 IFA$=""THENCLS:GOTO96ELSE18
104 CLS:PRINT@12,"MONSTERS":FORX
=1TO8:PRINT"*--*";:NEXTX
105 INPUT"HIT DIE OF MONSTER";A
106 INPUT"ARMOR CLASS OF OPPONEN
T";B:INPUT"TO HIT MODIFIER";H
107 IFA<=0THEN104
108 IFA<.9THEN A=1:GOTO120
109 IFA<-.9THEN A=2:GOTO120
110 IFA=1THEN A=3:GOTO120
111 IFA>1AND A<2THEN A=4:GOTO120
112 IFA>=2AND A<=3.9THEN A=5:GOTO1
20
113 IFA>=4AND A<=5.9THEN A=6:GOTO1
20
114 IFA>=6AND A<=7.9THEN A=7:GOTO1
20
115 IFA>=8AND A<=9.9THEN A=8:GOTO1
20
116 IFA>=10AND A<=11.9THEN A=9:GOT
O120
117 IFA>=12AND A<=13.9THEN A=10:GO
TO120
118 IFA>=14AND A<=15.9THEN A=11:GO
TO120
119 IFA>=16THEN A=12
120 FORX=1TO21:IFA(X)=B THEN B=X
:GOTO121ELSENEXTX:GOTO104
121 C=RND(20):IFC+H>=MO(A,B)THE
NGOSUB233:GOTO123
122 PRINT"MISSED"
123 PRINT"ROLL WAS";C
124 PRINT"MODIFIED ROLL WAS";C+H
125 PRINT"IT NEEDED A ";MO(A,B)
126 INPUT"HIT ENTER TO DO AGAIN"
;A$
127 IFA$=""THENCLS:GOTO121ELSE18
128 CLS:PRINT@5,"SAVING THROWS":

```

```

FORX=1TO8:PRINT"*--*";:NEXTX
129 PRINT"1. CLERICS & DRUIDS"
130 PRINT"2. FIGHTERS,RANGERS,PA
LADINS,ETC";
131 PRINT"3. MAGIC-USER & ILLUSI
ONIST"
132 PRINT"4. THIEVES & ASSASSINS
"
133 INPUT"CHOOSE ONE";A
134 IFA<1ORA>4THEN128
135 GOSUB235
136 ON A GOTO 137,149,163,172
137 CLS:INPUT"LEVEL";A:INPUT"MOD
IFIER";H
138 IFA<1THEN137
139 IFA>=1ANDA<=3THENA=1:GOTO146
140 IFA>=4ANDA<=6THENA=2:GOTO146
141 IFA>=7ANDA<=9THENA=3:GOTO146
142 IFA>=10ANDA<=12THENA=4:GOTO1
46
143 IFA>=13ANDA<=15THENA=5:GOTO1
46
144 IFA>=16ANDA<=18THENA=6:GOTO1
46
145 IFA>=19THENA=7
146 C=RND(20):IFC+H>=CL(A,L)THEN
PRINT"SAVING THROW WAS MADE"ELSE
PRINT"SAVING THROW WAS MISSED"
147 PRINT"ROLL WAS";C:PRINT"MODI
FIED ROLL WAS";C+H:PRINT"SAVING
THROW WAS ";CL(A,L):PRINT"HIT EN
TER TO RETURN TO MENU"
148 IFINKEY$<>" "THEN18ELSE148
149 CLS:INPUT"LEVEL";A:INPUT"MOD
IFIER";H:IFA<0THEN149
150 IFA=0THENA=1:GOTO160
151 IFA>=1ANDA<=2THENA=2:GOTO160
152 IFA>=3ANDA<=4THENA=3:GOTO160
153 IFA>=5ANDA<=6THENA=4:GOTO160
154 IFA>=7ANDA<=8THENA=5:GOTO160
155 IFA>=9ANDA<=10THENA=6:GOTO16
0
156 IFA>=11ANDA<=12THENA=7:GOTO1
60
157 IFA>=13ANDA<=14THENA=8:GOTO1
60
158 IFA>=15ANDA<=16THENA=9:GOTO1
60
159 IFA>=17THENA=10
160 C=RND(20):IFC+H>=FI(A,L)THEN
PRINT"SAVING THROW WAS MADE"ELSE
PRINT"SAVING THROW WAS MISSED"

```

```

161 PRINT"ROLL WAS";C:PRINT"MODI
FIED ROLL WAS";C+H:PRINT"SAVING
THROW WAS ";FI(A,L):PRINT"HIT EN
TER TO RETURN TO MENU"
162 IFINKEY$<>" "THEN18ELSE162
163 CLS:INPUT"LEVEL";A:INPUT"MOD
IFIER";H:IFA<1THEN163
164 IFA>=1ANDA<=5THENA=1:GOTO169
165 IFA>=6ANDA<=10THENA=2:GOTO16
9
166 IFA>=11ANDA<=15THENA=3:GOTO1
69
167 IFA>=16ANDA<=20THENA=4:GOTO1
69
168 IFA>=21THENA=5
169 C=RND(20):IFC+H>=MA(A,L)THEN
PRINT"SAVING THROW WAS MADE"ELSE
PRINT"SAVING THROW WAS MISSED"
170 PRINT"ROLL WAS";C:PRINT"MODI
FIED ROLL WAS";C+H:PRINT"SAVING
THROW WAS ";MA(A,L):PRINT"HIT EN
TER TO RETURN TO MENU"
171 IFINKEY$<>" "THEN18ELSE171
172 CLS:INPUT"LEVEL";A:INPUT"MOD
IFIER";H:IFA<1THEN172
173 IFA>=1ANDA<=4THENA=1:GOTO179
174 IFA>=5ANDA<=8THENA=2:GOTO179
175 IFA>=9ANDA<=12THENA=3:GOTO17
9
176 IFA>=13ANDA<=16THENA=4:GOTO1
79
177 IFA>=17ANDA<=20THENA=5:GOTO1
79
178 IFA>=21THENA=6
179 C=RND(20):IFC+H>=TH(A,L)THEN
PRINT"SAVING THROW WAS MADE"ELSE
PRINT"SAVING THROW WAS MISSED"
180 PRINT"ROLL WAS";C:PRINT"MODI
FIED ROLL WAS";C+H:PRINT"SAVING
THROW WAS ";TH(A,L):PRINT"HIT EN
TER TO RETURN TO MENU"
181 IFINKEY$<>" "THEN18ELSE181
182 CLS:END
183 DATA -10,-9,-8,-7,-6,-5,-4,-
3,-2,-1,0,1,2,3,4,5,6,7,8,9,10
184 DATA 25,24,23,22,21,20,20,20
,20,20,20,19,18,17,16,15,14,13,1
2,11,10
185 DATA 23,22,21,20,20,20,20,20
,20,19,18,17,16,15,14,13,12,11,1
0,9,8
186 DATA 21,20,20,20,20,20,20,19
,18,17,16,15,14,13,12,11,10,9,8,
7,6
187 DATA 20,20,20,20,20,19,18,17
,16,15,14,13,12,11,10,9,8,7,6,5,

```

