The Gamer's Connection!

The ONLY magazine devoted solely to the CoCo gaming world!

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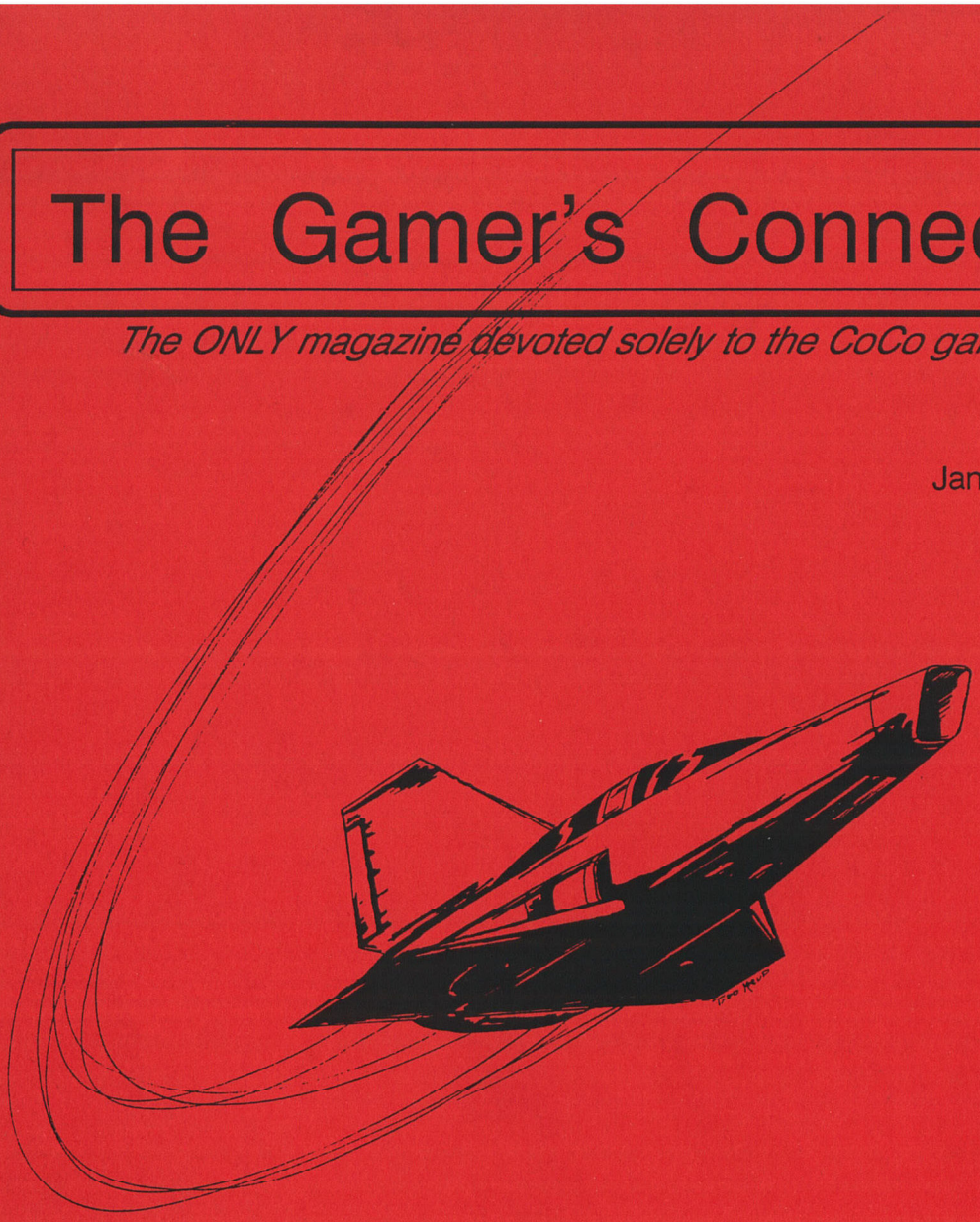

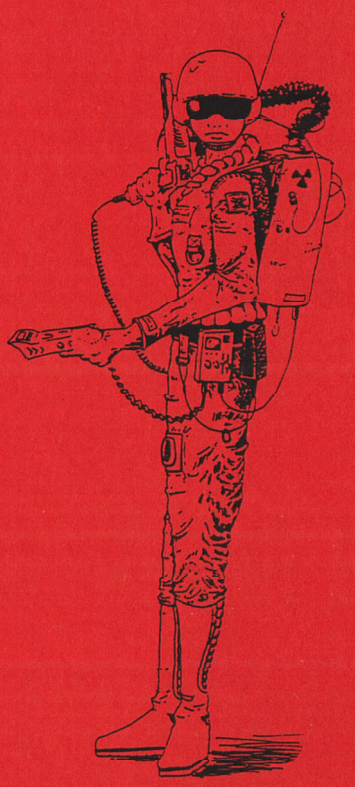

New Press Releases!!

Arak, Dragon of the North

Fantastic text adventure

First Ever!! Rupert Rythym! Spotlight Review!

So, You Want to be a Master?

By Glen R. Dahlgren

And much more!!

The Gamer's Connection!

Volume 1, Issue 4

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Publishing Staff

Editor/Publisher..... Jeremy Jurek

Managing Editor..... Denise Schumacher

Artwork Director..... Todd Korup

Research Consultant... R. Lorenz

Advertising Rep..... Michael Bishop

Contributors.....
George Aftamonow
Bill Cleveland
Glen R. Dahlgren
Randy Larsen Jr.
Raymond Robertson
Tracey Williams

Cover Art by:
Todd Korup
Bill Cleveland
Futurescape

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The Gamer's Connection

P.O. Box 102 Grafton, WI 53024 (414) 377-6226

Welcome to issue number four.

For those of you who are new to The Gamer's Connection, let me introduce myself, I am Jeremy Jurek, the new editor and publisher. Those of you who have been with us since last issue will recall that Mark Kaiser was the editor and publisher and that I was the managing editor. Mark has decided to take advantage of a unique business opportunity and will no longer be gracing our pages with his special brand of wit. In his stead, I have taken up the position as editor and publisher while Denise Schumacher has moved into my old position as managing editor. I think that you will find that she is highly qualified and skilled. She has had a hand in nearly all aspects of the magazine since issue number two.

We have a nice lineup of articles and information for you in this issue. Featured are another installment from Glen R. Dahlgren on his Machine Language tutorial, the final segment of my Formula for Adventure series, a great adventure entitled Arak, Dragon of the North, and the return of our Hints & Tips column. Don't forget to page over to the reviews section and read the first review of the new hit, Rupert Rythym.

As in the past, The Gamer's Connection will be trying to get you, the reader, the whole story behind the latest CoCo news. We have been trying to contact Dave Dies of Diecom Products, perhaps next issue we will be able to report what has happened to his ad in the Rainbow.

Next issue, you can also look forward to two new columns on graphics and program design. The first installment in our fiction department will also be appearing next issue.

Enjoy and take care,

Jeremy Jurek

Jeremy Jurek

Editor/Publisher

PRESS RELEASES!

AD&D™ CHARACTER'S COMPANION

This timesaving utility, written by Charles Hager, helps in the creating of compatible AD&D™ characters. It includes a dice rolling routine, pick ability, race and class. You can also buy from the Player's Handbook, magic items and spell materials. The program also allows you to save, load, and print character information. (see review on page 44)

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

Price: $24.95 plus $3.00 S/H. C.O.D. add $2.50. MD residents add 5% sales tax.

Sold By: Gimmesoft, P.O. Box 421, Perry Hall, MD 21128. 1-800-441-GIME

BASIC UTILITY DISKETTE

The Basic Utility Diskette contains several routines to simplify the development of programs written in CoCo BASIC. Imagine the convenience of having a printed directory slipped inside the protective jacket of each of your floppy disks. Or, of having the computer search two versions of a BASIC program and then provide you with a printout of all the lines of code that are not identical.

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

Price: $19.95 plus $2.00 S/H.

Sold By: T.E.M. of California, P.O. Box 4311, Fullerton, CA 92634-4311. (714) 871-8210.

BLACK GRID

This computer adaptation of the Parker Bros. Black Box game was written by Joseph Paravati. The computer hides from 2 to 9 blocks inside the black grid. The player must locate them by shooting rays into the grid. After each shot graphic symbols appear on the outer edges of the grid representing what the rays hit. There are three different play modes available.

Requirements: 128K CoCo III and disk drive or tape.

Price: $21.00.

Sold By: SPORTSware, 1251 South Reynolds Road, Suite 414, Toledo, OH 43615. (419) 389-1515.

BURIED BUXX

You shoot holes in the ground with your helicopter to uncover the Buried Buxx and descend into the hole to retrieve them. At the same time you must avoid the bombs being dropped by the airplane and the hidden missiles beneath the ground. (see review on page 45)

Requirements: 32K ECB CoCo I, II, or III, disk drive, and joystick.

Price: $19.95 plus $3.00 S/H. C.O.D. $3.00 additional.

Sold By: JR & JR Softstuff, P.O. Box 118, Lompoc, CA 93938. (805) 735-3889.

CATALOG ON DISK

This floppy disk has files on both sides (mostly graphic pages) which illustrate some of SPORTSware's most popular products.

Requirements: CoCo III and disk drive.

Price: $3, which is deducted from the purchase price of any product purchased from the catalog.

Sold By: SPORTSware, 1251 South Reynolds Road, Suite 414, Toledo, OH 43615. (419) 389-1515.

IRONSIDES & CRIMSON SAILS

This game of strategy and tactics is easy to learn yet difficult to master. It contains five seperate scenarios which range from fictional settings to actual simulations of historical naval engagements. Each scenario has completely different map screens, set ups and require different aspects of play.

Requirements: 512K CoCo III with OS9 Level 2 and disk drive.

Price: $8.95

Sold By: softWAR Technologies, Ameritrust Building, 17140 Lorain Avenue, Cleveland, OH 44111. (216) 251-8085.

LEONARDO'S PAINTBOX

Leonardo's Paintbox actually writes BASIC graphics routines which can be used as stand-alone programs or can be MERGEd into programs which the user writes. This will give the average programmer the capability to program real professional quality graphics.

Requirements: CoCo III, disk drive, and a self centering joystick.

Price: Regular price is $29.95. Special introductory price is only $26.95 plus $1.50 S/H per order. NY residents add sales tax.

Sold By: EZ Friendly Software, 118 Corlies Avenue, Poughkeepsie, NY 12601. (914) 485-8150.

MAESTRO DISK EDITOR

This program allows the user to view and edit the information stored on his disks. Programs and data may be altered directly on the disk. Files that return ?IO errors or directories that stubbornly display the ?FS error may be fixed. 40 and/or 80-track drives are supported if MAESTRO is run under ADOS or ADOS-3. This package includes the disk editor with its forty-two commands and hi-res display, extensive documentation, and three supporting utilities: CRASH BUSTER, which backs up any standard directory; PADLOCK, which copy-protects a disk internally; and DISKMATE, an all-purpose filing utility. Limited Warranty is included.

Requirements: 32K ECB CoCo I, II, or III, one disk drive, and RS DOS.

Price: $16.95 plus $2 S/H.

Sold By: Marc Campbell Innovations, 266 Riverview Dr., Ephrata, PA 17522.

RUPERT RYTHYM

You must help Rupert infiltrate "Music Box Records" and collect all his stolen notes which are scattered throughout the complex. Ride the crazy elevators and beware of the security robots on patrol. After collecting all the stolen notes you must work out their correct sequence before Rupert can perform his first live concert which will lift him to international fame and fortune.

Rupert Rythym, written by Nickolas Marentes, is a strategy game featuring 17 different 16 color graphic screens and some of the hottest digitized percussion music you've ever heard on your CoCo III. (see spotlight review on page 42)

Requirements: CoCo III, joystick, and disk drive or tape.

Price: $24.95 plus $3.00 S/H. C.O.D. $2.50 extra. CA residents add 6.5% sales tax.

Sold By: Game Point Software, P.O. Box 6907, Burbank, CA 91510-6907. (818) 566-3571.

WHEEL OF FORTUNE

This popular TV game show takeoff was first written for the CoCo II but recently has been upgraded to take advantage of the CoCo III graphics. Written by Joseph Paravati.

Requirements: 128K CoCo III and one disk drive.

Price: $21.00. This is also still available for the CoCo II.

Sold By: SPORTSware, 1251 South Reynolds Road, Suite 414, Toledo, OH 43615. (419) 389-1515. ●

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Bachelor

Bachelor

A Strategic Simulation

Written By: George Aftamonow

32K ECB Minimum Memory Requirement

CoCo I/ CoCo II/ CoCo III

George Aftamonow of Aftamonow Software has submitted this fun and exciting game. The object of the game is for you, the bachelor, to get a date. This can lead to some interesting and kinky encounters. It is not sexually explicit, but merely allows your imagination to take over where the text leaves off.

The game plays like a "choose your own adventure" book. Whereby the game asks you questions and responds accordingly to your answers. It's a lot of fun and in some instances very exciting. ●

```
10 CLS
20 C=180:IF C/16=INT(C/16)THEN20

30 FORA=156TO1STEP-1:FORB=1024TO
1535STEPA+1:POKEB,C:NEXTB:IFA=1T
HEN40ELSECLS0:NEXTA
40 PRINT@204,"BACHELOR";:SCREEN0
,1
50 FORQ=1TO20:N=Z/6+1:PLAY"L255V
27N=N;":NEXTQ
60 PRINT@271,"BY";
70 PRINT@328,"GEORGE AFTAMONOW";
:SCREEN0,1:FORQ=1TO1200:NEXTQ
80 CLS:PRINT@96,"THE OBJECT OF T
HIS SIMULATION IS      TO SIMPLY
GET A DATE.":PRINT@452,"PRESS EN
TER TO CONTINUE":PRINT@487,"FROM
 HERE ON IN":EXEC44539
90 PLAY"T200V10DDEEAV30CC"
100 E=0
110 CLS:PRINT@96,"YOU ARE SITTIN
G AT HOME IN FRONTOF YOUR COCO A
S AN IDEA STRIKES YOU. YOU ARE N
OT SERIOUSLY HURT BY IT, BUT COM
E TO REALIZE THAT A LITTLE FEMAL
E COMPANIONSHIP"
120 PRINT"MIGHT BE NICE. SO YOU:
(CHOOSE)  1) GET OUT YOUR LITTLE
BLACK        BOOK."
130 PRINT"2) GO TO A SINCLES BAR
"
140 PRINT"3) GO TO A GAY BAR"
150 PRINT"4) GO TO A SALAD BAR"
160 PRINT"5) CALL YOUR BEST FRIE
ND'S         SISTER"
170 A$=INKEY$:IFA$=""THEN170
180 IFA$="1"THEN190ELSEIFA$="2"T
HEN270ELSEIFA$="3"THEN220ELSEIFA
$="4"THEN230ELSEIFA$="5"THEN240E
LSE170
190 CLS:PRINT"YOU OPEN UP YOUR L
ITTLE BLACK   BOOK AND PROUDLY N
OTE THAT THEREARE TWICE AS MANY
ENTRIES AS    LAST YEAR.  SO YOU
 CALL:         1) SUE
               2) BETTY"
200 A$=INKEY$:IFA$=""THEN200
210 IFA$="1"THEN250ELSEIFA$="2"T
HEN260ELSE190
220 CLS:PRINT"THIS IS A SIMULATI
ON ABOUT      DATING A GIRL. WHY
 ARE YOU EVEN READING THIS?":EXE
C44539:GOTO110
230 CLS:PRINT"DON'T BE RIDICULOU
S!":EXEC44539:GOTO110
240 CLS:PRINT"AN ANSWERING MACHI
NE TELLS YOU  TO LEAVE A MESSAGE
 UNLESS IT IS (AND IT SPECIFICAL
LY GIVES YOUR NAME) IN WHICH CAS
E SHE HAS GONETO JOIN A CONVENT
DEEP IN THE   ANDES":EXEC44539:G
OTO110
250 CLS:PRINT"SUE'S MOTHER ANSWE
RS AND TELLS  YOU THAT SUE HAS E
ITHER JOINED  THE MARINES OR IS
WASHING HER   HAIR. SHE CAN'T EX
ACTLY REMEMBERWHICH, BUT IN EITH
ER CASE WOULD NOT BE ABLE TO TAL
K TO YOU.":EXEC44539:GOTO110
260 CLS:PRINT"BETTY ANSWERS, BUT
 INSISTS THAT SHE IS BUSY INVENT
ORYING HER NEWBOWLING BALL AND W
ON'T BE ABLE  TO GO OUT WITH YOU
FOR A YEAR ORTWO.":EXEC44539:GO
TO110
270 CLS:PRINT"YOU ENTER THE LOCA
L OASIS THAT  IS A NOTORIOUS SIN
GLES HANGOUT. UNFORTUNATELY, THE
 BOUNCER KICKSYOU OUT INTO THE S
TREET.":EXEC44539
280 CLS:PRINT"AS YOU SIT ON THE
CURB GATHERINGYOURSELF TOGETHER,
 A FEMALE     APPROACHES.   SO Y
OU:           1) ASK FOR HELP
              2) IGNORE HER, GRA
CIOUSLY       3) BOAST THAT YOU
ARE LOOKING   FOR YOUR $1000 RIN
G THAT SLIPPEDINTO THE GUTTER
290 A$=INKEY$:IFA$=""THEN290
300 IFA$="1"THEN310ELSEIFA$="2"T
HEN340ELSEIFA$="3"THEN350ELSE290
```

```
310 CLS:PRINT"SHE IS VERY SYMPAT
HETIC AND ASKSYOU WHETHER YOU WO
ULD LIKE TO GOTO HER PLACE TO CL
EAN UP.        PRESS (Y)ES OR (N
)O
320 A$=INKEY$:IFA$=""THEN320
330 IFA$="Y"THEN610ELSEIFA$="N"T
HEN390ELSE320
340 CLS:PRINT"SHE GIVES YOU A FU
NNY LOOK,WINKSAT YOU AND PASSES
BY.":EXEC44539:GOTO360
350 CLS:PRINT"SHE CALLS HER HELL
'S ANGELS BOY FRIEND WHO BEATS Y
OU TO A PULP  IN SEARCH OF FURTH
ER RICHES.":EXEC44539
360 CLS:PRINT"PERPLEXED, YOU GET
 UP AND          1) WALK HOME":PR
INT@66,"2) GET FIRST AID":PRINT@
98,"3) GO TO NEAR BY GAS STATION
'S  WASH ROOM TO CLEAN UP"
370 A$=INKEY$:IFA$=""THEN370
380 IFA$="1"THEN410ELSEIFA$="2"T
HEN390ELSEIFA$="3"THEN510ELSE370

390 CLS:PRINT"YOU FIND A FIRST A
ID STATION ANDA RATHER CUTE NURS
E DRESSES YOURBRUISES. YOU ARE S
O AWED BY HER BEAUTY THAT YOUR T
ONGUE HANGS TOTHE FLOOR WHERE AN
 INTERN STEPS ON IT MAKING IT IM
POSSIBLE TO   ASK HER OUT."
400 EXEC44539:CLS:PRINT:PRINT"AF
TER A FEW DAYS IN THE HOSPITALYO
U FIND THAT...":EXEC44539:GOTO11
0
410 CLS:PRINT"AS YOU TURN UP THE
 STREET YOU   SEE A LADY IN A DO
G COSTUME     TRYING TO CHANGE A
 TIRE. YOU :   1) HELP THE DOG O
UT            2) LAUGH AND KEEP
 GOING
420 A$-INKEY$:IFA$=""THEN420
430 IFA$="1"THEN450ELSEIFA$="2"T
HEN440ELSE420
440 CLS:PRINT"A FLOWER POT DROPS
 FROM A 2ND   STORY WINDOW AND B
REAKS YOUR TOEBUT HAS NO DIRECT
RELATIONSHIP  TO THE FACT THAT Y
OU LAUGHED AT THE WOMAN'S PLIGHT
.":EXEC44539:GOTO400
450 CLS:PRINT"AFTER EXPRESSING H
ER GRATITUDE, SHE EXPLAINS THAT
SHE IS LATE   FOR A COSTUME PART
Y, BUT SHE    WOULD LIKE YOU TO
MEET HER      'LOVELY' DAUGHTER,
 PAT. YOU:     1) ACCEPT      2)
 SAY NO THANKS"
460 A$=INKEY$:IFA$=""THEN460
470 IFA$="1"THEN480ELSEIFA$="2"T
HEN490ELSE460
480 CLS:PRINT"SHE GIVES YOU HER
DAUGHTER'S    PHONE NUMBER AND L
EAVES":EXEC44539:GOTO670
490 CLS:PRINT"AS SHE LEAVES, SHE
 SAYS: 'THAT'STOO BAD, MY DAUGHT
ER JUST WON   THE STATES BEAUTY
CONTEST.":EXEC44539
500 CLS:PRINT"AFTER A DUMB CHOIC
E LIKE THAT,  YOU DECIDE TO HAVE
 YOUR HEAD    EXAMINED":EXEC4453
9:GOTO400
510 CLS:PRINT"AS YOU ATTEND YOUR
 BRUISES, YOU NOTE GRAFFITI ON T
HE WALL. YOU  1) READ GRAFFITI
              2) IGNORE IT."
520 A$=INKEY$:IFA$=""THEN520
530 IFA$="1"THEN540ELSEIFA$="2"T
HEN650ELSE520
540 CLS:PRINT"FOR A GOOD TIME CA
LL SALLY, WHO NEVER MET A GUY SH
E DID NOT LIKE..... A LOT!!   YO
U DECIDE TO:  1) JOT DOWN NUMBER
              2) READ OTHER GRAF
FITI"
550 A$=INKEY$:IFA$=""THEN550
560 IFA$="1"THEN570ELSEIFA$="2"T
HEN570
570 CLS:PRINT"THE GRAFFITI SAYS:
'WE STRONGLY  ADVISE YOU NOT TO
BOTHER WITH   SALLY.'
              SO WILL YOU  FORGE
T HER ALREADY?        (Y)ES
(N)O WAY."
580 A$=INKEY$:IFA$=""THEN580
590 IFA$="Y"THEN650ELSEIFA$="N"T
HEN600ELSE580
600 CLS:PRINT"WE CAN'T HELP BUT
KEEP YOU FROM MAKING A BIG BLUND
ER AND THUS   ERASED HER NUMBER.
 SO YOU CAN'T EVER CALL HER. YOU
 LEAVE AND ":EXEC44539:GOTO410
610 CLS:PRINT"YOU ESCORT HER HOM
E.AS YOU ENTERHER HOME YOU NOTIC
E THAT HER HOTTUB IS FILLED WITH
 SPAGETTI AND THE WALLS ARE CLUT
TERED WITH    PICTURES OF KINKY
SEX.YOU DECIDETO  1) STAY     2)
 HEAD HOME"
620 A$=INKEY$:IFA$=""THEN620
630 IFA$="1"THEN640ELSEIFA$="2"T
HEN650ELSE630
640 CLS:PRINT"YOU SURVIVED THE A
MAZON         INITIATION RITUAL,
 BUT HAD TO   SEEK MEDICAL ATTEN
TION AFTER    HAVING BEEN FORCED
 TO WATCH 3HRSOF GILLIGAN ISLAND
 RERUNS.":EXEC44539:GOTO400
```

```
650 CLS:PRINT"WE KNEW YOU'D DO T
HE RIGHT THING TWO TELEGRAMS AND
 SEVERAL PHONEMESSAGES AWAIT YOU
,IN ORDER TO  CONGRATULATE YOU O
N SUCH A      PRUDENT CHOICE."
660 PRINT"CONTENTED YOU LEAVE AN
D ":EXEC44539:GOTO410
670 CLS:PRINT"YOU FIND A PHONE A
ND CALL PAT   WHO TELLS YOU THAT
 SHE HAS TO GOON TOUR TO FULFILL
  HER PAGEANT OBLIGATIONS.SHE GI
VES YOU A LISTOF PHONE NUMBERS,H
OWEVER, WHICH INCLUDES THAT OF A
 PAGEANT"
680 PRINT"CONTESTANT WHO WAS DIS
QUALIFIED WHEN SHE FOUND THAT IN
 THE SEX- UAL REVOLUTION, ALL TH
E JUDGES  HAD RUN OUT OF AMMUNIT
ION."
690 PRINT:PRINT"WHILE YOU HAVE P
AT ON THE LINE  WOULD YOU LIKE S
OME BACKGROUND  ON SOME OF THE G
IRLS?           (Y)ES       (N)
O"
700 A$=INKEY$:IFA$=""THEN700
710 IFA$="N"THEN850ELSEIFA$="Y"T
HEN720ELSE700
720 CLS:PRINT@7,"WHICH ONE?":PRI
NT@65,"(A)NN          (B)EVERLY"
:PRINT@97,"(C)ANDY":PRINT@112,"(
D)ENISE":PRINT@129,"(E)LAINE":PR
INT@144,"(L)ISA":PRINT@161,"(K)A
THY":PRINT@176,"(M)ITZY":PRINT@1
93,"(S)TACY":PRINT@208,"(T)ERESA
"
730 A$=INKEY$:IFA$=""THEN730
740 IFA$="A"THEN750ELSEIFA$="B"T
HEN760ELSEIFA$="C"THEN770ELSEIFA
$="D"THEN780ELSEIFA$="E"THEN790E
LSEIFA$="K"THEN800ELSEIFA$="L"TH
EN810ELSEIFA$="M"THEN820ELSEIFA$
="S"THEN830ELSEIFA$-"T"THEN840EL
SE730
750 CLS:PRINT"ANN USES ASPIRIN T
ABLETS AS A   METHOD OF BIRTH CO
NTROL. SHE    HOLDS IT FIRMLY BE
TWEEN HER     KNEES WHILE OUT ON
A DATE.":EXEC44539:GOTO690
760 CLS:PRINT"BEVERLY CLAIMS TO
BE A WITCH.   STORY HAS IT THAT
WHILE OUT FOR A DRIVE, SHE PICKS
 UP GUYS AND  TURNS INTO A MOTEL
.":EXEC44539:GOTO690
770 CLS:PRINT"CANDY IS BASICALLY
 AN OLD FASH- IONED GIRL BROUGHT
 UP TO BELIEVETHAT THE WAY TO A
MAN'S HEART ISTHROUGH HIS STOMAC
H,ALTHOUGH SHECLAIMS TO HAVE FOU
ND A NEW ROUTE":EXEC44539:GOTO69
0
780 CLS:PRINT"DENISE IS A POLITI
CAL SCIENCE   BUFF AND A DEVOUT
DEMOCRAT,     PRIMARILY BECAUSE
NO ONE EVER   GOES OUT LOOKING F
OR A PIECE OF ELEPHANT":EXEC4453
9:GOTO690
790 CLS:PRINT"ELAINE IS A TRUE R
OMANTIC. SHE  BELIEVES THAT BY H
AVING ONE     AFFAIR A MONTH FOR
 1200 MONTHS, SHE'LL LIVE TO BE
100 YEARS OLD.":EXEC44539:GOTO69
0
800 CLS:PRINT"KATHY, BETTER KNOW
N AS THE      LEATHER KITTEN IS
CURRENLY EN-  ROLLED IN A CLASS
CALLED:       BONDAGE & MACROME
FOR FUN AND   PROFIT. WHILE KATH
Y IS A LOT OF FUN, SHE IS NOT RE
ADY TO BE TIEDDOWN BY ANYONE YET
.":EXEC44539:GOTO690
810 CLS:PRINT"LISA IS SOMEWHAT O
F A HYPOCHON- DRIAC AND IS CURRE
NTLY ATTENDINGA MEDICAL COLLEGE
WHERE SHE IS  LEARNING TO BE A P
ATIENT.":EXEC44539:GOTO690
820 CLS:PRINT"MITZI IS A KNOWN E
XHIBITIONIST. WORD HAS IT, THAT
SHE DISCARDED 3 ACES IN A GAME O
F STRIP POKER.":EXEC44539:GOTO69
0
830 CLS:PRINT"STACY IS A GIRL WH
O LIKES TO    HAVE FUN AND LOVES
 PRACTICAL    JOKES. SHE HAS BEE
N KNOWN TO IN-VITE THE ENTIRE FO
OTBALL TEAM   OVER FOR AN ORGE O
NLY TO SPIKE  THE PUNCH WITH SAL
TPETER.":EXEC44539:GOTO690
840 CLS:PRINT"TERESA IS A RELIGI
OUS GIRL WHO  BELIEVES IN LOVING
 HER NEXT-DOORNEIGHBOR. UNFORTUN
ATELY,HER     NEIGHBOR'S WIFE DO
ES NOT FEEL   THAT WAY.":EXEC445
39:GOTO690
850 CLS:INPUT"WHO DO YOU WISH TO
 CALL?";I$
860 GOTO870
870 CLS:PRINT"YOU CALL ";I$;" AN
D FIND THAT: ":EXEC44539
880 G=RND(21):ONG GOTO890,900,91
0,920,930,940,950,960,970,980,99
0,1000,1010,1020,1030,1040,1050,
1060,1070,1080,1090
890 PRINT"SHE IS A CONVENTIAL GI
RL. SHE   SHOWS UP AT ALL OF THE
 AREA     CONVENTIONS AND ALREAD
Y HAS     PLANS FOR THE EVENING.
":E=E+1:EXEC44539:GOTO1100
```

```
900 PRINT"SHE SPRAINED HER THUMB
 WITH      WHICH SHE HOLDS HER BO
YFRIENDS  UNDER AND CAN'T GO OUT
 WITH YOU.":E=E+1:EXEC44539:GOTO
1100
910 PRINT"SHE IS JUST WHAT THE D
OCTOR     ORDERED..... A PILL !"
:E=E+1:EXEC44539:GOTO1100
920 PRINT"WHILE SHE DOES NOT SHA
RE ANY OF YOUR INTERESTS,SHE IS
INTERESTEDIN EVERYTHING YOU HAVE
 SHARES IN":E=E+1:EXEC44539:GOTO
1100
930 PRINT"SHE IS A CARD SHARK AN
D ENJOYS  SHOWING A GUY A THING
OR TWO    WHILE PLAYING STRIP PO
KER. SHE  IS BOOKED SOLID FOR TH
E NEXT TWOYEARS.":E=S+1:EXEC4453
9:GOTO1100
940 PRINT"SHE IS LOOKING FOR A G
UY THAT   WILL LOOK UP TO HER AS
 A VERY   BEAUTIFUL SEX OBJECT.
(WHAT SHE NEEDS IS A NEARSIGHTED
 MIDGET).:E=E+1:EXEC44539:GOTO60
0
950 PRINT"SHE IS SO DULL THAT EV
EN HER DOGLEFT HER.":E=E+1:EXEC4
4539:GOTO1100
960 PRINT"SHE SWEARS THAT SHE'S
NEVER BEENKISSED. YOU DON'T BLAM
E HER FOR SWEARING.":E=E+1:EXEC4
4539:GOTO1100
970 PRINT"SHE DOES NOT KNOW HOW
TO COOK,  BUT SHE KNOWS WHAT'S C
OOKING... AND YOU ARE NOT!":E=E+
1:EXEC44539:GOTO1100
980 PRINT"EVEN AT A CHARITY BALL
 GUYS     REFUSED TO DANCE WITH
HER.":E=E+1:EXEC44539:GOTO1100
990 PRINT"SHE IS A REAL 'GOODY-G
OODY'.WHENSHE IS PROPOSITIONED S
HE SAYS:  'GOODY, GOODY' AND WIL
L GO OUT  WITH YOU.":EXEC44539:G
OTO1160
1000 PRINT"SHE IS SUCH A PRUDE T
HAT SHE   BLINDFOLDS HERSELF WH
ILE TAKING A BATH.":E=E+1:EXEC44
539:GOTO1100
1010 PRINT"HER IDEA OF A PRACTIC
AL JOKE IS TO GO OUT WITH YOU OR
 GO TO THE HOME FOR THE BLIND AN
D FLATTEN  THE BRAILLE. SHE DECI
DES TO GO  TO THE HOME.":E=E+1:E
XEC44539:GOTO1100
1020 PRINT"SHE IS SO DESPERATE T
HAT SHE HASBEEN HANGING AROUND D
RAFT BOARDS WAITING FOR REJECTS.
":E=E+1:EXEC44539:GOTO1100
1030 PRINT"GIRLS LIKE HER MAKE A
 GUY LONG  FOR THE SOLITARY LIFE
.":E=E+1:EXEC44539:GOTO1100
1040 PRINT"SHE IS ENGAGED AND IS
 HAVING A  DISAGREEMENT WITH HER
 FIANCE'.  SHE WANTS A LARGE WED
DING WHILE HE DOES NOT WANT TO G
ET MARRIED.":E=E+1:EXEC44539:GOT
O1100
1050 PRINT"SHE WAS VOTED 'THE GI
RL WITH   WHOM YOU ARE MOST LIK
ELY TO    SUCCEED' AND IS WILLI
NG TO GO  OUT WITH YOU.":EXEC44
539:GOTO1160
1060 PRINT"HER MOTTO IS:'TO ERR
IS HUMAN,  BUT IT FEELS DEVINE'.
 SO SHE IS WILLING TO MAKE ANOTH
ER MISTAKE AND GO OUT WITH YOU."
:EXEC44539:GOTO1160
1070 PRINT"SHE IS A SQUIRREL'S I
DEA OF    UTOPIA.... A BIG NUT"
:E=E+1:EXEC44539:GOTO1100
1080 PRINT"SHE COULD HARDLY WAIT
 TO GET    MARRIED. IN FACT SHE
DIDN'T AND WILL BE BUSY DELIVERI
NG A BABY.":E=E+1:EXEC44539:GOTO
1100
1090 PRINT"SHE CAN SWAT FLIES WI
TH HER EARS":E=E+1:EXEC44539:GOT
O1100
1100 IF E<3 THENGOTO850ELSE1110
1110 FORVO=1TO30STEP3:PLAY"V=VO;
":FORZO=1TO5STEP2:FORZN=1TO12STE
P3:PLAY"L255O=ZO;=ZN;":NEXTZN,ZO
,VO
1120 CLS:PRINT"THREE STRIKES AND
 YOU'RE OUT!   MAYBE YOU SHOULD
STAY HOME AND  STARE AT YOUR COM
PUTER.":EXEC44539
1130 CLS5:PRINT@131,"CARE TO TRY
 AGAIN (Y/N)?";
1140 INPUTA$
1150 IFA$="Y"THENRUN95ELSE1180
1160 FORVO=30TO1STEP-3:PLAY"V=VO
;":FORZO=5TO1STEP-3:FORZN=12TO1S
TEP-3:PLAY"L255O=ZO;=ZN;":NEXTZ-
N
,ZO,VO
1170 CLS0:PRINT@96,"CONGRATULATI
ONS, YOU GOT A DATE";:SCREEN0,1:
EXEC44539:GOTO1130
1180 FORW=1TO2:CLS0
1190 FORU=1TO63STEP2:PLAY"T200V2
7O1A#A#
1200 SET(U,1,3):SET(U,12,3)
1210 NEXTU,W
1220 PRINT@110," END ";:SCREEN0,
1
1230 FORQ=1TO3:PLAY"T250V27O4FEE
DBAG":NEXTQ
1240 FORQ=1TO1200:NEXTQ
1250 CLS:END
```

