THE THIRD RAINBOW BOOK OF ADVENTURES

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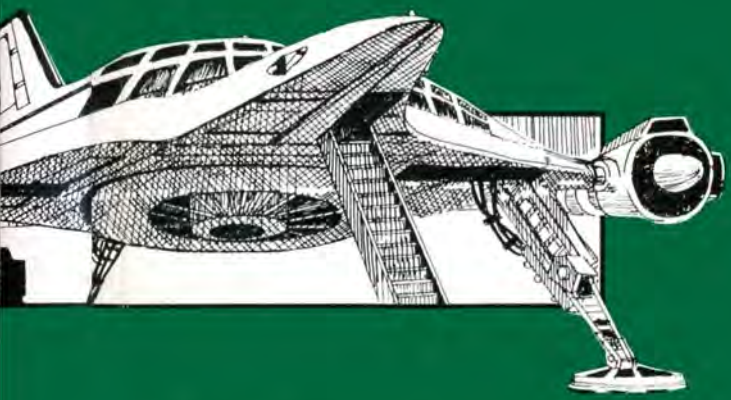

19 Great New Programs for the Tandy® Color Computer 1, 2 and 3

From the publishers of THE RAINBOW®
The Color Computer Monthly Magazine

The Rainbow Bookshelf™

THE THIRD RAINBOW BOOK OF ADVENTURES

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THE THIRD RAINBOW BOOK OF ADVENTURES

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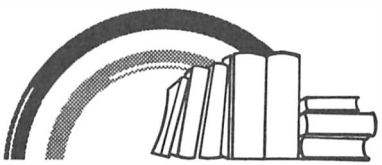

The Rainbow Bookshelf™

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Foreword

You'll have to forgive me if I am enthusiastic.

It's just that I am excited and somewhat amazed by this, our latest Adventure book — *The Third Rainbow Book of Adventures.* For one, I'm excited because I love to play Adventures and I can't wait to see what our programmers have come up with this time. And, too, because this is also the most recent entry into our Rainbow Bookshelf series, which has been growing at a quite satisfying rate.

I am very excited by the continuing interest in and devotion to the Color Computer. When we announce an Adventure contest in the THE RAINBOW, *The Color Computer Monthly Magazine*, we are *flooded* with entries from enthusiasts of all ages and backgrounds. It warms my heart to think that the CoCo Community is out there alive and well, willing to share ideas and make computing fun for all.

Our part is a small one — the real credit for this book goes to the authors who spent untold hours, days, or probably more accurately, months writing, refining and debugging their Adventures for all of us. And, credit those people who support that hard work by purchasing the Adventure books.

I want to thank those who brought this book together, too: our editors Jutta Kapfhammer and Philip Helm who judged the contest and wrote the stories; our art director Denise Webb; and our illustrator Wes Kendall.

And it makes me feel good to know that we have kept our promise to the Community — the promise to continue to provide support to all CoCo users. The Adventures in this book can be run on the Color Computer 1, 2 or 3! Now that's exciting!

I know you're eager to get started, so I won't keep you long. Just a few thoughts as I look over the programs again. I'm sure these Adventures are going to become classics, much as the ones from our first and second Adventure books. The inventiveness and clever programming displayed by our contest winners are just wonderful. They have given us Adventures to help us break new ground with our beloved machine. We thank them, and you, the Adventurer, for making the Community an exciting place to be. Good luck!

Lawrence C. Falk
Publisher

Introduction

When we accepted the challenge of judging THE RAINBOW's third annual Adventure contest, which led to the editing of this book containing the winning entries, we knew that just having the opportunity to view the programs first-hand would be rewarding. But in order to pick the very best, we first needed to learn and understand the many new command concepts and programming techniques that broke new ground in the 1986 programming competition. And that was an Adventure in itself.

The hours of trial and error, with the unfamiliar use of sophisticated parsers, icons, new dialogue allowing two-way communication, built-in graphics directional maps, and subgames within the various programs, was at first a frustrating experience. But by gradually learning the techniques associated with playing the Adventures, actually solving them boosted our egos, giving us a real feeling of accomplishment.

We intend to pass on our enjoyment of these Adventure games, not our frustrations. With this in mind, the games have been arranged in sequential order according to difficulty to greatly benefit the new or novice Adventurer. From the first through the entire series of Adventures, the variety and progression of the new techniques and creativity becomes increasingly gratifying. By working your way through the book from beginning to end, the different procedures and command concepts will be learned, enhancing your skill level.

This is not to insinuate, however, that if you are an experienced player you should skip right to the middle of the book to meet the serious competition.

All of the Adventures are quite challenging and can be played and thoroughly enjoyed by first-time or veteran players. If played in order, the games present an escalating challenge to the advanced. For the amateur, the Adventures serve as a guide to the mastery of Adventuring.

The games are initiated with an introductory story intended to set the mood by explaining your role in the Adventure. Since all the games include a variety of features and are played in a number of different ways, the documentation following each story specifically details the playing instructions and any special commands that must be entered before beginning play.

The BASIC program listings are formatted for a 32-character screen, so if you are typing in the programs, the printed listings will appear just as they do on the CoCo screen. Of course, *The Third Rainbow Adventures Tape* or *Disk* will save you a lot of time and unnecessary frustration. The individual program filenames from our tape and disk service are listed at the beginning of each program, along with the minimum system required to run them.

By allowing you to become the Adventurer, the book becomes your ticket to a journey that promises to fulfill any madcap schemes you may be suppressing. The fictitiously created situations and life-threatening predicaments will have you constantly devising escape tactics and out-of-this-world attempts to gain valuable treasures.

Of course, a lot of travel will be involved. You can't expect to achieve your objective without investigating every little nook and cranny. And there is a mountain of items to be found. Some may help you avoid the many puzzling obstacles, while others could help you obtain your fortune.

The computer will give you your location and a description of the area immediately surrounding, showing exactly where you are and where you may proceed. To move in a given direction, most of the programs respond to NORTH, SOUTH, EAST and WEST. In some of the Adventures you may need to type GO before typing the direction, and oftentimes, the first letter of the direction is sufficient.

One of the basic necessities to learn is the ability to command action. Most of the programs respond to two-word commands, which consist of a verb followed by a noun, such as OPEN DOOR. Each Adventure accepts different verbs and, in most cases, a complete list can be obtained by either typing VERB or VOCABULARY.

You will find LOOK and EXAMINE to be the most beneficial verbs in Adventuring. Of course, you'll have to enter the name of the object you want

more information about (e.g., EXAMINE PAPER). All sorts of things can be found this way. Some will be of personal value, while others may help achieve the objective or prove to be lifesaving. Also, a brief description of your current location can usually be observed by simply entering LOOK.

Of course, to use the objects found, you first have to obtain them. To pick up an object, most Adventures respond to GET followed by the item you want to pick up (e.g., GET ROPE). However, if you are in a hardware store, for instance, you may need to BUY ROPE in order to obtain it. And, of course, you will more than likely need money with which to make the purchase, and that may require going elsewhere to GET MONEY and returning later to make the buy.

Adventure games make heavy use of your ability to carry things around. For example, you might find batteries in one location, and need them to light a flashlight somewhere else. But, you'll probably find restrictions on the number of items you can carry at one time.

Type INVENTORY and the computer will list the items you are carrying and will tell you when you are carrying too much. So, if you encounter an object you think may be useful down the road, DROP the least valuable object and GET the most useful object. You can always come back to the one dropped later in the Adventure, if you realize it is important.

Use logic, be creative and try relating to the objects found in the Adventure. If the computer tells you that you are getting hungry or thirsty, it would probably be a good idea to find something to EAT or DRINK.

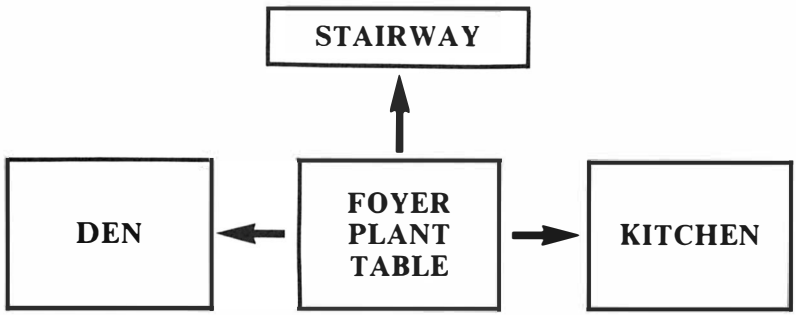
If one verb doesn't work, try another. For instance, to open a door you may need to KICK DOOR or PUSH DOOR. However, if the door is locked, you may need to first GET KEY before you can UNLOCK DOOR. And in some cases, there may not be a key, so you may need a special tool to get the door open, like a gun to SHOOT LOCK or a crowbar to PRY LOCK. Or, to further complicate matters, you may even have to find a secret combination.

However, don't expect logic to always prevail. Programmers make it a real point to find creative uses for certain objects. You must use your imagination to match their creativity in finding the intended use of the object. You will find some of the Adventures more logical than others, and each should be approached with that in mind.

The most important facet of Adventure solving is the fundamental art of map drawing. It will undoubtedly save you a lot of time and endless wandering. To start, on a very large piece of paper, draw a box to represent your starting point. Then, as you move in the available directions, draw boxes for each new location

and use connecting lines to indicate the directions of the movement made and the optional movements available.

Be sure to label each location and include any items found there. For example, if your location is described as: YOU ARE IN THE FOYER OF A SMALL RESIDENTIAL HOME. THERE IS A PLANT ON THE TABLE HERE. A STAIRWAY LEADS NORTH. THE KITCHEN IS TO THE EAST. THE DEN IS TO THE WEST. Your map should look something like this:



— START —

A technique you will find particularly useful is one that allows you to save a game where you are, and then pick up again at the same point later. This feature should be used whenever available, to avoid the frustration of restarting a game when you are forced to stop playing and haven't completed it. Or, if you feel you are about to attempt something which may get you killed, SAVE the game before doing it. Since some games take days, and sometimes, weeks to solve, you will really appreciate not having to track your way through what has already been accomplished.

So, if you are constantly in search of fun, excitement, mystery, challenge and danger, then this fantastic collection of cleverly designed Adventure games will meet your insatiable demands. Or if life has become a little stale lately, and boredom seems to be more the norm than the unusual, this vast assortment of enterprising encounters will undoubtedly have a dramatic effect on your current lifestyle.

Congratulations are in order to the authors of these fine programs. All of them should take great pride in their dedication in creating these quality programs that exhibit such sophistication, professionalism and creativity.

— Jutta Kapfhammer and Philip Helm

3:37 AM
OSAUR EGG

ESCAPE

Program by Matt Hazard

Welcome to Ludlow Manor, the entrance to a world of Adventure and mind-twisting fantasy. If you have come in search of excitement, the request will indeed be granted. But before committing yourself and entering what is designed to be a harmless diversion, one important question needs to be addressed. Are you certain you can escape?

Before answering haphazardly though, some additional information about the challenge could help ensure that the meaning of the inquiry is fully comprehended.

Four seemingly simple rooms have been selected as your official starting point. However, once you enter the first, and the door closes behind, the claustrophobic situation may temporarily confuse you, as exiting appears to be all but impossible.

But don't despair, patience is a virtue. A cool head and some creative investigation will eventually be rewarded, and the secret to

escaping Ludlow Manor will undoubtedly be discovered.

However, in doing so, you may trigger a craving for more excitement and danger; resistance will be out of the question because the seed of Adventure addiction will be planted the very moment you conquer the first of the many unequivocal opportunities presented to you.

Escape is a joystick-controlled graphics Adventure. Movement is performed using the right joystick and your location is designated by a cursor. By positioning the cursor over a desired area, activity is initiated by pressing the firebutton. The gun, if obtained, is fired by pressing the spacebar.

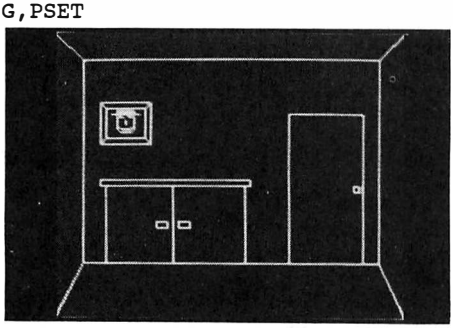
Matt Hazard is a sophomore at Midview High School and is currently participating in Air Force Junior R.O.T.C. Drill Team. His interests include skiing, cross country running, role-playing games and baseball. Questions or comments may be addressed to Matt at 1360 East Capel Rd., Columbia Station, OH 44028. Please enclose an SASE when requesting a reply.

ESCAPE 16K ECB

```
5 ' ESCAPE! - BY MATT HAZARD, 13
6Ø EAST CAPEL ROAD, COLUMBIA STA
TION, OHIO 44Ø28 (216)-748-3417
1Ø DIM C1(3,3),C2(3,3)
2Ø PMODE4,1:PCLS:LINE(Ø,Ø)-(3,3)
,PSET,B:LINE(1,1)-(2,2),PSET,B:G
ET(Ø,Ø)-(3,3),C1,G
3Ø PCLS:GET(Ø,Ø)-(3,3),C2,G
4Ø PMODE4,1:SCREEN1,1:PCLS:REM
start room - cabinet&painting..
5Ø LINE(Ø,Ø)-(2Ø,19),PSET:LINE-(
235,19),PSET:LINE-(255,Ø),PSET:L
INE(Ø,191)-(2Ø,155),PSET:LINE-(2
35,155),PSET:LINE-(255,191),PSET
:LINE(2Ø,19)-(2Ø,155),PSET:LINE(
235,19)-(235,155),PSET:'room
6Ø LINE(223,155)-(223,56),PSET:L
INE-(168,56),PSET:LINE-(168,155)
,PSET:DRAW"BM216,1Ø4;R4D4L4U4":'
door
7Ø LINE(32,1ØØ)-(14Ø,1Ø4),PSET,B
:LINE(36,1Ø4)-(136,155),PSET,B:L
INE(84,1Ø4)-(84,155),PSET:LINE(7
2,128)-(8Ø,132),PSET,B:LINE(88,1
28)-(96,132),PSET,B:'cabinet
8Ø LINE(32,48)-(68,76),PSET,B:LI
NE(36,52)-(64,72),PSET,B:DRAW"BM
32,48;F4;BM68,48;G4;BM68,76;H4;B
M32,76;E4":DRAW"BM44,58;E2R8F2D8
G2L8H2U8;BM46,58;R2;BM52,58;R2;B
M5Ø,6Ø;D3;BM46,65;F1R6E1;BM4Ø,56
;R2ØL4U2L12D2":PAINT(46,55),5,5:
'painting
9Ø CX=JOYSTK(Ø)*4:CY=JOYSTK(1)*3
:P=PEEK(6528Ø)
1ØØ PUT(CX,CY)-(CX+3,CY+3),C1,PS
ET
11Ø IF P=126 OR P=254 THEN GOSUB
 2ØØ
12Ø GOSUB 16Ø
13Ø TM=TM+1
14Ø FOR Z=1TO5:PLAY"L255;O1;G":N
EXT Z
15Ø GOTO 9Ø
16Ø REM iiiiiiiiiiiiiiiiiiii
17Ø CS(1)=CS(1)+1:IF CS(1)>1 THE
N 18Ø ELSE 19Ø
18Ø PUT(X,Y)-(X+3,Y+3),C2,PSET
19Ø X=CX:Y=CY:RETURN
2ØØ IF CX>7Ø AND CX<8Ø AND CY>12
8 AND CY<132 THEN 25Ø
21Ø IF CX>215 AND CX<221 AND CY>
```

```
1Ø3 AND CY<1Ø9 THEN 31Ø
22Ø IF CX>32 AND CX<68 AND CY>48
 AND CY<76 THEN 33Ø
23Ø IF CX>86 AND CX<96 AND CY>12
8 AND CY<132 THEN 36Ø
24Ø RETURN
25Ø LD1=LD1+1:IF LD1>1 THEN RETU
RN ELSELINE(72,128)-(8Ø,132),PRE
SET,B:LINE(35,1Ø4)-(84,155),PSET
,B:LINE(35,13Ø)-(84,13Ø),PSET
26Ø IF RND(3)=1 THEN DRAW"BM44,1
3Ø;U14R8D14":LINE(44,122)-(52,12
Ø),PSET:LINE(44,126)-(52,124),PS
ET:FOR Z = 1 TO 5:SOUND 255,1:NE
XT Z:FOR Z=1TO5ØØ:NEXT Z:CLS:PRI
NT"YOU FOUND A COKE.":CK=CK+1:FO
R Z=1 TO 1ØØØ:NEXT Z:PMODE4,1:SC
REEN1,1
27Ø LINE(43,115)-(53,129),PRESET
,BF
28Ø IF RND(3)=1 THEN DRAW"BM6Ø,1
55;R8U3L8D3;BM6Ø,152;E2R8D3G2;BM
68,152;E2":FOR Z=1TO5:SOUND255,1
:NEXTZ:FORZ=1TO5ØØ:NEXTZ:CLS:PRI
NT"YOU FOUND A BAR OF SOAP.":SP=
SP+1:FORZ=1TO1ØØØ:NEXTZ:PMODE4,1
:SCREEN1,1
29Ø LINE(59,148)-(72,154),PRESET
,BF
3ØØ RETURN
31Ø IF KY<1 THEN CLS:PRINT"THE D
OOR IS LOCKED AND YOU HAVE":PRIN
T:PRINT"NO KEY.":FOR Z=  1 TO 1Ø
ØØ:NEXT Z:PMODE4,1:SCREEN1,1:RET
URN
32Ø CLS:PRINT"YOUR KEY UNLOCKS T
HE DOOR AND":PRINT:PRINT"YOU ENT
ER A DIFFERENT ROOM.":FORZ=1TO17
5Ø:NEXTZ:GOTO4ØØ
33Ø PP=PP+1:IF PP>1 THEN RETURN
 ELSE LINE(32,48)-(68,76),PRESET,
BF:LINE(44,56)-(56,68),PSET,B:CI
RCLE(5Ø,58),2:DRAW"BM5Ø,6Ø;D6U2R
2L2U2R2":FORZ=1TO5:SOUND255,1:NE
XTZ:FORZ=1TO5ØØ:NEXTZ
34Ø CLS:PRINT"YOU FOUND A KEY BE
HIND THE":PRINT:PRINT"PAINTING."
:KY=KY+1:FORZ=1TO1ØØØ:NEXTZ:PMOD
E4,1:SCREEN1,1
35Ø LINE(46,57)-(54,66),PRESET,B
F:RETURN
36Ø RD1=RD1+1:IF RD1>1 THEN RETU
RN ELSE LINE(87,127)-(97,133),PR
ESET,BF:LINE(84,13Ø)-(136,13Ø),P
SET
37Ø IF RND(3)=1 THEN CIRCLE(12Ø,
124),6:DRAW"BM118,121;U3R4D3":FO
RZ=1TO5:SOUND255,1:NEXTZ:FORZ=1T
O5ØØ:NEXTZ:CLS:PRINT"YOU FOUND A
 CANTEEN OF WATER.":WT=WT+1:FORZ
=1TO1ØØØ:NEXTZ:PMODE4,1:SCREEN1,
1:LINE(112,116)-(128,129),PRESET
,BF
38Ø IF RND(3)=1 THEN DRAW"BM1Ø4,
155;U11R1U1R2U2D2R2D1R1D11;BM1Ø4
,147;R6":FORZ=1TO5:SOUND255,1:NE
XTZ:FORZ=1TO5ØØ:NEXTZ:CLS:PRINT"
YOU FOUND A CAN OF RAID.":RI=RI+
1:FORZ=1TO1ØØØ:NEXTZ:PMODE4,1:SC
REEN1,1:LINE(1Ø2,141)-(112,154),
PRESET,BF
39Ø RETURN
4ØØ PMODE4,1:SCREEN1,1:PCLS:REM
room with air vent
41Ø LINE(Ø,Ø)-(2Ø,19),PSET:LINE-
(235,19),PSET:LINE-(255,Ø),PSET
42Ø LINE(Ø,191)-(2Ø,155),PSET:LI
NE-(235,155),PSET:LINE-(255,191)
,PSET
43Ø LINE(2Ø,19)-(2Ø,155),PSET:LI
NE(235,19)-(235,155),PSET:'room
44Ø LINE(172,4Ø)-(212,64),PSET,B
:FORZ=172TO212STEP8:LINE(Z,4Ø)-(
Z,64),PSET
45Ø NEXTZ:LINE(172,48)-(212,48),
PSET:LINE(172,56)-(212,56),PSET:
'duct
46Ø LINE(116,155)-(1Ø6,174),PSET
:LINE-(1Ø,174),PSET:LINE(2Ø,168)
-(26,168),PSET
47Ø LINE-(3Ø,16Ø),PSET:LINE-(24,
16Ø),PSET:LINE-(2Ø,168),PSET:'tr
ap door
48Ø CX=JOYSTK(Ø)*4:CY=JOYSTK(1)*
3:P=PEEK(6528Ø)
49Ø PUT(CX,CY)-(CX+3,CY+3),C1,PS
ET
5ØØ IF P=126 OR P=254 THEN GOSUB
 58Ø
51Ø GOSUB 55Ø
52Ø TM=TM+1
53Ø FOR Z=1TO5:PLAY"L255;O3;C":N
EXTZ
54Ø GOTO 48Ø
55Ø CS(2)=CS(2)+1:IF CS(2)>1 THE
N 56Ø ELSE 57Ø
56Ø PUT(X,Y)-(X+3,Y+3),C2,PSET
57Ø X=CX:Y=CY:RETURN
58Ø REM iiiiiiiiiiiiiiiiiiiii
59Ø IF CX>22 AND CX<28 AND CY>16
Ø AND CY<168 THEN 62Ø
6ØØ IF CX>172 AND CX<212 AND CY>
```

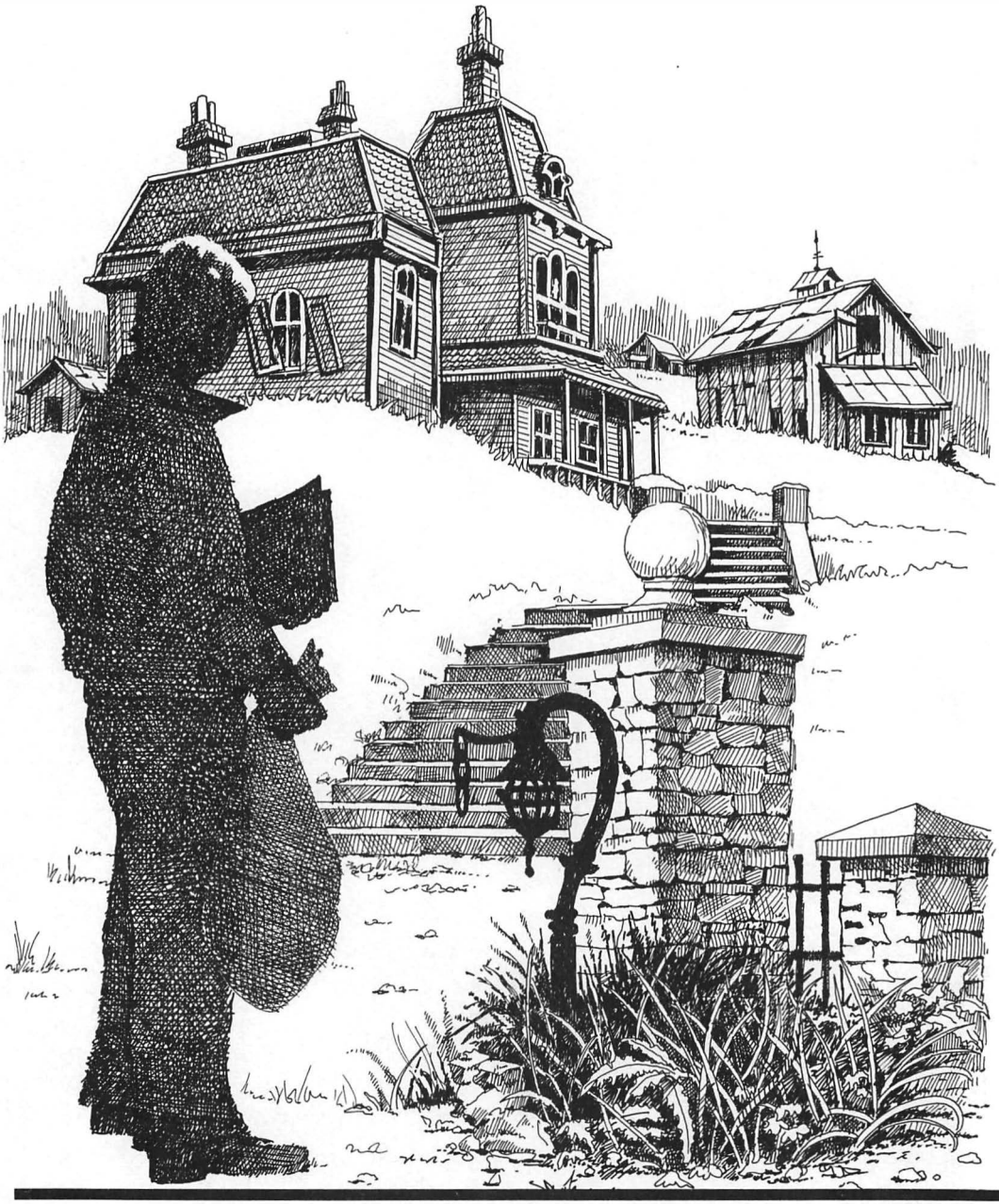
```
4Ø AND CY<64 THEN 65Ø
61Ø RETURN
62Ø TD=TD+1:IF TD>1 THEN RETURN
63Ø LED=LED+1:LINE(19,159)-(32,1
71),PRESET,BF:LINE(28,16Ø)-(1Ø4,
16Ø),PSET:LINE(28,17Ø)-(1Ø4,17Ø)
,PSET:FORZ=36TO96STEP12:LINE(Z,1
6Ø)-(Z,17Ø),PSET:NEXTZ:FORZ=1TO5
:SOUND24Ø,1:NEXTZ:FORZ=1TO5ØØ:NE
XTZ:CLS:PRINT"YOU FOUND A SMALL
LADDER":PRINT
64Ø PRINT"BENEATH THE TRAP DOOR.
":FORZ=1TO1ØØØ:NEXTZ:PMODE4,1:LI
NE(24,158)-(1Ø6,172),PRESET,BF:S
CREEN1,1:RETURN
65Ø IF LED<>1 THEN CLS:PRINT"THE
 AIR VENT GRILL IS OUT OF":PRINT
:PRINT"YOUR REACH.":FORZ=1TO1ØØØ
:NEXTZ:PMODE4,1:SCREEN1,1:RETURN
66Ø LINE(188,84)-(188,16Ø),PSET:
LINE(198,84)-(198,16Ø),PSET:FORZ
=92TO152STEP12:LINE(188,Z)-(198,
Z),PSET:NEXTZ
67Ø PMODE4,1:SCREEN1,1:LINE(172,
4Ø)-(212,64),PSET,B:LINE(132,168
)-(172,17Ø),PSET,BF:LINE(173,41)
-(211,63),PRESET,BF:FORZ=1TO5:SO
UND24Ø,1:NEXTZ:FORZ=1TO5ØØ:NEXTZ
:CLS:PRINT"YOU CLIMB YOUR LADDER
, REMOVE":PRINT:PRINT"THE GRILL,
 AND CRAWL INTO THE"
68Ø PRINT:PRINT"DARK AIR VENT.":
FORZ=1TO2ØØØ:NEXTZ:GOTO 71Ø
69Ø REM crawling in air vent
7ØØ PUT(CX-5,CY-5)-(CX+7,CY+7),S
G,PSET
```



```
71Ø FORZ=1TO5:SOUND225,1:NEXTZ:F
ORZ=1TO5ØØ:NEXTZ:CLS:PRINT"YOU C
RAWL ALONG THE DARK AIR":PRINT:P
RINT"VENT AND EXIT INTO A LARGE"
:PRINT:PRINT"ROOM.":FORZ=1TO15ØØ
:NEXTZ:PMODE4,1
72Ø REM draw large room
73Ø PMODE4,1:PCLS:DIM SG(12,12):
DRAW"BM1Ø1,9;F1D1R4E1R2E1U1;BM1Ø
4,12;R2D1L2R1D2F1D1G1R1G1":GET (
1ØØ,8)-(112,2Ø),SG,G
74Ø PCLS:SCREEN1,1:LINE(32,28)-(
223,136),PSET,B:LINE(Ø,Ø)-(32,28
),PSET:LINE(255,Ø)-(223,28),PSET
:LINE(255,191)-(223,136),PSET:LI
NE(Ø,191)-(32,136),PSET
75Ø LINE(32,68)-(223,76),PSET,B:
LINE(86,136)-(89,84),PSET,B:LINE
(86,84)-(169,87),PSET,B:LINE(166
,84)-(169,136),PSET,B
76Ø DRAW"BM116,118;R24F2D2G2L24H
2U2E2F2D2G2;BM12Ø,122;R7;BM126,1
2Ø;R5;BM131,122;R2;BM135,121;R4"
77Ø LINE(1Ø8,135)-(111,128),PSET
:LINE-(1Ø9,124),PSET:LINE-(112,1
24),PSET:LINE(113,125)-(142,125)
,PSET:LINE(143,124)-(146,124),PS
ET:LINE-(144,128),PSET:LINE-(147
,135),PSET:LINE-(144,135),PSET
78Ø LINE-(14Ø,128),PSET:LINE-(11
4,128),PSET:LINE-(111,135),PSET:
LINE-(1Ø8,135),PSET:PAINT(127,72
),1,1
79Ø DRAW"BM2Ø8,67;U9E1U1E1U1E1U5
R2D5F1D1F1D1F1D9;BM2Ø8,6Ø;R7;BM2
Ø8,63;R7"
8ØØ DRAW"BM163,38;D3L27U2R27;BM1
39,42;G1L2U4L24R3U1R4;BM136,43;L
23D2G1L1H1U2R5;BM112,39;G1L2D4;B
M1Ø8,41;L2G1L2H1L14G1L2G1L4D8R4E
1R2E1R3E1R3E1R3E1R2D1R3U1E2R3;BM
82,43;D8"
81Ø DRAW"BM68,1ØØ;R3F4D3G4L3H4U3
E4;BM69,1Ø4;R1D1R1D1L1D1L1U1L1U1
R2D2L1"
82Ø CX=JOYSTK(Ø)*4:CY=JOYSTK(1)*
3:P=PEEK(6528Ø)
83Ø PUT(CX,CY)-(CX+3,CY+3),C1,PS
ET
84Ø IF P=126 OR P=254 THEN GOSUB
 1Ø1Ø
85Ø GOSUB 91Ø
86Ø TM=TM+1
87Ø FOR Z=1 TO 5:PLAY"L255;A":NE
XTZ
88Ø S$=INKEY$:IF S$="" THEN 82Ø
89Ø IF S$=CHR$(32) THEN GOSUB 94
Ø ELSE 82Ø
9ØØ GOTO 82Ø
91Ø CS(3)=CS(3)+1:IF CS(3)>1 THE
N 92Ø ELSE 93Ø
92Ø PUT(X,Y)-(X+3,Y+3),C2,PSET
93Ø X=CX:Y=CY:RETURN
```

```
94Ø BT=BT-1:IF BT<1 THEN RETURN
95Ø IF STG<>1 THEN RETURN
96Ø IF (CX-6)<Ø OR (CY-6)<Ø THEN
 RETURN
97Ø PUT(CX-5,CY-5)-(CX+7,CY+7),S
G,PSET
98Ø FOR Q=31 TO 1 STEP-5:FORZ=1Ø
Ø TO 255 STEP 5Ø:PLAY"V=Q;L=Z;C"
:NEXT Z,Q:PLAY"V15"
99Ø IF CX>63 AND CX<76 AND CY>99
 AND CY<112 THEN 112Ø
1ØØØ RETURN
1Ø1Ø IF CX>8Ø AND CX<164 AND CY>
35 AND CY<52 THEN 1Ø6Ø
1Ø2Ø IF CX>63 AND CX<76 AND CY>9
9 AND CY<112 THEN 1Ø9Ø
1Ø3Ø IF CX>2Ø7 AND CX<217 AND CY
>53 AND CY<68 THEN 11ØØ
1Ø4Ø IF CX>113 AND CX<143 AND CY
>117 AND CY<125 THEN 111Ø
1Ø5Ø RETURN
1Ø6Ø GS=GS+1:IF GS>1 THEN RETURN
1Ø7Ø FOR Z=1TO5:SOUND225,1:NEXTZ
:CLS:PRINT"YOU TAKE THE NICE SHO
TGUN OFF":PRINT:PRINT"THE WALL A
BOVE THE MANTLE AND":PRINT:PRINT
"NOTICE ITS LOADED WITH EIGHT":P
RINT:PRINT"ROUNDS OF 12-GAUGE AM
MUNITION.":PRINT:PRINT"<SPACEBAR
 FIRES>":FORZ=1TO225Ø
1Ø8Ø NEXTZ:PMODE4,1:LINE(76,36)-
(168,56),PRESET,BF:SCREEN1,1:STG
=STG+1:BT=8:RETURN
1Ø9Ø FORZ=1TO5:SOUND225,1:NEXTZ:
CLS:PRINT"THIS IS A SMALL KEYHOL
E IN THE":PRINT:PRINT"WALL, BUT
YOUR KEY DOES NOT FIT":PRINT:PRI
NT"THE HOLE.":FORZ=1TO175Ø:NEXTZ
:PMODE4,1:SCREEN1,1:RETURN
11ØØ FORZ=1TO5:SOUND225,1:NEXTZ:
CLS:PRINT"THE OBJECT ON THE MANT
LE IS AN":PRINT:PRINT"ANTIQUE BO
TTLE AND IS OF NO USE.";:FORZ=1T
O15ØØ:NEXTZ:PMODE4,1:SCREEN1,1:R
ETURN
111Ø FORZ=1TO5:SOUND225,1:NEXTZ:
CLS:PRINT"THE FIREPLACE HAS A LO
G IN IT":PRINT:PRINT"AND IT IS N
OT LIT.":FORZ=1TO125Ø:NEXTZ:PMOD
E4,1:SCREEN1,1:RETURN
112Ø REM fireplace turns
113Ø LINE(9Ø,88)-(165,135),PRESE
T,BF:LINE(1Ø4,1ØØ)-(159,119),PSE
T,B:LINE(88,86)-(1Ø4,1ØØ),PSET:L
INE(88,135)-(1Ø4,119),PSET:LINE(
159,92)-(159,127),PSET:LINE(167,
86)-(159,92),PSET:LINE(167,135)-
(159,127),PSET
114Ø FORZ=1TO5:SOUND225,1:NEXTZ:
FORZ=1TO5ØØ:NEXTZ:CLS:PRINT"THE
FIREPLACE SLIDES INTO THE":PRINT
:PRINT"FLOOR AFTER YOU SHOT THE"
:PRINT:PRINT"KEYHOLE REVEALING A
 TUNNEL.":FORZ=1TO175Ø:NEXTZ
115Ø FORZ=1TO5:SOUND225,1:NEXTZ:
FORZ=1TO5ØØ:NEXTZ:CLS:PRINT"YOU
ENTER THE TUNNEL AND IT":PRINT:P
RINT"GETS HIGHER AS YOU PROGRESS
.":PRINT:PRINT"YOU EXIT INTO A N
EW ROOM.":FORZ=1TO 2ØØØ:NEXTZ
116Ø PMODE4,1:PCLS:SCREEN1,1:LIN
E(32,28)-(223,144),PSET,B:LINE(2
55,191)-(223,144),PSET:LINE(255,
Ø)-(223,28),PSET:LINE(Ø,Ø)-(32,2
8),PSET:LINE(Ø,191)-(32,144),PSE
T
117Ø LINE(44,56)-(1ØØ,144),PSET,
B:LINE(56,56)-(56,131),PSET:LINE
-(44,143),PSET:DRAW"BM53,94;D3L1
G1L1U3R1E1R1"
118Ø LINE(176,56)-(2ØØ,88),PSET,
B:LINE(18Ø,6Ø)-(195,84),PSET,B:D
RAW"BM176,56;F4;BM2ØØ,56;G4;BM2Ø
Ø,88;H4;BM176,88;E4"
119Ø DRAW"BM76,139;F1D19F1D3F2R4
E2U2L7R7U1E1U21F3U4G1E1U4R1L5D4H
1L1H1L1H2L2H2U19R2E4F1R1E1R3F3D2
2L2"
12ØØ DRAW"BM75,139;G1D19G1D3G2L4
H2U2R7L7U1H1U21G3U9E1U6F1R2F1R2F
1R2E1R4U6L3G1D4U4L2H1L2H1U5"
121Ø DRAW"BM76,131;G1L1G1L2G2L1G
1L1G5;BM76,112;L3H4G1L1H1L3G3D12
F3"
122Ø DRAW"BM79,115;R1D1L1U1;BM79
,121;R1D1L1U1;BM79,127;R1D1L1U1"
123Ø DRAW"BM82,1Ø8;U8H4L5G4D8;BM
7Ø,99;R1ØH1L7E1R5;BM72,1Ø1;R1D1L
1U1;BM78,1Ø1;R1D1L1U1;BM75,1Ø3;R
1D1F1L3E1R1H1;BM73,1Ø8;R5"
124Ø LINE(65,144)-(73,144),PRESE
T:LINE(78,144)-(86,144),PRESET:D
RAW"BM85,115;D18"
125Ø CX=JOYSTK(Ø)*4:CY=JOYSTK(1)
*3:P=PEEK(6528Ø)
126Ø PUT(CX,CY)-(CX+3,CY+3),C1,P
SET
127Ø IF P=126 OR P=254 THEN GOSU
B 159Ø
128Ø GOSUB 134Ø
129Ø TM=TM+1:VG=VG+1:IF VG=15 TH
EN 138Ø
```

```
13ØØ IF VG=1Ø THEN GOSUB 137Ø
131Ø FOR Z=1TO5:PLAY"V15;L255;O3
;A":NEXT Z
132Ø S$=INKEY$:IFS$="" THEN 125Ø
 ELSE IF S$=CHR$(32)THEN GOSUB 1
41Ø ELSE 125Ø
133Ø GOTO 125Ø
134Ø CS(4)=CS(4)+1:IF CS(4)>1 TH
EN 135Ø ELSE 136Ø
135Ø PUT(X,Y)-(X+3,Y+3),C2,PSET
136Ø X=CX:Y=CY:RETURN
137Ø IF KD=>1 THEN 131Ø ELSE LIN
E(6Ø,116)-(75,128),PRESET,BF:DRA
W"BM6Ø,116;D7R1E2D1R1F1R1U8;BM61
,124;G2F1R1F1R2E1R1E1H2;BM62,125
;R2D2L2U1R1":RETURN
138Ø IF KD=>1 THEN 13ØØ ELSE DRA
W"BM57,116;D3G4F3G2F2R1E1F4E4R1F
2U4E3H3U4G2L1H3G3H3"
139Ø FORQ=31 TO 1 STEP-5:FOR Z=2
55TO1ØØSTEP -5Ø:PLAY"V=Q;L=Z;C":
NEXT Z,Q:FORZ=1 TO 25Ø:NEXT Z
14ØØ CLS:PRINT"YOU ARE SHOT BY Y
OUR UNCLE" :PRINT:PRINT"KERMIT'S
 ROBOT. GAME OVER.":GOTO 171Ø
141Ø BT=BT-1:IF BT<1 THEN RETURN
 ELSE 142Ø
142Ø IF STG<1 OR STG>1 THEN RETU
RN
143Ø IF (CX-6)<Ø OR (CY-6)<Ø THE
N RETURN
144Ø PUT(CX-5,CY-5)-(CX+7,CY+7),
SG,PSET
145Ø FOR Q=31TO1STEP-5:FORZ=1ØØT
O255STEP5Ø:PLAY"V=Q;L=Z;C":NEXTZ
,Q
146Ø IF CX>67 AND CX<84 AND CY>1
1Ø AND CY<131 THENSP=1:GOTO 149Ø
147Ø IF CX>7Ø AND CX<82 AND CY>9
8 AND CY<11Ø THEN SP=2:GOTO 149Ø
148Ø RETURN
149Ø KD=KD+1:IF KD>1 THEN RETURN
EDIT 141Ø
15ØØ FORZ=1TO5:SOUND21Ø,1:NEXTZ:
FORZ=1TO5ØØ:NEXTZ:CLS:PRINT"YOUR
 SHOT TO HIS ";:IF SP=1 THEN PRI
NT"CHEST";
151Ø IF SP=2 THEN PRINT"HEAD";
152Ø PRINT" KILLED":PRINT:PRINT"
YOUR UNCLE KERMIT'S ROBOT!"
153Ø FORZ=1TO125Ø:NEXTZ:PMODE4,1
:LINE(59,94)-(92,167),PRESET,BF
154Ø DRAW"BM56,144;R1Ø;BM66,144;
R7;BM66,147;R6U6H1L1H1G1L1G1D7;B
M8Ø,147;R6U6H1L1H1G1L1G1D7"
155Ø DRAW"BM72,146;R3E1F1R2;BM76
,145;U3;BM73,141;R1E1R2F1R1;BM69
,139;E2R1E1R6F1R1F2;BM73,135;E2R
2F2"
156Ø DRAW"BM69,139;L9H1E2R2D3U3R
28F2G1L3U3D3L6"
157Ø LINE(128,144)-(86,144),PSET
:LINE(67,144)-(74,144),PRESET:PS
ET(72,144,1)
158Ø SCREEN1,1:GOTO 148Ø
159Ø IF CX>176 AND CX<2ØØ AND CY
>56 AND CY<88 THEN 163Ø
16ØØ IF KD<1 AND CX>68 AND CX<88
 AND CY>112 AND CY<132 THEN 164Ø
161Ø IF KD=>1 AND CX>6Ø AND CX<9
6 AND CY>6Ø AND CY<126 THEN 165Ø
162Ø SCREEN1,1:GOTO 128Ø
163Ø FOR Z = 1 TO 5:SOUND255,1:N
EXT Z:CLS:PRINT"THIS NEEDLEWORK
SAYS:":PRINT:PRINT"BUY RAINBOW M
AGAZINE!!!":FOR Z=1 TO125Ø:NEXT
Z:GOTO 162Ø
164Ø FOR Z = 1 TO 5:SOUND255,1:N
EXT Z:CLS:PRINT"YOUR UNCLE KERMI
T'S ROBOT":PRINT:PRINT"APPEARS T
O BE REACHING FOR":PRINT:PRINT"S
OMETHING.":FOR Z=1 TO 125Ø:NEXT
Z:GOTO 162Ø
165Ø FOR Z = 1 TO 5:SOUND255,1:N
EXT Z:CLS:PRINT"YOU PASS THROUGH
 THE DOORWAY":PRINT:PRINT"STEPPI
NG OVER THE DISABLED":PRINT
166Ø PRINT"ROBOT AND ESCAPE TO F
REEDOM!!!":PRINT:PRINT"YOU HAVE
WON!!!":FOR Z=1 TO 175Ø:NEXT Z
167Ø FOR Z = 1 TO 8:READ A$(Z):N
EXT Z:DATA Z,A,C,H,A,R,Y,:CLS
168Ø FOR Z = 1 TO 8:PRINT A$(Z);
:PLAY"V15;L255;O3;D":NEXT Z
169Ø PRINT:PRINT"YOUR PRIZE FOR
ESCAPING MY":PRINT:PRINT"ROBOT A
ND ESTATE IS LUDLOW":PRINT:PRINT
"MANOR AND MY ROBOT. THAT WAY":P
RINT:PRINT"YOU CAN PLAY THIS GAM
E AS OFTEN":PRINT:PRINT"AS YOU L
IKE. GREAT JOB!!!"
17ØØ FOR Z = 1 TO 25ØØ:NEXT Z:GO
TO 171Ø
171Ø PRINT:INPUT"PLAY AGAIN(Y/N)
";PL$:IFPL$=CHR$(89) THEN RUN EL
SE CLS:PRINT"BYE.":END
```



The Amulet

Program by Don Sheerin

Your great aunt, Mathilda, recently passed away at the astonishing old age of 143 and you and the other family members are gathered for the reading of her will. Everyone is aware of the fact that her assets will be liquidated and the money, as well as her cadaver, donated to medical research. Nevertheless, the one item that everyone would love to own, her rare, golden amulet containing five precious gems (diamond, ruby, sapphire, emerald and pearl), will be left to someone in the room.

Who will be awarded her most illustrious possesion, you wonder? You and she were pretty close. Could you possibly have a chance? The room becomes silent as the attorney begins the reading . . . .

"For years I have been recognized for my phenomenal health and extended life. I have shattered the record as the longest-living human being and everyone has been mystified by my secret of longevity. Well, the time has come to share that secret and pass the good

fortune on to one of you.

"The exquisite amulet, which you have all admired, is much more valuable than its monetary worth. You see, the radiant charm was left to me by my great grandmother when she died at the age of 115. For reasons which surpass scientific explanation, when all of the mystical stones are placed in the amulet's golden setting, the bearer is protected from evil, danger and disease and is granted an additional 100 years of existence.

"Since it is hardly possible for me to decide which of you is most deserving of the good luck charm, I have devised a scheme to let one of you earn it.

"The individual pieces of the fabulous heirloom have been extremely well-hidden in different locations around the estate." The attorney continues reading. "To win the cherished prize, you must search the old home and surrounding grounds to find the amulet and each of its jewels. Of course, all of you may not receive the opportunity, since the order in which you may individually pursue the hunt will be determined by drawing numbers. If you do get a chance, however, be forewarned — the task will not be easy.

"If, and when, your turn arrives, you must be prepared to make great sacrifices, for all of your time must be devoted to the expedition. If you leave the property for any reason, or if you fail to totally complete the mission, all rights to the inheritance will be forfeited and the family member next in line will receive the same opportunity.

"During your adventure, be sure to carefully examine each clue, look at everything and avoid catastrophe. If you are lucky enough to locate all of the stones and place them back into the amulet, you will earn the treasure as your inheritance.

"To the rest of my family, I leave my best wishes and hope you will never forget that things are not always as they seem.

"Goodbye, Aunt Mathilda."

The lawyer folds the will and passes around a small wooden box containing sealed envelopes. As you immediately tear open your selection, you are flabbergasted to see the number '1' on the paper contained inside. You graciously accept the key to the house and dash from the office laughing with joy. Disregarding speeding laws, you race to the old mansion on the hill.

The estate looks monstrous, with its acres of grounds and many surrounding buildings. Weeds have overgrown the place, paint is peeling badly from the exterior walls, and with darkness setting in, a kind of eerie feeling comes over

you. But, once at the front door, pleasant thoughts of the amulet return. You insert the key into the decrepit lock and turn the doorknob. Voila! The door slowly creaks open . . . and the Adventure begins.

Before loading the program, type PCLEAR1 *to allow for memory requirements, else an OM Error will occur.*

You begin the game with a sack in your possession and are only allowed to carry three items in your hand and seven in your sack, so travel light. To travel through the estate, use the following single-key directional commands: N (North), S (South), E (East), W (West), U (Up) and D (Down). The commands LOOK (examines the room for objects), INVENTORY (lists the items you are carrying) and VERB (displays a verb list) may also be abbreviated by typing only the first letter of the command. The standard two-word commands (a verb followed by a noun) may also be entered in abbreviated form by first typing the verb and only the first three letters of the noun. For example: Type, LOOK SHE instead of LOOK SHELF. And, to speed game play, the commands GET ALL, DROP ALL or EMPTY SACK may be used.

The Amulet consists of 21 different locations and can be solved in as few as 40 moves. Points are displayed at any time by typing SCORE and a maximum of 3,000 points are possible.

A game save feature is also incorporated into the program. To save a game, type the command SAVE when you reach a desired starting point in the Adventure and simply follow the prompts. To load a saved game, type the command LOAD after running the program, follow the prompts and you will start the game in the room that you previously left off in the Adventure.

Be sure to ask for HELP if you need it!

Don Sheerin, a building inspector with years of construction background, claims that learning to use the Color Computer was an adventure in itself. Writing an Adventure seemed to be the easiest way for him to learn the computer, and the most fun. Questions or comments may be addressed to Don at 2535 W. Pershing Avenue, Phoenix, AZ 85027. Please enclose an SASE when requesting a reply.

AMULET 32K ECB

Caution — Packed Lines!

Some of the lines in this program are "packed" and may be too long to enter in a normal fashion. If the CoCo stops accepting characters, press ENTER, go into the EDIT mode (type EDIT followed by the line number), press 'X' (the EDIT command for extending the line), and then type in the few remaining characters. (We do not recommend using this technique in your own programs as serious problems could result.)

```
8 CLS:GOTO3Ø1ØØ
9 GOSUB19Ø55:X=24:Y=6Ø:CLS:PRINT
@233,"BUILDING THE SET"
1Ø DIML$(X+1),LO$(Y+1),O$(Y+1),C
$(38),T(6,X),C(38),O(Y+1)
1ØØ DATA ENTRY HALL,REAR YARD,TO
OL SHED,SWIM POOL,POOL HOUSE,PAN
TRY,LIVING ROOM
1Ø2 DATA DEN,HIDDEN ROOM,KITCHEN
,DINING ROOM,GUEST BEDROOM,MASTE
R BEDROOM,CLOSET,BATH
1Ø4 DATA BASEMENT,TOOL ROOM,WINE
 CELLAR ,WINE CELLAR ,WINE CELLA
R ,WINE CELLAR
1Ø6 DATA HIDDEN ALCOVE,EAST GARD
EN,WEST GARDEN
2ØØ DATA A CAPSULE,CAP,-3Ø,A CAN
,CAN,-3Ø,A GARBAGE CAN,GAR,2,SPI
LT GARBAGE,*,-3Ø,AN OPEN DOOR,*,
-3Ø,A GLASS CUTTER,GLA,-3Ø
2Ø2 DATA A FIRE AXE,AXE,-3Ø,A SM
ALL SHELF,*,3,A SHELF,*,5,A 3 LE
GGED TABLE,*,1,A GLASS DISH,*,-3
Ø,A KEY,KEY,-3Ø
2Ø4 DATA A CRYSTAL CHANDALIER,*,
1,A LARGE WALL MIRROR,*,8,A MING
 VASE,MIN,8,A WALL PICTURE,*,21,
SHELVES,*,6,A FLASHLIGHT,FLA,-3Ø
2Ø6 DATA A FIREPLACE,*,7,SQUARE
CASE,CAS,-3Ø,MANTLE,*,7,A WRENCH
,WRE,-3Ø,BRICK,*,-3Ø,BRIGHT MARB
LES,*,-3Ø
2Ø8 DATA A TIN BOX,TIN,-3Ø,A STO
VE,*,1Ø,A REFRIGERATOR,*,1Ø,SILV
ERWARE,*,1Ø,TABLE & CHAIRS,*,11,
A SMASHED DOOR,*,-3Ø
21Ø DATA A LOOSE PLANK,*,-3Ø,A P
LASTIC CARD,CAR,-3Ø,A RUG,*,11,B
ATTERIES,BAT,-3Ø,A WALL PERSIAN
RUG,*,9,A OAK SHELF,*,22
212 DATA A BOX,BOX,-3Ø,A SALES R
ECEIPT,REC,-3Ø,BED POST WITH HOL
E IN TOP,*,-3Ø,A VANITY,*,12,A P
ICTURE,*,-3Ø,SHELF,*,14
214 DATA A BED & HEADBOARD WITH
POSTS,*,13,KNOB,*,-3Ø,A DRESSER,
*,13,LOTS OF FLOWERS,*,23,STRAW,
*,21,PHOTOGRAPH,PHO,-3Ø
216 DATA GLASS SHELF,*,17,A NOTE
,NOT,-3Ø,*PEARL*,PEA,-3Ø,*DIAMON
D*,DIA,-3Ø,*EMERALD*,EME,-3Ø,*RU
BY*,RUB,-3Ø
218 DATA *SAPHIRE*,SAP,-3Ø,A GOL
D AMULET,AMU,-3Ø,SACK,SAC,1ØØØ,S
HOVEL,SHO,-3Ø,IRIS PLANTS,*,-3Ø,
VELVET POUCH,POU,-3Ø
3ØØ DATA ,8,7,2,,,4,-1,1,,,,2,,,
,,,24,2,5,,,,,,,4,,,,,1Ø,,,,,,11
,1,,,1,,-2,,,,,,-8,8,,,,11,,6,,,
1Ø,,,7,-4,16,,14,13,,,11,,15,,12
,,,12,,,,,,13,,,,,,,,,,11,-5,16,
,,18,,,18,18,18,19,,,18,18,18,2Ø
,,,18,18,18,21,,,18,17,19,18,,,,
,,9,,,,,,24,,,,4,23,,,
4ØØ DATA "TAKE",1,"GET",1,"DROP"
,2,"N",3,"S",3,"E",3,"W",3,"U",3
,"D",3,"LOOK",4,"L",4
4Ø2 DATA "MOVE",5,"PUSH",5,"PULL
",5,"UNLOCK",6,"OPEN",7,"I",8,"D
IG",9,"EMPTY",1Ø,"EMP",1Ø
4Ø4 DATA "PUT",11,"INSERT",12,"C
UT",13,"SMASH",14,"CHOP",14,"BRE
AK",14,"LIGHT",15,"UNLIGHT",16,"
REMOVE",17,"LIFT",18
4Ø6 DATA "V",19,"HELP",2Ø,"TWIST
",21,"TURN",21,"DIAL",21,"SCORE"
,22,"LOAD",23,"SAVE",24
6ØØ FORC=1TOX:READL$(C):NEXTC
7ØØ FORC=1TOY:READLO$(C),O$(C),O
(C):NEXTC
8ØØ FORC=1TOX:READT(1,C),T(2,C),
T(3,C),T(4,C),T(5,C),T(6,C):NEXT
C
85Ø T$(1)="N":T$(2)="S":T$(3)="E
":T$(4)="W":T$(5)="U":T$(6)="D"
899 N=38:'VERBS
9ØØ FORC=1TON:READC$(C),C(C):NEX
TC
947 ZC=2:'AMOUNT IN HAND
948 ZS=6:'AMOUNT IN SACK
949 RC=1:'ADD 1 FOR SACK IN HAND
95Ø L=1
999 CLS
1ØØØ GOSUB2ØØØØ:PRINT:PRINT"you
are at the  ";L$(L)
1Ø1Ø PRINT"you see:",,
1Ø2Ø FORC=1TOY:IFO(C)=LTHENPRINT
LO$(C);"  "
```

```
1Ø3Ø NEXTC
1Ø4Ø PRINT"obvious exits lead:";
1Ø5Ø FORC=1TO6:IFT(C,L)>ØTHENPRI
NTT$(C);"  ";
1Ø52 IFT(C,L)=-1THENPRINT"  ","T
HE PASSAGE TO THE SOUTH IS     B
LOCKED BY A SHED WITH A LOCKED D
OOR"
1Ø53 IFT(C,L)=-2THENPRINT" ","A
MIRROR BLOCKS THE WAY EAST"
1Ø54 IFT(C,L)=-9THENPRINT"","A V
ERY LARGE 'LOOKING GLASS' ON THE
 EAST WALL"
1Ø55 IFT(C,L)=-4THENPRINT"","A S
OLID OAK DOOR BLOCKS THE     PAS
SAGE UP---THERE IS A SIGN ON THE
 DOOR"
1Ø56 IFT(C,L)=-5THENPRINT"","A S
TEEL DOOR BLOCKS A PASSAGE   DOW
N"
1Ø6Ø NEXTC
1Ø65 PRINT
1Ø7Ø IFTR=5THENGOTO3ØØ7Ø
11ØØ CO=CO+1:GOSUB2ØØØØ:PRINT:PR
INT"WHAT WOULD YOU LIKE TO DO NO
W...";:SOUND15Ø,1:GOTO111Ø
11Ø5 U$=CHR$(128):CLS(Ø):PRINT@1
Ø3,"it"+U$+"is"+U$+"pitch"+U$+"d
ark";:PRINT@225,"what"+U$+"would
"+U$+"you"+U$+"like"+U$+"to"+U$+
"do"+U$+"now";:SOUND15Ø,1:GOTO11
1Ø
111Ø LINEINPUTA$
12ØØ FORC=1TOLEN(A$):IFMID$(A$,C
,1)=" "THENA1$=LEFT$(A$,C-1):B$=
MID$(A$,C+1,LEN(A$)-C):GOTO123ØE
LSENEXTC
121Ø A1$=A$
123Ø FORC=1TON
124Ø IFC$(C)=A1$THENA=C(C):GOTO1
4ØØ
125Ø NEXTC
126Ø PRINT"I DO NOT UNDERSTAND T
HE VERB","CHECK THE 'vERBS'":GOT
O11ØØ
14ØØ ONAGOTO2ØØØ,3ØØØ,4ØØØ,5ØØØ,
6ØØØ,7ØØØ,8ØØØ,9ØØØ,1ØØØØ,1Ø5ØØ,
11ØØØ,115ØØ,12ØØØ,125ØØ,13ØØØ,13
5ØØ,14ØØØ,145ØØ,15ØØØ,155ØØ,16ØØ
Ø,17ØØØ,175ØØ,18ØØØ
2ØØØ CLS:BB$=LEFT$(B$,3):BC$=RIG
HT$(B$,3)
2ØØ1 IF RC>ZC THEN PRINT"TOO MUC
H",,"YOU NOW HAVE"RC"ITEMS IN HA
ND","AND CAN CARRY ONLY 3":GOTO1
1ØØ
2ØØ2 IFBB$="PLA"THENBB$="CAR"
2ØØ3 IFBB$="VAS"THENBB$="MIN"
2ØØ4 IFBB$="SQU"THENBB$="CAS"
2ØØ6 IFBC$="OLD"THENBB$="AMU"
2ØØ8 IFBB$="ALL"THENGOTO25Ø8
2ØØ9 IFBB$="CUT"THENBB$="GLA"
2Ø1Ø IFBB$="BOX"ANDL=11THENBB$="
TIN"
2Ø5Ø FORC=1TOY
2Ø6Ø IFBB$=O$(C)ANDO(C)=LANDO$(C
)<>"*"THENO(C)=1ØØØ:PRINTLO$(C)"
 HAS BEEN TAKEN":RC=RC+1:GOSUB19
Ø98:GOTO1ØØØ
2Ø7Ø IFBB$=O$(C)ANDO(C)=2ØØØANDO
(57)=1ØØØTHENGOTO253Ø
2Ø72 IFBB$=O$(C)ANDO(C)=1ØØØANDO
(57)<>1ØØØTHENPRINT"YOU DO NOT H
AVE THE SACK":GOTO1ØØØ
2Ø8Ø NEXTC
25ØØ PRINT"YOU CAN'T GET THE '"B
$"'":GOTO11ØØ
25Ø8 FORC=1TOY
2512 IFO(C)=LANDO$(C)<>"*"THENO(
C)=1ØØØ:RC=RC+1
2514 IFRC>ZCTHENCLS:PRINT"YOU AR
E AT YOUR LIMIT NOW ------"RC"IN
 HAND",,RS"IN SACK":GOTO1ØØØ
252Ø NEXTC:GOTO11ØØ
253Ø SOUND15Ø,1:INPUT"FROM WHERE
";I$:I$=LEFT$(I$,3)
2535 IFI$="SAC"THENPRINTLO$(C)"
IS OUT OF THE SACK":O(C)=1ØØØ:RS
=RS-1:RC=RC+1:PRINTRC"IN HAND",,
RS"IN SACK":GOTO1ØØØ
29ØØ PRINT"YOU CAN NOT GET THAT"
:GOTO11ØØ
3ØØØ CLS:BB$=LEFT$(B$,3)
3ØØ2 IFBB$="SQU"THENBB$="CAS"
3ØØ3 IFBB$="PLA"THENBB$="CAR"
3ØØ4 IFBB$="VAS"THENBB$="MIN"
3ØØ6 IFBB$="BOX"ANDL=11THENBB$="
TIN"
3ØØ7 IFBB$="CUT"THENBB$="GLA"
3Ø1Ø IFBB$="ALL"THENGOTO351Ø
3Ø4Ø FORC=1TOY
3Ø5Ø IFBB$=O$(C)ANDO(C)=1ØØØTHEN
O(C)=L:RC=RC-1:PRINTLO$(C)" HAS
BEEN DROPPED",RC"IN HAND NOW":GO
TO11ØØ
3Ø9Ø NEXTC
35ØØ CLS:PRINT"YOU CAN'T DROP "B
$" NOW":GOTO11ØØ
351Ø FORC=1TOY
3515 IFO(C)=1ØØØANDO$(C)<>"*"THE
NO(C)=L:RC=RC-1
354Ø NEXTC:PRINT"ALL IS DROPPED"
```

```
,,RC"IN HAND",,RS"IN SACK":GOTO1
ØØØ
4ØØØ CLS:BB$=LEFT$(B$,3)
4ØØ2 IFA$="E"ANDL=9ANDUC=1ANDU6=
ØTHENCLS:GOSUB19Ø25:GOSUB2ØØ7Ø:G
OSUB19Ø25:PRINT@192,"":GOSUB2ØØ9
Ø:GOSUB19Ø3Ø:L=22:U6=1:CLS:T(3,9
)=22:GOTO1ØØØ
4ØØ3 IFL=14ORL=18ORL=19ORL=2ØORL
=21THENIFO(18)>ØTHENIFO(34)>ØORO
(48)>ØANDDA=ØTHENCLS(Ø):PRINT@23
1,"TURN ON YOUR FLASH";:GOSUB19Ø
25:GOTO2ØØ6Ø
4ØØ4 IFL=14ORL=18ORL=19ORL=2ØORL
=21THENIFLT=ØTHENCLS(Ø):PRINT@23
7,"OH  OH";:SOUND6Ø,1Ø:SOUND2Ø,2
Ø:CLS(Ø):PRINT@131,"YOU FELL AND
 HIT YOUR HEAD";:GOSUB19Ø25:PRIN
T@261,"YOU AWAKEN AT THE START";
:GOSUB19Ø25:CLS(Ø):PRINT@462,"SO
RRY";:GOSUB19Ø25:RUN
4ØØ8 FORC=1TO6:IFA$=T$(C)THENDR=
C:GOTO4Ø2Ø
4Ø1Ø NEXTC:GOTO4Ø5Ø
4Ø2Ø IFT(DR,L)>ØTHENL=T(DR,L):GO
TO4Ø3Ø
4Ø25 IFT(DR,L)<=ØTHENCLS(3):PRIN
T@228,"YOU CAN'T GO THAT WAY.";:
GOSUB19Ø25:CLS:GOTO1ØØØ
4Ø3Ø IFDA=1THENLT=LT-1
4Ø31 MM=MM+1
4Ø35 IFL=14ORL=18ORL=19ORL=2ØORL
=21THENIFDA=ØTHEN4Ø6ØELSE4Ø4Ø
4Ø4Ø GOTO1ØØØ
4Ø5Ø PRINT"TRY A DIRECTION":GOTO
11ØØ
4Ø6Ø U$=CHR$(128):IFDA=ØTHENCLS(
Ø):PRINT@171,"it"+U$+"is"+U$+"da
rk"+U$;:GOSUB19Ø3Ø:PRINT@231,"do
"+U$+"not"+U$+"try"+U$+"to"+U$+"
move"+U$;:PRINT@295,"turn"+U$+"o
n"+U$+"your"+U$+"flash"+U$;:GOSU
B19Ø3Ø:CLS(Ø)
4Ø7Ø GOTO11Ø5
5ØØØ CLS
5ØØ1 BB$=LEFT$(B$,3)
5ØØ2 IFA$=A1$THEN1ØØØ
5Ø4Ø IFBB$="TAB"ANDL=1ANDU2=ØAND
U1=ØTHENGOSUB19Ø6Ø:O(11)=1:U1=1:
GOTO1ØØØ
5Ø45 IFBB$="SIG"ORBB$="DOO"THENI
FIL=11ANDUF=ØTHENCLS:PRINT"TO ENT
ER WITHOUT A FLASHLIGHT  WOULD
BE FOOLISH":GOSUB19Ø25:GOTO1ØØØ
5Ø5Ø IFBB$="DIS"ANDU1=1ANDU2=ØAN
DL=1THENGOSUB19Ø6Ø:O(12)=1:U2=1:
GOTO1ØØØ
5Ø6Ø IFBB$="SHE"ANDL=2THENPRINT"
A WEATHERED OLD SHED---STRONG":G
OTO11ØØ
5Ø7Ø IFBB$="SHE"ANDL=3ANDU4=ØTHE
NPRINT"THERE ARE MANY ITEMS ON I
T":U4=1:GOTO1ØØØ
5Ø8Ø IFBB$="SHE"ANDL=3ANDU4=1THE
NGOSUB19Ø6Ø:O(6)=3:U4=2:GOTO1ØØØ
5Ø9Ø IFBB$="SHE"ANDL=3ANDU4=2THE
NGOSUB19Ø6Ø:U4=3:O(7)=3:GOTO1ØØØ
51ØØ IFBB$="SHE"ANDL=3ANDU4=3THE
NGOSUB19Ø6Ø:U4=4:O(58)=L:GOTO1ØØ
Ø
511Ø IFBB$="CAP"ANDO(1)=1ØØØANDL
=24ANDU5=1THENCLS:PRINT@224,"MAD
E OF LEAD WITH A LID":GOSUB19Ø25
:GOTO1ØØØ
```

```
5112 IFBB$="NOT"ANDL=24ANDO(5Ø)=
1ØØØANDU5=3THENPRINT@44,"IT READ
S":PRINTSTRING$(32,"=")"I LEFT Y
OU A CLUE SO YOU CAN DIGUNDER TH
E CORRECT FLOWER IN THE CORRECT
GARDEN. LOOK FOR IT!!!!":PRINTST
RING$(32,"="):GOSUB19Ø3Ø:GOTO1ØØ
Ø
5114 IFBB$="LID"ANDL=24ANDU5=1AN
DO(1)=1ØØØTHENCLS:PRINT@233,"A S
CREW LID":GOTO11ØØ
5118 IFBB$="LOO"ORBB$="GLA"ORBB$
="MIR"THENIFL=9ANDU6=ØTHENPRINT"
A FULL LENGTH LOOKING GLASS WITH
REMARKABLE DEPTH AND CLARITY":GO
TO11ØØ
5119 IFBB$="RUG"ANDL=9ANDUC=ØORB
B$="PER"ANDL=9ANDUC=ØTHENPRINT"V
ERY OLD AND HANGING ONLY BY A  R
USTY HOOK":GOTO1ØØØ
```

```
512Ø IFBB$="LOO"ANDL=9ANDU6=1ORB
B$="MIR"ANDL=9ANDU6=1THENPRINT"L
OOKS LIKE A CHANDLIER COVERED  W
ITH DIAMONDS":U6=2:GOTO11ØØ
5122 IFBB$="FLO"ANDL=23ANDU8=ØTH
ENCLS:PRINT"4Ø ROWS OF DIFFERENT
 VARIETIES":GOSUB19Ø2Ø:GOTO1ØØØ
5126 IFBB$="CAN"ANDL=23ANDU8=2AN
DO(2)=1ØØØTHENCLS:PRINT@224,"IT
HAS A LID":GOSUB19Ø25:GOTO11ØØ
5128 IFBB$="LID"ANDL=23ANDU8=2AN
DO(2)=1ØØØTHENCLS:PRINT@224,"LOO
KS LIKE A SCREW ON LID":GOSUB19Ø
25:GOTO1ØØØ
513Ø IFBB$="PIC"ANDL=12ANDUK=1TH
ENCLS:PRINTSTRING$(32,"*"):PRINT
"A DRAWING OF A IRIS PLANT
 SPROUTING FROM A BEAUTIFUL PEAR
L***FROM A EAST GARDEN**********
*":PRINTSTRING$(32,"*"):GOSUB19Ø
35:U8=1:O(46)=-3Ø:O(59)=23:GOTO1
ØØØ
5131 IFBB$="CAN"ANDO(2)=1ØØØANDL
=23ANDU8=4THENCLS:GOSUB19Ø6Ø:O(6
Ø)=23:U8=5:GOSUB19Ø2Ø:GOTO1ØØØ
5132 IFBB$="POU"ANDL=23ANDU8=5AN
DO(6Ø)=1ØØØORBB$="VEL"ANDL=23AND
U8=5ANDO(6Ø)=1ØØØTHENCLS:PRINT@2
3Ø,"it has draw strings":GOSUB19
Ø3Ø:CLS:GOTO1ØØØ
5136 IFBB$="POU"ANDO(6Ø)=1ØØØAND
U8=6THENGOSUB19Ø6Ø:U8=7:O(51)=23
:O(6Ø)=-3Ø:RC=RC-1:CLS:GOTO1ØØØ
514Ø IFBB$="DRE"ANDL=12ANDU8=ØTH
ENGOSUB19Ø6Ø:O(41)=12:GOTO1ØØØ
5142 IFBB$="MIN"ANDO(15)=1ØØØAND
L=8ORBB$="VAS"ANDL=8ANDO(15)=1ØØ
ØTHENPRINT"ON THE BOTTOM IT READ
S 'MADE IN MEXICO'",,"IT'S SEALE
D AND IT RATTLES":GOTO1ØØØ
5144 IFBB$="MAR"ANDUA=1ANDL=8THE
NCLS:PRINT@256,"LOTS OF COLORFUL
 MARBLES         SCATTERED ALL OV
ER":GOSUB19Ø3Ø:CLS:PRINT@27Ø,"WA
IT":GOSUB19Ø25:O(53)=8:UA=2:GOSU
B19Ø6Ø:GOTO1ØØØ
5146 IFBB$="MIR"ANDL=8ANDVB=ØTHE
NPRINT"A FULL LENGTH MIRROR 'DOO
R SIZE'":GOTO1ØØØ
5148 IFBB$="SHE"ANDL=22ANDUD=ØTH
ENGOSUB19Ø6Ø:UD=1:O(37)=22:GOTO1
ØØØ
515Ø IFBB$="BOX"ANDO(37)=1ØØØAND
L=22ANDUD=2THENGOSUB19Ø6Ø:O(38)=
22:UD=3:GOTO1ØØØ
5152 IFBB$="REC"ANDO(38)=1ØØØAND
UD=>3THENCLS:PRINTSTRING$(32,"*"
):PRINT"A RECEIPT FOR A 'BRICK S
HAPED'  FIREPROOF CASE":PRINTSTR
ING$(32,"*"):T(4,9)=8:UD=4:GOTO1
ØØØ
5153 IFBB$="FIR"ANDUD=4ANDL=7THE
NGOSUB19Ø6Ø:O(23)=7:UD=5:GOTO1ØØ
Ø
5154 IFBB$="BRI"ANDL=7ANDUD=5THE
NPRINT"LOOKS A BIT LOOSE":GOTO1Ø
ØØ
5156 IFBB$="CAS"ANDL=7ANDUE=3AND
O(2Ø)=1ØØØTHENCLS:GOSUB19Ø6Ø:O(5
4)=7:UE=4:GOTO1ØØØ
5158 IFBB$="DOO"ANDL=16ANDUG=ØTH
ENCLS:PRINT"SOLID STEEL WITH A C
OMBINATION  LOCK ON IT":UG=1:GOT
O1ØØØ
516Ø IFBB$="LOC"ANDL=16ANDUG=1TH
ENPRINT"JUST A BIG DIAL WITH NUM
BERS":GOTO1ØØØ
5162 IFBB$="CAR"ANDO(32)=1ØØØTHE
NPRINT"FAINT NUMBERS "CM$:GOTO1Ø
ØØ
5164 IFBB$="SHE"ANDL=5ANDUH=ØTHE
NCLS:PRINTSTRING$(32,"=")"A NOTE
 FROM THE GARDNER SAYS---":PRINT
STRING$(32,"=")"I PUT YOUR FLASH
LIGHT AND YOUR  BATTERIES IN THE
 PANTRY":PRINTSTRING$(32,"="):GO
SUB19Ø25:GOTO1ØØØ
5166 IFBB$="SHE"ANDL=6ANDUI=ØTHE
NGOSUB19Ø6Ø:O(34)=6:O(18)=6:UI=1
:UH=2:GOTO1ØØØ
5168 IFBB$="RUG"ANDL=11ANDUJ=ØTH
ENPRINT"JUST A LUMPY OLD RUG":GO
TO1ØØØ
517Ø IFBB$="LUM"ANDUJ=ØANDL=11TH
ENPRINT"JUST A LUMP":GOTO1ØØØ
5172 IFBB$="PLA"ANDL=11ANDUJ=1TH
ENPRINT"DEFINATELY LOOSE LOOKING
":GOTO1ØØØ
5174 IFBB$="VAN"ANDL=12ANDUK=ØTH
ENGOSUB19Ø6Ø:O(41)=12:UK=1:GOTO1
ØØØ
5176 IFBB$="HEA"ANDL=13ANDUL=ØOR
BB$="BED"ANDL=13ANDUL=ØTHENCLS:P
RINT@224,"THE HEADBOARD HAS POST
S AND     KNOBS":GOSUB19Ø3Ø:PRIN
T"WAIT.........":GOSUB19Ø3Ø:PRI
NT"ONE KNOB LOOKS WORN":GOSUB19Ø
3Ø:CLS:UL=1:O(44)=13:GOTO1ØØØ
5178 IFBB$="KNO"ANDL=13ANDUL=1TH
ENPRINT"LOOKS LARGE AND ROUND AN
D       MASSIVE":GOSUB19Ø3Ø:PRIN
T"LOOKS WORN":GOSUB19Ø25:PRINT"6
```

```
 INCH ROUND":GOSUB19Ø3Ø:CLS:GOTO
1ØØØ
518Ø IFBB$="SHE"ANDL=14ANDUM=ØTH
ENGOSUB19Ø6Ø:UM=1:O(22)=14:GOTO1
ØØØ
5182 IFBB$="POS"ANDL=13ANDUL=2TH
ENCLS(Ø):PRINT@196,"I SEE A HOLE
 IN THE TOP";:GOSUB19Ø3Ø:PRINT@2
92,"IT APPEARS TO BE HOLLOW";:GO
SUB19Ø3Ø:UL=3:CLS:O(39)=13:GOTO1
ØØØ
5184 IFBB$="HOL"ANDL=13ANDUL=3TH
ENGOSUB19Ø6Ø:UL=4:O(55)=13:GOTO1
ØØØ
5186 IFBB$="SHE"ANDL=17ANDUN=ØTH
ENGOSUB19Ø6Ø:O(48)=17:UN=1:GOTO1
ØØØ
5188 IFBB$="STR"ANDL=21ANDUO=ØTH
ENCLS:PRINT@128,"CLEAN STRAW CAS
UALLY PILED UP INTHE CORNER.....
":GOSUB19Ø25:UO=1:GOTO1ØØØ
5194 IFBB$="AMU"ANDUO=2ANDO(56)=
1ØØØTHENCLS(5):PRINT@66,"ROUND..
.GOLDEN...VERY HEAVY";:GOSUB19Ø3
Ø:PRINT@13Ø,"THERE ARE FIVE EMPT
Y SOCKETS";:GOSUB19Ø3Ø:PRINT@258
,"PRINTING ON IT SAYS.....";:GO
SUB19Ø25:PRINT@358,"KEEP ME INTA
CT";:GOSUB19Ø3Ø:CLS:GOTO1ØØØ
5196 IFBB$="PIC"ANDL=21THENCLS:P
RINTSTRING$(32,"*");"A DRAWING O
F A CRYSTAL.......  CHANDALIER
WITH A DIAMOND AS ONEOF THE PEND
ANTS HANGING FROM IT ";STRING$(3
2,"*"):UP=1:GOTO11ØØ
5198 IFBB$="CHA"ANDL=1ANDUP=1THE
NCLS:GOSUB19Ø6Ø:O(52)=1:GOTO1ØØØ
52ØØ IFBB$="SAC"THENPRINT"LOOKS
STURDY...CAN HOLD ABOUT 7 ITEMS"
:GOTO11ØØ
521Ø IFBB$="WRE"ANDUL<2THENCLS(Ø
):PRINT@227,"6 INCH JAWS---MADE
OF WOOD";:GOSUB19Ø3Ø:CLS:GOTO1ØØ
Ø
522Ø IFBB$="PHO"ORBB$="PIC"THENI
FL=17ANDUN=1THENCLS:PRINT@128,"A
 VERY OLD SNAP OF A GOLDEN  A
MULET AND 5 STONES---ON THE  B
ACK IT TELLS YOU TO insert THE S
TONES INTO THE AMULET AND THEN T
HEY CAN NEVER BE REMOVED......."
:GOSUB19Ø25:GOTO1ØØØ
599Ø PRINT"THERE IS NOTHING TO B
E SEEN BY  LOOKING AT '"B$"'":PR
INT:PRINT"SOME OBJECTS MUST BE '
IN HAND'":GOTO1ØØØ
6ØØØ CLS:BB$=LEFT$(B$,3)
6Ø1Ø IFBB$="GAR"ANDL=2ANDU7=ØORB
B$="CAN"ANDL=2ANDU7=ØTHENCLS(Ø):
PRINT@237,"CRASH";:GOSUB19Ø25:CL
S:O(3)=-3Ø:O(4)=2:U7=1:GOTO1ØØØ
6Ø7Ø IFBB$="STR"ORBB$="DRA"THENI
FO(6Ø)=1ØØØANDU8=5THENCLS:PRINT@
266,"it opened":GOSUB19Ø3Ø:U8=6:
O(59)=-3Ø:CLS:GOTO1ØØØ
6Ø8Ø IFBB$="RUG"ANDL=9ANDUC=ØTHE
NCLS:PRINT"THE RUG FALLS AWAY TO
 REVEAL A  SUPRISE.....":T(4
,9)=-22:T(3,9)=-9:LO$(35)="A RUG
 ON FLOOR":UC=1:GOTO1ØØØ
6Ø9Ø IFBB$="BRI"ANDUE=ØANDUD=5AN
DL=7THENCLS:PRINT@236,"CLICK":GO
SUB19Ø3Ø:UE=1:PRINT@298,"IT'S
LOOSE":GOTO11ØØ
619Ø IFBB$="RUG"ANDL=11ANDUJ=ØTH
ENUJ=1:CLS(Ø):PRINT@268,"IT MOVE
D";:GOSUB19Ø3Ø:GOSUB19Ø6Ø:O(31)=
11:GOTO1ØØØ
6192 CLS(Ø):IFBB$="STR"ANDL=21AN
DUO=1THENPRINT@23Ø,"IT SLOWLY MO
VES";:GOSUB19Ø25:GOSUB19Ø25:CLS(
Ø):PRINT@225,"THERE MAY BE SOMET
HING THERE";:GOSUB19Ø3Ø:GOSUB19Ø
6Ø:O(56)=21:UO=2:GOTO1ØØØ
699Ø CLS:PRINT"YOU CAN'T MOVE '"
B$"'":GOTO11ØØ
7ØØØ CLS:BB$=LEFT$(B$,3)
7Ø1Ø IFBB$="LOC"ANDU2=1ANDL=2AND
U3=ØORBB$="DOO"ANDU2=1ANDL=2ANDU
3=ØORBB$="SHE"ANDU2=1ANDL=2ANDU3
=ØTHEN751Ø
7Ø2Ø IFBB$="LOC"ANDL=16ANDUG=1TH
ENCLS:PRINT@224,"HOW DO YOU UNLO
CK A COMBINATION LOCK???????":GO
TO1ØØØ
75ØØ GOTO799Ø
751Ø INPUT"USING WHAT";I$:IS$=LE
FT$(I$,3):IFIS$="KEY"ANDO(12)=1Ø
ØØANDL=2THENCLS:PRINT@228,"THE K
EY FITS IN THE LOCK":U2=2:GOTO11
ØØ
799Ø CLS:PRINT"THE '"B$"' WILL N
OT UNLOCK":GOTO11ØØ
8ØØØ CLS
8Ø1Ø BB$=LEFT$(B$,3)
8Ø2Ø IFBB$="DOO"ANDL=2ANDU2=3AND
U3=1THENPRINT@231,"CCRREEEEAAAKK
KK":GOSUB19Ø3Ø:T(2,2)=3:U3=2:O(5
)=2:O(12)=-3Ø:RC=RC-1:CLS:GOTO1Ø
ØØ
8Ø4Ø IFBB$="BOX"ANDO(37)=1ØØØAND
L=22THENPRINT"IT OPENS":UD=2:GOT
```

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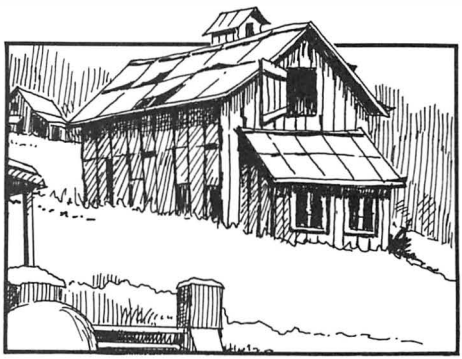
O1ØØØ
8Ø5Ø IFBB$="CAS"ANDO(2Ø)=1ØØØANDUE=2THENUE=3:CLS:PRINT"IT OPENS":UE=3:GOTO1ØØØ
8Ø6Ø IFBB$="DOO"ANDUG=2ANDL=16THENCLS(Ø):PRINT@267,"CCLLLIICCK";:GOSUB19Ø3Ø:CLS(Ø):PRINT@267,"IT OPENS";:GOSUB19Ø25:CLS:T(6,16)=17:UG=3:GOTO1ØØØ
8Ø8Ø IFBB$="BOX"ANDUJ=2ANDO(25)=1ØØØANDL=11ORBB$="TIN"ANDUJ=2ANDO(25)=1ØØØANDL=11THENGOSUB19Ø6Ø:O(32)=11:UJ=3:GOTO1ØØØ
899Ø PRINT"YOU CAN'T OPEN '"B$"'":GOTO11ØØ
9ØØØ CLS
9ØØ5 GOSUB2ØØØØ
9Ø1Ø PRINT"YOU ARE CARRYING THIS:"
91ØØ PRINT:PRINT"in hand:":FORC=1TOY
91Ø2 IFO(C)=1ØØØTHENPRINTLO$(C)
91Ø5 NEXTC
91Ø8 IFO(57)<>1ØØØTHEN92ØØ
9115 PRINT"in sack:"
915Ø FORC=1TOY
916Ø IFO(C)=2ØØØTHENPRINTLO$(C)
9162 NEXTC
9163 PRINTSTRING$(32,CHR$(34))RC"IN HAND",,RS"IN SACK"
92ØØ IFO(56)<>1ØØØTHEN9245
92Ø1 GOSUB19ØØØ
92Ø2 PRINTSTRING$(32,CHR$(42))"THESE *GEMS* ARE IN THE AMULET:"
921Ø FORC=1TOY
922Ø IFO(C)=3ØØØTHENPRINTLO$(C)
923Ø NEXTC
924Ø PRINTSTRING$(32,CHR$(42))
9245 GOSUB19ØØØ
999Ø GOTO1ØØØ
1ØØØØ CLS:A$=A1$
1ØØ1Ø IFO(58)=1ØØØTHEN1ØØ5ØELSE1ØØ4Ø
1ØØ4Ø CLS:PRINT"YOU NEED A SHOVEL":GOTO11ØØ
1ØØ5Ø CLS(Ø):PRINT@234,"DIG WHERE";:INPUTI$:IS$=LEFT$(I$,3)
1ØØ6Ø IFIS$="GAR"ANDL=24ANDU5=ØORIS$="DIR"ANDL=24ANDU5=ØTHEN1Ø26Ø
1ØØ61 IFIS$="GAR"ANDL=24ANDU5>ØORIS$="GAR"ANDL=24ANDU5>ØTHEN1Ø265
1ØØ82 IFIS$="IRI"ANDL=23ANDU8=1THEN1Ø282
1Ø25Ø CLS:PRINT"YOU CAN NOT DIG THERE":GOTO11ØØ
1Ø26Ø CLS(Ø):PRINT@232,"i see something";:GOSUB19Ø3Ø:O(1)=24:U5=1:CLS:GOTO1ØØØ
1Ø265 CLS:PRINT"THERE IS NO MORE TO BE FOUND    HERE BY DIGGING":GOTO11ØØ
1Ø282 U8=2:O(2)=23:GOSUB19Ø25:GOSUB19Ø6Ø:GOTO1ØØØ
1Ø49Ø CLS:PRINT"YOU CAN'T DIG '"B$"' NOW":GOTO11ØØ
1Ø5ØØ CLS
1Ø5Ø2 BB$=LEFT$(B$,3)
1Ø5Ø4 IFBB$="SAC"ANDO(57)=1ØØØTHEN1Ø54Ø
1Ø52Ø IFI$="SAC"ANDO(57)=1ØØØTHEN1Ø55Ø
1Ø53Ø PRINT"YOU CAN'T EMPTY THAT":GOTO1ØØØ
1Ø54Ø PRINT@224,"ARE YOU SURE YOU WANT TO DUMP   THE CONTENTS OF THE SACK ON THE GROUND????"
1Ø542 I$=INKEY$:I$=LEFT$(I$,1)
1Ø544 IFI$=""THEN1Ø542ELSE IF I$="Y"THEN1Ø55ØELSEIFI$="N"THEN1Ø6ØØELSE1Ø6ØØ
1Ø55Ø FORC=1TOY
1Ø552 IFO(C)=2ØØØANDO$(C)<>"*"THENO(C)=L:RS=RS-1
1Ø554 NEXTC:CLS:PRINT"THE SACK IS EMPTY":GOSUB19Ø25:CLS:GOTO9ØØØ
1Ø59Ø PRINT"YOU CAN'T EMPTY THAT":GOTO1ØØØ
1Ø6ØØ CLS:GOTO1ØØØ
11ØØØ CLS:BB$=LEFT$(B$,3)
11Ø1Ø IFBB$="SAC"THENPRINT"YOU CAN'T SACK A SACK.....":GOTO1Ø
111ØØ FORC=1TOY
1111Ø IFBB$=O$(C)ANDO(C)=1ØØØTHENGOTO1131Ø
11111 IFRS>ZSTHENPRINT"TOO MANY":PRINTRS"ITEMS IN THE SACK":GOTO1ØØØ
11115 NEXTC:PRINT"YOU CAN'T 'PUT '  "BB$:GOTO1ØØØ
1131Ø SOUND15Ø,1:INPUT"WHERE";I$:I$=LEFT$(I$,3)
11312 IFI$="SAC"ANDO(57)=1ØØØTHENPRINTLO$(C)" IS IN THE SACK":O(C)=2ØØØ:RS=RS+1:RC=RC-1
11314 IFI$="SAC"ANDO(57)<>1ØØØTHENPRINT"YOU DON'T HAVE A SACK":GOTO1ØØØ
11316 IFI$="FLA"ANDDB=ØANDO(18)=1ØØØANDO$(C)="BAT"THENO(34)=-3Ø:
```

```
LT=LT+4Ø:CLS(Ø):PRINT@225,"THE B
ATTERIES ARE LOADED";:GOSUB19Ø2Ø
:RC=RC-1:DB=1:GOTO11ØØ
11415 PRINTRS"IN SACK",,RC"IN HA
ND":GOTO1ØØØ
1149Ø CLS:PRINT"YOU CAN'T 'PUT'
 "BB$:GOSUB19Ø25:GOTO11ØØ
115ØØ CLS:BB$=LEFT$(B$,3)
1151Ø IFBB$="PEA"ORBB$="DIA"ORBB
$="EME"ORBB$="RUB"ORBB$="SAP"THE
NGOTO1152ØELSEPRINT"YOU CAN'T IN
SERT A","'"BB$"' IN THE AMULET":
GOTO11ØØ
1152Ø FORC=1TOY
1153Ø IFBB$=O$(C)ANDO(C)=1ØØØTHE
N11698
11535 IFBB$=O$(C)ANDO(C)<>1ØØØTH
EN11545
1154Ø NEXTC:GOTO1ØØØ
11545 CLS:PRINT"IT'S NOT IN HAND
":GOTO11ØØ
11698 IFO(56)<>1ØØØTHENPRINT"YOU
 DO NOT HAVE THE AMULET":GOTO11Ø
Ø
117ØØ SOUND15Ø,1:INPUT"INTO WHAT
";I$:I$=LEFT$(I$,3)
1171Ø IFI$="AMU"THENO(C)=3ØØØ:RC
=RC-1:TR=TR+1:CLS(Ø):GOSUB19Ø25:
PRINT"THE "LO$(C)"IS IN THE AMUL
ET","THERE ARE"TR"GEMS IN THE AM
ULET":GOSUB19Ø3Ø:CLS:GOTO17ØØØ
1199Ø CLS:PRINT"YOU CAN'T INSERT
 '"B$"' NOW":GOTO11ØØ
12ØØØ CLS:BB$=LEFT$(B$,3)
12Ø5Ø IFBB$="MIR"ORBB$="GLA"THEN
IFL=8ANDUB=ØTHEN123ØØ
1225Ø GOTO1249Ø
123ØØ INPUT"WITH WHAT";I$:I$=LEF
T$(I$,3)
1232Ø IFI$="CUT"ANDUB=ØANDO(6)=1
ØØØORI$="GLA"ANDUB=ØANDO(6)=1ØØØ
THENCLS:PRINT"IT CUTS A HOLE IN
THE GLASS     LARGE ENOUGH TO GO
 THRU...":UB=1:T(3,8)=9:GOTO1ØØØ
1249Ø CLS:PRINT"YOU CAN'T CUT '"
B$"' NOW":GOTO11ØØ
125ØØ CLS:BB$=LEFT$(B$,3)
1253Ø IFBB$="VAS"ANDL=8ANDO(15)=
1ØØØANDUA=ØORBB$="MIN"ANDL=8ANDO
(15)=1ØØØANDUA=ØTHENCLS(3):PRINT
@237,"SMASH";:GOSUB19Ø2Ø:PRINT@2
61,"GLASS MARBLES ALL OVER";:GOS
UB19Ø2Ø:PRINT@295,"IN SPARKLING
COLORS";:GOSUB19Ø3Ø:UA=1:O(24)=8
:O(15)=-3Ø:RC=RC-1:CLS:GOTO1ØØØ
1254Ø IFBB$="DOO"ANDL=11ANDUF=ØT
HENGOTO12994
1299Ø CLS:PRINT"YOU CAN'T SMASH
OR BREAK","'"B$"'":GOTO11ØØ
12994 INPUT"WITH WHAT";I$:I$=LEF
T$(I$,3)
12996 IFI$="AXE"ORBB$="FIR"THENI
FO(7)=1ØØØTHEN12997ELSEPRINT"YOU
 AREN'T CARRYING IT":GOTO11ØØ
12997 P=RND(1Ø):IFP=>4THENCLS(Ø)
:PRINT@236,"SMASH";:GOSUB19Ø3Ø:C
LS:PRINT"THE DOOR SPLINTERS INTO
 PIECES":T(5,11)=12:UF=1:O(3Ø)=1
1:GOTO1ØØØ
12998 IFP<4THENCLS:PRINT@224,"TH
E AXE PUT A BIG GOUGE IN THE  DO
OR BUT DID NOT PENETRATE IT":GOS
UB19Ø3Ø:CLS:GOTO1ØØØ
13ØØØ CLS:BB$=LEFT$(B$,3)
13Ø2Ø IFBB$="FLA"ANDO(18)=1ØØØAN
DDA=ØANDDB=1THENDA=1:CLS:PRINT@2
34,"IT'S NOW LIT":GOSUB19Ø2Ø:PRI
NT:GOTO1ØØØ
13Ø4Ø IFBB$="FLA"ANDDA=1THENPRIN
T"IT'S ALREADY LIT":GOTO1ØØØ
1349Ø CLS(Ø):PRINT@229,"YOU CAN'
T LIGHT "B$" NOW";:GOSUB19Ø2Ø:GO
TO11ØØ
135ØØ CLS:BB$=LEFT$(B$,3)
1352Ø IFBB$="FLA"ANDDA=1ANDO(18)
=1ØØØANDDB=1THENCLS:DA=Ø:PRINT@2
32,"THE LIGHT IS OFF":GOSUB19Ø25
:GOTO1ØØØ
1354Ø IFBB$="FLA"ANDDA=ØTHENPRIN
T"IT'S ALREADY OFF":GOTO1ØØØ
1399Ø CLS:PRINT"YOU CAN'T UNLIGH
T "B$" NOW":GOTO11ØØ
14ØØØ CLS:BB$=LEFT$(B$,3)
14Ø1Ø IFBB$="LID"ORBB$="COV"THEN
IFL=24ANDU5=2ANDO(1)=1ØØØTHENCLS
:PRINT@232,"IT'S NOW OPEN":GOSUB
19Ø3Ø:SOUND1ØØ,5:GOSUB2Ø2ØØ:GOSU
B19Ø35:U5=3:CLS:GOTO1ØØØ
14Ø2Ø IFBB$="BRI"ANDL=7ANDUE=1TH
ENCLS:PRINT"IT SLOWLY COMES OUT"
:GOSUB19Ø3Ø:GOSUB19Ø6Ø:O(2Ø)=7:U
E=2:GOTO1ØØØ
1449Ø CLS:PRINT"YOU CAN'T REMOVE
 THE '"B$"'","NOW":GOTO11ØØ
145ØØ CLS
1451Ø BB$=LEFT$(B$,3)
1455Ø IFBB$="PLA"ANDUJ=1ANDL=11T
HENCLS(Ø):GOTO148ØØ
1477Ø CLS:PRINT"YOU CAN'T LIFT '
"B$"'":GOTO1ØØØ
148ØØ P=RND(12)
1481Ø IFP=>6THENCLS(Ø):PRINT@266
```

```
,"CCRREEAAKKKKK";:GOSUB19Ø3Ø:GOS
UB19Ø6Ø:O(25)=11:UJ=2:O(31)=-3Ø:
GOTO1ØØØ
14812 IFP<5THENCLS(Ø):PRINT@238,
"OUCH";:GOSUB19Ø3Ø:CLS:PRINT"THE
 PLANK LIFTED A LITTLE AND   FEL
L BACK---YOUR BACK HURTS---":GOT
O11ØØ
1499Ø PRINT"YOU CAN'T LIFT THAT"
:GOTO1ØØØ
15ØØØ CLS:PRINT@13,"verbs"
15Ø1Ø PRINT@32,"TAKE,GET, OR 'GE
T ALL'","DROP, OR 'DROP ALL'","N
,S,E,W,U,D",,"LOOK,l",,"MOVE,PUS
H,PULL",,"UNLOCK",,"OPEN",,"INVE
NTORY i",,"DIG"
15Ø2Ø PRINT"empTY SACK..",,"PUT"
,,"INSERT":GOSUB19ØØØ
15Ø25 PRINT@13,"verbs"
15Ø3Ø PRINT"CUT",,"SMASH,BREAK,C
HOP","LIGHT",,"UNLIGHT",,"REMOVE
",,"LIFT",,"vERBS"
15Ø4Ø PRINT"HELP",,"TWIST,TURN,D
IAL",,"SCORE",,"LOAD",,"SAVE"
15Ø45 GOSUB19ØØØ
15495 GOTO1ØØØ
155ØØ CLS
1551Ø A$=A1$
15515 IFL=13ANDUL=2THENCLS:PRINT
@224,"THE BED HAS FOUR BEAUTIFUL
      TURNED POSTS":GOSUB19Ø3Ø:C
LS:GOTO1ØØØ
1552Ø IFL=2ANDU2=2THENPRINT"TIME
 TO TURN THINGS AROUND":GOTO11ØØ
1553Ø IFL=9ANDU6=ØANDHH=ØANDUC=1
THENCLS:PRINT"THE CORRECT ACTION
 SHOULD BE    OBVIOUS.....":G
OSUB19Ø2Ø:HH=1:GOTO11ØØ
15535 IFL=9ANDU6=ØANDHH=1THENCLS
:PRINT"ASK YOUR DAUGHTER OR A YO
UNG    LADY.....":HH=2:GOTO1
1ØØ
15536 IFL=9ANDHH=2THENCLS:PRINT"
IF YOUR DAUGHTERS NAME WERE
'ALICE' IT WOULD HELP.....":HH=
Ø:GOTO11ØØ
1554Ø IFL=24ANDU5=2THENCLS:PRINT
@224,"WHAT DO YOU DO WITH A LID
AFTER  TURNING IT?":GOTO11ØØ
1555Ø IFL=7ANDUD=5THENPRINT"THE
BRICK IS IMPORTANT----------PURS
UE YOUR QUEST":GOTO11ØØ
1556Ø IFL=11ANDUJ=ØTHENCLS:PRINT
"A VERY IMPORTANT ROOM","GOOD LU
CK":GOTO1ØØØ
1557Ø CLS:IFL=8ANDUB=ØTHENPRINT"
TRY TAKING INVENTORY OF YOUR
'TOOLS' YOU SHOULD BE CARRYING":
GOTO1ØØØ
15572 IFL=7ANDUD=ØANDUD=ØTHENPRI
NT"THE FIREPLACE IS IMPORTANT...
.  LOOK FOR CLUES ELSEWHERE":GOT
O11ØØ
```



```
15995 CLS:PRINTSTRING$(32,"*");"
TRY LOOKING AT THINGS--SOMETIMES
THERE IS A CLUE THERE......":PRI
NT:PRINT"ALSO THINGS OFTEN MUST
BE IN    HAND BEFORE EXAMINING T
HEM...."
15996 PRINT:PRINT"DON'T FORGET T
O CHECK THE       'vERB' LIST FO
R CLUES.....":PRINTSTRING$(32,"*
")
15997 GOTO11ØØ
16ØØØ CLS:BB$=LEFT$(B$,3)
16Ø3Ø IFBB$="KEY"ANDU2=2ANDU3=ØA
NDL=2THENPRINT@23Ø,"CCCLLLLIIIIC
CCCKKKKK":GOSUB19Ø25:U2=3:U3=1:G
OTO11ØØ
16Ø4Ø IFBB$="LID"ANDL=24ANDU5=1T
HENCLS:PRINT@232,"IT IS NOW TURN
ED":GOSUB19Ø25:U5=2:GOTO11ØØ
16Ø5Ø IFBB$="LID"ANDLD=ØANDL=23A
NDU8=2ANDO(2)=1ØØØTHENCLS(Ø):PRI
NT@238,"WHEW";:GOSUB19Ø3Ø:CLS:PR
INT@256,"IT STARTED TO TURN BUT
STUCK...":GOSUB19Ø25:CLS:LD=1:U8
=3:GOTO1ØØØ
16Ø52 IFBB$="LID"ANDLD=1ANDL=23A
NDU8=3THENCLS:PRINT@235,"it open
ed":GOSUB19Ø25:CLS:U8=4:GOTO1ØØØ
16Ø58 IFBB$="STR"ORBB$="DRA"ANDO
(6Ø)<>1ØØØTHENCLS:PRINT@256,"NOT
 IN HAND":GOTO1ØØØ
16Ø6Ø IFBB$="LID"ANDL=23ANDU8=3A
```

```
NDO(2)=1ØØØTHENCLS:PRINT@192,STR
ING$(32,"*"):PRINT@235,"IT OPENE
D":PRINT@256,STRING$(32,"*"):U8=
4:GOSUB19Ø25:GOTO1ØØØ
16Ø8Ø IFBB$="DIA"ANDL=16ANDUG=1T
HENGOTO166ØØ
16Ø9Ø IFBB$="KNO"ANDL=13THENGOTO
1661Ø
165ØØ CLS:PRINT"YOU CAN'T TURN O
R DIAL THE--"B$:GOTO11ØØ
166ØØ INPUT"WHAT IS THE COMBINAT
ION";I$
166Ø2 IFI$=CM$THENCLS(Ø):PRINT@1
38,"CLLIIICCCKKK";:GOSUB19Ø3Ø:PR
INT@234,"IT UNLOCKED";:GOSUB19Ø2
5:UG=2:CLS:GOTO1ØØØ
1661Ø INPUT"WITH WHAT";I$:I$=LEF
T$(I$,3)
16612 IFI$="WRE"ANDO(22)=1ØØØAND
UL=1THENUL=2:CLS:PRINT@227,"THE
KNOB SLOWLY TURNS ---":GOSUB19Ø3
Ø:PRINT"   AND FALLS OFF THE POS
T":GOSUB19Ø3Ø:CLS:GOTO1ØØØ
1699Ø CLS:PRINT"SHUCKS--YOU CAN'
T BUDGE THE--",B$:GOTO11ØØ
17ØØØ CLS
17ØØ2 GOSUB2ØØØØ
17ØØ5 SC=Ø
17Ø1Ø IFO(51)=>1ØØØTHENSC=SC+1ØØ
17Ø2Ø IFO(52)=>1ØØØTHENSC=SC+1ØØ
17Ø3Ø IFO(53)=>1ØØØTHENSC=SC+1ØØ
17Ø4Ø IFO(54)=>1ØØØTHENSC=SC+1ØØ
17Ø5Ø IFO(55)=>1ØØØTHENSC=SC+1ØØ
17Ø6Ø SC=SC+(TR*5ØØ)
17Ø89 IFLT=ØTHEN171ØØ
17Ø9Ø TL=INT((LT/.4Ø))
171ØØ PRINT@64,STRING$(32,CHR$(1
33))"YOUR SCORE IS"SC"---","OUT
OF"MM"MOVES BETWEEN ROOMS","YOU
ARE ON YOUR"CO"PLAY",,,"BATTERIE
S ARE AT"TL"%":PRINTSTRING$(32,C
HR$(133)):PRINT@297,"PRESS ANY K
EY":EXEC44539
173ØØ CLS:GOTO1ØØØ
175ØØ CLS:SOUND15Ø,1:PRINT"tAPE
OR dISK"
175Ø2 D$=INKEY$:IFD$=""THEN175Ø2
1751Ø DI$=LEFT$(D$,1)
1752Ø IFDI$="T"THEND=-1ELSEIFDI$
="D"THEND=1ELSE175ØØ
1753Ø GOSUB19Ø25:SOUND15Ø,1:INPU
T"FILENAME";F$
17535 CLS:PRINT@236,"loading"
1754Ø OPEN"I",D,F$
17542 FORC=1TO24
17543 INPUT#D,T(1,C),T(2,C),T(3,
C),T(4,C),T(5,C),T(6,C):NEXTC
1755Ø FORC=1TOY
1756Ø INPUT#D,O(C):NEXTC
1757Ø INPUT#D,TR,L,MM,RC,RS,SC,U
1,U2,U3,U4,U5,U6,U7,U8,U9,LD,UA,
UB,UC,UD,UE,UF,UG,UH,UI,UJ,UK,UL
,UM,UN,UO,DA,DB,LT,CO,UP,CM$
1758Ø CLOSE#D:CLS:PRINT@231,"THE
 GAME IS LOADED":PRINT@288,"YOU
ARE BACK TO WHERE YOU WERE..":GO
SUB19Ø3Ø:CLS:GOTO1ØØØ
1799Ø CLS:PRINT"NOT PROGRAMED YE
T":GOTO11ØØ
18ØØØ CLS:GOTO18Ø1Ø
18Ø1Ø CLS:SOUND15Ø,1:PRINT"tAPE
OR dISK"
18Ø12 D$=INKEY$:IFD$=""THEN18Ø12
18Ø2Ø DI$=LEFT$(D$,1)
18Ø3Ø IFDI$="T"THEND=-1ELSEIFDI$
="D"THEND=1ELSE18Ø1Ø
18Ø4Ø GOSUB19Ø25:SOUND15Ø,1:INPU
T"FILENAME";F$
18Ø45 CLS:PRINT@237,"saving"
18Ø5Ø OPEN"O",D,F$
18Ø52 FORC=1TO24
18Ø53 PRINT#D,T(1,C),T(2,C),T(3,
C),T(4,C),T(5,C),T(6,C)
18Ø55 NEXTC
18Ø6Ø FORC=1TOY
18Ø66 PRINT#D,O(C):NEXTC
18Ø8Ø PRINT#D,TR,L,MM,RC,RS,SC,U
1,U2,U3,U4,U5,U6,U7,U8,U9,LD,UA,
UB,UC,UD,UE,UF,UG,UH,UI,UJ,UK,UL
,UM,UN,UO,DA,DB,LT,CO,UP,CM$
18Ø9Ø CLOSE#D:CLS:PRINT@231,"THE
 FILE IS SAVED":PRINT@288,"YOU C
AN RETURN TO WHERE YOU WERE":GOS
UB19Ø3Ø:CLS:GOTO1ØØØ
18Ø91 STOP
18Ø92 PRINTSTRING$(32,"=")
1849Ø GOTO1799Ø
19ØØØ PRINT"***PRESS ANY KEY TO
CONTINUE***"
19Ø1Ø I$=INKEY$:IFI$=""THEN19Ø1Ø
ELSECLS:RETURN
19Ø2Ø FORX=1TO5ØØ:NEXTX:RETURN
19Ø25 FORX=1TO1ØØØ:NEXTX:RETURN
19Ø3Ø FORX=1TO3ØØØ:NEXTX:RETURN
19Ø35 FORX=1TO5ØØØ:NEXTX:RETURN
19Ø4Ø FORX=1TO7ØØØ:NEXTX:RETURN
19Ø5Ø POKE15Ø,18:PRINT#-2,CHR$(2
7);CHR$(66):RETURN:'PRINTER DUMP
19Ø55 GOTO19Ø56:'COMB LOCK ROUTI
NE FROM 5
19Ø56 CM$=STR$(RND(99))+STR$(RND
(99))+STR$(RND(99)):CM$=MID$(CM$
```

```
,2)
19Ø57 RETURN
19Ø6Ø X$=CHR$(128):CLS(Ø):PRINT@
232,"i"+X$+"see"+X$+"something";
:FORX=1TO4ØØ:NEXTX:CLS:RETURN
19Ø8Ø RC=Ø:RS=Ø:'CARRY TO MUCH R
OUTINE
19Ø82 FORC=1TOY
19Ø84 IFO(C)=1ØØØTHENRC=RC+1
19Ø85 IFO(C)=2ØØØTHENRS=RS+1
19Ø86 NEXTC
19Ø88 RETURN
19Ø98 IFO(57)=1ØØØTHENGOTO19Ø99E
LSEPRINTRC"IN HAND":RETURN
19Ø99 PRINTRC"IN HAND",,RS"IN SA
CK":RETURN
2ØØØØ IFL=14ORL=18ORL=19ORL=2ØOR
L=21THENIFDA=ØTHEN2ØØ6Ø
2ØØ3Ø RETURN
2ØØ6Ø U$=CHR$(128):CLS(Ø):PRINT@
235,"it"+U$+"is"+U$+"dark"+U$;:P
RINT@325,"do"+U$+"not"+U$+"move"
+U$+"without"+U$+"light"+U$;:GOS
UB19Ø25:CLS(Ø):GOTO11Ø5
2ØØ7Ø FORQO=1TO18
2ØØ72 READNZ
2ØØ74 PRINTCHR$(NZ);:SOUND2ØØ,1
2ØØ76 FORA=1TO1ØØ:NEXTA
2ØØ78 NEXTQO
2ØØ8Ø DATA 89,79,85,143,65,8Ø,8Ø
,69,65,82,143,84,79,143,87,65,76
,75
2ØØ85 RETURN
2ØØ9Ø FORQO=1TO2Ø
2ØØ91 READNZ
2ØØ92 PRINTCHR$(NZ);:SOUND2ØØ,1
2ØØ96 FORA=1TO15Ø:NEXTA
2ØØ98 NEXTQO
2ØØ99 DATA143,84,72,82,79,85,71,
72,143,143,84,72,69,143,77,73,82
,82,79,82,
2Ø1ØØ RETURN
2Ø2ØØ PRINT"A SNAKE LEAPS OUT OF
 THE CAPSULEAND A PIECE OF PAPER
 IS REVEALED":O(5Ø)=24:RETURN
3ØØ68 GOTO1ØØØ
3ØØ7Ø X=Ø:CLS(Ø)
3ØØ72 KOLOR=RND(8)
3ØØ74 X=X+1
3ØØ76 OVER=RND(64)-1
3ØØ78 DOWN=RND(32)-1
3ØØ8Ø SET(OVER,DOWN,KOLOR)
3ØØ82 IFX>2ØØTHEN3ØØ9Ø
3ØØ84 GOTO3ØØ72
3ØØ9Ø CLS:PRINT"CONGRATULATIONS!
! YOU WIN!!!":FORA=1TO1Ø:PLAY"V1
5O5T255L255":FORX=1TO15:PLAY"CDE
ACBV-":NEXTX:NEXTA:END
3Ø1ØØ CLS(Ø):DG$=CHR$(128):PRINT
@135,"the"+DG$+"lost"+DG$+"amule
t";:GOSUB19Ø3Ø
3Ø1Ø2 PRINT@26Ø,"by"+DG$+"don"+D
G$+"and"+DG$+"barbara"+DG$+"shee
rin";:GOSUB19Ø35
3Ø11Ø CLS:PRINT@69,"THE OBJECT O
F THE GAME":FORX=1TO2ØØØ:NEXT:PR
INT:PRINT:PRINT"1) TO LOCATE THE
 AMULET","2) INSERT 5 GEMS IN TH
E AMULET","3) BE LOGICAL",,"4) H
AVE FUN":GOSUB35Ø5Ø
3Ø116 PRINT:PRINT"  IT'S NOT GOI
NG TO BE EASY...","  USE THE GAM
E SAVE FEATURE...","  ENTER load
 OR save TO USE IT..",,"  THERE
ARE LOTS OF COMMANDS   ","  ENTE
R vERBS TO REVIEW THE       COMM
ANDS":GOSUB35Ø5Ø
3Ø12Ø PRINT:PRINT"YOU CAN CARRY
3 ITEMS IN HAND..","SEVEN ITEMS
IN THE SACK..","iNVENTORY WILL H
ELP COUNT...","YOU CAN GET hELP
TOO...","BE SURE TO lOOK AT EVER
YTHING..",,,"THERE IS A 'GET' OR
 'GET ALL'","FEATURE TO SPEED TH
INGS UP":GOSUB35Ø5Ø
3Ø122 PRINT:PRINT"USE THE 'DROP
ALL'FEATURE TOO..",,,"ALSO 'EMPT
Y SACK' EMPTYS ALL...",,,"BE LOG
ICAL IN YOUR THINKING...",,,"CHE
CK ON YOUR score AS YOU GO..",,,
"A POSSIBLE 3ØØØ POINTS AND A
 MINIMUM OF 4Ø MOVES IF YOU MAP
 IT":GOSUB35Ø5Ø
3Ø124 PRINT:PRINT"READ ALL NOTES
 AND SOME         BACKTRACKING W
ILL BE NECESSARY":PRINT:PRINT"CO
NSERVE YOUR BATTERIES BY      'L
IGHT' OR 'UNLIGHT' COMMANDS":PRI
NT:PRINT"THERE IS A TOUCH OF MAG
IC USED  TOO":PRINT:PRINT"GOOD L
UCK":GOSUB35Ø5Ø:GOTO9
35ØØØ FORX=1TO3ØØØ:NEXT:RETURN
35Ø5Ø PRINT:PRINT:PRINT"****HIT
ANY KEY TO CONTINUE*****":EXEC44
539:CLS:RETURN
4ØØØØ REM BY DON AND BARBARA SHE
ERIN
4ØØØ2 REM 2535 W PERSHING AVE
4ØØØ4 REM PHOENIX,ARIZONA,85Ø29
4ØØØ6 REM 6Ø2-993-4611
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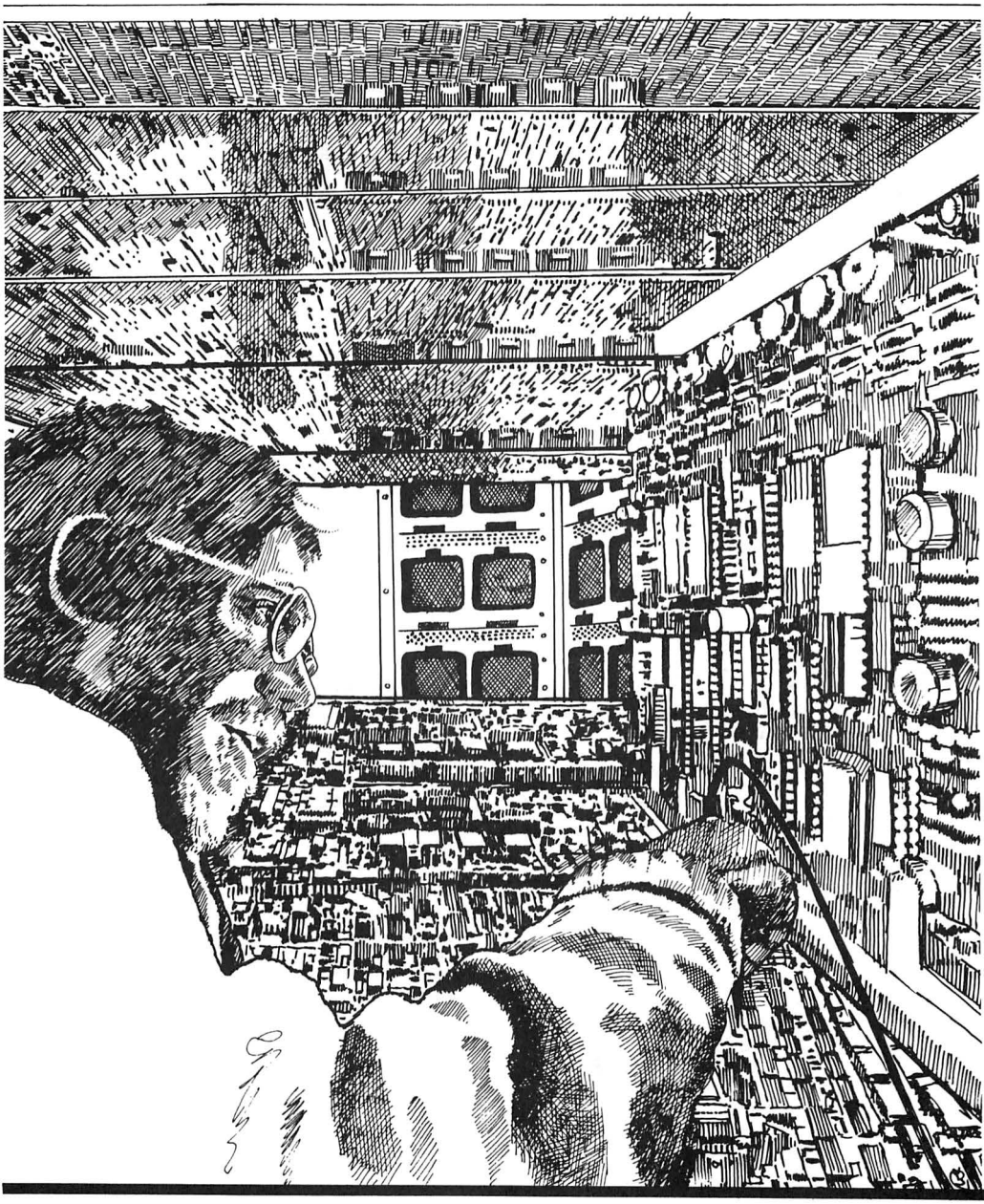


SPYMASTER

Program by Scott McCleary

Reports have been confirmed that a U.S. Army shipment of short range nuclear missiles has mysteriously disappeared. Although the responsible party has not been identified, a group of corrupt international agents is highly suspected. It is believed that through a tightknit underground organization they were remarkably able to divert and receive the transfer of missiles. However, there is still no known motive that could account for the potentially terroristic activity.

Using satellitic infrared radar detection, the U.S. Air Force has located the stolen weaponry in an abandoned nuclear storage facility in Death Valley, Arizona. However, government officials are extremely apprehensive about staging an attempt to forcefully overthrow the operation. That's why they call on you — Agent 27, of the U.S. Department of Secret Affairs.

In order to reduce the risk of an international catastrophe, you have been assigned to enter the storage base alone and collect any pertinent

information for headquarters.

Following orders to procede with the mission immediately, you leave for the abandoned test sight. Utilizing the four-hour flight time, you are able to formulate a sophisticated, step-by-step plan of entry onto the base that looks pretty good on paper. But when you actually see the mysterious surroundings you are reminded that things don't always go according to plan.

From 100 yards away, it looks deserted, run-down and nearly camouflaged by the overgrown vegetation surrounding it. Looking through binoculars, it appears as though not a soul is in sight. The only sound heard is the distant roar of a jet, thousands of feet overhead. However, your experience warns you that the entire area is indubitably well-guarded by sharpshooters expertly trained in remaining unseen.

Employing just about every spying technique available, your apparent undetected intrusion into the building reenforces your confidence. Following a blueprint image and cunning intuition alone, you manage to dodge enemy obstacles and make your way into the unmanned computer control room.

You make a desperate attempt to gather enough information from the main computer to make the mission beneficial to headquarters. But when you discover that the missiles are strategically aimed and programmed to be launched, you realize there is no alternative but to stay and demolish the diabolical scheme. However, before being able to react, you are knocked unconscious . . . . You slowly come to. Dazed and disoriented, you stagger to your feet and focus your sight on the surroundings:

```
YOU ARE IN A SMALL EMPTY ROOM.
```

Upon running *Spymaster*, you will see either a red or a blue screen; if it is red, press the reset button and run the program again until the screen is blue. Then, press the CLEAR key to begin the Adventure.

The upper half of the Hi-Res graphics screen displays your surroundings. The lower half contains the text information. At the bottom of the screen is a hand pointing to 14 empty boxes. Each of these boxes corresponds with an object to be found within the building. As you pick up an object, it will be graphically displayed in the appropriate box.

Travel is executed by typing GO, followed by the first letter of the direction of your choice: N, S, E or W. The Adventure accepts the standard two-word

commands (a verb followed by a noun) and the following verbs may be used to help you obtain your goal:

GET	OPEN
GLUE	PULL
KICK	PUSH
LOOK	THROW
MOVE	USE

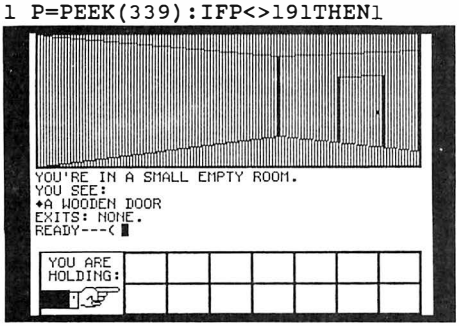
Is it possible to complete the mission and ultimately save the world? Only if you are a true spymaster!

Note: To avoid getting an OM Error, the disk controller must be unplugged during game play.