```

4
188 DATA 20,20,20,19,18,17,16,15
,14,13,12,11,10,9,8,7,6,5,4,3,2
189 DATA 20,19,18,17,16,15,14,13
,12,11,10,9,8,7,6,5,4,3,2,1,0
190 DATA 19,18,17,16,15,14,13,12
,11,10,9,8,7,6,5,4,3,2,1,0,-1
191 ' M-U & ILLUSIONISTS
192 DATA 26,25,24,23,22,21,20,20
,20,20,20,20,19,18,17,16,15,14,1
3,12,11
193 DATA 24,23,22,21,20,20,20,20
,20,20,19,18,17,16,15,14,13,12,1
1,10,9
194 DATA 21,20,20,20,20,20,20,19
,18,17,16,15,14,13,12,11,10,9,8,
7,6
195 DATA 20,20,20,20,19,18,17,16
,15,14,13,12,11,10,9,8,7,6,5,4,3
196 DATA 20,20,19,18,17,16,15,14
,13,12,11,10,9,8,7,6,5,4,3,2,1
197 ' FIGHTERS
198 DATA 26,25,24,23,22,21,20,20
,20,20,20,20,19,18,17,16,15,14,1
3,12,11
199 DATA 25,24,23,22,21,20,20,20
,20,20,20,19,18,17,16,15,14,13,1
2,11,10
200 DATA 23,22,21,20,20,20,20,20
,20,19,18,17,16,15,14,13,12,11,1
0,9,8
201 DATA 21,20,20,20,20,20,20,19
,18,17,16,15,14,13,12,11,10,9,8,
7,6
202 DATA 20,20,20,20,20,19,18,17
,16,15,14,13,12,11,10,9,8,7,6,5,
4
203 DATA 20,20,20,19,18,17,16,15
,14,13,12,11,10,9,8,7,6,5,4,3,2
204 DATA 20,19,18,17,16,15,14,13
,12,11,10,9,8,7,6,5,4,3,2,1,0
205 DATA 18,17,16,15,14,13,12,11
,10,9,8,7,6,5,4,3,2,1,0,-1,-2
206 DATA 16,15,14,13,12,11,10,9,
8,7,6,5,4,3,2,1,0,-1,-2,-3,-4
207 DATA 14,13,12,11,10,9,8,7,6,
5,4,3,2,1,0,-1,-2,-3,-4,-5,-6
208 ' MONSTERS
209 DATA 26,25,24,23,22,21,20,20
,20,20,20,20,19,18,17,16,15,14,1
3,12,11
210 DATA 25,24,23,22,21,20,20,20
,20,20,20,19,18,17,16,15,14,13,1
2,11,10
211 DATA 24,23,22,21,20,20,20,20
,20,20,19,18,17,16,15,14,13,12,1
1,10,9
212 DATA 23,22,21,20,20,20,20,20

```

```

,20,19,18,17,16,15,14,13,12,11,1
0,9,8
213 DATA 21,20,20,20,20,20,20,19
,18,17,16,15,14,13,12,11,10,9,8,
7,6
214 DATA 20,20,20,20,20,20,19,18
,17,16,15,14,13,12,11,10,9,8,7,6
,5
215 DATA 20,20,20,20,19,18,17,16
,15,14,13,12,11,10,9,8,7,6,5,4,3
216 DATA 20,20,20,19,18,17,16,15
,14,13,12,11,10,9,8,7,6,5,4,3,2
217 DATA 20,19,18,17,16,15,14,13
,12,11,10,9,8,7,6,5,4,3,2,1,0
218 DATA 19,18,17,16,15,14,13,12
,11,10,9,8,7,6,5,4,3,2,1,0,-1
219 DATA 18,17,16,15,14,13,12,11
,10,9,8,7,6,5,4,3,2,1,0,-1,-2
220 DATA 17,16,15,14,13,12,11,10
,9,8,7,6,5,4,3,2,1,0,-1,-2,-3
221 ' THIEVES
222 DATA 26,25,24,23,22,21,20,20
,20,20,20,20,19,18,17,16,15,14,1
3,12,11
223 DATA 24,23,22,21,20,20,20,20
,20,20,19,18,17,16,15,14,13,12,1
1,10,9
224 DATA 21,20,20,20,20,20,20,19
,18,17,16,15,14,13,12,11,10,9,7,
7,6
225 DATA 20,20,20,20,20,19,18,17
,16,15,14,13,12,11,10,9,8,7,6,5,
4
226 DATA 20,20,20,19,18,17,16,15
,14,13,12,11,10,9,8,7,6,5,4,3,2
227 DATA 20,19,18,17,16,15,14,13
,12,11,10,9,8,7,6,5,4,3,2,1,0
228 ' SAVING THROWS
229 DATA 10,13,14,16,15,9,12,13,
15,14,7,10,11,13,12,6,9,10,12,11
,5,8,9,11,10,4,7,8,10,9,2,5,6,8,
7
230 DATA 16,17,18,20,19,14,15,16
,17,17,13,14,15,16,16,11,12,13,1
3,14,10,11,12,12,13,8,9,10,9,11,
7,8,9,8,10,5,6,7,5,8,4,5,6,4,7,3
,4,5,4,6
231 DATA 14,13,11,15,12,13,11,9,
13,10,11,9,7,11,8,10,7,5,9,6,8,5
,3,7,4
232 DATA 13,12,14,16,15,12,11,12
,15,13,11,10,10,14,11,10,9,8,13,
9,9,8,6,12,7,8,7,4,11,5
233 IFC=20THENPRINT"CRITICAL HIT
!"ELSEPRINT"HIT"
234 RETURN
235 CLS:PRINT@5,"SAVING THROWS":
FORX=1TO8:PRINT"*--*";:NEXTX:PRI

```

```
NT"1. PARALYZATION/POISON/DEATH
MAGIC":PRINT"2. PETRIFICAT
ION/POLYMORPH":PRINT"3. ROD/STAF
F/WAND":PRINT"4. BREATH WEAPON":
PRINT"5. SPELLS":INPUT"WHICH ONE
";L:IFL<1ORL>5THEN235
236 RETURN
```

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FORMULA FOR ADVENTURE

part 111

by: Jeremy Jurek - Managing Editor

Welcome back to the *Formula for Adventure* series. If you recall, last issue I showed you how to map your adventure and also how you could turn that map into a BASIC program that allowed you to move about. This issue we'll talk about objects, how you can GET them, DROP them, LOOK at them, and INVENTORY them.

Lets begin by defining the word object. For all practical purposes in this context it refers to anything that you can see in a situation. Usually an object is preceded by "*Visible Objects:*"; "*I see:*"; "*You see:*"; etc. This does not mean that these are the only objects in a situation, the object may be seen in the description of the situation you are in.

ie:

If you are familiar with adventuring, you may already know that some designers hide their objects in situation descriptions and only place the most prominent or easily visible objects in the "*Visible Objects:*" section. Hence a very small and seemingly insignificant detail can hold the key to the entire adventure. Don't overlook the obvious.

Now, when I write an adventure, I create my objects by answering some simple questions. Remember now, you should already know what objects exist in your adventure, they should be written in your notes. What I ask you to do now is list the objects on a sheet of paper by answering the following questions:

- 1) What is the full name of the object?
- 2) What is the three letter abbreviation used to interact (ie. look, get, drop, etc.) with the object?
- 3) Where is the object found (situation number)?
- 4) Can you get the object (1 for yes / 0 for no)?
- 5) Is the object hidden or visible (1 for hidden, 0 for visible)?
- 6) What does the object look like (full description)?

Simple, right? Maybe not. Let's go through these questions and answer them using an object I want to create.

The object I choose to create is a book, I'll call it Runelor's Book of Magic. Now I'll answer my six questions.

Question 1 answer: Runelor's Book of Magic.

Question 2 answer: BOO

Question 3 answer: 1 (it can be in any situation but I choose 1)

Question 4 answer: 1 (yes)

Question 5 answer: 0 (visible)

Question 6 answer: This book is bound in black leather with a small silver star on the cover. There is an aura of power emanating from within.

To further define the questions, I will now explain each one. #1, this is what the player will see as the object at all times, it will be the same in the situation and in the player's inventory.

#2. These are the three letters the player must type to be able to interact with the object. ie: *Get BOO* will allow the player to get the book. #3. This tells the program what situation the object is located in. #4. This tells the program whether or not a player can get an object. Obviously if you put a mountain in your adventure, you don't want a player walking around with it. #5. Is the object plainly visible or have you, the author, hidden it in the situation description? #6. If you could see the object, describe in detail what you see.

It is time to turn all of your objects into data for your program to read. An object data line will read like this:

DATA *object name, 3 letter abbreviation, situation number, get value, visibility status, description*

or, simply, questions one through six.

For completely arbitrary reasons, I chose the arrayed variables B\$(X,Y), B(X,Y) and D\$(X) to contain the information on objects. Where B\$(x,Y) contains the full name of the object and the three letter abbreviation for the object, B(X,Y) contains the answers to questions three through five, and D\$(X) is what the object looks like upon close examination. The lines for reading my 15 objects into the previous variables are 70 - 100. Note that all data is read the same as in last issue, with the addition of the objects and command verb lines: *Look, Get, Drop, and Inventory.* (line 110)

Now, hopefully you aren't confused and hopefully you soon won't be. We've come to the programming part of the adventure again and I'm going to talk briefly about "special" objects before we get in too deep. In this case, a special object is one that will follow the player around certain situations, not like a dog, although it can be done quite easily. I refer now to the Oasis in my adventure. Since I don't want to have four separate objects called Oasis, it becomes necessary to change the situation number of my one Oasis frequently. I do this with an If-Then statement as you can see in line 150 - 160, which does the same for the gates inside and outside of the Oasis and 170 for the Pool of Water.

