

THE RAINBOW BOOK OF ADVENTURES



ERRATA: The Rainbow Book Of Adventures

For those who purchased early copies of *The Rainbow Book Of Adventures*, the gremlin got us again. Please note these corrections for *the book*.

Horror House (Pages 10-13): A portion of lines 90 and 100 was inadvertently inserted in the middle of line 240 in the listing on Page 12. To get the correct version, type in lines 90, 100 and 240 shown below instead of the version given in the book.

```
90 NI=12: DIM I$(NI), L1(NI), M(NI),  
W$(NI), S(NI): FOR I=1 TO NI: READ I$(I),  
L1(I), M(I), W$(I), S(I): NEXT I: DATA  
CASSETTE TAPE, 7, WRITING "5452  
532D3830", , BED, 9, 1, , , COMPUTER, 16  
, 1, IT IS A 64K COLOR COMPUTER. , ,  
CLOSED DOOR, 26, 1, , , STATUE, 25, 1, I  
T LOOKS HIDEOUS. , , SWORD, 12,  
100 DATA WRITING "MONSTER SLAYER"  
, , PILE OF JUNK, , 1, YOU SEE A RED  
COIN. , , KEY, , , IT LOOKS OLD. , 1, RED  
COIN, , , IT IS RED. , 1, BLUE COIN, ,  
, IT IS BLUE. , , GOLD COIN, 28, , IT I  
S PURE GOLD. , , VENDING MACHINE, 27  
, 1, WRITING "DRINK CREATURE COLA."  
,
```

```
240 INPUT "WHAT NOW"; C$: V$=LEFT$(  
C$, 3): N$=MID$(C$, INSTR(1, C$, " "  
) + 1, 3): IF V$="LOO" THEN IF N$="LOO" T  
HEN 140 ELSE FOR X=1 TO NI: IF LEFT$(I$(  
X), 3) <> N$ THEN NEXT: GOTO 490 ELSE IF L  
1(X) <> L AND L1(X) <> -5 THEN 500 ELSE I  
F W$(X)="" THEN PRINT "YOU SEE "Q$"  
." : GOTO 170 ELSE PRINT "W$(X)
```

One Room (Page 58): The keybox incorrectly reads 16K ECB. The program actually requires 32K Extended Color BASIC.

Lighthouse Adventure (Page 23): The program has no mistakes and runs fine as is, but author Chris Wilkinson suggests that you might wish to rewrite line 44. "The only change is the message, but it makes a lot of difference."

His suggested rewrite:

```
44 IF L=6 AND I$="U" THEN PRINT  
THE CHEST IS IN THE WAY.": GOTO 31
```

Keep in mind that this will alter the checksum if you are using the *Rainbow Check* typing aid. Chris adds that, for a 16K machine, one should *POKE* 25,6:NEW before *CLOADing*.

THE RAINBOW BOOK OF ADVENTURES

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FOREWORD

The Adventure Adventure

Almost from the start, this Adventure book was an Adventure unto itself. The plain truth of the matter was that almost from the time *the Rainbow* was born, we wanted to produce some sort of an Adventure book. And finally, yes, finally, here it is.

A large number of people contributed their talents to this book, and you can see their names on the masthead. They are to be congratulated for collaborating to produce the book you are holding in your hands now. But it was sometimes a rocky road and our editors, artists and contributors sometimes thought, I am sure, that they were in the infamous maze with twisty passages all alike — and no vending machine to recharge flashlight batteries anywhere.

Am I getting ahead of myself? I'm sure I am.

The idea for *The Rainbow Book Of Adventures* began before there was even a *Rainbow*. Thanks to Scott Adams, *Byte* magazine and those wonderful people who brought you the original Adventure on the big mainframes.

"Wouldn't it be nice," dreamed I one day, "if there could be a whole book of Adventures just for the Color Computer?"

I had just finished reading *Byte's* Adventure issue of December, 1981, and seen one of Scott Adams' famous Adventures on an Apple computer at my not-too-friendly local computer store. Just the day before I had discovered how to get by the snake in the Colossal Cave. But I wanted to play an Adventure on my CoCo.

None to be had. So I wrote one. Just to see whether I could do it. Name: *Vampire!* Playing time: Around 30 minutes. But I *did* learn how to move things around, including myself.

(I know, you want to know what happened to *Vampire!* So do I. I let a friend market it for me and it sold, I think, about three copies. Besides, working on the thing late at night was scary, anyway.)

Suddenly, like an Arab who folds up his tent and steals away into the night, rode an Adventurer out of the west. Ron Krebs was (and still is) his name, and he came up with the first two Adventures in machine language for the Color Computer, marketing them under the name Mark Data Products. Were they great? Yes they were. And still are.

But I digress. I usually do, which is why they don't let me write very much around here. . .

Well, yes, it would be nice if we could have a book of all Color Computer Adventures. But there weren't many out there, so we began publishing a magazine called *the Rainbow* instead. (This isn't exactly how it happened, but it is close enough.)

As *the Rainbow* grew, we started to get some Adventure submissions, and, pretty soon, started an Adventure contest. We decided that each winning entry would be published in a book. And here it is.

I hope this will be but the first of a number of Adventure books that we will publish; along with a series on simulations, too. But, that's in the future and this is now. So, other than wanting to do it, why a book on Adventures? Is it like Mt. Everest, climbing it just because it is there?

Everyone craves an Adventure but few of us have one. I'm fortunate, I've had many. I've trudged through the moors with *Sir Randolph* and tried to *Escape From Sparta*. I've snuck through a *Dungeon Adventure*, peeked here and there in a *Horror House* and even met the famous *Dr. Avaloe*.

In doing all of this, I've had to be quick-witted, fast on my feet (while sitting down, of course) and exceedingly careful of all manner of nasties. I've been places I've never dreamed, seen things I've never believed and, sometimes, beaten them all. And with it all, I've had fun. No, make that *fun*.

Now you can experience it all, too. Just turn the page, there's an Adventure waiting just a few sheets of paper away.

Thank you for helping us make a years-ago dream come true.

Enjoy!

—Lonnie Falk

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A Look at the “Lucky Thirteen”

By Jim Reed

Rainbow Managing Editor

A preview of the winning selections in this book.

From New York to California, Wisconsin to Florida . . . from Sawmill Road to the 12000 block of West Balboa Drive, from mid-America and central Canada, too . . . from 4K to 32K . . . graphics and non-graphic . . . the entries in the first annual *Rainbow* Adventure Contest came in.

What a variety! A plane crashes in the jungle . . . a love boat island hops . . . a carpet flies . . . a horse runs away . . . a Trans Am car needs a driver . . . a space station seems to run itself. Throw in a heaping helping of creaky old mansions, eerie castles, underground tunnels and traps, traps, traps.

You think judging an adventure contest is easy, do you? Well, we’ve been thrown in pits, bitten by snakes, blown to bits by a self-made bomb, flash-fried by dragon breath, caught in cobwebs, surrounded by fire, poisoned by arrows, needles and spiders, drowned in blood, nibbled on by piranha and crocodiles, hacked by an axe, strangled, shot, beheaded, eaten alive and brutally slain by every monster imaginable: dragons, zombies, lizards, hydras, giants, robots, demons, harpies, trolls, wererats, burglars, wizards, and even ants. Invariably, a replay of an adventure is simply death warmed over.

The funny thing about all this is that you can hardly wait to get your turn at bat, can you? Well, your time is coming — in this, *The Rainbow Book of Adventures!* For your personal pleasure and family entertainment, we have selected from the dealers of death the very best architects of annihilation.

Heed these words, though: the goblins will surely get you, even if you do watch out. So, get your personal affairs in order before embarking on this journey to death’s door, and beyond.

Well, there are some lighter moments, even when the shadow of death darkens your path. Let’s see, we seem to recall being stung on the nose by a bee, stumping our toe or kicking a door, having a carved pumpkin fall on our head, being devoured by a man-eating soup can and having an evil scientist’s experiment turn us into a microwave oven. Your kind of fun, you say? Well, read on and we’ll give you the lowdown on these high adventures.

Naturally, the love of money is the root of all this evil. And, if it’s treasure you’re after, we have bullion by the billion, pearls by the basketful, valuable relics, an emerald statue and free hula lessons. There are also fiery diamonds that’ll singe your fingers, rubies for rubbing, a gold knife that’s hot merchandise, a sack of marbles and enough red herring to divert a hungry bear. But, while we believe wealth is its own reward, you’ll pay dearly as you search for the pots of gold.

Well, enough hyperbole. Let’s talk results. Let’s announce the winners. Let’s distribute the prizes. Let’s experience these adventures for ourselves.

We’ve painstakingly whittled down the numbers to settle on a baker’s dozen for our first — and what we hope will be annual — *Rainbow’s Book of Adventures*. Here, *in alphabetical order*, are the Lucky Thirteen — all of whom have received prizes, and from whom we have singled out the winners, runners-up and a number of special honorable mentions.

GREGORY CLARK of Syracuse, New York, for *Sir Randolf of the Moors*
 DON DUNLAP of Reynoldsburg, Ohio, for *The Polynesian Adventure*
 CHRIS HARLAND of Regina, Saskatchewan, Canada, for *The Deed of the York*
 ROBERT W. MANGUM, II of Titusville, Florida, for *Horror House*
 JORGE MIR of New Berlin, Wisconsin, for *Dreamer*
 JORGE MIR of New Berlin, Wisconsin, for *Oneroom*
 JUSTIN PAOLA of Berkeley, California, for *Search for the Ruby Chalice*
 GREGORY RICKETTS of Columbia, Ohio, for *Dungeon Adventure*
 JEAN ROSEBOROUGH of New Berlin, Wisconsin, for *Door*
 STEVE SHERRARD of Normal, Illinois, for *Dungeon Adventure*
 SCOTT SLOMIANY of Downer’s Grove, Illinois, for *Dr. Avaloe*
 RICK TOWNSEND of Bettendorf, Iowa, for *Escape from Sparta*
 CHRIS WILKINSON of Larchmont, New York, for *Lighthouse Adventure*

We have included *An Unexplored Mansion* by Tim Hanson of Saint Paul, Minn. as an extra treat. Although it was not a contest entry, we felt it should be included based on its merits. In this interesting Adventure, the object is to explore a mansion and find the fortune hidden somewhere in the estate. Hats off to Tim for this treasure!

If you're the superstitious type, take note that Jorge Mir's name appears twice — he had two entries. So, really, only 12 people made the final selection. Also, note that two entrants had adventures by the same name, *Dungeon Adventure* (one is graphics, one non-graphics), so we only have a total of 12 titles in the Lucky Thirteen. Finally, the inclusion of *An Unexplored Mansion* brings our total number of Adventures to 14!

And, as merit resulting from long, hard work — rather than the whim of fortune — is what turned these entries into winners, we now see that the epithet “Lucky Thirteen” is an illusion of both number and kind, a quality well-suited to the tone of the following Adventures.

In keeping with the great Miss America contest tradition, we'll save the royal coronation for the grand finale. First, some special awards and honorable mentions, then the runners-up, then the two top winners.

THE SOUNDS OF MUSIC AWARD to Don Dunlap for *The Polynesian Adventure*. Not only musical interludes, but music from the islands. Don's entry made excellent use of the 80C's sound capability and also put others to shame with his artful use of colors. *The Polynesian Adventure* was not only easy to play, but it did not end the game when you screwed up; a slap on the wrist was a much-appreciated punishment by our judges who had grown weary indeed of having to start many games from the top every time they made a fatal mistake. We commend Don for the leniency and recommend that more adventure writers consider wounds and bruises or other penalties in lieu of crudely and rudely ending the program for every little infraction.

THE DOOR PRIZE (what else?) to Jean Roseborough for *Door*. Ms. Roseborough believes there are 44 ways to open doors. Billed as the world's shortest adventure game, we recommend this 4K game for children; supply them noun and verb lists and let them learn how to spell while they're banging their heads and everything else to get the door open. (Confidential to JR: How about “Fire!,” “Pizza,” “Police,” “Avon Calling,” “Meter Man,” or “Honey, I'm Home.”)

BEST SCIENCE FICTION TROPHY to Rick Townsend for *Escape from Sparta*. In this action-packed mission, your object is to save your creator. No desecration or sacrilege intended, it's just that you are an advanced robot yourself and you and all those like you need your creator to keep your springs wound and your joints oiled and whatever. Trouble is, the evil warlord has captured your creator. This is a computer game in which you use the space station's computers to get help and to locate the creator. And action! We were being shot at by an enemy robot as soon as we were beamed aboard. (Confidential to Rick: Space Dust, huh! A nice way to treat somebody who thought your title page was classy. By the way, your printout of the listing on Radio Shack's graphics printer was highly readable; not that we had to peek for help, or anything like that.)

SPOON FEED THEM AWARD to Chris Harland for *The Deed of the York*. Some adventure games seem impossible to win, but not this one. You may use up several incarnations, but persistence will pay off if you just keep reentering this haunted house to find the hidden deed. If you collect even a portion of the clues and still can't find the deed, you'd better stick to Pong. A fun game to play, and Harland obviously has a warped mind. One minute you pinch your finger, the next you're a goner. (Confidential to Chris: A pizza delivery to a haunted house? You must know *Rainbow's* creator, Lonnie “plain cheese, lightly cooked” Falk. Too bad for you he abstained from the judging: you'd have won even bigger.)

BEST TITLE PAGE CITATION to Robert Mangum II for *Horror House*. A lot of work goes into title pages. Many are quite artistic. Some move. Some have brilliant colors. Some flash. Mangum has it all. Really, you have to see it to appreciate it. The judges liked the fact that you can fight the monsters in *Horror House* for a bit and then split if they seem to be getting the better of you. You get a blow-by-blow report of your own and the monster's condition. (Confidential to R W M II: About that vending machine that says “Drink Creature Cola,” we lost a lot of coins in that contraption. You know, realism has its drawbacks; that machine is too much like the real thing.)

THE ONE ARM TIED BEHIND YOUR BACK MEDAL to Jorge Mir for *Oneroom* and *Dreamer*, a combination entry under self-imposed limitations. Many of you owe much of what you know about writing Adventure games to the articles Jorge has authored for *the Rainbow*, and frankly, he took us a bit by surprise in entering the contest. But, then, we did make a wide open invitation — it wasn't even voided in Nebraska. Well, Jorge, the mark of a good teacher is to be surpassed by your pupils. In effect, though, Jorge took himself out of the running by electing to submit the extremes in programming: a 32K adventure that never gets out of the original room, and a 4K adventure that has 26 rooms. That's right, in *Dreamer* you can visit up to 26 rooms, get in a sword fight, ride a horse, get chased by a bear, take a boat ride, explore a cave, and kill yourself a half-dozen different ways — all in a 24-line, 4K program. On the other hand, in *Oneroom*, everything you need is within easy reach, but don't expect any easy way out. While *Dreamer* is mainly for beginners, *Oneroom* promises to keep the veteran adventurers well contained.

JORGE'S BEST PUPIL PRIZE to Steve Sherrard for *Dungeon Adventure*. Go to the head of the class, Steve, and listen to your high school teachers. It's obvious you've been sitting on the back row writing computer programs during your English literature and trigonometry classes. Musty rooms? Moldy bones? Drunken guards? Oh, to be 16 years old, like Steve, again. *Dungeon Adventure* is a cleanly executing game based on a format printed in the July, 1982, *Rainbow*. Not a thing wrong with that; no sense re-inventing the wheel when you have a tried and proven format. Special praise to Steve for that spacey musical ditty at the end of the game. It was very satisfying. Too often, we find that after successfully completing an adventure, defying death, conquering evil and decimating demons, we get no more than “Congratulations!” printed, and then a clear screen. For a change, we get a treat for a job well done.

RUNNER-UP (Graphics Division) to Scott Slomiany for *Dr. Avaloe*. This is a very interesting entry. It's a two-part program, done in a two-part format, calling for two-word entries. In *Dr. Avaloe*, you begin inside a complex of rooms, and the idea is to get outside, alive. Basically, *Dr. Avaloe* draws you a picture of the room you're in and shows your location in the room. Then, you hit [ENTER] to go to the text screen and you enter a two-word command. Then, it's back to the graphics screen to see what you've accomplished, and so forth. Adding a nice touch are the songs that are played as you leave the room — and leaving a room is no mean feat, by the way. *Dr. Avaloe* is in ASCII format and takes patience to load, but it is a challenge. Words soon to become a catch phrase among the judges were: "You died a sorrowing death; I hope you had fun, though." Rule #8 was a favorite, too. It reads: "Don't do stupid things." We found this to mean "Don't do anything the least bit logical," in actual play. If you want to leave a room, heading for the door is a last resort. If you find a key, don't expect to unlock anything. You get the idea. Why did we climb into the coffin when invited? Well, in the convoluted scheme of reverse psychology we soon learned to live by, it seemed like a bad idea at the time — so, of course, we did it.

RUNNERS-UP (Non-graphic Division) A tie! A stand-off between the East Coast and the West Coast. After being sequestered, browbeaten, and threatened with bodily harm, the judges emerged to announce that Justin Paola's *Search for the Ruby Chalice* and Chris Wilkinson's *Lighthouse Adventure* were deadlocked for second place and that was that. The *Rainbow* editors could decide how to divvy up the loot. *Search for the Ruby Chalice* is really fun to play. You and your pilot have landed your pontoon plane on a lake in the jungle and your objective is to find the ruby chalice and escape in one piece. Head hunters! Wild animals! And that (expletive deleted) snake that bites you every time you go through a key intersection. You can pick up and drop a variety of items, but you'd better keep that snake bite kit handy. This is an adventure we really "got into." It also brought more appreciative laughs than any other game for the surprises it offered, such as the memorable "Scream from the East."

Then, there's *Lighthouse Adventure*, with a pirate's log book, a musket, lots of hidden panels/doors/clues and a huge sea serpent. This co-runner-up adventure is baffling at times, but you keep being drawn back to it. It's addictive. The first objective is to search the lighthouse and its environs to find the gold. But that's only half of it; then, you have to make your getaway, and that's a heavy problem when you have tons of bullion. (A semaphore message to Chris Wilkinson: The British may jolly well call it a "trolley," but in America we call it a "dolly.")

And now . . . TA DA . . . the winners! CONGRATULATIONS GREGORY!! And you can say that again. CONGRATULATIONS GREGORY!!, for both top winners are named Gregory. In our eternal search for relevance, we noted that our original announcement came as the Gregorian calendar began a new year. But enough of the Gregorian chant, let's meet the winners.

In our graphics division, Gregory Ricketts is the grand prize winner for his *Dungeon Adventure*, which features Dungeons and Dragons influence, but is otherwise quite unlike anything else the judges have seen. We found it easy to understand, exciting to play, and a novelty among adventure games. The judges were unanimous in selecting *Dungeon Adventure* as the very best entry in the graphics division.

Gregory Ricketts is 19 years old and a freshman at Ohio State University. His sights are set on a degree in electrical engineering, but right now he's working part-time as a bagger at Kroger. He's a member of the Columbus and Central Ohio Color Computer Club and has a 32K Extended Basic Color Computer and a Line Printer VIII. He's also in the local euchre club.

Dungeon Adventure will be a chore to key in, and it takes a very long time to load and create a new dungeon. More in sympathy than as a "plug," we remind you that both winning programs are available on our *Rainbow Adventures Tape*.

Greg says this is the "first big program" he's done, and our hats are off to him for a superior job. We liked the title page. We liked the march song. We even think the funeral dirge is a refreshing change from the more frequent "Taps," at many games' end. We would like to have had more instructions, but we managed with those supplied. We would prefer a ROM Pack, thank you, to the fretfully long loading time resulting from the ASCII format, but the *Dungeon Adventure* is worth waiting for. More details, including loading instructions, are provided with the program listing. Oh, yes, the objective is never really stated, but it's simple; stay alive and well as long as you can.

In our non-graphics division, Gregory Clark is the entrant, but he adds that he had a lot of help from his children in creating *Sir Randolph of the Moors*, our first-place finisher. Clark lives in Syracuse and is a technician with the New York Telephone Company. He bought his 32K machine a year ago, and this is his first contest. He hooks up to the TV in the family room except when the kids are using the Atari, at which time he is relegated to the black-and-white set. "My 11-year-old son, Kevin, helped with some of the scenarios and did the de-bugging," says Clark, "while my 13-year-old daughter, Terri, typed up the descriptions." Ten, single-spaced pages of documentation, mind you.

The judges, one and all, have high praise for *Sir Randolph*, which takes place in a castle and has 10 levels of difficulty. The "word pictures" are well written and the adventure holds new twists at each level of difficulty. The format, which requires typing the verb on the first line and entering before adding the noun on a second line is a bit cumbersome, but overall the adventure has many great features and you learn soon enough to pace yourself to the two-line entry format.

Congratulations to all three Clark family members for taking the top non-graphics honors.

Now, you be the judge. Try them yourself and let us know what you think.

ADVENTURE HINTS

I'm a firm believer in Socrates' adage, "Know thyself," and after playing these Adventure games, well, let's just say I know myself a lot better. Within the last few months of compiling this book, I have learned—by being killed 153 . . . or was that 154 times—to respond to life-threatening situations that the average city-dwelling woman usually doesn't encounter. I ran from a dragon with hot, vile breath; fought ugly minotaurs (and yes, they are a bit slimy); offered jewels to escape death from African headhunters and staggered to safety after being hacked with an axe from a mysterious disembodied arm.

I learned when to run and when to fight, and most importantly, how to calm down and think each action through, instead of screaming, throwing my computer against the wall and pulling my hair out. Though, there were times when I thought I'd *kill* myself, instead of getting to *know* myself while plodding through all the trial and errors of these Adventure games as a beginner.

One of the most important things I have found in playing Adventure games is to learn how to command action. The programs respond to two word verb-noun combinations, such as PUSH DOOR. As you learn which verbs the game will accept, write them down and use this as a guide. To move in a given direction, most Adventure games respond to north, south, east, and west, and usually typing the first letter of the direction is sufficient.

So, you've started an Adventure and have eagerly explored a few directions. You went north, east, north again, but now you feel you are lost. If you go back the way you came, you may encounter that creature and might not escape death as easily the second time. To avoid this frustration, and believe me it is frustrating, make a map of the Adventure as you play. On a large sheet of paper, draw boxes which represent the rooms, or places you enter. Within each box, describe key items associated with the room and any other useful notes to help you. Draw lines to each box so you know in which direction each room is. This can be a life saver.

In nearly every Adventure, I invariably get stuck at one point, and after trying every command option I can think of, I have found that the word HELP is the best four letter word I can use. Most Adventures have the HELP command and it can be extremely useful in getting you through the tough parts.

You are standing in a dark cave and need some light. Do you still have those matches or did you drop that darned torch when the terrifying Grom nearly scared your pants off? Type INV (inventory) and the computer will list all the items you are carrying. It will tell you when you cannot carry anything more, so if you encounter an object you think may be useful down the road, DROP the least valuable item and get that useful object.

Remember, these are *Adventures* and logic doesn't always prevail. (How many times have you been chased by a minotaur?) You will find some Adventures more logical than others, and thus, each game must be treated as such. For instance, in order to climb a stairway, you might have to throw dust on it. Use your imagination.

Here's a tip if you don't want your friends to cheat by looking at the listings for hints: type *POKE 383,158* at the end of each listing before you *CSAVE*. To return to normal listing, type *POKE 383,0*.

Now that I have provided you with helpful hints to get you started with these exciting Adventure games, here is some important information about *The Rainbow Book of Adventures*. First, please note that all the BASIC program listings you will find in this book are formatted for a 32-character screen — so they will show up just as they do on your CoCo screen. One easy way to check on the accuracy of your typing is to compare what character "goes under" what. If the characters match — and your line endings come out the same — you have a pretty good way of knowing that your typing is accurate. We also have "key boxes" to show you the *minimum* system a program needs. But, *do* read the text before you start typing.

The little cassette symbol on listings indicates that program is available through our *Rainbow Adventure Tape* service. An order form for this service is on Page 55.

What's a CoCo? CoCo is an affectionate name which was first given to the TRS-80 Color Computer by its many fans, users and owners. As such, it is almost a generic term for three computers, all of which are very much alike. When we use the term CoCo, we refer to the TRS-80 Color Computer, the TDP System-100 Computer and the Dragon-32 Computer. In most cases, when a specific computer is mentioned, the application is for that specific computer. However, since the TDP System-100 and TRS-80 Color are, for all purposes, the same computer in a different case, these terms are almost always interchangeable.

The small boxes which you see with programs in this book are our *RAINBOW CHECK* program, which is designed to help you type in programs accurately.

The check program itself is a machine language program which will count the number of characters you type in. You can then compare the number the *RAINBOW CHECK* gives you to those printed in this book. On longer programs, some benchmark lines are given. When you reach the end of one of those lines with your typing, simply check to see if the numbers match. The *RAINBOW CHECK* program is listed on Page 81.

I'm sure you will find *The Rainbow Book of Adventures* to be fun and a learning experience, as I have. So, good luck and on with the Adventures . . .



Polynesian Adventure

Don Dunlap

This Polynesian vacation is more beautiful and exciting than you had ever dreamed, you thought as you sat under a swaying palm tree and gazed at the glistening South Pacific. It is an enchanting land of adventure, charm and intrigue that seems apart from the rest of the world.

Each day you've been exploring parts of the island, collecting unique shells, rocks and flowers that are indigenous to this exotic paradise. Today you are filled with anticipation, for you are going to explore the east side of the island, which is said to be mysteriously uninhabited...

Polynesian Adventure is an adventure that is designed to be challenging and fun for all. The object of the adventure is to sail the South Seas and gather treasures as you go from island to island. You then donate the treasures to the Polynesian Treasure House for credit.

To successfully complete an Adventure game, you must collect the correct combination of objects to solve problems that will be presented to you. Some objects may have multiple uses, but others may do nothing. This adventure responds to one and two word commands. For two word commands, the verb is first, the object is second. For example, GET CAN or GO CAR.

Polynesian Adventure was written to take full advantage of the capabilities of the Radio Shack Color Computer. It requires only 16K Extended BASIC, and makes use of the extensive sound and color features that make the Color Computer so versatile.

For those interested in writing their own adventures, the techniques used in *Polynesian Adventure* could easily be adapted to other scripts and uses considerably less space than methods used by many other programs.



16K
ECB



210... 030A
540... 07AF
750... 0C05
1030... 10EB
1290... 15B0
END... 19ED

The listing:

```
10 GOTO1530
20 FORAA=1TO2000:NEXT
30 CLS RND(7)
40 PRINT@12,"YOU ARE";
50 PRINT@32,R$(L,0)
60 PRINTTAB(10)"OBVIOUS EXITS"
```

(Don Dunlap has been a professional programmer for 17 years. He is president of his employer-based computer club with nearly 350 members. He teaches BASIC, and also serves as a volunteer computer consultant and speaker for area schools, libraries and civic groups.)

```
70 FOR D=1TOLEN(R$(L,1))/2 STEP2
80 IF MID$(R$(L,1),D,2)="N " THE
NPRINT"NORTH ";
90 IF MID$(R$(L,1),D,2)="S " THE
NPRINT"SOUTH ";
100 IF MID$(R$(L,1),D,2)="E " TH
ENPRINT"EAST ";
110 IF MID$(R$(L,1),D,2)="W " TH
ENPRINT"WEST ";
120 NEXT D:PRINT
130 PRINTTAB(12)"YOU SEE"
140 FORJ=1TONJ
150 X$=RIGHT$(J$(J),2):IF VAL(X$
)=L THENPRINTLEFT$(J$(J),LEN(J$
(J))-2)
160 NEXTJ
170 PRINTSTRING$(32,134)
180 IFL=25THEN PLAY"T302L8L4EG03
L2C02L8EL4DGL2BL8GL4.F#L8FF#GA;0
3CL202BL4.G;L8DL4EGL203C02L8EL4D
GL4.BL8GL4.F#L8G02BL4.AL8F#L1G"
190 IFL=13THENFORI=1TO2:PLAY"02T
4V19P8L4FV15L8CV19FV15CV19FV15CV
19FV15CFGAAL4.A":NEXT:PLAY"P8V19
L4B-V15L8AV19B-V15AV19L4B-L8V15A
L4AL8AGFFFCCCEEGGL1F"
200 IFL=22THENPLAY"02T3L4DF#AAL1
AL4BBL1.AL4DF#AAL1AL4GF#L1.EL4DF
#AAL1AL4BBL1.AL2GL2...F#L4DEEL1.
D"
210 PRINT"by your command-->"
220 INPUT C$:SOUND 100,2
230 C$=C$+" "
240 P=INSTR(C$," ")
250 V$=LEFT$(C$,3)
260 N$=MID$(C$,P+1,3)
270 V=INSTR(AV$,V$)
280 IFV=0THENPRINT"SORRY I DON'T
KNOW THAT VERB":SOUND 2,2:GOTO2
10
290 N=INSTR(AN$,N$)
300 IFN=0THENPRINT"SORRY I DON'T
KNOW THAT NOUN":SOUND 4,2:GOTO2
10
310 V=(V+2)/3
320 ON V GOTO340,340,340,340,410
,420,490,530,550,590,630,660,680
,710,720,730,800
330 GOTO210
340 P=INSTR(R$(L,1),LEFT$(V$,2))
350 IFP=0THENPRINT"WRONG WAY CHA
RLIE":SOUND 9,3:GOTO210
360 L=VAL(MID$(R$(L,1),P+LEN(R$(
L,1))/2,2))
370 IFL<>9THEN30
380 IFS1>14THENS1=1
390 PLAY"T101L1C":MID$(R$(6,1),5
,2)=MID$(S$,S1,2):S1=S1+2
400 GOTO30
410 P=INSTR(R$(L,1),LEFT$(N$,2))
```

```

:GOTO350
420 IF C>4THENPRINT"YOU'RE TOO W
EAK TO CARRY ANYMORE":GOTO210
430 W=VAL(MID$(NL$,N,3)):IFW=0TH
ENPRINT"I CAN'T GET THAT":GOTO21
0
440 K=LEN(J$(W))-1:Z=VAL(MID$(J$(
W),K,2)):IFZ<>L THENPRINT"IT'S
NOT HERE":GOTO210
450 IFL=27ANDN=34ANDMID$(J$(8),1
2,1)<>"9"THENPRINT"A VOICE SAYS,
WHERE'S MY COINS?":GOTO210
460 IFL=27ANDN=34THENMID$(J$(8),
12,2)="00":C=C-1
470 IFN=40ANDMID$(J$(10),16,1)="
v"THENPRINT"IT'S TOO hot":GOTO21
0
480 MID$(J$(W),K,2)="99":PRINT"O
K":C=C+1:GOTO30
490 W=VAL(MID$(NL$,N,3)):IFRIGHT
$(J$(W),2)<>"99"THENPRINT"YOU DO
N'T HAVE IT TURKEY":GOTO210
500 W#=STR$(L):K=LEN(J$(W))-1:MI
D$(J$(W),K,2)=RIGHT$(W#,2):C=C-1
510 IFL=1THENMID$(J$(1),11,1)="0
":GOTO550
520 GOTO30
530 IFN=7AND RIGHT$(J$(5),2)="00
" THENPRINT"YOU FOUND SOMETHING"
:SOUND 50,9:K=LEN(J$(5))-1:MID$(
J$(5),K,2)="33":GOTO20
540 GOTO30
550 W=0:FORJ=1TONJ:IFRIGHT$(J$(J
),3)="* 1"THENW=W+10
560 NEXTJ:PRINT"OUT OF 100 POINT
S, YOU HAVE"W
570 IFW=100THENCLS3:PRINT@266,"Y
OU HAVE WON":PLAY"T2;O2L4DL2GLB
BL8GL2BL4AL2GL4EL2DL2DL2GLBBL8GL
2BV17L4AV20O3L2.DO2L4B03L4.DO2LB
B03LBDO2L8BL2GL4DL4.EL8GP255L8GL
8EL2DL4DL2GL8BL8GV17L2BV15L4AL2.
G":END
580 GOTO210
590 IFL=2ANDN=46ANDFL=1THEN FM=1
:GOTO840
600 IFL=17ANDRIGHT$(J$(2),2)="99
"THEN WT=1:GOTO620
610 IFL<>3ORRIGHT$(J$(2),2)<>"99
"THENPRINT"YOU'RE MISSING SOMETH
ING":GOTO210
620 FL=1:MID$(J$(2),11,7)="(full
)":PRINT"OK":GOTO210
630 IFL<>33ORFM<>1THENPRINT"I CA
N'T DO THAT":SOUND22,22:GOTO210
640 L=TM:IFL=5THENTM=2ELSEM=5
650 MID$(J$(6),15,2)=STR$(L):MID
$(R$(33,1),3,2)=STR$(L):GOTO30
660 IFRIGHT$(J$(5),2)="99"THENPR
INT"YOUR CABIN NUMBER IS G7 AND