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So, You Want to be a Master?

By: Glen R. Dahlgren

As the smoke cleared, Janthom knew he had had it. He had meant to simply levitate the Master's crystal and had ended up creating a very expensive pile of glass shards. In fact, he had not known that he had the power to destroy an object from a distance. He looked at his staff ROM with renewed awe. In the past weeks he had learned that ROM had many more powers than his teachers of BASIC ever taught him. Now their teachings seemed primitive and simplistic, although Janthom had much more to learn about utilizing his staff.

"Janthom! What was that sound! Art though trying to fix the stove again?", bellowed the Master from a distant room followed by a hearty chuckle.

Janthom winced. He had equal success with the crystal as he did with fixing the house stove. The Master had ended up purchasing a new one, and Janthom had ended up digging a new outhouse ditch. He hadn't been able to sleep without cramps for a week. Surely that punishment was to be a vacation compared to what the Master would bestow on him for breaking his favorite crystal.

"Janthom?" A touch of concern tinged the Master's voice now, "What's going on?"

Janthom froze in horror. Demons and dragons held no terror for him, but the Master got pretty ugly when he was mad. He glanced around the room frantically. He did not know a spell for fixing broken objects.

Maybe if he set it back together, the Master wouldn't notice? One look at the unrecognizable shards dismissed that hope. Blame it on the imp? That ploy held more promise, but it was not Janthom's way to let others take fault for his actions. Besides, the Master's familiar was asleep in front of the new stove. Janthom's shoulders sagged in defeat. He would simply have to take the blame and accept punishment, although the thought alone made him shiver.

The door flew open and the Master entered. One look told all; Janthom had been practicing a new spell and had felt confident enough to try it on the Master's prize crystal. Something had gone wrong, and that something was named Janthom Vore.

The Master said nothing, but looked at Janthom with a leveled gaze. Janthom stared down at the ground and hoped for a quick death. The Master's eyes started glowing a dark red and his expression twisted to that of rage. "Do you know what thou hast done? Thou hast destroyed the Trinsim Crystal!"

Janthom's eyes darted to the pile of glass and then to the Master's face. The Trinsim Crystal? The Master had never really told him why this crystal was favored. Had he, in his foolishness, destroyed the fabric of reality, or let some unspeakable evil loose upon the world? It looked as if the punishment was to be a little worse than he had first imagined.

"The Trinsim Crystal? What have I done?" Janthom fell to his knees and looked up at the Master with determination. "I will right what is wrong! Tell me what I must do. I will travel to the ends of the world on the quest to fix the Crystal!"

The Master's gaze softened as he looked into Janthom's young and determined eyes. "No, no, Janthom. The crystal was a gift from a sorceress I once knew called Eliness Trinsim, hence the name of the crystal. It had sentimental value only."

As the Master turned and looked at the crystal bits on the floor, he heard Janthom's breath escape him in a sigh of relief. "However, this does NOT mean thou art exempt from punishment, although I think I wilst make practical use

of thy accident. Thou, Janthom, will fix the crystal and later we wilst think about the cost of all of this. I thinkest the swamp could use a bit of draining, ..."

Janthom groaned, but the Master continued speaking. "Thou must communicate with thy staff in a way thou never hast before, in order to complete thy task. Before, all thou hast done is tell thy staff to do something with only one or two options to affect its function. The spell I am about to teach thou is dependent, that is, it canst deal with larger amounts of information because it expects more information to be passed. It be variable in its function."

"The spell thou wilst invoke is a general FIX spell. Thou must relay to thy staff what thou wish to fix and how." The Master looked at Janthom's puzzled expression. "Don't worry, thou wilst shortly understand."

After about an hour of preparation, Janthom was still worried. The spell seemed simple in concept, however it required much concentration and attention to detail. The process was as such: visualize the completed crystal and invoke the spell while telling the staff to draw upon the image. If the image fluxed or changed while the spell was in process, the material of the object might be permanently flawed.

Janthom stared at the crystal pieces, trying to remember its original shape. He had done quite a job on it! Closing his eyes, he forced the image to coalesce. He felt the soothing warmth of his staff in his outstretched hands as he mumbled a general USR spell, still focusing his mind on the perfect crystal.

A wind stirred. A slight humming could be heard from the pile of shards. The staff grew more than warm, but Janthom's grip remained so tight it was painful. Beads of perspiration dotted Janthom's forehead as he refused to let the image leave his mind.

And it was done.

Janthom slowly opened his eyes to spy the perfect crystal he had envisioned. A smile grew over his features, and he turned his gaze to the Master. He, too, had a slight smile upon his lips. "Thou hast done well. I was doubtful of thy ability, but thou hast proven that thou art the same student in whom I saw promise that first day."

As the Master gently scooped up the crystal to place it upon the shelf, Janthom's jaw dropped. The Master NEVER gave him compliments, and this was the first time he had ever hinted at WHY he had accepted him as a pupil.

"Yes, very well done. Let us hope thou does as well on the swamp. The pump be in the shed." The Master looked at him with impatience.

The SWAMP? Oh well. . . who wants to live forever.

Well, it seems as though I got a bit carried away with the story section this column. I view it as a necessary evil (or maybe a vice). I ENJOY writing this column and, at this stage of *The Gamer's Connection*, I have, as yet, no space limitations. Therefore, I take that as creative license to write until I drop. I also view the story section as what makes this column unique; I have already received mail stating that people are not only reading this column, but enjoying it. I assume that my approach has something to do with it. Remember, response to this column is vital. If you have an opinion, one way or the other, share it with us. I don't like writing to a void!

Anyway, let us continue. If you have been following *So, You Want to be a Master?*, you are already familiar with Janthom Vore and the Master, along with this month's topic. If not, I'll give you a short run down. Janthom is a fighting man, trained in all ways of BASIC. He carries his staff ROM and depends on it totally (try to keep up with the symbolism, please). He approached the Master in order to gain knowledge in the mystic area of Machine Language, and was accepted as a pupil. In last issue's column, I discussed the minor integration of BASIC and ML (Maching Language). I will assume that you have read it and are familiar with setting up a BASIC driver with ML subroutines. In this month's column, I will be venturing further into BASIC/ML integration.

Last issue we discussed directly passing a few parameters from a BASIC driver to its dependent ML routine. With the program last issue, you sent two numbers in a BASIC program to the ML routine, multiplied them, and returned them to the BASIC driver. Well, two numbers is, indeed, all one can send, *directly!* It is possible to send more than these one or two parameters to an ML routine, but it is done indirectly. One can send a POINTER to a list or group of data containing much more information.

As Janthom discovered this issue, you can use an ML routine (spell) in a very general sense, as long as your data is specific. Janthom sent an image of the perfect Trinsim crystal to his staff. The staff accessed this image and fixed the shards to their former state. With a BASIC driver and an ML routine, you can do much the same.

There are two basic ways to do this. The first I will be talking about is the VARPTR or the

Variable Pointer. The VARPTR gives you a pointer to an information block of a variable (such as a string or numeric variable; we will be dealing exclusively with string variables for now). The syntax is as such: A=VARPTR(Z$). A now would hold the address of the info block to Z$. The only major parts of this info block that you will need are the amount of bytes and the starting address of the actual string. The block is set up as follows: (see Figure A)

The VARPTR (or, in the example, A) would point to this block and not the actual string. In BASIC, you would obtain the actual address of the string by the following formula: ADDRESS=PEEK(VARPTR(Z$)+2)*256+PEEK(VARPTR(Z$)+3). This would take the HEX number found in bytes 2 and 3 inside the information block of the VARPTR and form a decimal address from it (least significant byte times 256 + most significant byte). The number can more easliy be drawn upon in ML, however. By passing the VARPTR through a USR, you can obtain the address of the string simply by loading a 16 bit register (such as X or Y) at an offset of 2 from the VARPTR. I will explain this further in example.

The VARPTR is especially nice for hybrid BASIC/ML text-related programs such as adventure games. With this system, you can do all of your text processing in BASIC (it's not fun to do logic with strings in ML) and high-res display the text via ML routines. I will probably be dealing directly with this subject later on. For now, I am going to give a very basic routine that will take a string and dump it onto the text screen. This is no more than a basic memory move, so that certain characters will appear in inverse, and so forth. The aim of the program is to demonstrate how strings can be accessed by ML. The following programs are the BASIC driver and the ML routine of the display. (see Figure B)

I am no longer going to tell you how to deal with the assembly listings. I am going to assume that you either have DISK EDTASM or some other compatible assembler and that you will type the listings in, assemble them, and save them on your own. The BASIC listings can be typed in and saved directly.

After doing all of this, you should have two files on your disk: PRINT/BAS and PRINT/BIN. Run PRINT/BAS. It will automatically load PRINT/BIN and access it. The result should be that the screen will clear and you will see the string defined in PRINT/BAS displayed on the text screen. It is not just a PRINT statement, mind you. That is why some of the characters are inverted. This is normal. You could write a routine to check for all characters that would normally be inverted by this program, however that is not the purpose of this routine.

The routine itself works as such: the VARPTR address is put into the D register by the ROM routine at $B3ED (see last issue for why this works). It is then transferred to the Y register. This is always good to do because you will eventually be using the D register for temporary values. X and Y are better for holding addresses. Then B is loaded with the number of characters in the string. Note that this number is contained in the first byte of the VARPTR block. Then X takes the address of the string from the block (bytes 2 and 3). We have now obtained all the information we can glean from the VARPTR; Y is now useless. The rest of the program is a simple memory move, taking the contents of the string and copying them onto the text screen.

I hope you got all of that. There are infinite variations on what can be accomplished by passing strings to ML routines. In this particular example, you can have many different strings be displayed by only one routine! Note that the string in PRINT/BAS can be of any length, as the length is accessed in the ML routine by the VARPTR.

Another process I will now discuss is the simple passing of a pointer of the intended data. This is especially nice with lists or a bunch of variable length data such as graphics or sound. This is accomplished merely by sending the address of this data to the ML routine, for example: A=USR(&H5000). This would tell the ML routine that the data it needs is located at &H5000. Instead of directly sending one number, you have indirectly told WHERE the routine can find a lot of numbers. To try and make this clearer, following are two more programs, the BASIC driver and its dependent ML routine. The driver will pass the pointer to ten 16 bit numbers, in any order. The ML routine will, using a bubble sort method, sort the numbers by value, smallest will be first, etc. After the sorting is done, control will be returned to BASIC and the sorted list of numbers will be printed out. (see Figure C)

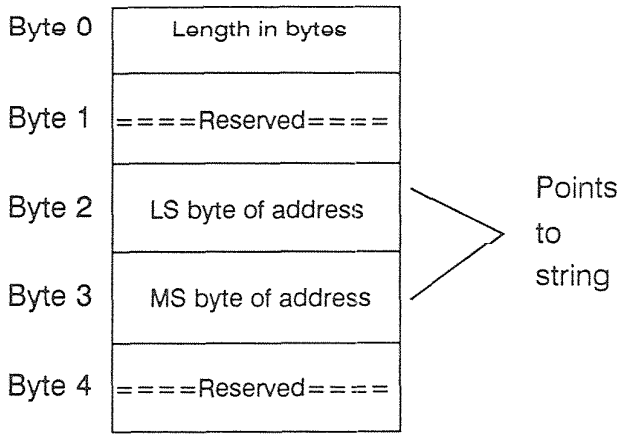
The beginning part of the program is very similar to the preceding one. It accesses the address of the list of the numbers and stores it for permanency. It then proceeds to sort the list (assuming 10 values) using a bubble sort. I am not going to go into the processes of the sort itself; it should be fairly self-explanatory and there is quite a bit of literature available to you on sorts and searches. Leave it to say that this is a very simple sort. The whole point of this program is to show you that a larger amount of information can be dealt with, as long as the BASIC program

passes what the ML program expects. A pointer is a very economical way to do just that.

Note that these types of routines are easier to crash (hence Janthom's concentration). The data must be as expected. If, in the first case, I had not passed a VARPTR, I would have had garbage for parameters and chaos as a result. The BASIC program and ML routines must be harmonious, and agree totally with each other. If not, well, you end up with crystal shards.