```
150 IF D=5 OR D=7 OR D=9 OR D=10
THEN B(2,1)=D
```

```
160 IF D=10 OR D=11 THEN B(8,1)= D
```

```
170 IF D>10 THEN B(10,1)=D : B(1
1,1)=D
```

Those three lines take care of my traveling objects.

Since all objects are now accounted for, it's about time to show them on the screen when players enter a situation. This is done, as shown in lines 140 - 230, by first showing the words *Visible Objects* and then running through a For-Next loop to check each object's situation number to see if it corresponds with the situation the player is currently in. If the two numbers match, and the object is visible, then the object is displayed on the screen. I prefer to have objects separated with a comma, which explains the E variable and line 210. In line 200 it will print the first object that belongs in that room and change E to 1, this tells line 210 to print any other object it finds with a comma preceding it. Then, in line 230, if no objects are plainly visible, it prints *NONE*.

The subject of this issue's article happens to be objects and what you can do with them and how you can do it. Therefore, I will not repeat last issue's explanation of directional movement, I will assume you already know it. So we'll now move on to Commands!

Commands are something you, the player, tell the adventure to do to an object. Namely *Look, Get, Drop, Inventory.* The following four sections deal with how I programmed these commands into my Desert/Oasis adventure.

Look

Most of you have probably played an adventure and have typed umpteen commands and lost view of the text screen. To get it back, you typed LOOK, or L, or LOO, or whatever. Well, in line 360, the LEFT\$(C\$,1) is checked, or in simple terms, the first letter of the command you enter. If the first letter is L and the length of the command string is less than five, indicating that the command is most likely a single word not the three letter abbreviated verb and the three letter abbreviated noun, the program will assume it is referring to the word LOOK and branch back to 140 to display the screen once again.

With the simple side of LOOK defined, I will now attempt to show you how to break down a command entered in line 310 into the variable C\$. Typically, in an adventure, a command is entered in the form of Verb-Noun. Usually, as in my adventures, you can type, at the minimum, the first three letters of each because that is all the program will look for. There are, of course, special single letter commands that exist, like directions, Look (referring to the situation description), and I for Inventory.

It now becomes necessary to take the command string and break it in half to find the

three letter abbreviations we want. This is done, as seen in lines 370 - 390, by checking the first three letters of the command string and comparing them to my four possible commands (Look, Get, Drop, Inventory). If the three letters equal one of my three letter command abbreviations contained in F\$(Z) (F\$(1)=LOO) and the length of the string is greater than six (the minimum length of a command, ie: Get Box = 7 letters) it will then branch to 420 to determine the three letters after the middle space in the string. These letters are equal to the Noun abbreviation of an object. After storing the Noun in G\$, it will branch accordingly, 450 = Look, 490 = Get, 540 = Drop, and 590 = Inventory.

```
370 NEXT Z
380 IF LEFT$(C$,3)=F$(Z) AND LEN
(C$)6 THEN 420
390 NEXT Z

420 FOR Y=1 TO LEN(C$) : IF MIDS
(C$,Y,1)=" " THEN 430 ELSE NEXT
Y : GOTO 400

430 G$=MIDS(C$,Y+1,3)
440 ON Z GOTO 450,490,540,590
```

Now, finally, we can return to the purpose of this section, the Look command. As in all verb sections, I begin by counting through all objects with a For-Next loop, as in line 450. The three letter abbreviation of the object must correspond with the noun contained in G\$. I then check to see if the object is either in the situation or in my inventory. If the object is in Inventory, its situation number is 0. If the object is either in the situation the player is in or in Inventory, the object description is then displayed using D\$(X). After the check, if all conditions are not met, *You*

```
450 FOR X=1 TO 15
460 IF B$(X,2)=G$ AND B$(X,1)=D O
R B$(X,2)=G$ AND B(X,1)=0 THEN P
RINT : PRINTD$(X) : GOTO 410
470 NEXT X
480 PRINT"YOU DON'T SEE THAT HER
E." : GOTO 410
```

don't see that here, will be displayed.

GET

The program has branched to line 490 and, as

I stated before, a For-Next loop is being executed but not before it checks the K variable. This variable contains the current number of objects being carried. I find six to be a good number, any more is bordering on ridiculous and less is usually a problem, but don't hesitate to change it as you see fit in your own adventures. In line 510 the program checks three things. First, if the Noun equals the object's three letter abbreviation. Second, if the object is in the current situation. Third, if the object can be gotten. All three being true it will display *You got <and the Object>*, change the object's current situation number to 0, the inventory number, and add one to the K variable. If even one condition is not met, *You can't get that* will be displayed.

```
490 IF K=6 THEN PRINT"YOU'RE CAR
RYING TOO MUCH." : GOTO410
500 FOR X=1 TO 15
510 IF B$(X,2)=G$ AND B(X,1)=D A
ND B(X,2)=1 THEN PRINT : PRINT"Y
OU GOT ";B$(X,1);"." : B(X,1)=0
: K=K+1 : GOTO 410
520 NEXT X
530 PRINT"YOU CAN'T GET THAT." :
GOTO 410
```

DROP

As you can see in line 540, the K variable is once again checked, but this time it is checked to see if the player is carrying anything. If K is equal to 0, the program will display *You aren't carrying anything*. 550 starts the For-Next loop to count every object. In 560, if the object abbreviation equals the Noun in G\$ and the object is in Inventory, the object situation number is changed from 0 to D or the current situation number. The object is also made visible and K is described by one. As in Get, the result is displayed on the screen. If the object is not found in Inventory, 580 displays, *You don't have that*.

```
540 IF K=0 THEN PRINT"YOU AREN'T
CARRYING ANYTHING." : GOTO 410
550 FOR X=1 TO 15
560 IF B$(X,2)=G$ AND B(X,1)=0 T
HEN B(X,1)=D : B(X,3)=0 : PRINT"
YOU DROPPED ";B$(X,1);"." : K=K-
1 : GOTO 410
570 NEXT X
580 PRINT"YOU DON'T HAVE THAT."
: GOTO 410
```


INVENTORY

We've reached the final command to be explained in this issue, Inventory. An Inventory is simply the list of objects that the player is currently carrying. In this context it is just a display of those objects. Line 590 sets up the screen. 600 checks whether or not any objects are carried. If none are carried, it displays *You aren't carrying anything*. Next, the For-Next loop is started, yet again, and all objects are checked to see if their current situation number is equal to 0. If it equals 0, the object is displayed. After the loop is finished, the program says *Press a key to return*. If any but the <BREAK> key is pressed, the program will branch to 130, the situation display.