```

```

YOUR TABLE NUMBER IS A1":GOT
O210
670 PRINT"I DON'T HAVE THAT TO R
EAD":GOTO210
680 PRINT"YOU ARE CARRYING"
690 FORJ=1TONJ:IFRIGHT$(J$(J),2)
="99"THEN PRINT LEFT$(J$(J),LEN(
J$(J))-2)
700 NEXTJ:GOTO210
710 IF L>9 THEN FORAA=1TO5:SOUND
1,7:CLS3:SOUND99,7:CLS4:NEXT:PRI
NT"IT IS UNLAWFUL TO PICK FLOWER
S YOU ARE SENT BACK TO THE BOAT
":L=6:GOTO20
720 IF L>9 THENPRINT"STING!!!":S
OUND1,10:PRINT"OUCH, !##%&' YOU H
AVE BEEN STUNG BY A BEE. YOU ARE
RUSHED BACK TO THE BOAT FOR MED
ICAL TREATMENT":L=6:GOTO20
722 PRINT"I DON'T UNDERSTAND":SO
UND22,11
725 GOTO210
730 AA=RND(5):SOUND245,6
740 ON AA GOTO750,760,770,780,79
0
750 PRINT"FILL CAN & TANK OF CAR
":GOTO210
760 PRINT"LOOK COMPARTMENT":GOTO
210
770 PRINT"READING IS GOOD FOR PA
SSES":GOTO210
780 PRINT"GO BOAT SOMETIMES WORK
S":GOTO210
790 PRINT"PICK & SMELL BUT LOOK
OUT":GOTO210
800 IFWT=0ANDFL=1THENPRINT"THAT
WOULD WASTE GAS":GOTO210
810 IFWT=0THENPRINT"THERE IS NOT
HING TO POUR":GOTO210
820 IFL<>29THEN840
830 SOUND 200,20:MID$(J$(10),16,
9)="cold" :GOTO840
840 PRINT"OK":MID$(J$(2),11,7)="
(empty)":GOTO30
850 L=1:NJ=25:TM=5:CLS0:SW#="05"
860 DIM R$(33,1),J$(NJ)
870 PRINT@262,"polynesian";CHR$(
128);"adventure";
880 PRINT@297,"BY";CHR$(128);"do
n";CHR$(128);"dunlap";
890 R$(1,0)="AT A POLYNESIAN TRE
ASURE HOUSE":R$(1,1)="S O2"
900 R$(2,0)="ON A ROAD":R$(2,1)=
"N E W CA01030433"
910 R$(3,0)="AT GAS STATION":R$(
3,1)="W O2"
920 R$(4,0)="IN A DISCOUNT STORE
":R$(4,1)="E O2"
930 R$(5,0)="ON A PIER NEXT TO A
BOAT":R$(5,1)="S CA0633"

```

940 R\$(6,0)="ON A LOVE BOAT":R\$(6,1)="N W 0507"
 950 R\$(7,0)="IN THE DINING ROOM":R\$(7,1)="W A1E 100806"
 960 R\$(8,0)="AT THE TABLE":R\$(8,1)="S 07"
 970 R\$(9,0)="IN CABIN 67":R\$(9,1)="S 10"
 980 R\$(10,0)="IN A HALLWAY FULL OF CABINS":R\$(10,1)="E 670709"
 990 R\$(11,0)="IN A SAMOAN VILLAGE":R\$(11,1)="BOS E 061213"
 1000 R\$(12,0)="IN A COUNCIL HOUSE":R\$(12,1)="N 11"
 1010 R\$(13,0)="IN A COMMUNITY HOUSE":R\$(13,1)="W 11"
 1020 R\$(14,0)="IN A MAORI VILLAGE":R\$(14,1)="BOS E 061615"
 1030 R\$(15,0)="IN A MEETING HOUSE":R\$(15,1)="W 14"
 1040 R\$(16,0)="IN A MAORI MUSEUM":R\$(16,1)="N E 1417"
 1050 R\$(17,0)="BY A LAGOON":R\$(17,1)="W 16"
 1060 R\$(18,0)="IN A FIJI VILLAGE":R\$(18,1)="BOS E 061920"
 1070 R\$(19,0)="IN A CHIEF'S HOUSE":R\$(19,1)="N 18"
 1080 R\$(20,0)="IN A FIJIAN HUT":R\$(20,1)="W 18"
 1090 R\$(21,0)="IN A TAHITIAN VILLAGE":R\$(21,1)="BOS E 062223"
 1100 R\$(22,0)="IN A PRAYER HOUSE":R\$(22,1)="N 21"
 1110 R\$(23,0)="IN A FISHERMAN'S HOUSE":R\$(23,1)="W 21"
 1120 R\$(24,0)="IN A TONGA VILLAGE":R\$(24,1)="BOS E 062625"
 1130 R\$(25,0)="AT A TONGAN FESTIVAL":R\$(25,1)="W 24"
 1140 R\$(26,0)="IN A QUEEN'S BEDROOM":R\$(26,1)="N E 2427"
 1150 R\$(27,0)="IN A QUEEN'S BED":R\$(27,1)="W 26"
 1160 R\$(28,0)="IN A MARQUESAS VILLAGE":R\$(28,1)="BOS 0629"
 1170 R\$(29,0)="IN A COOKING HOUSE (ha'e tumay)":R\$(29,1)="N E 2830"
 1180 R\$(30,0)="IN A GUEST HOUSE (ha'e manahi't)":R\$(30,1)="N W 3129"
 1190 R\$(31,0)="IN A TATTOOING HOUSE":R\$(31,1)="S E 3032"
 1200 R\$(32,0)="IN A WARRIOR'S HOUSE (ha'e toa)":R\$(32,1)="W 31"
 1210 R\$(33,0)="IN A TRANS AM CAR":R\$(33,1)="DU02"
 1220 J\$(1)="NOTHING 01"
 1230 J\$(2)="A GAS CAN (empty)04"
 1240 J\$(3)="*SILVERWARE*08"
 1250 J\$(4)="A GLOVE COMPARTMENT33"
 1260 J\$(5)="A BOARDING PASS00"
 1270 J\$(6)="A TRANS AM CAR02"
 1280 J\$(7)="*GOLD NECKLACE*09"
 1290 J\$(8)="TONGA COINS20"
 1300 J\$(9)="*VALUABLE RELICS*16"
 1310 J\$(10)="*A GOLD KNIFE (very hot)*29"
 1320 J\$(11)="*EXQUISITE CARVING OF A FISH*23"
 1330 J\$(12)="*BEAUTIFUL WOVEN MAT*27"
 1340 J\$(13)="A PINK HIBISCUS11"
 1350 J\$(14)="*A BASKET FULL OF PEARS*12"
 1360 J\$(15)="A FIRE KNIFE DANCER13"
 1370 J\$(16)="A COLORFUL RED TULIP TREE14"
 1380 J\$(17)="A BEAUTIFUL PLUMERIA18"
 1390 J\$(18)="*A DIAMOND HEADED SPEAR*19"
 1400 J\$(19)="*A HAWAIIAN ORCHID*21"
 1410 J\$(20)="A TROPICAL WATERFALL24"
 1420 J\$(21)="A BIRD OF PARADISE26"
 1430 J\$(22)="FREE HULA LESSONS25"
 1440 J\$(23)="*AN EMERALD STATUE*32"
 1450 J\$(24)="AN ACTIVE VOLCANO28"
 1460 J\$(25)="A GROUP OF BOY SCOUTS SINGING22"
 1470 AV\$="N S E W GO GETDROL OOSCOFILDRIREAINVPICSMEHELPOU"
 1480 AN\$=" CANCOMPASCAROUTG7 A1 NECCOIRELMATFISKNISILTANBOAPEA SPEORCSTAHIBTULPLUPAR"
 1490 NL\$="0000020000050000000000000007008009012011010003000000014018019023000000000000"
 1500 S\$="11141821242805":S1=1
 1510 PLAY"T3V15L4GFL8V20EV15EEEV20EV15EDEV20FL4.FV15L4FL8FFV20DV15DDDV20DV15DCDV20EL4.EL4V15EL8GL4V20EV15EV20EL8V15DEL4FV20FV15ALBAV20GV15GGV20FV15FDDDL4.V20CL2V15C"
 1520 GOT030
 1530 PCLEAR1: CLEAR5000: GOT0850
 1600 REM COPYRIGHTED 1983
 1610 REM BY DON & LINDA DUNLAP
 1620 REM 6840 TANYA TERRACE
 1630 REM REYNOLDSBURG, OHIO



Horror House

Robert W. Mangum II

Ever since John could remember, his playmates always made fun of him. He was smaller than most boys his age and very shy. It seemed whatever game he played, or however fast he ran, he was always a loser. Yet, that never stopped John from trying to be one of the gang. He knew he couldn't ever stop striving for perfection.

As he grew, his yearning to be the best at everything, and most importantly, the most popular, became an obsession. He just had to prove to the kids he wasn't a loser, slowpoke or "chicken."

One day, as he was walking home from school, Alfred, the big bully of the neighborhood, school and much of the east coast, caught up to John and asked, "Hey, do you want to try and get into our club? We're letting just about anyone join... but we don't want any chickens like you!" John quickly retorted, "You bet, I'll get in your club. I'll prove to everyone I'm the best." Alfred laughed and said, "Well, if you want to be in our club, come to the clubhouse tomorrow at 4 and we'll tell you what you have to do."

The next day, John headed for the clubhouse. On the way, he passed an old, eerie, abandoned house that was said to be haunted. The house was the oldest and biggest in the neighborhood and its meager appearance scared anyone.

The windows were all broken, the lawn was overgrown with weeds and there was an enormous tree on the right side of the house with limbs that looked like creepy fingers surrounding and protecting the house. A rickety fence encompassed the property and the gate was ajar—inviting, yet forboding. No one can remember anyone ever living there, but everyone was extremely fearful of the house and stayed as far away as they could. Even animals seemed to make a wide berth around the house. Some say, at times you can see a ghostly shadow pass a window and at night one might even see a candle flicker. Why hasn't anyone just torn the house down? One reason might be because whoever, or whatever entered the *Horror House* was never seen again.

All the boys snickered when John entered the clubhouse. He expressed his desire to be in the club and so, they gave him only one thing to do—the hardest initiation the club had ever given.

John must enter the old *Horror House*, go through every corner of that scary place, meet and destroy every ghoul and goblin who resides and come out alive.

You are John's guide through this place of macabre. A computer, somewhere in the house, keeps these monsters alive but you cannot kill the computer. You must kill every monster and then the

computer will explode, destroying the house. Watch out though, the monsters can come back to life!

There is also a hidden secret message which does not pertain to the game but is just a *bit* of comedy added to this fun and ghoulish game.

Good luck!



16K
ECB

7.....0375
80.....0896
190....0DF8
330....12A8
460.....1732
END...1A58

The listing:

```

1 PMODE4,1:PCLS:SCREEN1,1:A$="BL
7U5R2F1D1G1NL2F4NG2E2F2E2NF4E2":
DRAW"BM65,184U7R3FDGL1F3DBE2DFRE
UHLBE4D7R2EUHLBF3BR4L2HUR4UHLGBR
5UND4FRFBF2BRU7DL2R4BR6UD4F3E2F2
E3U4BF3R2D4L2HUER2BR2D2FR2NU3D2G
LHBE5ND3R2FD2BE2UHLGD2FR2BR7U7F3
E3D7BE2DFR2U3DL2BF3BRU3R2FD
2 DRAW"BE3NRGDFR2U2D5GLHBE5UD2FR
EU2BR2UND4FRFND2ERFD2BR5R7L2U7R2
L7R2D7"
3 FORX=1TO2:FOR5=62TO1STEP-1:DRA
W"C"+STR$(X)+"S"+STR$(S)+"BM115,
90"+A$:FORM=1TO10:NEXTM,S,X
4 POKE359,13:CLS:FORX=1TO100:PRI
NT"*";:NEXT:PRINT" PRESS ANY KEY
WHEN THE *****SCREEN IS THE
COLOR THAT***** YOU WA
NT. ";:FORX=1TO292:PRINT"*
";:NEXT:SCREEN0,1:I$=INKEY$
5 FORX=1TO100:A=RND(100):IFINKEY
$<>"THEN6ELSENEXTX:SCREEN0,Z:Z=
-Z+1:GOTO5
6 CLS:PRINT:PRINT" ROBERT WA
YNE MANGUM II":PRINT:PRINTTAB(11
)"PRESENTS":FORX=1TO2000:NEXT
7 CLS:PRINT@36,"H O R R O R H
O U S E":PRINT@69,"YOU MUST ESCA
PE FROM THE HOUSE BY KILLING A
LL OF THE MON-STERS. WHEN ALL O
F THE MONSTERSARE KILLED ALL THA
T WILL BE LEFTOF THE COMPUTER IS
A FILE OF REMAINS FROM THE E
XPLOSION."
8 PRINT" YOU HAVE 50 HEALTH
POINTS (HP'S) AND EACH MONSTER
HAS 20 TO 50 HP'S. FIGHT THE M
ONSTERS BY USING THE COMMANDS 'P
UNCH' AND 'HIT' WHICH TAKE OFF
HP'S. A MONSTER OR PERSON IS D

```

(Robert Mangum, a 15-year-old sophomore at Astronaut High School in Titusville, Fla., purchased his TRS-80 Color Computer when he was an eighth-grader. His hobbies include reading, playing the stock market, and writing Color Computer games. He aspires to pursue the latter hobby as a career.)

```

EAD WHENHE HAS NO HP'S."
9 PRINT" PRESS ANY KEY TO CONT
INUE.";I$=INKEY$
10 IFINKEY$=""THENA=RND(100):GOT
010
20 CLS:PRINT,," EVERY 10 TUR
NS YOU GAIN BACK 1 HP AND EVE
RY 50 TURNS A MONSTER IS REINCA
RNATED. THE FIRST TI
ME YOU USE THE COMMAND 'R' OR 'R
EST' YOU REGAINALL OF YOUR HP'S
AND ALL OF THE DEAD MONSTERS ARE
REINCARNATED."
30 PRINT"AFTER THE FIRST TIME TH
AT YOU USE THE COMMAND IT WILL
DO NOTHING.",,,,,," PRES
S ANY KEY TO CONTINUE.",,:I$=INK
EY$
40 IFINKEY$=""THENA=RND(100):GOT
040
50 DIMA$(16):A$(3)=" USE THE
SE COMMANDS IN YOUR":A$(4)="ADVE
NTURE...":A$(5)=" MOVE, PULL
, OR PUSH":A$(6)=" PUT, LEAV
E, OR DROP":A$(7)=" PUNCH
HIT":A$(8)=" N, S, E,
OR W INVENTORY":A$(9)=" IN
SERT LOOK"
60 A$(10)=" REST OR R G
ET OR TAKE":A$(11)="":A$(12)="":FO
RX=11TO16:A$(X)="":NEXT:A$(16)="
PRESS ANY KEY TO CONTINUE.":F
ORX=1TO16:PRINTA$(X):FORZ=1TO100
:NEXTZ,X
70 IFINKEY$=""THENA=RND(100):GOT
070ELSECLS:PRINT:PRINT" AS YOU A
S YOU ENTER THE HOUSE THE DOOR
LOOKS."
80 HD=10:H=50:H2=50:WD=20:DIMD$(
30):FORX=1TO30:READD$(X):NEXT:L=
26:DATAE,S E W,E W,S W,S E,W,S,N
,S,N S E,N E W,W,N E,S E W,N W,N
S,E,S W,E,N S E W,S W,N,S E,N S
W,E,N W,N,E,N W,N
90 NI=12:DIMI$(NI),L1(NI),M(NI),
W$(NI),S(NI):FORI=1TONI:READI$(I
),L1(I),M(I),W$(I),S(I):NEXTI:DA
TACASSETTE TAPE,7,,WRITING "5452
110 NM=10:DIMM$(NM),D(NM),A(NM),
H(NM),F(NM),L(NM),R(NM):FORM=1TO
NM:READM$(M),D(M),A(M),H(M),F(M)
,L(M),R(M):NEXT:DATARAT,4,72,20,
2,13,,CRAB(GIANT),6,58,30,10,21,
,MINDTAUR,10,30,50,5,12,,STATUE(
LIVING),6,58,30,,-1,,ZOMBIE,8,44
,40,0,28,1,SKELETON,8,44,40,,
120 DATA,GARGOYLE,10,30,50,,8,1,
SNAKE,4,72,20,5,4,,ORC,8,44,40,5
,30,,GOBLIN,10,30,50,5,17,1
130 GOTO240

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```

140 IFL=32THEN540ELSECLS:PRINT:P
RINT" DIRECTIONS - "D$(L):PRINT"
YOU CAN SEE...":Q$="NOTHING"
150 FORX=1TONI:IFL1(X)=L ANDS(X)
=0THENPRINT,I$(X):Q$="":NEXTELSE
NEXT
160 FORM=1TONM:IFL(M)=L THEN PRI
NT,M$(M):Q$="":NEXTELSENEXT:IFQ$
<>"THENPRINT,Q$ELSEQ$="NOTHING"
170 FORM=1TONM:IFL(M)=L ANDH(M)>
F(M)THENZ=0:GOTO190ELSEZ=RND(4):
IFZ=1THENZ=-6:Z$="N"ELSEIFZ=2THE
NZ=6:Z$="S"ELSEIFZ=3THENZ=1:Z$="
E"ELSEZ=-1:Z$="W"
180 X=L(M):IFX>0THENIFINSTR(1,D$
(X),Z$+" ")>0THENL(M)=L(M)+Z:IFX
=L THENPRINT" THE "M$(M)" RAN AW
AY!"ELSEIFL=L(M)THENPRINT" A "M$
(M)" JUST ENTERED", " ROOM!"
190 IFL(M)<>L THEN200ELSEIFRND(A
(M))>RND(100)THENH=H-RND(D(M)):
IFH<1THEN520ELSEPRINT" THE "M$(M
)" HIT YOU.":PRINT" YOU HAVE"H"H
EALTH POINTS."ELSEPRINT" THE "M$
(M)" MISSED YOU."
200 NEXTM
210 W=W+1:IFW=10THENW=0:H=H+1:PR
INT" YOU HAVE"H"HP'S.":W1=W1+1:I
FW1=5ANDL1(3)=16THENW1=0:FORM=1T
ONM:IFL(M)=0THENL(M)=RND(30):H(M)
)=20ELSENEXT
220 IFW=9ANDH=H2 THENH=H2-1
230 FORM=1TONM:IFL(M)=0THENNEXT:
IFL1(9)=0THENL1(9)=16:L1(7)=16:L
1(3)=0
240 INPUT" WHAT NOW";C$:V$=LEFT$
532D3830",,BED,9,1,,COMPUTER,16
,1,IT IS A 64K COLOR COMPUTER.,,
CLOSED DOOR,26,1,,STATUE,25,1,I
T LOOKS HIDEOUS.,,SWORD,12,
100 DATAWRITING "MONSTER SLAYER"
,,PILE OF JUNK,,1,YOU SEE A RED
COIN.,,KEY,,IT LOOKS OLD.,1,RED
COIN,,IT IS RED.,1,BLUE COIN,,
IT IS BLUE.,,GOLD COIN,28,,IT I
S PURE GOLD.,,VENDING MACHINE,27
,1,WRITING"DRINK CREATURE COLA."
,
(C$,3):N$=MID$(C$,INSTR(1,C$," "
)+1,3):IFV$="LOO"THENIFN$="LOO"
HEN140ELSEFORX=1TONI:IFLEFT$(I$(
X),3)<>N$THENNEXT:GOTO490ELSEIFL
1(X)<>L ANDL1(X)<>-5THEN500ELSEI
FV$(X)="THENPRINT" YOU SEE "Q$"
.:GOTO170ELSEPRINT" "W$(X)
250 IFV$="LOO"THENGOTO170
260 IFINSTR(1,D$(L),V$)=0THEN280
ELSEIFV$="N"THENL=L-6ELSEIFV$="S
"THENL=L+6ELSEIFV$="E"THENL=L+1E
LSEIFV$="W"THENL=L-1ELSE280

```



```

270 GOTO140.
280 IFV$=""THEN240ELSEIFINSTR(1,
"NSEW",V$)<>0THENPRINT" YOU CAN'
T GO THAT WAY!":GOTO240
290 IFV$<>"MOV"ANDV$<>"PUL"ANDV$
<>"PUS"THEN320ELSEFORX=1TONI:IFL
EFT$(I$(X),3)<>N$THENNEXT:GOTO49
0ELSEIFL1(X)<>L THEN500ELSEIFN$=
"BED"ANDD$(9)="S"THENPRINT" YOU
SEE AN EXIT TO THE WEST.":D$(9)=
"S W":D$(8)="N E":GOTO170
300 IFN$="BED"THENPRINT" THE EXI
T TO THE WEST CLOSES.":D$(9)="S"
:D$(8)="N":GOTO170
310 IFN$="STA"THENL(4)=25:L1(5)=
0:PRINT" IT COMES ALIVE! A BLUE
COIN WAS UNDER IT.":L1(10)=2
5:GOTO240ELSEPRINT"NOTHING HAPPE
NS.":GOTO240
320 IFV$="GET"ORV$="TAK"THENFORI
=1TONI:IFN$<>LEFT$(I$(I),3)THENN
EXT:GOTO490ELSEIFL1(I)<>L THENGO
TO500ELSEIFM(I)=1THENPRINT" IT C
AN'T BE PICKED UP.":GOTO170ELSEL
1(I)=-5:PRINT" O.K. YOU HAVE IT
.":GOTO170
330 IF V$="INV"ORV$="LIS"THENPRI
NT" YOU HAVE...":PRINTTAB(15)H"
HP'S":FORI=1TONI:IFL1(I)=-5THENP
RINT,I$(I):NEXT:GOTO170ELSENEXT:
GOTO170
340 IFV$="PUT"ORV$="DRO"ORV$="LE
A"THENFORX=1TONI:IFLEFT$(I$(X),3
)<>N$ORL1(X)<>-5THENNEXT:PRINT"
YOU DON'T HAVE THAT.":GOTO170ELS
EPRINT" O.K. YOU DROPPED IT":L1(
X)=L:GOTO170
350 IFV$="PUN"THEND=HD:A=40:GOTO
360ELSEIFV$="HIT"THENIFL1(6)<>-5
THENPRINT" YOU MUST HAVE THE SWO
RD.":GOTO240ELSED=WD:A=60:GOTO36
0ELSE380
360 FORM=1TONM:IFLEFT$(M$(M),3)<
>N$ORL(M)<>L THENNEXT:PRINT" IT
IS NOT HERE."ELSEIFRND(100)<=A T
HENH(M)=H(M)-RND(D):IFH(M)<1THEN
PRINT" IT IS DEAD.":L(M)=0ELSEPR
INT" YOU HIT IT.":PRINT" IT HAS"
H(M)"HEALTH POINTS."ELSEPRINT" Y
OU MISSED."
370 GOTO170
380 '
390 IFV$<>"INS"THEN440ELSEFORI=1
TONI:IFLEFT$(I$(I),3)<>N$ORL1(I)
<>-5THENNEXT:PRINT" YOU DON'T HA
VE THAT.":GOTO170ELSEIFN$="CAS"A
NDL=16THENPRINT" AN EXIT OPENS O
N THE EAST.":D$(16)="N S E":D$(1
7)="E W":L1(1)=0:GOTO170
400 IFN$="KEY"ANDL=26THENI$(4)="

```

```

OPEN DOOR":PRINT" THE DOOR OPENS
.":D$(26)="N S W":L1(8)=0:GOTO17
0
410 IFL=27THENFORX=9TO11:IFLEFT$(
I$(X),3)=N$THENL1(X)=-1:PRINT"
O.K."ELSENEXT
420 FORX=9TO11:IFL1(X)=-1THENNEX
T:L1(8)=27:PRINT" A KEY FALLS TO
THE FLOOR.":GOTO170ELSE170
430 GOTO510
440 IFLEFT$(V$,1)<>"R"THEN470ELS
EFORM=1TONM:IFL(M)=L THENPRINT"
YOU CAN'T REST WITH WHILE"," FIG
HTING.":GOTO170ELSENEXT:IFQ1=1TH
EN460ELSEQ1=1:H=50:PRINT" YOU RE
GAINED ALL YOUR HEALTH POINTS
, BUT ALL OF THE DEAD"," MONSTER
S HAVE BEEN REINCARNATED."
450 FORM=1TONM:IFL(M)=0THENL(M)=
RND(30):H(M)=20:NEXT:GOTO170ELSE
NEXT:GOTO170
460 PRINT" O.K. YOU DO NOTHING."
:GOTO170
470 '
480 PRINT" I DON'T UNDERSTAND TH
E VERB":GOTO240
490 PRINT" THERE IS NO ITEM BY T
HAT NAME.":GOTO170
500 PRINT" THAT ITEM IS NOT AROU
ND.":GOTO170
510 PRINT" NOTHING HAPPENS.":GOT
O170
520 PRINT:PRINT" THE "M$(M)" KIL
LED YOU.":A$="V3101L4N1P255N1L1N
6P4L4N1N6L1N10P4L4N1N6N10P8N1N6N
10P8N1N6L1N10P4L4N1N10L20+N1L40-
N10N6L2N1P255N1L1N6P1":PLAYA$:CL
S:PRINT:PRINT:PRINT" PRESS ANY K
EY TO PLAY AGAIN.":I$=INKEY$:TIM
ER=0
530 IFINKEY$<>" "THENRUNELSEIFTIM
ER>1000THENPOKE359,13:ENDELSE530
540 CLS:PRINT:PRINT"CYDONUG'RVAE
T UELSACTAIPENDS!!":FORX=1TO100
:NEXT:PRINT@32,"C O N G R A T U
L A T I O N S !":A$="Y O U ' V E
E S C A P E D !":FORZ=64TO448
STEP32:PRINT@Z,A$:FORX=1TO100:NE
XTX:PRINT@Z:NEXTZ
550 PLAY"V31T2L4GGFEEDEEP4DEEDEG
FGFDP4DDCDDCDGP4EFGP4EFGP4EFL1DL
2C":CLS:PRINT:PRINT" PRESS ANY
KEY TO PLAY AGAIN.":I$=INKEY$:TI
MER=0:GOTO530
555 '
558 '
559 'horror house
560 'by ROBERT W. MANGUM II
570 '2915 DAIRY ROAD
580 'TITUSVILLE, FLORIDA 32796

```



Search For The Ruby Chalice

Justin Paola

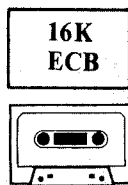
You have searched the entire world trying to find the most precious treasure—a ruby chalice—which is said to give you all the riches and luck a person desires. Your quest leads you to the deep jungles of Africa, a land of endless beauty, uniqueness and . . . danger.

This exotic, fun adventure begins as you and your pilot land a pontoon plane in a lake surrounded by a partially unexplored jungle. You must find the buried ruby chalice, located somewhere in the area, and escape poisonous snakes, wildcats, mean head hunters and many other life threatening dangers.

There are some interesting and useful items you may want to pick up along the journey which may save your life. For instance, the tribe of head hunters, if you are unlucky enough to meet them, will only accept certain treasured gifts . . . like your head!

Don't stray too far away for too long or you may hear the dreaded "scream from the east" and realize you may never get out of the jungle!

Before loading the program, unplug your disk drive and type *POKE 25,6:NEW*.



120	...	046E	909	...	1F64
245	...	0B86	1520	...	2418
464	...	1010	2120	...	29F9
535	...	1441	2610	...	2E93
785	...	1A2D	END	...	31D1

The listing:

```

3 REM ***FOR 16K EXTENDED BASIC
4 REM ***TRS-80 COLOR COMPUTER
5 REM *****
6 REM ***(C) EARLY 1982****
7 REM ***BY JUSTIN PAOLA***
8 REM *****
10 DIM R$(26),O$(25),R(26,6),O(25)
15 R=1:SH=6
20 CLS
30 PRINT"***SEARCH FOR THE RUBY CHALICE***"
40 PRINT:PRINT:PRINT"*****BY JUSTIN PAOLA*****"
50 PLAY"O3;L2;A;P16;B;P16;L8;E;P16;L2;F;P4;O1;T4;L1;A;P8;B;P8;L4

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;E;P8;L1;F
60 PRINT:PRINT" YOUR PILOT AND YOURSELF JUST LANDED IN A LAKE NEAR PARTIALLY EXPLORED JUNGLE. YOUR OBJECTIVE IS TO FIND THE RUBY CHALICE WHICH HAS BEEN HIDDEN SOMEWHERE UNDERGROUND. THERE ARE MANY HAZARDS AND OBJECTS LOCATED IN THE ";
70 PRINT"AREA. SOME OF THE OBJECTS ARE USEFUL AND MANY ARE NEEDED TO FIND THE CHALICE AND ESCAPE FROM THE JUNGLE."
80 PRINT:PRINT"PUSH ANY KEY TO CONTINUE."
90 X$=INKEY$:IF X$=""THEN90
100 CLS
110 PRINT" TO PERFORM A TASK YOU NEED ONLY TO TYPE THE FIRST THREE LETTERS OF A COMMAND AND OBJECT.FOR INSTANCE, TO TAKE THE CHALICE, YOU CAN TYPE 'TAK CHA'.SOME COMMANDS DON'T REQUIRE AN OBJECT."
120 PRINT" TO MOVE A CERTAIN DIRECTION YOU SHOULD TYPE ONLY THE FIRST LETTER OF THE DIRECTION (TYPE 'N' TO MOVE NORTH). "
130 PRINT" BE CAREFUL, THERE HAS BEEN RUMOURS OF A TRIBE OF HEAD HUNTERS IN THE VICINITY!!!"
140 PRINT:PRINT"PRESS ANY KEY TO BEGIN.";
150 X$=INKEY$:IFX$=""THEN150
155 CLS
160 DATA YOUR PONTOON PLANE,SAVANNA WITH RIVER (IT IS VERY HOT AND DRY),SAVANNA WITH RIVER,SAVANNA WITH RIVER,SAVANNA WITH RIVER,HIGH CANOPY JUNGLE,HIGH CANOPY JUNGLE,SAVANNA WITH ONE EASILY CLIMBEABLE TREE,SAVANNA,SAVANNA,DENSE JUNGLE
170 DATA HIGH CANOPY JUNGLE,A HEAD HUNTER TRIBE'SVILLAGE,A CLEARING NEXT TO A CLIFF,DENSE JUNGLE ,A CLEARING,DENSE JUNGLE,A CLEARING WITH A BEAUTIFUL WATERFALL,YOUR BASE CAMP,A CAVE,HIEROGLYPHIC ROOM,WEST VIPER PIT ROOM,EAST VIPER PIT ROOM
180 DATA A LONG EAST-WEST CORRIDOR,THE CHALICE ROOM,THE TOP OF A HIGH TREE-YOU CAN SEE A CLIFF TO THE WEST-A LARGE ROCK SLAB TO THE NORTH-A LAKE TO THE EAST-AND A RIVER TO THE SOUTH
190 FOR X=1TO26:READR$(X):NEXT

```

(Justin Paola, a 15-year-old high school student living in Berkeley, Calif., is a frequent caller of local computer bulletin board systems with his 64K, 2 disk Color Computer bulletin board system. His interests include computer graphics, movie special effects, and Adventure games.)