Scott McCleary is 16 years old and attends high school in Dorchester, Ontario. His favorite hobbies include playing guitar, drawing and tennis. He has had his CoCo for three years and Spymaster *is his first major project in Adventure programming. Questions or comments may be addressed to Scott at 129 Canterbury Drive, Dorchester, Ontario N0L 1G0. Please enclose an SASE when requesting a reply.*

SPYMASTR 32K ECB

```
Ø PMODE3:PCLS2:SCREEN1,1:POKE653
14,248:PCLEAR4:CLEAR294:CLS
1 P=PEEK(339):IFP<>191THEN1
```

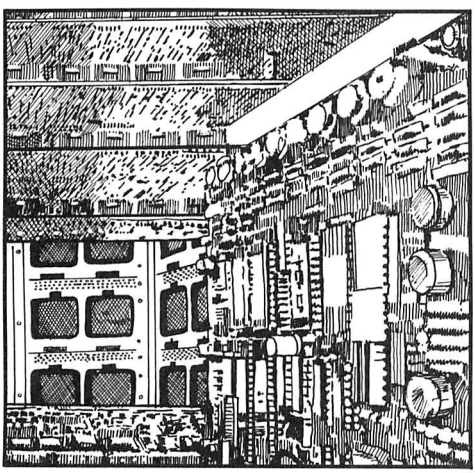



```
2 Z=RND(-TIMER)
3 D$=STRING$(32,"-")
4 CLS:PRINT:PRINT:PRINT:PRINT:PR
INT:PRINTTAB(7)"S P Y M A S T E
R"
5 PRINTTAB(11)"A GRAPHIC":PRINTT
AB(11)"ADVENTURE":PRINT:PRINTTAB
(7)"BY SCOTT MCCLEARY"
6 IF YH=1 THEN 13 ELSE YH=1:PRIN
T:PRINT:PRINT"      DO YOU WANT
TO USE":PRINT"      THE FAST POK
E? (Y/N) ";
7 I$=INKEY$:IFI$=""THEN7
8 IFI$<>"Y"ANDI$<>"N"THEN7
9 PRINTI$
1Ø IFI$="N"THEN PO=1 ELSE PO=2
11 PLAY"T15O4V31EP4":PRINT@384,S
TRING$(32,32)
```

```
12 ON PO GOSUB 539,54Ø
13 DIM C$(59),CU(1,2)
14 DIM LO$(14),OB$(14),OB(14)
15 DIM CG$(2Ø),CG(2Ø)
16 DIM VB$(16),VB(16)
17 DIM RE$(3Ø)
18 DIM CK(2,3)
19 DIM SC(2,3)
2Ø DIM SP(2,3)
21 DIM GL(2,3),PB(2,3)
22 DIM RK(2,3),WA(2,3)
23 FORX=1TO14:READLO$(X),OB$(X),
OB(X):NEXTX
24 FORX=1TO2Ø:READCG$(X),CG(X):N
EXT
25 FORX=1TO16:READVB$(X),VB(X):N
EXT
26 FORX=1TO3Ø:READ RE$(X):NEXT
27 GOSUB399
28 DATAA PAIR OF TENNIS SHOES,SH
OES,12,A SLIP OF PRINTOUT PAPER,
PAPER,99,AN ELECTRONIC WATCH,WAT
CH,99,REMOTELY-ACTIVATED EXPLOSI
VES,EXPLOSIVES,21,A SCUBA SUIT,S
UIT,1,AN UMBRELLA,UMBRELLA,23,A
SMALL GUN,GUN,21,AN AEROSOL SPRA
Y CAN,CAN,15
29 DATAA TUBE OF SOOPER GLUE,GLU
E,1Ø,AN OLD RUSTY WRENCH,WRENCH,
23,A REMOTE CONTROL DEVICE,DEVIC
E,99,A KEY,KEY,99,A ROCK MADE OF
 PEBBLES,ROCK,99,SOME SMALL ROUN
D PEBBLES,PEBBLES,5
3Ø DATAA WOODEN DOOR,22,A LARGE
WHITE SIGN,19,A SIGN FAR OFF TO
THE EAST,18,A LARGE FILING CABIN
ET,11,LOTS OF COMPUTER STUFF,16,
A PLUSH CARPET,11,A SECRET ELEVA
TOR,99,A LARGE DESK,11,A SHATTER
PROOF WINDOW TO THE SOUTH,2,A BL
ACK HELICOPTER,26
31 DATACONTROL BUTTONS,6,A LARGE
 POOL FILLED WITH BLUISH WATER,7
,A HUGE IRON DOOR WITH BUTTONS,8
,A HATCH ON THE POOL WALL,3Ø,A H
UNGRY SHARK PATROLLING THE POOL,
3Ø,A HATCH ON THE HELICOPTER FLO
OR,28,A TINY WINDOW ON THE WALL,
9
32 DATAHUNDREDS OF MISSILES,13,A
 DARK GLASS CABINET,25,A BLACK H
ELICOPTER,27
33 DATALOOK,1,GET,2,24-25-12,3,U
SE,5,GLUE,6,PULL,7,PUSH,7,MOVE,7
,OPEN,8,GO,9,KICK,1Ø,THROW,11,N,
12,S,13,E,14,W,15
34 DATAOOIO,OOII,OOII,OIOI,OIOO,
OIOO,IOOO,OOOO,OOOI,IIOI,OIIO,OO
OI,IOOO,OIIO,IOOI,IIIO,OIII,OOII
,IIOI,OIOO,IOOO,OOOO,OOIO,IOII,I
OOI,OOIO,OOOI,OOOI,OOOO,OOOO
35 PMODE4:PCLS1
36 PMODE4
37 UM$="CØU4E4R1ØF4D4DUL3DUL3DUL
3DUL3DUL3DUL3DBR6BU8DGDGD3BR5U9D
R3DFDFDFDFBL7D6GL2HU
38 SN$="CØH4U6E2R6F3DF5DFD2G2L6H
LHLH5U3F6RFRFR4EBU3BLL3GLG2BU5BR
6BL4BU5BL4R3DFDL3H3RDF2RH2RF2RH2
F2BL3LH2F2RF3R3H3BL4BDG2F2E2
39 NN$="NORTH":EE$="EAST"
4Ø SS$="SOUTH":WW$="WEST"
41 UU$="UP":DD$="DOWN"
42 FI$="T255O1V31BABBGAV28AGAGFV
24FEEGFEV18FEDV1ØEDCDCV5EDCDCDCC
V2CCC"
43 Y$="YOU'RE "
44 COLORØ,1:LINE(7,Ø)-(11,8),PSE
T,BF:GET(Ø,Ø)-(11,8),CU,G
45 COLORØ:DRAW"BM8Ø,7ØE3R4F3R9FD
3LGLHLGLHLGLG2L4H3U4BR4R2FD2GL2H
U2BR7BDR7
46 GET(78,63)-(1Ø2,81),CK,G
47 EP$="CØF2R5E2U11G2L5H2D11U11E
2R5F2H2L2D2U3ER2FHL2GBD7BLLR3LDL
UDRBD2BL2DURBRBDRUDBLBD2L2R3LDLU
48 DRAW"BM2ØØ,7ØLGFEUE2U2L3G1LGF
EUE1R2URULRUL3G2E2R3DU2RD2LDUFE3
UBD13BL13DU3D2UR3UD3UBR3RDBLBDDR
BR3BU2U3R3D3L3
49 GET(188,6Ø)-(212,78),SC,G
5Ø RM$="CØDF5H5UE9F5DG9E9UG9H5E9
F3E4LFBG8G3HE3HG3BE5EBF2G
51 DRAW"BM1ØØ,12ØCØU12R8D12L8U12
R2URUR2DRDULULU2RBR3BD7L5D6R5U2L
3UR3UL3
52 GET(92,1Ø3)-(116,121),SP,G
53 DRAW"BM16Ø,12ØF4H4E7RER2FD2GD
G7E7UEU2EHEFGULBR4BD2D2F2D2GLHU2
E2
54 GET(157,1Ø8)-(181,126),GL,G
55 PE$="ERFDGLHU":FORX=1TO15:XX=
RND(2Ø)+2ØØ:YY=RND(16)+12Ø:DRAW"
BM"+STR$(XX)+","+STR$(YY)+PE$:NE
XT
56 GET(2ØØ,12Ø)-(224,138),PB,G
57 FORX=1TO16:READXX,YY:CO$=STR$
(XX)+","+STR$(YY):DRAW"BM"+CO$+P
E$:NEXTX
58 GET(15,164)-(39,182),RK,G
59 DRAW"BM7Ø,169CØU11E2R19F2D11G
2L19H2BR3BU3R17U8L17D8BR3BU2U4BR
```

```
6RLD2RD2LBR4RLU2RU2L":PSET(79,16
1):PSET(79,163):LINE(74,156)-(89
,15Ø),PSET,BF:LINE(74,172)-(89,1
76),PSET,BF
6Ø GET(7Ø,154)-(94,172),WA,G
61 P1$="T255O4V12E":P$=P1$
63 DU$="I DON'T UNDERSTAND."
64 GT$="T9V31O4C":PD$="."
65 NH$="YOU NOW HAVE THE "
66 L=22
67 PMODE4:GOTO13Ø
68 PMODE4:SCREEN1,1:PMODE3
69 P$=P1$:GOSUB11Ø
7Ø ON L GOSUB 168,33Ø,246,213,16
8,315,34Ø,357,362,376,175,168,36
8,246,381,284,213,246,266,168,16
8,149,168,376,381,315,199,199,16
3,346
71 ON L GOSUB 173,393,239,244,17
3,322,395,394,367,389,198,173,37
5,239,388,3Ø4,244,239,28Ø,173,39
Ø,161,173,391,392,325,2Ø9,211,39
6,353
72 GOSUB87
73 IF A=Ø THEN XX=Ø:YY=999:A$="I
 DON'T KNOW HOW TO '"+VV$+"'.":G
OSUB76:GOTO72
74 ON A GOTO 441,462,468,3Ø4ØØ,4
71,485,488,496,5Ø4,513,517,522,5
22,522,522,61ØØØ
75 XX=Ø:YY=YY+9
76 IFA$=""THENRETURNELSEPMODE4:C
OLORØ
77 IFYY>=154THEN YY=1ØØ:GOSUB412
:COLORØ
78 EE=Ø:AA$=A$
79 FORX=1TOLEN(AA$)
8Ø EE=EE+1:XX=XX+6
81 MM$=MID$(AA$,EE,1)
82 PUT(XX,YY-7)-(XX+11,YY+1),CU,
PSET:PLAYP$
83 DRAW"BM"+STR$(XX)+","+STR$(YY
)+C$(ASC(MM$)-31)
84 NEXTX
85 COLOR1:LINE(XX+6,YY-7)-(XX+11
,YY+1),PSET,BF
86 RETURN
87 XX=XX+1
88 XX=-6:YY=YY+9
89 A$="READY---(":GOSUB76
9Ø II$=""
91 XX=57:HF=Ø:COLORØ:LINE(XX,YY-
7)-(XX+4,YY+1),PSET,BF
92 I$=INKEY$
93 IF I$=""THEN92
94 IFI$=CHR$(21)THEN1Ø2ELSEIFI$=
CHR$(13)THEN99ELSEIFI$=CHR$(8)TH
ENGOSUB1Ø4:GOTO92ELSEIF(I$=CHR$(
3)ORI$=CHR$(9)ORI$=CHR$(1Ø)ORHF>
25 ORI$=CHR$(12)ORI$="^")THEN92
ELSEPUT(XX,YY-7)-(XX+11,YY+1),CU
,PSET:DRAW"CØBM"+STR$(XX)+","+ST
R$(YY)+C$(ASC(I$)-31)
95 II$=II$+I$
96 HF=HF+1
97 PLAY"T55O3V31A"
98 XX=XX+6:GOTO92
99 Z$=II$
1ØØ COLOR1:LINE(XX,YY-7)-(XX+11,
YY+1),PSET,BF
1Ø1 GOTO423
1Ø2 FORT=1TOHF:GOSUB1Ø4:NEXT
1Ø3 GOTO92
1Ø4 IF HF<1 THEN RETURN ELSE HF=
HF-1:II$=LEFT$(II$,HF)
1Ø5 XX=XX-6
1Ø6 COLOR1:LINE(XX,YY-7)-(XX+11,
YY+1),PSET,BF
1Ø7 PLAY"T45O2V3ØA"
1Ø8 COLORØ:LINE(XX,YY-7)-(XX+4,Y
Y+1),PSET,BF
1Ø9 RETURN
11Ø PMODE4
111 FORX=1TO14:IFOB(X)=-1 THEN G
OSUB115
112 NEXTX
113 COLORØ,1
114 RETURN
115 ON X GOSUB 116,117,118,119,1
2Ø,121,122,123,124,125,126,127,1
28,129:RETURN
116 DRAW"BM96,185"+SN$:RETURN
117 DRAW"BM148,154CØR13LD5R6H4F4
D5L19U1Ø":RETURN
118 PUT(228,171)-(252,189),WA,PS
ET:RETURN
119 DRAW"BM236,166"+EP$:RETURN
12Ø PUT(6Ø,171)-(84,189),SC,PSET
:RETURN
121 DRAW"BM2Ø3,16Ø"+UM$:RETURN
122 PMODE4:DRAW"BM63,155CØUR19D2
L4F2DF2L5RH2UH2L3DLRDR4U2L8UL3U"
:PAINT(7Ø,155),Ø,Ø:RETURN
123 PUT(116,171)-(14Ø,189),SP,PS
ET:RETURN
124 PUT(116,15Ø)-(14Ø,168),GL,PS
ET:RETURN
125 DRAW"BM16Ø,186CØH6L4H2U4F3E2
H3R4F3D3F8DG2H2":RETURN
126 DRAW"BM2Ø4,182"+RM$:RETURN
127 PUT(88,15Ø)-(112,168),CK,PSE
T:RETURN
```

```
128 PUT(172,171)-(196,189),RK,PS
ET
129 PUT(172,15Ø)-(196,168),PB,PS
ET:RETURN
13Ø CLS:PMODE3:PCLS4:COLOR1
131 GOSUB137:PMODE3:COLOR1:LINE(
2,148)-(255,191),PSET,B:LINE(Ø,Ø
)-(255,9Ø),PSET,B:LINE(Ø,1)-(255
,91),PSET,B
132 FORX=58TO25ØSTEP28
133 LINE(X,149)-(X+28,169),PSET,
B
134 LINE(X,17Ø)-(X+28,19Ø),PSET,
B
135 NEXTX
136 GOTO144
137 PMODE4,1:COLORØ:P$=""
138 XX=3:YY=158:A$="YOU ARE"
139 GOSUB78
14Ø COLORØ
141 XX=3:YY=YY+9:A$="HOLDING:"
142 GOSUB78
143 RETURN
144 PMODE4:COLORØ
```



```
145 LINE(4,174)-(22,186),PRESET,
BF
146 DRAW"BM22,175CØR6D11L6R6U11R
2E3R5F3D7L2H2U2LG2BE6BU2R14FDGL1
2R4FDGL4R2FDGL6GDFR4EHBD2L2GL6HL
2
147 DRAW"BM25,178D
148 GOTO68
149 GOSUB412:PMODE3:CL=3:GOSUB41
4
15Ø PMODE3,1
151 COLOR1:LINE(6,2)-(16Ø,16),PS
ET
152 LINE-(252,12),PSET
153 LINE(16Ø,16)-(16Ø,7Ø),PSET:L
INE-(4,9Ø),PSET
154 LINE(16Ø,7Ø)-(252,8Ø),PSET
155 PAINT(16Ø,88),2,1
156 LINE(2ØØ,74)-(2ØØ,3Ø),PSET
157 LINE-(23Ø,29),PSET
158 LINE-(23Ø,77),PSET
159 LINE(226,53)-(226,55),PSET
16Ø IFDK=1THENGOSUB516:PAINT(216
,7Ø),2,1:RETURN ELSE RETURN
161 A$=Y$+"IN A SMALL EMPTY ROOM
."
162 GOTO397
163 PMODE4:SCREEN1,1
164 GOSUB412:CL=2:GOSUB414
165 PMODE3,1:DRAW"S4BM114,24C1R1
6U6R2ØU3D4L2ØU2L1ØG6E6R6U4DL18R3
6":PAINT(118,22),1,1
166 COLOR3:LINE(2,66)-(252,89),P
SET,BF:DRAW"BM2,66C3U3ØF2ØE1ØF2Ø
":PAINT(4,6Ø),3,3:COLOR1:LINE(1Ø
Ø,72)-(156,42),PSET,BF:LINE(9Ø,5
2)-(166,72),PSET,BF
167 RETURN
168 GOSUB412
169 PMODE3
17Ø CL=2:GOSUB414
171 COLOR1:LINE(22,2)-(52,12),PS
ET:LINE-(2Ø2,12),PSET:LINE-(232,
2),PSET:LINE(2Ø2,12)-(2Ø2,76),PS
ET:LINE-(52,76),PSET:LINE-(32,89
),PSET:LINE(52,76)-(52,12),PSET:
LINE(2Ø2,76)-(222,89),PSET:PAINT
(12Ø,8Ø),3,1
172 RETURN
173 A$=Y$+"IN A WIDE, EMPTY CLOS
ET."
174 GOTO397
175 GOSUB412
176 PMODE3
177 CL=3:GOSUB414
178 COLOR1:LINE(2Ø,2)-(4Ø,12),PS
ET:LINE-(2ØØ,12),PSET:LINE-(2ØØ,
78),PSET:LINE-(4Ø,78),PSET:LINE-
(16,9Ø),PSET:LINE-(4Ø,78),PSET:L
INE-(4Ø,12),PSET:LINE-(2ØØ,12),P
SET:LINE-(2ØØ,22),PSET:LINE-(254
,22),PSET:LINE-(254,72),PSET:LIN
E-(2ØØ,72),PSET
179 PAINT(1ØØ,2),4,1
18Ø PAINT(1ØØ,88),2,1
181 LINE(3Ø,7)-(254,7),PSET:LINE
(2ØØ,12)-(254,12),PSET:DRAW"BM25
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```
4,12C1D3L54D3R54D2L54
182 X1=46:X2=28
183 FORX=1TO9
184 X1=X1+18:X2=X2+22
185 LINE(X2,2)-(X1,12),PSET:NEXT
186 LINE(2ØØ,16)-(21Ø,11),PSET
187 LINE(2Ø6,22)-(252,2),PSET
188 LINE(22Ø,22)-(256,1Ø),PSET
189 LINE(234,22)-(252,16),PSET
19Ø DRAW"BM86,84C1U24L2U2R6ØD2L2
D24L2U1ØL52D1ØU1ØR6D7BR4ØU7
191 PAINT(9Ø,6Ø),1,1
192 DRAW"BM1Ø6,55H2U6E2R16F2D6G2
L16R4BU5UBR8DBD5D6L8U6D6L6D22BR2
ØU22L4D2ØU2ØL12D2Ø
193 PAINT(11Ø,52),2,1
194 COLOR4:LINE(16Ø,25)-(186,8Ø)
,PSET,BF
195 FORY=26TO7ØSTEP11
196 LINE(164,Y)-(184,Y+9),PRESET
,B:LINE(172,Y+2)-(176,Y+3),PRESE
T,BF:NEXT
197 RETURN
198 A$=Y$+"IN A LARGE MODERN OFF
ICE.":GOTO397
199 PMODE4:SCREEN1,1
2ØØ GOSUB412
2Ø1 PMODE3
2Ø2 CL=2:GOSUB414
2Ø3 COLOR4
2Ø4 LINE(2,8Ø)-(62,5Ø),PSET:LINE
-(192,5Ø),PSET:LINE-(252,8Ø),PSE
T:DRAW"BM252,8ØC4D9L25ØU9
2Ø5 PAINT(12Ø,6Ø),4,4
2Ø6 DRAW"BM8Ø,6ØC1"
2Ø7 H$="H4F4R66UL66H4F4R18U8R2D8
U8L2R3ØD8R2U8D8L2U8R14E1ØR5ØE16L
1ØG1ØL46H8L4ØGLGLGLGLGLGLGLGLG
LGLGLGLGLR28U14D14L28D1ØR2ØBR2ØB
U2ØU1ØR2D1ØR2U1ØL2U4DL7ØR14Ø":DR
AWH$
2Ø8 PAINT(12Ø,4Ø),1,1:RETURN
2Ø9 A$=Y$+"ATOP THE ROOF."
21Ø GOTO397
211 A$=Y$+"IN THE HELICOPTER."
212 GOTO397
213 GOSUB412
214 PMODE3
215 CL=2:GOSUB414
216 COLOR1
217 LINE(4Ø,Ø)-(6Ø,1Ø),PSET
218 LINE-(6Ø,79),PSET
219 LINE-(4Ø,89),PSET
22Ø LINE(214,Ø)-(194,1Ø),PSET
221 LINE-(194,79),PSET
222 LINE-(214,89),PSET
223 LINE(6Ø,21)-(194,21),PSET
224 LINE(6Ø,68)-(194,68),PSET
225 PAINT(12Ø,8Ø),3,1
226 PAINT(12Ø,1Ø),4,1
227 LINE(4Ø,Ø)-(8Ø,2Ø),PSET
228 LINE(214,Ø)-(174,2Ø),PSET
229 AB=83:PMODE4:COLORØ
23Ø FOR X=63 TO 2Ø4 STEP 26
231 AB=AB+13
232 LINE(X,Ø)-(AB,2Ø),PSET:LINE(
X-1,Ø)-(AB-1,2Ø),PSET
233 NEXT
234 LINE(6Ø,18)-(66,2Ø),PSET
235 LINE(194,18)-(188,2Ø),PSET
236 LINE(58,9)-(196,9),PSET
237 LINE(6Ø,17)-(194,17),PSET
238 RETURN
239 A$=Y$+"IN A HALLWAY."
24Ø XX=-6:YY=1ØØ:GOSUB76
241 GOSUB434
242 GOSUB415
243 RETURN
244 A$=Y$+"AT THE END OF A HALLW
AY."
245 GOTO397
246 GOSUB412:PMODE3
247 CL=2:GOSUB414
248 COLOR1
249 LINE(32,2)-(82,27),PSET
25Ø LINE-(82,64),PSET:LINE-(32,8
9),PSET
251 LINE(222,2)-(172,27),PSET:LI
NE-(172,64),PSET:LINE-(222,89),P
SET
252 LINE(82,32)-(172,32),PSET:LI
NE(82,58)-(172,58),PSET
253 PAINT(12Ø,2Ø),4,1
254 PAINT(12Ø,6Ø),3,1:IFL<>18 TH
EN 259
255 PMODE3:COLOR4:LINE(114,37)-(
142,51),PSET,BF
256 PMODE4:COLORØ
257 V$="RLD2R2U2D2R2U2RLD2R2U2RL
D2R4U2LR2LD2R3U2RDLDR3U2RD2R2U2R
LD2R4ULUR":DRAW"BM117,38"+V$:DRA
W"BM121,42"+LEFT$(V$,41)+"D2"
258 DRAW"BM125,47R6UF2G2UL6U2DR7
259 PMODE4:COLORØ:GG=92
26Ø FORTT=5ØTO2Ø6STEP22
261 GG=GG+8
262 LINE(TT,Ø)-(GG,32),PSET:LINE
(TT+1,Ø)-(GG,32),PSET
263 NEXT
264 LINE(46,8)-(21Ø,8),PSET:LINE
(6Ø,16)-(196,16),PSET:LINE(72,22
)-(184,22),PSET:LINE(82,27)-(174
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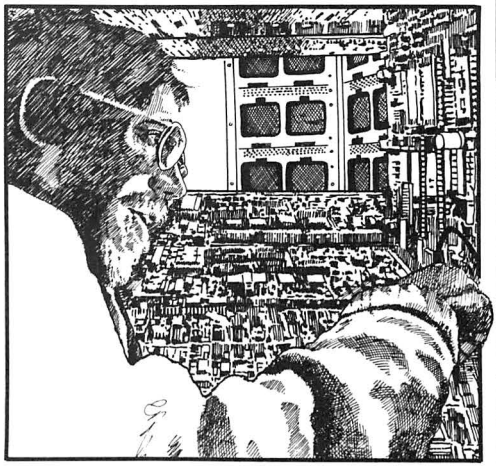
,27),PSET:LINE(84,3Ø)-(172,3Ø),P
SET:LINE(82,27)-(9Ø,31),PSET:LIN
E(174,27)-(166,31),PSET
265 RETURN
266 PMODE3:P$=""
267 GOSUB213
268 PMODE3:COLOR4
269 LINE(88,27)-(168,59),PSET,BF
27Ø PMODE4:COLORØ:A$="ELECTRONIC
S"
271 XX=9Ø:YY=35:GOSUB76
272 A$="SECTION"
273 XX=1Ø2:YY=45:GOSUB76
274 PMODE4:DRAW"BM118,51CØR14U3R
FRFRFRFRFRLGLGLGLGLGLU3L14U3"
275 PAINT(123,53),Ø,Ø
276 PMODE3:COLOR1
277 PSET(9Ø,28):PSET(166,28)
278 PSET(9Ø,58):PSET(166,58)
279 P$=P1$:RETURN
28Ø XX=-6:YY=1ØØ:A$=Y$+"AT AN IN
TERSECTION OF HALLWAYS.":GOSUB76
281 GOSUB434:GOSUB415
282 RETURN
283 GOTO283
284 GOSUB412
285 PMODE3
286 CL=4:GOSUB414
287 CP$="C1U4R2U2L2U11RFRFHLHLR1
6RFRFRFRD11L16HLHLHLRFRFRFU11R16
BD11BD2BL2L14DHLHLHLFRFRFRFRFRFR
16HLHLHLHLL2UDL12DHLHLHLD4RFRFRF
RFRFR3U3D3R16U3
288 SC$="CØU5ER7FD5GL7H
289 COLOR1:LINE(16,47)-(42,6Ø),P
SET:LINE-(254,52),PSET:LINE-(23Ø
,4Ø),PSET:LINE-(16,47),PSET
29Ø B=5Ø
291 FORX=3ØTO22ØSTEP3Ø:B=B-1
292 AA$=STR$(X):BB$=STR$(B)
293 DRAW"BM"+AA$+","+BB$+CP$
294 PMODE4:DRAW"BM"+STR$(X+1Ø)+"
,"+STR$(B-6)+SC$
295 PAINT(X+14,B-9),Ø,Ø:PMODE3
296 NEXT
297 PAINT(2,2),2,1
298 PAINT(128,54),3,1
299 COLOR1
3ØØ LINE(16,47)-(16,7Ø),PSET
3Ø1 LINE-(42,83),PSET:LINE-(42,6
Ø),PSET:LINE-(42,83),PSET:LINE-(
254,76),PSET:LINE-(254,52),PSET
3Ø2 PAINT(12Ø,75),3,1:PAINT(32,7
5),3,1
3Ø3 RETURN
3Ø4 XX=-6:YY=1ØØ:A$=Y$+"IN THE C
OMPUTER ROOM.":GOSUB76
3Ø5 GOSUB434:GOSUB415
3Ø6 RETURN
3Ø7 GOTO3Ø7
3Ø8 GOSUB412
3Ø9 C=2:GOSUB414
31Ø RETURN
311 A$=Y$+"SOMEWHERE IN THE BUIL
DING":XX=-6:YY=1ØØ:GOSUB76
312 GOSUB434
313 GOSUB415
314 RETURN
315 REM
316 GOSUB412:SCREEN1,1
317 PMODE3:COLOR2:LINE(2,2)-(252
,89),PSET,BF
318 COLOR1
319 LINE(1Ø,2)-(4Ø,17),PSET:LINE
-(214,17),PSET:LINE-(244,2),PSET
:LINE(4Ø,17)-(4Ø,9Ø),PSET:LINE(2
14,17)-(214,9Ø),PSET
32Ø DRAW"BM54,9ØC1U54R12ØD54U54B
R1ØBD54U44R2ØD44U2L2ØU6R2ØU6L2ØU
6R2ØU6L2ØU6R2ØU6L2ØR2ØBU6L1ØD44
321 PAINT(8Ø,6Ø),3,1:RETURN
322 A$=Y$+"IN A TINY SECRET ELEV
ATOR.":GOTO397
323 PMODE3,1:COLOR2,1:FORX=56TO1
16STEP2
324 LINE(X,37)-(X,89),PSET:LINE(
228-X,37)-(228-X,89),PSET:NEXT
325 LINE(114,37)-(114,89),PRESET
:RETURN
326 RETURN
327 PMODE3,1:COLOR3,1:FORX=116TO
56STEP-2
328 LINE(X,37)-(X,89),PSET:LINE(
228-X,37)-(228-X,89),PSET:NEXT
329 RETURN
33Ø GOSUB412:CL=4:GOSUB414
331 GOSUB171
332 LINE-(222,24),PSET:LINE-(244
,19),PSET:LINE-(244,89),PSET
333 LINE(32,89)-(32,24),PSET:LIN
E-(1Ø,19),PSET:LINE-(1Ø,89),PSET
334 LINE(1Ø,76)-(32,76),PSET:PAI
NT(12,77),3,1:LINE(222,76)-(244,
76),PSET:PAINT(224,77),3,1
335 LINE(72,22)-(182,66),PSET,B
336 COLOR2
337 LINE(74,32)-(92,23),PSET:LIN
E(74,4Ø)-(1Ø8,23),PSET:LINE(74,4
1)-(11Ø,23),PSET:LINE(74,6Ø)-(14
8,23),PSET:LINE(116,65)-(18Ø,33)
,PSET:LINE(122,65)-(18Ø,36),PSET
:LINE(162,65)-(18Ø,56),PSET
```

```
338 IFRE$(2)="OIII"THENPMODE4:DR
AW"BM113,32S5CØF4UEUEUDFDFDFE6D2
GD2GD2GD2GR2FR2FR2FL8FDFDFDFDFDF
H6D2LD2LD2U2LU2LU2G8EUEUEUEUEUEU
EUL2HL2HL2HERRERRERRERRHUHUHUHUH
UHS4":PAINT(126,44),Ø,Ø
339 RETURN
34Ø GOSUB412:CL=4:GOSUB414
341 PMODE3:COLOR1
342 LINE(2Ø,2)-(4Ø,12),PSET:LINE
-(4Ø,49),PSET:LINE-(Ø,89),PSET:L
INE(234,2)-(214,12),PSET:LINE-(2
14,49),PSET:LINE-(254,89),PSET:L
INE(4Ø,12)-(214,49),PSET,B
343 LINE(48,56)-(2Ø6,56),PSET:LI
NE-(228,82),PSET:LINE-(26,82),PS
ET:LINE-(48,56),PSET:LINE(48,56)
-(48,82),PSET:LINE(2Ø6,56)-(2Ø6,
82),PSET
344 COLOR2:LINE(5Ø,63)-(2Ø4,81),
PSET,BF:COLOR1:LINE(46,66)-(36,8
1),PSET:PAINT(4Ø,8Ø),2,1:LINE(2Ø
8,66)-(218,81),PSET:PAINT(214,8Ø
),2,1:COLOR2:LINE(46,66)-(36,81)
,PSET:LINE(2Ø8,66)-(218,81),PSET
345 RETURN
346 GOSUB168
347 PAINT(12Ø,8Ø),2,1
348 SH$="C4E1ØD9R1ØDR1ØDR1ØDR1ØE
5E3R2L2D4L2U2D2D4L2D2R2D6U2R2D4R
2L2H5L4DL1ØDL8DL4DL1ØDL1ØD12H12L
1ØUL8UL6UER2ER2ER2U2L1ØHL2HL2H2E
2R4Ø
349 DRAW"BM11Ø,4Ø"+SH$:PAINT(11Ø
,45),4,4
35Ø PMODE4:COLORØ
351 DRAW"BM84,41RDL
352 RETURN
353 A$=Y$+"IN A LARGE INDOOR POO
L.":XX=-6:YY=1ØØ:GOSUB76
354 GOSUB434:GOSUB415
355 IFSP=ØTHENA$="THE SHARK GOBB
LES YOU UP!":GOSUB75:GOTO538
356 A$="THE SHARK REPELLANT PROT
ECTS YOU!":GOSUB75:GOTO72
357 GOSUB412
358 CL=3:GOSUB414:GOSUB171:COLOR
2:LINE(1ØØ,26)-(156,76),PSET,BF
359 DRAW"BM1ØØ,76C1U5ØR56D5ØL56R
56U18BL6U12L16D12R16BL4BU4U4BUBL
2L4BDBL2D4BR2BDR4L2BU2U2
36Ø DRAW"BM22Ø,3ØR4ER4ER4ER4ER4D
32L4HL4HL4HL4HL4U24BR2ØBD11D2
361 RETURN
362 PMODE4:SCREEN1,1:GOSUB412:CL
=4:GOSUB414
```



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363 GOSUB171:P$=""
364 DRAW"BM114,4ØC1R2ØD1ØL2ØU1ØB
R6BD4R8DL8DR8
365 A$="SECURITY CHECK":XX=78:YY
=37:GOSUB76:A$="PRESS I.D. HERE"
:XX=76:YY=6Ø:GOSUB76
366 P$=P1$:RETURN
367 A$=Y$+"AT THE SECURITY CHECK
POINT.":GOTO397
368 GOSUB412:PMODE3:CL=2:GOSUB41
4
369 COLOR4:FORX=2TO248STEP28:LIN
E(X,8Ø)-(X+24,89),PSET,BF:NEXT:M
N$="C1S8LRU6E2UE4F4DF2D6L2GL6HLB
R2BU5UEUEUS4"
37Ø FORX=2TO248STEP28
371 DRAW"BM"+STR$(X)+",8Ø"+MN$:P
AINT(X+6,76),3,1:NEXT
372 FORX=16TO228STEP28:DRAW"BM"+
STR$(X)+",55"+MN$:PAINT(X+6,54),
3,1:PAINT(X+1Ø,62),4,1:NEXT
373 FORX=3ØTO2Ø8STEP28:DRAW"BM"+
STR$(X)+",29"+MN$:PAINT(X+6,26),
3,1:PAINT(X+1Ø,36),4,1:NEXT
374 RETURN
375 A$=Y$+"IN THE MISSILE LAUNCH
 BUILDING!":GOTO397
376 PMODE4:SCREEN1,1:GOSUB412:PM
ODE3:CL=4:GOSUB414
377 GOSUB171
378 LINE(6Ø,3Ø)-(9Ø,5Ø),PSET,B:P
N$="BD2DBD2DBD2DBD2DBD2DBR4U14R1
6D14L16":DRAW"BM64,32C1"+PN$
379 DRAW"BM96,76C1U5ØR64D5ØL64R3
2U5ØBR8BD4R16D42L16U42D22BL4U2BL
8D2BL4U22D42L16U42R16
```

```
38Ø RETURN
381 GOSUB412:CL=2:GOSUB414
382 GOSUB171:GOSUB379
383 PAINT(128,5),4,1
384 COLOR4:LINE(166,3Ø)-(196,5Ø)
,PSET,BF:DRAW"BM17Ø,32C1"+PN$:RE
TURN
385 RETURN
386 GOSUB381:PAINT(128,87),2,1:R
ETURN
387 GOSUB376:PAINT(128,87),4,1:R
ETURN
388 A$=Y$+"IN THE SOUTH SCIENCE
LAB.":GOTO397
389 A$=Y$+"IN THE NORTH SCIENCE
LAB.":GOTO397
39Ø A$=Y$+"IN A WEAPONS STORAGE
ROOM.":GOTO397
391 A$=Y$+"IN THE WEST ELECTRONI
CS ROOM.":GOTO397
392 A$=Y$+"IN THE EAST ELECTRONI
CS ROOM.":GOTO397
393 A$=Y$+"IN A WHITE SQUARE ROO
M.":GOTO397
394 A$=Y$+"IN A SQUARE, VACCUUM-
DRY ROOM.":GOTO397
395 A$=Y$+"IN AN INDOOR POOL ARE
A.":GOTO397
396 A$=Y$+"OVER THE BASE IN A HE
LICOPTER":GOTO397
397 XX=-6:YY=1ØØ:GOSUB76
398 GOSUB434:GOSUB415:RETURN
399 REM LETTERS
4ØØ READ CH$:IF CH$="XX"THEN 4Ø3
4Ø1 QQ=QQ+1:C$(QQ)=CH$
4Ø2 GOTO4ØØ
4Ø3 REM
4Ø4 DATA,BRRLBU2U4RD4,BU4U2BR3D2
,BRU6BR2D6U2RL4BU2R4,BUR4U2L4U2R
4L2UD6,UE4UBL4DBD5BR4U,BUR4L4U2R
4L4U2R4LUD6,BR2BU4U2,BR3H2U2E2,B
R2E2U2H2,BR2BUU4D2L2R4LUL2D2R2,B
R2U6D3L2R4,BUBR2URDLRDG,BU3BRR3,
BR2URDL,UE4U
4Ø5 DATABUU4BER2BFD4BGL2BU2E3,BR
R2LU6DL,R4L4UE4UL3G,UDR3BEUHEUHL
3DUR3FDGL2,BR4U6D3L4U3,R3BEUHL2H
U2R4,BUU4ER2L2GD4FR2EUHL2,UE4UL4
D,BUUEHUER2FDGFDGL2HBU2BR2R,R3EU
4HL2GDFR3
4Ø6 DATABR2BUURDULBU2URD,BRBUEBU
2U,BR4LH3E3R,BU2R4BU2L4,RE3H3L,B
R2UBU2URU2L3D,R4L4U6R4D4LU
4Ø7 DATAU4E2F2D4U2L4,U6R3FDGL2R2
FDGL2,BUU4ER2FHL2GD4FR2E,RU6LR3F
D4GL3,R4L4U6R4L4D2R2,U6R4L4D2R2,
BUU4ER2FHL2GD4FR3U3L,U6D2R4U2D6,
BRR2LU6LR2,BUUDBDBRR2BEU5L,U6D3R
2E2UDG2F2D,U6D6R4
4Ø8 DATAU6F2E2D6,U6F4U4D6,BUU4ER
2FD4GL2H,U6R3FDGL3,BUU4ER2FD4GL2
HFR3H2F3,U6R3FDGL3R2F2D,UDR3EUHL
2HUER3D,BR2U6L2R4,BUU5BR4D5GL2,B
R2E2U4BL4D4F2,U6D6E2F2U6,UE4UBL4
DF4D,BR2U3H2UBR4DG2,R4L4UE4UL4
4Ø9 DATA XX
41Ø RETURN
411 FORX=1TO14:PRINTX;;;OB$(X):N
EXT
412 PMODE3,1:COLOR4
413 FORY=94TO146STEP9:LINE(Ø,Y)-
(254,Y+7),PSET,BF:NEXT:PMODE4:RE
TURN
414 PMODE3,1:COLORCL:LINE(2,2)-(
252,89),PSET,BF:RETURN
415 TT=Ø:EX$="EXITS: ":RE$=RE$(L
)
416 IF MID$(RE$,1,1)="I" THEN EX
$=EX$+" *NORTH":TT=TT+1
417 IF MID$(RE$,2,1)="I" THEN EX
$=EX$+" *SOUTH":TT=TT+1
418 IF MID$(RE$,3,1)="I" THEN EX
$=EX$+" *EAST":TT=TT+1
419 IF MID$(RE$,4,1)="I" THEN EX
$=EX$+" *WEST":TT=TT+1
42Ø IF RE$(L)="OOOO" THEN EX$=EX
$+"NONE."
421 XX=-6:YY=YY+9:A$=EX$
422 GOSUB76:RETURN
423 REM
424 Z$=Z$+"  ":XX$=Z$
425 A=Ø:B=Ø:VV$="":BB$=""
426 FORX=1TOLEN(Z$)
427 IFMID$(XX$,X,1)=" " THENVV$=
LEFT$(XX$,X-1):BB$=MID$(XX$,X+1,
LEN(XX$)):GOTO428 ELSE NEXT:GOTO
431
428 BB$=LEFT$(BB$,LEN(BB$)-1)
429 IFBB$=""THEN431
43Ø BB$=LEFT$(BB$,LEN(BB$)-1)
431 FORXX=1TO16:IF VV$=VB$(XX) T
HEN A=VB(XX):RETURN ELSE NEXT
432 RETURN
433 Z$="XXX":RETURN
434 ST=Ø
435 XX=-6:YY=YY+9:A$="YOU SEE:":
GOSUB76
436 FOR Q=1TO2Ø:IF CG(Q)=L THEN
A$="*"+CG$(Q):XX=-6:YY=YY+9:GOSU
B76:ST=1:NEXT ELSE NEXT
437 FOR Q=1TO14:IF OB(Q)=L THEN
A$="*"+LO$(Q):XX=-6:YY=YY+9:GOSU
```

```
B76:ST=1:NEXT ELSE NEXT
438 IF ST=Ø THEN A$="NOTHING.":X
X=48:YY=1Ø9:GOSUB76
439 RETURN
44Ø DATA 2Ø,17Ø,24,166,28,166,32
,17Ø,32,174,28,178,24,178,2Ø,174
,24,17Ø,28,17Ø,24,174,28,174,22,
168,3Ø,168,22,176,3Ø,176
441 '
442 J=Ø:IF BB$=""THEN46Ø
443 GOSUB541:GOSUB544:IF Q>Ø AND
(OB(Q)<>-1 AND OB(Q)<>L)THEN461
ELSEIFQ>Ø AND(OB(Q)=-1 OR OB(Q)=
L)THEN ON Q GOSUB 444,445,446,44
7,448,449,45Ø,451,452,453,454,45
5,456:A$=M$:GOSUB75:GOTO72 ELSE
458
444 M$="THEY'RE MADE OF 'NO-SLIP
' RUBBER":RETURN
445 GOSUB459:RETURN
446 M$="IT IS WAFER-THIN AND HAS
 NO BUTTONS.":RETURN
447 M$="THEY ARE FOR USE WITH RE
MOTE-CONTROL.":RETURN
448 M$="IT IS A BLACK SUIT WITH
OXYGEN TANKS.":RETURN
449 M$="IT IS STURDY AND WATERPR
OOF.":RETURN
45Ø M$="IT IS A SMALL AUTOMATIC
PISTOL.":RETURN
451 A$="IT HAS A LABEL. THE WORD
 'REPELLANT'":GOSUB75:M$="IS ALL
 THAT IS READABLE.":RETURN
452 M$="IT IS STRONG AND PERMANE
NT.":RETURN
453 M$="IT IS STRONG AND STURDY.
":RETURN
454 M$="THERE IS A BIG RED BUTTO
N ON IT.":RETURN
455 M$="IT IS DESIGNED TO FIT SE
VERAL LOCKS.":RETURN
456 M$="IT IS MADE OF SMALL PEBB
LES.":RETURN
457 M$="THEY ARE SMALL AND ROUND
.":RETURN
458 A$="I SEE NOTHING OF INTERES
T.":GOSUB75:GOTO72
459 YY=999:A$="IT HAS A SECRET C
ODE ON IT:":GOSUB75:A$="  CHRIST
MAS EVE,FIVE SQUARED,":GOSUB75:M
$="  UNLUCKY MINUS ONE":RETURN
46Ø GOSUB412:GOTO71
461 A$="I DO NOT SEE A "+BB$+"."
:GOSUB75:GOTO72
462 '
463 GOSUB541
464 IF OB(Q)=L THEN OB(Q)=-1:GOS
UB11Ø:PLAYGT$:A$=LO$(Q)+" TAKEN.
":GOSUB75:GOTO72
465 GOSUB544
466 IF CG(J)=L THEN A$="SORRY, B
UT YOU CAN'T TAKE THAT.":GOSUB75
:GOTO72
467 A$="I DON'T SEE A "+BB$+".":
GOSUB75:GOTO72
468 IFL<>8 THEN537
469 A$="THE DOOR SWINGS OPEN TO
THE SOUTH!":GOSUB75:RE$(8)="OIOO
":GOTO72
47Ø GOTO537
471 '
472 IF(BB$="COMPUTER"ORBB$="COMP
UTERS")ANDL=16 THENYY=999:A$="YO
U TAP SOME KEYS AND, SUDDENLY, A
":GOSUB75:A$="PRINTER SPURTS OUT
 A PIECE OF PAPER!":GOSUB75:OB(2
)=16:GOTO72
473 IFBB$="WATCH"ANDL=9 THENA$="
A WALL OPENS TO THE NORTH.":GOSU
B75:RE$(9)="IOIO":GOTO72
474 IFBB$="HATCH"ANDL=28 THENA$=
"THE HATCH OPENS...":IFOB(6)=-1
THENA$="THE UMBRELLA BREAKS YOUR
 FALL!":GOSUB75:L=3Ø:GOTO68 ELSE
IFBB$="HATCH"ANDL=28 THENA$="YOU
 FALL TO YOUR DEATH!":GOTO538
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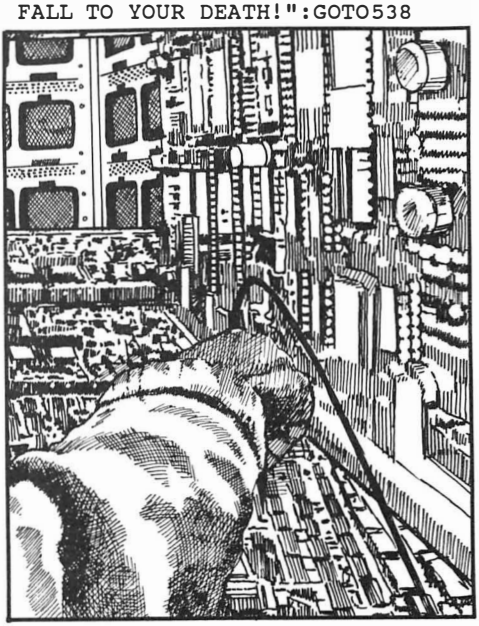

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475 IFBB$="CAN"ANDOB(8)=-1 ANDOB
(5)=-1 THENA$="THE SCUBASUIT IS
NOW PROTECTED AGAINST ?":GOSUB75
:SP=1:GOTO72
476 IFBB$="WRENCH"ANDOB(1Ø)=-1 A
NDL=3Ø ANDHU=Ø THENA$="THE HATCH
 UNBOLTS EASILY.":HU=1:GOTO72
477 IFBB$="GUN"THEN479
478 GOTO537
479 GOSUB539
48Ø PLAYFI$
481 IFPO=2 THEN GOSUB54Ø
482 IFL=25 THENA$="THE GLASS CAB
INET SHATTERS.":GOSUB75:A$="A RE
MOTE CONTROL DEVICE IS INSIDE.":
GOSUB75:OB(11)=25:GOTO72
483 A$="YOU JUST SHOT A HOLE IN
THE CEILING.":GOSUB75:GOTO72
484 GOTO484
485 '
486 IFBB$="PEBBLES"ANDOB(13)<>-1
 THENA$="THE PEBBLES FORM ONE LA
RGE ROCK":GOSUB75:OB(14)=-1:GOTO
72
487 GOTO537
488 '
489 IFBB$="CARPET"ANDL=11 ANDOB(
11)=99 THENA$="A KEY IS HIDDEN U
NDER THE CARPET.":GOSUB75:OB(12)
=11:GOTO72 ELSEIFBB$="CARPET"AND
L<>11THENA$="I SEE NO CARPET.":G
OSUB75:GOTO72
49Ø IFBB$="CABINET"ANDL=11THENA$
="AN ELEVATOR IS REVEALED TO THE
 NORTH!":GOSUB75:RE$(11)="IIOO":
CG(7)=11:GOTO72
491 IFBB$="LEVER"ANDL=28ANDOB(11
)=-1 AND OB(4)=13 THENA$="THE HE
LICOPTER LIFTS AND TAKES OFF.":G
OSUB75:L=29:GOTO68 ELSEIFBB$="LE
VER"ANDL=28 THENA$="YOU DID NOT
 DESTROY THE BASE!":GOSUB75:A$="T
HE MISSION FAILS!":GOSUB75:EXEC4
4539:END
492 IF(BB$="BUTTONS"ORBB$="BUTTO
N")ANDL=6THENGOSUB323:A$="THE EL
EVATOR RISES.":GOSUB75:GOSUB327:
L=26:GOTO72 ELSEIF(BB$="BUTTONS"
ORBB$="BUTTON")ANDL=26 THENGOSUB
323:A$="THE ELEVATOR DROPS.":GOS
UB75:GOSUB327:L=6:GOTO72
493 IFBB$="BUTTONS"ANDL=8 THENA$
="ENTER THE COMBINATION (XX-YY-Z
Z)":GOSUB75:GOTO72
494 IFBB$="BUTTON"ANDL=29 ANDOB(
11)=-1 THENYY=999:A$="THE BASE E
XPLODES BELOW YOU! THE":GOSUB75:
A$="MISSION IS A SUCCESS! CONGRA
TULATIONS!!":GOSUB75:PMODE3:GOTO
547
495 GOTO537
496 '
497 IFBB$="DOOR"ANDDK=Ø THENA$="
THE DOOR IS LOCKED FROM THE OUTS
IDE.":GOSUB75:GOTO72
498 IFBB$="DOOR"ANDDK=1 THENA$="
IT'S ALREADY OPEN.":GOSUB75:GOTO
72
499 IFBB$="DESK"ANDOB(12)=-1 THE
NA$="THE DRAWER IS OPEN.":OB(3)=
11:GOSUB75:A$="INSIDE THERE IS A
 DIGITAL WATCH.":GOSUB75:GOTO72
ELSEIFBB$="DESK"THENA$="IT'S LOC
KED AND NEEDS A KEY.":GOSUB75:GO
TO72
5ØØ IFBB$="HATCH"ANDHU=Ø AND L=3
Ø THENA$="THE HATCH IS TIGHTLY B
OLTED.":GOSUB75:GOTO72 ELSEIFBB$
="HATCH"ANDL=3Ø AND HO=Ø THENA$=
"THE HATCH OPENS EASILY.":GOSUB7
5:HO=1:GOTO72
5Ø1 IFBB$="HATCH"ANDL=28THENA$="
THE HATCH OPENS BENEATH YOUR FEE
T.":GOSUB75:IFOB(6)=-1THENL=29:A
$="THE UMBRELLA BREAKS YOUR FALL
 AND YOU":GOSUB75:A$="FLOAT TO T
HE GROUND.":GOSUB75:GOTO72 ELSE
5Ø3
5Ø2 GOTO537
5Ø3 A$="YOU FALL TO YOUR DEATH!"
:GOSUB75:GOTO538
5Ø4 '
5Ø5 IFL=7 ANDBB$="POOL"THEN51Ø
5Ø6 IFBB$="HATCH"ANDL=8 THENL=3Ø
:GOTO68 ELSEIFBB$="HATCH" ANDL=3
Ø ANDHO=1 THENL=8:GOTO68
5Ø7 IFBB$="SURFACE" ANDL=3Ø THEN
L=12:GOTO68
5Ø8 IFBB$="HELICOPTER"ANDL=27 TH
ENL=28:GOTO68
5Ø9 GOTO512
51Ø IFOB(5)<>-1THENA$="YOU CAN'T
.. YOU'RE NOT DRESSED PROPERLY."
:GOSUB75:GOTO72
511 L=3Ø:GOTO68
512 GOTO537
513 '
514 IFL=22 ANDBB$="DOOR" ANDDK=Ø
 THENDK=1:A$="THE DOOR IS OPEN T
O THE NORTH.":GOSUB516:COLOR1:PA
INT(216,7Ø),2,1:GOSUB75:RE$(22)=
"IOOO":CG$(1)="A BROKEN DOOR":GO
```
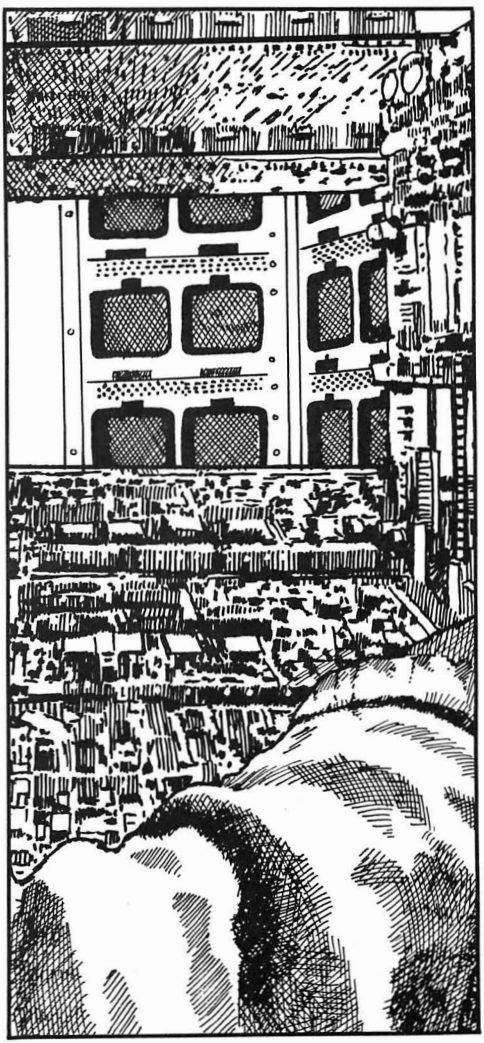

```
TO72
515 GOTO537
516 PMODE3:COLOR4:LINE(226,53)-(
226,55),PSET:COLOR1:LINE(2ØØ,3Ø)
-(214,37),PSET:LINE-(214,7Ø),PSE
T:LINE(214,61)-(23Ø,61),PSET:LIN
E(2ØØ,74)-(214,7Ø),PSET:COLOR2,1
:LINE(2Ø2,74)-(228,8Ø),PSET,BF:C
OLOR1:LINE(21Ø,52)-(21Ø,53),PSET
:PAINT(226,4Ø),4,1:RETURN
517 '
518 IFBB$="ROCK" ANDOB(14)=-1 TH
ENRE$(2)="OIII":GOSUB338:A$="THE
 'SHATTERPROOF' WINDOW SHATTERS!
":GOSUB75:CG$(9)="A BROKEN WINDO
W TO THE SOUTH":GOTO72
519 IF(BB$="EXPLOSIVES"ORBB$="EX
PLOSIVE")ANDOB(4)=-1 ANDL=13 THE
NCOLOR1:LINE(228,15Ø)-(252,168),
PSET,BF:A$="THE EXPLOSIVES FLY O
UT AND DISAPPEAR":GOSUB75:A$="SO
MEWHERE IN THE JUNGLE OF MISSILE
S.":GOSUB75:OB(4)=13:GOTO72
52Ø IF(BB$="EXPLOSIVES"ORBB$="EX
PLOSIVE")ANDOB(4)=-1 THENA$="I D
ON'T RECOMMEND YOU PUT THEM HERE
.":GOSUB75:GOTO72
521 GOTO537
522 F$=RE$(L)
523 IFVV$="N"THENF=1
524 IFVV$="S"THENF=2
525 IFVV$="E"THENF=3
526 IFVV$="W"THENF=4
527 ON F GOTO 528,53Ø,532,534
528 IFMID$(F$,1,1)="I" THEN L=L-
5:GOTO68
529 GOTO536
53Ø IFMID$(F$,2,1)="I" THEN L=L+
5:GOTO68
531 GOTO536
532 IFMID$(F$,3,1)="I" THEN L=L+
1:GOTO68
533 GOTO536
534 IFMID$(F$,4,1)="I" THEN L=L-
1:GOTO68
535 GOTO536
536 A$="YOU CAN'T GO THAT WAY.":
GOSUB75:GOTO72
537 A$="TRYING TO "+VV$+" THE "+
BB$+" IS USELESS.":GOSUB75:GOTO7
2
538 YY=999:A$="OOPS! YOU DIED.
THE MISSION IS A":GOSUB75:A$="FA
ILURE... WAVE GOODBYE TO EARTH!"
:GOSUB75:A$="PRESS ANY KEY TO ST
ART OVER":GOSUB75:EXEC44539:GOTO
2
539 POKE65494,Ø:RETURN
54Ø POKE65495,Ø:RETURN
541 FORQ=1TO14
542 IF BB$=OB$(Q) THEN RETURN
543 NEXT:Q=Ø:RETURN
544 FORJ=1TO2
545 IF BB$=CG$(J) THEN RETURN
546 NEXT:J=Ø:RETURN
547 SCREEN1,1:POKE65314,248
548 GOTO547
```



HOTEL
ROOMS

GHOST TOWN

Program by Michael Shay

It was during the great gold rush of 1849 that thousands deserted their homes and families to venture out West with the greedy intention of striking it rich. Only a handful made the dream reality. But most ultimately drifted away, poorer than the day they heard the rumor of "gold in them thar hills." Yeah, and my great grandfather, Dawson P. Dillard, just happened to be one of them. Fortunately, he survived the journey, but he sure as heck didn't bring back any gold. The only thing he did bring back was a darn good story. It's supposed to be a family secret, but since I'm not the Adventuring type, I'm going to let you in on it.

Great Grandpappy, known as Alleycat to most, grew up in Nashville, Tennessee. He spent the biggest part of his younger days bunking in the saloons on Printers Alley. Since gambling was his primary source of income, he often went days without a decent meal. Just when Great Grandpappy was about to surrender his precarious ways and take a job with the rail-

road, the news of gold discoveries in the mountains out West made it back to Nashville.

Well, Grandpappy figured he wasn't going to get rich working for the railroad, and since he had made up his mind to swing a pick and a hammer anyway, he thought he might as well do it searching for gold. So one night, after a drunken barhouse brawl, Great Grandpappy found himself a partner, and the two of them got on their horses, left Nashville and headed for California.

It took the prospectors-to-be nearly six months to cross the vast prairies of the Midwest. When they reached the Amargosa Valley of Nevada, the two weary travelers boarded a room in the little town that had sprung up near the foot of the mining hills. Amargosa Valley certainly wasn't the friendliest place they had ever visited. But what could be expected in a town full of thievish, cut-throat gold seekers. In fact, there were so many killings occurring over gold claims that the digger getting the richest was the undertaker, who kept busy burying the greedy stiffs.

Regardless, the two Tennessee whippersnappers stuck it out and spent months mining those hills. And, just as frustration was about to get the best of them, they hit a pocket of gold that was certain to bring a couple of good-sized ingots. You can bet they knew that keeping their discovery to themselves was essential if they expected to get their fortune out of town.

Nevertheless, that night, while celebrating at the poker table, some good old Kentucky straight whiskey got the best of them and they let the cat out of the bag. The minute the three gold-thieving thugs at the bar got wind of it, the two Tennessee wisenheimers were given an ultimatum to sacrifice their gold or their lives. If there was one thing Great Grandpappy loved more than gold, it was living. So he gave up his find. His partner, however, was a little more stubborn and a lot less cooperative. He claimed to have hidden his gold where it could never be found and vowed to never tell them or anyone where it was, no matter what they did to him.

His bullheadedness didn't pay off. The poor guy was buried in the cemetery of what is now nothing but a deserted ghost town. But he did keep his promise, and no one ever found his gold.

Of course there's nothing stopping you from trying, my friend — if you think you're game enough. You'll have to travel through the desert to reach Amargosa Valley, but I know how you like a good Adventure. I wouldn't get your hopes up though. Sure, you will probably be able to find the ghost town easy enough, but finding the gold and staying alive . . . there's the rub.

As in most Adventures, if you LOOK at everything, you will gather various clues and treasures en route to the gold. You must drink occasionally or you will die of thirst. And, the more inventory you carry, the quicker you will need water, so travel light.

To travel through *Ghost Town*, use the single-key directional commands of N (North), S (South), E (East), W (West), U (Up) and D (Down). Two-word commands are also accepted and may be abbreviated by using only the first three letters of the verb and noun. For example, either OPEN DOOR or OPE DOO may be used. And, to free your mind for solving the Adventure, a verb list will be displayed each time an incorrect verb is entered.

Ghost Town can be solved in as few as 31 moves or you can wander for hundreds of moves and find all sorts of fun things. The number of moves made is displayed on the screen at all times. There are many ways to die, however, so try to keep your sense of humor.

Note: 16K users must type POKE25,6:NEW *before loading the Adventure.*

Hints

Read the instruction again, a clue lurks within.
The skeleton can help in two ways; make no bones about it.
There's lots of good reading in the cemetary, but a bad place to end up.

Mike Shay is a factory worker who is learning BASIC with his three children by creating game programs. Questions or comments may be directed to Mike at 337 South Sixth Street, Lebanon, PA 17042. Please enclose an SASE when requesting a reply.

GHOSTOWN 16K ECB

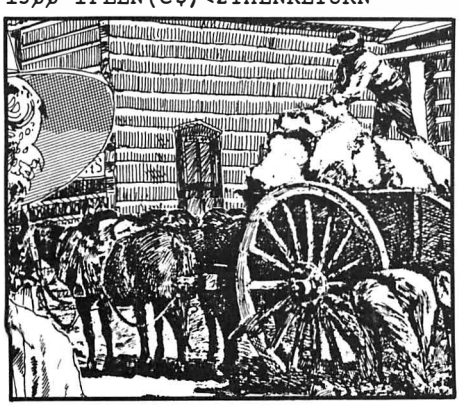
```
1 'GHOST TOWN BY MIKE SHAY
2 'FEBRUARY 85 FOR RAINBOW
3 'ADVENTURE CONTEST
4 '
1Ø G$="ghost"+CHR$(128)+"town":F
ORQ=1TOLEN(G$):H$=H$+MID$(G$,Q,1
)+CHR$(128):NEXT:Z$=H$:M=1
2Ø DIML$(25),G$(25),I$(7):L=1:Y$
="BAGFEDC":PF$="A MIRROR COVERS
THE NORTH WALL
3Ø DATA SALOON,HOTEL,BANK,STAGE
DEPOT,GENERAL STORE,CEMETERY
4Ø DATA "A SIGN HANGS OVER A SMA
LL BAR"," A DOOR IS IN THE NORTH
 WALL     STAIRS LEAD UP",THE NO
RTH WALL IS A HUGE SAFE   A DESK
 IS IN THE CORNER
5Ø DATA A SAFE IS AT THE NORTH W
ALL,MOLDY FOOD IS ON THE SHELVES
    A DOOR IS IN THE NORTH WALL
6Ø DATA "TOMBSTONES ARE EVERYWHE
RE. THEREARE 5 WITH READABLE INS
CRIPTIONS(SAY'LOOK 1',ETC.)"
7Ø FORJ=11TO22:READL$(J):NEXT:UU
$="THE OPENING MAGICALLY SEALS U
P  WHEN YOU GO THROUGH!
8Ø M$="MOVE":MF$="THE COIN VAPOR
IZES, AND YOU ARE MAGICALLY TELE
PORTED TO...":GOTO11Ø
9Ø FORD=1TO5:PLAY"T5Ø2C#A#":NEX
T:RETURN
1ØØ PLAY"T7Ø5XY$;O4XY$;O3XY$;O2
XY$;T2":RETURN
11Ø A$="L2Ø3EL16ABBBABBBL2AL4E":
B$="P4L2FL8Ø3DDDD#L2Ø4C#C"
12Ø OK$="O K A Y":O$="SKEKNICANC
ACWATSAFBARCOIGALBOTWALFLOSIGDOO
1  2  3  4  5  MIRKEYROPHOLTOMJE
ETREDES"
13Ø W$="LOOGETOPEMOVRUBKICDRICUT
FILDROBRE":P$=" ONE BONEY FINGER
 POINTS EAST":U$="YOU ARE IN A S
MALL ROOM WITH AN OPENING TO THE
 "
14Ø E$="THE BONES CRUMBLE TO DUS
T. THEY WERE HIDING A KNIFE!
15Ø TH$=" YOUR THIRSTY TONGUE HA
S SWELLED TO THE SIZE AND TEXTUR
E OF A    TENNIS BALL. YOU ARE D
 E A D!
16Ø CLS(RND(9)-1):PRINT@32,"WHEN
 YOUR BURRO DIED THE FOURTH DAY
IN THE DESERT, YOU KNEW YOU WERE
 IN TROUBLE.
17Ø PLAYA$:PRINT@16Ø,"IF YOU DON
'T FIND THE LEGENDARY LOST GOLD
MINE, OR A COLD DRINK SOON, YOUR
 TREASURE HUNTING DAYSARE OVER.
(SOME MUSIC, HUH?)
18Ø PLAYB$:FORDE=1TO555:NEXT:PRI
NT@32Ø,"USE 1 LETTER TO MOVE [N,
E,S,W]  AND 2-WORD COMMANDS, LIK
E 'LOOK DOOR', TO MAKE THINGS HA
PPEN
19Ø PRINT@448,"";:INPUT"PUSH ENT
ER TO PUSH ON";I:CLS
2ØØ G$(1)="A HUMAN SKELETON":G$(
7)="A LARGE CACTUS":G$(3)="A CAN
TEEN":L$(1Ø)="DECREPIT TRAIN STA
TION
21Ø DR$="IT VANISHES WHEN YOU LE
T IT GO!":G$(14)="A WATER BARREL
":G$(23)="A RING OF KEYS
22Ø PRINTM$;M:PRINT"YOU ARE LOST
 IN THE DESERT. YOU CAN GO: N S
E W
23Ø GOSUB125Ø
24Ø IFC$="W"THENL=L-1ELSEIFC$="E
"THENL=L+1
25Ø IFL<1ORC$="N"ORC$="S"THENL=Ø
26Ø IFKF=ØANDL=1ANDP=1THENIFQ=1T
HENPRINTP$ELSEIFQ=4ORQ=2ORQ=6THE
NPRINTE$:G$(1)="A KNIFE":P$="":K
F=2:GOSUB9Ø
27Ø IFL<5THEN22Ø
3ØØ PRINTM$;M:PRINT"YOU'RE ON A
GROWN-OVER RAILROAD TRACK, WHICH
 RUNS NORTH-SOUTH":IFL=5THENPRIN
T"SOUTH IS A WASHED-OUT TRESTLE
31Ø GOSUB125Ø:IFLEN(C$)>1THEN36Ø
32Ø IFC$="W"THENL=4:GOTO22ØELSEI
FC$="E"THEN1ØØØ
33Ø IFC$="S"THENL=L-1:IFL=4THENP
RINT"  YOU FALL FROM THE TRESTLE
 AND BREAK YOURSELF TO DEATH!":G
OTO184Ø
34Ø IFC$="N"THENL=L+1:IFL>9THEN4
ØØ
35Ø WF=Ø:GOTO3ØØ
36Ø IFL=7ANDP=4THENIFQ=1THENPRIN
T" IT LOOKS WET!"ELSEIFQ=8ANDKF=
1THENWF=1:GOSUB9Ø:PRINT" WATER S
TREAMS FROM THE CUT!
37Ø IFL=7ANDQ=9ANDWF=1ANDP=3THEN
IFCF=2THENPRINTOK$:CF=1:WF=ØELSE
IFCF=1THENPRINT"IT'S FULL
38Ø IFWF=1ANDQ<7ORQ>9THENWF=Ø
39Ø GOTO3ØØ
4ØØ PRINTM$;M:PRINT"LOCATION:DEC
REPIT RAIL TERMINAL
```

```
41Ø PRINT" GO NORTH TO ENTER THE
 STATION.  WEST IS THE DESERT.
EAST IS A  G-G-G "Z$:GOSUB125Ø
42Ø IFC$="N"THEN43ØELSEIFC$="W"T
HEN1ØØØELSEIFC$="S"THENL=9:GOTO3
ØØELSEIFC$="E"THENL=11:GOTO47ØEL
SE4ØØ
43Ø PRINTM$;M:PRINT"YOU ARE IN A
 ONE-ROOM DEPOT":IFMF=2THENPRINT
"A COIN IS AT YOUR FEET!
44Ø PRINT" EXIT IS SOUTH":GOSUB1
25Ø:IFC$="S"THEN4ØØ
45Ø IFQ=1ANDMF=ØANDP=12THENMF=2:
GOSUB9Ø
46Ø GOTO43Ø
47Ø PRINT"THIS IS A "Z$:PRINT" W
HICH RUNS EAST-WEST ALONG THE BA
SE OF A MOUNTAIN TO THE NORTH. S
OUTH IS THE DESERT.
5ØØ PRINTM$;M:PRINT" YOU'RE ON A
N EAST-WEST ROAD":PRINT"NORTH IS
 A ";L$(L):IFL=16THENPRINT"EAST
IS A DEADLY WASTELAND
51Ø PRINT"SOUTH IS A ";:IFL=12OR
L=15THENPRINT"COOL LAKE"ELSEIFL=
16THENPRINT"GALLOWS"ELSEPRINT"BA
RREN DESERT
52Ø GOSUB125Ø:IFLEN(C$)>1THEN56Ø
ELSEIFC$="N"THENL=L+6:GOTO6ØØ
53Ø IFC$="S"THENIF(L=12ORL=15)TH
ENPRINT"IT WAS A MIRAGE!":GOTO1Ø
ØØELSE1ØØØ
54Ø IFC$="E"THENL=L+1
55Ø IFC$="W"THENL=L-1:IFL<11THEN
4ØØ
56Ø IFP=9ANDL=16ANDQ=1THENPRINT"
 A SIGN SAYS, 'HERE'S WHERE GOLD
 SEEKERS HANG OUT'
57Ø IFL>16THEN1ØØØELSE5ØØ
6ØØ PRINTM$;M:PRINT"YOU ARE IN A
 "L$(L-6):PRINTL$(L)
61Ø IFL=17THENPRINTPF$ELSEIFL=19
THENPRINTBH$
62Ø PRINT"SOUTH IS THE STREET":G
OSUB125Ø
63Ø IFLEN(C$)>1THEN69Ø
64Ø IFC$="S"THENL=L-6:GOTO5ØØ
65Ø IFC$="N"ANDPF=1ANDL=17THEN15
6Ø
66Ø IFDO=1ANDL=21ANDC$="N"THEN15
7Ø
67Ø IFC$="D"THENIF(BH=1ANDL=19)O
R(L=22ANDCH=1)THEN153Ø
68Ø IFC$="U"THEN119Ø
69Ø IFQ<>1THEN73ØELSEIFL<>17THEN
75Ø
7ØØ IFBF=ØANDP=7THENPRINT"A DUST
Y BOTTLE SITS ON IT":G$(17)="A B
OTTLE
71Ø IFP=2ØANDPF=ØTHENPRINT"IT'S
CRACKED. SOMEBODY WROTE ON IT,'Y
OU GOTTA BE CRACKED TO WORK HERE
'
72Ø IFP=13THENPRINT" IT SAYS,'IF
 YOU CAN READ THISH, YOU NEED AN
OTHER DRINK'
73Ø IFL=18ORL=19THENDF=1ELSEDF=Ø
74Ø IFQ=11ANDP=2ØANDPF=ØTHENPF=1
:PRINT"THE MIRROR SHATTERS, REVE
ALING A HIDDEN PASSAGE!":GOSUB9Ø
:PF$="A PASSAGE LEADS NORTH
```

```
75Ø IFDF=1AND(Q=3ORQ=11)AND(P=6O
RP=14)THENPRINT"IT'S LOCKED AND
UNBREAKABLE
76Ø IFP=6ANDL=2ØANDXF=ØAND(Q=3OR
Q=11)THENPRINT"IT CRUMBLES TO DU
ST REVEALING ANOLD MINE SHAFT...
BUT NO GOLD!":XF=1:GOSUB9Ø:L$(2Ø
)="AN EMPTY MINE SHAFT IS IN THE
   NORTH WALL
77Ø IFL=19ANDQ>1ANDQ<7ANDP=27THE
NGOSUB9Ø:PRINT"   WHEN YOU TOUCH
 IT, IT MOVES, ";:IFBH=ØTHENPRIN
T"REVEALING A HOLE!":BH$="THE SM
ELL OF ROTTING FLESH RISES FROM
A STAIRWELL!":BH=1ELSEBH=Ø:BH$="
":PRINT"COVERING THE HOLE
78Ø IFL=21ANDQ=3ANDP=14ANDDO=ØTH
ENDO=1:PRINTOK$:GOSUB9Ø:L$(21)=L
$(21)+". THE DOOR IS OPEN
79Ø IFQ<>1THEN86Ø
8ØØ IFL<>22THEN87Ø
81Ø IFP=15THENPRINT"IT SAYS,'PEO
```

```
PLE ARE  D Y I N G  TO GET IN  H
ERE'
82Ø IFP=16THENPRINT"THIS HEADSTO
NE HAS A DOORKNOB ONIT!  IT SAYS
, 'HERE LIES A  DOORKNOB SALESMA
N.    HE TURNED THE WRONG DOORKN
OB ONE NIGHT!'
83Ø IFP=17THENPRINT"'ATOMIC WEIG
HT 196.967'":PRINT"'ALL GOLD HUN
TERS GO TO HEAVEN'
84Ø IFP=18THENPRINT"INSCRIPTION:
'WHO SAYS YOU CAN'T TAKE IT WITH
 YOU?'":IFL<>22THENRETURN
85Ø IFP=19THENPRINT"'IN MEMORY O
F THE LOST GOLD MINE WHICH WAS B
URIED FOREVER IN A   CAVE-IN. TH
E LAST TONS OF ORE   MINED BEFOR
E THE CAVE-IN WERE   REFINED INT
O A SINGLE 2ØØ POUND INGOT, WHIC
H WAS LOST AND NEVER RECOVERED'
86Ø IFQ=4ANDP>14ANDP<2ØTHENGOSUB
9Ø:IFCH=ØTHENG$(22)="A HOLE IN T
HE GROUND":PRINT"A HIDDEN DOOR S
LIDES OPEN!":PRINT"REVEALING A H
OLE IN THE GROUND!":CH=1ELSEG$(2
2)="":CH=Ø:PRINT"THE DOOR SLAMS
SHUT!
87Ø GOTO6ØØ
88Ø IFKF=1ANDP=2THENPRINT" LOOKS
 OLD, BUT SHARP"ELSEIFP=26ANDL=5
THENPRINT"LOOKS TOO RICKETY TO C
ROSS
89Ø IFTF=1ANDP=24THENP=18:GOTO84
Ø
9ØØ IFCF>ØANDP=3THENPRINT" 3 CON
CENTRIC CIRCLES ON SIDES":IFCF=2
 THENPRINT" IT'S EMPTY"ELSEPRINT
" IT'S FULL
91Ø IFP=11ANDL>9THENPRINT" A SIG
N SAYS, 'DEAD MEN KNOW THE SECRE
T OF THE LOST GOLD MINE... DEAD
MEN TELL NO TALES'
92Ø IFP=12ANDL>16THENPRINT"LOOKS
 READY TO CAVE IN
93Ø IFL>9ANDP=14THENPRINT"A SIGN
 SAYS,'GHOSTS PUT SIGNS INTHE DA
RNDEST PLACES'
94Ø IFP=1ØANDBF=1THENPRINT"IT'S
HALF FULL. THE LABLE SAYS, 'INSE
CTICIDE; DRINK ME AND YOUR TROUB
LES ARE OVER'
95Ø IFP=8ANDMF=1THENPRINT"IT'S M
ARKED,'GOOD FOR 1 MIRACLE'"ELSEI
FP=22ANDRF=1THENPRINT"A TAG SAYS
,'NO NOOSE TODAY'
96Ø IFL=14ANDP=7THENPRINT"A SIGN
 ON IT SAYS,":PRINT"I KILL OPTIM
ISTS":PRINT"I LIKE PESSIMISTS":P
RINT"I'M HALF ";:IFM/2=INT(M/2)T
HENPRINT"E M P T Y"ELSEPRINT"F U
 L L
97Ø IFP=21ANDJF=1THENPRINT"THEY'
RE MARKED 'A M C'
98Ø IFP=23THENPRINT"D A R K ! !"
ELSEIFP=6THENIFL=19THENPRINT"THE
 DOOR IS RUSTED SHUT"ELSEIFXF=ØT
HENPRINT"IT'S CRACKED
99Ø RETURN'LOOK
1ØØØ Q=RND(6):PLAY"O-":GOSUB9Ø:P
LAY"O+":GOSUB9Ø:PLAY"O+":GOSUB9Ø
:GOSUB1ØØ'DEATH
1Ø1Ø IFL<>16ANDCF>ØTHENPRINT" A
GHOSTLY VOICE YELLS, 'TARGET PRA
CTICE!', AND AN ARROW PIERCESYOU
R CANTEEN...YOU ARE DEAD!!":END
1Ø2Ø IFL=16THENPRINT"GHOSTLY HAN
DS GRAB YOU AND DRAG YOU TO THE
GALLOWS......AS YOUR SPIRIT JOIN
S THE DEAD, YOUR BODYSTIFFENS IN
 DEATH, AND A SINGLE FINGER POIN
TS EAST!":END
1Ø3Ø IFQ=1 THENPRINT"A PENCIL SN
AKE SPRINGS FROM THE SAND, AND D
OTS YOUR EYE.... YOU ARE   D E A
 D ! !":END
1Ø4Ø IFQ=2 THENPRINT"  FROM OUT
OF NOWHERE DOZENS OF GREMLINS LE
AP UPON YOUR BODY ANDEAT YOUR FA
CE OFF.  YES, YOU ARED E A D!":E
ND
1Ø5Ø IFQ=3ORQ=5THENPRINT" A RAGI
NG SAND STORM RISES FROM NOWHERE
!    WHEN IT CLEARS, YOU FIND...
":L=6:GOTO3ØØ
1Ø6Ø IFQ=4THENPRINT"  SEE THOSE
TWO LITTLE HOLES IN YOUR ANKLE?
 YEP.  RATTLESNAKE.   BELIEVE IN
 REINCARNATION?":END
1Ø7Ø PRINT"  SEVERAL SLICK SCORP
IONS SLING STINGERS, STABBING SE
NSITIVE    SPOTS, SERIOUSLY SHOR
TENING     SEEKERS SURVIVAL. SOR
RY, SIR.   SAYONARA!":END
11ØØ IFP=2ANDKF=1THENI$(1)="":KF
=Ø:P=1
111Ø IFP=3ANDCF>ØTHENI$(2)="":CF
=Ø:P=1
112Ø IFP=8ANDMF=1THENI$(3)="":MF
=Ø:P=1
113Ø IFP=1ØANDBF=1THENI$(4)="":P
=1:BF=-1
114Ø IFP=21ANDJF>ØTHENI$(5)="":P
```

```
=1:JF=-1
115Ø IF(P=18ORP=24)ANDTF=1THENI$
(6)="":P=1:AU=Ø:TF=-1
116Ø IFRF=1ANDP=22THENP=1:I$(7)=
"":RF=2
117Ø IFP=1THENP=Ø:PRINTDR$:GOSUB
1ØØ:WT=WT-1
118Ø RETURN
119Ø IFL<>18THENPRINT"CAN'T GO U
P HERE":GOTO6ØØ'UPSTAIRSSTUFF
12ØØ DF=Ø:PRINTM$;M:PRINT"IT'S S
POOKY UP HERE. YOU SHOULD GO DOW
N!
121Ø IFDF=ØTHENPRINT"YOU'RE ON A
 LANDING WITH AN OPENDOOR TO THE
 NORTH.
122Ø IFDF=1THENGOSUB9Ø:PRINTM$;M
:PRINT"YOU'RE IN A LOCKED, WINDO
WLESS  ROOM. YOU HEAR LAUGHTER!"
:IFRF=ØTHENPRINT"A ROPE HANGS FR
OM THE CEILING
123Ø GOSUB125Ø:IFDF=ØTHENIFC$="D
"THEN6ØØELSEIFC$="N"THENDF=1:PRI
NT"THE DOOR SLAMS BEHIND YOU!
124Ø GOTO121Ø
125Ø M=M+1:Q=Ø:P=Ø:TH=TH+.8+(WT/
3):IFTH>2ØTHENPRINTTH$:GOTO184Ø
126Ø V=INT(TH):IFV/3=INT(V/3)AND
V>ØORV>14THENPRINT:PRINT"YOU'RE
SLOWLY DYING OF THIRST!
127Ø IFG$(L)<>""THENPRINT"NEARBY
: ";G$(L)
128Ø PRINT:INPUT" COMMAND";C$:PR
INTSTRING$(31,"'")
129Ø IFC$="I"THENPRINT"INVENTORY
:";:FORX=1TO7:IFI$(X)<>""THENPRI
NTI$(X):NEXTELSENEXT:IFWT=ØTHENP
RINT"NOTHING AT ALL
13ØØ IFLEN(C$)<2THENRETURN
```



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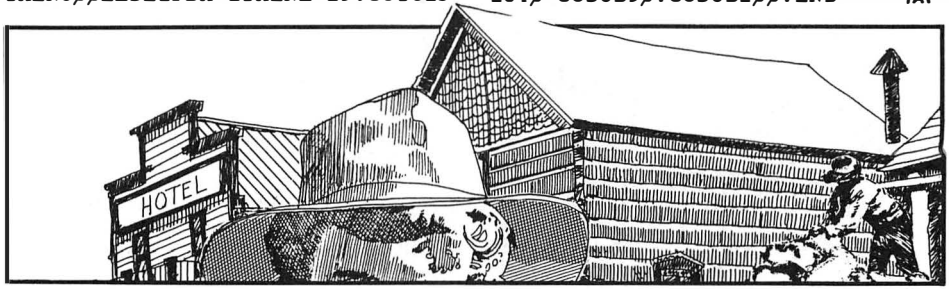
131Ø FORS=LEN(C$)TO1STEP-1:IFMID
$(C$,S,1)=" "THENN$=RIGHT$(C$,(L
EN(C$)-S))ELSENEXT:PRINT"2-WORD
COMMANDS EXCEPT U (UP),  I (INVE
NTORY), N,S,E,W, D (DOWN)":RETUR
N
132Ø C$=LEFT$(C$,3):IFC$="REA"TH
ENC$="LOO"
133Ø N$=LEFT$(N$,3):Q=INSTR(W$,C
$):Q=(Q+2)/3:IFQ<>INT(Q)THENPRIN
T"HAH? THIS GAME (SOMETIMES) USE
S THESE VERBS: BREAK, CUT, DRINK
, DRIVE, DROP, FILL, GET, KICK,
  LOOK, MOVE, OPEN, POUR, RUB
  only  need  first three letter
s
134Ø P=INSTR(O$,N$):P=(P+2)/3
135Ø IFQ=1THENGOSUB88ØELSEIFQ=8A
NDKF<>1THENPRINT"YOU HAVE NO KNI
FE
136Ø IFQ<>2THEN144ØELSEIFL=1ANDP
=2ANDKF=2THENG$(1)="":KF=1:Q=-1:
I$(1)="A KNIFE
137Ø IFL=3ANDCF=ØANDP=3THENG$(3)
="":Q=-1:CF=2:I$(2)="A CANTEEN
138Ø IFL=1ØANDP=8ANDMF=2THENMF=1
:Q=-1:I$(3)="A COIN
139Ø IFL=17ANDBF=ØANDP=1ØTHENQ=-
1:BF=1:I$(4)=G$(17):G$(17)=""
14ØØ IFJF=ØANDL=23ANDP=21THENQ=-
1:G$(23)="":JF=1:I$(5)="RING OF
KEYS
141Ø IFTF=ØANDL=22ANDP>14ANDP<2Ø
THENPRINT"GRUNT!!":IFP=18THENTF=
1:I$(6)="TOMBSTONE":Q=-1:WT=WT+1
ELSEIFP>14ANDP<2ØTHENPRINT"THIS
ONE'S TOO HEAVY TO LIFT,  BUT I
T MOVES!":Q=4:GOTO86Ø
142Ø IFP=22ANDL=18ANDDF=1ANDRF=Ø
THENQ=-1:RF=1:I$(7)="A COIL OF R
OPE
143Ø IFQ=-1THENPRINTOK$:GOSUB9Ø:
WT=WT+1
144Ø IFQ=5ANDP=8ANDMF=1THENPRINT
MF$:MF=Ø:I$(3)="":WT=WT-1:TH=TH-
1Ø:GOSUB9Ø:L=1Ø:GOTO43Ø
145Ø IFQ=5AND(P=18ORP=24)ANDTF=1
THENPRINT"IT POLISHES UP AS ONLY
 GOLD CAN!IT'S THE LOST INGOT!":
AU=1:I$(6)="GOLD "+I$(6):GOSUB9Ø
:PRINT"NOW YOU MUST GET IT HOME!
 !
146Ø IFQ<>7THEN15ØØELSEIFCF<>1AN
DWF=ØANDBF=ØANDL<>14ANDL<>24THEN
PRINT"NOTHING HERE TO DRINK
147Ø IFL=14ANDP=5THENIF(M+41)/2=
```

```
INT((M+41)/2)THENWF=1ELSEPRINT"
THE POISONED WATER KILLS YOU!!!"
:GOTO184Ø
148Ø IFP=3ORP=5THENIFCF=1ORWF=1T
HENPRINTOK$:WF=Ø:TH=-4Ø:IFCF=1TH
ENCF=2
149Ø IFP=1ØANDBF=1THENPRINT:PRIN
T"YOUR TROUBLES ARE OVER---":GOS
UB1ØØ:PRINT"  THE INSECTICIDE YO
U JUST DRANK HAS EATEN YOUR THRO
AT OUT":END
15ØØ IFL=14ANDQ=9ANDP=3THENIFCF=
2THENPRINTOK$:CF=1ELSEIFCF=1THEN
PRINT"IT'S FULL
151Ø IFQ=1ØTHENGOSUB11ØØELSEIFQ=
6THENPRINT"OWWW! THAT HURT!":Q=4
152Ø RETURN
153Ø SL=L:L=Ø:IFNF=ØTHENPRINT"IT
'S DARK AS A TOMB DOWN HERE!  YO
U FEEL THOUSANDS OF  B U G S  CR
AWLING ON YOUR BODY! YOU CAN'TMO
VE YOUR LEGS!":GOTO163Ø
154Ø PRINT"A LOW TUNNEL LEADS NO
RTH. STAIRS LEAD UP":GOSUB125Ø
155Ø IFC$="U"THENL=SL:GOTO6ØØELS
EIFC$<>"N"THEN154Ø
156Ø L=23:PRINTM$;M:PRINT"THE TU
NNEL DEAD-ENDS IN A SMALL ROOM.
EXIT IS SOUTH":GOTO158Ø
157Ø L=24:PRINTM$;M:PRINT"YOU'RE
 IN A NEWLY BUILT GARAGE! A 1984
 JEEP WAGONEER IS HERE!
158Ø GOSUB125Ø
159Ø IFP=25ANDQ=7ANDL=24THENIFJF
=ØTHENPRINT"YOU HAVE NO KEYS"ELS
ECLS:PRINT"YOU DRIVE TO SAFETY W
ITH  A NEW JEEP ";:IFAU=1THENPRI
NT"AND A SOLID ";I$(6);"!  YOU H
AVE WON IN"M-1"MOVES":GOTO179ØEL
SEPRINT"BUT NO GOLD.  BETTER LU
CK NEXT TIME!!":END
16ØØ IFC$="S"THENIFL=24THENL=21:
GOTO6ØØELSEIFL=23THENL=17:IFPF=1
THEN6ØØELSEIFBH=1THENL=19:GOTO15
4ØELSECH=1:L=22:GOTO154Ø
161Ø IFC$="S"THENL=22:GOTO154Ø
162Ø IFL=23THEN156ØELSE157Ø
163Ø K=Ø:PRINT"YOU HAVE ABOUT 3Ø
 SECONDS TO ACTBEFORE THE BUGS D
RAIN YOUR BODY!
164Ø K$=INKEY$:IFK$=""THENK=K+1
165Ø IFK=6ØØTHENCLS:PRINT"TOO LA
TE! WITHOUT INSECTICIDE TOSAVE Y
OU, THE BUGS QUICKLY DRAINYOUR B
LOOD. YOU'RE DEAD!!":GOTO184Ø
166Ø IFK$<>CHR$(13)THENJ$=J$+K$:
PRINT@449,J$:GOTO164ØELSEIFJ$="P
OU BOT"ORJ$="POUR BOTTLE"OR J$="
POUR INSECTICIDE"ORJ$="POU INS"T
HENIFBF=1THENPRINT"IT WORKED! TH
E BUGS ARE DEAD!":NF=1:GOSUB9Ø:I
$(4)="":PRINT"THE BOTTLE VANISHE
S!":BF=2:WT=WT-1:GOTO17ØØ
167Ø J$="":GOTO164Ø
17ØØ PRINTM$;M:PRINTU$;"NORTH":G
OSUB125Ø:IFC$<>"N"THEN17ØØ
171Ø PRINTUU$:GOSUB9Ø
172Ø PRINTM$;M:PRINTU$;"EAST":GO
SUB125Ø:IFC$<>"E"THEN172Ø
173Ø PRINTUU$:GOSUB9Ø
174Ø PRINTM$;M:PRINTU$;"SOUTH":G
OSUB125Ø:IFC$<>"S"THEN174Ø
175Ø PRINTUU$:GOSUB9Ø
176Ø PRINTM$;M:PRINTU$;"WEST":GO
SUB125Ø:IFC$<>"W"THEN176Ø
177Ø PRINTUU$:GOSUB9Ø:KK=RND(6):
IFKK/2=INT(KK)/2THENTH=TH+1
178Ø ON KK GOTO17ØØ,172Ø,156Ø,17
4Ø,176Ø,156Ø
179Ø IFAU=1THENFORX=1TO15:R=RND(
1Ø)+4:R=R*32:R=R+RND(1Ø):PRINT@R
,G$:PLAY"T32XY$;":PRINT@R,"":NEX
T:K=218
18ØØ W=1:FORQ=(K)TO(K-25)STEP-1
181Ø PRINT@Q,LEFT$(G$,(W))
182Ø PLAY"T225O5F#":W=W+1:NEXT
183Ø K=K+7Ø:IFK<429THEN18ØØ
184Ø GOSUB9Ø:GOSUB1ØØ:END
```



AANDARK

Program by Fred D. Provoncha

The year is 2155. And, to a ghost from the past, it would appear as though the quality of life has been greatly improved. There has not been a war of any kind for over a century. Scientific technology is responsible for the discovery of food supplements, putting an end to starvation. Medical advances have extended the average life expectancy to 100 years or more.

It all seems fantastic, except for one major problem. There are far too many people living on Earth. Extreme overpopulation threatens the existence of the entire human race. For years, intense space exploration has been dedicated to one major objective — locating naturally inhabitable planets.

Finally, the scientific study and investigation of one planet is officially conclusive. Aandark, the latest and most promising planet discovered, is capable of sustaining the life of earthlings. A moonstar that continuously revolves around it provides 14 hours of daylight and 14 hours of darkness at any point on the sphere.

The climate remains consistent, with daytime temperatures peaking around 90 degrees Fahrenheit, while nighttime lows approach 40 degrees Fahrenheit.

Dense plant life exists in the large mountainous forests which make up at least 65 percent of the planet. The land regions are divided by a number of rivers, which constitute the remainder of the planet. Aquatic life is also known to exist and the water has been approved for human consumption.

As part of the exploratory mission, you are one of eight American astronauts on the spacecraft, *ISOUP*. The crew's objective is to survey and map areas of the new world for potential colonization. Completion of the task is essential.

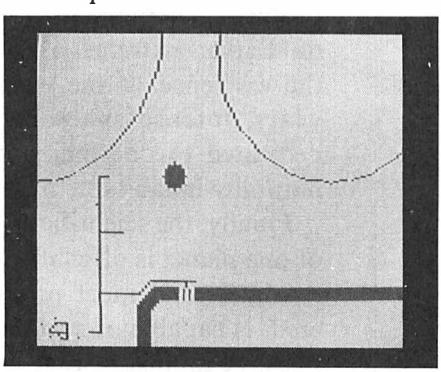
Scouting and construction squads have previously prepared areas of the planet for the mapping expedition and each area has been subdivided into quadrants. Bridges have been built for easy access across the rivers, and outposts have been erected every few miles.

All crew members will be shuttled in individual spacecrafts to their respectively assigned quadrants on the surface of the planet. Each will make a landing at the base that has been erected in the general vicinity of their quadrant. Once there, needed supplies and final briefings will be received.

You have been assigned to map Quadrant 23A. The journey through the vastness will not be easy. It is known that there are wild animals, large pits filled with quicksand and sludgy swamps that will hinder your travel. Other suspected decoys may also be encountered that could lead you off track.

Remember though, if you are capable of returning to the base, your success will be judged on how complete your map is.

Aandark is a text Adventure that includes a built-in graphics map. By typing `LOOK MAP`, you are able to view the entire region, showing where you have traveled and where you can proceed.



Pressing any key returns to game play.

The Adventure accepts the standard two-word commands (a verb followed by a noun) and the following verbs may be used:

```
CALL FOR HELP   GET      SHOOT
CLIMB           INV      THROW
DROP            LOOK     TURN ON
EAT
```

and GO, which must be followed by an abbreviated direction of N, S, E or W (e.g., GO N).

Note: If your computer has a disk drive attached, you should unplug the disk controller in order to prevent an OM Error during game play. However, the Adventure will run from disk if the program is broken into three parts.

To do so, first load "AANDARK" and then enter the following commands and program lines:

```
SAVE "AAA/BAS"
DEL 510-
510 RUN"ADK1"
SAVE"AANDARK"

LOAD "AAA/BAS"
DEL-510
DEL 2780-3000
2780 RUN"ADK2"
SAVE "ADK1"

LOAD "AAA/BAS"
DEL-2770
DEL 3010-
SAVE "ADK2"
```

After doing so, your disk will contain the files AAA/BAS, AANDARK/BAS, ADK1/BAS *and* ADK2/BAS. *To run the programs from disk, simply type* RUN"AANDARK" *and the programs will be executed one at a time.*

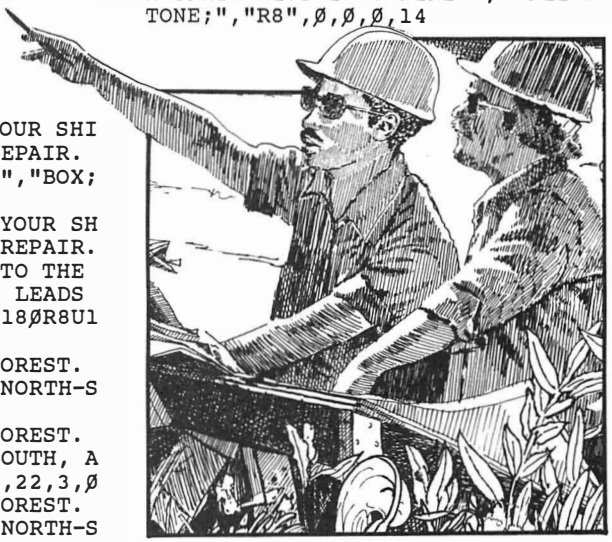
The mysterious land of Aandark awaits you!

Fred Provoncha is a 15-year-old sophomore at Lynbrook High School in Lynbrook, New York. He is a self-taught programmer and his hobbies are computer programming, stamp and coin collecting, and reading. Questions or comments may be addressed to Fred at 259 Forest Avenue, Lynbrook, NY 11563. Please include an SASE when requesting a reply.

AANDARK 32K ECB

```
1ØØ CLEAR15ØØ:DIMA(5,5)
11Ø PMODE4,1:SCREEN1,1:PMODE3,1:
PCLS:COLOR2,1
12Ø LINE(12,48)-(28,2Ø),PSET
13Ø LINE-(44,48),PSET
14Ø LINE(2Ø,36)-(36,36),PSET
15Ø GET(12,2Ø)-(44,48),A
16Ø PUT(52,2Ø)-(84,48),A
17Ø LINE(92,48)-(92,2Ø),PSET
18Ø LINE-(116,48),PSET:LINE-(116
,2Ø),PSET
19Ø CIRCLE(128,34),16,,1,.75,.25
2ØØ LINE(128,Ø)-(128,52),PRESET
21Ø DRAW"BM128,48;L4U28R4
22Ø PUT(148,2Ø)-(18Ø,48),A
23Ø DRAW"BM188,48;U28R12F4D8G4L1
2R8F12
24Ø DRAW"BM216,2Ø;D28U12E16G12F1
6
25Ø DRAW"BM12,76;C3S3U12R6F2D4G2
L6R6F2D4G2L6
26Ø DRAW"BM24,68F6E6G6D6
27Ø DRAW"BM52,76U16R8L8D8R4
28Ø DRAW"BM+12,+8;U16R7F3D5G3L7R
2F7
29Ø DRAW"BM+16,ØL8U8R4L4U8R8
3ØØ DRAW"BM+8,+16;U16R8F3D11G3L8
31Ø DRAW"BM+3Ø,Ø;U16R8F3D11G3L8
32Ø DRAW"BM+16,Ø;R2U2L2D2
33Ø DRAW"BM+2Ø,Ø;U16R7F4D5G3L7
34Ø DRAW"BM+16,+6;U16R7F3D5G3L7R
2F7
35Ø DRAW"BM+8,Ø;U16R1ØD16L1Ø
36Ø DRAW"BM+18,-16;D12F6E6U12
37Ø DRAW"BM+8,+16;U16R8D16L8
38Ø DRAW"BM+16,Ø;U16F1ØD7U16
39Ø DRAW"BM+18,ØL1ØD16R1Ø
4ØØ DRAW"BM+8,Ø;U16D8R1ØU8D16
41Ø DRAW"BM+8,Ø;U12E6F6D6L8R8D7
42Ø LINE(8,56)-(248,56),PSET
43Ø LINE(8,84)-(248,84),PSET
44Ø FORX=1TO5Ø:H=RND(255):V=RND(
1ØØ)+88:PSET(H,V,4):NEXT
45Ø CIRCLE(128,14Ø),4Ø,6
46Ø DRAW"BM1Ø8,1Ø8C6F2ØD3ØG28
47Ø DRAW"BM144,1Ø6D2ØF1ØG2ØD46
48Ø PAINT(1Ø8,12Ø),3,6:PAINT(15Ø
,12Ø),4,6:PAINT(14Ø,12Ø),6,6
49Ø PLAY"T3L2.CL4CL2.GL4GL2AL4GF
L2GCL2AL4GFL2GL4FEL2FL4ECL1D
5ØØ PLAY"L2.CL4CL2.GL4GL2AL4GFL2
GCL2AL4GFL2GO4CO3L1A#
51Ø FOR X=1TO3ØØØ:NEXT:CLS
52Ø DIMPR$(68),N$(38),V$(13),IN(
18),T(68),T$(68),E(2Ø),H(18),RE(
68,4),L$(68)
53Ø RD$="YOUR COMMANDER HAS TOLD
 YOU THAT YOU HAVE BEEN ASSIGNED
 TO A MISSION TO EXPLORE A SECTI
ON OF THE PLANET AANDARK.
   (PRESS ANY KEY TO CONTINUE)":
GOSUB315Ø
54Ø EXEC&HA171
55Ø RD$="YOU WILL BE SHUTTLED DO
WN TO THE SURFACE AND THERE YOU
WILL GET NEEDED SUPPLIES, AND BE
 GIVEN LAST INSTRUCTIONS. AFTER
FINAL BRIEFING, YOU ARE OFF.   (
PRESS ANY KEY TO CONTINUE)":GOSU
B315Ø
56Ø EXEC&HA171
57Ø PMODE4,1:SCREEN1,Ø
58Ø FORX=2ØTO8Ø:PCLS:CIRCLE(128,
96),X:NEXTX
59Ø R=8Ø:FORX=96TO191STEP2
6ØØ R=R+1:PCLS:CIRCLE(128,X),R:N
EXTX
61Ø FORH=1TO.Ø1STEP-.Ø1
62Ø PCLS:X=X-1:CIRCLE(128,X),R,,
H,.5Ø,1:NEXT
63Ø FORY=X TO2ØSTEP-1:LINE(Ø,Y)-
(255,Y),PSET:PCLS:NEXT
64Ø R=5:FORV=2ØTO14Ø:R=R+1:PCLS
65Ø CIRCLE(128,V),R,,1,.5Ø,1
66Ø LINE(Ø,2Ø)-(255,2Ø),PSET:NEX
TV
67Ø GOSUB156Ø:V=Ø:X=1
68Ø RD$="YOU ARRIVE AT THE BASE.
 THE BASE COMMANDER GIVES YOU SO
ME LAST INSTRUCTIONS AND THEN TE
LLS YOU THAT YOU MUST GET SUPPLI
ES FOR THE TRIP.        (PRESS A
NY KEY TO CONTINUE)":GOSUB315Ø
69Ø EXEC&HA171
7ØØ RD$="HERE IS THE LIST OF SUP
PLIES. YOU MAY CHOOSE ONLY 6.
        PHASER          BACKPACK
      MATTRESS        ROPE
     SLED           FIRST AID K
IT   MAP            FOOD TABLETS
    CANTEEN         FLASHLIGHT":G
OSUB315Ø
71Ø FORH=1TO6:INPUTE$
72Ø IFH=1ANDE$<>N$(4)THENPRINT"W
HAT ARE YOU GOING TO CARRY IT  I
N?":FORK=1TO2ØØØ:NEXT:GOTO7ØØ
73Ø IFE$="FOOD TABLETS"THENE$="T
ABLETS":TB=4
74Ø IFE$="FIRST AID KIT"THENE$="
KIT"
```

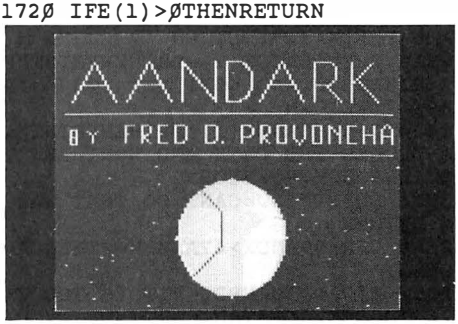
```
75Ø FORJ=1TO15:IFE$=N$(J)THENH(H
)=J
76Ø NEXT:NEXT
77Ø RD$=" YOU LEAVE THE BASE AND
 FLY ONWARD TO YOUR MISSION. HOW
EVER, JUST BEFORE YOU LAND, YOUR
 SHIP HAS ENGINE TROUBLE AND CRA
SHES IN THE FOREST. YOU MUST SAL
VAGE WHAT YOU CAN. (PRESS ANY KE
Y TO CONTINUE)":GOSUB315Ø
78Ø EXEC&HA171
79Ø RD$=PR$(X)
8ØØ GOSUB171Ø
81Ø GOSUB315Ø
82Ø GOSUB162Ø
83Ø GOSUB18ØØ
84Ø GOTO82Ø
85Ø DATA"YOU ARE INSIDE YOUR SHI
P. IT IS DAMAGED BEYOND REPAIR.
THERE IS A HATCHWAY EAST.","BOX;
BACKPACK;","",Ø,2,Ø,Ø
86Ø DATA"YOU ARE OUTSIDE YOUR SH
IP. IT IS DAMAGED BEYOND REPAIR.
 A HATCHWAY WEST LEADS INTO THE
SHIP. A TRAIL GOING NORTH LEADS
INTO A FOREST.","","BM4Ø,18ØR8U1
2",3,Ø,Ø,1
87Ø DATA"YOU ARE IN THE FOREST.
THERE IS A TRAIL RUNNING NORTH-S
OUTH.","","U8",4,Ø,2,Ø
88Ø DATA"YOU ARE IN THE FOREST.
THERE ARE TRAILS NORTH, SOUTH, A
ND EAST.","","U4R4L4U8",5,22,3,Ø
89Ø DATA"YOU ARE IN THE FOREST.
THERE IS A TRAIL RUNNING NORTH-S
OUTH.","","U8",6,Ø,4,Ø
9ØØ DATA"YOU ARE IN THE FOREST A
T A CROSSING. THERE ARE TRAILS N
ORTH, SOUTH, AND WEST.","","U12D
8L4",11,Ø,5,7
91Ø DATA"YOU ARE IN THE FOREST.
THERE IS A TRAIL RUNNING EAST-WE
ST.","","L16",Ø,6,Ø,8
92Ø DATA"YOU ARE IN THE FOREST.
THERE ARE TRAILS EAST AND SOUTH.
","","L8D8",Ø,7,9,Ø
93Ø DATA"YOU ARE IN THE FOREST.
THERE IS A ROCK WALL NEARBY. THE
 TRAIL ENDS HERE BUT WINDS NORTH
.","","D12",8,Ø,Ø,Ø
94Ø DATA"YOU ARE ON TOP OF A ROC
K WALL.","BLUESTONE;","G4E16BD4G
16",Ø,Ø,Ø,Ø
95Ø DATA"YOU IN THE FOREST. TRAI
LS GO SOUTH, NORTH, AND EAST.","
","BM48,128U8R8L8U8",13,12,6,Ø
96Ø DATA"YOU ARE IN THE FOREST.
THE TRAIL ENDS HERE BUT GOES WES
T.","","BR8BD8R8",Ø,Ø,Ø,11
97Ø DATA"YOU ARE IN THE FOREST.
TRAILS GO SOUTH, NORTH, AND WEST
.","","BU8BL16U8L4R4U8",14,Ø,11,
16
98Ø DATA"YOU ARE IN THE FOREST.
TRAILS RUN SOUTH AND EAST.","","
U8R8",Ø,15,13,Ø
99Ø DATA"YOU ARE IN THE FOREST.
A TRAIL WEST ENDS HERE.","GREENS
TONE;","R8",Ø,Ø,Ø,14
```



```
1ØØØ DATA"YOU ARE IN THE FOREST.
 A TRAIL RUNS EAST-WEST.","","BM
44,1Ø4L8",Ø,13,Ø,17
1Ø1Ø DATA"YOU ARE IN THE FOREST.
 TRAILS LEAD EAST, NORTH, AND SO
UTH.","","L4D4U8",18,16,21,Ø
1Ø2Ø DATA"YOU ARE ON THE SIDE OF
 A HILL OUTSIDE A FOREST. TRAILS
 LEAD SOUTH AND WEST.","","U2ØL8
",Ø,Ø,17,19
1Ø3Ø DATA"YOU ARE ON THE SIDE OF
 A HILL. TRAILS LEAD EAST AND SO
UTH.","","L8D2Ø",Ø,18,2Ø,Ø
1Ø4Ø DATA"YOU ARE ON THE SIDE OF
 A HILL OUTSIDE A FOREST. A TRAI
L LEADS EAST INTO A FOREST AND A
NOTHER LEADS NORTH UP THE SIDE O
F THE HILL.","SWOOFLE;","D16R8",
19,21,Ø,Ø
1Ø5Ø DATA"YOU ARE IN A FOREST. T
RAILS LEAD NORTH AND WEST.","","
```

```
R8U8",17,Ø,Ø,2Ø
1Ø6Ø DATA"YOU ARE IN A FOREST. A
 TRAIL HERE RUNS EAST-WEST.","",
"BM52,156R8",Ø,23,Ø,4
1Ø7Ø DATA"YOU ARE IN A FOREST. A
 TRAIL HERE RUNS EAST-WEST.","SI
LVERSTONE;","R12",Ø,24,Ø,22
1Ø8Ø DATA"YOU ARE AT THE BANK OF
 A RIVER. THE TRAIL RUNS EAST-WE
ST ALONG THE NORTH SHORE OF THE
RIVER.","","R4E8R12",Ø,25,Ø,23
1Ø9Ø DATA"YOU ARE AT NORTH BANK
OF A RIVER. THE TRAIL RUNS EAST-
WEST ALONG THE BANK, AND A TRAIL
 SOUTH LEADS ONTO A BRIDGE CROSS
ING THE RIVER.","GALGAMESH;","R2
ØL8D4",Ø,Ø,Ø,24
11ØØ DATA"YOU ARE ON A BRIDGE OV
ER A RIVER. THE BRIDGE FACES NOR
TH-SOUTH.","","R4D8L8U8R4D8",25,
Ø,27,Ø
111Ø DATA"YOU ARE ON THE SOUTH S
HORE OF A RIVER. A TRAIL CONTINU
ES SOUTH AND ANOTHER EAST. A TRA
IL NORTH LEADS ONTO A BRIDGE CRO
SSING A RIVER.","","D4R4L4D4",26
,34,28,Ø
112Ø DATA"YOU ARE IN A BIG FIELD
. A PATH HEADS NORTH-SOUTH.","",
"D8",27,Ø,29,Ø
113Ø DATA"YOU ARE IN A BIG FIELD
. A PATH HERE LEADS NORTH-SOUTH.
","","D8",28,Ø,3Ø,Ø
114Ø DATA"YOU ARE IN A BIG FIELD
. A PATH LEADS NORTH AND EAST.",
"GOLDROCK;","D4R2Ø",29,31,Ø,Ø
115Ø DATA"YOU ARE IN A BIG FIELD
. A PATH LEADS NORTH AND WEST.",
"","R2ØU4",32,Ø,Ø,3Ø
116Ø DATA"YOU ARE IN A BIG FIELD
. A PATH HERE RUNS NORTH-SOUTH."
,"","U12",33,Ø,31,Ø
117Ø DATA"YOU ARE IN A BIG FIELD
. A PATH LEADS SOUTH AND WEST.",
"","U8L16",Ø,Ø,32,34
118Ø DATA"YOU ARE ON THE SOUTH B
ANK OF A RIVER. A TRAIL LEADS EA
ST-WEST.","","L2Ø",Ø,33,Ø,27
119Ø DATA"YOU ARE ON THE NORTH B
ANK OF A RIVER. TRAILS LEAD NORT
H, EAST, AND WEST.","","BM116,14
8R8U8D8R8",42,36,Ø,25
12ØØ DATA"YOU ARE ON THE NORTH B
ANK OF A RIVER. TRAILS LEAD EAST
 AND WEST.","","R28",Ø,37,Ø,35
121Ø DATA"YOU ARE ON THE NORTH B
ANK OF A RIVER. TRAILS LEAD EAST
 AND WEST.","","R32",Ø,38,Ø,36
122Ø DATA"YOU ARE ON THE NORTH B
ANK OF A RIVER. A TRAIL NORTH LE
ADS INTO A FOREST. A TRAIL WEST
CONTINUES ALONG THE BANK.","","R
24U4Ø",39,Ø,Ø,37
123Ø DATA"YOU ARE IN THE FOREST
BESIDE A SMALL HILL. TRAILS GO W
EST AND SOUTH. THE ENTRANCE TO A
 CAVE IS NORTH.","","U24D12L28",
48,Ø,38,4Ø
124Ø DATA"YOU ARE IN A FOREST. A
 PATH HERE RUNS EAST-WEST.","","
L36",Ø,39,Ø,41
125Ø DATA"YOU ARE IN A FOREST. T
RAILS HERE LEAD EAST AND SOUTH."
,"","L28D32",Ø,4Ø,42,Ø
126Ø DATA"YOU ARE IN A FOREST. T
RAILS LEAD NORTH, SOUTH, AND WES
T.","","D12U8L8",41,Ø,35,43
127Ø DATA"YOU ARE IN A FOREST. A
 TRAIL HERE RUNS EAST-WEST.","",
"L2Ø",Ø,42,Ø,44
128Ø DATA"YOU ARE IN A FOREST. T
RAILS RUN NORTH AND EAST.","","L
8U12",45,43,Ø,Ø
129Ø DATA"YOU ARE IN A FOREST. A
 TRAIL HERE RUNS NORTH-SOUTH.","
","U16",46,Ø,44,Ø
13ØØ DATA"YOU ARE IN A FOREST NE
AR A SWAMP. TRAILS RUN NORTH-SOU
TH.","","U16",47,Ø,45,Ø
131Ø DATA"YOU ARE IN A FOREST NE
AR A SWAMP. A TRAIL SOUTH ENDS H
ERE.","GLOWROCK;","U16R16",Ø,Ø,4
6,Ø
132Ø DATA"YOU ARE IN A CAVE. THE
RE IS A TUNNEL NORTH, AND A PASS
AGE SOUTH EXITS THE CAVE.","","B
M216,84U16BR4D16L8U16BR4",49,Ø,3
9,Ø
133Ø DATA"YOU ARE IN A CAVE. THE
RE ARE TUNNELS SOUTH, EAST, AND
WEST.","","U4L12R24BU4L24BD8R8BR
8R8BU4",Ø,5Ø,48,52
134Ø DATA"YOU ARE IN A CAVE. THE
RE ARE TUNNELS WEST AND SOUTH.",
"","R4D8BL4U4BU8R8D12BL4",Ø,Ø,51
,49
135Ø DATA"YOU ARE AT A DEAD END.
 THERE IS A TUNNEL NORTH.","","B
R4D8L8U8BR4D4",5Ø,Ø,Ø,Ø
136Ø DATA"YOU ARE IN A CAVE. THE
RE ARE TUNNELS EAST, WEST, AND S
OUTH.","","BM2Ø4,6ØL24BD8R4BR8R1
```

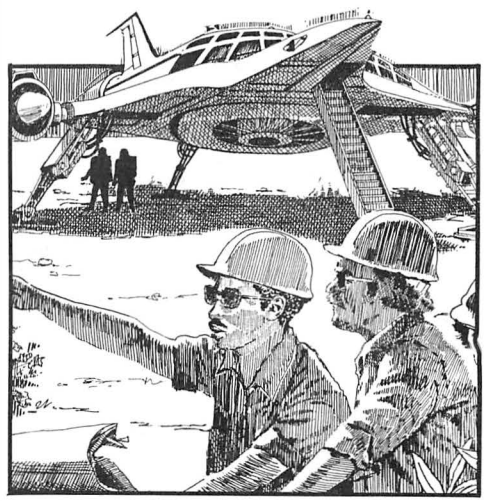
```
2BU4L24R8D4",Ø,49,53,56
137Ø DATA"YOU ARE IN A CAVE. THE
RE ARE TUNNELS NORTH, EAST, AND
WEST.","","BL4D4L4BD8R16BU8L4U4B
L4D8R8L16",52,55,Ø,54
138Ø DATA"YOU ARE AT A DEAD END.
 THERE IS A TUNNEL EAST.","","BD
4L8U8R8BD4L4",Ø,53,Ø,Ø
139Ø DATA"YOU ARE AT A DEAD END.
 THERE IS A TUNNEL WEST.","REDST
ONE;","BM196,72R8D8L8BU4R4",Ø,Ø,
Ø,53
14ØØ DATA"YOU ARE IN A CAVE. THE
RE ARE TUNNELS NORTH, EAST, AND
WEST.","BEAST;","BM18Ø,6ØL4BL8L4
BD8R16BU4L16R8U4",Ø,52,Ø,Ø
141Ø DATA"YOU ARE AT A DEAD END.
 THERE IS A TUNNEL SOUTH.","","B
L4U8R8D8BL4U4",Ø,Ø,56,Ø
142Ø DATA"YOU ARE IN A CAVE. THE
RE IS A TUNNEL EAST, AND A TUNNE
L WEST EXITS THE CAVE.","","BM16
8,6ØL12D8R12BU4L12",Ø,56,Ø,59
143Ø DATA"YOU ARE BESIDE A HILL.
 THERE IS A TRAIL WEST, AND THE
ENTRANCE TO A CAVE IS EAST.","",
"L16",Ø,58,Ø,6Ø
144Ø DATA"YOU ARE IN A FOREST. A
 TRAIL HERE RUNS EAST-WEST.","",
"L12",Ø,59,Ø,61
145Ø DATA"YOU ARE IN A FOREST. A
 TRAIL RUNS EAST-WEST.","","L2H1
2L4",Ø,6Ø,Ø,62
146Ø DATA"YOU ARE IN A FOREST. T
RAILS RUN EAST, WEST, AND NORTH.
","","L16R4U4",63,61,Ø,65
147Ø DATA"YOU ARE IN A FOREST. T
RAILS HERE RUN EAST AND SOUTH.",
"","U12R8",Ø,64,62,Ø
148Ø DATA"YOU ARE IN A FOREST. A
 TRAIL WEST ENDS HERE.","WHIRFLE
;","R16",Ø,Ø,Ø,63
149Ø DATA"YOU ARE IN A FOREST. T
RAILS HERE RUN EAST-WEST.","CUTT
LEPLANT;","BU4BL2ØBD2ØL16",Ø,62,
Ø,Ø
15ØØ DATA"YOU ARE BESIDE A CLIFF
. A TRAIL EAST LEADS INTO A FORE
ST.","","L24",Ø,65,Ø,Ø
151Ø DATA"YOU ARE AT THE TOP OF
A MOUNTAIN. A DOORWAY WEST LEADS
 INTO A BUILDING NEARBY. A ROPE
LEADS DOWN THE FACE OF A CLIFF N
EARBY.","","H16L8",Ø,Ø,Ø,68
152Ø DATA"YOU ARE AT THE COMMUNI
CATIONS OUTPOST. A DOORWAY EAST
LEADS OUTSIDE.","CABINET;RADIO;"
,"U16L16D28R16U12",Ø,67,Ø,Ø
153Ø DATA EAST,WEST,PHASER,BACKP
ACK,ROPE,FLASHLIGHT,TABLETS,CANT
EEN,MAP,MATTRESS,SLED,KIT,FLARES
,BOX,PAPER,NORTH,SOUTH,N,S,E,W,B
LUESTONE,SWOOFLE,GLOWROCK
154Ø DATA WALL,RADIO,CABINET,BEA
ST,CUTTLEPLANT,GALGAMESH,GOLDROC
K,GREENSTONE,WHIRFLE,REDSTONE,SI
LVERSTONE,KEY,HELP,END
155Ø DATA GET,GO,LOOK,EAT,CLIMB,
DROP,THROW,INV,SHOOT,OPEN,TURN,C
ALL,END
156Ø FORZ=1TO68:READPR$(Z):READT
$(Z):READL$(Z)
157Ø FORJ=1TO4:READ RE(Z,J):NEXT
:NEXT
158Ø FORC=1TO38:READN$(C):NEXT
159Ø FORC=1TO13:READV$(C):NEXT
16ØØ D$(1)="NORTH":D$(2)="EAST":
D$(3)="SOUTH":D$(4)="WEST"
161Ø FORJ=1TO68:L$(J)="C5"+L$(J)
:NEXT:RETURN
162Ø LINEINPUT">";I$:X1=X1+1:GOS
UB328Ø
163Ø A$="":B$="":A=Ø:B=Ø:I$=I$+"
 "
164Ø FORC=1TOLEN(I$)
165Ø IFMID$(I$,C,1)=" "THEN I1$=
LEFT$(I$,C-1):I$=MID$(I$,C+1):C1
=1:C2=1:GOSUB167Ø:GOTO164Ø
166Ø NEXT:RETURN
167Ø IFI1$=V$(C1)THENA$=I1$:A=C1
:RETURN
168Ø C1=C1+1:IFV$(C1)="END"THEN1
69Ø ELSE167Ø
169Ø IF I1$=N$(C2) THEN B$=I1$:B
=C2:RETURN
17ØØ C2=C2+1:IFN$(C2)="END"THENR
ETURN ELSE169Ø
171Ø IFT$(X)=""THENRETURN
172Ø IFE(1)>ØTHENRETURN
```

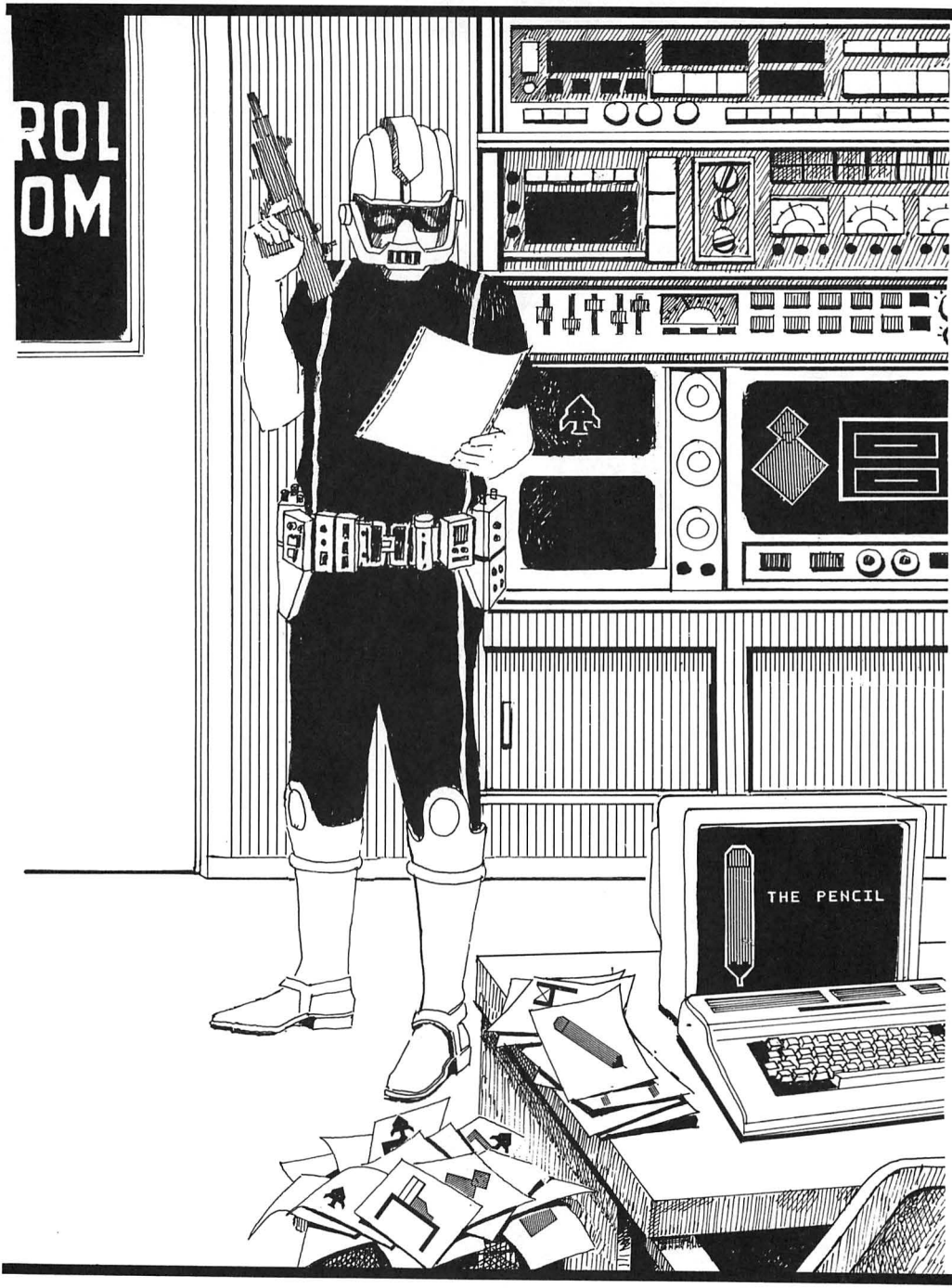


```
173Ø G$=T$(X):V=Ø
174Ø FORC=1TOLEN(G$)
175Ø IFG$=""THEN178Ø
176Ø IFMID$(G$,C,1)=";"THENV=V+1
:GOSUB313Ø:G$=MID$(G$,C+1):GOTO1
74Ø
177Ø NEXT
178Ø FORR=1TOV:IFE(R)>ØTHENRD$=R
D$+" THERE IS A "+N$(E(R))+" HER
E."
179Ø NEXT:RETURN
18ØØ ON A GOTO 182Ø,193Ø,2Ø9Ø,21
5Ø,218Ø,223Ø,24ØØ,243Ø,247Ø,253Ø
,258Ø,264Ø
181Ø PRINT"I DONT UNDERSTAND":RE
TURN
182Ø IFB>24ANDB<31THENPRINT"YOU
CAN'T GET A "I1$:RETURN
183Ø FORC=1TOV:IFB=E(C)THEN186Ø
184Ø NEXTC
185Ø PRINT"THERE ISN'T A "I1$" H
ERE":RETURN
186Ø IFB<>4THEND=D+1:IN(D)=B:E(C
)=Ø:PRINT"OK":GOTO189Ø
187Ø FORP=1TOH:IN(P+D)=H(P):NEXT
188Ø E(C)=Ø:D=P+D:PRINT"OK"
189Ø T$(X)="":FORQ=1TOV:IFE(Q)=Ø
THENNEXTQ:GOTO192Ø
19ØØ T$(X)=T$(X)+N$(E(Q))+";"
191Ø NEXTQ
192Ø RETURN
193Ø FORJ=1TO4:IFLEFT$(D$(J),1)=
LEFT$(B$,1)THEN195Ø
194Ø NEXT:GOTO2ØØØ
195Ø IFRE(X,J)=ØTHEN2ØØØ
196Ø FORQ=1TOV:IFE(Q)=ØTHENNEXTQ
:GOTO198Ø
197Ø T$(X)="":T$(X)=T$(X)+N$(E(Q
))+";":E(Q)=Ø:NEXT
198Ø IFX>2THENGOSUB2Ø4Ø
199Ø X=RE(X,J):T(X)=1:GOTO79Ø
2ØØØ IFX=25ANDE(1)=3ØTHENPRINT"H
E RISES OUT OF THE RIVER AND   B
ARS THE WAY.":RETURN
2Ø1Ø IFX=56ANDE(1)=28THENPRINT"H
E RISES UP AND WONT LET YOU    P
ASS.":RETURN
2Ø2Ø IFX=65ANDE(1)=29THENPRINT"I
T BLOCKS THE PATH AND WONT LET Y
OU THROUGH.":RETURN
2Ø3Ø PRINT"YOU CANT GO THAT WAY.
":RETURN
2Ø4Ø IFX<59ANDX>47ANDFM=ØTHENDA=
DA+1
2Ø5Ø IFDA=1THENRD$="IT IS TOO DA
RK TO SEE. IF YOU CONTINUE, YOU
WILL FALL IN A PIT.":GOTO81Ø
2Ø6Ø IFDA=2THENRD$="YOU FELL IN
A PIT AND BROKE YOUR NECK.":GOSU
B315Ø:GOTO331Ø
2Ø7Ø FORY=1TOD:IFIN(Y)=9THENRETU
RN ELSENEXT
2Ø8Ø CLS:PRINT:PRINT" YOU GET LO
ST AND ARE NEVER       HEARD FROM
 AGAIN BECAUSE YOU     DIDN'T HAV
E A MAP.":GOTO331Ø
2Ø9Ø IF B$<>"" THEN 211Ø
21ØØ RD$=PR$(X):GOSUB178Ø:GOTO 8
1Ø
211Ø IFB=15THENRD$="IT SAYS: 'IN
 CASE OF EMERGENCY, GO TO NEARES
T OUTPOST AND RADIO FOR HELP. WH
EN RESCUE SHIP IS IN SIGHT, SHOO
T FLARE.'":GOTO 315Ø
212Ø IFB=23THENRD$="IT IS A SMAL
L, ROUND, FURRY ANIMAL THAT CAN
FIT IN THE PALM OF YOUR HAND.":G
OTO315Ø
213Ø IFB=9THEN3Ø1Ø
214Ø PRINT"I SEE NOTHING SPECIAL
":RETURN
215Ø IFB=7ORI1$="TABLET"THEN IFT
B>ØTHENTB=TB-1:T1=Ø:PRINT"YUMMY"
:RETURN
216Ø IFB=7ORI1$="TABLET"THEN IFT
B<1THENPRINT"THERE ARE NO MORE L
EFT.":RETURN
217Ø CLS:PRINT:PRINT" YOU SUDDEN
LY BECOME SICK AND     DIE.":GOTO
331Ø
218Ø IFX=9ANDB=25THENX=1Ø:T(X)=1
:GOTO79Ø
219Ø IFX=1ØANDB=25THENX=9:GOTO79
Ø
22ØØ IFX=66ANDCL=1ANDB=5THENX=67
:T(X)=1:GOTO79Ø
221Ø IFX=67ANDB=5THENX=66:GOTO79
Ø
222Ø PRINT"YOU CANT DO THAT":RET
URN
223Ø FORJ=1TOD:IFB=IN(J)THEN225Ø
 ELSENEXT
224Ø PRINT"YOU DONT HAVE A "B$:R
ETURN
225Ø IFB<>4THENIN(J)=Ø:V=V+1:E(V
)=B:T$(X)=T$(X)+B$+";":GOTO228Ø
226Ø FORH=1TOD:H(H)=IN(H):IN(H)=
Ø:NEXT
227Ø V=V+1:E(V)=B:T$(X)=T$(X)+B$
+";"
228Ø D2=D:D=Ø:FORC=1TOD2:Q=INV(C
)
```

```
229Ø IFQ<>ØTHEND=D+1:INV(D)=Q
23ØØ NEXT:PRINT"OK"
23Ø5 IFB=7THENTB=Ø
231Ø IFX=25ANDB=22THENRD$="THE B
LUESTONE DRIVES AWAY THE GALGAME
SH. IT THEN SUDDENLY VANISHES.":
RE(25,2)=35:RE(25,3)=26:GOTO235Ø
232Ø IFX=56ANDB=23THENRD$="THE S
WOOFLE ATTACKS THE BEAST AND CHA
SES IT DOWN THE TUNNEL OUT OF SI
GHT.":RE(56,1)=57:RE(56,4)=58:GO
TO235Ø
233Ø IFX=65ANDB=24THENRD$="THE R
OCK STARTS TO GLOW, AND THE PLAN
T WITHERS AND DIES. THE ROCK THE
N DISINTEGRATES.":RE(65,4)=66:GO
TO235Ø
234Ø RETURN
235Ø FORJ=1TOV
236Ø IFX=25THENIF E(J)=3ØORE(J)=
22THENE(J)=Ø
237Ø IFX=56THENIF E(J)=23ORE(J)=
28THENE(J)=Ø
238Ø IFX=65THENIF E(J)=29ORE(J)=
24THENE(J)=Ø
239Ø NEXTJ:GOSUB189Ø:GOTO81Ø
24ØØ FORJ=1TOD
241Ø IFB=5ANDIN(J)=5ANDX=66THENP
RINT"THE ROPE IS SECURELY TIED T
O    THE TOP OF THE CLIFF.":INV(
J)=Ø:CL=1:RETURN
242Ø NEXTJ:PRINT"YOU CANT DO THA
T":RETURN
243Ø RD$="YOU ARE CARRYING: ":FO
RH=1TOD
244Ø IFIN(H)=ØTHEN246Ø
245Ø RD$=RD$+N$(IN(H))+", "
246Ø NEXTH:GOTO81Ø
247Ø FORJ=1TOD:IFIN(J)=3THEN248Ø
ELSENEXTJ:GOTO222Ø
248Ø IFX=25ANDB=3ØANDE(1)=3ØTHEN
RD$="YOU HURT HIM, BUT YOU DONT
KILL HIM. HE ROARS IN RAGE, GRAB
S YOU, AND RIPS YOU APART.":GOSU
B315Ø:GOTO331Ø
249Ø IFX=65ANDB=29ANDE(1)=29THEN
RD$="BEFORE THE PLANT DIES, IT S
HOOTS HUNDREDS OF SHARP, TINY NE
EDLES AT YOU, WHICH KILL YOU.":G
OSUB315Ø:GOTO331Ø
25ØØ IFX=56ANDB=28ANDE(1)=28THEN
X=25:B=3Ø:E(1)=B:GOTO248Ø
251Ø FORJ=1TOV:IFB=23ANDE(J)=23T
HENE(J)=Ø:PRINT"HE IS FRIED INST
ANTLY.":RETURN
252Ø NEXT:PRINT"YOU CANT DO THAT
":RETURN
253Ø FORL=1TOD
254Ø IFIN(L)=14ANDB=14ANDFL=ØTHE
NFL=1:PRINT" THERE ARE FLARES AN
D PAPER IN   THE BOX":D=D+2:IN(D
-1)=13:IN(D)=15:RETURN
255Ø NEXT
256Ø IFX=68ANDCB1=ØANDB=27THENCB
1=1:V=V+1:E(V)=36:T$(X)=T$(X)+"K
EY;":PRINT"THERE IS A KEY IN THE
 CABINET.":RETURN
257Ø PRINT"YOU CANT OPEN THAT":R
ETURN
258Ø FORJ=1TOD
259Ø IFIN(J)=6ANDFM=ØANDB=6THENF
M=1:DA=Ø:PRINT"THE FLASHLIGHT IS
 NOW ON.":RETURN
26ØØ IFIN(J)=6ANDFM=1ANDB=6THENF
M=Ø:PRINT"THE FLASHLIGHT IS NOW
OFF.":RETURN
261Ø IFIN(J)=36ANDB=26ANDX=68AND
RD=ØTHENRD=1:PRINT"THE RADIO IS
ON.":RETURN
262Ø IFIN(J)=36ANDB=26ANDX=68AND
RD=1THENRD=Ø:PRINT"THE RADIO IS
OFF.":RETURN
263Ø NEXT:GOTO265Ø
264Ø IFRD=1ANDB=37ANDX=68THEN266
Ø
265Ø PRINT"YOU CANT DO THAT.":RE
TURN
266Ø RD$="A WHILE LATER, A RESCU
E SHIP    FLIES BY.":GOSUB315Ø
267Ø LINEINPUT">";I$
268Ø FORJ=1TOD
269Ø IFI$="SHOOT FLARE"ANDIN(J)=
3THENRD$="THE SHIP SWOOPS DOWN A
ND RESCUES YOU. YOU ARE THEN BRO
UGHT BACK TO BASE.":GOSUB315Ø:GO
TO272Ø
27ØØ NEXT:RD$="THE SHIP FLIES BY
 AND DOESN'T NOTICE YOU.":GOTO81
Ø
271Ø FORZ=1TO2ØØØ:NEXT
272Ø RD$="YOU ARE BEFORE YOUR CO
MMANDER.  HE IS STUDYING YOUR MA
P."
273Ø FORX=1TO2ØØØ:NEXT
274Ø FORK=1TO68:T=T+T(K):NEXTK
275Ø IFT<5ØTHENRD$=RD$+"HE IS VE
RY DISGUSTED WITH YOU. YOUR MAP
IS VERY INCOMPLETE.":GOSUB315Ø
276Ø IFT>49ANDT<65THENRD$=RD$+"H
E IS PLEASED WITH YOUR JOB OF MA
PPING THE QUADRANT.":GOSUB315Ø
277Ø IFT>64THENRD$=RD$+"HE SAID
```

```
YOU DID A TERRIFIC JOB OF EXPLOR
ING THE QUADRANT. HE IS GOING TO
 RECOMMEND YOU FOR PROMOTION.":G
OSUB315Ø
278Ø FORJ=1TO3ØØØ:NEXT:CLEAR:DIM
A(5,5)
279Ø PMODE4,1:SCREEN1,1:PMODE3,1
:PCLS:COLOR2,1
28ØØ LINE(12,48)-(28,2Ø),PSET
281Ø LINE-(44,48),PSET
282Ø LINE(2Ø,36)-(36,36),PSET
283Ø GET(12,2Ø)-(44,48),A
284Ø PUT(52,2Ø)-(84,48),A
285Ø LINE(92,48)-(92,2Ø),PSET
286Ø LINE-(116,48),PSET:LINE-(11
6,2Ø),PSET
287Ø CIRCLE(128,34),16,,1,.75,.2
5
288Ø LINE(128,Ø)-(128,52),PRESET
289Ø DRAW"BM128,48L4U28R4
29ØØ PUT(148,2Ø)-(18Ø,48),A
291Ø DRAW"BM188,48U28R12F4D8G4L1
2R8F12
292Ø DRAW"BM216,2ØD28U12E16G12F1
6
293Ø CIRCLE(128,115),5Ø
294Ø DRAW"BM1ØØ,78F2ØD3ØG15D12
295Ø DRAW"BM14Ø,7ØD2ØF15D2ØG15D2
Ø
296Ø PAINT(1Ø8,12Ø),3,6:PAINT(15
Ø,12Ø),6,6:PAINT(16Ø,12Ø),4,6
297Ø PLAY"T3L2.CL4CL2.GL4GL2AL4G
FL2GCL2AL4GFL2GL4FEL2FL4ECL1D
298Ø PLAY"L2.CL4CL2.GL4GL2AL4GFL
2GCL2AL4GFL2GO4CO3L1A#L4A#
299Ø PLAY"P2P4L2.AL4AO4L2.CL4CO3
L2BL1GP8L4EL2FL4GAL2GFL1EGL2.AL4
AO4L2.CL4CO3L2BL1GO4L4CL1DCO3A#O
4DCL2.C
3ØØØ GOTO3ØØØ
3Ø1Ø PMODE3,1:SCREEN1,Ø:COLOR4,2
3Ø2Ø PCLS:DRAW"S4C4BM12,18ØE5R8D
6L12R4F4R3U4
3Ø3Ø PSET(16,172):PSET(6,176):PS
ET(12,184):PSET(32,184)
3Ø4Ø DRAW"C3BM255,152L168G12D28R
8U24E8R164":PAINT(255,154),3
3Ø5Ø CIRCLE(Ø,Ø),92,4:CIRCLE(2Ø4
,16),76,4
3Ø6Ø CIRCLE(1ØØ,88),8,3:PAINT(96
,88),3
3Ø7Ø FORJ=1TO68
3Ø8Ø IFT(J)=1THENL$(J)=MID$(L$(J
),3):L$(J)="C4"+L$(J)
3Ø9Ø IFT(J)=ØTHENL$(J)=MID$(L$(J
),3):L$(J)="C2"+L$(J)
31ØØ DRAWL$(J):NEXTJ
311Ø IFT(68)=1THENPAINT(24,32),4
312Ø A$=INKEY$:IFA$=""THEN312ØEL
SERETURN
313Ø FORJ=1TO37:IFN$(J)=LEFT$(G$
,C-1)THENE(V)=J:RETURN
314Ø NEXT
315Ø PR$=RD$:CX$=CHR$(32):LL=31
316Ø CO=RND(8):CLS(CO)
317Ø PRINT@32,;:PRINTTAB(1);
318Ø IFLEN(PR$)<LL THEN324Ø
319Ø FORCX=LL TO1STEP-1
32ØØ IFMID$(PR$,CX,1)=CX$THENCC=
CX:GOTO322Ø
321Ø NEXTCX:GOTO324Ø
322Ø PRINTLEFT$(PR$,CC-1);:PR$=M
ID$(PR$,CC+1):PRINT:PRINTTAB(1);
323Ø IFLEN(PR$)>LL THEN319Ø
324Ø PRINTPR$:BL=143
325Ø BL=BL+(16*(CO-1))
326Ø FORC=ØTO9:PRINT@32*C,CHR$(B
L);:PRINT@32*C+31,CHR$(BL);:NEXT
327Ø RETURN
328Ø T1=T1+1:IFT1=25THENPRINT"YO
U ARE GROWING HUNGRY.":FORJ=1TO2
ØØØ:NEXT:RETURN
329Ø IFT1=3ØTHENCLS:PRINT:PRINT"
 YOU STARVED TO DEATH!":GOTO331Ø
33ØØ RETURN
331Ø PRINT:PRINT" DO YOU WANT TO
 GO ON ANOTHER    ADVENTURE?"
332Ø PRINT:PRINT">";:LINEINPUTC$
333Ø IFLEFT$(C$,1)="N"THENEND EL
SERUN
```




ROL
OM
THE PENCIL

THE ADVENTURES OF JOHNNY ZERO

Program by Mark and Mike Anderson

It's the year 2091. Twelve months have elapsed since the man known to the world as The Button was elected International President. His plan for worldwide peace and equality among all nations won the overwhelming support of the majority of the voting populace around the globe. His implementation of a master computer-controlled crime prevention system, operated by a sophisticated robotic police force, has already reduced the crime rate to near zero percent in targeted countries. Political experts speculate that The Button's presidency could lead to the creation of a Utopia before the end of the decade. What a great way to begin the 22nd century!