```
590 CLS : PRINT@11,"INVENTORY" :  
PRINT STRING$(32,"-")  
600 IF K=0 THEN PRINT"YOU AREN'T  
CARRYING ANYTHING." : GOTO 410  
610 FOR X=1 TO 15  
620 IF B(X,1)=0 THEN PRINTTAR(5)  
B$(X,1)  
630 NEXT X  
640 PRINT : PRINT : PRINT"      P  
RESS A KEY TO RETURN"  
650 IF INKEY$ <> "" THEN 130 ELS  
E 650
```

As you can see, I left a few questions unanswered and some puzzles for you to figure out. One such puzzle could be to have the Inventory displayed by typing only "I". I leave these for you to solve. Feel free to alter my basic design to suit your needs and purposes.

I'll see you next issue when we tie up all those loose ends and I'll explain how to implement commands like *Open, Move, Push, Throw*, and many more. Remember, if you have any questions at all, write to me at:

The Gamer's Connection
P.O. Box 102
Grafton, WI 53024

Variable List

I\$(X) = Situation description.
A(X,6) = Directions.
O\$(X) = Direction (North, etc.).
R\$(X) = Single letter direction.
B\$(X,Y) = Object description, three letter abbreviation.
B(X,Y) = Questions three through five, situation number, get?, hidden?
D\$(X) = Object description.
F\$(X) = Command verbs.
K = Current number of objects in Inventory.
X,Y,Z = For-Next loop.
D = Current situation number.
G\$ = Three letter noun.
C\$ = Command string.
E = Object flag, comma printed if E=1. ●

Program Listing

```
10 DIM I4(18),A(18,6),O$(6),R$(6  
) ,B$(15,2),B(15,3),D$(15),F$(4)  
20 FOR X=1 TO 18 : READ I$(X)  
30 FOR Y=1 TO 6 : READ A(X,Y)  
40 NEXT Y,X  
50 FOR X=1 TO 6 : READ O$(X) : N  
EXT X  
60 FOR X=1 TO 6 : READ R$(X) : N  
EXT X  
70 FOR X=1 TO 15 : READ B$(X,1),  
B$(X,2)  
80 FOR Y=1 TO 3 : READ B(X,Y)  
90 NEXT Y  
100 READ D$(X) : NEXT X  
110 FOR X=1 TO 4 : READ F$(X) :  
NEXT X  
120 D=1  
130 CLS : PRINT"YOU ARE ";I$(D)  
140 PRINT : PRINT"VISIBLE OBJECT  
S: ";  
150 IF D=5 OR D=7 OR D=9 OR D=10  
THEN B(2,1)=D  
160 IF D=10 OR D=11 THEN B(8,1)=  
D  
170 IF D>10 THEN B(10,1)=D : B(1  
1,1)=D  
180 E=0  
190 FOR X=1 TO 15  
200 IF B(X,1)=D AND B(X,3)=0 AND  
E=0 THEN E=1 : PRINTB$(X,1); :  
GOTO 220  
210 IF B(X,1)=D AND B(X,3)=0 AND
```

```

E=1 THEN PRINT", ";B$(X,1);
220 NEXT X
230 IF E=0 THEN PRINT"NONE"
240 PRINT : PRINT"EXIT(S): ";
250 FOR Y=1 TO 6
260 IF A(D,Y)>0 THEN PRINTO$(Y);
" "; : R=1
270 NEXT Y
280 IF R=0 THEN PRINT"NONE"
290 R=0
300 PRINT : PRINT : PRINT STRING
$(32,"-")
310 LINEINPUT"COMMAND: ";C$
320 IF C$="" THEN 130
330 FOR Z=1 TO 6
340 IF LEFT$(C$,1) = R$(Z) AND A
(D,Z)>0 THEN D=A(D,Z) : GOTO 130
350 NEXT Z
360 IF LEFT$(C$,1)="L" AND LEN(C
$)<5 THEN 130
370 FOR Z=1 TO 4
380 IF LEFT$(C$,3)=F$(Z) AND LEN
(C$)>6 THEN 420
390 NEXT Z
400 PRINT"YOU CAN'T DO THAT!"
410 FOR X=1 TO 1000 : NEXT X : G
OTO 130
420 FOR Y=1 TO LEN(C$) : IF MID$
(C$,Y,1)=" " THEN 430 ELSE NEXT
Y : GOTO 400
430 G$=MID$(C$,Y+1,3)
440 ON Z GOTO 450,490,540,590
450 FOR X=1 TO 15
460 IF B$(X,2)=G$ AND B(X,1)=D O
R B$(X,2)=G$ AND B(X,1)=0 THEN P
RINT : PRINTD$(X) : GOTO 410
470 NEXT X
480 PRINT"YOU DON'T SEE THAT HER
E." : GOTO 410
490 IF K=6 THEN PRINT"YOU'RE CAR
RYING TOO MUCH." : GOTO410
500 FOR X=1 TO 15
510 IF B$(X,2)=G$ AND B(X,1)=D A
ND B(X,2)=1 THEN PRINT : PRINT"Y
OU GOT ";B$(X,1);"." : B(X,1)=0
: K=K+1 : GOTO 410
520 NEXT X
530 PRINT"YOU CAN'T GET THAT." :
GOTO 410
540 IF K=0 THEN PRINT"YOU AREN'T
CARRYING ANYTHING." : GOTO 410
550 FOR X=1 TO 15
560 IF B$(X,2)=G$ AND B(X,1)=0 T
HEN B(X,1)=D : B(X,3)=0 : PRINT"
YOU DROPPED ";B$(X,1);"." : K=K-
1 : GOTO 410
570 NEXTX
580 PRINT"YOU DON'T HAVE THAT."

```