That's about it for this column. I'm not quite sure what I'll be dealing with for next time, but it's sure to be good. Perhaps I'll get off of concepts and start with practicalities. Wouldn't that be nice? Anyway, until next time, PREPARE THY-SELF! ●

Diagram A

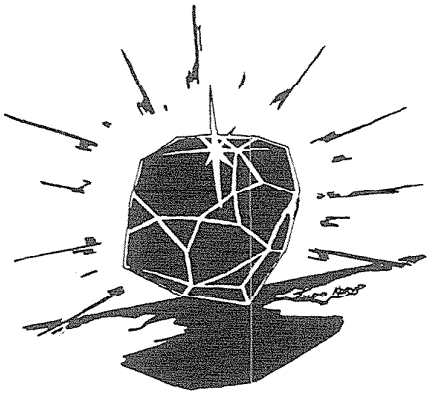


Glen R. Dahlgren is the talented 21 year old programmer behind the newest and hottest CoCo games available. Glen is the president of Sundog Systems ans is now attending Penn State University

Figure B

PROGRAM: PRINT/BAS

```
10 CLEAR 100,&H6000
20 LOADM"PRINT"
30 DEFUSR0=&H6000
40 G$="THIS IS A BUNCH OF USELESS
 TEXT DESIGNED TO SHOW YOU POSSIB
ILITIES OF THIS PROGRAM."
50 CLS
60 A=USR0(VARPTR(G$))
70 GOTO 70
```



PROGRAM: PRINT/BIN

```
00100           ORG       $6000
00110  START    JSR       $B3ED     GET THE VARPTR ADDRESS
00120           TFR       D,Y       PUT IT INTO Y
00130           LDB       ,Y        GET NUMBER OF BYTES IN STRING
00140           LDX       2,Y       GET ADDRESS OF STRING
00150  * B NOW HAS AMOUNT OF CHARACTERS IN THE STRING
00160  * X NOW HAS THE ACTUAL ADDRESS OF THE STRING
00170           LDY       #$500     GET MID TEXT SCREEN ADDRESS
00180           TSTB                SEE IF IT IS A NULL STRING
00190           BEQ       DONE      IF IT IS EMPTY, GET OUT
00200  THROW    LDA       ,X+       GET A CHARACTER, AUTO-INCREMENT
00210           STA       ,Y+       PUT A CHARACTER ON THE SCREEN
00220           DECB                DECREMENT CHAR COUNTER
00230           BNE       THROW     IF NOT DONE, GO FOR MORE
00240  DONE     RTS                 RETURN CONTROL TO BASIC
00250           END
```

Figure C

PROGRAM: SORT/BAS

```
10 CLEAR 100,&H5000
20 LOADM"SORT"
30 DEFUSR0=&H6000
40 M=&H5000
50 ' M IS THE MEMORY LOCATION OF
THE START OF THE LIST
60 FOR T=0 TO 18 STEP 2:READ A:PO
KEM+T,INT(A/256):POKEM+T+1,A-INT(
A/256)*256:NEXTT
70 A=USR0(M)
80 CLS:FOR T=0 TO 18 STEP 2:A=PEE
K(M+T)*256+PEEK(M+T+1):PRINTA:NEX
TT
90 DATA 1234,3,453,5631,52,311,16
45,931,1,43
```

PROGRAM: SORT/BIN

```
00100           ORG       $6000
00110  START    JSR       $B3ED      GET ADDRESS OF NUMBERS
00120           STD       LIST       PUT ADDRESS IN PERMANENT LOCATION
00130  * ADDRESS OF FIRST ELEMENT IS NOW IN LIST
00140  * ASSUMING ONLY 10 ELEMENTS : FOLLOWING IS BUBBLE SORT
00150  LOOP     LDB       #9         GET NUMBER OF ELEMENTS -1
00160           CLRA                 CLEAR SWAP FLAG
00170           LDX       LIST       GET START ADDRESS
00180           LEAY      +2,X       GET ADDRESS OF NEXT ELEMENT
00190  SORT     LDU       ,Y         GET SECOND ELEMENT
00200           CMPU      ,X         COMPARE IT TO FIRST
00210           BGT       CONT       IF > THEN OK: DON'T SWAP
00220           BSR       SWAP       SWAP ELEMENTS
00230  CONT     LEAX      +2,X       INCREMENTS ADDRESS POINTERS
00240           LEAY      +2,Y
00250           DECB                 ALL ELEMENTS CHECKED?
00260           BNE       SORT       NOPE, GO FOR MORE
00270           DECA                 CHECK SWAP FLAG
00280           BEQ       LOOP       SET, THEREFORE NEED TO CHECK AGAIN
00290  DONE     RTS                  NOT SET, RETURN TO BASIC
00300  * SWAP ROUTINE: SWITCHES TWO ELEMENTS
00310  SWAP     STU       TEMP       STORE SECOND ELEMENT TEMPORARILY
00320           LDU       ,X         GET FIRST ELEMENT
00330           STU       ,Y         PUT IN SECOND LOCATION
00340           LDU       TEMP       GET ORIGINAL SECOND ELEMENT
00350           STU       ,X         PUT IN FIRST LOCATION
00360           LDA       #1         SET SWAP FLAG
00370           RTS                  RETURN FROM SUB
00380  * DATA SECTION
00390  LIST     FDB       0000       HOLDS ADDRESS OF LIST
00400  TEMP     FDB       0000       HOLDS TEMPORARY ELEMENT
00410           END
```

Power Pokes!

Enter: Poke 359,57

Result: This poke allows the user to view the listing while loading from disk.

Enter: Exec 35337

Result: Renumbers by 10.

Enter: Exec 40999

Result: Will cold start your system.

Enter: Exec 41175

Result: Will display sign on message. Used to display version.

Enter: Poke 383,158

Result: List disable.

Enter: Poke 383,0

Result: List enable.

Enter: Poke 65314,54

Result: Disables ROM pak autostart.

Enter: Poke 383,158

Result: Disables DIR.

Enter: Poke 359,255

Result: Disables screen printout from keyboard, input is still operational.

Enter: Poke 235,X

Result: Sets X as drive number.

Enter: Poke 236,Y

Result: Sets Y as track number.

Enter: Poke 237,Z

Result: Sets Z as sector number. ●

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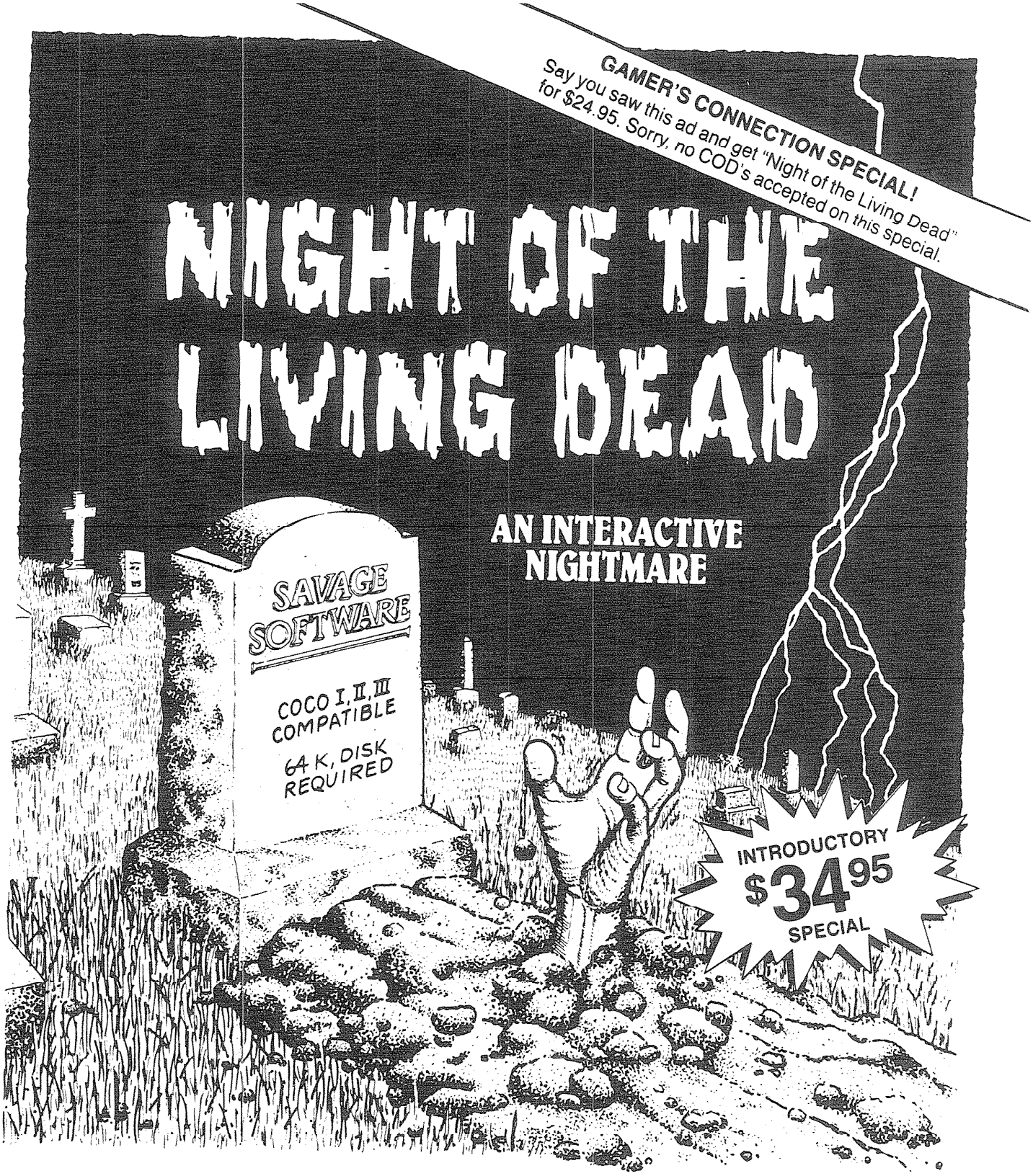

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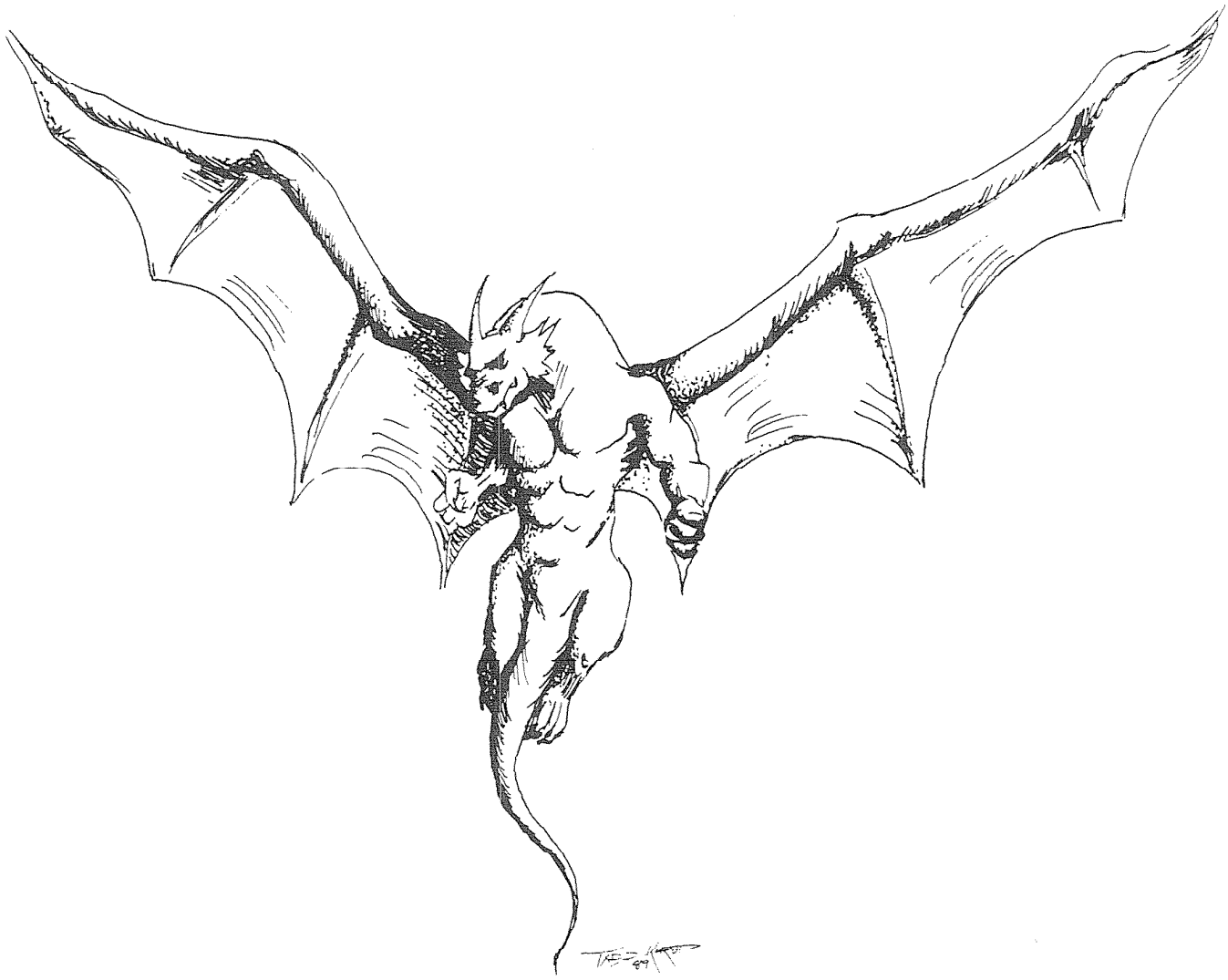
Arak, Dragon of the North



Arak, Dragon of the North

A text adventure game.

Written By: Tracey Williams

32K ECB Minimum Memory Requirement

Type: PCLEAR1

CoCo I / CoCo II / CoCo III

This submission comes to us from Tracey Williams. Can you enter the lair of Arak, Dragon of the North and stop his rampage? The caverns of his lair are filled with all manner of evil creatures and ancient traps. Will you be able to solve the adventure and defeat the huge Ice Dragon? Tracey doesn't seem to think so.