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200 DATAGUN,19,MATCHES,19, SNAKE
BITE KIT,19,MAGNIFYING GLASS,19,
TORCH,2, ANCIENT CLOTH,2, GOLD NUG
GET,3, TRANSLATION BOOK,4, KIWI FR
UIT,6, SPEAR WITH STRANGE LETTERI
NG,7, COIL OF ROPE,9, JADE CEREMON
IAL NECKLACE,10, JUG OF WATER,11,
COMPRESSED AIR CYLINDER,14
210 DATA INFLATABLE RAFT,15, RUBY
CHALICE,25, PILOT,1, GROUP OF MEA
N LOOKING HEAD HUNTERS,13, RO
CK SLAB,16, VIPERS,22, VIPERS,23, H
IEROGLYPHICS ON ONE OF THE W
ALLS,21, HOOK ON CEILING,22, FIRE,
40, HOOK ON CIELING WITH A ROPE
TIED TO IT,23
220 FORX=1TO25:READO$(X):READO(X
):O$=O$+LEFT$(O$(X),3):NEXT
230 DATA ,,19,,9,,19,3,,8,,2,
4,,7,,3,5,,6,,4,18,,13,5,7,,
,11,4,8,6,,3,,7,26,,10,2,,,,,
9,,11,,16,7,10,12,,,,,11,13,,1
4,6,12,,,,,13,15,,,,,16,14,,,,1
1,17,15,,,,,16,,,,,5,,,,,1,2,,
,,21,22,,16,,20,,,,,,20,,,,,2
4,,,,,25,23,,,,,24,,,,,,8
240 FORX=1TO26:FORY=1TO6:READR(X
,Y):NEXTY,X
243 C$="LOOCLITAKDROINVLI GUNLEAT
DRIXYLFLOHITSHITIESHOSWIHELINFFL
YUSE"
245 D$(1)="NORTH":D$(2)="SOUTH":
D$(3)="EAST":D$(4)="WEST":D$(5)=
"UP":D$(6)="DOWN"
250 PRINT:PRINT"YOU ARE IN ";:PR
INT R$(R)
255 IF(R=15 OR R=11 OR R=17 OR (
R>20 AND R<26))AND (LI=0 OR O(5)
<>0) THEN PRINT:PRINT"ITS DARK-Y
OU CAN'T SEE.":IF R=23 OR R=24 O
R R=25 THEN 297 ELSE 280
260 PRINT:PRINT"YOU SEE*":FORX=1
TO25:IF O(X)=R THEN PRINT"*"::PRIN
TO$(X)
270 NEXTX
280 PRINT:PRINT"OBVIOUS EXITS AR
E*":FORY=1TO6:IFR(R,Y)<>0 THEN PR
INT"*":D$(Y);
290 NEXTY
295 IFR=13AND DD=0 THEN PRINT:PR
INT:PRINT"THE GROUP OF HEAD HUNT
ERS DAMANDS THAT YOU GIVE
THEM A TREASURE OF THEY WILL
SEPARATE YOUR HEAD FROM YOUR SH
OULDERS.":GOSUB5010
297 IFR=24AND O(6)<>0 THEN PRINT:P
RINT"YOU WERE RIDDEN WITH POISON
OUS ARROWS!! WELL, TRY AGAIN.":
PLAY"01;L4;12;1":END
300 PRINT:PRINT:INPUT"WHAT DO YO

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U WANT TO DO";A$:PRINT:B$=""
301 CLS
303 DD=0
304 GOSUB470
305 IF LEN(A$)=1 THEN GOTO3000
310 FORX=1TOLEN(A$)
320 IF MID$(A$,X,1)=" "ANDLEN(A$
)>X+1 THEN B$=MID$(A$,X+1,3)
330 NEXT
335 A$=LEFT$(A$,3)
340 IFA$="SMA"ORA$="BRE" THEN A$="
HIT"
350 IFA$="REA"ORA$="EXA" THEN A$="
LOO"
360 IFA$="GET" THEN A$="TAK"
365 IFA$="DAM"ORA$="FUC" THEN A$="
SHI"
367 IFA$="TRY" THEN A$="USE"
370 IFB$="GLA" THEN B$="MAG"
380 IFB$="CLO" THEN B$="ANC"
390 IFB$="NUG" THEN B$="GOL"
400 IFB$="BOO" THEN B$="TRA"
410 IFB$="FRU" THEN B$="KIW"
420 IFB$="ROP" THEN B$="COI"
430 IFB$="WAT" THEN B$="JUG"
440 IFB$="CYL"ORB$="AIR" THEN B$="
COM"
450 IFB$="HUN" THEN B$="GRO"
460 IFB$="SLA" THEN B$="ROC"
462 IFB$="RAF" THEN B$="INF"
463 IFB$="CHA" THEN B$="RUB"
464 IFB$="KIT" THEN B$="SNA"
465 GOTO537
470 N=N+1:WW=WW+1:IFWW>54ANDWW<6
1 THEN PRINT"YOU ARE THIRSTY-YOU
BETTER DRINKSOME WATER-AND NOT O
UT OF THE RIVER BECAUSE ITS CO
NTAMINATED.":PLAY"L20005AAAA":FO
RX=1TO200:NEXT
475 IFLEFT$(A$,3)="DRI" THEN 490
480 IFWW>60 THEN CLS:PRINT"TOO BA
D-YOU COULDN'T MOVE ON WITHOU
T WATER. TRY AGAIN!!":PLAY"03;L4
;12;1":END
490 IF(R>1 AND R<11)OR R=12 THEN
IF RND(20)=1 THEN PLAY"05;L100;
1;3;5;7;9":PRINT"*** WARNING, A
WILD CAT JUST LEAPED AT YOU!!
!":CC=1:RR=1
500 IF R=15 OR R=11 OR R=17 THEN
IF RND(11)=1 THEN PLAY"01;L100;
1;3;5;7;9":PRINT"***OUCH!!! A SN
AKE JUST BIT YOU!!!":S=1:SS=
1
505 IFRR=1ORSS=1 THEN RRR=0:SS=0:GO
TO530
507 IFLEFT$(A$,3)="USE" THEN 515
510 IFS=1 THEN PRINT"YOU DIED FROM
YOUR SERIOUS SNAKEBITE!!! TRY A
GAIN!!":PLAY"01;L4;12;1":END

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```

515 IFLEFT$(A$,3)="SHO"ORLEFT$(A
$,3)="USE"THEN530
520 IFCC=1THENPRINT"THE CAT SERI
OUSLY INJURED YOU AND YOU DIED
!!! TRY AGAIN!!!":PLAY"02;L4;12;1
":END
530 IFN=100THENPRINT"***YOU JUST
HEARD A SCREAM FROM THE EAST":0
$(17)="DEAD PILOT WITH HIS HEAD
MISSING":MID$(0$,49,3)="D
EA":PLAY"05;L255;1;12;1;12;1;12;
1;12;1;12;1;12;1;12;1;12":FORX=1
TO300:NEXT
531 IFR<>RR THENFI=0:FG=0:0(24)=
40
532 IFFG=1THENPRINT"YOU WERE KIL
LED BY THE FIRE!!!":PLAY"01;L4;A;
G":END
533 IFFI=1THENFG=1
535 RETURN
537 C=0:0=0
540 FORX=1TOLEN(C$)STEP3:IFMID$(
C$,X,3)=A$THENC=(X+2)/3
550 NEXT:FORX=1TOLEN(0$)STEP3:IF
MID$(0$,X,3)=B$THENO=(X+2)/3
670 NEXT
680 IFC<1THENPRINT"I'M SORRY-I D
ON'T UNDERSTAND THAT.":GOTO30
0
690 ONC-1GOTO820,905,1000,1100,1
200,1300,1400,1500,1600,1700,180
0,1900,2000,2090,2200,2300,2400,
2500,2600
700 IFB$=""THENCLS:GOTO250
710 IFO=1AND0(1)=0THENPRINT"THE
GUN HAS"SH"SHOTS LEFT.":GOTO300
720 IFO=1ANDR=0(1)THEN815 ELSEIF
0=1AND R<>0(1)THEN817
722 IFO=5AND0(5)=0THENIFLI=1THEN
PRINT"IT IS LIT.":GOTO250 ELSEIF
LI=0THENPRINT"IT IS NOT LIT.":GO
TO250
723 IFO=5ANDR=0(5)THEN815 ELSE I
FO=5ANDR<>0(5)THEN817
725 IFO=6AND0(6)=0THENPRINT"THE
CLOTH LOOKS VERY INTERESTING-YOU
BETTER KEEP IT.":GOTO300
727 IFO=6ANDR=0(6)THEN815 ELSE I
FO=6ANDR<>0(6)THEN817
730 IFO=8AND0(8)=0THENPRINT"IT T
RANSLATES HIEROGLYPHICS AND MANY
NATIVE DIALECTS.":GOTO300
735 IFO=8ANDR=0(8)THEN815ELSEIFO
=8AND R<>0(8)THEN817
740 IFO=9AND0(9)=0THENPRINT"MMMM
!!! IT LOOKS DELICIOUS.":GOTO300
745 IFO=9ANDR=0(9)THEN815 ELSEIF
0=9ANDR<>0(9)THEN817
750 IFO=10AND0(10)=0AND0(8)=0THE
NPRINT"THE LITERAL ENGLISH TRANS

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LATION OF THIS NATIVE DIALECT IS
'XYLO':GOTO300 ELSEIFO=10AND0(
10)=0AND0(8)<>0THENPRINT"YOU CAN
'T READ THIS-IT IS IN A NATIVE
DIALECT.":GOTO300
755 IFO=10ANDR=0(10)THEN815ELSEI
FO=10ANDR<>0(10)THEN817
760 IF 0=15AND0(15)=0THENPRINT"THE
RAFT IS MISSING ITS C
OMPRESSED AIR CYLINDER.":GOTO300
765 IFO=15ANDR=0(15)THEN815ELSE
IF 0=15AND0(15)<>R THEN817
770 IFO=16AND0(16)=0THENPRINT"IT
S THE CHALICE YOU'RE LOOKING FO
R ALRIGHT.":GOTO300
775 IFO=16AND0(16)=R THEN815 ELS
EIFO=16AND0(16)<>R THEN817
780 IFO=17ANDR=1ANDLEFT$(0$(17),
3)="DEA"THENPRINT"IT LOOKS LIKE
HE HAS BEEN KILLED BY THE HEAD HU
NTERS. YOU WILL NOT BE ABLE TO
FLY OUT OF HERE.":GOTO300
785 IFO=17ANDR=1ANDLEFT$(0$(17),
3)="PIL"THENPRINT"HE LOOKS HEALT
HY AND READY TO FLY YOU AWAY."
:GOTO300
787 IFO=17ANDR<>1THENPRINT"HE'S
IN THE PLANE-REMEMBER.":GOTO250
790 IFO=19ANDR=16THENPRINT"THE R
OCK SLAB LOOKS LIKE IT HAS SLID
OPEN AND CLOSED MANY TIMES.":GOT
0300
795 IFO=19ANDR<>16THENPRINT"THE
ROCK SLAB IS NOT HERE.":GOTO250
797 IF(0=20OR0=21)AND(R=23ORR=22
)THENPRINT"THERE'S THOUSANDS OF
THOSE VICIOUS SNAKES!":GOT
0300
800 IFO=20OR0=21AND(R<>22ANDR<>2
3)THENPRINT"THERE ARE NO VIPERS
HERE.":GOTO250
805 IFO=22ANDR=21AND0(8)=0 THENP
RINT"THE ENGLISH TRANSLATION OF
THE HIEROGLYPHICS IS 'DO NOT GO
FURTHER THAN THE EAST VIPER
ROOMWITHOUT THE ANCIENT CLOTH O
R YOU WILL BE PIERCED BY ARROWS.'
THESE HIEROGLYPHICS WERE WR
ITTENRECENTLY.":GOTO 300
807 IFO=22ANDR=21AND0(8)<>0THENP
RINT"YOU CAN'T READ THEM-YOU DO
NOT UNDERSTAND THEM.":GOTO300
809 IFO=22ANDR<>21THENPRINT"THE
RE ARE NO HIEROGLYPHICS HERE.":GO
TO250
810 IFO<>18AND0<>23AND0(0)=0THEN
PRINT"THERE IS NOTHING SPECIAL A
BOUT THAT.":GOTO300
812 IFO<>18AND0<>23AND0(0)<>0AND
R=0(0)THEN815 ELSE IF 0(0)<>0AN

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```

DR<>O(0)THEN817
813 PRINT"THEIR IS NOTHING SPECI
AL ABOUT THEM.":GOTO300
815 PRINT"YOU HAVE NOT PICKED IT
UP YET.":GOTO250
817 PRINT"THAT OBJECT IS NOT IN
THIS AREA.":GOTO250
820 IFR<>8 THENPRINT"THEIR'S NOT
HING TO CLIMB!!":GOTO250
830 GOTO4050
905 IFO=0THENPRINT"I DON'T UNDER
STAND WHAT YOU WANTTO PICK UP.":
GOTO250
907 IFO(0)<>R THENPRINT"YOU CAN'
T PICK UP SOMETHING THATIS NOT I
N YOUR SAME AREA!!":GOTO250
908 IFO=17ANDLEFT$(0$(17),3)="PI
L"THENPRINT"HE OBJECTED TO YOUR
TRYING TO TAKE HIM.":GOTO250
909 IFO=17THENPRINT"I'M NOT GOIN
G TO LET YOU CARRY A CORPSE.":G
OTO250
910 IFO=20ORO=21THENPRINT"NO WAY
!!! THEIR'RE VICIOUS.":GOTO250
912 IFO=19THENPRINT"IT'S TO HEAV
Y.":GOTO250
914 IFO>16THENPRINT"YOU CAN'T TA
KE THAT.":GOTO250
915 CA=CA+1:IFCA>6THENPRINT"YOU
CAN'T CARRY ANYMORE!":CA=6:GOTO2
50
920 O(0)=0:PRINT"TAKEN.":GOTO250

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```

1000 IFO(0)<>0THENPRINT"YOU DO N
OT HAVE IT!!":GOTO250
1005 GOTO1020
1010 PRINT"YOU STARTED A FIRE!!!
YOU BETTERLEAVE THIS AREA!!!":P
LAY"05;L200;A;B;A;B":FI=1:RR=R:O
(24)=R:FORX=1TO16:IFO(X)=R THENO
(X)=40
1012 NEXTX
1015 GOTO250
1020 O(0)=R:IF(R=5ORR=4ORR=3ORR=
2ORR=9ORR=8ORR=10)AND LI=1ANDO=5
THEN1010
1025 CA=CA-1
1030 GOTO250
1100 PRINT"YOU ARE CARRYING*":FO
RX=1TO16:IFO(X)=0 THENPRINT"*"O$(
X):IV=1
1110 NEXTX
1115 IFIV=0 THENPRINT"NOT A THIN
G"
1117 IV=0
1120 GOTO300
1200 IFO(2)<>0THENPRINT"YOU NEED
MATCHES STUPID!!":GOTO250
1205 IFB$=""THENPRINT"LIGHT WHAT
?":GOTO250
1210 IFO<>5THENPRINT"YOU CAN'T L
IGHT THAT!!":GOTO300
1220 PRINT"YOUR TORCH IS NOW LIT
.":LI=1:GOTO250
1300 IFLI=0THENPRINT"IT IS ALREA
DY UNLIT.":GOTO300
1310 IFO(5)<>0THENPRINT"YOU HAVE
NOTHING TO UNLIGHT.":GOTO250
1320 LI=0:GOTO250
1400 IFO=9ANDO(9)=0THENPRINT"MMM
!! THAT KIWI WAS DELICIOUS!!":O(
9)=40:GOTO 300
1405 IFO=9THENPRINT"YOU DO NOT H
AVE ANY WATER.":GOTO300
1410 IFO=13THENPRINT"TRY 'DRINK
WATER'":GOTO300
1420 PRINT"DON'T BE REDICULOUS!!
":GOTO300
1500 IFO=13ANDO(13)=0THENPRINT"G
LUG GLUG GLUG***THAT WAS R
EFRESHING.":WW=0:GOTO300
1510 IFO=13THENPRINT"YOU DO NOT
HAVE ANY WATER!!":GOTO300
1520 PRINT"THAT MAY BE VERY PAIN
FUL.":GOTO300
1600 IFR<>16THENPRINT"NOTHING HA
PPENS.":GOTO300
1605 IFR(16,6)=20THENPRINT"WITH
A GREAT RUMBLING, THE CAVE CLOSE
S.":R(16,6)=0:PLAY"01L100ABCDFG
GDCBA":GOTO250
1610 PRINT"THE ROCK SLIDES WITH
A LOUD RUMBLING AND REVEALS

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A CAVE.":PLAY"01L100ABCDGFGDCBA
":R(16,6)=20:GOTO250
1700 IFO(15)<>0THENPRINT"YOU DO
NOT HAVE A RAFT.":GOTO300
1710 IFIN=0THENPRINT"THE RAFT IS
NOT INFLATED.":GOTO300
1720 IFR<>2ANDR<>3ANDR<>4ANDR<>5
ANDR<>18THENPRINT"YOU ARE NOT NE
XT TO A RIVER YOU FOOL.":GOTO250
1730 IFO(16)<>0THENPRINT"YOU SHO
ULD GET THE CHALICE BEFORE
YOU GO DOWN THE RIVER.":GOTO300
1740 PRINT"YOU FLOAT DOWN THE RI
VER INTO THE OCEAN AND ARE RES
CUED BY A FREIGHT SHIP.":PLAY"L
20001;ABC02ABC03ABC04ABC05ABC04C
BA03CBA02CBA01CBA":PRINT:PRINT"C
ONGRATULATIONS*****YOU WON!!!"
:END
1800 IFO=10RO=30RO=40RO=70RO=80R
O=100RO=130RO=140RO=160RO=190RO=
220RO=23THENPRINT"OUCH**** YOU H
URT YOUR HAND!!!":GOTO300
1810 IFO=17THENPRINT"HE BLOCKED
YOUR PUNCH AND HIT YOU BACK IN
THE STOMACH.":GOTO300
1820 PRINT"DON'T BE FOOLISH.":GO
TO300
1900 IFRND(2)=1THEN1910ELSEPRINT
"WATCH YOUR LANGUAGE!!!":GOTO300
1910 PRINT"DON'T GET FRUSTRATED
JUST BECAUSE YOU ARE DOING
TERRIBLY!!":GOTO300
2000 IFO<>11THENPRINT"YOU CANNOT
TIE THAT!!":GOTO300
2010 IFO(11)<>0THENPRINT"YOU DO
NOT HAVE ANY ROPE TO TIE.":GOTO3
00
2020 IFR<>22THENPRINT"THERE IS N
OTHING USEFUL TO TIE THE ROPE T
O.":GOTO250
2030 PRINT"YOU TIED THE ROPE TO
THE HOOK ONTHE CIELING.":O(11)=4
0:O$(23)="HOOK ON CIELING WITH R
OPE TIED TO IT":CA=CA-1:TI=1:GO
TO250
2090 IFSH=0THENPRINT"YOU HAVE NO
BULLETS LEFT!!":GOTO300
2100 PRINT"BANG!!!!":PLAY"V31L25
5;T255;01AAAV15":SH=SH-1
2110 IFCC=1THENPRINT"YOU SCARED
THE WILD CAT AWAY!!!":CC=0:GOTO3
00
2120 PRINT"YOU JUST WASTED A PRE
CIOUS BULLET.":GOTO300
2200 IFR<>22ANDR<>23THENPRINT"TH
ERE IS NOTHING TO SWING ON.":GOT
O250
2210 IFTI=0THENPRINT"YOU HAVE TO
TIE THE ROPE TO SOMETHING F
IRST.":GOTO250
2220 PRINT"WEEEEEEEEEEEEEEEE!!!!!!!"
2225 PRINT"YOU SWUNG ACROSS THE
VIPER PIT!!"
2230 IFR=22THENR=23ELSER=22
2240 GOTO250
2300 IFR=16THENPRINT"TRY TO GET
THE SLAB TO SLIDE.":GOTO300
2310 IFRND(2)=1THEN2320ELSEPRINT
"NO COMMENT.":GOTO300
2320 PRINT"ITS YOUR ADVENTURE**D
ON'T ASK FOR MY HELP.":GOTO300
2400 IFO<>15THENPRINT"YOU CAN'T
INFLATE THAT!!":GOTO300
2410 IFIN=1THENPRINT"IT IS ALREA
DY INFLATED.":GOTO300
2420 IFO(15)<>0THENPRINT"YOU DO
NOT HAVE THE RAFT.":GOTO300
2430 IFO(14)<>0THENPRINT"YOU DO
NOT HAVE ANYTHING TO INFLATE
IT WITH.":GOTO300
2440 PRINT"THE RAFT IS NOW INFLA
TED.":IN=1:O$(15)="INFLATED RAFT
":O$(14)="USED COMPRESSED AIR CY
LINDER":GOTO300
2500 IFR<>1THENPRINT"YOU ARE NOT
IN YOUR FONTOON PLANE!!":GO
TO250
2510 IFO(16)<>0THENPRINT"YOU SHO
ULD GET THE CHALICE BEFORE
YOU FLY AWAY!!":GOTO250
2520 IFN>99THENPRINT"YOUR PILOT
IS DEAD AND YOU DO NOT KNOW HO
W TO FLY THE PLANE***YOU HAD BET
TER FIND ANOTHER WAY OUT OF HERE
.":GOTO250
2530 PRINT"YOUR PILOT TAKES OFF
AND YOU LEAVE THE AREA WITH T
HE CHALICE":PLAY"L20001ABCD02ABC
D03ABCD04ABCD05ABCD04ABCD03ABCD0
2ABCD01ABCD":PRINT:PRINT"YOU WIN
!!!!!!!!!!!!!!":END
2600 IFO=1THEN2090
2610 IFO<>3THENPRINT"TRY SOME OT
HER COMMAND WITH THATOBJECT.":GO
TO300
2620 IFO(3)<>0THENPRINT"YOU DO'N
T HAVE THE SNAKEBITE KITWITH YOU
.":GOTO250
2630 IFS=0THENPRINT"YOU HAVE NOT
BEEN BITTEN!!":GOTO300
2640 PRINT"YOU SAVED YOURSELF.":
S=0:GOTO300
3000 U$="NSEWUD"
3005 Y=0
3010 FORX=1TOLEN(U$):IFA$=MID$(U
$,X,1)THENY=X
3020 NEXT:IFY=0THENC=0:GOTO680
3030 ONY-1GOTO3060,3090,4020,405
0,4080

```

```

3040 IFR(R,1)<>0THENR=R(R,1)ELSE
5000
3050 GOTO250
3060 IFR(R,2)<>0THENR=R(R,2)ELSE
5000
3070 GOTO250
3090 IFR(R,3)<>0THENR=R(R,3)ELSE
5000
4000 GOTO250
4020 IFR(R,4)<>0THENR=R(R,4)ELSE
5000
4030 GOTO250
4050 IFR(R,5)<>0THENR=R(R,5)ELSE
5000
4060 GOTO250
4080 IFR(R,6)<>0THENR=R(R,6)ELSE
5000

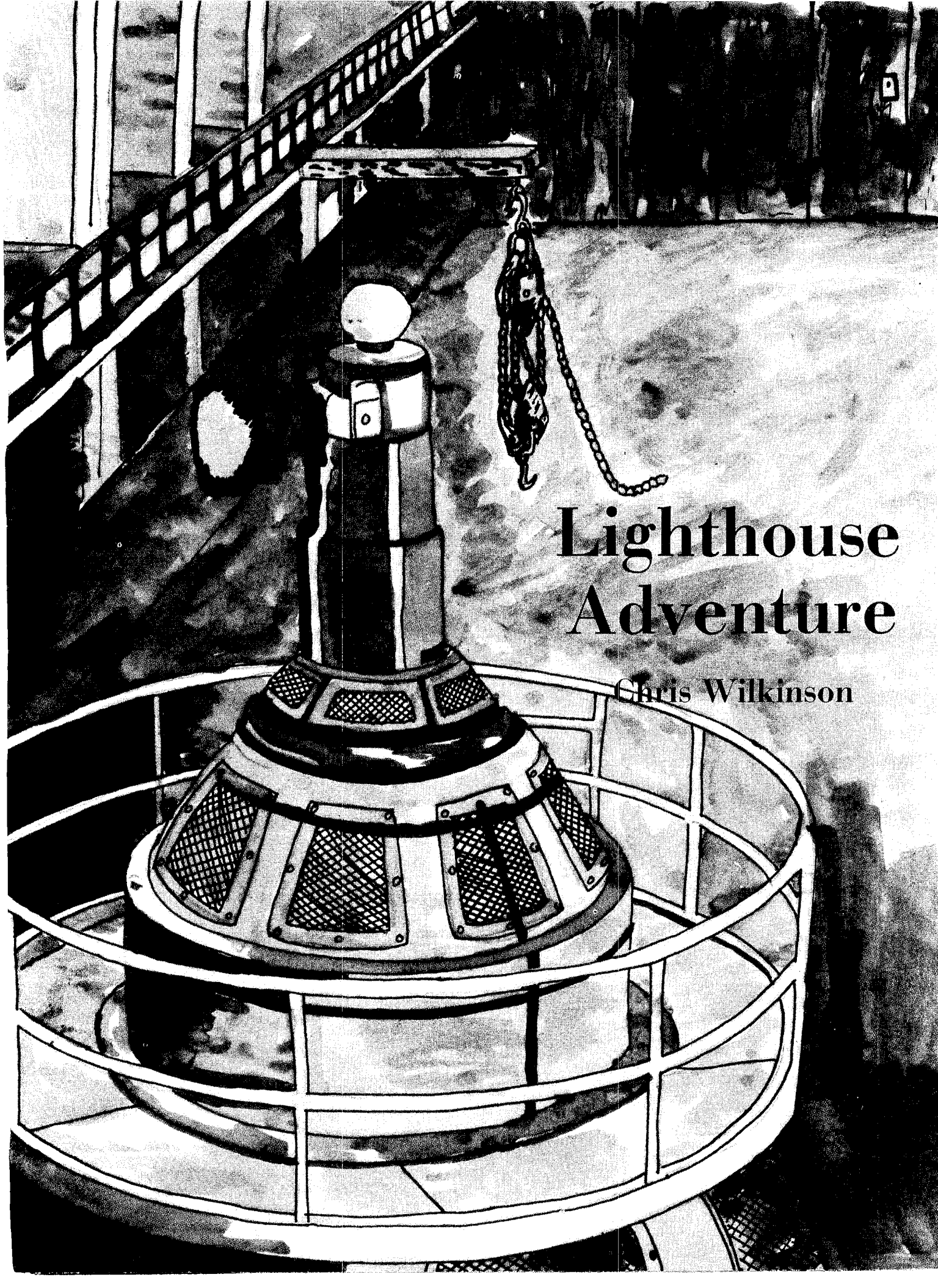
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4090 GOTO250
5000 PRINT"YOU CAN'T GO THAT DIR
ECTION!!":PRINT:GOTO250
5010 INPUT"WHAT TREASURE DO YOU
DROP";A$
5020 A$=LEFT$(A$,3)
5030 IFA$="GOL"OR A$="NUG"AND O(
7)=0THENDD=1:O(7)=30
5040 IFA$="NEC"ORA$="JAD"AND O(1
2)=0THENDD=1:O(12)=30
5050 IFDD=0THENPRINT"TOO BAD!! T
HEY TOOK YOUR HEAD. TRY AGAIN."
:PLAY"02;L4;12;1":END
5060 PRINT:PRINT"THEY ACCEPTED I
T-YOU BETTER LEAVE AT ONCE T
HOUGH. ":GOTO250

```





Lighthouse Adventure

Chris Wilkinson

In the late 1700's, an old English ship carrying-jewels and gold was seized by pirates in a violent storm. The crew, weak and sick from the long journey, could not properly defend the ship and her invaluable cargo. The pirates killed everyone on board and set sail for America.

Months later, they arrived off the coast of a New England peninsula and smuggled the priceless gold on shore. They quickly found a hiding place for the treasure. According to the legend, no one ever found the smugglers or the treasure, but most people believe the gold is located in or near the lighthouse. Over the years, many have tried unsuccessfully to find the legendary gold, but either quit, or died in the quest.

This exciting adventure leads you on a magical hunt to find the smugglers hideout, take the treasure and make your getaway. You will encounter many tips along the journey, and here's a helpful one before you begin: The British call it a "trolley," but in America, we call it a "dolly."



16K
ECB

15	0668
34	0B61
70	1018
94	159F
115	1A5A
140	1ECA
161	2284
189	27C9
END	...	2B03

The listing:

```

1  LIGHHOUSE ADVENTURE.
2  (C) SEPT 1982. CHRIS WILKINSON,
   N, 1299 PALMER AVE, LARCHMONT,
   NY 10538. (914) 834 2803
3  CLS:PRINT:PRINT:PRINT"WELCOME
   TO LIGHHOUSE ADVENTURE"
4  PRINT:PRINT:PRINT"LIKE EVERYONE
   ELSE, YOU'VE LISTENED TO
   THE RUMOURS ABOUT THE OLD SMUG
   GLERS HIDEOUT SOMEWHERE ON
   THE PENINSULA BUT, UNLIKE EVERY
   ONE ELSE, YOU'RE GOING TO FIN
   D IT!":PRINT"ALL YOU HAVE TO DO
   IS FIND THE GOLD....."
5  PRINT:PRINT:PRINT:INPUT"<ENTER
   > TO CONTINUE.";S$
6  CLS:PRINT:PRINT"USE VERB-NOUN
   INSTRUCTIONS.FOR DIRECTIONS USE
   THE FIRST LETTER (NSEWUD).YOU C
   AN ALSO USE SEVERAL THREE
   WORD RESPONSES FOR EXAMPLE PU
   T OBJECT <ENTER>, YOU WILL BE AS
   KED IN OR ON WHAT.JUST ANSWER WI