You are Agent Johnny Zero, defender of international security. However, you far surpass anything in the field of robotics, as you are the world's first genetic computer, and the most human-like android ever created. Unlike traditional 'droids, which are locked into the binary logic of a conventional computer, your central

processing unit consists of bionic microchips, made up of genetically developed microorganisms. The organisms produce enzymes, necessary for the transmission of thought impulses. The enzymes are very similar to the ones found in the human brain. So similar, in fact, that you possess emotions, feelings and have a full range of human values.

Your job, as senior agent of The Button's special peacekeeping force, is to deal with the evil menaces still plaguing society. As you activate the CoCo to check in with headquarters, a flashing red light signals an emergency. The message:

```
The Button has been kidnapped!
Initial robotic rescue squad's whereabouts - unknown.
All are presumed to be deactivated, except Agent Eyeball.
You are being summoned to complete the rescue.
STANDBY FOR FURTHER INSTRUCTIONS . . .
```

Stunned, you ease back for a moment to ponder the alarming revelation. Although angered by the news of The Button's disappearance, you are enthusiastic about the assignment. Who could possibly be responsible for this dastardly crime? You have a hunch.

Suddenly, another transmission from headquarters conveys further information.

```
SEEK AND DESTROY THE FOLLOWING:

AGENT P.H. ORANGE - Suspected kingpin of all enemy activity.
He recently escaped from prison and may possibly possess the
secret code to international security. Last transmission from
Agent Eyeball indicates Orange organized the kidnapping and
is personally holding The Button. TERMINATION IS ESSENTIAL!

THE PENCIL - A highly dangerous schizoid. He has frequently
been linked to enemy activity and is believed to have assisted
in Agent Orange's escape.

THE HAMMER - Association with Agent Orange is uncertain, but
he has been involved with similar kidnappings of political
nature.

AGENT SPADE - The suspected right-hand man of Agent Orange.
Most files on him have been stolen, but he is believed to have
```

```
held the organization together during Orange's imprisonment.

STANDBY FOR FINAL INSTRUCTIONS . . .
```

Just as you had suspected. Agent Orange is responsible for The Button's kidnapping. You recall that Orange was a highly successful government agent from 2088 to 2090. However, during the third month of The Button's presidency, he became greedy and stole the secret code to the master computer. Fortunately, he was arrested before the code could be utilized.

Although, while in prison, Orange underwent a complete memory erasure process, the technique was found to have serious defects and total retention of the code is a definite possibility.

Your thoughts are interrupted by the final message from headquarters:

```
We have just received an anonymous notice. The Button will be
executed tomorrow and the captors plan to intercept the IPT
(International Public Television) Network's transmission to
telecast the execution worldwide. Johnny Zero, you must rescue
The Button and destroy the criminals involved. They may possess
the power to take over the world. Good luck - over and out.
```

The Adventures of Johnny Zero is a random Adventure featuring scrolling text and high resolution graphics.

You will be guided through the Adventure with graphics displays and questions from the computer. One-letter responses of `N` (North), `S` (South), `E` (East), `W` (West), `Y` (Yes) and `N` (No) are all you need to proceed in rescuing The Button from the clutches of the enemy agents.

Mike Anderson, a recent electronics major graduate, enjoys playing guitar and weightlifting. His brother, Mark, is in the eighth grade. He enjoys Adventure programming and collecting vintage baseball cards. Questions or comments may be addressed to the Andersons at 8453 E. Rolling Ridge St., Tucson, AZ 85710. Please enclose an SASE when requesting a reply.

JOHNNY 0 32K ECB

```
Ø CLEAR8ØØ
1 CLEAR:DIML$(33)
2 R=178:P$="L15T15O5CA":P1$="L4T
5O2DAO3DL5ADB-ADBADB-ADO2DA"
3 GOTO9
4 H=H+6
5 A$="N":GOSUB34:PLAYP$:RETURN
6 D$=INKEY$:IFD$=""THEN6 ELSERET
URN
7 H=H+6
8 A$="Y":GOSUB34:PLAYP$:RETURN
9 WN=2Ø
1Ø LP$="Ø":AG$="Ø":SP$="Ø"
11 PE$="U4E8H4G4H4G4BR16U76H4L8G
4D8R16BL16D68F8"
12 H$="R28D12L28U12BR1ØBD12D24R8
U24BU1ØBR4L6D6R6U6BL12L6D6R6U6"
13 S$="H8L4U16E4F8D4E4U2ØH1ØL4U2
8R12F4U4H12L12E16L9G16L2ØG8D4E4R
12D8G4R4D4E4D12H4D4F4R6E4F4D4L4G
1ØD2ØF4U4E8F4D16L4G8R3ØBL3ØBU8ØG
4F4U8BL8BU2R24F4"
14 SA$="F8D4F4D4H4L6D6F2L8E2U6L6
G4U4E4U4E8"
15 CA$="H4R8F4D8F4L16U4L4D4R4BL4
L2ØU4L4D4R4BL4L16E8R12E4R24BL4G4
L2Ø"
16 L$(1)="R":L$(2)="BR4UBU2U3BD6
BR3":L$(5)="BU5ER2FDGLDBDDBR6"
17 L$(7)="U4E2F2D2NL4D2":L$(8)="
NR3U6R3FDGNL3FDGBR":L$(9)="BUFNR
3HU4ER3BD6":L$(1Ø)="NR3U6R3FD4GB
R":L$(11)="NR4U3NR3U3R4BD6":L$(1
2)="U3NR3U3R4BD6"
18 L$(13)="BUFR2EU2L2BL2D3U5ER2F
BD5":L$(14)="U6D3R4U3D6":L$(15)=
"R4L2U6L2R4BD6":L$(16)="BUFR2EU5
BD6":L$(17)="U6D3RNE3F3":L$(18)=
"NU6R4"
19 L$(19)="U6F2E2D6":L$(2Ø)="U6D
F4DNU6":L$(21)="BUU4ER2FD4GL2HFB
R3":L$(22)="U6R3FDGL2BD3BR3":L$(
23)="BUU4ER2FD4GL2HFR2EHF2L":L$(
24)="U6R3FDGL3R2F2D":L$(25)="BUF
R2EUHL2HEUR2FBD5"
2Ø L$(26)="BU6R4L2D6BR2":L$(27)=
"BU6D5FR2EU5D6":L$(28)="BU6D2FD2
FEU2EU2BD6":L$(29)="NU6E2F2NU6":
L$(3Ø)="UE4UBL4DF4D":L$(31)="BU5
UDF2E2UDG2D3BR2":L$(32)="BU6R4DG
4D1R4"
21 PMODE4,1:PCLS:SCREEN1,1
22 PCLS5:POKER,2:LINE(3,88)-(251
,98),PSET,B:COLORØ:A$="THE ADVEN
TURES OF JOHNNY ZERO":H=8:V=96:G
OSUB34:FORX=1TO4:PLAYP1$:NEXT:CO
LOR5
23 GOTO38
24 PCLS:COLOR5:DRAW"BMØ,14ØR255"
:DRAW"BM145,129S3"+CA$:POKER,1:P
AINT(143,134),,5:FORX=1TO1ØØ:PSE
T(RND(255),RND(117),5):NEXT:RETU
RN
25 FORT=1TO2ØØØ:NEXT:PCLS:PLAY"T
2O1EAEAO2EDCCDEO1EL2A":DRAW"BM14
2,116C5"+CA$:POKER,1:PAINT(143,1
15),,5:A$="GAME OVER":H=88:V=44:
DRAW"C5":GOSUB34
26 IFWN<=Ø THENA$="YOU DIE FROM
WOUNDS":H=54:V=16Ø:GOSUB34
27 A$="PLAY AGAIN ?":H=84:V=64:G
OSUB34
28 GOSUB6:IFD$<>"Y"THEN3Ø
29 GOTO1
3Ø CLS:END
31 A$="YOU ESCAPE ":RETURN
32 FORT=1TO15ØØ:NEXTT:RETURN
33 FORT=1TO3ØØØ:NEXTT:RETURN
34 FORA=1TOLEN(A$):M$=MID$(A$,A,
1):B=ASC(M$)-58
35 IFB=-26 THENH=H+1Ø:GOTO37
36 DRAW"BM"+STR$(H)+","+STR$(V)+
";"+L$(B):H=H+8
37 NEXT:RETURN
38 PCLS:DRAW"BM232,176"+CA$
39 POKER,1:PAINT(238,184),,5:POK
ER,3
4Ø A$="DIRECTION:?":H=8:V=8:GOSU
B34
41 GOSUB6
42 IFD$="E" THENA$="E":H=98:V=8:
GOSUB34:PLAYP$:GOSUB32:GOTO138
43 IFD$="N"THEN5Ø
44 IFD$="W"THEN48
45 IFD$="S"THEN49
46 GOSUB75:GOTO41
47 PCLS
48 A$="W":H=98:V=8:GOSUB34:PLAYP
$:GOSUB32:GOTO186
49 A$="S":H=98:V=8:GOSUB34:PLAYP
$:GOSUB32:GOTO224
5Ø A$="N":H=98:V=8:GOSUB34:PLAYP
$:GOSUB32
51 PCLS5:POKER,13:LINE(8Ø,13Ø)-(
168,191),PSET,BF:COLORØ:LINE(112
,176)-(128,191),PSET,BF:DRAW"C5B
M116,184D4"
52 COLOR5:LINE(1ØØ,148)-(112,16Ø
),PSET,BF:LINE(144,148)-(156,16Ø
),PSET,BF:DRAW"BM144,154CØR6NU6D
```

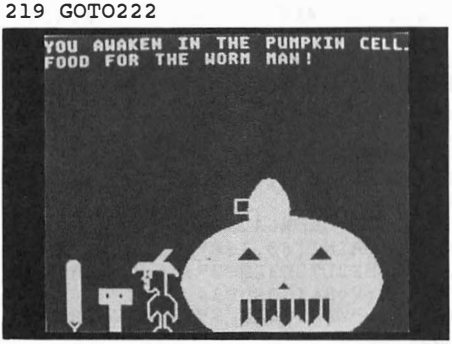
```
6BU6R6":DRAW"BM1ØØ,154CØR6NU6D6B
U6R6"
53 DRAW"CØBM8Ø,136L16E24R72F24L1
6U6L88D6":PAINT(124,116),Ø,Ø
54 DRAW"BM232,179CØ"+CA$:POKER,1
:PAINT(238,184),,Ø
55 COLORØ:LINE(Ø,Ø)-(13Ø,4Ø),PSE
T,BF:COLOR5:A$="OPEN DOOR ?":H=8
:V=1Ø:GOSUB34
56 GOSUB6
57 IFD$="Y"THENGOSUB7:GOSUB32:GO
TO61
58 IFD$="N"THENGOSUB4:GOSUB32:GO
TO6Ø
59 GOSUB75:GOTO56
6Ø IFAO=1 THEN55 ELSE38
61 PCLS5:DRAW"CØBM255,4ØL3ØD1ØL3
ØD1ØL3ØD1ØL3ØD1ØL3ØD1ØL3ØD1ØL3ØD
1ØL3ØD1ØL3Ø":DRAW"BMØ,128CØR255"
:PAINT(255,127),Ø,Ø:DRAW"BM255,Ø
CØL3ØD4Ø":POKER,1:PAINT(252,1Ø),
,Ø:DRAW"CØBM249,2ØD7"
```

```
62 POKER,2:L1$="BM15,11ØR8L11CØL
"
63 IF LP$="Ø" THENDRAWL1$ELSE7Ø
64 COLORØ:LINE(Ø,132)-(112,18Ø),
PSET,BF
65 A$="A LASER PEN":H=8:V=14Ø:CO
LOR5:GOSUB34:A$="WANT IT ?":H=8:
V=151:GOSUB34
66 GOSUB6
67 IFD$="Y"THENA$="Y":H=9Ø:V=151
:GOSUB34:PLAYP$:A$="OK":H=8:V=16
1:LP$="1":GOSUB34:GOTO7Ø
68 IFD$="N"THENA$="N":H=9Ø:V=151
:GOSUB34:PLAYP$:A$="OK":H=8:V=16
1:GOSUB34:GOTO7Ø
69 A$="IMPOSSIBLE":H=8:V=169:GOS
UB34:GOSUB32:COLORØ:LINE(7,159)-
(1ØØ,169),PSET,BF:COLOR5:GOTO66
7Ø COLORØ:LINE(Ø,Ø)-(13Ø,4Ø),PSE
T,BF:A$="CONTINUE:?":H=8:V=1Ø:CO
LOR5:GOSUB34
71 GOSUB6
72 IFD$="Y"THENGOSUB7:GOSUB32:GO
TO77
73 IFD$="N"THENGOSUB4:GOSUB32:GO
TO76
74 GOSUB75:GOTO71
75 A$="IMPOSSIBLE":I$="1Ø,32":GO
SUB339:FORT=1TO1ØØØ:NEXT:LINE(1Ø
,26)-(1ØØ,34),PRESET,BF:RETURN
76 IFAO=1 THEN7Ø ELSE51
77 PCLS:POKER,1:DRAW"BMØ,14ØD51R
29U51L29":PAINT(24,168),,5:DRAW"
BM8,164C5D8"
78 DRAW"BM52,191C5U23R48D23L4U19
E4G4L4ØH4F4D2ØL4":POKER,2:PAINT(
84,169),,5
79 DRAW"BM64,167C5U8H4U2R16C5D2L
16BR16G4D8L8":POKER,1:PAINT(66,1
65),,5
8Ø DRAW"BM188,191C5U36R56D36L52U
32R48D32":POKER,2:PAINT(22Ø,157)
,,5
81 COLOR5:CIRCLE(216,172),12,,.8
9:CIRCLE(216,172),9,,.59:POKER,2
:PAINT(216,172),,5:COLOR5:CIRCLE
(216,172),1,Ø:POKER,1:PAINT(216,
178),,5:PAINT(216,165),,5
82 COLOR5:FORX=194TO238STEP8:DRA
W"BM"+STR$(X)+",159D32":NEXT
83 IFAO=1 THEN1Ø6
84 IFDH=1 THEN1Ø6
85 X=RND(2)
86 IFX<>1 THEN89
87 POKER,3:DRAW"BM112,152"+H$
88 POKER,1:PAINT(124,156),,5:POK
ER,2:PAINT(126,184),,5:FORX=1TO2
Ø:PLAYP$:NEXT:GOTO97
89 A$="AGENT EYEBALL":H=15Ø:V=89
:GOSUB34:A$="SAYS SHRINK":H=15Ø:
V=99:GOSUB34:A$="PILLS IN BLUE":
H=15Ø:V=1Ø9:GOSUB34:A$="JAR<":H=
15Ø:V=119:GOSUB34
9Ø A$="WANT PILLS ?":H=8:V=8:GOS
UB34
91 GOSUB6
92 IFD$="Y"THENGOSUB7:A$="OK":H=
8:V=18:GOSUB34:SP$="1":GOTO96
93 IFD$="N"THENGOSUB4:A$="OK":H=
8:V=18:GOSUB34:GOSUB32:GOTO96
94 GOSUB75:GOTO91
95 GOSUB32:GOTO111
96 GOSUB31:H=15Ø:V=8:GOSUB34:GOT
O95
97 COLOR5:A$="THE HAMMER IS HERE
<":H=65:V=96:GOSUB34
```

```
98 IFLP$="1" THENA$="USE PEN ?":
H=8:V=8:GOSUB34:ELSE1Ø9
99 GOSUB6
1ØØ IFD$="Y"THENGOSUB7:GOSUB32:G
OTO1Ø3
1Ø1 IFD$="N"THENGOSUB4:GOSUB32:G
OTO1Ø9
1Ø2 GOSUB75:GOTO99
1Ø3 X=RND(2):IFX=1 THEN1Ø4 ELSE1
1Ø
1Ø4 POKER,RND(4):LINE(1Ø8,148)-(
14Ø,19Ø),PSET,BF:LINE-(1Ø8,148),
PRESET,BF
1Ø5 COLOR5:A$="HE IS DEAD<":H=9Ø
:V=1Ø6:GOSUB34
1Ø6 COLORØ:LINE(192,16Ø)-(24Ø,19
1),PSET,BF:COLOR5:CIRCLE(216,172
),12,,.89:CIRCLE(216,172),9,,.59
:POKER,2:PAINT(216,172),,5:CIRCL
E(216,172),1,Ø:POKER,1:PAINT(216
,178),,5:PAINT(216,165),,5:COLOR
5
1Ø7 FORT=1TO15:PLAYP$:NEXT:COLOR
5:A$="AGENT EYEBALL JOINS YOU<":
H=56:V=136:GOSUB34:LINE(Ø,Ø)-(25
5,136),PRESET,BF:EY=1:GOSUB32:GO
TO89
1Ø8 GOSUB31:H=15Ø:V=8:GOSUB34:GO
TO95
1Ø9 FORX=1TO7:PLAYP$:NEXT:A$="HE
 NAILS YOU<":H=84:V=1Ø6:GOSUB34:
WN=WN-7:GOTO1Ø8
11Ø FORX=1TO7:PLAYP$:NEXT:A$="YO
U MISS HIM;":H=84:V=1Ø6:GOSUB34:
WN=WN-7:GOTO1Ø8
111 GOSUB32:PMODE4,1:PCLS:SCREEN
1,1:CIRCLE(128,16Ø),1Ø,5,.93
112 A$="A SMALL HOLE":H=84:V=48:
GOSUB34
113 LINE(1Ø6,148)-(15Ø,172),PSET
,B:POKER,1:PAINT(1Ø8,152),,5:COL
OR5
114 IFSP$="1"THENA$="TAKE PILLS
?":H=8:V=1Ø:GOSUB34:ELSE119
115 GOSUB6
116 IFD$="Y"THENGOSUB7:GOSUB32:G
OTO121
117 IFD$="N"THENGOSUB4:GOTO119
118 GOSUB75:GOTO115
119 A$="THE WALLS":H=95:V=6Ø:GOS
UB34:A$="CLOSE IN <":H=99:V=7Ø:G
OSUB34:FORX=ØTO128:LINE(X,96)-(X
,191),PSET:LINE(255-X,96)-(255-X
,191),PSET:NEXT
12Ø COLORØ:A$="SQUISH<":H=1ØØ:V=
132:GOSUB34:GOTO25
121 PCLS:DRAW"BM124,ØD144BR8U144
"
122 X=RND(2):IFX=1 THEN123ELSE12
7
123 A$="A RAT<":H=8:V=1Ø:GOSUB34
:A$="BYE ZERO;":H=8:V=2Ø:GOSUB34
124 DRAW"BM134,15ØR4F4R2F2R4E4R4
G6F6D2BL24BU16D4G4R6G4R6G4L8H4D4
F2D6F4R4":CIRCLE(168,178),36,,.6
2,.68,.52:PAINT(168,178),5,5
125 DRAW"BM2Ø2,172E4U12E8R4G8D12
G8":PAINT(2Ø3,172),5,5:CIRCLE(14
5,16Ø),3,Ø,.89:POKER,2:PAINT(145
,16Ø),,Ø
126 FORY=1TO166:PSET(128,Y,5):PS
ET(128,Y-1,Ø):FORT=1TO5Ø:NEXT:NE
XT:IFX=1 THEN25 ELSE128
127 CIRCLE(128,188),65,,.35:POKE
R,1:PAINT(128,188),,5:GOTO126
128 IFEY=1 THENGOTO131
129 COLOR5:A$="A SAFE LANDING":H
=6:V=1Ø:GOSUB34
13Ø D=1:GOTO136
131 COLOR5:A$="AGENT EYEBALL":H=
14Ø:V=1Ø:GOSUB34:A$="TELLS YOU<"
:H=14Ø:V=2Ø:GOSUB34:A$="DRINK WA
TER ?":H=4:V=1Ø:GOSUB34
132 GOSUB6
133 IFD$="Y"THENGOSUB7:GOTO136
134 IFD$="N"THENGOSUB4:D=1:GOTO1
36
135 GOSUB75:GOTO132
136 LINE(14Ø,Ø)-(25Ø,32),PRESET,
BF:GOSUB31:H=16Ø:V=1Ø:GOSUB34:IF
D=1 THEN428
137 A$="YOUR SIZE":H=4:V=2Ø:GOSU
B34:A$="IS RESTORED<":H=4:V=3Ø:G
OSUB34:GOSUB32:GOTO428
138 PMODE4,1:PCLS5:SCREEN1,1:COL
ORØ:LINE(28,6Ø)-(132,191),PSET,B
F:POKER,1:LINE(4Ø,12Ø)-(116,68),
PSET,BF:COLOR5:LINE(4Ø,132)-(116
,184),PSET,B:CIRCLE(124,13Ø),5,,
.95:PAINT(124,13Ø),5,5
139 A$="JOHNNY":H=44:V=79:GOSUB3
4:A$="ZERO":H=52:V=92:GOSUB34:A$
="SPY":H=86:V=116:GOSUB34
14Ø DRAW"CØBM18Ø,184G8R24E2U6L18
U52L4ØD12R4ØBR18R56U12L56D52BU52
BL18BU2L12E12D14BU14U3ØR18D48"
141 CIRCLE(188,76),12,,.97
142 DRAW"BM19Ø,66R7L28R14U5R12D5
"
143 CIRCLE(184,72),2:DRAW"BM18Ø,
8ØCØR6"
144 POKER,1Ø3:PAINT(232,134),,Ø:
```

```
PAINT(16Ø,132),,Ø
145 POKER,2:PAINT(188,18Ø),,Ø:PA
INT(178,124),,Ø
146 PAINT(188,188),Ø,Ø:PAINT(185
,64),Ø,Ø
147 COLORØ:LINE(Ø,Ø)-(255,4Ø),PS
ET,BF:COLOR5:A$="PACKAGE FOR":H=
164:V=8:GOSUB34:A$="JOHNNY ZERO"
:H=164:V=18:GOSUB34
148 A$="WANT IT ?":H=8:V=1Ø:GOSU
B34
149 GOSUB6
15Ø IFD$="Y"THENGOSUB7:JO=1:GOTO
153
151 IFD$="N"THENGOSUB4:GOTO369
152 GOSUB75:GOTO149
153 GOSUB32:PCLS5:DRAW"CØBM236,1
87NG4NF4U78HEFG5L2H2BR16G2L2H4"
154 COLORØ:LINE(16Ø,1Ø8)-(2Ø8,19
1),PSET,BF:COLOR5
155 FORY=116TO164STEP24:X1=168:X
2=2ØØ:LINE(X1,Y)-(X2,Y+16),PSET,
B:NEXT
156 FORY=124TO172STEP24:X1=18Ø:X
2=188:LINE(X1,Y)-(X2,Y),PSET:NEX
T
157 COLORØ:LINE(76,152)-(14Ø,191
),PSET,B:POKER,1:PAINT(112,156),
,Ø
158 DRAW"BM96,152CØU8E8R12F8D8":
CIRCLE(11Ø,128),9,,.89:PAINT(112
,144),Ø,Ø:DRAW"BM1Ø5,121H4R18F2D
8G2":PAINT(1Ø8,119),Ø,Ø
159 DRAW"BM1Ø3,126R2D2U4R4D4L4R4
U2R2U2D4R4U4L4R4D2R2":PAINT(1Ø6,
125),Ø,Ø:PAINT(112,125),Ø,Ø:DRAW
"BM1Ø8,132R4"
16Ø LINE(Ø,Ø)-(255,76),PSET,BF
161 POKER,1Ø3:LINE(Ø,96)-(2Ø,191
),PSET,BF:COLORØ:GOSUB33:LINE(14
,96)-(2Ø,191),PSET,BF
162 POKER,1Ø3:LINE(2Ø,96)-(3Ø,19
1),PSET,BF
163 DRAW"BM56,191CØ"+PE$
164 POKER,2:PAINT(56,1Ø4),,Ø
165 POKER,1:PAINT(56,15Ø),,Ø:PAI
NT(56,182),Ø,Ø:DRAW"BM1Ø8,132C5R
4":COLORØ:CIRCLE(11Ø,132),3,,.89
:PAINT(11Ø,132),Ø,Ø
166 COLOR5:A$="THE PENCIL IS HER
E<":H=8Ø:V=56:GOSUB34:FORX=1TO7:
PLAYP$:NEXT
167 IFLP$="1"THENA$="USE PEN ?":
H=8:V=1Ø:GOSUB34:GOTO173:ELSE168
168 A$="TRY ESCAPE ?":H=8:V=1Ø:G
OSUB34
169 GOSUB6
17Ø IFD$="Y"THENGOSUB7:GOTO185
171 IFD$="N"THENGOSUB4:GOTO182
172 GOSUB75:GOTO169
173 GOSUB6
174 IFD$="Y"THENGOSUB7:GOTO178
175 IFD$="N"THENGOSUB4:GOTO182
176 GOSUB75:GOTO173
177 A$="HE IS DEAD<":H=8Ø:V=66:G
OSUB34:DP=1:FORT=1TO15:PLAYP$:NE
XT:GOTO369
178 X=RND(2):IFX=1 THENGOTO181
179 POKER,2:LINE(48,98)-(64,191)
,PSET,BF:COLOR5:LINE-(48,98),PSE
T,BF
18Ø GOTO177
181 A$="YOU MISS HIM;":H=8:V=2Ø:
GOSUB34
182 A$="HE LEADS YOU HAVE IT<":H
=8Ø:V=66:GOSUB34
183 COLORØ:LINE(61,123)-(64,128)
,PSET,BF
184 FORX=1TO8:FORF=66TO1Ø6:COLOR
Ø:PSET(F,126,Ø):PSET(F-1,126,5):
NEXT:NEXT:GOTO25
185 X=RND(2):IFX=1THEN369ELSE182
186 PCLS:COLOR5:DRAW"BM18Ø,16ØS9
"+CA$:POKER,1:PAINT(19Ø,159),,5:
DRAW"S4":DRAW"C5BM255,148L32D44B
U32R32BU8L32BD4BR8U2D4R8U4L8BR12
BD2U2D4R8U4L8":DRAW"BM228,164D24
R24U24L24"
187 DRAW"BM224,16ØG8D4R4U4E4BD8B
L8G4D4R4U4E4BD8BL6F1Ø":PAINT(215
,177),5,5:POKER,2:PAINT(236,176)
,,5
188 POKER,1
189 PAINT(228,157),,5:PAINT(254,
19Ø),,5
19Ø DRAW"C5BM64,191U88L12D88":PO
KER,9:PAINT(6Ø,136),,5:DRAW"BM94
,1Ø3C5U32L72D32R72":A$="BOOM GAS
":H=28:V=84:GOSUB34
191 A$="WANT GAS ?":H=8:V=1Ø:GOS
UB34
192 GOSUB6
193 IFD$="Y"THENGOSUB7:GOSUB32:G
OTO196
194 IFD$="N"THENGOSUB4:GOTO2Ø5
195 GOSUB75:GOTO192
196 GOSUB24
197 DRAW"S4C5":A$="AN EXPLOSION<
":H=8:V=16Ø:GOSUB34:A$="TOO BAD
ZERO;":H=8:V=17Ø:GOSUB34
198 FORX=1TO19:POKER,2:CIRCLE(13
8,132),X,,.58:PLAYP$:NEXT
```

```
199 IFDP=1 THEN2Ø3
2ØØ DRAW"S2C5":DRAW"BM23Ø,19Ø"+P
E$:POKER,1:PAINT(228,17Ø),,5:POK
ER,2:PAINT(228,146),,5
2Ø1 DRAW"S4C5"
2Ø2 A$="TOO EASY":H=155:V=152:GO
SUB34:GOTO2Ø4
2Ø3 DRAW"S2C5":DRAW"BM246,191"+S
$:POKER,1:PAINT(24Ø,142),,5:DRAW
"C5S4":GOTO2Ø2
2Ø4 GOTO25
2Ø5 IFDH=1 THEN224
2Ø6 GOSUB32:FORX=1TO15:PLAYP$:NE
XT:DRAW"BM1Ø,15Ø"+H$
2Ø7 POKER,1:PAINT(13,153),,5:POK
E178,2:PAINT(21,173),,5
2Ø8 COLOR5:A$="THE HAMMER IS HER
E<":H=6Ø:V=5Ø:GOSUB34
2Ø9 LINE(Ø,Ø)-(12Ø,3Ø),PRESET,BF
21Ø IFLP$="1"THEN211ELSE216
211 A$="USE PEN ?":H=8:V=1Ø:GOSU
B34
212 GOSUB6
213 IFD$="Y"THENGOSUB7:GOTO22Ø
214 IFD$="N"THENGOSUB4:GOTO216
215 GOSUB75:GOTO212
216 A$="HE NAILS YOU<":H=8Ø:V=6Ø
:FORX=1TO5:PLAYP$:NEXT:GOSUB34
217 WN=WN-7
218 IFWN<=Ø THEN 25
219 GOTO222
```

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22Ø POKER,RND(4):LINE(8,149)-(4Ø
,191),PSET,BF:LINE-(8,149),PRESE
T,BF
221 A$="HE IS DEAD;":H=8Ø:V=6Ø:C
OLOR5:GOSUB34:FORX=1TO5:PLAYP$+"
G":NEXT:DH=1
222 GOSUB31:H=17Ø:V=8:GOSUB34
223 GOSUB33
224 GOSUB24:COLOR5:FORX=1TO2:H=R
ND(2ØØ):V=RND(3Ø):CIRCLE(H,V),14
,,.34:PAINT(H,V),5,5:NEXT
225 DRAW"S4":A$="YOU CHECK":H=8:
V=15Ø:GOSUB34:A$="YOUR COCO":H=8
8:V=15Ø:GOSUB34
226 A$="FOR CLUES;":H=8:V=16Ø:GO
SUB34
227 GOSUB33:PCLS
228 LINE(162,164)-(214,1ØØ),PSET
,B:LINE(38,1ØØ)-(92,164),PSET,B
229 DRAW"C5BMØ,1Ø8E72R111F72L254
":LINE(72,36)-(78,1Ø8),PSET,BF:L
INE(184,36)-(178,1Ø8),PSET,BF:LI
NE(Ø,164)-(255,164),PSET
23Ø FORX=52TO82STEP27:PAINT(X,1Ø
4),5,5:NEXT:FORX=164TO192STEP27:
PAINT(X,1Ø4),5,5:NEXT:POKER,1:PA
INT(52,158),,5:PAINT(178,158),,5
231 COLOR5:DRAW"BM112,116R32D24L
32U24BD28BR8L8G16R64H16L28":FORX
=114TO144STEP8:DRAW"BM"+STR$(X)+
",148D3R3U3L3":PAINT(X+2,148+2),
,5:NEXTX:FORX=1Ø6TO148STEP8:DRAW
"BM"+STR$(X)+",154D3R3U3L3":PAIN
T(X+2,154+2),,5:NEXT
232 IFEC=1 THEN242
233 FORY=12ØTO126STEP3:DRAW"C5BM
116,"+STR$(Y)+"R24":NEXT:DRAW"BM
116,129R2"
234 FORX=1TO6:PSET(116,132,5):FO
RT=1TO25Ø:NEXTT:PRESET(116,132):
FORT=1TO3ØØ:NEXTT:NEXTX:PSET(116
,132,5):LINE(114,12Ø)-(142,136),
PRESET,BF
235 FORY=12ØTO136STEP3:DRAW"C5BM
116,"+STR$(Y)+"R24":NEXT
236 A$="A SECRET FILE":H=8:V=18Ø
:GOSUB34:A$="ON SPADE ST;":H=124
:V=18Ø:GOSUB34
237 A$="FOLLOW LEAD ?":H=8:V=1Ø:
GOSUB34
238 GOSUB6
239 IFD$="Y"THENGOSUB7:GOSUB32:G
OTO261
24Ø IFD$="N"THENGOSUB4:GOSUB32:G
OTO186
241 GOSUB75:GOTO238
242 DRAW"BM12Ø,12ØD3R5U3L5BR12D3
R5U3L5BM12Ø,128R15D4L15U4"
243 POKER,2:PAINT(122,122),,5:PA
INT(134,122),,5:PAINT(125,13Ø),,
5
244 COLOR5:A$="AGENT ECB IS HERE
<":H=8:V=172:GOSUB34:FORT=1TO15:
PLAYP$:NEXT
245 IFLP$="1"THEN246ELSE251
246 A$="USE PEN ?":H=8:V=1Ø:GOSU
B34
```
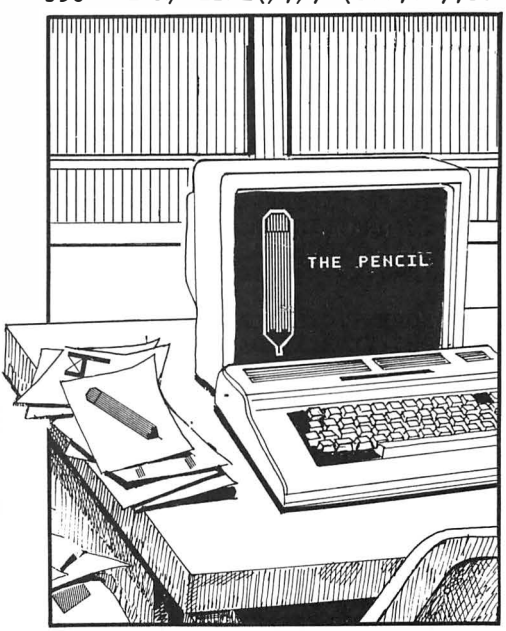

```
247 GOSUB6
248 IFD$="Y"THENGOSUB7:GOTO256
249 IFD$="N"THENGOSUB4:GOTO251
25Ø GOSUB75:GOTO247
251 IFAG$="1"THEN258ELSE256
252 GOSUB6
253 IFD$="Y"THENGOSUB7:GOTO257
254 IFD$="N"THENGOSUB4:GOTO256
255 GOSUB75:GOTO252
256 A$="HE GOSUBS YOU WITHOUT RE
TURN<":H=8:V=182:GOSUB34:FORX=1T
O12:PLAY"O5T5ECB":NEXT:GOTO25
257 GOTO259
258 LINE(Ø,Ø)-(12Ø,2Ø),PRESET,BF
:A$="USE GUN ?":H=8:V=1Ø:GOSUB34
:GOTO252
259 POKER,RND(4):LINE(1Ø2,112)-(
15Ø,142),PSET,BF:LINE-(1Ø2,112),
PRESET,BF:FORX=1TO15:PLAYP$:NEXT
26Ø FORT=1TO15:PLAYP$+"O5G":NEXT
:A$="HE EXPLODES<":H=15Ø:V=1Ø:DR
AW"C5":GOSUB34:GOTO426
261 PCLS5:DRAW"CØBM14,191U48R6ØD
48BU48BL12U8L36D8U8L12U12R6ØD12L
12BD2ØU4D8L12U8R12BL24D8L12U8R12
BD2ØR12D2ØL12U2Ø":CIRCLE(42,182)
,1,Ø
262 CIRCLE(62,184),7,Ø,1.6,.3Ø,.
75:CIRCLE(62,184),7,Ø,1.6,.75,.1
8:CIRCLE(26,184),7,Ø,1.6,.3Ø,.75
:CIRCLE(26,184),7,Ø,1.6,.75,.3Ø
263 PAINT(52,128),Ø,Ø:COLOR5:A$=
"SHOES":H=26:V=132:GOSUB34:POKER
,178:PAINT(7Ø,148),,Ø
264 DRAW"CØBM82,191U44R56D44BU22
BL8U8L12D8R12L6U8D4R6L12BL14U4D8
L12U8R12D4L12R6U4D8BM1Ø4,191U14R
12D14L12":CIRCLE(1Ø8,184),1,Ø:PO
KER,23:PAINT(1Ø8,17Ø),,Ø
265 DRAW"CØBM94,146U4L8U12R5ØD12
L8D4U4L4Ø":PAINT(98,14Ø),Ø,Ø:A$=
"TACOS":H=92:V=14Ø:COLOR5:GOSUB3
4
266 DRAW"CØBM144,191U1ØØR6ØD1ØØ"
:FORX=1Ø8TO172STEP24:FORG=152TO1
82STEP3Ø:DRAW"CØBM"+STR$(G)+","+
STR$(X)+"R12D12L12U12":PAINT(G+2
,X+2),Ø,Ø:NEXTG,X
267 POKER,1:PAINT(176,174),,Ø:DR
AW"BM143,98CØL4U12R7ØD12L4":PAIN
T(142,96),Ø,Ø
268 DRAW"BM246,182CØS3"+CA$:POKE
R,1:PAINT(246,186),,Ø
269 DRAW"S4CØBM2Ø6,116R16D4G8D49
L4U49E8L12":FORX=2Ø6TO222STEP3:D
RAW"CØBM"+STR$(X)+",116D4":NEXT:
FORY=128TO178STEP3:DRAW"CØBM21Ø,
"+STR$(Y)+"R4":NEXT
27Ø LINE(Ø,Ø)-(255,46),PSET,BF:C
OLOR5:A$="CLIMB STEPS ?":H=8:V=1
Ø:GOSUB34
271 GOSUB6
272 IFD$="Y"THENGOSUB7:GOTO277
273 IFD$="N"THENGOSUB4:GOTO276
274 GOSUB75:GOTO271
275 GOSUB32:COLORØ:LINE(Ø,Ø)-(25
5,4Ø),PSET,BF:A$="YOU CRUISE TO
YOUR OFFICE;":H=8:V=1Ø:COLOR5:GO
SUB34:GOSUB33:GOTO138
276 IFCS=1 OR JO=1 THEN369 ELSE2
75
277 GOSUB32:PCLS:COLOR5:LINE(124
,48)-(255,191),PSET,BF
278 COLORØ:LINE(172,116)-(228,19
1),PSET,B:POKER,1:PAINT(2Ø4,118)
,,Ø
279 DRAW"CØBM221,149D12"
28Ø IFZZ=1 THEN34Ø
281 DRAW"BM48,64C5D127BR32U127"
282 DRAW"BM76,12ØS3"+S$
283 POKER,1:PAINT(6Ø,54),,5:POKE
R,3
284 FORY=12ØTO191STEP14:DRAW"BM4
8,"+STR$(Y)+"R4Ø":NEXT:FORY=66TO
88STEP14:DRAW"BM79,"+STR$(Y)+"L1
4":NEXT:DRAW"BM57,1Ø5R6BR8R11":D
RAW"BM48,8ØR16
285 DRAW"BM47,9ØR4L4H12G6BE1H6G2
H4E8F4G2F6BG7F14R1Ø"
286 COLOR5:LINE(Ø,68)-(24,191),P
SET,BF
287 A$="A STRANGE":H=145:V=8:DRA
W"S4":GOSUB34:A$="FELLOW PAINTS;
":H=145:V=18:GOSUB34
288 A$="OPEN DOOR:?":H=8:V=1Ø:GO
SUB34
289 GOSUB6
29Ø IFD$="Y"THENGOSUB7:GOTO298
291 IFD$="N"THENGOSUB4:GOTO293
292 GOSUB75:GOTO289
293 GOSUB32:LINE(Ø,Ø)-(255,4Ø),P
RESET,BF
294 A$="HEH HEH":H=5:V=48:GOSUB3
4
295 A$="I KNOW YOU AGENT SPADE<"
:H=8:V=2Ø:GOSUB34
296 GOSUB31:H=15Ø:V=46:GOSUB34
297 GOTO355
298 GOSUB32:PCLS5:COLORØ:LINE(16
Ø,1Ø8)-(2Ø8,191),PSET,BF:COLOR5
299 FORY=116TO164STEP24:X1=168:X
2=2ØØ:LINE(X1,Y)-(X2,Y+16),PSET,
```

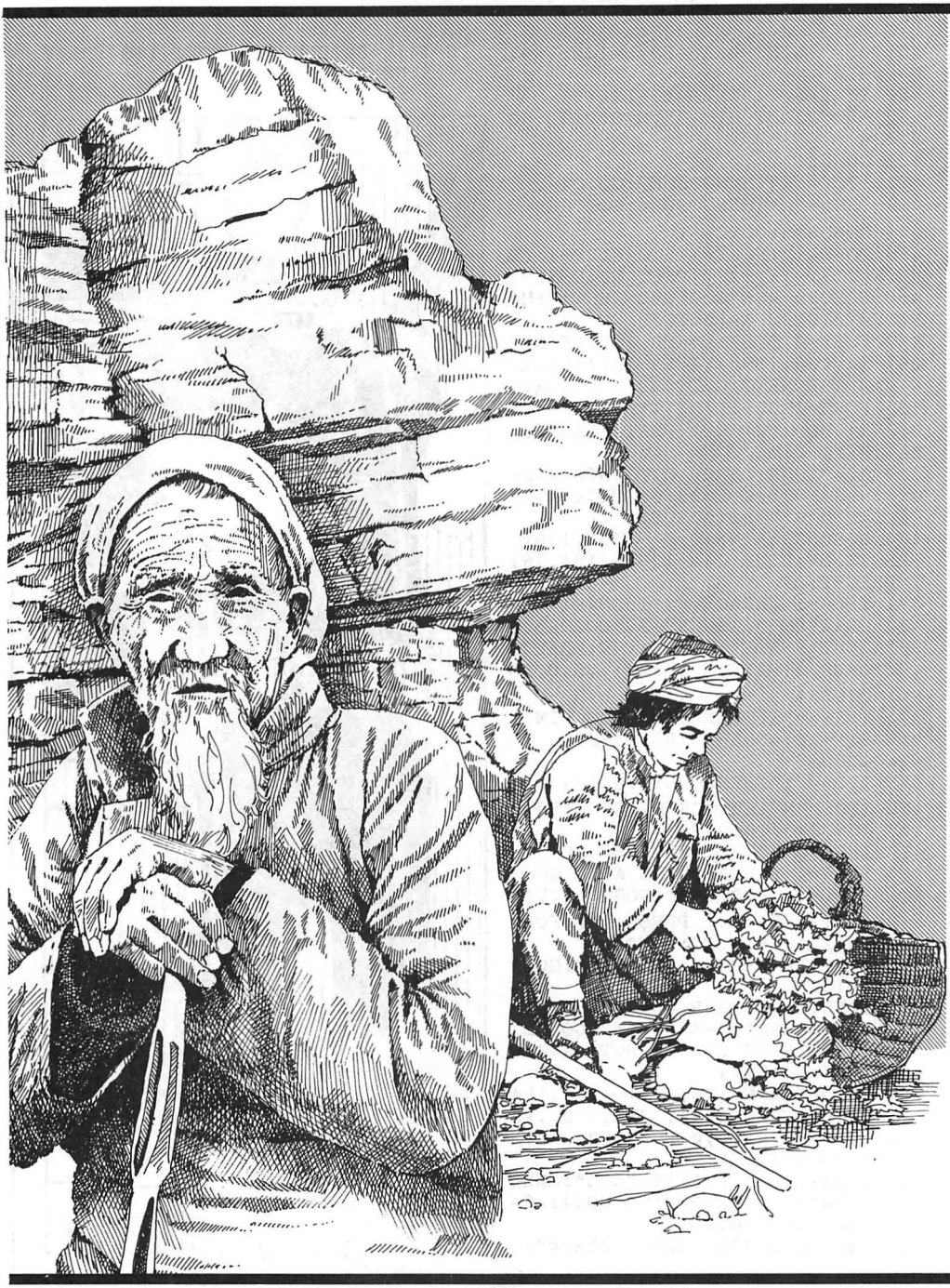
```
B:NEXT
3ØØ FORY=124TO172STEP24:X1=18Ø:X
2=188:LINE(X1,Y)-(X2,Y),PSET:NEX
T
3Ø1 DRAW"BM82,191CØU4ØBF6D34BM14
6,191U4ØBG6L51BH6R63BG6D34":POKE
R,1:PAINT(96,154),,Ø
3Ø2 DRAW"BM72,191CØU2ØL2ØU24L4D4
4R4U16R16D16R4L4H16BD16E16":PAIN
T(5Ø,19Ø),Ø,Ø
3Ø3 DRAW"BM84,8ØD4ØR64U4ØL64":PO
KER,1:PAINT(116,96),,Ø:DRAW"BM11
7,12ØCØU4Ø":DRAW"BM84,1ØØR64"
3Ø4 DRAW"BM2Ø,56D16R2ØU16L2Ø":FO
RX=58TO7ØSTEP2:DRAW"BM2Ø,"+STR$(
X)+"CØR2Ø":NEXT:X=RND(2)
3Ø5 IFX=2 THEN329 ELSE3Ø6
3Ø6 DRAW"CØBM112,126"+SA$:PAINT(
11Ø,134),,Ø:PSET(1Ø8,136,5):PSET
(114,136,5)
3Ø7 DRAW"CØBM14,166"+SA$:PAINT(1
4,174),Ø,Ø:PSET(1Ø,176,5):PSET(1
6,176,5)
3Ø8 DRAW"CØBM184,83"+SA$:PAINT(1
84,86),Ø,Ø:PSET(18Ø,93,5):PSET(1
86,93,5)
3Ø9 COLORØ:LINE(Ø,Ø)-(255,4Ø),PS
ET,BF
31Ø COLOR5:A$="SPADE MUTANTS<":H
=142:V=38:GOSUB34
311 IFLP$="1"THEN312ELSE317
312 A$="USE PEN ?":H=8:V=1Ø:GOSU
B34
313 GOSUB6
314 IFD$="Y"THENGOSUB7:GOTO324
315 IFD$="N"THENGOSUB4:GOSUB318:
GOTO317
316 GOSUB75:GOTO313
317 IFAG$="1"THEN319 ELSE324
318 COLORØ:LINE(Ø,Ø)-(13Ø,26),PS
ET,BF:COLOR5:RETURN
319 A$="USE GUN ?":H=8:V=1Ø:GOSU
B34
32Ø GOSUB6
321 IFD$="Y"THENGOSUB7:GOTO328
322 IFD$="N"THENGOSUB4:GOTO324
323 GOSUB75:GOTO32Ø
324 COLORØ:LINE(Ø,Ø)-(13Ø,26),PS
ET,BF:COLOR5:A$="THEY ATTACK<":H
=8:V=1Ø:GOSUB34:GOSUB31:H=8:V=24
:GOSUB34:A$="WOUNDED;":H=8:V=34:
GOSUB34:FORX=1TO1Ø:PLAYP$+"D-":N
EXT:AO=1
325 WN=WN-3
326 IFWN<=Ø THEN25
327 GOTO337
328 GOSUB318:A$="YOU ZAP THEM<":
H=8:V=1Ø:GOSUB34:GOSUB32:FORT=1T
O9:PLAYP$:NEXT:COLOR5:LINE(2,164
)-(26,191),PSET,BF:LINE(1ØØ,126)
-(124,15Ø),PSET,BF:LINE(17Ø,83)-
(199,1Ø7),PSET,BF:GOTO333
329 LINE(Ø,Ø)-(255,46),PSET,BF:F
ORX=1TO25:PSET(RND(25)+3Ø,RND(15
)+6Ø,Ø):PLAY"O5T15A":FORT=1TO2ØØ
:NEXTT:NEXT
33Ø A$="POISON GAS FILLS THE ROO
M;":H=8:V=1Ø:COLOR5::GOSUB34
331 A$="YOU PASS OUT;":H=8:V=2Ø:
GOSUB34
332 GOTO356
333 PAINT(196,128),5,5:COLORØ:LI
NE(Ø,Ø)-(255,4Ø),PSET,BF
334 LINE(176,12Ø)-(194,132),PSET
,B:POKER,2:PAINT(18Ø,126),,Ø:DRA
W"BM176,124CØR18"
335 COLOR5:A$="THE FILE<":H=8:V=
1Ø:GOSUB34:A$="INSIDE IS THE LOC
ATION OF":H=8:V=2Ø:GOSUB34:A$="T
HE BUTTON;":H=8:V=3Ø:GOSUB34
336 GOSUB31:H=15Ø:V=38:GOSUB34:G
OSUB33:AO=1
337 EC=1:ZZ=1:GOTO277
338 GOTO338
339 C$="":FORA=1TOLEN(A$):M$=MID
$(A$,A,1):B=ASC(M$)-58:C$=C$+L$(
B)+"BR4":NEXT:DRAW"BM"+I$+C$:RET
URN
34Ø DRAW"BM165,191S3CØ"+S$:PAINT
(153,18Ø),Ø,Ø:POKER,1:PAINT(154,
128),,Ø
341 COLOR5:A$="AGENT SPADE ATTAC
KS YOU<":H=8:V=46:DRAW"S4":GOSUB
34
342 A$="FIGHT HIM ?":H=8:V=1Ø:GO
SUB34
343 GOSUB6
344 IFD$="Y"THENGOSUB7:GOTO354
345 IFD$="N"THENGOSUB4:GOTO349
346 GOSUB75:GOTO343
347 GOSUB32:A$="YOUR ACID GUN":H
=5:V=128:GOSUB34
348 A$="WOUNDS HIM<":H=5:V=138:G
OSUB34:SW=1:GOTO352
349 A$="HE WOUNDS YOU;":H=5:V=12
8:GOSUB34
35Ø WN=WN-7
351 IFWN<=Ø THEN25
352 GOSUB31:H=5:V=17Ø:GOSUB34:A$
="TO YOUR CAR<":H=5:V=18Ø:GOSUB3
4
353 GOTO227
```

```
354 IFAG$="1"THEN347 ELSE349
355 GOSUB32:GOTO261
356 GOSUB32:PCLS:CIRCLE(164,158)
,7Ø,5,.6Ø:CIRCLE(154,112),14,5,1
.39,.45,.Ø6
357 DRAW"BM143,1Ø6L12D8R12"
358 DRAW"BM15Ø,144H1ØG1ØR2ØBR3ØE
1ØF1ØL2ØBG12BL4G6R12H6BG19BL12D1
2E8F8E8F8E8F8E8F8U2ØL64D8"
359 POKER,2:PAINT(164,188),,5
36Ø FORX=13ØTO198STEP5:LINE(X,16
5)-(X,188),PSET:NEXT
361 PAINT(154,112),,5
362 DRAW"BM88,19ØS2C5"+S$:POKER,
1:PAINT(82,148),,5:DRAW"C5"
363 IFDH=1 THEN365
364 DRAW"BM38,162S3"+H$:POKER,2:
PAINT(46,186),,5:POKER,1:PAINT(4
6,166),,5:DRAW"C5"
365 IFDP=1 THEN367
366 DRAW"BM2Ø,19ØS2"+PE$:POKER,1
:PAINT(2Ø,17Ø),,5:POKER,2:PAINT(
2Ø,148),,5
367 A$="YOU AWAKEN IN THE PUMPKI
N CELL;":H=2:V=1Ø:DRAW"C5S4":GOS
UB34
368 A$="FOOD FOR THE WORM MAN<":
H=2:V=2Ø:GOSUB34:GOTO25
369 GOSUB33:GOSUB24
37Ø A$="YOU HEAD TO THE DIAMOND;
":H=8:V=15Ø:DRAW"C5S4":GOSUB34:A
$="HE MAY HAVE INFORMATION":H=8:
V=16Ø:GOSUB34
371 A$="ABOUT AGENT EYEBALL;":H=
8:V=17Ø:GOSUB34:GOSUB33
372 PCLS:DRAW"BMØ,136R255BM255,3
6L124G24R52NR96ND6ØBD6ØL16D4L16U
4R16L44G16R76BU16R96L72U52L24
373 POKER,2:PAINT(12Ø,56),,5
374 POKER,1:PAINT(172,96),,5
375 DRAW"C5":LINE(164,88)-(172,9
6),PSET,BF:FORX=165TO174STEP3:FO
RY=89TO95STEP2:COLORØ:PSET(X,Y,Ø
):NEXTY,X
376 DRAW"BM66,121C5S5;XCA$;":POK
ER,1:PAINT(7Ø,118),,5
377 A$="YOU KNOW THE SECRET ENTE
RANCE":H=6:V=146:DRAW"C5S4":GOSU
B34:A$="CODE;":H=6:V=156:GOSUB34
378 GOSUB33:LINE(Ø,14Ø)-(255,168
),PRESET,BF:A$="INPUT CODE ?":H=
8:V=1Ø:GOSUB34
379 GOSUB6
38Ø IFD$="Y"THENGOSUB7:GOTO383
381 IFD$="N"THENGOSUB4:GOTO224
382 GOSUB75:GOTO379
383 PLAY"T2P5O5DEO4P5FDP5O4AO3FA
-"
384 FORX=1TO55:POKER,RND(2):LINE
(128,12Ø)-(144,124),PSET,BF:NEXT
385 COLOR5:LINE(128,124)-(144,19
1),PSET,BF:DRAW"CØBM132,191U68BR
8D68":FORY=126TO191STEP8:DRAW"BM
132,"+STR$(Y)+"R8":NEXT
386 A$="YOU DESCEND;":H=154:V=14
8:DRAW"C5":GOSUB34:GOSUB32
387 PCLS
388 LINE(184,14Ø)-(255,191),PRES
ET,BF:FORY=148TO188STEP24:LINE(1
92,Y)-(248,Y+16),PSET,B:NEXT
389 DRAW"BM2Ø6,156C5R28BD24L28":
DRAW"BM148,12ØCØG12F12E12H12BD2Ø
BL4G2ØF24E24H2ØBD4ØBE8
39Ø POKER,1:PAINT(148,124),,Ø:PA
INT(148,176),,Ø
391 PSET(145,13Ø,Ø):PSET(151,13Ø
,Ø):DRAW"BM145,136CØR5"
392 DRAW"BM112,191CØU32L64D32BR4
U28R56D28
393 DRAW"BM56,158U28R16D28BU12R1
2F8R8D4
394 PAINT(51,191),Ø,Ø
395 POKER,6:PAINT(64,14Ø),,Ø:POK
ER,1:PAINT(84,152),,Ø
396 COLORØ:LINE(Ø,Ø)-(255,58),PS
```



```
ET,BF
397 IFCS=1 ANDAG$="1" THEN418
398 IFCS=1 ANDDP=1 THEN418
399 X=RND(2)
4ØØ IFX=1 THEN41Ø
4Ø1 COLOR5:A$="HE OFFERS AN ACID
 GUN;":H=8:V=54:GOSUB34
4Ø2 GOSUB32:LINE(192,148)-(248,1
64),PSET,BF
4Ø3 DRAW"BM212,162CØU5E4U2F4R12F
2G2L12G2D2L6
4Ø4 PAINT(214,16Ø),Ø,Ø
4Ø5 COLOR5:A$="WANT GUN ?":H=8:V
=1Ø:GOSUB34
4Ø6 GOSUB6
4Ø7 IFD$="Y"THENGOSUB7:AG$="1":G
OTO418
4Ø8 IFD$="N"THENGOSUB4:GOTO418
4Ø9 GOSUB75:GOTO4Ø6
41Ø IFDP=1 THEN4Ø1
411 DRAW"BM24,191"+PE$:PAINT(24,
182),Ø,Ø:POKER,1:PAINT(24,16Ø),,
Ø:POKER,2:PAINT(24,1Ø2),,Ø
412 FORX=1TO15:PLAYP$:NEXT:A$="T
HE PENCIL":H=15Ø:V=1Ø:COLOR5:GOS
UB34:A$="SORRY ZERO;  HE FORCED
ME<":H=8:V=52:GOSUB34
413 A$="FIGHT HIM ?":H=8:V=1Ø:GO
SUB34
414 GOSUB6
415 IFD$="Y"THENGOSUB7:GOTO42Ø
416 IFD$="N"THENGOSUB4:GOTO423
417 GOSUB75:GOTO414
418 A$="AGENT EYEBALL IS CAPTURE
D":H=8:V=3Ø:COLOR5:GOSUB34:A$="F
REE HIM<":H=8:V=4Ø:GOSUB34
419 CS=1:GOTO223
42Ø IFLP$="1"THEN421 ELSE423
421 COLORØ:LINE(Ø,Ø)-(255,58),PS
ET,BF:A$="YOUR LASER PEN KILLS H
IM<":H=8:V=1Ø:COLOR5:GOSUB34:DP=
1
422 FORX=1TO15:PLAYP$+"O5G":NEXT
:COLOR5:LINE(15,94)-(38,191),PSE
T,BF:GOTO396
423 COLORØ:LINE(Ø,Ø)-(255,58),PS
ET,BF:A$="HE LEADS YOU HAVE IT<"
:H=8:V=1Ø:COLOR5:GOSUB34
424 FORX=1TO15:PLAYP$:NEXT:GOSUB
31:H=8:V=2Ø:GOSUB34:A$="WOUNDED;
":H=H+7:GOSUB34:WN=WN-7:CS=1
425 IFWN<=Ø THEN25 ELSE223
426 GOSUB32:PCLS:GOTO427
427 GOTO51
428 GOSUB33:PCLS:W$="D4R4U4L4BU4
L4G8D4F2E2F2E2F2E2F4D4H2G2H2G2H2
G2F4R12E4R4F4D2ØG36D16G4D4E4R4F2
E2R4F4U4H4U12E24D32G8D12F8"
429 W1$="R44E8U24E4R4E4U4E4F8U8H
12G4D8G4L12G4D28G4L28H4U4E8U32E3
2U28E4U4G4L4H2G2L4H4D4F4D24G2ØU2
4H24L8":DRAW"BM128,72"+W$+W1$
43Ø POKER,2:PAINT(156,144),,5
431 COLOR5:A$="THE WORM MAN":H=1
44:V=1Ø:GOSUB34
432 IFD=1 THEN438
433 A$="TAKE PILLS ?":H=8:V=1Ø:G
OSUB34
434 GOSUB6
435 IFD$="Y"THENGOSUB7:GOTO443
436 IFD$="N"THENGOSUB4:GOTO445
437 GOSUB75:GOTO434
438 A$="FIGHT HIM ?":H=8:V=1Ø:GO
SUB34
439 GOSUB6
44Ø IFD$="Y"THENGOSUB7:GOTO443
441 IFD$="N"THENGOSUB4:GOTO443
442 GOSUB75:GOTO439
443 FORX=1TO118:PSET(X,188,5):PS
ET(X-1,188,Ø):FORT=1TO2Ø:NEXTT:N
EXT
444 A$="OH NO<":H=3Ø:V=178:GOSUB
34:GOTO25
445 GOSUB32:PCLS:DRAW"BM128,13ØS
2"+W$+W1$:POKER,2:PAINT(127,133)
,,5
446 A$="YOU TOSS HIM A SHRINK PI
LL;":H=8:V=1Ø:DRAW"C5S4":GOSUB34
447 A$="HE EATS IT AND SHRINKS;"
:H=8:V=2Ø:GOSUB34
448 A$="YOU PASS EASILY;":H=8:V=
5Ø:GOSUB34
449 GOSUB33:PCLS
45Ø DRAW"BM252,191H4U2ØBL8E2H2U1
2H4U4L28D4G4D12G2F2R28H4L12G4BR2
ØR8BR8U24H12L28G12D44G4
451 DRAW"BM172,12ØD32R8U36H8U4BL
12D4L4G4L28G2F2G2F2R24F4BR8D8R8U
8L8BF3D2R2U2L2BH3BL8D48E8D28L12E
2R6U22BE4E4F2D3ØR12H2L6U24H4BF4F
4U16
452 LINE(64,156)-(124,191),PSET,
B:LINE(76,164)-(112,184),PSET,B
453 CIRCLE(166,96),15,,.68:CIRCL
E(161,94),3,,.96:CIRCLE(17Ø,94),
3,,.96:DRAW"BM164,86U4R3D4
454 CIRCLE(94,174),5
455 DRAW"BM162,99C5R8D3L8U3"
456 POKER,1:PAINT(228,191),,5:PA
INT(164,116),,5:POKER,2:PAINT(16
2,9Ø),,5
457 DRAW"BM98,174C5R1Ø"
```

```
458 A$="AGENT ORANGE":H=14Ø:V=9:
GOSUB34
459 IF LP$="1"THEN46ØELSE465
46Ø A$="FIGHT HIM ?":H=8:V=1Ø:GO
SUB34
461 GOSUB6
462 IFD$="Y"THENGOSUB7:GOTO467
463 IFD$="N"THENGOSUB4:GOTO465
464 GOSUB75:GOTO461
465 POKER,2:FORX=116TOØSTEP-1:LI
NE(X,112)-(X,12Ø),PSET,BF:NEXT
466 COLOR5:A$="GOODBYE ZERO;":H=
92:V=72:GOSUB34:GOTO25
467 FORX=ØTO16Ø:POKER,2:LINE(X,1
28)-(X,128),PSET:IFPPOINT(16Ø,12
8)<>Ø THENNEXT:GOTO468 ELSENEXT
468 FORX=1TO29:LINE(16Ø,128)-(RN
D(255),RND(6Ø)+5Ø),PSET:PLAY"T3O
5A":NEXT
469 A$="YOUR LASER HITS HIS ENER
GY":H=8:V=3Ø:COLOR5:GOSUB34:A$="
CELL<":H=8:V=4Ø:GOSUB34
47Ø GOSUB33:LINE(Ø,Ø)-(255,13Ø),
PRESET,BF:LINE(144,129)-(184,191
),PRESET,BF
471 IFDS=1 ANDAG$="1"THEN481
472 DRAW"BM52,19ØS3"+S$:COLOR5:A
$="AGENT SPADE":H=156:V=9:DRAW"S
4":POKER,1:PAINT(28,124),,5:COLO
R5:GOSUB34
473 IFAG$="1"THENA$="FIGHT HIM ?
":H=8:V=1Ø:GOSUB34:ELSE48Ø
474 GOSUB6
475 IFD$="Y"THENGOSUB7:GOTO478
476 IFD$="N"THENGOSUB4:GOTO48Ø
477 GOSUB75:GOTO474
478 IFAG$="1"THEN479 ELSE48Ø
479 IFSW=1 THENA$="THE ACID GUN
KILLS HIM<":H=8:V=2Ø:GOSUB34:LIN
E(2,11Ø)-(58,191),PRESET,BF:FORX
=1TO1Ø:PLAYP$:NEXT:GOTO481
48Ø A$="BYE ZERO;":H=8:V=2Ø:GOSU
B34:GOTO25
481 LINE(Ø,Ø)-(255,46),PRESET,BF
:A$="IT OPENS":H=52:V=14Ø:GOSUB3
4:A$="YOU RESCUED THE BUTTON<":H
=38:V=48:GOSUB34
482 COLOR5:LINE(76,164)-(112,184
),PSET,BF:CIRCLE(94,174),9,Ø,.95
:PAINT(94,174),Ø,Ø:PSET(92,172,5
):PSET(96,172,5)
483 FORX=1TO16:PLAYP$+"O5G":NEXT
484 H=38:V=9:GOSUB31:GOSUB34:A$=
"IN THE POD<":GOSUB34
485 A$="GOOD JOB JOHNNY ZERO<"::
H=44:V=3Ø:GOSUB34:FORT=1TO4:PLAY
P1$:NEXT:GOTO25
```



THE SWORD & THE SORCERER

Program by Chris McKernan

Growing up as an orphan is a difficult enough task for any child to endure. But an orphan in the village of Ling Shai faces an even more monumental challenge, for in Ling Shai is the castle of the evil and immortal Sorcerer. The Sorcerer and his countless spells endanger the freedom of everyone, especially vulnerable little children.

Fortunately, you were taken in at the age of 4, by the man known in the village as the Wizard. His great knowledge of spells and counterspells have preserved the people of Ling Shai from the enslavement of the Sorcerer, and the villagers maintained faith that through his invaluable powers, he would someday find a way to eliminate the abominable force.

For the next 20 years, the Wizard, with you as his protege, continued to scrutinize the secrets to defeating the Sorcerer. However, time was slipping away as the menacing madman had already enthralled many of the surrounding villages.

Meanwhile, the Wizard was growing very old and weak. A hard winter was approaching and you knew the time would eventually come when the Wizard could no longer deal with the Sorcerer and it would become your responsibility.

On the last night of the summer, just before daybreak, you are awakened by the Wizard. Speaking not a word, his trembling finger summons you as he walks out into the darkness. Following deep into the pitch black forest, the breeze is cool and a dense misty fog hangs overhead. The old man knows exactly where he is going and not a word is spoken until he reaches his destination.

Finally, at the foot of a huge stone, the Wizard mutters a request and has you pile a bed of leaves next to the stone. He then lowers himself onto them and motions you closer.

On your knees next to the great Wizard, you look into his eyes, illuminated by the rising sun. His entire face begins to glow as he clasps your hand tightly and begins to speak.

"Fear not the evil you face in your future. For you have been chosen to deliver the people from the evil Sorcerer. Eighty-three years ago, a spell was cast upon me and the Sorcerer seized a powerful ring brought forth to me on this same morning of the autumnal equinox. During this magical moment, as the sun crossed the equator, making night and day of equal lengths in all parts of the Earth, I received the ring and my mystical powers, transferred to me from my father. Unfortunately, I have failed in my lifetime to conquer the evil Sorcerer. Meanwhile, he continues to capture the souls of our people, one by one, enslaving them to worship his eternal power.

"The Sorcerer must be destroyed and that is now your task. You have learned well and have reached a period of maturity. It is the dawn of new beginnings and the time has come for you to obtain my powers.

"Remember the things I have taught you. You must go to the castle of the evil Sorcerer and find the powerful ring called Equinox. It holds many secrets and will be invaluable in your search for the Sorcerer. The sword named Excalabir will provide you with protection and the Shield from Darkness will give you faith in defeating the evil Sorcerer. Then, and only then, may the task be completed. However, you must keep in mind, the Sorcerer will always have the ability to . . ."

But before finishing, a brilliant, swirling cloud swoops down from the sky, engulfing the wizard as the sun begins to rise. Quickly backing away, you watch as the tornado-like winds whirl leaves around his body. Then in a puff of white smoke, the winds cease and the leaves come to rest in a pile. But the old man's

body has disappeared. You rummage frantically through the pile to no avail. He is gone.

The Wizard's final words remain a mystery, but you know what must be done. His wisdom and power live on inside of you, and most of all, his determination to end the reign of the Sorcerer. It will be no easy task, but you must succeed.

The Sword and the Sorcerer is a four-part graphics Adventure. Each part is linked to the next, making it an Adventure of an Adventure.

Part I: In Search of the Ring

The Adventure begins in the castle of the Sorcerer and you must find the ring called Equinox.

Part II: The Quest for Excalabir

The second part begins where part one leaves off, in the Room of the Equinox. You will have the ring in your possession and your objective is to locate the sword, Excalabir.

Part III: Journey for the Shield of Darkness

This will be your final quest before meeting the powerful Sorcerer. You will begin in the Room of the Sword, and both the ring and the sword are in your possession. You must now find the shield.

Part IV: The Final Battle

The last Adventure takes place in one room. You must now defeat the Sorcerer by gaining energy points using the weapons gathered in the first three Adventures.

The fight against the Sorcerer will be a one-on-one battle. You must first enter a command such as `USE SWORD`. The Sorcerer will then enter a command such as `USE FORCE FIELD`. In this example, the Sorcerer protects himself against your attack with the sword. If you feel the Sorcerer is about to attack with a spell, use the sword.

Each command has a different effect, such as providing defense while attacking, and you will have to discover the best methods of destroying the evil Sorcerer. There are several commands available and many different ways to gain energy points from the Sorcerer's blow.

After defeating him you must escape the Sorcerer's castle by opening the

golden doors to safety. Be sure to save enough energy to escape the castle.

Playing Instructions

Due to memory limitations, the disk controller must be unplugged during game play to avoid getting an OM Error.

The Sword and the Sorcerer consists of four BASIC program listings: EQUINOX, EXCALABR, SHIELD and SORCERER, and the Adventures must be played and solved in order. After each program is run, a title screen will appear. Press ENTER and the playing instructions will follow. Press ENTER again and the Adventure will begin.

All four parts of *The Sword and the Sorcerer* are played in the same manner. Each Adventure accepts different verbs and a verb list is displayed by typing VOC. (The VOC command is not included in Part 4: SORCERER.) Note: The verbs SWIM and QUIT may also be used in Part One, but are not included in the printed list.

Directions must be entered in abbreviated form: N, S, E, W, U and D. NORTH or GO NORTH are not understood and will not be accepted.

The current inventory you are carrying will be displayed by typing INVENTORY, INVENT, INV or simply I. The LOOK command gives you a picture and a description of the room you are in, and may also be abbreviated by simply typing L. The ROOM or R command is used to examine the room for objects.

Note: If a typing mistake is made when entering commands, do not use the backspace or an SN Error will occur. To avoid this problem, simply press ENTER *and input the command again.*

Pay close attention to the hints given at the beginning of each Adventure. If understood, they may save your life.

Chris McKernan's interests include the CoCo, the RAINBOW and lasers, and he is currently working on a CoCo controlled lens for lasers, making computer imagery possible. Questions or comments may be addressed to Chris at 2369 Madison, Apt. 9, Montreal, Quebec H4B 2TS. Please enclose an SASE when requesting a reply.

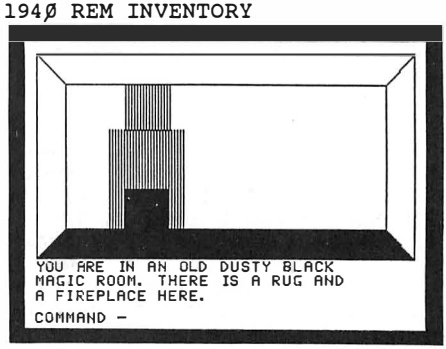
EQUINOX 32K ECB

```
1Ø CLEAR 1ØØ:DIM R$(2Ø),O(2Ø,8),
I(8)
2Ø DIM N$(28),A$(1Ø)
3Ø POKE 65495,1
4Ø FORX=Ø TO 28:READ N$(X):NEXT
5Ø FOR X=Ø TO 1Ø:READ A$(X):NEXT
6Ø PMODE4,1:COLOR1,Ø:PCLS:SCREEN
1,1:POKE 65314,255
7Ø DRAW"BM7Ø,4Ø;C3;S12;XN$(19);B
M+7,Ø;XN$(23);BM+7,Ø;XN$(15);BM+
7,Ø;XN$(18);BM+7,Ø;XN$(4);"
8Ø DRAW"BM1ØØ,16;C3;S8;XN$(2Ø);B
M+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
9Ø FORX=1TO5:PLAY "L255AAABBBAAA
BBBAAADDD":NEXTX
1ØØ DRAW"BM11Ø,6Ø;C3;S4;XN$(1);B
M+8,Ø;XN$(14);BM+8,Ø;XN$(4);"
11Ø DRAW"BM1ØØ,8Ø;C3;S8;XN$(2Ø);
BM+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
12Ø DRAW"BM4Ø,1Ø4;S12;XN$(19);BM
+7,Ø;XN$(15);BM+7,Ø;XN$(18);BM+7
,Ø;XN$(3);BM+7,Ø;XN$(5);BM+7,Ø;X
N$(18);BM+7,Ø;XN$(5);BM+7,Ø;XN$(
18);"
13Ø DRAW"BM4Ø,134;C1;XN$(16);BM+
7,Ø;XN$(1);BM+7,Ø;XN$(18);BM+7,Ø
;XN$(2Ø);BM+13,Ø;XN$(15);BM+7,Ø;
XN$(14);BM+7,Ø;XN$(5);"
14Ø DRAW"BM2Ø,16Ø;C1;S4;"
15Ø FOR X=1 TO 21
16Ø READ DT:IF DT=Ø THEN DRAW"BM
+13,Ø;":NEXTX:GOTO2ØØ
17Ø DRAW"XN$(DT);BM+9,Ø;"
18Ø SOUND X,1:NEXT X
19Ø DRAW"BMØ,18Ø;":S$="   PROGRA
MMED BY CHRIS MCKERNAN.":GOSUB1Ø
6Ø
2ØØ IF INKEY$="" THEN 2ØØ
21Ø PMODE4,1:COLORØ,1:PCLS:SCREE
N1,1
22Ø S$="THE ADVENTURE BEGINS IN
THE      CASTLE OF THE SORCERER.
         HE IS NOWHERE TO BE FOUN
D BUT    YOU REMEMBER YOUR TEACHE
RS       LESSONS ABOUT A LEGEND O
F A      POWERFUL RING CALLED EQU
INOX."
23Ø DRAW"BMØ,Ø;"
24Ø L=Ø
25Ø FOR X=1 TO LEN(S$)
26Ø A$=MID$(S$,X,1):A=ASC(A$)-64
27Ø IF A=-18 THEN A=27
28Ø L=L+1:IF L=33 THEN L=1:DRAW"
BM-249,+1Ø;"
29Ø IF A=32 OR A=-32  THEN DRAW"
BM+7,Ø;":NEXT X:GOTO 31Ø
3ØØ DRAW"XN$(A);BM+7,Ø;":NEXT X
31Ø S$="    IN THIS ADVENTURE YOU
 WILL BE    SEARCHING FOR THAT RI
NG.         IT HOLDS MANY SECRETS
 AND WILL   BE INVALUABLE IN YOUR
 SEARCH     FOR THE SORCERER.
          "
32Ø Z=Z+1:IF Z=1 THEN 25Ø
33Ø S$="  XXXXXXXXXXXXXXXXXXXXXX
XXXXXX     XX HERE IS THE HINT FO
R    XX    XX ADVENTURE PART ONE
     XX    XX PEOPLE ARE NOT ALWA
YS   XX    XX HELPFUL
     XX    XXXXXXXXXXXXXXXXXXXXXX
XXXXXX"
34Ø Z=Z+1:IF Z=3 THEN 25Ø
35Ø IF INKEY$="" THEN 35Ø ELSE S
OUND 1ØØ,1
36Ø PCLS:SCREEN1,1
37Ø R$(1)="YOU ARE IN AN OLD DUS
TY BLACK    MAGIC ROOM. THERE IS
A RUG AND   A FIREPLACE HERE."
38Ø R$(2)="YOU ARE NOW IN AN EMP
TY ROOM.    THE WALLS VIBRATE WIT
H MUSIC.    THERE IS A DOOR ABOVE
 YOU."
39Ø R$(3)="YOU ARE ON A LONG SMO
OTH FIELD   REACHING OUT ALMOST A
S FAR AS    THE EYE CAN SEE."
4ØØ R$(4)="YOU ARE ON A SMOOTH F
IELD THERE  SEEMS TO BE WATER ARO
UND HERE    BECAUSE I CAN HEAR IT
."
41Ø R$(5)="YOU ARE BESIDE A LARG
E BLUE      WATERFALL. A DWARF SI
TS ON A     SMALL ROCK BESIDE THE
 WATER."
42Ø R$(6)="THERE ARE TUNNELS LEA
DING        EVERYWHERE."
43Ø R$(7)="THERE ARE TUNNELS LEA
DING        EVERYWHERE."
```

```
44Ø R$(8)="YOU ARE IN A NETWORK
OF SMALL    TUNNELS THAT STRETCH
OUT IN      ALL DIRECTIONS."
45Ø R$(9)="YOU ARE IN A HUGE UND
ERGROUND    CAVERN. WATER DRIPS F
ROM THE     CEILING."
46Ø R$(1Ø)="YOU ARE IN A NETWORK
 OF SMALL    TUNNELS THAT STRETCH
 OUT IN      ALL DIRECTIONS."
47Ø R$(11)="THERE ARE TUNNELS LE
ADING       ALMOST EVERYWHERE."
48Ø R$(12)="YOU ARE NOW IN THE S
PELL ROOM.  A SIGN ON THE WALL P
ROVIDES     A MESSAGE.   XDANGER
X"
49Ø R$(13)="YOU ARE ON THE SHORE
 OF THE     WATERFALL OUTLET. TH
ERE ARE     LITTLE PEBBLES EVERY
 WHERE."
5ØØ R$(14)="YOU ARE IN A LARGE Y
ARD THAT IS SURROUNDED BY A COLO
RFUL YET    STRANGE FENCE."
51Ø R$(15)="YOU ARE NOW UNDER A
BLUE        WATERFALL. THERE IS
A LARGE     ROCK LYING HERE."
52Ø R$(16)="YOU ARE AT THE ENTRA
NCE OF      THE LEGENDARY EVIL B
LACK        CASTLE."
53Ø R$(17)="YOU ARE IN AN OLD RO
OM. THERE   IS A LARGE ROOM TO T
HE SOUTH    A SIGN SAYS ...NO RE
TURN...."
54Ø R$(18)="THIS IS AN EMPTY ROO
M.          IT FEELS LIKE A TRAP
 FOR        TRESPASSERS."
55Ø R$(19)="YOU ARE IN A FOUL SM
ELLING      CHAMBER. THE WALLS A
RE COVERED  WITH COB WEBS AND DU
ST."
56Ø R$(2Ø)="YOU ARE IN THE ROOM
OF THE      RING CALLED EQUINOX.
 THE RING   IS SUSPENDED FROM TH
E CEILING."
57Ø L=1:TD=Ø:RK=Ø:MD=Ø:WT=Ø:SP=Ø
58Ø DB=Ø:DD=Ø:FR=Ø
59Ø O(1Ø,1)=1:O(12,1)=2:O(17,1)=
3:O(18,1)=4:O(1,1)=5:O(8,1)=6:O(
14,1)=7
6ØØ PCLS:GOSUB 113Ø:GOSUB 1ØØØ
61Ø GOSUB 175Ø
62Ø IF C$="I" OR C$="INV" OR C$=
"INVENT" OR C$="INVENTORY" THEN
GOSUB 194Ø:GOTO61Ø
63Ø IF C$="LOOK" OR C$="L" THEN
GOTO 6ØØ
64Ø IF C$="N" OR C$="S" OR C$="E
" OR C$="W" OR C$="U" OR C$="D"
THEN GOSUB 211Ø:GOTO 6ØØ
65Ø IF C$="PLAY FLUTE" AND L=2Ø
THEN 354Ø
66Ø IF LEFT$(C$,5)="CLIMB" AND L
=2Ø THEN 357Ø
67Ø IF C$="ASK DWARF" THEN FOR X
=1 TO 8:IF I(X)<>1 THEN NEXTX:PC
LS:DRAW"BMØ,Ø;":S$="THE DWARF PO
INTS TO THE WATER   AND SAYS....
 WHY DO YOU NOT GO  SWIMMING.":G
OSUB 1Ø6Ø:GOTO61Ø ELSE 69Ø
68Ø GOTO 7ØØ
69Ø PCLS:DRAW"BMØ,Ø;":S$="THE DW
ARF INFORMS YOU THAT YOU  MUST D
ROP SOMETHING TO PROCEED. THE DW
ARF GIGGLES.":GOSUB 1Ø6Ø:GOTO 61
Ø
7ØØ IF C$="ROOM" OR C$="R" THEN
GOSUB 86Ø:GOTO 61Ø
71Ø IF LEFT$(C$,4)="LIFT" OR LEF
T$(C$,4)="MOVE" OR LEFT$(C$,4)="
ROLL" THEN 3Ø7Ø
72Ø IF (C$="ENTER FIREPLACE" OR
C$="GO FIREPLACE" OR C$="CLIMB F
IREPLACE")AND L=1 THEN L=2:GOTO6
ØØ
73Ø IF LEFT$(C$,3)="GET" OR LEFT
$(C$,4)="TAKE" THENGOSUB286Ø:IFO
O=ØTHEN296ØELSE:FORX=1TO8:IFO(L,
X)<>OO THENNEXTX:GOTO298Ø ELSE 3
ØØØ
74Ø IF C$="VOC" THEN GOSUB312Ø:G
OTO61Ø
75Ø IF C$="PLAY FLUTE" THEN FORX
=1TORND(5)+1Ø:SOUNDRND(255),1:NE
XTX:IFL=2THENMD=1:LINE(Ø,17Ø)-(2
56,18Ø),PRESET,BF:DRAW"BMØ,18Ø;"
:S$="THE DOOR MAGICALLY OPENS.":
GOSUB1Ø6Ø:FORT=1TO5ØØ:NEXTT:LINE
(Ø,17Ø)-(256,18Ø),PRESET,BF:GOTO
61ØELSE316Ø
76Ø IF LEFT$(C$,4)="READ"THENGOS
UB286Ø:IFOO<>2THENGOTO296ØELSE31
8Ø
77Ø IF LEFT$(C$,4)="SWIM" AND (L
=5 OR L=13) THEN 324Ø
78Ø IF C$="PRY ROCK" OR C$="LIFT
 ROCK" OR C$="MOVE ROCK" THEN 33
ØØ
79Ø IF LEFT$(C$,3)="SAY" THEN 33
3Ø
8ØØ IF LEFT$(C$,5)="THROW" THEN
GOSUB286Ø:IFOO<>3THEN296ØELSE338
Ø
81Ø IF LEFT$(C$,4)="DROP" OR LEF
```

```
T$(C$,3)="PUT" THENGOSUB286Ø:GOT
O342Ø
82Ø IF LEFT$(C$,4)="FEED" THEN 3
47Ø
83Ø IF C$="QUIT" OR C$="END" THE
N 361Ø
84Ø LINE(Ø,17Ø)-(256,18Ø),PRESET
,BF:DRAW"BMØ,18Ø;":S$="SORRY THA
T IS NOT POSSIBLE.":GOSUB1Ø6Ø:FO
RT=1TO5ØØ:NEXTT:GOTO316Ø
85Ø GOTO 85Ø
86Ø REM OBJECTS IN ROOM
87Ø PCLS:DRAW"BM9,Ø;":S$="THINGS
 IN THE ROOM.....":GOSUB 1Ø6Ø
88Ø CR$="BM-247,+1Ø;":DRAW CR$
89Ø FOR Y=1 TO 8
9ØØ IF O(L,Y)=1 THEN S$="SOME BR
AND NEW GOGGLES.":GOSUB 1Ø6Ø:DRA
W"BM-247,+1Ø;"
91Ø IF O(L,Y)=2 THEN S$="AN ANCH
IENT SPELLBOOK.":GOSUB 1Ø6Ø:DRAW
 CR$
92Ø IF O(L,Y)=3 THEN S$="A SPARK
LING MAGIC POWDER.":GOSUB 1Ø6Ø:D
RAW CR$
93Ø IF O(L,Y)=4 THEN S$="A VERY
LONG THIN SNAKE.":GOSUB 1Ø6Ø:DRA
W CR$
94Ø IF O(L,Y)=5 THEN S$="A RED P
ILL MARKED ..CHANGER..":GOSUB 1Ø
6Ø:DRAW CR$
95Ø IF O(L,Y)=6 THEN S$="A GOLDE
N FLUTE.":GOSUB 1Ø6Ø:DRAW CR$
96Ø IF O(L,Y)=7 THEN S$="A HEAVY
 PRYING BAR.":GOSUB 1Ø6Ø:DRAW CR
$
97Ø IF O(L,Y)=8 THEN S$="A LONG
THIN ROPE.":GOSUB1Ø6Ø:DRAW CR$
98Ø NEXTY:RETURN
99Ø GOTO 99Ø
1ØØØ REM ROOM DISCRIPTION
1Ø1Ø IF L=19 AND WT=Ø THEN DRAW"
BMØ,145;":S$="YOU ARE IN A FOUL
SMELLING      ROOM. THERE IS A W
ITCH HERE.":GOSUB 1Ø6Ø:RETURN
1Ø2Ø IF L=14 AND DD=1 THEN DRAW"
BMØ,145;":S$="THERE IS A LARGE H
OLE BESIDE    THE FENCE MADE FRO
M A LAND      SLIDE.":GOSUB1Ø6Ø:
RETURN
1Ø3Ø IF L=15 AND RK=1 THENDRAW"B
MØ,145;": S$="YOU ARE UNDER A BL
UE WATERFALL  THERE IS A HOLE BE
SIDE A LARGE  BLACK ROCK.":GOSUB
1Ø6Ø:RETURN
1Ø4Ø IF L=2Ø AND FR=1 THENDRAW"B
MØ,145;":S$="THERE IS A ROPE EXT
ENDING TO     THE ROOF JUST BESID
E THE RING    OF EQUINOX.":GOSUB1
Ø6Ø:RETURN
1Ø5Ø DRAW"BMØ,145;":S$=R$(L):GOS
UB1Ø6Ø:RETURN
1Ø6Ø C=Ø:FOR X=1 TO LEN(S$)
1Ø7Ø A$=MID$(S$,X,1):A=ASC(A$)-6
4
1Ø8Ø C=C+1:IF C=33 THEN C=1:DRAW
"BM-249,+1Ø;"
1Ø9Ø IF A=32 OR A=-32 THEN DRAW"
BM+7,Ø;":NEXTX:RETURN
11ØØ IF A=-18 THEN A=27:GOTO 11Ø
Ø ELSEDRAW"XN$(A);BM+7,Ø;"
111Ø NEXTX:RETURN
112Ø GOTO 112Ø
113Ø LINE(Ø,Ø)-(256,137),PSET,B:
IF L=1Ø OR L=6 OR L=11 OR L=8 OR
 L=7 THEN 143Ø
114Ø IF L=9 THEN 141Ø
115Ø IF L=1 OR L=12 OR L=2 OR L=
18 OR L=17 OR L=19 THEN 123Ø
116Ø IF L=16 THEN 146Ø
117Ø IF L=14 THEN 151Ø
118Ø IF L=13 OR L=5 THEN 157Ø
119Ø IF L=15 THEN 16ØØ
12ØØ IF L=4 OR L=3 THEN 168Ø
121Ø IF L=2Ø THEN 172Ø
122Ø PRINT"ROOM ERROR! PLEASE RE
RUN":END
123Ø REM Ø,Ø-256,137
124Ø LINE(Ø,Ø)-(2Ø,2Ø),PSET
125Ø LINE-(2Ø,117),PSET
126Ø LINE-(Ø,137),PSET
127Ø LINE(256,Ø)-(236,2Ø),PSET
128Ø LINE-(236,117),PSET
129Ø LINE-(256,137),PSET
13ØØ LINE(2Ø,2Ø)-(236,2Ø),PSET
131Ø LINE(2Ø,117)-(236,117),PSET
132Ø IF L=1 THEN PAINT(1Ø,136),Ø
,Ø
133Ø IF L=1 THENFOR X=5Ø TO 1ØØ
STEP2:LINE(X,5Ø)-(X,117),PSET:NE
XTX:LINE(6Ø,9Ø)-(9Ø,117),PSET,BF
:FORX=61 TO 91 STEP2:LINE(X,2Ø)-
(X,5Ø),PSET:NEXTX
134Ø IF L=1 AND TD=1 THEN LINE(1
ØØ,12Ø)-(15Ø,134),PRESET,BF
135Ø IF L=2 AND MD=ØTHEN FORX=7Ø
 TO 14ØSTEP2.5:LINE(INT(X),2)-(I
NT(X),2Ø),PSET:NEXTX
136Ø IF L=2 AND MD=1THEN LINE(7Ø
,2)-(14Ø,2Ø),PSET,BF
137Ø IF L=12 THEN LINE(1Ø8,4Ø)-(
148,5Ø),PSET,BF
```

```
138Ø IF L=19 THEN DRAW"BMØ,Ø;F1Ø
E1ØG1ØF1ØH1ØG1ØE1ØR1ØL2ØR1ØU1ØD1
Ø"
139Ø IF L=19 AND WT=Ø THEN DRAW"
BM98,127;E3ØF3ØH3ØU4ØD5F2ØH2ØG2Ø
;":CIRCLE(128,4Ø),14
14ØØ RETURN
141Ø DRAW"BMØ,Ø;F2ØE1ØF2ØE3ØF1ØE
5F1ØE15F1ØE2F1ØE18F1ØE1Ø;S4;"
142Ø PAINT(1Ø,3Ø),Ø,Ø:RETURN
143Ø CIRCLE(128,86),3Ø:CIRCLE(2Ø
Ø,86),15,,3:CIRCLE(55,86),15,,3
144Ø PAINT(1Ø,1Ø),Ø,Ø
145Ø RETURN
146Ø LINE(1Ø8,37)-(148,137),PSET
,BF:FORX=1Ø8 TO 148 STEP 3:LINE(
X,37)-(X,137),PRESET:NEXT
147Ø CIRCLE(128,37),2Ø,,1,.5,1
148Ø LINE(2Ø,1ØØ)-(4Ø,115),PSET,
BF:LINE(236,1ØØ)-(216,115),PSET,
BF
149Ø IF DB=1 THEN FORY=37 TO 137
:LINE(1Ø9,Y)-(147,Y),PSET:NEXTY
15ØØ RETURN
151Ø DRAW"BMØ,1ØØ;"
152Ø FOR X=Ø TO 256 STEP4
153Ø DRAW"E2F2":NEXT X
154Ø FOR X=1 TO 256 STEP 2.5:LIN
E(INT(X),1ØØ)-(INT(X),137),PSET:
NEXT X
155Ø FOR X=Ø TO 256 STEP2:LINE(X
,Ø)-(X,99),PSET:NEXT
156Ø RETURN
157Ø FOR X=Ø TO 256 STEP 2:LINE(
X,1ØØ)-(X,137),PSET:NEXTX:FORX=1
TO199 STEP 2:LINE(X,Ø)-(X,99),PS
ET:NEXTX:FORX=2ØØ TO 256 STEP2:L
INE(X,Ø)-(X,99),PSET:NEXTX
158Ø LINE(2ØØ,99)-(256,137),PSET
159Ø RETURN
16ØØ FOR X=Ø TO 256 STEP 4:LINE(
X,Ø)-(X,137),PSET:NEXTX
161Ø DRAW"BM128,137;H1ØE1ØF5E1ØF
15G1ØL2Ø;":PAINT(128,127),Ø,Ø
162Ø PAINT(13Ø,127),Ø,Ø
163Ø PAINT(133,127),Ø,Ø
164Ø PAINT(137,127),Ø,Ø:PAINT(13
9,127),Ø,Ø:PAINT(143,127),Ø,Ø
165Ø PAINT(125,127),Ø,Ø:PAINT(12
1,127),Ø,Ø
166Ø PAINT(147,127),Ø,Ø:PAINT(15
1,127),Ø,Ø:PAINT(155,127),Ø,Ø
167Ø RETURN
168Ø FORX=ØTO256STEP2:LINE(X,Ø)-
(X,1Ø7),PSET:NEXTX
169Ø FORX=ØTO256STEP4:LINE(X,1Ø8
)-(X,137),PSET
17ØØ LINE(X+3,1Ø8)-(X+3,137),PSE
T:NEXTX
171Ø RETURN
172Ø IF L=2Ø THEN PAINT(128,4Ø),
Ø,Ø:CIRCLE(128,73),3,1
173Ø LINE(128,Ø)-(128,71),PRESET
174Ø RETURN
175Ø REM INPUT COMMAND
176Ø DRAW"BMØ,18Ø;"
177Ø C$="COMMAND ? "
178Ø C=Ø:FOR X=1 TO LEN(C$)
179Ø A$=MID$(C$,X,1):A=ASC(A$)-6
4
18ØØ C=C+1:IF C=33 THEN C=1:DRAW
"BM-249,+1Ø;"
181Ø IF A=32 OR A=-32 THEN DRAW"
BM+7,Ø;":NEXTX:GOTO184Ø
182Ø IF A=-1 THEN A=28:GOTO182Ø
ELSE DRAW"XN$(A);BM+7,Ø;"
183Ø NEXT X
184Ø C$=""
185Ø A$=INKEY$:IF A$="" THEN185Ø
186Ø IF A$=CHR$(13) THEN 193Ø
187Ø IF A$=CHR$(32) THEN DRAW"BM
+7,Ø;":C$=C$+A$:GOTO 185Ø
188Ø IF A$=CHR$(8) THEN C$=LEFT$
(C$,LEN(C$)-1):GOTO185Ø
189Ø A=ASC(A$)-64:IF A<Ø OR A>28
 THEN 185Ø
19ØØ C$=C$+A$
191Ø DRAW"XN$(A);BM+7,Ø;":C=C+1:
IF C>31 THEN 57Ø
192Ø GOTO 185Ø
193Ø RETURN
194Ø REM INVENTORY
```

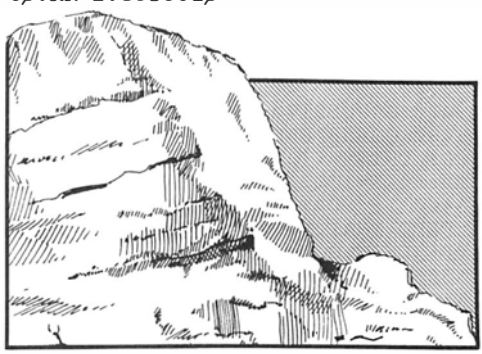



```
195Ø FOR X=1 TO 8:IF I(X)=Ø THEN
 NEXTX:PCLS:DRAW"BMØ,Ø;":S$="YOU
 ARE CARRYING NOTHING":GOSUB1Ø6Ø
:RETURN
196Ø PCLS:DRAW"BMØ,Ø;"
197Ø S$="YOU ARE CARRYING THE FO
```

```
LLOWING  "
198Ø GOSUB 1Ø6Ø
199Ø DRAW"BMØ,2Ø;"
2ØØØ FOR Y=1 TO 8
2Ø1Ø IF I(Y)=Ø THEN NEXTY:RETURN
2Ø2Ø IF I(Y)=1 THEN S$="GOGGLES
":GOSUB1Ø6Ø:DRAW"BM-247,+1Ø;"
2Ø3Ø IF I(Y)=2 THEN S$="SPELLBOO
K ":GOSUB 1Ø6Ø:DRAW"BM-247,+1Ø;"
2Ø4Ø IF I(Y)=3 THEN S$="MAGIC PO
WDER ":GOSUB 1Ø6Ø:DRAW"BM-247,+1
Ø;"
2Ø5Ø IF I(Y)=4 THEN S$="SNAKE ":
GOSUB 1Ø6Ø:DRAW"BM-247,+1Ø;"
2Ø6Ø IF I(Y)=5 THEN S$="RED PILL
 ":GOSUB 1Ø6Ø:DRAW"BM-247,+1Ø;"
2Ø7Ø IF I(Y)=6 THEN S$="FLUTE ":
GOSUB 1Ø6Ø:DRAW"BM-247,+1Ø;"
2Ø8Ø IF I(Y)=7 THEN S$="PRYING B
AR ":GOSUB 1Ø6Ø:DRAW"BM-247,+1Ø;
"
2Ø9Ø IF I(Y)=8 THEN S$="A LONG T
HIN ROPE ":GOSUB1Ø6Ø:DRAW"BM-247
,+1Ø;"
21ØØ NEXT Y:RETURN
211Ø REM DIRECTIONAL
212Ø IF C$="N" THEN 219Ø
213Ø IF C$="S" THEN 232Ø
214Ø IF C$="E" THEN 246Ø
215Ø IF C$="W" THEN 257Ø
216Ø IF C$="D" THEN 269Ø
217Ø IF C$="U" THEN 274Ø
218Ø RETURN
219Ø IF L=12 THEN L=11:RETURN
22ØØ IF L=11 THEN L=1Ø:RETURN
221Ø IF L=8 THEN L=9:RETURN
222Ø IF L=9 THEN L=1:RETURN
223Ø IF L=6 THEN L=7:RETURN
224Ø IF L=7 THEN L=6:RETURN
225Ø IF L=3 THEN L=4:RETURN
226Ø IF L=4 THEN L=3:RETURN
227Ø IF L=5 THEN L=4:RETURN
228Ø IF L=14 THEN L=13:RETURN
229Ø IF L=16 THEN L=15:RETURN
23ØØ IF L=17 THEN L=16:RETURN
231Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="YOU CANN
OT GO THAT WAY.":GOSUB 1Ø6Ø:FORT
=1TO2ØØ:NEXT T:LINE(Ø,17Ø)-(256,
18Ø),PRESET:RETURN
232Ø IF L=1Ø THEN L=11:RETURN
233Ø IF L=11 THEN L=12:RETURN
234Ø IF L=9 THEN L=8:RETURN
235Ø IF L=6 THEN L=7:RETURN
236Ø IF L=7 THEN L=8:RETURN
237Ø IF L=8 THEN L=7:RETURN
238Ø IF L=3 THEN L=4:RETURN
239Ø IF L=4 THEN L=5:RETURN
24ØØ IF L=13 THEN L=14:RETURN
241Ø IF L=16 AND DB=1 THEN L=17:
RETURN ELSE IF L=16 THEN LINE(Ø,
17Ø)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ
,18Ø;":S$="THE DRAWBRIDGE IS NOT
 DOWN.":GOSUB 1Ø6Ø:FOR T=1 TO 3Ø
Ø:NEXT T:LINE(Ø,17Ø)-(256,18Ø),P
RESET,BF:RETURN
242Ø IF L=17 THEN L=2Ø:RETURN
243Ø IF L=18 THEN L=19:RETURN
244Ø IF L=19 THEN L=18:RETURN
245Ø GOTO 231Ø
246Ø IF L=1Ø THEN L=9:RETURN
247Ø IF L=9 THEN L=6:RETURN
248Ø IF L=6 THEN L=2:RETURN
249Ø IF L=11 THEN L=8:RETURN
25ØØ IF L=8 THEN L=7:RETURN
251Ø IF L=3 THEN L=4:RETURN
252Ø IF L=4 THEN L=3:RETURN
253Ø IF L=7 THEN L=6:RETURN
254Ø IF L=13 THEN L=15:RETURN
255Ø IF L=17 THEN L=19:RETURN
256Ø GOTO 231Ø
257Ø IF L=2 THEN L=1:RETURN
258Ø IF L=6 THEN L=9:RETURN
259Ø IF L=9 THEN L=1Ø:RETURN
26ØØ IF L=1Ø THEN L=11:RETURN
261Ø IF L=7 THEN L=8:RETURN
262Ø IF L=8 THEN L=11:RETURN
263Ø IF L=11 THEN L=1Ø:RETURN
264Ø IF L=4 THEN L=3:RETURN
265Ø IF L=19 AND WT=1 THEN L=17:
RETURN ELSE IF L=19 THEN LINE(Ø,
17Ø)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ
,18Ø;":S$="THE WITCH IS BLOCKING
 YOUR EXIT":GOSUB 1Ø6Ø:FOR T=1 T
O 4ØØ:NEXT T:LINE(Ø,18Ø)-(256,18
Ø),PRESET,BF:RETURN
266Ø IF L=17 THEN L=18:RETURN
267Ø IF L=15 THEN L=13:RETURN
268Ø GOTO 231Ø
269Ø IF L=1 AND TD=1 THEN L=9:RE
TURN  ELSE IF L=1 THEN LINE(Ø,17
Ø)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ,1
8Ø;":S$=".. I CANNOT SEE A DOOR
..":GOSUB 1Ø6Ø:FOR T=1 TO 5ØØ:NE
XT T:LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:RETURN
27ØØ IF L=3 THEN L=2:RETURN
271Ø IF L=14 AND DD=1 THEN L=12:
RETURN ELSE IF L=14 THEN LINE(Ø,
17Ø)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ
,18Ø;":S$=".. WHERE IS THE DOOR
..":GOSUB 1Ø6Ø:FOR T=1 TO 5ØØ:NE
```

```
XT T:LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:RETURN
272Ø IF L=15 AND RK=1 THEN L=16:
RETURN ELSE IF L=15 THEN LINE(Ø,
17Ø)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ
,18Ø;":S$="THE ROCK IS BLOCKING
THE DOOR.":GOSUB 1Ø6Ø:FORT=1 TO
5ØØ:NEXT T:LINE(Ø,17Ø)-(256,18Ø)
,PRESET,BF:RETURN
273Ø GOTO 231Ø
274Ø IF L=2 AND MD=1 THEN L=3:RE
TURN ELSE IF L=2 THEN LINE(Ø,17Ø
)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ,18
Ø;":S$="THE DOOR IS SHUT TIGHT."
:GOSUB 1Ø6Ø:FOR T=1 TO 5ØØ:NEXT
T:LINE(Ø,17Ø)-(256,18Ø),PRESET,B
F:RETURN
275Ø GOTO 231Ø
276Ø DATA BU1U4E1R2F1NG4D4G1L2H1
BD1,U5E1R2F1D2NL4D3BL4,U6R3F1D1G
1NL3F1D1G1L3,BU1U4E1R2F1BD4G1L2H
1BD1,U6R2F2D2G2L2,U6R4BD3BL1L3D3
NR4
277Ø DATA U6R4BD3BL1L3D3,BU1U4E1
R3BD4NL1D2L3H1BD1,U6BR4D3NL4D3BL
4,BU6BR1R2L1D6NR1L1BL1,BU6BR4D5G
1L2H1BD1,U6D3R1NE3NF3BD3BL1
278Ø DATA NU6NR4,U6F2ND1E2D6BL4,
U6D1F4NU5D1BL4,BU1U4E1R2F1D4G1L2
H1BD1,U6R3F1D1G1L3D3,BU1U4E1R2F1
D3G1NH1NF1G1L1H1BD1
279Ø DATA U6R3F1D1G1L3R1F3BL4,BU
5BR4H1L2G1D1F1R2F1D1G1L2H1BD1,BU
6R4L2D6BL2,BU1U5BR4D5G1L2H1BD1,B
U6BR4D2G1D1G1ND1H1U1H1NU2BD4,NU6
E2NU1F2NU6BL4
28ØØ DATA BU6D1F2E2NU1BD4ND1H2G2
D1,BU6BR4D1G2ND3H2NU1BD5,BU6R4D1
G4D1NR4
281Ø DATA NR1NE1U1D1,BU3R5L5BD3
282Ø DATA BU1U4E1R2F1NG4D4G1L2H1
BD1,BU6BR2NG1D6R1L2BL1,BU5E1R2F1
D1G1L1G2D1NR4,BU5E1R2F1D1G1NL1F1
D1G1L2H1BD1,BU2NR4U1E3D6BL3
283Ø DATA BU6NR4D3E1R2F1D2G1L2H1
BD1,BU6BR2NR2G2D3U2R3F1D1G1L2H1B
D1,BU6R4D1G3D2BL1,BU1U1E1NR1H1U1
E1R2F1D1G1NL1F1D1G1L2H1BD1,BU4NF
1U1E1R2F1D2NL3D1G2L2
284Ø DATA BU6D1F2E2NU1BD4ND1H2G2
D1
285Ø DATA9,14,Ø,19,5,1,18,3,8,Ø,
15,6,Ø,2Ø,8,5,Ø,18,9,14,7
286Ø REM WHAT OBJECT?
287Ø IF RIGHT$(C$,7)="GOGGLES" T
HEN OO=1:RETURN
288Ø IF RIGHT$(C$,4)="BOOK" OR R
IGHT$(C$,9)="SPELLBOOK" THEN OO=
2:RETURN
289Ø IF RIGHT$(C$,6)="POWDER" OR
 RIGHT$(C$,5)="MAGIC" OR RIGHT$(
C$,12)="MAGIC POWDER" OR RIGHT$(
C$,11)="MAGICPOWDER" THEN OO=3:R
ETURN
29ØØ IF RIGHT$(C$,5)="SNAKE"THEN
OO=4:RETURN
291Ø IF RIGHT$(C$,4)="PILL" OR R
IGHT$(C$,8)="RED PILL" OR RIGHT$
(C$,7)="REDPILL" THENOO=5:RETURN
292Ø IF RIGHT$(C$,5)="FLUTE" OR
RIGHT$(C$,4)="GOLD" THENOO=6:RET
URN
293Ø IF RIGHT$(C$,3)="BAR" OR RI
GHT$(C$,6)="PRYING" OR RIGHT$(C$
,1Ø)="PRYING BAR" OR RIGHT$(C$,9
)="PRYINGBAR" THENOO=7:RETURN
294Ø IF RIGHT$(C$,4)="ROPE" THEN
 OO=8:RETURN
295Ø OO=Ø:RETURN
296Ø REM CAN'T DO THAT
297Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="I TRIED
BUT I CANNOT DO THAT.":GOSUB 1Ø6
Ø:FORT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-
(256,18Ø),PRESET,BF:GOTO61Ø
298Ø REM NOT HERE
299Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="IT IS NO
T HERE IN THIS ROOM.":GOSUB 1Ø6Ø
:FORT=1 TO 5ØØ:NEXTT:LINE(Ø,17Ø)
-(256,18Ø),PRESET,BF:GOTO61Ø
3ØØØ REM TAKE
3Ø1Ø SOUND 1ØØ,1
3Ø2Ø O(L,X)=Ø
3Ø3Ø FOR X=1 TO 8:IF I(X)=Ø THEN
3Ø5Ø ELSE NEXTX
3Ø4Ø X=8
3Ø5Ø I(X)=OO
3Ø6Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:GOTO61Ø
3Ø7Ø REM ROLL
3Ø8Ø IF RIGHT$(C$,3)="RUG" THEN
IF L=1 THEN 31ØØ
3Ø9Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="SORRY YO
U CANNOT DO THAT.":GOSUB 1Ø6Ø:FO
RT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-(256
,18Ø),PRESET,BF:GOTO61Ø
31ØØ IF TD=1 THEN LINE(Ø,17Ø)-(2
56,18Ø),PRESET,BF:DRAW"BMØ,18Ø;"
:S$="THE RUG IS ALREADY MOVED.":
GOSUB 1Ø6Ø:FORT=1TO5ØØ:NEXTT:LIN
```

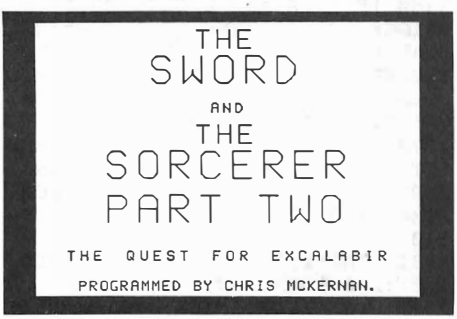
```
E(Ø,17Ø)-(256,18Ø),PRESET,BF:GOT
O61Ø
311Ø TD=1:LINE(Ø,17Ø)-(256,18Ø),
PRESET,BF:DRAW"BMØ,18Ø;":S$="THE
RE IS A TRAP DOOR HERE.":GOSUB 1
Ø6Ø:FORT=1TO5ØØ:NEXTT:LINE(Ø,17Ø
)-(256,18Ø),PRESET,BF:GOTO6ØØ
312Ø PCLS
313Ø DRAW"BMØ,Ø;"
314Ø S$="S N E W U D DIRECTIONS
         INVENTORY INVENT INV I
         LOOK  ROOM  ASK  LIFT
         MOVE  ROLL ENTER GO
         CLIMB GET  TAKE  VOC
         PLAY  READ PRY   SAY
         THROW DROP PUT   FEED":
GOSUB1Ø6Ø
315Ø RETURN
316Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:GOTO61Ø
317Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:RETURN
318Ø PCLS:DRAW"BMØ,Ø;"
319Ø FORX=1TO8:IFI(X)<>2THENNEXT
X:S$="YOU DO NOT HAVE THE BOOK."
:GOSUB1Ø6Ø:FORT=1TO5ØØ:NEXTT:GOT
O316Ø
32ØØ IF L=14 THEN S$="THE SPELLB
OOK TALKS AND SAYS... THE WAY TO
 GO ISNT OPEN          TRY THE WO
RD ABRACADABRA.":GOSUB1Ø6Ø:FORT=
1TO5ØØ:NEXTT:GOTO316Ø
321Ø IF L=16 THEN S$="YOU WANT A
 SPELL FOR THAT        BRIDGE....
WELL.......TRY THIS   ONE THEN S
AY BRIDGE DOWN.":GOSUB1Ø6Ø:FORT=
1TO5ØØ:NEXTT:GOTO316Ø
322Ø IF L=2Ø THEN S$="YOU FEED T
HE SNAKE TO FILL THE  AIR SO WHE
N YOU CLIMB YOU GET   UP THERE."
:GOSUB1Ø6Ø:FORT=1TO5ØØ:NEXTT:GOT
O316Ø
323Ø S$="YOU TRAVEL THROUGH THE
PAGES     AND FIND IT EMPTY EXCEP
T FOR     ONE SENTENCE....WHEN YO
U NEED    A SPELL INDEED ASK THE
BOOK      AND I WILL HELP YOU LOO
K.":GOSUB1Ø6Ø:FORT=1TO5ØØ:NEXTT:
GOTO316Ø
324Ø PCLS:DRAW"BMØ,Ø;"
325Ø FORX=1TO8:IFI(X)<>1THENNEXT
X:S$="YOU SWIM AND SWIM BUT THE
WATER IS SO THICK THAT YOU CANNO
T SEE WHERE YOU ARE GOING. YOU H
IT A  ROCK KNOCK YOURSELF OUT AN
D     DROWN. SORRY BUT THIS ADVE
NTURE IS OVER.":GOSUB1Ø6Ø:GOTO36
1Ø
326Ø S$="YOU SWIM AND SWIM THE W
ATER IS  NICE AND CLEAR. YOU SEE
 A SHORE AND SWIM TOWARD IT. YOU
 ARE NOW ON THE OTHER SIDE OF TH
E WATER.":GOSUB1Ø6Ø
327Ø IF L=5 THEN L=13:GOTO329Ø
328Ø IF L=13 THEN L=5
329Ø GOTO 61Ø
33ØØ PCLS:DRAW"BMØ,Ø;"
331Ø FORX=1TO8:IFI(X)<>7THENNEXT
X:S$="YOU HAVE NOTHING THAT IS S
TRONG ENOUGH TO LIFT THAT HEAVY
OLD   ROCK.":GOSUB1Ø6Ø:GOTO61Ø
332Ø S$="YOU HAVE PRIED THE ROCK
 UP WITH THE STEEL PRYING BAR. Y
OU HAVE  EXPOSED A LARGE HOLE. Y
OU SMELL EVIL CLOSE BY.":GOSUB1Ø
6Ø:RK=1:GOTO61Ø
```



```
333Ø REM SAY SPELL
334Ø PCLS:DRAW"BMØ,Ø;"
335Ø IF L=14 AND RIGHT$(C$,11)="
ABRACADABRA" THEN DD=1:S$="THE S
KY FLASHES AND THE EARTH   CAVES
 IN MAKING A HOLE HERE.":GOSUB1Ø
6Ø:GOTO61Ø
336Ø IF L=16 AND RIGHT$(C$,11)="
BRIDGE DOWN"  THEN DB=1:S$="THE
DRAW BRIDGE SLOWLY LOWERS   AND
EXPOSES THE EVIL WHICH OWNS THIS
 BLACK CASTLE.":GOSUB1Ø6Ø:FORT=1
TO5ØØ:NEXTT:GOTO61Ø
337Ø S$="IF THAT IS A SPELL THEN
 IT DOES NOT SEEN TO BE WORKING
HERE      MAYBE IT IS MEANT FOR
SOMEWHERE ELSE.":GOSUB 1Ø6Ø:GOTO
61Ø
338Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;"
339Ø FORX=1TO8:IFI(X)<>3THENNEXT
```

```
X:S$="YOU DO NOT HAVE THE POWDER
.":GOSUBlØ6Ø:FORT=1TO5ØØ:NEXTT:G
OTO316Ø
34ØØ IF L=19 AND WT=Ø THEN S$="T
HE WITCH MELTS AND DISAPPEARS.":
GOSUBlØ6Ø:FORT=1TO5ØØ:NEXTT:WT=1
:GOTO316Ø
341Ø S$="NOTHING SPECIAL HAPPENS
.....":GOSUBlØ6Ø:FORT=1TO5ØØ:NE
XTT:GOTO316Ø
342Ø GOSUB317Ø:DRAW"BMØ,18Ø;"
343Ø FORX=1TO8:IFI(X)<>OO THENNE
XTX:S$="YOU DO NOT HAVE THAT OBJ
ECT.":GOSUBlØ6Ø:FORT=1TO5ØØ:NEXT
T:GOTO316Ø
344Ø FORX=1TO8:IFO(L,X)=ØTHENO(L
,X)=OO ELSENEXTX:S$="YOU CAN NOT
 DROP IT HERE.":GOSUBlØ6Ø:FORT=1
TO5ØØ:NEXTT:GOTO316Ø
345Ø FORX=1TO8:IF I(X)=OO THENI(
X)=ØELSENEXTX
346Ø S$="OK. I HAVE DROPPED IT."
:GOSUBlØ6Ø:FORT=1TO5ØØ:NEXTT:GOT
O316Ø
347Ø GOSUB317Ø:DRAW"BMØ,18Ø;"
348Ø GOSUB286Ø:IFOO=ØTHENS$="I D
ONT THINK IT IS HUNGRY.":GOSUBlØ
6Ø:FORT=1TO5ØØ:NEXTT:GOTO316Ø
349Ø IF OO<>4 THENS$="YOU CANNOT
 FEED THAT.":GOSUBlØ6Ø:FORT=1TO5
ØØ:NEXTT:GOTO316Ø
35ØØ FORX=1TO8:IFI(X)<>4THENNEXT
X:S$="YOU ARE NOT HOLDING IT.":G
OSUBlØ6Ø:FORT=1TO5ØØ:NEXTT:GOTO3
16Ø
351Ø FORX=1TO8:IFI(X)<>5THENNEXT
X:S$="YOU HAVE NOTHING TO FEED I
T.":GOSUBlØ6Ø:FORT=1TO5ØØ:NEXTT:
GOTO316Ø
352Ø I(X)=Ø:FORX=1TO8:IFI(X)=4TH
ENI(X)=ØELSENEXTX
353Ø PCLS:DRAW"BMØ,Ø;":S$="THE S
NAKE EATS THE PILL AND      BEGIN
S TO TAKE ANOTHER SHAPE.    WHEN
THE TRANSFORMATION IS       COMPL
ETE YOU FIND THAT IT IS     A LON
G ROPE.":I(X)=8:GOSUBlØ6Ø:FORT=1
TO5ØØ:NEXTT:GOTO61Ø
354Ø PCLS:DRAW"BMØ,Ø;"
355Ø FORX=1TO8:IFO(L,X)<>8THENNE
XTX:S$="YOU HERE A VOICE SAY..TH
E ROPE.":GOSUBlØ6Ø:GOTO61Ø
356Ø S$=" AS YOU PLAY THE FLUTE
THE ROPE SLOWLY RISES FROM THE F
LOOR      BRINGING IT ALL THE WAY
 UP TO    THE CEILING. IT THEN AT
TACHES    ITSELF TO A HOOK EXTEND
ING FROM THE ROOF.":GOSUBlØ6Ø:FR
=1:GOTO61Ø
357Ø PCLS
358Ø DRAW"BMØ,Ø;"
359Ø IF FR=1 THENS$="YOU CLIMB T
HE ROPE AS YOU GET    CLOSER TO T
HE RING YOU FEEL ITS POWER.
                      .......CONG
RATULATIONS.....      YOU HAVE OB
TAINED THE RING       PART ONE FI
NISHED.            ":GOSUBlØ6Ø:GO
TO361Ø
36ØØ S$="I SEE NOWHERE TO CLIMB
IN THIS  ROOM.............":GOS
UBlØ6Ø:GOTO61Ø
361Ø IF INKEY$<>CHR$(13) THEN  3
61Ø ELSE RUN
```

EXCALABR 32K ECB




```
1Ø CLEAR 1ØØ:DIM R$(2Ø),O(2Ø,8),
I(8)
2Ø DIM N$(28),A$(1Ø)
3Ø POKE 65495,1
4Ø FORX=Ø TO 28:READ N$(X):NEXT
5Ø FOR X=Ø TO 1Ø:READ A$(X):NEXT
6Ø PMODE4,1:COLORØ,1:PCLS:SCREEN
1,1:POKE 65314,255
7Ø DRAW"BM7Ø,4Ø;CØ;S12;XN$(19);B
M+7,Ø;XN$(23);BM+7,Ø;XN$(15);BM+
7,Ø;XN$(18);BM+7,Ø;XN$(4);"
8Ø DRAW"BM1ØØ,16;CØ;S8;XN$(2Ø);B
M+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
9Ø FORX=1TO5:PLAY "L255AAABBBBCC
CCCDDDDDDEEEEEEEFFFFFFFF":NEXTX
```