As an added hint to the brains behind the adventure, Tracey says she has done some correspondence with the Ice Devil and he has helped her with a few areas of the program design. If you liked any of the Ice Devil's previous submissions, you can feel his brand of programming in this difficult adventure. ●

```
1 CLEAR1500
2 CLS0:V$=CHR$(128):PRINT@132,"a
rak";V$;"dragon";V$;"of";V$;"the
";V$;"north";:PRINT@231,"by";V$;
V$;"tracey";V$;"williams";:FORX-
1TO6:PRINTV$;:NEXTX
3 R=5:D$(1)="N":D$(2)="S":D$(3)=
"E":D$(4)="W":ZZ$="O3;V31;L10;A;
V8;A;V1;A":E$(1)="nORTH":E$(2)="
sOUTH":E$(3)="eAST":E$(4)="wEST"

4 DIMR$(64),D(4,64),LO$(72),O$(7
2),O(72),VL$(49),VL(49),L$(72)
5 FORX=1TO64:READD(1,X),D(2,X),D
(3,X),D(4,X):NEXTX:FORX=1TO64:RE
ADR$(X):NEXTX:FORX=1TO72:READLO-
$  (X),O$(X):NEXTX:FORX=1TO7-
2:READO  (X):NEXTX:FORX=1TO7-
2:READL$(X):N  EXTX:FORX=1TO4-
9:READVL$(X),VL(X) :NEXTX
6 DATA4,,3,2,,,1,,,,51,1,,1,,,,,
64,64,,,8,7,59,,6,,11,,10,6,,63,
60,,,,,8,,8,,,,,56,11,,12,58,,15
,6,,,16,14,,,,15,,,,18,,,17,53,,
,,16,,,,,21,,,22,23,20,21,,,,25,
,24,21,,,,23,,23,26,,,,,25
7 DATA0,28,,,27,,31,29,,30,28,,2
9,,,,,33,32,28,,,,31,31,,35,,,,,
,,37,36,33,,,,35,35,,,,,,39,,,,-
,
,39,45,43,41,,42,40,,41,,,,,44,,
40,43,,,,40,46,,,45,,,,46,,48,,,
49,,47,48,,,50,,,49,0
8 DATA0,,,,,51,,,18,,54,,,55,,53
,54,,,,,57,,12,56,,,,,,,13,60,7,
,,61,59,,9,,60,,62,,,61,0,9,0,0-
, 0,64,64,64,64
9 DATA,,,,"ON A SNOWY PLAIN OUTS
IDE A HUGE CASTLE.","IN A LARGE
FOYER.","IN A DESERTED GAURDROOM
.","IN A SMALL ROUND ROOM.","IN
A LARGE BEDROOM."
10 DATA"IN AN OLD STORAGE ROOM."
,"IN A ROUND ROOM WITH A LOW CEI
LING. THERE IS A LARGE BLACK -X-
 PAINTED ON THE CEILING,     FLO
OR, AND WALL.","IN A LARGE RECTA
NGULAR      ROOM.","IN AN EMPTY K
ITCHEN.","IN A NARROW TUNNEL.","
IN A NARROW TUNNEL."
11 DATA"AT THE END OF A TUNNEL."
,"AT THE BOTTOM OF A PIT.","IN A
 SMALL ALCOVE.","IN AN ANCIENT L
IBRARY.","IN A COLD CAVERN OF IC
E.","IN A COLD CAVERN OF ICE.","
IN A COLD CAVERN OF ICE.","AT AN
 INTERSECTION OF      CAVERNS."
12 DATA"IN A COLD CAVERN OF ICE.
","IN A COLD CAVERN OF ICE.","IN
 A SMALL CHAMBER.","IN A CAVERN
OF QUARTZ. IN  THE CENTER OF THE
 CHAMBER IS A  GLASS CUBICLE  CO
NTAINING A MAN DRESSED IN RED RO
BES.","AT AN INTERSECTION OF
  CAVERNS."
13 DATA"IN A COLD CAVERN OF ICE.
","IN A COLD CAVERN OF ICE.","IN
 A MUSTY OLD DUNGEON.","IN A TOR
TURE ROOM.","IN A LARGE CHAMBER.
","ON A GRASSY PLAIN.","IN A COL
D CAVERN OF ICE.","IN AN ANCIENT
 TREASURY.","IN A COLD CAVERN OF
 ICE."
14 DATA"IN A SNOWY CORRIDOR.","I
N A VERY DARK ROOM.","IN A COLD
CAVERN OF ICE.","IN A LARGE ICY
CHAMBER.","IN A SQUARE ROOM.","I
N A LARGE RECTANGULAR     CHAMBE
R.","IN A HUGE CAVERN.","IN A CO
LD CAVERN OF ICE.","IN A ICE-COV
ERED ROOM."
15 DATA"IN A HUGE ICY CHAMBER.",
"IN THE LAIR OF ARAK         THE
FIERCEST ICE DRAGON ALIVE!","IN
A HUGE ICY PASSAGEWAY.","IN A LA
RGE CHAMBER.",,,"IN A STONE CORR
IDOR.","IN AN OLD WINE CELLAR."
16 DATA"IN A VERY SMALL ROOM.","
IN A LARGE BEDROOM.","IN A DRESS
ING CHAMBER.","IN A FOOD STORAGE
 ROOM.","IN A HUGE MARBLE THRONE
    ROOM.","IN A STONE CORRIDOR.
","IN A LARGE CHAPEL.","IN A SMA
LL VESTRY.","IN A SMALL CLOSET."
,"ON AN ARCTIC PLAIN."
17 DATAA TOP HAT,HAT,A LARGE ROC
K,ROC,,,,,A CLOSED DRAWBRIDGE,,A
 LARGE FLAG,FLA,A NARROW TUNNEL,
,A TABLE,,A MATCH,MAT,A LARGE BE
D,,EMPTY SHELVES,,A DOOR,,A SIGN
,,A DOOR,,A BRICK,BRI
18 DATAA FIREPLACE,,AN UNLIT TOR
CH,TOR,AN OPENING IN THE WALL,,A
 LARGE BED,,A BOTTLE,BOT,A FLASK
,FLA,MANY  SHELVES,,A  BOOK,BOO,A
SILVER KEY,KEY,A WHITE HARE,HAR,
STALACTITES,,A PIERCED HARE,HAR
19 DATABROKEN STALACTITIES,,AN A
MULET,AMU,A LARGE ICE TROLL,,A S
MALL TREE,TRE,A CIRCULAR PLATFOR
M,,A GLASS CUBICLE,,A SILVER ARR
OW,ARR,MANY STALACTITIES,,A POOL
,,A CELL,,A SKELETON,SKE,A ROTTI
NG RACK
20 DATA,A WHIP,WHI,A PAIR OF THU
MBSCREWS,THU,A LARGE PAINTING,,A
 MAN,,A DEAD BEAR,,A DEEPLY IMBE
DDED ARROW,ARR,A BOW,BOW,A COIN,
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COI,A CRYSTAL VASE,VAS,A PAIR OF
 ORANGE EYES,,A GOLD NUGGET,NUG,
A GRAY MIST,
21 DATAHUMAN SKELETONS,SKE,A GRA
Y MIST,,FOUR DEAD MAMMOTHS,,A HU
GE GOLD DOOR,DOO,GRAYCOR THE ICE
 DRAGON,,A MAMMOTH CARCASS,,A HU
GE HOLE IN THE CEILING,,,,A BOTT
LE OF WINE,WIN
22 DATASTONE STEPS,,A LARGE BED,
BED,A CLOAK,CLO,A POOL OF WATER,
,ROTTEN FRUIT,FRU,RAW MEAT,MEA,A
N IVORY THRONE,,,, A GLASS ALTAR
,,CHAIRS,,A SILK ROBE,ROB,A HEAV
Y PARKA,PAR
23 DATA99,99,2,99,5,6,99,7,99,9,
10,11,11,12,99,13,13,99,17,18,18
,19,99,99,99,22,99,99,99,24,99,2
6,27,99,29,42,31,31,32,32,32,33-
,
34,34,99,99,36,38,39,30,41,42,43
,44,46,48,48,50,51,54,55,56,57,5
7,58,58,59,99,61,61,62,63
24 DATA"IT IS MADE OF BLACK STEE
L.","ITS GRAY AND VERY HEAVY.",,
,,,,,"IT HAS SOMETHING WRITTEN O
N IT.",,"THEY ARE EMPTY.",,"SOME
THING IS WRITTEN ON IT.",,"IT IS
 JUST A NORMAL BRICK.",,"ITS ABO
UT TWO FEET LONG."
25 DATA,,"IT IS FILLED WITH A CL
EAR        LIQUID.","IT IS FILLED
 WITH WATER.",,"IT IS LEATHER BO
UND AND LOOKS   OLD.","IT IS VER
Y SHINEY.","IT HAS WHITE FLUFFY
FUR.","THEY ARE FROZEN SOLID.",,
""
26 DATA"IT IS A GOLD CHAIN WITH
A RUBY  EMBEDDED IN A BRONZE COL
ORED    METAL.",,,,,"IT IS SILVE
R WITH WHITE EAGLE   FEATHERS FO
R FLETCHING.","THEY ARE FROZEN S
OLID IN ICE.",,,"IT LOOKS VERY A
NCIENT.","IT IS OLD AND ROTTING.
"
27 DATA"ITS MADE OF BLACK LEATHE
R.","THEY ARE WORN FROM USE.",,,
,,"IT IS MADE OF GLASS AND HAS A
   STRING SPUN OF GOLD.","IT HAS
 A DRAGONS HEAD ON BOTH   SIDES.
","IT LOOKS VERY VALUABLE.",,"IT
 IS RATHER HEAVY FOR SUCH A   SM
ALL SIZE.",,,,,,,""
28 DATA"",,"IT HAS A DEEP PURPLE
 COLOR AND  ON THE BOTTLE IS A L
ABEL WITH   THE INITIALS S.A.S."
,,,"IT IS BROWN AND HOODED.",,"I
TS ROTTEN.","ITS SPOILED.",,,,,"
IT IS DEEP BLUE AND MADE OF
SOFT VELVET.","IT IS MADE OF WOO
L."
29 DATA N,1,S,1,E,1,W,1,GET,2,TA
K,2,DRO,3,LOO,4,L,4,EXA,4,LOOK,4
,REA,5,PUS,6,PUL,6,MOV,6,OPE,7,C
LO,8,UNL,9,INV,10,I,10,KIC,11,PU
T,12,SMA,13,BRE,13,EAT,14,DRI,15
,JUM,16,THR,17,FLI,18,BUY,19,YEL
,20,SAY,21,CLI,22,BUI,23,MAK,23,
WEA,24,SIT,25,LIE,26
30 DATADIG,27,BUR,28,BUR,29,TOU,
30,STR,31,LIG,32,STA,33,STA,34,G
IV,35,DIP,36,GRA,36
31 CLS:PRINT"I AM ";R$(R)
32 PRINT:PRINT"I SEE: ";
33 FORX=1TO72:IFP=0ANDO(X)=R THE
NPRINTLO$(X);:P=1ELSEIFP=1ANDO(X
)=R THENPRINT", "+LO$(X);
34 NEXTX
35 IFP=0THENPRINT"NOTHING INTERE
STING";
36 PRINT:P=0
37 IFR=5THEND$(2)="D":E$(2)="dOW
N":GOTO39ELSED$(2)="S":E$(2)="sO
UTH"
38 IFR=55ANDD(2,55)=5THENE$(2)="
uP"ELSEE$(2)="sOUTH"
39 PRINT:PRINT"VISIBLE EXITS: ";

40 FORX=1TO4:IFD(X,R)>0THENPRINT
E$(X);" ";:N=N+1
41 NEXTX
42 IFN=0THENPRINT"NONE":GOTO44
43 PRINT:N=0
44 PRINT:FORX=1TO8:PRINT"*--*";:
NEXTX
45 IFR=6ANDTF=0THENPRINT:PRINT"T
HE DRAWBRIDGE SLAMMED SHUT!!":TF
=1:VR=0:LO$(5)="A CLOSED DRAWBRI
DGE":D(1,5)=0:GOTO54
46 IFR=55ANDA$="U"ANDD(2,55)=5TH
ENFT=0
47 IFR=24ANDH=0THENPRINT"A LARGE
 CRYSTAL ICE TROLL SPOTS ME AND
RUSHES TO ATTACK!":GOSUB237:IFV$
="THR"ANDN$="BRI"ANDO(15)=0THENP
RINT"HE SHATTERED INTO OBLIVION!
":O(15)=24:IN=IN-1:O(30)=99:O(31
)=24:H=1:GOTO54ELSE214
48 IFGH=0ANDR=39THENPRINT"A PAIR
 OF ORANGE EYES STARES AT ME OUT
 OF THE DARKNESS."
49 IFR=48ANDQL=0ANDGG=0THENGOTO2
22
50 IFR=49ANDDE=0ANDGG=0THENPRINT
"THE DRAGON RUNS SCREAMING TO
 THE WEST!":DE=1:O(56)=50:GOTO22
9
51 IFR=50ANDMK=0ANDGG=0THENPRINT
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"HE IS STARTING TO FLY UP TOWARD
 THE HOLE IN THE CEILING.":MK=1:
GOTO230
52 IFR=39ANDGH=0THENGOSUB237:IFV
$="CRA"ANDN$="WHI"ANDO(40)=0THEN
PRINT"THE EYES RAPIDLY DISSAPPEA
R     INTO THE DISTANCE.":GH=1:D
(2,39)=40:D(4,39)=38:O(49)=99:GO
TO54ELSEGOTO217
53 IFR=55THENLO$(4)="CELLAR DOOR
S":O(4)=55
54 PRINT:INPUT"WHAT NOW";A$:PLAY
ZZ$:PRINT:IFR=5ANDA$="S"THEN241E
LSEIFR=5ANDA$="E"ANDIA=0ORR=5AND
A$="W"ANDIA=0THENPRINT"IF I ENTE
R THE ARCTIC PLAIN I  WILL PROB
ABLY BECOME LOST.":IA=1:GOTO54
55 IFR=5ANDD$(2)="D"ANDA$="D"AND
D(2,5)=55THENR=55:GOTO31
56 IFR=55ANDA$="U"ANDD(2,55)=5TH
ENR=5:GOTO31ELSEIFR=55ANDA$="S"T
HENPRINT"I CAN'T GO THAT WAY.":G
OTO54
57 IFR=47ANDA$="N"ANDGR=0ANDGG=0
THENGR=1:GOTO227
58 IFLEFT$(A$,3)="HEL"THENPRINT"
YOU'RE DOING FINE.":GOTO54
59 IFLEFT$(A$,3)="QUI"THENINPUT"
ARE YOU SURE (Y/N)";B$:IFLEFT$(B
$,1)="Y"THENCLS:ENDELSE54
60 IFR=12ANDA$="N"ANDER=1ANDO(1)
=0ANDHO=1ANDC=0THENPRINT"AS I EN
TERED THE DOORWAY A BRICKFELL, H
IT MY TOP HAT, AND FELL  TO THE
GROUND.":O(15)=12:LO$(1)="A DENT
ED TOP HAT":C=1:GOTO54ELSEIFR=12
ANDER=1ANDC=0ANDA$="N"THENGOTO21
6
61 IFR=22ANDO(26)=22THENPRINT"WA
IT! THE STALACTITES ARE      FA
LLING FROM THE CEILING!":GOSUB20
3:PRINT:PRINT"ONE PIERCED MY HEA
RT!":GOTO204
62 L=LEN(A$):FORD=1TOL:IFMID$(A$
,D,1)=" "THENV$=LEFT$(A$,3):M$=R
IGHT$(A$,L-D):N$=LEFT$(M$,3):GOT
O64ELSENEXTD
63 V$=A$
64 FORX=1TO49
65 IFVL$(X)=V$THENA=X:GOTO68
66 NEXTX
67 PRINT"I DON'T UNDERSTAND.":GO
TO54
68 ON A GOTO69,69,69,69,73,73,80
,86,86,86,86,111,115,115,115,117
,125,128,130,130,134,135,137,137
,138,141,145,146,148,151,153,154
,157,159,159,161,166,172,176,180
,180,182,189,192,194,194,197,200
,202
69 FORX=1TO4:IFA$=D$(X)THENDR=X:
GOTO71
70 NEXTX
71 IF D(DR,R)>0THENR=D(DR,R):GOT
O31
72  IFD(DR,R)=0THENPRINT"I  CAN'T
GO THAT WAY.":GOTO54
73 IFIN=6THENPRINT"--INVENTORY F
ULL--":GOTO54
74 IFR=6ANDFB=0ANDN$="FLA"THENPR
INT"WHEN I TOUCHED IT, TWO HUGE
    SWORDS MATERILIZED IN THE RO
OM!":GOSUB203:PRINT:PRINT"...AND
 CHOPPED ME TO BITS!!!!":GOTO204

75 IFR=19ANDM=0ANDN$="BOO"ANDO(-
2
3)=19THENPRINT"AS I PICKED UP TH
E BOOK A        TRAP-DOOR OPENED
UNDER MY FEET!":GOSUB203:PRINT:P
RINT"I AM SLIDING DOWN A SHUTE!"
:GOSUB203:PRINT:PRINT"P-O-O-O-F!
  I LANDED IN A PILE  OF SNOW!":
R=20:O(23)=0:M=1:GOTO235
76  IFR=24ANDN$="TRE"THENPRINT"I
CAN'T PULL IT OUT.":GOTO54ELSEIF
R=24ANDMX=0ANDN$="LEA"THENPRINT"
OK.":LO$(30)="A LEAF":IN=IN+1:O$
(30)="LEA":O(30)=0:MX=1:GOTO54EL
SEIFR=24ANDG=1ANDN$="LEA"THENPRI
NT"I ALREADY TOOK ONE.":GOTO54
77 IFR=34ANDGB=0ANDN$="BOW"THENP
RINT"HE PULLS AWAY AND SAYS THAT
 HE  WILL SELL ME HIS BOW FOR HE
 HAS NO MORE ARROWS.":GOTO54
78 FORX=1TO72:IFN$=O$(X)ANDO(X)=
R ANDO$(X)<>""THENO(X)=0:PRINT"O
K.":IN=IN+1:GOTO54
79 NEXTX:PRINT"I CAN'T GET THAT.
":GOTO54
80 IFN$="HAT"ANDO(1)=0THENHO=0
81 IFEP=1ANDO(72)=0ANDN$="PAR"TH
ENEP=0ELSEIFN$="CLO"ANDO(63)=0AN
DJE=1THENJE=0
82 IFO(71)=0ANDO$(71)="ARM"ANDN$
="ARM"THENPRINT"I CAN'T GET IT O
FF.":GOTO54
83 IFR=21ANDO(25)=0ANDN$="HAR"AN
DBV=0THENPRINT"HE RUNS SOUTH AND
IS PIERCED BY HUNDREDS OF FALLI
NG          STALACTITES.":BV=
1:O(25)=99:O(27)=22:O(28)=22:O(2
6)=99:O(29)=22:IN=IN-1:GOTO54
84 FORX=1TO72:IFO(X)=0ANDN$=O$(X
)THENPRINT"OK. ITS DROPPED.":O(X
)=R:IN=IN-1:GOTO54
85 NEXTX:PRINT"I DON'T HAVE IT."
:GOTO54
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86 IFA$=V$THEN31
87 IFR=7ANDN$="TAB"ANDFL=0THENFL
=3:PRINT"IT IS MADE OF KNOTTY PI
NE.":GOTO54ELSEIFR=7ANDN$="TAB"A
NDFL=4THENPRINT"IT IS MADE OF KN
OTTY PINE.":GOTO54
88 IFR=7ANDN$="TAB"ANDFL=3THENPR
INT"AT SECOND GLANCE IS SPOTTED
A  MATCH HIDDEN IN A KNOT.":O(9
)=7:FL=4:GOTO54
89 IFR=34ANDO(43)=34ANDN$="MAN"T
HENPRINT"HE WEARS A GREEN TUNIC
WRAPPED  BY AN AMBER CLOAK.  HE
CARRIES  A BOW OF GLASS.":O(46)=
34:GOTO54
90 IFR=42ANDN$="SKE"THENPRINT"TH
ERE MUST BE A THOUSAND.":GOTO54E
LSEIFR=44ANDN$="MAM"THENPRINT"TH
EY ARE RIPPED TO SHREADS.":GOTO5
4
91 IFO(34)=0ANDN$="ARR"ANDCA=1TH
ENPRINT"IT IS COATED WITH BLACK
GUNK.":GOTO54
92 IFO(30)=0ANDN$="LEA"THENPRINT
"ITS DARK GREEN AND FEELS LIKE
 VELVET.":GOTO54
93 IFR=24ANDO(31)=24ANDN$="TRE"T
HENPRINT"IT IS DARK GREEN WITH M
ANY      LEAVES.":GOTO54
94 IFR=26ANDN$="PLA"THENPRINT"IT
 IS SILVER WITH A TWO FOOT    DI
AMETER.":GOTO54
95 IFR=46ANDN$="DOO"THENPRINT"IT
 IS SOLID GOLD AND IS COVERED WI
TH FOOT LONG SPIKES.":GOTO54
96 IFR=31ANDN$="CEL"THENPRINT"IT
S EMPTY AND LOCKED.":GOTO54
97 IFR=27ANDOO=0ANDN$="CUB"THENP
RINT"IT HAS A KEYHOLE.":GOTO54
98 IFR=42ANDN$="POO"THENPRINT"IT
 IS FILLED WITH A THICK BLACK LI
QUID.":GOTO54
99 IFR=33ANDN$="PAI"ANDND=0THENP
RINT"IT PICTURES A HUNTER STALKI
NG A GIANT BEAR.":GOTO54ELSEIFR=
33ANDN$="PAI"ANDND=1THENPRINT"IT
 PICTURES A WEALTHY MAN       CO
UNTING HIS MONEY OUTSIDE A    HU
GE MANSION.":GOTO54
100 IFR=59ANDN$="THR"THENPRINT"I
T IS MADE OF SOLID IVORY AND   H
AS THE WORDS -NEMO ME IMPUNE-  I
NSCRIBED ON THE BACK.":GOTO54
101 IFR=61ANDN$="ALT"THENPRINT"I
T IS MADE OF SOLID GLASS AND   B
EARS THE INSCRIPTION -MAY THE  G
ODS HELP US-":GOTO54
102 IFR=5ANDN$="DRA"THENPRINT"IT
 IS MADE OF A VERY STRONG WOODAN
D MUST BE THREE FEET THICK.":GOT
O54
103 IFR=6ANDN$="FLA"ANDBF=0THENP
RINT"IT HAS A RED BACKGROUND AND
 IN  THE CENTER IS TWO CROSSED
     SWORDS.":GOTO54
104 IFR=6ANDN$="TUN"ORR=14ANDN$=
"TUN"ORR=15ANDN$="TUN"ORR=16ANDN
$="TUN"THENPRINT"ITS 3 X 3.":GOT
O54
105 IFR=10ANDN$="SHE"THENPRINT"T
HEY ARE COVERED WITH COBWEBS.":G
OTO54
106 IFR=5ANDN$="DRA"THENPRINT"IT
S MADE OF HEAVY OAK.":GOTO54
107 IFR=19ANDLB=0ANDN$="SHE"THEN
PRINT"THERE IS A BOOK ON ONE.":O
(23)=19:LB=1:GOTO54ELSEIFR=19AND
LB=1ANDN$="SHE"THENPRINT"I FOUND
 A SILVER KEY.":O(24)=19:LB=2:GO
TO54ELSEIFR=19ANDLB=2ANDN$="SHE"
THENPRINT"THEY ARE MADE OF ROTTI
NG WOOD.":GOTO54
108 IFO(1)=0ANDN$="HAT"ANDY=0THE
NPRINT"IT IS MADE OF BLACK STEEL
.":Y=1:GOTO54ELSEIFO(1)=0ANDN$="
HAT"ANDY=1THENPRINT"IT HAS A TAG
 WHICH READS        -FOTYSR-":Y-
2:GOTO54ELSEIFO(1)=0ANDN$="HAT"A
NDY=2THENPRINT"A HARE JUST JUMPE
D OUT!":GOTO215
109 FORX=1TO72:IFO(X)=0ANDN$=O$(
X)ORO(X)=R ANDN$=O$(X)ANDL$(X)<>
""THENPRINTL$(X):GOTO54
110 NEXTX:PRINT"I SEE NOTHING IN
TERESTING.":GOTO54
111 IFO(9)=0ANDN$="MAT"THENPRINT
"-STRIKE-ALL-":GOTO54
112 IFR=11ANDTX=1ANDN$="SIG"THEN
PRINT"-THE WISE NEVER DIE-":GOTO
54ELSEIFR=11ANDN$="SIG"THENPRINT
"THE -X- WILL SHOW YOU THE WAY-"
:GOTO54
113 IFO(23)=0ANDN$="BOO"THENCLS:
PRINT"ONLY ONE PAGE WITHSTOOD TH
E     TOUCH OF TIME.":GOTO220
114 PRINT"HOW CAN I READ THAT???
":GOTO54
115 IFR=9ANDN$="BED"ORR=17ANDN$=
"BED"THENPRINT"ITS TOO HEAVY.":G
OTO54
116 PRINT"WHY SHOULD I MOVE IT??
?":GOTO54
117 IFR=11ANDN$="DOO"ANDTX=1THEN
PRINT"THERE IS NO DOOR TO OPEN."
:GOTO54
118 IFR=5ANDN$="DRA"ANDVR=0THENP
RINT"I TRIED BUT I COULDN'T.":GO
TO54ELSEIFR=5ANDVR=1ANDN$="DRA"T
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HENPRINT"ITS ALREADY OPEN.":GOTO
54
119 IFR=11ANDN$="DOO"ANDTX=0THEN
PRINT"IT WONT OPEN.":GOTO54
120 IFR=12ANDN$="DOO"ANDER=0THEN
PRINT"OK. ITS OPEN.":ER=1:D(1,12
)=13:GOTO54ELSEIFR=13ANDER=0ANDN
$="DOO"THENPRINT"OK. ITS OPEN.":
ER=1:D(2,13)=12:ER=1:GOTO54
121 IFR=46ANDN$="DOO"THENPRINT"A
S I OPENED THE DOOR A PIT      O
PENED UNDER MY FEET!":GOSUB203:P
RINT:PRINT"HURRY UP! AND DECIDE"
;:GOSUB237:IFV$="GRA"ANDN$="SPI"
THENGOTO218ELSE219
122 IFR=55ANDN$="DOO"ANDTS=1ANDO
W=0THENPRINT"OK. ITS OPEN.":OW=1
:D(2,55)=5:TF=0:D(2,5)=55:GOTO54

123 IFR=55ANDN$="DOO"ANDTS=0THEN
PRINT"ITS AT THE TOP OF THE STAI
RS.":GOTO54
124 PRINT"HOW CAN I OPEN THAT?":
GOTO54
125 IFR=12ANDER=1ANDN$="DOO"THEN
PRINT"OK. ITS CLOSED.":ER=0:D(1,
12)=0:GOTO54ELSEIFR=13ANDER=1AND
N$="DOO"THENPRINT"OK. ITS CLOSED
.":ER=0:D(2,13)=0:GOTO54
126 IFR=55ANDN$="DOO"ANDTS=1ANDO
W=1THENPRINT"OK. ITS CLOSED.":OW
=0:D(2,55)=0:GOTO54
127 PRINT"HOW CAN I CLOSE THAT?"
:GOTO54
128 IFR=27ANDO(24)=0ANDN$="CUB"A
NDOO=0THENPRINT"WHEN I TURNED TH
E KEY THE GLASS COVER VAPORIZED.
":CG=1:OO=1:LO$(33)="AN OPEN GLA
SS CUBICLE":GOTO54
129 PRINT"HOW CAN I UNLOCK THAT?
":GOTO54
130 PRINT"I HAVE :";
131 FORX=1TO72:IFO(X)=0THENPRINT
TAB(9);LO$(X):HN=1
132 NEXTX:IFHN=0THENPRINTTAB(9);
"NOTHING":HN=0
133 GOTO54
134 PRINT"OK. I KICKED IT.":GOTO
54
135 IFO(30)=0ANDO$(30)="LEA"ANDO
(21)=0ANDN$="LEA"THENINPUT"WHERE
";UI$:PLAYZZ$:PRINT:IFLEFT$(UI$,
2)="FL"THENPRINT"THE LEAF DISSOL
VED AND THE WATERTURNED WHITE.":
RM=1:O(30)=99:IN=IN-1:L$(21)="IT
 IS FILLED WITH WHITE LIQUID.":G
OTO54
136 PRINT"HOW CAN I PUT IT THERE
?":GOTO54
137 PRINT"BREAKING THINGS WON'T
SOLVE YOURPROBLEMS.":GOTO54
138 IFO(65)=0ANDN$="FRU"THENPRIN
T"IT TASTED AWFUL!":IN=IN-1:O(65
)=99:GOTO54
139 IFO(66)=0ANDN$="MEA"THENPRIN
T"YUCH! I FEEL SICK!":O(66)=99:I
N=IN-1:GOTO54
140 PRINT"HOW CAN I EAT THAT?":G
OTO54
141 IFO(20)=0ANDN$="BOT"THENPRIN
T"YECH! THAT WAS AWFUL!":GOSUB20
3:PRINT:PRINT"I FEEL DIZZY!":GOS
UB203:PRINT:PRINT"W-H-O-O-O-O-P-
S  I TRIPPED!!":GOSUB203:PRINT:P
RINT"B-O-O-O-O-O-O-M  WHEN I HIT
 THE GROUND I EXPLODED!!!":GOTO2
04
142 IFO(21)=0ANDN$="FLA"THENPRIN
T"OK. IT TASTED SWEET.":DW=1:LO$
(21)="AN EMPTY FLASK":L$(21)="IT
S JUST AN EMPTY FLASK.":GOTO54
143 IFN$="WIN"ANDO(60)=0THENPRIN
T"BOY! IS THAT GOOD!":GOSUB203:P
RINT:PRINT"I FEEL DIZZY!":GOSUB2
03:GOTO212
144 PRINT"HOW CAN I DRINK THAT?"
:GOTO54
145 PRINT"HOW CAN I JUMP THAT?":
GOTO54
146 IFR=16ANDO(20)=0ANDN$="BOT"T
HENPRINT"B-O-O-O-O-O-M!":GOSUB20
3:PRINT:PRINT"IT EXPLODED LEAVIN
G A HOLE IN  THE NORTH WALL!":D
(1,16)=19:O(20)=99:IN=IN-1:GOTO5
4
147 PRINT"WHY SHOULD I THROW THA
T?":GOTO54
148 IFR=34ANDO(47)=0ANDN$="COI"-
T  HENPRINT"I  AM  BEING
T E L E P O R T E D . "
:O(47)=99:R=38:FORX=1TO999:NEXTX
:GOTO31
149 IFO(47)=0ANDN$="COI"THENPRIN
T"OK. F-L-I-P":FORX=1TO800:NEXTX
:PRINT:PRINT"H-E-A-D-S":GOTO54
150 PRINT"HOW CAN I FLIP THAT???
":GOTO54
151 IFR=34ANDGB=0ANDN$="BOW"THEN
INPUT"WITH WHAT";J$:PLAYZZ$:PRIN
T:IFLEFT$(J$,3)="NUG"ANDO(50)=0T
HENPRINT"HE TAKES THE NUGGET, DR
OPS THE  BOW, AND DISSAPPEARS LA
UGHING.":O(50)=99:IN=IN-1:O(46)=
34:O(43)=99:GB=1:GOTO54
152 PRINT"HOW CAN I BUY THAT?":G
OTO54
153 PRINT"OK. ";M$;"!!!":GOTO54
154 IFR=5ANDVR=0ANDN$="OPE"THENP
```