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```

TH THE NOUN YOU "
7  PRINT"WANT TO PUT OBJECT IN OR
   ON.":PRINT:PRINT:INPUT"<ENTER>
   TO START";I$
8  CLEAR1300:CLS
9  DIMD$(6),V$(22),V(22),O$(42),O
   (42),R$(21),D(21,6),R(21),VE(22)
   ,OB(42)
10 L=1
11 DATA ON A ROCKY PENINSULA - T
   O THE NORTH I SEE AN OLD LIGHT
   HOUSE,ON A ROCKY PENINSULA,ON TH
   E GROUND FLOOR OF THE LIGHT
   HOUSE
12 DATA IN THE BEDROOM,AT THE TO
   P OF THE LIGHTHOUSE - I SEE THE
   ROCKS DIRECTLY BELOW,IN THE GEN
   ERATOR ROOM,IN A LONG CORRIDOR C
   ARVED OUT OF THE ROCK
13 DATA IN A LARGE DINING HALL,I
   N THE GUARD ROOM,IN THE CHART RO
   OM,IN THE CAPTAINS ROOM,IN THE S
   TORE ROOM,IN A METAL STORAGE CAB
   INET,IN AN ENOURMOUS VAULTED CHA
   MBER
14 DATA IN A SMALL PASSAGEWAY,ON
   A NARROW PATH - TO THE WEST I
   SEE THE LAGOON,IN A LARGE ROOM,O
   N THE LAGOON,IN THE MIDDLE OF TH
   E LAGOON,ON THE LAGOON,ON A WIDE
   BEACH - TO THE EAST I SEE THE
   LAGOON
15 DATAROCKS,PIECE OF PAPER,GUAR
   D - HE WON'T LET ME PASS,ROPE CO
   NNECTED TO THE WALL,CUP,BUTTON,F
   IREPLACE,MAPS,PIRATES LOG,DEAD S
   MUGGLER,CLOSED COFFIN,COFFIN,SKE
   LETON
16 DATA KNOB,LANTERN,RING(IT LOO
   KS MAGIC),BOTTLE,TOOL BOX,OIL,NO
   TE,WEAPON RACK,MUSKET,DAGGER,BUL
   LETS,TREASURE CHEST,FLUTE,DOOR T
   O THE NORTH,IT'S TOO DARK TOO SE
   E
17 DATABOAT,A HUGE SEA SERPENT,T
   ROLLEY,GENERATOR,PANEL,SWITCH,HO
   LE IN WALL,OPENING IN WALL,CORRI
   DOR LEADING DOWN,PASSAGE LEADING
   UP,PULLEY SYSTEM,GOLD BULLION,F
   LINT,MARPLE
18 DATA GET,DROP,EXAMINE,READ,PU
   LL,PUSH,SEARCH,OPEN,LIGHT,WEAR,D
   RINK,POUR,FILL,SHOOT,CUT,LOAD,PU

```

(Chris Wilkinson, a computer and games enthusiast, lives in Larchmont, N.Y. with his wife, Channele, son, Zack, and his four furry cats. Chris hopes one day to market his own games, and is currently working on an exciting mystery adventure.)

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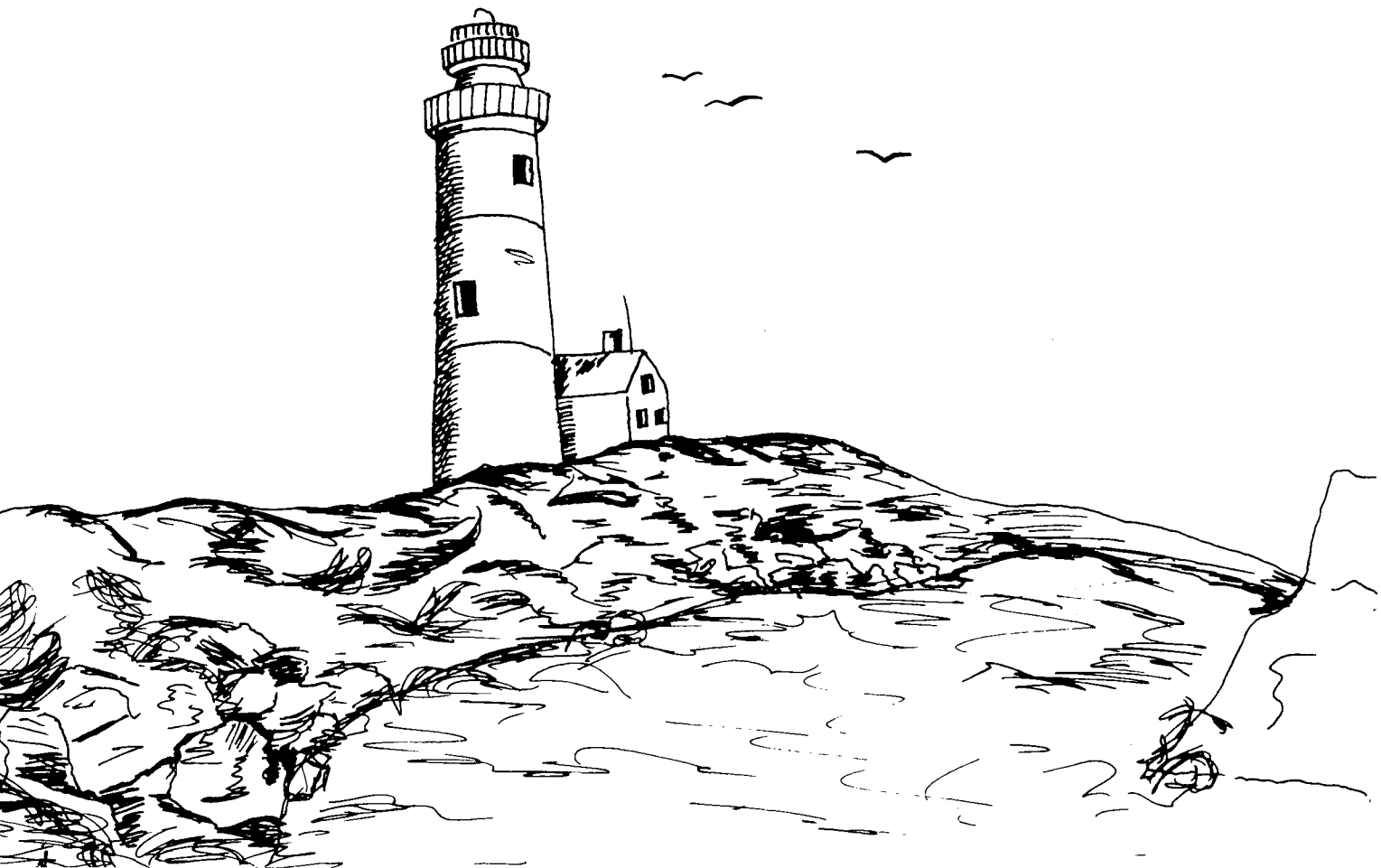
T, PRISE, PLAY, SAIL, STAB, SAY
19 DATA 3,2,2,2,0,0,2,2,2,1,0,0,
0,1,0,0,4,6,0,0,0,0,5,3,0,0,0,0,
0,4,0,0,0,0,3,0,0,9,12,8,0,0,0,0,
,7,0,0,0,7,0,0,0,0,0,9,0,11,0,0,
0,0,0,0,10,0,0
20 DATA 0,0,0,7,0,0,0,11,0,0,0,0,
,15,0,0,0,0,0,0,14,0,16,0,0,0,8,
15,0,0,0,0,16,0,0,0,0,0,0,17,19,
0,0,0,0,18,0,0,0,0,0,19,21,0,0,0,
,0,20,0,0,0
21 FORX=1TO21:READR$(X):NEXT:FOR
X=1TO42:READO$(X):NEXT:FORX=1TO2
2:READV$(X):NEXT
22 FORY=1TO21:FORX=1TO6:READ D(Y
,X):NEXTX:NEXTY
23 DATANORTH,SOUTH,EAST,WEST,UP,
DOWN
24 FORX=1TO6:READD$(X):NEXT
25 DATA 1,4,9,9,0,0,8,10,0,8,11,
0,0,0,7,13,13,12,0,0,12,12,12,0,
14,15,16,17,0,0,21,6,0,0,6,5,0,0,
,0,0,0,0
26 FORX=1TO42:READO(X):NEXT
27 PRINT:PRINT"I AM:":PRINTR$(L)
:PRINT"OBVIOUS EXITS ARE:":FORX=
1TO6:IF D(L,X)<>0THENPRINTD$(X);
", ";
28 NEXT:A=0
29 PRINT:PRINT"I CAN SEE":FORX=1
TO42:IF O(X)=L THENPRINTO$(X):A=1
30 NEXT:IF A=0 THENPRINT"NOTHING
OF INTEREST."
31 PRINT:INPUT"WHAT SHOULD I DO"
;I$
32 IFLEFT$(I$,3)<>"INV"THEN36
33 CLS:PRINT"I AM CARRYING:":FOR
X=1TO42:IF O(X)=-1THENPRINTO$(X)
34 NEXT
35 GOTO31
36 IFI$<>"LOOK"THEN37 ELSECLS:GO
TO27
37 IFLEN(I$)<>1THEN46
38 IFI$="N"ANDD(L,1)<>0THENL=D(L
,1):GOTO27
39 IFI$="S"ANDD(L,2)<>0THENL=D(L
,2):GOTO27
40 IFI$="E"ANDD(L,3)<>0THENL=D(L
,3):GOTO27
41 IFI$="W"ANDD(L,4)<>0THENL=D(L
,4):GOTO27
42 IFI$="U"ANDD(L,5)<>0THENL=D(L
,5):GOTO27
43 IFI$="D"ANDD(L,6)<>0THENL=D(L
,6):GOTO27
44 IFL=6 AND I$="U" THENPRINT"I
CAN'T GET THE TROLLEY UP THE ST
AIRS.":GOTO31
45 PRINT"YOU CAN'T GO THAT WAY."
:GOTO31

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46 V=0:OB=0:VE$=LEFT$(I$,3)
47 FORX=1TOLEN(I$):IFMID$(I$,X,1
)=CHR$(32)THENM=X
48 NEXT
49 IFM<30RM>200THENPRINT"I DON'T
UNDERSTAND":GOTO31
50 OB$=MID$(I$,M+1,3)
51 FORX=1TO22:IFLEFT$(V$(X),3)=V
E$THENV=X
52 NEXT
53 FORX=1TO42:IFLEFT$(O$(X),3)=O
B$THEN OB=X
54 NEXT
55 IFOB$="SMU" THEN OB=10
56 IFOB$="LOG" THEN OB=9
57 IFOB$="BOX" THEN OB=18
58 IFOB$="RAC" THEN OB=21
59 IFOB$="CHE" THEN OB=25
60 IFOB$="SER" THEN OB=30
61 IFOB$="PAP" THEN OB=2
62 IFOB$="NOT" THEN OB=20
63 IFOB$="LIQ" THEN OB=17
64 IFOB$="COF" AND O(12)=0 THEN
OB=11
65 IFV=0THENPRINT"I DON'T KNOW H
OW TO":PRINTI$:GOTO31
66 ON V GOTO 67,76,80,109,116,11
6,127,129,137,142,146,150,161,16
9,180,183,186,129,191,196,199,20
3
67 IFO(OB)<>L THENPRINT"I DON'T
SEE IT HERE":GOTO31
68 IFIN>5THENPRINT"I CAN'T CARRY
ANYMORE":GOTO31
69 IFOB=15 AND M=1THEN O(29)=17:
PRINT"TAKEN":IN=IN+1:GOTO31
70 IFOB=6OROB=14OROB=21OROB=27OR
OB=28OROB=32OROB=33OROB=34OROB=3
5OROB=36OROB=37OROB=38OROB=39ORO
B=42THENPRINT"I CAN'T GET THAT":
GOTO31
71 IFOB=7OROB=11OROB=12OROB=25OR
OB=29THENPRINT"IT'S FAR TOO HEAV
Y":GOTO31
72 IFOB=3OROB=30THENPRINT"I DON'
T THINK THAT'S POSSIBLE":GOTO31
73 IFOB=4THENPRINT"I CAN'T GET I
T - I THINK IT'S CONNECTED TO
SOMETHING":GOTO31
74 IFOB=40THENPRINT:PRINT"CONGRA
TULATIONS! WE'VE DONE IT!":END
75 O(OB)=-1:IN=IN+1:PRINT"TAKEN"
:GOTO31
76 IF O(OB)<>-1THENPRINT"I DON'T
HAVE IT":GOTO31
77 IFOB=15 THEN D(17,4)=0:O(29)=
0
78 IFOB=25 AND L=5 THENPRINT"THE
CHEST CRASHES DOWN TO THE ROC
KS BELOW AND SMASHES OPEN!":O(25

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)=1:0(40)=1:GOTO31
79 0(OB)=L:IN=IN-1:PRINT"DROPPED
":GOTO31
80 IFO(OB)=L OR 0(OB)=-1THEN81 E
LSE PRINT"I DON'T SEE IT HERE":G
OTO31
81 IFOB=1THENPRINT"I SEE A FEW T
YPES OF STONES - INCLUDING FLI
NT.":0(41)=0(1):GOTO31
82 IFOB=9OROB=2OROB=20THENPRINT"
THERE'S SOMETHING WRITTEN ON IT"
:GOTO31
83 IFOB=3THENPRINT"LOOK'S LIKE A
TOUGH GUY.HE SAYS <WHAT'S THE P
ASSWORD?>":GOTO31
84 IFOB=4THENPRINT"IT LOOK'S LIK
E A BELL-PULL":GOTO31
85 IFO(6)<>L AND OB=7THENPRINT"I
SEE SOMETHING!":IFO(5)=0THEND(5
)=L:GOTO31: ELSE0(6)=L:GOTO31
86 IFOB=8THENPRINT"I SEE RATHER
BADLY EXECUTED PICTURES OF I
SLANDS WITH LARGE 'X'S DRAWN ON
THEM":GOTO31
87 IFOB=10THENPRINT"HE'S DEAD AL
RIGHT!":GOTO31
88 IFOB=12 AND 0(13)=0THENPRINT"
I SEE A SKELETON IN IT.":0(13)=L
:GOTO31
89 IFOB=12THENPRINT"I SEE A KNOB

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ON THE BOTTOM OF THE COFFIN."
:0(14)=L:GOTO31
90 IFOB=13 AND 0(9)=0 THENPRINT"
I'VE FOUND SOMETHING.":0(9)=L:GO
TO31
91 IFOB=15 AND C=0THENPRINT"THE
R E'S NO OIL IN IT.":GOTO31
92 IFOB=15THENPRINT"IT LOOK'S LI
KE AN ANTIQUE":GOTO31
93 IFOB=16THENPRINT"I SEE HEIROG
LYPHICS AROUND IT":GOTO31
94 IFOB=17THENPRINT"THE'RE'S A LI
QUID IN IT":0*(17)="BOTTLE WITH
LIQUID":GOTO31
95 IFOB=22ANDF=0THENPRINT"IT'S L
OADED":GOTO31
96 IFOB=22THENPRINT"IT'S EMPTY":
GOTO31
97 IFOB=25THENPRINT"IT LOOKS VER
Y UTILITARIAN":GOTO31
98 IFOB=26THENPRINT"IT LOOK'S LI
KE A GOOD ONE":GOTO31
99 IFOB=27THENPRINT"IT'S LOCKED"
:GOTO31
100 IFOB=29THENPRINT"IT'S BIG EN
OUGH FOR TWO OF ME":GOTO31
101 IFOB=30THENPRINT"IT LOOK'S T
ERRIBLY FERROCIOUS!":GOTO31
102 IFOB=32 AND 0(34)=0THENPRINT
"I SEE SOMETHING!":0(34)=L:GOTO3

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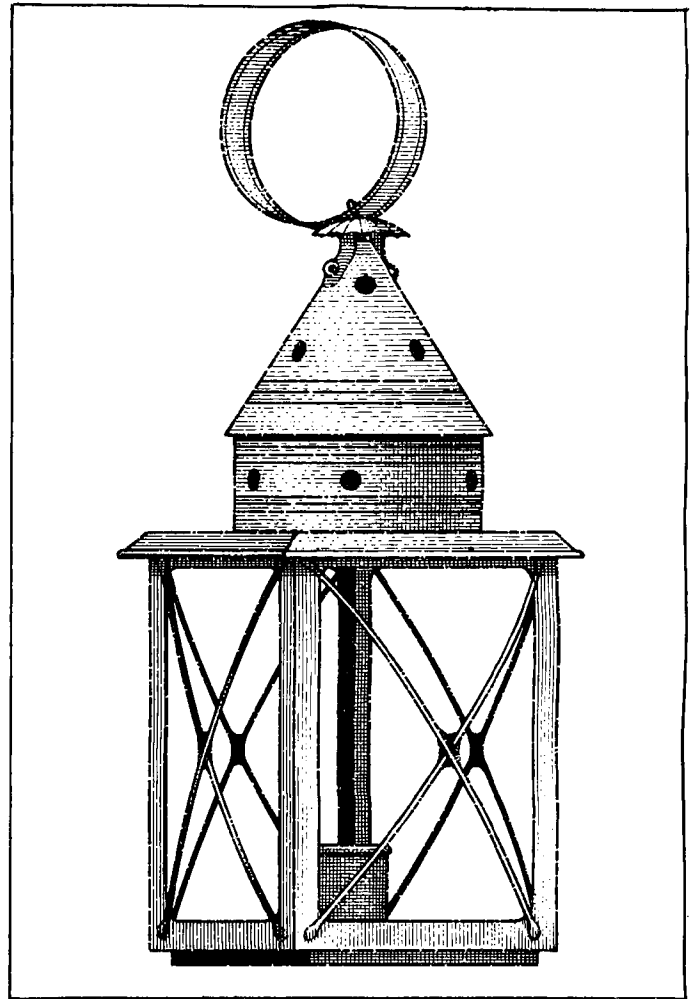
1
103 IF OB=32 AND O(33)=0 THEN PRINT "I SEE SOMETHING!":O(33)=L:GOTO 31
104 IF OB=35 THEN PRINT "I SEE A PULLEY SYSTEM":O(39)=L:GOTO31
105 IF OB=36 THEN PRINT "I CAN SEE DOWN A LONG WAY":GOTO31
106 IF OB=39 THEN PRINT "I THINK IT'S A DUMB WAITER":GOTO31
107 IF OB=40 THEN PRINT "MUST BE WORTH BILLIONS!":GOTO31
108 PRINT "I SEE NOTHING SPECIAL":GOTO31
109 IF OB=20 OR OB=80 OR OB=90 OR OB=160 OR B=20 THEN 110 ELSE PRINT "HOW CAN I READ THAT?":GOTO31
110 IF O(OB)<>-1 THEN PRINT "I DON'T HAVE IT":GOTO31
111 IF OB=2 THEN PRINT "IT READS:":PRINT "MUSIC IS PLAYED":PRINT "BEAUTY IS WORN":PRINT "CHARM THE BEAST":PRINT "OR ELSE YOU'RE GONE":GOTO31
112 IF OB=8 THEN PRINT "I THINK IT'S SPANISH - I CAN'T READ SPANISH. SORRY.":GOTO31
113 IF OB=9 THEN PRINT "THE LAST PAGE READS:":PRINT "THE SERPENTS TAKE ALL BUT ME. I, CAPTAIN JAMES, ONE TIME LEADER OF THE RICHES BAND OF PIRATES IN THE LAND.....":PRINT "THE SCRAWL FADING INTO NOTHING":GOTO31
114 IF OB=16 THEN PRINT "I'M SORRY, BUT I CAN'T TRANSLATE":GOTO31
115 IF OB=20 THEN PRINT "THERE'S ONE WORD WRITTEN ON IT ....MARPLE....":GOTO31
116 IF O(OB)=L OR O(OB)=-1 THEN 117 ELSE PRINT "I DON'T SEE IT HERE":GOTO31
117 IF OB=4 THEN PRINT "NOTHING SEEMED TO HAPPEN":IF R=0 THEN D(7,5)=O:O(38)=O:R=1:GOTO31
118 IF OB=4 THEN D(7,5)=6:O(38)=7:R=O:GOTO31
119 IF OB=6 THEN PRINT "A SECRET PANEL SLIDES OPEN":D(8,1)=16:GOTO31
120 IF OB=14 THEN PRINT "A HIDDEN DOOR OPENS":D(11,1)=13:GOTO31
121 IF OB=31 THEN PRINT "O.K.":GOTO31
122 IF OB=33 THEN PRINT "THE PANEL OPENS":O(38)=7:O(37)=6:D(6,6)=7:D(7,5)=6:GOTO31
123 IF OB=34 THEN PRINT "NOTHING HAPPENS":GOTO31
124 IF OB=39 THEN PRINT "THE PLATFORM STARTS TO RISE":IFT=1 THEN 125 ELSE 31
125 IF OB=39 THEN PRINT "THE TREASURE CHEST MOVES SLOWLY UPWARDS.":O(25)=5:GOTO31
126 PRINT "I CAN'T ";I$:GOTO31
127 IF OB=10 AND O(10)=L THEN PRINT "I FOUND A FOLDED NOTE!":O(20)=L:GOTO31
128 GOTO 0
129 IF O(OB)=L OR O(OB)=-1 THEN 130 ELSE PRINT "I DON'T SEE IT HERE.":GOTO31
130 IF OB=11 THEN PRINT "OK - I'VE OPENED IT":O(11)=O:O(12)=11:GOTO31
131 IF OB=17 THEN PRINT "IT'S OPEN":GOTO31
132 IF OB=18 THEN PRINT "I SEE A CAN OF OIL":O(19)=L:GOTO31
133 IF OB=21 THEN PRINT "I SEE SOME BULLETS":O(24)=L:GOTO31
134 IF OB=27 THEN PRINT "IT'S COMPLETELY JAMMED":GOTO31
135 IF OB=25 THEN PRINT "IT WON'T OPEN":GOTO31
136 PRINT "I CAN'T ";:PRINT I$:GOTO31
137 IF OB<>15 THEN PRINT "I CAN'T LIGHT THAT":GOTO31
138 IF O(15)<>-1 THEN PRINT "I DON'T HAVE IT":GOTO31
139 IF C=0 THEN PRINT "THERE'S NO OIL IN IT":GOTO31
140 IF O(41)<>-1 THEN PRINT "I DON'T HAVE ANYTHING TO LIGHT IT WITH.":GOTO31
141 PRINT "LANTERN IS LIT":M=1:O(29)=17:O(28)=O:GOTO31
142 IF O(OB)<>-1 THEN PRINT "I DON'T HAVE IT.":GOTO31
143 IF OB<>16 THEN PRINT "I CAN'T WEAR THAT!":GOTO31
144 IF O(OB)<>-1 THEN PRINT "I DON'T HAVE IT":GOTO31
145 PRINT "IT FITS WELL.":G=1:GOTO31
146 IF O(OB)<>-1 THEN PRINT "I DON'T HAVE IT":GOTO31
147 IF OB=19 THEN PRINT "YUCH - IT TASTES AWFUL!":GOTO31
148 IF OB=17 THEN PRINT "AAARRRRGGGHHH..... I'M DEAD.":GOTO206
149 PRINT "I CAN'T DO THAT":GOTO31
150 IF O(OB)<>-1 THEN PRINT "I DON'T HAVE IT.":GOTO31
151 IF OB<>19 THEN 155
152 IF OB=19 THEN INPUT "IN OR ON WHAT";P$:IF P$="LANTERN" AND O(15)=-1 THEN PRINT "LANTERN IS NOW FI

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LLED.":C=1:GOTO31
153 IFF$="LANTERN" AND O(15)<>-1
  THENPRINT"I DON'T HAVE IT.":GOT
O31
154 PRINT"OK.BUT I DON'T SEE WHY
.":GOTO31
155 IFOB<>17THEN160
156 INPUT"IN OR ON WHAT";P$:IF P
$="DOOR"ANDL=16THENPRINT"THE DOO
R DISINTEGRATES.":O(27)=O:D(16,1
)=17:O(17)=0:GOTO31
157 IFF$="CUP"AND O(5)=-1 THENPR
INT"THE CUP DISSOLVES BEFORE YOU
R VERY EYES.":O(5)=0:GOTO31
158 PRINT"I DON'T HAVE IT.":GOTO
31
159 PRINT"NOTHING HAPPENS.":GOTO
31
160 IF OB=19 THEN186 ELSEPRINT"H
OW CAN I ";I$:GOTO31
161 IFO(OB)<>-1 THENPRINT"I DON'
T HAVE IT.":GOTO31
162 IFOB=15THEN INPUT"WITH WHAT"
;P$:IF P$="OIL" AND O(19)=-1 THE
NPRINT"THE LANTERN IS FILLED.":C
=1:O(19)=0:GOTO31
163 IF P$="BOTTLE"THENPRINT"THAT
DOSN'T SEEM RIGHT TO ME.":GOTO3
1
164 IF OB=15 THENPRINT"I DON'T T
HINK I CAN.":GOTO31
165 IFOB=5 THEN INPUT"WITH WHAT"
;P$:IF P$="OIL" THENPRINT"OK.":O
(19)=L:GOTO31
166 IFF$="BOTTLE" THEN"THE CUP S
LOWLY DISSOLVES.":O(5)=0:GOTO31
167 IFOB=19 THEN INPUT"INTO WHAT
";P$:IF LEFT$(P$,3)="LAN" THENPR
INT"OK.":C=1:GOTO31
168 PRINT"HOW CAN I ;I$
169 IFO(22)<>-1 THENPRINT"I DON'
T HAVE A MUSKET.":GOTO31
170 IFOB<>27 THEN174
171 IF F=1 THENPRINT"THE MUSKET
IS EMPTY":GOTO31
172 IF F=0 AND FT=0 THENPRINT"YO
U MISSED.":F=1:FT=1:GOTO31
173 IF F=0 AND FT=1 THENPRINT"YO
U SHOT DOWN THE DOOR.":F=1:D(16,
1)=17:O(27)=0:GOTO31
174 IFOB<>3THEN 177
175 IF F=1 THENPRINT"THE MUSKET
IS EMPTY"ELSEPRINT"THE BULLET PA
SSED RIGHT THROUGH HIM.I THINK H
E'S A GHOST.":F=1
176 GOTO31
177 IFOB=30THENPRINT"BULLETS HAV
E NO EFFECT ON A SERPENT THI
S SIZE!":GOTO31
178 IFF=0 THENPRINT"NO EFFECT.":

```



```

GOTO31
179 PRINT"THE MUSKET IS EMPTY.":
GOTO31
180 IFO(OB)<>L THENPRINT"I DON'T
SEE IT.":GOTO31
181 IFOB=4OROB=39 THENPRINT"SEEM
S TO BE A VERY STRONG ROPE.ICAN'
T CUT IT.":GOTO31
182 PRINT"I CAN'T ";I$:GOTO31
183 IF O(OB)<>-1 THENPRINT"I DON
'T HAVE IT.":GOTO31
184 IFOB=22 AND O(24)=-1 THENPRI
NT"THE MUSKET IS NOW LOADED.":F=
O:GOTO31
185 PRINT"I CAN'T ";I$:GOTO31
186 IFO(OB)=L OR O(OB)=-1 THEN18
7 ELSEPRINT "I DON'T SEE IT.":GO
TO31
187 IFOB<>25 THEN161 ELSE INPUT"
ON DR IN WHAT";P$
188 IF LEFT$(P$,3)="TRO" THENPRI
NT"OK.":O(25)=-1:D(6,5)=0:GOTO31
189 IFF$="HOLE" AND L=6 AND O(25
)=-1 THENPRINT"OK.":D(6,5)=3:T=1
:O(25)=6:GOTO31
190 PRINT"I CAN'T.":GOTO31
191 IFOB<>26 THENPRINT"I CAN'T P
LAY THAT!":GOTO31
192 IF O(OB)<>-1 THENPRINT"I DON

```

```

^T HAVE IT.":GOTO31
193 IFL=18 OR L=19 OR L=20 THEN1
94 ELSE PRINT"IT SOUNDS BEAUTIFU
L.":GOTO31
194 IFB=1 THENPRINT"THE MONSTER
SMILES HAPPILY AND DISSAPEARS."
:D(19,4)=20:O(30)=0:GOTO31
195 PRINT"THE SERPENT OPENS HIS
MOUTH AND ....AAAAA.....":GOTO20
6
196 IF OB<>29THENPRINT"I CAN'T "
;I$:GOTO31
197 IF O(29)=0THENPRINT"WHAT BOAT
?":GOTO31
198 IFL=17 THENL=18:O(30)=19:GOT
O27
199 IF O(23)<>-1THENPRINT"I DON'T
HAVE A SUITABLE OBJECT TO DO T

```

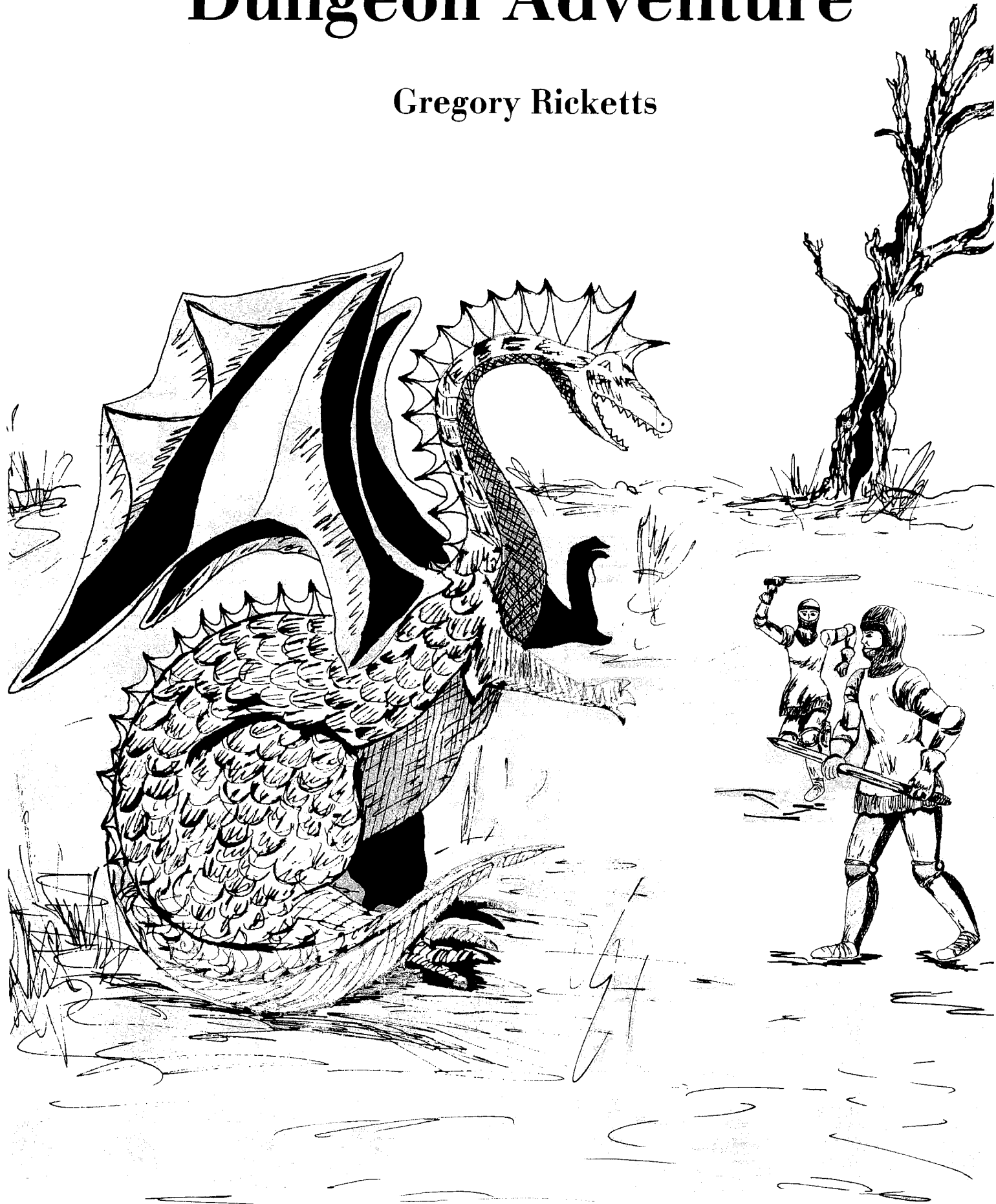
```

HAT.":GOTO31
200 IFOB=30 THENPRINT"I'M AFRAID
HE DIDN'T LIKE THAT .....OO
OOOOO....":GOTO206
201 IFOB=3THENPRINT"HOW MURDEROU
S.UNFORTUNATELY IT DID NO GOOD.
":GOTO31
202 PRINT"DON'T BE RIDICULOUS!":
GOTO31
203 IFL<>9THENPRINT"OK.":GOTO31
204 IFOB<>42THENPRINT"NOTHING HA
PPENED.":GOTO31
205 IFOB=42 AND O(3)=L THENPRINT
"HE SMILES AND SAYS:":PRINT"GOOD
TO SEE YOU AGAIN, CAP'N. ....
.AND DISSAPPEARS!":O(3)=0:D(9,2)
=10:GOTO31
206 END

```

Dungeon Adventure

Gregory Ricketts



Adventure Contest — Graphics Winner

If you're ready to engage these dire grounds, to face a motley mob of menacing monsters and peregrinate the perilous pathways of this labyrinth laden with liability, please *CLOAD* and *ENTER*.