```

: GOTO 410
590 CLS : PRINT@11,"INVENTORY" :
PRINT STRING$(32,"-")
600 IF K=0 THEN PRINT"YOU AREN'T
CARRYING ANYTHING." : GOTO 410
610 FOR X=1 TO 15
620 IF B(X,1)=0 THEN PRINTTAB(5)
B$(X,1)
630 NEXT X
640 PRINT : PRINT : PRINT" P
RESS A KEY TO RETURN"
650 IF INKEY$ <> "" THEN 130 E
LSE 650
660 DATA LOST SOMEWHERE IN THE G
REAT DESERT. YOU ARE OUT OF FOO
D AND WATER.,3,4,5,2,,
670 DATA LOST IN THE GREAT DESER
T.,,,1,,,
680 DATA LOST SOMEWHERE IN THE G
REAT DESERT. THE SUN IS VERY HO
T!,,1,,,,
690 DATA SOMEWHERE IN THE GREAT
DESERT. SAND LIES IN EVERY DIRE
CTION.,1,,,,,
700 DATA IN THE GREAT DESERT. A
WAY TO THE SOUTH IS WHAT APPEARS
TO BE AN OASIS.,,7,6,1,,
710 DATA ON A PATH IN THE DESERT
. IT LOOKS AS THOUGH MANY PEOP
LE CAMP HERE.,,8,,5,,
720 DATA IN THE DESERT. TO THE
EAST YOU SEE THE OASIS.,5,,8,,,
730 DATA ON A WELL WORN PATH. TH
ERE IS AN OLD CACTUS HERE.,6,,9,
7,,
740 DATA ON AN OLD ROAD. IT TRA
VELS SOUTH TO THE OASIS.,,10,,8,
,
750 DATA AT THE GATES TO THE OAS
IS YOU MAY ENTER TO THE EAST.,9,
,11,,,
760 DATA JUST INSIDE THE GATES O
F THE OASIS. A HIGH WALL ENCLOS
ES IT FROM THE SURROUNDING DESER
T.,13,12,,10,,
770 DATA AT THE SOUTHWESTERN COR
NER OF THE OASIS.,11,,18,,,
780 DATA AT THE NORTHWESTERN COR
NER OF THE OASIS.,,11,14,,,
790 DATA NEAR THE WALL OF THE OA
SIS.,,,15,13,,
800 DATA AT THE NORTHWESTERN COR
NER OF THE OASIS. AN OLD PROSPE
CTOR IS HERE DIGGING FOR GOLD.,,
16,,14,,
810 DATA IN THE OASIS.,15,17,,,,
820 DATA AT THE SOUTHEAST CORNER
OF THE OASIS. A LARGE SALAMAND

```

ER IS BASKING IN THE SUN HERE.,1
 6,,,18,,
 830 DATA NEAR THE WALL OF THE OA
 SIS.,,,,17,12,,
 840 DATA NORTH,SOUTH,EAST,WEST,U
 P,DOWN
 850 DATA N,S,E,W,U,D
 860 DATA SAND,SAN,4,0,1,IT LIES
 EVERYWHERE FORMING GREAT DUNES.
 870 DATA OASIS,OAS,5,0,1,I CAN S
 EE PALM TREES RISING UP ABOVE T
 HE SURROUNDING WALLS
 880 DATA COPPER BOWL,BOW,6,1,0,I
 T IS MADE OF COPPER AND LOOKS T
 O BE QUITE NEW
 890 DATA PATH,PAT,6,0,1,IT IS WE
 LL BEATEN AS IF TRAVELLE
 D OFTEN
 900 DATA A SMALL KNIFE,KNI,8,1,1
 ,IT IS A VERY SHARP KNIFE
 910 DATA A CACTUS,CAC,8,0,1,IT I
 S VERY OLD AND BRISTLING WITH
 NEEDLES
 920 DATA ROAD,ROA,9,,1,IT LEADS
 RIGHT UP TO THE GATES OF THE OA
 SIS
 930 DATA GATES,GAT,10,,1,THE GAT
 ES ARE MADE OF IRON AND SWING SI
 LENTLY IN THE BREEZE
 940 DATA WALL,WAL,10,,1,IT IS MA
 DE OUT OF HARD BAKED ADOBE
 950 DATA A POOL OF WATER,POO,11,
 ,,THE WATER IS CRYSTAL CLEAR AND
 SMALL FISH SWIM ABOUT IN THE SH
 ALLOWS
 960 DATA WATER,WAT,11,1,1,IT LOO
 KS SO GOOD. QUENCH YOUR THIRST

 970 DATA PROSPECTOR,PRO,15,,1,HE
 HAS A CRAZED LOOK IN HIS EYESAN
 D KEEPS SHOUTING EUREKA!

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8/88 RAINBOW review

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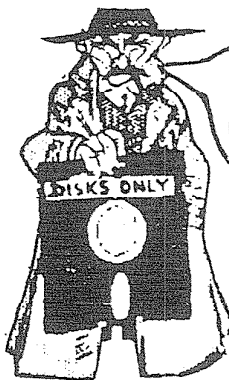
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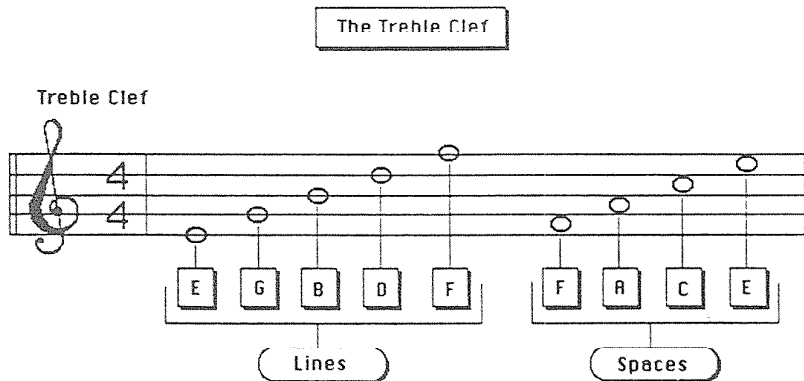
(BASICly Speaking)

Topic: CoCo Audio - The PLAY Command

By: Randy Larsen Jr.

In this issue I'll be covering how to produce music through your Color Computer. I think one of the main problems people have in this area is that they do not understand the concepts/meanings behind the commands and parameters. Having a background in music and music theory, I think I can help you a bit here. Looking in Tandy's manual, you will notice that they give the syntax for the PLAY command as `PLAY music`. Wow, that's helpful. Well, let's break this down.

The string expression that defines the actual music consists of mixing and changing seven parameters, the most important of course being the actual notes. The CoCo bases its notation off a combination of the Bass Clef and Treble Clef scales, since it can only (in essence) play one note at a time (although sharps and flats allow for some combinations). Below are diagrams showing the natural scale of notes.



Now, let me get a certain idea out of your head - the idea that the higher the note is on the scale, the higher the pitch - Wrong. Type in this phrase:

`PLAY"EGBDF"`

... and listen. Does the pitch go consistently up? Nope. If it will make things easier for you, here is the progression of CoCo notes from lowest to highest.

`PLAY"CDEFGAB"`

Enter this line and you will hear the standard Do-Ray-Me-Fa-So-La-Te scale. Okay, so now you should have a somewhat decent understanding of straight scale sounds, except for flats and sharps.

The symbol of a sharp (#), which is placed directly after a note, signifies to raise the note up exactly one half step. The flat (-) does the exact opposite, lowering the note one half step. Since you are new to music, I would guess that is understandable but must seem hard to work into your music. The CoCo designers must have figured on this and they've given you an easier method to work with these - the numeral notation. You can avoid working with these flats and sharps by simply using a number between one and twelve to assimilate each note. Below is a reference table to show you these values. (this chart is not found in the CoCo III Extended BASIC manual, so it should help those who only have the newer manuals).

Musical Note/Number Table	
Number	Note
1	C
2	C#/D-
3	D E-
4	E-/D#
5	E F-
6	F E#
7	F#/G-
8	G
9	G#/A-
10	A
11	A#/B-
12	B

Using this numeric system should make things quite a bit easier for the novice musicians out there. I recommend using the letter "N" before each number in your string expression, otherwise things get very tough when you want to go back in and change just a note or two. For example, `PLAY"N1N6N12"`

The next big step in music schematics is the note length parameter, which determines whether

you are playing a whole note, half note, sixteenth note, two hundred fifty-fifth note?, etc. Yes, this value ranges from 1 to 255; however, unless you are just trying to produce sound effects, I suggest you stick to the traditional values. They are:

- 1 = Whole note
- 2 = Half note
- 4 = Quarter note
- 8 = Eighth note
- 16 = Sixteenth note

Think of the whole note as a sustained tone over a period of four beats - tap 1 aaand a 2 aaand a 3 aaand a 4. That should make it easy enough to divide up the other notes, just fraction up that time accordingly. A half note only counting to two, and so on. The syntax for the note length parameter is L#. with # being a number between, as I said earlier, 1 and 255 and the dot (or period) being optional. The dot is a somewhat difficult musical concept to get across, but it's actually simple. The dotted note adds half as much of the original note to the note. For example, if you have a whole note (four beats) then a dotted whole note would occupy six beats. It's somewhat like taking 150% of the note instead of the undotted 100%. I hope that made sense, if it didn't, reread it a couple of times - it's actually somewhat of a simple concept. By the way, the CoCo lets you put in as many dots as you choose and it will add them up and adjust the note value accordingly. For example: L1... would increase a whole note to ten beats, the original $4 + 2 + 2 + 2$, two being added for each dot. There is a great deal more to cover about CoCo music, but it will have to wait for next issue. Along with wrapping up the topic of music, I will also include some music, sounds, and songs that you can type in and enjoy. ●