```
1ØØ DRAW"BM11Ø,6Ø;CØ;S4;XN$(1);B
M+8,Ø;XN$(14);BM+8,Ø;XN$(4);"
11Ø DRAW"BM1ØØ,8Ø;CØ;S8;XN$(2Ø);
BM+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
12Ø DRAW"BM4Ø,1Ø4;S12;XN$(19);BM
+7,Ø;XN$(15);BM+7,Ø;XN$(18);BM+7
,Ø;XN$(3);BM+7,Ø;XN$(5);BM+7,Ø;X
N$(18);BM+7,Ø;XN$(5);BM+7,Ø;XN$(
18);"
13Ø DRAW"BM4Ø,134;CØ;XN$(16);BM+
7,Ø;XN$(1);BM+7,Ø;XN$(18);BM+7,Ø
;XN$(2Ø);BM+13,Ø;XN$(2Ø);BM+7,Ø;
XN$(23);BM+7,Ø;XN$(15);"
14Ø DRAW"BM13,16Ø;CØ;S4;"
15Ø FOR X=1 TO 23
16Ø READ DT:IF DT=Ø THEN DRAW"BM
+13,Ø;":NEXTX:GOTO2ØØ
17Ø DRAW"XN$(DT);BM+9,Ø;"
18Ø SOUND X,1:NEXT X
19Ø DRAW"BMØ,18Ø;":S$="   PROGRA
MMED BY CHRIS MCKERNAN.":GOSUB11
ØØ
2ØØ IF INKEY$="" THEN 2ØØ
21Ø PMODE4,1:COLORØ,1:PCLS:SCREE
N1,1
22Ø S$="NOW THAT YOU HAVE COMPLE
TED     PART ONE YOU CAN NOW TRY
 FOR A  HARDER OBJECT. THAT OBJE
CT IS   THE SWORD CALLED EXCALAB
IR. TRY NOT TO DIE. THIS GAME HA
S MORE  THAN ONE WAY TO DIE.
     "
23Ø DRAW"BMØ,Ø;"
24Ø L=Ø
25Ø FOR X=1 TO LEN(S$)
26Ø A$=MID$(S$,X,1):A=ASC(A$)-64
27Ø IF A=-18 THEN A=27
28Ø L=L+1:IF L=33 THEN L=1:DRAW"
BM-249,+1Ø;"
29Ø IF A=32 OR A=-32  THEN DRAW"
BM+7,Ø;":NEXT X:GOTO 31Ø
3ØØ DRAW"XN$(A);BM+7,Ø;":NEXT X
31Ø S$="   YOU MAY NEED TO HAVE
ANOTHER    OBJECT IN ORDER TO GE
T AN       OBJECT. USE YOUR IMAG
INATION.   AFTER ALL THAT IS WHA
T IT IS    ABOUT.
        "
32Ø Z=Z+1:IF Z=1 THEN 25Ø
33Ø S$="  OOOOOOOOOOOOOOOOOOOOO
OOOOOO     OO HERE IS THE HINT FO
R   OO     OO ADVENTURE PART TWO
    OO     OO MAKE SURE YOU HAVE
THE OO     OO     KEY TO ESCAPE
    OO     OOOOOOOOOOOOOOOOOOOOO
OOOOOO"
34Ø Z=Z+1:IF Z=3 THEN 25Ø
35Ø IF INKEY$="" THEN 35Ø ELSE S
OUND 1ØØ,1
36Ø PCLS:SCREEN1,1
37Ø R$(1)="YOU ARE IN THE ROOM O
F EQUINOX. THE ROOM IS BRIGHT. T
HERE IS A  BRICK WALL TO THE SOU
TH."
38Ø R$(2)="YOU ARE IN A LONG HAL
LWAY THAT  EXTENDS INTO THE DARK
NESS.      THERE IS A DOOR TO TH
E EAST."
39Ø R$(3)="YOU ARE NOW IN THE DU
NGEON.     THERE IS A DEVIL HERE
 LAUGHING  AT YOU."
4ØØ R$(4)="YOU ARE IN THE SOUTH
END OF A   LONG HALLWAY. THE FLO
OR IS VERY UNUSUAL HERE."
41Ø R$(5)="YOU ARE NOW AT THE SI
DE OF A    GREAT PIT. YOU THROW
A LARGE    ROCK AND FIND IT IS B
OTTOMLESS."
42Ø R$(6)="YOU ARE IN THE KENNEL
. THERE    IS TWO LARGE WOLVES T
IED HERE.  THEY DONT SEEM TO BE
FRIENDLY."
43Ø R$(7)="YOU ARE NOW ON THE OT
HER SIDE   OF THE PIT. YOU HAVE
REACHED A  ....DEAD END...."
44Ø R$(8)="YOU ARE IN A ROOM WIT
H A BROWN  PLANKED WOODEN FLOOR.
THERE IS   ONE PLANK STICKING UP
."
45Ø R$(9)="YOU ARE IN A BEDROOM.
 LOOKS     LIKE IT HAS NOT BEEN
USED IN A  LONG LONG TIME."
46Ø R$(1Ø)="YOU ARE IN A TALL ST
AIRWAY.    THERE IS A DOOR TO T
HE SOUTH."
47Ø R$(11)="YOU ARE NOW IN A ROC
KY WOODED  AREA."
48Ø R$(12)="YOU ARE NOW IN A ROC
KY WOODED  AREA."
49Ø R$(13)="THIS IS AN OPEN FIEL
D. LOOKING  INTO THE DISTANCE YO
U CAN SEE A SMALL CABIN."
5ØØ R$(14)="THIS IS AN OPEN FIEL
D. BUGS ARE FLYING ALL AROUND TH
IS PLACE."
51Ø R$(15)="YOU ARE IN A SMALL C
ABIN. THERE IS A STOVE BESIDE TH
E WALL."
52Ø R$(16)="YOU ARE IN A CLOSET.
 THERE IS   ONE HANGER HERE AND
A TRAP DOOR BELOW YOU."
53Ø R$(17)="YOU ARE IN A TOMB."
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54Ø R$(18)="YOU ARE IN A ROOM CO
NTAINING A  LARGE WEB AND A MASS
IVE SPIDER. YOU CAN GO SOUTH OR
EAST."
55Ø R$(19)="YOU ARE IN A SMALL R
OOM. THERE  IS A SIGN HERE THAT
SAYS        .....NO RETURN....."
56Ø R$(2Ø)="YOU ARE IN THE ROOM
OF THE      SWORD EXCALABIR. IT
IS STUCK    IN THE CEMENT FLOOR.
"
57Ø L=1:BW=Ø:PT=Ø:W=Ø:D=Ø:PL=Ø:E
D=Ø
58Ø TD=Ø:LK=Ø:DD=Ø:SP=Ø:UD=Ø:OS=
Ø
59Ø O(14,1)=2:O(15,1)=3:O(7,1)=4
:O(6,1)=5:O(7,2)=6:O(9,1)=7:O(5,
1)=8:I(1)=1
6ØØ PCLS:GOSUB 117Ø:GOSUB 1Ø2Ø
61Ø GOSUB 162Ø
62Ø IF C$="I" OR C$="INV" OR C$=
"INVENT" OR C$="INVENTORY" THEN
GOSUB 181Ø:GOTO61Ø
63Ø IF C$="PULL SWORD" THEN 34ØØ
64Ø IF C$="OPEN STOVE" THEN 344Ø
65Ø IF C$="LOOK" OR C$="L" THEN
GOTO 6ØØ
66Ø IF C$="N" OR C$="S" OR C$="E
" OR C$="W" OR C$="U" OR C$="D"
THEN GOSUB 198Ø:GOTO 6ØØ
67Ø IF C$="USE HANGER" THEN 346Ø
68Ø IF LEFT$(C$,4)="TOSS" THEN G
OSUB 272Ø:IF L=6 AND OO=8 THEN 2
69Ø ELSE LINE(Ø,17Ø)-(256,18Ø),P
RESET,BF:S$="IT DOESNT HELP TO T
OSS THAT HERE":DRAW"BMØ,18Ø;":GO
SUB 11ØØ:FOR T=1 TO 5ØØ:NEXT T:L
INE(Ø,17Ø)-(256,18Ø),PRESET,BF:G
OTO 61Ø
69Ø IF LEFT$(C$,3)="RUB" THEN 29
4Ø
7ØØ IF LEFT$(C$,4)="PULL" THEN G
OSUB 272Ø:IF L=8 AND RIGHT$(C$,5
)="PLANK" THEN 31ØØ ELSE LINE(Ø,
17Ø)-(256,18Ø),PRESET,BF:S$="WHY
 WOULD YOU WANT TO PULL THAT":DR
AW"BMØ,18Ø;":GOSUB 11ØØ:FOR T=1
TO 5ØØ:NEXT T:LINE(Ø,17Ø)-(256,1
8Ø),PRESET,BF:GOTO 61Ø
71Ø IF LEFT$(C$,6)="SQUISH" AND
RIGHT$(C$,6)="SPIDER" THEN 318Ø
72Ø IF C$="ROOM" OR C$="R" THEN
GOSUB 88Ø:GOTO 61Ø
73Ø IF LEFT$(C$,4)="OPEN" AND RI
GHT$(C$,4)="DOOR" THEN 313Ø
74Ø IF LEFT$(C$,3)="GET" OR LEFT
$(C$,4)="TAKE" THENGOSUB272Ø:IFO
O=ØTHEN282ØELSE:FORX=1TO8:IFO(L,
X)<>OO THENNEXTX:GOTO284Ø ELSE 2
86Ø
75Ø IF C$="VOC" THEN GOSUB298Ø:G
OTO61Ø
76Ø IF LEFT$(C$,5)="CLIMB" THEN
PCLS:S$="THAT ISNT FUNNY. IF YOU
 WANT TO CLIMB SO BAD WHY DONT Y
OU GO TO THE PLAY GROUND.":DRAW"
BMØ,Ø;":GOSUB11ØØ:FORT=1TO5ØØ:NE
XTT:GOTO61Ø
77Ø IF LEFT$(C$,4)="READ"THENGOS
UB272Ø:IFOO<>7THENGOTO282ØELSE3Ø
4Ø
78Ø IF LEFT$(C$,4)="JUMP" THEN 3
19Ø
79Ø IF LEFT$(C$,4)="FEED" THEN 3
2ØØ
8ØØ IF LEFT$(C$,3)="USE" THEN 32
7Ø
81Ø IF LEFT$(C$,5)="SHINE" THEN
33ØØ
82Ø IF LEFT$(C$,4)="DROP" OR LEF
T$(C$,3)="PUT" THENGOSUB272Ø:GOT
O348Ø
83Ø IF LEFT$(C$,5)="POINT" THEN
334Ø
84Ø IF C$="QUIT" OR C$="END" THE
N 359Ø
85Ø IF C$="OIL SWORD" THEN 338Ø
86Ø LINE(Ø,17Ø)-(256,18Ø),PRESET
,BF:DRAW"BMØ,18Ø;":S$="SORRY THA
T IS NOT POSSIBLE.":GOSUB11ØØ:FO
RT=1TO5ØØ:NEXTT:GOTO3Ø2Ø
87Ø GOTO 87Ø
88Ø REM OBJECTS IN ROOM
89Ø PCLS:DRAW"BM9,Ø;":S$="THINGS
 IN THE ROOM......":GOSUB 11ØØ
9ØØ CR$="BM-247,+1Ø;":DRAW CR$
91Ø FOR Y=1 TO 8
92Ø IF O(L,Y)=1 THEN S$="THE RIN
G CALLED EQUINOX.":GOSUB 11ØØ:DR
AW"BM-247,+1Ø;"
93Ø IF O(L,Y)=2 THEN S$="A FLY I
N A JAR.":GOSUB 11ØØ:DRAW CR$
94Ø IF O(L,Y)=3 THEN S$="A HALF
FULL CAN OF OIL.":GOSUB 11ØØ:DRA
W CR$
95Ø IF O(L,Y)=4 THEN S$="A VERY
LARGE KEY.":GOSUB 11ØØ:DRAW CR$
96Ø IF O(L,Y)=5 THEN S$="A LONG
THICK ROPE.":GOSUB 11ØØ:DRAW CR$
97Ø IF O(L,Y)=6 THEN S$="A SILVE
R CROSS.":GOSUB 11ØØ:DRAW CR$
98Ø IF O(L,Y)=7 THEN S$="A OLD D
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USTY DIARY.":GOSUB 11ØØ:DRAW CR$
99Ø IF O(L,Y)=8 THEN S$="AN OLD
MEAT BONE.":GOSUB11ØØ:DRAW CR$
1ØØØ NEXTY:RETURN
1Ø1Ø GOTO 1Ø1Ø
1Ø2Ø REM ROOM DISCRIPTION
1Ø3Ø IF L=1 AND BW=1 THENDRAW"BM
Ø,145;":S$="YOU ARE IN THE ROOM
OF THE      EQUINOX. THERE IS A
HOLE IN THE BRICK WALL TO THE SO
UTH.":GOSUB11ØØ:RETURN
1Ø4Ø IF L=6 AND W=1 THEN DRAW"BM
Ø,145;":S$="YOU ARE IN THE KENNE
L. THERE ARETWO FRIENDLY WOLVES
HERE. THERE IS AN EXIT TO THE EA
ST.":GOSUB11ØØ:RETURN
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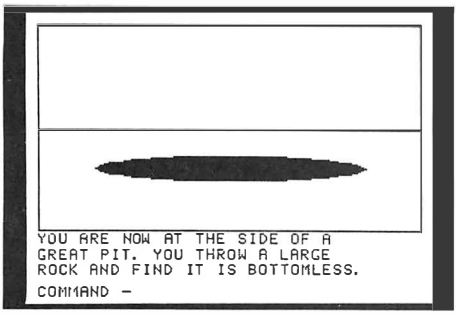


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1Ø5Ø IF L=5 AND PT=1 THEN DRAW"B
MØ,145;":S$="YOU ARE IN FRONT OF
 A LARGE PIT.THERE IS A ROPE SUS
PENDED ACROSSIT.":GOSUB11ØØ:RETU
RN
1Ø6Ø IF L=18 AND SP=1 THEN DRAW"
BMØ,145;":S$="YOU ARE IN A ROOM
WITH A LARGE  SPIDER WEB. THERE
IS A SPIDER   CHEWING ON A FLY."
:GOSUB11ØØ:RETURN
1Ø7Ø IF L=16 AND TD=1 THEN DRAW"
BMØ,145;":S$="YOU ARE IN A CLOSE
T CONTAINING  A COAT HANGER AND
A OPEN TRAP   DOOR LEADING DOWN.
":GOSUB11ØØ:RETURN
1Ø8Ø IF L=3 AND D=1 THEN DRAW"BM
Ø,145;":S$="YOU ARE IN AN EMPTY
 ROOM THAT  EXTENDS INTO A BEDRO
OM TO THE   EAST.":GOSUB11ØØ:RET
URN
1Ø9Ø DRAW"BMØ,145;":S$=R$(L):GOS
UB11ØØ:RETURN
11ØØ C=Ø:FOR X=1 TO LEN(S$)
111Ø A$=MID$(S$,X,1):A=ASC(A$)-6
4
112Ø C=C+1:IF C=33 THEN C=1:DRAW
"BM-249,+1Ø;"
113Ø IF A=32 OR A=-32 THEN DRAW"
BM+7,Ø;":NEXTX:RETURN
114Ø IF A=-18 THEN A=27:GOTO 114
Ø ELSEDRAW"XN$(A);BM+7,Ø;"
115Ø NEXTX:RETURN
116Ø GOTO 116Ø
117Ø LINE(Ø,Ø)-(256,137),PSET,B
118Ø IF L=1 THEN 134Ø
119Ø IF L=2 OR L=4 THEN 137Ø
12ØØ IF L=5 THEN 139Ø
121Ø IF L=6 THEN 142Ø
122Ø IF L=7 THEN 144Ø
123Ø IF L=8 THEN 145Ø
124Ø IF L=9 THEN 146Ø
125Ø IF L=1Ø THEN 147Ø
126Ø IF L=11 OR L=12 THEN 148Ø
127Ø IF L=13 OR L=14 THEN 149Ø
128Ø IF L=15 THEN 152Ø
129Ø IF L=3 OR L=19 OR L=16 THEN
 155Ø
13ØØ IF L=17 THEN 159Ø
131Ø IF L=18 THEN 16ØØ
132Ø IF L=2Ø THEN 161Ø
133Ø PRINT"ROOM ERROR! PLEASE RE
RUN":END
134Ø FORX=ØTO256STEP2:LINE(X,Ø)-
(X,137),PSET:NEXT:FORY=ØTO137STE
P1Ø:LINE(Ø,Y)-(256,Y),PSET:NEXT:
FORY=ØTO132STEP2Ø:FORX=21TO256ST
EP4Ø:LINE(X,Y)-(X,Y+1Ø),PSET:LIN
E(X-2Ø,Y+1Ø)-(X-2Ø,Y+2Ø),PSET:NE
XTX,Y
135Ø IF BW=1 THEN LINE(6Ø,6Ø)-(1
ØØ,137),PSET,BF
136Ø RETURN
137Ø CIRCLE(128,96),4Ø,,1,.5,1:L
INE(88,137)-(88,96),PSET:LINE-(Ø
,Ø),PSET:LINE(168,137)-(168,96),
PSET:LINE-(256,Ø),PSET:PAINT(128
,96),Ø,Ø
138Ø RETURN
139Ø CIRCLE(128,96),9Ø,,.1:PAINT
(128,96),Ø,Ø:LINE (Ø,7Ø)-(256,7Ø
),PSET
14ØØ IF PT=1 THEN LINE(128,135)-
(129,71),PRESET,BF:RETURN
141Ø RETURN
142Ø FORY=87TO137STEP5:LINE(Ø,Y)
-(256,Y),PSET:NEXTY:FORY=ØTO87ST
EP5:LINE(18Ø,Y)-(256,Y),PSET:NEX
TY:FORX=ØTO18ØSTEP2:LINE(X,Ø)-(X
,86),PSET:NEXTX:LINE(2Ø,2Ø)-(7Ø,
4Ø),PRESET,BF:S$="KENNEL":DRAW"B
M22,38;":GOSUB11ØØ
143Ø FORX=18ØTO256STEP5:LINE(X,Ø
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Ø)-(X,87),PSET:NEXTX:FORX=ØTO256
STEP5:LINE(X,87)-(X,137),PSET:NE
XTX:RETURN
144Ø LINE(Ø,137)-(2Ø,1Ø7),PSET:L
INE-(236,1Ø7),PSET:LINE-(256,137
),PSET:LINE(236,1Ø7)-(236,Ø),PSE
T:LINE(2Ø,1Ø7)-(2Ø,Ø),PSET:S$="D
 E A D  E N D.":DRAW"BM5Ø,7Ø;":G
OSUB11ØØ:RETURN
145Ø FORX=ØTO256STEP2:LINE(X,Ø)-
(X,97),PSET:NEXTX:FORX=1TO256STE
P2:LINE(X,98)-(X,137),PSET:NEXTX
:FORY=98TO137STEP7:LINE(Ø,Y)-(25
6,Y),PSET:NEXTY:LINE(2ØØ,11Ø)-(2
2Ø,1Ø7),PSET,BF:RETURN
146Ø FORX=1TO256STEP2.5:LINE(X,1
ØØ)-(X,137),PSET:NEXTX:DRAW"BM1Ø
Ø,1ØØ;U4ØD3ØR1ØØD1ØU4ØD2ØL1ØØ;":
LINE(2Ø,5Ø)-(8Ø,1ØØ),PSET,B:LINE
(3Ø,6Ø)-(7Ø,65),PSET,BF:LINE(3Ø,
75)-(7Ø,9Ø),PSET,BF:RETURN
147Ø LINE(2Ø,5Ø)-(8Ø,137),PSET,B
:CIRCLE(7Ø,9Ø),5:DRAW"BM1ØØ,137;
U1ØR1ØU1ØR1ØU1ØR1ØU1ØR1ØU1ØR1ØU1
ØR1ØU1ØR1ØU1ØR1ØU1ØR1ØU1ØR1ØU1ØR
1ØU1ØR1ØU1ØR1ØU1Ø;":PAINT(25Ø,1Ø
Ø),Ø,Ø:RETURN
148Ø FORX=ØTO256STEP2:LINE(X,Ø)-
(X,1ØØ),PSET:LINE(X+1,1Ø1)-(X+1,
137),PSET:NEXTX:RETURN
149Ø FOR X=Ø TO 256STEP2:LINE(X,
Ø)-(X,1ØØ),PSET:LINE(X+1,1Ø1)-(X
+1,137),PSET:NEXTX
15ØØ IF L=13 THEN DRAW"BM51,1ØØ;
U5ØR5ØD5ØU5ØH25G25D5ØR1ØU3ØR1ØD3
ØR3ØU3ØBL2ØR1ØD1ØL1ØU1Ø;"
151Ø RETURN
152Ø LINE(2Ø,5Ø)-(8Ø,137),PSET,B
F:CIRCLE(7Ø,9Ø),5,1
153Ø DRAW"BM1ØØ,137;E1ØR5ØF1ØH1Ø
R1ØL8ØU5ØR8ØD5ØU5ØL35U4ØD4ØL1ØU5
ØR14ØD1ØL12Ø;"
154Ø PAINT(2ØØ,35),Ø,Ø:LINE(11Ø,
87)-(14Ø,117),PSET,BF:RETURN
155Ø LINE(Ø,Ø)-(2Ø,2Ø),PSET:LINE
-(2Ø,117),PSET:LINE-(Ø,137),PSET
:LINE(2Ø,117)-(236,117),PSET:LIN
E-(256,137),PSET:LINE(236,117)-(
236,2Ø),PSET:LINE-(256,Ø),PSET:L
INE(236,2Ø)-(2Ø,2Ø),PSET
156Ø IF L=16 THEN LINE(Ø,45)-(25
6,5Ø),PSET,BF:LINE(1ØØ,12Ø)-(14Ø
,135),PSET,BF:DRAW"BM1ØØ,45;D1ØF
1ØL2ØE1Ø;"
157Ø IF L=19 THEN LINE(1ØØ,4Ø)-(
18Ø,117),PSET,B:LINE(3Ø,6Ø)-(8Ø,
7Ø),PSET,BF
158Ø RETURN
159Ø LINE(2Ø,Ø)-(4Ø,137),PSET,BF
:LINE(216,Ø)-(236,137),PSET,BF:L
INE(5Ø,1ØØ)-(2Ø6,137),PSET,B:LIN
E(1ØØ,1ØØ)-(1ØØ,137),PSET:RETURN
16ØØ LINE(Ø,Ø)-(256,137),PSET:LI
NE(256,Ø)-(Ø,137),PSET:LINE(Ø,63
)-(256,63),PSET:LINE(128,Ø)-(128
,137),PSET:FORX=1TO63STEP5:CIRCL
E(128,63),X:NEXTX:RETURN
161Ø LINE(Ø,1ØØ)-(256,1ØØ),PSET:
DRAW"BM125,1ØØ;U3ØR6D3ØU3ØR3L12U
4R12D4U4L4U1ØL4D1ØL4;":PAINT(1Ø,
12Ø),Ø,Ø:RETURN
162Ø REM INPUT COMMAND
163Ø DRAW"BMØ,18Ø;"
164Ø C$="COMMAND ? "
165Ø C=Ø:FOR X=1 TO LEN(C$)
166Ø A$=MID$(C$,X,1):A=ASC(A$)-6
4
167Ø C=C+1:IF C=33 THEN C=1:DRAW
"BM-249,+1Ø;"
168Ø IF A=32 OR A=-32 THEN DRAW"
BM+7,Ø;":NEXTX:GOTO171Ø
169Ø IF A=-1 THEN A=28:GOTO169Ø
ELSE DRAW"XN$(A);BM+7,Ø;"
17ØØ NEXT X
171Ø C$=""
172Ø A$=INKEY$:IF A$="" THEN172Ø
173Ø IF A$=CHR$(13) THEN 18ØØ
174Ø IF A$=CHR$(32) THEN DRAW"BM
+7,Ø;":C$=C$+A$:GOTO 172Ø
175Ø IF A$=CHR$(8) THEN C$=LEFT$
(C$,LEN(C$)-1):GOTO172Ø
176Ø A=ASC(A$)-64:IF A<Ø OR A>28
 THEN 172Ø
177Ø C$=C$+A$
178Ø DRAW"XN$(A);BM+7,Ø;":C=C+1:
IF C>31 THEN 57Ø
179Ø GOTO 172Ø
18ØØ RETURN
181Ø REM INVENTORY
182Ø FOR X=1 TO 8:IF I(X)=Ø THEN
 NEXTX:PCLS:DRAW"BMØ,Ø;":S$="YOU
 ARE CARRYING NOTHING":GOSUB11ØØ
:RETURN
183Ø PCLS:DRAW"BMØ,Ø;"
184Ø S$="YOU ARE CARRYING THE FO
LLOWING  "
185Ø GOSUB 11ØØ
186Ø DRAW"BMØ,2Ø;"
187Ø FOR Y=1 TO 8
188Ø IF I(Y)=Ø THEN NEXTY:RETURN
189Ø IF I(Y)=1 THEN S$="THE RING
 OF EQUINOX ":GOSUB11ØØ:DRAW"BM-
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247,+1Ø;"
19ØØ IF I(Y)=2 THEN S$="FLY IN A
 JAR":GOSUB 11ØØ:DRAW"BM-247,+1Ø
;"
191Ø IF I(Y)=3 THEN S$="OIL CAN
":GOSUB 11ØØ:DRAW"BM-247,+1Ø;"
192Ø IF I(Y)=4 THEN S$="A HEAVY
KEY":GOSUB 11ØØ:DRAW"BM-247,+1Ø;
"
193Ø IF I(Y)=5 THEN S$="A LONG R
OPE":GOSUB 11ØØ:DRAW"BM-247,+1Ø;
"
194Ø IF I(Y)=6 THEN S$="SILVER C
ROSS":GOSUB 11ØØ:DRAW"BM-247,+1Ø
;"
195Ø IF I(Y)=7 THEN S$="A OLD DI
ARY":GOSUB 11ØØ:DRAW"BM-247,+1Ø;
"
196Ø IF I(Y)=8 THEN S$="A MEAT B
ONE ":GOSUB11ØØ:DRAW"BM-247,+1Ø;
"
197Ø NEXT Y:RETURN
198Ø REM DIRECTIONAL
199Ø IF C$="N" THEN 2Ø6Ø
2ØØØ IF C$="S" THEN 217Ø
2Ø1Ø IF C$="E" THEN 23ØØ
2Ø2Ø IF C$="W" THEN 241Ø
2Ø3Ø IF C$="D" THEN 254Ø
2Ø4Ø IF C$="U" THEN 257Ø
2Ø5Ø RETURN
2Ø6Ø IF L=2 THEN L=1:RETURN
2Ø7Ø IF L=4 THEN L=2:RETURN
2Ø8Ø IF L=5 THEN L=4:RETURN
2Ø9Ø IF L=7 THEN L=5:RETURN
21ØØ IF L=6 THEN L=3:RETURN
211Ø IF L=8 THEN L=9:RETURN
212Ø IF L=11THEN L=12:RETURN
213Ø IF L=12THEN L=11:RETURN
214Ø IF L=13THEN L=12:RETURN
215Ø IF L=15THEN L=13:RETURN
216Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="YOU CANN
OT GO THAT WAY.":GOSUB 11ØØ:FORT
=1TO2ØØ:NEXT T:LINE(Ø,17Ø)-(256,
18Ø),PRESET:RETURN
217Ø IF L=1 AND BW=1 THEN L=2:RE
TURN ELSE IF L=1 THEN LINE(Ø,17Ø
)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ,18
Ø;":S$="YOU WALKED INTO THE BRIC
KWALL.":GOSUB11ØØ:FORT=1TO3ØØ:NE
XTT:LINE(Ø,17Ø)-(256,18Ø),PRESET
,BF:RETURN
218Ø IF L=2 THEN L=4:RETURN
219Ø IF L=4 THEN L=5:RETURN
22ØØ IF L=8 AND PL=1 THEN L=18:R
ETURN ELSE IF L=8 THEN LINE(Ø,17
Ø)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ,1
8Ø;":S$="OPPS...BANGED INTO A WA
LL.":GOSUB 11ØØ:FOR T=1 TO 5ØØ:N
EXT T:LINE(Ø,17Ø)-(256,18Ø),PRES
ET,BF:RETURN
221Ø IF L=5 AND PT=1 THEN L=7:RE
TURN ELSE IF L=5 THEN LINE(Ø,17Ø
)-(8Ø,18Ø),PRESET,BF:DRAW"BMØ,18
Ø;":S$="NO WAY. I AM NOT GOING A
CROSS.":GOSUB11ØØ:FORT=1TO3ØØ:NE
XTT:LINE(Ø,17Ø)-(256,18Ø),PRESET
,BF:RETURN
222Ø IF L=3 THEN L=6:RETURN
223Ø IF L=9 THEN L=8:RETURN
224Ø IF L=11THEN L=1Ø:RETURN
225Ø IF L=12THEN L=13:RETURN
226Ø IF L=13 AND LK=1 AND UD=1 A
ND DD=1 THEN L=15:RETURN ELSE IF
 L=13 THEN LINE(Ø,17Ø)-(256,18Ø)
,PRESET,BF:S$="THE DOOR IS NOT O
PENED YET.":DRAW"BMØ,18Ø;":GOSUB
11ØØ:FORT=1TO4ØØ:NEXT T:LINE(Ø,1
7Ø)-(256,18Ø),PRESET,BF:RETURN
227Ø IF L=18THEN L=8:RETURN
228Ø IF L=19 THEN L=2Ø:RETURN
229Ø GOTO 216Ø
23ØØ IF L=2 THEN L=3:RETURN
231Ø IF L=9 THEN L=1Ø:RETURN
232Ø IF L=11THEN L=12:RETURN
233Ø IF L=12THEN L=11:RETURN
234Ø IF L=13THEN L=14:RETURN
235Ø IF L=16THEN L=15:RETURN
236Ø IF L=17THEN L=18:RETURN
237Ø IF L=3 AND D=1 THEN L=9:RET
URN ELSE IF L=3 THEN LINE(Ø,17Ø)
-(256,18Ø),PRESET,BF:S$="THE DEV
IL YELLS..NO YOUR NOT..":DRAW"BM
Ø,18Ø;":GOSUB11ØØ:FORT=1TO5ØØ:NE
XTT:LINE(Ø,17Ø)-(256,18Ø),PRESET
,BF:RETURN
238Ø IF L=6 AND W=1 THEN L=8:RET
URN ELSE IF L=6 THEN LINE(Ø,17Ø)
-(256,18Ø),PRESET,BF:S$="PERSONA
LLY I DO NOT LIKE WOLVES":DRAW"B
MØ,18Ø;":GOSUB11ØØ:FORT=1TO5ØØ:N
EXTT:LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:RETURN
239Ø IF L=18 AND SP=1 THEN L=19:
RETURN ELSE IF L=18 THEN LINE(Ø,
17Ø)-(256,18Ø),PRESET,BF:S$="THE
 SPIDER WILL NOT MOVE OVER.":DRA
W"BMØ,18Ø;":GOSUB11ØØ:FORT=1TO5Ø
Ø:NEXTT:LINE(Ø,17Ø)-(256,18Ø),PR
ESET,BF:RETURN
24ØØ GOTO 216Ø
241Ø IF L=3 THEN L=2:RETURN
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242Ø IF L=9 THEN L=3:RETURN
243Ø IF L=6 THEN L=4:RETURN
244Ø IF L=1ØTHEN L=9:RETURN
245Ø IF L=12THEN L=11:RETURN
246Ø IF L=11THEN L=12:RETURN
247Ø IF L=14THEN L=13:RETURN
248Ø IF L=8 THEN L=6:RETURN
249Ø IF L=15THEN L=16:RETURN
25ØØ IF L=18 THEN L=17:RETURN
251Ø IF L=18 THEN L=17:RETURN
252Ø IF L=19 THEN L=18:RETURN
253Ø GOTO 216Ø
254Ø IF L=4 THEN L=6:RETURN
255Ø IF L=16 AND TD=1 THEN L=17:
RETURN ELSE IF L=16 THEN LINE(Ø,
17Ø)-(256,18Ø),PRESET,BF:DRAW"BM
Ø,18Ø;":S$=" THE TRAP DOOR IS NO
T OPEN YET.":GOSUB11ØØ:FORT=1TO5
ØØ:NEXTT:LINE(Ø,17Ø)-(256,18Ø),P
RESET,BF:RETURN
256Ø GOTO 216Ø
257Ø REM UP
258Ø GOTO 216Ø
259Ø DATA BU1U4E1R2F1NG4D4G1L2H1
BD1,U5E1R2F1D2NL4D3BL4,U6R3F1D1G
1NL3F1D1G1L3,BU1U4E1R2F1BD4G1L2H
1BD1,U6R2F2D2G2L2,U6R4BD3BL1L3D3
NR4
26ØØ DATA U6R4BD3BL1L3D3,BU1U4E1
R3BD4NL1D2L3H1BD1,U6BR4D3NL4D3BL
4,BU6BR1R2L1D6NR1L1BL1,BU6BR4D5G
1L2H1BD1,U6D3R1NE3NF3BD3BL1
261Ø DATA NU6NR4,U6F2ND1E2D6BL4,
U6D1F4NU5D1BL4,BU1U4E1R2F1D4G1L2
H1BD1,U6R3F1D1G1L3D3,BU1U4E1R2F1
D3G1NH1NF1G1L1H1BD1
262Ø DATA U6R3F1D1G1L3R1F3BL4,BU
5BR4H1L2G1D1F1R2F1D1G1L2H1BD1,BU
6R4L2D6BL2,BU1U5BR4D5G1L2H1BD1,B
U6BR4D2G1D1G1ND1H1U1H1NU2BD4,NU6
E2NU1F2NU6BL4
263Ø DATA BU6D1F2E2NU1BD4ND1H2G2
D1,BU6BR4D1G2ND3H2NU1BD5,BU6R4D1
G4D1NR4
264Ø DATA NR1NE1U1D1,BU3R5L5BD3
265Ø DATA BU1U4E1R2F1NG4D4G1L2H1
BD1,BU6BR2NG1D6R1L2BL1,BU5E1R2F1
D1G1L1G2D1NR4,BU5E1R2F1D1G1NL1F1
D1G1L2H1BD1,BU2NR4U1E3D6BL3
266Ø DATA BU6NR4D3E1R2F1D2G1L2H1
BD1,BU6BR2NR2G2D3U2R3F1D1G1L2H1B
D1,BU6R4D1G3D2BL1,BU1U1E1NR1H1U1
E1R2F1D1G1NL1F1D1G1L2H1BD1,BU4NF
1U1E1R2F1D2NL3D1G2L2
267Ø DATA BU6D1F2E2NU1BD4ND1H2G2
D1
268Ø DATA2Ø,8,5,Ø,17,21,5,19,2Ø,
Ø,6,15,18,Ø,5,24,3,1,12,1,2,9,18
269Ø FOR X=1 TO 8:IF I(X)=8 THEN
 27ØØ ELSE NEXTX:LINE(Ø,17Ø)-(25
6,18Ø),PRESET,BF: DRAW"BMØ,18Ø;"
:S$="YOU DONT HAVE THE MEAT BONE
...":GOSUB 11ØØ:FOR T=1 TO 5ØØ:N
EXT T:LINE(Ø,17Ø)-(256,18Ø),PRES
ET,BF:GOTO 61Ø
27ØØ PCLS:DRAW"BMØ,Ø;":S$="THE W
OLVES JUMP AT THE MEAT BONEAND E
AT IT ALL UP. BOY THEY MUSTHAVE
BEEN PRETTY HUNGRY. THEY   SEEM
TO HAVE TAKEN A LIKING TO  YOU B
ECAUSE THEYRE ALLOWING YOU TO PA
SS.":GOSUB 11ØØ:W=1
271Ø FOR X=1 TO 8:IF I(X)=8 THEN
 I(X)=Ø:GOTO61Ø ELSE NEXT X:GOTO
 61Ø
272Ø REM WHAT OBJECT?
273Ø IF RIGHT$(C$,7)="EQUINOX" O
R RIGHT$(C$,4)="RING" THEN OO=1:
RETURN
274Ø IF RIGHT$(C$,3)="JAR" OR RI
GHT$(C$,1Ø)="FLY IN JAR"THEN OO=
2:RETURN
275Ø IF RIGHT$(C$,7)="OIL CAN" O
R RIGHT$(C$,3)="OIL" OR RIGHT$(C
$,3)="CAN" THEN OO=3:RETURN
276Ø IF RIGHT$(C$,3)="KEY"THENOO
=4:RETURN
277Ø IF RIGHT$(C$,4)="ROPE" THEN
OO=5:RETURN
```

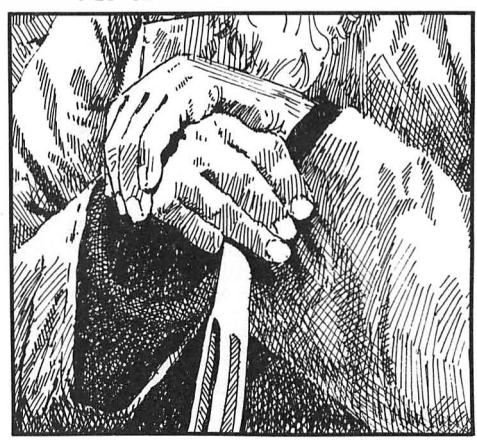

```
278Ø IF RIGHT$(C$,5)="CROSS" OR
RIGHT$(C$,6)="SILVER" OR RIGHT$(
C$,12)="SILVER CROSS"THENOO=6:RE
TURN
```

```
279Ø IF RIGHT$(C$,5)="DIARY" THE
N OO=7:RETURN
28ØØ IF RIGHT$(C$,4)="MEAT" OR R
IGHT$(C$,4)="BONE" OR RIGHT$(C$,
9)="MEAT BONE" THEN OO=8:RETURN
281Ø OO=Ø:RETURN
282Ø REM CAN'T DO THAT
283Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="I TRIED
BUT I CANNOT DO THAT.":GOSUB 11Ø
Ø:FORT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-
(256,18Ø),PRESET,BF:GOTO61Ø
284Ø REM NOT HERE
285Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="IT IS NO
T HERE IN THIS ROOM.":GOSUB 11ØØ
:FORT=1 TO 5ØØ:NEXTT:LINE(Ø,17Ø)
-(256,18Ø),PRESET,BF:GOTO61Ø
286Ø REM TAKE
287Ø SOUND 1ØØ,1
288Ø O(L,X)=Ø
289Ø FOR X=1 TO 8:IF I(X)=Ø THEN
291Ø ELSE NEXTX
29ØØ X=8
291Ø I(X)=OO
292Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:GOTO61Ø
293Ø REM ROLL
294Ø IF RIGHT$(C$,4)="RING" THEN
 IF L=1 THEN 296Ø
295Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="SORRY YO
U CANNOT DO THAT.":GOSUB 11ØØ:FO
RT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-(256
,18Ø),PRESET,BF:GOTO61Ø
296Ø IF L=1 AND BW=1 THEN LINE(Ø
,17Ø)-(256,18Ø),PRESET,BF:DRAW"B
MØ,18Ø;":S$="NOTHING SPECIAL HAP
PENS.....":GOSUB11ØØ:FORT=1TO5ØØ
:NEXTT:LINE(Ø,17Ø)-(256,18Ø),PRE
SET,BF:GOTO61Ø
297Ø BW=1:LINE(Ø,17Ø)-(256,18Ø),
PRESET,BF:DRAW"BMØ,18Ø;":S$="THE
 RING GLOWS. A DOOR OPENS.":GOSU
B11ØØ:FORT=1TO5ØØ:NEXTT:LINE(Ø,1
7Ø)-(256,18Ø),PRESET,BF:GOTO6ØØ
298Ø PCLS
299Ø DRAW"BMØ,Ø;"
3ØØØ S$="S N E W D   DIRECTIONS
        INVENTORY INVENT INV I
        SHINE TOSS  USE  JUMP
        FEED  PULL OPEN  CLIMB
        READ  ROOM LOOK  SQUISH
        GET   TAKE DROP  PUT
        OIL  POINT RUB":GOSUB11
ØØ
3Ø1Ø RETURN
3Ø2Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:GOTO61Ø
3Ø3Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:RETURN
3Ø4Ø PCLS:DRAW"BMØ,Ø;"
3Ø5Ø FORX=1TO8:IFI(X)<>7THENNEXT
X:S$="YOU DO NOT HAVE THE DIARY.
":GOSUB11ØØ:FORT=1TO5ØØ:NEXTT:GO
TO3Ø2Ø
3Ø6Ø IF L=13 THEN S$="THE DIARY
HAS A ENTRY THAT SAYS SOMETHING
ABOUT.....A PIN HAS   ONE TO USE
 THE RING. THE KEY IS TWO TO FIN
ISH THE JOB.":GOSUB11ØØ:FORT=1TO
5ØØ:NEXTT:GOTO3Ø2Ø
3Ø7Ø IF L=1Ø THEN S$="THE WAY TO
 GO IS NOT ALWAYS THE NORMAL IN
THIS CRAZY MIXED UP   PLACE.":GO
SUB 11ØØ:FORT=1 TO 5ØØ:NEXT T:GO
TO 3Ø2Ø
3Ø8Ø IF L=2Ø THEN S$="THE THING
IS STUCK..RIGHT..WELL I THINK YO
ULL HAVE TO FIND OUT  YOURSELF S
POILING IT.":GOSUB11ØØ:FORT=1TO5
ØØ:NEXTT:GOTO3Ø2Ø
3Ø9Ø S$="THE PAGE READS.......
        I AM ALMOST DEAD BUT I
AM      LEAVING THIS DIARY FOR
ANYONE  WHO WISHES TO REACH THE
 SWORD  OF EXCALABIR. GOOD LUCK
 FRIEND.":GOSUB11ØØ:FOR T=1TO5ØØ
:NEXTT:GOTO3Ø2Ø
31ØØ PCLS:DRAW"BMØ,Ø;"
311Ø IF PL=Ø THEN 312Ø ELSE S$="
THE DOOR LEADING DOWN IS HAS
ALREADY BEEN OPENED BY PULLING
THE PLANK ON THE FLOOR.":GOSUB 1
1ØØ:GOTO 61Ø
312Ø S$="THE PLANK MUST HAVE BEE
N A     SECRET SWITCH FOR A TRA
P DOOR  BECAUSE WHEN YOU PULLED
 IT A   DOOR LEADING SOUTH WAS
EXPOSED.":GOSUB11ØØ:PL=1:GOTO61Ø
313Ø IF L=1Ø THEN S$="THERE IS A
N ELEVATOR BEHIND THE DOOR. YOU
TAKE IT TO THE NEXT   FLOOR AND
GET OFF.":PCLS:DRAW"BMØ,Ø;":GOSU
B 11ØØ:FOR T=1 TO 5ØØ:NEXTT:L=11
:GOTO61Ø
314Ø IF L=13 AND LK=Ø THEN S$="T
HE LOCK IS FROZEN MAKING IT   I
MPOSSIBLE TO OPEN.":PCLS:DRAW"BM
Ø,Ø;":GOSUB11ØØ:GOTO61Ø
315Ø IF L=13 AND LK=1 AND UD=1 T
HEN PCLS:DRAW"BMØ,Ø;":S$="THE DO
```

```
OR OF THE CABIN IS NOW    OPEN.
TO ENTER IT GO SOUTH.":DD=1:GOSU
B11ØØ:GOTO61Ø
316Ø IF L=13 AND LK=1 AND UD=Ø T
HEN PCLS:S$="THE DOOR IS LOCKED.
            THE LOCK ON THE DOO
R SEEMS VERY SOLID.":DRAW"BMØ,Ø;
":GOSUB11ØØ:GOTO61Ø
317Ø S$="THE DOOR IS EITHER ALRE
ADY OPEN OR THERE IS NO DOOR HER
E.":PCLS:DRAW"BMØ,Ø;":GOSUB11ØØ:
GOTO61Ø
318Ø PCLS:DRAW"BMØ,Ø;":S$="THE S
PIDER DIDNT SEEM TO ENJOY  THE T
HOUGHT OF GETTING SQUISHED SO HE
 PULLED YOU INTO HIS WEB   AND H
AD SUPPER....GUESS WHAT... GAME
OVER.":GOSUB11ØØ:GOTO359Ø
319Ø PCLS:DRAW"BMØ,Ø;":S$="THAT
WAS CRAZY..THE PIT WAS TOO WIDE
TO JUMP. YOU FEEL YOUR BODYFALLI
NG AND FALLING. I THINK YOUARE..
.......                    DEAD.
    GAME OVER":GOSUB11ØØ:GOTO359
Ø
32ØØ IF RIGHT$(C$,6)="WOLVES" AN
D L=6 THEN 323Ø
321Ø IF RIGHT$(C$,6)="SPIDER"  T
HEN 325Ø
322Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="YOU CANT
 FEED THAT.........":GOSUB11ØØ:FO
RT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-(256
,18Ø),PRESET,BF:GOTO61Ø
323Ø FOR X=1 TO 8:IF I(X)=8 THEN
 324Ø ELSE NEXT X:PCLS:DRAW"BMØ,
Ø;":S$="THERE IS NOTHING IN YOUR
 INVENT THAT THE WOLVES WANT.":G
OSUB11ØØ:GOTO61Ø
324Ø I(X)=Ø:PCLS:DRAW"BMØ,Ø;":S$
="THE WOLVES SAY... THANK YOU FO
R OFFERING AND ATTACK YOU. TOO B
ADTHE ADVENTURE IS OVER.......":
GOSUB11ØØ:GOTO359Ø
325Ø FOR X=1 TO 8:IF I(X)=2 THEN
 326Ø ELSE NEXTX:PCLS:DRAW"BMØ,Ø
;":S$="THE SPIDER SEEMS ENTHUSIA
STIC   BUT THERE SEEMS TO BE NOT
HING   YOU HAVE THAT HE COULD EA
T.":GOSUB11ØØ:GOTO61Ø
326Ø I(X)=Ø:PCLS:DRAW"BMØ,Ø;":S$
="THE SPIDER EXCEPTS THE FLY AND
  THANKS YOU. HE SAYS...
  BOY ITS BEEN A LONG TIME SINCE
  IVE HAD A REAL FLY MMMMMM. YOU
  CAN PASS FRIEND.":GOSUB 11ØØ:S
P=1:GOTO61Ø
327Ø GOSUB272Ø:IF OO<>4 OR L<>13
THEN LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:S$="YOU HAVE NO USE FOR IT
HERE.":DRAW"BMØ,18Ø;":GOSUB11ØØ:
FORT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-(2
56,18Ø),PRESET,BF:GOTO61Ø
328Ø IF LK=Ø THEN PCLS:DRAW"BMØ,
Ø;":S$="THE LOCK IS FROZEN SO TH
E KEY   CANNOT GO INTO THE LOCK.
":GOSUB11ØØ:GOTO61Ø
329Ø PCLS:DRAW"BMØ,Ø;":S$="THE L
OCK WAS HARD TO UNLOCK BUT IVE D
ONE IT.":GOSUB11ØØ:UD=1:GOTO61Ø
33ØØ GOSUB272Ø:IF OO<>6 OR L<>3
THEN LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:S$="YOU CANNOT USE SHINE HE
RE.":DRAW"BMØ,18Ø;":GOSUB11ØØ:FO
RT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-(256
,18Ø),PRESET,BF:GOTO61Ø
331Ø IF OO=6 AND L=3 THEN FORX=1
TO8:IFI(X)<>6 THENNEXTX:PCLS:DRA
W"BMØ,Ø;":S$="YOU ARE TRYING TO
CHEAT BY      USING AN OBJECT YO
U DO NOT TRULYHAVE. TISK TISK.":
GOSUB11ØØ:GOTO61Ø
332Ø IF OO=6 AND L=3 THEN PCLS:D
RAW"BMØ,Ø;":S$="THE CROSS DESTRO
YES THE EVIL    SPIRIT. YOU CAN
NOW PASS.":GOSUB 11ØØ:GOTO61Ø
333Ø PCLS:DRAW"BMØ,Ø;":S$="I DON
T THINK THAT WILL WORK.":GOSUB11
ØØ:GOTO61Ø
334Ø GOSUB272Ø:FORX=1TO8:IFOO<>I
(X) THEN NEXTX:GOTO337Ø ELSE IF
OO=6 AND L=3 THEN 335Ø ELSE IF O
O=1 AND L=13 THEN 336Ø ELSE 337Ø
335Ø IF D=1 THEN 337Ø ELSE PCLS:
DRAW"BMØ,Ø;":S$="THE CROSS SHAKE
S AND A BEAM OF  LIGHT PIERCES T
HE DEMON SENDING IT BACK TO WHER
E IT CAME.":GOSUB11ØØ:D=1:GOTO61
Ø
336Ø IF LK=1 THEN 337Ø ELSE PCLS
:DRAW"BMØ,Ø;":S$="THEN RING BEGI
NS TO WARM UP     HEATING THE LO
CK WITHOUT BURNINGYOUR HAND. YOU
RE AMAZED TO FIND THE LOCK UNFRO
ZEN.":GOSUB11ØØ:LK=1:GOTO61Ø
337Ø PCLS:DRAW"BMØ,Ø;":S$="NOTHI
NG SEEMS TO HAPPEN WHEN    YOU P
OINT THAT OBJECT.......":GOSUB11
ØØ:GOTO61Ø
338Ø PCLS:DRAW"BMØ,Ø;":IF L<>2Ø
THEN S$="THERE IS DEFINATELY NOT
HING IN  THIS ROOM THAT NEEDS OI
```

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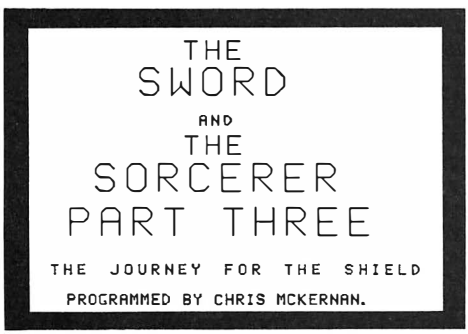
LING.":GOSUB11ØØ:GOTO61Ø
339Ø S$="THE SWORD SEEMS TO HAVE
 BECOME  LOOSE FROM THE OIL.":OS
=1:GOSUB11ØØ:GOTO61Ø
34ØØ PCLS:DRAW"BMØ,Ø;":IF L<>2Ø
THEN S$="YOU ARE NOT YET IN THE
ROOM OF  THE SWORD. SORRY I CANT
 HELP    YOU.":GOSUB11ØØ:GOTO61Ø
341Ø IF OS=Ø THEN S$="THE SWORD
IS FAR FAR INTO THE   CEMENT FLO
OR. IT MUST BE RUSTED.":GOSUB11Ø
Ø:GOTO61Ø
342Ø S$="THE SWORD FLIES FROM TH
E CEMENT MAKING A SHARP METALLIC
 SOUND   AND LEAVING A SMALL HOL
E IN THE FLOOR. YOU ARE ALMOST P
REPARED  YOU HEAR A VOICE SAY.
        CONGRATULATIONS...PART
TWO END":GOSUB11ØØ
343Ø GOTO 343Ø
344Ø PCLS:DRAW"BMØ,Ø;":IF L=15 T
HEN S$=".......I FEEL FUNNY.....
.........BANG BANG BANG BANG BANG
 BANG   THATS STRANGE I WASNT HE
RE.":GOSUB11ØØ:L=19:GOTO61Ø
345Ø S$="THERE SEEMS TO BE NO ST
OVE HERE UNLESS ITS HIDDEN.":GOS
UB11ØØ:GOTO61Ø
346Ø PCLS:DRAW"BMØ,Ø;":IF L=16 T
HEN TD=1:S$="THE TRAP DOOR WAS V
ERY EASY TO  OPEN USING THAT HAN
GER THANKS   FOR THE HELP.":GOSU
B11ØØ:GOTO61Ø
347Ø S$="THERE SEEMS TO BE NO HA
NGER HEREMAYBE YOUR THINKING ABO
UT A     CLOSET SOMEWHERE.":GOSU
B11ØØ:GOTO61Ø
348Ø GOSUB3Ø3Ø:DRAW"BMØ,18Ø;"
349Ø FORX=1TO8:IFI(X)<>OO THENNE
XTX:S$="YOU DO NOT HAVE THAT OBJ
ECT.":GOSUB11ØØ:FORT=1TO5ØØ:NEXT
T:GOTO3Ø2Ø
35ØØ IF OO=5 AND L=5 THEN PT=1:I
(X)=Ø:S$="THE ROPE HAS EXTENDED
ACROSS.":GOSUB11ØØ:FORT=1TO5ØØ:N
EXTT:GOTO3Ø2Ø
351Ø FORX=1TO8:IFO(L,X)=ØTHENO(L
,X)=OO ELSENEXTX:S$="YOU CAN NOT
 DROP IT HERE.":GOSUB11ØØ:FORT=1
TO5ØØ:NEXTT:GOTO3Ø2Ø
352Ø FORX=1TO8:IF I(X)=OO THENI(
X)=ØELSENEXTX
353Ø S$="OK. I HAVE DROPPED IT."
:GOSUB11ØØ:FORT=1TO5ØØ:NEXTT:GOT
O3Ø2Ø
354Ø GOSUB3Ø3Ø:DRAW"BMØ,18Ø;"
355Ø GOSUB272Ø:IFOO=ØTHENS$="I D
ONT THINK IT IS HUNGRY.":GOSUB11
ØØ:FORT=1TO5ØØ:NEXTT:GOTO3Ø2Ø
356Ø IF OO<>4 THENS$="YOU CANNOT
 FEED THAT.":GOSUB11ØØ:FORT=1TO5
ØØ:NEXTT:GOTO3Ø2Ø
357Ø FORX=1TO8:IFI(X)<>4THENNEXT
X:S$="YOU ARE NOT HOLDING IT.":G
OSUB11ØØ:FORT=1TO5ØØ:NEXTT:GOTO3
Ø2Ø
358Ø FORX=1TO8:IFI(X)<>5THENNEXT
X:S$="YOU HAVE NOTHING TO FEED I
T.":GOSUB11ØØ:FORT=1TO5ØØ:NEXTT:
GOTO3Ø2Ø
359Ø IF INKEY$<>CHR$(13) THEN  3
59Ø ELSE RUN
```

SHIELD 32K ECB




```
1Ø CLEAR 1ØØ:DIM R$(2Ø),O(2Ø,8),
I(1Ø)
2Ø DIM N$(28),A$(1Ø)
3Ø POKE 65495,1
4Ø FORX=Ø TO 28:READ N$(X):NEXT
5Ø FOR X=Ø TO 1Ø:READ A$(X):NEXT
6Ø PMODE4,1:COLORØ,1:PCLS:SCREEN
1,1:POKE 65314,255
7Ø DRAW"BM7Ø,4Ø;C Ø;S12;XN$(19);B
M+7,Ø;XN$(23);BM+7,Ø;XN$(15);BM+
7,Ø;XN$(18);BM+7,Ø;XN$(4);"
8Ø DRAW"BM1ØØ,16;C Ø;S8;XN$(2Ø);B
M+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
9Ø FORX=1TO2:PLAY"L2ØØABCDEFGBCD
EFGCDEFGDEFGEFGFGGGFGFEGFEDGFEDC
GFEDCBGFEDCBA":NEXT X
```

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1ØØ DRAW"BM11Ø,6Ø;CØ;S4;XN$(1);B
M+8,Ø;XN$(14);BM+8,Ø;XN$(4);"
11Ø DRAW"BM1ØØ,8Ø;CØ;S8;XN$(2Ø);
BM+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
12Ø DRAW"BM4Ø,1Ø4;S12;XN$(19);BM
+7,Ø;XN$(15);BM+7,Ø;XN$(18);BM+7
,Ø;XN$(3);BM+7,Ø;XN$(5);BM+7,Ø;X
N$(18);BM+7,Ø;XN$(5);BM+7,Ø;XN$(
18);"
13Ø DRAW"BM23,134;CØ;XN$(16);BM+
7,Ø;XN$(1);BM+7,Ø;XN$(18);BM+7,Ø
;XN$(2Ø);BM+13,Ø;XN$(2Ø);BM+7,Ø;
XN$(8);BM+7,Ø;XN$(18);BM+7,Ø;XN$
(5);BM+7,Ø;XN$(5);"
14Ø DRAW"BM1Ø,16Ø;CØ;S4;"
15Ø FOR X=1 TO 26
16Ø READ DT:IF DT=Ø THEN DRAW"BM
+13,Ø;":NEXTX:GOTO2ØØ
17Ø DRAW"XN$(DT);BM+9,Ø;"
18Ø SOUND X,1:NEXT X
19Ø DRAW"BMØ,18Ø;":S$="   PROGRA
MMED BY CHRIS MCKERNAN.":GOSUB11
ØØ
2ØØ IF INKEY$="" THEN 2ØØ
21Ø PMODE4,1:COLORØ,1:PCLS:SCREE
N1,1
22Ø DRAW "BMØ,Ø;"
23Ø S$="SO YOU HAVE COMPLETED PA
RT ONE  AND PART TWO...PRETTY EA
SY EH   WELL NOW THINGS ARE GOIN
G TO    GET HARD. THIS PART HAS
MANY    WAYS OF DYING SO TYPE CA
REFULLY.
     "
24Ø L=Ø
25Ø FOR X=1 TO LEN(S$)
26Ø A$=MID$(S$,X,1):A=ASC(A$)-64
27Ø IF A=-18 THEN A=27
28Ø L=L+1:IF L=33 THEN L=1:DRAW"
BM-249,+1Ø;"
29Ø IF A=32 OR A=-32  THEN DRAW"
BM+7,Ø;":NEXT X:GOTO 31Ø
3ØØ DRAW"XN$(A);BM+7,Ø;":NEXT X
31Ø S$="   THIS WILL BE YOUR FIN
AL QUEST   BEFORE MEETING THE PO
WERFUL     EVIL WIZARD. AT THE B
EGINNING   OF THE GAME YOU WILL
HAVE IN    YOUR POSESSION THE SW
ORD AND    THE RING. THE HINT AN
D HELPFUL  BOOKS HAVE BEEN ELIMI
NATED      ..SORRY.."
32Ø Z=Z+1:IF Z=1 THEN 25Ø
33Ø S$="                        O
K HERE IS ONE HINT.....   T
HERE IS A MAGIC WORD TO BE     F
OUND THAT WILL HELP IN THE     B
ATTLE WITH THE SORCERER. BYE"
34Ø Z=Z+1:IF Z=3 THEN 25Ø
35Ø IF INKEY$="" THEN 35Ø ELSE S
OUND 1ØØ,1
355 PLAY "L1Ø;ABCCDDE;;;ABCCDDE;
;;DDCC;;;EECC;;;EEDDCC;;;L255;"
36Ø PCLS:SCREEN1,1
37Ø R$(1)="YOU ARE IN THE ROOM O
F THE      SWORD EXCALABIR. A PA
SSAGE      SLOPES TO THE SOUTH."
38Ø R$(2)="YOU ARE IN A LONG SLO
PING ROCK  PASSAGE. TORCHES LIGH
T THE WAY. THERE IS A DOOR LEADI
NG WEST."
39Ø R$(3)="YOU ARE IN A ROOM BUZ
ZING WITH  ELECTRICITY. A FORCE
FIELD      STANDS BEFORE YOU TO
THE WEST."
4ØØ R$(4)="YOU ARE IN A CAVERN C
ONTAINING  SEVERAL LITTLE GREEN
SHRUBS. A  BRICKWALL STANDS TO T
HE WEST."
41Ø R$(5)="YOU ARE AT THE SOUTH
END OF A   ROCKY CAVERN. IN FRON
T OF YOU   IS A LARGE POOL OF WA
TER."
42Ø R$(6)="YOU ARE STANDING IN A
 SHALLOW   POOL OF WATER IN A SM
ALL ROOM.  THE WATER IS CRYSTAL
CLEAR."
43Ø R$(7)="YOU ARE IN A ROOM FIL
LED WITH   GREEN PLANTS. SUNLIGH
T BEAMS    DOWN FROM A HOLE IN T
HE ROOF"
44Ø R$(8)="YOU ARE IN A DARK PLA
NT FILLED  CHAMBER. A LARGE BLAC
K CROW IS  PERCHED ON A BRANCH B
ESIDE YOU."
45Ø R$(9)="YOU ARE ENTERING A ..
L.. SHAPED HALLWAY. THE HALLWAY
EXITS TO   THE WEST."
46Ø R$(1Ø)="YOU ARE IN A DIMLY L
IT ROOM.    THE ONLY WAY OUT IS
EAST.       THE IS SPARKLING POO
L HERE."
47Ø R$(11)="YOU ON A SHORE AT TH
E WEST END  OF A LARGE POOL OF W
ATER. "
48Ø R$(12)="YOU ARE IN THE LAB O
F THE EVIL  SORCERER. EQUIPMENT
LITTERS THE FLOOR. EXITS DOWN AN
D EAST."
49Ø R$(13)="YOU ARE IN A DARK TO
RCH LIT     ROOM. THE ONLY EXIT
IS TO THE   SOUTH."
5ØØ R$(14)="YOU ARE IN A ANCHIEN
```

```
T CONJURING ROOM. SMALL INCANTAT
IONS ARE     WRITTEN ON THE WALLS
."
51Ø R$(15)="YOU ARE IN A RED SMO
KE FILLED    ROOM. THERE ARE TWO
LARGE DOORS TO THE SOUTH AND EAS
T."
52Ø R$(16)="YOU ARE IN A BLUE SM
OKE FILLED   ROOM. TWO PASSAGES L
EAD DOWN TO THE EAST AND WEST. .
COUGH."
53Ø R$(17)="YOU NOW STAND IN THE
 ROOM OF     THE WORM. PICTURES O
F WORMS ARE PAINTED ALL OVER THE
 WALLS."
54Ø R$(18)="YOU ARE IN A WESTERN
 ALTER ROOM.TWO MARBLE PILLARS A
RE IN THE    ROOM. IT IS VERY MUS
TY HERE."
55Ø R$(19)="YOU ARE IN A STONE P
ASSAGE THAT EXTENDES DEEP INTO T
HE GROUND.  A LARGE INCH WORMS S
TANDS HERE."
56Ø R$(2Ø)="YOU ARE IN A ROOM CO
NTAINING     THE SHIELD. A DOME C
OVERS IT.    THE AIR IS FULL OF M
AGIC....."
57Ø L=1:D2=Ø:D1=Ø:BS=Ø:DM=Ø:SH=Ø
58Ø FF=Ø:CR=Ø:EL=Ø:FI=Ø:MW=Ø
59Ø O(2,1)=3:O(4,1)=5:O(5,1)=9:O
(6,1)=8:O(11,1)=7:O(12,1)=4:O(15
,1)=6:O(18,1)=1Ø:I(1)=1:I(2)=2
6ØØ PCLS:GOSUB 117Ø:GOSUB 1Ø2Ø
61Ø GOSUB 162Ø
62Ø IF C$="I" OR C$="INV" OR C$=
"INVENT" OR C$="INVENTORY" THEN
GOSUB 181Ø:GOTO61Ø
63Ø IF LEFT$(C$,4)="SWIM" THEN 3
4ØØ
635 IF LEFT$(C$,3)="GET" AND RIG
HT$(C$,6)="SHIELD" AND SH=1 THEN
 S$="YOU HAVE COMPLETED YOUR LAS
T    QUEST. AND WILL DEFEND YOUR
SELF AND CONQUER THE EVIL SORCER
ER    IN THE NEXT ADVENTURE. REST
     WELL MY FRIEND....":PCLS:DR
AW"BMØ,1Ø;":GOTO36ØØ
64Ø IF LEFT$(C$,5)="THROW" AND R
IGHT$(C$,3)="PIN" THEN IF L=3 TH
EN S$="YOUVE THROWN THE PIN INTO
 THE    FORCE FIELD. SPARKS FLY A
ND     THE FIELD DISAPPEARS.":PC
LS:DRAW"BMØ,1Ø;":GOSUB11ØØ:FF=1:
GOTO61Ø
641 IF LEFT$(C$,4)="LOOK" AND RI
GHT$(C$,4)="DOME" AND L=2Ø AND D
M=1 THEN S$="THE DOME SEEMS TO B
E WEAKENED.":GOTO 3Ø21
645 IF LEFT$(C$,4)="LOOK" AND RI
GHT$(C$,4)="POOL" AND (L=6 OR L=
11 OR L=5) THEN S$="YOU SEE NOTH
ING SPECIAL.":GOTO3Ø21 ELSE IF L
EFT$(C$,4)="LOOK" AND RIGHT$(C$,
4)="POOL" AND L=1Ø THEN 3221
65Ø IF C$="LOOK" OR C$="L" THEN
GOTO 6ØØ
66Ø IF C$="N" OR C$="S" OR C$="E
" OR C$="W" OR C$="U" OR C$="D"
THEN GOSUB 198Ø:GOTO 6ØØ
7ØØ IF LEFT$(C$,4)="PICK" THEN 3
19Ø
7Ø5 IF LEFT$(C$,5)="THROW" AND (
RIGHT$(C$,9)<>"RED STONE" AND RI
GHT$(C$,1Ø)<>"BLUE STONE") AND R
IGHT$(C$,5)="STONE" THEN S$="PLE
ASE BE MORE SPECIFIC...":GOTO3Ø2
1
71Ø IF LEFT$(C$,5)="THROW" AND R
IGHT$(C$,5)<>"STONE" THEN S$="TH
ROWING THAT OBJECT DOESNT WORK":
GOTO 3Ø21 ELSE IF LEFT$(C$,5)="T
HROW" THEN 321Ø
72Ø IFLEFT$(C$,4)="GIVE" AND (RI
GHT$(C$,4)<>"WORM" ANDRIGHT$(C$,
6)<>"POTION") THEN S$="THAT IS T
RULY A CRAZY STATEMENT.":GOTO3Ø2
1 ELSEIFLEFT$(C$,4)="GIVE"THEN32
ØØ
73Ø IF LEFT$(C$,4)="WEAR" AND RI
GHT$(C$,6)="GLOVES" THEN 322Ø
74Ø IF LEFT$(C$,3)="GET" OR LEFT
$(C$,4)="TAKE" THENGOSUB272Ø:IFO
O=ØTHEN282ØELSE:FORX=1TO8:IFO(L,
X)<>OO THENNEXTX:GOTO284Ø ELSE 2
86Ø
75Ø IF C$="VOC" THEN GOSUB298Ø:G
OTO61Ø
76Ø IF LEFT$(C$,5)="CLIMB" THEN
PCLS:S$="THAT ISNT FUNNY. IF YOU
 WANT TO CLIMB SO BAD WHY DONT Y
OU GO TO THE PLAY GROUND.":DRAW"
BMØ,Ø;":GOSUB11ØØ:FORT=1TO5ØØ:NE
XTT:GOTO61Ø
77Ø IF LEFT$(C$,5)="CATCH" AND R
IGHT$(C$,3)<>"EEL" THEN S$="IT W
ILL NOT ALLOW YOU TO...":GOTO3Ø2
1 ELSE IF LEFT$(C$,5)="CATCH" AN
D RIGHT$(C$,3)="EEL" THEN 323Ø
78Ø IF LEFT$(C$,3)="USE" AND (RI
GHT$(C$,3)="KEY" OR RIGHT$(C$,5)
="SWORD") THEN 324Ø
79Ø IF LEFT$(C$,3)="SET" AND RIG
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HT$(C$,4)="BOMB" THEN 325Ø
8ØØ IF LEFT$(C$,3)="USE" AND RIG
HT$(C$,6)="GLOVES" AND L=3 THEN
PCLS:S$="THE FORCE FIELD WAS MUC
H TO      STRONG FOR THE RUBBER G
LOVES.    THE SHOCK TO YOUR BODY
WAS TOO   MUCH.....YOUR DEAD.
":DRAW"BMØ,1Ø;":GOSUB11ØØ:GOTO35
9Ø
81Ø IF LEFT$(C$,5)="SHINE" THEN
33ØØ
82Ø IF LEFT$(C$,4)="DROP" OR LEF
T$(C$,3)="PUT" THENGOSUB272Ø:GOT
O348Ø
83Ø IF LEFT$(C$,5)="POINT" THEN
334Ø
835 IF C$="ROOM" OR C$="R" OR C$
="RO" THEN GOSUB 89Ø:GOTO 61Ø
84Ø IF C$="QUIT" OR C$="END" THE
N 359Ø
```

```
86Ø LINE(Ø,17Ø)-(256,18Ø),PRESET
,BF:DRAW"BMØ,18Ø;":S$="SORRY THA
T IS NOT POSSIBLE.":GOSUB11ØØ:FO
RT=1TO5ØØ:NEXTT:GOTO3Ø2Ø
87Ø GOTO 87Ø
88Ø REM OBJECTS IN ROOM
89Ø PCLS:DRAW"BM9,Ø;":S$="THINGS
 IN THE ROOM.....":GOSUB 11ØØ
9ØØ CR$="BM-247,+1Ø;":DRAW CR$
91Ø FOR Y=1 TO 8
92Ø IF O(L,Y)=1 THEN S$="THE SWO
RD EXCALABIR.":GOSUB 11ØØ:DRAW"B
M-247,+1Ø;"
93Ø IF O(L,Y)=2 THEN S$="THE RIN
G EQUINOX.":GOSUB 11ØØ:DRAW CR$
94Ø IF O(L,Y)=3 THEN S$="RUBBER
GLOVES.":GOSUB 11ØØ:DRAW CR$
95Ø IF O(L,Y)=4 THEN S$="A CRYST
AL BOMB.":GOSUB 11ØØ:DRAW CR$
96Ø IF O(L,Y)=5 THEN S$="A BABY
INCH WORM.":GOSUB 11ØØ:DRAW CR$
97Ø IF O(L,Y)=6 THEN S$="A MAGIC
 POTION.":GOSUB 11ØØ:DRAW CR$
98Ø IF O(L,Y)=7 THEN S$="A BOBBY
 PIN.":GOSUB 11ØØ:DRAW CR$
99Ø IF O(L,Y)=8 THEN S$="A SILVE
R KEY.":GOSUB11ØØ:DRAW CR$
991 IF O(L,Y)=9 THEN S$="A GLOWI
NG BLUE STONE.":GOSUB11ØØ:DRAWCR
$
992 IF O(L,Y)=1ØTHEN S$="A GLOWI
NG RED STONE.":GOSUB11ØØ:DRAWCR$
1ØØØ NEXTY:RETURN
1Ø1Ø GOTO 1Ø1Ø
1Ø2Ø REM ROOM DISCRIPTION
1Ø3Ø REM
1Ø9Ø DRAW"BMØ,145;":S$=R$(L):GOS
UB11ØØ:RETURN
11ØØ C=Ø:FOR X=1 TO LEN(S$)
111Ø A$=MID$(S$,X,1):A=ASC(A$)-6
4
112Ø C=C+1:IF C=33 THEN C=1:DRAW
"BM-249,+1Ø;"
113Ø IF A=32 OR A=-32 THEN DRAW"
BM+7,Ø;":NEXTX:RETURN
114Ø IF A=-18 THEN A=27:GOTO 114
Ø ELSEDRAW"XN$(A);BM+7,Ø;"
115Ø NEXTX:RETURN
116Ø GOTO 116Ø
117Ø LINE(Ø,Ø)-(256,137),PSET,B
118Ø ON L GOTO 134Ø,137Ø,138Ø,13
9Ø,14ØØ,152Ø,141Ø,141Ø,142Ø,143Ø
,14ØØ,144Ø,145Ø,146Ø,147Ø,147Ø,1
48Ø,149Ø,137Ø,151Ø
133Ø PRINT"ROOM ERROR! PLEASE RE
RUN":END
134Ø LINE (Ø,1ØØ)-(256,137),PSET
,BF:LINE (145,115)-(155,117),PRE
SET,BF:FOR X=11Ø TO 146 STEP 2:L
INE(X,5Ø)-(X,1ØØ),PSET:NEXT X:LI
NE(11Ø,5Ø)-(Ø,Ø),PSET:LINE(146,5
Ø)-(256,Ø),PSET
136Ø RETURN
137Ø DRAW"BMØ,Ø;F25G1ØF1ØG25F1ØG
15F25MØ,137;"
1371 DRAW"BM255,Ø;G25F1ØG1ØF25G1
ØF15G25M255,137;"
1372 PAINT (128,2Ø),Ø
1373 IF L=2 THEN RETURN ELSEDRAW
 "BM88,5Ø;C1G1ØF1ØR2ØE1ØF1ØR2ØE1
ØH1ØL2ØH1ØG1ØL2ØCØ;"
1374 CIRCLE(98,6Ø),7,1:CIRCLE(14
2,6Ø),7,1
1375 RETURN
138Ø LINE(Ø,Ø)-(2Ø,137),PSET,BF:
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```
LINE(236,Ø)-(256,137),PSET,BF:IF
 FF=1 THEN RETURN ELSEF$="F2ØE2Ø
F2ØE2ØF2ØE2ØF2ØE2ØF2ØE2ØF16;":DR
AW"BM2Ø,2Ø;XF$;"
1381 F2$="F2ØE1ØF1ØE2ØF1ØE1ØF2ØE
1ØF1ØE2ØF1ØE1ØF2ØE1ØF1ØE2ØF1ØE1Ø
F2ØE1ØF1ØE2ØF1ØE1ØF2ØE1ØF1ØE2ØF1
ØE1ØF16;"
1382 DRAW"BM2Ø,3Ø;XF2$;"
1383 DRAW"BM2Ø,4Ø;XF$;BM2Ø,5Ø;XF
2$;BM2Ø,6Ø;XF$;BM2Ø,7Ø;XF2$;BM2Ø
,9Ø;XF$;BM2Ø,1ØØ;XF2$;"
1389 RETURN
139Ø SR$="R2ØE1ØH1ØR5H1ØG1ØU1ØG5
D15L1ØF1Ø;":LINE(Ø,1ØØ)-(256,1ØØ
),PSET:DRAW"BM3Ø,12Ø;XSR$;"
1391 DRAW"BM6Ø,125;XSR$;BM9Ø,11Ø
;XSR$;"
1392 FOR X=Ø TO 1Ø STEP 2:LINE(X
,Ø)-(X,137),PSET:NEXT X
1393 DRAW"BM13Ø,12Ø;XSR$;BM15Ø,1
Ø7;XSR$;"
1399 RETURN
14ØØ FOR X=Ø TO 256 STEP 2:LINE
(X,1Ø1)-(X,137),PSET:NEXT X:FOR
X=1 TO 256 STEP 2:LINE (X,Ø)-(X,
99),PSET:NEXT X:FORX=1 TO 25:XX=
RND(255):YY=RND(37):PSET(XX,YY+1
ØØ,Ø):NEXT X:RETURN
141Ø FOR X=Ø TO 256 STEP 2:LINE
(X,1ØØ)-(X,137),PSET:NEXT X:LINE
 (Ø,Ø)-(256,98),PSET,BF:SR$=";C1
U1Ø1Ø1ØF1ØE1ØG1ØU1Ø1Ø1ØF1ØE1ØG1ØU2
ØH5F5E5G5CØ;"
1411 FOR X=2Ø TO 236 STEP 2Ø:X$=
STR$(X):P$="BM"+X$+",98":DRAW"XP
$;XSR$;":NEXT X
1412 IF L=8 THEN LINE (226,95)-(
234,99),PRESET,BF:LINE(229,5Ø)-(
231,95),PRESET,BF:LINE(226,46)-(
234,5Ø),PRESET,BF
1413 IF L=8 THEN DRAW"BM225,48;C
1R1ØE1ØL2ØH1ØG1ØE5F15CØ;"
1415 RETURN
142Ø FOR X=1 TO 256 STEP 2
1421 LINE (X,1ØØ)-(X,137),PSET:N
EXT X:FOR X=1ØØ TO 137 STEP 5:LI
NE(Ø,X)-(256,X),PSET:NEXTX:LINE
(Ø,Ø)-(96,99),PSET,BF:RETURN
143Ø FOR X=Ø TO 256 STEP 2:LINE(
X,1ØØ)-(X,137),PSET:NEXTX:FOR X=
1ØØ TO 137 STEP 5:LINE (Ø,X)-(25
6,X),PSET:NEXT X:S$="BLACKSTONE"
:IF MW=Ø THEN RETURN ELSE DRAW"B
M1ØØ,2Ø;":GOSUB 11ØØ:RETURN
144Ø FOR X=Ø TO 256 STEP 2:LINE(
X,1ØØ)-(X,137),PSET:NEXTX:FOR X=
1ØØ TO 137 STEP 6:LINE(Ø,X)-(256
,X),PSET:NEXT X:LINE (2Ø,7Ø)-(4Ø
,99),PSET,BF:LINE(216,7Ø)-(236,9
9),PSET,BF:LINE(1Ø,6Ø)-(246,7Ø),
PSET,B:RETURN
145Ø LINE (Ø,Ø)-(256,1ØØ),PSET,B
F:TT$=";C1D2ØR5U2ØL1ØU1ØR15D1ØL5
CØ;":DRAW "BM2Ø,4Ø;XTT$;BM236,4Ø
;XTT$;":FOR X=1ØØ TO 136 STEP 6:
LINE (Ø,X)-(256,X),PSET:NEXT X
1451 RETURN
146Ø FOR X=1 TO 256 STEP 3:LINE
(X,1ØØ)-(X,137),PSET:NEXT X:FOR
X=1 TO 256 STEP 2:LINE (X,Ø)-(X,
99),PSET:NEXT X:FOR X=Ø TO 256 S
TEP 25:LINE(X,Ø)-(X+1,99),PSET,B
:NEXT X:FOR X=1ØØ TO 136 STEP 6:
LINE(Ø,X)-(256,X),PSET:NEXTX
1461 CIRCLE(128,2Ø),1Ø,Ø:CIRCLE(
128,15),5,Ø:CIRCLE(128,25),5,Ø:R
ETURN
147Ø IF L=15 THEN FOR X=Ø TO256
STEP 2 ELSE FOR X=1 TO 256 STEP
2
1471 LINE (X,Ø)-(X,137),PSET:NEX
T X:FOR X=1 TO 25:PRESET(RND(256
),RND(137)):NEXT X:RETURN
148Ø FOR X=1 TO 256 STEP 2:LINE(
X,1ØØ)-(X,137),PSET:NEXT X:FOR X
=1ØØ TO 137 STEP 6:LINE(Ø,X)-(25
6,X),PSET:NEXT X:FOR X=Ø TO 256
STEP 8:LINE(X,1ØØ)-(X,137),PSET:
NEXT X:LINE(4Ø,5Ø)-(6Ø,6Ø),PSET,
B:LINE(196,5Ø)-(216,6Ø),PSET,B
1481 RETURN
149Ø FOR X=Ø TO 256 STEP 2:LINE
(X,1ØØ)-(X,137),PSET:NEXT X:FOR
X=1ØØ TO 137 STEP 6:LINE (Ø,X)-(
256,X),PSET:NEXTX:CIRCLE(128,2Ø)
,1Ø,Ø:CIRCLE(128,15),5,Ø:CIRCLE(
128,25),5,Ø:LINE (2Ø,Ø)-(4Ø,99),
PSET,BF:LINE (216,Ø)-(236,99),PS
ET,BF:RETURN
151Ø CIRCLE(128,87),128,Ø,1,.5,1
1511 PAINT(3,3),Ø,Ø:PAINT(252,3)
,Ø,Ø
1512 LINE(1Ø,1ØØ)-(246,137),PSET
,BF:LINE(5Ø,8Ø)-(2Ø6,99),PSET,B:
RETURN
152Ø FOR X=1 TO 256 STEP 2:LINE(
X,1ØØ)-(X,137),PSET:NEXT X:FOR X
=Ø TO 256 STEP 2:LINE(X,Ø)-(X,99
),PSET:NEXT X:FOR X=Ø TO 99 STEP
 1Ø:LINE(Ø,X)-(256,X),PSET:NEXT
X:FOR X=1 TO 3Ø:PRESET(RND(256),
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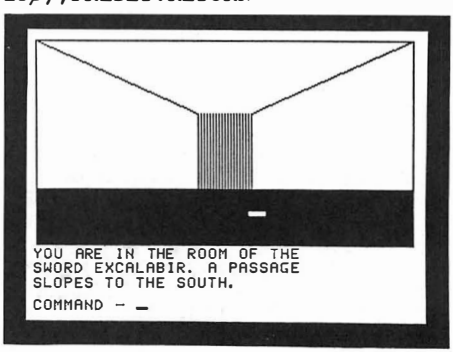
RND(37)+1ØØ):NEXT X
1521 LINE(Ø,Ø)-(5,99),PSET,BF:LI
NE(251,Ø)-(256,99),PSET,BF:RETUR
N
162Ø REM INPUT COMMAND
163Ø DRAW"BMØ,18Ø;"
164Ø C$="COMMAND ? "
165Ø C=Ø:FOR X=1 TO LEN(C$)
166Ø A$=MID$(C$,X,1):A=ASC(A$)-6
4
167Ø C=C+1:IF C=33 THEN C=1:DRAW
"BM-249,+1Ø;"
168Ø IF A=32 OR A=-32 THEN DRAW"
BM+7,Ø;":NEXTX:GOTO171Ø
169Ø IF A=-1 THEN A=28:GOTO169Ø
ELSE DRAW"XN$(A);BM+7,Ø;"
17ØØ NEXT X
171Ø C$=""
172Ø DRAW"R7U1L7"
1725 A$=INKEY$:IF A$="" THEN1725
1726 DRAW";C1R7D1L7CØ;"
173Ø IF A$=CHR$(13) THEN 18ØØ
174Ø IF A$=CHR$(32) THEN DRAW"BM
+7,Ø;":C$=C$+A$:GOTO 172Ø
175Ø IF A$=CHR$(8) THEN C$=LEFT$
(C$,LEN(C$)-1):GOTO172Ø
176Ø A=ASC(A$)-64:IF A<Ø OR A>28
 THEN 172Ø
177Ø C$=C$+A$
178Ø DRAW"XN$(A);BM+7,Ø;":C=C+1:
IF C>31 THEN 57Ø
179Ø GOTO 172Ø
18ØØ RETURN
181Ø REM INVENTORY
182Ø FOR X=1 TO 1Ø:IF I(X)=Ø THE
N NEXTX:PCLS:DRAW"BMØ,Ø;":S$="YO
U ARE CARRYING NOTHING":GOSUB11Ø
Ø:RETURN
183Ø PCLS:DRAW"BMØ,Ø;"
184Ø S$="YOU ARE CARRYING THE FO
LLOWING  "
185Ø GOSUB 11ØØ
186Ø DRAW"BMØ,2Ø;"
187Ø FOR Y=1 TO 1Ø
188Ø IF I(Y)=Ø THEN NEXTY:RETURN
189Ø IF I(Y)=1 THEN S$="EXCALIBI
R":GOSUB11ØØ:DRAW"BM-247,+1Ø;"
19ØØ IF I(Y)=2 THEN S$="EQUINOX"
:GOSUB 11ØØ:DRAW"BM-247,+1Ø;"
191Ø IF I(Y)=3 THEN S$="RUBBER G
LOVES":GOSUB 11ØØ:DRAW"BM-247,+1
Ø;"
192Ø IF I(Y)=4 THEN S$="TIME BOM
B":GOSUB 11ØØ:DRAW"BM-247,+1Ø;"
193Ø IF I(Y)=5 THEN S$="INCH WOR
M":GOSUB 11ØØ:DRAW"BM-247,+1Ø;"
194Ø IF I(Y)=6 THEN S$="MAGIC PO
TION":GOSUB 11ØØ:DRAW"BM-247,+1Ø
;"
195Ø IF I(Y)=7 THEN S$="BOBBY PI
N":GOSUB 11ØØ:DRAW"BM-247,+1Ø;"
196Ø IF I(Y)=8 THEN S$="A SILVER
 KEY":GOSUB11ØØ:DRAW"BM-247,+1Ø;
"
1961 IF I(Y)=9 THEN S$="A BLUE S
TONE":GOSUB11ØØ:DRAW"BM-247,+1Ø;
"
1962 IF I(Y)=1Ø THEN S$="A RED S
TONE":GOSUB11ØØ:DRAW"BM-247,+1Ø;
"
197Ø NEXT Y:RETURN
198Ø REM DIRECTIONAL
1985 DRAW"BMØ,Ø;"
199Ø IF C$="N" THEN 2Ø6Ø
2ØØØ IF C$="S" THEN 217Ø
2Ø1Ø IF C$="E" THEN 23ØØ
2Ø2Ø IF C$="W" THEN 241Ø
2Ø3Ø IF C$="D" THEN 254Ø
2Ø4Ø IF C$="U" THEN 257Ø
2Ø5Ø RETURN
2Ø6Ø IF L=2 THEN L=1:RETURN
2Ø7Ø IF L=9 THEN L=8:RETURN
2Ø8Ø IF L=5 THEN L=4:RETURN
21ØØ IF L=18 THEN L=17:RETURN
211Ø IF L=17 THEN L=16:RETURN
215Ø IF L=14 AND D1=Ø THEN LINE(
Ø,17Ø)-(256,18Ø),PRESET,BF:DRAW"
BMØ,18Ø;":S$="THE DOOR IS LOCKED
.....":GOSUB11ØØ:FORT=1TO4ØØ:NE
XTT:LINE(Ø,17Ø)-(256,18Ø),PRESET
:RETURN ELSEIFD1=1 AND L=14 THEN
 L=15:RETURN
216Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="YOU CANN
OT GO THAT WAY.":GOSUB 11ØØ:FORT
=1TO2ØØ:NEXT T:LINE(Ø,17Ø)-(256,
18Ø),PRESET:RETURN
```



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217Ø IF L=8 AND CR=Ø THEN PCLS:D
RAW"BMØ,Ø;":S$="THE CROW ATTACKS
 YOU AS YOU      BEGIN TO MOVE SO
UTH. SORRY      BUT THY GAME IS
OVER.....":GOSUBllØØ:GOTO359Ø E
LSE IF L=8 AND CR=l THEN L=9:RET
URN
218Ø IF L=l THEN L=2:RETURN
219Ø IF L=4 THEN L=5:RETURN
22ØØ IF L=16 AND BS=Ø THEN PCLS:
S$="AS YOU BEGIN TO LEAVE THE RO
OM  YOU BECOME VERY DIZZY. THE R
OOM BEGINS TO SPIN. YOU BLACK OU
T.  SORRY YOURE DEAD....":GOSUBl
1ØØ:GOTO359Ø ELSE IF L=16 AND BS
=l THEN L=17:RETURN
221Ø IF L=15 THEN L=14:RETURN
222Ø IF L=17 THEN L=18:RETURN
223Ø IF L=18 THEN L=11:RETURN
224Ø IF L=13 THEN L=11:RETURN
229Ø GOTO 216Ø
23ØØ IF L=3 THEN L=2:RETURN
231Ø IF L=4 THEN L=7:RETURN
232Ø IF L=lØ THEN L=9:RETURN
233Ø IF L=15 AND D2=Ø THEN LINE(
Ø,17Ø)-(256,18Ø),PRESET,BF:S$="T
HE DOOR IS LOCKED....":DRAW"BMØ,
18Ø;":GOSUBllØØ:FORT=lTO5ØØ:NEXT
T:LINE(Ø,17Ø)-(256,18Ø),PRESET,B
F:RETURN ELSE IF L=15 AND D2=l T
HEN L=2Ø:RETURN
234Ø IF L=14 THEN L=3:RETURN
235Ø IF L=12 THEN L=13:RETURN
24ØØ GOTO 216Ø
241Ø IF L=2 THEN L=3:RETURN
2415 IF L=19 AND FI=Ø THEN PCLS:
S$="THE GIANT INCH WORM ATTACKS
    WITH ITS CLAWS. IT SEEMS MAD
 AT YOU. YOUR BODY IS TOO WEAK T
O   CONTINUE.     GAME OVER":GOS
UBllØØ:GOTO359Ø ELSE IF L=19 AND
 FI=l THEN L=12:RETURN
242Ø IF L=3 AND FF=Ø THEN PCLS:S
$="...ZAP... ...ZAP... ...ZAP...
   YOU HAVE JUST BEEN ELECTRICUT
ED BY THE FORCE FIELD.  GAME OVE
R":GOSUBllØØ:GOTO359Ø ELSE IF L=
3 AND FF=l THEN L=14:RETURN
243Ø IF L=7 THEN L=4:RETURN
244Ø IF L=9 THEN L=lØ:RETURN
245Ø IF L=2Ø THEN L=15:RETURN
253Ø GOTO 216Ø
254Ø IF L=2 THEN L=4:RETURN
2541 IF L=7 THEN L=8:RETURN
2542 IF L=12 THEN L=11:RETURN
2543 IF L=19 AND FI=Ø THEN PCLS:
S$="THE GIANT INCH WORM GRABS YO
U   WITH ITS JAWS AND HURLS YOU
UP  AGAINST THE WALL. YOU CANNOT
    CONTINUE... GAME OVER":GOSUB
llØØ:GOTO359Ø ELSE IF L=19 AND F
I=l THEN L=18:RETURN
255Ø IF L=14 THEN L=16:RETURN
256Ø GOTO 216Ø
257Ø IF L=18 THEN L=19:RETURN
2571 IF L=16 AND BS=Ø THEN PCLS:
S$="THAT SMOKE IS MAKING YOU SIC
K.  YOU TRY TO CONTINUE BUT YOU
    BLACK OUT.      GAME OVER":G
OSUBllØØ:GOTO 359Ø ELSE IF L=16
AND BS=l THEN L=14:RETURN
2572 IF L=4 THEN L=2:RETURN
2573 IF L=8 AND CR=Ø THEN PCLS:S
$="THE CROW NOTICES YOUR MOVEMEN
T  AND ATTACKS YOU. ALL YOU HEAR
   IS THE BIRD WINGS AS YOUR MIN
D  DRIFT AWAY INTO SLEEP.
   GAME OVER":GOSUBllØØ:GOTO359Ø
 ELSE IF L=8 AND CR=l THEN L=7:R
ETURN
258Ø GOTO 216Ø
259Ø DATA BU1U4E1R2F1NG4D4G1L2H1
BD1,U5E1R2F1D2NL4D3BL4,U6R3F1D1G
1NL3F1D1G1L3,BU1U4E1R2F1BD4G1L2H
1BD1,U6R2F2D2G2L2,U6R4BD3BL1L3D3
NR4
26ØØ DATA U6R4BD3BL1L3D3,BU1U4E1
R3BD4NL1D2L3H1BD1,U6BR4D3NL4D3BL
4,BU6BR1R2L1D6NR1L1BL1,BU6BR4D5G
1L2H1BD1,U6D3R1NE3NF3BD3BL1
261Ø DATA NU6NR4,U6F2ND1E2D6BL4,
U6D1F4NU5D1BL4,BU1U4E1R2F1D4G1L2
H1BD1,U6R3F1D1G1L3D3,BU1U4E1R2F1
D3G1NH1NF1G1L1H1BD1
262Ø DATA U6R3F1D1G1L3R1F3BL4,BU
5BR4H1L2G1D1F1R2F1D1G1L2H1BD1,BU
6R4L2D6BL2,BU1U5BR4D5G1L2H1BD1,B
U6BR4D2G1D1G1ND1H1U1H1NU2BD4,NU6
E2NU1F2NU6BL4
263Ø DATA BU6D1F2E2NU1BD4ND1H2G2
D1,BU6BR4D1G2ND3H2NU1BD5,BU6R4D1
G4D1NR4
264Ø DATA NR1NE1U1D1,BU3R5L5BD3
265Ø DATA BU1U4E1R2F1NG4D4G1L2H1
BD1,BU6BR2NG1D6R1L2BL1,BU5E1R2F1
D1G1L1G2D1NR4,BU5E1R2F1D1G1NL1F1
D1G1L2H1BD1,BU2NR4U1E3D6BL3
266Ø DATA BU6NR4D3E1R2F1D2G1L2H1
BD1,BU6BR2NR2G2D3U2R3F1D1G1L2H1B
D1,BU6R4D1G3D2BL1,BU1U1E1NR1H1U1
E1R2F1D1G1NL1F1D1G1L2H1BD1,BU4NF
1U1E1R2F1D2NL3D1G2L2
```

```
267Ø DATA BU6D1F2E2NU1BD4ND1H2G2
D1
268Ø DATA 2Ø,8,5,Ø,1Ø,15,21,18,1
4,5,25,Ø,6,15,18,Ø,2Ø,8,5,Ø,19,8
,9,5,12,4
271Ø FOR X=1 TO 8:IF I(X)=8 THEN
 I(X)=Ø:GOTO61Ø ELSE NEXT X:GOTO
 61Ø
272Ø REM WHAT OBJECT?
273Ø IF RIGHT$(C$,7)="EQUINOX" O
R RIGHT$(C$,4)="RING" THEN OO=2:
RETURN
274Ø IF RIGHT$(C$,5)="SWORD" OR
RIGHT$(C$,9)="EXCALABIR" THEN OO
=1:RETURN
275Ø IF RIGHT$(C$,6)="GLOVES" TH
EN OO=3:RETURN
276Ø IF RIGHT$(C$,4)="BOMB" THEN
 OO=4:RETURN
277Ø IF RIGHT$(C$,4)="WORM" OR R
IGHT$(C$,9)="INCH WORM" THENOO=5
:RETURN
278Ø IF RIGHT$(C$,6)="POTION" TH
ENOO=6:RETURN
279Ø IF RIGHT$(C$,9)="BOBBY PIN"
 OR RIGHT$(C$,3)="PIN" THENOO=7:
RETURN
28ØØ IF RIGHT$(C$,3)="KEY" THEN
OO=8:RETURN
28Ø1 IF RIGHT$(C$,1Ø)="BLUE STON
E" THENOO=9:RETURN
28Ø2 IF RIGHT$(C$,9)="RED STONE"
 THEN OO=1Ø:RETURN
281Ø OO=Ø:RETURN
282Ø REM CAN'T DO THAT
283Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="I TRIED
BUT I CANNOT DO THAT.":GOSUB 11Ø
Ø:FORT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-
(256,18Ø),PRESET,BF:GOTO61Ø
284Ø REM NOT HERE
285Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="IT IS NO
T HERE IN THIS ROOM.":GOSUB 11ØØ
:FORT=1 TO 5ØØ:NEXTT:LINE(Ø,17Ø)
-(256,18Ø),PRESET,BF:GOTO61Ø
286Ø REM TAKE
287Ø SOUND 1ØØ,1
288Ø O(L,X)=Ø
289Ø FOR X=1 TO 8:IF I(X)=Ø THEN
291Ø ELSE NEXTX
29ØØ X=8
291Ø I(X)=OO
292Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:GOTO61Ø
293Ø REM ROLL
294Ø IF RIGHT$(C$,4)="RING" THEN
 IF L=1 THEN 296Ø
295Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:DRAW"BMØ,18Ø;":S$="SORRY YO
U CANNOT DO THAT.":GOSUB 11ØØ:FO
RT=1TO5ØØ:NEXTT:LINE(Ø,17Ø)-(256
,18Ø),PRESET,BF:GOTO61Ø
298Ø PCLS
299Ø DRAW"BMØ,Ø;"
3ØØØ S$="S N E W U D DIRECTIONS
        INVENTORY SWIM  THROW
        GIVE      USE   SET
        PICK      LOOK  ROOM
        GET       DROP  WEAR
        CATCH":GOSUB11ØØ
3Ø1Ø RETURN
3Ø2Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:GOTO61Ø
3Ø21 GOSUB3Ø3Ø:DRAW"BMØ,18Ø;":GO
SUB11ØØ:FORT=1TO5ØØ:NEXTT:GOTO3Ø
2Ø
3Ø3Ø LINE(Ø,17Ø)-(256,18Ø),PRESE
T,BF:RETURN
3Ø4Ø PCLS:DRAW"BMØ,Ø;"
317Ø S$="THE DOOR IS EITHER ALRE
ADY OPEN OR THERE IS NO DOOR HER
E.":PCLS:DRAW"BMØ,Ø;":GOSUB11ØØ:
GOTO61Ø
319Ø IF RIGHT$(C$,4)<>"LOCK" THE
N DRAW"BMØ,18Ø;":S$="YOU CANNOT
PICK THAT OBJECT.":GOTO 3Ø21
3191 FOR X=1TO1Ø:IFI(X)<>7THENNE
XTX:S$="YOU DONT HAVE THE PIN.":
DRAW"BMØ,18Ø;":GOTO3Ø21
3192 IF L<>15 AND L<>14 THEN S$=
"THERE IS NO DOOR HERE.":GOTO3Ø2
1
3193 IF D1=1 THEN S$="THE DOOR I
S ALREADY OPEN.":GOTO3Ø21
3194 IF L=14 THEN D1=1:PCLS:DRAW
"BMØ,1Ø;":S$="AFTER A SHORT TIME
 OF TRYING    YOU HEAR THE LOCK
CLICK. I      BELIEVE ITS OPEN N
OW.":GOSUB 11ØØ:GOTO61Ø ELSE S$=
"IT DOESNT SEEM TO WORK.":GOTO 3
Ø21
32ØØ IF L<>8 AND L<>19 THENS$="T
HE VERB GIVE IS NOT USEFUL HERE"
:GOTO3Ø21
32Ø1 IF RIGHT$(C$,4)="WORM"THENF
ORX=1TO1Ø:IFI(X)<>5THENNEXTX:S$=
"YOU DONT HAVE IT.":GOTO3Ø21
32Ø2 IF RIGHT$(C$,6)="POTION"THE
N32Ø6
32Ø3 IF L=8 THEN S$="THE CROW GL
ADLY ACCEPTS THE WORM":I(X)=Ø:GO
```

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TO3Ø21
32Ø4 IF L=19 THEN S$="THE FATHER
 INCH WORM IS SO       HAPPY YOU
FOUND HIS SON THAT HE LETS YOU P
ASS HIM.":FI=1:I(X)=Ø:PCLS:DRAW"
BMØ,1Ø;":GOSUB11ØØ:GOTO61Ø
32Ø5 S$="PROGRAM ERROR":GOTO3Ø21
32Ø6 FORX=1TO1Ø:IFI(X)<>6THENNEX
TX:S$="YOU DONT SEEM TO HAVE THE
 POTION":GOTO3Ø21
32Ø7 IF L=19 THEN S$="THE FATHER
 INCH WORM REFUSES..":GOTO3Ø21
32Ø8 IF L=8 THEN S$="THE CROW AC
CEPTS THE POTION.     THE BIRD FA
LLS TO THE GROUND. I BELIEVE IT
IS DEAD.":I(X)=Ø:CR=1:PCLS:DRAW"
BMØ,1Ø;":GOSUB11ØØ:GOTO61Ø
32Ø9 GOTO 32Ø5
321Ø IF RIGHT$(C$,9)="RED STONE"
THENFORX=1TO1Ø:IFI(X)<>1ØTHENNEX
TX:S$="YOU ARE NOT IN POSSESSION
 OF IT.":GOTO3Ø21
3211 IF RIGHT$(C$,1Ø)="BLUE STON
E"THENFORX=1TO1Ø:IFI(X)<>9THENNE
XTX:S$="YOU DONT HAVE THE BLUE S
TONE.":GOTO3Ø21
3212 IF L<>6 AND L<>16 THENS$="T
HE STONE SMASHES INTO A PURPLE S
MOKE. WHAT A WASTE OF MAGICAL  S
TONE.":I(X)=Ø:DRAW"BMØ,1Ø;":GOSU
B11ØØ:GOTO61Ø
3213 IF RIGHT$(C$,1Ø)="BLUE STON
E" AND L=16 THEN S$="THE STONE E
XPLODES INTO A BLUE  SMOKE WHEN
IT HITS THE GROUND.  I DONT KNOW
 IF ANYTHING HAPPENED":I(X)=Ø:PC
LS:DRAW"BMØ,1Ø;":GOSUB11ØØ:BS=1:
GOTO61Ø
3214 IF RIGHT$(C$,9)="RED STONE"
 AND L=6 THEN S$="THE STONE EXPL
ODES INTO A DARK  RED SMOKE. WHE
N IT CLEARS YOU   FIND YOURSELF
HERE.....":L=15:I(X)=Ø:DRAW"BMØ,
1Ø;":PCLS:GOSUB11ØØ:GOTO61Ø
3215 S$="THE STONE EXPLODES INTO
 A DEEP  PURPLE SMOKE.  .SNIFF.
         .....ITS POISINOUS....
         YOURE DEAD....":PCLS:DR
AW"BMØ,1Ø;":GOSUB11ØØ:GOTO359Ø
322Ø WG=1:S$="O.K. I HAVE PUT TH
EM ON.":GOTO3Ø21
3221 S$="AS YOU GAZE INTO THE RE
FLECTION OF THE WATER YOU SEE A
DARK     SHADOW MOVE UNDER THE W
ATER.    IT LOOKS LIKE A BIG EEL
.":PCLS:DRAW"BMØ,1Ø;":GOSUB11ØØ:
GOTO61Ø
323Ø IF L<>1Ø THEN S$="I DONT SE
E AN EEL HERE.":GOTO3Ø21
3231 IF WG=Ø THEN PCLS:S$="AS YO
U GRAB THE EEL IN YOUR     HANDS
 YOU FEEL A LARGE ELECTRIC SHOCK
.
     GAME OVER":DRAW"BMØ,5Ø;":GO
SUB11ØØ:GOTO359Ø
3232 PCLS:S$="YOU GRAB THE EEL W
ITH YOUR      GLOVES AND THROW I
T TO THE      GROUND.":EL=1:DRAW
"BMØ,1Ø;":GOSUB11ØØ:GOTO61Ø
324Ø IF RIGHT$(C$,3)="KEY" THENF
ORX=1TO1Ø:IFI(X)<>8THENNEXTX:S$=
"YOU DONT HAVE THE KEY.":GOTO3Ø2
1
3241 IF RIGHT$(C$,5)="SWORD" THE
N 3246
3242 IF L<>15 THEN S$="THE KEY D
OESNT SEEM TO FIT.":GOTO3Ø21
3243 PCLS:S$="THE KEY TURNS AND
YOU HEAR A    DEEP LOUD CLICK. T
HE DOOR       SWINGS OPEN REVEAL
ING.......":D2=1:DRAW"BMØ,1Ø;":G
OSUB11ØØ:GOTO61Ø
3246 IF L<>2Ø THEN S$="USING THE
 SWORD HERE DOESNT WORK":GOTO3Ø2
1
3247 IF DM=Ø THEN S$="THE DOME I
S MUCH TO HARD.":GOTO 3Ø21
```

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3248 PCLS:S$="WITH A SWING OF TH
E SWORD THE    DOME SMASHES TO TH
E FLOOR        EXPOSING THE SHIEL
D.":SH=1:DRAW"BMØ,1Ø;":GOSUB11ØØ
:GOTO61Ø
325Ø FORX=1TO1Ø:IFI(X)<>4THENNEX
TX:S$="YOU HAVE NO TIME BOMB.":G
OTO3Ø21
3251 IF L<>2Ø THEN PCLS:S$="THE
BOMB EXPLODES IN YOUR        HAND
S. I DONT THINK IT WAS MADE FOR
THAT.
       GAME OVER ":DRAW"BMØ,1Ø;"
:GOSUB11ØØ:GOTO359Ø
3252 PCLS:S$="THE BOMB IS SET AN
D YOU PLACE    IT BESIDE THE DOME
. IT EXPLODES CRACKING THE DOME.
":DM=1:I(X)=Ø:DRAW"BMØ,1Ø;":GOSU
B11ØØ:GOTO61Ø
34ØØ IF L=11 OR L=5 OR L=6 THEN
342Ø ELSE IF L<>1Ø THEN GOSUB 3Ø
3Ø:DRAW"BMØ,18Ø;":S$="YOU CANT S
WIM HERE":GOSUB11ØØ:FORT=1TO1ØØØ
:NEXTT:GOTO3Ø2Ø
341Ø IF EL=Ø THEN PCLS:DRAW"BMØ,
1Ø;":S$="THE WATER IS COLD AND I
CY        FEELING. SOMETHINGS IN
THE       WATER. YOU FEEL IT TOUC
H YOU     AS YOUR BODY SINKS TO T
HE        BOTTOM.          GAME OVE
R":GOSUB11ØØ:GOTO359Ø
342Ø IF L=5 THEN L=11:GOTO 3429
3421 IF L=11 THEN L=5:GOTO 3429
3422 IF L=1Ø THEN L=6:GOTO 3429
3423 IF L=6 THEN L=1Ø
3429 DRAW"BMØ,1Ø;":S$="THE WATER
 FEELS WARM AND          COMFORTAB
LE. YOU SWIM TO          ANOTHER S
HORE.":PCLS:GOSUB11ØØ:GOTO 61Ø
351Ø FORX=1TO8:IFO(L,X)=ØTHENO(L
,X)=OO ELSENEXTX:S$="YOU CAN NOT
 DROP IT HERE.":GOSUB11ØØ:FORT=1
TO5ØØ:NEXTT:GOTO3Ø2Ø
352Ø FORX=1TO8:IF I(X)=OO THENI(
X)=ØELSENEXTX
353Ø S$="OK. I HAVE DROPPED IT."
:GOSUB11ØØ:FORT=1TO5ØØ:NEXTT:GOT
O3Ø2Ø
354Ø GOSUB3Ø3Ø:DRAW"BMØ,18Ø;"
355Ø GOSUB272Ø:IFOO=ØTHENS$="I D
ONT THINK IT IS HUNGRY.":GOSUB11
ØØ:FORT=1TO5ØØ:NEXTT:GOTO3Ø2Ø
356Ø IF OO<>4 THENS$="YOU CANNOT
 FEED THAT.":GOSUB11ØØ:FORT=1TO5
ØØ:NEXTT:GOTO3Ø2Ø
357Ø FORX=1TO8:IFI(X)<>4THENNEXT
X:S$="YOU ARE NOT HOLDING IT.":G
OSUB11ØØ:FORT=1TO5ØØ:NEXTT:GOTO3
Ø2Ø
358Ø FORX=1TO8:IFI(X)<>5THENNEXT
X:S$="YOU HAVE NOTHING TO FEED I
T.":GOSUB11ØØ:FORT=1TO5ØØ:NEXTT:
GOTO3Ø2Ø
359Ø IF INKEY$="" THEN 359Ø ELSE
 CLEAR:RUN
36ØØ GOSUB11ØØ:GOTO359Ø
```

SORCERER 32K ECB

```
1Ø CLEAR 1ØØ:DIM R$(2Ø),O(2Ø,8),
I(8)
2Ø DIM N$(28),A$(1Ø)
3Ø FORX=Ø TO 28:READ N$(X):NEXT
4Ø M$="S"
5Ø FOR X=Ø TO 1Ø:READ A$(X):NEXT
6Ø PMODE4,1:COLORØ,1:PCLS:SCREEN
1,1:POKE 65314,255
7Ø DRAW"BM7Ø,5Ø;CØ;S12;XN$(19);B
M+7,Ø;XN$(23);BM+7,Ø;XN$(15);BM+
7,Ø;XN$(18);BM+7,Ø;XN$(4);"
8Ø V$="EX":V2$=";R1L2U45D2R3;"
9Ø DRAW"BM1ØØ,26;CØ;S8;XN$(2Ø);B
M+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
1ØØ FORX=1TO5:PLAY "L255AAABBBBC
CCCDDDDDDEEEEEEEFFFFFFF":NEXTX
11Ø DRAW"BM11Ø,7Ø;CØ;S4;XN$(1);B
M+8,Ø;XN$(14);BM+8,Ø;XN$(4);"
12Ø DRAW"BM1ØØ,9Ø;CØ;S8;XN$(2Ø);
BM+7,Ø;XN$(8);BM+7,Ø;XN$(5);"
13Ø DRAW"BM4Ø,114;S12;XN$(19);BM
+7,Ø;XN$(15);BM+7,Ø;XN$(18);BM+7
,Ø;XN$(3);BM+7,Ø;XN$(5);BM+7,Ø;X
```

```
N$(18);BM+7,Ø;XN$(5);BM+7,Ø;XN$(
18);"
14Ø DRAW"BM4Ø,144;CØ;XN$(16);BM+
7,Ø;XN$(1);BM+7,Ø;XN$(18);BM+7,Ø
;XN$(2Ø);BM+13,Ø;XN$(Ø9);BM+7,Ø;
XN$(22);"
15Ø DRAW";S4;"
16Ø POKE 65495,1
17Ø DRAW"BMØ,16Ø;":S$="   PROGRA
MMED BY CHRIS MCKERNAN.":SZ=1:GO
SUB29Ø
18Ø POKE 65494,1
19Ø B$="ODU":B2$=";R4U6L3F34G5D2
;"
2ØØ GOTO 56Ø
21Ø IF INKEY$="" THEN 21Ø
22Ø L=Ø
23Ø FOR X=1 TO LEN(S$)
24Ø A$=MID$(S$,X,1):A=ASC(A$)-64
25Ø IF A=-18 THEN A=27
26Ø L=L+1:IF L=33 THEN L=1:DRAW"
BM-249,+1Ø;"
27Ø IF A=32 OR A=-32  THEN DRAW"
BM+7,Ø;":NEXT X:GOTO 31Ø
28Ø DRAW"XN$(A);BM+7,Ø;":NEXT X
29Ø C=Ø:FOR X=1 TO LEN(S$)
3ØØ A$=MID$(S$,X,1):A=ASC(A$)-64
31Ø IF SZ=1 THEN SOUND 1ØØ,1
32Ø C=C+1:IF C=33 THEN C=1:DRAW"
BM-249,+1Ø;"
33Ø IF A=32 OR A=-32 THEN DRAW"B
M+7,Ø;":NEXTX:RETURN
34Ø IF A=-18 THEN A=27:GOTO 34Ø
ELSEDRAW"XN$(A);BM+7,Ø;"
35Ø NEXTX:SZ=Ø:RETURN
36Ø GOTO 36Ø
37Ø REM INPUT COMMAND
38Ø DRAW"BMØ,18Ø;"
39Ø C$="COMMAND ? "
4ØØ C=Ø:FOR X=1 TO LEN(C$)
41Ø A$=MID$(C$,X,1):A=ASC(A$)-64
42Ø C=C+1:IF C=33 THEN C=1:DRAW"
BM-249,+1Ø;"
43Ø IF A=32 OR A=-32 THEN DRAW"B
M+7,Ø;":NEXTX:GOTO46Ø
44Ø IF A=-1 THEN A=28:GOTO44Ø EL
SE DRAW"XN$(A);BM+7,Ø;"
45Ø NEXT X
46Ø C$=""
47Ø A$=INKEY$:IF A$="" THEN47Ø
48Ø IF A$=CHR$(13) THEN 55Ø
49Ø IF A$=CHR$(32) THEN DRAW"BM+
7,Ø;":C$=C$+A$:GOTO 47Ø
5ØØ IF A$=CHR$(8) THEN C$=LEFT$(
C$,LEN(C$)-1):GOTO47Ø
51Ø A=ASC(A$)-64:IF A<Ø OR A>28
THEN 47Ø
52Ø C$=C$+A$
53Ø DRAW"XN$(A);BM+7,Ø;":C=C+1:I
F C>31 THEN 57Ø
54Ø GOTO 47Ø
55Ø RETURN
56Ø DRAW"BMØ,Ø;F2ØE15F1ØE15F1ØE5
F2Ø;"
57Ø DRAW"BM255,Ø;G2ØH15G1ØH15G1Ø
H5G2Ø;"
58Ø LINE(Ø,Ø)-(256,Ø),PSET:LINE(
Ø,Ø)-(Ø,192),PSET:LINE(256,Ø)-(2
56,192),PSET:LINE(Ø,192)-(256,19
2),PSET
59Ø GOTO 7ØØ
6ØØ DATA BU1U4E1R2F1NG4D4G1L2H1B
D1,U5E1R2F1D2NL4D3BL4,U6R3F1D1G1
NL3F1D1G1L3,BU1U4E1R2F1BD4G1L2H1
BD1,U6R2F2D2G2L2,U6R4BD3BL1L3D3N
R4
61Ø DATA U6R4BD3BL1L3D3,BU1U4E1R
3BD4NL1D2L3H1BD1,U6BR4D3NL4D3BL4
,BU6BR1R2L1D6NR1L1BL1,BU6BR4D5G1
L2H1BD1,U6D3R1NE3NF3BD3BL1
62Ø DATA NU6NR4,U6F2ND1E2D6BL4,U
6D1F4NU5D1BL4,BU1U4E1R2F1D4G1L2H
1BD1,U6R3F1D1G1L3D3,BU1U4E1R2F1D
3G1NH1NF1G1L1H1BD1
63Ø DATA U6R3F1D1G1L3R1F3BL4,BU5
BR4H1L2G1D1F1R2F1D1G1L2H1BD1,BU6
R4L2D6BL2,BU1U5BR4D5G1L2H1BD1,BU
6BR4D2G1D1G1ND1H1U1H1NU2BD4,NU6E
2NU1F2NU6BL4
64Ø DATA BU6D1F2E2NU1BD4ND1H2G2D
1,BU6BR4D1G2ND3H2NU1BD5,BU6R4D1G
4D1NR4
65Ø DATA NR1NE1U1D1,BU3R5L5BD3
66Ø DATA BU1U4E1R2F1NG4D4G1L2H1B
D1,BU6BR2NG1D6R1L2BL1,BU5E1R2F1D
1G1L1G2D1NR4,BU5E1R2F1D1G1NL1F1D
1G1L2H1BD1,BU2NR4U1E3D6BL3
67Ø DATA BU6NR4D3E1R2F1D2G1L2H1B
D1,BU6BR2NR2G2D3U2R3F1D1G1L2H1BD
1,BU6R4D1G3D2BL1,BU1U1E1NR1H1U1E
1R2F1D1G1NL1F1D1G1L2H1BD1,BU4NF1
U1E1R2F1D2NL3D1G2L2
68Ø DATA BU6D1F2E2NU1BD4ND1H2G2D
1
69Ø DATA2Ø,8,5,Ø,17,21,5,19,2Ø,Ø
,6,15,18,Ø,5,24,3,1,12,1,2,9,18
7ØØ IF INKEY$="" THEN 7ØØ ELSE C
LS
71Ø SS=2ØØØ:YS=15ØØ:TT=1
72Ø PRINT " THE SWORD AND THE SO
RCERER IV "
73Ø PRINT @32*15," THE SWORD AND
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 THE SORCERER IV";
74Ø FOR X=1Ø24 TO 1Ø24+31:A=PEEK
(X):POKE X,A-64:NEXT X:FOR X=1Ø2
4+352 TO 1Ø24+383:POKE X,32:NEXT
X
75Ø FOR X=1535 TO 1535-31 STEP-1
:A=PEEK(X):POKE X,A-64:NEXT X:GO
TO 85Ø
76Ø PRINT @32,"";
77Ø PRINT "           WEAPONS:"
78Ø PRINT "YOU","   SORCERER","-
---","   ---------","MAGICAL SWO
RD","   PHOTON SPELL","THE SHIEL
D","   FORCE FIELD","RING EQUINO
X","   STUN SPELL"
79Ø PRINT "           STRENGTH:
          ";
8ØØ PRINT YS" EU(S)","  "SS" EU(
S)"
81Ø PRINT "           ROUND #";TT
82Ø IF SY=1 THEN PRINT "stunned"
, ELSE PRINT "NO STUN",
83Ø IF SW=1 THEN PRINT "   stunn
ed" ELSE PRINT "   NO STUN"
84Ø RETURN
85Ø REM START PROGRAM
86Ø GOSUB 76Ø:FOR T=1 TO 1ØØØ:NE
XT T
87Ø PCLS
88Ø DRAW"BMØ,Ø;F2ØE5F1ØE15F5E15F
1ØE1ØF15E5F1ØE5F5E15F15E5F1ØE2ØF
1ØE15F15E15F2E2;"
89Ø PAINT(1Ø,5),Ø,Ø
9ØØ PAINT(2ØØ,5),Ø,Ø:PAINT(3Ø,5)
,Ø,Ø
91Ø PAINT(76,3),Ø,Ø:PAINT(252,1)
,Ø,Ø
92Ø PAINT(244,1),Ø,Ø
93Ø LINE(Ø,15Ø)-(256,15Ø),PSET
94Ø LINE(Ø,15Ø)-(Ø,191),PSET:LIN
E(Ø,191)-(256,191),PSET:LINE(256
,191)-(256,15Ø),PSET
95Ø LINE(Ø,15Ø)-(Ø,Ø),PSET:LINE(
256,15Ø)-(256,Ø),PSET
96Ø LINE(2Ø,155)-(26,125),PSET:L
INE(46,125)-(52,155),PSET
97Ø WS$=V$+B$+M$
98Ø LINE(26,125)-(46,125),PSET:L
INE(2Ø,155)-(3Ø,155),PSET:LINE(4
2,155)-(52,155),PSET:LINE(3Ø,155
)-(36,135),PSET:LINE(42,155)-(36
,135),PSET
99Ø DRAW"BM2Ø,155;L3D3R13U3;BM42
,155;L3D3R13U3;"
1ØØØ DRAW"BM26,125;U5;":LINE(28,
122)-(18,1Ø3),PSET:LINE(18,1Ø3)-
(38,1Ø3),PSET:LINE(38,1Ø3)-(28,1
22),PSET
1Ø1Ø DRAW"BM46,125;U2Ø;"
1Ø2Ø LINE(46,1Ø5)-(57,12Ø),PSET
1Ø3Ø LINE(46,95)-(62,115),PSET
1Ø4Ø LINE(26,95)-(46,95),PSET
1Ø5Ø DRAW"BM26,95;G8;"
1Ø6Ø CIRCLE(36,85),1Ø
1Ø7Ø LINE(24,85)-(48,85),PSET
1Ø8Ø PAINT(36,84),Ø,Ø:LINE(57,12
Ø)-(62,115),PSET
1Ø9Ø LINE(62,115)-(7Ø,118),PSET,
B
11ØØ LINE(64,118)-(68,124),PSET,
B
111Ø LINE(64,115)-(61,95),PSET:L
INE(68,115)-(71,95),PSET
112Ø LINE(61,95)-(66,85),PSET:LI
NE(71,95)-(66,85),PSET
113Ø LINE(57,12Ø)-(64,124),PSET
114Ø LINE(16Ø,155)-(166,125),PSE
T
115Ø LINE(186,125)-(192,155),PSE
T:LINE(166,125)-(186,125),PSET:L
INE(16Ø,155)-(17Ø,155),PSET:LINE
(182,155)-(192,155),PSET:LINE(17
Ø,155)-(176,135),PSET:LINE(182,1
55)-(176,135),PSET
116Ø DRAW"BM16Ø,155;L3D3R13U3;BM
182,155;L3D3R13U3;"
117Ø DRAW"BM166,125;U2ØG15U1ØE15
;"
118Ø CIRCLE(176,85),1Ø,,1,1,.5
119Ø DRAW"BM186,125;U2ØF15U1ØH15
L2Ø;"
12ØØ LINE(166,85)-(176,6Ø),PSET:
LINE(186,85)-(176,6Ø),PSET
121Ø LINE(166,85)-(186,85),PSET:
PAINT(176,83),Ø,Ø
122Ø LINE(154,145)-(162,145),PSE
T:LINE(19Ø,145)-(2ØØ,145),PSET
123Ø LINE(173,145)-(179,145),PSE
T
124Ø PAINT(175,144),Ø,Ø
125Ø LINE(154,145)-(166,1Ø5),PSE
T:LINE(2ØØ,145)-(186,1Ø5),PSET
126Ø PAINT(157,143),Ø,Ø:PAINT(19
8,143),Ø,Ø
127Ø DRAW"BM151,129;U2ØL1D2Ø;":S
CREEN1,1:FORT=1TO1ØØØ:NEXTT
128Ø REM COMMAND LEVEL PLAYER
129Ø YP=Ø:YH=Ø:YB=Ø
13ØØ PRINT @13*32,"";
131Ø IF SY=1 THEN PRINT "COMMAND
   stunned":SY=Ø:FORT=1TO1ØØØ:NE
XTT:GOTO142Ø
```
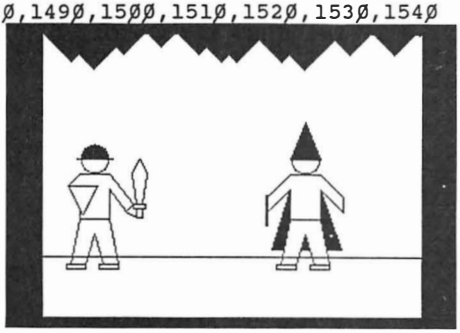
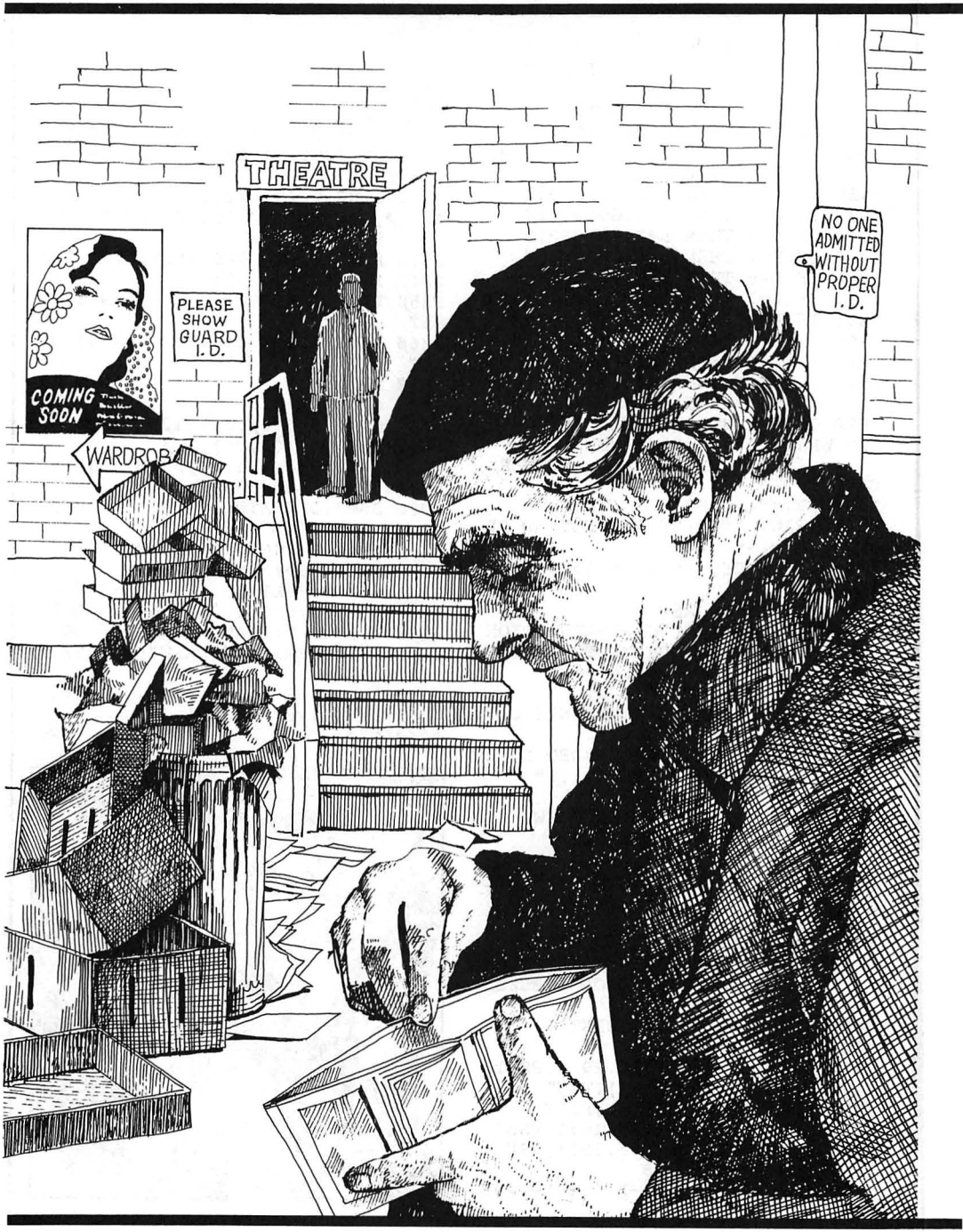

```
132Ø LINE INPUT "COMMAND  ";C$
133Ø IF C$="USE SWORD" THEN YP=Ø
:YB=3:YH=3ØØ+(RND(2ØØ))
134Ø IF C$="USE SHIELD"THEN YP=3
:YB=Ø
135Ø IF C$="USE RING"  THEN YP=Ø
:YB=3:YH=2ØØ+(RND(3ØØ))
136Ø IF C$="SWING SHIELD"THENYP=
2:YB=2:YH=25Ø+(RND(2ØØ))
137Ø IF C$="SWING SWORD" THENYP=
1:YB=2:YH=19Ø+(RND(3ØØ))
138Ø IF C$="POINT RING" THEN YP=
Ø:YH=2:YB=2ØØ+(RND(2ØØ))
139Ø IF C$="LIFT SHIELD"THEN YP=
3:YB=1:YH=1ØØ+(RND(1ØØ))
14ØØ IF C$="STAB SWORD" THEN YP=
Ø:YB=3:YH=3ØØ+(RND(2ØØ))
141Ø IF YB=Ø AND YH=Ø AND YP=Ø T
HEN PRINT @32*13,"THAT COMMAND W
AS NOT AVAILABLE.":FORT=1TO15ØØ:
NEXTT:PRINT@32*13,"":GOTO128Ø
142Ø PRINT @32*12,"         SORCE
RER'S TURN"
143Ø PRINT "COMMAND   ";
144Ø IF SW=1 THEN SB=Ø:SP=Ø:SH=Ø
:PRINT "stunned":FOR T=1 TO 1ØØØ
:NEXT T:SW=Ø:GOTO155Ø
145Ø Q=RND(8):ON Q GOTO 147Ø,148
Ø,149Ø,15ØØ,151Ø,152Ø,153Ø,154Ø
```



```
146Ø GOTO 145Ø
147Ø PRINT "USE STUN SPELL":SP=Ø
:SB=3:SH=3ØØ+(RND(2ØØ)):GOTO 155
Ø
148Ø PRINT "USE FORCE FIELD":SP=
3:SB=Ø:GOTO 155Ø
149Ø PRINT "USE PHOTON SPELL":SP
=Ø:SB=3:SH=3ØØ+(RND(3ØØ)):GOTO15
5Ø
15ØØ PRINT "THROW PHOTON":SP=1:S
B=2:SH=15Ø+(RND(2ØØ)):GOTO155Ø
151Ø PRINT "THROW STUNNER":SP=1:
SB=2:SH=1ØØ+(RND(1ØØ)):GOTO155Ø
152Ø PRINT "SPIN FORCE FIELD":SP
=3:SB=2:SH=2ØØ+(RND(1ØØ)):GOTO 1
55Ø
153Ø PRINT "BECOME INVISABLE":SP
=3:SB=1:SH=RND(1ØØ):GOTO155Ø
154Ø PRINT "SPIN PHOTONS":SP=Ø:S
B=3:SH=25Ø+(RND(25Ø))
155Ø FOR T=1 TO1ØØØ:NEXTT
156Ø IF SP=Ø AND YB<>Ø THEN PRIN
T @32*12,"YOU MADE A HIT TO THE
SORCERER!":SOUND2ØØ,2 ELSE 158Ø
157Ø SS=SS-YH:PRINT "HE LOSES ";
YH;" EU(S).":IF YH>4ØØ THEN SW=1
:GOTO 161Ø
158Ø IF SP=Ø AND YB=Ø THEN PRINT
 @32*12,"THE SORCERER'S GUARD IS
 DOWN    BUT YOU MAKE NO HIT.":G
OTO 161Ø
159Ø IF SP<>Ø AND YB<>Ø THEN PRI
NT @32*12,"YOU'VE MADE A HIT. BU
T THE      SORCERER HAS BLOCKED
THE BLOW!":SS=SS-YH+(SP*1ØØ):GOT
O 161Ø
16ØØ IF SP<>Ø AND YB=Ø THEN PRIN
T @32*12,"NO HIT IS MADE TO THE
SORCERER!"
161Ø FOR T=1 TO 25ØØ:NEXT T
162Ø GOSUB 76Ø
163Ø PRINT@32*12,"":PRINT@32*13,
""
164Ø IF YP=Ø AND SB<>Ø THEN PRIN
T@32*12,"THE SORCERER MAKES A DI
RECT HIT":YS=YS-SH:PRINT@32*13,"
YOU LOSE ";SH;" EU(S)!":IF SH>4Ø
Ø THEN SY=1
165Ø IF YP=Ø AND SB=Ø THEN PRINT
@32*12,"NO HIT IS MADE TO YOU!"
166Ø IF YP<>Ø AND SB<>Ø THEN PRI
NT @32*12,"THE SORCERER MAKES A
HIT BUT    YOU PROTECT YOURSELF.
":YS=YS-SH+(YP*1ØØ)
167Ø IF YP<>Ø AND SB=Ø THEN PRIN
T @32*12,"NO HIT HAS BEEN MADE Y
OU!"
168Ø IF SS<=Ø AND YS<=Ø THEN SS=
Ø:YS=Ø:GOSUB76Ø:GOTO178Ø
169Ø IF SS<=Ø THEN SS=Ø:GOSUB 76
Ø:GOTO183Ø
17ØØ IF YS<=Ø THEN YS=Ø:GOSUB 76
Ø:GOTO175Ø
171Ø TT=TT+1:GOSUB 76Ø
172Ø FOR T=1TO2ØØØ:NEXT T
173Ø PRINT@32*12,"":PRINT@32*13,
"":GOTO 128Ø
174Ø GOTO 174Ø
175Ø FORT=1TO1ØØØ:NEXTT
176Ø CLS:PRINT "THE SORCERER HAS
```

```
 HIT YOU WITH A TREMENDOUS BLOW,
 YOU CRINGE IN  PAIN AND DIE.
                TO REPLAY PRESS
'R'."
177Ø GOTO 181Ø
178Ø FORT=1TO1ØØØ:NEXTT
179Ø CLS:PRINT "YOU AND THE SORC
ERER FALL TO    THE GROUND. YOU
DRIFT OFF INTO  A LIGHT DIZZY SL
EEP.....        NEVER TO AWAKEN.
..........."
18ØØ PRINT "
            SORRY BUT YOU HAVE D
IED FROM    WOUNDS OF THE BATTLE
. IF YOU    WISH TO TRY AGAIN, H
IT THE      LETTER 'R'."
181Ø A$=INKEY$:IF A$=""THEN181Ø
182Ø IF A$="R" THEN RUN ELSE END
183Ø FOR T=1TO1ØØØ:NEXT T
184Ø CLS:PRINT "YOU HAVE SUCCESS
FULLY ELIMINATEDTHE SORCERER WIT
H ";YS:PRINT"ENERGY UNITS REMAIN
ING. YOU     MUST NOW FIND YOUR
WAY OUT OF   HIS CASTLE TO FREED
OM."
185Ø PRINT "EVERY MOVE THAT YOU
MAKE IN HIS CASTLE WILL COST YOU
 five ENERGYUNITS. WHEN READY, P
RESS ANY    KEY."
186Ø IF INKEY$="" THEN 186Ø
187Ø TU=YS
188Ø R$(1)="YOU ARE IN THE SORCE
RER'S ROOM. A BODY LIES  ON THE
FLOOR. YOU  CAN GO: SOUTH,NORTH,
EAST,WEST."
189Ø R$(2)="YOU ARE IN A MAZE OF
 FOUL SMELL-ING DUNGEONS. YOU CA
N GO: SOUTH,NORTH,WEST,EAST."
19ØØ R$(3)="YOU ARE IN A MAZE OF
 FOUL SMELL-ING DUNGEONS. YOU CA
N GO: NORTH,WEST."
191Ø R$(4)="YOU ARE IN A MAZE OF
 FOUL SMELL-ING DUNGEONS. YOU CA
N GO: SOUTH,NORTH,WEST."
192Ø R$(5)="YOU ARE IN A MAZE OF
 FOUL SMELL-ING DUNGEONS. YOU CA
N GO: NORTH,SOUTH,EAST."
193Ø R$(6)=R$(2)
194Ø R$(7)=R$(4)
195Ø R$(8)="YOU ARE IN A MAZE OF
 FOUL SMELL-ING DUNGEONS. YOU CA
N GO: SOUTH,EAST,WEST."
196Ø R$(9)="YOU ARE IN A DARK CA
VE NETWORK. CAVES LEAD OUT IN TH
ESE         DIRECTIONS: SOUTH,NO
RTH,EAST,   WEST."
197Ø R$(1Ø)=R$(9)
198Ø R$(11)="YOU ARE IN A DARK C
AVE NETWORK. CAVES LEAD OUT IN T
HESE        DIRECTIONS: SOUTH,N
ORTH,EAST."
199Ø R$(12)="YOU ARE STANDING BE
FORE TWO    HUGE GOLDEN DOORS.
FREEDOM LIES JUST INCHES AWAY."
2ØØØ L=1
2Ø1Ø PRINT R$(L):LINE INPUT "COM
MAND: ";C$
2Ø2Ø IF C$="N" OR C$="E" OR C$="
W" OR C$="S" THEN TU=TU-5
2Ø3Ø IF TU<=-5 THEN 252Ø
2Ø4Ø IF C$="N" THEN 211Ø
2Ø5Ø IF C$="S" THEN 222Ø
2Ø6Ø IF C$="E" THEN 233Ø
2Ø7Ø IF C$="W" THEN 242Ø
2Ø8Ø IF C$="HELP" THEN PRINT "SO
RRY, NO HELP IS AVAILABLE...  AF
TER ALL YOU'RE THE ONE THAT   GO
T YOURSELF INTO THIS MESS.":GOTO
2Ø1Ø
2Ø9Ø IF C$="SCORE" THEN PRINT "Y
OU HAVE ";TU;" EU(S) LEFT.":GOTO
2Ø1Ø
21ØØ PRINT "PLEASE USE DIRECTION
S ONLY!     SUCH AS N,S,E,W":GOT
O 2Ø1Ø
211Ø IF L=1 THEN L=4:GOTO2Ø1Ø
212Ø IF L=2 THEN L=1:GOTO2Ø1Ø
213Ø IF L=3 THEN L=4:GOTO2Ø1Ø
214Ø IF L=4 THEN L=1:GOTO2Ø1Ø
215Ø IF L=5 THEN L=3:GOTO2Ø1Ø
216Ø IF L=6 THEN L=7:GOTO2Ø1Ø
217Ø IF L=7 THEN L=8:GOTO2Ø1Ø
218Ø IF L=9 THEN L=7:GOTO2Ø1Ø
219Ø IF L=1ØTHENL=11:GOTO2Ø1Ø
22ØØ IF L=11THENL=1Ø:GOTO2Ø1Ø
221Ø PRINT "you can't go that wa
y.....":GOTO2Ø1Ø
222Ø IF L=1 THEN L=2:GOTO2Ø1Ø
223Ø IF L=2 THEN L=5:GOTO2Ø1Ø
224Ø IF L=4 THEN L=3:GOTO2Ø1Ø
225Ø IF L=5 THEN L=3:GOTO2Ø1Ø
226Ø IF L=6 THEN L=6:GOTO2Ø1Ø
227Ø IF L=7 THEN L=6:GOTO2Ø1Ø
228Ø IF L=8 THEN L=7:GOTO2Ø1Ø
229Ø IF L=9 THEN L=8:GOTO2Ø1Ø
23ØØ IF L=1ØTHEN L=4:GOTO2Ø1Ø
231Ø IF L=11THEN L=1:GOTO2Ø1Ø
232Ø PRINT "you can't go that wa
y.....":GOTO2Ø1Ø
233Ø IF L=1 THEN L=4:GOTO2Ø1Ø
234Ø IF L=2 THEN L=3:GOTO2Ø1Ø
235Ø IF L=5 THEN L=6:GOTO2Ø1Ø
```

```
236Ø IF L=6 THEN L=6:GOTO2Ø1Ø
237Ø IF L=8 THEN L=7:GOTO2Ø1Ø
238Ø IF L=9 THEN L=12:GOTO257Ø
239Ø IF L=1ØTHEN L=9:GOTO2Ø1Ø
24ØØ IF L=11THENL=1Ø:GOTO2Ø1Ø
241Ø PRINT "you can't go that wa
y.....":GOTO2Ø1Ø
242Ø IF L=1 THEN L=2:GOTO2Ø1Ø
243Ø IF L=2 THEN L=1:GOTO2Ø1Ø
244Ø IF L=3 THEN L=2:GOTO2Ø1Ø
245Ø IF L=4 THEN L=1:GOTO2Ø1Ø
246Ø IF L=6 THEN L=5:GOTO2Ø1Ø
247Ø IF L=7 THEN L=4:GOTO2Ø1Ø
248Ø IF L=8 THEN L=1Ø:GOTO2Ø1Ø
249Ø IF L=9 THEN L=1Ø:GOTO2Ø1Ø
25ØØ IF L=1ØTHEN L=11:GOTO2Ø1Ø
251Ø PRINT "you can't go that wa
y.....":GOTO2Ø1Ø
252Ø CLS:PRINT "YOU HAVE BECOME
TOO WEAK TO      CONTINUE..
                 PERHAPS ANOTHER
DAY???"
253Ø PRINT:PRINT:PRINT:PRINT
254Ø PRINT "<PRESS ANY KEY TO RE
START GAME>"
255Ø IF INKEY$="" THEN 255Ø
256Ø RUN
257Ø CLS:PRINT R$(L)
258Ø PRINT:PRINT "CONGRATULATION
S!!! NOW ALL YOU  HAVE TO DO IS
SAY THE MAGIC     word."
259Ø PRINT:PRINT
26ØØ PRINT "HERE'S YOUR ONLY CLU
E:              "
261Ø PRINT "HTE NESCOD KOBO FO H
TE DOL ---  RDTERAPEU......"
262Ø PRINT
263Ø INPUT "SECRET WORD ";SW$
264Ø IF SW$<>WS$ THEN 261Ø
265Ø CLS
266Ø PRINT "         CONGRATULATI
ONS!"
267Ø PRINT
268Ø PRINT "THE DOOR OPEN EXPOSI
NG THE       WARMTH OF THE SUN ON
 YOUR FACE   AND THE COOL BREEZE
OF FRESH     AIR."
269Ø FOR T=1 TO 25ØØ:NEXT T
27ØØ PCLS
271Ø LINE(128,Ø)-(128,191),PSET
272Ø LINE(Ø,Ø)-(Ø,191),PSET
273Ø LINE(Ø,Ø)-(255,Ø),PSET
274Ø LINE(255,Ø)-(255,191),PSET
275Ø LINE(Ø,191)-(255,191),PSET
276Ø FOR X=1Ø TO 15
277Ø LINE(X,X)-(128-X,191-X),PSE
T,B
278Ø LINE(255-X,X)-(128+X,191-X)
,PSET,B
279Ø NEXT X
28ØØ LINE(253,2Ø)-(255,3Ø),PSET,
BF:LINE(253,191-2Ø)-(255,191-3Ø)
,PSET,BF
281Ø LINE(Ø,2Ø)-(2,3Ø),PSET,BF:L
INE(Ø,191-2Ø)-(2,191-3Ø),PSET,BF
282Ø SCREEN 1,1
283Ø FOR T=1 TO 1ØØØ:NEXT T
284Ø FOR X=1 TO 123
285Ø LINE(128-X,Ø)-(128-X,191),P
SET
286Ø LINE(128+X,Ø)-(128+X,191),P
SET
287Ø NEXT X
288Ø COLOR 1,Ø
289Ø CIRCLE (16Ø,2Ø),1Ø
29ØØ PAINT (16Ø,2Ø),1,1
291Ø DRAW"BM4,191;E4ØF4ØH1ØE15F2
5H5E3ØF35H1ØE2ØF3ØH1ØE2ØF3Ø;"
292Ø S$="CONGRATULATIONS":DRAW"B
M5Ø,5Ø;":GOSUB 29Ø
293Ø S$="YOU HAVE SUCCESSFULLY "
:DRAW"BM5Ø,6Ø;":GOSUB29Ø
294Ø S$="COMPLETED THE SWORD ":D
RAW"BM5Ø,7Ø;":GOSUB29Ø:S$="AND T
HE SORCERER ":DRAW"BM5Ø,8Ø;":GOS
UB29Ø:S$="SERIES.":DRAW"BM5Ø,9Ø;
":GOSUB29Ø
295Ø S$="TAKE A BOW.....":
DRAW"BM5Ø,12Ø;":GOSUB 29Ø
296Ø GOTO 296Ø
```


THEATRE
NO ONE ADMITTED WITHOUT PROPER I. D.
PLEASE SHOW GUARD I. D.
COMING SOON
WARDROBE

An Actor's Nightmare

Program by Walt Thinnes

Born in Great Britain a quarter of a century ago, and given the name Nigel Wrath-Horn, you have worked hard trying to make it a name that would be well-known and respected by everyone. Touring the provinces as a stage actor with your original one-man play has not exactly been duck soup. Night after night, traveling from one place to another has you on the verge of mental burnout. Somehow, you manage to keep going, in search of the elusive dream . . . your big break.