First, load the dungeon-making program entitled *Dungeon*. If instead, you wish to continue an adventure already started, you need to load the program entitled *Adventur*, and then follow the directions for loading your old party from tape. Let's pretend we're starting an adventure. First load *Dungeon*, then answer "No" to the first question; you need a party of adventurers, not just a dungeon. After you have completed making your adventuring party, make sure the "play" key on the recorder is down, because after the dungeon is generated the next program *Adventur* will be automatically loaded.

Once *Adventur* is loaded, you should answer the question, "Are you starting a new adventure?" with a "Yes." If you were to answer "No," you would be prompted to load in your old party. Next, you are instructed in how to set up your party members in the order they will first appear in any encounter.

The flashing cursor is controlled by the arrow keys and the specified party member is placed with the "P" key. A status report can be taken during this routine.

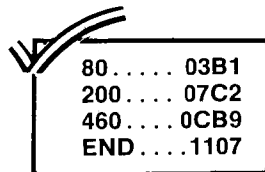
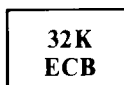
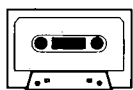
Movement through the dungeon is pretty self-explanatory, the arrow keys are used to move your party. I have included in this phase a status report, and, during this phase, the dungeon and your adventuring party can be saved to tape. I also have included wandering monsters, so that even dungeon areas that should be cleared, signified by the X's can be encounter areas, and getting back to the exit might be full of peril.

During the fight sequence, there are still four things each party member may do. Movement—which is again accomplished by the arrow keys; Fighting—placing the grid mentally over the attacking party member and pressing the appropriate key for the monsters (I don't think anyone could understand that explanation without the game in front of them); Taking a position—which can give you extra movement, attack levels, damage factors, defense points, and recovery of lost body points; checking status. Hitting the "Q" key will allow you to exit the fight sequence.

Whenever you return from town, you must go through the adventurer set-up phase.

My best hint: If you have a certain character you don't want to die, namely yourself, have him attack from a diagonal while another party member attacks straight on. The monster will attack the other party member first.

Good luck!



Listing 1 — Dungeon

```
10 PCLEAR4: CLEAR100, 31000: DIMDP (
64), DU(30, 30), A(400), B(400): GOSU
B560
20 CLS: PRINT "HERE ARE SOME TERMS
AND THEIR MEANINGS: ": PR
INT: PRINT "body points-AMOUNT OF
DAMAGE A CHARACTER CAN TAKE BEF
ORE DEATH. ": PRINT "defense point
s-THE ABILITY TO WITHSTAND ATT
ACK WITHOUT TAKING DAMAGE (ARMOR
OR DEXTERITY).
30 PRINT "experience level-AFFECT
```

```
5 PLAYERSABILITY TO ATTACK EFFEC
TIVELY. ": PRINT "damage factor-AMO
UNT OF DAMAGE DONE TO CREATURES
THE CHARACTER ATTACKED. ": PRINT@
490, "<enter> TO CONTINUE";
40 GOSUB540
50 CLS: INPUT "DO YOU WANT JUST A
NEW DUNGEON (Y/N) "; DE$: IF DE$ <>
"Y" THEN 70 ELSE PRINT "PLACE TAPE WI
TH ADVENTURES IN THE RECORDER
AND PRESS PLAY": INPUT "NAME OF LA
ST ADVENTURE"; L$: IF LEN(L$) > 8 THEN
L$ = LEFT$(L$, 8)
60 CLOADML$: GOTO180
70 CLS: PRINT "YOU MAY CHOOSE HOW
MANY POINTS YOUR MAIN CHARACTER
WILL HAVE IN THESE AREAS, EXC
EPT FOR THE EXPERIENCE LEVEL WH
ICH STARTS AT 4. YOU HAVE 35
POINTS TO USE AND NONE OF THE LEV
ELS CAN BE BELOW 5. ": P=35
80 PRINT@288, "BODY POINTS": PRINT
@320, "DAMAGE FACTOR": PRINT@352, "
```

(Greg Ricketts is a 19-year-old Ohio State University student majoring in electrical engineering. His hobbies include tennis, golf and swimming.)

DEFENSE POINTS"

```

90 GOSUB550:PRINT@304,"";:INPUTB
P(O):P=P-BP(O):GOSUB550:PRINT@33
6,"";:INPUTDF(O):P=P-DF(O):GOSUB
550:PRINT@368,"";:INPUTP(O):P=P-
P(O):GOSUB550:PRINT@384,"";:IFP<
>0THEN70
100 IFBP(O)<50RDF(O)<50RP(O)<5TH
EN70
110 INPUT"WHAT NAME FOR YOUR CHA
RACTER (UNDER 9 LETTERS)";NM$(
O)
120 CLS:INPUT"DO YOU WANT <H>ENC
HMEN OR <M>ERCENARIES";
D$:IFD$="H"THEN140ELSEIFD$<>"M"
HEN120
130 CLS:R=RND(4)+1:PRINT"YOU HAV
E";R;"MERCENARIES.":FORL=1TO R:B
P(L)=8:DF(L)=6:P(L)=6:NM$(L)="ME
RCENARY":NEXT:FORL=1TO750:NEXT:G
OTO180
140 R=RND(3):FORL=1TO R
150 BP(L)=RND(9)+3:DF(L)=RND(7)+
2:P(L)=RND(7)+2:NEXTL
160 CLS:PRINT"henchmen names(UND
ER 9 LETTERS)":PRINT"BODY PO. DA
MAGE FAC. DEFENSE PO.":FORL=1TO
R
170 PRINT " ";BP(L);" " "DF
(L);" " "P(L):INPUTNM$(L):N
EXT
180 CLS0:FORL=64TO70:PRINT@L,CHR
$(128);"dungeon";:NEXT:FORL=224T
O234:PRINT@L,CHR$(128);"generati
on";:NEXTL:FORL=384TO402:PRINT@L
,CHR$(128);"period";:NEXTL:POKE6
5494,0
190 PLAY"V2004T2L16DP16DP128DP12
8DP128L4.FP16L16FP128FP128L8FP64
L16DP128DP128L8DP64CF64O3L4.B-P1
28O4L8CP64DP64E-P64FP64L16FP128F
P128L1B-P128L8O3B-P64O4CF64L4.DP
128L16DP128DP128L8FP64DP64L4.CP6
4L16CP128CP128L8E-P64CP64O3B-P64
O4L16DP128DP128L8DP64L16F
200 PLAY"FP128L8FP48FP48L1F":POK
E65495,0
210 FORL=0TO30:FORK=0TO30:DU(L,K
)=0:NEXTK,L
220 FORL=1TO64:READDP:DP(L)=DP:N
EXTL:DATA1,2,3,4,6,8,10,13,16,18
,20,22,23,24,25,27,1,3,4,5,7,10,
11,14,17,20,21,22,24,25,26,29,1,
2,4,5,6,9,11,15,16,19,21,22,23,2
5,26,30,1,2,3,5,7,8,9,12,17,18,1
9,22,23,24,26,28:DU(15,15)=1:DP=
1:X=15:Y=15
230 FORL=1TO64:IFDP(L)<>DP THEN2
70
240 XX=0:YY=0:IFL<17THENAD=32:YY

```

```

=-1ELSEIFL>16ANDL<33THENAD=48:XX
=1ELSEIFL>32ANDL<49THENAD=0:YY=1
ELSEIFL>48THENAD=16:XX=-1
250 IFX+XX<0ORX+XX>30ORY+YY<0ORY
+YY>30THEN270
260 IFDU(X+XX,Y+YY)=0THEN290
270 NEXT
280 X=A(SS):Y=B(SS):DP=DU(X,Y):S
S=SS+1:PRINT@27,401-SS;:IFST<SS
ANDST<50THENRESTORE:GOTO210ELSEI
FST<SS THEN380ELSE230
290 D1=DP(RND(16)+AD)
300 IFX+XX=0ANDD1<27THEN290ELSEI
FX+XX=30ANDD1<27THEN290ELSEIFY+Y
Y=0ANDD1<27THEN290ELSEIFY+YY=30A
NDD1<27THEN290
310 DU(X+XX,Y+YY)=D1:FORL=1TO64:
IFDP(L)=DP THENP=P+1
320 NEXT
330 IFP>1THENA(ST)=X:B(ST)=Y:ST=
ST+1:PRINT@0,400-ST;
340 IFST>399THEN380
350 P=0:FORL=1TO64:IFDP(L)=DP TH
ENP=P+1
360 NEXT
370 IFP>1THENDP=D1:X=X+XX:Y=Y+YY
:GOTO230ELSEGOTO230
380 IFSS=401THEN450ELSEX=A(SS):Y
=B(SS):DP=DU(X,Y):SS=SS+1
390 FORL=1TO64:IFDP(L)<>DP THEN4
30
400 XX=0:YY=0:IFL<17THEND1=30:YY
=-1ELSEIFL>16ANDL<33THEND1=28:XX
=1ELSEIFL>32ANDL<49THEND1=27:YY=
1ELSEIFL>48THEND1=29:XX=-1
410 IFDU(X+XX,Y+YY)<>0THEN430
420 DU(X+XX,Y+YY)=D1
430 NEXTL
440 IFSS=401THEN450ELSEX=A(SS):Y
=B(SS):DP=DU(X,Y):SS=SS+1:PRINT@
27,401-SS;:GOTO390
450 CLS0:FORL=224TO234:PRINT@L,C
HR$(128);"completed";:NEXT
460 J=31000:FORL=0TO30:FORK=0TO3
0:POKEJ,DU(L,K):J=J+1:NEXTK,L:PO
KE31962,15:POKE31963,15:IFDE$="Y
"THEN520
470 J=32000:L=0
480 POKEJ,BP(L):POKEJ+1,DF(L):PO
KEJ+2,P(L)
490 IFL=0THENPOKEJ+3,&H27:POKEJ+
4,&H10 ELSEPOKEJ+3,&H0C:POKEJ+4,
&H0D
500 J=J+5:L=L+1:IFNM$(L)<>" "THEN
480ELSEPOKEJ,42:J=J+1:L=0
510 FORK=1TO LEN(NM$(L)):POKEJ,A
SC(MID$(NM$(L),K,1)):J=J+1:NEXTK
:L=L+1:POKEJ,42:J=J+1:IFNM$(L)<>
" "THEN510ELSEPOKEJ,255
520 POKE65494,0:CLOAD

```

```

530 END
540 K$=INKEY$:R=RND(O):IFK$=""TH
EN540ELSERETURN
550 PRINT@224,"points left";P;:R
ETURN
560 POKE65495,0:K=1:J=1:G$="by"+
CHR$(128)+"greg"+CHR$(128)+"rick
etts":L$="dungeon"+CHR$(128)+"ad
venture":CLS0:FORL=0TO509:PRINT@
L,CHR$(128);CHR$(207);:IFL>197AN
DL<215THENGOSUB590ELSEIFL>461AND
L<481THENGOSUB600
570 NEXT
580 POKE65494,0:PRINT@510,CHR$(1
28);:GOTO610
590 PRINT@L,MID$(L$,J,1);:J=J+1:
RETURN
600 PRINT@L,MID$(G$,K,1);:K=K+1:
RETURN
610 PLAY"D4T5L4DP128L8D+P128L4.E
P128L8E-P128L4DP128L8C+P128L4DP1
28L8D+P128L2EP128L8E-P128L4DP128
L8C+P128L4DP128L8D+P128L4EP128L8
E-P128L4DP128L8C+P128L4CP128L8O3
BP128AP4O4DP2DP128DP128C+P128DP1
28EP128P4L4.EL8F+P4L4.F+L8AP4L2G
P128L8GP128GP128F+P128ED"
620 PLAY"P8D+P128EP8E-P128L4DP12
8L8DP128DP128DP128DP128DP8D+P128
EP8E-P128L4DP128L8DP128DP128C+P1
28DP128EP4L4.EL8F+P4L4.F+L8AP4L4
.GL4GP128L8GP128GP128F+P128GP128
L4F+P128L8F+P128F+P128GP128G+P12
8AP128O3AP128AP128BP128O4C+P128D
P8C+P128DP8C+P128L3D"
630 FORL=1TO10:CLS7:CLS8:NEXT:RE
TURN

```

120... 05C6	1510... 2C04
270... 0B52	1680... 31E1
720... 101A	1770... 352B
790... 158E	1960... 38F8
920... 1AE4	2140... 3D89
1110... 1F42	2230... 4129
1360... 26C3	END... 44F0

Listing 2 — Adventur

```

10 CLS:PCLEAR4:CLEAR1700,31000:D
IML$(25),MO$(19),MC(1),MO(1),HM(
1),MR(1),CY(1),CA(10,2),CP(11,3)
,MP(51,2),PO(11,3),N$(11),B(11),
BP(11),DF(11),DP(11),EX(11),AL(1
1):L=RND(-TIMER)
20 DP$(1)="BD18BL5U3HLG2LHLH3U2H
EU2HL2BU10R3EU3HUE2R2ERE2REUBR10
D2FRERFR2RF2D5FDR3BD10L2G2DFDGL4
GL2GD4"
30 DP$(2)="BD18BL5U2HLH3LH2U2HUH

```

```

L3BU10R2E4UER2ER2FRFRERER5F2R2ERF
RFDFDFR2BD10L2GLG2DGDG2LG3D2BU36
DGL8HU"
40 DP$(3)="BD18BL5U3H2LH5U3HUEU7
HU2EUE2UER4EU3BR10D3F2DFRFRDFD2
FD5GDFDGD2GDGDG2L3GD3BR13BU13LHU
BERBL36RFD8GL"
50 DP$(4)="BD18BL5U2HL2HL2HLHUHU
4HL2BU10R2E3RERE2R2ERERER2FR2FR2
F2DF3DFD2F2D2GD6GLG4LG2D2BR13BU1
3LHUEU3HU2ERBU13BL13GHL2GHG2LHU"
60 DP$(5)="BD18BL5U3HLH2LHUHU2HU
2HUEU2EUE2UE7FER3FR3FR2F3DFD4FD2
GD2FDGD2GDG3LGL2D3BR13BU13LHU3EU
HUE2BU13BL13GLGLHL2GLHUBL13BD13F
2GD3GD3"
70 DP$(6)="BD18BL5U2EUHU2HU3H2L2
GL3HL3BU10R3FER2EFRE3U3EU2HU3BR1
0D4GD2F2D3F2R2E2RFR4BD10L2HL2GLG
L3HLGD2GDFD4FD2"
80 DP$(7)="BD18BL5U5EU2HU3HL3GL3
H2LGLBU10R3ER7FR7ER2FR3FR2ER6BD1
0L6HL3GL2GDFD10BU36DG2LHL3HGHU"
90 DP$(8)="BD18BL5U4EU5HUHU6EU6H
U2EU6BR10D6FD7GDFD2GD6FD3GD5BR13
BU13LHUHU2EU2E2BL36RFGDFG2FDFGL"
100 DP$(9)="BD18BL5U5EUHU2H4L4GL
4BU10R7FR3E2R5FR2F3D2FD3GD9GD3BR
13BU13LHUEUHE2U3BU13BL13D2GL3GL2
HLHU2"
110 DP$(10)="BD18BL5U5EU2HU5HU7E
2R4FRERFD8FD6GD7BR13BU13HU2EHU2H
E2BU13BL13GHL5GLHBL13BD13F2D2GDF
D2GL"
120 INPUT"ARE YOU STARTING A NEW
ADVENTURE (Y/N)";L$:IFL$="Y"THE
N130ELSECLS:PRINT"PLACE TAPE WIT
H ADVENTURES IN THE RECORDE
R PRESS PLAY":INPUT"WHAT WAS THE
NAME GIVEN TO YOUR LAST ADVENTU
RE";L$:IFLEN(L$)>8THENCLOADMLEFT
$(L$,8):CLSELSECLoadML$
130 J=32000:L=1
140 BP(L)=PEEK(J):DF(L)=PEEK(J+1
):DP(L)=PEEK(J+2):EX(L)=(PEEK(J+
3)*256)+PEEK(J+4):AL(L)=INT(EX(L
)/3280+1):J=J+5:L=L+1:IFPEEK(J)<
>42THEN140ELSEJ=J+1:L=1
150 N$(L)=N$(L)+CHR$(PEEK(J)):J=
J+1:IFPEEK(J)<>42THEN150ELSEIFPE
EK(J+1)=0THENC9=L:J=J+2:L=1:GOTO
170ELSEIFPEEK(J+1)=255THENC9=L:J
=J+2:L=1ELSEJ=J+1:L=L+1:GOTO150
160 B(L)=BP(L):L=L+1:IFN$(L)<>"
THEN160ELSE190
170 FORL=1TO C9:B(L)=PEEK(J):J=J
+1:NEXT:J=J+1:CR=(PEEK(J)*256)+P
EEK(J+1):J=J+3:FORL=0TO10:CA(L,0
)=PEEK(J):CA(L,1)=PEEK(J+1):CA(L
,2)=PEEK(J+2):J=J+3:NEXT:IFPEEK(