RAINBOWfest (continued from page 6)

we will most likely be coming out with some utilities in the near future, but games, I dunno." Needless to say, I put in a few words about the growth in the gaming market. As far as games go, that was about it - although there were several other companies selling gaming software via third party.

OS-9 users had a lot to look at this time as there were many exhibits displaying software for the OS-9 operating system. Dale Puckett was on hand selling and signing copies of his OS-9 related books as well.

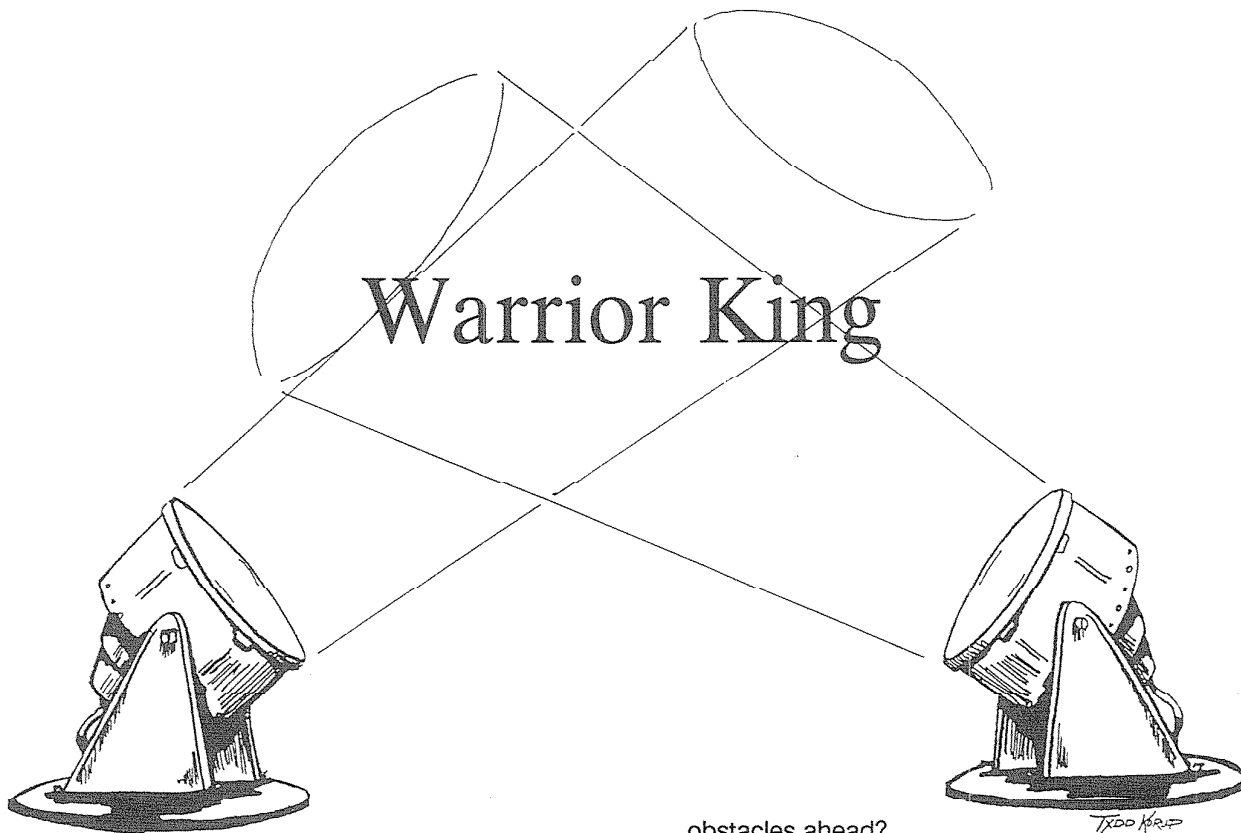
There seemed to be quite a bit more hardware displayed at this show than I recall at earlier shows. Everything from computers to modems, from floppy drives to complete hard disk systems were available - at very, very good prices. You could pick up a complete 5 1/4" drive system with the controller for substantially under \$200. Like I said, good prices.

The seminars outside the convention hall were numerous, ranging from OS-9 to Copyright laws to writing game software to telecommunications. Although I was forced to miss almost all of these seminars (due to conflicting business), I spoke with several people who did attend them and they said they were super. Jim Rahal from Latenburg, TX who attended almost all of them said, "...very laid back, relaxed atmosphere. I learned a lot."

What didn't I like about the fest? Well, the thing I disliked most was the small area RAINBOWfest was crammed into. The room was definately not big enough - and the great turn out really packed that place. It was difficult to stand and talk to one of the exhibitors without being pushed along with the crowd. I guess my only other complaint (besides the hotel not having an indoor pool) was the lack of new products found there. That was always a big reason to go, to get an "inside scoop" on the "newest stuff". Alas, I found myself looking over the same things I saw at RAINBOWfest Chicago this past spring. At this fest, it seems only the game designers had anything new to show me.

Unfortunately, Tandy decided not to staff the Educational Sandbox at this show, pulling out at the last minute for reasons they would not release. This "Sandbox" is a series of workshops for the younger members of the CoCo community. It had worked out well in Chicago, promoting the Color Computer as an educational and entertaining tool.

Overall, the 16th RAINBOWfest was a good show. The staff was very courteous and helpful, even CoCo Cat made an appearance. I had a friends here in the CoCo world. Lonnie Falk, congratulations on another successful show. ●



Written by: Glen R. Dahlgren
Distributed by: Sundog Systems
© Copyright 1988, Glen R. Dahlgren
and Sundog Systems

Class: Arcade game

Price: \$29.95 plus \$2.50 S/H

Requirements: 128K Color Computer III,
one disk drive, and a joystick.

You are RASTANN, the Warrior King. It has become your task to retrieve your stolen crown. When your crown was stolen during the battle of Faerendor, your barbarian army threatened to revolt. Those still loyal to the king without a crown stayed while the main body of the army moved to the Northlands.

Somewhere in Faerendor, the land of a thousand castles, the crown is hidden. Faerendor is the home of the most powerful and evil monsters in the world. Demons and undead warriors find it to be a most comfortable home. Somewhere in the wilderness, tribes of lizard creatures and Hell Hounds are said to lurk. A lone quest that seems doomed to failure before it even starts, can you overcome the incredible

obstacles ahead?

Brought to you by Sundog Systems, this arcade game is an unprecedented wonder. I had never played a game by this company before, so I had no idea what to expect when my package arrived from The Gamer's Connection review department. I am certainly not disappointed, I find the game to be both challenging and highly enjoyable. You've already read the story of RASTANN, so let me tell you about the game itself.

Before I describe the game in detail, I'd like to take a moment to tell you of the small book of instructions I received with the game. The text was printed on a sort of parchment and the text itself was archaic in style. I found the instructions to be well presented and very informative. I just thought they should be mentioned because I am very impressed with the professional quality of the product.

The game really begins at the "Gate" screen. The gates open, when you press the right joystick button, to reveal the game screen. You, RASTANN, are standing, sword in hand, at the bottom of a cliff. Advancing in the game is done by going to the right until you reach the end of a level. You begin again at the left end of the next level.

The joystick movement is kind of touchy. When

you want to move right or left, push the joystick those directions. Pushing up lets you jump, that's where it becomes touchy. You can also jump right or left. Finding the exact joystick position to do this is hard to do in some instances. If you are off a fraction, you could walk into the obstacle you wanted to overcome. That's fine if its a wall, but not if its water, fire pits, or a monster. I have come to the conclusion that it is my own fault, not that of the creator, that I keep dying. I am overcoming this by jumping straight up and then pushing the joystick slightly in the direction I desire until I jump correctly. You can also use your weapon while jumping. Lastly, when you push down on the joystick RASTANN will duck.

As an added plus to the fine animation in the game, instead of RASTANN walking across the screen, he stays near the center while the screen moves under and around him. Just like playing a game in the arcade.

Now, for the best part, most of us as children, have dreamed about slaying monsters. Well, this game lets you fulfill your fantasies. There are thousands of beasties to kill. I haven't won the game but I've seen creatures from lizard-like men to the very hounds of hell in wonderful detail. I've had the pleasure of killing some of them. I've also had the extreme displeasure of being

drowned, burned alive, and hacked to death.

There are many levels in Warrior King, the first begins in the wilderness and the rest lead to dungeon levels I assume, I haven't seen all of them yet. You begin the game with three lives and can gain an extra one every other level.

There are a variety of objects to aid and impede your progress. Weapons can be found; I've only reached level three but I've gotten a mace and a huge axe. The mace gives you distance to hit the monsters while the axe hits with stronger blows. Magical objects can also be found, rings, necklaces, and potions are just a few of them.

At times, I've hated this game so much that I throw down my joystick and cursed Sundog Systems. Yes, I hated it but I still can't stop playing. Even now I want to play it instead of writing this review, its a wonderful tool for procrastination. Don't misunderstand me, I just want you to know that the game is highly addictive. It's fun and exciting to play.

If you happen to be in the market for a new game or a gift for Christmas, keep Warrior King in mind. It's the best video game around for the Color Computer. ●

- reviewed by: Roger Inman