One rainy Saturday night, in a rather small theater pub, you deliver what you feel is your finest performance. The small crowd's standing ovation is, in itself, quite rewarding. However, a favorable response from one half-drunken audience is hardly the fame and recognition you are seeking.

Pleased, but still somewhat depressed, you join your understudy backstage to help pack the stage props, when suddenly, the two of you are startled by a man who appears in the doorway.

He introduces himself as Bradley Scott Gordon, a talent scout for the Queen's royal theater. Much to your amazement, he wants to book your act to be performed for her majesty and a host of dignitaries.

The request renders you speechless, as you stare almost paralyzed by the invitation. Fortunately, your stand-in quickly speaks in your behalf and accepts. You just nod in agreement and finalize the deal with a friendly handshake.

On the highly anticipated day of the special command performance, your dream of fame appears to be shattered as you wake from an unscheduled nap and discover that there is very little time before the play is scheduled to begin. Your understudy, who has recently been unable to conceal his jealousy, must have put a sleeping pill in the cup of tea he so graciously prepared for you earlier this evening, and insisted you needed. His conspicuous scheme to make you oversleep worked, and he undoubtedly plans to steal all the glory by performing in your place. But not if you can make it to the stage on time.

You frantically look at your watch and are astonished to find that only 10 minutes remain before the 8:00 p.m. curtain call. Realizing that you know absolutely nothing about the large London theater, finding the stage in such a short period of time could be impossible. And to make matters worse, your personal identification and backstage pass are missing from your wallet. Without them, no one will ever believe you are Nigel Wrath-Horn.

An Actor's Nightmare begins in an alley outside the theater. Type `TIME` and a digital watch will display that it is 7:50 p.m. Remember, the curtain rises in 10 minutes and every move you make or each command entered consumes five seconds, which equates to 120 moves per game. Even incorrect requests, and commands of `VERB` and `TIME` are counted as moves, so plan them carefully.

To move around the theater, one-key directional commands of `N` (North), `S` (South), `E` (East), `W` (West), `U` (Up) and `D` (Down) are used. All other situations are handled by entering a single verb command, such as `LOOK`, or a standard two-word command such as `GET KEY`.

Due to memory limitations, the program will not run with the disk controller plugged in unless the graphics title and ending screens are deleted. To do so, delete Line 9 and lines 265 to the end of the listing (type `DEL9` *and* `DEL265-`*).*

Break a leg!

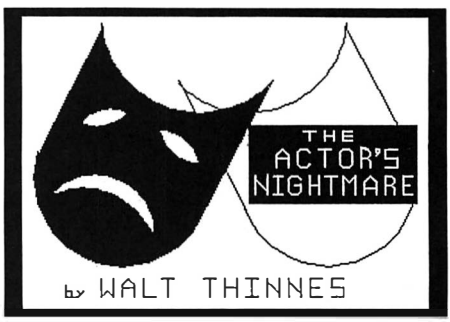
Walt Thinnes has worked in all phases of the theater. He is presently Technical Director of Bailey Concert Hall in Fort Lauderdale, Florida. Besides working with his CoCo, Walt enjoys dabbling in prestidigitation. Questions or comments may be addressed to him at 7151 Harding St., Hollywood, FL 33024. Please enclose an SASE when requesting a reply.

ACTOR 32K ECB

Caution — Packed Lines!

Some of the lines in this program are "packed" and may be too long to enter in a normal fashion. If the CoCo stops accepting characters, press ENTER, go into the EDIT mode (type EDIT followed by the line number), press 'X' (the EDIT command for extending the line), and then type in the few remaining characters. (We do not recommend using this technique in your own programs as serious problems could result.)

```
1 '===AN  ACTOR'S  NIGHTMARE===
2 '===AN  ADVENTURE  PROGRAM===
3 '======BY  WALT THINNES======
4 'COPYRIGHT W. THINNES 1985
5 '1712 SW 14 ST
6 'FT. LAUD., FL 33312
7 '(3Ø5) 463-Ø119
8 'WRITTEN WITH THE ASSISTANCE O
F JARB SOFTWARE'S THE ADVENTURE
GENERATOR AND THE FOLKS AT SOFTW
ARE PLUS MORE, DAVIE FL
9 CLS:PRINT@23Ø,"ONE MOMENT, PLE
ASE.":CLEAR3ØØ:GOSUB27Ø:GOTO28Ø
1Ø CLEAR2ØØ:DIMRM(64),D(64,6),R$
(64),O$(32),LO(32)
11 DATA"IN THE ALLEY OUTSIDE THE
STAGE DOOR TO THE THEATRE.", 1,2
,,,,,
12 DATA"IN A NORTH-SOUTH
CORRIDOR. THE STAGE DOOR SLAMS
SHUT BEHIND YOU.", 2,5,,,3,,
13 DATA"IN A JANITOR'S CLOSET.",
 3,,,2,,,
14 DATA"IN ONE OF THE STAR
DRESSING ROOMS. IT WOULD HAVE
BEEN YOURS.", 4,12,,5,,,
15 DATA"IN A NORTH-SOUTH
CORRIDOR WITH ANOTHER LEADING
EAST.", 5,14,2,6,4,,
16 DATA"IN AN EAST-WEST CORRIDOR
", 6,,,7,5,,
17 DATA"IN AN EAST-WEST CORRIDOR
", 7,16,8,9,6,,
18 DATA"IN A SECURITY OFFICE.",
8,7,,,,,
19 DATA"AT THE END OF A CORRIDOR
WITH STAIRS. ABOVE A DOOR TO THE
SOUTH IS A RED LIT 'IT'.", 9,,1Ø
,,7,11,
2Ø DATA"IN THE ALLEY AGAIN! THE
DOOR IS LOCKED BEHIND YOU AND
THERE IS NO KEYHOLE! NEED HELP?"
, 1Ø,,,,,,
21 DATA"ON A STAIRCASE LANDING."
, 11,,,,,46,9
22 DATA"IN THE STAR DRESSING
ROOM SHOWER. PHEW! I THINK YOU
NEED ONE BUT NO TIME NOW.", 12,,
4,,,,
23 DATA"IN HIS STAR DRESSING
ROOM SHOWER. SEEMS HE HAD A LADY
IN HERE RECENTLY. THE CAD!", 13,
17,,,,,
24 DATA"IN A NORTH-SOUTH
CORRIDOR.", 14,18,5,15,,,
25 DATA"IN A MAKEUP LAB FOR THE
PERFORMERS. WOULDN'T YOU LIKE TO
BE ONE TONIGHT?", 15,19,,16,14,,
26 DATA"IN THE WOMAN'S CHORUS
DRESSING ROOM. YOU SHOULD BE
ASHAMED OF YOUSELF!", 16,2Ø,7,,1
5,,
27 DATA"IN A STAR DRESSING ROOM
THAT YOUR UNDERSTUDY IS USING
BUT HE'S ALREADY GONE.", 17,,13,
18,,,
28 DATA"IN A NORTH-SOUTH
CORRIDOR.", 18,23,14,,17,,
29 DATA"IN THE MEN'S CHORUS
DRESSING ROOM.", 19,24,15,21,,,
3Ø DATA"IN THE WOMEN'S CHORUS
SHOWER ROOM. DON'T GET EXCITED.
THERE IS NOBODY HERE.", 2Ø,,16,,
,,
```




```
31 DATA"IN THE MEN'S CHORUS
SHOWER ROOM.", 21,,,,19,,
32 DATA"IN AN EAST-WEST CORRIDOR
BUT THE ENTRANCE TO THE WEST IS
LOCKED.", 22,,,23,,,
33 DATA"IN AN EAST-WEST CORRIDOR
WITH ANOTHER LEADING SOUTH.", 23
,63,18,24,22,,
34 DATA"IN AN EAST-WEST
CORRIDOR.", 24,,19,25,23,,
35 DATA"AT THE END OF A CORRIDOR
AND THERE IS A STAIRCASE.", 25,,
```

```
,27,24,,26
36 DATA"ON A STAIRCASE LANDING."
, 26,,,,,25,54
37 DATA"IN AN ACCESS LOBBY. THE
THEATRE DOORS ARE CLOSED. THE
USHERS WON'T LET YOU IN.", 27,,,
28,25,,
38 DATA"IN THE MAIN LOBBY.
THE CHANDELIERS ARE LOVELY.", 28
,29,,,27,,
39 DATA"IN THE MAIN LOBBY AND
YOU ARE BY THE CONCESSION STAND.
", 29,3Ø,28,,,,
4Ø DATA"IN THE CENTER OF THE
MAIN LOBBY WHERE YOU SEE THE
ENTRANCE TO THE STREET.", 3Ø,32,
29,31,,,
41 DATA"IN THE STREET IN FRONT
OF THE THEATRE AND YOU CAN'T GO
IN WITHOUT A TICKET! NEED HELP?"
, 31,,,Ø,,,
42 DATA"AT THE BOX OFFICE IN THE
MAIN LOBBY.", 32,33,3Ø,,,,
43 DATA"BESIDE THE ELEVATOR IN
THE MAIN LOBBY.", 33,,32,,34,53,
44 DATA"AN ACCESS LOBBY. THE
THEATRE DOORS ARE SHUT AND THE
USHERS WON'T LET YOU IN!", 34,,,
33,35,,
45 DATA"IN A CORRIDOR AND YOU
SEE A STAIRCASE.", 35,,,34,37,,3
6
46 DATA"ON A STAIRCASE LANDING."
, 36,,,,,35,57
47 DATA"IN A SCENERY STORAGE
AREA. PRETTY DUSTY IN HERE.", 37
,,,35,38,,
48 DATA"IN A SCENERY CONSTUCTION
SHOP. LOOKS LIKE THE STAGE HANDS
ARE TAKING A BREAK!", 38,39,,37,
4Ø,,
49 DATA"IN THE PAINT STORAGE
AREA OF THE SHOP.", 39,,38,,,,
5Ø DATA"IN THE SCENERY SHOP. THE
STAGE HANDS MUST ALL BE ON STAGE
FOR THE SHOW! HURRY!", 4Ø,41,,38
,42,,
51 DATA"IN THE TOOL STORAGE AREA
AND IT IS CERTAINLY NEATLY KEPT.
", 41,,4Ø,,,,
52 DATA"IN THE LOADING AREA OF
THE SHOP. THE LOADING DOCK SIGN
IS OVER THE NORTH DOOR.", 42,43,
44,4Ø,,,
53 DATA"AT THE LOADING DOCK IN
AN ALLEY. THE DOOR SLAMS BEHIND
YOU! IT'S JAMMED!! NEED HELP?",
43,,,,,,
54 DATA"IN A WIDE NORTH-SOUTH
CORRIDOR. A SIGN READS 'THIS WAY
TO ORCHESTRA PIT'.", 44,42,64,45
,,,
55 DATA"IN THE ORCHESTRA PIT. IT
 IS VERY DARK. YOU STUMBLE AND
FALL UNCONCIOUS! NEED HELP?", 45
,,,,,,
56 DATA"IN A NORTH-SOUTH
CORRIDOR AT THE HEAD OF A STAIR
CASE.", 46,47,,,,,11
57 DATA"IN A NORTH-SOUTH
CORRIDOR.", 47,51,46,48,,,
58 DATA"IN THE ADMINISTRATIVE
OFFICE OF THE THEATRE.", 48,52,,
49,47,,
59 DATA"IN THE MANAGER'S OFFICE.
THERE IS AN UGLY PICTURE ON THE
WALL.", 49,,,,48,,
6Ø DATA"IN A STORAGE ROOM. THERE
ARE PILES OF MUSTY BOXES ALL
AROUND YOU.", 5Ø,,,51,,,
61 DATA"IN A NORTH-SOUTH
CORRIDOR.", 51,53,47,52,5Ø,,
62 DATA"THE COPYING ROOM. THERE
IS A XEROX MACHINE AND NOT MUCH
ELSE.", 52,,48,,51,,
63 DATA"AT THE END OF A CORRIDOR
NEXT TO AN ELEVATOR.", 53,,51,,,
,33
64 DATA"IN A NORTH-SOUTH
CORRIDOR AT THE BASE OF A STAIR
CASE.", 54,57,,55,,26,
65 DATA"IN THE COSTUME STORAGE
AREA.", 55,,,,54,,
66 DATA"IN THE PROPS STORAGE
AREA.", 56,,58,57,,,
67 DATA"IN A NORTH-SOUTH
CORRIDOR AT THE BASE OF A STAIR
CASE.", 57,,54,,56,36,
68 DATA"IN A STORAGE ROOM WITH
MANY HATS AND WIGS SCATTERED
ABOUT.", 58,56,,,,,
69 DATA"AT THE END OF A CORRIDOR
AND YOU SEE A POSTER ABOVE THE
NORTH DOOR.", 59,61,,22,,,
7Ø DATA"AT THE END OF A CORRIDOR
AND YOU SEE A SIGN ABOVE THE
SOUTH DOOR.", 6Ø,64,61,,,,
71 DATA"IN THE BACKSTAGE AREA.
AN ANGRY STAGE MANAGER TO THE
EAST DEMANDS TO SEE YOUR PASS.",
 61,6Ø,59,Ø,,,
72 DATA"FINALLY STANDING IN THE
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WINGS OF THE STAGE. YOUR BLASTED
UNDERSTUDY IS READY TO GO ON!!!!
", 62,,,,61,,
73 DATA"IN THE GREEN ROOM (AN
ACTOR'S LOUNGE WITH A SMALL
KITCHENETTE).", 63,,23,,,,
74 DATA"IN A CORRIDOR. THE DOOR
TO THE SOUTH IS LOCKED!", 64,44,
,,,,
75 R= 64:FORI=1TOR:READR$(I),RM(
I):FORA=1TO6:READD(I,A):NEXT:NEX
T
76 V1$="TIMEINVEHELPQUITVERBGET
DROPREADEXAMSMELBUY SHOOWEARSTAB
HIT EAT SHOWUNLO"
77 N1$="BUCKNOTIGREAKEYSPANTWALL
SOAPCANDPROGTICKHAMMPAINMALLKNIF
UNDESIGNTELEREVIPASSFLOWFLYELIST
CAN WIG DRESPISTHEADCOSTPERFDOOR
ENTRPOST"
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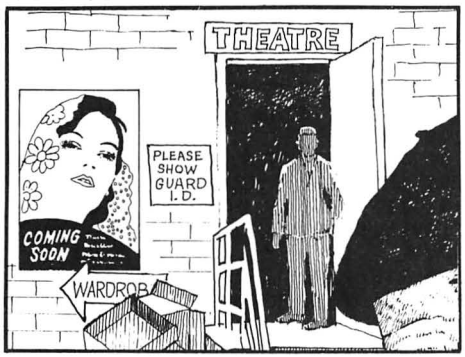


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78 O=32:FORI=1TOO:READO$(I):NEXT
79 FORI=1TOO:READLO(I):NEXT
8Ø DATA"A MOP BUCKET","CALLBOARD
 NOTICES","A TUBE OF GREASEPAINT
","KEYS ON A RING","GIRL'S PANTI
ES"
81 DATA"A MAN'S WALLET","A BAR O
F SOAP","CANDY FOR SALE","TONIGH
T'S PROGRAM","TICKETS FOR SALE",
"A HEAVY SLEDGE HAMMER"
82 DATA"A CAN OF SPRAY PAINT","A
 RUBBER MALLET","A LARGE KNIFE",
"YOUR UNDERSTUDY","A SIGN ON THE
 DOOR","TELEGRAMS ON THE WALL"
83 DATA"TORN UP REVIEWS","A BACK
STAGE PASS","BOUQUETS OF FLOWERS
","PUBLICITY FLYERS","AUDITION L
ISTINGS","A TRASH CAN"
84 DATA"A BLONDE WIG","A BLUE DR
ESS","A PROP PISTOL","VARIOUS HE
ADGEAR","VARIOUS COSTUMES","A LA
DY'S PERFUME"
85 DATA"A LOCKED DOOR","A LOCKED
 ENTRANCE","A POSTER ON THE DOOR
"
86 DATA3,2,15,8,16,19,21,29,3Ø,3
2,38,39,41,63,62,6Ø,22,17,13,4,5
Ø,48,49,Ø,Ø,56,58,55,13,64,22,59
87 L=1:L5=1:T=Ø
88 CLS
89 PRINT:PRINT"YOU ARE "R$(L)
9Ø Z=Ø:FORA=1TOO
91 IFLO(A)=L THEN PRINT"YOU SEE
";O$(A)
92 NEXT
93 N$="OBVIOUS EXITS:":D$(1)=" N
":D$(2)=" S":D$(3)=" E":D$(4)="
W":D$(5)=" U":D$(6)=" D"
94 FORG=1TO6:IFD(L,G)>ØTHENN$=N$
+D$(G)
95 NEXTG
96 PRINTN$
97 TURNS=TURNS+1:IFTURNS=12ØTHEN
GOTO256
98 S=S+5:IFS>55THENT=T+1:S=Ø
99 M=T+5Ø
1ØØ IFS=ØTHENS$="ØØ"ELSEIFS=5THE
NS$="Ø5"ELSEIFS=1ØTHENS$="1Ø"ELS
EIFS=15THENS$="15"ELSEIFS=2ØTHEN
S$="2Ø"ELSEIFS=25THENS$="25"ELSE
IFS=3ØTHENS$="3Ø"ELSEIFS=35THENS
$="35"ELSEIFS=4ØTHENS$="4Ø"ELSEI
FS=45THENS$="45"ELSEIFS=5ØTHENS$
="5Ø"ELSEIFS=55THENS$="55"
1Ø1 I$="":LINEINPUT" :";I$
1Ø2 IFI$=""THENPRINT"WHAT?":GOTO
 97:ELSE IF I$="LOOK"THEN  89
1Ø3 IFLEN(I$)>1THEN 1Ø7
1Ø4 L5=L
1Ø5 G=INSTR("NSEWUD",I$):IFG=ØTH
ENPRINT"I DON'T UNDERSTAND.":GOT
O 97
1Ø6 IFD(L,G)>ØTHEN L5=D(L,G):L=L
5:GOTO 89:ELSEPRINTR$(Ø);:GOTO 8
9
1Ø7 I$=I$+" ":SP=INSTR(I$,CHR$(3
2))
1Ø8 V2$=LEFT$(I$,SP-1):N2$=MID$(
I$,SP+1):V$=LEFT$(V2$,4):N$=LEFT
$(N2$,4):V=INSTR(V1$,V$):N=INSTR
(N1$,N$)
1Ø9 IFV=ØTHENPRINT"I DON'T UNDER
STAND.":GOTO 97:ELSEV=(V-1)/4+1
11Ø IFV<6THEN113
111 IFSP=LEN(I$)THENPRINT"TRY US
ING TWO-WORD COMMANDS.":GOTO 97
112 IFN=ØTHENPRINT"I DON'T UNDER
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STAND.":GOTO 97:ELSEN=(N-1)/4+1
113 ON V GOTO114,115,119,127,128
,13Ø,162,188,198,222,228,231,234
,239,242,246,248,253
114 PRINT"7 :"M": "+S$:GOTO97
115 PRINT"YOUR INVENTORY:":NH=Ø
116 FORI=1TOO:IFLO(I)=-1THENNH=1
:PRINTO$(I)
117 NEXT:IFNH=ØTHENPRINT"NOTHING
."
118 GOTO 97
119 IFL=1ØTHENPRINT"SORRY. THE S
IGN ABOVE THE DOOR  USED TO SAY
'EXIT'. YOU'LL HAVE TO TRY IT AG
AIN FROM THE TOP.":GOTO261
12Ø IFL=31THENPRINT"TOUGH LUCK.
NEXT TIME TRY TO    STAY IN THE
THEATRE.":GOTO261
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121 IFL=43THENPRINT"LEFT SHIVERI
NG IN THE COLD AS   YOUR UNDERST
UDY BECOMES A STAR.":GOTO261
122 IFL=45THENPRINT"YOU AWAKEN T
O THE STANDING      OVATION FOR
YOUR UNDERSTUDY.    BETTER LUCK
NEXT TIME.":GOTO261
123 H=H+1
124 IFH=1THENPRINT"YOU'RE ON YOU
R OWN. GET TO IT.":GOTO97
125 IFH=2THENPRINT"I TOLD YOU TH
AT YOU MUST DO IT  ON YOUR OWN."
:GOTO97
126 PRINT"DON'T BOTHER ME ANYMOR
E. I'LL   LET YOU KNOW IF YOU NE
ED HELP.":GOTO97
127 PRINT"YOU QUIT AT  7 :"M": "
+S$:PRINT:PRINT"TRY AGAIN SOON!"
:END
128 PRINT"one word commands
          INV HELP LOOK TIME QUI
T         two word verb commands
           GET  DROP  READ  BUY
 EXAMINE   EAT  SHOW  SMELL  HIT
  WEAR     STAB  SHOOT  UNLOCK"
129 GOTO97
13Ø IFIN>5THENPRINT"YOU CAN'T CA
RRY ANY MORE.":GOTO97
131 IFN=1AND(LO(N)=L)THENLO(N)=-
1:PRINT"MOP BUCKET TAKEN":GOTO16
1
132 IFN=2AND(LO(N)=L)THENLO(N)=-
1:PRINT"THEY'RE YOURS.":GOTO161
133 IFN=3AND(LO(N)=L)THENLO(N)=-
1:PRINT"YOU HAVE THE GREASEPAINT
.":GOTO161
134 IFN=4AND(LO(N)=L)THENLO(N)=-
1:F(1)=1:PRINT"THE KEYS ARE NOW
YOURS.":GOTO161
135 IFN=5AND(LO(N)=L)THENLO(N)=-
1:PRINT"YOU HAVE THE PANTIES. NO
W WHAT?":GOTO161
136 IFN=6AND(LO(N)=L)THENLO(N)=-
1:F(8)=1:PRINT"YOU'VE GOT THE WA
LLET.":GOTO161
137 IFN=7AND(LO(N)=L)THENLO(N)=-
1:PRINT"THE SOAP IS IN YOUR HAND
S.":GOTO161
138 IFN=8THENPRINT"HOW CAN THEY
MAKE A PROFIT IF   THEY GIVE IT
AWAY? YOU MUST PAY.":GOTO97
139 IFN=9AND(LO(N)=L)THENLO(N)=-
1:PRINT"YOU HAVE THE PROGRAM.":G
OTO161
14Ø IFN=1ØAND(LO(N)=L)THENPRINT"
TICKETS TO THIS EXTRAVAGANZA
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AREN'T FREE SO YOU MUST PAY CASH
":GOTO97
141 IFN=11AND(LO(N)=L)THENPRINT"
IT IS MUCH TOO HEAVY FOR AN
ACTOR WIMP LIKE YOU TO PICK UP!"
:GOTO97
142 IFN=12AND(LO(N)=L)THENLO(N)=
-1:PRINT"THE CAN OF SPRAY PAINT
IS YOURS.":GOTO161
143 IFN=13AND(LO(N)=L)THENLO(N)=
-1:F(2)=1:PRINT"YOU HAVE THE MAL
LET.":GOTO161
144 IFN=15AND(LO(N)=L)THENPRINT"
YOU CAN'T JUST 'GET' HIM. YOU
MUST DO SOMETHING TO HIM.":GOTO9
7
145 IFN=14AND(LO(N)=L)THENLO(N)=
-1:F(7)=1:PRINT"YOU HAVE THE KNI
FE.":GOTO161
146 IFN=16AND(LO(N)=L)THENPRINT"
YOU CAN'T PULL IT OFF THE DOOR."
:GOTO97
147 IFN=17AND(LO(N)=L)THENLO(N)=
-1:PRINT"YOU HAVE THE TELEGRAMS.
":GOTO161
148 IFN=18AND(LO(N)=L)THENLO(N)=
-1:PRINT"THE SHREDDED REVIEWS AR
E IN YOURHANDS.":GOTO161
149 IFN=19AND(LO(N)=L)THENLO(N)=
-1:F(3)=1:PRINT"YOU HAVE THE PAS
S.":GOTO161
15Ø IFN=2ØAND(LO(N)=L)THENLO(N)=
-1:PRINT"YOU HAVE THE FLOWERS.":
GOTO161
151 IFN=21AND(LO(N)=L)THENLO(N)=
-1:PRINT"THE FLYERS ARE YOURS.":
GOTO161
152 IFN=22AND(LO(N)=L)THENLO(N)=
-1:PRINT"YOU HAVE THE LISTINGS."
:GOTO161
153 IFN=23AND(LO(N)=L)THENLO(N)=
-1:PRINT"I DON'T KNOW WHY YOU WA
NT IT BUTIT IS NOW YOURS.":GOTO1
61
154 IFN=24AND(LO(N)=L)AND(F(9))T
HENLO(N)=-1:PRINT"YOU NOW HAVE A
 BLONDE WIG. NOW  WHAT?":GOTO161
155 IFN=25AND(LO(N)=L)AND(F(9))T
HENLO(N)=-1:PRINT"YOU NOW HAVE A
 LOVELY BLUE      DRESS. WHAT NE
XT?":GOTO161
156 IFN=26AND(LO(N)=L)THENLO(N)=
-1:F(6)=1:PRINT"YOU NOW HAVE A P
ROP PISTOL.":GOTO161
157 IFN=27AND(LO(N)=L)THENPRINT"
THERE ARE SO MANY HATS AND WIGS
YOU DON'T HAVE TIME TO CHOOSE.":
GOTO97
158 IFN=28AND(LO(N)=L)THENPRINT"
SO MANY DIFFERENT COSTUMES YOU
SIMPLY CAN'T DECIDE. SORRY!":GOT
O97
159 IFN=29AND(LO(N)=L)THENLO(N)=
-1:PRINT"YOU HAVE THE PERFUME NO
W YOU    BRUTE!":GOTO161
16Ø PRINT"I DON'T UNDERSTAND.":G
OTO97
161 IN=IN+1:GOTO97
162 IFN=1AND(LO(N)=-1)THENLO(N)=
L:PRINT"IT DROPS WITH A CLATTER.
 SHHHH!!":GOTO187
163 IFN=2AND(LO(N)=-1)THENLO(N)=
L:PRINT"OKAY.":GOTO187
164 IFN=3AND(LO(N)=-1)THENLO(N)=
L:PRINT"IT DROPS WITH A SPLAT!":
GOTO187
165 IFN=4AND(LO(N)=-1)THENLO(N)=
L:F(1)=Ø:PRINT"JINGLE-JANGLE. TH
EY ARE DROPPED.":GOTO187
166 IFN=5AND(LO(N)=-1)THENLO(N)=
L:PRINT"YOU'RE NOT AS PERVERTED
AS I    THOUGHT. GLAD YOU DROPPE
D THEM.":GOTO187
167 IFN=6AND(LO(N)=-1)THENLO(N)=
L:F(8)=Ø:PRINT"MONEY MEANS NOTHI
NG TO YOU? A   SIGN OF GOOD CHAR
ACTER. DROPPED.":GOTO187
168 IFN=7AND(LO(N)=-1)THENLO(N)=
L:PRINT"IT SLIPS OUT OF YOUR HAN
D AND   SLIDES ALONG THE FLOOR."
:GOTO187
169 IFN=8AND(LO(N)=-1)THENLO(N)=
L:PRINT"TRYING TO LOSE WEIGHT? I
T IS    DROPPED.":GOTO187
17Ø IFN=9AND(LO(N)=-1)THENLO(N)=
L:PRINT"YOU THROW IT DOWN WITH D
ISGUST.":GOTO187
171 IFN=1ØAND(LO(N)=-1)THENLO(N)
=L:PRINT"YOU ARE THROWING AWAY E
XPENSIVE TICKETS. YOU SHOULD SCA
LP THEM.":GOTO187
172 IFN=12AND(LO(N)=-1)THENLO(N)
=L:PRINT"YOU PLACE IT DOWN GENTL
Y. PAINT CANS CAN EXPLODE YOU KN
OW!":GOTO187
173 IFN=13AND(LO(N)=-1)THENLO(N)
=L:F(2)=Ø:PRINT"IT IS DROPPED.":
GOTO187
174 IFN=14AND(LO(N)=-1)THENLO(N)
=L:F(7)=Ø:PRINT"CAREFUL! YOU ALM
 OST CUT YOUR    FOOT OFF YOU CLU
 MSY OAF!":GOTO187
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175 IFN=17AND(LO(N)=-1)THENLO(N)
=L:PRINT"THEY FLUTTER TO THE FLO
OR.":GOTO 187
176 IFN=18AND(LO(N)=-1)THENLO(N)
=Ø:PRINT"THE PIECES SCATTER AROU
ND THE   ROOM.":GOTO187
177 IFN=19AND(LO(N)=-1)THENLO(N)
=L:F(3)=Ø:PRINT"IT IS DROPPED.":
GOTO187
178 IFN=2ØAND(LO(N)=-1)THENLO(N)
=L:PRINT"THEY ARE DROPPED.":GOTO
187
179 IFN=21AND(LO(N)=-1)THENLO(N)
=L:PRINT"THEY ARE DROPPED.":GOTO
187
18Ø IFN=22AND(LO(N)=-1)THENLO(N)
=L:PRINT"YOU MAY BE LOOKING FOR
WORK IF  YOU DON'T HURRY UP!":GO
TO187
181 IFN=23AND(LO(N)=-1)THENLO(N)
=L:PRINT"IT DROPS WITH A CLATTER
. YOU AREA NOISY FELLOW AREN'T Y
OU?":GOTO187
182 IFN=24AND(LO(N)=-1)THENLO(N)
=L:F(4)=Ø:PRINT"AND IT WENT SO N
ICELY WITH YOUR SIDEBURNS!":GOTO
187
183 IFN=25AND(LO(N)=-1)THENLO(N)
=L:F(5)=Ø:PRINT"WHAT'S THE MATTE
R? DIDN'T THE   COLOR MATCH YOUR
 EYES?":GOTO187
184 IFN=26AND(LO(N)=-1)THENLO(N)
=L:F(6)=Ø:PRINT"PLACE IT DOWN GE
NTLY. THESE     THINGS CAN BE DA
NGEROUS.":GOTO187
185 IFN=29AND(LO(N)=-1)THENLO(N)
=L:PRINT"YOU WOULD HAVE PREFERRE
D ENGLISHLEATHER PERHAPS?":GOTO1
87
186 PRINT"I DON'T UNDERSTAND.":G
OTO97
187 IN=IN-1:GOTO97
188 IFN=2AND(LO(N)=LORLO(N)=-1)T
HENPRINT"DUE TO ILLNESS NIGEL WR
ATH-HORN WILL BE UNABLE TO PERFO
RM TODAY.":GOTO97
189 IFN=9AND(LO(N)=-1)THEN PRINT
"BECAUSE OF ILLNESS, MR. NIGEL
 WRATH-HORN WILL NOT PERFORM IN
 TONIGHT'S SHOW. HIS UNDERSTUDY
 WILL REPLACE HIM.":GOTO97
19Ø IFN=16AND(LO(N)=L)THENPRINT"
NO ONE ADMITTED BEYOND THIS AREA
WITHOUT A BACKSTAGE PASS.":GOTO9
7
191 IFN=17AND(LO(N)=LORLO(N)=-1)
THENPRINT"SOME WISH YOU WELL AND
 OTHERS   ARE ADDRESSED TO YOUR
UNDERSTUDY":GOTO97
192 IFN=18AND(LO(N)=-1)THENPRINT
"THEY ARE YOUR GOOD REVIEWS FROM
 THE TOUR. RIPPED UP FOR SPITE."
:GOTO97
193 IFN=19AND(LO(N)=-1)THENLO(24
)=58:LO(25)=55:F(9)=1:PRINT"IT I
S THE PASS HE SECURED FOR A YOUN
G BLONDE THEATRE GROUPIE!":GOTO9
7
194 IFN=21AND(LO(N)=-1)THENPRINT
"THEY ARE PUBLICITY FOR FUTURE
 SHOWS YOU ARE SUPPOSED TO BE IN
.":GOTO97
195 IFN=22AND(LO(N)=-1)THENPRINT
"AUDITIONS YOU MAY NEED IN THE
 FUTURE IF YOU DON'T SUCCEED NOW
.":GOTO97
196 IFN=32AND(LO(N)=L)THENPRINT"
NOBODY ADMITTED BEYOND THIS
POINT WITHOUT A BACKSTAGE PASS."
:GOTO97
197 PRINT"I DON'T UNDERSTAND.":G
OTO97
198 IFN=1AND(LO(N)=-1)THENPRINT"
JUST A MOP BUCKET.":GOTO97
199 IFN=3AND(LO(N)=-1)THENPRINT"
IT SAYS 'MAKEOVER MAKEUP-FIRST
NAME IN COVERING YOUR FACE.'
THERE IS AN ODD SMELL.":GOTO97
2ØØ IFN=4AND(LO(N)=-1)THENPRINT"
MANY KEYS. LOOKS LIKE YOU COULD
OPEN EVERY DOOR IN THE THEATRE."
:GOTO97
2Ø1 IFN=5AND(LO(N)=-1)THENPRINT"
PRETTY. PINK. SOFT SATIN.":GOTO9
7
2Ø2 IFN=6AND(LO(N)=-1)THENPRINT"
LOTS OF MONEY BUT NO I.D. INSIDE
":GOTO97
2Ø3 IFN=7AND(LO(N)=-1)THENPRINT"
A BAR OF IVORY SOAP":GOTO97
2Ø4 IFN=8AND(LO(N)=-1)THENPRINT"
YUM! A SNICKERS BAR!":GOTO97
2Ø5 IFN=1ØAND(LO(N)=-1)THENPRINT
"THESE ARE FOR TOMORROW'S SHOW!
 WOULDN'T YOU LIKE TO BE ONSTAGE
 FOR THAT SHOW? THEN HURRY!":GOT
O97
2Ø6 IFN=11AND(LO(N)=L)THENPRINT"
YOU COULD GET A HERNIA HAULING
THIS THING AROUND!":GOTO97
2Ø7 IFN=12AND(LO(N)=-1)THENPRINT
"AN OLD CAN OF RED SPRAY PAINT."
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:GOTO97
2Ø8 IFN=13AND(LO(N)=-1)THENPRINT
"A WHITE RUBBER MALLET.":GOTO97
2Ø9 IFN=14AND(LO(N)=-1)THENPRINT
"IT IS VERY SHARP! YOU COULD KIL
LSOMEONE WITH THIS! BE CAREFUL!!
":GOTO97
21Ø IFN=15AND(LO(N)=L)THENPRINT"
HE IS GETTING INTO CHARACTER AND
DOES NOT SEE YOU AS YOU CREEP UP
ON HIM!":GOTO97
211 IFN=2ØAND(LO(N)=-1)THENPRINT
"LONG STEM ROSES AND BOUQUETS OF
 CARNATIONS.":GOTO97
212 IFN=23AND(LO(N)=-1)THENPRINT
"NOTHING HERE. HURRY OR YOUR
 CAREER WILL BE TRASHED!":GOTO97
213 IFN=24AND(LO(N)=-1)THENPRINT
"IT WOULD LOOK SOOOO CUTE ON YOU
!":GOTO97
214 IFN=25AND(LO(N)=-1)THENPRINT
"AMAZING! IT HAPPENS TO BE YOUR
 SIZE!":GOTO97
215 IFN=26AND(LO(N)=-1)THENPRINT
"THERE ARE THREE BLANK CARTRIDGE
SIN IT.":GOTO97
216 IFN=27AND(LO(N)=L)THENPRINT"
MANY STYLES AND TYPES. TOO MANY
TO CHOOSE FROM.":GOTO97
217 IFN=28AND(LO(N)=L)THENPRINT"
A STAGGERING ARRAY. DON'T WASTE
YOUR TIME TRYING TO DECIDE.":GOT
O97
218 IFN=29AND(LO(N)=-1)THENPRINT
"A VERY CHEAP BRAND.":GOTO97
219 IFN=3ØAND(LO(N)=L)THENPRINT"
THE DOOR IS SECURELY LOCKED.":GO
TO97
22Ø IFN=31AND(LO(N)=L)THENPRINT"
IT IS CLOSED AND LOCKED.":GOTO97
221 GOTO188
222 IFN=3AND(LO(N)=-1)THENGOTO25
7
223 IFN=5AND(LO(N)=-1)THENPRINT"
YOU'RE DISGUSTING! SORRY, YOU
PERVERT, THEY ARE CLEAN. HA!":GO
TO97
224 IFN=7AND(LO(N)=-1)THENPRINT"
IT SMELLS LIKE SOAP. WHAT ELSE?"
:GOTO97
225 IFN=2ØAND(LO(N)=LORLO(N)=-1)
THENPRINT"THEY SMELL LOVELY. NOW
 HURRY!":GOTO97
226 IFN=29AND(LO(N)=-1)THENPRINT
"OBVIOUSLY FROM SOME YOUNG TEENY
 BOPPER! IT SMELLS CHEAP.":GOTO9
7
227 PRINT"I DON'T UNDERSTAND.":G
OTO97
228 IFN=8AND(LO(N)=L)AND(F(8))TH
ENLO(N)=-1:PRINT"OVERPRICED, BUT
 YOU BOUGHT IT.":GOTO161
229 IFN=1ØAND(LO(N)=L)AND(F(8))T
HENLO(N)=-1:PRINT"VERY EXPENSIVE
 BUT YOU CAN      AFFORD IT!":GO
TO161
23Ø PRINT"I DON'T UNDERSTAND.":G
OTO97
231 IFN=15AND(LO(N)=L)AND(F(6))T
HENGOTO258
232 IFN=26AND(LO(N)=-1)THEN PRIN
T "YOU MUST TELL ME WHO TO SHOOT
.":GOTO97
233 PRINT"I DON'T UNDERSTAND.":G
OTO97
234 IFN=3AND(LO(N)=-1)THENGOTO25
7
235 IFN=5AND(LO(N)=-1)THENPRINT"
TAKE YOUR PERVERSIONS ELSEWHERE
PLEASE. I REFUSE.":GOTO97
236 IFN=24AND(LO(N)=-1)THENF(4)=
1:PRINT"IT LOOKS VERY-UH-INTERES
TING ON YOU.":GOTO97
237 IFN=25AND(LO(N)=-1)THENF(5)=
1:PRINT"AND THIS ONE FITS JUUUST
 RIGHT.":GOTO97
```
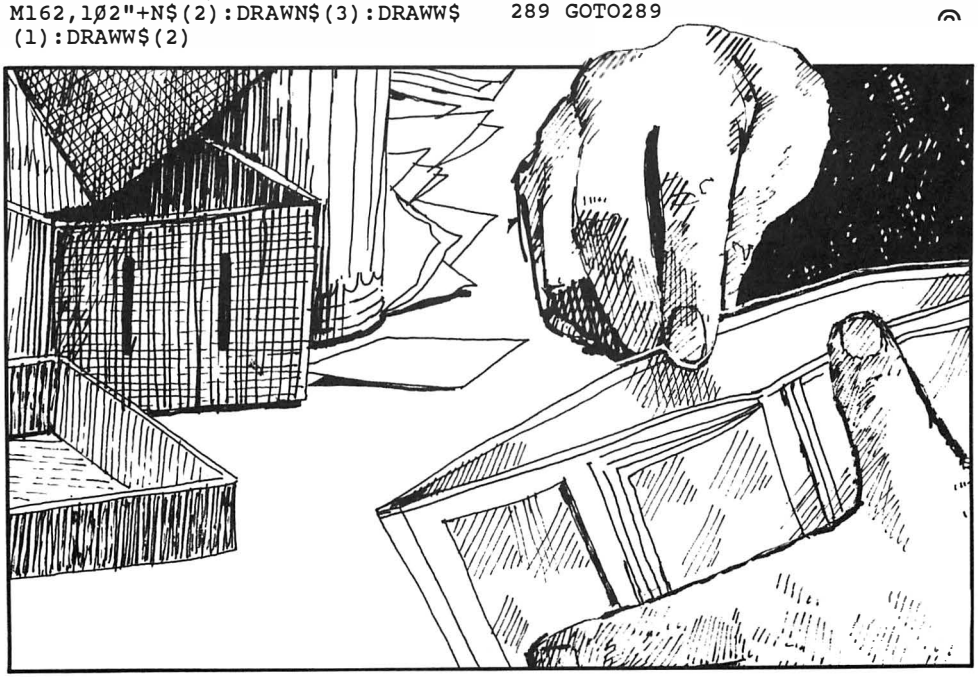
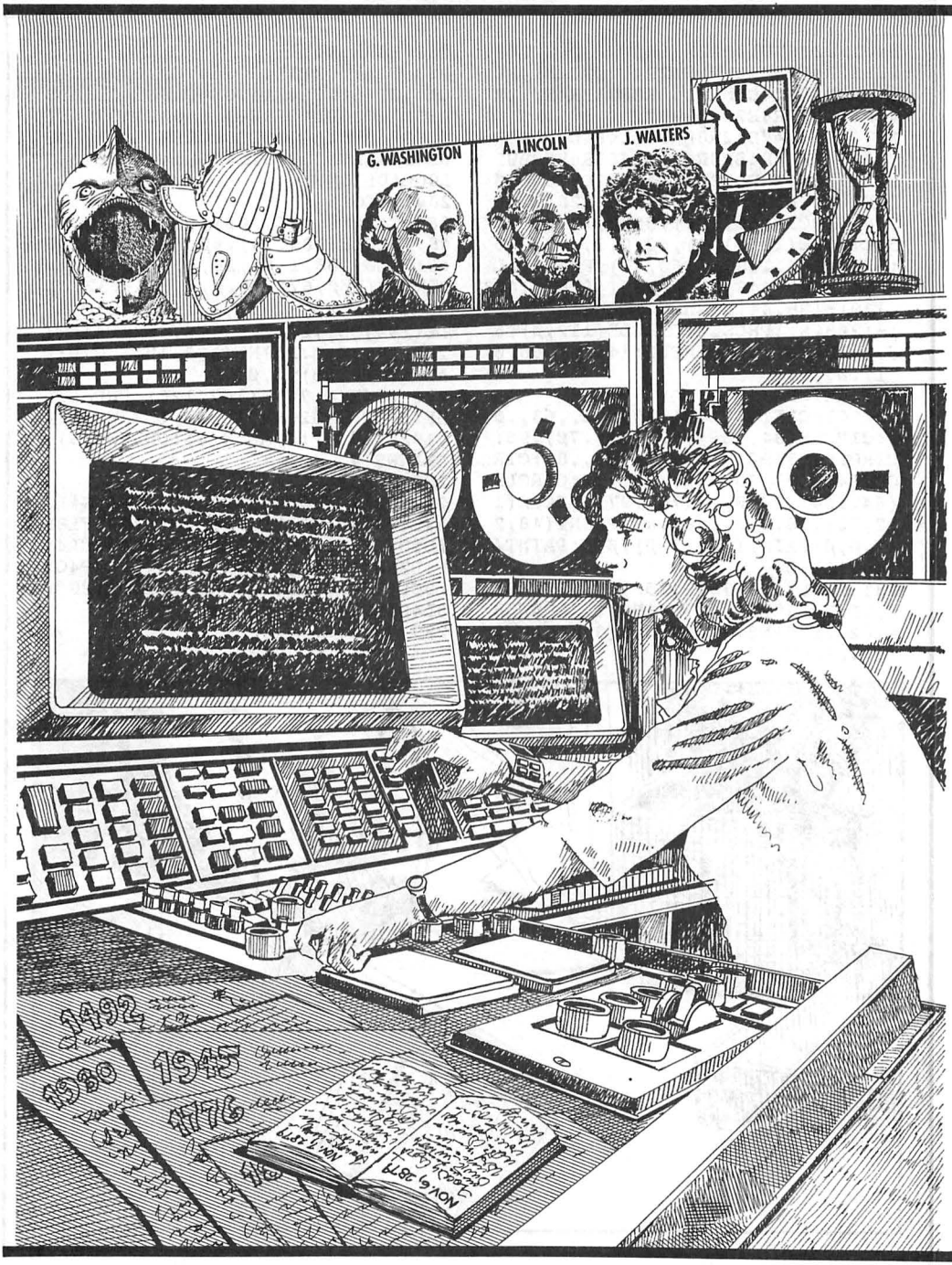

```
238 PRINT"I DON'T UNDERSTAND.":G
OTO97
239 IFN=15AND(LO(N)=L)AND(F(7))T
HENGOTO259
24Ø IFN=14AND(LO(N)=-1)THEN PRIN
T"YOU MUST TELL ME WHO TO STAB."
:GOTO97
```

```
241 PRINT"I DON'T UNDERSTAND.":G
OTO97
242 IFN=15AND(LO(N)=L)AND(F(2))T
HENGOTO264
243 IFN=15THENPRINT"YOU MUST HAV
E SOMETHING TO KNOCKHIM OUT WITH
.":GOTO97
244 IFN=13AND(LO(N)=-1)THENPRINT
"YOU MUST TELL ME WHO TO HIT.":G
OTO97
245 PRINT"I DON'T UNDERSTAND.":G
OTO97
246 IFN=8AND(LO(N)=-1)THENLO(N)=
Ø:PRINT"PRETTY HUNGRY AREN'T YOU
?":GOTO187
247 PRINT"I DON'T UNDERSTAND.":G
OTO97
248 IFN=19AND(LO(N)=-1)AND(F(4))
AND(F(5))THEND(61,3)=62:PRINT"TH
E RUSE WORKED. THE CRUEL STAGEMA
NAGER LETS YOU ENTER THE STAGE":
GOTO97
249 IFN=19AND(LO(N)=-1)AND(L5=61
)THENGOTO26Ø
25Ø IFN=19AND(LO(N)=-1)THENPRINT
"IT WILL DO YOU NO GOOD HERE!":G
OTO97
251 IFN=1ØAND(LO(N)=-1)THENPRINT
"TICKETS FOR TOMORROW NIGHT WILL
 NOT HELP YOU TONIGHT!":GOTO97
252 PRINT"I DON'T UNDERSTAND.":G
OTO97
253 IFN=3ØAND(LO(N)=L)AND(F(1))T
HEND(64,2)=6Ø:PRINT"THE DOOR IS
UNLOCKED AND OPENED.":GOTO97
254 IFN=31AND(LO(N)=L)AND(F(1))T
HEND(22,4)=59:PRINT"THE ENTRANCE
 IS UNLOCKED AND    OPENED.":GOT
O97
255 PRINT"I DON'T UNDERSTAND.":G
OTO97
256 PRINT"SORRY. YOU'VE TAKEN TO
O LONG TO STOP YOUR UNDERSTUDY.
THE        CURTAIN GOES UP. THE S
HOW GOES   ON. HE IS A STAR AND Y
OU ARE     YESTERDAY'S NEWS.":GOT
O262
257 PRINT"THE GREASEPAINT IS VER
Y OLD. THESTENCH MAKES YOU DIZZY
 AND YOU   PASS OUT. BY THE TIME
YOU AWAKE IT IS TOO LATE.":GOTO2
61
258 PRINT"JUST BLANKS CAN'T KILL
 HIM. THE SHOTS BRING THE QUEEN'
S BODY-    GUARDS SWARMING AND YO
U ARE      HAULED OFF TO JAIL.":G
OTO261
259 PRINT"YOU KILL HIM AND GO ON
 IN        TRIUMPH. BUT THE MURDE
R IS       DISCOVERED AT INTERMIS
SION AND   YOU ARE ARRESTED. SORR
Y.":GOTO261
26Ø PRINT"SHE DOESN'T BELIEVE YO
UR STORY   OR DISGUISE AND PROMPT
LY THROWS YOU OUT OF THE THEATRE
."
261 PRINT"THAT MISCUE OCCURRED A
T:":PRINT"7 :"M": "S$
262 PLAY"V25T3O3P4L2CL3CL8CL2CE-
L8DL3DL8CL3CO2L8BO3L2CP2":FORX=1
TO2ØØØ:NEXTX
263 RESTORE:GOTO1Ø
264 PRINT"YOU KNOCK HIM UNCONSCI
OUS AND GOONSTAGE IN TRIUMPH. TH
E QUEEN    LOVES YOUR PERFORMANCE
 AND YOU   ARE THE TOAST OF LONDO
N!!!!!!!!!":PRINT:PRINT"AND LOOK
--WITH TIME TO SPARE!?!":PRINT:P
RINT"7 :"M": "S$
265 PRINT:PRINT"STANDBY  FOR  YO
UR  REWARD!!!!!!"
266 FORX=1TO2ØØØ:NEXTX
267 CLEAR3ØØ:GOSUB27Ø:GOTO285
268 'title pages for
269 'an actor's nightmare
27Ø PMODE4,1:PCLS1
271 N$(1)="C1R4ND6R4BR6D6U3R6D3U
6BR6NR6D3NR6D3NR6":N$(2)="U8E4F4
D2NL8D6BR8R4NE2L4H2U8E2R4NF2BR8R
4ND12R4BR8NR4G2D8F2R4E2U8H2BR8D1
2U6R4F2ND4H2E2U2H2NLBR6NR2D2NR2B
D2E2U2BR4NR8D6R8D6L8"
272 N$(3)="BM148,12ØC1U12D2F8NU1
ØD2BR4R6L3U12NL3R3BR6R4NF2L4G2D8
F2R4E2U4NL4BR6NU6ND6R6ND6U6BR4R4
ND12R4BR4ND12F4E4D12BR6U8E4F4D4N
L8D4BR6U12R4F2D2G2NL4F2D4BR6NR6U
6NR4U6R6"
273 N$(4)="BM17,12ØU12R5F3D6G3L5
BR16U12R4F2D2G2NL4F2D4BR8NR8U6NR
6U6R8BD12BR8U8E4F4D2NL8D6BR8U12F
4E4D12"
274 W$(1)="BM22,18ØCØD8R4U4NL4BR
4F2NE2G2NL8BR16NU12E4F4NU12BR6U8
E4F4D2NL8D6BR6NU12R8BR8U12NL4R4B
R2Ø"
275 W$(2)="R4ND12R4BR6D12U6R8NU6
D6BR6R8L4U12L4R8BR6D12U1ØF8D2U12
BR6D12U1ØF8D2U12BR6NR8D6NR6D6R8B
R6R8U6L8U6R8"
276 W$(3)="BM22,175CØBR2NG2R4F2B
L8D8F2R4E2BR8NF2U8E2R4F2D8G2L4BR
```

```
14U12D2F8NU1ØD2BR16BU6NL3D4G2L4H
2U8E2R4F2BD1ØBR8U12R4F2D2G2NL4F2
D4BR8U8E4F4D2NL8D6BR8BU12R4ND12R
4BR8D1ØF2R4E2U1ØBR8"
277 W$(4)="D12R8BR8U8E4F4D2NL8D6
BR12U12NL4R4BR8R6L3D12L3R6BR8BU2
NF2U8E2R4F2D8G2L4BR14U12D2F8NU1Ø
D2BR8BU2F2R4E2U2H2L4H2U2E2R4F2"
278 CIRCLE(6Ø,1Ø8),6Ø,Ø,1,.Ø5,.5
5:CIRCLE(196,1Ø8),6Ø,Ø,1,.95,.45
:LINE(116,128)-(16Ø,44),PRESET:L
INE(4,92)-(48,8),PRESET:LINE(142
,13Ø)-(98,44),PRESET:LINE(252,92
)-(2Ø8,8),PRESET:CIRCLE(112,Ø),6
6,Ø,1,.13,.49:CIRCLE(144,Ø),66,Ø
,1,.Ø3,.38
279 RETURN
28Ø CIRCLE(42,146),4Ø,Ø,1,.63,.Ø
2:CIRCLE(34,165),5Ø,Ø,1,.7Ø,.95:
CIRCLE(53,9Ø),28,Ø,1,.63,.82:CIR
CLE(44,47),28,Ø,1,.13,.32:CIRCLE
(84,1Ø4),28,Ø,1,.78,.97:CIRCLE(1
12,72),28,Ø,1,.28,.47:PAINT(48,2
4),Ø,Ø:PAINT(128,1ØØ),Ø,Ø:PAINT(
148,56),Ø,Ø
281 LINE(144,74)-(255,126),PRESE
T,BF:DRAW"BM18Ø,78"+N$(1):DRAW"B
M162,1Ø2"+N$(2):DRAWN$(3):DRAWW$
(1):DRAWW$(2)
282 SCREEN1,1
283 PLAY"O2T3L4GO3L4.CO2L4CL8CL4
CL4.GL4CL8CL4CL4.GL4CL8CL4CL1AL8
DEFGABO3CDL4EL8EL3.C#O2L8AO3L4DL
8DO2L4BL8AL4GO3CL8CO2L2AL8DEFGAB
O3CDL4EL8EL3C#O2L4AO3L4.DO2L4BO3
L8CL4DL1C"
284 GOTO1Ø
285 CIRCLE(196,1Ø8),4Ø,Ø,1,.97,.
45:CIRCLE(188,84),5Ø,Ø,1,.Ø7,.35
:CIRCLE(158,11Ø),28,Ø,1,.63,.82:
CIRCLE(15Ø,67),28,Ø,1,.13,.32:CI
RCLE(226,83),28,Ø,1,.52,.72:CIRC
LE(194,55),28,Ø,1,.Ø3,.22:PAINT(
2Ø8,24),Ø,Ø:PAINT(128,1ØØ),Ø,Ø:P
AINT(1Ø8,56),Ø,Ø
286 LINE(Ø,74)-(1Ø7,126),PRESET,
BF:DRAW"BM32,78"+N$(1):DRAW"BM14
,1Ø2"+N$(2):DRAWN$(4):DRAWW$(3):
DRAWW$(4)
287 SCREEN1,1
288 PLAY"T3O3L4CO2G#FD#L8FL4G#L8
A#L4O3CP4EFL8EL1FL8G#G#G#L2.FL8D
#D#D#L2.CO2L6A#O3CO2A#G#A#O3CL4F
P4L2GP4O2L8G#L4G#L8GL4G#L2A#P4O3
L8CL4CO2L8A#O3L4CL2C#P4L4D#L2G#P
8L4D#L2G#L1D#G#"
289 GOTO289
```




G. WASHINGTON
A. LINCOLN
J. WALTERS
1492
1530
1945
1776

The Time Machine

Program by
Jason Hunter Dolinsky

As a scientist and inventor, your entire life has been dedicated to the constant implementation of creative dreams and ideas. However, that one, earth-shaking discovery continued to elude you, year after year, decade after decade. But that appears to be all in the past now, so to speak, with your newest and most miraculous invention: the time machine. How ironic, you were practically ready to admit defeat to the one element you now possess control of . . . time.

The machine is a surprisingly small apparatus, about the size of a wristwatch. It is designed to take its user into any point in time. Four color-coded buttons on the face of the mechanism can be preset to allow travel into any specific historical era, either past or future. You simply press the desired button to enter your destination. Of course, one button must be reserved to permit a safe return to the present.

To confirm the effectiveness of your inven-

tion, a trial expedition involved a short exploration into the age of the dinosaurs. However, upon returning, you discover that the time machine had a dramatic effect on three historical events. Due to a design flaw, the law of infinite entropy or time disorder will destroy the universe, both past and present, at midnight tonight.

It is now 10:00 p.m. You must use the time machine to journey into the three eras in which history has been altered and attempt to correct them. The buttons have been preset for each of the eras. The white button is set for return to the present. Of course, if your Adventures are less than completely successful within the two hours remaining, all time will be destroyed.

The Time Machine is a text Adventure. As long as you are in possession of the time machine, the date and a real-time clock will be displayed in the upper portion of the screen.

Single-key directional commands of N, S, E, W, U and D and the standard two-word commands are accepted. Commands may be abbreviated by typing only the first three letters of both the verb and noun to speed game play (e.g., SHO MAI may be used instead of SHOOT MAILMAN). The following verbs may be used:

BUY	GO	LOOK	SAVE
CHANGE	HIDE	PUSH	SAY
CLIMB	JUMP	PUT	SCORE
GET	LISTEN	READ	SHOOT
GIVE	LOAD	REMOVE	WEAR

Be sure to use the LISTEN command whenever anyone is talking to gather vital clues in solving the Adventure.

A game save feature may also be used, but the program is designed to SAVE and LOAD only from disk. If you do not have a disk drive attached, this option is not available.

Due to memory limitations, disk users must enter POKE25,14:POKE 3584,0:NEW *and tape users must type* PCLEAR1 *before loading the Adventure.*

If the BREAK *key is inadvertently pressed during game play, type* CLS:PRINT:GOTO9 *to continue playing the Adventure at the point you left off.*

Jason Dolinsky is a senior and honor student at Herricks High School in Long Island, New York. He is a self-taught programmer and would enjoy receiving correspondence regarding his program. Questions or comments may be addressed to Jason at 115 Robby Lane, Manhasset Hills, NY 11040. Please enclose an SASE when writing for a reply.

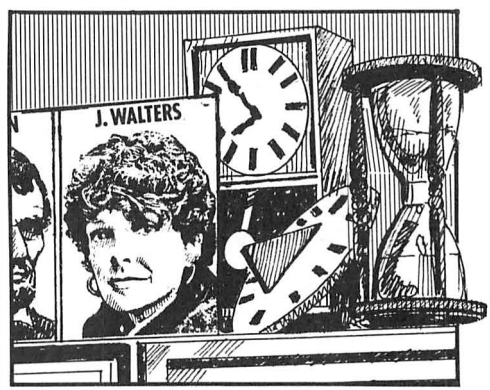
TIMEMACH 32K ECB

Caution — Packed Lines!

Some of the lines in this program are "packed" and may be too long to enter in a normal fashion. If the CoCo stops accepting characters, press ENTER, go into the EDIT mode (type EDIT followed by the line number), press 'X' (the EDIT command for extending the line), and then type in the few remaining characters. (We do not recommend using this technique in your own programs as serious problems could result.)

```
1 CLS:PRINT@4Ø,"THE":PRINT@141,"
TIME":PRINT@243,"MACHINE":PRINT@
288,"CREATED BY JASON HUNTER DOL
INSKY":PRINTTAB(2)"DEDICATED TO
ADAM AND BRAD
2 CLEAR15ØØ,32739:GOSUB2Ø6
3 RESTORE:PRINT:T1=1Ø:T2=ØØ:TP$=
"PM":RI=1:DT$="NOV 6,2879":CA=2:
OP=Ø
4 TIMER=Ø:ZV=48:ZO=25:ZR=29
5 DIM OLONG$(ZO),OI$(ZO),O(ZO),R
$(ZR),RS$(ZR),R(ZR,5),T(3),F(15)
6 VL$="N!!S!!E!!W!!U!!D!!GO!CHAS
ETASKTALQUESAYHITJUMKNOKILLISHEA
TRALOOREAEXASEAPUSPREPULGETTAKGR
AWEAHIDGIVBUYSELPUTPLAHELCLUHINS
COLOASAVREMI!!INVDROLEA":T(Ø)=1:
T(1)=2:T(2)=16:T(3)=26
7 R=1:FORI=1TOZR:READR$(I),RS$(I
),R(I,Ø),R(I,1),R(I,2),R(I,3),R(
I,4),R(I,5):NEXTI
8 NL$="":FORI=1TOZO:READOLONG$(I
),OI$(I),OO$,O(I):NL$=NL$+LEFT$(
OO$+STRING$(3,128),3):NEXTI
9 IFO(22)<>Ø THENF(9)=Ø
1Ø SC=1:W$="    "+R$(R):GOSUB175:
W1$="":RT=Ø
11 FORI=1TOZO:IFR<>O(I)THEN14
12 W2$=OL$(I):IFLEN(W1$)+LEN(W2$
)>245 THENRT=1:GOTO15
13 W1$=W1$+" "+W2$
14 NEXTI:RT=Ø
15 GOSUB18Ø
16 IFRT=1 THENW1$="":W$=" ":GOTO
12
17 EXEC
18 '
19 W$="":W1$="":PRINT"WELL ? ";:
WW$="WELL ? ":GOSUB211:CM$=IN$:G
OSUB236:IFCM$=""THEN19
2Ø LM$=LEFT$(CM$+"    ",4):IFLM$
="QUIT"THEN234
21 IFLM$="PRIN"ORLM$="HARD"THENW
$="TURN PRINTER ON":GOSUB178:F(1
2)=-1:GOTO19
22 SAY$="":IFINSTR(CM$," ")=Ø TH
EN VB$=CM$:NN$="":GOTO25
23 I=INSTR(CM$," "):VB$=LEFT$(CM
$,I-1):IFI=LEN(CM$)THENNN$="":GO
TO25
24 NN$=MID$(CM$,I+1):SA$=NN$
25 VB$=LEFT$(VB$+"!!!",3):NN$=LE
FT$(NN$+"!!!",3):VB=1:NN=1
26 IFVB$="CLI"ORVB$="WAL"THENVB$
="GO!"ELSEIFVB$="SHO"THENVB$="KI
L" ELSEIFVB$="EAT"THENW$="HOW CA
N YOU THINK OF FOOD AT A TIME LI
KE THIS? YOU ARE"+STR$(12*6Ø-T1*
6Ø-T2)+" MINUTES AWAY FROM ARMAG
EDDON.":GOSUB178:GOTO19
27 IFNN$="VOL"AND R=1 THENNN$="A
LL"ELSEIFNN$="SLE"THENNN$="PIL"E
LSEIFNN$="BIL"THENNN$="DOL"
28 VB=INSTR(VB,VL$,VB$):IFVB=Ø T
HEN2ØØ
29 IF(VB-1)-3*INT((VB-1)/3)=Ø TH
EN32
3Ø VB=VB+1:IFVB>LEN(VL$)THEN2ØØ
31 GOTO28
32 NN=INSTR(NN,NL$,NN$):IFNN=Ø T
HEN35
33 IF(NN-1)-3*INT((NN-1)/3)=Ø TH
EN35
34 NN=NN+1:IFNN>LEN(NL$)THENNN=Ø
 ELSE32
35 NN=INT((NN-1)/3+1)
36 GOSUB166:ON(VB-1)/3+1 GOTO37,
38,39,42,43,44,47,55,55,62,62,62
,62,66,66,66,66,69,69,75,77,77,7
7,77,92,92,92,1ØØ,1ØØ,1ØØ,111,11
3,117,12Ø,124,125,125,132,132,13
2,137,144,148,154,157,157,16Ø,16
Ø
37 DR=Ø:GOTO45
38 DR=1:GOTO45
39 DR=2:IFR=12ANDF(2)=Ø THENW$="
WHEN YOU JUMPED ON THE SHIP, THE
 SAILORS DIDN'T LIKE THE LOOKS O
F YOU AND THREW YOU ONTO THE DOC
K, LAUGHING THEIR EARS OFF.":GOS
UB178:GOTO19
4Ø IFR=19ANDF(9)=Ø THENW$="AS YO
U ENTER THE BUILDING AND BEGIN T
O WALK DOWN THE HALL, A SOLDIER
SPOTS YOU. HE PULLS OUT HIS GUN
AND POINTS IT TOWARD YOU.":GOSUB
178:GOTO233
41 GOTO45
42 DR=3:GOTO45
43 DR=4:GOTO45
```

```
44 DR=5
45 IFR(R,DR)=Ø THENW$="I'M SORRY
, BUT YOU CANNOT GO IN THAT DIRE
CTION.":GOSUB178:GOTO19
46 R=R(R,DR):GOTO9
47 IFNN$="N!!"ORNN$="NOR"THEN37
48 IFNN$="S!!"ORNN$="SOU"THEN38
49 IFNN$="E!!"ORNN$="EAS"THEN39
5Ø IFNN$="W!!"ORNN$="WES"THEN42
51 IFNN$="U!!"ORNN$="UP!"THEN43
52 IFNN$="D!!"ORNN$="DOW"THEN44
53 IFNN$="TRE"AND R=16THENR=25:G
OTO9
54 W$="I CANNOT GO THERE. PLEASE
 TRY A DIRECTION LIKE EAST OR WE
ST.":GOSUB178:GOTO19
55 IFF(13)=-1OR(NN$<>"COU"ANDNN$
<>"HEA"ANDNN$<>"DES"ANDNN$<>"TRI
"ANDNN$<>"PLA")THEN2ØØ
56 IFR<>14THEN2ØØ
57 PRINT"WITH WHAT ? ";:WW$="WIT
H WHAT ? ":GOSUB211:IN$=LEFT$(IN
$+"!!!",3):IFO(4)<>Ø OR(IN$<>"HI
S"ANDIN$<>"BOO"ANDIN$<>"MAP")THE
NW$="I'M SORRY, BUT THAT'S NOT P
OSSIBLE.":GOSUB178:GOTO19
58 W$="LOOKING AT THE MAPS IN TH
E HISTORY BOOK, YOU MANAGED TO F
IGURE OUT A COURSE THAT LEADS TO
 THE NEW WORLD. ":IFO(3)<>Ø ORF(
4)=1 THEN61
59 W$=W$+"YOU TELL THE NAVIGATOR
 THE NEW COURSE, AND HE ARRANGES
 IT. FORTUNATELY, HE DIDN'T QUES
TION YOUR ORDERS, PROBABLY DUE T
O THE FACT THAT YOU HAD THE MAP.
":GOSUB178:F(13)=-1:FX=1:R$(14)=
LEFT$(R$(R),83)+MID$(R$(R),2Ø7):
:GOTO229
6Ø GOTO19
61 W$=W$+"UNFORTUNATELY THE NAVI
GATOR COULD NOT UNDERSTAND YOU."
:GOSUB178:GOTO19
62 IF(NN$="SI!"ANDF(6)=2AND(O(3)
<>ØORF(4)=1))OR(NN$="YES"ANDF(6)
=2AND(O(3)=ØANDF(4)=Ø))THENW$="H
E HEARD THE REPLIES AND LEFT THE
 PRISON GOING EAST WITH SOME OF
THE PRISONERS FOLLOWING.":R(1Ø,2
)=6:F(5)=Ø:F(6)=Ø:F(2)=1:GOSUB17
8:GOTO19
63 IF(LEFT$(SAY$+"    ",3)="JOA"O
RLEFT$(SA$+"    ",3)="WAL")ANDCJ=
Ø ANDR=27 THEN64 ELSEW$="YOU SAI
D "+CHR$(34)+SAY$+CHR$(34)+" BUT
 NOTHING HAPPENED.":GOSUB178:GOT
O19
64 W$="YOU CALL FOR JOAN AND SHE
 GOES TO YOU. SHE SAYS 'HI. I'M
SORRY, BUT I MUST KEEP THIS SHOR
T. I'M VERY BUSY BECAUSE MY ACCO
UNTANT, THE CROOK, STOLE MOST OF
 MY CAMPAIGN MONEY. WITHOUT IT I
 WON'T BE ABLE TO RUN MY CAMPAIG
N. IT IS A CRITICAL"
65 CJ=1:W1$=" TIME AND I NEED TH
E MONEY NOW. I MIGHT EVEN HAVE T
O DROP FROM THE CAMPAIGN... WELL
, I'M SORRY FOR TELLING YOU MY P
ROBLEMS. I'M SORRY, BUT I MUST R
UN.'":GOSUB178:GOTO19
66 IF(NN$="SOL"ORNN$="NAZ")ANDO(
2Ø)<>-1ANDR=25THENW$="YOU JUMPED
 DOWN FROM THE TREE, LANDED ON T
HE SOLDIER, AND KNOCKED HIM UNCO
NSCIOUS. UNFORTUNATELY HIS GUN P
OPPED OUT OF HIS HAND AND INTO A
 SEWER.":GOSUB178:O(2Ø)=-1:O(19)
=-1:O(17)=16:R=16:GOTO19
```

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67 IFNN$="HIT"ANDO(16)=R ANDO(14
)=Ø THENW$="YOU PULLED OUT YOUR
GUN AND SHOT HIM IN THE HEAD.":G
OSUB178:O(16)=-1:O(21)=R:GOTO19
68 GOTO2ØØ
69 IFF(6)=Ø OR R<>1Ø  THENW$="YO
U HEAR NOTHING UNUSUAL.":GOSUB17
8:GOTO19
7Ø IFF(6)=1THENIFO(3)=ØANDF(4)=Ø
 THENW$="'MY FRIENDS, I HAVE COM
E HERE TO TELL YOU THAT YOU CAN
LEAVE IF YOU COME WITH ME TO IND
IA. I NEED YOU AND FERDINAND AND
 ISABELLA HAVE SAID THAT YOU CAN
 BE FREE AFTER THE VOYAGE. IF YO
U WANT TO GO WITH ME, THEN
```

```
71 IFF(6)=1THENIFO(3)=ØANDF(4)=Ø
THENW$=W$+" SAY YES.'"ELSEW$="'M
IS AMIGOS, HE VENIDO AQUI PARA D
ECIRLES QUE UDS. PUEDEN IRSE SI
UDS VIENEN CONMIGO A LA INDIA. Y
O LES NECESITO Y FERNANDO Y ISAB
ELA HAN DICHO QUE UDS. PUEDEN SE
R LIBRES DESPUES DEL VIAJE.
72 IFF(6)=1 AND(O(3)<>Ø ORF(4)=1
)THENW$=W$+" SI UDS. QUIEREN IR
CONMIGO, ENTONCES DIGAN QUE SI.'
"
73 IFF(6)=1 THENGOSUB178:F(6)=2:
GOTO19
74 W$="YOU HEAR NOTHING UNUSUAL.
":GOSUB178:GOTO19
75 IFO(3)=Ø THENW$="TRANSLATION
IS DONE AUTOMATICALLY BY YOUR WA
TCH. (IT IS A WONDERFUL DIGITAL
WATCH, ISN'T IT?)":GOSUB178:GOTO
19
76 W$="YOU NEED YOUR WATCH TO TR
ANSLATE. WHY DID YOU KEEP IT IN
THE OPEN LIKE THAT?":GOSUB178:GO
TO19
77 IFNN$="!!!"THEN9
78 IFO(NN)<>ØANDO(NN)<>R THENW$=
"I CANNOT LOOK AT THAT!":GOSUB17
8:GOTO19
79 IFNN=1THENIFF(1)=Ø THENW$="WH
ILE EXAMINING THE BOOKCASE, YOU
NOTICE TWO INTERESTING VOLUMES."
:GOSUB178:F(1)=1:O(2)=R:O(4)=R:G
OTO19 ELSEW$="IT IS JUST A NICE,
 OLD, BROWN BOOKCASE. (NO PASSAG
ES BEHIND IT THOUGH).":GOSUB178:
GOTO19
8Ø IFNN=2THENW$="YOU OPENED THE
DIARY AND SKIMMED UNTIL YOU FOUN
D THE LAST ENTRY..... NOV 6,28
79. I HAVE FINALLY TESTED MY TIM
E MACHINE. I WENT BACK IN TIME T
O THE DINOSAUR AGE. BUT WAIT! NO
! THAT CAN'T BE! MY CALCULATIONS
 TELL "
81 IFNN=2THENW1$="ME THAT I HAVE
 A DESIGN FLAW. THEY SHOW THAT T
HE LAW OF INFINITE ENTROPY OR TI
ME DISORDER WILL, AT MIDNIGHT, D
ESTROY THE UNIVERSE, BOTH PAST A
ND PRESENT... I SEE THAT MY DEVI
CE CHANGED THREE EVENTS IN HISTO
RY. I MUST FIX THEM..."
82 IFNN=2THENGOSUB178:GOTO19
83 IFNN=3THENW$="THE WATCH HAS T
WO FUNCTIONS. FIRST IT TELLS THE
 TIME BASED ON YOUR BIRTHDATE, A
ND THE DATE BASED ON THE TIME YO
U ARE IN. SECONDLY, IT IS THE LA
TEST IN THE BRAND OF UNIVERSAL T
RANSLATORS.":GOSUB178:GOTO19
84 IFNN=4THENW$="THIS LARGE BOOK
 CONTAINS MANY HISTORICAL DETAIL
S... YOU SEE NOTHING IMPORTANT E
XCEPT THAT IT IS WELL WRITTEN WI
TH GOOD ILLUSTRATIONS AND MAPS."
:GOSUB178:GOTO19
85 IFNN=5THENW$="YOUR TIME MACHI
NE IS VERY SMALL, ABOUT THE SIZE
 OF A WATCH. IT HAS FOUR BUTTONS
, EACH PRESET TO A DIFFERNT TIME
/SPACE FRAME. THE BUTTONS ARE OF
 FOUR COLORS, WHITE, BLACK, BLUE
, AND RED.":GOSUB178:GOTO19
86 IFNN=6THENW$="THE PAINTINGS A
RE OF THE GREAT PAST PRESIDENTS.
..GEORGE WASHINGTON...ABE LINCOL
N...AND JOAN WALTERS, THE FIRST
WOMAN PRESIDENT.":GOSUB178:GOTO1
9
87 IF(NN$="GAR"ORNN$="CAN")ANDR=
18ANDO(14)=-1THENW$="RUMMAGING I
N THE GARBAGE IS NOT WHAT I WOUL
D CALL AN ADVENTURE... BUT YOU H
APPENED TO FIND A LOADED GUN.":G
OSUB178:O(14)=R:GOTO19
88 IF(NN$="GAR"ORNN$="CAN")ANDR=
18THENW$="IT LOOKS LIKE GARBAGE.
.. IT TASTES LIKE GARBAGE... IT
IS GARBAGE!!! WHAT A REVELATION!
!!":GOSUB178:GOTO19
89 ON RND(2)GOTO9Ø,91
9Ø W$="I SEE NOTHING UNUSUAL.":G
OSUB178:GOTO19
91 W$="LOOK'S OK TO ME.":GOSUB17
8:GOTO19
92 IFO(5)<>Ø ORF(4)=1 THENW$="I
SEE NOTHING TO PUSH.":GOSUB178:G
OTO19 ELSEIFNN$="BUT"ORNN$="TIM"
ORNN$="MAC"THENW$="PLEASE GIVE T
HE COLOR OF THE BUTTON IN YOUR C
OMMAND (FOR EX. PUSH RED).":GOSU
B178:GOTO19
93 OP=PU:IFNN$="WHI"THENPU=Ø:DT$
="NOV 6,2879":GOTO98
94 IFNN$="BLA"THENPU=1:DT$="AUG
3,1492":GOTO98
95 IFNN$="BLU"THENPU=2:DT$="APR
3Ø,1945":GOTO98
96 IFNN$="RED"THENPU=3:DT$="MAY
11,2Ø24":GOTO98
97 W$="I DON'T SEE THAT BUTTON H
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ERE.":GOSUB178:GOTO19
98 W$="OK, YOU PUSHED THE BUTTON
. THE ROOM IS CHANGING COLOR. YO
U ARE LOSING CONSCIOUSNESS. YOU
FEEL LIKE YOU ARE DRUNK...":GOSU
B178:FORI=1TO8:GOSUB165:FORJ=1TO
2ØØ:NEXTJ:EXEC:NEXTI
99 T(OP)=R:R=T(PU):OP=PU:GOTO9
1ØØ GA=Ø:IFNN$="!!!"THENW$="WHAT
 DO YOU WANT ME TO GET ?":GOSUB1
78:GOTO19
1Ø1 IFNN$="ALL"ORNN$="EVE"THEN1Ø
6ELSEIFNN$="INV"ORNN$="I!!"THEN1
57ELSEIFNN=ØTHEN2ØØ
1Ø2 IFO(NN)<>R THENW$="THAT OBJE
CT IS NOT HERE. IT MAY OR MAY NO
T BE SOMEWHERE ELSE IN THE FUTUR
E (PAST?).":GOSUB178:GOTO19
1Ø3 GOSUB1Ø8:IFNN=7ORNN=8 THENR=
1Ø:W$="YOU TOOK THE "+OI$(NN)+"
WITHOUT PAYING FOR IT. YOU HEAR
SEVERAL CRIES IN THE MARKET. SUD
DENLY, SOME BIG GUARDS DRAG YOU
AWAY TO PRISON.":GOTO2Ø7 ELSEIFN
N=1ORNN=6ORNN=1ØOROI$(NN)=""THEN
IFGA=1THEN1Ø7ELSE2ØØ
1Ø4 IFCA=5 THENW$="YOU ARE CARRY
ING TOO MUCH. WHY DON'T YOU TAKE
 INVENTORY AND DROP SOMETHING ?"
:GOSUB178:GOTO19 ELSEIFGA=1 THEN
O(NN)=Ø:CA=CA+1:GOTO1Ø7
1Ø5 W$="OK, IT'S YOURS.":GOSUB17
8:CA=CA+1:O(NN)=Ø:GOTO19
1Ø6 GA=1:FORI=1TOZO:IFO(I)=R THE
NNN$=MID$(NL$,(I-1)*3+1,3):NN=I:
GOTO1Ø3
1Ø7 NEXTI:W$="OK, YOU GOT IT ALL
.":GOSUB178:GOTO19
1Ø8 IF(NN=25ORNN=24)ANDR=29THENW
$="YOU TRIED TO TAKE IT WITHOUT
PAYING FOR IT. THE OWNER SAW YOU
, CALLED THE POLICE, AND HELD YO
U UNTIL THEY CAME. WHEN YOU FINA
LLY GOT TO THE POLICE STATION, I
T WAS TOO LATE!":GOSUB178:GOSUB2
46:O(3)=-1:GOTO232
1Ø9 RETURN
11Ø GOTO1Ø3
111 IFNN$="UNI"ANDO(22)=Ø THENF(
9)=1:W$="OK, YOU ARE NOW WEARING
 THE NAZI UNIFORM.":GOSUB178:OI$
(22)="UNIFORM (WHICH I AM WEARIN
G)":GOTO19
112 W$="I CANNOT WEAR THAT!":GOS
UB178:GOTO19
113 IFNN$<>"TIM"ANDNN$<>"MAC"AND
NN$<>"WAT"ANDNN$<>"TRA"THENW$="Y
OU CANNOT HIDE IT!":GOSUB178:GOT
O19
114 PRINT"IN WHERE ? ";:WW$="IN
WHERE ? ":GOSUB211:IFLEFT$(IN$+"
!!!",3)="SHO"THEN W$="SINCE THER
E WAS SO MUCH ROOM IN THERE YOU
DECIDED TO HIDE BOTH YOUR TIME M
ACHINE AND WATCH IN YOUR SHOE.":
GOSUB178:GOTO116
115 W$="I'M NOT REALLY SURE IT W
ILL DO ANY GOOD HIDING IT THERE.
":GOSUB178:GOTO19
116 F(4)=1:OI$(3)="WATCH (HIDDEN
 IN SHOE)":OI$(5)="TIME MACHINE
(HIDDEN IN SHOE)":GOTO19
117 IF(NN$="MON"ORNN$="CHE"ORNN$
="TRE")ANDO(12)=ØANDR=27THENW$="
JOAN WALTERS SEES YOUR GIFT AND
CRIES 'WE CAN FINISH THE CAMPAIG
N THANKS TO YOU! YOU CAN HAVE AN
YTHING YOU WANT, JUST NAME IT!'
YOU HUMBLY SAY THAT IT'S JUST YO
UR JOB.":GOSUB178:FX=3
118 IFFX=3 THENF(15)=-1:GOTO229
ELSE2ØØ
119 GOTO19
12Ø IF(NN$="BAR"ORNN$="CAN"ORNN$
="HER")ANDO(23)=ØANDR=29THENW$="
THE DRUGSTORE OWNER TOOK THE MON
EY AND GAVE YOU THE BAR WITH NO
CHANGE (INFLATION!).":O(24)=Ø:O(
23)=-1:GOSUB178:GOTO19
121 IF(NN$="PIL"ORNN$="SLE"ORNN$
="BOX")ANDR=29ANDO(23)=ØTHENW$="
THE DRUGSTORE OWNER SAID THAT TH
E PILLS COST MORE THAN A DOLLAR.
 FORTUNATELY, HE WAS NICE AND GA
VE THEM TO YOU ANYWAY.":GOSUB178
:O(25)=Ø:O(23)=-1:GOTO19
122 IFO(23)<>Ø THENW$="YOU DON'T
 HAVE THE PROPER CURRENCY! HOW D
O YOU EXPECT TO BUY SOMETHING?":
GOSUB178:GOTO19
123 GOTO2ØØ
124 W$="YOU HAVE NOTHING WORTH S
ELLING.":GOSUB178:GOTO19
125 IFNN$="GUN"ANDO(14)=Ø ANDR=2
4ANDO(21)=R THEN127
126 IFNN$="PIL"ANDO(25)=Ø ANDR=1
5THEN13ØELSE2ØØ
127 PRINT"IN WHERE ? ";:WW$="IN
WHERE ? ":GOSUB211:IN$=LEFT$(IN$
+"    ",3):IFIN$="HIT"ORIN$="HAN"
THEN128 ELSE126
128 W$="YOU PUT THE GUN IN HITLE
```

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R'S HAND. IT MAKES IT LOOK LIKE
SUICIDE.":GOSUB178:O(21)=-1:O(15
)=R:O(14)=-1:F(14)=-1:FX=2:CA=CA
-1:GOTO229
129 GOTO19
13Ø PRINT"IN WHERE ? ";:WW$="IN
WHERE ? ":GOSUB211:IN$=LEFT$(IN$
+"    ",3):IFIN$="WIN"ORIN$="JUG"
ORIN$="DRI"THEN131ELSE2ØØ
131 CA=CA-1:O(25)=-1:W$="YOU PUT
 THE PILL IN HIS DRINK WHILE HE
WASN'T LOOKING. WHEN HE TOOK A S
IP HE SMILED, YAWNED, AND SLEPT
LIKE A BABY.":GOSUB178:MID$(NL$,
34,3)="TRE":OL$(9)="A SLEEPING G
UARD IS HERE.":OL$(1Ø)="THE SPIK
ED WINE IS HERE.":GOTO19
132 IFR=1THENW$="R.I.F.":GOSUB17
8:GOTO19
133 IFR=7ORR=8 THENW$="MAXWELL S
MART'S PHONE ... HIDING PLACE...
":GOSUB178:GOTO19
134 IFR=1ØTHENW$="DON'T GIVE UP
HOPE... YOU MIGHT GET VISITORS."
:GOSUB178:GOTO19
135 IFR=24THENW$="HITLER DIDN'T
REALLY DIE OF POISON... BUT IT W
AS 'SUICIDE'. EVA FOUND THE BODY
 AND SHE TOOK POISON.":GOSUB178:
GOTO19
136 W$="TRY COMMANDS LIKE GO NOR
TH, N, GET, SCORE, SAVE, AND LOA
D. ENTER ALL COMMANDS IN A VERB/
NOUN FORMAT UNLESS ASKED SOMETHI
NG LIKE 'WITH WHAT?', WHICH REQU
IRES A NOUN ONLY. OTHER COMMANDS
 ARE THERE FOR YOU TO FIND. GOOD
 LUCK!":GOSUB178:GOTO19
137 W$="YOU HAVE CHANGED ":CG=AB
S(F(13)+F(14)+F(15)):ON CG+1 GOT
O138,139,14Ø,141
138 W$=W$+"NO":GOTO142
139 W$=W$+"ONE":GOTO142
14Ø W$=W$+"TWO":GOTO142
141 W$=W$+"THREE":GOTO142
142 IFCG=1 THENW$=W$+" EVENT"ELS
EW$=W$+" EVENTS"
143 W$=W$+" OUT OF THREE. YOU NE
ED TO FIX ALL THREE TO SAVE THE
UNIVERSE FROM THE LAW OF INFINIT
E ENTROPY.":GOSUB178:GOTO19
144 TM=TIMER:IFPEEK(&HCØØØ)=68TH
ENDV=1:DV$="DISK"ELSEDV=-1:DV$="
TAPE"
145 W$="INSERT "+DV$:GOSUB178:GO
SUB246:PRINT@48Ø,;:W$="LOADING..
.":DV$="SAVE":IFDV=1THENDV$=DV$+
"/TIM":GOSUB178
146 OPEN"I",#DV,DV$:INPUT#DV,R:I
NPUT#DV,CA:FORI=1TOZO:INPUT#DV,O
(I):NEXTI:FORI=1TO15:INPUT#DV,F(
I):NEXTI:FORI=ØTO3:INPUT#DV,T(I)
:NEXTI:INPUT#DV,TM:INPUT#DV,TI:T
1=INT(TI/6Ø):T2=TI-6Ø*T1:INPUT#D
V,NL$:INPUT#DV,OI$(3):INPUT#DV,O
I$(5):INPUT#DV,OI$(22)
147 INPUT#DV,OL$(9):INPUT#DV,OL$
(1Ø):INPUT#DV,DT$:INPUT#DV,OP:IN
PUT#DV,PU:INPUT#DV,R$(14):INPUT#
DV,CJ:CLOSE#DV:TIMER=TM:GOTO9
148 IFPEEK(&HCØØØ)=68 THENDV=1:D
V$="DISK"ELSEDV=-1:DV$="TAPE"
149 W$="INSERT "+DV$:GOSUB178:GO
SUB246:PRINT@48Ø,;:W$="SAVING...
":DV$="SAVE":IFDV=1THENDV$=DV$+"
/TIM":GOSUB178
15Ø OPEN"O",#DV,DV$:IFDV=-1THEN1
52ELSEWRITE#DV,R:WRITE#DV,CA:FOR
I=1TOZO:WRITE#DV,O(I):NEXTI:FORI
=1TO15:WRITE#DV,F(I):NEXTI:FORI=
ØTO3:WRITE#DV,T(I):NEXTI:WRITE#D
V,TM:WRITE#DV,T1*6Ø+T2:WRITE#DV,
NL$:WRITE#DV,OI$(3):WRITE#DV,OI$
(5)
151 WRITE#DV,OI$(22):WRITE#DV,OL
$(9):WRITE#DV,OL$(1Ø):WRITE#DV,D
T$:WRITE#DV,OP:WRITE#DV,PU:WRITE
#DV,R$(14):WRITE#DV,CJ:CLOSE#DV:
TIMER=TM:GOTO19
152 PRINT#-1,R:PRINT#-1,CA:FORI=
1TOZO:PRINT#-1,O(I):NEXTI:FORI=1
TO15:PRINT#-1,F(I):NEXTI:FORI=ØT
O3:PRINT#-1,T(I):NEXTI:PRINT#DV,
TM:PRINT#DV,T1*6Ø+T2:PRINT#DV,NL
$:PRINT#DV,OI$(3):PRINT#DV,OI$(5
):PRINT#DV,OI$(22):PRINT#DV,OL$(
9):PRINT#DV,OL$(1Ø)
153 PRINT#DV,DT$:PRINT#DV,OP:PRI
NT#DV,PU:PRINT#DV,R$(14):PRINT#D
V,CJ:CLOSE#-1:TIMER=TM:GOTO19
154 IF(NN=3ORNN=5)ANDF(4)=1THENW
$="YOU DECIDED TO REMOVE BOTH YO
UR WATCH AND TIME MACHINE FROM Y
OUR SHOE SO YOU COULD USE THEM."
:OI$(3)="WATCH":OI$(5)="TIME MAC
HINE":F(4)=Ø:GOSUB178:GOTO19
155 IF(NN$="UNI"ORNN$="CLO")ANDO
(17)=R THENW$="OK, YOU REMOVED H
IS UNIFORM.":GOSUB178:O(17)=-1:O
(18)=16:O(22)=16:GOTO19
156 GOTO2ØØ
157 IFCA=Ø THEN159 ELSEW$="YOU A
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RE CARRYING THE FOLLOWING IN ADD
ITION TO YOUR SHIRT, PANTS, AND
SHOES:":FORI=1TOZO:IFO(I)=ØTHENW
$=W$+OI$(I)+", "
158 NEXTI:MID$(W$,LEN(W$)-1,2)="
. ":GOSUB178:GOTO19
159 W$="YOU ARE CARRYING NOTHING
 IN ADDITION TO YOUR SHIRT, PANT
S, AND SHOES.":GOSUB178:GOTO19
16Ø IFNN$="ALL"ORNN$="EVE"THEN16
3
161 IF NN=Ø ORO(NN)<>Ø THEN W$="
HOW CAN I DROP IT IF I'M NOT EVE
N CARRYING IT ?":GOSUB178:GOTO19
162 IFNN=3ORNN=5THENW$="I DON'T
THINK YOU SHOULD DROP IT. IT IS
VERY IMPORTANT.":GOSUB178:GOTO19
 ELSEW$="OK, I DROPPED IT HERE."
:GOSUB178:O(NN)=R:CA=CA-1:GOTO19
163 W$="OK, I DROPPED IT ALL.":F
ORI=1TOZO:IFO(I)=Ø ANDI<>3 ANDI<
>5 THENO(I)=R:CA=CA-1
164 NEXTI:GOSUB178:GOTO19
165 '
```

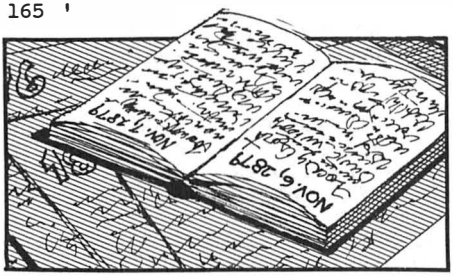

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166 IFTP$="AM"THENRETURN ELSETM=
TIMER:TIMER=Ø:O1=PEEK(136):O2=PE
EK(137)
167 SEC=SEC+(TM/6Ø)*RI
168 IFSEC>=6Ø THENSEC=SEC-6Ø:T2=
T2+1
169 IFCH$=" "THENCH$=":"ELSECH$=
" "
17Ø IFT2=6ØTHENT1=T1+1:T2=Ø:IFT1
=12THENIFTP$="AM"THENTP$="PM"ELS
ETP$="AM":GOTO232
171 IFT1=13THENT1=1
172 T1$=RIGHT$(STR$(T1),2):T2$=R
IGHT$(STR$(T2),2):IFLEFT$(T2$,1)
=" "THENMID$(T2$,1,1)="Ø"
173 IF O(3)=Ø ANDF(4)=Ø THENPRIN
T@24,T1$;CH$;T2$;" ";TP$; ELSEPR
INT@24,STRING$(8,32);
174 POKE136,O1:POKE137,O2:RETURN
175 '
176 IFF(12)=-1THENPRINT#-2,RS$(R
);TAB(11);DT$;TAB(23);T1$;":";T2
$
177 O1=PEEK(136):O2=PEEK(137):PR
INT@Ø,STRING$(23,32);:PRINT@Ø,RS
$(R);:PRINT@11,DT$" ";:POKE136,O
1:POKE137,O2:RETURN
178 '
179 SC=Ø
18Ø ST=1:GOTO187
181 V$=MID$(W$,ST,32):GOSUB166
182 FORX=ST+31 TO ST+1 STEP-1:IF
MID$(V$,X-ST,1)<>" "THENNEXT
183 SC=SC+1:V$=LEFT$(V$,X-ST-1):
GOSUB189
184 ST=X
185 IFSC=14THENGOSUB 246:SC=Ø:PR
INT@48Ø,STRING$(3Ø,32);:POKE136,
5:POKE137,224
186 IFST=LEN(W$)THENIF W1$=""THE
NRETURN ELSEW$=W1$:W1$="":GOTO18
Ø
187 IFST+31>LEN(W$)THENIF W1$=""
 THENV$=MID$(W$,ST):GOSUB189:RET
URN ELSEW1$=MID$(W$,ST)+W1$:W$=W
1$:W1$="":GOTO18Ø
188 GOTO181
189 '
19Ø IFF(12)=-1 THENPRINT#-2,V$
191 X$=V$
192 IFLEN(X$)>=32 THEN193 ELSEX$
=X$+STRING$(32-LEN(X$),32)
193 PRINTLEFT$(X$,31);
194 P1=PEEK(136):P2=PEEK(137):P3
=P1*256+P2
195 P4=ASC(RIGHT$(X$,1)):IFP4<64
 THENP4=P4+64
196 POKEP3,P4:IF P3=1535 THEN 19
9
197 P3=P3+1:POKE136,P3/256:POKE1
37,P3-256*PEEK(136)
198 RETURN
199 EXEC:POKE136,5:POKE137,224:R
ETURN
2ØØ ONRND(3)GOTO2Ø1,2Ø2,2Ø3
2Ø1 W$="SURELY YOU JEST. I CANNO
T":GOTO2Ø4
2Ø2 W$="HOW IN THE WORLD DO YOU
THINK I CAN":GOTO2Ø4
2Ø3 W$="I CAN'T"
2Ø4 W$=W$+" "+CHR$(34)+CM$+CHR$(
34)+". YOU MUST BE CRAZY!!!":GOS
UB178:GOTO19
2Ø5 '
2Ø6 READ A$:IFA$<>"end"THEN2Ø6 E
LSEFORX=3274Ø TO 3274Ø+25:READA$
:POKEX,VAL("&H"+A$):NEXTX:POKE15
```