```

```

J)=255THEN190ELSEL=1
180 PO$(L)=PO$(L)+CHR$(PEEK(J)):
J=J+1: IFPEEK(J+1)=255THEN190ELSE
IFPEEK(J)=42THENJ=J+1:L=L+1:GOTO
180ELSE180
190 POKE65495,0:FORL=0TO25:READL
$:L$(L)=L$:NEXT:FORL=&H7F01 TO &
H7FFF:READL$:POKEL,VAL("&H"+L$):
NEXT:FORL=0TO19:READL$:MO$(L)=L$
:NEXT:PMODE3:PCLS2:PMODE4:GET(0,
0)-(7,7),HM,G:PMODE3:PCLS3:PMODE
4:GET(0,0)-(7,7),MC,G:PMODE4
200 PCLS0:GET(0,0)-(7,7),MR,G:PO
KE65494,0:GOSUB810
210 XP=PEEK(31962):YP=PEEK(31963
): IFPEEK(31480)=1THENPOKE31480,3
1
220 PMODE4:COLOR0,1:PCLS:SCREEN1
,0:POKE65495,0
230 X=18:Y=18:PCLS:FORJ=YP-2TO Y
P+2:FORK=XP-2TO XP+2:DP=PEEK(310
00+J*31+K): IFDP>30THENDP=DP-30:G
OSUB2090
240 GOSUB410:DRAW"BM"+STR$(X)+",
"+STR$(Y)+"A"+STR$(A)+DP$(L):X=X
+37:NEXTK:X=18:Y=Y+37:NEXTJ
250 L$="USE":DRAW"BM192,30":J=3:
GOSUB2070:L$="ARROW":DRAW"BM200,
40":J=5:GOSUB2070:L$="KEYS":J=4:
DRAW"BM224,50":GOSUB2070:L$="CAS
SETTE":J=8:DRAW"BM192,170":GOSUB
2070:L$="STATUS":J=6:DRAW"BM192,
180":GOSUB2070
260 POKE65495,0:PUT(88,88)-(95,9
5),MC,PSET:FORL=1TO100:NEXT:LINE
(88,88)-(95,95),PRESET,BF:K$=INK
EY$
270 LINE(88,88)-(95,95),PRESET,B
F: IFPEEK(342)=247GOSUB920:K$=CHR
$(10)ELSEIFPEEK(341)=247GOSUB960
:K$="^"ELSEIFPEEK(344)=247GOSUB1
000:K$=CHR$(9)ELSEIFPEEK(343)=24
7GOSUB1030:K$=CHR$(8)ELSEIFK$="S
"GOSUB2130:GOTO260ELSEIFK$="C"TH
EN2180ELSE260
280 POKE65494,0
290 IFPEEK(31000+YP*31+XP)>30AND
RND(100)=69GOSUB2160:GOTO230
300 IFXP=15AND YP=15THENL$="EXIT
":J=4:DRAW"BM200,100":GOSUB2070:
FORL=1TO5:SOUND240,2:SOUND150,2:
NEXT:LINE(200,93)-(230,140),PRES
ET,BF ELSE320
310 K$=INKEY$:IFK$=""THEN310ELSE
IFK$="E"THEN1930ELSE270
320 NU=31000+YP*31+XP:IFPEEK(NU)
<31THENPOKENU,PEEK(NU)+30ELSE260
330 FORL=0TO10:IFCA(L,0)=XF ANDC
A(L,1)=YP THENR=CA(L,2):GOTO360E
LSENEXT
340 IFPEEK(NU)-30>15THEN260ELSEI
FRND(6)>2THEN260
350 R=RND(20)-1
360 PLAY"V3001L255T255":FORL=1TO
30:PLAY"CDV-":NEXT:L$="YOU SPOT"
:J=8:DRAW"BM190,100":GOSUB2070:L
=LEN(MO$(R)):L$=RIGHT$(MO$(R),L-
14):J=L-14:DRAW"BM180,110":GOSUB
2070:L$="FIGHT":J=5:DRAW"BM194,1
40":GOSUB2070
370 L$="OR RUN":J=6:DRAW"BM192,1
50":GOSUB2070
380 L$=INKEY$:IFL$=""THEN380ELSE
IFL$="R"THEN1060ELSEIFL$="F"GOSU
B1120ELSE380
390 GOTO220
400 GOTO400
410 IFDP=0ORDP>30THENL=0ELSEON D
P GOSUB430,440,450,460,470,480,4
90,500,510,520,530,540,550,560,5
70,580,590,600,610,620,630,640,6
50,660,670,680,690,700,710,720
420 RETURN
430 L=1:RETURN
440 L=2:A=2:RETURN
450 L=2:A=1:RETURN
460 L=2:A=0:RETURN
470 L=2:A=3:RETURN
480 L=3:A=1:RETURN
490 L=3:A=0:RETURN
500 L=4:A=1:RETURN
510 L=4:A=2:RETURN
520 L=4:A=0:RETURN
530 L=4:A=3:RETURN
540 L=5:A=2:RETURN
550 L=5:A=1:RETURN
560 L=5:A=0:RETURN
570 L=5:A=3:RETURN
580 L=8:A=1:RETURN
590 L=8:A=0:RETURN
600 L=9:A=1:RETURN
610 L=9:A=2:RETURN
620 L=9:A=0:RETURN
630 L=9:A=3:RETURN
640 L=6:RETURN
650 L=7:A=2:RETURN
660 L=7:A=1:RETURN
670 L=7:A=0:RETURN
680 L=7:A=3:RETURN
690 L=10:A=1:RETURN
700 L=10:A=2:RETURN
710 L=10:A=0:RETURN
720 L=10:A=3:RETURN
730 DATAU4E2F2D2L4R4D2,RU6LR3FDG
L2R2FDGL3BR4,BR4BUGL2HU4ER2FDBD4
,RU6LR3FD4GL2BR3,U3R4L4U3R4BD6L4
R4,U3R4L4U3R4BD6,BR2BU3R2D2GL2HU
4ER2FBD5,U6D3R4U3D6,BRR2LU6LR2BR
BD6,BU2DFREU5BD6,U6BR4G3F3,R4L4U
6BR4BD6,U6F2E2D6,U6DF4U5D6,R4L4U

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6R4D6, U6R3FDGL3BR4BD3
740 DATABUU4ER2FD4GL2HBR2BUF2, U6
R3FDGL3RF3, BUFR2EUHL2HUER2FBD5, B
U6R4L2D6BR2, NU6R4NU6, BU6D4F2E2U4
BD6, NU6E2F2NU6, UE2H2UDF2E2UDG2F2
D, BU6DF2E2UDG2D3BR2, BU6R4DG2LR2L
G2DR4
750 DATAACC, A, A0, FD, 7E, FD, CC, A, B8
, FD, 7E, FF, 8E, A, A0, EC, 81, ED, 89, FB
, 5E, BC, 7E, FF, 26, F5, CC, 0, 20, F3, 7E
, FF, FD, 7E, FF, CC, 0, 20, F3, 7E, FD, FD
, 7E, FD, 8C, 1D, 58, 27, 5, BE, 7E, FD, 20
, D9, 39, CC, 19, 40, FD, 7E, FD, CC, 19, 5
8, FD, 7E, FF, 8E, 19, 58, EC, 83, ED, 89,
4, A0, BC, 7E, FD, 26, F5, CC
760 DATAFF, E0, F3, 7E, FF, FD, 7E, FF,
CC, FF, E0, F3, 7E, FD, FD, 7E, FD, 8C, 6,
0, 27, 5, BE, 7E, FF, 20, D9, 39, CC, 6, 4,
FD, 7E, FD, CC, 6, 17, FD, 7E, FF, 8E, 6, 4
, A6, 80, 48, 48, 48, 48, 48, A7, 1B, A6, 8
4, 44, 44, 44, AB, 1B, A7, 1B, BC, 7E, FF,
26, E9, CC, 0, 20, F3, 7E, FD, FD, 7E, FD,
CC, 0, 20, F3, 7E, FF, FD, 7E
770 DATAFF, BE, 7E, FD, 8C, 1D, E4, 26,
CF, 39, CC, 5, FF, FD, 7E, FD, CC, 6, 12, F
D, 7E, FF, 8E, 6, 12, A6, 84, 44, 44, 48, 4
8, 48, 48, 48, 48, 48, 8B, 7F, A7, 5, A6, 8
4, 44, 44, 44, 44, 44, A7, 4, A6, 82, 48, 4
8, 48, AB, 5, A7, 5, BC, 7E, FD, 26, E9, CC
, 0, 20, F3, 7E, FD, FD, 7E, FD, CC, 0, 20,
F3, 7E, FF, FD, 7E, FF, BE, 7E
780 DATAFF, BC, 1D, F2, 26, C0, 39
790 DATA15252808039500DRAGONS, 15
101025034500WIZARDS, 101520050437
50GIANTS, 061508040316500GRES, 061
50700021400LG LIZARDS, 0505051002
1250SERPENTS, 05090605031250PRIES
TS, 03050502040750SPIDERS, 0102030
6040600BURGULARS, 01020600020450G
IANT ANTS
800 DATA01040303030550GOBLINS, 01
040304030600SKELETONS, 0106060201
0750ZOMBIES, 02080606041100WERERA
TS, 04110603051200HARPIES, 0514060
5051500GARGOYLES, 08200800041800T
ROLLS, 10301500024125HYDRAS, 11104
900036300EVIL IDOLS, 183022100599
99DEMONS
810 CP=1:PMODE4:COLOR0, 1:PCLS:SC
REEN1, 0:FORL=50TO130STEP20:LINE (
50, L) - (150, L+20), PSET, B:NEXT:FOR
L=70TO130STEP20:LINE (L, 50) - (L, 15
0), PSET:NEXT:L$="ADVENTURERS SET
UP":DRAW"BM10, 10":J=17:GOSUB2070
:L$="HIT P TO PLACE":DRAW"BM18
, 20":J=16:GOSUB2070
820 L$="CHARACTER UP":DRAW"BM166
, 40":J=12:GOSUB2070:L$="DO NOT P
UT ADVENTURERS IN SAME BOX":DRAW
"BMO, 181":J=34:GOSUB2070:L$="FAC

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ING":DRAW"BMO, 60":J=6:GOSUB2070:
DRAW"BM25, 100U35NG15F15":X=56:Y=
56:X1=0:Y1=0:L$="STATUS":J=6:DRA
W"BMO, 140":GOSUB2070
830 L$=N$(CP):DRAW"BM174, 50":J=L
EN(N$(CP)):GOSUB2070
840 GET(X, Y)-(X+7, Y+7), CY, G
850 PUT(X, Y)-(X+7, Y+7), MC, PSET:P
UT(X, Y)-(X+7, Y+7), MC, NOT
860 L$=INKEY$:IFL$=""THEN850ELSE
IFL$=CHR$(94)THENY1=-20ELSEIFL$=
CHR$(10)THENY1=20ELSEIFL$=CHR$(8
)THENX1=-20ELSEIFL$=CHR$(9)THENX
1=20ELSEIFL$="P"THEN880ELSEIFL$=
"S"THENGOSUB2130:GOTO850ELSE850
870 IFX+X1<56ORX+X1>136ORY+Y1<56
ORY+Y1>136THENX1=0:Y1=0:GOTO850E
LSEPUT(X, Y)-(X+7, Y+7), CY, PSET:X=
X+X1:Y=Y+Y1:X1=0:Y1=0:GOTO840
880 IFCP=1THENPUT(X, Y)-(X+7, Y+7)
, MC, PSET ELSEIFN$(CP)="MERCENARY
"THENPUT(X, Y)-(X+7, Y+7), MR, PSET
ELSEPUT(X, Y)-(X+7, Y+7), HM, PSET
890 CP(CP, 0)=INT((X-56)*.6+62):C
P(CP, 2)=CP(CP, 0):CP(CP, 1)=INT((Y
-56)*.6+133):CP(CP, 3)=CP(CP, 1):C
P=CP+1:IFCP=C9+1THEN900ELSELINE (
174, 44) - (255, 50), PRESET, BF:GOTO8
30
900 L$="REDD YES OR NO":DRAW"BM1
60, 100":J=14:GOSUB2070
910 L$=INKEY$:IFL$="Y"THEN810ELS
EIFL$="N"THENRETURNELSE910
920 FORL=104TO118:IFPOINT(92, L)
=0THENRETURNELSENEXT:GOSUB2100
930 YP=YP+1:PUT(88, 125)-(95, 132)
, MC, PSET:EXEC&H7F01:LINE(0, 148)-
(185, 191), PRESET, BF:X=18:FORJ=XP
-2TO XP+2:DP=PEEK(31000+(YP+2)*3
1+J):IFDP>30THENDP=DP-30:Y=166:G
OSUB2090
940 GOSUB410:DRAW"BM"+STR$(X)+",
166A"+STR$(A)+DP$(L):X=X+37:NEXT
950 RETURN
960 FORL=66TO80:IFPOINT(92, L)=0
THENRETURNELSENEXT:GOSUB2100
970 YP=YP-1:PUT(88, 51)-(95, 58), M
C, PSET:EXEC&H7F38:LINE(0, 0)-(185
, 36), PRESET, BF:X=18:FORJ=XP-2TO
XP+2:DP=PEEK(31000+(YP-2)*31+J):
IFDP>30THENDP=DP-30:Y=18:GOSUB20
90
980 GOSUB410:DRAW"BM"+STR$(X)+",
18A"+STR$(A)+DP$(L):X=X+37:NEXT
990 RETURN
1000 FORL=104TO118:IFPOINT(L, 92
)=0THENRETURNELSENEXT:GOSUB2100
1010 XP=XP+1:PUT(125, 88)-(132, 95
), MC, PSET:EXEC&H7F6F:LINE(148, 0)
-(185, 191), PRESET, BF:Y=18:FORJ=Y

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P-2TD YP+2:DP=PEEK(31002+J*31+XP
):IFDP>30THENDP=DP-30:X=166:GOSU
B2090
1020 GOSUB410:DRAW"BM166,"+STR$(
Y)+"A"+STR$(A)+DP$(L):Y=Y+37:NEX
T:RETURN
1030 FORL=66TO80:IFPPOINT(L,92)=
0THENRETURNELSENEXT:GOSUB2100
1040 XP=XP-1:PUT(51,88)-(58,95),
MC,PSET:EXEC&H7FB0:LINE(0,0)-(36
,191),PRESET,BF:Y=18:FORJ=YF-2 T
OYP+2:DP=PEEK(30998+J*31+XP):IFD
P>30THENDP=DP-30:X=18:GOSUB2090
1050 GOSUB410:DRAW"BM18,"+STR$(Y
)+"A"+STR$(A)+DP$(L):Y=Y+37:NEXT
:RETURN
1060 FORL=0TO10:IFCA(L,0)<>XP AN
DCA(L,1)<>YP THENNEXTELSE1100
1070 FORL=0TO10:IFCA(L,0)<>0THEN
NEXTELSE1090
1080 GOTO1120
1090 CA(L,0)=XP:CA(L,1)=YP:CA(L,
2)=R
1100 NU=31000+YP*31+XP:POKENU,PE
EK(NU)-30:IFK$=CHR$(94)THENYP=YP
+1ELSEIFK$=CHR$(10)THENYP=YP-1EL
SEIFK$=CHR$(8)THENXP=XP+1ELSEXP=
XP-1
1110 GOTO220
1120 'FIGHT SEQUENCE
1130 PMODE4:COLOR0,1:SCREEN1,0
1140 PCLS:FORK=23TO179STEP12:FOR
L=12TO168STEP12:PSET(L,K):NEXTL,
K:LINE(0,11)-(180,191),PSET,B:J=
LEN(MO$(R))-15:L$=RIGHT$(MO$(R),
J+1):DRAW"BM30,10":GOSUB2070:L$=
" FIGHT":J=6:GOSUB2070:L$="MOVE"
:J=4:DRAW"BM184,150":GOSUB2070:L
$="FIGHT":J=5
1150 DRAW"BM184,160":GOSUB2070:L
$="POTION":J=6:DRAW"BM184,170":G
OSUB2070:L$="STATUS":J=6:DRAW"BM
184,180":GOSUB2070:CP=1:L$="UP":
J=2:DRAW"BM212,60":GOSUB2070
1160 FORL=1TO RND(6)-1
1170 X=INT(RND(143)/12)*12:Y=INT
(RND(80)/12)*12+11:LINE(X,Y)-(X+
RND(4)*12,Y+RND(4)*12),PSET,BF:N
EXT
1180 SOUND200,1:X=CP(CP,0):Y=CP(
CP,1):IFCP=1THENPUT(X,Y)-(X+7,Y+
7),MC,PSETELSEIFN$(CP)="MERCENAR
Y"THENPUT(X,Y)-(X+7,Y+7),MR,PSET
ELSEPUT(X,Y)-(X+7,Y+7),HM,PSET
1190 CP=CP+1:IFCP<>C9+1THEN1180E
LSEAL=VAL(LEFT$(MO$(R),2)):MP(0,
2)=VAL(MID$(MO$(R),3,2)):DF=VAL(
MID$(MO$(R),5,2)):DP=VAL(MID$(MO
$(R),7,2)):MP=VAL(MID$(MO$(R),9,
2)):NU=0:FORL=1TO10:NU=NU+AL(L):

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NEXT:NU=INT(NU/(RND(0)+.70)/AL)
1200 IFNU>50THENNU=50ELSEIFNU<1T
HENNU=1
1210 EX=VAL(MID$(MO$(R),11,4))*N
U
1220 FORL=1TO NU-1:MP(L,2)=MP(0,
2):NEXT
1230 FORL=0TO NU-1
1240 X=INT(RND(160)/12)*12+14:Y=
INT((RND(180)+11)/12)*12+1:IFPPO
INT(X+4,Y+4)=0THEN1240ELSEIFX>59
ANDX<121ANDY>130THEN1240ELSEMP(L
,0)=X:MP(L,1)=Y:PLAY"V3002T255L2
55":FORK=1TO30:PLAY"CCDV-":NEXT:
FORK=1TO5STEP2:CIRCLE(X+4,Y+4),K
:NEXTK,L
1250 TT=0:L=RND(100):IFL>50THEN1
550ELSECP=1
1260 L$=N$(CP):J=LEN(L$):DRAW"BM
184,70":GOSUB2070:X=CP(CP,0):Y=C
P(CP,1):GET(X,Y)-(X+7,Y+7),CY,G
1270 DRAW"BM204,140CONU3ONH15NE1
5":PUT(X,Y)-(X+7,Y+7),CY,PRESET:
DRAW"BM204,140C1NU3ONH15NE15C0":
PUT(X,Y)-(X+7,Y+7),CY,PSET
1280 K$=INKEY$:IFK$=""THEN1270EL
SEIFK$="M"GOSUB1320ELSEIFK$="F"G
OSUB1380ELSEIFK$="P"GOSUB1500ELS
EIFK$="S"GOSUB2130:GOTO1270ELSE1
270
1290 IFNU=0THEN1730
1300 CP(CP,0)=X:CP(CP,1)=Y:LINE(
184,63)-(255,70),PRESET,BF:CP=CP
+1:IFCP=C9+1THENTT=TT+1ELSE1260
1310 IFTT=2THEN1250ELSE1550
1320 PUT(X,Y)-(X+7,Y+7),CY,PSET:
PUT(X,Y)-(X+7,Y+7),MO,PRESET
1330 K$=INKEY$:IFK$=""THEN1320EL
SEIFK$=CHR$(94)THENL=Y-6:J=Y-1:K
=X ELSEIFK$=CHR$(10)THENL=Y+8:J=
Y+14:K=X ELSEIFK$=CHR$(8)THENL=X
-6:J=X-1:K=Y ELSEIFK$=CHR$(9)THE
NL=X+8:J=X+14:K=Y ELSEIFK$=CHR$(
13)THENCC=0:PUT(X,Y)-(X+7,Y+7),C
Y,PSET:RETURNELSE1320
1340 IFK=X THEN1350ELSEFORLL=L T
O J:IFPPOINT(LL,K)=0THEN1320ELSE
NEXT:GOTO1360
1350 FORLL=L TO J:IFPPOINT(K,LL)
=0 OR PPOINT(K+1,LL)=0THEN1320EL
SENEXT
1360 IFK$=CHR$(94)THENY=Y-12ELSE
IFK$=CHR$(10)THENY=Y+12ELSEIFK$=
CHR$(9)THENX=X+12ELSEIFK$=CHR$(8
)THENX=X-12
1370 CC=CC+1:IFCC=3+PD(CP,3)THEN
CC=0:PUT(X,Y)-(X+7,Y+7),CY,PSET:
RETURNELSE1320
1380 L$="E R T":J=5:DRAW"BM190,9
0":GOSUB2070:L$="D G":J=6:DRA

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W"BM190,100":GOSUB2070:L$="C V B
":J=5:DRAW"BM190,110":GOSUB2070:
GET(X,Y)-(X+7,Y+7),CY,G
1390 PUT(X,Y)-(X+7,Y+7),MO,PRESE
T:PUT(X,Y)-(X+7,Y+7),CY,PSET:K$=
INKEY$:IFK$=""THEN1390
1400 IFK$="E"THENX1=-12:Y1=-12EL
SEIFK$="R"THENX1=0:Y1=-12ELSEIFK
$="T"THENX1=12:Y1=-12ELSEIFK$="G
"THENX1=12:Y1=0ELSEIFK$="B"THENX
1=12:Y1=12ELSEIFK$="V"THENX1=0:Y
1=12ELSEIFK$="C"THENX1=-12:Y1=12
ELSEIFK$="D"THENX1=-12:Y1=0ELSEI
FK$="Q"THEN1440ELSE1390
1410 FORL=0TO NU-1:IFMP(L,0)=X+X
1 ANDMP(L,1)=Y+Y1 THEN1420ELSENE
XT:GOTO1390
1420 L=RND(100):IFL<(AL(CP)+PO(C
P,0))*3-DP+40THEN1450
1430 FORL=1TO20:PLAY"T255L255V15
03C04C":NEXT:DRAW"BM190,130":L=R
ND(8):IFL=1THENL$="STUPID":J=6:G
OSUB2070ELSEIFL=2THENL$="WIMP":J
=4:GOSUB2070ELSEIFL=3THENL$="LOS
ER":J=5:GOSUB2070ELSEIFL=4THENL$
="SWISH":J=5:GOSUB2070
1440 FORL=1TO500:NEXT:LINE(185,8
0)-(255,130),PRESET,BF:RETURN
1450 PLAY"V20T4L403G04CL3EL4CE":
DRAW"BM190,130":L=RND(6):IFL=1TH
ENL$="POW":J=3:GOSUB2070ELSEIFL=
2THENL$="BAM":J=3:GOSUB2070ELSEI
FL=3THENL$="CLOBBER":J=7:GOSUB20
70ELSEIFL=4THENL$="SLASH":J=5:G0
SUB2070ELSEIFL=5THENL$="SMASH":J
=5:GOSUB2070
1460 FORL=1TO500:NEXT
1470 FORL=0TO NU-1:IFMP(L,0)<>X+
X1 ORMP(L,1)<>Y+Y1 THENNEXT
1480 MP(L,2)=MP(L,2)-RND(DF(CP)+
PO(CP,1)):IFMP(L,2)>0THENLINE(18
5,80)-(255,130),PRESET,BF:RETURN
ELSEFORJ=1TO5STEP2:CIRCLE(MP(L,0
)+4,MP(L,1)+4),J,1:NEXT:LINE(185
,80)-(255,130),PRESET,BF
1490 FORK=L TO NU-1:MP(K,0)=MP(K
+1,0):MP(K,1)=MP(K+1,1):MP(K,2)=
MP(K+1,2):NEXT:NU=NU-1:RETURN
1500 L=1:CLS:PRINT" O NONE"
1510 PRINTL;PO$(L):IFPO$(L+1)<>"
"THENL=L+1:GOTO1510ELSEINPUT"whi
ch one";L:IFPO$(L)=""THENPMODE4:
COLOR0,1:SCREEN1,0:RETURN
1520 IFLEN(PO$(L))=15THENPO(CP,0
)=PO(CP,0)+RND(4)+4ELSEIFMID$(PO
$(L),11,1)="H"THENBP(CP)=B(CP)EL
SEIFMID$(PO$(L),11,1)="S"THENPO(C
P,1)=PO(CP,1)+RND(10)+8ELSEIFMI
D$(PO$(L),11,1)="R"THENPO(CP,2)=
PO(CP,2)+RND(20)+10ELSEPO(CP,3)=

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7
1530 FORK=L TO9:PO$(K)=PO$(K+1):
NEXT:PMODE4:COLOR0,1:SCREEN1,0:R
ETURN
1540 GOTO1540
1550 MO=0:J=LEN(MO$(R))-15:L$=MI
D$(MO$(R),15,J):DRAW"BM184,70":G
OSUB2070
1560 CP=1:HY=300
1570 L=INT(SQR(ABS(CP(CP,0)-MP(M
0,0))^2+ABS(CP(CP,1)-MP(M0,1))^2
)):IFL<HY THENX1=CP(CP,0):Y1=CP(
CP,1):HY=L:C1=CP
1580 CP=CP+1:IFCP<>C9+1THEN1570
1590 IFHY<20THEN1670ELSEM1=MP:X2
=MP(M0,0):Y2=MP(M0,1)
1600 IFABS(X1-X2)>ABS(Y1-Y2)ANDP
POINT(X2+16,Y2+4)<>0ANDPPOINT(X2
+17,Y2+4)<>0ANDSGN(X1-X2)<>-1AND
X2<169THENX2=X2+12:GOTO1640ELSEI
FPPOINT(X2+4,Y2+16)<>0ANDPPOINT(
X2+5,Y2+16)<>0ANDSGN(Y1-Y2)<>-1T
HENY2=Y2+12:GOTO1640
1610 IFSGN(X1-X2)<>-1ANDPPOINT(X
2+16,Y2+4)<>0ANDPPOINT(X2+17,Y2+
4)<>0ANDX2<169THENX2=X2+12:GOTO1
640
1620 IFABS(X1-X2)>ABS(Y1-Y2)ANDP
POINT(X2-8,Y2+4)<>0ANDPPOINT(X2-
7,Y2+4)<>0THENX2=X2-12:GOTO1640E
LSEIFPPOINT(X2+4,Y2-8)<>0ANDPPOI
NT(X2+5,Y2-8)<>0ANDSGN(Y2-Y1)=1T
HENY2=Y2-12:GOTO1640
1630 IFPPOINT(X2-8,Y2+4)<>0ANDFP
POINT(X2-7,Y2+4)<>0THENX2=X2-12
1640 FORL=1TO5STEP2:CIRCLE(MP(M0
,0)+4,MP(M0,1)+4),L,1:NEXT:MP(M0
,0)=X2:MP(M0,1)=Y2:SOUND200,1:FO
RL=1TO5STEP2:CIRCLE(X2+4,Y2+4),L
,0:NEXT:M1=M1-1:IFM1=0ANDMO=NU-1
THEN1660ELSEIFM1=0THENMO=MO+1:GO
TO1560
1650 L=INT(SQR(ABS(X1-X2)^2+ABS(
Y1-Y2)^2)):IFL<20ANDMO=NU-1THEN1
660ELSEIFL<20THENMO=MO+1:GOTO156
0ELSE1600
1660 TT=TT+1:IFTT=1THENC1=1:LINE
(184,63)-(255,70),PRESET,BF:GOTO
1260ELSELINE(184,63)-(255,70),PR
ESET,BF:GOTO1250
1670 FORL=1TO5STEP2:CIRCLE(MP(M0
,0)+4,MP(M0,1)+4),L,1:CIRCLE(MP(
M0,0)+4,MP(M0,1)+4),L,0:NEXT:L=R
ND(100):IFL<AL*3.75-DP(C1)-PO(C1
,2)+25THEN1690
1680 L$="MISSED":J=6:DRAW"BM185,
120":GOSUB2070:PLAY"T12L404V15BA
GFDEC":FORL=1TO500:NEXT:LINE(185
,113)-(250,120),PRESET,BF:MO=MO+
1:IFMO=NU THEN1660ELSE1560

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1690 PLAY"T4V25L204DL403B04EL2D0
3B":L$="HIT":J=3:DRAW"BM195,120"
:GOSUB2070:BP(C1)=BP(C1)-RND(DF)
:GET(X1,Y1)-(X1+7,Y1+7),CY,G:FOR
L=1TO20:PUT(X1,Y1)-(X1+7,Y1+7),C
Y,PRESET:PUT(X1,Y1)-(X1+7,Y1+7),
CY,PSET:NEXT:LINE(185,113)-(250,
120),PRESET,BF
1700 MO=MO+1:IFBP(C1)>OANDMO=NU
THEN1660
1710 IFBP(C1)>OTHEN1560ELSELINE(
X1,Y1)-(X1+7,Y1+7),PRESET,BF:FOR
L=C1 TO C9
1715 CP(L,0)=CP(L+1,0):CP(L,1)=C
P(L+1,1):B(L)=B(L+1):BP(L)=BP(L+
1):DF(L)=DF(L+1):DP(L)=DP(L+1):A
L(L)=AL(L+1):EX(L)=EX(L+1):N$(L)
=N$(L+1):PO(L,0)=PO(L+1,0):PO(L,
1)=PO(L+1,1):PO(L,2)=PO(L+1,2):P
O(L,3)=PO(L+1,3):NEXT:LC=1:C9=C9
-1:IFC1=1THEN2270
1720 IFMO=NU THEN1660ELSE1560
1730 'BOUY PHASE
1740 CLS:PRINT"experience collec
ted";EX*(1-((AL(1)-1)*.05)):PRIN
T"credits collected";C2=INT(EX/
(RND(C9)+1)):CR=CR+C2:PRINTC2:PR
INT"credits to date";CR:PRINT"po
tions collected":L=RND(10):IFL>A
L THENPRINT"NONE":GOTO1840
1750 FORL=1TO10:IFPO$(L)=""THEN1
770ELSENEXT
1760 PRINT"NONE":GOTO1840
1770 K=RND(5):ON K GOTO1780,1790
,1800,1810,1820
1780 PO$(L)="POTION OF SKILL":GO
TO1830
1790 PO$(L)="POTION OF HEALING":
GOTO1830
1800 PO$(L)="POTION OF STRENGTH"
:GOTO1830
1810 PO$(L)="POTION OF REFLEXES"
:GOTO1830
1820 PO$(L)="POTION OF QUICKNESS
"
1830 PRINTPO$(L)
1840 PRINT:PRINT:PRINT"<enter>":
EX=EX*(1-((AL(1)-1)*.05))
1850 K=C9-1
1860 IFK<>OTHENFORL=2TO C9:IFN$(
L)<>"MERCENARY"THEN EX(L)=EX(L)+
EX/2/K:NEXTELSENEXT
1870 EX(1)=EX(1)+EX/2
1880 L$=INKEY$:IFL$=""THEN1880
1890 FORL=1TO C9:AL=AL(L):AL(L)=
INT(EX(L)/3280+1):IFAL<>AL(L)THE
NB(L)=B(L)+RND(2):NEXTELSENEXT
1900 FORL=1TO10:FORK=0TO3:PO(L,K
)=0:NEXTK,L
1910 IFAL(1)=20THEN2280

```

```

1920 IFLC=1THENLC=0:GOTO810ELSEF
ORL=1TO10:CP(L,0)=CP(L,2):CP(L,1
)=CP(L,3):NEXT:RETURN
1930 CLS:PRINT"STAYING IN TOWN H
AS COST YOU":L=RND(100)+100:PRIN
TL;"CREDITS":CR=CR-L:FORL=1TO C9
:BP(L)=B(L):NEXT:GOSUB2120
1940 GOSUB2110:PRINT"(1)DO YOU W
ANT TO GAIN LEVELS.":PRINT"(2)HI
RE ON HENCHMEN, MERCENARIES";:PR
INT"(3)GO BACK TO THE DUNGEON.":
INPUTL:IFL=3GOSUB810:GOTO220ELSE
IFL=1THEN1950ELSEIFL=2THEN1990EL
SE1940
1950 CLS:GOSUB2110:FORL=1TO C9:P
RINTL;N$(L):NEXT:INPUT"WHO IS TO
GAIN EXPERIENCE";L:IFN$(L)=""TH
ENCLS:GOTO1940
1960 INPUT"HOW MANY CREDITS ARE
YOU SPENDING";K:IFK<OTHEN
1950ELSEIFK>CR THENK=CR
1970 EX=(RND(0)+.5)*CR:PRINT"YOU
HAVE GAINED ";:PRINT USING"#.##
";EX/3280;:PRINT" PERCENT OF
A LEVEL":EX(L)=EX(L)+EX:AL=AL(L)
:AL(L)=INT(EX(L)/3280+1):CR=CR-K
:PRINT:PRINT" <enter>":IFAL<
>AL(L)THENB(L)=B(L)+RND(2)
1980 K$=INKEY$:IFK$=""THEN1980EL
SECLS:GOTO1940
1990 CLS:GOSUB2110
2000 IFC9=10THENPRINT"NO ONE WAN
TS A JOB":ELSE2020
2010 K$=INKEY$:IFK$=""THEN2010EL
SECLS:GOTO1940
2020 PRINT"HENCHMEN COST 2000 CR
EDITS":PRINT"MERCEANARIES COST 15
00 CREDITS":PRINT"ENTER 0 CREDIT
S FOR NEITHER":INPUT"AMOUNT";L:I
FL=1500THENCR=CR-L:GOSUB2120:GOT
O2030ELSEIFL=2000THENCR=CR-L:GOS
UB2120:GOTO2040ELSECLS:GOTO1940
2030 C9=C9+1:L=C9:N$(L)="MERCENA
RY":BP(L)=8:B(L)=8:DF(L)=6:DP(L)
=6:EX(L)=3300:AL(L)=2:CLS:GOTO19
40
2040 C9=C9+1:L=C9:BP(L)=RND(8)+3
:DF(L)=RND(7)+2:DP(L)=RND(7)+2:B
(L)=BP(L):EX(L)=3300:AL(L)=2:PRI
NT"WHAT NAME FOR YOUR HENCHMAN
(Under 9 Letters)":PRINT"BODY
PT/DAMAGE FAC./DEFENSE PTS."::P
RINTTAB(4)B(L);TAB(15)DF(L);TAB(
27)DP(L)
2050 INPUTL$:N$(L)=L$:CLS:GOTO19
40
2060 GOTO2060
2070 FORL=1TO J:LL=ASC(MID$(L$,L
,1))-65:IFLL<OTHENDRAW"A0BR4"ELS
EDRAW"A0C0"+L$(LL)+"BR4"

```



```

2080 NEXT:RETURN
2090 DRAW"BM"+STR$(X)+", "+STR$(Y
)+"NE2NF2NG2H2":RETURN
2100 DRAW"BM92,92NE2NF2NG2H2":RE
TURN
2110 PRINT"you have";CR;"credits
":RETURN
2120 IFCR<0GOTO2260ELSERETURN
2130 CLS:PRINT" ATT. LVL./BOD
Y/DAM FAC./DEF.";
2140 FORK=1TO C9:PRINTN$(K);:PRI
NTTAB(10)AL(K)+PO(K,0);TAB(14)BP
(K);TAB(21)DF(K)+PO(K,1);TAB(27)
DP(K)+PO(K,2):NEXT:PRINT:PRINT"C
REDITS";CR
2150 K#=INKEY$:IFK#=""THEN2150EL
SEPMODE4:COLOR0,1:SCREEN1,0:RETU
RN
2160 PLAY"V31L255T255O4":FORL=1T
O30:PLAY"BAGFEDCV-":NEXT:PLAY"O2
V31L20T20BAG":FORL=1TO30:PLAY"BV
-":NEXT:PCLS:L$="YOUR PARTY HAS
BEEN SURPRISED BY":J=32:DRAW"BM1
0,80":GOSUB2070:DRAW"BRBURULDBU3
RULD":R=RND(20)-1:J=LEN(MO$(R))-
14
2170 L$=RIGHT$(MO$(R),J):DRAW"BM
99,90":GOSUB2070:FORL=1TO1000:NE
XT:GOSUB1120:PMODE4:COLOR0,1:PCL
S:SCREEN1,0:RETURN
2180 CLS:INPUT"DO YOU WISH TO SA
VE DUNGEON (Y/N)";L$:IFL#="N
"THENPMODE4:COLOR0,1:SCREEN1,0:G
OTO260
2190 POKE65495,0:J=32000:FORL=1T
O C9:POKEJ,BP(L):POKEJ+1,DF(L):P
OKEJ+2,DP(L):L$=HEX$(EX(L)):POKE
J+3,VAL("&H"+LEFT$(L$,LEN(L$)-2)
):POKEJ+4,VAL("&H"+RIGHT$(L$,2)
):J=J+5:NEXT:POKEJ,42:J=J+1
2200 FORL=1TO C9:FORK=1TO LEN(N$
(L)):POKEJ,ASC(MID$(N$(L),K,1)):
J=J+1:NEXT:POKEJ,42:J=J+1:NEXT:P
OKEJ,0:J=J+1:FORL=1TO C9:POKEJ,B
(L):J=J+1:NEXT:POKEJ,42:L$=HEX$(
CR):IFLEN(L$)<3THENPOKEJ+1,0:POK
EJ+2,VAL("&H"+L$):POKEJ+3,42:GOT
O2220
2210 POKEJ+1,VAL("&H"+LEFT$(L$,L
EN(L$)-2)):POKEJ+2,VAL("&H"+RIGH
T$(L$,2)):POKEJ+3,42
2220 J=J+4:FORL=0TO10:POKEJ,CA(L
,0):POKEJ+1,CA(L,1):POKEJ+2,CA(L
,2):J=J+3:NEXT:L=1
2230 IFPO$(L)=""THEN2240ELSEK=LE
N(PO$(L)):FORLL=1TO K:POKEJ,ASC(
MID$(PO$(L),LL,1)):J=J+1:NEXT:PO
KEJ,42:J=J+1:L=L+1:GOTO2230
2240 POKEJ,255:POKE31962,XP:POKE
31963,YP:PRINT"PLACE TAPE OF ADV
ENTURES IN RECORDER PRESS
PLAY & RECORD":INPUT"NAME OF CU
RRENT ADVENTURE";L$:IFLEN(L$)>8T
HENL$=LEFT$(L$,8)
2250 POKE65494,0:CSAVEML$,31000,
32767,0:END
2260 CLS:PRINT@100,"THERE ARE NO
LOANS MADE IN THIS GAME
BUDDY, YOU'RE GOING
TO JAIL.":PRINT@400,"GAME OVER"
:FORL=1TO1000:NEXT:END
2270 FORL=1TO10:SCREEN1,1:SCREEN
1,0:NEXT:PLAY"V31T2L202BP64BP64L
8BP64L2B03P64DP64L8D-P64L4D-P64L
402BP64BP64B-P64L1B":END
2280 FORL=1TO1000:NEXT:POKE65495
,0:CLS0:L$=CHR$(128):C0$=L$+"you
"+L$+"have"+L$+"attained"+L$+"je
di"+L$+"knight"+L$:FORL=0TO224:P
RINT@L,C0$:NEXT:POKE65494,0:PLA
Y"T30L4V30":FORL=1TO30:PLAY"O3G0
4CL3EL4CEV-":NEXT
2290 FORK=1TO100:L=RND(15)-1:IFL
=7THENNEXTELSEC=143+16*(RND(8)-1
):PRINT@L*32,STRING$(32,C):NEXT
2300 FORL=0TO14:IFL=7THENNEXTELS
EPRINT@L*32,STRING$(32,128):NEX
T:FORL=224TO0STEP-1:PRINT@L,C0$:
NEXT:FORL=1TO15:PRINT@L*32,C0$:
NEXT:FORL=0TO14:PRINT@L*32,STRI
NG$(32,128):NEXT
2310 FORL=1TO30:PRINT@L-1,MID$(C
0$,L,1):PRINT@L+479,CHR$(128):
NEXT:CN$="congratulations"+L$+"c
hamp":K=0
2320 L=RND(21):IFMID$(CN$,L,1)="
X"THEN2320ELSEPRINT@228+L,MID$(C
N$,L,1):MID$(CN$,L,1)="X":K=K+1
:IFK<>21THEN2320
2330 PRINT@350,"":END

```



Sir Randolph Of The Moors

Gregory Clark

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Adventure Contest -- Non-Graphic Winner

In the year 974 A.D. a male child was born. The parents, being very poor even for peasants, indentured the child to their local lord.

The boy grew up within the castle walls, never seeing the outside world except through the tales of the knights, overheard while he fought with the castle dogs for scraps of food under the banquet tables.

Never having been given a proper name, he thought of himself as Sir Randolph of the Moors. All of his waking moments he envisioned himself as the victor of many jousts, and even as the leader of a band of knights on a quest for the king.

Being a rather husky young man, he was given the task of cleaning the lord's stables. Every chance he got, he learned to ride within the confines of the stable. This, in itself, showed a certain level of bravery, for if he was discovered even mounting a noble's steed he knew at the least it would mean a stout whipping.

One fateful day, he happened upon a complete suit of armor belonging to a knight visiting the castle. What possessed him to don the armor, even he had no idea. Once suited, the logical step would be to set astride the knight's horse.

As fate would have it, no sooner had he positioned himself on the horse than one of the castle dogs started barking. The high spirited animal immediately galloped out of the open stable door and through the castle gates, carrying Sir Randolph with him.

"Oh, what tricks the lord plays on me," lamented Sir Randolph, when he finally regained control of the horse. He found himself many miles from the castle, in completely unfamiliar surroundings, realizing that if he returned to the castle, an unknown, but definitely unpleasant fate awaited him. After long deliberation, he decided to continue on the road and let fate do what she willed.

Hungry and weary, after several days of riding, he came upon a small village situated at the base of a towering mountain. Here, his physical needs overcame his natural fear of the unknown. He boldly rode into the town, and when he had reached the inn, he realized that a relatively large group of townspeople had already formed around him. More came from every direction.

Helping hands assisted him from his mount and fairly carried him to the inn. He was taken to a table, and even before he was seated a large tankard of ale and a sizable chunk of venison were placed before him.

Removing his helmet, he tried to explain his lack of funds. However, he was told that everything had been arranged and not to worry. Having failed in his protests, he began to devour the fare.

A commotion at the entrance interrupted his meal. Looking up, he spied a rather rotund man approaching. Speaking very rapidly, he greeted Sir Randolph and thanked him for arriving so quickly. Randolph may have been short on worldliness, but he was bright enough to continue eating and just listen.

It seems the stranger was the equivalent to mayor of the village. Randolph soon pieced together an idea of what he had happened upon.

Near the peak of the mountain was a castle of an evil lord, Blandor. He had demanded and received heavy taxes for so many years that the village was now near collapse. Anyone opposing him was disposed of either by his guards or by some magical means. Recently, it had been rumored that he had fallen ill and died and his guards, fearing loss of his magical protection, had fled.

Three weeks ago, prior to this moment, the mayor had requested from a neighboring lord the services of a knight to explore the castle and prove the rumor true or false. The town's messenger, a not-too-bright lad, had forgotten most of the reply by the time he had returned. The only thing he was sure of was that the knight carried the sign of the unicorn on his shield.

Randolph now realized his situation: the mount and armor he had acquired belonged to the knight promised to the town. The townspeople were counting on him to go to the castle and discover exactly what was going on. He decided to attempt the quest himself.

After two days of rest, he mounted up and headed to the castle. After a few hours of travel, a dark-cloaked man appeared on the trail ahead of him. He introduced himself as Herman, former wizard to the evil Lord Blandor, who had discharged him after learning all he could of his craft.

Herman had observed Randolph and had correctly deduced his plight. In an attempt to help, he presented Randolph with a pea-sized ruby. The gem had the ability to break minor magical spells, but most of its power was exhausted. Only five charges

(Greg Clark, a technician working for Nynex, writes programs as a hobby. His wife, Ruth, kindly refrains from commenting on how much time Greg spends at the keyboard.)

were left. Now, Randolph was told to rub the stone if he felt magic was being used against him.

Herman also mentioned that there could be something left in his former workshop, but not to count on it, as Blandor had removed or destroyed most of his supplies just before casting him out. The ruby was the last magical object he had left.

Randolf now stands before the castle of Blandor. An ignorant, but not stupid stable boy, he is ready to attempt the work meant for a fully-trained knight. All he has with him is the sword, dagger, a small belt pouch from the knight's equipment, and the ruby from Herman. The armor he has left in town, finding it too confining.

There you have the situation. Randolph is a healthy young man, strong of heart and spirit, but sadly lacking in any knowledge needed to complete his quest.

It is up to you to guide Randolph along the way. He will show no initiative, including self-preservation. You will be in total control and must make your instructions very simple and, at the same time, precise. If Randolph knows an object by one name, for example, he will not react to another common name for the same object.

He best follows instructions given in two parts.

First, tell him what action you wish him to perform, and then specify to or with what. For example: The instruction "lift up the black pot" will only confuse him. However, just the word "lift" and then the word "pot" will get the desired results.

Some one word commands will also be understood.

"VIEW" will give a general description of the present location should Randolph forget where he is.

"LIST" will get you all the objects Randolph is carrying that he can see.

Randolf will tell you which ways he can move. To get him to move, just give him the first letter of the direction. For example, to have him move north, just give him the letter "N" and he will go north.