Sundog Systems, 21 Edinburg Dr., Pittsburgh, PA 15235

Review Spotlight Next Issue

Rupert Rythym

By: Game Point Software

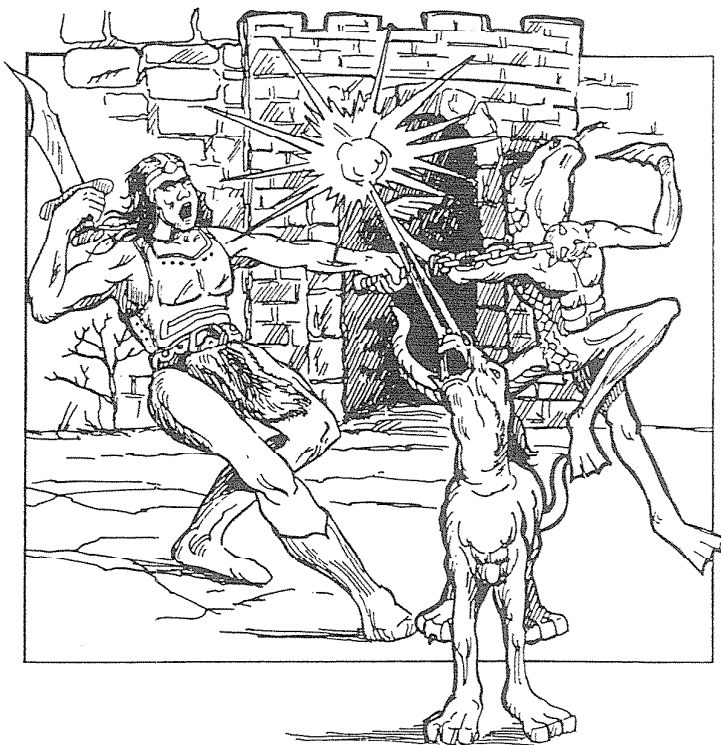
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* ... so, we open the chest, and the last words I hear Mr. I-Get-First-Pick-At-Everything say are, 'I'll take this ring inscribed with the word FLY.'"

Autoterm

Autoterm

Written By: Philip Zwart and Jim Whitaker

Distributed By: PXE Computing

© Copyright 1983, Philip Zwart

Class: Telecommunications Software

Price: \$29.95 Disk / \$39.95 Cassette

+ \$3.00 shipping and handling

Requirements: Minimum 32K ECB and modem

(One disk drive and Disk BASIC for disk version)

Autoterm is a multi-use package that consists of three different portions; text processing, intelligent terminal operation, and keystroke multipliers. Having all three of these applications at your fingertips at once builds Autoterm into a very versatile piece of software. I'd like to tell you a bit about each portion.

The text processing segment of Autoterm is extremely powerful considering that Autoterm is sold as a telecommunication package, not a word processor. You have all the simple options such as inserting, deleting, and changing text, but you will also find such powerful features as block text manipulation, string searching, and the use of control and graphics characters. Never have I seen such a powerful text editor built inside a terminal package. The printer control is very good, even allowing you to imbed printer control codes within your text. I personally use Autoterm for almost all of my word processing.

Now to the important part, the terminal operation aspects of the program. I could never go into detail on all that Autoterm can do, but I will list the important features. It supports all standard parameters as far as baud rate, word length, parity, stop bits, and so on. You have the options for scanning and editing text while online. Buffer size depends on the RAM you have available, ranging from 95,000 to 475,000 characters on the CoCo III. Xmodem and ASCII up/downloads are fully supported and work extremely well. Disk access, as far as saving, loading, and obtaining directories is easy and available while online. A variety of screen widths are available, with the standard 80 character screen being available on the CoCo III.

Keystroke multipliers, what in the world are they? I know I sure didn't know what they were


when I first read the introduction to the program. Keystroke multipliers are super advanced script driven macros that allow you to automate your computer. The power of this feature is what really sets Autoterm apart. First, I used them to just save little things like my logon passwords and such; however, later on I moved up to having them sign on my favorite BBS's (Bulletin Board Services), get my mail, download it and save it to disk, and sign off - without me being home! Overall, a very powerful feature of Autoterm.


The documentation for this package is excellent, consisting of 85 clear, concise, ring-bound pages. The aspects about Autoterm that I do not like are few, but should be mentioned. The hi-res graphic characters on the longer screen widths are somewhat hard to read, especially the 64 character width for the CoCo II. Also, I think that a better menu structure could have been developed to make the program more user-friendly. Autoterm is so advanced that with the present menu structure, you just about have to have the documentation sitting beside you to use the program.


Overall, Autoterm is an excellent piece of communications software. The program is versatile and pretty much allows you to do anything you want to. ●

-Reviewed by: Robert Warren

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Night of the Living Dead

Night of the Living Dead

Written By: Bob Schuette & Curtis Fennell

Distributed By: Adventure Novel Software /
Savage Software

© Copyright 1988, Adventure Novel Software

Class: Text Adventure

Price: \$34.95

Requirements: 64K ECB and one disk drive

Have you been looking for something new from the CoCo game distributors? Something at least a little different than what you are used to? If so, I think you're going to want to hear more about this new story / adventure *Night of the Living Dead*.

Here you sit, inside your '70 Mercury Montego, out of gas and forced to put up with Sheena - the nagging, yet charming hitchhiker wearing a Frank Zappa t-shirt. Things look rather bleak, but they only get worse the further you go. When you die in this adventure you die in vivid, bloody detail. Thinking back, I can remember the cold chill I felt as a screwdriver was driven through my skull - a perfect example of the spine-chilling descriptive text found in this adventure.

Night of the Living Dead uses no graphics, instead they convey the feeling of the moment through the "advanced" (at least for the CoCo) use of description. Basically, they did not limit themselves to only four lines of text like *most* text adventures. This game often fills up the whole screen. It seems that the game was kept to 32 character screens so it would run on all CoCo's and I understand that. But, I think a CoCo III version could have been put out using an 80 or 64 column screen and maybe having a bit more detail added to the text.

There is no hard copy of the documentation included with the game, everything is within the program. The instructions are just enough to get you started if you are new to the adventuring scene and they also explain some of the new options Adventure Novel Software has developed for its products. For example, the *SCRIPT* command will give you a hard copy of the game while you play and you may turn this mode off

using *UNSCRIPT*. The advanced *SAVE - RESTORE* old game features are very helpful in this type of game. What type? Why, the die-a-lot type, of course.

Adventure Novel Software presented an offer of a \$500 cash prize to the first person to *SURVIVE* the game. This feat has been accomplished and the prize awarded, but maybe you can get in on the next release from this company. Will they offer a prize? Right now they are not sure.

Night of the Living Dead is a two disk (disk intensive, by the way) text adventure that really has provided me with several hours of fun so far. The traps and tricks are very interesting and logical solutions are there just waiting to be found. I do think the price is rather high, running as the most expensive game available right now. However, the quality of the product is really good.●

-Reviewed by: John Greenwood

Adventure Novel Software, P.O. Box 8176, Spartanburg, SC 29305

Bob Schuette and Curtis Fennell are the team behind Adventure Novel Software / Savage Software. The programming and program design aspects are worked through by Bob, while the descriptive text and story lines are handled by Curtis. This is the first product offered to the CoCo community by this company. We wish them the best of luck.