```
7,3274Ø/256:POKE158,3274Ø-256*PE
EK(157):RETURN
2Ø7 W$=W$+" ":F(1Ø)=F(1Ø)+1:IFF(
1Ø)=2THEN21ØELSEW$=W$+"WHEN YOU
ARRIVE IN PRISON THEY FRISK YOUR
 PANTS AND SHIRT AND "
2Ø8 IFF(4)=1THENW1$="FIND NOTHIN
G OF INTEREST TO THEM."ELSEW1$="
FIND YOUR TIME MACHINE AND WATCH
. THEY FIND THEM VERY INTERESTIN
G AND DECIDE TO KEEP THEM.":O(3)
=-5:O(5)=-5
2Ø9 W1$=W1$+" THEN THEY OPEN THE
 CELL AND THROW YOU IN ON YOUR F
ACE.":F(5)=T1*6Ø+T2+2:GOSUB178:G
OTO19
21Ø W$=W$+"SINCE THIS IS YOUR SE
COND OFFENSE THE GUARDS DECIDE T
O 'CORRECT' YOU. THEY TAKE YOU I
NTO ":W1$="A ROOM WHICH APPEARS
TO BE AN ANCIENT TORTURE CHAMBER
. YOU DON'T LIVE THROUGH THE QUE
STIONING.":GOSUB178:GOTO233
211 '
212 IN$=INKEY$:IN$=""
213 P1=PEEK(136)*256+PEEK(137)
214 POKEP1,175
215 POKE282,255:Q9=Q9+1:IFQ9<25
THENA$=INKEY$:IFA$=""THEN 215 EL
SE216 ELSE GOSUB166:Q9=Ø:GOTO215
216 IFKQ=1THENIFA$="Y"THENCLEAR:
RUN ELSECLS:END
217 IFQU=1THENIFA$="Y"THENCLS:EN
D ELSEA$=CHR$(13):QU=Ø
218 IFA$>="A"ANDA$<="Z"THEN223
219 IFA$=CHR$(12)ORA$=CHR$(21)TH
EN 228
22Ø IFA$=CHR$(13)THENIFF(12)=-1T
HENPRINT#-2,WW$+IN$:GOTO224 ELSE
224
221 IFA$=CHR$(8)THEN225
222 IFA$<" "ORA$>"Z"THEN215
223 IFLEN(IN$)<23 THENPRINTA$;:I
N$=IN$+A$:GOTO213 ELSE215
224 POKEP1,96:IF P1>=15Ø4 THEN E
XEC:POKE136,5:POKE137,224:RETURN
 ELSEPRINT:RETURN
225 IFIN$=""THEN215
226 IN$=LEFT$(IN$,LEN(IN$)-1)
227 POKEP1,96:PRINTCHR$(8);:POKE
136,(P1-1)/256:POKE137,(P1-1)-25
6*PEEK(136):GOTO213
228 POKEP1,96:PRINTSTRING$(LEN(I
N$),8);:IN$="":GOTO211
229 IFF(13)=-1ANDF(14)=-1ANDF(15
)=-1THEN23ØELSEON FX GOTO6Ø,129,
119
23Ø O(3)=-1:GOSUB246:PRINT@Ø,CHR
$(13):PRINT@11,"YOU WIN":PRINT@4
8Ø,STRING$(3Ø,32);:PRINT@48Ø,;:E
XEC:EXEC:W$="YOU HAVE CORRECTED
ALL THREE EVENTS THAT WERE CHANG
ED BY YOUR TIME MACHINE. YOU SEN
T COLUMBUS TO AMERICA, ADOLF HIT
LER COMMITED SUICIDE,"
231 W1$=" AND YOU HELPED GET THE
 FIRST WOMAN PRESIDENT ELECTED.
YOU HAVE DONE THE IMPOSSIBLE. YO
U HAVE SAVED THE UNIVERSE AND HA
VE COMPLETED THIS ADVENTURE.":GO
SUB178:GOTO233
232 PRINT@Ø,CHR$(13):PRINT@11,"Y
OU LOSE":PRINT@48Ø,;:FORI=1TO15:
EXEC:NEXTI:W$="YOU HAVE RUN OUT
OF TIME! SINCE YOU DID NOT CORRE
CT ALL THREE EVENTS IN TIME THE
LAW OF INFINITE ENTROPY HAS TAKE
N EFFECT. THE UNIVERSE IS GONE!"
:W1$="":GOSUB178
233 EXEC:W$="DO YOU WISH TO PLAY
 AGAIN":GOSUB178:PRINT"(Y/N) ? "
;:KQ=1:GOSUB211
234 '
235 PRINT"ARE YOU SURE ? ";:QU=1
:GOSUB211:GOTO19
236 '
237 IFR<>1Ø AND T1*6Ø+T2>F(5) TH
ENF(5)=Ø
238 IFR<>1Ø THEN242
239 IFF(5)=Ø THEN242
24Ø IF(T1*6Ø+T2=F(5)ORT1*6Ø+T2=F
(5)+1)ANDF(6)=ØTHENW$="YOU SEE A
 STRANGE LOOKING MAN ENTER THE C
ELL ON HIS OWN. HE STARTS TALKIN
G.":F(6)=1:GOSUB178:F(5)=F(5)+2:
RETURN
241 IFF(6)>Ø ANDT1*6Ø+T2>=F(5) T
HENW$="THE STRANGE MAN LEFT WITH
 SOME OF THE MEN.":GOSUB178:F(6)
=Ø:F(5)=Ø:RETURN
242 IFR=16ANDF(8)=Ø ANDO(2Ø)<>-1
THENF(8)=1:RETURN
243 IFR=16ANDF(8)=1 THENW$="A SO
LDIER TURNS THE CORNER AND FINDS
 YOU STANDING BY THE TREE. YOU H
EAR THE COCKING OF HIS PISTOL...
":GOSUB178:GOTO233
244 IFR<>16 THENF(8)=Ø
245 RETURN
246 A$=INKEY$:PRINT@483,"PRESS A
NY KEY TO CONTINUE";
247 IFINKEY$=""THENIFSC<>Ø THENG
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OSUB166:GOTO247 ELSE247 ELSERETU
RN
248 DATA"YOU ARE IN YOUR COMPLEX
 HIGH TECH LABORATORY. A CALENDA
R ON THE WALL READS NOVEMBER 6,
2879. YOU SEE NO AVAILABLE EXITS
.","LAB",Ø,Ø,Ø,Ø,Ø,Ø,Ø
249 DATA"YOU ARE ON A STREET IN
PALOS, SPAIN. YOU CAN SMELL THE
GOODS OF MANY MERCHANTS A FEW BL
OCKS AWAY. YOU CAN GO EAST AND S
OUTH, AND AN ALLEY IS TO THE NOR
TH.",STREET,3,6,4,Ø,Ø,Ø
25Ø DATA"YOU ARE IN AN ALLEY. TH
E FILTH OF THE WORLD IS HERE. MA
NY PEOPLE ARE STARING AT YOU AND
 YOUR CLOTHES. WHILE LOOKING UP
YOU CAN SEE THE OCEAN. THE SUN I
S SETTING OVER A BEAUTIFUL HORIZ
ON. YOU CAN LEAVE ONLY BY GOING
SOUTH.
251 DATA"ALLEY",Ø,2,Ø,Ø,Ø,Ø
252 DATA"YOU ARE ON A STREET IN
SPAIN. YOU SEE NOTHING REMOTELY
UNUSUAL. HOWEVER, YOU CAN SMELL
THE OCEAN COMING FROM THE NORTH.
 THERE ARE PATHS TO THE EAST AND
 WEST, ALSO.",STREET,11,Ø,5,2,Ø,
Ø
253 DATA"YOU ARE ON A VERY PRIMA
TIVE DIRT PATH. THE ROAD IS HORR
IBLE. IT LEADS TO THE EAST AS FA
R AS YOU CAN SEE AND IT IS USELE
SS. YOU CAN GO WEST BACK TO THE
STREET.",PATH,Ø,Ø,5,4,Ø,Ø
254 DATA"YOU ARE ON STREET IN SP
AIN. YOU SEE THE PRISON TO THE W
EST. YOU HEAR THE CRIES OF MERCH
ANTS TO THE SOUTH AND EAST. THE
PRISON LOOKS HORRIBLE AND YOU HE
AR THE SOUNDS OF THE TORTURED IN
SIDE. THE STREET ALSO GOES TO TH
E NORTH.
255 DATA"STREET",2,8,7,Ø,Ø,Ø
256 DATA"YOU ARE IN A FISH MARKE
T. THE SMELL OF THE FISH IS UNBE
LIEVABLY STRONG. THE CRIES OF TH
E MERCHANTS FILL THE AIR. YOU CA
N GO SOUTH TO A DIRT PATH OR WES
T BACK TO THE STREET.",MARKET,Ø,
9,Ø,6,Ø,Ø
257 DATA"YOU ARE IN A FRUIT MARK
ET. THE FRUIT LOOKS DELICIOUS. I
N ADDITION TO THE FRUIT YOU SEE
SOME VENDORS SELLING ALL SORTS O
F THINGS FROM THE INDIES. YOUR O
```

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NLY EXIT IS TO THE NORTH BACK TO
 THE STREET.",MARKET,6,Ø,Ø,Ø,Ø,Ø
258 DATA"YOU ARE ON A LONELY DIR
T PATH THAT GOES ON FOREVER. YOU
 MAY GO BACK NORTH OR CONTINUE (
WHY?) SOUTH.",PATH,7,9,Ø,Ø,Ø,Ø
259 DATA"YOU ARE IN PRISON. YOU
SEE THE SCUM OF THE EARTH IN HER
E. YOU FEEL NO HOPE WHEN YOU LOO
K AT THE GUARDS. THEY ARE READY
TO KILL YOU ON SIGHT.",JAIL,Ø,Ø,
Ø,Ø,Ø,Ø
26Ø DATA"YOU ARE ON A DOCK. THE
SWEET SMELL OF THE OCEAN IS HERE
. THE DOCK CONTINUES NORTH AND G
OES BACK SOUTH.",DOCK,12,4,Ø,Ø,Ø
,Ø
261 DATA"YOU ARE ON A DOCK FACIN
G A SHIP. YOU SEE IN BOLD LETTER
S THE WORDS 'SANTA MARIA'. THE S
HIP IS TO THE EAST. YOU MAY ALSO
 GO BACK SOUTH.",DOCK,Ø,11,13,Ø,
Ø,Ø
262 DATA"YOU ARE ABOARD THE 'SAN
TA MARIA.' THE DECK BENEATH YOU
ROCKS BACK AND FORTH WITH THE PA
SSING WAVES. THE SHIP IS FILLED
WITH THE SOUNDS OF THE CREW PREP
ARING FOR THE LONG VOYAGE AHEAD.
 YOU SEE THE NAVIGATOR TO THE EA
ST AND A DOWNWARD LADDER.
263 DATADECK,Ø,Ø,14,Ø,Ø,15
264 DATA"YOU ARE IN FRONT OF THE
 NAVIGATOR. HIS MOST PROMINENT F
EATURE IS HIS RUGGED BEARD. HE A
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PPEARS BUSY PREPARING THE COURSE
 FOR THE VOYAGE TO INDIA. YOU NO
TICE THE COURSE INDICATES THAT T
HEY WILL GET TO INDIA. YOU MAY O
NLY GO BACK WEST."
265 DATANAVIGATOR,Ø,Ø,Ø,13,Ø,Ø
266 DATA"YOU ARE IN THE SHIP'S G
ALLEY. THIS IS WHERE MOST SUPPLI
ES, EXCLUDING FOOD, ARE KEPT. TH
E LADDER LEADS BACK UP.",GALLEY,
Ø,Ø,Ø,Ø,13,Ø
267 DATA"YOU ARE ON A PAVED STRE
ET IN WARTIME GERMANY. YOU HEAR
EXPLOSIONS GETTING CLOSER AND CL
OSER. THE STREET CONTINUES TO TH
E NORTH AND SOUTH. THERE IS A RO
AD TO THE EAST AS WELL. LOOKING
 UP YOU SEE A TREE."
268 DATA"STREET",17,18,19,Ø,25,Ø
269 DATA"YOU ARE ON A DIRTY STRE
ET. THE STREET IS DESOLATE AND T
HE ONLY SOUNDS ARE THAT OF THE B
OOTS OF THE SOLDIERS SLOSHING IN
 THE PUDDLES. THE ROAD GOES BACK
 SOUTH.",STREET,Ø,16,Ø,Ø,Ø,Ø
27Ø DATA"YOU ARE IN A DEAD END.
YOU SEE PROPAGANDA POSTERS OF HI
TLER ALL OVER THE WALLS, SOME OF
 WHICH ARE DEFACED. GARBAGE CANS
 OCCUPY THE ALLEY AS WELL. YOU C
AN LEAVE THE WAY YOU CAME.",DEAD
 END,16,Ø,Ø,Ø,Ø,Ø
271 DATA"YOU ARE AT THE ENTRANCE
 TO A BUNKER. THE OPENING IS DES
OLATE, AS IF IT IS EMPTY. YOU FE
EL A COOL WIND GO DOWN YOUR SPIN
E AS YOU HEAR THE COMMANDS OF TH
E S.S. FROM WITHIN. YOU CAN ENTE
R THE BUNKER FROM THE EAST.",ENT
RANCE,Ø,Ø,2Ø,16,Ø,Ø
272 DATA"YOU ARE IN THE BUNKER'S
 HALLS. THE PASSAGES ARE VERY SI
MILAR AND ARE DESOLATE EXCEPT FO
R A FEW SOLDIERS SEEN FROM TIME
TO TIME. YOU CAN GO IN ANY DIREC
TION.",HALLS,21,21,22,19,Ø,Ø
273 DATA"YOU ARE IN THE BUNKER'S
 HALLS. THE PASSAGES ARE VERY SI
MILAR AND ARE DESOLATE EXCEPT FO
R A FEW SOLDIERS SEEN FROM TIME
TO TIME. YOU CAN GO IN ANY DIREC
TION.",HALLS,2Ø,2Ø,22,22,Ø,Ø
274 DATA"YOU ARE IN THE BUNKER'S
 HALLS. THE PASSAGES ARE VERY SI
MILAR AND ARE DESOLATE EXCEPT FO
R A FEW SOLDIERS SEEN FROM TIME
TO TIME. YOU CAN GO IN ANY DIREC
TION.",HALLS,2Ø,23,21,21,Ø,Ø
275 DATA"YOU ARE FACING A BROWN
DOOR. IT HAS THE WORD 'FUHRER' N
AILED ON IT. THE DOOR IS OPEN AN
D THE ROOM IS TOWARD THE SOUTH.
THE PASSAGES GO BACK TO THE NORT
H.",DOOR,22,24,Ø,Ø,Ø,Ø
276 DATA"YOU ARE IN HITLER'S ROO
M. THE ROOM IS A MESS, FILLED WI
TH MAPS,NEWSPAPERS, AND BOOZE. Y
OU SEE A PICTURE OF EVA ON THE D
RESSER.",HITLER,23,Ø,Ø,Ø,Ø,Ø
277 DATA"YOU ARE IN A TREE. YOU
CAN SEE THE WHOLE CITY FROM HERE
, AND IT DOESN'T LOOK GOOD. GERM
ANY IS LOSING THE WAR.",TREE,Ø,Ø
,Ø,Ø,Ø,16
278 DATA"YOU ARE IN FRONT OF DEM
OCRATIC PARTY HEADQUARTERS IN NE
W YORK. THERE ARE SIGNS, BUMPER
STICKERS, AND BUTTONS ALL READIN
G 'VOTE FOR WALTERS AND MAKE HIS
TORY'. THE STREET CONTINUES EAST
 AND H.Q. IS NORTH.",NEW YORK,27
,Ø,28,Ø,Ø,Ø
279 DATA"YOU ARE IN DEMOCRATIC P
ARTY HEADQUARTERS. YOU SEE PEOPL
E RUNNING AROUND, ANSWERING TELE
PHONES; IT IS ORDERED CHAOS. IN
THE CENTER OF IT ALL IS JOAN WAL
TERS. YOU CAN LEAVE TO THE SOUTH
.","PARTY H.Q.",Ø,26,Ø,Ø,Ø,Ø
28Ø DATA"YOU ARE IN FRONT OF A D
RUG STORE. IN THE WINDOW YOU SEE
 TOYS, SUPPLIES, AND MEDICINES.
THE DOOR IS TO THE NORTH. THE ST
REET GOES BACK WEST.","STREET",2
9,Ø,Ø,26,Ø,Ø
281 DATA"YOU ARE IN THE DRUG STO
RE. THERE ARE MANY GOODS HERE IN
 ADDITION TO MEDICAL SUPPLIES. T
HE OWNER IS IN THE BACK AND YOU
CANNOT SEE HIM. YOU MAY LEAVE TO
 THE SOUTH.","STORE",Ø,28,Ø,Ø,Ø,
Ø
282 '
283 DATA"A BOOKSHELF RESTS ON TH
E WALL HERE.",,BOO,1
284 DATA"A DIARY IS ON THE FLOOR
.",DIARY,DIA,-1
285 DATA"A WATCH IS RESTING ON T
HE FLOOR.",WATCH,WAT,Ø
286 DATA"A HISTORY BOOK IS LYING
 HERE.",HISTORY BOOK,HIS,-1
287 DATA"YOUR PORTABLE TIME MACH
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INE IS HERE.",TIME MACHINE,TIM,Ø
288 DATA"YOU SEE MANY PAINTINGS
OF FAMOUS PEOPLE ON THE WALL.",,
PAI,1
289 DATA"SOME FRUIT IS HERE BEIN
G SOLD BY VENDORS.",FRUIT,FRU,8
29Ø DATA"SOME SMELLY FISH ARE HE
RE, BEING SOLD BY VENDORS.",FISH
,FIS,7
291 DATA"YOU SEE A TOUGH LOOKING
 GUARD HERE.",,GUA,15
292 DATA"A JUG OF WINE IS HERE,
WHICH IS BEING SIPPED BY THE GUA
RD.",WINE,WIN,15
293 DATA"SOME RATS ARE CRAWLING
OVER THE FLOOR.",RATS,RAT,1Ø
294 DATA"YOU SEE THE SHIP TREASU
RY HERE.",TREASURY,,15
295 DATA"YOU SEE CHILDREN OF ALL
 KINDS HERE, MOSTLY POOR.",,,9
296 DATA"A LOADED GUN IS LYING O
N THE FLOOR.",GUN,GUN,-1
297 DATA"ADOLF HITLER IS LYING O
N THE FLOOR, WITH BLOOD COMING O
UT OF HIS HEAD. A GUN IS RESTING
 IN HIS HAND.",,,-1
298 DATA"ADOLF HITLER IS HERE, G
ETTING READY FOR AN EXILE. ALL H
IS PERSONAL BELONGINGS ARE HERE
AND HE IS PACKING.",,,24
299 DATA"AN UNCONSCIOUS SOLDIER
IS LYING HERE. HIS UNIFORM INDIC
ATES THAT HE IS IN THE S.S.",,,-
1
3ØØ DATA"AN UNCONSCIOUS SOLDIER
IS HERE.",,,-1
3Ø1 DATA"A SOLDIER IS MARCHING B
ENEATH YOU.",,,25
3Ø2 DATA"A SOLDIER IS TURNING TH
E CORNER.",,,16
3Ø3 DATA"ADOLF HITLER IS LYING H
ERE, DEAD.",,,-1
3Ø4 DATA"AN S.S. UNIFORM IS ON T
HE FLOOR.",UNIFORM,UNI,-1
3Ø5 DATA"A DOLLAR BILL IS LYING
ON THE FLOOR.",DOLLAR,DOL,26
3Ø6 DATA"A HERSHEY CHOCOLATE BAR
 IS HERE.",CHOCOLATE BAR,BAR,29
3Ø7 DATA"YOU CAN SEE A BOX OF SL
EEPING PILLS HERE.",SLEEPING PIL
LS,PIL,29
3Ø8 DATA"end",8E,Ø4,4Ø,A6,8Ø,A7,
88,DF,8C,Ø6,ØØ,25,F6,8E,Ø5,EØ,86
,6Ø,A7,8Ø,8C,Ø6,ØØ,25,F9,39
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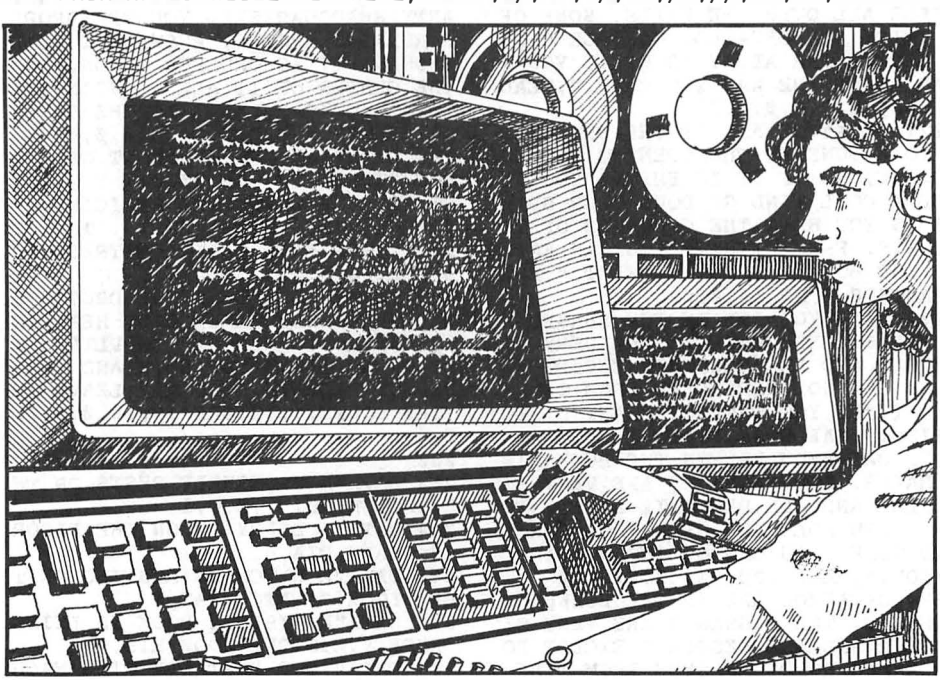


BALM

BALM

Program by Joab C. Jackson

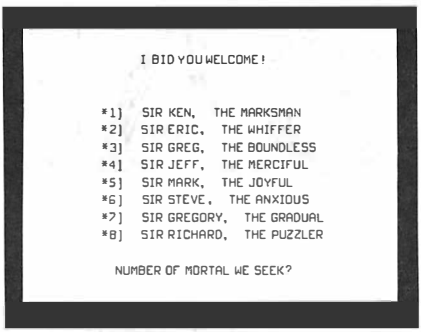
Finally, after the numerous indecisive and struggling journeys through mind-boggling Adventures, a new perspective has been created. You now have a vehicle with which past outrages, perpetrated by overzealous game writers can be atoned. For once, you are not the Adventurer, trying to avoid the obstacles and preserve your life. But you are the obstacle, determined to terminate any Adventurer brave enough to travel your cavern. There is a magic disk hidden within, and eight invaders are willing to risk their lives to try and retrieve it. You must defeat them all, one at a time.

So, don your black hat. Practice skulking around, springing trap doors, living on a spider's web, releasing obnoxious beasts, and dropping boulders onto the unsuspecting. It could provide a little balm for your wounds as you feel the satisfaction of revenge.

Balm is a graphics pseudo-Adventure game. In essence, you, the player, become the Adventure game and must design the strategy to

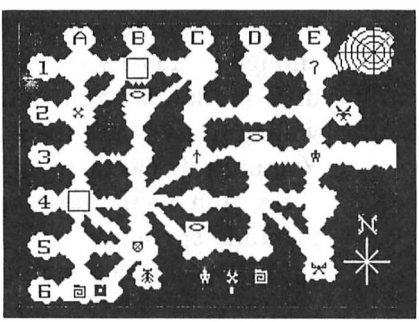
prevent eight invaders from winning.

Upon running the program, the opening sequence will begin, followed by a text screen containing the names of the eight invaders. An asterisk precedes each invader's name and disappears as each challenger is defeated. Enter a selection and you will be transferred to the playing screen.



The game is played on a graphics screen depicting a cavern containing 26 chambers. Each chamber's location is marked on the screen by coordinates, represented horizontally with the letters A through E and vertically with the numbers 1 through 6. These coordinates are used for the placement of your marker.

The game begins with your marker (X) located in the upper right-hand corner of the cavern, in the center of a web. The selected invader will enter on the right and pause in Chamber E3. The disk is located in Chamber A6 and is the quest of each invader. As the defender, you must defeat the invader before the invader reaches the disk.



The only way you can destroy an invader is to release one of the eight traps graphically displayed throughout the chambers. There are trap doors in chambers A4 and B1; boulders above chambers B2, C5 and D3; and deadly

beasts below chambers B5 and E5, and to the right of Chamber E2.

To release a trap, you must position your marker in the appropriate chamber at just the right moment to catch the invader. Of course, you must first be in a chamber from which you can release a specific trap when the invader enters the chamber containing the trap.

However, the invader can pick up defenses that will appear on the screen along the way: a sword, shield and staff, that will neutralize your traps. When in the invader's possession, the sword will protect him from the three beasts, the shield from the falling boulders and the staff from the trap doors. But you may destroy these defenses by moving your marker into the chamber before it's reached by the invader.

A serpent is located in Chamber A6 and makes a move every time the invader makes a move. If it enters a chamber containing the invader, the invader will be destroyed and you will be given credit. If it occupies a chamber containing a defense, the defense will be destroyed. But if the serpent or the invader occupies a chamber with your marker, you will be temporarily removed from play. The game will continue until either the invader reaches the disk or the serpent destroys the invader.

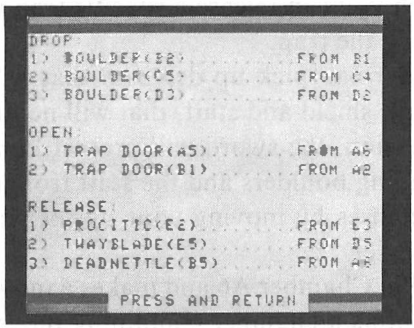
After surveying the geography of the cavern, press any key and a text screen will appear and instruct you in placing your marker. You may begin the game in your choice of any of the 26 chambers, except A6 and E3, which are occupied by the serpent and invader, respectively. Enter your desired location (e.g., `A1`: horizontal letter, vertical number), and your marker will be transported to the specified chamber. Three indicators, representing the three moving characters, will then be graphically displayed at the bottom of the screen and will designate whose turn it is. At this point the invader will be allowed to take a move.

When it is your turn, press any key to go to the control screen. The control screen lists the number of moves made in the current round and in the entire game, the name of the current invader and the defenses the invader has acquired.

The following options are available from the control screen:

A. View	Allows you to study the cavern.
B. Wait	Leaves marker in its present location.
C. Help	Lists the traps and their control locations.
D. Move	Prompts you in the directions in which you can move.
E. Quit	Exits the game.
F. Trap	Activates traps.

From here, select the Help option and a text screen will display the various control locations in which your marker must be placed in order to open trap doors, drop boulders and release beasts to destroy the invader.



For example: In order to drop the boulder located in Chamber B2, your marker must be placed in Chamber B1. However, the invader must occupy Chamber B2 or dropping the boulder will have no effect.

After planning your strategy, press any key to return to the control screen. Select the Move option and the available directions will be displayed (N, NE, E, SE, S, SW, W or NW). A direction may then be selected and your marker will move one chamber in the specified direction. The serpent and invader will then be allowed to make their moves.

The round will continue until you or the serpent defeat the invader or the invader reaches the disk. If you defeat the invader, you will then be sent back to select another invader and play will continue. If any of the invaders are able to obtain the goal, you will lose the game.

Keep in mind, each invader has his own particular course of action, with just enough variations to keep you off balance. The serpent and the invader are not necessarily restricted to one move per turn. This is a random function and is not predictable. As you play, you will learn more about the natural laws of the cavern.

Joab Jackson is a horseman on the Maryland racing circuit. He enjoys hiking, bird watching and computers. Questions or comments may be addressed to Joab at 49 Wyegate Ct., Owings Mills, MD 21117. Please enclose an SASE when requesting a reply.

BALM 32K ECB

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1Ø '    BALM
12 'JOAB C.JACKSON
14 '49 WYEGATE CT.
16 'OWINGS MILLS,MD.21117
18 '(3Ø1) 356-6274
2Ø 'ADVENTURE CONTEST 1985
22 PMODE4,1:PCLS5:COLORØ,1:Z=RND
(-TIMER):POKE329,Ø:FORX=33ØTO337
:POKEX,Ø:NEXT:GOTO292
24 FORX=1TO5ØØØ:NEXT:RETURN
26 FORX=1TO2ØØØ:NEXT:RETURN
28 FORX=1TO1ØØØ:NEXT:RETURN
3Ø FORX=1TO6ØØ:NEXT:RETURN
32 FORX=1TO2ØØ:NEXT:RETURN
34 A$=INKEY$:IFA$=""THEN34ELSERE
TURN
36 IFP$(N)="A"THENH(N)=35:V(N)=2
5:RETURN
38 IFP$(N)="B"THENH(N)=75:V(N)=2
5:RETURN
4Ø IFP$(N)="C"THENH(N)=115:V(N)=
25:RETURN
42 IFP$(N)="D"THENH(N)=155:V(N)=
25:RETURN
44 IFP$(N)="E"THENH(N)=195:V(N)=
25:RETURN
46 IFP$(N)="F"THENH(N)=35:V(N)=5
5:RETURN
48 IFP$(N)="G"THENH(N)=75:V(N)=5
5:RETURN
5Ø IFP$(N)="H"THENH(N)=115:V(N)=
55:RETURN
52 IFP$(N)="I"THENH(N)=155:V(N)=
55:RETURN
54 IFP$(N)="J"THENH(N)=195:V(N)=
55:RETURN
56 IFP$(N)="K"THENH(N)=35:V(N)=8
5:RETURN
58 IFP$(N)="L"THENH(N)=75:V(N)=8
5:RETURN
6Ø IFP$(N)="M"THENH(N)=115:V(N)=
85:RETURN
62 IFP$(N)="N"THENH(N)=155:V(N)=
85:RETURN
64 IFP$(N)="O"THENH(N)=195:V(N)=
85:RETURN
66 IFP$(N)="P"THENH(N)=35:V(N)=1
15:RETURN
68 IFP$(N)="Q"THENH(N)=75:V(N)=1
15:RETURN
7Ø IFP$(N)="R"THENH(N)=115:V(N)=
115:RETURN
72 IFP$(N)="S"THENH(N)=155:V(N)=
115:RETURN
74 IFP$(N)="T"THENH(N)=195:V(N)=
115:RETURN
76 IFP$(N)="U"THENH(N)=35:V(N)=1
45:RETURN
78 IFP$(N)="V"THENH(N)=75:V(N)=1
45:RETURN
8Ø IFP$(N)="W"THENH(N)=115:V(N)=
145:RETURN
82 IFP$(N)="X"THENH(N)=155:V(N)=
145:RETURN
84 IFP$(N)="Y"THENH(N)=195:V(N)=
145:RETURN
86 IFP$(N)="Z"THENH(N)=35:V(N)=1
75:RETURN
88 RETURN
9Ø FORX=3TO5:IFP$(N)=P$(X)THENP$
(X)=""
92 NEXT:RETURN
94 FORX=V(N)TOV(N)+1Ø:LINE(H(N),
X)-(H(N)+1Ø,X),PRESET:NEXT:RETUR
N
96 FORY=1TO9:LINE(H,V+Y)-(H+1Ø,V
+Y),PRESET:NEXT:RETURN
98 GOSUB28:FORX=ØTO191STEP2:LINE
(Ø,X)-(255,X),PRESET:NEXT:FORX=1
91TOØSTEP-2:LINE(Ø,X)-(255,X),PR
ESET:NEXT:RETURN
1ØØ GOSUB1Ø8:PRINT"DROP:":PRINT"
1) BOULDER(B2).........FROM B1"
:PRINT"2) BOULDER(C5).........F
ROM C4":PRINT"3) BOULDER(D3)....
.....FROM D2":PRINT
1Ø2 PRINT"OPEN:":PRINT"1) TRAP D
OOR(A5).....FROM A6":PRINT"2)
 TRAP DOOR(B1).....FROM A2"
1Ø4 PRINT:PRINT"RELEASE:":PRINT"
1) PROCITIC(E2).....FROM E3"
:PRINT"2) TWAYBLADE(E5).....F
ROM D5":PRINT"3) DEADNETTLE(B5).
.....FROM A6":PRINT@487," PRESS
 AND RETURN ";:GOSUB34:GOTO2Ø8
1Ø6 GOSUB98:GOSUB1Ø8:PRINT@128,"
ALL INVADERS HAVE BEEN DEFEATED!
":PRINT@232,"TOTAL MOVES :";TC+K
:PRINT@326,"THE GAME TERMINATES"
:FF=1:GOSUB24:GOTO276
1Ø8 CLS:PRINTSTRING$(32,156);:PR
INT@48Ø,STRING$(31,147);:POKE153
5,147:PRINT@32,"";:RETURN
11Ø GOSUB36:GOSUB94:DRAW"BM=H(N)
;,=V(N);XQ$(N);":GOSUB3Ø:GOSUB94
:GOSUB9Ø
112 IFP$(N)=P$(1)ANDS(Ø)=1THENDR
AW"BM=H(N);,=V(N);XQ$(1);"ELSEIF
P$(N)=P$(1)THENDRAW"BM=H(N);,=V(
N);XDI$;":DI=1
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114 RETURN
116 FORX=178TO181:LINE(125,X)-(1
64,X),PSET:NEXT:RETURN
118 FORX=1TO3:SOUND21Ø,1:SOUND22
Ø,1:SOUND23Ø,1:NEXT:RETURN
12Ø SCREEN1:GOSUB3Ø:FORY=25TO36:
LINE(74,Y)-(86,Y),PSET:GOSUB32:N
EXT:FORY=36TO25STEP-1:LINE(74,Y)
-(86,Y),PRESET:GOSUB32:NEXT
122 IFP$(Ø)="B"THENDRAW"BM75,25;
XQ$(Ø);":GOTO244
124 IFP$(1)="B"ANDS(2)=ØTHEN262E
LSEIFP$(1)="B"THENDRAW"BM75,25;X
Q$(1);":GOTO244
126 FORX=3TO5:IFP$(X)="B"THENP$(
X)=""
128 NEXT:GOSUB3Ø:GOTO244
13Ø SCREEN1:GOSUB3Ø:FORY=114TO12
5:LINE(34,Y)-(46,Y),PSET:GOSUB32
:NEXT:FORY=125TO114STEP-1:LINE(3
4,Y)-(46,Y),PRESET:GOSUB32:NEXT
132 IFP$(Ø)="P"THENDRAW"BM35,115
;XQ$(Ø);":GOTO244
134 IFP$(1)="P"ANDS(2)=ØTHEN262E
LSEIFP$(1)="P"THENDRAW"BM35,115;
XQ$(1);":GOTO244
136 FORX=3TO5:IFP$(X)="P"THENP$(
X)=""
138 NEXT:GOSUB3Ø:GOTO244
14Ø SCREEN1:GOSUB32:FORY=46TO5Ø:
LINE(75,Y)-(85,Y),PRESET:NEXT:H=
75:V=55:GOSUB96:CIRCLE(8Ø,6Ø),5,
,.5:GOSUB32:GOSUB96:CIRCLE(8Ø,48
),5,,.5
142 IFP$(1)="G"ANDS(1)=1THENDRAW
"BM75,55;XQ$(1);":GOTO244
144 IFP$(1)="G"THENDRAW"BM75,55;
XDI$;":GOSUB28:GOTO262
146 IFP$(Ø)="G"THENDRAW"BM75,55;
XQ$(Ø);":GOSUB3Ø:GOTO244
148 FORX=3TO5:IFP$(X)="G"THENDRA
W"BM75,55;XQ$(X);"
15Ø NEXT:GOSUB3Ø:GOTO244
152 SCREEN1:GOSUB32:FORY=75TO8Ø:
LINE(155,Y)-(165,Y),PRESET:NEXT:
H=155:V=85:GOSUB96:CIRCLE(16Ø,9Ø
),5,,.5:GOSUB32:GOSUB96:CIRCLE(1
6Ø,77),5,,.5
154 IFP$(1)="N"ANDS(1)=1THENDRAW
"BM155,85;XQ$(1);":GOTO244
156 IFP$(1)="N"THENDRAW"BM155,85
;XDI$;":GOSUB28:GOTO262
158 IFP$(Ø)="N"THENDRAW"BM155,85
;XQ$(Ø);":GOSUB3Ø:GOTO244
16Ø FORX=3TO5:IFP$(X)="N"THENDRA
W"BM155,85;XQ$(X);"
162 NEXT:GOSUB3Ø:GOTO244
164 SCREEN1:GOSUB32:FORY=135TO13
9:LINE(115,Y)-(125,Y),PRESET:NEX
T:H=115:V=145:GOSUB96:CIRCLE(12Ø
,15Ø),5,,.5:GOSUB32:GOSUB96:CIRC
LE(12Ø,137),5,,.5
166 IFP$(1)="W"ANDS(1)=1THENDRAW
"BM115,145;XQ$(1);":GOTO244
168 IFP$(1)="W"THENDRAW"BM115,14
5;XDI$;":GOSUB28:GOTO262
17Ø IFP$(Ø)="W"THENDRAW"BM115,14
5;XQ$(Ø);":GOSUB3Ø:GOTO244
172 FORX=3TO5:IFP$(X)="W"THENDRA
W"BM115,145;XQ$(X);"
```
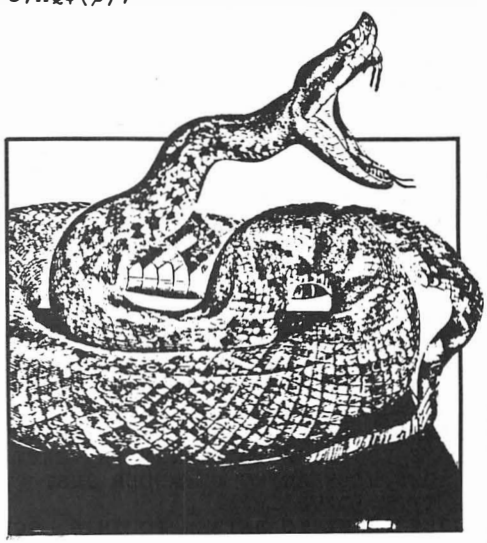

```
174 NEXT:GOSUB3Ø:GOTO244
176 N=6:SCREEN1:GOSUB32:FORX=55T
O65:LINE(215,X)-(225,X),PRESET:N
EXT
178 IFP$(Ø)="J"THENP$(6)="I"ELSE
P$(6)="J"
18Ø GOSUB11Ø:DRAW"BM215,56;XQ$(6
);":GOSUB28:IFDI=1THEN262ELSE244
182 N=7:SCREEN1:GOSUB32:FORX=16Ø
TO17Ø:LINE(196,X)-(2Ø7,X),PRESET
:NEXT
184 IFP$(Ø)="Y"THENP$(7)="T"ELSE
P$(7)="Y"
186 GOSUB11Ø:DRAW"BM198,161;XQ$(
7);":GOSUB28:IFDI=1THEN262ELSE24
4
188 N=8:SCREEN1:GOSUB32:FORX=165
TO175:LINE(8Ø,X)-(9Ø,X),PRESET:N
EXT
19Ø IFP$(Ø)="V"THENP$(8)="Q"ELSE
P$(8)="V"
192 GOSUB11Ø:DRAW"BM81,165;XQ$(8
);":GOSUB28:IFDI=1THEN262ELSE244
194 TC=TC+1:DRAW"BM125,178;C5;XA
R$;CØ"
196 N=1:C=C+1:GOSUB28:GOSUB94:P$
```

```
(1)=MID$(I$(O,I),C,1):GOSUB36:GO
SUB94:DRAW"BM=H(1);,=V(1);XQ$(1)
;"
198 IFP$(1)=P$(3)THENS(Ø)=1:P$(3
)=""ELSEIFP$(1)=P$(4)THENS(1)=1:
P$(4)=""ELSEIFP$(1)=P$(5)THENS(2
)=1:P$(5)=""
2ØØ IFP$(1)=P$(Ø)THEN256ELSEIFP$
(1)="Z"THEN272ELSEIFP$(1)=P$(2)T
HEN27Ø
2Ø2 A=RND(R):IFA=1THENGOSUB3Ø:GO
TO196
2Ø4 GOSUB3Ø:GOSUB116:GOSUB3Ø
2Ø6 IFDD=1THEN246ELSEN=2:DRAW"BM
143,178;C5;XAR$;CØ":GOSUB34
2Ø8 GOSUB1Ø8:PRINT"MOVE--------"
;TC:PRINT"TOTAL COUNT-";TC+K:PRI
NT"INVADER----- "IN$(O):PRINT"DE
FENSES----";:FORX=ØTO2:IFS(X)=1T
HENPRINTSI$(X);:T=1
21Ø NEXT:IFT=ØTHENPRINT" NONE"
212 PRINT@16Ø,STRING$(32,42);:PR
INT"OPTIONS:":PRINTTAB(3)"A] VIE
W":PRINTTAB(3)"B] WAIT":PRINTTAB
(3)"C] HELP":PRINTTAB(3)"D] MOVE
":PRINTTAB(3)"E] QUIT"
214 IFP$(2)="B"ORP$(2)="I"ORP$(2
)="R"THENPRINTTAB(3)"F] BOULDER"
216 IFP$(2)="F"ORP$(2)="U"THENPR
INTTAB(3)"F] TRAP DOOR"
218 IFP$(2)="O"THENPRINTTAB(3)"F
] PROCITIC"ELSEIFP$(2)="X"THENPR
INTTAB(3)"F] TWAYBLADE"ELSEIFP$(
2)="Z"THENPRINTTAB(3)"F] DEADNET
TLE"
22Ø PRINT@449,"";:LINEINPUT"WHIC
H? ";W$
222 IFW$="A"THENSCREEN1:GOSUB34:
GOTO2Ø8
224 IFW$="B"THENSCREEN1:GOSUB28:
GOTO244
226 IFW$="C"THEN1ØØ
228 IFW$="D"THEN23ØELSEIFW$="E"T
HEN29ØELSEIFW$="F"THEN24ØELSE242
23Ø PRINT@331,"*<ENTER> X TO EXI
T*";:PRINT@449,"WHICH WAY(";:P=A
SC(P$(2))-64:FORX=1TO8:IFMID$(C$
(P),X,1)<>"*"THENPRINTCP$(X);"*"
;
232 NEXT:PRINTCHR$(8);")";:INPUT
D$:IFD$="X"THEN2Ø8
234 FORX=1TO8:IFD$=CP$(X)ANDMID$
(C$(P),X,1)<>"*"THENP$(2)=MID$(C
$(P),X,1):X=8:GOTO238
236 NEXT:PRINT@483," YOU CAN'T M
OVE THAT WAY! ";:PRINT@448,STRIN
G$(32,32);:GOTO23Ø
238 SCREEN1:GOSUB3Ø:GOSUB94:GOSU
B36:GOSUB94:DRAW"BM=H(2);,=V(2);
XQ$(2);":GOSUB9Ø:IFP$(2)=P$(Ø)TH
EN268ELSEIFP$(2)=P$(1)THEN27ØELS
E244:
24Ø IFP$(2)="F"THEN12ØELSEIFP$(2
)="U"THEN13ØELSEIFP$(2)="B"THEN1
4ØELSEIFP$(2)="I"THEN152ELSEIFP$
(2)="R"THEN164ELSEIFP$(2)="O"THE
N176ELSEIFP$(2)="X"THEN182ELSEIF
P$(2)="Z"THEN188
242 PRINT@484," USE ABOVE LETTER
S ONLY ";:GOSUB28:GOTO2Ø8
244 GOSUB28:GOSUB116
246 N=Ø:DRAW"BM163,178;C5;XAR$;C
Ø"
248 TS=TS+1:GOSUB36:GOSUB28:GOSU
B94:P$(Ø)=MID$(SM$(S),TS,1):GOSU
B9Ø
25Ø GOSUB36:GOSUB94:DRAW"BM=H(Ø)
;,=V(Ø);XQ$(Ø);"
252 IFP$(Ø)=P$(1)THEN256ELSEIFP$
(Ø)=P$(2)THEN268ELSEIFP$(Ø)="Z"T
HENS=RND(4)-1:TS=Ø
254 A=RND(1Ø):IFA=1THEN248ELSEGO
SUB28:GOSUB116:GOTO194
256 FORY=1TO5:GOSUB94:DRAW"BM=H(
N);,=V(N);XQ$(1);":GOSUB94:DRAW"
BM=H(N);,=V(N);XQ$(Ø);":NEXT:GOS
UB94:DRAW"BM=H(N);,=V(N);XDI$;"
258 IFP$(2)<>""THENN=2:GOSUB36:G
OSUB94
26Ø FORX=15TO24:LINE(235,X)-(244
,X),PRESET:NEXT:DRAW"BM235,15;XQ
$(2);":GOSUB26
262 POKE329+O,TC:FORX=33ØTO337:I
FPEEK(X)=ØTHENX=337:GOTO266
264 NEXT:GOTO1Ø6
266 GOSUB98:GOSUB1Ø8:PRINT@129,"
THE INVADER HAS BEEN DEFEATED!":
PRINT@235,"MOVES :";TC:PRINT@326
,"THE GAME CONTINUES..":GOSUB26:
GOSUB3Ø:GOTO276
268 FORY=1TO5:GOSUB94:DRAW"BM=H(
N);,=V(N);XQ$(2);":GOSUB94:DRAW"
BM=H(N);,=V(N);XQ$(Ø);":NEXT:DD=
1:P$(2)="":GOSUB116:GOTO194
27Ø FORY=1TO5:GOSUB94:DRAW"BM=H(
N);,=V(N);XQ$(2);":GOSUB94:DRAW"
BM=H(N);,=V(N);XQ$(1);":NEXT:DD=
1:P$(2)="":GOSUB116:GOTO246
272 FORY=1TO5:GOSUB94:DRAW"BM=H(
N);,=V(N);XQ$(1);":NEXT:FORY=176
TO183:LINE(51,Y)-(58,Y),PRESET:N
EXT:GOSUB98
```

```
274 GOSUB1Ø8:PRINT@132,"YOU HAVE
 LOST THIS GAME!":PRINT@23Ø,"TOT
AL GAME COUNT:";TC+K:PRINT:PRINT
:LINEINPUT"          TRY AGAIN?
";A$:IFA$="Y"ORA$="YES"THENRUNEL
SECLS:END:GOTO22
276 GOSUB1Ø8:PRINT@75,"SCOREBOAR
D":PRINT:Y=121
278 FORX=1TO8
28Ø PRINTTAB(4)X;CHR$(8);"] ";IN
$(X);
282 Y=Y+32:IFPEEK(329+X)=ØTHENPR
INT@Y,"**"ELSEPRINT@Y,USING"##";
PEEK(329+X)
284 NEXT:PRINT@4Ø9,"--":PRINT@42
2,"TOTAL GAME COUNT";:PRINT@44Ø,
USING"###";TC+K
286 IFFF=1THENPRINT@491," *FINIS
H* ";:GOSUB34:CLS:END:GOTO22
288 PRINT@484," PRESS TWICE TO P
ROCEED ";:GOSUB34:GOSUB34:GOSUB1
Ø8:GOTO31Ø
29Ø GOSUB1Ø8:PRINT@23Ø,"ARE YOU
SURE (Y/N)?";:LINEINPUTF$:IFF$="
Y"THENFF=1:GOTO276ELSE2Ø8
292 GOSUB1Ø8:PRINT@197,"HEAT NOT
 A FURNACE FOR":PRINT@228,"YOUR
FOE SO HOT THAT IT":PRINT@26Ø,"D
O SINGE THYSELF-":PRINT@334,"W.S
HAKESPEARE"
294 DRAW"BM75,46;R135F7G7L135U13
":FORX=44TO68STEP6:CIRCLE(X,53),
3,,2:NEXT:FORX=49TO57STEP4:CIRCL
E(41,X),3:NEXT:FORX=35TO71STEP6:
CIRCLE(73,X),3:NEXT:LINE(97,51)-
(21Ø,51),PSET
296 DRAW"BM179,13Ø;L135G7F7R135U
13":FORX=186TO21ØSTEP6:CIRCLE(X,
137),3,,2:NEXT:FORX=133TO141STEP
4:CIRCLE(213,X),3:NEXT:FORX=119T
O156STEP6:CIRCLE(181,X),3:NEXT:L
INE(44,135)-(157,135),PSET
298 LINE(9Ø,79)-(162,113),PSET,B
:LINE(94,83)-(158,1Ø9),PSET,B:DR
AW"BM1Ø5,92;D8R1U8R5F1D2G1L4R4F1
D2G1L4BR12BU8R2F3D5U4L7D4U5L1D5U
5R1E3L1G3BR12D5U8R1D8R5U2D2BR4U8
R1ND8R4ND8R4ND8":PAINT(1ØØ,8Ø)
3ØØ LINE(9Ø,79)-(94,83),PRESET:L
INE(162,79)-(158,83),PRESET:LINE
(9Ø,113)-(94,1Ø9),PRESET:LINE(16
2,113)-(158,1Ø9),PRESET
3Ø2 DRAW"BM84,58;U1ØR1ND1ØR5F1D3
G1L4R4D5R3E4G2H2F4":PSET(1ØØ,55)
:PSET(1ØØ,57)
3Ø4 SK$="R2F4D4G2D2G2H1G1H1G1H2U
2H2U4E4R2BD8D1NF1NG1U1BH2E1U1H1L
1G1D1F1R1BR4R1E1U1H1L1G1D1F1"
3Ø6 FORH=27TO24ØSTEP2Ø:DRAW"BM=H
;,3;XSK$;":DRAW"BM=H;,175;XSK$;"
:NEXT:FORV=3TO156STEP17:DRAW"BM9
,=V;XSK$;":DRAW"BM245,=V;XSK$;":
NEXT:DRAW"BM9,175;XSK$;BM245,175
;XSK$;":LINE(2Ø,19)-(234,172),PS
ET,B:PAINT(Ø,Ø)
3Ø8 GOSUB1Ø8:PRINT@195,"RETRIBUT
ION RETRIEVAL LTD.":PRINT@298,"P
RESENTS....":GOSUB26:SCREEN1:FO
RZ=1TO1Ø:GOSUB118:NEXTZ:CLS:SCRE
ENØ:CLSØ
31Ø CLEAR2ØØ:DIMH(8),V(8),K(8),S
(2),P$(8),Q$(8),C$(26),CP$(8),IT
$(8),SI$(2),I$(8,2),IN$(8),SM$(3
)
312 FORX=1TO26:READC$(X):NEXT:FO
RX=1TO8:READCP$(X),IN$(X),IT$(X)
:NEXT:FORX=ØTO2:READSI$(X):NEXT:
FORX=ØTO3:READSM$(X):NEXT:FORX=1
TO8:READI$(X,Ø),I$(X,1),I$(X,2):
NEXT:FORX=ØTO8:READQ$(X):NEXT
314 GOSUB1Ø8:PRINT@71,"I BID YOU
 WELCOME!":PRINT:FORX=1TO8:SOUND
2ØØ+X,1:PRINTTAB(2)X;CHR$(8);"]
"IN$(X);", "IT$(X):NEXT
316 Y=1122:FORX=33ØTO337:Y=Y+32:
IFPEEK(X)=ØTHENPOKEY,1Ø6:SOUND24
Ø,1:ELSEPOKEY,96
318 NEXT:Y=Ø:PRINT@423,"PAUSE AN
D CONSIDER":FORX=1TO8:K(X)=PEEK(
329+X):K=K+K(X):NEXT
32Ø PCLS5:N$="G3L3G2L2H2L5H3U2H2
U2E2U2E2R2E2R2F2R5F4":S$="E5R2E2
U3E2U2H4L2U2L2H2":L$="H4U2H2U3H1
E4R3E1R2F1R3E1R2F4D2F2D3G5":T$="
F3R2F4R3E2F2R4E2R3E4":AR$="D3R1U
3":DI$="BR2BD6R7NU1L5U1L2":WB$="
ND27NG27NL27NH27NU27NE15NR15NF15
":C$="C5"
322 DRAW"BM255,98;L2H2G3H1L1H1L2
H1L2G3L2H1G1H1G1L3H3L4H2G2L1H1L3
G1D1G1D1G2L1G4D1F1D1G1F2E2F3R2F1
R1F1D1G1D2F3G2D1G2D3G1L1G1L2D2G1
D1G3D1F3R2F4D2G2F2D3G3F3D3R1D1F2
G2D3G1L1G1L2H2L4G1L2H1L2G2H2U3H2
U2E2U1H1E2U2H4U2H3U2H2L1H2U2H3G2
H2U2H4L1H3L2D4"
324 DRAW"F2D2G1D2L1F4D2F1D2F2H2F
2D3G4L3G3L1H3L2G2H3L2H2L4H2L2G2L
2H2L1G5L2G2L2H2L2G2L2H3U2E2H3U3L
2H4L2U1H3U2H6U1H2L3G2F3D2F2D2G4R
3F3D3F2D5G4F4D2F3G3D2F2D2G2L3H2G
2L2H2L3H2U3H2U2E2U2E2R2U2L3G6D2G
```

```
6D2F3D2G7L3H2L3G2L3H2G3L3H2L1ØH3
"
326 DRAW"XN$;XS$;XN$;XS$;XN$;XS$
;XN$;XS$;XN$;XS$;XN$;E2R3E5"
328 REM OUTER RING FROM H35-V19
TO H225-V53
33Ø DRAW"XL$;XT$;XL$;XT$;XL$;F6D
2F2D3G2F2G4L2G4D2F1G1D4F2R3E1R1F
4R3E3F3R2E8U3E2U2H4U2H3U3H2E4U2E
2R1;XL$;XT$;XL$;F3D2F4U3E3U4E6U2
E4R3E2R3F2R2E2R4F3R3F4D3G2D2F2D2
G2D6G4L3G3L6H2L4H2L3H2G2L3G3L2G2
L3G2D2F2G2D3G1F3D2F2E4R3E2F3R4"
332 DRAW"F4D3F2D2G5L3H2G2L3H5G7D
4F3G3R2F3E5R2F2R2E1R2F3E4R3F1R1E
1R3F2R2E3R4F3R2"
334 DRAW"BM175,33;R4F2E2F3R1E3F2
D3F2D3F2G4D2G4L3G2L2H3L2G2L2H6E3
U2H3U1E8;BM16Ø,67;R3F1R2E2R2E3F1
R2E2R2F2R2E2F6D2F2D4F2D2G4L3G1L2
H2L2G3L2H3L2H4U6L16D6G4L2H1L3G2L
2G2H2G3H4U2H2U2E2H2E2H2E5F2E2R2F
2E2R4E2F6E1R2F2E2R2"
336 DRAW"BM191,97;F3D2G2F2D2G2F1
G4D2G2F2D2G2F2R2D2F4G2F2D4L3H6U2
H3G2H3U2L2H4L2U2E3H3U2H4E3H3U3E4
R2E2F2E2F2E2F2E2F4;BM149,95;D3F2
R3D2F1D2G2F2D2G3L2G2L2G1L4H1L4G1
L4H5L3H2L2G2L3G4L4G1L4H2L8E4R2E2
R2E3R3E3R3E3U2R3F2E2R2E4R3E2R4E2
R3F4R2"
338 DRAW"BM128,14Ø;U7L16D7H8L2H4
U1H4L2U1E1R3F2R2E1R2F1R1E2F7R3F2
R3E2R2E4R3F2E2R4E2F2R4F4R1F2D3G2
F2G2D2G5L2H2G2H2G2L3H2L1H4;BM5Ø,
95;E2R2F2E3R2F3E2R2F5D2F2G2F3D3G
8L3H2L2G2H2G2L2H3U3L2U3L1H2E2H3U
1E5R2"
34Ø DRAW"BM116,39;D2G2F2G2F2D2G5
D2G2F2D4F5D2F2G2F2G2D2L2G2D1G2D3
G2D2G4L2G3L2G3L2G5L1U3H1E2H3E2U2
E4U3E2H2U2H5U2E2H3U3E5U2E3U2E4R2
E8R2E6R2;BM52,125;F5R2F3R2F4D1F3
R2E2U2H2E2H2E2H5L2G2L2H2G2H2L6"
342 DRAW"BM72,52;U8R16D8E3R2E3R2
E3R1E3R2E3H3L3G2L2H3L4G2L1D2G5H2
G2H2G2H3L2D2G3D1G3D1G3L4G3L2G4F2
G2F2G4L2D3G2F2D2G2F2G1F6R2E2R2F2
R2E2F2E2F2R2E6H2U2E2U4H5U3H2E2H3
U2R2H2E2R2;BM45,129;F3D2F4E2F6E2
F6G2L2H2L2G2H2G2L2H8U2H2U2E2U3"
344 DRAW"BM44,162;E4U2E2R2F3E3F2
R2E2R2F4G4L2D2G4D2L3G2L3H4U2H4;B
M45,4Ø;E4R2E2F2E3R2F2R2D2G3D2G3L
2G4L1G3H3E2U2H3E1"
346 FORX=113TO127:LINE(17Ø,X)-(1
9Ø,X),PRESET:NEXT:DRAW"BM17Ø,113
;R5U2R2F3R2E2R2F2R2E3;BM177,127;
L4H3U2E2R3F3R2E2R3F3R2E2R1D3G2"
348 PAINT(Ø,Ø):PAINT(175,5Ø):PAI
NT(17Ø,75):PAINT(185,11Ø):PAINT(
144,1Ø5):PAINT(14Ø,135):PAINT(1Ø
Ø,75):PAINT(6Ø,75):PAINT(6Ø,1Ø5)
:PAINT(65,13Ø):PAINT(5Ø,142):PAI
NT(55,163):PAINT(55,4Ø):PAINT(18
Ø,13Ø)
35Ø DRAW"BM36,6;BR4R2F3D5U4L7D4U
5L1D5U5R1E3L1G3;BM76,6;BR1D8R1U8
R5F1D2G1L4R4F1D2G1L4;BM116,6;BR1
D8R1U8R6D1BD5D2L6;BM155,6;BR1D8R
1U8R5D8L4R4U1R1U6;BM195,6;BR1D8R
7U1D1L6U4R4L4U4R6D1"
352 DRAW"BM11,26;BR3R2D8R3L5R3U8
;BM11,56;BR1D1U1R7D3L1U2D3L6D4R1
U3D3R6U1;BM11,86;BR2D1U1R6D3R1U2
D2L1G1NL2F1D2R1U2D2G1L6U1;BM11,1
16;BR6D8R3L5R3U8D5R2L7U1E4;BM11,
146;BR2R7D1U1L7D4R1U3D3R4F1D3R1U
3D3L7U1;BM11,176;BR2R7D1U1L7D8R1
U7D3R6D4L1U3D3L4"
354 FORC=8TO28STEP4:CIRCLE(24Ø,2
Ø),C:NEXT:DRAW"BM24Ø,2Ø;XWB$;":F
ORY=15TO25:LINE(235,Y)-(245,Y),P
RESET:NEXT:CIRCLE(24Ø,2Ø),7,5
356 CIRCLE(16Ø,77),5,,.5:CIRCLE(
12Ø,137),5,,.5:CIRCLE(8Ø,48),5,,
.5:DRAW"BM215,56;XQ$(6);BM198,16
1;XQ$(7);BM81,165;XQ$(8);BM35,17
5;XQ$(Ø);"
```



```
358 DRAW"BM235,16Ø;C5;NU15NE7NR1
5NF7ND15NG7NL15NH7;BM23Ø,13Ø;F11
H1NE1H1U7E2G1NF1G1D7BL7G2E1NH1E1
U7H1G1CØ":LINE(33,113)-(47,126),
PSET,B:LINE(73,24)-(87,37),PSET,
B
36Ø DRAW"BM235,15;XQ$(2);":LINE(
51,176)-(58,183),PSET,BF:DRAW"BM
55,18Ø;C5;U1L1D1R1;CØ":PRESET(56
,176)
362 SOUND23Ø,1:PRINT@419,"";:LIN
EINPUT"NUMBER OF MORTAL WE SEEK?
 ";O$:IFO$=""THENPRINT@419,STRIN
G$(32,32);:GOTO362
364 IFLEN(O$)>1ORASC(O$)<49ORASC
(O$)>56THENPRINT@455,"*THOU DOST
 MISCALL*":GOSUB28:PRINT@416,STR
ING$(64,32);:GOTO362
366 O=VAL(O$):IFK(O)>ØTHENPRINT@
457,"*GONE FISHING*":GOSUB28:PRI
NT@416,STRING$(64,32);:GOTO362
368 IFLEN(IN$(O))<1ØTHENX=227ELS
EX=225
37Ø CLSØ:PRINT@224,STRING$(32,32
);:PRINT@X,"HARK! ";IN$(O);" APP
ROACHES..";:GOSUB26:SCREEN1
372 FORH=245TO2Ø5STEP-1Ø:DRAW"BM
=H;,85;XQ$(1);":GOSUB3Ø:DRAW"BM=
H;,85;C5;XQ$(1);CØ;":NEXT:DRAW"B
M195,85;XQ$(1);"
374 FORY=1TO6:DRAW"BM235,15;C5;X
Q$(2);":GOSUB32:DRAW"BM235,15;CØ
;XQ$(2);":GOSUB32:NEXT:GOSUB3Ø
376 FORY=2TO6:IFC$="C5"THENSOUND
2ØØ,1
378 DRAW"BM1Ø5,185;XC$;U5R2FDGL2
BR6BD2U5R2FGL2F3BR3NR3U3NR2U2R3B
R3BD5BUFREUHL2UERFBR3BD4BUFREUHL
2UERFBR7BD4NU5EU2RD2FU5BR3BD5U3N
U2R3NU2D3BR3NR3U3NR2U2R3BR3BD5U5
F3U3D5BR7U5R2FGL2F3BR3NR3U3NR2U2
R3BR3BD5U2NR3U2ERFD4BR3U5RF2DG2L
BR6BU5D2FRD2NLU2EU2"
38Ø IFY=2ORY=4THENC$="CØ"ELSEC$=
"C5"
382 GOSUB32:NEXTY:DRAW"CØ":GOSUB
34
384 GOSUB1Ø8:PRINT:PRINT"   PLAC
E DEFENDER IN CAVE. USE   HORIZO
NTAL LETTER FIRST THEN    VERTIC
AL NUMBER.":PRINT:PRINT"      (EX
AMPLE: A1 <ENTER>)":PRINT:PRINT"
 IF YOU WISH TO SURVEY THE CAVE
 BEFORE PLACING DEFENDER JUST
 TYPE 'CAVE'. ";
386 PRINT"TO RETURN TO THIS  SCR
EEN TAP ANY KEY."
388 PRINT@416,STRING$(31," "):PR
INT@416,"";:INPUT" WHERE";P$
39Ø IFP$="A6"ORP$="E3"THENPRINT@
452,"*DEATH AWAITS YOU THERE*":G
OTO388
392 IFP$<>"CAVE"THEN396ELSESCREE
N1
394 A$=INKEY$:IFA$=""THEN394ELSE
384
396 IFLEN(P$)<>2THEN388
398 IFASC(LEFT$(P$,1))<65ORASC(L
EFT$(P$,1))>69ORASC(MID$(P$,2,1)
)<49ORASC(MID$(P$,2,1))>54THEN38
8
4ØØ A=ASC(LEFT$(P$,1))-64:H(2)=(
A*35)+((A-1)*5):A=VAL(MID$(P$,2,
1)):V(2)=(A*25)+((A-1)*5):IFH(2)
>35ANDV(2)=175THEN388
4Ø2 FORX=18ØTO185:LINE(1Ø5,X)-(1
95,X),PSET:NEXT
4Ø4 SCREEN1:GOSUB3Ø:FORY=15TO24:
LINE(235,Y)-(244,Y),PRESET:NEXT:
DRAW"BM24Ø,2Ø;XWB$;":DRAW"BM=H(2
);,=V(2);XQ$(2);":S=RND(4)-1:I=R
ND(3)-1:P$(4)="1":P$(5)="2"
4Ø6 GOSUB3Ø:FORN=3TO5
4Ø8 P=RND(25):IFP=15THEN4Ø8
41Ø P$(N)=CHR$(P+64):IFP$(4)=P$(
3)ORP$(5)=P$(4)ORP$(5)=P$(3)THEN
4Ø8
412 GOSUB36:IFH(N)=H(2)ANDV(N)=V
(2)THEN4Ø8
414 SOUND24Ø,1:DRAW"BM=H(N);,=V(
N);XQ$(N);":NEXT
416 P=((H(2)+5)/4Ø)+((V(2)-25)/6
):P$(2)=CHR$(P+64):P$(Ø)="Z":C=1
:R=VAL(LEFT$(I$(O,I),1)):H(1)=19
5:V(1)=85
418 GOSUB3Ø:GOSUB118:DRAW"BM12Ø,
166;C5;XQ$(1);BM139,166;XQ$(2);B
M158,165;XQ$(Ø);":GOSUB26:SOUND5
Ø,1:GOTO194
42Ø DATA**B*F***,**C**FA*,****HG
B*,**E*I***,****J*D*,AB**K***,*C
**L***,C*I*M***,D*J***H*,E***O*I
*,F*L*P***,G***Q*K*,H*N**Q**,**O
*S*M*,J***T*N*,K*QVU***,LMRWV*P*
,**S***Q*,N*TYX*R*,O***Y*S*,P*V*
Z***,Q****ZUP,**X****Q,S*****W*,
T******S,UV******
422 DATAN,SIR KEN,THE MARKSMAN,N
E,SIR ERIC,THE WHIFFER,E,SIR GRE
G,THE BOUNDLESS,SE,SIR JEFF,THE
MERCIFUL,S,SIR MARK,THE JOYFUL,S
W,SIR STEVE,THE ANXIOUS,W,SIR GR
```

```
EGORY,THE GRADUAL,NW,SIR RICHARD
,THE PUZZLER
424 DATA" SWORD"," SHIELD"," STA
FF",UPKFABFABCHMQPUZ,UVQWXSYTONM
QVZ,UPQMNOJEDIHCBFKPVZ,UVPKLGCHI
DEJIDEJOTYSXWQVZ
426 DATA8JEDIHCGLKPUZ,8JEDIHCBFK
LQPUZ,8JONMHCBFKPUZ,6TYSRQLQMHID
IHCBFKLQVZ,6TYSRQLQMHIDIHCGLQVZ,
6TSXWQMHIJONMQVZ,5TSRQMNOTSXWQVZ
,5TSRQMHIJONMQVZ,5TYSRQLKPVZ,8JI
HCBAFKLQRSXWQVUZ,8JIHCBFKPQRSRQV
UZ,8JIHCGLKPUZ
428 DATA3NMHIJOTSXWQPUZ,3NMHIJOT
YSRQVUZ,3NMHIHMQPUZ,8TYSXWQLKPUZ
,8TYSXSRQLKPUZ,8TSRQVZ,5JEJIHMNS
RQLGCHMQVUZ,5JEJIDEJOTSRQPUZ,5JO
NSRQLKFBCHMQVUZ,4NMHMQVZ,4NMHMQP
UZ,4JIHCHMQVZ
43Ø DATABR2BD1NR3D1R7D7L7U5R5D3L
3U1,BR5BD1D5R1U5D2R2ND2L5ND2R2D3
L1ND2R3D2,BF5H2NU1NL1F4ND1NR1H2E
2NU1NR1G4ND1NL1,BR5BD1D2ND6R1NF1
L2G1,BF2R6D4G2L2H2U4F4BL2E4,BD2B
R2R1E1R2F1D1G2D4
432 DATANF6D1R1D2R2BR3R2U2R1U1G6
R1D2NG1R1NF1U3R3NF1L7NG1,D3R9U3G
3H1L1G1H3F4G3R1U1BR5D1R1H3,BR3D1
R5U1D1L2D7NF1L1NG1U6NG3R1NF3D3NF
3L1NG3
```

FRANK HARRIS

The Professional

Program by Franklin Marrs

Working the rough end of town as a private investigator has not exactly made you wealthy. Nor has it gotten your name, Joseph Benjamin Gunn, etched in any city plaques commemorating heroics. But for the past 15 years, it's been a living — although sometimes just by the skin of your teeth. Oh well, you'd probably get bored in a job that didn't threaten your existence every once in a while. Besides, you're so good at what you do, you like to consider yourself not only a professional, but *The Professional.*

Nevertheless, even *The Professional* has his slow days, and today's been one of them. There was one call from someone at the high school requesting that you give a presentation on criminology sometime next week. Otherwise, the majority of the day was indulged in the office easy chair playing computer games and watching your pocket television. However, no sooner than you decide to call it a day, the phone rings.

You pick up the receiver, but before you are

able to say anything, the office door creaks open and a rather attractive young lady enters the doorway.

You are stunned when you realize she's Claudine Huntsdale, the well-to-do model living on Richman Avenue. It's not too often someone of her notoriety requests your assistance, and never anyone even half as good looking.

Earlier today, Ms. Huntsdale discovered that her million-dollar jade necklace was missing. Her assumption is that it must have been stolen since she always secures it in her wall safe every night before going to bed, and did so last night as well. She doesn't have a clue as to who could be responsible, but wants to hire you to recover the priceless piece at 1,000 bucks a day, plus expenses.

Uncertain of *why you* were chosen, your apprehension is quickly forgotten when she sweetens the deal by promising a $20,000 bonus for its safe and expedient return. How can you refuse?

Anxious to put things into perspective, you begin by digging up a little more information on Claudine Huntsdale. Since she is a nationally known model who has always received a lot of publicity, the researching is all the easier. It doesn't take long to gather enough background information on her to give you a few possible leads.

Apparently, Ms. Huntsdale made her fortune adorning the creations of Italian designer Antonio Sarducci. Although the two never married, it was common knowledge that they maintained much more than just a working relationship. But when the press uncovered and exposed his affiliation with the mob, both of their reputations were so seriously damaged that their illustrious careers were all but destroyed. And, shortly after that, Claudine poured salt on Sarducci's wounds by ending their relationship.

Ms. Huntsdale was gradually able to restore her reputation and resume her success. But Sarducci never did much to improve his tarnished image. He opened an inn on the harbor, but it's supposedly under investigation for a number of illegal activities. And he's recently been connected with George Helming, suspected operator of the largest fencing operation in the state.

Well now, that ought to give you something to go on, so don't waste any more time. The only way you are going to find that necklace and earn the bonus is to get out in the streets and start asking a few questions.

The Professional is comprised of two BASIC program listings and is set up to run on a cassette based system. To allow the program to be automatically loaded and executed from disk, change the CLOAD"PROFESNL" *in Line 430 of* TITLPAGE *to* RUN "PROFESNL".

Upon running the first program, TITLPAGE, a colored screen will appear. If it is red, press ENTER, else press reset and run the program again until the screen is red. After pressing ENTER, a graphics title screen appears accompanied by music and followed by the scenario and instructions for playing the Adventure.

After the instructions are read and understood, press N when prompted with NEED INSTRUCTIONS AGAIN? and the second program, PROFESNL, will automatically be loaded into the computer. When the OK prompt appears, type RUN and the Adventure begins.

The Professional is a random text Adventure; therefore, the stolen jade necklace could be hidden in any one of five different locations each time the game is played.

Single-key directional commands of N (North), S (South), E (East), W (West), U (Up) and D (Down) are available. The standard two-word commands (a verb followed by a noun) are used and the following verbs are accepted:

ASK	HIT	OPEN
BREAK	INSERT	PULL
DROP	INVENTORY	PUSH
EAT	KICK	READ
EXAMINE	KILL	SHOOT
GET	LOAD	UNLOCK
GIVE	LOOK	WHERE
HELP	MOVE	WHO

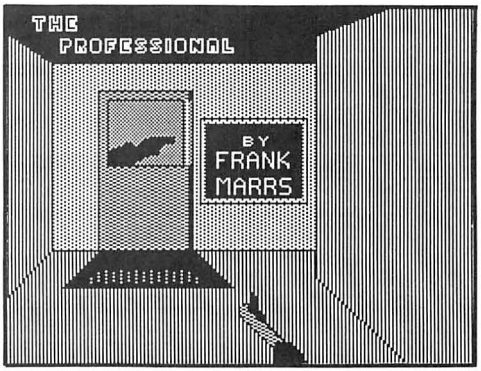
Be sure to use the ASK command as often as possible. It will be most beneficial in obtaining clues from the people you encounter in the Adventure. To do so, type ASK, followed by the person to whom you are talking (e.g., type ASK MAC and press ENTER). Then proceed with the question command. For example, type WHERE MONEY to ask, "Where is the money?"

Franklin Marrs is a self-taught programmer and an aspiring writer. The Professional *was adapted from one of his works by the same name. Questions or comments may be addressed to Franklin at 2601 Andy Drive, Columbia, MO 65202. Please include an SASE when requesting a reply.*

TITLPAGE 32K ECB

```
5 CLS:PRINT"IF NEXT SCREEN IS RE
D":PRINT"THEN PRESS 'ENTER'":PRI
NT"ELSE PRESS RESET AND RUN AGAI
N":FORX=1TO35ØØ:NEXT
1Ø CLEAR1ØØØ:R=3:B=2
15 PMODE4,1:PCLS1:SCREEN1,1:PMOD
E3:PCLS3
2Ø IFINKEY$=CHR$(13)THEN25ELSE2Ø
25 CLSØ:PRINT@1Ø,"please";CHR$(1
28);"wait";:PRINT@46,"for";:PRIN
T@73,"title";CHR$(128);"screen";
:PMODE4,1:PCLSØ:SCREENØ,Ø:DIM Y(
3),B(3),G(3),S(3),P(3),L(3),V(3)
:LINE(32,Ø)-(48,5),PSET,BF
3Ø FORX=31TO47STEP4:PSET(X,Ø,Ø):
PSET(X+2,1,Ø):PSET(X+1,4,Ø):PSET
(X+3,5,Ø):NEXT
35 FORX=32TO47STEP8:PSET(X,8):PS
ET(X+4,9):LINE(X,12)-(X+1,12),PS
ET:LINE(X+4,12)-(X+5,12),PSET:LI
NE(X+2,13)-(X+3,13),PSET:LINE(X+
6,13)-(X+7,13),PSET
4Ø PSET(X,16):PSET(X+1,17):PSET(
X+4,16):PSET(X+5,17):PSET(X+1,2Ø
):PSET(X+5,21):NEXTX:PMODE3:COLO
R2,3:LINE(32,24)-(48,24),PSET:LI
NE(32,25)-(48,25),PRESET
45 PMODE4:GET(32,Ø)-(47,1),Y,G:G
ET(32,4)-(47,5),B,G:GET(32,8)-(4
7,9),G,G:GET(32,12)-(47,13),S,G:
GET(32,16)-(47,17),P,G:GET(32,2Ø
)-(47,21),L,G:GET(32,24)-(47,25)
,V,G
5Ø GOTO1ØØ
55 LC=VAL(MID$(PT$,2,3)):TC=VAL(
MID$(PT$,6,3)):RC=VAL(MID$(PT$,1
Ø,3)):BC=VAL(MID$(PT$,14,3))
6Ø XX$=LEFT$(PT$,1):IFXX$="Y"THE
N65ELSEIFXX$="B"THEN7ØELSEIFXX$=
"G"THEN75ELSEIFXX$="S"THEN8ØELSE
IFXX$="P"THEN85ELSEIFXX$="L"THEN
9ØELSEIFXX$="V"THEN95ELSERETURN
65 FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),Y,OR:NEXTZZ,YY:RETURN
7Ø FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),B,OR:NEXTZZ,YY:RETURN
75 FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),G,OR:NEXTZZ,YY:RETURN
8Ø FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),S,OR:NEXTZZ,YY:RETURN
85 FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),P,OR:NEXTZZ,YY:RETURN
9Ø FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),L,OR:NEXTZZ,YY:RETURN
95 FORYY=TC TO BC STEP2:FORZZ=LC
 TO RC STEP16:PUT(ZZ,YY)-(ZZ+15,
YY+1),V,OR:NEXTZZ,YY:RETURN
1ØØ PMODE4:PCLS1:COLORØ,1:GOTO15
Ø
1Ø5 LINE(3Ø,3Ø)-(17Ø,13Ø),PSET,B
 :RETURN
11Ø LINE(3Ø,3Ø)-(Ø,1Ø),PSET:RETU
RN
115 LINE(55,45)-(1Ø5,13Ø),PSET,B
 :RETURN'DOOR
12Ø DRAW"BM17Ø,3ØU15M+4Ø,-15":RE
TURN
125 LINE(6Ø,5Ø)-(1ØØ,85),PSET,B:
RETURN'WINDOW
13Ø DRAW"CØBM6Ø,78RE2RER2ERER2F2
RERE3R2UR13D2GL5D2L2D3GL4GL2G2L2
G3":RETURN
135 DRAW"BM56,13ØG2ØR9ØH2Ø":RETU
RN
14Ø DRAW"BM55,14ØG8R65H8L49":RET
URN
145 DRAW"BM3Ø,13ØG31BM17Ø,13ØD15
F47":RETURN
15Ø GOSUB1Ø5:GOSUB115:PAINT(31,3
1),Ø,Ø:PT$="YØ3Ø,Ø3Ø-17Ø,13Ø":GO
SUB55:GOSUB1Ø5:GOSUB115
155 GOSUB11Ø:GOSUB12Ø
16Ø GOSUB125:PAINT(56,46),Ø,Ø:PT
$="SØ55,Ø45-1Ø2,13Ø":GOSUB55:GOS
UB115:GOSUB125
165 GOSUB13Ø:PAINT(61,51),Ø,Ø:PT
$="VØ61,Ø51-Ø93,Ø84":GOSUB55:GOS
UB125:GOSUB13Ø:PAINT(61,79),Ø,Ø:
GOSUB115
17Ø GOSUB135:GOSUB14Ø:PAINT(57,1
41),Ø,Ø:PT$="GØ47,14Ø-1Ø4,148":G
OSUB55:GOSUB14Ø:PAINT(56,131),Ø,
Ø
175 GOSUB145
18Ø POKE178,1:PAINT(1,2Ø),,Ø
185 POKE178,Ø:PAINT(1,1),Ø,Ø
19Ø POKE178,Ø:LINE(1Ø9,6Ø)-(165,
1Ø5),PSET,B:LINE(112,63)-(162,1Ø
2),PSET,BF
195 POKE178,1:PAINT(25Ø,19Ø),,Ø
2ØØ POKE178,Ø:DRAW"C1BM132,7ØD4U
4R3FGNL3FGNL3BR7U2H2F2E2"'BY
2Ø5 DRAW"BM118,78NR5D4NR3D4BR8U8
R4FD2GL4R3F2D2BR3U6E2RF2D2NL5D4B
```

```
R3U8M+5,+8U8BR3D8U4RNM+4,-4M+4,+
2D2
21Ø DRAW"BM118,92ND8RF2E2RD8BR3U
6E2RF2D2NL5D4BR3U8R4FD2GL4R3F2D2
BR3U8R4FD2GL4R3F2D2BR3R4EU2HL3HU
2ER4
215 DRAW"BM2Ø,5R6D2L2D5L2U5L2U2B
R9R2D3R2U3R2D7L2U2L2D2L2U7BR9R5D
2L3D1R2D1L2D1R3D2L5U7"
22Ø DRAW"BM35,17R4FD2GL2D3L2U7BR
8R4FD2GFD2L2U2HD3L2U7BR9R3FD5GL3
HU5EBR7R5D2L3D1R2D2L2D2L2U7BR8R5
D2L3D1R2D1L2D1R3D2L5U7BR9R3FD1L3
F3D1GL3HU1R3H3U1EBR8R3FD1L3F3D1G
L3HU1R3H3U1EBR7R2D7L2U7BR6R3FD5G
L3HU5EBR7R2F2U2R2D7L2H2D2L2U7"
225 DRAW"BR1ØR3FD6L2U3L1D3L2U6EB
R7R2D5R3D2L5U7"
235 GOTO245
24Ø DRAW"CØBM165,191H3U2H6L2H12U
3H3U6H3LD6L3G3D3F19D1ØU1ØER4H12L
H6U3":RETURN
245 GOSUB24Ø:PAINT(15Ø,178),Ø,Ø:
PT$="S129,16Ø-165,191":GOSUB55:G
OSUB24Ø:PAINT(162,19Ø),Ø,Ø
25Ø PAINT(14Ø,166),Ø,Ø:POKE178,2
:PAINT(1,19Ø),,Ø:POKE178,Ø
255 SCREEN1,1
26Ø FORX=1TO75Ø:NEXT:PLAY"O2T3L4
EBAFAGL2.O1AL4EO2BAFAGL2.FO1L4EO
2BAFAGL2.FO1L4EO2BAFAGFL4.EL1O1A
":FORX=1TO1ØØØ:NEXT
275 FORX=1TO1ØØØ:NEXT
28Ø CLS:PRINT:PRINT:PRINT"YOUR N
AME IS JOSEPH BENJAMIN     GUNN,
AND YOU'RE A PRIVATE       DETECT
IVE. YOU WORK THE EAST     SIDE O
F SEEDY CITY. IT'S A ROUGHAND DI
RTY JOB, BUT SOMEBODY HAS TO DO
IT. BUT THAT'S OKAY,       BECAUS
E THIS IS YOUR CITY."
285 PRINT"YOU MADE THE RULES, AN
D YOU CAN BREAK THEM. ALL YOU NE
ED IS A    GOOD CASE, SOME HOT LE
ADS, AND   THE TOWN IS YOURS. YOU
 DON'T     TAKE ANY GUFF FROM ANY
ONE!"
29Ø EXEC44539
295 CLS:PRINT:PRINT:PRINT"YOU HA
VE JUST BEEN HIRED BY      CLAUDI
NE HUNTSDALE, A BEAUTIFUL,RICH D
AME WHO WANTS YOU TO FIND THE MI
LLION DOLLAR JADE NECKLACEWHICH
WAS STOLEN FROM HER HOME   ON RIC
HMAN AVENUE."
3ØØ PRINT:PRINT"YOU HAVE A GOOD
CLUE ALREADY.    GEORGE HELMING,
THE OWNER OF THEBLUE PARROT CLUB
, AND WELL KNOWNFENCE, WAS SEEN
ON RICHMAN       AVENUE THE NIGHT
OF THE THEFT."
```




```
3Ø5 EXEC44539
31Ø CLS:PRINT:PRINT:PRINT
315 PRINT"YOU CAN TELL RIGHT AWA
Y THAT     THIS IS GOING TO BE ON
E TOUGH    CASE. NOT ONLY IS HELM
ING        INVOLVED, BUT YOU'VE H
EARD       RUMORS THAT SOMEONE HA
S PUT A    CONTRACT OUT ON YOU. O
F COURSE   IT HAS TO BE ONLY A RU
MOR, FOR   WHAT";
32Ø PRINT" HITMAN WOULD BE FOOLI
SH     ENOUGH TO TRY FOR YOU?!"
325 EXEC44539
33Ø CLS:PRINT"THE INSTRUCTIONS M
AY BE A LITTLECONFUSING TO SOME,
 SO PLEASE     READ THEM CAREFULL
Y.":FORX=1TO4ØØØ:NEXT
335 CLS:PRINT"THIS IS THE TOUGH
PART. PLEASE  READ CAREFULLY.":P
RINT:PRINT"IN THIS GAME YOU MAY
ASK THE     CHARACTERS QUESTIONS.
":PRINT:PRINT"TO DO THIS YOU mus
t always TYPE [ASK ---] FIRST. Y
OU WILL THEN  BE GIVEN THE GO AH
EAD."
34Ø PRINT"AFTER THAT YOU MAY ASK
 YOUR      QUESTION, SUCH AS [WHE
RE ---] OR[WHO ---]. EXAMPLES OF
 THIS WILLFOLLOW."
345 EXEC44539
35Ø CLS:PRINT"LET'S SAY YOU RAN
INTO A PERSON NAMED MAC, AND YOU
 WANTED TO ASKHIM WHERE THE MONE
Y WAS, THIS ISWHAT YOU WOULD DO.
```

```
":PRINT
355 PRINT"YOU [TYPE]    ASK MAC
          SCREEN        GO AHEAD
AND ASK   YOU [TYPE]    WHERE MON
EY        SCREEN        I DON'T K
NOW WHERE               IT IS. FI
ND RALPH                HE MAY KN
OW."
36Ø PRINT:PRINT"REMEMBER TO alwa
ys [ASK ---]     FIRST BEFORE eve
ry QUESTION."
365 EXEC44539
37Ø CLS:PRINT"DO YOU UNDERSTAND
THAT? IF NOT  I'M SORRY, BUT I C
AN'T EXPLAIN  IT ANY CLEARER."
375 PRINT"NOW, ON TO THE REST, W
HICH IS   SIMPLE."
38Ø PRINT:PRINT"1) ALWAYS USE TW
O WORD COMMANDS     EXCEPT WHEN M
OVING N,S,E,W,U,    OR D, OR WHEN
 USING THE VERBS    HELP OR INVEN
TORY             2) ALWAYS PLACE
THE VERB FIRST   3) THE SAME RULE
S APPLY WHEN YOU    ASK QUESTIONS
"
385 PRINT"4) DO A LOT OF SNOOPIN
G          5) REMEMBER YOU'RE A T
OUGH GUY"
39Ø EXEC44539
395 CLS:PRINT"HERE IS A LIST OF
THE VERBS.":PRINT:PRINT"HELP","A
SK","EAT","WHO","INVENTORY","WHE
RE","GET","KILL","DROP","SHOOT",
"GIVE","LOAD","LOOK","INSERT","E
XAMINE","UNLOCK","READ","OPEN","
MOVE","HIT","PUSH","KICK","PULL"
,"BREAK","GO"
4ØØ EXEC44539
4Ø5 CLS:PRINT"ONE LAST REMARK.":
PRINT:PRINT"THE ENDING OF THIS G
AME ISN'T   NECESSARILY THE SAME
 EACH TIME  IT IS PLAYED.":PRINT
415 PRINT"NEED INSTRUCTIONS AGAI
N (Y/N)?"
42Ø EXEC44539
425 IFINKEY$="Y"THEN33Ø
43Ø CLS:PRINT@1Ø2,"PLEASE WAIT W
HILE":PRINT@173,"THE":PRINT@233,
"PROFESSIONAL":PRINT@295,"IS BEI
NG LOADED":CLOAD"PROFESNL"
```

PROFESNL

```
Ø POKE383,158
1 CLS
2 PRINT"JUST A SECOND"
4 Z=RND(-TIMER)
6 CLEAR5ØØ
8 R=1:CA=Ø:BL=7:CL=1:FL=Ø:SL=Ø:R
L=Ø:JEW=Ø:BOX=Ø:CR=Ø:BD=Ø:JB=Ø
1Ø DIM R(31,6),R$(31),O(83),O$(8
3)
2Ø DATA IN YOUR OFFICE,ON THE SI
DEWALK,IN A MOVIE THEATER,IN A L
AUNDRYMAT,IN A CHINESE RESTAURAN
T,IN A DARK ALLEY,AT THE HARBOR,
IN THE SHARK TOOTH INN,IN A DARK
ENED WAREHOUSE,ON THE DECK OF A
SHIP,IN THE BLUE PARROT CLUB,IN
A PARKING LOT
3Ø DATA IN THE PUBLIC PARK,IN AN
 OFFICE,IN A HALLWAY,IN A ROOM,I
N A SMALL ROOM,IN AN EMPTY ROOM,
IN AN OFFICE,IN A STATE CABIN,IN
 THE ENGINE ROOM,ON THE BRIDGE,I
N AN OFFICE,IN A SMALL SECRET RO
OM,ON THE SIDEWALK,ON THE SIDEWA
LK,ON THE SIDEWALK
31 DATA IN A HALLWAY,IN AN AUTO
PARTS STORE,ON RICHMAN AVENUE,AT
 THE HUNTSDALE ESTATE
35 FORX=1TO31:READR$(X):NEXT
4Ø DATA DESK,1,CHAIR,1,FILE CABI
NET,1,SAFE,1,GUN,1,CLIP,1,LIGHT
POLE,2,MOVIE (MALTESE FALCON),3,
CONCESSION STAND,3,WASHING MACHI
NE,4,DRYER,4,MONEY CHANGER,4,GUM
BALL MACHINE,4,CHEF FU CHANG WAN
G,5,FORTUNE COOKIE,5,PEKING DUCK
,5
5Ø DATA TRASH CANS,6,DUMPSTER,6,
DOCKS,7,SHIP (THE MARY ANN),7,CU
STOMERS,8,BARTENDER,8,BOXES,9,TR
OLLEY,9,CRATES,1Ø,ROPE,1Ø,CUSTOM
ERS,11,DANCERS (ON STAGE),11,WAI
TRESS,11,YOUR CAR,12,JOGGER,13,K
ID (ON MERRY-GO-ROUND),13,OLD LA
DY,13
6Ø DATA MUGGER,13,DESK,14,GEORGE
 HELMING,14,GOONS (3),14,EXIT SI
GN AT OTHER END,15,A GUY LAYING
ON THE FLOOR DRUNK WHO LOOKS VER
Y FAMILIAR TO YOU,16,VOLUPTUOUS
BLONDE,17,TAPE RECORDER,18,DESK,
19,SAFE,19,TONI SARDUCCI,19,BOOK
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 (MOBY DICK),2Ø
65 DATA HURRICANE LAMP,2Ø,BED,2Ø
,DRESSER,2Ø,BUTTONS,21,LEVERS,21
,WIRES,21,ENGINE,21,COMPASS,22,R
ADAR,22,SWITCHES,22,KNOBS,22,DES
K,23,FILE CABINET,23,FOOTLOCKER,
24,SEWER DRAIN,25,FIRE HYDRANT,2
6,PHONE POLE,27,EXIT SIGN ABOVE
EAST DOOR,28
7Ø DATA PAPER,Ø,HITMAN,4Ø,COINS,
Ø,DOLLAR,Ø,BLUE KEY,Ø,GORILLAS (
3),Ø,RED KEY,Ø,JEWELRY,Ø,DIAMOND
 RINGS (2),Ø,PEARL CHOKER,Ø,GOLD
 WATCH,Ø,STATUETTE OF A BLACK BI
RD,Ø,JADE NECKLACE,Ø,MATTRESS,Ø,
STUFFING,Ø
8Ø DATA TOOLS,29,PLUG WIRES,29,B
RAKES,29,NOTHING,3Ø,CLAUDINE HUN
TSDALE,31
81 FORX=1TO83:READO$(X):READO(X)
:O$=O$+LEFT$(O$(X),3):NEXT
82 IFO(65)=4ØTHENGOSUB22Ø
9Ø DATA 2,,,,,,3,1,26,25,,,,2,,,
,,,27,,,,,,25,,,,,7,26,,,,,1Ø,6,
8,9,,,,,6,7,15,,,,7,23,,,,7,,,22
,2Ø,,,25,,14,,,,,27,,,27,,,,,,,1
1,,,,,17,16,28,,,8,15,,,,,,,15,,
,,,28,,,,,28,,,,,,21,,,,1Ø,,,2Ø
,,,,,,,,,1Ø,,,9,Ø,,,,,23,,,,5,3
Ø,2,11,,,6,29,27,2,,Ø
91 DATA 4,13,12,26,,,18,19,6,15,
,,26,,,,,,25,31,,,,,3Ø,,,,,Ø
92 FORX=1TO31:FORY=1TO6:READR(X,
Y):NEXT Y,X
94 D$(1)="N ":D$(2)="S ":D$(3)="
E ":D$(4)="W ":D$(5)="U ":D$(6)=
"D "
96 C$="INVGETDROLOOSHOLOAHITUNLO
PEPUSPULINSASKEATHELBREMOVWHEWHO
KILREAEXAGO GIVKIC"
98 CLS
1ØØ IFR=28THENPRINT"YOU HEAR SOU
NDS OF A STRUGGLE,  AND THE SCRE
AMS OF A WOMAN COM- ING FROM THE
 ROOM TO THE NORTH.":PRINT
1Ø1 IFJB=3ANDR<15ANDO(76)=-1THEN
5Ø6Ø
1Ø5 PRINT"YOU ARE ";:PRINTR$(R)
1Ø7 IFO(65)=3ØTHENO(82)=Ø
1Ø8 IFJB=2ANDR=1THEN51ØØ
11Ø PRINT:PRINT"YOU SEE":FORX=1T
O83:IFO(X)=R THENPRINTO$(X)
111 NEXT
112 IFR=18THENPRINT:PRINT"SUDDEN
LY YOU REALIZE IT'S A TRAP":PRIN
T:PRINT"UNFORTUNANTLY YOU'VE ALR
EADY    STEPPED INTO IT!":FORX=1
TO1ØØØ:NEXT:PRINT:PRINT"BEFORE Y
OU HAVE TIME TO DO ANY- THING SO
MEONE CLUBS YOU FROM    BEHIND."
:PLAY"T175V31B-"
114 IFR=18THENFORX=1TO65ØØ:NEXT:
GOTO88Ø
12Ø PRINT:PRINT"VISIBLE EXITS AR
E: ";:FORY=1TO6:IFR(R,Y)<>ØTHENP
RINTD$(Y);
121 NEXT
122 GOSUB44Ø
123 IFO(65)=R THEN13Ø
124 IFR=7THENGOSUB215:IFZ<25THEN
FORX=1TO5ØØ:NEXT:CLS:PRINT"ONE O
F YOUR ENEMIES, YOU DON'T  KNOW
WHICH, SEEING HOW THEY CAMEUP FR
OM BEHIND YOU, HIT YOU IN  THE H
EAD.":PLAY"L175V31B-":GOTO125ELS
E13Ø
125 IFR=7THENPRINT"THEN THEY TOS
SED YOU IN THE BAY.":FORX=1TO25Ø
Ø:NEXT:PRINT"FORTUNANTLY YOU CAM
E TO BEFORE  DROWNING, AND ARE N
OW RECOVERINGIN YOUR OFFICE.":R=
1:IFO(76)=-1THENO(76)=Ø:O(44)=Ø:
O(2Ø)=Ø:R(7,1)=Ø
127 IFR=6THENGOSUB215:IFZ<35THEN
PLAY"L175V31B-":CLS(Ø):FORX=1TO5
ØØ:NEXT:PRINT"A HIRED THUG JUMPS
 OUT FROM     BEHIND THE DUMPSTE
R AND KNOCKS  YOU OUT.":FORX=1TO
3ØØØ:NEXT:CLS:PRINT"YOU ARE NOW
RECOVERING.":PRINT:R=1:GOTO1ØØ
13Ø PRINT@448,"";:INPUT"WHAT DO
YOU DO";A$:PRINT:B$=""
131 CLS:IFA$=""GOTO1ØØ
135 IFLEN(A$)=1THEN2ØØØ
14Ø FORX=1TOLEN(A$)
145 IFMID$(A$,X,1)=" "ANDLEN(A$)
>X+1THENB$=MID$(A$,X+1,3)
15Ø NEXT
155 A$=LEFT$(A$,3)
16Ø IFB$="CAB"THENB$="FIL"
164 IFB$="FU"ORB$="WAN"THENB$="C
HE"
166 IFB$="COO"THENB$="FOR"
168 IFB$="DUC"THENB$="PEK"
17Ø IFB$="CAN"THENB$="TRA"
172 IFB$="DRA"THENB$="SEW"
174 IFB$="HYD"THENB$="FIR"
176 IFB$="SIG"THENB$="EXI"
178 IFB$="RIN"THENB$="DIA"
18Ø IFB$="CHO"THENB$="PEA"
182 IFB$="WAT"THENB$="GOL"
184 IFB$="BLA"ORB$="BIR"ORB$="FA
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L"THENB$="STA"
186 IFB$="NEC"THENB$="JAD"
19Ø IFB$="CAR"THENB$="YOU"
192 IFB$="LAD"THENB$="OLD"
194 IFB$="HEL"THENB$="GEO"
196 IFB$="BLO"THENB$="VOL"
198 IFB$="SAR"THENB$="TON"
2ØØ IFB$="LAM"THENB$="HUR"
2Ø2 IFB$="GUY"ORB$="MAY"THENB$="
A G"
2Ø4 IFB$="HUN"THENB$="CLA"
2Ø6 IFB$="BOD"THENB$="DEA"
21Ø GOTO5ØØ
215 Z=RND(1ØØ):RETURN
22Ø Z=RND(31)
```

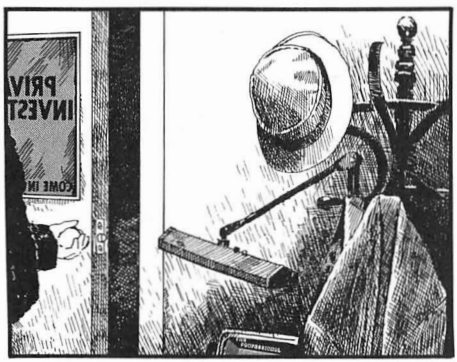


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221 IFZ=1ORZ=14ORZ=16ORZ=17ORZ=1
8ORZ=19ORZ=2ØORZ=21ORZ=22ORZ=23O
RZ=24ORZ=31THEN22Ø
222 O(65)=Z:RETURN
23Ø IFO=16ORO=79ORO=8ØORO=81THEN
PRINT"YOU CAN'T AFFORD THAT!":PR
INT:GOTO1ØØ
232 IFR=4ANDO(68)=4ANDB$="KEY"TH
ENPRINT"TAKEN":PRINT:O(68)=-1:GO
TO1ØØ
234 IFR=2ØANDO(7Ø)=2ØANDB$="KEY"
THENO(7Ø)=-1:PRINT"TAKEN":PRINT:
GOTO1ØØ
236 RETURN
25Ø IFZ<35THENPRINT"YOU MISSED":
PRINT:BL=BL-1:ELSEPRINT"YOU KILL
ED HELMING.":PRINT:BL=BL-1
251 IFZ>35THENO(36)=Ø
252 GOSUB215:IFO(37)=ØTHEN1ØØELS
EGOSUB4Ø5Ø:GOSUB4Ø5Ø:GOSUB4Ø5Ø:I
FZ<5ØTHENPRINT"THE GOONS MISSED
YOU.":PRINT:GOTO1ØØELSEPRINT"UNF
ORTUNATELY HIS GOONS TURNED  YOU
 INTO SWISS CHEESE.":GOSUB43Ø:GO
TO1Ø1Ø
26Ø IFZ<5ØANDBL>=3THENGOSUB4Ø5Ø:
GOSUB4Ø5Ø:GOSUB4Ø5Ø:PRINT"YOU KI
LLED THE THREE GOONS.":PRINT:BL=
BL-3:ELSEGOSUB4Ø5Ø:GOSUB4Ø5Ø:GOS
UB4Ø5Ø:PRINT"YOU MISSED.":PRINT:
BL=BL-3
261 IFZ<5ØTHENO(37)=Ø:GOTO1ØØ
262 GOSUB215:GOSUB4Ø5Ø:GOSUB4Ø5Ø
:GOSUB4Ø5Ø:IFZ<5ØTHENPRINT"THE G
OONS MISSED YOU.":PRINTELSEPRINT
"THE GOONS KILLED YOU.":GOSUB43Ø
:GOTO1Ø1Ø
263 GOTO1ØØ
27Ø IFZ<33THENPRINT"YOU MISSED."
:PRINT
271 IFZ>33ANDZ<66THENPRINT"YOU W
OUNDED HIM BAD! HE'S READY TO TE
LL YOU ANYTHING!":PRINT:TS=1:SL=
1
272 IFZ>66THENPRINT"YOUR AIM WAS
 GOOD, AND HE FALLS OVER DEAD.":
PRINT:O(44)=Ø
273 BL=BL-1
274 IFZ<33THENGOSUB4Ø5Ø:GOSUB215
:IFZ<5ØTHENPRINT"HIS AIM WAS BET
TER THAN YOURS.  YOU'RE NOW DEAD
.":GOSUB43Ø:GOTO1Ø1ØELSEPRINT"SA
RDUCCI MISSED YOU.":PRINT
275 GOTO1ØØ
28Ø IFZ<3ØTHENPRINT"YOU KILLED T
HE HITMAN, BUT NOW  YOU CAN'T AS
K HIM WHO HIRED HIM.":BL=BL-1:O(
65)=Ø:GOTO1ØØELSEPRINT"YOU MISSE
D...":PRINT:GOTO1ØØ
4ØØ IFO=63THENPRINT"IT'S NAILED
TO THE WALL.":PRINT
4Ø2 IFO=12ORO=13THEN1ØØØ
4Ø4 IFO=26THENPRINT"IT'S TIED TO
 THE MAST.":PRINT
41Ø GOTO1ØØ
42Ø PRINT"OKAY, YOU'RE IN YOUR C
AR.":FORX=1TO2ØØØ:NEXT:PRINT:PRI
NT"BUT WAIT...":PRINT:FORX=1TO1Ø
ØØ:NEXT:PRINT"IT'S NOT STARTING.
":FORX=1TO2ØØØ:NEXT:PRINT:PRINT"
AFTER GETTING OUT AND LOOKING
UNDER THE HOOD YOU FIND THAT
SOMEONE HAS STOLEN ALL";
422 PRINT" YOUR     PLUG WIRES!"
:FORX=1TO3ØØØ:NEXT:O(69)=Ø:GOTO1
3Ø
43Ø PRINT:PRINT:PRINT"ALL YOUR F
RIENDS ATTENDED YOUR  FUNERAL.":
PLAY"V15T3O3P4L2CL3CL8CL2CE-L8DL
3DL8CL3CO2L8BO3L2CP2":RETURN
44Ø IFO(65)=R THENGOSUB215ELSERE
```

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TURN
442 IFZ<5ØTHENFORX=1TO1ØØØ:NEXT:
GOSUB4Ø5Ø:PRINT:PRINT:PRINT"THE
HITMAN TOOK A SHOT AT YOU."ELSER
ETURN
444 GOSUB215:IFZ>35THENPRINT"FOR
TUNANTLY HE MISSED YOU.":PRINT:R
ETURNELSECLS:PRINT"THE HITMAN TO
OK A SHOT AT YOU.":PRINT:PRINT"B
EING THE EXPERT THAT HE IS HE  Q
UICKLY EXECUTES HIS CONTRACT.":F
ORX=1TO1ØØØ:NEXT:GOSUB43Ø:GOTO1Ø
1Ø
45Ø IFR=9THENPRINT"WITH WHAT";:I
NPUTZ$
452 IFO(7Ø)=-1ANDLEFT$(Z$,3)="RE
D"THENPRINT"OKAY, IT'S OPEN.":RE
TURNELSE1ØØ
46Ø IFO=23THENBOX=1
462 IFO=25THENCR=1
464 RETURN
47Ø IFO=23ANDBOX=1THENPRINT"IT'S
 EMPTY.":PRINT:GOTO1ØØ
472 IFO=25ANDCR=1THENPRINT"YOU F
IND A DEAD BODY!":PRINT:GOTO1ØØ
474 RETURN
5ØØ C=Ø
51Ø FORX=1TOLEN(C$)STEP3:IFMID$(
C$,X,3)=A$THENC=(X+2)/3
52Ø NEXT:FORX=1TOLEN(O$)STEP3:IF
MID$(O$,X,3)=B$THENO=(X+2)/3
525 NEXT
527 IFC<1THEN35ØØ
53Ø ONC-1GOTO 55Ø,56Ø,57Ø,65Ø,68
Ø,69Ø,71Ø,71Ø,73Ø,73Ø,74Ø,75Ø,77
Ø,78Ø,79Ø,73Ø,81Ø,82Ø,65Ø,57Ø,57
Ø,555,56Ø,83Ø
54Ø PRINT"YOU ARE CARRYING THE F
OLLOWING":PRINT:FORX=1TO78:IFO(X
)=-1THENPRINTO$(X)
542 NEXT
545 GOTO13Ø
55Ø IFCA>7THENPRINT"YOU CAN'T CA
RRY ANYMORE!":GOTO1ØØ
551 IFB$="DES"ORB$="CHA"ORB$="FI
L"ORB$="SAF"THEN556
552 GOSUB23Ø:IFO(O)<>R THENPRINT
"IT'S NOT HERE.":GOTO1ØØ
553 IFO=63ORO=12ORO=13ORO=26THEN
4ØØ
554 IFO=5ORO=6ORO=15ORO=45ORO=46
ORO=64ORO=66ORO=67ORO=68ORO=7ØOR
O=71ORO=72ORO=73ORO=74ORO=75ORO=
76THENGOSUB4Ø2Ø:PRINT"TAKEN":GOT
O558
555 IFO=3ØTHENGOSUB215:IFZ>5ØTHE
NPRINT"BEFORE YOU REACH YOUR CAR
 THREE GORILLAS SURROUND YOU.":O
(69)=R:PRINT:GOTO1ØØELSEIFZ<5ØTH
EN42Ø
556 PRINT"YOU CAN'T TAKE THAT!":
GOTO1ØØ
558 CA=CA+1:O(O)=-1:PRINT:GOTO1Ø
Ø
56Ø IFO(O)<>-1THENPRINT"YOU DON'
T HAVE IT.":GOTO1ØØ
561 IFO=76ANDR=31THEN5ØØØ
562 O(O)=R:CA=CA-1:GOTO1ØØ
57Ø IFB$=""THEN1ØØ
571 IFB$="DES"ANDR=1ANDJB=2THEN5
1ØØELSEIFB$="CLO"ORB$="CUS"ORB$=
"DES"ORB$="FIL"ORB$="SAF"ORB$="C
HA"THENPRINT"NO CLUES THERE.":GO
TO642
572 IFB$="DEA"THENPRINT"YEP, HE'
S DEAD ALRIGHT!":GOTO642
573 IFO(O)=R ORO(O)=-1THEN574ELS
EPRINT"I DON'T SEE IT HERE.":GOT
O642
574 IFO=5THENPRINT"IT'S A COLT .
45 AUTOMATIC.":GOTO642
576 IFO=6THENPRINT"IT'S A GUN CL
IP WITH 7 BULLETS.":GOTO642
578 IFO=8THENPRINT"IF YOU STAY F
OR THE MOVIE YOU'LLPROBABLY BLOW
 THE CASE!":GOTO642
579 IFO=12THENPRINT"IT SAYS INSE
RT DOLLAR FOR COINS.":GOTO642
58Ø IFO=13THENPRINT"IT'S FULL OF
 GUMBALLS.":GOTO642
582 IFO=14THENPRINT"HE'S CHINESE
.":GOTO642
584 IFO=15ANDR=5THENPRINT"THE SI
GN BY IT SAYS 'HAVE ONE'.":GOTO6
42
586 IFO=16THENPRINT"IT'S GOLDEN
BROWN AND LOOKS     DELICIOUS.":
GOTO642
587 IFO=18ANDO(5)=ØTHENPRINT"YOU
 FOUND YOUR GUN INSIDE!":O(5)=6:
GOTO642
588 IFO=2ØTHENPRINT"IT'S A CABIN
 CRUISER.":GOTO642
589 GOSUB47Ø
59Ø IFO=23ORO=25THENPRINT"THE LA
BEL SAYS 'FRAGILE'.":GOTO642
592 IFO=26THENPRINT"DOESN'T LOOK
 LIKE IT CAN BE     UNTIED.":GOT
O642
594 IFO=28THENPRINT"THEY'RE DANC
ING WILDLY.":GOTO642
596 IFO=29ANDJB<>1THENPRINT"SHE'
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S QUITE A LOOKER.":GOTO642ELSEIF
O=29ANDJB=1ANDO(76)<>-1THENPRINT
"SAY...THAT NECKLACE SHE'S WEAR-
 ING LOOKS MIGHTY FAMILIAR.":O(7
6)=11:GOTO642
598 IFO=3ØTHENPRINT"IT'S A RUSTE
D, DENTED, 1963     RAMBLER.":GO
TO642
6ØØ IFO=31THENPRINT"SHE'S A SEXY
 REDHEAD.":GOTO642
6Ø2 IFO=33ANDO(34)=R THENPRINT"S
HE'S SCARED!":GOTO642:ELSEIFO=33
THENPRINT"SHE LOOKS LIKE SHE'S A
 HUNDRED.":GOTO642
6Ø4 IFO=34THENPRINT"HE'S MUGGING
 THE OLD LADY!":GOTO642
6Ø5 IFO=36THENPRINT"HE LOOKS SUS
PICIOUSLY NICE.":GOTO642
6Ø6 IFO=37THENPRINT"THEY LOOK DA
NGEROUS!":GOTO642
6Ø8 IFO=39ANDR=16ANDJB=3THEN5Ø5Ø
ELSEIFO=39ANDR=16THENPRINT"BY GO
LLY! IT'S THE MAYOR!!":GOTO642
61Ø IFO=4ØTHENPRINT"SHE'S VERY B
EAUTIFUL.":GOTO642
612 IFO=44THENPRINT"HE HAS WEASE
L EYES.":GOTO642
613 IFO=45THENPRINT"THE PAGES AR
E MYSTERIOUSLY BLANK":GOTO642
614 IFO=46THENPRINT"IT'S OUT OF
OIL.":GOTO642
616 IFO=47THENO(77)=2Ø:PRINT"IT'
S AN OLD BED. SOME OF THE    SPR
INGS ARE MISSING, AND THE    MAT
TRESS IS TORN.":GOTO642
618 IFO=48THENPRINT"IT'S FULL OF
 CLOTHES.":GOTO642
62Ø IFO=59THEN85Ø
622 IFO=64THENPRINT"IT SAYS 'FOR
TUNE COMES TO THOSE ABOUT TO TAK
E LONG VOYAGE'.":GOTO642
624 IFO=65THENPRINT"HE LOOKS LIK
E AN EXPERT.":GOTO642
626 IFO=68ORO=7ØTHENPRINT"LOOKS
IMPORTANT.":GOTO642
628 IFO=69THENPRINT"THEY LOOK ST
UPID, BUT TOUGH.":GOTO642
63Ø IFO=71THENO(72)=R:O(73)=R:O(
74)=R:O(71)=Ø:GOTO1ØØ
632 IFO=75THENPRINT"IT'S A FALCO
N.":GOTO642
634 IFO=76THENPRINT"THIS IS THE
ONE!!!!!":GOTO642
636 IFO=77THENO(78)=2Ø:PRINT"IT'
S FULL OF STUFFING.":GOTO642
638 IFO=78THENO(7Ø)=2Ø:PRINT"YOU
 FOUND SOMETHING!":GOTO642
639 IFO=83THENPRINT"SHE'S ANXIOU
SLY AWAITING THE    RETURN OF HE
R NECKLACE.":GOTO642
64Ø PRINT"NOTHING OF INTEREST."
642 PRINT:GOTO1ØØ
65Ø IFO(5)<>-1THENPRINT"YOU DON'
T HAVE YOUR GUN WITH YOU":GOTO67
4
652 IFBL<1THENPRINT"YOU'RE OUT O
F BULLETS. YOU NEED TO RELOAD.":
GOTO674
654 IFB$="LOC"ORB$="SAF"THENPRIN
T"THE GUN JAMMED.":GOTO1ØØ
656 IFO(O)<>R THEN672
657 IFO=13ORO=14ORO=21ORO=22ORO=
27ORO=28ORO=29ORO=31ORO=32ORO=33
ORO=4ØORO=83THENGOSUB4Ø5Ø:PRINT"
THAT WAS A STUPID THING TO DO!":
GOTO1ØØØ
658 IFO=59THENGOSUB4Ø5Ø:PRINT"AF
TER SHOOTING THE LOCK THE LID SP
RINGS OPEN.":FL=1:GOTO674
659 IFO=39THENGOSUB4Ø5Ø:PRINT"NO
W YOU DID IT! YOU JUST SHOT   TH
E MAYOR!!":GOTO1ØØØ
66Ø IFO=34THENO(67)=13:GOSUB4Ø5Ø
:PRINT"THE OLD LADY IS GRATEFUL
AND    WISHES TO GIVE YOU A REWA
RD.":BL=BL-1:O(34)=Ø:GOTO674
662 IFO=36THENGOSUB4Ø5Ø:GOSUB215
:GOTO25Ø
664 IFO=37THENGOSUB215:GOTO26Ø
666 IFO=44THENGOSUB4Ø5Ø:GOSUB215
:GOTO27Ø
668 IFO=69THENPRINT"BEFORE YOU C
AN DRAW YOUR GUN THETHREE GORILL
AS JUMP YOU. THEY   BEAT YOU UNT
IL YOU RESEMBLE     GUACAMOLE, T
HEN STUFF YOU UNDER YOUR CAR.":O
(69)=Ø:GOTO674
67Ø IFO=65THENGOSUB4Ø5Ø:GOSUB215
:GOTO28Ø
672 GOSUB4Ø5Ø:PRINT"YOU JUST WAS
TED A SHOT.":BL=BL-1
674 PRINT:GOTO1ØØ
68Ø IFO(5)<>-1THENPRINT"YOU DON'
T HAVE YOUR GUN.":GOTO689
682 IFO(6)<>-1THENPRINT"YOU DON'
T HAVE A SPARE CLIP.":GOTO689
684 IFBL>ØTHENPRINT"YOU DON'T NE
ED TO LOAD THE GUN. YOU STILL HA
VE";BL;"BULLET";:IFBL>1THENPRINT
"S":PRINT:GOTO689
686 IFCL=ØTHENPRINT"YOU CAN'T LO
AD THE GUN. YOU'RE  OUT OF SPARE
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 CLIPS.":PRINT:GOTO689
688 BL=7:O(6)=Ø:CL=CL-1:PRINT"YO
UR GUN IS LOADED AGAIN"
689 PRINT:GOTO1ØØ
69Ø IFB$="DES"ORB$="FIL"ORB$="SA
F"ORO=18ORO=3ØTHENPRINT"YOU INJU
RIED YOURSELF.  AS IN   BROKEN B
ONES. YOU'LL HAVE TO    START TH
E CASE AGAIN...AFTER YOULEAVE TH
E HOSPITAL.":GOTO1Ø1Ø
691 IFB$="DOO"ANDR=28THENPRINT"Y
OU BUSTED THE DOOR IN!":BD=1:PRI
NT:GOTO1ØØELSEIFB$="DOO"ANDR<>28
THENPRINT"YOU BROKE SOME BONES T
RYING TO  BREAK THE DOOR. YOU'LL
 HAVE TO  START THE CASE AGAIN..
.AFTER YOULEAVE THE HOSPITAL.":G
OTO1Ø1Ø
692 IFO=14THENPRINT"HE LEAVES, T
AKING THE DUCK WITH HIM.":O(14)=
Ø:O(16)=Ø:GOTO7Ø9
694 IFO=22THENPRINT"HE PUNCHES Y
OU IN THE NOSE.":GOTO7Ø9
696 IFO=28ORO=29ORO=31ORO=33ORO=
4ØTHENPRINT"SHE KICKS YOU AND YE
LLS FOR THE POLICE!":GOTO1ØØØ
698 IFO=32THENPRINT"SHE STARTS T
O CRY, AND YELLS FORTHE POLICE!"
:GOTO1ØØØ
7ØØ IFO=39THENPRINT"THE GUY PASS
ES OUT.":O(39)=Ø:GOTO7Ø9
7Ø2 IFO=44ORO=65THENGOSUB4Ø5Ø:PR
INT"HE QUICKLY DRAWS HIS GUN AND
    CREATES A HOLE IN THE CENTER
 OF YOUR FOREHEAD!":FORX=1TO5ØØ:
NEXT:GOSUB43Ø:GOTO1Ø1Ø
7Ø4 IFO=36ORO=37THENPRINT"THE TH
REE GOONS GRAB YOU AND    POUND
YOU INTO THE FLOOR! YOU'LLHAVE T
O START THE CASE AGAIN    WHEN Y
OU'RE OUT OF THE HOSPITAL.":GOTO
1Ø1Ø
7Ø6 IFO=69THENPRINT"THEY BEAT YO
U TO WITHIN AN INCH OF YOUR LIFE
 THEN WARN YOU TO   QUIT THE CAS
E!":O(69)=Ø:GOTO7Ø9
7Ø8 IFO=34THENGOSUB4Ø5Ø:PRINT"HE
 QUICKLY PULLS A GUN AND      SH
OOTS YOU, THEN TAKES THE OLD  LA
DY'S PURSE.":FORX=1TO5ØØ:NEXT:GO
SUB43Ø:GOTO1Ø1Ø
7Ø9 PRINT:GOTO1ØØ
71Ø IF(R=19ANDSL=1ANDB$="SAF")TH
ENPRINT"WOW! LOOK AT ALL OF THIS
!":O(71)=R:O(75)=R:GOTO722
711 IFR=1ANDB$="SAF"THENPRINT"YO
U FORGOT THE COMBINATION":PRINT:
GOTO1ØØELSEIF(R=1ANDB$="FIL"ORR=
1ANDB$="DES")THENPRINT"IT'S EMPT
Y.":GOTO722
712 IFR=9ANDB$="DOO"THEN713ELSEG
OSUB46Ø:IFO=1ØORO=11ORO=17ORO=18
ORO=23ORO=25THENPRINT"OKAY, IT'S
 OPEN.":GOTO722
713 IFR=9AND(O(7Ø)=-1ORO(68)=-1)
THENGOSUB45Ø:RL=1:GOTO1ØØ
714 IFO=12ORO=13THENPRINT"THAT'S
 ILLEGAL!":GOTO1ØØØ
715 IFO=45THEN613
716 IFO=15THENPRINT"THERE'S A PE
ICE OF PAPER IN IT.":O(64)=R:GOT
O722
717 IFO=48THEN618
718 IFO=59THENPRINT"YOU DON'T HA
VE A KEY TO FIT IT.":GOTO722
72Ø PRINT"YOU CAN'T OPEN THAT."
722 PRINT:GOTO1ØØ
73Ø IFR=23ANDB$="FIL"THENPRINT"T
HERE IS A PASSAGEWAY BEHIND IT."
:R(23,4)=24:GOTO736
732 IFO=49ORO=5ØORO=55ORO=56THEN
PRINT"NOTHING SEEMED TO HAVE HAP
PENED":GOTO736
734 PRINT"YOU CAN'T DO THAT!"
736 PRINT:GOTO1ØØ
74Ø IFO(67)=-1ANDR=4THENPRINT"YO
U PUT THE DOLLAR IN THE      CH
ANGER AND GOT SOME COINS.":O(67)
=Ø:O(66)=R:GOTO746
742 IFO(66)=-1ANDO(68)=ØANDR=4TH
ENPRINT"YOU PUT A COIN IN THE GU
```

```
MBALL  MACHINE, AND A KEY DROPP
ED OUT.":O(68)=R:O(66)=Ø:PRINT:G
OTO746
744 IFR=4THENPRINT"YOU HAVE NOTH
ING TO PUT IN THE  MACHINES.":PR
INT:GOTO1ØØELSEPRINT"THERE IS NO
THING TO INSERT ANY- THING INTO.
":GOTO746
746 PRINT:GOTO1ØØ
75Ø IFO(O)<>R THENPRINT"I DON'T
SEE THAT PERSON.":GOTO764
752 IFO=14THENPRINT"HE DOESN'T S
PEAK ENGLISH.":GOTO764
754 IFO=22THENPRINT"HE JUST SNEE
RS AT YOU.":GOTO764
756 IFO=31THENPRINT"SHE KEEPS ON
 JOGGING PAST YOU.":GOTO764
757 IFB$="CUS"ORO=28ORO=32ORO=33
ORO=34ORO=4ØTHENPRINT"MUCH TOO B
USY TO TALK.":GOTO764
758 IFO=29ORO=36ORO=37ORO=44ORO=
69THEN15ØØ
759 IFO=39THENPRINT"HE'S MUCH TO
O DRUNK TO TALK.":GOTO764
76Ø IFO=65THENPRINT"HE DOESN'T W
ANT TO TALK TO YOU, AND DRAWS HI
S GUN.":GOTO764
762 GOTO734
764 PRINT:GOTO1ØØ
77Ø IFO(O)<>RORO<>-1THENPRINT"I
DON'T SEE IT HERE.":GOTO776
771 IFO=15ORO=16THEN772ELSEPRINT
"YOU CAN'T EAT THAT!":GOTO1ØØ
772 IFO=16ORO(15)=R THENPRINT"YO
U DON'T HAVE IT.":GOTO776
774 IFO(64)=ØTHENPRINT"THE COOKI
E TASTES LIKE PAPER.":O(15)=Ø:GO
TO776ELSEPRINT"IT WAS VERY GOOD.
":O(15)=Ø:GOTO776
776 PRINT:GOTO1ØØ
78Ø PRINT"YOU'RE A CHEAP DETECTI
VE, AND  CAN'T AFFORD TO HIRE A
NY HELP!":PRINT:GOTO1ØØ
79Ø IFO=15THEN716
791 IFB$="DOO"THEN691
792 IFO=12ORO=13THEN714
793 IFB$="DES"ORB$="FIL"ORB$="SA
F"THEN69Ø
794 PRINT"IT'S NO USE GETTING VI
OLENT!":PRINT:GOTO1ØØ
81Ø GOSUB215:IFAB=1ANDR=14ANDO=7
6ANDZ<5ØTHENPRINT"YOU LOOK LIKE
SOMEONE I CAN  TRUST. I DON'T
 KNOW WHERE IT IS,BUT TONI SARDU
CCI IS ABOUT TO  LEAVE TOWN, YO
U MIGHT ASK HIM.":PRINT:BA=1:GOT
O1ØØ
812 IFAB=1ANDR=14ANDO=44ANDBA=1T
HENPRINT"I DON'T KNOW WHERE HE'S
 AT. I  JUST HEARD HE WAS LEAVI
NG.":PRINT:GOTO1ØØ
814 IFR=19ANDTS=1THENPRINT"I DON
'T HAVE IT, AND IF YOU  DON'T
 BELIEVE ME CHECK MY SAFE!":PRIN
T:GOTO1ØØ
815 IFR=11ANDO=36THENPRINT"HE'S
IN HIS OFFICE.":PRINT:GOTO1ØØ
816 IFR=11ANDB$="OFF"THENPRINT"T
HE SAME PLACE IT'S ALWAYS BEEN.U
PSTAIRS. (SHE POINTS TO THE  S
TAIRWAY)":PRINT:GOTO1ØØ
819 PRINT"I DON'T KNOW.":PRINT:G
OTO1ØØ
82Ø GOSUB215:IFR=14ANDO=44THENPR
INT"HE'S THE OWNER OF A SLEEZY I
NN  BY THE HARBOR.":PRINT:GOTO1Ø
Ø
821 IFR=11ANDO=36THENPRINT"HE'S
THE OWNER OF THIS PLACE.":PRINT:
GOTO1ØØ
822 IFR=12AND(B$="BOS"ORB$="HIR"
ORB$="SEN")THENPRINT"PETER PAN!"
:PRINT:GOTO1ØØ
824 GOTO819
83Ø IFB$="DOO"THEN691
831 IFO=59THENPRINT"YYEEEOOOOWWW
W!!!!!":PRINT:GOTO1ØØ
832 GOTO69Ø
85Ø IFFL=ØTHENPRINT"IT'S A BLACK
 SEA CHEST.":PRINT:GOTO1ØØ
852 IFFL=1ANDO(2Ø)=7THENPRINT"CO
ULD THIS BE IT?!":PRINT:O(76)=R:
GOTO1ØØELSEPRINT"THERE'S A NOTE
SAYING 'TOUGH  LUCK, GUNN. I'V
E LEFT FOR TAHITIAND TAKEN THE N
ECKLACE WITH ME!'":PRINT:GOTO1ØØ
ELSEIFJB=1THENPRINT:PRINT:PRINT:
END
88Ø FORX=1TO5ØØ:NEXT:CLSØ:FORX=1
TO1ØØØ:NEXT:PRINT"WHEN YOU AWAKE
N YOU FIND  YOURSELF IN YO
UR TOTALLY  SEARCHED AND D
ESTROYED OFFICE.  YOU DON'T KNOW
 HOW MUCH TIME HASELAPSED.":O(5)
=Ø:O(76)=Ø:O(2Ø)=Ø:O(44)=Ø:R(7,1
)=Ø:R=1
882 GOSUB215:IFZ<26THENJB=1ELSEI
F(Z>25ANDZ<51)THENJB=2ELSEIF(Z>5
ØANDZ<76)THENJB=3ELSEJB=4
884 GOTO13Ø
1ØØØ PRINT"THE POLICE COME AND A
RREST YOU!":PRINT:PRINT:PRINT"TR
```

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Y AGAIN...":PRINT"WHEN YOU GET O
UT OF JAIL."
1Ø1Ø FORX=1TO3ØØØ:NEXT:SCREEN1,1
:FORX=1TO3ØØØ:NEXT:GOTO52ØØ
15ØØ PRINT"GO AHEAD AND ASK YOUR
 QUESTION.":PRINT:IFO=36THENAB=1
15Ø1 GOTO1ØØ
2ØØØ U$="NSEWUD"
2Ø1Ø Y=Ø
2Ø2Ø FORX=1TOLEN(U$):IFA$=MID$(U
$,X,1)THENY=X
2Ø3Ø NEXT:IFY=ØTHENC=Ø:GOTO35ØØ
2Ø4Ø ONY-1GOTO 2Ø7Ø,2Ø9Ø,3Ø1Ø,3Ø
3Ø,3Ø5Ø
2Ø45 IFR=28ANDBD=ØTHENPRINT"THE
DOOR IS LOCKED!":PRINT:GOTO1ØØ
2Ø46 IFR=16THENO(39)=16
2Ø5Ø IFR(R,1)<>ØTHENR=R(R,1)ELSE
GOTO355Ø
2Ø6Ø GOTO1ØØ
2Ø7Ø IFR(R,2)<>ØTHENR=R(R,2)ELSE
355Ø
2Ø8Ø GOTO1ØØ
2Ø9Ø IFR(R,3)<>ØTHENR=R(R,3)ELSE
355Ø
3ØØØ GOTO1ØØ
3Ø1Ø IFR=9ANDRL=ØTHENPRINT"THE D
OOR IS LOCKED.":PRINT:GOTO1ØØ
3Ø15 IFR(R,4)<>ØTHENR=R(R,4)ELSE
355Ø
3Ø2Ø GOTO1ØØ
3Ø3Ø IFR(R,5)<>ØTHENR=R(R,5)ELSE
355Ø
3Ø4Ø GOTO1ØØ
3Ø5Ø IFR(R,6)<>ØTHENR=R(R,6)ELSE
355Ø
3Ø6Ø GOTO1ØØ
35ØØ PRINT"I DON'T UNDERSTAND WH
AT YOU MEAN":PRINT:GOTO1ØØ
355Ø PRINT"YOU JUST WALKED INTO
A WALL":PRINT:GOTO1ØØ
4Ø2Ø IFO=71ORO=72ORO=73ORO=74THE
NJEW=1:RETURN
4Ø22 IFO=76ANDR=11ANDJB=1THENPRI
NT"WHEN YOU TRIED TO GET THE NEC
K- LACE THE WAITRESS PUT UP A
   SURPRISINGLY, INCREDIBLY SKIL
LEDFIGHT. YOU FINALLY MANAGED TO
   SUBDUE HER, BUT NOT BEFORE
   HAVING TO TAKE DRASTIC STEPS"
:PRINT
4Ø24 IFO=76ANDR=11ANDJB=1THENPRI
NT"YOU GOT THE JADE NECKLACE!":O
(76)=-1:GOTO13Ø
4Ø26 RETURN
4Ø5Ø PLAY"L255V31O1ADCFBAGEDV16A
CGADV4EABCAEDB":RETURN
5ØØØ PRINT"CLAUDINE HUNTSDALE GI
VES YOU A  2Ø,ØØØ DOLLAR BONUS F
OR A JOB   WELL DONE!":GOSUB5Ø1Ø
:PLAY"V31O2T6L4GABO3DCCEDDGF#GDO
2BGAGO3CDEDCO2BABGF#GADF#AO3CO2B
ABGABO3DCCEDDGF#GDO2BGABEO3DCO2B
AGDGF#L2.GP1":SCREEN1,1:FORX=1TO
3ØØØ:NEXT:GOTO52ØØ
5Ø1Ø IFJEW=1THENFORX=1TO3ØØØ:NEX
T:PRINT:PRINT"THE JEWELRY YOU 'C
ONFISCATED'   FROM TONI SARDUCCI
 YOU TOOK TO  HAVE ESTIMATED.":F
ORX=1TO3ØØØ:NEXT:PRINT:PRINT"THE
 JEWELER SAYS IT'S WORTH     75,
ØØØ DOLLARS!!!":RETURN:ELSERETUR
N
5Ø5Ø PRINT"THE MAYOR IS PUTTING
A NECKLACE IN HIS POCKET.":O(76)
=R:PRINT:GOTO1ØØ
5Ø6Ø PRINT"THE POLICE COME AND A
RREST YOU  FOR STEALING FROM THE
 MAYOR!!":PRINT:PRINT:PRINT"TRY
AGAIN...":PRINT"WHEN YOU GET OUT
 OF JAIL!":PRINT:GOTO1Ø1Ø
51ØØ PRINT:PRINT"HOLD IT, WHAT I
S THIS?":PRINT"HOW'D THE JADE NE
CKLACE GET ON  YOUR DESK?":FORX=
1TO2ØØØ:NEXT:PRINT:PRINT"SUDDENL
Y THE DOOR BURSTS OPEN   AND THE
 POLICE RUSH IN FOLLOWED BY CLAU
DINE HUNTSDALE."
51Ø2 PRINT"THEY ARREST YOU FOR S
TEALING THENECKLACE!!":PRINT:PRI
NT"YOU SUDDENLY REALIZE THAT YOU
'VEBEEN ELABORATELY FRAMED!":FOR
X=1TO5ØØØ:NEXT:GOTO1Ø1Ø
52ØØ CLS:PRINT"CREATED AND WRITT
EN BY          FRANKLIN MARRS II
               26Ø1 ANDY DR.
               COLUMBIA, MO. 652
Ø2"
52Ø2 PRINT:PRINT"TITLE SCREEN BY
 GARY LEWIS"
52Ø4 PRINT:PRINT"TITLE AND END S
CREEN DONE BY    USING TECHNIQUE
 OF FRED SCERBO  JAN. 85 RAINBOW
"
52Ø6 PRINT:PRINT"TITLE AND OTHER
 HELPFUL IDEAS BYGARY LUEBBERT"
52Ø8 PRINT:PRINT"THANKS GUYS":EX
EC44539:RUN
```

TIME TRAVELERS

Program by Ann B. Mayeux

Your first semester as a college freshman (Class of 1992) has not exactly been a bowl of cherries: 100 miles away from home with no wheels, up late studying every night and taking harassment from the upperclassmen. Sometimes you wish you could just get away for a while, to a different place in time. But for now, you are content just to go home for the semester break and enjoy Christmas with family and friends.

Back home, in your old room, the tension of classwork is finally released. Except for the fact that everything is neat and straight, the place looks pretty much the same. The CoCo has accumulated a little dust, but that can be attended to later. For now, you just want to lay back on the bed and check out the stack of mail that has accumulated on your desk.

Let's see . . . a couple of nice Christmas cards, a letter from your buddy, Steve, reminding you of the annual New Year's snow-skiing weekend and . . . Wait! What's this? Why, it's a letter from just about the strangest character

you have ever met — the old German scientist, Dr. Tempus. He urgently requests your presence.

You met old man Tempus at the last RAINBOWfest in Chicago. An extremely likable and well-respected guy, he could talk about his fantastic ideas all day, and usually did. While chatting over lunch one afternoon, he confided in you that he was on the verge of a miraculous invention — a machine capable of transporting people into the past or the future. Your initial inclination was to laugh, but the seriousness of his expression warned you against it. He swore you to secrecy and promised that you would be the first to know when the machine was completed. That was the last you heard from him — until now.

You'd like to stay home and relax until dinnertime, but the good doctor's request is irresistible. He seems a little weird for a 93-year-old; however, he does mean well. And, who knows, he may have really stumbled onto something, although you seriously doubt it.

Once at Dr. T's front door, you are greeted by a 4-foot-tall robot. You are asked to state your business, and after doing so, the beeping and buzzing little metal creature directs you to the laboratory. Inside, you see your old friend steadily at work. The robot alerts him of a visitor.

Dr. Tempus looks up and quickly moves toward you. "Comb in, comb in, mein little freund. How haf you bean?" Without receiving a reply, he continues, "I haf bean verdy onxious to refeal mein latest und greatest infention to you." He walks over to a large tarpaulin-covered object. With one quick flick of a hanging rope suspended overhead, the draping is removed and a machine is revealed.

"Here it is — der time machine," he announces, "das only von in de vorld."

Looking at the steel and glass object, you are amazed at its obvious complexities. You can't help but wonder how the contraption could actually work.

It looks like a two-man space capsule, with a long glass tube coming from the top and extending out of the roof of the laboratory. Through the glass-domed windshield, the lighted control panel of buttons, dials and monitors are clearly visible. And, in front of the two seats, which very closely resemble old-time barber's chairs, is the doctor's favorite, a Color Computer.

Anxious to demonstrate his wondrous invention, the doctor climbs in, assuring you that he will return in no more than 15 minutes. Slightly baffled, you watch as the steel door shuts securely behind him. Peering through the windshield, the old man can be seen, strapping himself into the driver's seat

and frantically pressing the buttons surrounding him. Then, in a whirling cloud of bellowing smoke, he disappears.

You wonder if some kind of illusion has been created. But for some inexplicable reason, you trust the doctor and patiently wait for his return.

And, just as Dr. T indicated, within 15 minutes the familiar whooshing sound returns. In merely an instant, the entire scene created when the doctor left is reenacted as though it is a film running in reverse. To your amazement, the door slides open and Tempus appears holding an extremely large egg. "It is not verdy easy getting ein egg avay from de mutter dinosaura" he insists, "but I hope das vill convinz you."

Indeed it does, but you question why he has requested your assistance. He explains, "Years ago, I may haf made de journeys alone. But now I am zu old. I need ein young man zu accompany me. And, you mein trusted freund, vill be perfect. Just dink of all de treasures ve can bring back. Ve vill be rich!"

The Adventure, *Time Travelers*, begins in Dr. Tempus' time machine, known as TM throughout the game. From there, you will be instructed to choose the first time zone you wish to travel:

D	The age of the dinosaurs
A	King Arthur's Camelot
E	El Dorado
R	Ancient Rome
S	Sherlock Holmes' England
T	The Roaring '20s
F	The future

To start the Adventure, type the letter of your choice.

To travel within the time zones, type GO, followed by the first letter of the direction: N (North), S (South), E (East) or W (West) (e.g., GO N).

The program accepts the standard two-word commands. The following verbs may be used and abbreviated by typing only the first three letters:

DRINK	GET	KNOCK	SHOW
DROP	GO	OPEN	SING
EAT	INVENTORY	QUIT	UNLOCK
FIGHT	LOOK	RUN	WHISPER

The verbs must be followed by a noun, which may also be abbreviated by typing only the first three letters. For example: The command DRINK WATER may be abbreviated by typing only DRI WAT.

Each time zone has its own rewards and dangers. When you have accumulated as many treasures as you want, you may conclude the game by typing P, for return to the present, but only from within the time machine. The computer will then list the number of moves made, the number of time periods visited, and the treasures found and their monetary worth. The success of your treasure hunting in time will determine your standard of living when you return to the present.

If your findings are worth only a minimal amount, you will be awarded a mere New York city tenement. Moderate success will get you a country cottage in Prospect, Kentucky. Finding treasures worth over a million will afford you a beach front condo in Miami, Florida. Only by achieving the highest success level will you receive a palatial splendor in southern California.

Note: It may be necessary to RUN *the Adventure twice since a* PCLEAR *is used, and may cause an SN Error.*

Ann Mayeux takes time from the computer to care for a husband and two small sons. She has a degree in psychology and taught herself programming from the CoCo manual and THE RAINBOW. Questions or comments may be addressed to Ann at 874 Maine Road, Key West, FL 33040. Please enclose an SASE when requesting a reply.

TRAVELER 32K ECB

```
2 PMODEØ:PCLEAR1:CLSØ
4 DIMA(45,7)
6 A$=CHR$(143)+STRING$(3Ø,128):G
OSUB22:PRINT@48Ø,"      ***TIME T
RAVELERS***":GOSUB22
8 FORT=1TO6:PRINTA$:FORO=1TO35:N
EXTO:NEXTT:PRINT"       BY ANN B.
 MAYEUX":GOSUB22:FORT=1TO6:PRINT
A$:FORO=1TO35:NEXTO:NEXTT:GOSUB2
2
1Ø PRINT:PRINT:PRINT"  YOUR STRA
NGE FRIEND DR.TEMPUS HAS CALLED
YOU TO HIS HOUSE.":PRINT"  'I HA
VE CREATED A":PRINT:PRINTTAB(9)"
*TIME MACHINE*":PRINT
12 PRINT"  I CALL IT TM & IT SEE
MS TO BE TEMPERMENTAL--ONLY GOES
 TO SEVENTIME ZONES, BUT JUST TH
INK! WE  COULD RETURN WITH A DIN
OSAUR EGGOR THE HOLY GRAIL..AND
WHO KNOWSWHAT ELSE WE MAY FIND."
:PRINT"  LET'S GO!!'":PRINT
14 GOSUB292
16 INPUT"      <ENTER> WHEN READY
";X$
18 H=3Ø:N$="NOTHING HAPPENS":RO=
Ø
2Ø GOTO77Ø
22 FORO=1TO999:NEXTO:RETURN
24 FORO=1TO15ØØ:NEXTO
26 H=H-1:IFH<1THENPRINT"HUNGER H
AS TAKEN YOU BOTH":GOTO348
28 CLS:PRINT:PRINT"YOU ARE ";:GO
SUB88
3Ø IFH<7THENPRINT"DR.T SAYS'I FE
EL VERY HUNGRY'"
32 IFA(RO,6)>2ØTHENU=A(RO,6)-2Ø:
GOSUB22:PRINT:PRINT"HORRORS!  ";
E$(U)
34 IFA(RO,6)=2ANDSW=ØTHENPRINT"O
N THE GROUND LIES A SWORD"
36 PRINT:INPUT"WHAT WILL YOU DO"
;A$:IFA$=""THEN36
38 B$=LEFT$(A$,3):N=1:M=LEN(A$)
4Ø IFA$="HELP"THENPRINT"DON'T AS
K ME,ASK DR.T":GOTO36
42 IFA$="LOOK"THEN524
44 IFB$="FIG"THEN264
46 IFB$="QUI"THEN348
48 IFB$="INV"THENGOSUB736:GOTO36
5Ø IFA$="CAROUSE"THENPRINT"YAHOO
!!":GOTO36
52 IFA$="SING"THEN62
54 IFMID$(A$,N,1)=" "THEN C$=MID
$(A$,N+1,3):IFLEFT$(C$,1)<>" "TH
EN6Ø:ELSE58
56 IF N<M THEN N=N+1:GOTO54
58 PRINT"TWO WORDS PLEASE":GOTO3
6
6Ø IFB$="GO "ORB$="WAL"ORB$="RUN
"THEN382
62 IFB$="SIN"THEN724
64 IFB$="GET"THEN546
66 IFB$="DRO"THEN6ØØ
68 IFB$="EAT"THEN428
7Ø IFB$="ASK"THEN448
72 IFB$="UNL"THEN496
74 IFB$="DRI"THEN51Ø
76 IFB$="WHI"THEN52Ø
78 IFB$="KNO"THEN518
8Ø IFB$="OPE"THEN478
82 IFB$="SHO"THEN73Ø
84 IFB$="LOO"THEN536
86 PRINT"I DON'T UNDERSTAND ";A$
:GOTO36
88 ON RO GOSUB92,94,112,114,118,
12Ø,126,128,13Ø,132,144,15Ø,156,
158,16Ø,164,166,168,17Ø,172,178,
18Ø,182,184,188,19Ø,192,198,2ØØ,
2Ø2,2Ø6,212,216,218,222,226,228,
23Ø,236,238,24Ø,25Ø,252,254,256
9Ø RETURN
92 PRINT"BESIDE TM ON A GRASSY
 ISLAND WITH SWAMP WEST & SOUTH"
:RETURN
94 PRINT"ON A GRASSY ISLAND WITH
 SWAMP TO NORTH AND  WEST":GOSUB
22
96 PRINT"BEFORE YOU LOOMS A TYRA
NNOSAURUSREX":TIMER=Ø
98 IFTIMER>36ØØTHEN124ELSEINPUT"
WHAT WILL YOU DO";A$:B$=LEFT$(A$
,5):IFA$="RUN"THENPRINT"RUN WHER
E?":GOTO98
1ØØ IFA$="FIGHT"THENPRINT"YOU CA
NNOT FIGHT THE KING OF    TYRANT
S":GOTO98
1Ø2 IFB$="RUN S"THENRO=1:GOTO26
1Ø4 IFB$="RUN E"THENRO=3:GOTO26
1Ø6 IFLEFT$(A$,2)="GO"THENPRINT"
DR.T YELLS'FASTER...FASTER!!":GO
TO98
1Ø8 IFB$="RUN W"ORB$="RUN N"THEN
RO=7:GOTO26
11Ø PRINT"WITH A DINOSAUR CHASIN
G YOU,YOU WANT TO ";A$"?":GOTO98
112 PRINT"ON A GRASSY ISLAND":PR
INT"NORTH IS SWAMP;EAST A VOLCAN
O":RETURN
114 PRINT"ON A GRASSY ISLAND":PR
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INT"SOUTH IS SWAMP;  EAST A CLIF
F.  YOU SEE A BUSH WITH BERRIES
AND A MAMA TRICERATOPS ";:IFE=ØT
HENPRINT"WITH AN EGG"
116 RETURN
118 PRINT"ON A VOLCANO":PRINT"SW
AMP-NORTH&EAST;WEST-THE PLAIN SO
UTH-A DARK CAVE":RETURN
12Ø PRINT"IN A DARK CAVE"
122 GOSUB22:SOUND1,2Ø:PRINT"FROM
 BELOW EMERGES A FOUL DINO- SAUR
"
124 SOUND1,2Ø:PRINT"HE GOT YOU A
ND YOU END YOUR DAYSAS A SNACK O
F THE MESOZOIC AGE":GOTO348
126 PRINT"SLOSHING IN THE SWAMP"
:GOTO122
128 PRINT"ON PALATIN HILL NEXT T
O TM":PRINT"NORTH IS THE ROMAN F
ORUM, SOUTH THE APPIAN WAY, WEST
 A TEMPLE.  EAST YOU SEE CLOSED
BUILDINGS & MEAN STREETS.":RETUR
N
13Ø PRINT"IN THE ROMAN FORUM.":P
RINT"WEST & NORTH ARE MEAN STREE
TS.  EAST IS THE COLOSSEUM; SOUT
H IS PALATIN HILL.":A(1Ø,6)=Ø:RE
TURN
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132 PRINT"IN THE COLOSSEUM":PRIN
T"IT IS FULL OF PEOPLE":IFA(1Ø,6
)=ØTHENGOSUB22:PRINT"YOU ARE CAU
GHT BY A GUARD AND   PRESENTED T
O CAESAR WHO CRIES:":GOTO136
134 PRINT"RAINING COINS UPON YOU
R HEAD":PRINT"THE ONLY EXIT YOU
SEE IS WEST":RETURN
136 O=RND(4)
138 IFO=1THENPRINT"'LET THEM FIG
HT THE GLADIATORS'":GOTO358
14Ø IFO=2THENPRINT"'THROW THEM T
O THE LIONS'":GOTO37Ø
142 PRINT"'LET'S PARTY! EVERYONE
 TO MY PALACE'":GOSUB22:PRINT"YO
U ARE SURROUNDED BY CHEERING  PE
OPLE AND LED TO THE PALACE":RO=1
5:SL=Ø:GOTO24
144 PRINT"LOST IN A MAZE OF DIRT
Y STREETS":GOSUB22
146 PRINT"A CROWD OF RUFFIANS AP
PEAR AND  FEARFUL OF YOUR STRANG
E ATTIRE  STONE YOU"
148 PRINT"THEY GOT YOU AND YOU A
RE LOST INTHE MISTS OF TIME":GOT
O348
15Ø PRINT"IN THE TEMPLE OF THE
  VESTAL VIRGINS.":PRINT"THE TIB
ER FLOWS PAST WEST&SOUTH.NORTH A
RE MEAN STREETS":PRINT"EAST PALA
TINE HILL."
152 PRINT"YOU SEE AN ALTAR";:IFB
X=ØTHENPRINT" ON WHICH RESTS A B
OX"
154 RETURN
156 PRINT"ON THE APPIAN WAY":PRI
NT"IT WINDS FROM NORTH THEN EAST
":RETURN
158 KL$="IN A MAZE OF CATACOMBS"
:ML$="MOLDY LOAF OF BREAD":DL$="
THE SOUND OF HYMNS SEEMS TO ECHO
AROUND YOU":TL$="A SACRED SCROLL
":GOTO646
16Ø PRINT"IN CAESARS PALACE.":IF
SL=ØTHENPRINT"EVERYONE IS EATING
, DRINKING,  CAROUSING, SINGING
."ELSEPRINT"EVERYONE IS ASLEEP"
162 PRINT"THE DOOR NORTH HAS BEE
N BARRED; SOUTH YOU SEE THE APPI
AN WAY;  WEST IS PALATIN HILL":
RETURN
164 PRINT"BESIDE TM IN A CLEARIN
G IN DARK WOODS. A LIGHT GLOWS T
O THE NORTH.":A(2Ø,7)=2:RETURN
166 PRINT"AT CAMELOT":PRINT"WEST
 IS A HALL; SOUTH A PATH":RETURN
168 PRINT"IN A HALL GOING NORTH
& EAST":RETURN
17Ø PRINT"IN A HALL GOING SOUTH
& EAST":RETURN
172 PRINT"IN A ROOM WITH A LARGE
  ROUND TABLE ";:IFBO=ØTHENPRINT
"ON WHICH IS A SMALL JEWELLED CA
SKET"ELSEPRINT
174 IFA(2Ø,7)=2THENPRINT"ON THE
TABLE IS A LOAF OF BREAD"
176 PRINT"NORTH IS A PATH THROUG
H DARK   WOODS, WEST A HALL":RE
TURN
178 PRINT"ON N/S PATH THROUGH TH
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E WOODS":RETURN
18Ø PRINT"ON N/S PATH THROUGH DE
EPWOODS. NORTH YOU SEE A BEAUTIF
ULTEMPLE.":RETURN
182 PRINT"IN DEEP DARK FOREST":G
OSUB22:PRINT"A BAND OF BANDITS S
URROUND YOU":GOTO148
184 PRINT"IN A BEAUTIFUL TEMPLE.
":IFGR=ØTHENPRINT"ON THE ALTAR S
TANDS":GOSUB22:PRINT"...THE HOLY
 GRAIL"
186 RETURN
188 PRINT"BESIDE TM IN A DESERT
  SOUTH&WEST IS UNCLIMBABLE CLIF
F":A(27,7)=2:RETURN
19Ø PRINT"IN A DESERT":PRINT"UNC
LIMBABLE CLIFF WEST & NORTH; EAS
T IS A WALLED SETTLEMENT":A(27,6
)=21:GD=Ø:RETURN
192 PRINT"IN A SPANISH SETTLEMEN
T":IFA(27,7)=2THENPRINT"THERE'S
A TABLE IN ONE CORNER   WITH BRE
AD ON IT."
194 IFGD=ØTHENPRINT"AND IN THE O
PPOSITE CORNER":PRINT"      ***GO
LD***"
196 RETURN
198 KL$="SURROUNDED BY DESERT":M
L$="CACTUS":DL$="NOTHING BUT TUM
BLEWEED FOR MILES":TL$="A TREASU
RE CHEST OF GOLD":GOTO646
2ØØ PRINT"AT 221B BAKER ST.":PRI
NT"SHERLOCK HOLMES STUDIES YOU&T
M  LACONICALLY AND REMARKS THAT
YOUCAN GO ANY DIRECTION IN THE C
AB AT THE DOOR":RETURN
2Ø2 PRINT"IN REGENTS PARK":PRINT
"THERE IS A VENDOR SELLING BREAD
 AND WINE.";:IFBG=ØTHENPRINT" ON
 A BENCH  YOU SEE A BAG."
2Ø4 PRINT"THE CAB WAITS":A(3Ø,7)
=2:RETURN
2Ø6 PRINT"AT PROFESSOR MORIARITY
'S HOUSE."
2Ø8 IFA(31,6)=ØTHENPRINT"IT IS C
LOSED UP TIGHT"
21Ø RETURN
212 PRINT"AT SCOTLAND YARD.":IFA
(33,6)>ØTHENPRINT"THE SERGEANT T
ELLS YOU THERE'S ASTRANGE ILLNES
S IN THE CITY.HE  CONVIDES HE TH
INKS A VAMPIRE IS  IN TOWN AND AN
YONE WHO COULD RIDTHE TOWN OF TH
IS SCOURGE WOULD  BE RICHLY REWA
RDED."
214 RETURN
216 PRINT"AT A LARGE HOUSE":RETU
RN
218 PRINT"ON AN AVENUE THAT DEAD
- ENDS WEST AT THE POLICE STATIO
N.NORTH AND SOUTH ARE BUILDINGS,
  EAST WHAT SEEMS TO BE AN ENDLE
SSMAZE OF STREETS.TM WAITS FOR Y
OU":A(35,7)=2
22Ø GOSUB22:PRINT"A MAN SIDLES U
P TO YOU AND MUT- TERS'LOOKING F
OR HOOCH?'AND NODSHIS HEAD AT A
DOOR NORTH":RETURN
222 PRINT"IN A DARK & GLOOMY SPE
AKEASY. THE ONLY WAY OUT IS THE
  DOOR TO THE SOUTH.":IFA(RO,7)=
2THENGOSUB22:PRINT"A WAITER BRIN
GS BREAD AND FOUL  SMELLING BREW
"
224 RETURN
226 PRINT"IN A POLICE STATION":P
RINT"SERGEANT O'HARA GIVES YOU A
 LEC-TURE ON THE EVILS OF DEMON
RUM. THE ONLY EXIT IS EAST":RETU
RN
228 KL$="IN A MAZE OF STREETS.":
ML$="CRUST OF BREAD ON THE STREE
T":DL$="RAUCOUS NOISE EMINATES F
ROM A   DINGY DOOR":TL$="A DIAMO
ND STICKPIN":GOTO646
23Ø PRINT"IN A LARGE AUDITORIUM
  WITH TM IN CORNER.":PRINT"THER
E ARE DOORS NORTH,WEST&SOUTHEAST
 IS A THICK GLASS AND LEAD  DOOR
 THAT SHOWS AN ALIEN & DESO-LATE
 LAND WHERE NOTHING SEEMS TOBE A
LIVE"
232 O=RND(3):IFO=1THENA(39,6)=27
ELSEIFO=2THENA(42,6)=27ELSEIFO=3
THENA(43,6)=27
234 A(41,6)=27:RETURN
236 PRINT"IN AN L-SHAPED ROOM WI
THDOORS S/E/W.  A NORTH DOOR IS
  LABELLED danger-radiation zone
":RETURN
238 PRINT"IN LONG E/W HALL":RETU
RN
24Ø PRINT"ON A ROCKET SHIP WITH
  PORTALS EAST AND SOUTH.":IFA(4
1,7)>ØTHENPRINT"AGAINST THE WALL
 ARE FOOD TUBES":GOSUB22"
242 IFA(41,6)=27THENPRINT"THE RO
CKET SUDDENLY SHAKES AND  ROARS
AS IT TAKES OFF...WITH YOUIN IT!
"
244 IFA(41,6)=1THENPRINT"THROUGH
 THE WINDOWS YOU CAN SEE STARS A
```