Just remember, Randolph will only do what you tell him—no more, no less.

PROGRAM

```

100 VARIABLES
150 FIRST INPUT
200 SECOND INPUT
300 ACTION DETERMINATION
1100 ACTION SECTIONS — 100 LINE BLOCKS
5000 MOVEMENT TRAP + ASSIGNMENT
5500 VARIABLE SUBROUTINES
6000 LEVEL DESCRIPTIONS—1000 LINE BLOCKS
15000 MOVEMENT RESTRICTIONS
20000 DATA LINES

```

BS ACTIONS

1 LOOK	11 CLIMB	21 HIT
2 SLAY	12 GET	22 DIG
3 JUMP	13 UNLOCK	23 BURN
4 LISTEN	14 STAND	24 OPEN
5 SAY	15 PULL	25 PUT
6 RUB	16 PUSH	26 SMELL
7 TURN	17 DROP	27 THROW
8 LIFT	18 CARRY	28 KICK
9 CUT	19 BRIBE	29 DIVE
10 STAB	20 BREAK	30 WIPE

32K
ECB



24.....037F 275....36CA
52.....06C3 306....3BBC
81.....0C17 324.....4238
95.....111E 344.....4760
118.....16FE 368.....4CDB
141.....1B24 385.....5409
167.....2182 397.....59D4
201.....285E 419.....5E68
229.....2CF9 431.....62B9
254.....322A END...6B89

The listing:

```

1  ?=====
2  ?==NON GRAPHICS ADVENTURE==
3  ?===FOR "THE RAINBOW"=====
4  ?=====CONTEST=====
5  ?=====BY GREGORY CLARK=====
6  ?=====122 MALE AVENUE=====
7  ?=SYRACUSE, NEW YORK, 13219==
8  ?=====315-487-8406=====
9  ?===WRITTEN AUGUST 1982===
10 ?=WITH MUCH HELP FROM KEVIN=
11 ?**PCLEAR 1 BEFORE LOADING**
12 ?*FOR 32K MEMORY-EXT BASIC**
13 ?=====
14 PRINT:CLS:PRINT@228,"SIR RAND
DLF OF THE MOORS":FORX=1TO200:PL
AY"L200DDA":NEXT

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```

15 CLS:PRINT:PRINT:PRINT:PRINT:PRINT:P
RINT;"-----SKILL LEVEL-----"
-----"
16 PRINT:PRINT;">>>>SELECT DIGIT
FROM 0 TO 9<<<<"
17 PRINT:PRINT;"ZERO (0) = EASIE
ST"
18 PRINT;"NINE (9) = HARDEST"
19 PRINT:PRINT:INPUT"ENTER CHOIC
E";Q
20 Q1=INT(Q)
21 IF Q1>9 OR Q1<0 THEN CLS:PRIN
T;" INPUT MUST BE AN INTEGER
IN RANGE OF 0 TO 9":SO
UND100,3:GOTO15
22 CLS:PRINT@232,"JUST A MOMENT"
23 DIM A$(10),B$(30),C$(40),V(12
)
24 HV=3:VV=5:LV=3:N=1:S=1:E=1:W=
1:U=1:D=1:Y=1:WA=1
25 RB=1:FT=1:SW=1:DA=1:RU=5:DR=1
:D3=1:D4=1:ST=1
26 FORX=1TO10:READA$(X):PLAY"L20
0;D":NEXTX
27 FORX=1TO30:READB$(X):PLAY"L20
0;C":NEXT
28 FORX=1TO40:READC$(X):PLAY"L20
0;F":NEXTX:CLS
29 GOTO304
30 PRINT;" %%%%%%%%%%%%%%%"
%%%%%%%%%%":PLAY"L150;FP10F":INPUT
"WHAT DO YOU WANT TO DO
";D$
31 IF D1=1 AND WA=1 AND HV=1 AND
VV=1 THEN TJ=TIMER:IF TJ-1000 >
TI THEN 281
32 IFD$="VIEW"THEN304
33 IFD$="HELP"THEN50
34 IF Y=9 THEN WJ=WJ+1:IF WJ>15-
(Q1+1) THEN324
35 IFD$="N"THEN287
36 IFD$="S"THEN287
37 IFD$="E"THEN287
38 IFD$="W"THEN287
39 IFD$="U"THEN287
40 IFD$="D"THEN287
41 IFD$="DIVE"THEN45
42 IFD$="LIST"THEN52
43 PLAY"L150;G:P10;G":INPUT"";E$
44 G$=LEFT$(E$,4)
45 FORA=1TO30
46 F$=LEFT$(D$,4):IF F$=B$(A) TH
EN49
47 NEXTA
48 PRINT;"I CANNOT ";D$:PLAY"L20
0;DP10CP10DP6":GOTO30
49 ON A GOTO 67,104,107,109,111,
113,122,125,128,136,138,141,168,
176,180,187,190,219,221,226,232,
240,243,249,260,268,270,275,277,

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283
50 *START HELP SECTION
51 PRINT;"HELP"
52 *LIST
53 PRINT;"I AM CARRYING"
54 IF SW=1 THENPRINT;"A SWORD"
55 IF DA=1 THENPRINT;"A DAGGER"
56 IF RB=1 THENPRINT;"THE MAGIC
RUBY"
57 IF OC=1 THENPRINT"THE OCTAGON
OF GOLD"
58 IF HE=1 THENPRINT"THE HEXAGON
OF GLASS"
59 IF NE=1 THENPRINT"THE PENTAGO
N NECKLACE"
60 IF LA=1 THENPRINT"THE LANCE"
61 IF KE=1 THENPRINT"THE KEY OF
GOLD"
62 IF RI=1 THENPRINT"THE INVISIB
ILITY RING"
63 IF SK=1 THENPRINT"THE SACK OF
MARBLES"
64 IF FT=1 THENPRINT"FLINT AND T
INDER"
65 GOTO30:'END OF LIST
66 PRINT;"SORRY!--NO HELP FOR YO
U NOW":GOTO30:'END HELP SECTION
67 *LOOK
68 IF LV=1 AND VV=1 AND HV=1 AND
WA=0 AND D1=0 AND SL=0 THEN 69
ELSE 72
69 IFG$=C$(9) THEN PRINT;"IT'S J
UST A SLIPPERY,FOUL SMELL-ING,GR
EENISH SLIME":GOTO30
70 IFG$=C$(10) THEN PRINT;"THERE
APPEARS TO BE AN OUTLINE OF WH
AT MAY BE A DOOR UNDER THE SLIME
":GOTO30
71 IFG$=C$(11) THENPRINT;"THERE'
S TOO MUCH SLIME COVERING IT TO
TELL MUCH":GOTO30
72 IF LV=1 AND VV=1 AND HV=1 AND
WA=0 AND D1=0 AND SL=1 THEN 73E
LSE76
73 IF G$=C$(11) THENPRINT;"IT'S
A DOOR WITH A SMALL RING.":GOTO3
0
74 IFG$=C$(10) THENPRINT;"THE OU
TLINE IS MORE DEFINATE":GOTO30
75 IFG$=C$(12) THENPRINT;"IT'S J
UST A RING ABOUT 3 INCHES ACROSS
":GOTO30
76 IFG$=C$(14) AND VV=4 AND HV=1
AND LV=4 THENPRINT"THE STAIRS T
HAT ARE THERE ARE COVERED WITH
DUST":GOTO30
77 IF LV=2 AND HV=3 AND VV=3 THE
N78ELSE84
78 IFG$=C$(16) THENPRINT"I SEE N
OTHING MORE THAN I HAVE ALREADY

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```

TOLD":GOTO30
79 IFG#=C$(17) THENPRINT"THEY AR
E COVERED WITH MANY LINESAND SHA
PES.":GOTO30
80 IFG#=C$(18) AND DW=0 THENPRIN
T"JUST DRAWERS-THEY ARE CLOSED":
GOTO30
81 IFG#=C$(18) THENPRINT"IT CONT
AINS A RING.":GOTO30
82 IFG#=C$(6) AND DW=1 THENPRINT
"FROM WHAT THE PICTURES ENGRAVED
ON IT SHOW,I THINK THE WEARER O
FIT IS NOT ABLE TO BE SEEN,BUT
IT ALSO COULD MEAN THAT IF IT I
SPUT ON,THE WEARER IS KILLED. ON
ETHING FOR SURE-IT ONLY WORKS ON
ETIME":GOTO30
83 IFG#=C$(19) OR G#=C$(20) THEN
PRINT"ALL I CAN SAY IS THERE ARE
MANY OF THEM AND I WOULD HAVE N
O WAY OF FIGURING OUT WHAT MAY B
E IN ANY SINGLE ONE OF THEM.":G
OTO30
84 IF LV=4 AND VV=3 AND HV=3 THE
N85 ELSE87
85 IFG#=C$(23) AND ST=1 THENPRIN
T"JUST A STATUE MADE OF QUARTZ":
GOTO30
86 IF G#=C$(23) THENPRINT;"I SEE
A KEY-IT MUST HAVE BEEN UNDER
THE STATUE":GOTO30
87 IF G#=C$(24) AND ST=0 THENPRI
NT"IT IS MADE OF GOLD.THE HANDLE
ISSHAPED AS A CLOVER LEAF AND T
HE OTHER END IS FORMED INTO THE
SHAPE OF A CROSS.":GOTO30
88 IFG#=C$(26) AND LV=4 AND VV=3
AND HV=5 THEN PRINT"ONE PLANK S
EEMS TO BE LOOSE":GOTO30
89 IF LV=5 AND HV=3 AND VV=1 AND
G#=C$(31) THENPRINT"THESE ARE T
HREE HOLES IN THE BLOCK.":GOT
O30
90 IF G#=C$(32) AND LV=3 AND VV=
4 AND HV=2 THEN91ELSE94
91 IF CH=0 THENPRINT"IT'S JUST A
SMALL CHEST.":GOTO30
92 IF CH=1 AND HE=0 THENPRINT"TH
ERE IS A HEXAGON OF GLASS IN TH
E CHEST.":GOTO30
93 IF CH=1 AND HE=1 THENPRINT"TH
E CHEST IS EMPTY":GOTO30
94 IF G#=C$(35) AND LA=1 THENPRI
NT"IT IS MADE OF A WOODEN SHAFT
ABOUT TWO ARM-SPANS LONG WITH
A SHARP METAL POINT.":GOTO30
95 IF G#=C$(36) AND LV=5 AND VV=
1 AND HV=3 THENPRINT"THESE ARE T
HREE HOLES-HEXAGON, OCTAGON AND
PENTAGON IN SHAPE.":GOTO30

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```

96 IF LV=5 AND HV=3 AND VV=2 AND
G#=C$(37) THENPRINT"THE BODY OF
BLANDOR LIES UPON THE ALTAR.Y
OUR QUEST IS FINISHED":PRINT:PRI
NT"CONGRATULATIONS!!":FORX=1TO50
00:NEXT:CLS:END
97 IF G#=C$(25) AND LV=4 AND HV=
4 AND VV=3 THEN PRINT"IT IS SOLI
D METAL-THE SURFACE ISFEATURELES
S EXCEPT FOR A SMALL CROSS-SHAP
ED HOLE IN THE CENTER.":GOTO30
98 IF Y=6 AND G#=C$(38) THENPRIN
T"THEY ARE ALL SHARP-EXCEPT ONE-
THAT PARTICULAR SPIKE IS BLUNT
.":GOTO30
99 IF G#=C$(40) AND SK=1 THENPRI
NT"JUST A WORN,BROWN LEATHER SAC
K WITH A DRAW-STRING TIE.":GOTO
30
100 IF LV=3 AND E$="MOAT" THENPR
INT"THE CROCODILES LOOK VERY HUN
GRY.":GOTO30
101 IF Y=3 AND G#=C$(7) THENPRIN
T"I DON'T REALLY WANT TO-":GOTO3
0
102 IF E$="GOBLINS" THENPRINT"EA
CH ONE HAS A SWORD IN ONE HANDAN
D THE OTHER HAND IS EXTENDED OU
T-PALM UP.":GOTO30
103 PRINT;"I DON'T SEE ANYTHING
SPECIAL":GOTO30
104 'SLAY
105 IF E$="DRAGON" THENPRINT"YOU
MUST BE KIDDING!":GOTO30
106 PRINT"I CAN'T":GOTO30
107 'JUMP
108 PRINT;"I CAN'T JUMP OVER THA
T!":GOTO30
109 'LISTEN
110 PRINT;"I DON'T HEAR ANYTHING
OUT OF THEORDINARY":GOTO30
111 'SAY
112 PRINT;"I SAID '";E$;"":PRIN
T;"BUT NOTHING HAPPENED":GOTO30
113 'RUB
114 IF RU<1 THEN PRINT;"IT IS FO
WERLESS-YOU HAVE USED ALL FIVE
CHARGES":GOTO30
115 IF LV=1 AND Y=3 THEN116ELSE1
18
116 IF G#=C$(5) THEN PRINT;"THE
RUBY IS CHANGING COLORS AND GIVI
NG OFF A HUMMING SOUND.THE SCOR
PIANS ARE CHANGING COLORS ALON
G WITH THE GEM."
117 PRINT;"SUDDENLY AS THEY CAME
THEY HAVE TURNED INTO HARMLESS
ANTS AND SCURRIED OFF INTO THE
CRACKS IN THE WALLS.":Y=1:B3=1:
RU=RU-1:GOTO304

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118 IF Y=4 AND G#=C$(5) THENPRINT
T"THE RUBY IS HUMMING AND CHANGI
NGCOLORS-":FORX=1TO1000:NEXT:PRI
NT"THE FLAMES HAVE GONE!":Y=1:B4
=1:RU=RU-1:GOTO304
119 IFY=7 AND G#=C$(5) THENPRINT
"THE RUBY IS GIVING OFF A HUMING
SOUND-":FORX=1TO1000:NEXT:PRINT
"HERE,I CAN MOVE AGAIN.":Y=1:B7
=1:RU=RU-1:GOTO304
120 IF G#=C$(5) THEN RU=RU-1
121 PRINT;"I TRIED - BUT I'M AFR
AID NOTHINGWAS ACCOMPLISHED BY I
T":GOTO30
122 'TURN
123 IF G#=C$(30) AND MI=0 AND LV
=3 AND VV=3 AND HV=4 THENPRINT"I
T'S TURNING-":PRINT"THE WALL NEX
T TO THE MIRROR IS OPENING.":T=
0:O=5:GOTO447
124 PRINT;"NOTHING HAPPENED":GOT
O30
125 'LIFT
126 IF G#=C$(27) AND LV=4 AND VV
=3 AND HV=5 AND OC=0 THENPRINT"T
HERE IS AN OCTAGON SHAPED PIECEO
F GOLD UNDER THE PLANK.":GOTO30
127 PRINT;"CAN'T":GOTO30
128 'CUT
129 PLAY"L200;DDA":INPUT"WITH WH
AT";H#

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130 IF H#="SWORD" OR H#="DAGGER"
THEN 131 ELSE PRINT;"NOTHING HA
PPENED":GOTO30
131 IF LV=1 AND Y=2 AND G#=C$(1)
THEN133ELSE132
132 IF LV=1 AND Y=2 AND G#=C$(2)
THEN133ELSE134
133 PRINT;"IT'S NOT WORKING-THE
";H#:PRINT;"IS NOW CAUGHT IN THE
WEB":GOTO30
134 '
135 PRINT"NOTHING HAPPENED":GOTO
30
136 'STAB
137 PRINT;"I STABBED THE ";E#:PR
INT;"BUT NOTHING HAPPENED":GOTO3
0
138 'CLIMB
139 IF Y=5 AND G#=C$(39) THENPRI
NT"THE BARS MUST STAY IN PLACE A
S LONG AS THERE IS WEIGHT UPON
THEFLOOR! THE BARS HAVE GONE BAC
K.":B5=1:Y=1:GOTO304
140 PRINT;"I CAN'T CLIMB IT":GOT
O30
141 'GET
142 IF VV=1 AND HV=1 AND LV=1 AN
D WA=1 THEN PRINT;"I CAN'T":GOTO
30
143 W1=VV*HV*LV
144 IF G#=C$(3) AND V1=W1 AND SW

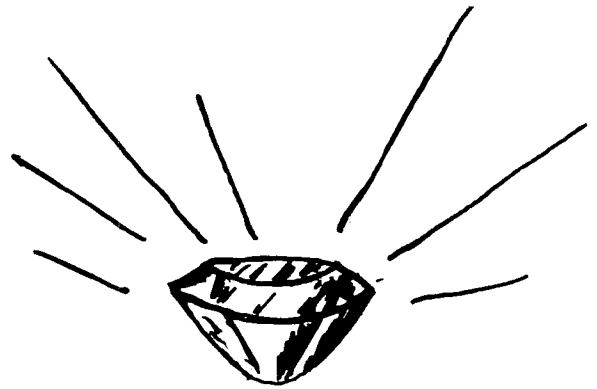
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=3 THEN PRINT;"I'VE GOT IT":SW=1
:GOTO30
145 IF G#=C$(4) AND V2=W1 AND DA
=3 THEN PRINT;"I'VE GOT IT":DA=1
:GOTO30
146 IF G#=C$(5) AND V3=W1 AND RB
=3 THEN PRINT;"I'VE GOT IT":RB=1
:GOTO30
147 IF G#=C$(12) AND V4=W1 AND F
T=3 THEN PRINT;"I'VE GOT IT":FT=
1:GOTO30
148 IF G#=C$(6) AND V5=W1 AND RI
=3 THEN PRINT;"I'VE GOT IT":RI=1
:GOTO30
149 IF G#=C$(13) AND V6=W1 AND N
E=3 THEN PRINT;"I'VE GOT IT":NE=
1:GOTO30
150 IF G#=C$(40) AND V7=W1 AND S
K=3 THENPRINT"I'VE GOT IT":SK=1:
GOTO30
151 IF G#=C$(35) AND V8=W1 AND L
A=3 THENPRINT"I'VE GOT IT":LA=1:
GOTO30
152 IF G#=C$(33) AND V9=W1 AND H
E=3 THENPRINT"I'VE GOT IT":HE=1:
GOTO30
153 IF G#=C$(21) AND V10=W1 AND
NE=3 THENPRINT"I'VE GOT IT":NE=1
:GOTO30
154 IF G#=C$(24) AND V11=W1 AND
KE=3 THENPRINT"I'VE GOT IT":KE=1
:GOTO30
155 IF G#=C$(28) AND V12=W1 AND
OC=3 THENPRINT"I'VE GOT IT":OC=1
:GOTO30
156 IFG#=C$(15) AND VV=4 AND HV=
1 AND LV=4 THENPRINT"I'VE GOT A
HANDFULL OF DUST":DU=1:GOTO30
157 IF G#=C$(24) AND KE=0 AND LV
=4 AND VV=3 AND HV=3 AND ST=0 TH
ENPRINT"I'VE GOT THE KEY.":KE=1:
GOTO30
158 IF G#=C$(22) AND ST=1 AND LV
=4 AND VV=3 AND HV=3 THENPRINT"D
W! SOMETHING PRICKED ME--":FORX=1
TO1500:NEXT:CLS(0):FORX=1TO500:N
EXT:CLS:END
159 IF G#=C$(28) AND OC=1 THENPR
INT"I'VE ALREADY GOT IT.":GOTO30
160 IF G#=C$(28) AND LV=4 AND VV
=3 AND HV=5 THENPRINT"I'VE GOT T
HE OCTAGON.":OC=1:GOTO30
161 IFG#=C$(6) AND LV=2 AND VV=3
AND HV=3 AND DW=1 THENPRINT"I P
UT THE RING ON MY FINGER. I GUE
SS THAT MEANS I'M INVISIBLE- BUT
FOR HOW LONG?":RI=1:GOTO30
162 IF G#=C$(35) AND LV=3 AND VV
=3 AND HV=2 AND LA=0 THENPRINT"I
'VE GOT THE LANCE":LA=1:GOTO30

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163 IF G#=C$(33) AND HE=0 AND CH
=1 AND LV=3 AND HV=2 AND VV=4 TH
ENPRINT"I'VE GOT THE HEXAGON OF
GLASS.":HE=1:GOTO30
164 IF LV=2 AND VV=5 AND HV=5 AN
D G#=C$(40) THEN 165ELSE167
165 IF SK=1 THENPRINT"I'VE ALREA
DY GOT IT":GOTO30
166 IF SK=0 THENPRINT"I'VE GOT T
HE SACK":SK=1:GOTO30
167 PRINT;"I CAN'T GET THE ";E$:
GOTO30
168 ^UNLOCK
169 PRINT;"UNLOCK THE ";E$:LINEI
NPUT"WITH WHAT? ";M$
170 IF G#=C$(25) AND LV=4 AND HV
=4 AND VV=3 THEN171ELSE174
171 IF D3=0 THENPRINT"IT'S ALREA
DY OPEN.":GOTO30
172 IF M$="KEY" AND KE=0 THENPRI
NT"I DON'T HAVE THE KEY.":GOTO30
173 IF M$="KEY" AND KE=1 THENPRI
NT"IT WORKED! THE DOOR SWUNG OPE
N.":D3=0:T=0:G=10:GOTO447
174 ^
175 PRINT;"THE ";E$;" WON'T UNLO
CK":PRINT;"WITH THE ";M$:GOTO30
176 ^STAND
177 IF G#=C$(21) AND LV=2 AND VV
=5 AND HV=2 AND NE=1 THENPRINT"E
VERYTHING IS FUZZY--":FORX=1TO150
0:NEXTX:LV=4:HV=1:VV=2:GOTO304
178 IF G#=C$(21) AND LV=4 AND HV
=1 AND VV=2 AND NE=1 THENPRINT"E
VERYTHING IS FUZZY--":FORX=1TO150
0:NEXT:LV=2:HV=2:VV=5:GOTO304
179 PRINT"I CAN'T":GOTO30
180 ^PULL
181 IF DI=1 AND G#=C$(8) THEN PR
INT;"IT CAME LOOSE FROM THE BOTTO
M. THE WATER IS NOW SWIRLING A
ROUNDAND AROUND! IT'S ALL GOING
OUT OF A SORT OF DRAIN IN THE F
LOOR.THERE! IT'S ALL GONE-I'M ON
THE FLOOR OF THE PIT."
182 IF DI=1 AND G#=C$(8) THEN PR
INT;"I SEEM TO BE STANDING ON A

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PILE OF RUBBLE. IT'S TOO DARK TO
TELLWHAT IT IS,BUT FROM THE SME
LL I DON'T CARE TO KNOW":DI=0:WA
=0:T=0:O=0:GOTO447
183 IF VV=1 AND HV=1 AND LV=1 AN
D WA=0 THEN184ELSE185
184 IF D1=0 AND G#=C$(6) THEN PR
INT;"IT'S VERY HEAVY AND THE HIN
GES ARE RUSTED,BUT I WAS ABLE T
O GETIT OPEN ENOUGH TO GET OUT."
:D1=1:T=0:O=2:GOTO447
185 '
186 PRINT;"I CAN'T PULL IT":GOTO
30
187 'PUSH
188 IF Y=6 AND G#=C$(38) THENPRI
NT"THE WALL IS MOVING BACK! AND
THEDOORWAYS HAVE RE-APPEARED.":B
6=1:Y=1:GOTO304
189 PRINT;"I CAN'T PUSH IT":GOTO
30
190 'DROP
191 IF G#=C$(5) THENPRINT"I WON'
T DROP THE RUBY-HERMAN TOLD M
E I MAY NEED IT.":GOTO30
192 IF G#=C$(3) AND SW=1 THEN SW
=2:GOTO205
193 IF G#=C$(4) AND DA=1 THEN DA
=2:GOTO205
194 IF G#=C$(5) AND RB=1 THEN RB
=2:GOTO205
195 IF G#=C$(6) AND RI=1 THEN RI
=2:GOTO205
196 IF G#=C$(12) AND FT=1 THEN F
T=2:GOTO205
197 IF G#=C$(13) AND NE=1 THEN N
E=2:GOTO205
198 IF G#=C$(40) AND SK=1 THEN S
K=2:GOTO205
199 IF G#=C$(35) AND LA=1 THEN L
A=2:GOTO205
200 IF G#=C$(33) AND HE=1 THEN H
E=2:GOTO205
201 IF G#=C$(21) AND NE=1 THEN N
E=2:GOTO205
202 IF G#=C$(24) AND KE=1 THEN K
E=2:GOTO205
203 IF G#=C$(28) AND OC=1 THEN O
C=2:GOTO205
204 PRINT;"I DON'T HAVE IT":GOTO
30
205 PRINT;"I DROPPED IT-I HOPE Y
OU REMEMBERWHERE IT IS I DROPPED
IT. THE FLOORS ARE IN SHA
DOW AND I MAY NOT BE ABLE TO SE
E IT IF I COME BACK LOOKING FOR
IT."
206 IF SW=2 THEN V1=VV*HV*LV:SW=
3:GOTO30
207 IF DA=2 THEN V2=VV*HV*LV:DA=

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3:GOTO30
208 IF RB=2 THEN V3=VV*HV*LV:RB=
3:GOTO30
209 IF FT=2 THEN V4=VV*HV*LV:FT=
3:GOTO30
210 IF RI=2 THEN V5=VV*HV*LV:RI=
3:GOTO30
211 IF NE=2 THEN V6=VV*HV*LV:NE=
3:GOTO30
212 IF SK=2 THEN V7=VV*HV*LV:SK=
3:GOTO30
213 IF LA=2 THEN V8=VV*HV*LV:LA=
3:GOTO30
214 IF HE=2 THEN V9=VV*HV*LV:HE=
3:GOTO30
215 IF NE=2 THEN V10=VV*HV*LV:NE
=3:GOTO30
216 IF KE=2 THEN V11=VV*HV*LV:KE
=3:GOTO30
217 IF OC=2 THEN V12=VV*HV*LV:OC
=3:GOTO30
218 PRINT;"I HAVEN'T GOT IT":GOT
O30
219 'CARRY
220 PRINT;"I CAN'T CARRY THAT":G
OTO30
221 'BRIBE
222 RR$=""
223 IF LV=5 AND Y=9 AND SK=1 AND
LEFT$(E$,5)="GUARD" THEN INPUT"
WITH WHAT";RR$:IF RR$="MARBLES"
THENPRINT"THAT SATISFIED THEM.TH
EY WENT BACK DOWN THE HALL ARG
UING OVER WHICH ONE WOULD GET TH
E BLUE TIGER-EYE.":Y=1:B9=1:G
OTO304
224 IFRR$=""THEN INPUT"WITH WHAT
";RR$
225 PRINT"I GUESS THEY DON'T WAN
T THAT!":GOTO30
226 'BREAK

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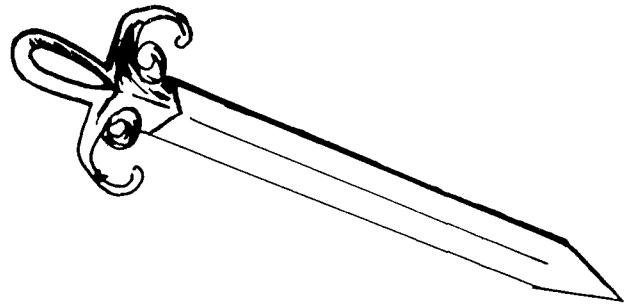
227 IF LV=1 AND Y=2 THEN 228ELSE
230
228 IF G#=C$(1) OR G#=C$(2) THEN
229ELSE230
229 PRINT;"IT'S MUCH TOO STRONG
TO BREAK":GOTO30
230 '
231 PRINT;"I TRIED TO BREAK THE
";E$:PRINT"BUT NOTHING HAPPENED.
":GOTO30
232 'HIT
233 PRINT;"HIT THE ";E$:LINEINPU
T"WITH WHAT? ";J$
234 IF G#=C$(22) AND HV=3 AND VV
=3 AND LV=4 THEN 235ELSE238
235 IF J$="DAGGER" OR J$="SWORD"
THEN 236 ELSE 238
236 IF ST=1 THENPRINT"THE STATUE
SMASHED INTO MANY PIECES,A M
ECHANISM WITH A NEEDLEATTACHED F
ELL TO THE FLOOR.":ST=0:GOTO30
237 PRINT"THE STATUE IS ALREADY
SMASHED.":GOTO30
238 '
239 PRINT;"I HIT THE ";E$:PRINT;
"WITH THE ";J$:PRINT;"BUT IT DID
N'T DO ANYTHING":GOTO30
240 'DIG
241 PRINT"DIG THE ";E$:LINEINPUT
"WITH WHAT? ";K$
242 PRINT;"I TRIED TO DIG THE ";
E$:PRINT;"WITH THE ";K$:PRINT;"B
UT I WAS UNABLE TO DO IT":GOTO30
243 'BURN
244 PLAY"L200;DDA":INPUT"WITH WH
AT";I$
245 IFI$="FLINT AND TINDER" THEN
246ELSE248
246 IF LV=1 AND Y=2 THEN247ELSE2
48
247 IF G#=C$(1) OR G#=C$(2) THEN
PRINT;" IT ALL BURNED UP IN A F
LASH!":B2=1:Y=1:GOTO304
248 PRINT"USING THE ";L$:PRINT;"
THE ";E$;" WON'T BURN":GOTO30
249 'OPEN
250 IF G#=C$(18) AND LV=2 AND HV
=3 AND VV=3 THEN INPUT"WHICH DRA
WER? TOP OR BOTTOM ";DW$:IFD
W$="BOTTOM"THENPRINT"THERE IS A
YELLOW GAS COMING OUTFROM THE DR
AWER. I CAN'T SEE OR HEAR ANYTHI
NG!":FORX=1TO3000:NEXT:CLS(0):FO
RX=1TO500:NEXT:CLS:END
251 IF DW$="TOP" THENPRINT;"IT'S
OPEN":DW=1:DW$="":GOTO30
252 IF G#=C$(32) AND LV=3 AND HV
=2 AND VV=4 THEN253ELSE258
253 INPUT"WITH WHAT";ZX$:IFZX$="
LANCE"THEN254ELSE256

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254 IF LA=1 THENPRINT"JUST AS TH
E TOP OF THE CHEST OPENED A L
ARGE BLACK SPIDER CAMEOUT AND DI
SAPPEARED INTO THE CLUTTER IN
THE REAR OF THE ROOM.":CH=1:GOT
030
255 PRINT"I DON'T HAVE A LANCE":
GOTO30
256 IF ZX$="SWORD" OR ZX$="DAGGE
R" OR ZX$="HAND" THENPRINT"A BLA
CK SPIDER JUMPED FROM THE CHEST
AND BIT ME.IT'S HARD TO BREAT
HE":FORX=1TO2000:NEXT:CLS(0):FOR
X=1TO500:NEXT:CLS:END
257 PRINT"IT WON'T OPEN":GOTO30
258 IF SK=1 AND G#=C$(40) THENPR
INT"IT CONTAINS ONLY A FEW WORTH
LESSMARBLES.":GOTO30
259 PRINT;"I CAN'T OPEN THE ";E$

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:GOTO30
260 'PUT
261 INPUT"WHERE";XX$
262 IF XX$="HOLE" AND HE=1 AND O
C=1 AND NE=1 THEN 266ELSE263
263 IF XX$="HOLE" AND D4=1 AND L
V=5 AND VV=1 AND HV=3 THEN264ELS
E267
264 IF NE=1 OR OC=1 OR HE=1 THEN
265ELSE267
265 IF G#=C$(33) OR G#=C$(21) OR
G#=C$(28) THENPRINT"IT FIT OK,B
UT NOTHING HAPPENED":GOTO30
266 IF G#=C$(33) OR G#=C$(21) OR
G#=C$(28) THEN PRINT"I PUT ALL
THREE IN THE CORRECT PLACES AND
A SECTION OF WALL SLID OPEN.
":T=0:O=8:D4=0:GOTO447
267 PRINT"I CAN'T":GOTO30
268 'SMELL
269 PRINT;"I JUST SMELL A(N) ";E
$:GOTO30
270 'SPRINKLE
271 PRINT;"SPRINKLE THE ";E$:LIN
E INPUT"ON WHAT? ";O$
272 IF TS=0 AND DU=1 AND VV=4 AN
D HV=1 AND LV=4 AND G#=C$(15) AN
D O$="STAIRS" THEN PRINT"AS THE

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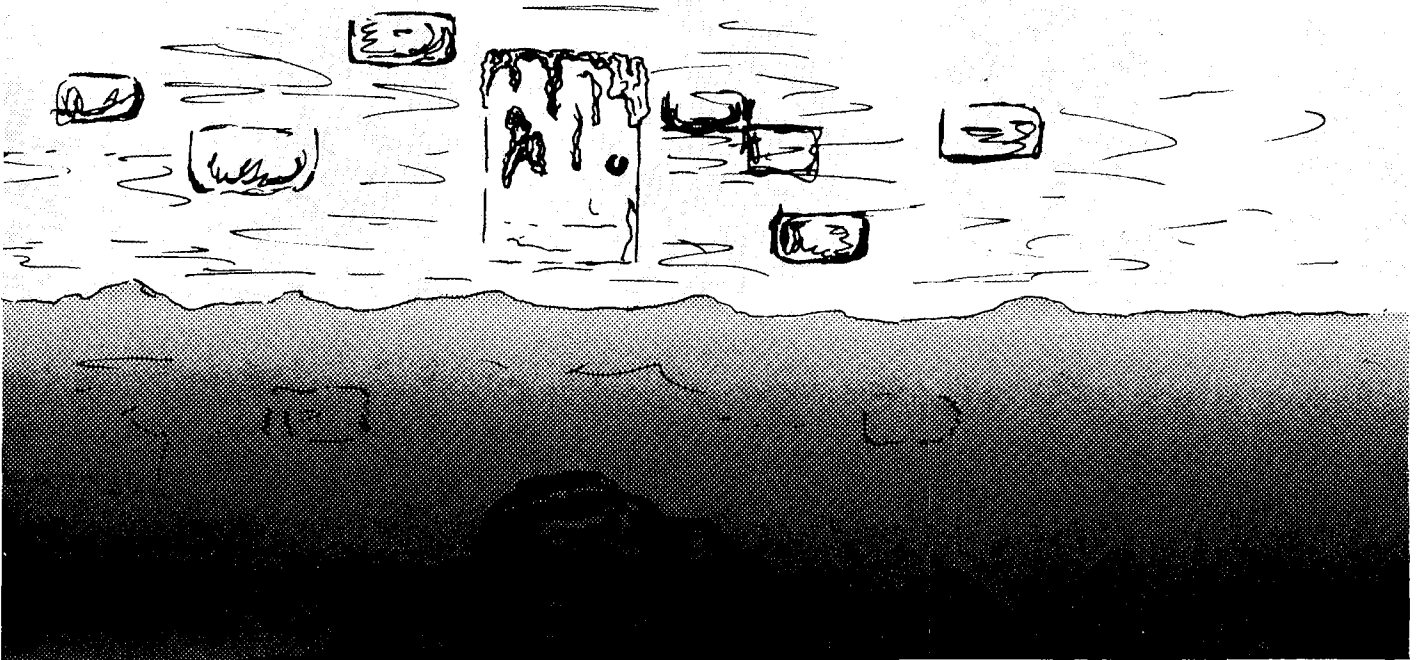
DUST HITS THE MISSING STAIRS
IT SPARKLES-OUTLINING THEWHOLE S
TAIRWAY. IN FACT NOW THE STAIRWA
Y IS COMPLETELY VISABLE.":T=1:O=
1:TS=1:GOTO447
273 IF D$="STAIRS" AND DU=0 THEN
PRINT"I DON'T HAVE ANY DUST.":GO
TO30
274 PRINT;"I SPRINKLED THE ";E$:
PRINT;"ON THE ";D$:PRINT;"NOTHIN
G HAPPENED":GOTO30
275 'KICK
276 PRINT"OUCH!!":GOTO30
277 'DIVE
278 IF LV>1THEN282
279 IF WA=1 AND VV=1 AND HV=1 TH
EN PRINT;"THE COLD WATER IS ABOU
T 15 FEET DEEP. AT THE BOTTOM IS
A LOT OF STUFF,BUT IT IS TOO DA
RK TO SEE WHAT IT IS. I ONLY REC
OGNIZE A PIECE OF CHAIN. PLEASE
HURRY-I CAN'T HOLD MY BREATH T
OO LONG!":DI=1
280 IF WA=1 AND VV=1 AND HV=1 TH
EN TI=TIMER:GOTO30
281 IF WA=1 AND VV=1 AND HV=1 TH
ENPRINT;"YOU TOOK TOO LONG-I COU
LDN'T STAY DOWN ANY LONGER-I'
M BACK ONTHE SURFACE.":DI=0:GOTO
30
282 PRINT;"I CAN'T":GOTO30
283 'WIFE
284 IF VV=1 AND WA=0 AND HV=1 AN
D D1=0 AND LV=1 AND G#=C$(9) THE
NPRINT;"IT'S NOT EXACTLY FUN BUT
I'VE GOT MOST OF IT OFF":SL=1
:GOTO30
285 PRINT;"I CAN'T":GOTO30
286 PRINT;"I MUST HAVE MIS-UNDER
STOOD--- PLEASE RE-ENTER COMMA
ND":GOTO30:'TRAP
287 IFD$="N" AND N=1 THEN VV=VV-
1
288 IFD$="S" AND S=1 THEN VV=VV+
1
289 IFVV>5THENVV=5:GOTO303
290 IFVV<1THENVV=1:GOTO303
291 IF D$="N" AND N=0 OR D$="S"
AND S=0 THEN303
292 IFD$="E" AND E=1 THEN HV=HV+
1
293 IFD$="W" AND W=1 THEN HV=HV-
1
294 IFHV<1THENHV=1:GOTO303
295 IFHV>5THENHV=5:GOTO303
296 IF D$="E" AND E=0 OR D$="W"
AND W=0 THEN303
297 IFD$="U" AND U=1 THEN LV=LV+
1
298 IFD$="D" AND D=1 THEN LV=LV-