By the way, Adventure Novel Software offered a \$500 cash prize to the first person to survive *The Night of the Living Dead*. The Gamer's Connection would like to congratulate Chad Orbe of Buhl, Idaho, on being the first registered user to survive (and complete) *The Night of the Living Dead* and becoming the winner of the \$500 cash prize. Chad didn't think he had a chance at winning, figuring someone else would beat him to the prize. Chad states that "the game is really good, I liked it a lot. It's just as good, if not better, than *The Hitchhiker's Guide to the Galaxy*" for the CoCo. The puzzles averaged out, some easy while others very hard. It took me a total of 36 hours to complete the adventure, I was really thrilled to win." Again, great job, Chad!

The Power Stones of Ard

The Quest for the Spirit Stone

Written By: Bill Cleveland

Distributed By: Three C's Projects

© Copyright 1987, Three C's Projects

Class: Graphics Adventure

Price: \$18.00 postpaid

Requirements: 128K CoCo III and one disk drive

Three C's Projects and programmer Bill Cleveland have done a fantastic job on their newest and I believe, first product for the Color Computer, *The Power Stones of Ard, The Quest for the Spirit Stone*. From the looks of it, more adventures will be forthcoming because there are three power stones and this is only an adventure to retrieve the first one. At least I assume so, if not, maybe Bill Cleveland will take this into consideration. It would be like reading only the first book of a trilogy, satisfying but you really want more.

The adventure has an elaborate introduction / story that really gets you into the plot. It begins with you, the inexperienced adventurer, in a tavern asking an old sage where fortune, fame, and glory might be found. He practically laughs in your face because he has seen many take the same path only to become the main course of some foul beast's dinner. Yet advice he gives, not only for the meal you bought him, but also because he thinks you may have what it takes. It is believed that each stone will "be found by a different, lone warrior armed with great weapons and powerful magic." You have no weapons but, perhaps, the warrior will be you.

First of all, I am impressed by the *looks* of the adventure, the main screen is clean and tells the player all of the vital statistics on the character he or she has created, along with a graphic and text depiction of the current location. Unfortunately, this is one portion I immediately took a slight disliking to. You see, the game puts more emphasis on your character than the location you are in, leaving only a brief description and a small picture. I soon overcame my dislike because I became so engrossed by the exploring and killing of monsters that it just didn't matter.

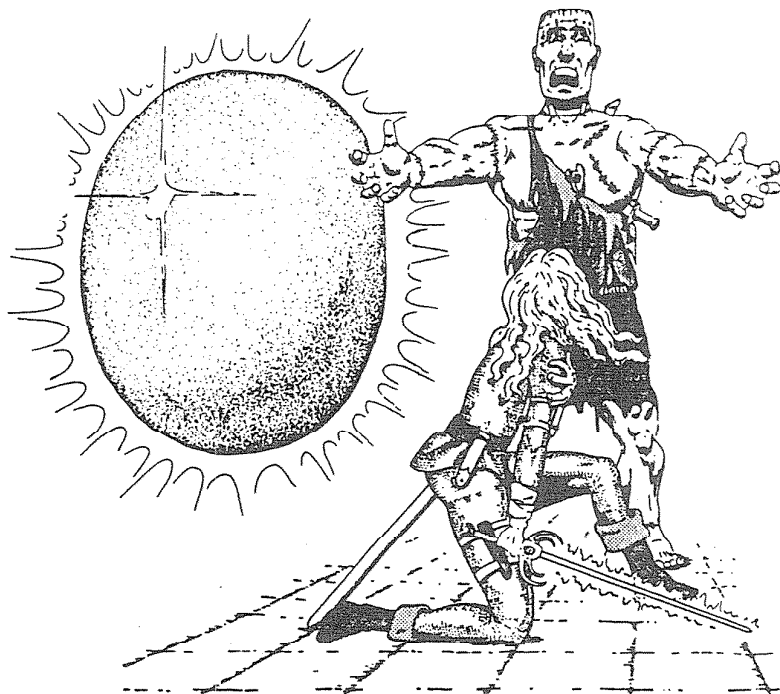
To enter and execute a command, it usually takes only a single key press to activate it. As a matter of fact, every key has a function except the <Clear>, <Enter>, and <Break> keys. To move a direction just hit an arrow key. A few of the commands supported are *Attack, Buy, Climb, Drop, Eat, Drink, Fill, Get, Hint*, and a bunch of others.

The game is hard but reportedly not so hard that you can't solve it. I haven't solved it yet but I'm still trying. The game is a lot of fun and a great challenge. To aid those of you who are hopelessly lost, confused, and insane, Three C's Projects also produces a free newsletter available to game owners by simply sending a S.A.S.E. *The Ard Times*, the newsletter, is very helpful. By writing questions in english and the answers in code, you have the option to decipher the answers you need.

All in all, this is sure to become a classic, so be sure to get in on this great deal and buy a copy before Three C's gets wise and raises their prices. ●

-Reviewed by: Joseph Studmeyer

Three C's Projects, P.O. Box 1323, Hamlet, NC 28345



Spellbound

Spellbound

Written By: Thornton Lipscomb

Distributed By: Thor Software

© Copyright 1987, Thor Software

Class: D & D type Adventure

Price: \$16.95 postpaid

Requirements: Minimum 32K ECB
and one disk drive

"Welcome to the village of Midgard, while small and charming, it has the misfortune to exist at the point where the forces of darkness are attempting to break out into the realm of light. The Lord of darkness, the Archwizard, is marshalling his forces in the extensive caverns that can be reached below the Keep. A champion is badly needed to train a group of adventurers to the level that they will be able to enter the Archwizard's lair and defeat him in his own territory. Are you that champion?"

Thus begins your journey into this multi-program text adventure. Spellbound is not designed as your normal adventure is, though this game is definitely something different. Spellbound is written in an attempt to give a single person the opportunity to enjoy the aspects of a Dungeons & Dragons™ fantasy role-playing game with the computer taking control of things and acting as the dungeon-master. In the game, you form a party of characters and take them on a journey through an elaborate dungeon; fighting off monsters and solving puzzles along the way. There are five classes of characters from which you can choose professions ranging from spell casting wizards to sword wielding warriors, each class having its own special talents.

Once you descend into the dungeon, the screen divides into two parts. On your left is an ASCII graphic view of where you are at in a maze style format. Although not breathtaking in appearance, it serves its purpose and gives you an idea of where you are. On your right is the list of characters in your party and an area where messages and other information is printed, along with an input line. General moving about is done by the arrow keys and utilizing the shift and arrow keys scurries your party quickly down the corridors. The response is fairly good and the game rarely keeps you waiting.

Above ground there are also several areas you can enter from a menu, from Elmo's Trading Post (where you can purchase equipment) to the Library (where information and clues can be found). These are somewhat separate chain programs that load when you travel to them. While there is an obvious delay when these areas are being loaded, it really isn't bothersome since you don't go there frequently. The real challenge and the real fun is down in the dungeons.

Spellbound is written completely in BASIC and took the author over three years to complete. The documentation is very substantial and details all the information needed to play the game. The author even offers a full refund after ten days if you are dissatisfied with the product - now that's putting real faith in the CoCo community, something I really respect and encourage.

Spellbound is not an adventure game, though, remember that, at least not as classic adventure games are defined. It is based on the D & D aspects of gaming, although there are several puzzles to solve for your traditional adventure fans. At \$16.95 postpaid, the price is more than fair and if you think this style of game might interest you, I urge you to give Spellbound a try.●

-Reviewed by: James M. Rammer

Thor Software, Suite #162, 9431 Westport Rd., Louisville, KY 40241

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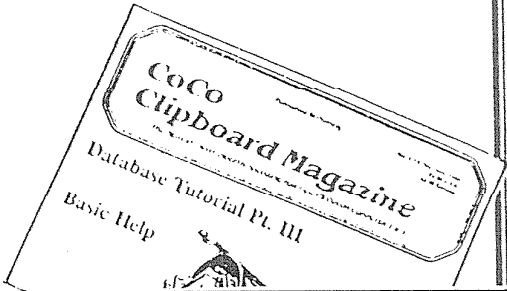
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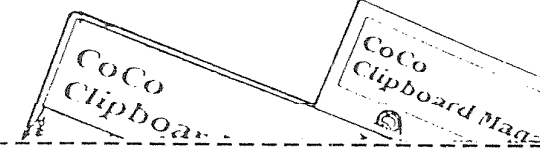
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