```
ND PLANETS AND GALAXIES"
246 IFA(41,6)=ØTHENPRINT"THE ROC
KET HAS JUST RETURNED TO EARTH"
248 RETURN
25Ø PRINT"IN A LABORATORY":PRINT
"A HEAVY DOOR TO WEST IS LABELED
     'danger-radiation zone":PRI
NT"NORTH AND EAST ARE REGULAR DO
ORS":RETURN
252 PRINT"IN A HALL":PRINT"THERE
 ARE DOORS WEST AND NORTH":RETUR
N
254 PRINT"IN AN UNINHABITABLE
   radiation zone":GOSUB22:PRINT
"YOU FEEL YOURSELVES BECOMING
 SICK AND YOU SINK TO THE GROUND
":GOSUB22:PRINT"YOUR BODIES ARE
NOW LOST IN THE FUTURE":GOTO348
256 PRINT"IN THE CAB.":PRINT"THE
 CABBIE SAYS YOU NEED A TOUR OF
LONDON":GOSUB22:IFRND(2)=1THENPR
INT"'HERE'S HYDE PARK"ELSEPRINT"
'HERE'S BUCKINGHAM PALACE"
258 GOSUB22:IFRND(2)=1THENPRINT"
THERE'S THE TOWER OF LONDON"ELSE
PRINT"THERE'S BEDLAM..ER..BETHLE
HELM  LUNATIC ASYLUM"
26Ø GOSUB22:IFRND(2)=1THENPRINT"
AND THE BRITISH MUSEUM'"ELSEPRIN
T"AND MADAME TUSSAUD'S'"
262 GOSUB22:PRINT"AND HE BRINGS
YOU BACK TO BAKER STREET":RO=29:
GOTO24
264 IFA(RO,6)<15THENPRINT"THERE'
S NOTHING TO FIGHT HERE":GOTO36
266 IFSW=1THENJ=RND(7):GOTO27Ø
268 J=RND(4)
27Ø IFJ=1THENPRINT"HE GOT YOU":G
OTO286
272 IFJ=2THENPRINT"HE STRIKES A
TELLING BLOW":GOSUB22:GOTO266
274 IFJ=3THENPRINT"YOU HAVE WOUN
DED HIM":GOSUB22:GOTO266
276 IFRO=33THENPRINT"DRACULA TUR
NED INTO A BAT AND   FLEW AWAY":
A(33,6)=Ø:GOTO24
278 IFRO=31THENPRINT"YOU KILLED
THE ARCH CRIMINAL    MORIARITY A
ND MADE THE WORLD A  LITTLE SAFE
R FOR GOOD MEN":A(31,6)=Ø:GOSUB2
2:GOTO24
28Ø IFRO=41THENPRINT"YOU GOT HIM
":A(RO,6)=1:GOTO24
282 IFRO=1ØTHENPRINT"YOU BESTED
HIM.MAGNANIMOUSLY YOULET HIM GO.
":A(1Ø,6)=3:GOTO24
284 PRINT"YOU GOT HIM":A(RO,6)=Ø
:GOTO24
286 IFRO=33THENPRINT"NOW YOU ARE
 A VAMPIRE TOO":GOTO348
288 IFRO=22THENPRINT"THE SORCERO
R HAS TURNED YOU BOTHINTO FROGS.
..":PLAY"L64CD":PRINT"I HOPE YOU
 LIKE FLIES."
29Ø GOTO348
292 FORRO=1TO45:FORC=1TO7:READA(
RO,C):NEXTC:NEXTRO
294 FORX=1TO8:READT$(X):NEXTX
296 FORX=1TO7:READE$(X):NEXTX
298 RETURN
3ØØ DATA2,7,4,7,1,,,7,1,3,7,,,
3Ø2 DATA7,4,5,2,,,,3,7,,1,,,1
3Ø4 DATA7,6,7,3,,,,,,,,,,,,,,,,
3Ø6 DATA9,13,11,12,1,2,,11,8,1Ø,
11,,,
3Ø8 DATAØ,,,9,,,,,,,,,
31Ø DATA11,,8,,,3,,8,,14,,,,
312 DATA14,14,14,13,,4,,,13,,8,,
,2
314 DATA17,23,23,23,1,,2,,16,,18
,,2,
316 DATA19,,17,,,,,,18,2Ø,,,,
318 DATA21,,,19,,5,2,22,2Ø,23,23
,,22,
32Ø DATA24,21,23,23,,23,,,,,,,,,
,22,,,,6,
322 DATA26,,28,,1,,,,25,27,,,,
324 DATAØ,,,26,,21,2,28,28,28,25
,,,
326 DATA3Ø,31,32,33,1,,,45,29,32
,33,,3,2
328 DATA29,45,32,33,,24,,3Ø,31,4
5,29,,,
33Ø DATA3Ø,31,29,45,,25,,,,37,36
,1,26,
332 DATAØ,34,,,,1,2,,,34,,,,
334 DATA37,37,37,34,,,
336 DATA39,43,44,39,1,,,44,38,38
,4Ø,,,
338 DATAØ,,39,41,,,,,42,4Ø,,,27,
2
34Ø DATA41,,43,44,,9,,38,,,42,,,
,,,,,,,
342 DATA3Ø,3Ø,3Ø,3Ø,,,
344 DATA DIAMOND,SWORD,COINS,SCR
OLL,CROSS,HOLY GRAIL,GOLD,VACCIN
E
346 DATA A CONQUISTADOR,A DRAGON
,A SORCEROR,PROF MORIARITY,DRACU
LA,A GANGSTER,A ROBOT
348 GOSUB22:PRINT:PRINT:PRINT"AN
OTHER GAME? Y/N"
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35Ø A$=INKEY$
352 IFA$="Y"THENRUN
354 IFA$="N"THENEND
356 GOTO35Ø
358 PRINT"THE GLADIATORS APPEAR"
36Ø INPUT"WHAT WILL YOU DO";A$
362 IFA$="STAB"ORA$="FIGHT"ORA$=
"HIT"THENGOTO266
364 PRINT"YOU CAN'T ";A$:GOTO36Ø
366 PRINT"YOU HAVE BESTED THEM.
MAGNANI-  MOUSLY YOU SPARE THEM.
"
368 PRINT"THE CROWD CHEERS AND C
OINS RAIN UPON YOUR HEAD":PRINT"
THE ONLY EXIT IS WEST":GOTO36
37Ø PRINT"THE LIONS APPEAR":SOUN
D3,2Ø
372 IFSW=1THENT=RND(3)
374 IFSW=ØTHENT=RND(9)
376 GOSUB22
378 IFT=2THENPRINT"YOU HAVE SLAI
N THE LIONS.":A(1Ø,6)=3:GOTO24
38Ø GOTO148
382 IFA(RO,6)>19THENPRINT"YOUR F
OE WILL NOT LET YOU GO":GOTO24
384 IFC$="HOU"ANDRO=33THEN422
386 IFY<1THENA(33,6)=25
388 IFRO=15AND SL=ØTHENPRINT"CAE
SAR SHOUTS--YOU CAN'T GO. EAT-DR
INK-SING-CAROUSE":GOTO24
39Ø IFRO=4ANDE=1THEN59Ø
392 IFRO=41ANDA(RO,6)>ØTHENPRINT
"YOU DON'T WANT TO LEAVE THE ROC
-KET WHILE IT'S IN OUTER SPACE":
GOTO24
394 IFC$="TM"ANDA(RO,5)=ØTHENPRI
NT"IT ISN'T HERE":GOTO36
396 IFC$="TM"GOTO77Ø
398 D$=LEFT$(C$,1)
4ØØ IFD$="N"ANDA(RO,1)=ØTHENPRIN
T"YOU CAN'T GO THAT WAY":GOTO36
4Ø2 IFD$="S"ANDA(RO,2)=ØTHEN422
4Ø4 IFD$="E"ANDA(RO,3)=ØTHENPRIN
T"NO EAST EXIT":GOTO36
4Ø6 IFD$="W"ANDA(RO,4)=ØTHEN422
4Ø8 IFD$="N"ANDRO=22THEN424
41Ø IFD$="N"THENRO=A(RO,1):GOTO2
6
412 IFD$="S"THENRO=A(RO,2):GOTO2
6
414 IFD$="E"THENRO=A(RO,3):GOTO2
6
416 IFD$="W"THEN RO=A(RO,4):GOTO
26
418 IFC$="TEM"ANDRO=8THENRO=12:G
OTO26
42Ø IFC$="TEM"ANDRO=22THEN424
422 PRINT"YOU CAN'T "A$:GOTO36
424 IFL=ØTHENPRINT"THE DOOR IS L
OCKED":GOTO36
426 RO=24:GOTO24
428 IFC$="BER"ANDA(RO,7)=1THEN44
4
43Ø IFC$="BER"ANDB=1THEN444
432 IFC$="BRE"ANDA(RO,7)=2THENPR
INT"RATHER TASTY AND VERY FILLIN
G":GOTO446
434 IFC$="BRE"ANDBR>ØTHENPRINT"R
ATHER TASTY":BR=BR-1:GOTO446
436 IFC$="BRE"THENPRINT"YOU DON'
T HAVE ANY":GOTO36
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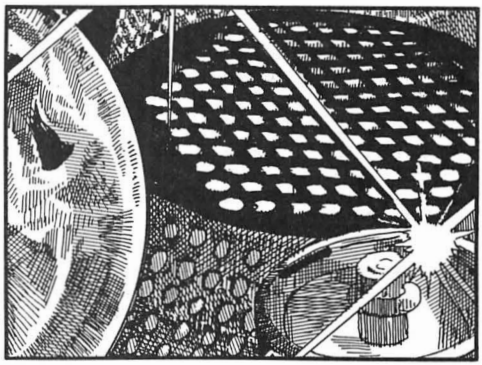

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438 IFC$="FOO"ANDA(RO,7)>ØTHEN44
4
44Ø IFC$="FOO"ANDF=1THEN444
442 PRINT"YUCK":GOTO36
444 PRINT"MMM,NOT BAD"
446 H=H+15:GOTO36
448 IFC$="DR."THEN456
45Ø IFRO=34ANDC$="FOR"ORC$="JOE"
THEN454
452 PRINT"WHO?":GOTO36
454 PRINT"THE DOOR OPENS ON A DI
NGY BAR":RO=35:GOTO24
456 IFRO=15THENPLAY"L7EEL2GL7EEL
2GL7EGO4L3CO3BAAL3G":GOTO36
458 IFRO=22THENPRINT"ONE MUST GO
 WHERE ALL ROADS LEAD":GOTO36
46Ø IFRO=5THENPRINT"DIAMOND'RE A
 DROP IN THE BUCKET":GOTO36
462 IFRO=34THENPLAY"L3C#L8DL3C#L
8DC#FF#P4L4DL3C#L8DL3C#L8DCGG#":
GOTO36
464 IFRO=33ANDY<1THENPRINT"ALL M
UST CROSS HIS PATH SOMETIME":GOT
O36
466 IFRO=41OR RO=35 ORRO=43THENP
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RINT"SEEK AND YE SHALL FIND":GOT
O36
468 O=RND(3)
47Ø IFO=1THENPRINT"COMMON SENSE
IS NOT SO COMMON"
472 IFO=2THENPRINT"NOBODY CAN GI
VE YOU WISER ADVICETHAN YOURSELF
"
474 IFO=3ANDRO>7THENPRINT"HALF A
 LOAF IS BETTER THAN NONE"ELSEIF
O=3THENPRINT"BEWARE THE DARK,DAM
P,OR MEAN"
476 GOTO36
478 IFC$="BOX"THEN49Ø
48Ø IFC$="CAS"THEN492
482 IFC$="DOO"ANDRO=22ANDL=ØTHEN
PRINT"IT IS LOCKED":GOTO36
484 IFC$="DOO"ANDRO=22ANDL=1THEN
PRINT"IT IS OPEN":GOTO36
486 IFC$="BAG"ANDRO=3ØTHENPRINT"
COINS FELL OUT":GOTO36
488 PRINT"IT CANNOT BE OPENED":G
OTO36
49Ø IFRO=12ORBX=1THENPRINT"THE B
OX IS OPEN";:IFKY=ØTHENPRINT", A
ND INSIDE YOU SEE A KEY"
492 IFRO=2ØORBO=1THENPRINT"THE C
ASKET IS OPEN ";:IFCR=ØTHENPRINT
"AND INSIDE   YOU SEE A SMALL GO
LD CROSS"
494 GOTO36
496 IFKY<>1THEN5Ø4
498 IFRO=22ANDL=1THEN5Ø8ELSEINPU
T"WITH WHAT";A$
5ØØ IFRO=22ANDA$="KEY"THEN5Ø6
5Ø2 IFRO=22ANDA$="WITH KEY"THEN5
Ø6
5Ø4 PRINT"YOU DO NOT HAVE A KEY
FOR THAT  DOOR":GOTO36
5Ø6 SOUND15Ø,1:L=1
5Ø8 PRINT"THE DOOR IS UNLOCKED":
GOTO36
51Ø IFC$="WIN"THENPRINT"GAGGG, Y
OU ARE ABOUT TO BE SICK":SOUND55
,1Ø:H=H-6:GOTO36
512 IFC$="RUM"ORC$="BRE"THENPRIN
T"BARF, WHAT FOUL ROT THEY DRINK
":H=H-5:GOTO36
514 IFC$="WAT"ANDRO>7THENPRINT"M
MM, MOST REFRESHING":H=H+5:GOTO3
6
516 PRINT"YOU WANT TO DRINK WHAT
???":GOTO36
518 IFRO=34ANDC$="THR"THEN454
52Ø IFRO=34ANDC$="LOW"ORC$="JOE"
THEN454
522 PRINTN$:GOTO36
524 IFRO=35ANDA(35,6)=1THENPRINT
"HEY!!THAT FLAPPER JUST DROPPED
ADIAMOND ON OUR TABLE!":GOTO36
526 IFRO=42THENPRINT"ALONG THE W
ALLS ARE SHELVES FILLED WITH VAR
IOUS CONTAINERS":GOTO24
528 IFRO=41ANDA(41,6)>ØTHENPRINT
"THE ROBOT HAS A DIAMOND":GOTO36
53Ø IFRO=3THENPRINT"PTERADACTYLS
 GRACE THE SKY":GOTO24
532 IFRO=9THENPRINT"A GROUP OF S
ENATORS CONVERSE IN THE CORNER":
GOTO24
534 GOTO26
536 IFRO=42THENPRINT"DR.T EXCLAI
MS'WE'RE RICH--A VAC-CINE FOR TH
E COMMON COLD!":GOTO36
538 IFC$="DOO"ANDRO<38THENPRINT"
IT'S A HEAVY WOODEN DOOR ";:IFRO
=15THENPRINT"WITH AN IRON BAR AC
ROSS IT":GOTO36ELSEPRINT"WITH A
BRASS HANDLE":GOTO36
54Ø IFC$="VOL"ANDRO<8THENPRINT"I
T EMITS WHIFFS OF SMOKE":GOTO36
542 IFC$="TEM"THENPRINT"BEAUTIFU
L WHITE MARBLE GLEAMS INTHE SUNL
IGHT":GOTO36
544 PRINT"YOU SEE NOTHING SPECIA
L":GOTO36
546 IFC$="BER"ANDRO=4THENB=1:PRI
NT"YOU HAVE SOME BERRIES":GOTO24
548 IFC$="BRE"ANDA(RO,7)=2THENBR
=BR+1:A(RO,7)=Ø:W$="BREAD":GOTO5
88
55Ø IFRO=41ANDC$="TUB"ORC$="FOO"
THENW$="FOOD":F=1:A(RO,7)=Ø:GOTO
588
552 IFC$="DIA"ANDA(RO,6)=1THEND=
D+1:W$=T$(1):A(RO,6)=Ø:GOTO588
554 IFC$="EGG"ANDRO=4THENE=1:PRI
NT"YOU GOT THE EGG BUT MAMA IS V
ERYUPSET":GOTO36
556 IFC$="SWO"ANDA(RO,6)=2THENSW
=1:W$=T$(2):GOTO588
558 IFC$="BOX"ANDRO=12THENW$="BO
X":BX=1:GOTO588
56Ø IFC$="CAS"ANDRO=2ØTHENBO=1:W
$="CASKET":GOTO588
562 IFC$="KEY"ANDRO=12THENKY=1:Z
=Z+1:W$="KEY":GOTO588
564 IFC$="KEY"ANDBX=1THENKY=1:Z=
Z+1:W$="KEY":GOTO588
566 IFC$="VAC"ANDRO=42THENV=1:W$
=T$(8):GOTO588
568 IFC$="BAG"ANDRO=3ØANDA(3Ø,6)
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=3THENPRINT"COINS FELL OUT":BG=1
:GOTO36
57Ø IFC$="BAG"THENPRINT"IT IS EM
PTY":GOTO36
572 IFC$="COI"ANDA(RO,6)=3THENZ=
Z+1:W$=T$(3):GOTO588
574 IFC$="GOL"ANDRO=27ANDGD=ØTHE
NG=G+1:PRINT"YOU SCOOPED UP SOME
 OF THE GOLD-THERES MORE LEFT BU
T NO TIME TO GET IT ALL NOW":GD=
1:GOTO24
576 IFC$="GOL"ANDRO=27ANDGD=1THE
NPRINT"THERE'S NO TIME. MORE MEN
 ARE   COMING":GOTO36
578 IFC$="CRO"ANDRO=2ØTHENCR=1:Z
=Z+1:W$=T$(5):GOTO588
58Ø IFC$="CRO"ANDBO=1THENCR=1:Z=
Z+1:W$=T$(5):GOTO588
582 IFC$="WIN"THENW$="WINE":GOTO
588
584 IFC$="GRA"ORC$="HOL"ANDRO=24
THENGR=1:W$=T$(6):GOTO588
586 PRINT"YOU CANNOT "A$:GOTO36
588 PRINT"YOU HAVE THE "W$:GOTO2
4
59Ø IFB$="RUN"THEN398
592 O=RND(3)
594 IFO=1THENPRINT"DR.T YELLS FA
STER":GOTO36
596 IFO=2THENPRINT"MAMA IS ALMOS
T ON YOU. YOU DROP THE EGG":E=Ø:
GOTO36
598 IFO=3THENPRINT"SHE'S GAINING
!":GOTO36
6ØØ IFRO=5ANDC$="BER"ANDB=1THENW
$="BERRIES":B=Ø:GOTO632
6Ø2 IFRO=5ANDC$="EGG"ANDE=1THENW
$="EGG":E=Ø:GOTO632
6Ø4 IFC$="BER"ANDB=1THEN PRINT"S
QUISH":B=Ø:GOTO36
6Ø6 IFC$="SWO"ANDSW=1THEN642
6Ø8 IFC$="EGG"ANDE=1THENPRINT"YO
U HAVE DROPPED THE EGG AND IT CR
ACKED.":E=Ø:GOTO36
61Ø IFC$="DIA"ANDD>ØTHENW$=T$(1)
:D=Ø:GOTO632
612 IFC$="VAC"THENV=Ø:PRINT"IT S
PILLS ACROSS THE GROUND":GOTO36
614 IFC$="BOX"ANDBX=1THENW$="BOX
":BX=2:GOTO632
616 IFC$="CAS"ANDBO=1THENW$="CAS
KET":BO=2:GOTO632
618 IFC$="SCR"ANDSC=1THENW$=T$(4
):SC=2:GOTO632
62Ø IFC$="GOL"ANDG>ØTHENW$=T$(7)
:G=Ø:GOTO632
622 IFC$="KEY"ANDKY=1THENW$="KEY
":KY=2:Z=Z-1:GOTO632
624 IFC$="CRO"ANDCR=1THENW$=T$(5
):CR=2:Z=Z-1:GOTO632
626 IFC$="GRA"ORC$="HOL"ANDGR=1T
HENPRINT"YOU DON'T WANT TO DROP
THE ";T$(6):GOTO36
628 IFC$="BAG"ANDBG=1THENW$="BAG
":BG=Ø:GOTO632
63Ø PRINT"YOU DON'T HAVE IT":GOT
O36
632 PRINT"YOU HAVE DROPPED THE "
W$
634 IFRO=5THENPRINT"INTO THE VOL
CANO.IT ERUPTED BUT ALL THAT CAM
E OUT WAS A DIAMOND":A(5,6)=1:GO
TO36
636 IFRO<8THENPRINT" AND IT FALL
S INTO A HOLE":GOTO24
638 IFRO>37THENPRINT" AND A ROBO
T GRABS IT AND DISAPPEARS":GOTO2
4
64Ø PRINT"A STRANGE MAN CRIES OU
T IN GLEE,GRABS IT AND RUNS OFF"
:GOTO24
642 SW=Ø:IFRO=5THEN632ELSEIFA(RO
,6)=ØTHENA(RO,6)=2:PRINT"YOU DRO
PPED THE SWORD":GOTO24
644 GOTO632
646 K=1ØØ
648 CLS:H=H-1:IFH=ØTHENPRINT@225
,"YOU HAVE DIED OF HUNGER":GOTO3
48
65Ø IFK=99THENRO=A(RO,4):GOTO26
652 PRINT"YOU ARE ";KL$
654 IFK=3Ø3ORK=6THENPRINT"YOU SE
E A ";ML$
656 IFK=5Ø6ANDRO=14ANDSC=1THENGO
TO662
658 IFK=5Ø6THENPRINT"YOU SEE "TL
$
66Ø IFK=1Ø7ORK=2Ø4ORK=-1Ø3THENPR
INTDL$
662 IFH<7THENPRINT"DR.T GROANS'I
 FEEL HUNGRY'"
664 GOTO668
666 GOSUB22
668 INPUT"WHAT WILL YOU DO";A$:B
$=LEFT$(A$,4):C$=LEFT$(A$,3):D$=
MID$(A$,5,3)
67Ø IFB$="GO N"THENK=K-1ØØ:GOTO6
48
672 IFB$="GO S"THENK=K+1ØØ:GOTO6
48
674 IFB$="GO E"THENK=K+1:GOTO648
676 IFB$="GO W"THENK=K-1:GOTO648
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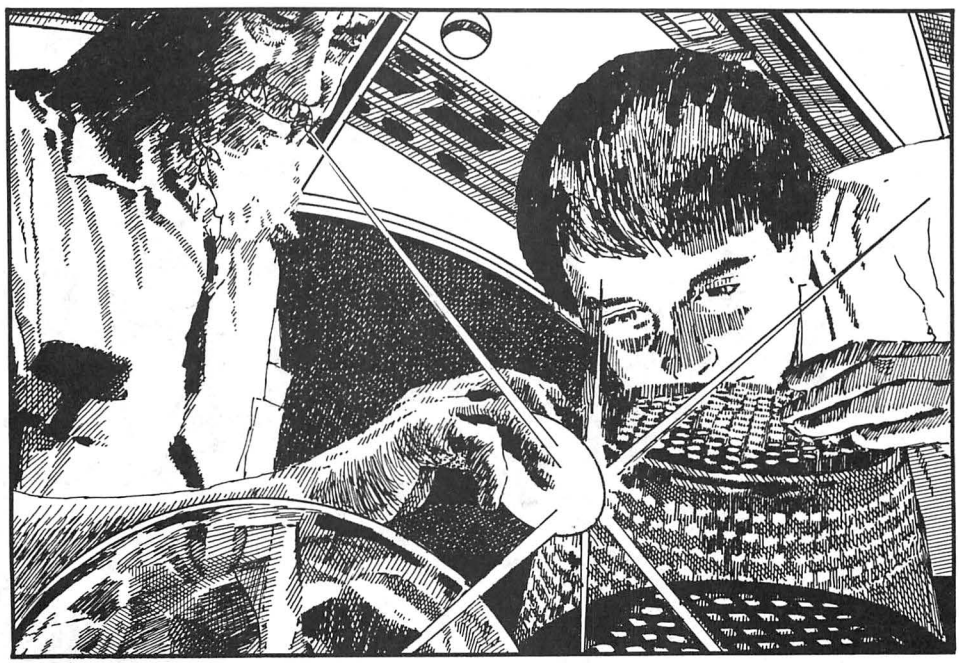
678 IFC$="EAT"THEN698
68Ø IFA$="HELP"THENPRINT"DON'T A
SK ME ASK DR.T":GOTO666
682 IFA$="ASK DR.T"THENPRINT"EVE
RY ACTION HAS AN EQUAL AND   OPP
OSITE REACTION":GOTO666
684 IFC$="GET"THEN71Ø
686 IFA$="LOOK"THENPRINT"IT LOOK
S THE SAME IN EVERY DIRECTION":G
OTO666
688 IFC$="INV"THENGOSUB736:GOTO6
66
69Ø IFC$="FIG"ORC$="OPE"ORC$="GO
 "THENPRINT"YOU CAN'T "A$:GOTO66
6
692 IFC$="QUI"THENGOTO348
694 IFB$="DROP"THENPRINT"DON'T "
A$" YOU'LL NEED IT LATER":GOTO66
6
696 PRINT"I DON'T UNDERSTAND ";A
$:GOTO668
698 IFK=3Ø3ORK=6ORBR>ØORB=1THEN7
ØØELSE7Ø6
7ØØ IFD$="CAC"ORD$="FOO"THENPRIN
T"UGH..";:GOTO7Ø8
7Ø2 IFD$="BER"ANDB=1THENPRINT"SO
UR";:GOTO7Ø8
7Ø4 IFD$="BRE"ORD$="CRU"THENPRIN
T"A BIT MOLDY";:GOTO7Ø8
7Ø6 PRINT"YUCK":GOTO666
7Ø8 PRINT" BUT YOU FEEL BETTER":
H=H+1Ø:GOTO666
71Ø IFD$="SCR"ANDK=5Ø6THENSC=1:W
$=T$(4):GOTO722
712 IFD$="DIA"ANDK=5Ø6THEND=D+1:
W$=T$(1):GOTO722ELSEIFD$="STI"AN
DK=5Ø6THEND=D+1:W$=T$(1):GOTO722
714 IFD$="GOL"ANDK=5Ø6THENW$="GO
LD":G=G+1:GOTO722
716 IFD$="CHE"THENPRINT"IT IS TO
O HEAVY":GOTO666
718 IFD$="BRE"THENBR=BR+1:W$="BR
EAD":GOTO722
72Ø PRINT"YOU CAN'T "A$:GOTO668
722 PRINT"YOU HAVE THE "W$:GOTO6
66
724 IFC$="LUL"ANDRO=15THENPRINT"
EVERYONE IS LULLED TO SLEEP AND
YOU MAY GO YOUR WAY":SL=1:GOTO36
726 IFC$="HYM"ANDRO=33ANDA(33,6)
=25THENPRINT"DRACULA FLEES BACK
TO HIS HOUSE":A(33,6)=Ø:GOTO36
728 PRINT"LA-LA-LA":PLAY"EL8EGL4
FP99L8FAGGEGF":GOTO36
73Ø IFC$="CRO"ANDCR=1ANDRO=33THE
NPRINT"HE SHRIEKS AND FLEES FORE
VER FORTHAT WAS A SACRED CROSS B
ORNE BYSIR GALAHAD OF THE ROUND
TABLE":GOTO734
732 PRINTN$:GOTO36
734 Y=2:GOSUB22:PRINT"IN GRATITU
DE THE MAYOR OF LONDONGIVES YOU
THE KEY TO THE CITY   AND A REWA
RD OF 5ØØGRAND":Z=Z+5ØØ:A(33,6)=
Ø:GOSUB22:GOTO24
736 PRINT"YOU HAVE HOPE,";
738 IFSW=1THENPRINT"A SWORD,";
74Ø IFB=1THENPRINT"SOME BERRIES,
";
742 IFBR>ØTHENPRINT"SOME BREAD,"
;
744 IFF=1THENPRINT"TUBES OF FOOD
,";
746 IFE=1THENPRINT"A DINOSAUR EG
G,";
748 IFG>ØTHENPRINT"GOLD WORTH $"
;G*1ØØØØ",";
75Ø IFD>ØTHENPRINT D"DIAMOND(S),
";
752 IFV=1THENPRINTT$(8)",";
754 IFKY=1THENPRINT"A GOLD KEY,"
;
756 IFBX=1THENPRINT"A BOX,";
758 IFCR=1THENPRINT"A SILVER CRO
SS, ";
76Ø IFBO=1THENPRINT"A JEWELLED C
ASKET,";
762 IFGR=1THENPRINTT$(6)",";
764 IFSC=1THENPRINT"A SACRED SCR
OLL,";
766 IFZ>ØTHENPRINT"TREASURE WORT
H $";Z*1ØØØ",";
768 PRINT"AND MUCH COURAGE.":RET
URN
77Ø PRINT:CLS:PRINT"YOU ARE IN T
HE TIME MACHINE":PRINT"IT FLASHE
S THE TIMES ZONES:":PRINT:O=Ø
772 IFRO=1THENGOTO778
774 IFRND(3)=1THENPRINT"<D>AGE O
F DINOSAURS":O=1
776 IFRO=8THEN782
778 IFRND(3)=1THENPRINT"<R>ANCIE
NT ROME":O=1
78Ø IFRO=16THEN786
782 IFRND(3)=1THENPRINT"<A>KING
ARTHURS":O=1
784 IFRO=25THEN79Ø
786 IFRND(3)=1THENPRINT"<E>ELDOR
ADO":O=1
788 IFRO=29THENGOTO794
79Ø IFRND(3)=1THENPRINT"<S>SHERL
OCK HOLMES ENGLAND":O=1
```

```
792 IFRO=34THEN798
794 IFRND(3)=1THENPRINT"<T>ROARI
NG TWENTIES":O=1
796 IFRO=38THENGOTO8Ø2
798 IFRND(3)=1THENPRINT"<F>THE F
UTURE":O=1
8ØØ IFRO=ØTHENGOTO8Ø4
8Ø2 IFRND(5)=1THENPRINT"<P>RETUR
N TO THE PRESENT"
8Ø4 IFO<1THEN772
8Ø6 A$=INKEY$:IFA$=""THEN8Ø6
8Ø8 IFA$="D"THENRO=1:DO=1
81Ø IFA$="R"THENRO=8:R=1
812 IFA$="A"THENRO=16:AR=1
814 IFA$="E"THENRO=25:EL=1
816 IFA$="S"THENRO=29:S=1:BG=Ø
818 IFA$="T"THENRO=34:RT=1
82Ø IFA$="F"THENRO=38:FU=1
822 IFA$="P"THEN828
824 IFA$="X"THEN77Ø
826 P=P+1:IFRO=ØTHEN77ØELSE26
828 M=Z+(1Ø*G)+(1ØØ*D)+(5ØØ*V)+(
1ØØØ*GR):ZN=DO+R+AR+EL+S+RT+FU
83Ø IFSC=1THENM=M+1ØØØ
832 CLS:PRINT:PRINT"CONGRATULATI
ONS!YOU HAVE RE-     TURNED ALIVE
 FROM YOUR JOURNEY   BEYOND TIME
HAVING MADE"P"TIME  JUMPS & VISI
TED"ZN"TIME ZONES"
834 PRINT"YOU BROUGHT BACK ";:IF
E=1THENPRINT"A DINOSAUR EGG AND
";
836 IFM=ØTHENPRINT"NO TREASURE":
GOTO84Ø
838 PRINT"TREASURE WORTH ";:PRIN
TUSING"$##,###,###";M*1ØØØ
84Ø PRINT:IFM>ØTHENPRINT"YOU SEL
L EVERYTHING";ELSEPRINT"YOU HAVE
  NOTHING, ";
842 IFE=1THENPRINT" BUT THE DINO
EGG ";
844 PRINT"& ARE LIVING IN ";
846 IFM>342ØTHENPRINT"PALATIAL
  SPLENDOR IN SOUTHERN CALIFORNI
A":GOTO854
848 IFM>999THENPRINT"A CONDO IN
 MIAMI";:GOTO854
85Ø IFM>5ØTHENPRINT"A COTTAGE IN
 PROSPECT,KY";:GOTO854
852 PRINT"A TENEMENT IN NYC";
854 IFE=1THENPRINT" WITH YOUR TW
O-TON FRIEND"
856 GOTO348
```



The Evil Crypt

Program by Curtis Keisler

You are Willie the Wizard, dashing, recklessly brave and deeply committed to the welfare of the people of Seleria, a happy kingdom untouched by evil. In Seleria, everyone lives in harmony and no one is poor. However, high atop the mountain, living directly above the happy kingdom, lives the evil lord, a patient, but persistent force anxiously awaiting the opportunity to rule the valley.

Nevertheless, Selerians always felt most assured that their serene way of life would remain unchanged, thanks to you. Since you possess not only a variety of magic potions and charms, but a sword and spellbook capable of destroying all evil, the people had no fear of the evil lord. They knew he could do them no harm with the power of your book and sword behind them.

However, one day the evil lord somehow discovered a magical spell that allowed him to obtain your most powerful securities. Unfortunately, the sword and spellbook are now in his custody and he has hidden them throughout

his evil crypt. The crypt's tortuous maze tunnels below the evil lord's tower, piercing the heart of the mountain.

Confident of his eternal power since becoming the owner of your defenses, the evil lord has granted you one unlikely opportunity for revenge. You will be permitted to explore the three levels of his evil crypt. Scattered deep within the doldrums, catacombs and dungeons are the powers you once possessed.

Of course, defenseless, it will be all but impossible to survive. You will encounter large bugs that can bite through steel and snakes with poison deadly enough to kill a herd of elephants. There will be intergalactic creatures who will attack you with their advanced technology and spirits from other dimensions to steal from your life force.

To further hinder your escape, many deadly traps are placed throughout his cryptic maze. Fires that will fry the flesh off your bones, graves that kill on contact and bottomless pits will make some areas virtually impassible. You'll find fences that will keep you out or something else in. Even the rocks and trees are laced with hidden dangers.

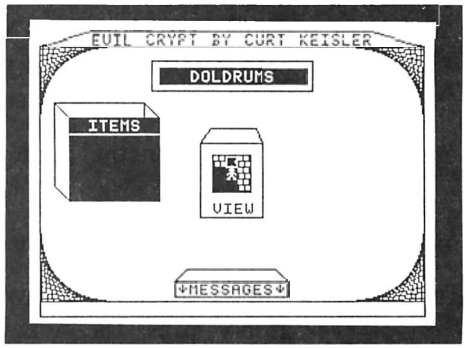
Nevertheless, you must remain positive and concentrate on locating your powers. Remember, each finding will increase your odds of survival. The magic potion will allow you to float over bottomless pits. The enchanted arrow can be used to destroy any nonhuman threat; however, the bow must also be found to shoot the arrow. The chest contains the mystical spellbook which is needed to escape, along with the hidden key that unlocks the main door.

Needless to say, if you make it that far, you'll want to make sure you've found the sword. Its possession will secure a victory over the evil lord.

Admittedly, your odds of survival don't look very good, but don't despair. Have confidence and your power should once again prevail.

Evil Crypt is a graphics Adventure game that includes three underground levels of a cryptic maze: Doldrums, Catacombs and Dungeons. Upon running the program, the title screen will appear. Press ENTER and you will be asked, DO YOU NEED INSTRUCTIONS? Input Y (yes) and a graphics instruction screen will display characters, each representing an item that may be seen or found within the Adventure.

After you have studied the instruction screen and familiarized yourself with the different rewards and dangers, you are ready to play the Adventure. Press ENTER and the playing screen will appear.



The playing screen contains four boxes, each representing different aspects of the Adventure. The box in the upper-middle portion of the screen, labeled Doldrums, is the level indicator. It will always contain the name of the level that is currently being explored.

After the sound of 24 short tones, the box labeled View will display a bird's-eye view of the immediate area surrounding you. You will always be located in the middle of this box.

The box labeled Messages is used to direct your attention to the area directly below where short messages will appear informing you of your status throughout the game.

The last box, labeled Items, will display any objects as they are picked up in the game.

As you move through the maze, the graphics objects from the instruction screen may be picked up or avoided as they appear in the View box. To pick up an item simply move over it. A short tone will sound each time an object is obtained. The following is a list of the items that must be found in the maze and a description of how each is used to win the Adventure:

Potion	This is a special item that is used to levitate over pits. It will not appear in the Items box because it is consumed. When you get the potion, a rectangular box will be displayed just right of the View box. Inside, it will read "levitate time," and a white bar will be located beneath it. To start the levitation process, press the L key. Each time the command is used the white bar will decrease in size. When the bar is gone, the box will disappear, and you will no longer be able to levitate, so use it sparingly.

Chest	The chest contains your spellbook. You will need it to escape.
Sword	The sword is the only thing that can kill the evil lord, but it will not work on anything else. To use the sword, press the S key. However, the evil lord must be directly above, below, left or right of you in order to defeat him. You must kill the evil lord to escape the maze.
Key	It will open the main door. You do, of course, need it to escape.
Bow	You will need it to fire an arrow.
Arrow	The arrow will kill anything except the evil lord. To fire an arrow, press the A key to put you in the fire mode. Then press the appropriate arrow key in the direction that you want to fire. Be decisive, however, since a long pause here will return you to the direction mode.

*Note: Due to memory limitations the program will not run with the disk controller plugged in unless it is broken up into two parts: the game (*EVILCRPT*) and the instruction screen (*INST1*). To do so, first load "*EVILCRPT*", and then enter the following commands and program lines in order.*

```
DEL 136-155
135 A$=INKEY$:IFA$="N"THEN156ELS
EIFA$="Y"THENCLSO:POKE65494,0:RU
N"INST1"ELSE135
SAVE"EVILCRPT/DSK"
CLEAR:NEW
```

CLOAD"EVILCRPT" (the cassette version)

```
DEL-78
DEL81-82
DEL96-135
DEL156-
10 POKE65495,0:DIML$(26),C$(32),
AP$(4),W(18):GOSUB83:GOTO 136
```

```
156 SCREEN0,0:POKE65494,0:RUN"EV
ILCRPT.DSK"

SAVE"INST1"
```

*Note the high speed pokes (*POKE65495,0 *and* POKE65494,0*). If they will not run on your system, simply delete them from the listings.*

After the editing process is complete your disk should contain two BASIC files: EVILCRPT/DSK *(the actual game) and* INST1/BAS *(the instruction screen). To run the program, simply* LOAD *and* RUN"EVILCRPT/DSK, *and if needed, the instruction screen will automatically load from the disk.*

Note: It may be necessary to RUN *the program twice since a* PCLEAR *is used, and may cause an SN error.*

Curtis Keisler is 18 years old and will be attending U.S.C. in Aiken, South Carolina. There, he hopes to obtain master's degrees in both physics and computer engineering. Curtis' dream is to aid in making civilian space travel as common as watching TV. Questions or comments may be directed to Curtis at Route 2, Box 251 K, Williston, SC 29853. Please enclose an SASE when requesting a reply.

EVILCRPT 32K ECB

```
1 CLSØ:CLEAR1ØØØ:POKE65495,Ø:PLA
Y"T255V31L255":PCLEAR8:PMODE4,1:
PCLS
2 DIML$(26),C$(24),M$(24),W(18),
AP$(4),MX(3Ø),MY(3Ø),DM(3Ø):GOSU
B83:GOSUB171
3 L=1:X=18:Y=2:GOSUB81:GOSUB133:
GOSUB4:GOTO22
4 LINE(115,83)-(14Ø,1Ø8),PRESET,
BF:GOSUB96:GOSUB82
5 DRAW"BMØ,ØC5"
6 FORS=1TO24:PLAY"T255O1L1CP255A
":FORT=1TO32:N=ASC(MID$(M$(S),T,
1))-64:DRAWC$(N):NEXTT:DRAW"BMØ,
"+STR$(S*8):NEXTS
7 IFKG=1ANDL=3THENMID$(M$(23),31
,1)="@":DRAW"BM24Ø,176C8"+C$(4)+
"C5"
8 IFCE=1ANDL=2ANDBO<>1THENMID$(M
$(2),13,1)="P":LINE(96,8)-(1Ø3,1
5),PRESET,BF:DRAW"BM96,8"+C$(16)
ELSEIFCE=1ANDL=2THENMID$(M$(2),1
3,1)="@":LINE(96,8)-(1Ø3,15),PRE
SET,BF
9 IF(LA=1ORLA=2)ANDL=1THENMID$(M
$(2Ø),3,1)="@":LINE(16,152)-(23,
159),PRESET,BF
1Ø IFSW=1ANDL=3THENMID$(M$(2),3Ø
,1)="@":DRAW"BM232,8C8"+C$(15)+"
C5"
11 IFAL=L AND AG=ØTHENLINE(AX,AY
)-(AX+7,AY+7),PRESET,BF:DRAWAD$:
AX=(AX+8)/8:AY=(AY+8)/8:MID$(M$(
AY),AX,1)="Q":AX=AX*8-8:AY=AY*8-
8
12 IFVD=1ANDL=3THENMID$(M$(5),8,
1)="@":LINE(56,32)-(63,39),PRESE
T,BF
13 PMODE4,1:RETURN
14 A$=INKEY$:A=Ø:B=Ø:IFPEEK(341)
```

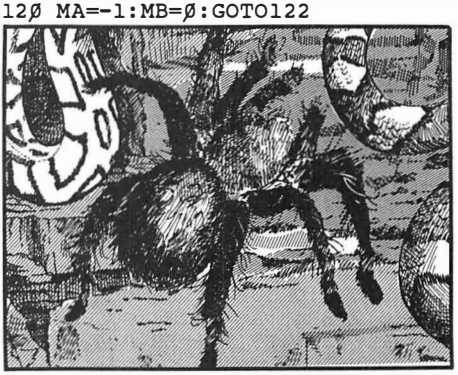
```
=247THENB=-1:GOTO18ELSEIFPEEK(34
2)=247THENB=1:GOTO18ELSEIFPEEK(3
43)=247THENA=-1:GOTO18ELSEIFPEEK
(344)=247THENA=1:GOTO18
15 IFA$="S"ANDSW=1THENSOUND1ØØ,1
:GOTO6Ø
16 IFA$="A"ANDAG=1THENSOUND1ØØ,1
:GOTO63
17 IFA$="L"ANDLA=1ANDLV=ØTHENLV=
1:SOUND1ØØ,1ELSEIFA$="L"ANDLA=1A
NDLV=1THENLV=Ø:SOUND1ØØ,1
18 IFLV=1ANDLA=1THENLINE(246-LT,
7Ø)-(246-LT,8Ø),PRESET:LT=LT+1:I
FLT=97THEN78
19 POKE341,255:POKE342,255:POKE3
43,255:POKE344,255:IFAP<>ØTHENDR
AW"C5"+AP$(AP)
2Ø AP=1*-(A=-1)+2*-(B=-1)+3*-(A=
1)+4*-(B=1):IFAP<>ØTHENDRAW"C8"+
AP$(AP)
21 V=INSTR("@VCDEGHIMNOPQRSTUWJ"
,MID$(M$(Y+B),X+A,1)):ON V GOTO2
2,22,33,58,35,36,37,5Ø,38,39,48,
52,56,44,4Ø,41,42,43,163:GOTO14
22 IFAP=ØTHEN116ELSEX=X+A:Y=Y+B:
PLAY"T255O1CP255A"
23 X1=X*8-16:Y1=Y*8-16:PMODE4,5:
GET(X1,Y1)-(X1+23,Y1+23),W,G:PMO
DE4,1:PUT(116,84)-(139,1Ø7),W,PS
ET:DRAW"BM124,92"+C$(1)
24 IFX=29ANDY=18THEN26ELSEIFX=14
ANDY=16THEN29
25 GOTO14
26 IFL=1THENL=2:Y=19:DRAW"C5"+AP
$(AP):DRAW"BM93,183C8AØ":A$="DES
CENDING":GOSUB79:GOSUB4:LINE(93,
183)-(175,19Ø),PSET,BF:POKE341,2
55:GOTO23
27 IFL=2THENL=1:Y=19:DRAW"C5"+AP
$(AP):DRAW"BM1ØØ,183C8AØ":A$="CL
IMBING":GOSUB79:GOSUB4:LINE(93,1
83)-(175,19Ø),PSET,BF:POKE341,25
5:GOTO23
28 GOTO14
29 IFL=2THENL=3:Y=17:DRAW"C5"+AP
$(AP):DRAW"BM93,183C8AØ":A$="DES
CENDING":GOSUB79:GOSUB4:LINE(93,
183)-(175,19Ø),PSET,BF:POKE341,2
55:GOTO23
3Ø IFL=3THENL=2:Y=17:DRAW"C5"+AP
$(AP):DRAW"BM1ØØ,183C8AØ":A$="CL
IMBING":GOSUB79:GOSUB4:LINE(93,1
83)-(175,19Ø),PSET,BF:POKE341,25
5:GOTO23
31 GOTO14
32 GOSUB13Ø:GOSUB132:DRAWDW$:GOS
UB79:GOTO126
33 IFLV=1ANDLA=1THEN22
34 DW$="BM3Ø,183C8":A$="YOU HAVE
 MET DEATH IN A PIT":GOTO32
35 DW$="BM8,183C8":A$="YOU HAVE
BEEN DEVOURED BY A DEMON":GOTO32
36 DW$="BM25,183C8":A$="A BUG HA
S STUNG YOU TO DEATH":GOTO32
37 DW$="BM1Ø,183C8":A$="A TREEMA
N HAS BEAT YOU TO A PULP":GOTO32
38 DW$="BM35,183C8":A$="YOU HAVE
 RUN INTO A GRAVE":GOTO32
39 DW$="BM25,183C8":A$="A GHOST
HAS DRAINED YOUR LIFE":GOTO32
4Ø DW$="BM35,183C8":A$="A SPACEM
AN HAS ZAPPED YOU":GOTO32
41 DW$="BM35,183C8":A$="A POISON
OUS SNAKE BIT YOU":GOTO32
42 DW$="BM1Ø,183C8":A$="THE EVIL
 LORD HAS DISCOVERED YOU":GOTO32
43 DW$="BM35,183C8":A$="YOU ARE
BURNED TO A CRISP":GOTO32
44 GOSUB13Ø:GOSUB132:DRAW"BM25,1
83C8":A$="THIS POTION WILL ALLOW
 YOU TO":GOSUB79
45 GOSUB13Ø:DRAW"C5":GOSUB77:LIN
E(1,183)-(254,19Ø),PSET,BF:DRAW"
BM65,183C8":A$="LEVITATE OVER PI
TS":GOSUB79:LINE(15Ø,6Ø)-(246,69
),PRESET,BF:DRAW"BM152,62C5":A$=
"LEVITATE TIME":GOSUB79
46 DRAW"C8BM15Ø,6ØE5R96NG5D2ØG5C
8"
47 LINE(15Ø,7Ø)-(246,8Ø),PRESET,
B:GOSUB77:DRAW"C5":LINE(1,183)-(
254,19Ø),PSET,BF:LA=1:PMODE4,5:L
INE(16,152)-(23,159),PRESET,BF:P
MODE4,1:MID$(M$(2Ø),3,1)="@":POK
E344,255:GOTO14
48 GOSUB13Ø:GOSUB132:PLAY"T4L8EF
EDEFEDP16FP16EP16CD":DRAW"BM15,1
83C8":A$="YOU HAVE FOUND THE MAG
IC SWORD":GOSUB79:GOSUB77:DRAW"C
5":PMODE4,5:LINE(232,8)-(239,15)
,PRESET,BF:MID$(M$(2),3Ø,1)="@":
PMODE4,1
49 DRAW"BM24,71"+C$(15)+"BR4":A$
="SWORD":GOSUB79:SW=1:LINE(1,183
)-(254,19Ø),PSET,BF:POKE343,255:
GOTO14
5Ø GOSUB13Ø:GOSUB132:DRAW"BM25,1
83C8":A$="YOU NOW HAVE THE MAGIC
 CHEST":GOSUB79:PLAY"T3L8O4CCO3D
EFBGCDEF":GOSUB77:DRAW"C5":LINE(
1,183)-(254,19Ø),PSET,BF
51 DRAW"BM24,8ØC5"+C$(9)+"BR4":A
```

```
$="CHEST":GOSUB79:MID$(M$(2),13,
1)="@":PMODE4,5:LINE(96,8)-(1Ø3,
15),PRESET,BF:CE=1:GOTO14
52 GOSUB132:GOSUB13Ø:DRAW"BM7Ø,1
83C8":A$="THE BOW IS YOURS":GOSU
B79:PLAY"T3L8DEDCFEGBO4CEDFO3DE"
:GOSUB77:DRAW"C5":LINE(1,183)-(2
54,19Ø),PSET,BF:BO=1
53 DRAW"BM24,89"+C$(16)+"BR4":A$
="BOW":GOSUB79:MID$(M$(2),13,1)=
"@":PMODE4,5:LINE(96,8)-(1Ø3,15)
,PRESET,BF:AL=2
54 AX=RND(32):AY=RND(24):IFMID$(
M$(AY),AX,1)="@"THENMID$(M$(AY),
AX,1)="Q":AX=AX*8-8:AY=AY*8-8:AD
$="BM"+STR$(AX)+","+STR$(AY)+C$(
17):DRAWAD$ELSE54
55 PMODE4,1:GOTO14
56 X=X+A:Y=Y+B:X1=X*8-16:Y1=Y*8-
16:PMODE4,5:DRAW"C8"+AD$+"C5":GE
T(X1,Y1)-(X1+23,Y1+23),W,G:PMODE
4,1:PUT(116,84)-(139,1Ø7),W,PSET
:DRAW"BM124,92AØ"+C$(1)
57 GOSUB13Ø:DRAW"BM6Ø,183C8":A$=
"YOU HAVE THE ARROW":GOSUB79:AG=
1:AL=L:DRAW"BM24,98C5"+C$(17)+"B
R4":A$="ARROW":GOSUB79:MID$(M$(Y
),X,1)="@":FORS=1TO1ØØØ:NEXT::LI
NE(1,183)-(254,19Ø),PSET,BF:GOTO
14
58 GOSUB13Ø:GOSUB132:PMODE4,5:DR
AW"BM24Ø,176C8"+C$(4):PMODE4,1:D
RAW"BM5Ø,183C8":A$="YOU HAVE FOU
ND THE KEY":GOSUB79:DRAW"BM24,1Ø
7C5"+C$(4)+"BR4":A$="KEY":GOSUB7
9:GOSUB77:LINE(1,183)-(254,19Ø),
PSET,BF:KG=1
59 MID$(M$(23),31,1)="@":GOTO14
6Ø GOSUB13Ø:IFMID$(M$(Y),X,1)="U
"ORMID$(M$(Y+1),X,1)="U"ORMID$(M
$(Y-1),X,1)="U"ORMID$(M$(Y),X+1,
1)="U"ORMID$(M$(Y),X-1,1)="U"THE
N61ELSEDRAW"BM75,183C8":A$="NOTH
INGHAPPENS":GOSUB79:GOSUB77:DRAW
"C5":LINE(1,183)-(254,19Ø),PSET,
BF:GOTO14
61 PLAY"T255O5L255V31DEFGFEDFGFF
DCD4EF":VD=1:DRAW"BM1Ø,183C8":A$
="THE EVIL LORD IS NO LONGER ALI
VE":GOSUB79:GOSUB77:DRAW"C5":LIN
E(1,183)-(254,19Ø),PSET,BF:MID$(
M$(MY(22)),MX(22),1)="@":MY=MY(2
2)*8-8:MX=MX(22)*8-8
62 PMODE4,5:LINE(MX,MY)-(MX+7,MY
+7),PRESET,BF:PMODE4,1:GOTO14
63 GOSUB13Ø:S=Ø:A=Ø:B=Ø
64 IFS=1ØØTHEN19ELSEA$=INKEY$:IF
A$=CHR$(94)THENB=-1ELSEIFA$=CHR$
(1Ø)THENB=1ELSEIFA$=CHR$(8)THENA
=-1ELSEIFA$=CHR$(9)THENA=1ELSES=
S+1:GOTO64
65 PMODE4,1:AP=1*-(A=-1)+2*-(B=-
1)+3*-(A=1)+4*-(B=1):DRAW"C8"+AP
$(AP):SOUND1ØØ,1:AX=X:AY=Y
66 AR$=MID$(M$(AY+B),AX+A,1):CH=
INSTR("@EGHNST",AR$):IFCH=ØTHEN7
6
67 AX=AX+A:AY=AY+B:IFCH=1THENPLA
Y"T255V31L255O5G#":GOTO66
```

```
68 GOSUB13Ø:MID$(M$(AY),AX,1)="@
":PLAY"T255V31O5DEFCG":A$="YOU H
AVE HIT A ":DRAW"BM5Ø,183C8":GOS
UB79:ON CH-1 GOSUB7Ø,71,72,73,74
,75:GOSUB79:GOSUB77:DRAW"C5":LIN
E(1,183)-(254,19Ø),PSET,BF
69 GOTO76
7Ø A$="DEMON":RETURN
71 A$="BUG":RETURN
72 A$="TREEMAN":RETURN
73 A$="GHOST": RETURN
```

```
74 A$="SPACEMAN":RETURN
75 A$="SNAKE":RETURN
76 MID$(M$(AY),AX,1)="Q":AL=L:AG
=Ø:AY=AY*8-8:AX=AX*8-8:AD$="BM"+
STR$(AX)+","+STR$(AY)+C$(17):PMO
DE4,5:LINE(AX,AY)-(AX+7,AY+7),PR
ESET,BF:DRAWAD$:PMODE4,1:DRAW"BM
24,98C8"+C$(17)+"BR4":A$="ARROW"
:GOSUB79:A=Ø:B=Ø:GOTO19
77 FORS=1TO2ØØØ:NEXT:RETURN
78 LA=2:DRAW"BM5Ø,183C8":A$="THE
 POTION HAS WORN OFF":GOSUB79:FO
RS=1TO25ØØ:NEXT:DRAW"C5":LINE(1,
183)-(254,19Ø),PSET,BF:LINE(15Ø,
54)-(251,8Ø),PSET,BF:GOTO23
79 FORS=1TOLEN(A$):N=ASC(MID$(A$
,S,1))-64:IFN=-32THENDRAW"BR8"EL
SEDRAWL$(N)
8Ø NEXT:A$="":RETURN
81 GOSUB82:GOTO83
82 RESTORE:FORS=1TO3Ø:READMX(S),
MY(S),DM(S):NEXT:RETURN
83 'LETTERS FROM A TO Z
84 L$(1)="BR2NR2BGD2ND3R4ND3U2BE
BR":L$(2)="BRRNR2D3NR2D3NLR2EUHE
UBEBR":L$(3)="BFBR4HL2GD4FR2EBU3
BE2":L$(4)="BRNR2D6R2E2U2HBEBR2"
:L$(5)="BRNR4D3NR3D3R4BU4BE2":L$
(6)="BRNR4D3ND3R3BE3":L$(7)="BR4
BFHL2GD4FR2EU2NLBUBE2"
85 L$(8)="BRD3ND3R4ND3U3BR2":L$(
9)="BRR2NR2D6NL2R2BU4BE2":L$(1Ø)
="BFBD3DFR2EU5BR2":L$(11)="BRD3N
D3RNF3E3BR2":L$(12)="BRD6NR4BE6"
:L$(13)="BRND6F2E2ND6BR2":L$(14)
="BRDND5F4NDU5BR2":L$(15)="BR2NR
2GD4FR2EU4BRBE"
86 L$(16)="BRNR3D3ND3R3ENUBE2":L
$(17)="BR2NR2GD4FRENFNHEU2NUBE2"
:L$(18)="BRNR3D3ND3RNF3R2ENUBE2"
:L$(19)="BFBD4FR2EUHL2HUER2NFBR3
":L$(2Ø)="BRR2ND6R2BR2":L$(21)="
BRD5FR2EU5BR2":L$(22)="BRD4F2E2U
4BR2"
87 L$(23)="BRD5FENUFEU5BR2":L$(2
4)="BRDF2G2DBR4UH2E2UBR2":L$(25)
="BRDF2ND3E2UBR2":L$(26)="BFBD5N
R4UE4UNL4BR2"
88 '  CHARACTERS
89 C$(1)="BR3NRGNR3FNG2RNF2DLDRD
F2LUHLG2RBR4BR2BU7":C$(2)="NR2DN
R2DNR2BFBDNR2DNR2DR2BR2NR2UNR2UN
R2BUBENL2UNL2UNL2BR2":C$(3)="BR2
NR2GDGDF2R2EUEUHBEBR2":C$(4)="BF
BDNRGDFREUR3ND2RND2BU3BR"
9Ø C$(5)="BRFGFEURDENEFG2LGLNHR5
NELGFNR2HLGL2BE7BR":C$(6)="BR3RD
LGNR3DNR3GNR5GR2NR5FRDNL2RBU7BR3
":C$(7)="F2R3NE2DL3FRFNR2NL5DNL3
DNL5R2BU7BR":C$(8)="BR2NR3G2R2ER
FNENR2GNF2LNG2D3GLRERNU2FRBEBU6B
R"
91 C$(9)="FBD3NRGD2R7U2HL2DLUBU2
RBRBEEBR":C$(1Ø)="D7R7U3LURU3NL7
BR":C$(11)="BD6DRU2END3RFRF2BU7B
R":C$(12)="BRNF2GD6RU6FD5EFU6ED7
RNEU5NRUBEBR":C$(13)="BRNR5GNR7D
6NR7ENU4R6NU5LNU4H3DE3BEBR"
92 C$(14)="BRNR5GD2RDNE3GND2REND
3FRND2R3NH4GDU2HERU2BUBR":C$(15)
="BR4GD4NL2D2RNU7RU2NR2U4BEBR2":
C$(16)="BR2D7RE2U3H2BR5":C$(17)=
"BR3BFLG2NR5F2RBU5BR4":C$(18)="B
R2NR3FNRDNRGNR3GNR5GNR7DNR7FR5BU
7BR2"
93 C$(19)="BRNR5GDFNR5FD3L2BR7L2
U4H2RGFR2EUBUBR":C$(2Ø)="BRNGR4F
GLNL3HD3GLGFR5EHEBU4BR":C$(21)="
BR3NGRFGND4LND4GL2NR7RFR3G3LBR5L
HBU6BR4":C$(22)="BR3GDGDGD2R7U2N
L6HUNL4HULUBR4"
94 C$(23)="BR6GDG2LGDFR3E2UH2BE2
BR":C$(Ø)="BR8":AP$(1)="BM1Ø8,92
AØ"+C$(17)+"AØ":AP$(2)="BM13Ø,76
A1"+C$(17)+"AØ":AP$(3)="BM147,98
A2"+C$(17)+"AØ":AP$(4)="BM124,11
5A3"+C$(17)+"AØ"
95 RETURN
96 LINE(8Ø,25)-(176,35),PRESET,B
F:DRAW"BM84,27C5":ON L GOSUB97,1
Ø3,1Ø8:GOSUB79:PMODE4,5:PCLS:RET
URN
97 A$="  DOLDRUMS"
98 M$(1)="BBBBBBBBBBBBBBBBBJBBBB
BBBBBBBBBB":M$(2)="BF@@@@@@@KK@@
@F@@@B@@@@@@@@C@@@B":M$(3)="B@@@
@F@@@@K@F@@@@@BFFF@FKKFFFK@B":M$
(4)="B@@F@@@@H@@@@@FFBJB@@@@@@@F
@@@@B":M$(5)="B@@F@@FFFK@FK@F@@@
@@@@K@@@@@KKB":M$(6)="B@@@K@@@@
K@KK@F@@F@F@@K@@K@F@@@B
99 M$(7)="B@@KK@@@@@@KKC@@@F@F@@
@@@@K@@F@B":M$(8)="B@@@K@B@@@@@W
@@F@@@F@@@@W@KK@@@B":M$(9)="B@@K
K@BS@@@FFF@@@KKF@@K@@@K@K@@B":M$
(1Ø)="B@KK@@BBB@@FH@@@@@@@@K@K@
@@@@@B":M$(11)="B@@@@@@@@@@F@F@F
@@@F@@@@@@FF@@B"
1ØØ M$(12)="BLLLL@@@@F@@@@@@@@@@
S@@FFF@FF@@B":M$(13)="B@@@LL@@@@
@BJB@@@@F@@@@@@K@H@@@B":M$(14)="
BM@@@LLLL@@@@@@@@L@@@LLL@K@@F@@B
```

```
":M$(15)="B@M@@@@@LL@F@@F@@LFF@@
@L@FFKK@@B":M$(16)="B@@@@@@@@L@@
F@@@@L@F@F@L@@@@@@@B"
1Ø1 M$(17)="B@@MM@@N@@@@@@@@@LH@
@@@LLLLBBBBB":M$(18)="B@@@@@M@@L
F@@@FF@L@FF@FF@F@BVB@B":M$(19)="
B@MM@@@@@L@@@@@F@L@@F@@@C@@C@@@B
":M$(2Ø)="B@RCM@@@@LL@FF@F@L@FFF
F@FF@FFF@B":M$(21)="B@MM@@FF@@LL
@F@@@LCF@@F@FH@C@F@B"
1Ø2 M$(22)="B@F@@@@F@N@L@FFF@L@F
F@F@F@FFFF@B":M$(23)="BN@@M@@@@@
@L@@C@@L@@@@F@@@@@@@@B":M$(24)=S
TRING$(32,66):RETURN
1Ø3 A$="  DUNGEONS":M$(1)=STRING
$(32,66):M$(2)="B@B@@@BBBC@@IB@@
@@@@@@@@@@@@@@@B":M$(3)="B@B@B@@
B@@BBBBBBBBB@BBBB@B@BBBBB":M$(4)
="B@@@BB@B@BB@B@@@@B@@C@B@@B@@@@
BB":M$(5)="B@B@@@@B@@@@@@B@BB@BB
BB@BB@BB@@B":M$(6)="B@BB@B@@@B@B
BBB@@@@B@@@@B@G@BB@B"
1Ø4 M$(7)="B@B@@C@BBBBB@@BBBBBBB
@B@@@B@@@@B":M$(8)="BC@@B@@@E@@B@
BCB@@@B@B@BB@BBB@BBB":M$(9)="B@B
BBBB@B@@@@@C@B@B@B@@B@@@B@C@B":M
$(1Ø)="B@@@B@@@BBBNBBB@@@B@BBBBB
B@BBBBB":M$(11)="BB@BB@B@C@B@@@B
BBBB@@@E@@B@@@@@B"
1Ø5 M$(12)="B@@@@@B@BCB@B@@B@@@@
BB@B@@@BB@BB":M$(13)="B@B@BBB@@@
B@BB@BB@B@@B@BBBBB@@@B":M$(14)="
B@B@@@BBBBB@@@E@@@BBBB@B@@B@@@@B
": M$(15)="B@BB@@@B@@@@BBBBB@B@@
@@@@BBBB@BB":M$(16)="BBB@@BCB@B@
BBVB@@@B@B@BB@B@@@@@B"
1Ø6 M$(17)="B@@GBB@B@B@B@@@B@B@BE
B@@B@B@BBBCB":M$(18)="B@B@@BBB@B
@B@BB@@@B@BB@BBB@BVB@B":M$(19)="
B@BB@B@@E@@@@@BBBBB@@@@B@B@@@B@B
":M$(2Ø)="B@B@@@@B@BBB@BB@B@@@BB
@B@B@BBBBB":M$(21)="B@@@B@BB@B@@
@@@@@@B@@@B@G@B@@@@@B"
1Ø7 M$(22)="BBB@BBB@@B@BBB@BBBBB
@BBB@BBBBB@B":M$(23)="B@@@C@B@BB
@@@BE@C@@B@@@C@@@@@@@@B":M$(24)=S
TRING$(32,66):RETURN
1Ø8 A$="  CATACOMBS":M$(1)=STRIN
G$(32,"B"):M$(2)="B@@@B@B@@@C@B@
@@@@@@@@@@@@@@BO@B":M$(3)="B@BBB
@@@BBB@B@BBBBBBBBBBBBB@@B@B":M$(
4)="B@@TBBB@B@B@@@B@@@@@@@@@@@@BB
BBCB":M$(5)="BBB@B@@U@@BBB@B@BBB
BBBBBB@@@@B@B":M$(6)="B@@@@@BB@@
@@@@B@B@@@B@@@BBBB@B@B"
1Ø9 DRAW"BM8Ø,27":M$(7)="B@BBBBB
BBBBBBBB@B@B@B@BBB@@B@B@B":M$(8)
="B@B@@@@@@@@@@@@@B@@@B@BC@@BB@B
@B":M$(9)="B@M@BBBBBBBBBBBB@B@@
@@@@BB@@B@B":M$(1Ø)="B@@@@@@B@@@
@@@@@B@BBBBBB@B@@BB@B":M$(11)="B
@B@BB@@@BB@BBB@@@B@C@@B@B@BBB@B"
11Ø M$(12)="BTB@@@@BBB@TB@@@BBB@
BB@B@B@@@B@B":M$(13)="B@@@BB@@@B
@BB@B@@@@@@BBBBBBB@B@B":M$(14)="
BBB@@@@B@B@@@@BB@BBB@T@@@C@B@B@B
":M$(15)="B@@@BTBB@BB@BBB@@@@BBB
B@BB@B@B@B":M$(16)="B@B@B@@@@@@@
BVBBB@BB@@B@@B@B@B@B"
111 M$(17)="B@@@@@BBB@B@@@@@BBB@
@BBBBB@B@@@B":M$(18)="BBBBB@@@@@
BBBBB@@@T@BB@@@B@BBBBB":M$(19)="
B@@@BB@BBBB@@B@@B@B@@B@B@B@@@@@B
":M$(2Ø)="B@BBB@@@T@BB@C@BB@BB@@
@@BBBBB@BB":M$(21)="B@@@B@BBB@@B
BBBB@@@BBEBBB@@@B@@B"
112 M$(22)="B@B@T@@@BB@@BB@@CBBB
@@@B@@B@BB@B":M$(23)="B@B@B@B@@B
B@@B@BBB@@@B@@@BB@@@DB":M$(24)=S
TRING$(32,"B"):RETURN
113 DATA 8,17,14,8,9,19,19,17,8,
26,21,8,13,1Ø,8,9,4,8,2,23,14,1Ø
,22,14,28,13,8,21,12,19
114 DATA 24,21,7,23,11,5,12,1Ø,1
4,9,19,5,15,23,5,8,8,5,15,14,5,2
Ø,17,5,4,17,7,27,6,7
115 DATA 22,21,5,8,5,21,6,15,2Ø,
9,2Ø,2Ø,19,18,2Ø,22,14,2Ø,5,22,2
Ø,2,12,2Ø,12,12,2Ø,4,4,2Ø
116 PMODE4,5:MN=RND(1Ø)+L*1Ø-1Ø:
IFASC(MID$(M$(MY(MN)),MX(MN),1))
<>DM(MN)+64THEN14
117 D=RND(4):ON D GOTO118,119,12
Ø,121
118 MA=Ø:MB=-1:GOTO122
119 MA=Ø:MB=1:GOTO122
12Ø MA=-1:MB=Ø:GOTO122
```



```
121 MA=1:MB=Ø
122 IFMID$(M$(MY(MN)+MB),MX(MN)+
MA,1)="@"THEN124
123 GOTO116
124 MX(MN)=MX(MN)+MA: MY(MN)=MY(
MN)+MB: MX=MX(MN)*8-8: MY=MY(MN)
*8-8: DRAW"AØBM"+STR$(MX)+","+ST
R$(MY): DRAWC$(DM(MN)): MID$(M$(
MY(MN)),MX(MN),1)=MID$(M$(MY(MN)
-MB),MX(MN)-MA,1): MID$(M$(MY(MN
)-MB),MX(MN)-MA,1)="@"
125 MX=(MX(MN)-MA)*8-8:MY=(MY(MN
)-MB)*8-8:LINE(MX,MY)-(MX+7,MY+7
),PRESET,BF:GOTO23
126 LINE(116,84)-(139,1Ø7),PRESE
T,BF:DRAW"C5BM117,84NR2GNR3DNR2D
REFBEBR5NR5DNL3NR8DNL4NR9DNR1ØL5
DR2GLDR2DNR13L2FNR13DR4DL3FNR9ND
3E5RNL3HLHR3ER5DNL2DLGR2G2FL4HGL
ER2D2NR3G2NR3NL4LGLGDRDFUED2RU2F
DEURUHLR3"
127 DRAW"NU2BFF5DL2UR3UL2ERBU16L
HGER2UL3UR2DLBG14G5HLDR2FL3FR2"
128 FORS=1TO4:PCOPY S TO S+4:NEX
T:PMODE4,5:FORS=1TO192:PUT(Ø,S)-
(255,S),W,NOT:NEXT
129 A$=INKEY$:PMODE4,5:SCREEN1,1
:FORTZ=1TO1ØØ:NEXT:PMODE4,1:SCRE
EN1,1:FORTZ=1TO1ØØ:NEXT:IFA$=CHR
$(13)THENSCREENØ:RUNELSEIFA$="Q"
THENCLS:POKE65494,Ø:ENDELSE129
13Ø DRAW"C5"+AP$(AP):RETURN
131 LINE(116,84)-(139,1Ø7),PRESE
T,BF:RETURN
132 PLAY"T255O5V31":X=X+A:Y=Y+B:
X1=X*8-16:Y1=Y*8-16:PMODE4,5:GET
(X1,Y1)-(X1+23,Y1+23),W,G:PMODE4
,1:PUT(116,84)-(139,1Ø7),W,PSET:
DRAW"BM124,92AØ"+C$(1):FORS=1TO8
:PUT(116,84)-(139,1Ø7),W,NOT:PLA
Y"CDF":NEXT:RETURN
133 LINE(Ø,Ø)-(255,9),PSET,BF:A$
="EVIL CRYPT BY CURT KEISLER":DR
AW"BM35,2C8AØ":GOSUB79:DRAW"C5"
134 PRINT@288,"DO YOU WANT INSTR
UCTIONS (Y/N) ?";
135 A$=INKEY$:IFA$="N"THEN156ELS
EIFA$="Y"THEN136ELSE135
136 CLSØ:LINE(6,9)-(69,19),PSET,
B:LINE-(6,13Ø),PSET,B:DRAW"BM19,
11":A$="ITEMS":GOSUB79
137 DRAW"BM1Ø,21"+C$(17)+"BR4":A
$="ARROW":GOSUB79:DRAW"BM1Ø,3Ø"+
C$(16)+"BR4":A$="BOW":GOSUB79:DR
AW"BM1Ø,39"+C$(9)+"BR4":A$="CHES
T":GOSUB79
138 DRAW"BM1Ø,48"+C$(1Ø)+"BR4":A
$="DOOR":GOSUB79:DRAW"BM1Ø,57"+C
$(12)+"BR4":A$="FENCE":GOSUB79:D
RAW"BM1Ø,66"+C$(4)+"BR4":A$="KEY
":GOSUB79
139 DRAW"BM1Ø,75"+C$(18)+"BR4":A
$="POTION":GOSUB79:DRAW"BM1Ø,84"
+C$(11)+"BR4":A$="ROCK":GOSUB79:
DRAW"BM1Ø,93"+C$(22)+"BR4":A$="S
TAIRS":GOSUB79:DRAW"BM1Ø,1Ø2"+C$
(15)+"BR4":A$="SWORD":GOSUB79
14Ø DRAW"BM1Ø,111"+C$(6)+"BR4":A
$="TREE":GOSUB79:DRAW"BM1Ø,12Ø"+
C$(2)+"BR4":A$="WALL":GOSUB79
141 LINE(6,136)-(69,155),PSET,B:
LINE-(6,188),PSET,B:DRAW"BM16,13
8":A$="DEADLY":GOSUB79:DRAW"BM19
,147":A$="ITEMS":GOSUB79
142 DRAW"BM1Ø,159"+C$(3)+"BR4":A
$="PIT":GOSUB79:DRAW"BM1Ø,168"+C
$(23)+"BR4":A$="FIRE":GOSUB79:DR
AW"BM1Ø,177"+C$(13)+"BR4":A$="GR
AVE":GOSUB79
143 LINE(79,9)-(249,19),PSET,B:L
INE-(139,58),PSET,B:LINE-(79,19)
,PSET,B:DRAW"BM116,11":A$="DEADL
Y ENEMIES":GOSUB79
144 DRAW"BM83,21"+C$(7)+"BR4":A$
="BUG":GOSUB79:DRAW"BM83,3Ø"+C$(
5)+"BR4":A$="DEMON":GOSUB79:DRAW
"BM83,39"+C$(14)+"BR4":A$="GHOST
":GOSUB79:DRAW"BM83,48"+C$(2Ø)+"
BR4":A$="SNAKE":GOSUB79
145 DRAW"BM144,21"+C$(21)+"BR4":
A$="EVIL LORD":GOSUB79:DRAW"BM14
4,3Ø"+C$(19)+"BR4":A$="SPACEMAN"
:GOSUB79:DRAW"BM144,39"+C$(8)+"B
R4":A$="TREEMAN":GOSUB79
146 LINE(79,63)-(249,73),PSET,B:
LINE-(79,188),PSET,B:DRAW"BM124,
65":A$="INSTRUCTIONS":GOSUB79
147 DRAW"BM83,75":A$="   YOU ARE
 WILLIE THE":GOSUB79:DRAW"BM83,8
4":A$="WIZARD ":GOSUB79:DRAWC$(1
):PSET(145,9Ø):DRAW"BM147,84":A$
="THE EVIL LORD":GOSUB79
148 DRAW"BM83,93":A$="HAS TAKEN
YOUR SPELL":GOSUB79
149 DRAW"BM83,1Ø2":A$="BOOK TO U
SE AGAINST THE":GOSUB79:DRAW"BM8
3,111":A$="GOOD":GOSUB79:PSET(11
2,117):A$=" HE HAS PUT YOU IN":G
OSUB79
15Ø DRAW"BM83,12Ø":A$="HIS EVIL
CRYPT YOU MUST":PSET(185,126):GO
SUB79:DRAW"BM83,129":A$="ESCAPE
```

```
AND SAVE THE":GOSUB79
151 DRAW"BM83,138":A$="WORLD USE
 THE ARROW":GOSUB79:PSET(12Ø,144
):DRAW"BM83,147":A$="KEYS TO TRA
VEL THROUGH":GOSUB79:DRAW"BM83,1
56":A$="THE CRYPT":GOSUB79:PSET(
155,162)
152 DRAW"BM99,17ØS8":A$="HIT ENT
ER":GOSUB79:DRAW"S4"
153 SCREEN1,1:S=63
154 A$=INKEY$:S=S+1:PUT(79,S)-(2
49,S),W,NOT: IF S=73 THEN S=63
155 IF A$<>CHR$(13) THEN 154
156 CLSØ:SCREENØ,Ø:PMODE4,1:LINE
(Ø,9)-(255,192),PSET,BF
157 DRAW"C8BM1Ø7,75M114,65R3ØM14
8,75NL41D5ØL41U5ØBMØ,1ØND182M35,
ØR185M255,1ØNL255D182L255U1ØR255
BM115,83R25D25L25U25":DRAW"BM115
,116C8":A$="VIEW"
158 GOSUB79:DRAW"BM7Ø,48NF1ØND1Ø
L6ØNF1ØD56F1Ø":LINE(2Ø,58)-(8Ø,6
8),PRESET,BF:LINE(2Ø,7Ø)-(8Ø,114
),PRESET,BF:DRAW"BM33,6ØC5":A$="
ITEMS":GOSUB79:GOSUB131
159 DRAW"C8BM9Ø,168NR74E8R58F8D1
ØL74U1ØBM92,176A3"+C$(17)+"AØBM9
9,17Ø":A$="MESSAGES":GOSUB79:DRA
W"BM156,176A3"+C$(17)+"AØ"
16Ø FOR S=1 TO 55 STEP 4: LINE(Ø
,55-S+1Ø)-(S+1,1Ø),PRESET: LINE(
255,55-S+1Ø)-(254-S,1Ø),PRESET:
LINE(Ø,126+S)-(S,181),PRESET: LI
NE(255,126+S)-(254-S,181),PRESET
: NEXT
161 LINE(75,2Ø)-(181,4Ø),PRESET,
B:LINE(8Ø,25)-(176,35),PRESET,BF
162 SCREEN1,1:RETURN
163 IF KG=1 AND VD=1 AND CE=1 TH
EN 164 ELSE 23
164 IF X=18 AND Y=2 THEN 166
165 SOUND5Ø,4:DRAW"BM9Ø,183C8":A
$="WRONG DOOR":GOSUB79:DRAW"C5":
FORS=1TO125Ø:NEXT:LINE(1,183)-(2
54,19Ø),PSET,BF:GOTO23
166 GOSUB13Ø:PLAY"O1CP255A":PMOD
E4,5:LINE(136,Ø)-(143,7),PRESET,
BF:GET(128,Ø)-(151,16),W,G:PMODE
4,1:LINE(115,83)-(14Ø,1Ø8),PRESE
T,BF:PUT(116,92)-(139,1Ø7),W,PSE
T:GET(116,92)-(139,99),W,G:DRAW"
BM124,92"+C$(1):PLAY"CP255A"
167 LINE(115,83)-(14Ø,1Ø8),PRESE
T,BF:PUT(116,1ØØ)-(139,1Ø7),W,PS
ET:DRAW"BM124,92"+C$(1):PLAY"CP2
55A"
168 DRAW"BM4Ø,183C8":A$="YOU HAV
E SAVED THE WORLD":GOSUB79:DR$="
BM124,92BR3RFNFL3GFERF2DL2U2LD2L
2U1"
169 FOROS=1TO15:DRAW"BM124,92C8"
+C$(1)+"C5"+DR$:FORTZ=1TO1ØØ:NEX
TTZ:DRAW"C8"+DR$+"BM124,92C5"+C$
(1):FORS=1TO1ØØ:NEXTS,OS
17Ø POKE65494,Ø:PLAY"V31":FORS=1
TO6:PLAY"V-T4O3L4EL8FL8GO4L1CO3L
4V-P255DP255L8EL1FL4P255FL8GAO4L
1V-FO3L4AL8BL4.O4CDEO3L4EL8FGO4L
1CV-L4DL8EL1FL8O3GL4.O4EL4DO3L8G
V-L4.O4EL4DP4":NEXT:POKE65495,Ø:
GOTO128
171 PMODE4,1:PCLS:FORS=ØTO255STE
P4:LINE(S,Ø)-(S,192),PSET:NEXT:F
ORS=ØTO192STEP4:LINE(Ø,S)-(255,S
),PSET:NEXT:FORS=ØTO96STEP4:LINE
(Ø,96-S)-(S,Ø),PSET:LINE(16Ø+S,Ø
)-(255,S),PSET:LINE(255,96+S)-(2
55-S,192),PSET:LINE(96-S,192)-(Ø
,192-S),PSET:NEXT
```

```
172 LINE(41,41)-(215,119),PRESET
,BF:PMODE3,1:DRAW"S8BM6Ø,45":A$=
"EVIL CRYPT":GOSUB79:PSET(157,46
):PSET(185,46):PMODE4,1:DRAW"S4B
M12Ø,64":A$="BY":GOSUB79:DRAW"BM
85,74":A$="CURT KEISLER":GOSUB79
:DRAW"BM64,9Ø":A$="COPYRIGHT  C
 ":GOSUB79
173 CIRCLE(146,93),6,1:DRAW"BRBF
ED5GR2BR2BEFR2EU2NU2L3HUER2BR5NR
2GDFNR2GDFR2EUHEUBEBR2NR4D2FR2FD
GL2H"
174 FORS=ØTO4:LINE(36+S,36+S)-(2
19-S,123-S),PSET,B:NEXT:DRAW"BM8
8,1Ø9":A$="PRESS ENTER":GOSUB79:
SCREEN1,1
175 IFINKEY$<>CHR$(13)THEN175ELS
EPCLS:SCREENØ:RETURN
```

The Adventure of CLEOPATRA'S PYRAMID

Program by Philip Newton

You remember boasting how you, "took it single-handedly! Those 200 natives didn't scare me a bit. I defeated their toughest warriors with my bare hands. The rest of 'em just backed off while I simply walked up and snatched the stolen diamond away from the old chief."

You soon became quite a celebrity, retelling the story for anyone who would listen, while adding more suspense and danger each time. People everywhere believed you had barely escaped death by your sheer wits and brute strength alone. You were a respected hero for accomplishing the marvelous task.

Of course, nobody knows what really happened on your adventure to recover the rare and precious stone. Sure, according to reports, the diamond was stolen by a gruesome tribe of head-hunting cannibals. But, in reality, when you arrived on location in Africa, the diamond was quicky discovered in a rather small village, occupied by a peaceful, vegetarian tribe. And, it didn't take you long to regain the treasure

which had been found and innocently taken by one of the village children. Of no use to the tribal members, it was easily exchanged for some food you carried in a pack. But why not steal a little glory for the rescue? After all, there was no one who could prove otherwise.

A few weeks later, while still enjoying your fame and recognition as a hero, you are approached by a short and stocky, gray-haired man in a local pub. With nervousness in his voice, he says, " I have heard of your courageous efforts in Africa and have come to make you an offer. I need an adventuresome explorer to travel to Egypt to complete a mission. Finding someone capable of navigating through the vast deserts has not been easy. But, I feel that you may be competent and daring enough to accomplish the task."

While taking a piece of paper from his pocket, he continues the story. "About three months ago, as a result of many years of research, I found an approximate location of the pyramid which has eluded archeologists and scientists for centuries — the pyramid of Cleopatra. There, within its walls, are hidden the fabulous treasures of the great queen. However, to this day, no one has been able to conquer the obstacles of the desert surrounding it."

The man unfolds a piece of paper appearing to be a map. "I think it is here," he says, pointing to a spot on the paper. "I sent an archeologist named Dr. Jones to find the pyramid and return with its treasures. However, he radioed after about a week and said a medallion was found that was associated with the pyramid and he was certain of the tomb's location." The man pauses. "Unfortunately, I never heard from him again. Maybe he ran out of food or water, or was stung by a deadly desert scorpion. Of course, Jones might have foolishly tried to cross the treacherous Nile River."

More than intrigued with the proposition, you request further details and the mysterious character continues. "I am in desperate need of the items inside that tomb. You see, I hastily promised a prominent museum I would deliver 25 artifacts from the pyramid before the fifteenth, which is only a week away. The museum paid me in advance and the money was used to repay researching debts, so now I can't pay it back. I desperately need your help!"

Realizing that you may really have to prove yourself if you tackle the proposition, you are apprehensive about jeopardizing your credibility. But then, the man pulls a yellow envelope from his hip pocket and flashes a large stack of green bills in front of your nose. "All for you, if you can complete the quest Jones started, within the next five days," he offers, making the deal irresistable.

Without thinking twice, you accept the challenge. How could anyone pass up the chance of earning that much money?

The man, eager to get you started, gives you the map. It pinpoints the location of the campsite from which you will start and the intricate trails of the expedition. He firmly concludes, "When you have collected 25 treasures, just press the red button on this radio, and I will come to pick you up. Oh, and one other thing! If it has been more than five days, don't bother calling!"

The Adventure of Cleopatra's Pyramid is a random Adventure requiring the full 64K of memory. Before loading, turn the computer off, unplug the disk controller (if you have one), and then turn the computer back on and type, POKE25,6:NEW. *This process will assure that you have reached a cold start and will clear enough available memory.*

The Adventure accepts standard verbs and a complete list may be obtained by typing VERB. Single letter entries are accepted for the commands Look, Inventory and all six of the possible directions: North, South, East, West, Up and Down. Verbs may be shortened by typing only the first three letters and nouns, by typing only the first four (i.e., DRO STAT is the same as DROP STATUE or DROP THE SMALL STATUE).

The Adventure also accepts multiple command input statements which allow up to three commands to be entered at the same time. This is done by linking commands together with commas. For example, you can type: GET FLASHLIGHT, GET CANTEEN, GO SOUTH and all commands will be executed simultaneously. And, if you get stuck, typing HELP might render some good advice.

A game save feature is also included. To save a game you are playing, type SAVE and the computer will prompt you to insert a blank tape into the cassette recorder. Then, press the record and play buttons on the cassette recorder. After doing so, press any key and the computer will prompt you to enter a filename. The game will be saved at the point you left off in the Adventure.

To load a previously saved game, simply type LOAD after loading and running the program, and the computer will prompt you to insert the game tape into the cassette recorder. Then, press the play button on the cassette recorder. After doing so, press any key. The computer will then prompt you to enter the filename previously saved on the game tape. The game will be loaded and in a few seconds you can begin playing the Adventure from the point you left off.

Philip Newton is a high school junior. His favorite hobbies are playing Adventures, designing graphics, telecommunicating and programming. Questions or comments may be addressed to Philip at Rt.#3, Box 104, Cleveland, TN 37311. Please enclose an SASE when requesting a reply.

PYRAMID 64K ECB

Caution — Packed Lines!

Some of the lines in this program are "packed" and may be too long to enter in a normal fashion. If the CoCo stops accepting characters, press ENTER, go into the EDIT mode (type EDIT followed by the line number), press 'X' (the EDIT command for extending the line), and then type in the few remaining characters. (We do not recommend using this technique in your own programs as serious problems could result.)

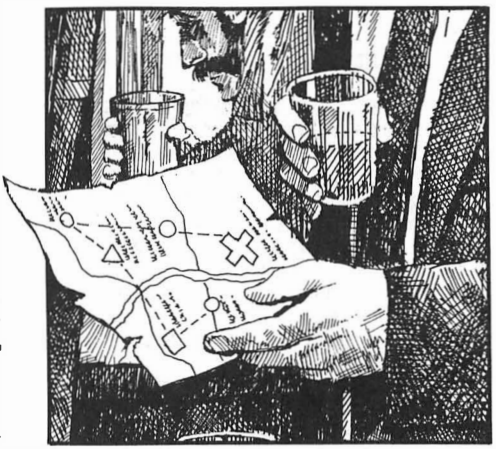
```
1 CLEAR5ØØ:CLS:INPUT"CAN YOUR CO
MPUTER HANDLE HIGH   SPEED";A$:C
LS:A$=LEFT$(A$,1):IFA$="Y"THENJK
=65495:POKEJK,ØELSEIFA$="N"THENJ
K=65494:POKEJK,ØELSE1
2 W=36:X=11Ø:Y=5Ø:DIMC$(W),C(W),
R$(X),R(6,X),O$(Y),O1$(Y),O2$(Y)
,O(Y):FORC=1TOX:READR$(C):NEXT:F
ORC=1TOY:READO$(C),O1$(C),O(C):N
EXT:FORC=1TOW:READC$(C),C(C):NEX
T:FORC=1TOY:READO2$(C):NEXT:FORC
=1TOX:READR(1,C),R(2,C),R(3,C),R
(4,C),R(5,C),R(6,C)
3 NEXT:FORC=1TO6:READT$(C),T1$(C
):NEXT:FORC=1TO3:READA$(C):NEXT:
FORC=ØTO1STEPØ:A=RND(-TIMER):UU=
RND(47):IFUU<35THENNEXTELSEO(12)
=UU:O(15)=UU+RND(RND(6)):O(16)=U
U+RND(1Ø):T=1:O(46)=RND(25):O(18
)=RND(25):O(6)=RND(25):O(47)=RND
(25):FS=22Ø:BU=6:HU=3ØØ
4 RE$=CHR$(13):QT$=CHR$(34):TH=2
ØØ:CH=2:IN=1:TIMER=Ø:UU=Ø:CLS:PR
INT@1Ø3,"THE ADVENTURE OF":PRINT
@134,"CLEOPATRA'S PYRAMID":PRINT
@23Ø,"COPYRIGHT (C) 1985":PRINT@
263,"BY PHILIP NEWTON":POKE65494
,Ø:GOSUB18Ø:POKEJK,Ø:CLS:PRINT@4
8Ø,;
5 IFT>=27ANDT=<83ORT>=1Ø1ANDT=<1
1ØTHENIFO$(45)="A FLASHLIGHT"ORO
(45)<>5ØØANDO(45)<>T THENPRINT"I
T IS TOO DARK TO SEE.":XX=1:GOTO
27ELSEIFT=45ANDMU=1ANDSN=ØANDXX=
ØTHENP$="YOU ARE TRAPPED.":GOTO1
8
6 IFT>=2ANDT=<7ORT=9ORT=11ORT=13
ORT>=16ANDT=<24ORT>=84ANDT=<89OR
T=96ORT=98ORT=92THENP$=R$(2)+" O
BVIOUS EXITS LEAD TO THE ":GOTO8
ELSEIFT>=35ANDT=<54THENP$=R$(35)
:GOTO8ELSEP$="YOU ARE "+R$(T)
7 IFR(1,T)=ØANDR(2,T)=ØANDR(3,T)
=ØANDR(4,T)=ØTHEN13ELSEP$=P$+" O
BVIOUS EXITS LEAD TO THE "
8 F=Ø:FORC=1TO4:IFR(C,T)>ØTHENF=
F+1
9 NEXT:IFF=1THENFORC=1TO4:IFR(C,
T)>ØTHENP$=P$+T$(C)+".":GOTO13EL
SENEXT
1Ø IFF>2THEN11ELSEFORC=1TO4:IFF=
2ANDR(C,T)>ØTHENP$=P$+T$(C)+" AN
D ":F=F-1:NEXTELSEIFF=1ANDR(C,T)
>ØTHENP$=P$+T$(C)+".":GOTO13ELSE
NEXT
11 FORC=1TO4:IFR(C,T)>ØANDF>1THE
NP$=P$+T$(C)+", ":F=F-1ELSEIFF=1
ANDR(C,T)>ØTHENP$=P$+"AND "+T$(C
):F=F-1
12 IFF=ØTHENP$=P$+"."ELSENEXT
13 IFR(5,T)>ØTHENP$=P$+" A PASSA
GE HERE LEADS UP."ELSEIFR(6,T)>Ø
THENP$=P$+" A PASSAGE HERE LEADS
 DOWN."
14 IFT=91ORT=94ORT=95ORT=97THENI
FRND(1Ø)<3ANDLEFT$(O$(4),3)="A K
"THENO(4)=T
15 IFT>=34ANDT=<65ANDRND(1Ø)<4OR
T>=1ØØANDRND(1Ø)<4THENO(2)=T:IFS
N=ØANDO(2)=45THENO(2)=ØELSEIFSN=
ØANDO(2)=45THENO(2)=Ø
16 IFVV=ØANDTIMER>21111ANDMO>15T
HENVV=1ELSEIFT=91ORT=97THENIFRND
(7)=4THENO(5)=T
17 IFT>=1ANDT=<26ORT>=84ANDT=<89
ORT=95ORT=96ORT=98THENIFVV=1ANDR
ND(8)<3ANDLEFT$(O$(3),3)="A S"TH
ENO(3)=T
18 ZZ=1:JJ=Ø:FORC=1TOY:IFO(C)=T
THENJJ=JJ+1:NEXTELSENEXT
19 IFJJ>ØTHENP$=P$+" THERE IS ":
GOSUB159:GOTO2ØELSEGOSUB159
2Ø KK=Ø:FORC=1TOY:IFO(C)=T THENK
K=KK+1:IFKK<JJ THENZZ=1:P$=O$(C)
+", ":GOSUB159ELSEIFO(C)=T ANDKK
>1THENZZ=1:P$="AND "+O$(C)+" HER
E.":GOSUB159ELSEIFO(C)=T THENZZ=
1:P$=O$(C)+" HERE.":GOSUB159
21 NEXT:P$=K$:K$="":ZZ=Ø:GOSUB15
9:IFO(5)=T ANDRND(1Ø)>7THENPRINT
RE$"THE CROCODILE SLID DOWN THE
BANKBACK INTO THE NILE.":O(5)=ØE
LSEIFO(2)=T ANDRND(1Ø)<3ANDXX=ØT
HEN7ØELSEIFO(3)=T ANDLEFT$(O$(3)
,3)="A S"ANDRND(1Ø)<3THEN73
22 IFO(5)=T ANDRND(6)=1THEN76ELS
EIFO(4)=T ANDMID$(O$(4),3,1)="K"
ANDRND(8)=6THEN75ELSEIFSC>=1ØTHE
```

```
N74ELSEIFSC>=1THENSC=SC+1:PRINTR
E$"THE SCORPION'S STING IS MAKIN
G  YOU WEAKER AND WEAKER..."
23 IFSC>1ØTHEN74ELSEIFFS=<ØANDFS
>=-2ØTHENPRINTRE$"THE FLASHLIGHT
 BATTERIES ARE    DEAD."RE$:O$(4
5)="A FLASHLIGHT":FS=-21:GOTO5EL
SEIFFS=<2ØANDLEFT$(O$(45),3)="A
L"THENPRINT:P$="THE FLASHLIGHT I
S GROWING DIMMER.":GOSUB159
24 IFHU<1ØØANDHU>4ØTHENPRINTRE$"
YOU ARE HUNGRY."ELSEIFHU<4ØANDHU
>ØTHENPRINTRE$"YOU ARE STARVING.
"ELSEIFHU=<ØTHENPRINTRE$"YOU STA
RVED TO DEATH.":GOTO176
25 IFT=45ANDSN=ØANDMU=ØTHENMU=1:
PRINT:P$="AS YOU ENTER THE ROOM,
 A PLATFORM RISES FROM THE FLOOR
 AND STONE WALLS DECEND, TRAPPIN
G YOU!":R(1,T)=Ø:R(4,T)=Ø:O(1Ø)=
T:GOSUB157ELSEIFO(2)=T ANDRND(1Ø
)>5THENH=RND(3):PRINTRE$"THE MUM
MY SAYS,"RE$A$(H)
26 IFTH<1ØØANDTH>4ØTHENPRINTRE$"
YOU ARE THIRSTY."ELSEIFTH<4ØANDT
H>ØTHENPRINTRE$"YOU ARE DEHYDRAT
ING."ELSEIFTH=<ØTHENPRINTRE$"YOU
 HAVE DIED FROM THIRST.":GOTO176
27 IFA2$<>""THENA$=A2$:A2$="":PR
INTELSEMO=MO+1:TH=TH-1:HU=HU-1:N
$="":A$="":A1$="":PRINT:LINEINPU
T"WHAT NOW? ";A$:PRINT:IFLEFT$(O
$(45),3)="A L"THENFS=FS-1
28 B$="":FORD=1TOLEN(A$):IFMID$(
A$,D,1)=","THENA2$=RIGHT$(A$,LEN
(A$)-D):A$=LEFT$(A$,D-1)ELSENEXT
29 Q=Ø:FORD=1TOLEN(A2$):IFMID$(A
2$,D,1)=","THENQ=Q+1:NEXTELSENEX
T
3Ø IFQ>=2THENPRINT"ONLY 3 COMMAN
DS AT A TIME!":A2$="":GOTO27ELSE
Q=Ø:FORU=1TOLEN(A$):IFMID$(A$,U,
1)=" "ANDU>1THENA1$=LEFT$(A$,U-1
):B$=MID$(A$,U+1,LEN(A$)-U):GOTO
31ELSENEXT:A1$=A$
31 FORU=1TOLEN(B$):IFMID$(B$,U,1
)<>" "THENNEXT:GOTO32ELSEFORD=1T
OLEN(B$):IFMID$(B$,D,1)=" "THENB
$=MID$(B$,D+1,LEN(B$)-D):GOTO31E
LSENEXT
32 B1$="":B$=LEFT$(B$,4):IFB$="S
LEE"THENB1$="BAG"ELSEIFB$="BACK"
THENB1$="PACK"ELSEIFB$="LIGH"THE
NB1$="FLAS"ELSEIFB$="CAT"THENB1$
="STAT"ELSEIFB$="AMON"THENB1$="R
EPL"ELSEIFB$="PAPY"THENB1$="SLAB
"ELSEIFB$="BEEF"ORB$="JERK"THENI
FA1$<>"EAT"THENB1$="JAR"
33 IFB1$=""THEN34ELSEB$=STRING$(
4-LEN(B$)," ")+B$:FORG=1TOLEN(A$
):IFMID$(A$,G,4)=LEFT$(B$,4)THEN
MID$(A$,G,4)=B1$:B$=B1$ELSENEXTG
34 IFLEFT$(A1$,1)=" "THENA1$=RIG
HT$(A1$,LEN(A1$)-1):GOTO34ELSEIF
LEFT$(A1$,3)="LOA"THENA=1:GOTO1Ø
8ELSEIFLEFT$(A1$,3)="SAV"THENA=2
:GOTO1Ø8ELSEFORU=1TOW:IFLEFT$(A1
$,3)=LEFT$(C$(U),3)THENA=C(U):GO
TO36
35 NEXT:PRINT"THAT DOESN'T MAKE
SENSE.":PRINT"ENTER "QT$"VERB"QT
$" FOR A VERB LIST.":GOTO22
36 IFA1$=A$THENIFA>=1ANDA=<3ANDA
1$="GO"ORA=1ANDB$=""ORA>=7ANDA=<
9ORA>=11ANDA=<15ORA=18ORA=19ORA=
2ØTHENPRINT"PLEASE BE MORE SPECI
FIC.":GOTO22
37 ONA GOTO38,45,47,52,64,68,78,
8Ø,89,91,1Ø2,1Ø5,111,116,123,126
,163,17Ø,172,177
38 IFXX=1THEN5ELSEIFIN=5THENPRIN
T"YOUR HANDS ARE FULL, YOU CAN'T
  HOLD ANYTHING MORE.":GOTO22ELS
EFORG=1TOY:IFB$=LEFT$(O1$(G),4)A
NDO(G)=5ØØTHENPRINT"YOU ALREADY
HAVE.":GOTO22ELSENEXT
39 IFT=84ANDB$="SKEL"ORT=84ANDB$
="WHIP"ANDFD=1ORT=84ANDB$="FEDO"
ANDFD=1THEN77ELSEIFB$="SAND"THEN
IFT>=2ANDT=<13ORT>=14ANDT=<26ORT
=95ORT=96ORT=98THENPRINT"YOU CAN
'T, IT SLIPS THROUGH YOURFINGERS
.":GOTO22
4Ø IFB$="FEDO"ANDFD=ØORB$="WHIP"
ANDFD=ØTHENPRINT"IT'S NOT HERE."
:GOTO25ELSEFORG=1TOY:IFB$=LEFT$(
O1$(G),4)ANDO(G)<>T ANDO(G)<5Ø1T
HENPRINT"IT'S NOT HERE.":GOTO25E
LSENEXT
41 FORG=1TOY:IFB$=LEFT$(O1$(G),4
)ANDO1$(G)<>""THENIFO(G)=T ORO(G
)=5Ø1THENIFG<>2ANDG<>3ANDG<>4AND
G<>5THENGOSUB46:P$=Q$+" TAKEN.":
GOSUB159:IN=IN+1:IFO(G)=5Ø1THENC
H=CH-1:O(G)=5ØØ:GOTO22ELSEO(G)=5
ØØ:GOTO22
42 IFB$=LEFT$(O1$(G),4)ANDO(G)=T
 THENIFG=2ORG=3ORG=4ORG=5THEN77
43 NEXT
44 PRINT"THAT CAN NOT BE DONE.":
GOTO22
45 FORG=1TOY:IFB$=LEFT$(O1$(G),4
```

```
)ANDO(G)<>5ØØTHENPRINT"YOU ARE N
OT HOLDING IT.":GOTO24ELSENEXT:F
ORG=1TOY:IFB$=LEFT$(O1$(G),4)AND
O(G)=5ØØTHENO(G)=T:GOSUB46:P$=Q$
+" DROPPED.":GOSUB159:IN=IN-1:GO
TO22ELSENEXT:GOTO44
46 IFG=49THENQ$=O$(G):RETURNELSE
FORC=1TOLEN(O$(G)):IFMID$(O$(G),
C,1)=" "THENQ$=RIGHT$(O$(G),LEN(
O$(G))-C):RETURNELSENEXT:Q$=O$(G
):RETURN
47 IFXX=1ANDPP=2THENPRINT"YOUR P
ERSISTENCE HAS KILLED     YOU.":
GOTO176ELSEIFXX=1ANDPP<2THENPRIN
T"YOU SHOULDN'T WALK AROUND IN
  THE DARK, IT IS TOO DANGEROUS.
":PP=PP+1:GOTO22
48 IFB$="TENT"ANDT=1THENT=99:GOT
O5ELSEIFT=26THENIFB$="PYRA"ORB$=
"CRAC"THENT=27:GOTO5
49 FORC=1TO6:IFLEFT$(B$,3)=LEFT$
(T$(C),3)ORB$=T1$(C)ORA1$=T1$(C)
ORLEFT$(A1$,3)=LEFT$(T$(C),3)THE
N5ØELSENEXT:PRINT"USE DIRECTIONS
 (N,S,E,W,U,D).":GOTO22
5Ø IFR(C,T)>ØTHENT=R(C,T):GOTO5E
LSEIFR(C,T)=<ØTHENPRINT"THERE IS
 NO WAY TO GO THAT      DIRECTIO
N.":GOTO22
51 PRINT"THAT DOESN'T MAKE ANY S
ENSE.":GOTO22
52 IFA$=A1$ORXX=1THEN5ELSEIFB$="
COFF"ANDT=58ANDO$(17)="TWO OPEN
COFFINS"ANDO(13)=ØTHENPRINT"THEY
 ARE FULL OF ANCIENT ITEMS.":O(1
3)=T:O(14)=T:O(11)=T:GOTO22
53 IFB$="SKEL"ANDT=84ANDO(44)=ØA
NDO(7)=ØTHENPRINT"IT HAS A MEDAL
LION IN ITS HAND  AND A BLUE PAC
K IS STRAPPED TO  ITS BACK.":O(4
4)=T:O(7)=T:GOTO24ELSEIFB$="CANT
"ANDLEFT$(O$(1),2)="A "THENIFO(1
)=5ØØORO(1)=T THENPRINT"IT HAS W
ATER IN IT.":GOTO22
54 IFB$="PLAT"ANDT=45ANDSN=ØTHEN
KL=1:P$="ENGRAVED UNDER A SMALL
HOLE IS THIS: TO AGAIN BE FREE Y
OU MUST GIVE SOMETHING THAT CAN
MAKE MEN BLIND AND HELP THEM SEE
. IT IS NOT RARE, BUT IN ABUNDAN
CE, THAT YOU CAN FIND THIS SUBST
ANCE.":GOSUB157:GOTO22
55 IFB$="PILL"ANDT=1Ø1THENP$=O2$
(31):GOSUB159:GOTO22ELSEIFB$="PY
RA"ANDT=26THENP$="IT IS A HUGE S
TRUCTURE. LOOKING UP AT IT MAKES
 YOU DIZZY. YOU NOTICE THAT THER
E IS A VERY LARGE CRACK ON ITS
NORTH SIDE.":GOSUB159:GOTO22
56 IFB$="COFF"ANDT=62THENP$=O2$(
22):GOSUB159:GOTO22ELSEIFB$="CRA
C"THENPRINT"THE CRACK IS LARGE E
NOUGH FOR   YOU TO EASILY FIT TH
ROUGH IT.":GOTO22
57 FORC=1TOY:IFB$=LEFT$(O1$(C),4
)ANDO2$(C)<>""THENIFO(C)=5ØØORO(
C)=T ORO(C)=5Ø1ANDO(44)=T ORO(C)
=5Ø1ANDO(44)=5ØØTHENP$=O2$(C):IF
B$="FLAS"THEN61ELSEGOSUB159:GOTO
22
58 NEXT:IFB$="REVO"THENIFO(46)=T
 ORO(46)=5ØØTHENP$="THE WORD "+Q
T$+"INDY"+QT$+" IS ENGRAVED IN I
TS HANDLE AND IT HAS"+STR$(BU)+"
 BULLET":IFBU<>1THENP$=P$+"S IN
IT.":ZZ=Ø:GOSUB159:GOTO24ELSEP$=
P$+" IN IT.":ZZ=Ø:GOSUB159:GOTO2
2
59 IFB$="SKEL"ANDT=84THENPRINT"T
HERE IS A SUN-SCORCHED FEDORA  O
N ITS HEAD, AND AN UNRAVELED   W
HIP AROUND ITS SHOULDER, BOTH  O
F WHICH ARE USELESS.":FD=1:GOTO2
2
6Ø IFB$="SCOR"ANDO(3)=T ANDLEFT$
(O$(3),4)="A SC"THENPRINT"IT IS
FLEXING ITS STINGER.":GOTO22ELSE
IFB$="COBR"ANDO(4)=T ANDLEFT$(O$
(4),4)="A KI"THENPRINT"IT LOOKS
DEADLY. YOU BETTER NOT MESS WITH
 IT.":GOTO22
61 IFB$="FLAS"THENIFO(45)=T ORO(
```

```
45)=5ØØTHENQ=1:IFLEFT$(O$(45),3)
="A F"THENP$=P$+" ANYWAY, IT IS
OFF.":GOSUB159:GOTO22ELSEIFLEFT$
(O$(45),3)="A L"THENP$=P$+" ANYW
AY, IT IS ON.":GOSUB159:GOTO22
62 IFB$="BACK"ORB$="PACK"THENIFO
(44)=T ORO(44)=5ØØTHENPRINT"IT L
OOKS BIG AND ROOMY. IT COULDPROB
ABLY HOLD A LOT OF OBJECTS.":GOT
O22
63 PRINT"YOU SEE NOTHING INTERES
TING.":GOTO22
64 O=Ø:U=5ØØ:PRINT"YOU ARE CARRY
ING:"
65 FORC=1TOY:IFO(C)=U ANDC<>44TH
ENPRINTO$(C);".":O=O+1
66 NEXT:IFU=5Ø1THENRETURNELSEIFO
(44)=5ØØTHENPRINT"A LARGE BACKPA
CK."RE$RE$"IN THE BACKPACK, THER
E IS:":GOTO67ELSEIFO=ØTHENPRINT"
NOTHING BUT THE LINT IN YOUR
POCKETS.":GOTO22ELSEGOTO22
67 O=Ø:U=5Ø1:GOSUB65:IFO=ØTHENPR
INT"NOTHING.":GOTO22ELSE22
68 W=1:GOSUB91:P$="YOU RETURNED"
+STR$(S)+" ARTIFACTS TO YOUR TEN
T USING"+STR$(MO)+" MOVES.":GOSU
B159:PRINT
69 CLEAR:INPUT"CARE TO PLAY AGAI
N (Y/N)";A$:A$=LEFT$(A$,1):IFA$=
"Y"THENRUNELSEPOKE65494,Ø:END
7Ø IFO(24)=5ØØORIN=1ANDO(45)=5ØØ
THEN26ELSEFORJ=1TOY:IFO(J)=5ØØTH
ENO(J)=35+RND(19):NEXTELSENEXT
71 O(45)=5ØØ:IN=1:PRINT:P$="THE
MUMMY SAYS ANGERLY, "+QT$+"LEAVE
 THINGS ALONE !"+QT$+" IT THEN G
RABS EVERYTHING YOU ARE CARRYING
, EXCEPT YOUR FLASHLIGHT, AND WA
LKS OFF!":GOSUB159:O(2)=Ø:GOTO22
72 FORJ=1TOY:IFO(J)=5ØØTHENO(J)=
RND(54):IFO(J)<34THENO(J)=5ØØ:GO
TO72ELSENEXTELSENEXT:GOTO24
73 PRINTRE$"THE SCORPION STINGS
YOU.":IFSC=ØTHENSC=1:GOTO27ELSEI
FSC>ØTHENSC=SC+5:GOTO27
74 PRINTRE$"THE SCORPION'S STING
 HAS MADE   YOU TOO WEAK TO CONT
INUE.":GOTO176
75 PRINTRE$"THE COBRA STRUCK, BI
TING DEEPLY INTO YOUR LEG. IT'S
POISIONOUS  VENOM RUSHED THROUGH
 YOUR VEINS,KILLING YOU IN A MAT
TER OF      MINUTES.":GOTO176
76 PRINT:P$="THE CROCODILE, USIN
G IT'S SHARP TEETH AND POWERFUL
JAWS, CRUNCHES INTO YOU, ABRUPTL
Y ENDING YOUR LIFE.":GOSUB159:GO
TO176
77 PRINT"WHY ON EARTH WOULD YOU
WANT TO  DO THAT?":GOTO22
78 IFB$<>"SCEP"THEN51ELSEIFXX=1T
HEN5ELSEIFO(6)<>5ØØTHEN1Ø7ELSEPO
KE65494,Ø:PLAY"V15T5L2ØØO5ABDBCE
B":POKEJK,Ø:IFO(2)=T THENPRINT"T
HE MUMMY MOANED AND WALKED     A
WAY !":O(2)=Ø:GOTO22ELSEIFO(4)=T
 THENPRINT"THE KING COBRA SLITHE
RED AWAY !":O(4)=Ø:GOTO22
79 IFT=56ANDR(1,56)=ØTHENR(1,56)
=57:POKE65494,Ø:PLAY"L255V31O1AD
CFBAGEDV16CGADV4EABCAEDB":POKEJK
,Ø:P$="THE NORTH WALL CRUMBLES,
AND FALLS TO THE GROUND WITH A L
OUD CRASH !":GOSUB159:GOTO22ELSE
PRINT"NOTHING HAPPENED.":GOTO22
8Ø IFXX>ØTHEN38ELSEN$=LEFT$(B$,4
):FORC=1TOLEN(A$):IFMID$(A$,C+1,
3)="THE"ORMID$(A$,C+1,5)="MAGIC"
ORMID$(A$,C+1,3)="TWO"ORMID$(A$,
C+1,8)="SLEEPING"ORMID$(A$,C+1,6
)="WOODEN"ORMID$(A$,C+1,6)="FILL
ED"ORMID$(A$,C+1,6)="COPPER"ORMI
D$(A$,C+1,4)="GOLD"THENNEXT
81 IFMID$(A$,C+1,4)="CAND"ANDMID
$(A$,C+1Ø,4)="WRAP"ORMID$(A$,C+1
,3)="AND"ORMID$(A$,C+1,6)="SILVE
R"ORMID$(A$,C+1,5)="GLASS"ORMID$
(A$,C+1,3)="OLD"ORMID$(A$,C+1,4)
="PILE"ORMID$(A$,C+1,2)="OF"ORMI
D$(A$,C+1,4)="DEAD"ORMID$(A$,C+1
,7)="LEATHER"THENNEXT
82 IFMID$(A$,C+1,9)="TURQUOISE"O
RMID$(A$,C+1,5)="EMPTY"THENNEXTE
LSEIFMID$(A$,C,1)=" "THENB$=MID$
(A$,C+1,4)ELSENEXT
83 IFMID$(B$,4)=" "THENB$=LEFT$(
B$,3):GOTO83ELSEIFLEFT$(N$,LEN(B
$))=B$THENINPUT"IN WHAT (1 WORD)
";N$:PRINT
84 IFB$="MEDA"ANDN$="HOLE"ANDO(7
)<>5ØØORB$="MEDA"ANDN$="HOLE"AND
T<>54THEN1Ø7ELSEIFLEFT$(N$,4)="B
ACK"THENN$="PACK"
85 IFT=54ANDR(2,T)=ØANDN$="HOLE"
ANDB$="MEDA"THENR(2,T)=55:O(7)=T
:POKE65494,Ø:PLAY"L25ØV5O1AAV1ØA
AV15AAV2ØAAV25AAV3ØAA":POKEJK,Ø:
P$="FOR A SECOND YOU HEAR A LOUD
 GRINDING NOISE, AND THEN THE WA
LL SLIDES OPEN.":IN=IN-1:GOSUB15
9:GOTO22
```