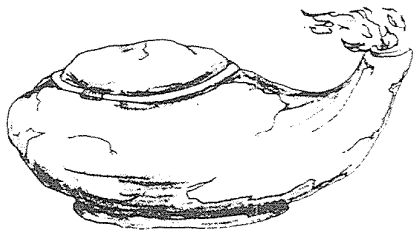
```
RINT"THE DRAWBRIDGE LOWERS.":D(1
,5)=6:LO$(5)="AN OPEN DRAWBRIDGE
":VR=1:GOTO54
155 IFR=5ANDVR=1ANDN$="CLO"THENP
RINT"THE DRAWBRIDGE RISES.":D(1,
5)=0:LO$(5)="A CLOSED DRAWBRIDGE
":VR=0:GOTO54
156 PRINT"OK. ";M$:GOTO54
157 IFR=55ANDTS=0ANDN$="STE"THEN
PRINT"OK. I AM AT THE TOP.":TS=1
:GOTO54ELSEIFR=55ANDTS=1ANDN$="S
TE"ORR=55ANDTS=1ANDN$="DOW"THENP
RINT"OK. I CLIMBED DOWN.":TS=0:G
OTO54
158 PRINT"I CAN'T CLIMB THAT?":G
OTO54
159 PRINT"HOW CAN I BUILD THAT?"
:GOTO54
160 PRINT"HOW CAN I BUILD THAT?"
:GOTO54
161 IFO(1)=0ANDN$="HAT"THENPRINT
"OK. I PUT IT ON.":HO=1:GOTO54
162 IFO(63)=0ANDN$="CLO"ANDJE=0T
HENPRINT"WHEN I PUT IT ON I FELT
 A SURGE OF POWER THROUGH MY BOD
Y!":JE=1:GOTO54ELSEIFO(63)=0ANDJ
E=1ANDN$="CLO"THENPRINT"I ALREAD
Y HAVE IT ON.":GOTO54
163 IFO(71)=0ANDN$="ROB"THENPRIN
T"WHEN I PUT IT TURNED INTO A SU
ITOF ARMOR AND WELDED TO MY SKIN
!":LO$(71)="CHAIN ARMOR":L$(71)=
"ITS VERY SHINEY AND HAS TWO
 CROSSED SWORDS ON THE CHEST
 PLATE.":O$(71)="ARM":GOTO54
164 IFN$="PAR"ANDEP=0ANDO(72)=0T
HENPRINT"OK. ITS ON.":PRINT"BOY!
 IS IT WARM!":EP=1:GOTO54ELSEIFE
P=1ANDN$="PAR"ANDO(72)=0THENPRIN
T"I ALREADY HAVE IT ON.":GOTO54
165 PRINT"HOW CAN I WEAR THAT?":
GOTO54
166 IFR=9ANDLP=0ANDN$="BED"ANDO(
2)=0THENPRINT"C-R-E-A-K":GOSUB20
3:PRINT:PRINT"C-R-A-S-H!!!":GOSU
B203:PRINT:PRINT"THE BED FELL RI
GHT THROUGH THE  WEAK WOOD FLOOR
.":R=17:LO$(10)="A HOLE IN THE F
LOOR":L$(10)="ITS 8 X 4 AND FIFT
EEN FEET DEEP.":GOTO211
167 IFR=17ANDN$="BED"ORR=56ANDN$
="BED"THENPRINT"OK. I SAT ON IT.
":GOTO54
168 IFR=61ANDN$="CHA"THENPRINT"W
HEN I SAT DOWN A SPEAR SHOT    F
ROM THE ALTAR AND PIERCED MY   H
EART!":GOTO204
169 IFR=59ANDN$="THR"THENPRINT"W
HEN I SAT ON THE THRONE I SAW  A
 VISION OF CRYSTAL VASE.":GOTO54

170 IFR=9ANDN$="BED"THENPRINT"OK
. WHEN I SAT ON IT THE FLOOR  CR
EAKED.":GOTO54
171 PRINT"HOW CAN I SIT ON THAT?
":GOTO54
172 IFR=9ANDLP=0ANDN$="BED"ANDO(
2)=0THENPRINT"C-R-E-A-K":GOSUB2-
0
3:PRINT:PRINT"C-R-A-S-H!!!":GOSU
B203:PRINT:PRINT"THE BED FELL RI
GHT THROUGH THE  WEAK WOOD FLOOR
.":R=17:LO$(10)="A HOLE IN THE F
LOOR":GOTO211
173 IFR=9ANDN$="BED"ORR=17ANDN$=
"BED"THENPRINT"Z-Z-Z-Z-Z-Z":GOSU
B203:PRINT:PRINT"I QUICKLY FELL
ASLEEP AND DREAMTOF KILLING A HU
GE DRAGON!       I GOT SO EXCITE
D I WOKE UP!":GOTO54
174 IFR=56ANDN$="BED"THENPRINT"Z
-Z-Z-Z-Z-Z":GOSUB203:PRINT:PRINT
"I QUICKLY FELL ASLEEP AND DREAM
TOF BEING EATEN BY A HUGE DRAGON
!IT SCARED ME SO MUCH I WOKE UP!
":GOTO54
175 PRINT"HOW CAN I LIE ON THAT?
":GOTO54
176 IFR=5ANDN$="SNO"ANDDO=0THENP
RINT"I FOUND SOMETHING!":O(1)=5:
DO=1:GOTO54
177 IFR=5ANDN$="SNO"ANDOD=0THENP
RINT"HEY, I FOUND SOMETHING!":O(
2)=5:OD=1:GOTO54
178 IFR=5ANDDO=1ORR=5ANDOD=1THEN
PRINT"I DIDN'T FIND ANYTHING.":G
OTO54
179 PRINT"HOW CAN I DIG THAT?":G
OTO54
180 IFR=6ANDN$="FLA"ANDO(17)=0AN
DLT=1THENPRINT"THE FLAG IGNITES
AND INSTANTLY  BURNS AWAY REVEAL
ING A NARROW   TUNNEL BEHIND IT!
!":D(1,6)=14:O(7)=6:O(6)=99:GOTO
54
181 PRINT"HOW CAN I BURN THAT?":
GOTO54
182 IFR=11ANDN$="CEI"THENPRINT"H
UNDREDS OF SPIKES SUDDENLY     E
MERGE FROM THE CEILING!":GOSUB20
3:PRINT:PRINT"THE CEILING SMASHE
S DOWN ON ME  AND ON TOP OF BEIN
G CRUSHED I AMSKEWERED BY THE SP
IKES!":GOTO204
183 IFR=11ANDN$="WAL"THENPRINT"A
 GREEN GAS SUDDENLY FILLS THE  R
OOM FROM SMALL HOLES IN THE    W
ALL!":GOSUB203:PRINT:PRINT"COUGH
```

```
! COUGH! ITS POISONOUS!!!!":GOTO
204
184 IFR=11ANDN$="X"ORN$="-X-"THE
NPRINT"I DON'T KNOW WHICH ONE TO
 PICK?":GOTO54
185 IFR=11ANDN$="FLO"THENPRINT"T
HE FLOOR SUDDENLY TILTS SENDINGM
E SLIDING INTO A VAT OF OIL!":GO
SUB203:PRINT:PRINT"FOLLOWED BY A
 LIT TORCH FROM A  HOLE IN THE C
EILING!!!!!":GOSUB203:PRINT:PRIN
T"I AM QUICKLY BURNT TO ASHES!!!
":GOTO204
186 IFR=11ANDTX=0ANDN$="SIG"THEN
PRINT"THE DOOR DISINTEGRATES INT
O A   PILE OF BLUE ASH.":D(3,11)
=12:LO$(12)="BLUE ASHES":O$(12)=
"ASH":TX=1:L$(12)="IT HAS A FAIN
T AURA":GOTO54
187 IFR=33ANDND=0ANDED=0ANDN$="P
AI"THENPRINT"I AM BEING SUCKED I
NSIDE.......":R=34:ND=1:GOSUB20
3:ED=1:GOTO31ELSEIFR=33ANDND=1AN
DN$="PAI"THENPRINT"OK. I TOUCHED
 IT.":GOTO54
188 PRINT"WHY SHOULD I TOUCH IT?
":GOTO54
189 IFO(9)=0ANDSO=0ANDN$="MAT"TH
ENPRINT"IT IGNITES.":GOSUB237:IF
V$="LIG"ANDN$="TOR"ANDO(17)=0THE
NPRINT"THE TORCH LIGHTS EASILY."
:LO$(17)="A LIT TORCH":LO$(9)="A
 USED MATCH":SO=1:LT=1:GOTO54EL-
S
EGOTO209
190 IFSO=1ANDN$="MAT"ANDO(9)=0TH
ENPRINT"ITS BURNT OUT.":GOTO54
191 PRINT"HOW CAN I STRIKE THAT?
":GOTO54
192 IFR=42ANDO(17)=0ANDLT=1ANDN$
="POO"THENPRINT"B-O-O-O-O-O-O-O-
O-M":GOSUB203:PRINT:PRINT"THE PO
OL MUST HAVE BEEN FILLED  WITH S
OME FLAMMABLE SUBSTANCE   BECAUS
E IT JUST IGNITED AND BLEWME TO
BITS!":GOTO204
193 PRINT"HOW CAN I LIGHT THAT?"
:GOTO54
194 IFR=26ANDO(29)=0ANDN$="PLA"-
T
HENPRINT"THE AMULET SUDDENLY GLO
WS TO A  FIERY ORANGE.  A HOLE O
PENS IN  THE CEILING AND THE PLA
TFORM    RISES AND CARRIES ME TH
ROUGH THEHOLE INTO A LARGE CHAMB
ER.":R=27:FORX=1TO4000:NEXTX:GOT
O31
195 IFR=26ANDN$="PLA"THENPRINT"T
HE PLATFORM SUDDENLY RISES AND S
MASHES ME AGAINST THE CAVERN   C
EILING!":GOTO204
196 PRINT"WHY SHOULD I STAND ON
IT???":GOTO54
197 IFR=27ANDN$="MAN"ANDCG=1THEN
INPUT"WHAT";X$:PLAYZZ$:IFLEFT$(X
$,3)="FLA"ANDO(21)=0ANDRM=1THENP
RINT:PRINT"THE KING SUDDENLY COM
ES TO LIFE.HE SPEAKS IN A UNKNOW
N TONGUE,  WAVES HIS HAND AND A
SILVER    ARROW APPEARS IN MY H
AND.":GOTO236ELSEXY=1
198 IFXY=1THENPRINT"HIS MOUTH QU
ICKLY SHUT.":XY=0:GOTO54
199 PRINT"HOW CAN I GIVE THAT?":
GOTO54
200 IFR=42ANDO(34)=0ANDN$="ARR"T
HENINPUT"IN WHAT";T$:PLAYZZ$:IFL
EFT$(T$,3)="POO"THENPRINT:PRINT"
OK. IT IS NOW COVERED WITH THICK
BLACK OOZING GUNK!":CA=1:LO$(34)
="A BLACK ARROW":GOTO54
201 PRINT"HOW CAN I DIP THAT?":G
OTO54
202 PRINT"WHY SHOULD I GRAB IT?"
:GOTO54
203 FORX=1TO1600:NEXTX:RETURN
204 GOSUB203:PRINT:PRINT"I AM DE
AD.":PRINT:PRINT"TRY AGAIN (Y/N)
"
205 I$=INKEY$:IF I$=""THEN205
206 IFI$="Y"THENRUN
207 IFI$="N"THENCLS:END
208 GOTO205
209 PRINT:PRINT"THE MATCH WENT O
UT.":SO=1:LO$(9)="A USED MATCH."
:GOTO54
210 R=5:O(1)=5:GOTO54
211 LP=1:FORX=1TO2000:NEXTX:GOTO
31
212 PRINT:PRINT"I FELL ASLEEP AN
D WOKE UP ON A  SNOW COVERED PLA
IN.":R=64:LO$(60)="AN EMPTY WINE
 BOTTLE":L$(60)="ITS JUST AN EMP
TY BROWN BOTTLE.":FORX=1TO2000:N
EXTX:GOTO31
213 R=38:FORX=1TO4000:NEXTX:GOTO
31
214 PRINT:PRINT"HE RIPPED MY HEA
D OFF WITH HIS  POWERFUL JAWS!":
GOTO204
215 IFY=2THENY=3:O(25)=R:GOTO54E
LSEIFY=3ANDN$="HAT"ANDO(1)=0THEN
PRINT"IT IS MADE OF BLACK STEEL.
":GOTO54
216 PRINT"AS I ENTERED THE DOORW
AY A BRICKFELL AND HIT ME ON THE
 HEAD!":GOSUB203:PRINT:PRINT"MY
BRAINS ARE NOW CONVIENIENTLY ON
```

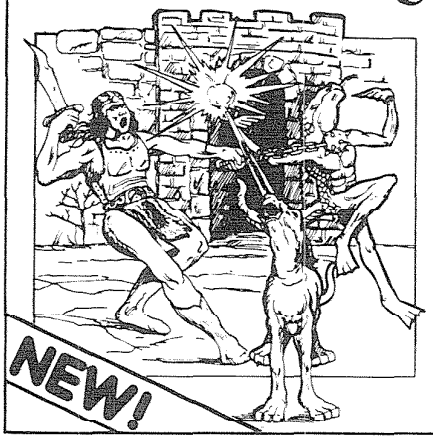
```
THE FLOOR!":GOTO204
217 PRINT"A HUGE ICE PANTHER LEA
PS AT ME  FROM OUT OF THE DARKNE
SS!":GOSUB203:PRINT:PRINT"HE RIP
S ME TO SHREADS WITH HIS  POWERF
UL CLAWS!!":GOTO204
218 PRINT"I MANAGED TO GRAB ONE
AND SWING MYSELF INTO THE DOORWA
Y!":R=47:FORX=1TO1500:NEXTX:GOTO
31
219 PRINT"I AM FALLING!!!!":GOSU
B203:PRINT:PRINT"I FELL ON THE R
IVER OF SPIKES   KNOWN AS DEATH!
":GOTO204
220 PRINT:PRINT"JOURNEY TO THE I
CE CAVERNS BELOWTO THE GREAT LAI
R OF ARAK        FIND THE ONE TRE
E THAT WILL      AWAKEN MY SPIRIT
                 BUT BEWARE OF TH
E GAURDIAN OF    THE TREE
                 MIX ONE LEAF WIT
H PURE WATER     "
221 PRINT"I WILL HELP YOU THEN
          THE DRAGON SLAUGHTER."
:GOTO54
222 QL=1:PRINT:PRINT"HE SPOTS ME
 AND SENDS A BOLT OF LIGHTNING A
T ME!":PRINT:INPUT"WHAT NOW";JU$
:IFLEFT$(JU$,3)="JUM"ORLEFT$(JU$
,3)="DIV"THENPLAYZZ$:PRINT:PRINT
"I MANAGED TO AVOID THE BOLT BUT
 THE CARCASS IS NOW ON FIRE!":GO
TO223ELSE234
223 LO$(57)="A BURNING CARCASS":
GOSUB237:IFV$="LIG"ANDN$="ARR"AN
DO(34)=0ANDCA=1THENPRINT"IT IGNI
TES IN A BRILLIANT FLASH OF LIGH
T!":GOTO225ELSE224
224 PRINT"THE GREAT ARAK SENDS A
NOTHER    BOLT OF LIGHTNING AT M
E EXCEPT  IT CONNECTS THIS TIME!
":FORX=1TO2500:NEXTX:PRINT:PRINT
"I ERUPT IN FLAMES LIKE A
 FIERY PHOENIX!":GOTO204
225 GOSUB237:IFV$="KIL"ANDN$="DR
A"THENINPUT"WITH WHAT";S$:IFLEFT
$(S$,3)="ARR"ANDO(34)=0ANDO(46)=
0ORLEFT$(S$,3)="BOW"ANDO(34)=0AN
DO(46)=0THEN227ELSEPRINT
226 PRINT"THE GREAT ICE DRAGON G
RABS ME INHIS CLAWS AND RIPS MY
HEAD OFF  WITH HIS WHITE CLAWS!!
":GOTO204
227 PLAYZZ$:PRINT:PRINT"THE ARRO
W FLIES TRUE TO ITS MARKAND PIER
CES THE GREAT DRAGONS   HEART! H
E RUNS SCREAMING TO     THE SOUT
H!":O(34)=99:O(56)=49:R$(48)="IN
 THE LAIR OF THE ONCE    GREAT I
CE DRAGON ARAK.":PRINT:INPUT"WHA
T NOW";A$
228 IFA$="S"THENPLAYZZ$:R=49:GOT
O31ELSEO(56)=99:GG=1:GOTO57
229 PRINT:INPUT"WHAT NOW";A$:IFA
$="W"THENPLAYZZ$:R=50:GOTO31ELSE
O(56)=99:GG=1:GOTO57
230 GOSUB237:IFV$="GRA"ANDN$="DR
A"ORV$="MOU"ANDN$="DRA"THENPRINT
"I MANAGED TO GRAB HIM BEFORE HE
 FLEW AWAY!":GOSUB203:PRINT:PRIN
T"HE FLEW OUT OF THE HOLE AND
  PERISHED!":GOTO232ELSE231
231 PRINT:PRINT"THE GREAT DRAGON
 FLEW OUT OF THEHOLE IN THE CEIL
ING.":O(56)=99:GG=1:GOTO57
232 FORX=1TO2000:NEXTX:CLS:PRINT
:PRINT"YOU DID IT!":PRINT:PRINT"
YOU HAVE SLAIN THE GREAT ICE
DRAGON ARAK AND SAVED THE  LAND
FROM HIS EVIL REIGN!":PRINT:PRIN
T:PRINT"YOU ARE TO BE CONGRATULA
TED ON  SOLVING THIS ADVENTURE."

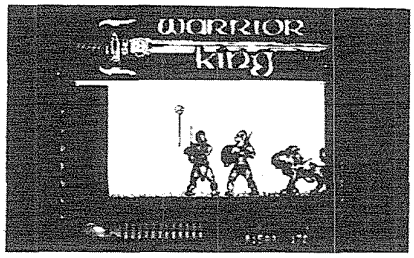
233 GOTO233
234 PLAYZZ$:PRINT:PRINT"THE BOLT
 HIT ME AND TURNED ME   INTO A P
ILE OF SMOLDERING ASH!":GOTO204
235 IN=IN+1:GOTO54
236 PRINT:PRINT"HE THANKS YOU AN
D DISSAPPEARS.":O(21)=99:O(34)=0
:R$(27)="IN A QUARTZITE CHAMBER.
":GOTO54
237 PRINT:INPUT"WHAT NOW";A$:PLA
YZZ$:PRINT:L=LEN(A$):FORD=1TOL:I
FMID$(A$,D,1)=" "THENV$=LEFT$(A$
,3):M$=RIGHT$(A$,L-D):N$=LEFT$(M
$,3):GOTO238ELSENEXTD
238 IFV$="ATT"ORV$="SHO"THENV$-"
KIL"
239 IFN$="GRA"THENN$="DRA"
240 RETURN
241 PRINT"I CAN'T GO THAT WAY.":
GOTO54
```



SUNDOG SYSTEMS

Warrior King





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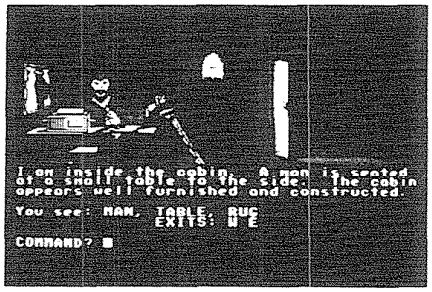

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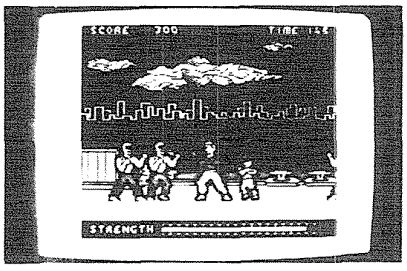

All programs CoCo 1, 2, 3 compatible, unless otherwise stated

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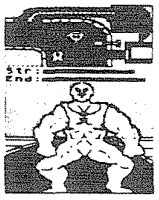
CHAMPION



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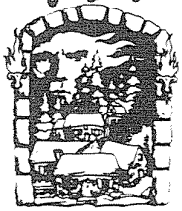

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FORMULA FOR ADVENTURE

part IV

by: Jeremy Jurek - Editor/Publisher

We've finally reached the end of the Formula for Adventure series, or have we finally reached the beginning? You decide. Anyway, this issue we're going to tie up some of the loose ends in programming your adventure. If I don't get to the command or area that you'd like to learn about in this issue, drop me a line c/o The Gamer's Connection and I will answer your questions. If space is available in upcoming issues, I will publish the questions and answers in an adventures forum of some sort. Well, it's time we got to work.

Last issue we talked about objects and four possible actions that might be done with them. They were: Look, Get, Drop, and Inventory. Before we got to those commands however, we had to answer six questions about every object in the adventure. The six questions are as follows:

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)?

These six questions still apply, but don't hesitate to add more if the need arises. The additions could be anything from "Will it burn?" or "Is it magical?". Just keep in mind that you should only ask the most important question that is common to the greatest number of objects. For example, if the only object in your adventure that will burn is a piece of wood, "Will it burn?" is not a question of all the objects. By simply adding a line that checks for the command "Build Fire" and also checks the player's inventory for the piece of wood, you would save quite a bit of memory, especially if you have one hundred or so objects.

With that behind us, let's move on to the new commands I have implemented in this issue. They are: Buy, Kill, Go, Throw, Open, Light, Search, Unlock, and Move. Above and beyond these commands are sequences of events that may take place as the adventurer enters a situation. Let's look at these special sequences.

Special Sequences

As you glance over the listing of my program this issue, the first special sequence you come across is in line 140. This simply checks the player's current location "D" and the "FO" flag. The FO variable stands for Flashlight On. Stated simply, if the player is inside the house and the flashlight is off, the program will say "It's too dark to see!". Since 140 come before the situation display line 150, as soon as the player enters a room number greater than seven, the new display in line 140 is immediately activated. Line 380 makes it impossible for the player to move about in the dark by negating the only new exit to the east.

The next special sequence found in the program is in line 340. This is an undetectable sequence, meaning the player has no idea that it is happening. All it will do is move object number four, the house, into the current situation number provided the current situation is between two and eight. This enables the player to look at the house in any of locations two through eight without my having to create five separate house objects. There is another object movement section in lines 360 and 370, this shows another technique of object movement by moving the front door of the house from the porch to the entry hall and back again. Personally I prefer the first method for moving objects.

Line 350 is an action sequence. If the player goes east to the house without killing the old man on the porch, the player is shot and killed. The variable BD refers to Body Dead. For future reference, any variable ending with a D pertains to a character that can be killed. PD is the Peddler, BD is the body, and CD is the Counterfeiter.

In line 390 a special branch is called for in situation seventeen if the counterfeiter is not yet dead. It branches to 440, skipping over the movement section. This keeps the player in the room until either the player or the counterfeiter is dead. If the player types anything but "L", <enter>, or Kill Counterfeiter, the counterfeiter kills the player.

For every command except Inventory and GO, lines 440 through 460 will suffice. Line 470 takes care of Inventory while 480 takes care of GO. These won't fit in line 450 because the length of C$ is not necessarily greater than six. As in "INV" or "GO HOU", the latter has a length of six and does not follow the rules in line 450.

Line 530 will branch to the 980, death by counterfeiter line, if the player types anything but "KILL COUNTERFEITER" or the three letter abbreviations.

If any of my explanations fail to enlighten you, just look at the hard copy listing of the program and by going slowly, step by step, you should be able to break it down into simple terms. Now let's move on to the easier portion of this program, the commands.

Commands

Buy (Lines 760-770)

This is the first command you encounter in the listing, but instead of using it as it should, I've thrown you a curve and by the time you finish reading this article, you should be able to alter it to suit your needs.

Line 760, stated simply, responds to the player typing "Buy Flashlight" in the presence of the peddler.

Line 770 is the overall response to the player if he or she uses the Buy command in any but the previous special situation. The final line referred to in any special command section will always be the "cover all bases" line.

Kill (Lines 780-800)

Line 780, broken down, does the following: #1 it checks to see if the player is in situation 2, #2 it checks the noun part of the input string for "Ped" to make sure the player is killing the peddler, #3 to see if the peddler is still alive and finally, #4 to check if the player is carrying the machete. The second half of the line updates the variables and tells the player that he or she killed the peddler. Line 790 does basically the same thing.

GO (Lines 810-830)

By breaking down line 810, we see that it checks for the player to be in situation 3 and the noun to be "Hou". The player wants to go to the house. The line responds accordingly and changes the player's current situation number to 4. Line 820 is the same in purpose.

Throw (Lines 840-850)

Line 840 is interesting because after all of the necessary room and object variables have been checked, the machete is removed from inventory and placed in situation 7. The object counter, K, is also reduced by 1.

Line 850, as in many adventures, sends all other Throw commands to the Drop section. So, if the player types "Throw Flashlight", it will respond with "You dropped a Sears Ultrabeam Flashlight.", that is, if the player had the flashlight to begin with.

Open (Lines 860-870)

Line 860 simply checks a different variable than the rest, the OD variable. OD meaning Open Door. If OD is equal to zero, the door will be opened. Otherwise line 870 will tell the player the door is already open.

As a challenge to you, I have left the overall response to this command out of the program. It is up to you to add it. I'd put it at line 875.

Light (Lines 880-900)

This is essentially the same as Open. Except the flashlight must be in the player's inventory to be turned on. In case you are still confused as to what the light command will do, it simply turns on the flashlight.

Search (Lines 910-920)

This is getting easier to understand, isn't it? The only difference is that the small house key is safely tucked in room 99, until it is searched for on the piano.

Unlock (Lines 930-940)

Line 930 makes sure the player is in situation 16, is unlocking the door, has the key, and that the door is locked. Then the direction to the east is opened up into situation 17.

MOVE (Lines 950-960)

Line 950 is roughly the same as 910, the search line, except that once the trapdoor is found, the down direction is activated to situation 15.

You realize, of course, that I did leave quite a bit of this adventure underdone. It will work fine, but you could add commands like Push, Close and revamp the Buy command to acquire the flashlight.

While writing this, I couldn't stop myself from thinking just how easy the implementation of commands can be. As a matter of fact, the method I have shown you is so simplified that I expect you to improve upon it. Perhaps you too can come up with a method to eliminate or change the way nouns are checked, instead of the old G$="Noun" in the command If-Then statements.

I do not profess to be an expert at writing adventures, I have simply given you the tools with which to write your own. If there are any specific questions you have concerning how to add or change existing commands, don't hesitate to drop me a note.

Good luck in your chosen task, I wish you well.

VARIABLE LIST

I$(X) = Situation description

A(X,6) = Directions

O$(X) = Direction (North, etc.)

R$(X) = Single letter direction

B$(X,Y) = Object name, three letter abbreviation

B(X,Y) = Question 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

FO = Flashlight, off = 0, on = 1

PD = Peddler Dead, no = 0, yes = 1

BD = Body on Porch Dead, no = 0, yes = 1

CD = Counterfeiter Dead, no = 0, yes = 1

OD = Open Door, no = 0, yes = 1

UD = Unlock Door, no = 0, yes = 1

PLOT

Welcome to the House of Murder.