```
86 IFB$="SCOR"ORB$="COBR"ORB$="M
UMM"ORB$="CROC"ORB$="SKEL"THEN44
ELSEIFLEFT$(N$,4)="PACK"ANDCH=5T
HENPRINT"IT CAN'T HOLD ANY MORE.
":GOTO22
87 FORK=1TOY:IFO(44)=5ØØORO(44)=
T THENIFB$=LEFT$(O1$(K),4)ANDK<>
44ANDN$="PACK"ANDCH<5THENIFO(K)=
T ORO(K)=5ØØTHENCH=CH+1:G=K:GOSU
B46:P$="THE "+Q$+" IS NOW IN THE
 BACKPACK.":GOSUB159:IFO(K)=5ØØT
HENO(K)=5Ø1:IN=IN-1:GOTO22:ELSEO
(K)=5Ø1:GOTO22
88 NEXT:IFN$="PACK"THENIFO(44)=T
 ORO(44)=5ØØTHEN44ELSE1Ø7
89 IFT=58ANDO$(17)="TWO COFFINS"
ANDB$="COFF"ANDO(18)=5ØØTHENPRIN
T"THE COFFINS ARE NOW OPEN.":O$(
17)="TWO OPEN COFFINS":GOTO24ELS
EIFB$="COFF"ANDT=58ANDO$(17)="TW
O OPEN COFFINS"THENPRINT"THEY AR
E OPEN.":GOTO22
9Ø IFB$="COFF"ANDT=58ANDO(18)<>5
ØØTHENPRINT"YOU NEED SOMETHING F
OR LEVERAGE.";:GOTO22ELSEIFT<>58
ANDB$="COFF"THEN1Ø7ELSEIFB$="DOO
R"THENPRINT"WHAT DOOR?":GOTO22EL
SE51
91 S=Ø:IFO(6)=99THENS=S+1
92 IFO(7)=99THENS=S+1
93 FORC=11TO16:IFO(C)=99THENS=S+
1:NEXTELSENEXT
94 FORC=23TO27:IFO(C)=99THENS=S+
1:NEXTELSENEXT
95 IFO(2Ø)=99THENS=S+1
96 IFO(29)=99THENS=S+1
97 FORC=32TO34:IFO(C)=99THENS=S+
1:NEXTELSENEXT
98 FORC=36TO38:IFO(C)=99THENS=S+
1:NEXTELSENEXT
99 FORC=4ØTO43:IFO(C)=99THENS=S+
1:NEXTELSENEXT
1ØØ IFW=1THENRETURNELSEIFMO<75ØT
HENP$="YOU HAVE RETURNED"+STR$(S
)+" ARTIFACTS TO YOUR TENT, USIN
G"+STR$(MO)+" TURNS. YOU NEED TO
 TAKE"+STR$(25-S)+" MORE THERE W
ITHIN"+STR$(75Ø-MO)+" TURNS TO W
IN.":GOSUB159:GOTO22
1Ø1 P$="YOU HAVE OVER-EXTENDED Y
OUR VISIT IN EGYPT. THE FIVE DAY
S HAVE PAST. YOU HAVE BEEN PLAYI
NG FOR"+STR$(MO)+" TURNS. THAT I
S "+STR$((MO-75Ø))+" MOVES TOO L
ONG.":GOSUB159:GOTO22
1Ø2 IFB$="WATE"ANDO(1)=5ØØANDLEF
T$(O$(1),2)="A "THEN1Ø4
1Ø3 IFB$="WATE"THENIFO(1)<5ØØORL
EFT$(O$(1),2)="AN"THEN1Ø7ELSE44E
LSE44
1Ø4 IFTH>9ØØANDSC=ØTHENPRINT"YOU
 CAN'T STILL BE THIRSTY.":GOTO22
ELSEO$(1)="AN EMPTY CANTEEN":PRI
NT"AHHHHH!!! THAT'S REFRESHING."
:TH=TH+2ØØ:IFSC>ØTHENSC=Ø:PRINT"
YOU FEEL MUCH BETTER.":GOTO22ELS
EGOTO22
```



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1Ø5 IFB$<>"FLAS"THEN51ELSEIFLEFT
$(A1$,3)="LIG"THENIFO(45)=5ØØAND
FS>ØANDO$(45)="A FLASHLIGHT"THEN
O$(45)="A LIT FLASHLIGHT":PLAY"T
5L25ØO5;11;11":PRINT"THE FLASHLI
GHT IS NOW LIT.":XX=Ø:PP=Ø:GOTO5
1Ø6 IFLEFT$(A1$,3)="UNL"THENIFO(
45)=5ØØANDO$(45)="A LIT FLASHLIG
HT"THENPLAY"T5L25ØO5;11;11":PRIN
T"THE FLASHLIGHT IS NOW OUT.":O$
(45)="A FLASHLIGHT":GOTO5
1Ø7 PRINT"YOU CAN'T DO THAT NOW.
":GOTO22
1Ø8 POKE65494,Ø:Y=5Ø:PRINT"INSTA
LL CASSETTE...";:EXEC41393:Z=-1:
PRINT:PRINT:PRINT"ENTER DATA FIL
E NAME: ";:LINEINPUTN$:ONA GOTO1
Ø9,11Ø
1Ø9 OPEN"I",Z,N$:FORB=1TOY:INPUT
#Z,O(B):NEXTB:INPUT#Z,T,SC,FS,J,
FD,O$(1),O$(3),O$(4),O$(9),O$(17
),O$(45),O$(47),O2$(47),O$(48),O
$(49),IN,MU,VV,TH,HU,CH,R(2,54),
R(1,56),MO,SN,KL,CD,XX,BU:CLOSE:
POKEJK,Ø:CLS:PRINT@48Ø,;:GOTO5
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11Ø OPEN"O",Z,N$:FORB=1TOY:PRINT
#Z,O(B):NEXTB:PRINT#Z,T,SC,FS,J,
FD,O$(1),O$(3),O$(4),O$(9),O$(17
),O$(45),O$(47),O2$(47),O$(48),O
$(49),IN,MU,VV,TH,HU,CH,R(2,54),
R(1,56),MO,SN,KL,CD,XX,BU:CLOSE:
POKEJK,Ø:GOTO27
111 IFB$="SAND"THENFORC=1TOLEN(A
$):IFMID$(A$,C,5)="POUCH"THENA$=
"SAND":B$="POUC"ELSENEXT
112 IFB$="WATE"THENFORC=1TOLEN(A
$):IFMID$(A$,C,4)="CANT"THENB$="
CANT"ELSENEXT
113 IFB$<>"CANT"ANDB$<>"POUC"THE
N44ELSEIFB$="CANT"THENIFO(1)<>5Ø
ØORT<>91ORO$(1)="A CANTEEN"THEN1
Ø7
114 IFB$="CANT"ANDO(1)=5ØØANDT=9
1THENPRINT"THE CANTEEN IS FILLED
 WITH      WATER.":O$(1)="A CANT
EEN":GOTO22ELSEIFB$="POUC"ANDA$<
>"SAND"THENINPUT"WITH WHAT (ONE
WORD)";A$:PRINT:IFA$<>"SAND"THEN
PRINT"THAT DOESN'T WORK.":GOTO22
115 IFT>=2ANDT=<13ORT>=16ANDT=<2
5ORT>=84ANDT=<89ORT=92ORT=95ORT=
96ORT=98THENIFO$(9)="A LEATHER P
OUCH"THENPRINT"THE POUCH IS NOW
FILLED WITH    SAND.":O$(9)="A F
ILLED POUCH":GOTO22
116 IFA1$="FILL"ORA1$="FIL"THEN1
Ø7ELSEIFXX=1THEN5ELSEFORC=2TO5:I
FB$=LEFT$(O1$(C),4)ANDBU>ØTHEN11
7ELSEIFBU=ØTHENPRINT"YOU ARE OUT
 OF BULLETS.":GOTO24ELSEIFO(46)<
>5ØØTHEN1Ø7ELSENEXT:GOTO51
117 PL$="L255V31O1ADCFBAGEDV16CG
ADV4EABCAEDB":IFB$="CROC"ANDO(5)
=T THENPOKE65494,Ø:PLAYPL$:POKEJ
K,Ø:P$="YOU SHOT THE CROCODILE I
N THE TAIL. THIS SEEMED TO STRON
GLY UPSET HIM, SO HE ATTACKED YO
U, MAKING YOU PAY DEARLY.":GOSUB
159:GOTO176
118 IFO(46)=5ØØANDB$="MUMM"ANDO(
2)=T THENPOKE65494,Ø:PLAYPL$:POK
EJK,Ø:P$="YOU BLEW A HOLE THROUG
H ITS CHEST, BUT IT DIDN'T EVEN
FLINCH.":GOSUB159:BU=BU-1:GOTO22
119 IFB$="COBR"ANDO(4)=T ANDLEFT
$(O$(4),4)="A KI"THENPOKE65494,Ø
:PLAYPL$:POKEJK,Ø:R=RND(-TIMER):
IFRND(4)=3THENPRINT"YOU KILLED I
T.":O$(4)="A DEAD COBRA":BU=BU-1
:GOTO22ELSEPRINT"THE COBRA SLITH
ERS AWAY,       DODGING YOUR BU
LLET.":O(4)=Ø:BU=BU-1:GOTO22
12Ø IFB$="COBR"ANDO(4)=T ANDLEFT
$(O$(4),4)="A DE"ORB$="SCOR"ANDO
(3)=T ANDLEFT$(O$(3),4)="A DE"TH
ENPRINT"GIVE IT A BREAK, IT'S AL
READY   DEAD.":GOTO22
121 IFB$="SCOR"ANDO(3)=T ANDLEFT
$(O$(3),3)="A S"THENPOKE65494,Ø:
PLAYPL$:POKEJK,Ø:R=RND(-TIMER):I
FRND(4)=3ORBU=1THENPRINT"YOU KIL
LED IT WITH AN EXCELLENT SHOT.":
O$(3)="A DEAD SCORPION":BU=BU-1:
GOTO22ELSEPRINT"YOU MISSED IT.":
BU=BU-1:GOTO22
122 GOTO1Ø7
123 IFLEFT$(A1$,3)="SHO"THEN1Ø7E
LSEIFB$="CAND"ANDO(47)=5ØØANDO2$
(47)>""THENPRINT"YUMMM.. THAT HI
T THE SPOT.":O1$(47)="WRAPPER":O
$(47)="A CANDYBAR WRAPPER":HU=HU
+3ØØ:O2$(47)="":GOTO22
124 IFB$="JERK"ORB$="BEEF"THENIF
O(48)=5ØØANDLEFT$(O$(48),4)="A J
A"THENPRINT"BURP.":POKE65494,Ø:P
LAY"T5O1L4V15C#":POKEJK,Ø:O$(48)
="AN EMPTY JAR":HU=HU+3ØØ:GOTO22
125 IFB$="JERK"ANDO$(48)="AN EMP
TY JAR"ORB$="BEEF"ANDO$(48)="AN
EMPTY JAR"ORB$="CAND"ANDO2$(47)=
""THENPRINT"YOU ALREADY DID.":GO
TO22ELSEIFB$="CAND"ORB$="JERK"OR
B$="BEEF"THEN1Ø7ELSEPRINT"YUCK.
YOU HAVE A STRANGE      APPETI
TE.":GOTO22
126 P$="GET, TAKE, DROP, GO, (N)
ORTH, (S)OUTH, (E)AST, (W)EST, (
U)P, (D)OWN, (L)OOK, (I)NVENTORY
,":GOSUB159:P$="SCORE, SHOOT, WA
VE, OPEN, PUT, EAT, DRINK, SAVE,
 LOAD, LIGHT, UNLIGHT, POUR, PRE
SS, FILL, CHANGE, HELP, VERB, AN
D QUIT":GOSUB159:GOTO27
127 DATAAT YOUR CAMP.,"YOU ARE S
TANDING IN A HOT, SANDY DESERT."
,,,,,,STANDING BEFORE A HUGE SAN
D DUNE.,,STANDING IN FRONT OF A
HUGE SAND WALL.
128 DATA,SURROUNDED BY SAND DUNE
S.,,"ON A VERY HOT, DRY PLAIN.",
STANDING ON A HIGH MESA.,,,,,,,,
,,IN A SMALL AREA ENCLOSED BY SA
ND DUNES.
129 DATASTANDING BEFORE A MAGNIF
ICIENT EGYPTIAN PYRAMID.,IN A SM
ALL ROOM.,IN AN OVAL SHAPED ROOM
.,IN A DARK CHAMBER.,IN A LONG T
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UNNEL.,IN A LONG TUNNEL.,IN A SM
ALL ALCOVE.,AT THE END OF A LONG
 TUNNEL.,AT AN ENTRANCE TO A MAZ
E OF CATACOMBS.
13Ø DATA"YOU ARE IN A CONFUSING
MAZE OF TWISTING, TURNING PASSAG
ES THAT LEAD ",,,,,,,,,,,,,,,,,,
,,IN A SMALL ROOM. HIEROGLYPHICS
 HERE TRANSLATE-- "CURSE ALL WHO
 ENTER THIS SACRED CRYPT."
131 DATAIN A SMALL ROOM. THE AIR
 IS CRACKLING WITH ENCHANT- MENT
.,IN A LARGE ROOM WHERE THE WALL
S GLITTER WITH GOLD.,IN A PHARAO
H'S TOMB.,IN A SMALL PASSAGEWAY.
,IN AN UNDERGROUND ROOM.,IN AN U
NDERGROUND TUNNEL.,IN A PHARAOH'
S CRYPT.
132 DATAIN A DARK CHAMBER THAT H
AS HIGH STONE WALLS.,IN A TUNNEL
.,IN A SMALL ROOM.,IN A DARK CHA
MBER.,IN A PASSAGEWAY.,"IN A LAR
GE, DARK ROOM.",IN A SMALL CHAMB
ER.,IN A SMALL ROOM.
133 DATAIN A DARK TUNNEL.,IN A L
ONG CURVING TUNNEL.,IN A LONG CU
RVING TUNNEL.,AT THE END OF A LO
NG TUNNEL.,IN A LARGE ROOM.,IN A
 LARGE CHAMBER.,"IN A SMALL, DAR
K ROOM.",IN A DARK TUNNEL.,IN A
DARK TUNNEL.,IN A DARK TUNNEL.
134 DATAIN A DARK TUNNEL.,"AT TH
E END OF A LONG, DARK TUNNEL.",I
N A VERY SMALL ROOM.,,,
135 DATA,,,ON A PLAIN.,STANDING
ON A BANK OF THE NILE RIVER.,,IN
 A MARSH NEAR THE NILE RIVER.,IN
 A DAMP FIELD.,ON A SANDY PLAIN.
,,IN A MARSHY SWAMP AT THE EDGE
OF THE NILE RIVER.,,IN YOUR TENT
.
136 DATAIN A LARGE CHAMBER.,IN A
 SANCTUARY.,"IN A SMALL, DINGY R
OOM.",IN A HALLWAY.,IN A GIANT S
TOREROOM.,IN A HALLWAY.,"IN A LA
RGE, OPEN CHAMBER.",IN A LITTLE
ROOM.,STANDING IN A TINY CHAMBER
.,IN A LARGE ROOM.,IN A SMALL RO
OM.
137 DATAA CANTEEN,CANT,99,A MUMM
Y,MUMM,,A SCORPION,SCOR,,A KING
COBRA,COBR,,A CROCODILE,CROC,,A
MAGIC SCEPTER,SCEP,,A MEDALLION,
MEDA,,A ROUND HOLE IN THE WALL,,
54,A LEATHER POUCH,POUC,1,A STON
E PLATFORM,,,A GOLD AND COPPER A
XE,AXE,,A SILVER JUG,JUG,
138 DATAA GOLD AND TURQUOISE BRA
CELET,BRAC,,"A TINY, WOODEN SCUL
PTURE",SCUL,,A GOLDEN DAGGER,DAG
G,,A GOLD AND TURQUOISE FALCON,F
ALC,,TWO COFFINS,,58,A CROWBAR,C
ROW,,A TENT,,1,A GOLD AND COPPER
 URN,URN,62
139 DATAA MUMMIFIED SKELETON,,,A
N EMPTY COFFIN,,62,A COPPER VASE
,VASE,29,A GOLD STATUE OF A CAT,
STAT,28,A NECKLACE,NECK,32,A WOO
DEN POT,POT,76,A SILVER PLATE,PL
AT,77,A SKELETON,,84
14Ø DATAAN OLD MANUSCRIPT,MANU,8
2,A SLEEPING BAG,BAG,99,ROWS OF
HIGH PILLARS,,1Ø1,A GOLD REPLICA
 OF AMON,REPL,1Ø2,A VOTIVE TABLE
T,TABL,1Ø9,AN ANCIENT EGYPTIAN R
UG,RUG,1Ø3,AN AMPHORA,AMPH,1Ø4,A
 SILVER AND GLASS GOBLET,GOBL,1Ø
4
141 DATAA GOLD CHALICE,CHAL,1Ø4,
A COPPER BOWL,BOWL,1Ø4,A PILE OF
 STICKS,STIC,1Ø7,AN OLD SCROLL,S
CRO,1Ø8,A SILVER CUP,CUP,1Ø8,A C
OPPER CANISTER,CANI,1Ø8,A SLAB O
F PAPYRUS,SLAB,1Ø8,A LARGE BACKP
ACK,PACK,Ø,A FLASHLIGHT
142 DATAFLAS,99,A REVOLVER,REVO,
,A CANDYBAR,CAND,,A JAR OF BEEF
JERKY,JAR,5Ø1,BATTERIES,BATT,5Ø1
,A RADIO,RADI,5ØØ
143 DATAGO,3,TAK,1,DRO,2,GET,1,N
,3,S,3,E,3,W,3,LOO,4,L,4,INV,5,I
,5,QUI,6,WAV,7,PUT,8,OPE,9,SCO,1
Ø,DRI,11,LIG,12,UNL,12,FIL,13,SH
O,14,EAT,15,VER,16,NOR,3,SOU,3,E
AS,3,WES,3,HEL,17,CHA,18,UP,3,U,
3,DOW,3,D,3,POU,19,PRE,2Ø
144 DATAIT IS EMPTY.,IT DOESN'T
LOOK VERY HAPPY. IT MUST HAVE WO
KE UP ON THE WRONG SIDE OF ITS C
OFFIN THIS  MORNING.,,,"IT IS LA
RGE, GREEN AND UGLY. IT IS LOOKI
NG AT YOU WITH A HUNGRY SMILE.
145 DATAIT LOOKS LIKE A SMALL ST
AFF WITH A CRYSTAL ON TOP OF IT.
,IT IS CARVED FROM GOLD AND STON
E IN THE FORM OF A CIRCLE.,,"IT
IS SMALL, AND IT HAS A SHOULDER
STRAP.",,"IT IS PRETTY DULL, IF
YOU USED IT TO CUT ANYTHING, IT
WOULD PROBABLY BREAK.
146 DATAIT IS ONLY A JUG.,IT IS
VERY BEAUTIFUL.,IT'S A SMALL STA
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TUE OF CLEOPATRA.,IT IS MADE OF
GOLD AND COPPER.,"IT LOOKS SO RE
AL, IT COULD PROBABLY FLY.",
147 DATAIT IS MADE OF CAST IRON
AND SAYS SOMETHING ON IT--"ACE H
ARDWARE.",,YUCK... THERE ARE ORG
ANS IN IT.,,THIS IS PROBABLY WHE
RE THAT WALKING BAND-AID CAME FR
OM.
148 DATAIT IS JUST A VASE.,ON TH
E BASE OF THE STATUE THERE ARE H
IEROGLYPHICS THAT TRANSLATE--"AL
L BOW DOWN BEFORE THY POWER!",IT
 IS REALLY BEAUTIFUL; THE CRAFTS
MANSHIP IS AMAZING.
149 DATAIT'S AN OLD EGYPTIAN POT
--NOTHING ELSE.,IT IS JUST A SIL
VER PLATE.,,THE WRITING IS NOT C
LEAR ENOUGH TO TRANSLATE IT.
15Ø DATA"IT IS MADE FROM BABY BL
UE MATERIAL, AND IT HAS PINK ELE
PHANTS SEWN ALL OVER IT.","THEY
ARE HUGE, ROUND POLES.",IT IS A
SMALL STATUETTE.,THIS IS A TABLE
T THAT EGYPTIANS GAVE AS AN OFFE
RING TO THE GODS.,IT'S JUST A DU
STY OLD RUG.
151 DATAIT IS A PIECE PROBABLY A
CQUIRED FROM TRADING WITH THE GR
EEKS.,IT IS ONLY A GOBLET.,IT'S
LOOKS LIKE A LARGE CUP.,IT IS ON
LY A BOWL.,THEY'RE JUST STICKS--
NO BIG DEAL.,THE WRITING IS NOT
CLEAR ENOUGH TO READ.,IT IS ONLY
 A CUP.,IT'S JUST A CANISTER.
152 DATA"IT IS SMALL AND HAS WRI
TING ON IT. YOU CAN NOT, HOWEVER
, MAKE OUT WHAT IT SAYS.",,IT IS
 GRAY AND RED AND HAS "RADIO SHA
CK" WRITTEN ON IT.,,IT IS CHOCOL
ATE.,,THEY ARE "ENERGIZERS.",IT
HAS A RED BUTTON ON IT.
153 DATA2,3,4,5,,,6,1,5,7,,,1,9,
1Ø,11,,,17,1Ø,,1,,,,6,1,2,,,5,2,
12,,,,13,,2,,,,9,,,16,,,3,8,,15,
,,4,,,3,,,,14,3,,,,,16,,6,,,,7,,
,,,11,,,,,,,,9,,,,12,,8,,,,,4,18
,,,,19,,,17,,,,18,2Ø,,,,21,,23,1
9,,,,2Ø,22,,,,,,26,21,,,,,24,2Ø,
,,26,,25,23,,,,,,24,,
154 DATA,24,,22,,,,26,29,,,28,,,
3Ø,,27,,,,,27,,,,,31,28,,,,,33,3
Ø,,32,,,,,31,,,,,31,34,,,,35,,,3
3,36,37,,34,,,,35,39,,,,35,4Ø,,3
8,,,39,,37,,,,,38,,36,,,37,,41,4
2,,,,43,44,4Ø,,,1ØØ,,4Ø,,,,41,,4
6,5Ø,,,,46,45,41,,,71,,,44,,,44,
,,43,,,,5Ø,48,,,,49,,,47,,
155 DATA5Ø,48,51,,,,47,49,43,,,,
53,52,,49,,,51,,53,,,,,51,54,52,
,,,,,53,,,54,,,56,,,,,55,,,,,56,
58,59,,,,,,57,,6Ø,65,,57,,,,,,61
,,58,,,,62,6Ø,,,,,,61,,,64,,,,,,
,63,,65,,,66,59,64,,,,7Ø,65,67,6
8,,,69,,,66,,,,7Ø,66,,,,,67,7Ø,,
,,68,66,,69,,,,45,72,,,
156 DATA,,73,71,,,,,74,72,,,,75,
,73,,,74,,76,77,,,,,77,75,,,78,,
75,76,,,,77,79,,,,,,8Ø,78,,,,81,
,79,,,8Ø,,,82,,,83,,81,,,,84,82,
,,,,85,83,86,,,,86,84,87,,,,,85,
88,84,,,98,88,,85,,,87,,89,86,,,
9Ø,92,,88,,,,89,91,92,,,93,,,9Ø,
,,89,,9Ø,,,,97,91,94,,,
157 DATA95,,,93,,,96,96,96,,,,,9
5,98,98,,,,93,,,,,,87,,96,,,,1,,
,,,,42,,,,1Ø1,1Ø2,,,1Ø3,1ØØ,,,1Ø
1,,,,1Ø4,,,1Ø1,1Ø5,,,,,,1Ø2,,,,
1Ø3,1Ø6,,,,,1Ø5,,,1Ø7,,1Ø8,,,1Ø6
,,1Ø7,,1Ø9,,,,,,11Ø,1Ø8,,,,,,1Ø9
,,
158 DATANORTH,N,SOUTH,S,EAST,E,W
EST,W,UP,U,DOWN,D,-"GO AWAY FROM
 HERE!",-"GO BACK WHERE YOU CAME
 FROM!",-"LEAVE THINGS ALONE!"
159 N$=" ":P$=K$+P$:IFLEN(P$)<32
THEN162
16Ø FORP=32TO1STEP-1:IFMID$(P$,P
,1)=N$ THENP1=P:GOTO161ELSENEXT:
GOTO162
161 PRINTLEFT$(P$,P-1):P$=MID$(P
$,P+1):IFLEN(P$)>32THEN16Ø
162 IFZZ=ØTHENPRINTP$:RETURNELSE
IFZZ=1THENPRINT"";:K$=P$:RETURN
163 IFT=54ANDR(2,T)=ØANDXX=ØTHEN
PRINT"FIND SOMETHING ROUND AND G
OLD   TO FIT THE HOLE.":GOTO22EL
SEIFT=1THENPRINT"LOGIC DOES NOT
PERTAIN TO THE   DESERT.":GOTO22
164 W=1:GOSUB91:W=36:IFS=25ANDMO
<75ØTHENPRINT"DON'T HESITATE, YO
U HAVE WON IF YOU PRESS THE BUTT
ON.":GOTO22
165 IFT>=1ANDT=<26ORT>=84ANDT=<9
8ORT=99THENIFLEFT$(O$(45),3)="A
L"THENPRINT"SOMETIMES TO "QT$"UN
LIGHT"QT$" IS       BRIGHT.":GOT
O22
166 IFT=26ORT=1ØØANDO(45)<>5ØØTH
ENP$="IF YOU GO IN, YOU WON'T CO
ME OUT, IF A LIGHT, YOU ARE WITH
OUT.":GOSUB159:GOTO22ELSEIFXX=1A
```
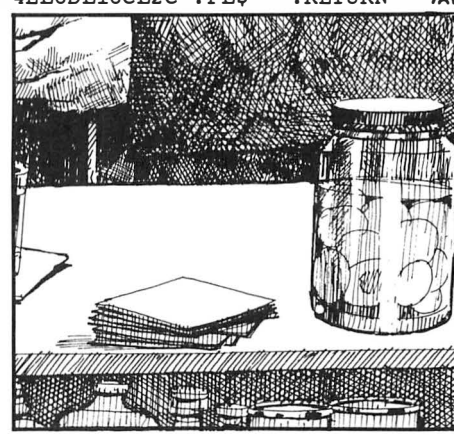
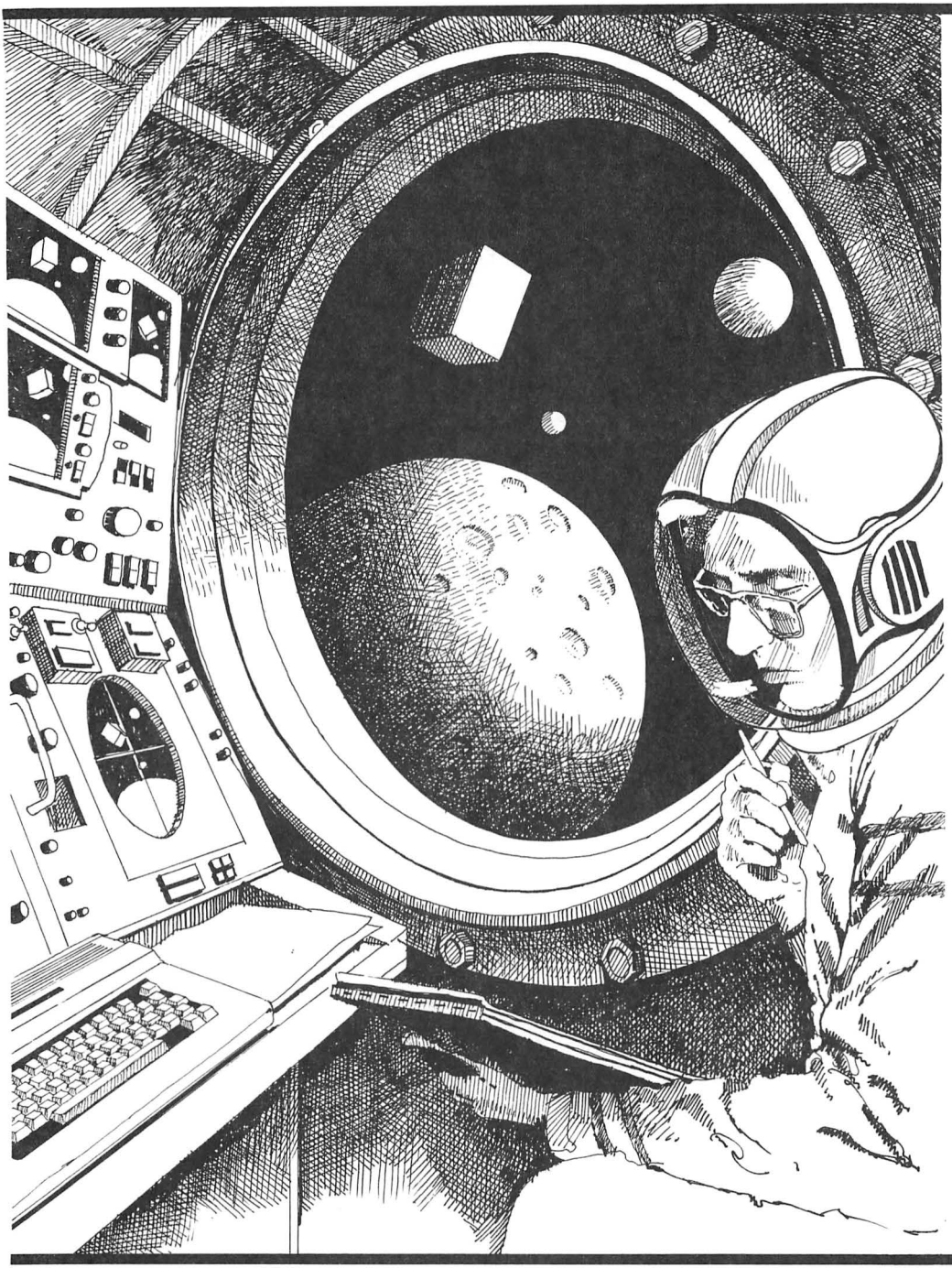

```
NDO(45)=5ØØTHENPRINT"YOU "QT$"LI
GHT"QT$" UP MY LIFE!":GOTO22
167 IFSCO>ØTHENPRINT"SINCE YOU'R
E WEAK, MAYBE YOU    NEED A DRIN
K.":GOTO22ELSEIFHU<1ØØTHENPRINT"
YOU BETTER EAT SOMETHING.":GOTO2
4ELSEIFTH<1ØØTHENPRINT"YOU BETTE
R DRINK SOMETHING.":GOTO22
168 IFT=99ORT=28ORT=84THENPRINT"
ALWAYS "QT$"LOOK"QT$" AT EVERYTH
ING.":GOTO24ELSEIFT=56ANDCD=ØTHE
NPRINT"A LITTLE WAVE OF MAGIC WO
ULD GO GOOD IN HERE.":CD=1:GOTO2
2
169 IFT=91ANDTH<9ØØTHENPRINT"DRI
NK UNTIL YOU BUST.":GOTO22ELSEIF
T=45ANDSN=ØANDMU=1ANDKL=1THENPRI
NT"THINK OF A DESERT STORM AND A
   PAIR OF SPECTACLES.":GOTO22EL
SEPRINT"HE HELPS THEM, WHO HELP
       THEMSELVES.":GOTO22
17Ø IFB$="BATT"ANDO(49)=5ØØANDFS
=<ØTHENO$(49)="DEAD BATTERIES":O
2$(49)="":PRINT"OKAY.":FS=FS+3ØØ
:GOTO22ELSEIFB$="BATT"THENIFO(49
)<>5ØØORO(45)<>5ØØTHEN1Ø7
171 IFB$="BATT"ANDO$(49)="DEAD B
ATTERIES"THENPRINT"YOU ALREADY H
AVE.":GOTO22ELSEIFB$="BATT"ANDO(
45)=5ØØANDO(49)=5ØØANDFS>ØTHENPR
INT"YOU DON'T NEED TO DO THAT YE
T.":GOTO22ELSE51
172 IFB$<>"SAND"ANDB$<>"WATE"AND
B$<>"HOLE"THEN51ELSEIFB$="HOLE"A
NDT<>45ORB$="HOLE"ANDSN=1THEN1Ø7
ELSEIFB$="HOLE"ANDMID$(A$,6,1)="
S"THENB$="SAND"ELSEIFB$="HOLE"AN
DMID$(A$,6,1)="W"THENB$="WATE"
173 IFB$="WATE"ANDO$(1)="AN EMPT
Y CANTEEN"ORB$="WATE"ANDO(1)<>5Ø
ØTHEN1Ø7ELSEIFB$="WATE"ANDT=45AN
DSN=ØTHENPRINT"THE WATER SWIRLS
DOWN THE HOLE.":O$(1)="AN EMPTY
CANTEEN":GOTO22ELSEIFB$="WATE"TH
ENPRINT"IT'S ALL GONE.":O$(1)="A
N EMPTY CANTEEN":GOTO22
174 IFB$="SAND"ANDO$(9)="A LEATH
ER POUCH"ORB$="SAND"ANDO(9)<>5ØØ
THEN1Ø7ELSEIFB$="SAND"ANDT<>45OR
B$="SAND"ANDSN=1THENPRINT"ALL TH
E SAND IS OUT OF THE      POUCH.
":O$(9)="A LEATHER POUCH":GOTO22
175 IFB$="WATE"THENPRINT"THE WAT
ER SWIRLS DOWN THE HOLE.":O$(1)=
"A CANTEEN":GOTO22ELSEO$(9)="A L
EATHER POUCH":P$="THE SAND GOES
DOWN THE SMALL HOLE, THE PLATFOR
M DESCENDS, AND THE WALLS RISE!"
:R(1,T)=71:R(4,T)=44:GOSUB157:SN
=1:O(1Ø)=Ø:GOTO22
176 PRINT:CLEAR:POKE65494,Ø:PLAY
"V1ØT2L2O2BP64BP64L8BP64L2BO3P64
DP64L8D-P64L4D-P64L4O2BP64BP64B-
P64L1B":PRINT"LOOKS LIKE YOU HAV
E GONE TO THATGREAT ADVENTURE GA
ME IN THE SKY.":GOTO69
177 IFB$<>"BUTT"THEN51ELSEIFO(5Ø
)<>5ØØTHEN1Ø7ELSEIFMO>75ØTHENPRI
NT"IT IS NO USE, IT HAS BEEN MOR
E  THAT FIVE DAYS.":GOTO25ELSEW=
1:GOSUB91:W=36:IFS<25THENPRINT"Y
OU DON'T HAVE 25 ARTIFACTS IN  Y
OUR TENT YET.":GOTO22
178 FORC=1TO3Ø:SCREENØ,1:PLAY"T2
55;"+STR$(RND(11)):SCREENØ,Ø:PLA
Y";"+STR$(RND(11)):NEXT:CLS:P$="
A FEW HOURS AFTER PRESSING THE B
UTTON, THE MAN ARRIVED AND GLADL
Y AWARDED YOU WITH THE MONEY IN
THE YELLOW ENVELOPE. CONGR"
179 P$=P$+"ATULATIONS, YOU HAVE
SAVED THE MAN'S HIDE AND MADE A
SMALL FORTUNE IN"+STR$(MO)+" MOV
ES.":PRINT@64,;:GOSUB159:POKE654
94,Ø:GOSUB18Ø:PRINT:PRINT:P$="TH
ANK YOU FOR PLAYING THE ADVENTUR
E OF CLEOPATRA'S PYRAMID.":ZZ=Ø:
GOSUB159:PRINT@48Ø,;:GOTO69
18Ø PL$="V31T2O2L6EL16FL8GL2O3CL
6O2DL16EL2FL6GL16AL8BO3L3.FL6O2A
L16BL4O3CDEO2L6EL15FL8GL3O3CL6DL
16EL2FL6GL16GL4EL6DL16GL4ED":PLA
YPL$+LEFT$(PL$,1ØØ)+"L4EL6DL16GL
4EL6DL16CL2C":PL$="":RETURN
```





ICONIA

Program by Carlos Eduardo Rocha

It was nearly nine years ago that the famous astronaut and explorer, Vade Mowban, embarked on his final voyage. He departed Earth toward Jupiter in his spaceship, *Iconia*, in a gallant effort to observe and attempt to reveal the mystery of a huge black cube that was orbiting the planet. But once Mowban's ship reached its destination, strange things began to happen.

First, the *Iconia*'s super computer, XAL, began to malfunction, refusing to execute commands. The machine seemed to take on a mind of its own and soon endangered Mowban's life. Fortunately, he was able to deactivate XAL and avoid immediate catastrophe, nevertheless, his efforts were deemed frivolous as the inexplicable happenings continued.

Illuminating globes began sprouting on the surface of the dark cube. Within minutes, the globes burst and a variety of horrendous-looking creatures began emerging from them.

Shortly after the sighting of the creatures, Mowban, for reasons still unknown, boarded

his space pod and ejected from the *Iconia* in the direction of the cube. And, even though he had the most sophisticated weaponry available on the *Iconia*, he took none with him aboard the tiny escape vessel.

Some experts speculate that he was drawn by the powerful force of the cube. Others, however, think he had simply lost his mind. The last radio transmission received from the great explorer was, "Oh my! It's full of boxes." The *Iconia* has been drifting aimlessly ever since.

Chosen from a cast of the world's most proficient astronauts, your assignment is to return the *Iconia* to Earth. After weeks of space travel, you reach your destination and must complete the operation, remembering that if the mission is not 100 percent successful, the chances of returning alive are exceedingly slim.

Ejection from the mother ship in your egg-like space pod is executed to perfection. The memory of a theme park joy ride fills your mind — but only briefly, for the wondrous *Iconia* quickly engulfs your entire visual spectrum. The ghost-like spaceship seems bound for its destiny as it glides unmanned in orbit between you and Jupiter.

Checking your controls, you see that only 1,000 feet lie between you and the legend of the *Iconia*. As your pod reaches the vessel and you cross through the emergency gate, you recall the seemingly simple instructions of the mission:

Reactivate the spaceship
Reactivate the ship's computer
Program the ship's return to Earth
Leave the spaceship

Iconia is a randomized Adventure requiring a joystick. Graphics represent the *Iconia* spaceship, which is divided into two main compartments: the body and the carrousel. To pass from the body to the carrousel or vice versa, you must first be in a room with a ladder. Use of the ladder is activated by pressing the 'V' key. The four arrow keys are used to move through the spaceship.

In the lower part of the screen, eight icons are graphically displayed representing the verb and noun selections available in the Adventure. They are as follows:

Open Door

Get

Push Button

Finish Mission

 Use or Action

Leave

Look

Show Inventory

To activate an icon, use the right joystick to place the small dot directly under the desired symbol and press the 'I' key. If the icon represents both a verb and a noun, such as "Open Door," the command will be executed immediately. However, if an icon representing only a verb is selected, the computer will wait for a noun to be typed in and entered from the keyboard. For example: To activate the command GET FRUIT:

and press 'I'. Then, type in FRUIT from the keyboard and press ENTER.

What could possibly await you inside the *Iconia*? Only time will tell.

Carlos Eduardo Rocha is a business administration student at Puc-Minas Gerais in Brazil. He wrote his first program in 1984 and, since then, has developed a great interest in Adventure writing. One of Carlos' games has been published in Micro Sistemas, *a Brazilian magazine. Questions or comments may be addressed to him at R. Caraca, 235/601, Belo Horizonte — MG Brazil 30210. Please enclose an SASE when requesting a reply.*

ICONIA 32K ECB

```
Ø ' iconia - 1985 - PROGRAM BY
    CARLOS E.ROCHA -R.CARACA,235
    AP.6Ø1-SERRA-BELO HORIZONTE
    3Ø21Ø MINAS GERAIS- BRAZIL
1 X=RND(-TIMER):POKE65495,Ø:PCLS
:PMODE4,1:SCREEN1,1:PMODE3,1:PCL
S:GOSUB15ØØ
2 GOTO6
3 COLOR1:LINE(Ø,163)-(255,191),P
SET,BF:DRAW"BM3,169;":GOSUB 95Ø:
GOTO15Ø
6 L=2Ø:P=PEEK(6528Ø):JY=JOSTK(Ø)
1Ø CLS:CLEAR95Ø:DIM LO$(43),D(4,
41),OB$(11),O$(11),O(11),K$(26)
11 L=21
3Ø FORX=1TO11:READ OB$(X),O$(X),
O(X):NEXT:GOSUB992
4Ø FORI=ØTO43:READ LO$(I):NEXT
5Ø FORX=1TO 41:READ D(1,X),D(2,X
),D(3,X),D(4,X):NEXT
6Ø D$(1)="BR6R5NH3G3":D$(2)="BL5
L5NE3F3":D$(3)="BU5U5NG3F3":D$(4
)="BD5D5NH3E3"
65 FORX=1TO26:READK$(X):K$(X)=K$
(X)+"BR4":NEXT
67 M$(1)="VANTA":M$(2)="VIROX":M
$(3)="VOLKA"
69 GOSUB152Ø:GOTO21Ø
7Ø DATAA MAGNETIC CARD,CARD,4,A
PROGRAM CARTRIDGE,CARTRIDGE,36,A
 LASER GUN,GUN,-1,A SPACE SUIT,S
UIT,26,A SPACE SUIT BATTERY,BATT
ERY,28
71 DATA A MAGNETIC DISK,DISK,-1,
A PIECE OF PAPER,PAPER,-1,A GREE
N BROCHURE,BROCHURE,-1
72 DATA A GREEN BOX,BOX,-1,A SMA
LL BOARD,BOARD,-1,A HARD BALL,BA
LL,-1,
8Ø DATA CONTROL ROOM,RESTING ROO
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M,QUARTERS,LABORATORY,MEDICAL CE
NTER,OBSERVATION DECK,WORKING RO
OM,SERVICE ROOM
9Ø DATA COMPUTER CENTER,D,D,D,D,
D,D,D,D,,,,,,,,,SPACE BAY I,ENER
GY CENTER,SPACE BAY II,GREAT STO
RAGE ROOM,,,D,PROPULSION CENTER,
LINKING ROOM,PLATFORM I,PLATFORM
 II
1ØØ DATAD,D,D,GREAT STORAGE ROOM
,SPACE,SPACE
11Ø DATA,,,2,8,,,3,1,,,4,2,,,5,3
,,,6,4,,,7,5,,,8,6,,,1,7,
12Ø DATA,,-34,,12,,18,,,,13,,,-1
4,1Ø,,11,,19,,,,-12,17,,,2Ø,,,,2
1,,,,15
13Ø DATA1Ø,,19,34,,13,2Ø,18,,15,
21,19,16,,22,2Ø,26,27,23,21,,,24
,22,28,,25,23,,29
14Ø DATA 3Ø,24,,28,-35,22,,,,22,
26,,-36,24,,37,4Ø,25,,,31,25,32,
,-33,3Ø
145 DATA,,,31,,,,-31,,,18,-9,,,-
41,-26,,,-41,-28,,,,29,,,,4Ø,,,,
-4Ø,,38,-39,29,,,,-35
146 DATA U4E2F2D2NL4D2,NR3U6R3FD
GNL3FDGBR,BUFNR3HU4ER3BD6,NR3U6R
3FD4GBR,NR4U3NR3U3R4BD6,U3NR3U3R
4BD6,BUFR2EU2L2BL2D3U5ER2FBD5,U6
D3R4U3D6
147 DATAR4L2U6L2R4BD6,BUFR2EU5BD
6,U6D3RNE3F3,NU6R4,U6F2E2D6,U6DF
4DNU6,U6R4D6NL4,U6R3FDGL2BD3BR3
148 DATABUU4ER2FD4GL2HFR2EHF2L,U
6R3FDGL3R2F2D,R4U3L4U3R4BD6,BU6R
4L2D6BR2
149 DATABU6D5FR2EU5D6,BU6D2FD2FE
U2EU2BD6,NU6E2F2NU6,UE4UBL4DF4D,
BU5UDF2E2UDG2D3BR2,BU6R4DG4DlR4
15Ø A$=INKEY$
151 IFA$<>""THEN16ØELSEGOSUB8ØØ:
GOTO15Ø
16Ø IFA$<>"I"THEN162ELSE ON A+lG
OSUB4ØØ,45Ø,5ØØ,55Ø,6ØØ,65Ø,7ØØ,
75Ø
162 IFMO=lTHENGOSUB87Ø
165 IFA$<>"V"THEN17ØELSEIFL=lTHE
NL=34:GOTO21Ø:ELSEIFL=34THENL=1:
GOTO21Ø:ELSE15Ø
17Ø IFASC(A$)<>94THEN18ØELSEZ=D(
3,L):IFZ=ØTHENSOUND2ØØ,1:GOTO15Ø
:ELSEIFZ>ØTHEN175ELSEIFPE=lTHENP
E=Ø:GOTOl75ELSE995
175 IF(L=35ORL=36)ANDDE=ØTHENF$=
"PLEASE DEPRESSURIZE THE CABIN":
GOTO3:ELSEGOTO2Ø1
18Ø IFASC(A$)<>8THEN19ØELSE IF D
(2,L)=ØTHENSOUND2ØØ,1:GOTO15Ø:EL
SEL=ABS(D(2,L)):GOTO21Ø
189 DRAW"BR7"
19Ø IFASC(A$)<>9THEN2ØØELSE IFD(
1,L)=ØTHENSOUND2ØØ,1:GOTO15Ø:ELS
EL=ABS(D(1,L)):GOTO21Ø
2ØØ IFASC(A$)<>1ØTHEN15ØELSEZ=D(
4,L):IFZ=ØTHENSOUND2ØØ,1:GOTO15Ø
:ELSEIFZ>ØTHENDE=Ø:GOTO2Ø1ELSEIF
PE=1THENPE=Ø:DE=Ø:GOTO2Ø1ELSE995
2Ø1 L=ABS(Z)
21Ø GOSUBlØØØ:COLORØ:LINE(Ø,1Ø8)
-(255,1Ø8),PSET:LINE(Ø,132)-(255
,132),PSET:LINE(Ø,156)-(255,156)
,PSET:GOSUBll8Ø:IFL<9THENGOSUB99
5
212 IFLO$(L)=""THENLO$(L)="HALLW
AY"
213 IFLO$(L)="D"THENLO$(L)="A ST
ORAGE ROOM"
215 F$="WHERE:"+LO$(L):DRAW"BM3,
1Ø6;":GOSUB95Ø
216 F$="HERE:":DRAW"BM3,17Ø;":GO
SUB95Ø:B=Ø:FORI=1TO11:IFO(I)<>L
THEN217ELSEIFB<3THEN DRAW"BM43,"
+STR$(17Ø+B*1Ø)+";":F$=OB$(I):GO
SUB95Ø:B=B+1:NEXT:GOTO22Ø:ELSEGO
SUB757
217 NEXT
218 IFB=ØTHENDRAW"BM43,17Ø;":F$=
"NOTHING SPECIAL":GOSUB95Ø
22Ø PMODE4:FORI=1TO4:IFD(I,L)<>Ø
THENDRAW"BM127,12Ø;C1;XD$(I);":N
EXT:ELSENEXT
221 PMODE3
225 IFRND(13)=1THENH=RND(3):GOSU
B845
23Ø GOTO15Ø
4ØØ FORI=1TO4:IFD(I,L)<ØTHEN41ØE
LSENEXT:GOTO15Ø
41Ø GOSUB89Ø:IF O(1)=1ØØØTHENPE=
1:F$="DOOR OPENED":GOSUB95Ø:PLAY
"O1V25T25L2C+C+C+C+":GOTO15Ø
42Ø F$="ACCESS DENIED":GOSUB95Ø:
PLAY"O1V25T15L2CCCC":GOTO15Ø
449 RETURN
45Ø GOSUB12ØØ:COLOR1:LINE(3,16Ø)
-(255,191),PSET,BF:DRAW"BM3,17Ø;
":FOR X=1TO11:IF O$(X)=I$ THEN45
3:ELSENEXT
452 F$="YOU DONT HAVE A "+I$:GOT
O499
453 IFO(X)<>1ØØØTHEN452
455 IFX=2 AND L=9 THENIFFA=1THEN
F$="THE COMPUTER XAL IS REACTIVA
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TED":FB=1:GOSUB999:GOTO14ØØ:ELSE
IFFA=ØTHENF$="THERE IS NO POWER
HERE":GOTO499
456 IFX=6 AND L=9THENF$="IT SAYS
:  ONE:BR TWO:PA":GOSUB95Ø:DRAW"
BM65,18Ø;":F$="THREE:MIDDLE ICON
IA":GOTO499
46Ø IF X=11AND MO=1 AND H=1THENF
$="YOU EXPLODED THIS VANTA":GOSU
B95Ø:PLAY"V2L3ØT2ØO5":FORI=1TO14
:PLAY"V+AA+V+":NEXTI:MO=Ø:GOTO15
Ø
462 IFX=3ANDMO=1ANDH=2THENF$="YO
U HAVE KILLED THE VIROX":GOSUB95
Ø:PLAY"T5Ø;O2;1;2;3;4;5;6":MO=Ø:
GOTO15Ø
464 IFX=3ANDMO=1ANDH=3THENF$="YO
U HAVE FRIGHTENED VOLKA":GOSUB95
Ø:PLAY"T5Ø;O2;1;2;3;4;5;6":MO=Ø:
GOTO15Ø
47Ø IFX=4ANDO(4)=1ØØØTHENO(4)=2Ø
ØØ:F$="SPACESUIT ON":GOTO499
471 IFX=5ANDO(5)=1ØØØTHENO(5)=2Ø
ØØ:F$="LIFE SUPPORT SYSTEM ON":G
OTO499
498 F$="NOTHING HAPPENS"
499 GOSUB95Ø:GOTO15Ø
5ØØ GOSUB12ØØ
5Ø5 IFG=3THEN5Ø8ELSEFORX=1TO11:I
FO$(X)=I$ AND O(X)=L THENO(X)=1Ø
ØØ:G=G+1:GOTO52ØELSENEXT:GOTO51Ø
5Ø8 F$="YOU ARE CARRYING TOO MUC
H":GOTO3
51Ø IFX>12THENF$="YOU CANT TAKE
THAT"ELSEF$="I SEE NO "+I$
512 GOTO3
52Ø IFO$(X)="BALL"AND RND(1Ø)<3T
HENF$="THE BALL EXPLODES:YOU WER
E KILLED":GOSUB999:GOTO1ØØØØ:ELS
EF$="YOU HAVE TAKEN IT":GOTO3
55Ø GOSUB12ØØ
555 IFL=33ORL=27ORL=35ORL=36THEN
F$="YOU CANT LEAVE IT HERE":GOTO
3
556 FORX=1TO11:IFO$(X)=I$ AND(O(
X)=1ØØØORO(X)=2ØØØ)THENO(X)=L:G=
G-1:F$="YOU HAVE LEFT IT":GOTO3:
ELSENEXT
557 F$="YOU DONT HAVE A "+I$:GOT
O3
6ØØ IFL<>1ANDL<>35ANDL<>36THENF$
="THERE IS NO BUTTON HERE":GOSUB
999:GOTO15Ø
6Ø4 IFL<>1THEN6Ø5ELSEIFO(1Ø)=1TH
ENF$="THE SPACESHIP IS REACTIVAT
ED":FA=1:GOTO3:ELSEIFO(9)=1THENF
$="SELF DESTRUCTION ACTIVATED":G
OSUB999:GOTO1ØØØØ
6Ø5 IFL<>1THEN61ØELSEIFO(1Ø)<>1T
HENF$="SOMETHING IS MISSING":GOT
O3
61Ø IF(L=35 OR L=36) THENIF DE=Ø
THENF$="CABIN DEPRESSURIZED":DE=
1:ELSEIFDE=1THENF$="CABIN PRESSU
RIZED":DE=Ø
611 GOSUB999:FORN=1TO5ØØ:NEXT:IF
O(4)=2ØØØANDO(5)=2ØØØTHENGOTO15Ø
:ELSEIFDE=1THENF$="YOU HAVE BEEN
 SUFFOCATED":GOSUB999:GOTO1ØØØØ:
ELSE15Ø
65Ø GOSUB12ØØ:FORX=1TO11:IF O$(X
)=I$ THEN655ELSENEXT
651 F$="I DONT UNDERSTAND "+I$:G
OTO3
655 IFO(X)<>L AND O(X)<>1ØØØ THE
N659ELSE  ON X GOSUB695,69Ø,69Ø,
69Ø,69Ø,66Ø,663,666,669,672,675
657 GOTO3
659 F$="I SEE NO "+I$:GOTO3
66Ø F$="IT IS AN INSTRUCTION DIS
K":RETURN
663 F$="IT SAYS: CODE:V":RETURN
666 F$="IT SAYS: CODE:J":RETURN
669 F$="IT CONTAINS ELETRONIC PA
RTS":RETURN
672 F$="IT IS AN ELETRONIC BOARD
":RETURN
675 F$="IT LOOKS A KIND OF WEAPO
N":RETURN
69Ø F$="NOTHING SPECIAL":RETURN
695 F$="IT LOOKS AN ACCESS CARD"
:RETURN
7ØØ PCLS:F$="MISSION FINAL REPOR
T:":DRAW"BM3,2Ø":GOSUB95Ø:LINE(Ø
,23)-(255,23),PSET
71Ø IFFA=1THENDRAW"BM3,4Ø;":F$="
YOU REACTIVATED ICONIA":GOSUB95Ø
:P=P+1
72Ø IFFB=1THENDRAW"BM3,6Ø;":F$="
YOU REACTIVATED XAL":GOSUB95Ø:P=
P+1
73Ø IFFC=1THENDRAW"BM3,8Ø;":F$="
YOU PROGRAMMED THE RETURN":GOSUB
95Ø:P=P+1
735 IFL=41ORL=42THENF$="YOU GOT
OUT THE SHIP":DRAW"BM3,1ØØ;":GOS
UB95Ø:P=P+1
74Ø DRAW"BM3,15Ø;"
742 IFP<>4THENF$="YOU HAVE FAILE
D SOMEWHERE":GOSUB95Ø:GOTO16ØØ
743 F$="YOU ARE AN EXCELLENT AST
RONAUT":GOSUB95Ø:GOTO16ØØ
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75Ø GOSUB895:F$="WITH YOU:":GOSU
B95Ø:B=Ø:FORX=1TO11:IF O(X)=1ØØØ
ORO(X)=2ØØØTHENDRAW"BM7Ø,"+STR$(
17Ø+B*1Ø)+";":F$=OB$(X):GOSUB95Ø
:B=B+1:NEXT:GOTO15Ø:ELSENEXT
755 IFG=ØTHENDRAW"BM7Ø,17Ø;":F$=
"NOTHING":GOSUB95Ø:GOTO15Ø
756 GOTO15Ø
757 B=Ø:FORT=1TO3ØØ:NEXT:GOSUB89
5:RETURN
8ØØ JY=JOYSTK(Ø)
81Ø PRESET(A*31+15,16Ø)
82Ø IFJY>5ØTHENA=A+1:IFA>7THENA=
Ø
83Ø IFJY<14THENA=A-1:IFA<ØTHENA=
7
```
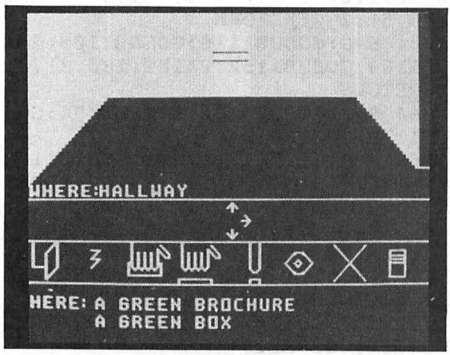

```
84Ø PSET(A*31+15,16Ø):FORI=1TO2Ø
Ø:NEXT:RETURN
845 GOSUB89Ø:F$="DANGER:"+M$(H):
MO=1:GOSUB95Ø
86Ø RETURN
87Ø Y=RND(5):IFY<3THENMO=Ø:RETUR
N
871 IFH=1THENF$="THE VANTA ATTAC
KS AND KILLS YOU":GOSUB999:GOTO1
ØØØØ
872 IFH=3ANDG>ØTHENFORX=1TO11:IF
O(X)=1ØØØORO(X)=2ØØØTHENO(X)=RND
(4Ø):NEXT:F$="VOLKA SCATTERED AL
L YOUR THINGS":G=Ø:GOSUB999:ELSE
NEXT
873 IFH=2ANDG>ØTHENFORX=1TO11:IF
O(X)=1ØØØTHENF$="THE VIROX HID T
HE "+O$(X):O(X)=RND(4Ø):MO=Ø:G=G
-1:GOTO3:ELSENEXT
874 MO=Ø:RETURN
89Ø PMODE4:COLORØ:LINE(Ø,115)-(1
15,125),PSET,BF:DRAW"BM3,123;":P
MODE3:RETURN
895 COLOR1:LINE(Ø,16Ø)-(255,191)
,PSET,BF:DRAW"BM3,17Ø;":RETURN
95Ø PMODE4:COLOR4:FORZ=1TO LEN(F
$):F1$=MID$(F$,Z,1):F1=ASC(F1$)
982 IFF1>64AND F1<91THEN F1=F1-6
4:DRAW "C1"+K$(F1):GOTO99Ø
985 IFF1=58THEN DRAW"BUUBU2UBD5B
R3":GOTO99Ø
986 DRAW"BR7
99Ø NEXT:PMODE3:RETURN
992 FORI=1TO 11
993 IFO(I)=-1THEN O(I)=RND(4Ø)
994 NEXT:RETURN
995 GOSUB89Ø
996 IFL<9THENRETURNELSEF$="DOOR
CLOSED":GOSUB95Ø:PLAY"T7O2CACA":
GOTO15Ø
999 COLOR1:LINE(Ø,16Ø)-(255,191)
,PSET,BF:DRAW"BM3,17Ø;":GOSUB95Ø
:RETURN
1ØØØ PCLS:IFL<9THENGOSUB1122:S=2
1ØØ2 ON L GOSUB1ØØ6,1ØØ8,1Ø1Ø,1Ø
12,1Ø14,1Ø16,1Ø18,1Ø2Ø,1Ø22,1Ø24
,1Ø26,1Ø28,1Ø3Ø,1Ø32,1Ø34,1Ø36,1
Ø38,1Ø4Ø,1Ø42,1Ø44,1Ø46,1Ø48,1Ø5
Ø,1Ø52,1Ø54,1Ø56,1Ø58,1Ø6Ø,1Ø62,
1Ø64,1Ø66,1Ø68,1Ø7Ø,1Ø72,1Ø74,1Ø
76,1Ø78,1Ø8Ø,1Ø82,1Ø84,1Ø85,1Ø85
1Ø04 RETURN
1Ø06 PO=9Ø:GOSUB1128:GOSUB1124:G
OSUB1136:X=68:GOSUB1134:X=13Ø:Y=
4Ø:GOSUB113Ø:DRAW"BE3BH1ØCØU2ØL4
ØD2ØC1":LINE(135,25)-(165,35),PS
ET,BF:RETURN
1Ø08 PO=16Ø:GOSUB1128:GOSUB1124:
X=63:Y=6Ø:GOSUB1132:X=11Ø:GOSUB1
132:X=22Ø:GOSUB114Ø:RETURN
1Ø1Ø PO=117:GOSUB1128:GOSUB1124:
GOSUB1138:LINE(9Ø,3Ø)-(8Ø,4Ø),PS
ET,BF:X=18Ø:GOSUB1134:RETURN
1Ø12 PO=16Ø:GOSUB1128:GOSUB1124:
X=75:Y=4Ø:GOSUB113Ø:X=135:GOSUB1
134:DRAW"BM75,4Ø;C3;BF5U15R1ØD5R
1ØU5R1ØD15":RETURN
1Ø14 PO=117:GOSUB1128:GOSUB1124:
GOSUB1138:X=22Ø:GOSUB114Ø:X=15Ø:
Y=3Ø:GOSUB1142:DRAW"D15BR5RULDBR
5C3R7NU5NR7D5":RETURN
1Ø16 PO=16Ø:CIRCLE(3Ø,37),18,Ø,2
:DRAW"BM3Ø,37;CØRULDBE15RULDBL2Ø
RULD":GOSUB1124:X=7Ø:Y=6Ø:GOSUB1
```

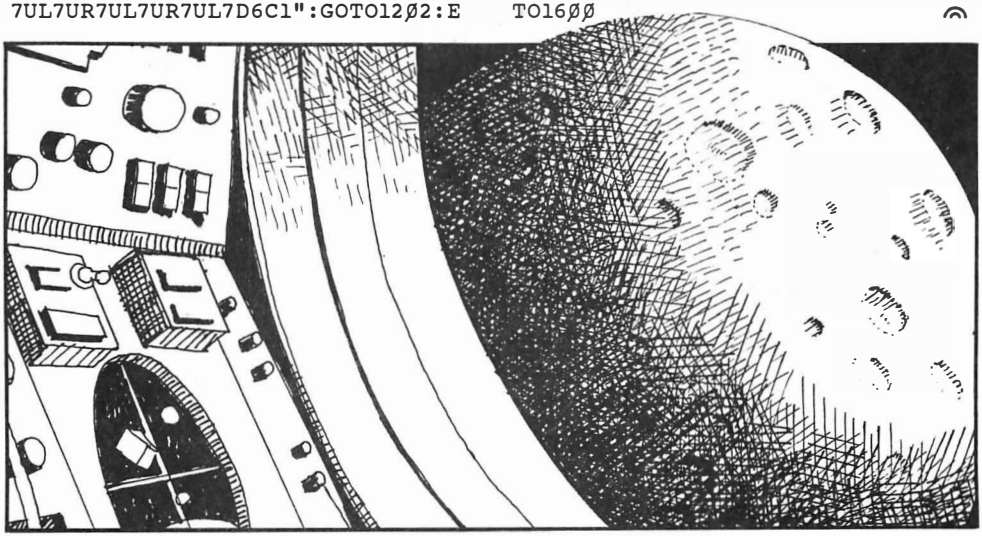
```
132:X=12Ø:GOSUB1134:RETURN
1Ø18 PO=7Ø:S=2:GOSUB1128:GOSUB11
24:X=2Ø:GOSUB114Ø:DRAW"BM11Ø,4Ø;
C3R4ØF1ØND15L6ØND15E1Ø;BM17Ø,55;
H5ND1ØR1ØND1ØF5ND1ØL1ØND1Ø":PAIN
T(115,45),3,3:PAINT(172,53),3,3:
RETURN
1Ø2Ø PO=17Ø:S=2:GOSUB1124:X=6Ø:G
OSUB1134:X=1Ø:GOSUB114Ø:X=23Ø:GO
SUB114Ø:X=78:Y=3Ø:GOSUB1142:X=12
3:GOSUB1142:RETURN
1Ø22 S=3:GOSUB112Ø:GOSUB1126:GOS
UB1158:GOSUB116Ø:X=75:T=1:GOSUB1
134:X=165:T=1:GOSUB1134:LINE(98,
1Ø)-(158,3Ø),PSET,BF:DRAW"BM98,2
Ø;CØF5E1ØR5F1ØE5F5E1ØF1Ø":RETURN
1Ø24 S=2:GOSUB115Ø:X=7Ø:T=1:GOSU
B1134:X=1ØØ:Y=25:GOSUB1142:RETUR
N
1Ø26 GOSUB112Ø:S=2:GOSUB1126:GOS
UB116Ø:X=4Ø:Y=5Ø:GOSUB1164:Y=3Ø:
GOSUB1164:RETURN
1Ø28 GOSUB112Ø:S=2:GOSUB1126:GOS
UB11Ø4:X=6Ø:GOSUB1134:X=14Ø:Y=4Ø
:GOSUB1162:X=215:Y=5Ø:GOSUB1166:
RETURN
1Ø3Ø S=2:GOSUB115Ø:GOSUB1158:X=1
ØØ:GOSUB1134:X=215:Y=5Ø:GOSUB116
6:RETURN
1Ø32 S=2:GOSUB112Ø:GOSUB1126:X=4
Ø:Y=5Ø:GOSUB1164:Y=3Ø:GOSUB1164:
X=215:Y=5Ø:GOSUB1166:Y=3Ø:GOSUB1
166:RETURN
1Ø34 S=2:GOSUB112Ø:GOSUB1Ø96:GOS
UB1152:X=4Ø:Y=5Ø:GOSUB1164:X=9Ø:
Y=4Ø:GOSUB1162:X=11Ø:GOSUB1162:R
ETURN
1Ø36 S=2:GOSUB112Ø:GOSUB1126:X=5
Ø:Y=4Ø:GOSUB1162:X=7Ø:GOSUB1162:
X=2Ø:GOSUB114Ø:X=225:GOSUB114Ø:R
ETURN
1Ø38 S=2:GOSUB112Ø:GOSUB1126:X=5
Ø:T=1:GOSUB1134:X=1ØØ:Y=4Ø:GOSUB
1162:X=215:Y=5Ø:GOSUB1166:RETURN
1Ø4Ø S=3:GOSUB1112:GOSUB1Ø92:GOS
UB1Ø96:GOSUB1152:RETURN
1Ø42 S=3:GOSUB1112:GOSUB1Ø88:GOS
UB1Ø92:GOSUB1152:RETURN
1Ø44 S=3:GOSUB1116:GOSUB1Ø88:GOS
UB11ØØ:GOSUB1152:PAINT(18Ø,2),S,
Ø:GOSUB11Ø8:RETURN
1Ø46 S=3:GOSUB112Ø:GOSUB1Ø96:GOS
UB1152:GOSUB11Ø4:RETURN
1Ø48 S=3:GOSUB1116:GOSUB1Ø88:GOS
UB1Ø96:GOSUB1152:GOSUB11Ø8:RETUR
N
1Ø5Ø S=3:GOSUB112Ø:GOSUB1126:GOS
UB11Ø4:RETURN
1Ø52 S=3:GOSUB1112:GOSUB1Ø92:GOS
UB1Ø96:GOSUB1152:RETURN
1Ø54 S=3:GOSUB1112:GOSUB1Ø88:GOS
UB1152:RETURN
1Ø56 S=2:GOSUB115Ø:GOSUB11Ø4:X=8
Ø:X=153:Y=35:GOSUB113Ø:X=17:GOSU
B114Ø:RETURN
1Ø58 S=2:GOSUB1116:GOSUB1152:X=1
7:GOSUB114Ø:X=225:GOSUB114Ø:X=45
:T=1:GOSUB1134:X=193:T=1:GOSUB11
34:DRAW"CØBU5BL7H23ND22L83ND22G2
3R125":RETURN
1Ø6Ø S=2:GOSUB112Ø:GOSUB11Ø4:GOS
UB1Ø96:GOSUB1152:X=155:X=6Ø:Y=35
:GOSUB113Ø:X=225:GOSUB114Ø:RETUR
N
1Ø62 S=2:GOSUB1116:GOSUB1Ø88:GOS
UB1Ø92:GOSUB11Ø8:GOSUB1152:PAINT
(75,5),2,Ø:RETURN
1Ø64 S=3:GOSUB1116:GOSUB11ØØ:GOS
UB11Ø8:GOSUB1152:PAINT(18Ø,3),3,
Ø:RETURN
1Ø66 S=3:GOSUB112Ø:GOSUB1Ø94:GOS
UB1152:GOSUB11Ø4:RETURN
1Ø68 S=Ø:GOSUB112Ø:S=3:GOSUB1158
:X=16Ø:S=2:GOSUB1134:X=18Ø:GOSUB
1134:RETURN
1Ø7Ø S=2:GOSUB1116:GOSUB1126:X=3
Ø:Y=2Ø:GOSUB1156:X=225:GOSUB1156
:CIRCLE(127,4Ø),4Ø,Ø,.3:DRAW"BM1
25,Ø;C3ND5ØRND5ØRD5Ø":RETURN
1Ø72 S=3:GOSUB1112:GOSUB11ØØ:GOS
UB1152:GOSUB1136:RETURN
1Ø74 S=2:GOSUB112Ø:CIRCLE(127,25
),24,Ø:DRAW"BM127,25;NH15NE15NF1
5G15":GOSUB1126:X=6Ø:GOSUB1168:T
=1:GOSUB116Ø:RETURN
1Ø76 S=2:GOSUB112Ø:CIRCLE(127,25
),24,Ø:DRAW"BM127,25;NH15NE15NF1
5G15":GOSUB1126:X=195:GOSUB1168:
T=1:GOSUB1158:RETURN
1Ø78 S=2:GOSUB112Ø:GOSUB1126:X=4
Ø:Y=5Ø:GOSUB1164:Y=4Ø:FORX=75TO1
85STEP2Ø:GOSUB1162:NEXT:RETURN
1Ø8Ø S=2:GOSUB112Ø:GOSUB1126:GOS
UB1158:CIRCLE(14Ø,25),24,Ø:RETUR
N
1Ø82 S=Ø:GOSUB112Ø:S=3:X=5Ø:GOSU
B1134:X=8Ø:S=2:GOSUB1134:X=11Ø:T
=1:GOSUB1134:RETURN
1Ø84 S=2:GOSUB112Ø:GOSUB1Ø88:GOS
UB11Ø4:GOSUB1126:RETURN
1Ø85 FORI=1TO1ØØ:X=RND(255):Y=RN
D(9Ø):PSET(X,Y):NEXT:RETURN
```

```
1Ø86 'PORTA 1
1Ø88 DRAW"BMØ,1ØØ;C1;E1Ø;CØ;NL1Ø
U9Ø":RETURN
1Ø9Ø 'PORTA 2
1Ø92 DRAW"BMØ,1ØØ;BE5ØNU6ØNG5E2;
C1;E1Ø;CØ;NL1ØU4Ø":RETURN
1Ø94 'PORTA 3
1Ø96 DRAW"BM255,1ØØ;C1;H1Ø;CØ;NR
1ØU9Ø":RETURN
1Ø98 'PORTA 4
11ØØ DRAW"BM255,1ØØ;BH5ØNU6ØNF5H
2;C1;H1Ø;CØ;NR1ØU4Ø":RETURN
11Ø2 'PORTA QUARTO
11Ø4 LINE(117,1Ø)-(137,5Ø),PSET,
BF:DRAW"BM117,25;C1;R2ØBD5L2Ø":R
ETURN
11Ø6 'PORTA CORREDOR
11Ø8 LINE(12Ø,Ø)-(13Ø,2Ø),PSET,B
F:DRAW"BM12Ø,3;C1;R1ØBD3L1Ø":RET
URN
```




```
111Ø 'CORREDOR LONGO
1112 DRAW"BMØ,1ØØ;CØE1ØØ;BM255,1
ØØ;H1ØØ":RETURN
1114 'CORREDOR CURTO
1116 DRAW"BMØ,1ØØ;CØE8ØNU2ØR94NU
2ØF8Ø":RETURN
1118 'ROOM
112Ø DRAW"BMØ,1ØØ;CØE5ØNU5ØR155N
U5ØF5Ø":RETURN
1122 DRAW"BM6Ø,Ø;D55R135U55":CIR
CLE(Ø,55),6Ø,Ø,.48,Ø,.25:CIRCLE(
255,55),6Ø,Ø,.48,.25,.5:RETURN
1124 LINE(PO,1Ø)-(PO+2Ø,55),PSET
,BF:DRAW"BM"+STR$(PO)+",25;C1;R2
ØBD5L2Ø"
1126 PAINT(15,1),S,Ø:PAINT(1ØØ,1
),S,Ø:PAINT(25Ø,1),S,Ø:RETURN'pa
int wheel
1128 CIRCLE(4Ø,33),6,Ø:CIRCLE(1Ø
,4Ø),6,Ø:RETURN'janelinhas
113Ø DRAW"BM"+STR$(X)+","+STR$(Y
)+";C3;G1ØD15R6ØU15H1ØL4Ø":PAINT
(X+5,Y+15),Ø,3:DRAW"C1;BG1ØR6ØBG
3L52D1ØR52U1Ø":RETURN'mesa
1132 DRAW"BM"+STR$(X)+","+STR$(Y
)+";C3;NR4ØU1ØE8U5E2R2ØF2D5F8D1Ø
":PAINT(X+1Ø,Y-5),Ø,3:DRAW"L5U1Ø
NR5H8NR5D5L15U5NL5G8NL5D5NR27D5"
:RETURN'sofa
1134 GOSUB1144:DRAW"BM"+STR$(X)+
",Ø;C"+STR$(R)+";D55FFR3EERFFR3E
EU55":PAINT(X+5,5Ø),P,R:DRAW"C"+
STR$(Q)+";BL9D55":RETURN'tubos
1136 DRAW"BM22Ø,Ø;CØD9ØBR2ØU18NL
2ØU18NL2ØU18NL2ØU18NL2ØU18":RETU
RN'escada
1138 DRAW"BM6Ø,52;C3U7G1ØD14R5ØE
1ØU7L5Ø":PAINT(61,53),Ø,3:DRAW"C
3G1ØR1ØNE1ØR5NE1ØR35NE1ØD7":RETU
RN'cama
114Ø DRAW"BM"+STR$(X)+",Ø;C3;D85
F3R7E3U85":PAINT(X+5,1),3,3:DRAW
"CØL1ØD7Ø":RETURN'tubo
1142 DRAW"BM"+STR$(X)+","+STR$(Y
)+";C3D4ØR4ØU4ØH1ØL2ØG1Ø":PAINT(
X+5,Y+25),Ø,3:DRAW"C1NR4ØBR5BD5R
3ØD3ØL3ØU3Ø":RETURN'armario
1144 IFS=2THENR=3ELSER=2
1146 IFT<>ØTHENP=Ø:Q=1:T=Ø:ELSEP
=R:Q=Ø
1148 RETURN
115Ø GOSUB112Ø:GOSUB1Ø88:GOSUB11
26:RETURN
1152 FORI=2ØTO23ØSTEP7Ø:PAINT(I,
2),S,Ø:NEXT:RETURN
1156 CIRCLE(X,Y),15,3:CIRCLE(X,Y
+3Ø),15,3:CIRCLE(X,Y+6Ø),15,3:FO
R Z=Y TO Y+6Ø STEP3Ø:PAINT(X,Z),
3,3:NEXT:RETURN
1158 GOSUB1144:DRAW"BM2Ø,Ø;C"+ST
R$(R)+"D78R2ØE27U52":PAINT(22,2)
,P,R:DRAW"C"+STR$(Q)+"BL27D78":R
ETURN
116Ø GOSUB1144:DRAW"BM235,Ø;C"+S
TR$(R)+"D78L2ØH27U52":PAINT(233,
2),P,R:DRAW"C"+STR$(Q)+"BR27D78"
:RETURN
1162 DRAW"BM"+STR$(X)+","+STR$(Y
)+"C3D1ØF3R7E3U1ØH3L7G3":PAINT(X
+3,Y+2),3,3:DRAW"CØF2R7E2":RETUR
N
1164 DRAW"BM"+STR$(X)+","+STR$(Y
)+"C3D1ØR2ØE1ØU1ØL2ØG1Ø":PAINT(X
+3,Y+2),Ø,3:DRAW"C1R19NE1ØD1Ø":R
ETURN
1166 DRAW"BM"+STR$(X)+","+STR$(Y
)+"C3D1ØL2ØH1ØU1ØR2ØF1Ø":PAINT(X
```

```
-3,Y+2),Ø,3:DRAW"C1L19NH1ØD1Ø":R
ETURN
1168 CIRCLE(X,4Ø),24,3:PAINT(X+5
,45),Ø,3:CIRCLE(X,35),2Ø,1,.5:PA
INT(X+5,35),1,1:DRAW"BM"+STR$(X)
+",4Ø;CØBL24L1ØU1ØNH3NE3D1ØR1ØBR
48R1ØU1ØNH3E3":RETURN
117Ø GOTO117Ø
118Ø PMODE4:DRAW"BMØ,132;BD15BR4
NR7U15R15G7D15E7U15;BM31,132;BD5
BR9R5G5R5G5"
1182 M$="BR3D14F2E2NU8F2E2NU8F2E
2NU8F2E2U1ØF5R2U2H5":DRAW"BM62,1
32;XM$;BD1ØD7L2ØU7R2;BM93,132;XM
$;BD19ND3L2ØD3"
1184 DRAW"BM124,132;BR14D15F2R2E
2U15BD21ND3L6D3;BM155,132;BR5BD1
2E5RUR5DRF5G5LDL5ULH5BR6F2E2H2G2
"
1186 DRAW"BM186,132;BR15BD12NE1Ø
NH1ØNG1ØF1Ø;BM217,132;BR1ØBD5R1Ø
D15L1ØU15D3BR2R8BD2L8BD2R8":RETU
RN
12ØØ COLOR1:LINE(15Ø,11Ø)-(255,1
3Ø),PSET,BF:I$="":PMODE4:DRAW"BM
15Ø,122;"
12Ø2 V$=INKEY$:IFV$=""THEN12Ø2
12Ø4 V=ASC(V$):IFV=8THENV=92
12Ø5 IFV=13THENPMODE3:RETURN:ELS
EIFV<64ORV>92THEN12Ø2ELSEV=V-64
12Ø6 IF V=28 AND LEN(I$)>ØTHENI$
=LEFT$(I$,LEN(I$)-1):DRAW"CØL8UR
7UL7UR7UL7UR7UL7D6C1":GOTO12Ø2:E
LSEIFV=28THEN12Ø2
12Ø8 DRAW"C1;XK$(V);":I$=I$+V$:G
OTO12Ø2
1299 DRAW"BM"+STR$(3Ø+15*B)+",8Ø
;"
14ØØ FORI=1TO5ØØ:NEXT
14Ø5 F$="CODE:PLEASE ENTER FOUR
LETTERS":GOSUB999
14Ø7 GOSUB12ØØ:IFI$="VJON"THENPL
AY"T2CABCAB":F$="THE SHIP IS NOW
 GOING TO EARTH":FC=1:GOTO3
14Ø8 X=RND(3):IFX>2THENF$="SELF
DESTRUCTION ACTIVATED":GOSUB999:
GOTO1ØØØØ
141Ø F$="XAL STARTS TO SING":GOS
UB999:FORI=1TO5ØØ:NEXT:GOTO14Ø5
15ØØ DRAW"BM35,6Ø;C2S8D2ØBR5NR15
U2ØR15BR5D2ØR15U2ØNL15BR5ND2ØF2Ø
U2ØBR5ND2ØBR5ND2ØR15D1ØNL15D1ØS4
":RETURN
152Ø DRAW"BM8,13Ø":F$="BY CARLOS
 EDUARDO PENNA M ROCHA":GOSUB95Ø
153Ø FORI=1TO2ØØØ:NEXT:RETURN
16ØØ DRAW"BM3,18Ø;":F$="PRESS :E
NTER: TO PLAY AGAIN":GOSUB95Ø:DR
AW"BM3,19Ø;":F$="OR ANY OTHER KE
Y TO QUIT":GOSUB95Ø
161Ø A$=INKEY$:IFA$=""THEN161Ø
1611 IFASC(A$)=13THENRUNELSEPOKE
65494,Ø:END
1ØØØØ FORI=1TO1Ø:SOUNDI,1:NEXT:F
ORI=1ØTO1STEP-1:SOUNDI,1:NEXT:GO
TO16ØØ
```



FUN HOUSE
KEEP OUT
FUN HOUSE

The Escape of Embroilment

Program by Jon Blow

If you've been successful suppressing the aggressive hostilities of the abundant variety of pesty critters in the previous Adventures, you probably feel you're ready to face the ultimate challenge. If so, let's hope your intuition serves you well because you may have finally met your match.

Enter the funhouse called Embroilment where your survival skills will be put to an exorbitant test of endurance. Since the unusual old building was abandoned years ago, its initial appearance may not be aesthetically overwhelming. But the funhouse's exterior is not the characteristic that is intended to captivate your interest. On the other hand, a startling sensation is stimulated as you walk through the front door and into its first room.

Your primary objective, besides surviving, of course, is to find your way from one end to the other and escape by finding the one and only exit. However, doing so will require extensive exploration since, like most funhouses, the place

has a wide assortment of distinguishably unique locations.

You're certain to approach insanity as you fumble through the rooms of mirrors, and revolving rooms will have your head spinning to find a way out. Outrageous danger lurks inside some quarters while others will relieve a little of the tension by providing some fun and games. But the amusement is only temporary, as it's back to traveling the narrow passages and spooky staircases, uncertain of what awaits you around the corner. But don't hesitate. Your journey must encompass each and every room if you are ever to depart the funhouse.

Of course, the excitement really starts to mount as Embroilment's ghosts begin to appear. There are many lurking in the old funhouse, each bearing a personality and characteristics all its own. You will encounter ghosts that will steal and hide your most valuable possessions. On the other hand, some appear to be rather generous and will leave you presents. But beware of such gifts since deceit is a common characteristic among them all. To overcome the threat of the exhausting spirits, you will have to learn their true colors and only experience can assist you.

Perhaps the most annoying trait of all the ghouls is their ability to slime you. This is not at all a pleasant experience and the constant threat of it will soon have you afraid to turn the next corner. Obviously, the termination of every one of these horrid fiends is essential, if you are ever to depart the funhouse.

So, not to leave you defenseless in your mission, you have been equipped with an official Super Ammo Ghostblaster, the deluxe five-setting model, which includes a setting for every type of ghost in existence. A power disk, power orb and power pack — all beneficial ammunition — are also at your disposal.

If you are lucky enough to survive the treacherous funhouse and escape alive, your success will be determined by the score you are able to accumulate. Points will be received for eliminating the ghosts that dwell within. Needless to say, without this accomplishment you are destined to remain within the confines of Embroilment indefinitely.

Additional points can be racked up in the Comterm Six gameroom. If able to locate it, you'll find three video games: Ralfo Chess, Shark Attack and Global Thermonuclear War that will all be prepared to match your wits.

To play Thermonuclear War, use the four arrow keys to blow holes in the force field and destroy the enemy outposts ($). You have five missiles, which start at the bottom of the screen and accelerate on the way up.

In Shark Attack, you are the tenderheart (t) in a pool of sharks (s). Use the four arrow keys to ram the sharks into the buoys (*). Beware — the pace gets

faster as the game progresses.

Sorry, but you'll have to figure out how to defeat Ralfo Chess on your own.

Now don't say you weren't warned about Embroilment, but I hope you haven't been chased away either. Go ahead, take the challenge. You'll find that the excitement will eventually outweigh the risks.

The *Escape of Embroilment* consists of 34 different locations and includes a vocabulary of approximately 64 words. A word parser is used for added speed and versatility during game play.

Travel is executed using the single-key directional commands of N (North), S (South), E (East), W (West), U (Up) and D (Down). The standard two-word commands (a verb followed by a noun) are accepted and may be abbreviated by typing only the first four letters of the verb and noun (e.g., SHOO GHOS may be used instead of SHOOT GHOST), which allows clever commands to be invented, such as DROPE (DROP ROPE). An available list of verbs may be displayed at any time by typing VERB.

Multiple commands may also be input. Commas or colons must be used to separate commands (e.g., DROPROPE,S:LOOK). Spaces may be used, but are not required.

To play *The Escape of Embroilment*, load and run ESC BOOT. After the accompanying music is played, ESC MAIN will automatically be loaded from cassette. At the OK prompt, type RUN and the Adventure will begin.

Due to memory limitations, the program will not run with the disk controller plugged in during game play.

Note: In some instances the room descriptions may scroll off the screen too fast to read. If this occurs, type L, *for LOOK at room description, and immediately press the* SHIFT *and* @ *keys simultaneously. By doing so, the text will pause until* ENTER *is pressed, which will then display the remainder of the text.*

Jon Blow has been using computers for six years and has written several other Adventure games. Questions or comments may be addressed to him at 14925 Satanas Street, San Diego, CA 92129. Please enclose an SASE when requesting a reply.

ESC BOOT 32K ECB

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Ø ''' THE ESCAPE OF EMBROILMENT
1 ''' BY JOHNOTHAN BLOW
2 ''' COMPLETED MAY 2Ø, 1985
3 ''' FOR RAINBOW ADVENTURES
4 ''' ADDRESS:
5 ''' 14925 SATANAS STREET
6 ''' SAN DIEGO, CALIFORNIA
7 ''' 92129  (619) 672-Ø152
1Ø CLEAR 2ØØ,32544
2Ø SS=32Ø
3Ø CLS:ST=32544
4Ø FORX=ST TO ST+191
5Ø READ D
6Ø POKE X,D
7Ø NEXT
8Ø DATA 52,54,141,26,48,141,Ø,4Ø
,188,1
9Ø DATA 1Ø4,39,14,16,19Ø,1,1Ø4,1
91,1,1Ø4
1ØØ DATA 48,141,Ø,61,16,175,132,
53,54,57
11Ø DATA 16,142,2,Ø,142,4,Ø,159,
136,134
12Ø DATA 32,167,128,49,63,38,25Ø
,57,52,52
13Ø DATA 246,1,84,193,191,39,38,
158,136,129
14Ø DATA 8,39,41,129,13,39,87,12
9,64,37
15Ø DATA 16,129,96,37,42,14Ø,6,Ø
,38,2
16Ø DATA 141,47,53,52,126,17,17,
167,128,159
17Ø DATA 136,134,1Ø,32,236,174,1
41,255,242,191
18Ø DATA 1,1Ø4,32,227,16,142,32,
32,16,175
19Ø DATA 13Ø,159,136,134,1Ø,32,2
21,128,64,16
2ØØ DATA 142,1,1,49,63,38,252,32
,214,142
21Ø DATA 4,Ø,23Ø,136,32,231,128,
14Ø,5,224
22Ø DATA 38,246,159,136,198,32,2
31,128,14Ø,6
23Ø DATA Ø,38,249,57,15Ø,137,129
,32,37,4
24Ø DATA 128,32,32,248,198,32,23
1,128,14Ø,6
25Ø DATA Ø,38,4,141,21Ø,32,7,76,
129,32
26Ø DATA 38,238,159,136,53,52,19
8,1,134,1Ø
27Ø DATA 32,148
28Ø M=FIX(SS/256):M1=SS-M*256:M=
M+4:POKE32544+13Ø,M:POKE32544+13
1,M1
29Ø GOTO 34Ø
3ØØ PLAY"T4L8BCL4DDDL8GGL4AGF#EL
1D;;;;;;L2DP4L8BCL4DDDGCBAGL1A;;
;L2.AP4P4L4BBEL2.GL8FGL2AEL1F;;;
P2L4EGL4.CL8BL4.AL8GL1GL2.GP4
31Ø PLAY"P4L4DDL8DDL4DL8ECL2CP4L
8DDL4DL8DG;;;L1GP4L8GGL4GL8FGL4A
L8GEL2E;;;P4L8EEL4FL8GAL1A;;;P4L
4DDL8DDL4DL8ECL2CP4L4DDL8DGL1G
32Ø PLAY"P4L8GGL4GL8FGL4AL8GL8EE
L8GL4G;;;P4L8EEL4FL8GL1A
33Ø RETURN
34Ø CLS:A$=STRING$(32,159):FORX=
1TO15:PRINTA$;:FORY=1TO5Ø:NEXT:N
EXT
35Ø PRINT@Ø,"";:FOR X=1 TO 15:FO
RY=1TO3Ø:NEXT
36Ø B$=""
37Ø IF X=3 THEN B$="   THE ESCAP
E OF EMBROILMENT!"
38Ø IF X=5 THEN B$="BY:    JOHNO
THAN DAVID BLOW"
39Ø IF X=7 THEN B$=STRING$(11,32
)+"WATCH OUT!!"
4ØØ IF X=13 THEN B$="WITH THANKS
 TO RAY GAUVREAU FOR"
41Ø IF X=14 THEN B$=STRING$(11,3
2)+"!REVFIELD!"
42Ø PRINTB$:NEXT:GOSUB3ØØ
43Ø CLS:PRINT"LOAD 'ESC MAIN' AN
D RUN IT.":POKE 25,6:NEW
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ESC MAIN 32K ECB

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Ø CLEAR4ØØ:EXEC32544:PRINT"WOULD
 YOU LIKE ME TO:":PRINT:PRINT:PR
INT"  [A] WAIT FOR YOU TO PRESS
A          KEY TO ERASE MESSAGES"
,"  [B] FLASH MESSAGES FOR","
   A TIMED INTERVAL"
1 A$=INKEY$:IFA$<"A"ORA$>"B"THEN
1ELSEIFA$="B"THENMF=1
2 NG=11:L=1:NS=Ø:GS=1:NO=25:PG=-
1:NC=32:NL=34:DIMLO$(NO),O$(NO),
O(NO),G$(NG),G(NG),C$(NC),C(NC),
L$(NL),D(6,NL),GS(NG):FORX=1TO5
3 GS(X)=RND(5):FORY=ØTOX-1:IFGS(
X)=GS(Y) THEN 3 ELSE NEXT
4 NEXT:FORX=1TO5:GS(X+5)=GS(X):N
EXT:FORX=1TONL:READL$(X),D(1,X),
D(2,X),D(3,X),D(4,X),D(5,X),D(6,
X):NEXT:FORX=1TONC:READC$(X),C(X
):NEXT:FORX=1TONO:READLO$(X),O$(
X),O(X):IF O(X)=-1 THEN O(X)=RND
(1Ø)
5 NEXT:FORX=1TONG:READ G$(X),G(X
):IFG(X)=-1THENG(X)=RND(NL)
6 NEXT:FORX=1TO8:READRM$(X):NEXT
:D$(1)="NORTH":D$(2)="SOUTH":D$(
3)="EAST":D$(4)="WEST":SS=32Ø:GO
SUB316:EXEC32544
7 IFL=34THEN346ELSEPRINT@Ø:FORX=
1TO1Ø:PRINT:NEXT:IF BD=1 THEN PR
INT"I CAN'T SEE!":GOTO19 ELSE PR
INT"I AM "L$(L):GOSUB314:ZZ=RND(
4):PRINT"I CAN SEE:"
8 XX=Ø:FORX=1TONO:IFO(X)=L ANDLO
$(X)<>"*"THENPRINTLO$(X)".":XX=X
X+1
9 NEXT:GOSUB314:FORX=1TONG:IFG(X
)=L THENPRINT"A "G$(X)".":XX=XX+
1
1Ø NEXT:IFXX=ØTHENPRINT"NOTHING
ELSE OF INTEREST."
11 IF RND(1ØØ)=1 THEN PRINT"I FE
EL LIKE SOMEBODY IS CON-    TROL
LING MY EVERY MOVE!" ELSE IF RND
(2ØØ)=1 THEN PRINT"IS THAT TYPIN
G I HEAR?"ELSE IF RND(25Ø)=1 THE
N PRINT"MY FEET ARE GETTING SORE
!"
12 IF RND(3ØØ)=1 THEN PRINT"THIS
 IS GETTING ROUGH.  I THINK I'LL
 TAKE A BREAK.  HEY-- YOU   DON'
T HAPPEN TO HAVE 'ALICE IN  WOND
ERLAND', DO YOU?"
13 GOSUB314:IF L=2Ø AND GM(1)=ØT
HEN PRINT"I HEAR A GRINDING NOIS
E, AND THELADDER HAS NOW DISAPPE
ARED!"
14 IF L=2Ø AND GM(2)=Ø THEN PRIN
T"THE PASSAGE TO THE SOUTH IS","
BLOCKED!"
15 IF ABS(L-8)<3 THEN PRINT"I HE
AR A STRANGE GRINDING NOISE.";
16 D(3,8)=D(3,8)+1:IFD(3,8)>12 T
HEN D(3,8)=7
17 FORX=1TO4:IFD(X,L)=8 ANDD(3,8
)<>L THENPRINT"THE PASSAGE TO TH
E "D$(X);,"IS BLOCKED!":SOUND15Ø
,1
18 NEXT:GOSUB81
19 OJ=Ø:CN=Ø:PRINT@48Ø,"";:LINEI
NPUTA$:IFA$=""THEN19
2Ø IF A$="N"THENA$="NORT"ELSEIFA
$="S"THENA$="SOUT"ELSEIFA$="E"TH
ENA$="EAST"ELSEIFA$="W"THENA$="W
EST"ELSEIFA$="U"THENA$="UP"ELSEI
FA$="D"THENA$="DOWN"
21 IF A$="ST"THEN A$="STAY"ELSEI
FA$="WT"THENA$="WAIT"ELSEIFA$="L
"THENA$="LOOK"ELSEIFA$="I"THENA$
="INVE"
22 GOSUB73:ON NN GOSUB 63,14Ø,2Ø
3,3Ø1,3Ø6,127,286,94,1Ø4,116,122
,198,131,142,144,2Ø4,298,334,335
,336,338:MV=MV+1
23 IF C$<>"" THEN GOSUB88
24 IF T1>Ø THEN T1=T1-1:IFT1=ØTH
ENL=1Ø:GOSUB169:CN=Ø
25 IF CN<7 THEN 7
26 GOTO 16
27 DATA"IN A SMALL, DAMP ROOM.
   THERE IS AN EXIT TO THE EAST.
",Ø,Ø,2,Ø,Ø,Ø,"IN A DUSTY, DAMP,
 ROUND    ROOM.  THERE ARE EXITS
 TO THE   WEST AND SOUTH.",Ø,3,Ø
,1,Ø,Ø
28 DATA"IN A NEAT, TIDY ROOM.
   THERE ARE EXITS TO THE NORTH
   AND SOUTH.",2,4,Ø,Ø,Ø,Ø,"IN A
 DUSTY, COBWEBBED HALL.THERE ARE
 EXITS TO THE NORTH ANDSOUTH.  T
HE SOUTH EXIT SEEMS TO BE BLOCKE
D BY SOME SORT OF      ELECTRICA
L FIELD.",3,4,Ø,Ø,Ø,Ø
29 DATAIN ANOTHER NEAT AND TIDY
ROOM.  THERE ARE NEAT AND TIDY E
XITS TO THE NORTH AND EAST.,4,Ø,
6,Ø,Ø,Ø
3Ø DATA"IN A MISTY, CREEPY ROOM.
   PAINTINGS AND MURALS ARE SET
IM-TO THE WALL.  THERE IS AN EXI
T  TO THE WEST, AND A STAIRWAY E
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ASTGOING UP.",Ø,Ø,7,5,7,Ø
31 DATA"IN A ROOM ATOP A SMALL
   STAIRCASE.  THERE IS A PASSAG
E  TO THE EAST, AND A STAIRCASE
   LEADING DOWN TO THE WEST.",Ø,
Ø,8,6,Ø,6
32 DATA"IN A LARGE, ROUND ROOM.
   THERE IS ONLY ONE OPENING --
   TO THE EAST.",Ø,Ø,Ø,Ø,Ø,Ø
33 DATA"IN A ROOM NOT LARGER THA
N  5 FT. BY 5 FT..  THERE IS A
   DOORWAY TO THE EAST, AND AN U
P- WARD STAIRCASE CARVED INTO TH
E  WEST WALL.",Ø,Ø,8,14,14,Ø
34 DATA IN A SMALL ROOM.  THERE
IS A CURIOUS SORT OF SLOT MACHIN
E  EMBEDDED INTO THE NORTH WALL.
   IT HAS A CURIOUS LEVER WHICH
   SAYS 'PULL ME.'  THE ONLY EXI
T  IS TO THE SOUTH.,Ø,8,Ø,Ø,Ø,Ø
35 DATA"IN A CRUDE ROOM CARVED O
UT OF BEDROCK.  THERE IS A CRAWL
WAYTO THE NORTH, AND ANOTHER EXI
T  TO THE WEST.",13,Ø,Ø,8,Ø,Ø
36 DATA"IN A SMALL, RECTANGULAR
   ROOM, WHICH SEEMS TO HAVE AT
   ONCE BEEN A LIBRARY.  THERE I
S  ONLY ONE EXIT- TO THE WEST.",
Ø,Ø,Ø,8,Ø,Ø
37 DATA"IN A CRUDELY CARVED ROOM
.  THERE IS AN EXIT TO THE SOUTH
,  AND A SMALL WELL DESCENDS HER
E. A THIN MIST DRIFTS FROM THE
   WELL.",Ø,11,Ø,Ø,Ø,Ø
38 DATA"IN A SMALL, ROUND ROOM
   ATOP A STAIRCASE.  THE STAIRC
ASETO THE WEST LEADS DOWNWARD, A
ND THERE IS A NARROW PASSAGE TO
THEEAST.",Ø,Ø,15,9,Ø,9,"IN A SMA
LL INTERSECTION.  PASSAGES LEAD
 EAST, WEST, AND  SOUTH.",Ø,16,
19,14,Ø,Ø
39 DATA"AT THE WEST END OF A LAR
GE PIT. IT STRETCHES ABOUT HALFW
AY ACROSS THIS LARGE ROOM, AND
   THERE IS NO WAY AROUND IT.  A
N  EXIT LEADS WEST.",Ø,Ø,Ø,15,Ø,
Ø
4Ø DATA"AT THE EAST END OF A LAR
GE PIT. AN EXIT LEADS EAST.",Ø,Ø
,18,Ø,Ø,Ø
41 DATA"IN A SMALL, ROUND ROOM.
   THERE IS AN EXIT TO THE WEST,
   AND A LADDER ATTATCHED TO A H
OLEIN THE CEILING.  IT'S SPOOKY
UP THERE!",Ø,Ø,Ø,17,2Ø,Ø
42 DATA IN A SMALL ROOM WITH MAN
Y  CIRCLES ON THE FLOOR.  MY GUE
SS IS THAT THIS IS SOME SORT OF
   GAME ROOM.  THERE IS AN EXIT
TO THE WEST.",Ø,Ø,Ø,15,Ø,Ø
43 DATA"IN A SMALL, ROUND ROOM,
   WITH A COMPUTER TERMINAL AT-
   TATCHED TO THE EASTERN WALL.
   THERE IS A HALLWAY TO THE SOU
TH,AND A LADDER LEADING DOWNWARD
.",Ø,Ø,Ø,Ø,Ø,Ø,Ø
44 DATA"IN A SMALL, SQUARE ROOM.
   THERE ARE HALLWAYS BOTH TO TH
E  NORTH AND SOUTH.",2Ø,29,Ø,Ø,Ø
,Ø
45 DATA"IN A SMALL ROOM, WITH AN
   'X' ON THE FLOOR.  THERE IS A
   HALLWAY TO THE NORTH.",23,Ø,Ø
,Ø,Ø,Ø,"IN THE HALLWAY.  THE HAL
L  TURNS WESTWARD HERE, AND GOES
   BACK SOUTH.",Ø,22,Ø,24,Ø,Ø
46 DATA"IN A SMALL, PLAIN ROOM.
   THERE IS AN ELECTRICAL WALL O
UT-LET HERE, WHICH LOOKS OPER-
   ATIONAL.  THERE IS A HALLWAY
TO THE EAST, AND ANOTHER WEST.",
Ø,Ø,23,25,Ø,Ø,"IN A VERY PLAIN R
OOM. HALLS EXIT EAST AND NORTH."
,26,Ø,24,Ø,Ø,Ø
47 DATA"AT A CURVATURE IN THE HA
LL.THE HALL RUNS EAST AND SOUTH
   HERE.",Ø,25,27,Ø,Ø,Ø,"IN A SM
ALLBARE ROOM.  THEREARE EXITS EA
ST AND WEST.",Ø,Ø,28,26,Ø,Ø
48 DATA"IN A SMALL ROOM.  THERE
IS AN EXIT TO THE WEST, AND A LA
RGESLAB OF METAL ON THE EAST WAL
L.  IT LOOKS LIKE A DOOR YOU WOUL
D  SEE ON A VAULT.",Ø,Ø,Ø,27,Ø,Ø
49 DATA"IN A SMALL, THREE-WAY
   JUNCTION.  THERE ARE PASSAGES
   NORTH, SOUTH, AND WEST.  THE
   FLOOR HERE IS WET.",21,3Ø,Ø,3
2,Ø,Ø
5Ø DATA"IN A CURVED SECTION OF
   HALLWAY.  THE HALLWAY CURVES
   EASTWARD HERE, AND ALSO GOES
   NORTH.  HERE, THE FLOOR IS DA
MP.",29,Ø,31,Ø,Ø,Ø
51 DATA"IN A TOTALLY PLAIN, WHIT
E  ROOM, EXCEPT FOR A SAFE IN TH
E  EAST WALL.  THERE IS AN EXIT
   WESTWARD.",Ø,Ø,Ø,3Ø,Ø,Ø
52 DATA"IN A DAMP, GRAY ROOM, WI
TH AN EXIT TO THE EAST.  THE ROO
M  IS OTHERWISE PLAIN, EXCEPT FO
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R  A FULL-LENGTH MIRROR ON THE W
ESTWALL.",Ø,Ø,29,Ø,Ø,Ø
53 DATA"IN A ROOM AT THE END OF
   THE HALL.  THE DOOR TO THE EA
ST IS WIDE OPEN, AND THROUGH IT
   YOU CAN SEE SUNLIGHT!",Ø,Ø,34
,27,Ø,Ø
54 DATA"OUTSIDE.",Ø,Ø,Ø,Ø,Ø,Ø,Ø
55 DATA NORTH,1,SOUTH,1,EAST,1,W
EST,1,UP,1,DOWN,1,SCORE,2,STAY,3
,WAIT,3,ZAP,8,SHOOT,8,SET,9,GET,
1Ø,TAKE,1Ø,DROP,11
56 DATA INVENTORY,6,INSERT,12,PR
ESS,13,PUSH,13,BREAK,14,PULL,15,
USE,16,READ,7,LOOK,7,EXAM,7,PLUG
,17,VERB,4,HELP,5,WEAR,18,REMOVE
,19,SAVE,2Ø,LOAD,21
57 DATA MY SUPER-AMMO GHOST-BLAS
TER,GUN,1ØØØ,A SMALL DISK,DISK,3
,A SMALL METALLIC ORB,ORB,1ØØ1,M
Y GUN'S POWER PACK,PACK,Ø,"AN OL
D, BROWN, AND LONG ROPE",ROPE,Ø
58 DATA A REGGIE JACKSON BASEBAL
L CARD,CARD,1ØØØ,A NOTE LEFT FOR
 ME,NOTE,1,A GLOB OF ECTOPLASMIC
 SLIME,SLIM,-1,A PAIR OF SUNGLAS
SES,GLAS,5
59 DATA *,BLUE,Ø,*,GREE,Ø,*,WHIT
,Ø,*,YELL,Ø,*,RED,Ø,*,GHOS,Ø,*,A
LL,Ø,A SMALL BOX WITH A SWITCH
     ATTATCHED,BOX,1ØØ2,*,SWIT,Ø
,*,SAFE,31,*,LEVE,1Ø,*,SPUD,Ø,*,
COMP,2Ø,*,BUTT,Ø,*,MIRR,32,*,SLA
B,28
6Ø DATAFAT BLUE GHOST,-1,STUPID-
LOOKING GREEN GHOST,2,SMART-LOOK
ING WHITE GHOST,-1,SMALL YELLOW
GHOST,-1,TALL RED GHOST,-1,TALL
BLUE GHOST,-1,SMALL GREEN GHOST,
-1,STUPID-LOOKING WHITE GHOST,-1
,FAT YELLOW GHOST,-1,SMART-LOOKI
NG RED GHOST,-1
61 DATA VERY UGLY LITTLE SPUD,14
62 DATA OUCH!,CAN'T YOU READ?,BU
MP!,SMASH!,"IF THIS KEEPS UP, I'
M GOING TO  NEED A FACELIFT!",I
HATE BUMPING INTO WALLS!,I SURE
MUST BE CLUMSY!,THESE WALLS ARE
JUMPING OUT      AND HITTING ME!
63 IF D(CN,L)=8 AND D(3,8)<>L TH
EN PRINT"THAT PASSAGE IS BLOCKED
!":GOSUB88:GOSUB68:RETURN
64 REM DIRECTIONS
65 IF L=4 AND CN=2 AND D(2,4)=4T
HEN C$="EVERY TIME I TOUCH THE F
IELD,   A BRIGHT FLASH KNOCKS ME
 AWAY!":RETURN
66 IF D(CN,L)<>Ø THEN L=D(CN,L)
ELSE GOSUB 68
67 RETURN
68 RM=RND(8):PRINTRM$(RM):BT=BT+
1:A$=""
69 IF BT=3 THEN PRINT"stop slamm
ing me into things!" ELSE IF BT=
5 THEN PRINT"i'll make you pay t
he doctor    bill!"
7Ø IF BT=7 THEN PRINT"i can't ta
ke it anymore!!!"
71 IF BT=8 THEN EXEC32544:PRINT"
i have been slammed around so
much, i can't... i feel........"
,," where am i?":L=RND(L)
72 CN=7:RETURN
73 FOR X=1 TO NC:IFINSTR(A$,LEFT
$(C$(X),4))=Ø THEN NEXT
74 IF X=NC+1 THEN GOSUB 79:RETUR
N
75 CN=X:NN=C(CN):IFC(CN)<7THENRE
TURN
76 OJ=Ø:FORX=1TONO:IFINSTR(A$,O$
(X))=ØTHENNEXT
77 IF X=NO+1 THEN GOSUB8Ø:CN=NC+
1:RETURN
78 OJ=X:RETURN
79 PRINT"I DON'T UNDERSTAND THAT
 VERB.":RETURN
8Ø IF C(CN)=7 THEN OJ=Ø:RETURN E
LSEPRINT"I DON'T UNDERSTAND THAT
 OBJECT.":RETURN
81 FOR X=1TONG:IFG(X)=ØTHENNEXT
82 IF RND(12-X)=1 AND G(X)<>L TH
EN GOSUB 1Ø8 ELSE 84
83 IF G(X)=L THEN C$="A "+G$(X)+
"@JUST ENTERED THE ROOM.":GOSUB8
8
84 IF G(X)<>L THEN 87
85 IF RND(NG-X)<2 THEN C$="THE "
+G$(X)+"@SLIMED ME!!!":GOSUB88:G
OSUB2Ø6
86 IF RND(13-X)=1 THEN C$="THE "
+G$(X)+"@JUST LEFT THE ROOM.":GO
SUB1Ø8:GOSUB88
87 NEXT:RETURN
88 IFPEEK(1Ø24+448)<>32THEN PRIN
T:GOTO88 ELSEPRINT@448,"";:FORY=
1 TO LEN(C$):D$=MID$(C$,Y,1):IF
D$="@"THEN PRINT, ELSE PRINT D$;
89 NEXT:IFMF=1THENFORY=1TO9ØØ:NE
XT:GOTO91
9Ø A$=INKEY$:IFA$=""THEN9Ø
91 PRINT@448:PRINT@48Ø,STRING$(3
1,32);:PRINT@48Ø,"";
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92 C$="":RETURN
93 RETURN
94 IF NS=Ø THEN PRINT"MY PISTOL
HAS NO POWER LEFT!":RETURN
95 IF OJ=Ø THEN RETURN
96 IF OJ=16 THEN PRINT"THAT WOUL
D WASTE ALL OF THE PIS-TOL'S ENE
RGY!"
97 IF OJ=15 THEN PRINT"WHICH ONE
?":RETURN
98 IF OJ<1Ø OR OJ>16 THEN GOSUB
191:PRINT"SHOOTING IT HAS NO EFF
ECT.":NS=NS-1:RETURN
99 OO=OJ-9
1ØØ IF G(OO)<>L THEN OO=OO+5:IF
OO>NG THEN OO=OO-5
1Ø1 IF G(OO)<>L THEN PRINT"HE'S
NOT HERE!!!":RETURN
1Ø2 NS=NS-1:GOSUB191:IF GS=GS(OO
) THEN GOSUB193:GOSUB112:RETURN
1Ø3 GOSUB188:RETURN
1Ø4 PRINT"MY GUN IS SET TO";GS:L
INEINPUT"SET IT TO:";A$
1Ø5 IF A$<"1" OR A$>"5" THEN PRI
NT"MY GUN CAN ONLY BE SET FROM O
NE TO FIVE.":RETURN
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1Ø6 GS=VAL(A$):RETURN
1Ø7 REM GHOST MOVEMENT
1Ø8 IFRND(2)=1THENY=1ELSEY=-1
1Ø9 G(X)=G(X)+Y:IF G(X)<1 OR G(X
)>NL THEN Y=-(Y*2):GOTO1Ø9
11Ø IF G(11)<14 OR G(11)>18 THEN
 Y=-(Y*2):G(11)=G(11)+Y
111 RETURN
112 G(OO)=Ø
113 B=RND(5):IF B=1 THEN PRINT"Z
APPIN' MAKES ME FEEL GOOD!" ELSE
 IF B=2 THEN PRINT"THE GHOST IS
INSTANTLY","INCINERATED."ELSEIFB
=3 THEN PRINT"BYE, TWIRP!"ELSEIF
B=4THENPRINT"GHOSTZAPPER!"ELSEIF
B=5THEN PRINT"I AIN'T FRAID OF N
O GHOSTS!"
114 SC=SC+1Ø:FORY=1TO NO:IFO(Y)=
1ØØØ+OO THEN C$="AS THE GHOST DI
SAPPEARS, IT     DROPS SOMETHING
...":O(Y)=L
115 NEXT:RETURN
116 IF OJ=16 THEN 12Ø
117 IF O(OJ)<>L THEN PRINT"I CAN
'T GET THAT!":RETURN
118 O(OJ)=1ØØØ:PRINT"TAKEN."
119 RETURN
12Ø FOR X=1TONO:IF O(X)=L AND LO
$(X)<>"*"THEN O(X)=1ØØØ
121 NEXT:PRINT"OK.":RETURN
122 IF OJ=16 THEN 125
123 IF O(OJ)<>1ØØØ THEN PRINT"I
DON'T HAVE IT!":RETURN
124 O(OJ)=L:PRINT"DROPPED.":RETU
RN
125 FOR X=1 TO NO:IF O(X)=1ØØØ T
HEN O(X)=L
126 NEXT:PRINT"OK.":RETURN
127 SS=Ø:GOSUB316:Y=Ø:EXEC32544:
PRINT"I AM CARRYING THE FOLLOWIN
G:":PRINT:FORX=1TONO:IFO(X)=1ØØØ
THENPRINTLO$(X):Y=Y+1
128 NEXT:IF O(9)=3ØØØ THEN PRINT
"I AM WEARING THE GLASSES.":Y=1
129 IF Y=Ø THEN PRINT"NOTHING."
13Ø A$=INKEY$:IFA$=""THEN13ØELSE
 SS=32Ø:GOSUB316:RETURN
131 IF OJ<>18 AND OJ<>23 THEN PR
INT"I DON'T KNOW HOW TO PUSH THA
T.":RETURN
132 IF O(17)<>1ØØØ AND OJ=18 THE
N PRINT"I DON'T HAVE IT!":RETURN
133 IF OJ=18 AND O(17)=1ØØØ AND
L=4THEN PRINT"THE BOX DISAPPEARS
 IN A BRIGHT  FLASH, KNOCKING ME
 TO THE FLOOR!":D(2,4)=5:L$(4)=L
EFT$(L$(4),65):O(17)=Ø:RETURN EL
SE IF OJ=18 AND O(17)=1ØØØ THEN
PRINT"NOTHING HAPPENS.":RETURN
134 IF L<>31 THEN PRINT"I DON'T
SEE IT HERE.":RETURN ELSE IF L=3
1 AND SM=1 AND OJ=23 THEN PRINT"
WHICH ONE?":INPUTA$:IFINSTR(A$,"
DON'T")<>Ø THEN BP=1 ELSE IF INS
TR(A$,"PANIC")<>Ø THEN BP=2 ELSE
 134
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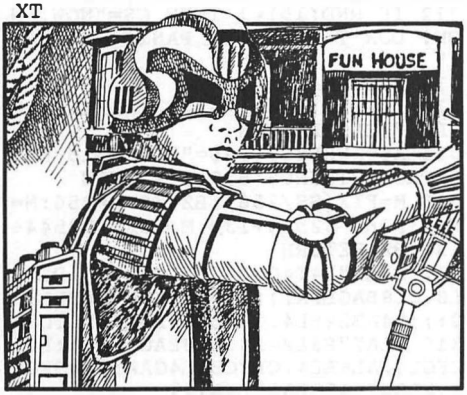
136 PRINT"OK.":IF BP=1 AND SG=ØT
HEN PRINT"THE GLASSES HAVE GONE
DARK!  I  CAN'T SEE!":BD=1:PD=1
137 IF BP=1 THEN D(3,27)=33
138 IF BP=2 THEN PD=Ø:IF BD=1 AN
D SG=Ø THEN BD=Ø:PRINT"I CAN SEE
 NOW.":D(3,27)=28
139 RETURN
14Ø PRINT"I HAVE SCORED"+STR$(SC
)+" POINTS":PRINT"IN"+STR$(MV)+"
 MOVES.
141 RETURN
142 PRINT"I CAN'T BREAK THAT!":R
ETURN
143 RETURN
144 IF L=1Ø THEN 147
145 PRINT"I DON'T KNOW HOW TO PU
LL THAT."
146 RETURN
147 S$(1)="E":S$(2)="T":S$(3)="R
":S$(4)="P"
148 EXEC32544
149 FOR C=1TO4
15Ø IF S(C)=2 AND C<4 THEN NEXT
ELSE IF S(C)=2 AND C=4 THEN 158
151 FOR Z=1 TO 3
152 Y=RND(3Ø):FORX=1TO Y
153 BS=76+(32*C)+Z
154 PRINT@BS,CHR$(RND(26)+64);
155 S=RND(3):IF S<3 THEN SL$(Z,C
)=S$(C)  ELSE SL$(Z,C)="X"
156 PRINT@BS,SL$(Z,C)
157 NEXT:SOUND5Ø+(C*2Ø),1:NEXT:G
OSUB163:NEXT
158 IF S(1)=1 THEN PG=-PG:IF PG=
1 THEN PRINT@115,"ON" ELSE PRINT
@115,"OFF"
159 IF S(3)=1 THEN O(5)=L:S(3)=2
:GOSUB165
16Ø IF S(4)=1 THEN O(4)=L:S(4)=2
:GOSUB165
161 IF S(2)=1 THEN T1=11:GOSUB 1
66
162 RETURN
163 IF SL$(1,C)=SL$(2,C) AND SL$
(2,C)=SL$(3,C) THEN S(C)=1 ELSE
S(C)=Ø
164 RETURN
165 PRINT@48Ø,"THE MACHINE'S PAN
EL OPENS, AND  SOMETHING DROPS O
NTO THE FLOOR.":RETURN
166 B$=STRING$(32,128)
167 PLAY"L255T255"
168 L=22
169 PRINT@48Ø,"WHAT'S HAPPENING?
";
17Ø B$=STRING$(32,175)
171 Y=2ØØ:FOR X=1TO2Ø:SCREENØ,Ø:
Y=Y-1Ø:FORZ=1TOY:NEXT:SCREENØ,1:
NEXT:SCREENØ,1
172 FOR X=Ø TO 7
173 PRINT@32*X,B$;
174 PRINT@448-32*X,B$;
175 FOR Y=1TO24:NEXT
176 PLAY STR$(X+1)
177 NEXT
178 FORX=1TO1ØØØ:NEXT
179 B$=STRING$(32,128):FORX=7TOØ
STEP-1
18Ø PRINT@32*X,B$;
181 PRINT@448-32*X,B$;
182 FORY=1TO24:NEXT
183 PLAY STR$(X+1)
184 NEXT
185 SCREEN Ø,Ø
186 PRINT@48Ø,""
187 RETURN
188 S=RND(5):IF S=1THENPRINT"THE
 GHOST IS NOT AMUSED."ELSEIFS=2T
HENPRINT"THE GHOST LAUGHS AT YOU
R PUNY   ATTEMPTS TO DESTROY HIM
."ELSEIFS=3THENPRINT"IT DOESN'T
EVEN SCRATCH HIM."
189 IF S=4 THEN PRINT"YOU'RE NOT
 DOING MUCH TO THIS   GUY." ELSE
 IF S=5 THEN PRINT"THE GHOST SPE
LLS THE WORD 'WIMP' IN THE DUST
AND POINTS AT YOU."
19Ø RETURN
191 FORX=255TO2ØØ STEP -GS:POKE1
4Ø,X:EXEC43345:NEXT
192 RETURN
193 PLAY"O5L195V31":FORY=1TO3:FO
RX=1TO8:PLAY"V-;"+STR$(X):NEXTX,
Y
194 FORX=1TOGS*3Ø:A=RND(2ØØ)-1ØØ
:POKE14Ø,15Ø+A:EXEC43345:NEXT
195 FORX=1TO5:POKE14Ø,Ø:EXEC4334
5:NEXT
196 RETURN
197 FOR Y=1 TO 6 STEP 2:FOR X=Y*
1Ø TO Y*1Ø+15:POKE 14Ø,X:EXEC433
45:NEXT X,Y:FORX=1TO1ØØ:POKE14Ø,
2ØØ:EXEC43345:NEXT:RETURN
198 IF O(OJ)<>1ØØØ THEN PRINT"I
DON'T HAVE IT!":RETURNELSE IF OJ
<2 OR OJ>4 THEN PRINT"I CAN'T DO
 THAT!":RETURN
199 IF OJ=2 THEN NS=NS+2
2ØØ IF OJ=3 THEN NS=NS+3 ELSE IF
 OJ=4 THEN NS=NS+5
2Ø1 C$="IT HAS BEEN INSERTED.  A
```

```
LL OF   ITS ENERGY IS REMOVED BY
 <MORE>":GOSUB88:C$="THE PISTOL.
  THE OBJECT  THEN   DISAPPEARS.
":O(OJ)=Ø
2Ø2 RETURN
2Ø3 RETURN
2Ø4 IF OJ=22 AND L=2Ø THEN GOSUB
 217
2Ø5 IF OJ=9 THEN 326ELSERETURN
2Ø6 OG=X:FOR Y=1 TO NO:IFO(Y)=OG
+1ØØØTHENO(Y)=1ØØØ:D1=Y
2Ø7 NEXT
2Ø8 FOR Y=5 TO NO
2Ø9 IF O(Y)=1ØØØ AND Y<>D1 THEN
O(Y)=1ØØØ+OG:Y=NO+1
21Ø NEXT
211 IF O(5)=1Ø11 AND OG=11 AND L
=16 AND CV=Ø THEN PRINTCHR$(34);
"HE'S TRYING TO GRAB THE ROPE!
 HE WON'T GET IT!  IT'S THE ONLY
 THING I HAVE A FIRM GRIP ON..."
;CHR$(34);:CV=1 ELSE 215
212 A$=INKEY$:IFA$=""THEN212 ELS
E PRINT
213 PRINT"  THE GHOST, TRYING TO
 STEAL THEROPE, DRAGS YOU THROUG
H A MAZE  OF ROOMS AND, GIVING U
P, FLIES  THROUGH A WALL.  YOU H
IT THE    WALL, SOMEWHAT DISHEVE
LED.  BUT YOU HAVE WON!!";:O(5)=
1ØØØ:L=17:CN=Ø
214 A$=INKEY$:IFA$=""THEN214ELSE
CN=1:PRINT:RETURN
215 D1=Ø:RETURN
216 FORD1=1TOLEN(A$):PRINTCHR$(8
);MID$(A$,D1,1);"*";:FORY=1TO5Ø:
NEXT:NEXT:PRINTCHR$(8);:RETURN
217 EXEC32544
218 A$=" WELCOME TO RALF-O COMTE
RM SIX...":GOSUB216
219 IF GM(1)=1 AND GM(2)=1 AND G
M(3)=1 THEN 225
22Ø A$=" WOULD YOU LIKE TO PLAY"
+CHR$(13)+"  A GAME?":GOSUB216:L
INEINPUTA$:IFLEFT$(A$,1)<>"Y"THE
NA$=" FINE. GOODBYE.":GOSUB216:R
ETURN
221 IF GM(1)=Ø THEN A$=" HOW ABO
UT A NICE GAME"+CHR$(13)+"  OF C
HESS?":GOSUB216:LINEINPUTA$:IFLE
FT$(A$,1)="Y" THEN 229
222 IF GM(2)=Ø THEN A$=" HOW ABO
UT A SHARK ATTACK?":GOSUB216:LIN
EINPUTA$:IFLEFT$(A$,1)="Y"THEN 2
56
223 IF GM(3)=Ø THEN A$=" HOW ABO
UT GLOBAL"+CHR$(13)+"  THERMONUC
LEAR WAR?":GOSUB216:LINEINPUTA$:
IFLEFT$(A$,1)="Y"THEN 277
224 A$=" END OF LIBRARY.GAMES*
    "+CHR$(13):GOSUB216:GOTO226
225 A$=" COMTERM SIX DISABLED.
    "+CHR$(13):GOSUB216
226 PRINT:A$=" DISCONNECTED.
      ":GOSUB216:RETURN
227 EXEC32544:A$=" GOOD GAME.":G
OTO226
228 EXEC:A$=" YOU LOSE.":GOSUB21
6:GOTO226
229 ZZ=Ø:Z=Ø:CLS5:PRINT@Ø:FORX=1
TO5:PRINT@48Ø:NEXT:PRINT@288:FOR
Y=1TO8:FORX=ØTO31 STEP 4:Z=Z+1:P
S=Y*32+X:IFY/2=INT(Y/2)THENPS=PS
+2
23Ø PRINT@PS,"";:PRINTUSING"##";
Z;
231 IF Y/2=INT(Y/2)THENPS=PS-2
232 NEXT:NEXT
233 GOSUB 245
234 X=Ø:Y=Ø:D3=-1
235 IF PEEK(343)=247 THEN D1=-4E
LSE IF PEEK(344)=247 THEN D1=4
236 IF PEEK(341)=247 THEN D2=-1:
D3=-D3 ELSE IF PEEK(342)=247 THE
N D2=1:D3=-D3
237 IF INKEY$=" "THEN243
238 X=X+D1:IF X<Ø THEN X=Ø ELSE
IF X>28 THEN X=28
239 Y=Y+D2:IFY<ØTHENY=Ø ELSEIFY>
7THENY=7
24Ø POKEE1,E2:POKEE1+1,E3:E1=1Ø5
7+X+(32*Y)+D3:E2=PEEK(E1):E3=PEE
K(E1+1):POKE E1,42:POKEE1+1,42
241 D1=Ø:D2=Ø
242 GOTO 235
243 IFX/4+8*Y+1<>F1+F2 THEN238EL
SEF1=F1+F2:ZZ=ZZ+1:SOUND(X+Y)*7+
1,5:E2=159:E3=E2:IFZZ=>2THENFORX
=1TO2ØØ:SCREENØ,1:SCREENØ,Ø:NEXT
:GM(1)=1:D(6,2Ø)=18:GOSUB32Ø:SC=
SC+5:GOTO227
244 GOTO 238
245 A=RND(5)+3Ø:PRINT@48Ø,"";
246 C=RND(15)-8:FORX=1TO3:B=A:G1
=Ø
247 IF B>=8 THEN B=B-8:G1=G1+1:G
OTO247
248 IF B=1 THEN PS=PS-2
249 PS=G1*32+B*4+1Ø56
25Ø IF G1/2<>INT(G1/2)THENPS=PS+
2
251 POKEPS,45:POKEPS+1,45:SOUND(
```

```
D1+B)*6+1,5:POKEPS,175:POKEPS+1,
175
252 A=A+C
253 NEXT
254 F1=A+1-C:F2=C
255 RETURN
256 EXEC:FORX=1TO11:H=RND(28)+1:
V=RND(14)+1:PRINT@V*32+H,"*";:NE
XT
```




```
257 H1=Ø
258 FOR X=1 TO 1Ø
259 PS=RND(45Ø)+1Ø24:IFPEEK(PS)<
>32 THEN 259
26Ø SC(X)=PS:POKE PS,19:NEXT:P=1
52Ø
261 POKE P,2Ø:IFPEEK(343)=247 TH
EN D1=-.5 ELSE IF PEEK(344)=247
THEN D1=.5
262 IF PEEK(341)=247 THEN D1=D1-
32 ELSE IF PEEK(342)=247 THEN D1
=D1+32
263 E1=E1+1:IFE1>1ØTHENE1=1
264 IF SC(E1)<1Ø24 THEN 263 ELSE
 POKE SC(E1),32
265 IF SC(E1)<P THEN D2=1 ELSE D
2=-1
266 IF SC(E1)-32>P THEN D2=D2-32
 ELSE IF SC(E1)+32<P THEN D2=D2+
32
267 IF RND(5)=1 THEN D2=-D2
268 SC(E1)=SC(E1)+D2
269 IF SC(E1)<1Ø24 THEN SC(E1)=S
C(E1)+33 ELSE IF SC(E1)>1535 THE
N SC(E1)=SC(E1)-33
27Ø IF PEEK(SC(E1))=42 THEN POKE
 SC(E1),32:SC(E1)=Ø:SOUND1,1:H1=
H1+1:IF H1=1Ø THEN GOSUB322:GOSU
B276:SC=SC+15:D(2,2Ø)=21:GM(2)=1
:GOTO227
271 POKE SC(E1),19
272 IF SC(E1)=P THEN SCREENØ,1:F
ORX=1TO1ØØØ:NEXT:GOTO228
273 IF D1=Ø THEN 275 ELSE POKE P
,32:P=P+D1:IF P<1Ø24 THEN P=P+33
 ELSE IF P>1535 THEN P=P-33
274 D1=Ø:
275 GOTO 261
276 L$(16)="IN A LONG, WIDE HALL
.      THERE IS METAL PLATING FA
STENED TO THE FLOOR, WHICH SEEMS
 TO BE COVERING SOMETHING.  THER
E ARE  EXITS EAST AND WEST.":D(3
,16)=18:D(4,18)=16:RETURN
277 D1=1:P=1Ø88:EXEC:FORX=1TO1Ø:
P=P+32:FORY=P TO P+32:IF RND(3)=
1 THEN POKE Y,159
278 NEXT:NEXT
279 E1=2ØØ:PRINT@16,"$";:PRINT@1
5,CHR$(175);:PRINT@17,CHR$(175);
:PRINT@48,CHR$(175);:P=152Ø
28Ø FOR Z=1 TO 5
281 POKE P,3Ø:IF PEEK(343)=247 T
HEN D1=-1 ELSE IF PEEK(344)=247
THEN D1=1
282 FORX=1TOE1:NEXT:E1=E1-3Ø
283 POKE P,32:P=P+D1-32:IF P<1Ø2
4 OR PEEK(P-32)<>32 THEN POKE P,
159:FORY=1TO1ØØ:NEXT:POKEP,32:PO
KEP-32,32:P=152Ø:E1=2ØØ:IF PEEK(
1Ø4Ø)=32 THEN GM(3)=1:GOSUB285:G
OTO227ELSENEXTZ:GOTO228
284 GOTO 281
285 FORX=1TO2ØØ:SCREENØ,Ø:SCREEN
Ø,1:NEXT:FORX=1TO1ØØ:CLSRND(8):N
EXT:EXEC32544:GOSUB324:SC=SC+25:
RETURN
286 IF O(OJ)<>1ØØØ AND O(OJ)<>L
AND O(OJ)<>3ØØØ AND OJ<1Ø AND OJ
>15 AND OJ<>21 THEN PRINT"I DON'
T SEE IT HERE.":RETURN
287 IF OJ=1THENPRINT"THE GUN REA
DS"+STR$(GS)+".":PRINT"IT HAS"+S
TR$(NS)+" SHOTS LEFT." ELSE IF O
J>1 AND OJ<5 THEN PRINT"IT'S FOR
 MY GUN." ELSE IF OJ=5 THEN PRIN
T"IT'S VERY THICK AND STRONG."
288 IF OJ=ØTHENCN=1:RETURN
289 IFOJ=6THENPRINT"WHAT'S REGGI
E GOT THAT I DON'T  HAVE?"ELSEIF
OJ=7THENPRINT"IT SAYS 'ESTOY ENF
ERMO.'"ELSEIFOJ=8THENPRINT"IT'S
GOOEY."ELSEIFOJ>9ANDOJ<16 OR OJ=
21THENX=RND(2):IFX=1THENPRINT"IT
'S MAKING FACES AT ME!"
29Ø IF OJ>9 AND OJ<16 AND X=2 OR
 OJ=21 AND X=2THEN PRINT"I CAN S
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EE RIGHT THROUGH IT!"ELSEIFOJ=16
THENPRINT"SO MANY THINGS TO SEE!
"
291 IF OJ=25 THEN PRINT"ON IT, W
RITTEN IN LARGE LETTERS,IS THE W
ORD 'PANIC!'"
292 IF OJ=19 AND SM=Ø THEN PRINT
"IT'S A COMBO SAFE.  I NEED THE
 COMBINATION TO OPEN IT."ELSEIFO
J=19ANDSM=1THEN PRINT"SAFE? WHAT
 SAFE?? INSIDE THAT   MOLTEN CAV
ITY, THERE ARE TWO    BUTTONS."
293 IF OJ=23 THEN PRINT"THERE IS
 A GREEN 'PANIC","BUTTON', AS WE
LL AS A RED 'DON'TPANIC BUTTON'!
"
294 IF OJ=9THENPRINT"THEY SAY 'L
ASERSHADES- caution.'THERE ARE T
WO METAL PRONGS ON   ONE SIDE."
295 IF OJ=17 THEN PRINT"IT IS SM
ALL AND STURDY."ELSE IF OJ=18 TH
EN PRINT"I DON'T KNOW MUCH ABOUT
 HI-TECH!"
296 IF OJ=2Ø THEN PRINT"JUST LIK
E VEGAS!"ELSEIF OJ=22 THEN PRINT
"IT'S SO UGLY, IT MAKES ME WANT
 TO RALPH!" ELSE IF OJ=24 THEN P
RINT"HAVEN'T I SEEN THIS OBJECT
SOME-WHERE BEFORE?"
297 RETURN
298 IF O(9)<>1ØØØ AND O(9)<>3ØØØ
 AND OJ=9 THEN PRINT"I DON'T HAV
E THEM!":RETURNELSEIF OJ=9 AND P
G=1 THEN PRINT"OK.  A GREEN LIGH
T LIT ON THEM, SO I TOOK THEM OU
T OF THE PLUG.":GE=1:RETURN
299 IF OJ=9 AND PG=-1 THEN PRINT
"IT DIDN'T DO ANYTHING.  I GUESS
 THE GLASSES DON'T WORK.":RETURN
3ØØ PRINT"I DON'T KNOW HOW TO PL
UG THAT.":RETURN
3Ø1 EXEC32544:PRINT"THE VERBS I
KNOW ARE:":PRINT
3Ø2 A1=Ø:FORX=1TONC:PRINTC$(X),:
A1=A1+1:IFA1>23THENGOSUB3Ø5:A1=Ø
3Ø3 NEXT
3Ø4 A$=INKEY$:IFA$=""THEN3Ø4ELSE
 RETURN
3Ø5 PRINT"<MORE>";:GOSUB3Ø4:PRIN
TSTRING$(6,8);:SS=32Ø:GOSUB316:R
ETURN
3Ø6 IF ZZ=1THENC$="RETURN TO THE
 START ROOM IN 1ØØ MOVES."
3Ø7 IF ZZ=2THENC$="I DON'T THINK
 THIS ADVENTURE IS SOLVABLE!"
3Ø8 IF ZZ=4THENC$="I KNOW SOMETH
ING YOU DON'T KNOW!"
3Ø9 IF ZZ=3 THEN C$="I HELP THOS
E WHO HELP@THEMSELVES."
31Ø IF L=9 THEN C$="DESTROY THE
SPUD WITH THE@DYNAMITE."
311 IF L=29 THEN C$="TO WIN, PUT
 THE SLIME IN THE PITAND CHANT T
HE SAYING."
312 IF RND(15)=1 THEN C$="NOW, N
OW! DON'T PUSH THE PANIC  BUTTON
!"
313 RETURN
314 IFPEEK(1248)<>32THENPRINT"<M
ORE>";ELSERETURN
315 A$=INKEY$:IFA$=""THEN315 ELS
E PRINTSTRING$(6,8);:RETURN
316 M=FIX(SS/256):BZ=SS-M*256:M=
M+4:POKE 32544+13Ø,M:POKE 32544+
131,BZ:RETURN
317 PLAY"L4T4O3L8CL4.GL8BL4.DL8D
L8.CL8BAGL2A;;;L4BGCBL1AL4BBBL8A
G;;;L4ABL2EL4.GL8BAGFL1G":RETURN
318 PLAY"P8L2GL4.GL8BAGL1G;;;P2L
2FGL4.AL8AL4.CL8CBAL4GAA;;;BGEGL
2.AL8GGL4BBL8ABL4A;;;
319 PLAY"O3L8GEL4GEL8GAL8BL4BL8D
CBL4AL2G":RETURN
32Ø PLAY"O3T4L4P4DEL8FGL1GP4L4CD
L8EFL1F;;;L8P4FEL4EDL2ECP4L8CAL4
AGL1F;;;P4L4DEFL1GL8P4CDL4DEL1A;
;;P2L4EDL2ECL4CCFEL1ED
321 PLAY"P4L4BBL8BL8BL4BAL4.AL8B
L4AGFL8EAL1A;;;L4P4CCDCBBCL8DAAA
L2AL1A;;;L4P4BL4BBL8BAL4AAL8BAL4
AGFL8EAL1A;;;P3L8EL4.EL8FEDL4DDL
8EDL1G":RETURN
322 PLAY"T5;P4L4AGF#BL8AGAL2A;;;
P4L4BAL8GF#L2EAP4L4AGF#;;;BL8AGA
L2AP4L4BAL8GF#;L4E;L2.D
323 PLAY"P4L8EF#GL4GL8ABL4AL8GF#
L2E;;;P4L8EF#GGGAGL1AP4L8CBL4GB;
;;AL8GF#L2EP4L4GGL8AGL1D":RETURN
324 PLAY"O3T4;L4ED#EF#L2GL4F#EL2
D#F#L4ED#EF#;;;
325 PLAY"L2GL4F#EL2D#BL4BBBL8AGL
2AA;;;L4BBBL8F#GL2BL4BGL2F#E":RE
TURN
326 IF O(9)<>3ØØØ THEN PRINT"THE
Y WON'T WORK IF I'M NOT","WEARIN
G THEM.":RETURNELSEIF GE=Ø THEN
PRINT"THEY DON'T WORK!":RETURN
327 PRINT"ON WHAT? ";:LINEINPUTA
$:GOSUB76
328 IF OJ<>19 AND OJ<>24 THEN PR
INT"THE LASERLOCK WON'T REGISTER
    THAT OBJECT.  I THINK IT WIL
```

```
L   ONLY LOCK ONTO MAGNETIC SUB-
    STANCES.":RETURN
329 GOSUB 197
33Ø IF OJ=24 AND SG=Ø AND SM=1 T
HEN EXEC:PRINT"WITH A FLASH OF L
IGHT, THE LASERBEAM RICOCHETS OF
F THE MIRROR,  HITTING THE GLASS
ES SQUARELY IN THE MIDDLE."ELSE
333
331 A$=INKEY$:IFA$=""THEN331 ELS
E PRINT"  THEY ARE MELTING, MELT
ING...  AND NOW THEY ARE GONE!":
O(9)=Ø:SG=1:CN=Ø:C$=" ":IF BD=1
THEN BD=Ø:RETURN
332 A$=INKEY$:IFA$=""THEN332ELSE
PRINT"HOWEVER, SINCE THE GLASSES
      WEREN'T POLARIZED CORRECTL
Y, THELASER BURNT RIGHT THROUGH
YOUR  EYES AND INTO YOUR BRAIN."
:GOTO353
333 IF OJ=19 AND SM=1 THEN PRINT
"THERE'S NO SAFE LEFT!":RETURN E
LSE IF OJ=19 THEN PRINT"IT WORKE
D!  THE SAFE MELTED!":SM=1:O(22)
=L:RETURN ELSE PRINT"THE MIRROR
ABSORBS ITS ENERGY."
334 IF OJ<>9THENPRINT"I CAN'T WE
AR THAT!":RETURNELSEIFO(9)=3ØØØ
THEN PRINT"I'M WEARING THEM ALRE
ADY!":RETURNELSEPRINT"OK.":O(9)=
3ØØØ:RETURN
335 IF OJ<>9 THEN PRINT"I'M NOT
WEARING THAT!":RETURNELSEIFO(9)<
>3ØØØ THEN PRINT"I'M NOT WEARING
 THEM!":RETURNELSEPRINT"I CAN'T!
  THEY'RE STUCK BY SOME INVISIBL
E FORCE!":RETURN
336 GOSUB34Ø:PRINT"SAVING "F$" T
O "A$".":OPEN"O",DN,F$
337 PRINT#DN,L,GM(1),GM(2),GM(3)
,L$(4),GS,NS,PG,D(3,8),ZZ,T1,SC,
S(1),S(2),S(3),S(4),MF,LL,MV,D(6
,2Ø),D(2,2Ø),D(3,27),GE,BD,SM,SG
,D(3,16),D(4,18),L$(16),CV:FORX=
1TONO:PRINT#DN,O(X):NEXT:FORX=1T
ONG:PRINT#DN,G(X):NEXT:CLOSE#DN:
EXEC:CN=Ø:RETURN
338 GOSUB34Ø:PRINT"LOADING "F$"
FROM "A$".":OPEN"I",DN,F$
339 INPUT#DN,L,GM(1),GM(2),GM(3)
,L$(4),GS,NS,PG,D(3,8),ZZ,T1,SC,
S(1),S(2),S(3),S(4),MF,LL,MV,D(6
,2Ø),D(2,2Ø),D(3,27),GE,BD,SM,SG
,D(3,16),D(4,18),L$(16),CV:FORX=
1TONO:INPUT#DN,O(X):NEXT:FORX=1T
ONG:INPUT#DN,G(X):NEXT:CLOSE#DN:
EXEC:CN=Ø:RETURN
34Ø EXEC32544:PRINT"AT THIS POIN
T, IT IS CRUCIAL   THAT YOU PRE
SS <BREAK> AND TYPE <CONT><ENTER
>!";:LINEINPUTA$:LINEINPUT"FILEN
AME:";F$:IFF$=""THENF$="NONAME."
341 PRINT"[C] CASSETTE OR [D] DI
SK?"
342 B$=INKEY$:IFB$<"C"ORB$>"D"TH
EN342
343 IF B$="C"THENA$="CASSETTE":D
N=-1ELSEA$="DISK":DN=1
344 PRINT"READY "A$"."
345 B$=INKEY$:IFB$=""THEN345ELSE
RETURN
346 EXEC:A$="A TOAST TO":FORX=1T
O5:PRINT@32*(X-1):PRINT@32*X+11,
A$:FORY=1TO13Ø:NEXT:SOUND(2ØØ-X*
15),1:NEXT:A=Ø:A$=" YOUR":B$="VI
CTORY! "
347 A=A+1:PRINT@224:IF A<9 THEN
PRINT@224+A,A$;
348 IFA<1ØTHENPRINT@249-A,B$;ELS
E35Ø
349 FOR Y=1TO1Ø:NEXT:SOUND 23Ø,1
:GOTO347
35Ø PRINT@223+A,A$;:PRINT@249-A,
B$;:GOSUB 317
351 EXEC:PRINT"  OH, YE ADVENTUR
ER, YOU HAVE   CONQUERED THIS CH
ALLENGE.       (SORRY, BUT WE DO
N'T HAVE ANY   MEDALS FOR YOU.
WILL YOU SETTLEFOR A CIGAR AND A
 PIN?)":GOSUB318
352 PRINT:PRINT"  YOU SCORED"SC"
POINTS IN":PRINTMV"MOVES.":FORX=
ØTO1STEPØ:A$=INKEY$:IFA$=""THENN
EXTELSERUN
353 A$=INKEY$:IFA$=""THEN353ELSE
EXEC32544::FOR X=1 TO 15:PRINTTA
B(X);"YOU DIED.":NEXT
354 A$=INKEY$:IFA$=""THEN354ELSE
352
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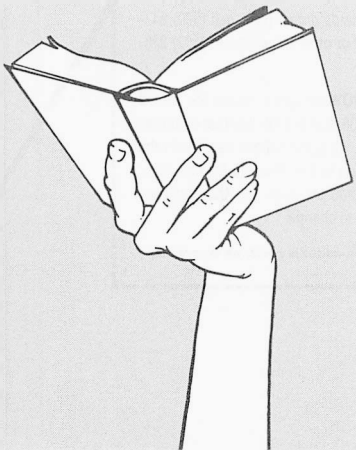

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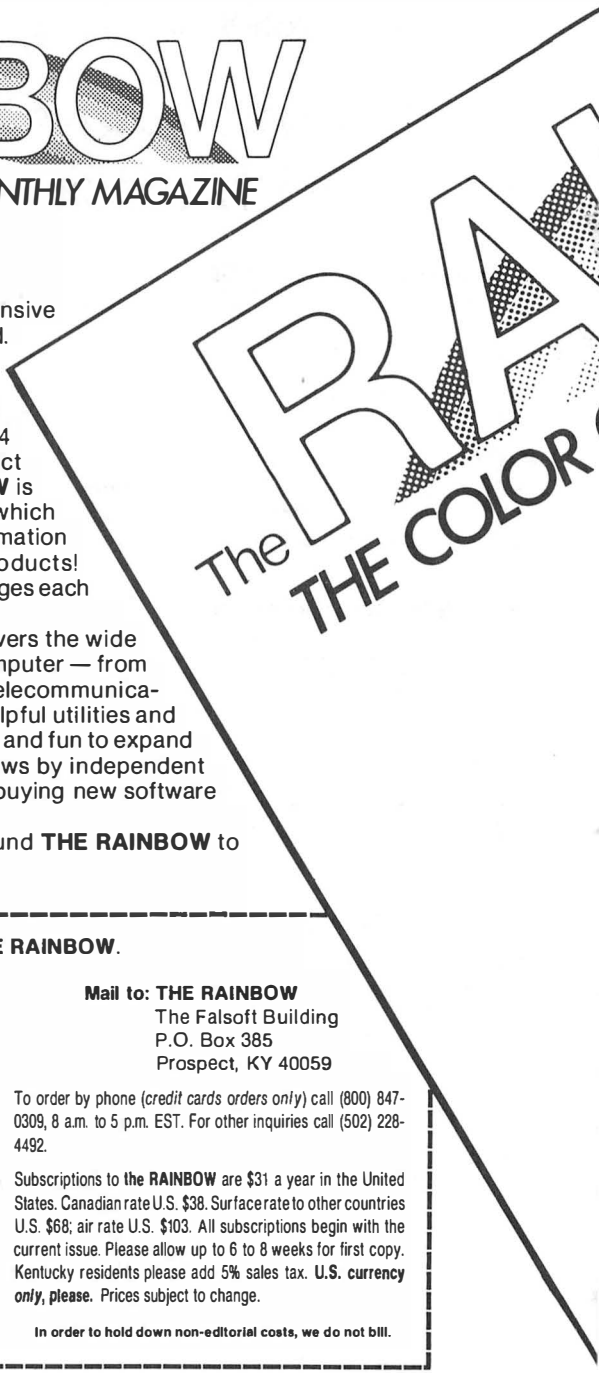

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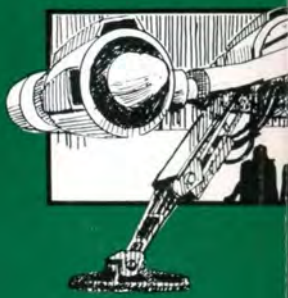

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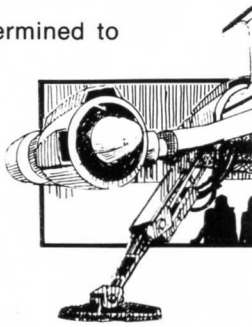

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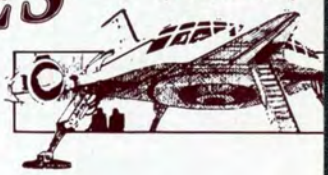

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