You are a young thrill seeker just returned home from a crazy adventure in the Sahara. After returning to your modest apartment, you call your sweetheart. Her landlady answers the phone and tells you that she disappeared two weeks ago, somewhere near the old Larson place. "The Larson place!" you exclaim, "but that place has been empty for years! Not to mention that it is reported to be. . . haunted.", your voice trails off and you feel that familiar feeling as your heart beats faster and your blood races. Your task before you, enter the Larson place and find your girlfriend if she is there. Armed with your trusty machete "cutter", you prepare to seek out the Larson place. The adventure begins with you, our hero, standing on a dirt road somewhere near the house. ●

```
10 DIM I$(18),A(18,6),O$(6),R$(6
),B$(26,2),B(26,3),D$(26),F$(13)

20 K=1
30 FOR X=1 TO 18 : READ I$(X)
40 FOR Y=1 TO 6 : READ A(X,Y)
50 NEXT Y,X
60 FOR X=1 TO 6 : READ O$(X) : N
EXT X
70 FOR X=1 TO 6 : READ R$(X) : N
EXT X
80 FOR X=1 TO 26 : READ B$(X,1),
B$(X,2)
90 FOR Y=1 TO 3 : READ B(X,Y)
100 NEXT Y
110 READ D$(X) : NEXT X
120 FOR X=1 TO 13 : READ F$(X) :
 NEXT X
130 D=1
140 IF D>7 AND FO=0 THEN CLS : P
RINT"IT'S TOO DARK TO SEE!" : GO
TO 290
150 CLS : PRINT"YOU ARE ";I$(D)
160 PRINT : PRINT"VISIBLE OBJECT
S: ";
170 E=0
180 FOR X=1 TO 26
190 IF B(X,1)=D AND B(X,3)=0 AND
 E=0 THEN E=1 : PRINTB$(X,1); :
GOTO 210
200 IF B(X,1)=D AND B(X,3)=0 AND
 E=1 THEN PRINT", ";B$(X,1);
210 NEXT X
220 IF E=0 THEN PRINT"NONE"
230 PRINT : PRINT"EXIT(S): ";
240 FOR Y=1 TO 6
250 IF A(D,Y)>0 THEN PRINTO$(Y);
" "; : R=1
260 NEXT Y
270 IF R=0 THEN PRINT"NONE"
280 R=0
290 PRINT : PRINT : PRINT STRING
$(32,"-")
300 IF D=18 AND B(23,1)=0 AND CD
=1 THEN 990
310 LINEINPUT"COMMAND: ";C$
320 PRINT
330 IF C$="" THEN 140
340 IF D>2 AND D<8 THEN B(4,1)=D

350 IF D=5 AND LEFT$(C$,1)=R$(3)
 AND BD=0 THEN PRINT"YOU GO TOWA
RD THE HOUSE." : GOSUB 970 : PRI
NT"BLAM!!!  ZING!!" : GOSUB 970
: PRINT"BLAM!! YOU STAGGER BACKW
ARDS AS YOUR CHEST EXPLODES!" :
 GOSUB 970 : PRINT"YOU HAVE BEEN
SHOT!" : PRINT"YOU ARE DEAD."
360 IF D=7 AND LEFT$(C$,1)=R$(3)
 AND A(7,3)=8 THEN B(9,1)=8
370 IF D=8 AND LEFT$(C$,1)=R$(4)
 AND A(8,4)=7 THEN B(9,1)=7
380 IF D=8 AND FO=0 AND LEFT$(C$
,1)=R$(3) THEN 490
390 IF D=17 AND CD=0 THEN 440
400 FOR Z=1 TO 6
410 IF LEFT$(C$,1) = R$(Z) AND A
(D,Z)>0 AND LEN(C$)<6 THEN D=A(D
,Z) : GOTO 140
420 NEXT Z
430 IF LEFT$(C$,1)="L" AND LEN(C
$)<5 THEN 140
440 FOR Z=1 TO 13
450 IF LEFT$(C$,3)=F$(Z) AND LEN
(C$)>6 THEN 510
460 NEXT Z
470 IF LEFT$(C$,3)=F$(4) THEN Z=
4 : GOTO 540
480 IF LEFT$(C$,3)=F$(7) THEN Z=
7 : GOTO 510
490 PRINT"YOU CAN'T DO THAT!"
500 GOSUB 970 : GOTO 140
510 FOR Y=1 TO LEN(C$) : IF MID$
(C$,Y,1)=" " THEN 520 ELSE NEXT
Y : GOTO 490
520 G$=MID$(C$,Y+1,3)
530 IF D=17 AND CD=0 AND LEFT$(C
$,3)<>F$(6) AND G$<>"COU" THEN 9
80
540 ON Z GOTO 550,590,640,690,76
0,780,810,840,860,880,910,930,95
0
550 FOR X=1 TO 26
560 IF B$(X,2)=G$ AND B(X,1)=D O
R B$(X,2)=G$ AND B(X,1)=0 THEN P
RINTD$(X);"." : GOTO 500
570 NEXT X
580 PRINT"YOU DON'T SEE THAT HER
E." : GOTO 500
590 IF K=6 THEN PRINT"YOU'RE CAR
RYING TOO MUCH." : GOTO500
600 FOR X=1 TO 26
610 IF B$(X,2)=G$ AND B(X,1)=D A
ND B(X,2)=1 THEN PRINT : PRINT"Y
OU GOT ";B$(X,1);"." : B(X,1)=0
: K=K+1 : GOTO 500
620 NEXT X
630 PRINT"YOU CAN'T GET THAT." :
 GOTO 500
640 IF K=0 THEN PRINT"YOU AREN'T
 CARRYING ANYTHING." : GOTO 500
650 FOR X=1 TO 26
660 IF B$(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 500
670 NEXTX
680 PRINT"YOU DON'T HAVE THAT."
```

```
: GOTO 500
690 CLS : PRINT@11,"INVENTORY" :
 PRINT STRING$(32,"-")
700 IF K=0 THEN PRINT"YOU AREN'T
 CARRYING ANYTHING." : GOTO 500
710 FOR X=1 TO 26
720 IF B(X,1)=0 THEN PRINTTAB(3)
 B$(X,1)
730 NEXT X
740 PRINT : PRINT : PRINT"      P
RESS A KEY TO RETURN"
750 IF INKEY$ <> "" THEN 140 ELS
E 750
760 IF D=2 AND G$="FLA" AND PD=0
 THEN PRINT"YOU DON'T HAVE ANY M
ONEY." : GOTO 500
770 PRINT"THERE IS NO ONE TO BUY
 ANYTHING FROM HERE." : GOTO 500

780 IF D=2 AND G$="PED" AND PD=0
 AND B(1,1)=0 THEN PD=1 : PRINT"
SHING!! THOK!!!! AHHHHHHH!" : PR
INT"WHAT A WAY TO GO." : D$(2)="
HE'S DEAD." : B(3,2)=1 : B(3,3)=
0 : GOTO 500
790 IF D=17 AND G$="COU" AND CD=
0 AND B(1,1)=0 THEN CD=1 : PRINT
"SHING!! HACK! HACK! HACK! HACK!
 HACK! HACK! HACK! HACK! HACK!
 WHEW! HE'S DEAD." : D$(22)="IT'
S A PUDDLE OF OOZING BLOOD" : B(
23,2)=1 : B(23,3)=0 : GOTO 500
800 PRINT"FORGET IT, YOU'RE NOT
DOING ANY KILLING.....NOW." : GO
TO 500
810 IF D=3 AND G$="HOU" THEN PRI
NT"YOU APPROACH THE HOUSE." : D=
4 : GOTO500
820 IF D=5 AND G$="TRE" THEN PRI
NT"YOU MOVE OFF INTO THE TREES."
 : D=6 : GOTO 500
830 PRINT"YOU CAN'T GO THERE!" :
 GOTO 500
840 IF D=6 AND G$="MAC" AND B(1,
1)=0 AND BD=0 THEN PRINT"WHOOP!
 WHOOP! WHOOP!" : GOSUB 970 : PR
INT"THUD!" : PRINT"GOOD SHOW! YO
U GOT HIM IN THE   NECK!" : B(1,
1)=7 : BD=1 : K=K-1 : GOTO 500
850 GOTO 640
860 IF D=7 AND G$="DOO" AND OD=0
 THEN OD=1 : PRINT"YOU OPEN THE
DOOR." : A(7,3)=8 : GOTO 500
870 IF D=7 AND G$="DOO" AND OD=1
 OR D=8 AND G$="DOO" AND OD=1 TH
EN PRINT"IT'S ALREADY OPEN!" : G
OTO 500
880 IF FO=0 AND G$="FLA" AND B(3
,1)=0 THEN FO=1 : PRINT"OKAY, YO
U TURNED ON THE          FLASHLIG
HT." : GOTO 500
890 IF FO=1 AND G$="FLA" AND B(3
,1)=0 THEN PRINT"IT'S ALREADY ON
." : GOTO 500
900 PRINT"YOU CAN'T TURN THAT ON
." : GOTO 500
910 IF D=11 AND G$="PIA" AND B(1
6,1)=99 THEN B(16,1)=11 : PRINT"
YOU FOUND A SMALL HOUSE KEY ON
THE PIANO." : GOTO 500
920 PRINT"YOU DON'T FEEL LIKE SE
ARCHING   THAT." : GOTO 500
930 IF D=16 AND G$="DOO" AND B(1
6,1)=0 AND UD=0 THEN UD=1 : A(16
,3)=17 : PRINT"YOU UNLOCK THE DO
OR AND PUSH IT OPEN." : GOTO 500

940 PRINT"YOU CAN'T UNLOCK THAT!
" : GOTO 500
950 IF D=10 AND G$="BIL" AND B(1
4,1)=99 THEN B(14,1)=10 : A(10,6
)=15 : PRINT"OOF!" : GOSUB 970 :
 PRINT"YOU FOUND AN OPEN TRAPDOO
R UNDERTHE BILLIARD TABLE." : GO
TO 500
960 PRINT"YOU ARE NOT MOVING THA
T." : PRINT"DO YOU KNOW WHAT A H
ERNIA IS?" : GOTO 500
970 FOR X=1 TO 1500 : NEXT X : R
ETURN
980 PRINT"THE COUNTERFEITER PULL
S OUT A   SWITCHBLADE AND PROCEE
DS TO CUT YOU TO PIECES." : PRIN
T"YOU ARE DEAD." : END
990 PRINT"YOU QUICKLY CUT THE RO
PES       BINDING YOUR GIRLFRIEN
D." : GOSUB 970 : PRINT"YOU HAVE
 WON THE ADVENTURE!!!" : END
1000 DATA ON A DIRT ROAD.  SMALL
  DUST DEVILS ARE BEING CREATED
ONTHE ROADSIDE BY A STIFF BREEZE
.,,3,2,,,
1010 DATA AT THE EDGE OF A SMALL
  GROVE OF TREES.,,,,1,,
1020 DATA WALKING ON A DIRT ROAD
. YOU CAN SEE A HOUSE OFF IN THE
  DISTANCE.,1,,,,,
1030 DATA APPROACHING THE LARSON
  HOUSE.  YOU CAN SEE THE BODY O
F SOMEONE ON THE PORCH.,,,5,,,
1040 DATA IN FRONT OF THE LARSON
  HOUSE.  THERE IS A STAND OF
  TREES JUST TO THE RIGHT OF YOU
.,,,7,4,,
1050 DATA HIDING IN A STAND OF
  TREES.,5,,,,,
1060 DATA ON THE PORCH OF THE
  LARSON HOUSE.  THERE IS A DEAD
```

```
  BODY LYING IN AN OLD CHAIR HER
E.,,,,5,,
1070 DATA IN THE ENTRY HALL OF T
HELARSON HOUSE.,,,9,7,,
1080 DATA IN THE MIDDLE OF THE
  HALLWAY.  THERE ARE ROOMS TO T
HENORTH AND SOUTH.,10,11,12,8,,
1090 DATA IN THE BILLIARD ROOM.
 ALARGE BILLIARD TABLE DOMINATES
  THE CENTER OF THE ROOM.  DUST
  LIES THICK EVERYWHERE.,,9,,,,
1100 DATA IN THE CONSERVATORY.
  YOU CAN ALMOST HEAR THE SOUNDS
  OF MUSIC ECHOING OUT OF THE
  PAST.,9,,,,,
1110 DATA AT THE END OF THE ENTR
Y HALL.  THE HALL BRANCHES NORTH
  AND SOUTH HERE.,13,14,,9,,
1120 DATA IN THE STUDY.  THERE I
S A LARGE DESK ON THE FAR SIDE O
F THE ROOM.,,12,,,,
1130 DATA IN THE LIBRARY.  THERE
  ARE LARGE BOOKCASES LINING EVE
RYWALL.,12,,,,,
1140 DATA IN A DINGY BASEMENT.
TOTHE SOUTH YOU CAN HEAR A LOUD
  SQUEAKING NOISE.,,16,,,10,
1150 DATA AT THE END OF THE
  BASEMENT.  THERE IS A DOOR SET
  INTO THE WALL HERE.  A LIGHT I
S SHINING FROM UNDER THE DOOR.
  YOU CAN HEAR VOICES ON THE OTH
ERSIDE.,15,,,,,
1160 DATA IN A DIMLY LIT ROOM.
A PRINTING PRESS IS RUNNING ACRO
SSFROM ME ON A TABLE.  A PORTION
  OF THE ROOM TO THE NORTH IS TO
O DARK FOR ME TO SEE.,18,,,,,
1170 DATA IN A DARKENED CORNER O
F THE ROOM.  THERE ARE CRATES AN
D BOXES OF MONEY STACKED ALL OVE
R THE PLACE.,,17,,,,
1180 DATA NORTH,SOUTH,EAST,WEST,
UP,DOWN
1190 DATA N,S,E,W,U,D
1200 DATA YOUR MACHETE,MAC,0,1,0
,IT HAS THE WORD -CUTTER-
 INSCRIBED ON THE BLADE
1210 DATA A PEDDLER,PED,2,0,0,HE
 IS SHABBILY DRESSED AND IS  SE
LLING A FLASHLIGHT
1220 DATA A SEARS ULTRABEAM FLAS
HLIGHT,FLA,2,0,1,IT IS A HEAVY D
UTY FLASHLIGHT  AND LOOKS SLIGH
TLY USED
1230 DATA HOUSE,HOU,3,0,1,THE HO
USE IS COMPLETELY BOARDED UP EXC
EPT FOR THE FRONT DOOR
1240 DATA DATA BODY,BOD,4,0,1,SO
MEONE IS SITTING ON THE PORCH OF
 THE HOUSE.  HE IS HOLDING  SO
METHING LONG AND SHINY
1250 DATA TREE,TRE,5,0,1,THE TRE
ES WOULD PROVIDE PERFECT CONCEAL
MENT WHILE ALLOWING YOU  TO APPR
OACH THE HOUSE
1260 DATA A DEAD BODY,BOD,7,0,1,
IT'S AN OLD MAN HOLDING A RIFLE.
HE CLUTCHES IT EVEN IN DEATH
1270 DATA RIFLE,RIF,7,0,1,IT'S A
 WINCHESTER.  HE'S HOLDINGIT TOO
 TIGHT TO GET IT
1280 DATA THE FRONT DOOR,DOO,7,0
,0,IT LOOKS VERY OLD AND IS BAND
ED TOGETHER WITH IRON
1290 DATA CHAIR,CHA,7,0,1,IT'S A
N OLD ROCKING CHAIR
1300 DATA NORTH,NOR,9,0,1,THE RO
OM HAS A POOL TABLE IN IT
1310 DATA SOUTH,SOU,9,0,1,IT LOO
KS LIKE AN OLD BALLROOM
1320 DATA A BILLIARD TABLE,TAB,1
0,0,1,IT LOOKS VERY OLD.  THE LE
ATHER CUSHIONS ARE CRACKED WITH
AGE
1330 DATA A TRAPDOOR,TRA,99,0,0,
IT IS WELL CONCEALED UNDER THE
BILLIARD TABLE.
1340 DATA AN OLD PIANO,PIA,11,0,
0,IT IS AN OLD GRAND.  IT IS
  COVERED WITH THICK DUST
  EVERYWHERE BUT ON TOP
1350 DATA A SMALL HOUSE KEY,KEY,
99,1,0,IT IS A PLAIN HOUSE KEY
1360 DATA A PICTURE,PIC,12,0,0,I
T'S AN OLD FAMILY PORTRAIT OF  T
HE LARSON'S.  BOY WERE THEY  U
GLY
1370 DATA BOOKCASE,BOO,14,0,1,TH
EY LINE THE WALLS
1380 DATA DOOR,DOO,16,0,1,IT'S A
N OLD RICKETY DOOR
1390 DATA LIGHT,LIG,16,0,1,YOU C
AN SEE SHADOWS IN THE LIGHTAS IF
 SOMEONE WERE MOVING ABOUT THE R
OOM BEYOND
1400 DATA A PRINTING PRESS,PRE,1
7,0,1,IT'S PRODUCING COUNTERFEIT
 $100 BILLS
1410 DATA A COUNTERFEITER,COU,17
,0,0,HE LOOKS ANGRY AND IS
     BRANDISHING  A  SWITCHBLADE
1420 DATA A SWITCHBLADE,SWI,17,0
,1,IT IS AN ENGLISH BLADE
1430  DATA  CRATES,CRA,18,0,1,THE
CRATES AND BOXES FAIRLY  BULD
GE WITH MONEY
1440 DATA BOX,BOX,18,0,1,THEY AR
```

continued next page

Hints & Tips

Here are some of the most commonly used verbs in adventures today. This is by far not a complete list but perhaps it will help you in times of trouble.

Next issue Hints & Tips will return with more questions and answers to your gaming problems.

APPROACH	ENTER	LOOK	SING
ASK	EXAMINE	MAKE	SIT
ATTACK	EXIT	MOVE	SLEEP
BREAK	FEED	NORTH	SMASH
BRIBE	FIND	OPEN	SMELL
BRIDLE	FOLLOW	OUT	SOUTH
BUY	FORCE	PARRY	SPEAK
CALM	FREE	PET	STAND
CALL	FRIGHTEN	PLAY	START
CAST	GET	POLISH	STEAL
CATCH	GIVE	PRY	STRIKE
CLEAN	GO	PULL	SUICIDE
CLIMB	HELP	PUSH	SWEEP
CLOSE	HIDE	PUT	SWIM
CROSS	HIT	QUIT	TAKE
CURE	HOLD	RAISE	TALK
CUT	HUG	READ	TEMPT
DANCE	JUMP	REMOVE	THROW
DIG	INVENTORY	RIDE	TICKLE
DISMOUNT	KILL	ROCK	TURN
DIVE	KISS	RUN	UNLOCK
DOCK	KNOCK	SAY	UNTIE
DOWN	LAY	SAVE	UP
DRAW	LEAD	SEARCH	USE
DRINK	LEAVE	SELL	WADE
DROP	LIE	SHAKE	WAVE
EAST	LIFT	SHINE	WEST
EAT	LIGHT	SHOOT	WEAR
END	LOCK	SHOUT	YELL

THE POWER STONES OF ARD

THE QUEST FOR THE SPIRIT STONE

RAINBOW CERTIFICATION SEAL

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

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

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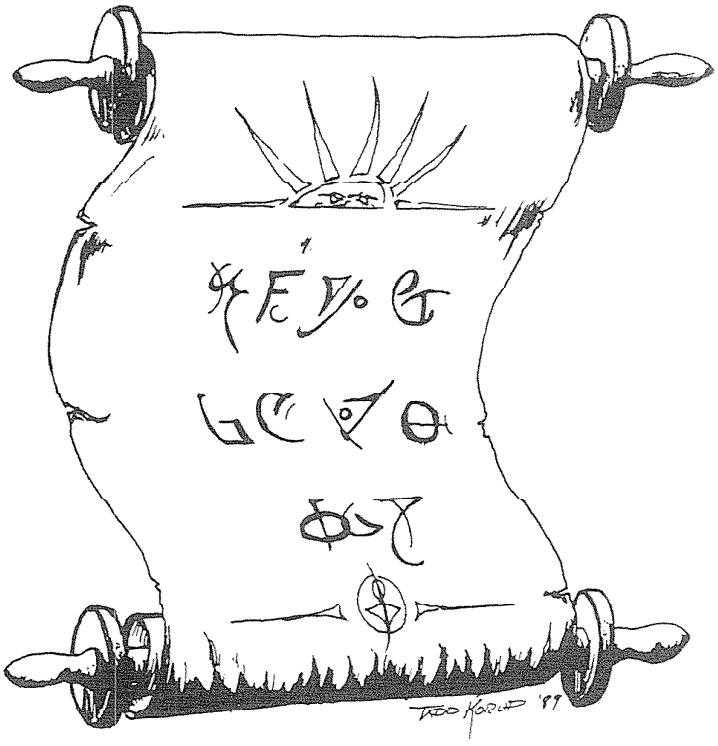
Grafton, WI 53024

continued from page 33

```
E FILLED WITH MONEY
1450 DATA THE BOUND AND GAGGED B
ODY OF YOUR GIRLFRIEND,GIR,18,0,
0,SHE IS BOUND AND GAGGED BUT
  LOOKS OKAY
1460 DATA LOO,GET,DRO,INV,BUY,KI
L,GO ,THR,OPE,LIG,SEA,UNL,MOV
```

Spell Master



Spell Master

A Dungeon Master Utility

Written By: Raymond Mathew Robertson

32K ECB Minimum Memory Requirement

CoCo I/CoCo II/CoCo III

This Dungeon Master utility can be quite useful. If you are trying to create a scroll for AD&D™ scenario, you can use Spell Master to choose a random spell from your choice of class. Some simple modifications can be made to customize this program to any use you may have for it. Perhaps you'd like to choose the level of the spell also, the program is very simple to understand so don't hesitate to modify it. ●

Editor's note: This program would go nicely with the AD&D™ Character's Companion, see review this issue.

```
10 CLS
20 FOR X=1 TO 64:PRINTCHR$(133);
:NEXTX
30 PRINT @ 105,"SPELL MASTER"
40 PRINT@165,"RANDOM SPELL GENER
ATOR"
50 PRINT @ 238,"BY"
60 PRINT @ 324,"RAYMOND MATHEW R
OBERTSON"
70 PRINT
80 FOR X=1 TO 96:PRINTCHR$(133);
:NEXTX
90 CLEAR 2000
100 DIM A$(30),B$(24),C$(24),D$(
24),E$(24),F$(24),G$(16),H$(16),
I$(12),J$(12),K$(12),L$(12),M$(1
0),N$(10),O$(10),P$(10),Q$(12),R
$(12),S$(12),T$(12),U$(10),V$(10
),W$(10),X$(12),Y$(12),Z$(12),AA
$(8),BB$(8),CC$(8),DD$(6)
110 FOR X=1 TO 30:READA$(X):NEXT
X
120 FOR X=1 TO 24:READB$(X):NEXT
X
130 FOR X=1 TO 24:READC$(X):NEXT
X
140 FOR X=1 TO 24:READD$(X):NEXT
X
150 FOR X=1 TO 24:READE$(X):NEXT
X
160 FOR X=1 TO 24:READF$(X):NEXT
X
170 FORX=1 TO 16:READG$(X):NEXTX

180 FORX=1 TO 16:READH$(X):NEXTX

190 FORX=1 TO 12:READI$(X):NEXTX

200 FOR X=1 TO 12:READJ$(X):NEXT
X
210 FOR X=1 TO 12:READK$(X):NEXT
X
220 FOR X=1 TO 12:READL$(X):NEXT
X
230 FOR X=1 TO 10:READM$(X):NEXT
X
240 FOR X=1 TO 10:READN$(X):NEXT
X
250 FOR X=1 TO 10:READO$(X):NEXT
X
260 FOR X=1 TO 10:READP$(X):NEXT
X
270 FOR X=1 TO 12:READQ$(X):NEXT
X
280 FOR X=1 TO 12:READR$(X):NEXT
X
290 FOR X=1 TO 12:READS$(X):NEXT
X
300 FOR X=1 TO 12:READT$(X):NEXT
X
310 FOR X=1 TO 10:READU$(X):NEXT
X
```

```
320 FOR X=1 TO 10:READV$(X):NEXT
X
330 FOR X=1 TO 10:READW$(X):NEXT
X
340 FOR X=1 TO 12:READX$(X):NEXT
X
350 FOR X=1 TO 12:READY$(X):NEXT
X
360 FOR X=1 TO 12:READZ$(X):NEXT
X
370 FOR X=1 TO 8:READ AA$(X):NEX
TX
380 FOR X=1 TO 8:READBB$(X):NEXT
X
390 FOR X=1 TO 8:READCC$(X):NEXT
X
400 FOR X=1 TO 6:READDD$(X):NEXT
X
410 CLS
420 PRINT @ 8,"SPELL GENERATOR"
430 FOR X=1 TO 32:PRINT"*";:NEXT
X
440 PRINT @ 101,"ENTER SPELL CLA
SS"
450 PRINT @ 165,"1. MAGIC-USER S
PELLS"
460 PRINT @ 229,"2. CLERIC SPELL
S
470 PRINT @ 293,"3. DRUID SPELLS

480 PRINT @ 357,"4. ILLUSIONIST
SPELLS"
490 PRINT @ 425,"(1-4)":INPUT T:
IF T>4 OR T<1 THEN GOTO 490
500 CLS:ON T GOTO 510,530,550,57
0
510 PRINT @ 8,"MAGIC-USER SPELLS
":FOR X=1 TO 32:PRINT"*";:NEXTX:
PRINT:PRINT:INPUT"ENTER SPELL LE
VEL";ZZ:ON ZZ GOTO 590,600,610,6
20,630,640,650,660,670:IF ZZ=0 T
HEN GOTO 410 ELSE 520
520 PRINT:PRINT"BETWEEN 1-9 PLEA
SE!":GOTO 510
530 PRINT @ 10,"CLERIC SPELLS":F
OR X=1 TO 32:PRINT"*";:NEXTX:PRI
NT:PRINT:INPUT"ENTER SPELL LEVEL
";YY:ON YY GOTO 680,690,700,710,
720,730,740:IF YY=0 THEN GOTO 41
0 ELSE 540
540 PRINT:PRINT"BETWEEN 1-7 PLEA
SE!":GOTO 530
550 PRINT @ 10,"DRUID SPELLS":FO
R X=1 TO 32:PRINT"*";:NEXTX:PRIN
T:PRINT:INPUT"ENTER SPELL LEVEL"
;XX:ON XX GOTO 750,760,770,780,7
90,800,810:IF XX=0 THEN GOTO 410
 ELSE 560
560 PRINT:PRINT"BETWEEN 1-7 PLEA
SE!":GOTO 550
570 PRINT @ 7,"ILLUSIONIST SPELL
S":FOR X=1 TO 32:PRINT"*";:NEXTX
:PRINT:PRINT:INPUT"ENTER SPELL L
EVEL";WW:ON WW GOTO 820,830,840,
850,860,870,880:IF WW=0 THEN GOT
O 410 ELSE 580
580 PRINT:PRINT"BETWEEN 1-7 PLEA
SE!":GOTO 570
590 A=RND(30):PRINT:PRINTA$(A):G
OTO 510
600 B=RND(24):PRINT:PRINTB$(B):G
OTO 510
610 C=RND(24):PRINT:PRINTC$(C):G
OTO 510
620 D=RND(24):PRINT:PRINTD$(D):G
OTO 510
630 E=RND(24):PRINT:PRINTE$(E):G
OTO 510
640 F=RND(24):PRINT:PRINTF$(F):G
OTO 510
650 G=RND(16):PRINT:PRINTG$(G):G
OTO 510
660 H=RND(16):PRINT:PRINTH$(H):G
OTO 510
670 I=RND(12):PRINT:PRINTI$(I):G
OTO 510
680 J=RND(12):PRINT:PRINTJ$(J):G
OTO 530
690 K=RND(12):PRINT:PRINTK$(K):G
OTO 530
700 L=RND(12):PRINT:PRINTL$(L):G
OTO 530
710 M=RND(10):PRINT:PRINTM$(M):G
OTO 530
720 N=RND(10):PRINT:PRINTN$(N):G
OTO 530
730 O=RND(10):PRINT:PRINTO$(O):G
OTO 530
740 P=RND(10):PRINT:PRINTP$(P):G
OTO 530
750 Q=RND(12):PRINT:PRINTQ$(Q):C
OTO 550
760 R=RND(12):PRINT:PRINTR$(R):G
OTO 550
770 S=RND(12):PRINT:PRINTS$(S):G
OTO 550
780 T=RND(12):PRINT:PRINTT$(T):G
OTO 550
790 U=RND(10):PRINT:PRINTU$(U):G
OTO 550
800 V=RND(10):PRINT:PRINTV$(V):G
OTO 550
810 W=RND(10):PRINT:PRINTW$(W):G
OTO 550
820 X=RND(12):PRINT:PRINTX$(X):G
OTO 570
830 Y=RND(12):PRINT:PRINTY$(Y):G
OTO 570
```

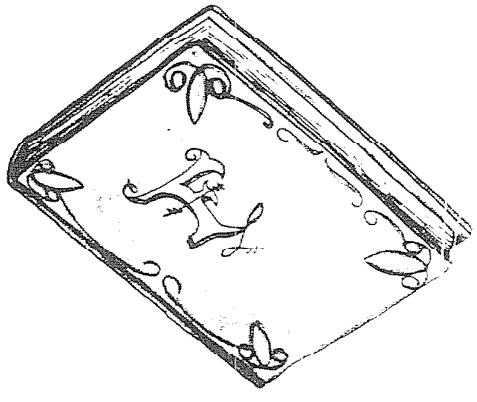
```
840 Z=RND(12):PRINT:PRINTZ$(Z):G
OTO 570
850 A=RND(8):PRINT:PRINTAA$(A):G
OTO570
860 B=RND(8):PRINT:PRINTBB$(B):G
OTO570
870 C=RND(8):PRINT:PRINTCC$(C):G
OTO570
880 D=RND(6):PRINT:PRINTDD$(D):G
OTO570
890 DATA AFFECT NORMAL FIRES,BUR
NING HANDS,CHARM PERSON,COMPREHE
ND LANGUAGES,DANCING LIGHTS,DETE
CT MAGIC,ENLARGE,ERASE,FEATHER F
ALL,FIND FAMILAIR,FRIENDS,HOLD P
ORTAL,IDENTIFY,JUMP,LIGHT,MAGIC
MISSLE,MENDING,MESSAGE,NYSTUL'S
MAGIC AURA
900 DATA PROTECTION FROM EVIL,PU
SH,READ MAGIC,SHIELD,SHOCKING GR
ASP,SLEEP,SPIDER CLIMB,TENSER'S
FLOATING DISK,UNSEEN SERVANT,VEN
TRILOQUISM,WRITE
910 DATA AUDIBLE GLAMER,CONTINUA
L LIGHT,DARKNESS 15' RADIUS,DETE
CT EVIL,DETECT INVISIBILITY,ESP,
FOOLS GOLD,FORGET,INVISIBILITY,K
NOCK,LEOMUND'S TRAP,LEVITATE,LOC
ATE OBJECT,MAGIC MOUTH,MIRROR IM
AGE,PYROTECHNICS,RAY OF ENFEEBLE
MENT,ROPE TRICK,SCARE
920 DATA SHATTER,STINKING CLOUD,
STRENGTH,WEB,WIZARD LOCK
930 DATA BLINK,CLAIRAUDIENCE,CLA
IRVOYANCE,DISPEL MAGIC,EXPLOSIVE
 RUNES,FEIGN DEATH,FIREBALL,FLAM
E ARROW,FLY,GUST OF WIND,HASTE,H
OLD PERSON,INFRAVISION,INVISIBIL
ITY 10' RADIUS,LEOMUND'S TINY HU
T,LIGHTNING BOLT,MONSTER SUMMONI
NG I,PHANTASMAL FORCE
940 DATA PROTECTION FROM EVIL 10
' RADIUS,PROTECTION FROM NORMAL
MISSILES,SLOW,SUGGESTION,TONGUES
,WATER BREATHING
950 DATA CHARM MONSTER,CONFUSION
,DIG,DIMENSION DOOR,ENCHANTED WE
APON,EXTENSION I,FEAR,FIRE CHARM
,FIRE SHIELD,FIRE TRAP,FUMBLE,HA
LUCINATORY TERRAIN,ICE STORM,MAS
SMORPH,MINOR GLOBE OF INVULNERAB
ILITY,MONSTER SUMMONING II,PLANT
 GROWTH,POLYMORPH OTHER
960 DATA POLYMORPH SELF,RARY'S M
NEMONIC ENHANCER,REMOVE CURSE,WA
LL OF FIRE,WALL OF ICE,WIZARD EY
E
970 DATA AIRY WATER,ANIMAL GROWT
H,ANIMATE DEAD,BIGBY'S INTERPOSI
NG HAND,CLOUDKILL,CONJURE ELEMEN
TAL,CONE OF COLD,CONTACT OTHER P
LANE,DISTANCE DISTORTION,EXTENSI
ON II,FEEBLEMIND,HOLD MONSTER,LE
OMUND'S SECRET CHEST,MAGIC JAR,M
ONSTER SUMMONING III
980 DATA MORDENKAINEN'S FAITHFUL
 HOUND,PASSWALL,STONE SHAPE,TELE
KINESIS,TELEPORT,TRANSMUTE ROCK
TO MUD,WALL OF FORCE,WALL OF IRO
N,WALL OF STONE
990 DATA ANTI-MAGIC SHELL,BIGBY'
S FORCEFUL HAND,CONTROL WEATHER,
DEATH SPELL,DISINTEGRATE,ENCHANT
 AN ITEM,EXTENSION III,GEAS,GLAS
SEE,GLOBE OF INVULNERABILITY,GUA
RDS AND WARDS,INVISIBLE STALKER,
LEGEND LORE,LOWER WATER,MONSTER
SUMMONING IV,MOVE EARTH
1000 DATA OTILUKE'S FREEZING SPH
ERE,PART WATER,PROJECT IMAGE,REI
NCARNATION,REPULSION,SPIRITWRACK
,STONE TO FLESH,TENSER'S TRANSFO
RMATION
1010 DATA BIGBY'S GRASPING HAND,
CACODEMON,CHARM PLANTS,DELAYED B
LAST FIREBALL,DRAWMIJ'S INSTANT
SUMMONS,DUO-DIMENSION,LIMITED WI
SH,MASS INVISIBILITY,MONSTER SUM
MONING V,MORDENKAINEN'S SWORD,PH
ASE DOOR,POWER WORD STUN,REVERSE
 GRAVITY,SIMULACRUM,STATUE
1020 DATA VANISH
1030 DATA ANTIPATHY/SYMPATHY,BIG
BY'S CLENCHED FIST,CLONE,GLASSTE
EL,INCENDIARY CLOUD,MASS CHARM,M
AZE,MIND BLANK,MONSTER SUMMONING
 VI,OTTO'S IRRESISTIBLE DANCE,PE
RMANENCY,POLYMORPH ANY OBJECT,PO
WER WORD BLIND,SERTEN'S SPELL IM
MUNITY,SYMBOL
1040 DATA TRAP THE SOUL
1050 DATA ASTRAL SPELL,BIGBY'S C
RUSHING HAND,GATE,IMPRISONMENT,M
ETEOR SWARM,MONSTER SUMMONING VI
I,POWER WORD KILL,PRISMATIC SPHE
RE,SHAPE CHANGE,TEMPORAL STATUS,
TIME STOP,WISH
1060 DATA BLESS,COMMAND,CREATE W
ATER,CURE LIGHT WOUNDS,DETECT EV
IL,DETECT MAGIC,LIGHT,PROTECTION
 FROM EVIL,PURIFY FOOD & DRINK,R
EMOVE FEAR,RESIST COLD,SANCTUARY

1070 DATA AUGURY,CHANT,DETECT CH
ARM,FIND TRAPS,HOLD PERSON,KNOW
ALIGNMENT,RESIST FIRE,SILENCE 15
' RADIUS,SLOW POISON,SNAKE CHARM
,SPEAK WITH ANIMALS,SPIRITUAL HA
```

```
MMER
1080 DATA ANIMATE DEAD,CONTINUAL
 LIGHT,CREATE FOOD & DRINK,CURE
BLINDNESS,CURE DISEASE,DISPEL MA
GIC,FEIGN DEATH,GLYPH OF WARDING
,LOCATE OBJECT,PRAYER,REMOVE CUR
SE,SPEAK WITH DEAD
1090 DATA CURE SERIOUS WOUNDS,DE
TECT LIE,DIVINATION,EXORCISE,LOW
ER WATER,NEUTRALIZE POISON,PROTE
CTION FROM EVIL 10' RADIUS,SPEAK
 WITH PLANTS,STICKS TO SNAKES,TO
NGUES
1100 DATA ATONEMENT,COMMUNE,CURE
 CRITICAL WOUNDS,DISPEL EVIL,FLA
ME STRIKE,INSECT PLAGUE,PLANE SH
IFT,QUEST,RAISE DEAD,TRUE SEEING

1110 DATA AERIAL SERVANT,ANIMATE
 OBJECT,BLADE BARRIER,CONJURE AN
IMALS,FIND THE PATH,HEAL,PART WA
TER,SPEAK WITH MONSTERS,STONE TE
LL,WORD OF RECALL
1120 DATA ASTRAL SPELL,CONTROL W
EATHER,EARTHQUAKE,GATE,HOLY/UNHO
LY WORD,REGENERATE,RESTORATION,R
ESURRECTION,SYMBOL,WIND WALK
1130 DATA ANIMAL FRIENDSHIP,DETE
CT MAGIC,DETECT SNARES & PITS,EN
TANGLE,FAERIE FIRE,INVISIBILITY
TO ANIMALS,LOCATE ANIMALS,PASS W
ITHOUT TRACE,PREDICT WEATHER,PUR
IFY WATER,SHILLELAGH,SPEAK WITH
ANIMALS
1140 DATA BARKSKIN,CHARM PERSON
OR MAMMAL,CREATE WATER,CURE LIGH
T WOUNDS,FEIGN DEATH,FIRE TRAP,H
EAT METAL,LOCATE PLANTS,OBSCUREM
ENT,PRODUCE FLAME,TRIP,WARP WOOD

1150 DATA CALL LIGHTNING,CURE DI
SEASE,HOLD ANIMAL,NEUTRALIZE POI
SON,PLANT GROWTH,PROTECTION FROM
 FIRE,PYROTECHNICS,SNARE,STONE S
HAPE,STUMMON INSECTS,TREE,WATER
BREATHING
1160 DATA ANIMAL SUMMONING I,CAL
L WOODLAND BEINGS,CONTROL TEMPER
ATURE 10' RADIUS,CURE SERIOUS WO
UNDS,DISPEL MAGIC,HALLUCINATORY
FOREST,HOLD PLANT,PLANT DOOR,PRO
DUCE FIRE,PROTECTION FROM LIGHTN
ING,REPEL INSECTS,SPEAK WITH PLA
NTS
1170 DATA ANIMAL GROWTH,ANIMAL S
UMMONING II,ANTI-PLANT SHELL,COM
MUNE WITH NATURE,CONTROL WINDS,I
NSECT PLAGUE,PASS PLANT,STICKS T
O SNAKES,TRANSMUTE ROCK TO MUD,W
ALL OF FIRE
1180 DATA ANIMAL SUMMONING III,A
NTI-ANIMAL SHELL,CONJURE FIRE EL
EMENTAL,CURE CRITICAL WOUNDS,FEE
BLEMIND,FIRE SEEDS,TRANSPORT VIA
 PLANTS,TURN WOOD,WALL OF THORNS
,WEATHER SUMMONING
1190 DATA ANIMATE ROCK,CHARIOT O
F SUSTARRE,CONFUSION,CONJURE EAR
TH ELEMENTAL,CONTROL WEATHER,CRE
EPING DOOM,FINGER OF DEATH,FIRE
STORM,REINCARNATE,TRANSMUTE META
L TO WOOD
1200 DATA AUDIBLE GLAMER,CHANGE
SELF,COLOR SPRAY,DANCING LIGHTS,
DARKNESS,DETECT ILLUSION,DETECT
INVISIBILITY,GAZE REFLECTION,HYP
NOTISM,LIGHT,PHANTASMAL FORCE,WA
LL OF FOG
1210 DATA BLINDNESS,BLUR,DEAFNES
S,DETECT MAGIC,FOG CLOUD,HYPNOTI
C PATTERN,IMPROVED PHANTASMAL FO
RCE,INVISIBILITY,MAGIC MOUTH,MIR
ROR IMAGE,MISDIRECTION,VENTRILOQ
UISM
1220 DATA CONTINUAL DARKNESS,CON
TINUAL LIGHT,DISPEL ILLUSION,FEA
R,HALLUCINATORY TERRAIN,ILLUSION
ARY SCRIPT,INVISIBILITY 10' RADI
US,NON-DETECTION,PARALYZATION,RO
PE TRICK,SPECTRAL FORCE,SUGGESTI
ON
1230 DATA CONFUSION,DISPEL EXHAU
STION,EMOTION,IMPROVED INVISIBIL
ITY,MASSMORPH,MINOR CREATION,PHA
NTASMAL KILLER,SHADOW MONSTERS
1240 DATA CHAOS,DEMI-SHADOW MONS
TERS,MAJOR CREATION,MAZE,PROJECT
ED IMAGE,SHADOW DOOR,SHADOW MAGI
C,SUMMON SHADOW
1250 DATA CONJURE ANIMALS,DEMI-S
HADOW MAGIC,MASS SUGGESTION,PERM
ANENT ILLUSION,PROGRAMMED ILLUSI
ON,SHADES,TRUE SIGHT,VEIL
1260 DATA ALTER REALITY,ASTRAL S
PELL,PRISMATIC SPHERE,PRISMATIC
WALL,VISION,FIRST LEVEL MAGIC-US
ER SPELLS
```



DYNAMIC COLOR NEWS (DCN)

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* Page -1	* Ham Radio
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Some of the programs are:

Electronic Billboard	Fast Food
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Roulette (Game)	Chords (Music)
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```

(BASICly Speaking)

Topic: CoCo Audio - The PLAY Command

By: Randy Larsen Jr.

Well, let's jump right in and continue where we left off last issue. This time I will cover the remainder of the parameters involved with the PLAY command.

Octaves are actually the tone of the music being played and the concept of octave changes is most easily noted by keying in a few examples and getting the feel for these changes. The syntax for the Octave parameter is by separating the change with semi-colons (;) and preceding a number (1-5) by a capital letter O.

Type in : PLAY "CDEFGAB" <Enter>

After listening to this a few times, type in:

```
PLAY"CDEFGAB;O1;CDEFGAB;O5;CDEFGAB"
<Enter>
```

After listening to the second example several times I am sure you will be able to at least grasp what the Octave change parameter can do for your music. The Octave default is two (Middle-C) on the Color Computer, so keep this in mind when selecting the changes you would like to make.

Well, the next parameter is even simpler than the previous, VOLUME! Remember now, the Volume parameter is not only useful in varying the noise output from your computer - that you can do by adjusting your TV volume or external speaker volume. The Volume parameter is there for you to be able to constantly vary the output level within the song. Using this option, you can easily produce hard-notes, fadeouts, and other quick, or on the other hand, lingering volume changes. The syntax for Volume is the same for Octave, except for preceding a number (0-31) by a capital letter V (and remember to set the change apart using semi-colons. Trust me, it makes music editing much easier). The default value for Volume is right in the middle, at 15.

For example, type in:

```
ZZ$="03;V31;L10;A;V8;A;V1;A"
```

Rests are a very important aspect of music composition, and thank Tandy for using a very simplistic but powerful way of implementing rests. Using the same numeration system I discussed last issue, you can place rests equal to the corresponding notes (whole notes, half notes, etc., all the way to 1/255th notes). The syntax for this is simply placing a capital P between semi-colons and following the P with a number from 1 to 255. If you do not have last issue , here are the most commonly used rests.

1 = Whole note rest

2 = Half note rest

4 = Quarter note rest

8 = Eighth note rest

16 = Sixteenth note rest

Tempo is the speed that the combination of notes is played at. While tempo is something that is actually developed by the musician, a computer is stupid; so, we try and compensate - although the Tempo parameter is difficult to work in on timing your music, you just have to do the best you can. The Tempo parameter is set in the same way as the others except by using a T followed by a number between 1 and 255, with the default being 2. To get a feel of Tempo, try this...

Type in: PLAY "CDEFGAB" <Enter>

...and now type in:

```
PLAY"CDEFGAB;T1;CDEFGAB;T5;CDEFGAB
;T250;CDEFGAB"
```

Different, eh? Again though, like I said earlier, finding the right time for your composition will take a lot of trial and error.

Well, that covers all the parameters for the CoCo PLAY command, and I hope my fuller explanations made thing a bit clearer for you novice musicians. The last thing I would like to cover this time would be the execution of sub-strings within a BASIC program - real easy. All this involves is assigning a grouping of parameters to a string variable and being able to execute and re-execute this series whenever you

want. This is useful if you want to play the same set of "music" over at different points (Maybe a sound effect in a game). The simple program below should explain things easily enough.

```
10 X$ = "CDEF;V31;CDEF;T5;CDEF;V15;
CDEF;V5;CDEF;V1;CDEF"
20 Y$ = "CFCFCF;XX$
30 PLAY Y$
```

Can you see how the music in line 10 is added to line 20 and played in line 30? If not, read it through a few times, taking note of the end of line twenty and it should come through clearly.

Well, in closing I just want to add that I advise you to read the final section on the PLAY command in your Extended Color BASIC manual to get a grasp on a somewhat new and useful way of using mathematics in your music. I don't think I could explain things any clearer than they did there. Take care, and best of luck with your composing!●

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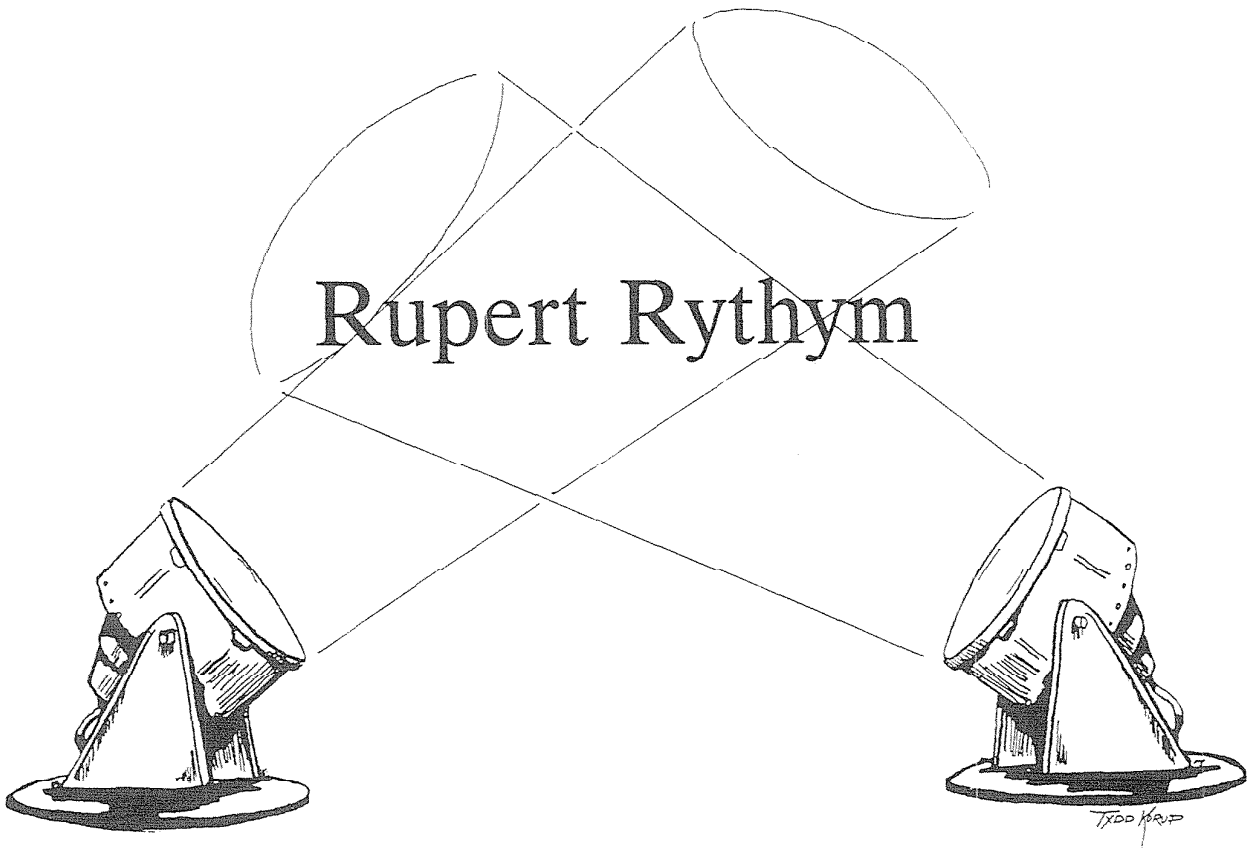
Rupert Rythym



Rupert Rythym

Written by: Nicholas Marentes

Distributed by: Game Point Software

© Copyright 1987, Nicholas Marentes

Class: Arcade Game

Price: $24.95 plus $2.50 S/H

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

Digitization seems to be the wave of the future. With all the audio digitizers flooding the market, it seemed only a matter of time before someone did a rush job and wrote a game using stupendous sounds and not so great graphics. Well, whoever that person is, I feel sorry for him because Rupert Rythym by Nicholas Marentes combines fantastic digitized percussion with the incredible graphics of the CoCo III.

I have to admit though, that even if the graphics were low resolution garbage, I would still be amazed with the percussion of this new game. I generally do the majority of my programming on my Amiga (Commodore) along with the greater extent of my game playing. My CoCo III was originally bought for my son to use as a learning and entertainment center, but since Rupert Rythym entered our home all I hear is "Dad, can I use the computer?" My son is disappointed because now my Amiga is collecting dust and our CoCo III is dominated by yours truly. Rupert Rythym has sparked a curiosity in me and now, unfortunately for my family, I spend most of my free time exploring the power of the CoCo III. It amazes me how a 6809 chip can compete with my Amiga which has, I believe, three chips; one for logic, one for graphics, and one for sound. Not to mention the fact that my CoCo cost about $400 total, including a disk drive while my Amiga cost me $1000+.

With all of the high quality games I have for my now unused Amiga, Rupert Rythym has equalled all of them in sound effects and tied with many of them for great graphics. I'm sorry I made a $1000 mistake with my Amiga, but I am excited about the power contained within this tiny white computer.

Who is Rupert Rythym? Rupert is a song writer, he writes mainly percussion songs. The instruction foldout begins with Rupert waking up to answer the phone, it was his manager Bill Boombox calling to tell him that "Hardrock Harry" had stolen Rupert's musical manuscripts. Harry plans to release Rupert's song under his name. His entire future is at stake, Rupert has to get the manuscript back!

Your job is to help Rupert collect all of the stolen notes which are scattered throughout "Music Box Records". This isn't just a gathering mission, however, there are security robots in almost every room. There are two types of security robots to avoid. DROids GuardS or DROGS which patrol the areas Rupert can walk and the Scanner Ball which floats in the air relaying information to the DROGS.

Rupert has two ways in which to protect himself. He has a pocket full of fire crackers which he can use to distract and confuse the DROGS and in his other pocket is a pack of Super Pep Energy Gum. Rupert has ten lives and each of these ten Ruperts has a pack of gum. Each pack holds five pieces of gum. Chewing a piece of gum makes Rupert invisible to the Scanner Ball and DROGS.

Each room of "Music Box Records" has a number of flashing platforms and elevators. You must guide Rupert over each platform to change its color, using the elevators to carry him up and down to different platforms. When every platform in a room has changed colors, Rupert gets a musical component. After each of the sixteen components have been retrieved, you win the game and Rupert will play his first live concert.

The game actually begins in the Master Hall of "Music Box Records". The Master Hall contains sixteen doors all labeled from A to P. Behind each door is a room that contains one of the stolen musical components. After a component is retrieved, Rupert is returned to the Master Hall and on the door of the room he was just in appears a flashing musical note. Rupert can then move on to any room left and search for more components. When all of the components have been retrieved, you must help Rupert swap notes between doors so that each component is on the appropriate door. Simply put, the A component must be on the A door and so on. Once all of the components are properly placed, you may select the play option on the control panel. When Play is selected, Rupert launches into his first live concert, shown on screen!

This high-resolution, high quality arcarde game is a gem, I urge you to buy a copy. You won't regret it. Rupert Rythym has some of the best animation and sound that I have ever encountered, it rivals all of the other games on the market today. I can't tell you enough how extraordinary this game is. It's well worth the money. Yes, as you might have guessed, I am a Rupert Rythym junkie. I can't stop playing it and neither will you. ●

-Reviewed by: Richard D. Vanden

Game Point Software, P.O. Box 6907, Burbank, CA 91510-6907. (818) 566-3571

Reviews Spotlight Next Issue

ML BASIC 2.0

By: Wasatchware

Also, reviews on:

BASH by: Game Point Software

CoCo III Wheel by: SPORTSware

HELLO/BAS by: RCPierce Software

And much more!

AD&D Character's Companion

Advanced Dungeons & Dragons™ Character's Companion

Written By: Charles A. Hager, Jr.

Distributed By: Gimmesoft

© Copyright 1988, Charles A. Hager, Jr.

Class: AD&D™ Utility

Price: $24.95 + $3 S/H

Requirements: CoCo III and one disk drive

I have been a devoted disciple of Dungeons & Dragons™ and Advanced Dungeons & Dragons™ for more than eight years. Although I never envisioned myself reviewing anything like the AD&D™ Character's Companion when I applied as a reviewer, I was very excited when Mr. Jurek called me personally and asked me to put this utility to the test with my "special" talents. This was one task I relished in taking on.

To begin with, the package came with two disks and a ten page instruction manual neatly packaged and protected from the ravages of the U.S. Postal Service. The utility itself comes on two disks and occupies three disk sides, that seems like a lot, but if you've ever played the game yourself, you realize just how much information is packed into The Player's Handbook and The DungeonMaster's Guide. I'm wondering just how Charles Hager kept it down to three sides. He has converted quite a bit of information for use on my little CoCo.

Without writing a book on the subject, the best I can do is tell you what is contained in the package and perhaps a little about what the options can do. After booting up with a nice title screen, the main menu comes into view. The options are:

1 - Create a character

2 - Buy from the normal items

3 - Buy from the magic items

4 - Buy spell materials

5 - Enter a character from paper

6 - Update your basic item list

7 - Update your magic item list

8 - Update your spell components

9 - Update a character's statistics

A - End the program

S - Switch to secondary disk

The secondary disk is full of options like creating spell books, printing an inventory, creating the various necessary files, and killing a character file.

If you play AD&D™, you can see just how vaulable this program is. If you are new to AD&D™, I will endeavor to simplify the major components of the menu.

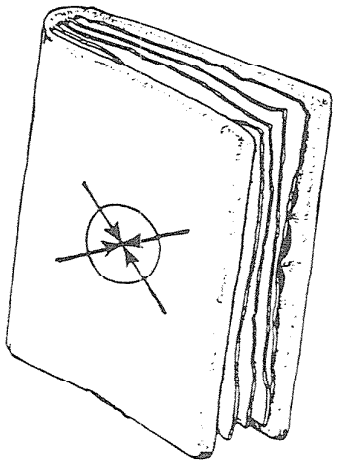
Number 1, create a character allows you to choose vital statistics like strength, intelligence, wisdom, etc. You can choose your race and alignment and also what class you'd like to be: Cleric, Fighter, Magic-User, etc. Numbers 2 through 4 allow you to purchase materials for your character provided you have the necessary funds. Number 5 is very important, it allows you to enter and keep on file a character you may have created and used without the aid of the program. Numbers 6 through 9 are helpful because they let you edit your character and add or delete information based on your adventures.

The documentation that comes with this package does a very fine job of explaining each and every aspect of the utility. So if my descriptions have fallen short in your eyes, by all means, purchase the product and see for yourself just how simple it is to use and how well documented it is. I have personally found this package to be everything I had hoped and more.

If you are an expert player or just a beginner, the Advanced Dungeons & Dragons™ Character's Companion is for you. Most of you have probably tried to create your own simple version of this valuable utility but for accurate record keeping and the ability to control everything about your character, nothing on the market today beats this companion. ●

Reviewed By: Roger Adams

GIMMESOFT, PO Box 421, Perry Hall, MD 21128. 1-800-441-GIME



Buried Buxx

Buried Buxx

Distributed By: JR & JR Softstuff

© Copyright 1988, JR & JR Softstuff

Class: Arcade Game

Price: $19.95 + $3 P/H, CA residents +6%

Requirements: 32K ECB CoCo I, II, III and disk drive

JR & JR Softstuff is a relative newcomer to the Color Computer community. The products sold by JR & JR are the products of two partners, so while the company may seem new to you, these two gentlemen have been programming for some time. What I am here to tell you about is their game entitled Buried Buxx. This is a fast paced arcade game.

You are the pilot of a helicopter. Your job is to retrieve the buried Buxx. The buried Buxx is money buried in the ground. To recover the money, you must fire your guns at the ground to dig a hole toward your objective. Once the hole has been created, center the helicopter above the hole and descend to pick it up. After your helicopter has been loaded with money, simply fly back to the landing pad and drop it off. Once that is completed, you may go after more money. If you run out of shots, just go back to the launch pad and land. Landing your helicopter recharges the guns.

Sound simple, right? Wrong! You see, while you are playing around digging holes for the money, there is a jet plane flying overhead across the screen. This plane's mission is to either drop a bomb on the hole you are digging and cave in the sides to fill it back up or drop the bomb on you. Not only that, there are a number of hidden bombs underneath the ground, so just digging for money you may launch a missile right at your copter.

At the start, the money is plainly visible buried deep within the earth and all you have to do is get right over the $ sign and shoot away while at the same time dodging bombs that are falling from the plane and using lightning quick reflexes to dodge hidden missiles. This is not an easy game. Guess what happens after you get all of the money on a screen? You go to an even harder level of play with more money and faster missiles.

Once you receive this game in the mail from JR & JR Softstuff, you will have more problems playing it than any game you have ever encountered. It will load perfectly and the instruction manual is nice, but that's the problem. This game works so well that I haven't been able to get past the second level. It is hard! If you like a challenging game, this may even be beyond your skills. I considered myself an expert player of video games until this one came along. In some cases it was just too fast for me. That's the game's hook, it is fast. Perhaps the fastest game I have ever seen. The company's ad says that it is a BASIC/ML hybrid, I am inclined to believe that 99% of this game is written in Machine Language. I can't even begin to describe the speed.

The game is quite good although, as with any product, there are a few shortcomings, well one shortcoming anyway. Namely the graphics. To achieve the level of speed in this game, it seems that the author had to use the PMODE 4 of the earlier CoCo's. The resulting game is one that looks like it was written in the very early days of the CoCo. At first it really put me off to the game, but once the action begins, great color is not necessary. The game is written in black and white.

Buried Buxx may not be a great looker, but it is the fastest paced game I have ever seen outside an actual arcade. It is the fastest game I have ever seen for the CoCo to date.

JR & JR Softstuff bill themselves under the phrase "Can't find it? We'll write it!". This is a big statement for a newer company to make, but I think it shows a great devotion to the consumer. Within the folder that Buried Buxx comes in is also a questionnaire for the purchaser to fill out. To ensure a good response from the user, the questionnaire also serves as a warranty for the product purchased. With the questionnaire comes a self addressed stamped envelope. Just drop in the questionnaire, seal the envelope and mail it. What could be easier? JR & JR Softstuff have the edge on many game manufacturers by atleast trying to produce what the public wants or needs, not what they think it needs, what the questionnaire says we need. A commendable effort and I wish JR & JR Softstuff all the luck in the world in their new venture. It doesn't seem that they can fail, Buried Buxx is quality software at a most reasonable price. ●

-Reviewed by: Janice Ryker

JR & JR Softstuff, P.O. Box 118, Lompoc, CA 93938. (805) 735-3889

Dragon Blade

Dragonblade

Written By: Glen R. Dahlgren

Distributed By: Sundog Systems

© Copyright 1986, Glen R. Dahlgren
and Sundog Systems

Class: Graphics Adventure

Price: $19.95

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

By now, the name Glen R. Dahlgren is synonymous with action and adventure games. I would like to take this time to tell you of one of his earlier works, Dragonblade! Rather than try to rework the remarkable scenario of this adventure, I will quote from the author himself.

"There was a time of sword and sorcery, when only the bravest of men could destroy the foulest of beasts. This is that time. You are Faernorn, a lad of the half-elf village of Dragonseed, named as such for the ever-present shadow of the Dragon of the Mountain. For years the Dragon has slept, undisturbed, and within this time the village has know a time of peace and tranquility."

"Recently, however, the Dragon has awoke and terrorized the village in a succession of raids which have left much destruction and many dead. Within the most recent attack, Silron, your father and chief of the village, was slain. You are the successor to the office and the duty of somehow stopping the threat of the Dragon has fallen to you."

"Gilrick, the village elder, had approached your father earlier and spoken of a legendary sword, the Dragon Blade which was forged for the ancient Wars of Fire. This blade is said to be the only object powerful enough to destroy the Dragon of the Mount. Your father, though, was a stout-hearted traditionalist and was set to finding a way without leaving the village. He died with that thought."

"You now realize that you must quest for the Blade. It is now your only hope. Receiving an ancient parchment from Gilrick, you find it leads you to the forest of Lore, the home of a witch whose nature is unknown. It is from here that your quest begins."

From the mind of a man who is in the ranks of Scott Adams, that was the introduction to the adventure. An adventure that will live on and surely become one of the classics.

While the CoCo III does not make the game particularly incredible to look at, especially when compared to Warrior King, it is an accomplishment in the graphics of the CoCo I and II. There are even animated routines contained within the adventure. I remember the scene of a witch stirring her brew while a candle flickers on a nearby table.

I am particularly impressed with the screen as a whole, the screens are created within an archway surrounded by gargoyles or demons. The effect is not unlike looking into a television set. I find this whole idea pleasing to the eye, the whole screen does not flicker and bother the eyes when you leave a room, just the portion contained within the archway changes.

The graphics aside, this is one of the most challenging adventures I have ever played. Questing for the Dragon Blade was fantastic! If you do not own a copy of this game, you are missing out on one of the best adventures around.

I am not trying to convince you to buy this adventure, you have enough sense to do that on your own. What I am trying to do is to give you my views and opinions in the hopes that by looking through my eyes, you will be aided in your decision. Just remember, when you buy an adventure from Sundog Systems, you are buying a piece of history. Glen R. Dahlgren is one of the few last pioneers in the Color Computer game field. By patronizing Sundog Systems, you will enable him to provide us with even more spectacular adventures than this.●

-Reviewed by: Percy Zahn

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

The Fourth Rainbow Book of Adventures

The Fourth Rainbow Book of Adventures

Distributed By: Falsoft Inc.

© Copyright 1988 Falsoft Inc.

Class: Publication

"The Fourth Rainbow Book of Adventures!", I exclaimed excitedly. My package from The Gamer's Connection Review Dept. had finally arrived. My hands fairly shook as I carried the shiny new parcel to my CoCo III.

Well that's what you'd like to hear, isn't it? How great this product is, well, maybe this review isn't for you. Unlike some reviewers I hold no loyalty to either this publication or any other and its time someone told the whole story. Please, whatever you do, do not take my denial of bias to mean that I dislike this product, read on if you can handle the truth.

First of all, the product and disks come in a nice packaging, the price a mere $10.95! for a soft cover book? Anyway, the disks for $14.95! what a bargain. It would seem that if a company had a contest like this one, they'd expect to pay part of the price out of their own pocket, not make the customer cover the entire expense. So, now we have a total of $25.90 plus shipping or whatever. It just seems a tad pricey. Enough of the cost, on to the real goodies.

I do like an occasional text adventure so with the prospect of fourteen of them in one package it seemed that I would find at least one that I might like. Before I shoot off on a tangent, I'll list the games and their authors with a little synopsis of the basic storyline.

The Park of Mystery - Mike Anderson. Overhearing a secret transmission on your CB you decide to go up against the bad guys in a race for $500,000 in stolen bank loot.

Captain Rodgers - Richard Kottke. The victim of amnesia and hopelessly lost in a dismal swamp, can you survive and find the answer? The only clue you have is the name Captain Rodgers.

General Panic - Andre Needham. Your mission, steal aboard the USS Techna and stop the terrorists before they can unleash their antimatter payload.

Aandark II - Fred D. Provoncha. Fly down to Aandark, planet paradise and destroy the enemy weapon that spells doom for the terran fleet dispatched to stop the invaders.

Term Paper - Charles Farris. Find the pieces of your stolen term paper before the final deadline.

Ghost House - David Bartmess. Enter the house of Greymoor and search for the treasures rumored to be within, but watch out for the ghosts also reported to lie in wait for the unsuspecting treasure hunter.

Superspy - Jeff Johnson. An international spy, you are left alone to figure out the story of the adventure.

Intrigue - Jeff Hillison. Can you, the last spy in Berlin, alter the outcome of World War II?

SDI: Countdown to Doom - Dr. Eugene Carver. Spies have taken over NORAD in an attempt to sabotage the Star Wars defense program. Unless you can regain control of the mountain, our defense will lie dormant while a foreign country launches a massive attack.

House Adventures - Eric Santanen. Lost in a 71 room mansion, can you ever hope to leave?

Operation: Ocean Master - Ken Lie. Dying fish on the east coast lead you, a master spy, on a wild adventure to save the fish and possibly the world.

The Earth's Foundations - Paul Ruby, Jr. A 3-D sword and sorcery adventure where you must enter a newly formed crevice in the earth and investigate.

The Parlog Building - Tio Babich. Escape from the building and the authorities who sought to detain you for selling cocaine instead of the soap powder your company usually sells.

Life: An Everyday Adventure - Stephen Berry. Live out real life as you wake up late for the reunion, with a hangover and your water has been turned off. With a start like that, why bother? Because this is real life.

Well, now you have a little information to go on. For now I'll drop the "I hate everybody routine" and give you the scoop. I actually liked most of the adventures. Yes, I know I sound hard to please, but this package had all the aspects I was looking for. What I couldn't find in one adventure I found in another and overall, I am impressed. To those judges who spent their time sifting through the junk to pick these winners, I take my hat off.

The only adventure I wasn't impressed by, wild

continued on page 49

Good Games Trio

Good Games Trio

Written By: Roy C. Pierce

Distributed By: RCPierce Software

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Class: Strategy Games

Price: $19.95

Requirements: 32K ECB CoCo I, II, III

The Good Games Trio by RCPierce Software is just what the doctor ordered. How many times have you tired of the old arcade shoot-em up games? Oh, I know some of you out there will never tire of them, but a few of us become bored with the same old action games. After a while, they lose their appeal and in many cases, their identity. Have you ever forgotten which games had a neat feature all to itself while trying to describe it to a friend? Maybe you forgot the name of the game because it lacked any distinguishable personality. Enter into the picture The Good Games Trio. This is one set of games for your CoCo that will never lose their identity. The games in this package have stood the test of time, up to hundreds of years.

The games are: ADI, Othello, and Connect Five. If you have any experience with any of these games, you may be saying to yourself, Othello? that's a stupid game, I used to play it but... That's exactly what I said when I received the games. After loading up the games and playing them with a friend for a few hours, the old familiar pounding of my heart could be heard as the pace quickened and these mind crunching games took their toll. We have all played games like these and for some reason or another, we simply stop playing them. It's not because we actually disliked them, we just lost our partner or something of that sort. Your mind is probably hungry for the challenge that these games present just like mine was, only I didn't know it. You have the opportunity to grasp the past and once again take up the encapsulation of the games themselves.

ADI

ADI is a game that originated in the desert of Africa. Originally it was played with camel dung, camel chips, camel droppings, whatever. The game board comes up on a graphics display in black and white. There are two rows of six columns apiece. The top row is player one and the bottom row is obviously player two. Each column contains four tokens. The object is to distribute each column of tokens clockwise around the board. If the number of tokens you choose is large enough to take your pieces to the edge of the board, the next token will be passed over to the opponent's side of the board and added to his tokens. When this is done, a capture occurs. The game is won by capturing all of your opponent's tokens. As with the other two, this game is very high in strategy and will take some time to complete if you are up against a skilled opponent.

OTHELLO

Many of you have heard of Othello, for those of you who have not, I will elaborate. While the original version of Othello is played on a 12 X 12 grid, this version is played on an 8 X 8 grid. This grid is smaller, the reason being, the author did not wish the players to take as long as two days to play a game. With the grid reduced, the game is significantly shorter with virtually none of the playability lost. In other words, against a skilled player, you will be hard pressed to win.

The game of Othello is played with black and white chips, tokens in this case. On player is white while the other is black. The game begins with four tokens in the middle four squares of the grid. The upper row of two are white then black and the lower row is the reverse. The object of the game is to surround the opposing player's tokens with yours, thus changing the color of his or her tokens. For example, if there is a horizontal row of tokens with the first token being black and the rest being white, and a black token is placed at the opposite end of the row, the entire row now becomes black. This game saves us the trouble of turning over the captured chips and changing their color. It is by far my favorite game of the trio, although I consider them all of very high quality.

CONNECT FIVE

Connect Five is a more advanced version of the home game, Connect Four. The board is now flat instead of vertical as in Connect Four, but the game is fast paced and fun for the whole family. Very simply, the object is to place five tokens of the same consistency (hollow or solid) in a row, either vertical, horizontal, or diagonal. This is not as easy as it may sound, you must constantly defend your position by thwarting your opponent's efforts to do the same. While countering his efforts, you must also be on your guard against his plotting. This is a difficult game to be a consistent winner of. If you like the home game, this is a step above.

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Rainbow *(continued from page 47)*

about, or interested in was Term Paper. I just don't get a charge out of it compared to The Earth's Foundations. Don't, please don't, think I'm telling you that these adventures are better than those selling on the market. These are written in BASIC and as such, aren't in the same league as those by professional writers. ●

-Reviewed by: Thomas Aarons

The Rainbow, Falsoft, Inc., The Falsoft Building, 9509 U.S. Highway 42, P.O. Box 385, Prospect, KY 40059. (502) 228-4492.

Trio *(continued from page 48)*

The Good Games Trio is a break from all of those worthless arcade games cluttering up your library. If you must play the arcade games, I must tell you that quick reflexes are not the only thing worth playing for. These games expand the mind and in my case, I am proud to review these welcome additions to the Color Computer realm.

The games are recommended for anyone over the age of 10. You don't have to be an intellectual to play these games, they take no more skill or knowledge than does a game of checkers. They are easy to play, but as I have already said, are hard to win especially against a skilled player. Can you win? ●

-Reviewed by: George Darryn

RCPierce Software, Suite 290, E. 9116 Sprague Ave., Spokane, WA 99206.

Coming Next Issue!

Fiction bordering on reality, Catacomb by Henry Melton. The ultimate in online games, journey through the catacombs with Lunae, in her quest for riches. Face terrifying monsters and watch as she battles the mighty Tor beast, a creature no one has ever defeated.

The only twist is that Lunae is actually Judith, a high school student, who is playing Catacomb through her home computer. Any treasure that Judith finds can be converted into real money in the outside world. If you are skilled, you could actually be paid to play and win the game.

This is the most interesting story that we at The Gamer's Connection have ever encountered.

Next issue you will also be able to welcome two new columns. The first by George Aftamonow, entitled Gamer's Graphic Niche, which will enlighten you to the graphics housed within your CoCo's I, II, and III. The second is by Roy Pierce of R.C. Pierce Software and he is available to answer your questions on BASIC and graphics. He is quite knowledgeable and should prove quite valuable in the future to solve some perplexing dilemmas.

Before The Gamer's Connection came along, Adventureware Products produced many adventures. Next issue the actual BASIC code for their first Advanced Dungeons & Dragons™ type adventure entitled Cirindoloth will be published. If you choose to play, if you dare to play, you will be forced to battle magical creatures, quest for magic, and ultimately battle Cirindoloth himself. Will you survive?

Glen R. Dahlgren will also be back next issue with another fantastic episode from the life of Janthom Vore.

READER QUESTIONNAIRE SERIES #3

WE NEED YOUR OPINIONS!! Please help us determine the overall direction of this publication! If you could please fill out the short questionnaire and return it to us, we would be extremely grateful. THANK YOU so very much for your time and effort!

>>>>> Personal Information <<<<< (Optional)

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Which do you enjoy most? GAMES ADVENTURES UTILITIES

Which do you enjoy least? GAMES ADVENTURES UTILITIES

How often do you use reviews to determine your future hardware or software purchases? ALWAYS SOMETIMES NEVER

>>>>> Gamer's Connection Magazine Information <<<<<

Title & Cover appearance	EXCELLENT	GOOD	FAIR	POOR
Readability	EXCELLENT	GOOD	FAIR	POOR
Programs within	EXCELLENT	GOOD	FAIR	POOR
Listing format	EXCELLENT	GOOD	FAIR	POOR
Articles within	EXCELLENT	GOOD	FAIR	POOR
Artwork within	EXCELLENT	GOOD	FAIR	POOR
Fiction within	EXCELLENT	GOOD	FAIR	POOR
Review quality	EXCELLENT	GOOD	FAIR	POOR
Magazine organization	EXCELLENT	GOOD	FAIR	POOR
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