```

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1
299 IFLV<1THENLV=1:GOTO303
300 IFLV>5THENLV=5:GOTO303
301 IF D$="U" AND U=0 OR D$="D"
AND D=0 THEN303
302 GOTO304
303 PRINT;"I CAN'T MOVE IN THAT
DIRECTION":PLAY"L10;AP10":GOTO30
304 GOSUB305:ON LV GOTO 326,358,
381,417,431
305 'VARIABLE SCENERID ROUTINE
306 ON Y GOTO 307,314,316,317,31
8,319,320,321,322
307 Q6=0
308 IFQ1=0THEN RETURN
309 IFLV=1 AND Q3<4 THEN RETURN
310 Q4=RND(100-(Q1*10))
311 Q5=INT(100-(Q1*10.3))
312 IF Q4<=Q5 THEN RETURN
313 Q6=1
314 'MAZE LEVEL VAR SUBROU
315 IF LV=1 AND VV>1 AND B2=0 TH
EN PRINT;"A WEB OF STICKY STRING
-LIKE STRANDS FELL FROM THE
CEILING OF THE CORRIDOR. I CAN
'T MOVE VERY WELL-THE MORE I S
TRUGGLE AGAINST THEM-THE TIGHT
ER THEY BIND ME.":T=0:O=0:Y=2:
GOTO447
316 IF LV=1 AND VV>1 AND B3=0THE
N PRINT;"SUDDENLY THE AIR IS RES
OUNDING WITH CLICKING.LITERALLY
COVERINGTHE FLOOR ARE THOUSANDS
OF MAUVESCORPIONS.THEY ARE BLOC
KING ALL ESCAPE AND ARE SLOWLY C
LOSING IN.":T=0:O=0:Y=3:GOTO447
317 IF LV=2 AND HA=1 AND B4=0 TH
ENPRINT"THESE ARE FLAMES ALL ARO
UND ME!!A RING OF FIRE COMPLETEL
Y SUR- ROUNDS ME!":T=0:O=0:Y=4:
GOTO447
318 IF LV=4 AND HA=1 AND B5=0 TH
ENPRINT"IRON BARS HAVE COME DOWN
FROM THE CEILING!! ALL THE EX
ITS ARE BLOCKED.":T=0:O=0:Y=5:GO
TO447
319 IF LV=3 AND HA=1 AND B6=0 TH
ENPRINT"SUDDENLY ALL THE EXITS A
RE BLOCKED BY SOLID WALLS.S
PIKES NOW EXTEND FROM THE EAST
WALL AND THE WEST WALL IS MOV
ING IN. HURRY,BEFORE I'M CRUSHED
!":T=0:O=0:Y=6:GOTO447
320 IF LV=4 AND HA=1 AND B7=0 TH
ENPRINT"I CAN'T MOVE MY LEGS! TH
EY SEEM TO BE FROZEN TO THE FLOO
R.":T=0:O=0:Y=7:GOTO447
321 IF B8=0 AND LV=5 AND HA=1 TH
ENPRINT"THE FLOOR IS DROPPING!":
FORX=1TO1000:NEXT:PRINT"I'M SLID

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ING DOWN A CHUTE!":FORX=1TO1000:
NEXT:CLS(0):FORX=1TO500:NEXT:LV=
1:HV=3:VV=4:BB=1:Y=1:CLS:LA=0:GO
TO304
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```
322 IFB9=0 AND LV=5 AND HA=1 THE
NPRINT"THEIR IS A GOBLIN DRESSED
IN GUARD'S ATTIRE BLOCKING T
HE WAY.HE HAS A SWORD AT LEAST T
WICE THE LENGTH OF MINE AND FR
OM THE LOOKS OF HIS BUILD HE ISN
'T A PUSHOVER":T=0:O=0:Y=9
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323 IF B9=0 AND LV=5 AND HA=1 TH
EN FORX=1TO1000:NEXT:PRINT:PRINT
"OH OH!":PRINT"ANOTHER ONE IS BE
HIND ME!":GOTO447
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324 IFY=9 AND WJ>15-(Q1+1) THENP
RINT"THEY ARE BOTH ATTACKING-":F
ORX=1TO1500:NEXT:CLS(0):FORX=1TO
500:NEXT:CLS:END
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325 HA=0:RETURN
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326 *PIT AND MAZE
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327 IF HV=1 AND VV=1 AND WA=1 AN
D D1=1 THEN PRINT;"I'M IN THE BO
TTOM OF THE PIT, UNDER WATER,W
AITING FOR YOU TO TELL ME WHAT
TO DO!!!":GOTO30
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```
328 IF HV=1 AND VV=1 AND D1=0 AN
D WA=1 THENPRINT;"I'M TREADING W
ATER IN A PIT. IT IS ABOUT EIGHT
FEET ACROSS IN EACH DIRECTION
.THE WALLS ARE COVERED WITH A
SLIPPERY GREEN SLIME.I WON'T
MENTION WHAT THE AIR SMELLS LIK
E.":T=0:O=0:GOTO447
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```
329 IF HV=1 AND VV=1 AND WA=0 AN
D D1=1 THENPRINT;"I'M AT THE BOT
```

```
TOM OF THE PIT. LAYING IN A HE
AP ON THE FLOOR ARE ENOUGH ASS
ORTED BONES AND RUSTED EQUIPME
NT TO MAKE UP PER-HAPS TEN TO TW
ENTY KNIGHTS.":T=0:O=2:GOTO447
```

```
330 IF HV=1 AND VV=1 AND WA=0 AN
D D1=0 THEN PRINT;"THE WATER HAS
ALL GONE AND I AM STANDING ON A
PILE OF JUNK.IT ISTOO DARK TO R
EALLY TELL WHAT IS IN THE PILE-N
OT THAT I REALLY WANT TO KNOW
FROM THE SMELL.":T=0:O=0:GOTO447
```

```
331 IF HV=4 AND VV=1 THENPRINT"I
AM AT THE BOTTOM OF A FLIGHT O
F STEPS.":O=3:T=1:GOTO447
```

```
332 Q3=Q3+1
```

```
333 PRINT;"I AM IN A FEATURELESS
MAZE OF CORRIDORS"
```

```
334 IF HV=1 AND VV=2 THEN O=5:T=
0:GOTO447
```

```
335 IF HV=1 AND VV=3 THEN O=6:T=
0:GOTO447
```

```
336 IF HV=1 AND VV=4 THEN O=8:T=
0:GOTO447
```

```
337 IF HV=1 AND VV=5 THEN O=6:T=
0:GOTO447
```

```
338 IF HV=2 AND VV=1 THEN O=8:T=
0:GOTO447
```

```
339 IF HV=2 AND VV=2 THEN O=5:T=
0:GOTO447
```

```
340 IF HV=2 AND VV=3 THEN O=12:T
=0:GOTO447
```

```
341 IF HV=2 AND VV=4 THEN O=13:T
=0:GOTO447
```

```
342 IF HV=2 AND VV=5 THEN O=10:T
=0:GOTO447
```

```

343 IF HV=3 AND VV=1 THEN O=9:T=
O:GOTO447
344 IF HV=3 AND VV=2 THEN O=6:T=
O:GOTO447
345 IF HV=3 AND VV=3 THEN O=8:T=
O:GOTO447
346 IF HV=3 AND VV=4 THEN O=7:T=
O:GOTO447
347 IF HV=3 AND VV=5 THEN O=10:T
=0:GOTO447
348 IF HV=4 AND VV=5 THEN O=13:T
=0:GOTO447
349 IF HV=4 AND VV=4 THEN O=11:T
=0:GOTO447
350 IF HV=4 AND VV=3 THEN O=12:T
=0:GOTO447
351 IF HV=4 AND VV=2 THEN O=14:T
=0:GOTO447
352 IF HV=5 AND VV=1 THEN O=9:T=
O:GOTO447
353 IF HV=5 AND VV=2 THEN O=12:T
=0:GOTO447
354 IF HV=5 AND VV=3 THEN O=5:T=
O:GOTO447
355 IF HV=5 AND VV=4 THEN O=12:T
=0:GOTO447
356 IF HV=5 AND VV=5 THEN O=7:T=
O:GOTO447
357 PRINT;"LEVEL 1  HV=";HV;"VV=

```

```

T=0:O=3:GOTO447
364 IF VV=3 AND HV=3 THENPRINT;"
THIS MUST BE HERMAN'S WORKSHOP!
THE WALLS ARE LINED WITH SHELVES
COVERED WITH VARIOUS BOTTLES AND
VESSELS CONTAINING ALL MANNER OF
COLORED AND SHAPED SUBSTANCES.A
DESK IS SITTING IN THE CENTER,
365 IF HV=3 AND VV=3 THENPRINT"L
ITERALLY PILED WITH PAPERS.  T
HERE ARE WHAT APPEAR TO BE TWO D
RAWERS ON THE FRONT OF THE DESK"
:T=0:O=11:GOTO447
366 IF VV=3 AND HV=4 THENPRINT;A
$(9):T=0:O=10:HA=1:GOTO447
367 IF VV=3 AND HV=5 THENPRINT;A
$(9):T=0:O=9:HA=1:GOTO447
368 IF VV=4 AND HV=3 AND DR=1 TH
ENPRINT"THERE IS A LARGE DRAGON
BLOCKINGTHE HALLWAY.IT LOOKS LIK
E A NOR-MAL GREEN,ILL-TEMPERED,W
INGED, FIRE-BREATHING DRAGON.A
PENTAGONSHAPED JEWEL IS HANGING
AROUND IT'S NECK.":T=0:O=5:GOTO
447
369 IF VV=4 AND HV=3 THENPRINT;A
$(9):T=0:O=5:GOTO447
370 IF VV=4 AND HV=5 THENPRINT;A
$(9):T=0:O=5:HA=1:GOTO447
371 IF VV=5 AND HV=2 THENPRINT;"
I'M IN AN EMPTY ROOM,INLAID IS
A PENTAGON-SHAPED MOSIAC IN THE
FLOOR.":O=3:T=0:GOTO447
372 IF RI=0 AND VV=5 AND HV=3 AN
D DR=1 THENPRINT"I TOLD YOU IT W
AS A ILL-TEMPEREDFIRE-BREATHING
DRAGON!! HE'S TURNING ME
INTO A WELL-DONESNACK.":FORX=1T
O3000:NEXT:CLS(O):FORX=1TO1000:N
EXT:CLS:END
373 IF RI=1 AND VV=5 AND HV=3 AN
D DR=1 THEN374 ELSE 378
374 PRINT"I AM IN FRONT OF THE D
RAGON.THE RING MUST BE WORKING-I
T DOESN'T SEEM TO NOTICE ME.":PR
INT"VISIBLE DIRECTIONS TO MOVE A
RE--NORTH-SOUTH":PRINT" %%%%%%
%% %% %% %% %% %% %% %% %% %% ":PLAY"L15
O:FP10F":INPUT"WHAT DO YOU WANT
TO DO " ;P$:
375 IF P$="N" THEN T=0:O=5:VV=4:
HV=3:GOTO304
376 IF P$="S" THENPRINT"I GOT BY
IT! AS I WAS GOING BY IGRABBED
THE NECKLACE OFF IT'S NECK.":D
R=0:NE=1:T=0:O=7:VV=5:HV=3:GOTO4
47 T=0:O=7:VV=5:HV=3:GOTO304
377 PRINT"IT MUST HAVE SENSED SO
METHING!! IT JUST FLASH-FRIED ME
.":FORX=1TO3000:NEXT:CLS(O):FORX

```

```

";VV:GOTO30
358 "LEVEL 2
359 IF VV=1 AND HV=4 THENPRINT"I
AM AT THE TOP OF A FLIGHT OF S
TEPS":T=2:O=4:GOTO447
360 IF VV=1 AND HV=3 THENPRINT;A
$(9):O=8:T=0:HA=1:GOTO447
361 IF VV=2 AND HV=3 THENPRINT;A
$(9):O=12:T=0:HA=1:GOTO447
362 IF VV=2 AND HV=2 THENPRINT;A
$(9):T=0:O=10:HA=1:GOTO447
363 IF VV=2 AND HV=1 THENPRINT"I
'M IN A SMALL EMPTY ROOM.":HA=1:

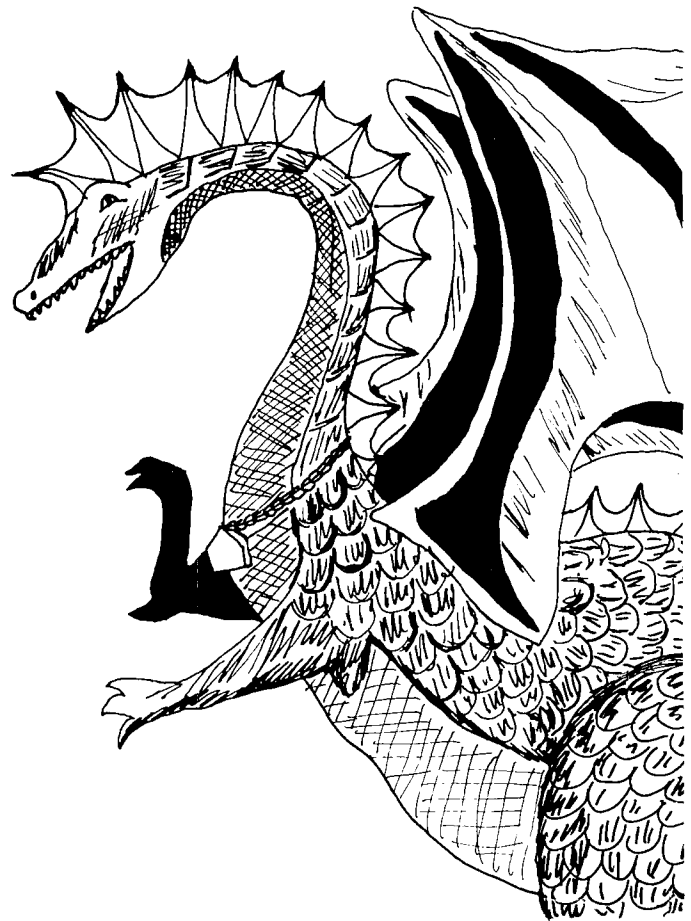
```



```

=1T0500:NEXT:CLS:END
378 IF VV=5 AND HV=3 THENPRINT;A
$(9):T=0:0=7:HA=1:GOTO447
379 IF VV=5 AND HV=5 THENPRINT"THE
HALLWAY COMES TO A DEAD END.T
HERE IS A SMALL SACK ON THE F
LOOR.":T=0:0=1:HA=1:GOTO447
380 PRINT;"LEVEL 2 HV=";HV;"VV="
";VV:GOTO30
381 ENTRY LEVEL
382 IF HV=3 AND VV=5 THEN PRINT"
I AM ON THE DRAW-BRIDGE AT THE
FRONT OF THE CASTLE. TO THE
NORTH IS THE ENTRANCE-THE DOOR
IS OPEN. TO THE EAST AND WEST IS
A PATH LEADING AROUND THE MOAT."
383 IF HV=3 AND VV=5 THEN PRINT"
TO THE SOUTH IS THE GROUP OF
TOWNS-PEOPLE WHO CAME TO WATCH.
IT WOULD BE UNTHINKABLE TO GO
BACK-THEY ARE COUNTING ON ME.":T
=0:0=13:GOTO447
384 IF HV=3 AND VV=4 THEN PRINT"
I'M IN THE GREAT ENTRY HALL.THE
VAULTED CEILING IS LOST IN THE
SHADOWS.THERE IS NO SIGN OF ANY-
ONE BEING AROUND.":T=0:0=5:GOTO4
47":T=0:HA=1:0=5:GOTO15000
385 IF HV=4 AND VV=4 THENPRINT"THE
HERE IS A CIRCULAR STAIRWAY L
EADING UPWARDS. A SMALL OPENINGI
N THE WALL IS THE ONLY SOURCE O
F LIGHT,THE UPPER PART OF THE S
TAIRWAY IS IN SHADOW":T=1:0=1:GO
TO447
386 IF HV=3 AND VV=3 AND WA=1 TH
EN PRINT;"THE FLOOR IS TILTING!!
! I CAN'T MOVE FAST ENOUGH TO GE
T BACK.":LA=0:FORX=1T01500:NEXTX
:FOR X=1T030:PRINT;" I'M
FALLING!":PRINT:FORY=1T050:NEXT
Y:NEXTX:CLS(0)
387 IF HV=3 AND VV=3 AND WA=1 TH
ENFORX=1T0500:NEXTX:CLS:PRINT@23
3,"SPLASH!?!?":FORX=1T01000:NEXT
X:CLS:T=0:0=0:LV=1:HV=1:VV=1:WA=
1:GOTO304
388 IF HV=3 AND VV=3 AND WA=0 TH
EN PRINT"THE FLOOR IS TILTING!!!
I CAN'T MOVE FAST ENOUGH TO GET
BACK.":LA=0:FORX=1T01500:NEXTX:
FORX=1T030:PRINT;" I'M F
ALLING!":PRINT:FORY=1T050:NEXTY:
NEXTX:CLS(0)
389 IF HV=3 AND VV=3 AND WA=0 TH
ENFORX=1T0500:NEXTX:CLS:PRINT@23
7,"SPLAT!!":FORX=1T01000:NEXTX:C
LS:END
390 IF HV=3 AND VV=2 THEN PRINT"
I AM IN THE REAR ENTRANCE HALL":

```



```

T=0:0=15:HA=1:GOTO447
391 IF HV=4 AND VV=2 THEN PRINT;
A$(9):0=9:T=0:HA=1:GOTO447
392 IF HV=4 AND VV=3 THEN PRINT"
I MUST BE IN THE THRONE ROOM. AT
THE REAR OF THIS LARGE ROOM IS A
LARGE ORNATE THRONE,ON THE WALL
BEHIND IT IS A TRIANGLE-SHAPED
MIRROR. ON EITHER SIDE OF THE
THRONE ARE PLAIN CHAIRS. LARGE
TAPESTRIES DEPICTING STRANGE"
393 IF HV=4 AND VV=3 AND MI=0 TH
EN PRINT"BEINGS HANG IN TATTERS
FROM THE WALLS.":T=0:0=1:GOTO447
394 IF HV=4 AND VV=3 THENPRINT"BE
INGS HANG IN TATTERS FROM THE W
ALLS.THERE IS A DOORWAY IN THE
SOUTH WALL.":T=0:0=5:GOTO447
395 IF HV=2 AND VV=2 THEN PRINT;
A$(9):0=8:T=0:HA=1:GOTO447
396 IF HV=2 AND VV=3 AND D2=0 TH
EN PRINT"THIS IS THE MAIN HALL.
SEVERAL LARGE TABLES AND BENCHE
S ARE IN THE CENTER. MOUNTED ANI
MAL HEADSARE ON THE WALLS,ALONG
WITH SOMELANCES.":T=0:0=5:GOTO44
7
397 IF HV=2 AND VV=3 THEN PRINT"
THIS IS THE MAIN HALL. SEVERAL
LARGE TABLES AND BENCHES ARE IN

```

THE CENTER. MOUNTED ANIMAL HEADS ARE ON THE WALLS. AT THE REAR IS AN OPEN DOOR.":T=0:0=5:GOTO447

398 IF HV=2 AND VV=4 AND CH=0 THEN PRINT"THE ROOM IS FULL OF CHESTS. ALL LOOK AS IF THEY HAVE BEEN BROKEN OPEN EXCEPT ONE. IT SITS ON A SMALL PEDESTAL IN THE CENTER OF THE ROOM.":T=0:0=1:GOTO447

399 IF HV=2 AND VV=4 THEN PRINT"ALL THE CHESTS IN THE ROOM ARE OPEN, INCLUDING THE ONE ON THE PEDESTAL.":T=0:0=1:GOTO447

400 IF HV=3 AND VV=1 THEN PRINT"I AM ON A FOOT BRIDGE LEADING TO A REAR ENTRANCE TO THE CASTLE.":T=0:0=14:GOTO447

401 PRINT;"I AM ON A PATH OUTSIDE THE CASTLE WALLS.THERE IS A SLIME COVERED MOAT BETWEEN THE CASTLE AND THE PATH."

402 IF HV=1 AND VV=1 THEN GOTO447

403 IF HV=1 AND VV=2 THEN GOTO447

404 IF HV=1 AND VV=3 THEN GOTO447

405 IF HV=1 AND VV=4 THEN GOTO447

406 IF HV=1 AND VV=5 THEN GOTO447

407 IF HV=2 AND VV=5 THEN GOTO447

408 IF HV=4 AND VV=5 THEN GOTO447

409 IF HV=5 AND VV=5 THEN GOTO447

410 IF HV=5 AND VV=4 THEN GOTO447

411 IF HV=5 AND VV=3 THEN GOTO447

412 IF HV=5 AND VV=2 THEN GOTO447

413 IF HV=5 AND VV=1 THEN GOTO447

414 IF HV=4 AND VV=1 THEN GOTO447

415 IF HV=2 AND VV=1 THEN GOTO447

416 PRINT;"LEVEL 3 HV=";HV;"VV=";VV:PRINT;"#####ERROR#####":GOTO30

417 'LEVEL 4

418 IF VV=2 AND HV=1 THEN PRINT"I'M IN AN EMPTY ROOM, INLAID IS A PENTAGON-SHAPED MOSIAC IN THE FLOOR.":T=0:0=2:GOTO447

419 IF VV=3 AND HV=1 THEN PRINT;A

\$(9):T=0:0=11:HA=1:GOTO447

420 IF VV=3 AND HV=2 THEN PRINT;A

\$(9):0=10:T=0:HA=1:GOTO447

421 IF VV=3 AND HV=3 AND ST=1 THEN PRINT;A\$(9):PRINT"THERE IS A NICHE WITH A STATUE OF A GARGOYLE IN THE NORTH WALL.":T=0:0=14:HA=1:GOTO447

422 IF VV=3 AND HV=3 THEN PRINT;A\$(9):PRINT"THERE IS A NICHE IN THE NORTH WALL.":T=0:0=14:HA=1:GOTO447

423 IF VV=3 AND HV=4 AND D3=1 THEN PRINT;A\$(9):PRINT;"THERE IS A MASSIVE DOOR IN THE EAST WALL.":T=0:0=4:GOTO447

424 IF VV=3 AND HV=4 THEN PRINT;A\$(9):T=0:0=10:GOTO447

425 IF VV=3 AND HV=5 THEN PRINT"THIS TRULY MUST BE BLANDOR'S OWN ROOM.THE WALLS ARE COVERED WITH RICH TAPESTRIES,THE FLOOR IS OF WOOD-HIGHLY POLISHED,AND THE FURNITURE IS GILDED IN GOLD AND COVERED WITH VARIOUS JEWELS.":T=0:0=4:GOTO447

426 IF TS=0 AND VV=4 AND HV=1 THEN PRINT"I'M AT THE BOTTOM OF A FLIGHT OF STAIRS,WELL,ALMOST.THERE ARE ONLY FIVE STEPS AT THE BOTTOM, THEN AN EMPTY SECTION OF ABOUT THIRTY FEET,AND FIVE STEPS AT THE TOP NEAR THE CEILING.":T=0:0=1:GOTO447

427 IF VV=4 AND HV=1 AND TS=1 THEN PRINT"I AM AT THE BOTTOM OF A FLIGHT OF STEPS.":T=1:0=1:GOTO447



```

428 IF VV=4 AND HV=3 THENPRINT;A
$(9):O=6:T=0:HA=1:GOTO447
429 IF VV=4 AND HV=4 THENPRINT"I
AM AT THE HEAD OF A FLIGHT OF S
TEPS":T=2:O=4:GOTO447
430 PRINT;"LEVEL 4 HV=";HV;"VV=
";VV:GOTO30
431 'LEVEL 5
432 IF VV=4 AND HV=1 THENPRINT"I
AM AT THE TOP OF A FLIGHT OF S
TEPS":T=2:O=2:GOTO447
433 IF VV=5 AND HV=1 THENPRINT;A
$(9):T=0:O=6:HA=1:GOTO447
434 IF VV=5 AND HV=2 THENPRINT;A
$(9):T=0:O=10:HA=1:GOTO447
435 IF VV=5 AND HV=3 THENPRINT;A
$(9):T=0:O=7:HA=1:GOTO447
436 IF VV=4 AND HV=3 THENPRINTA$(
9):T=0:O=5:HA=1:GOTO447
437 IF VV=3 AND HV=3 THENPRINT;A
$(9):T=0:O=8:HA=1:GOTO447
438 IF VV=3 AND HV=4 THENPRINT;A
$(9):T=0:O=10:HA=1:GOTO447
439 IF VV=3 AND HV=5 THENPRINT;A
$(9):T=0:O=7:HA=1:GOTO447
440 IF VV=2 AND HV=5 THENPRINT;A
$(9):T=0:O=5:HA=1:GOTO447
441 IF VV=1 AND HV=5 THENPRINT;A
$(9):T=0:O=9:HA=1:GOTO447
442 IF VV=1 AND HV=4 THENPRINT;A
$(9):T=0:O=10:HA=1:GOTO447
443 IF VV=1 AND HV=3 AND D4=1 TH
ENPRINT;A$(9):PRINT"IN THE SOUTH
WALL IS ONE BLACK- COLORED BLOC
K.":HA=1:T=0:O=3:GOTO447
444 IF VV=1 AND HV=3 THENPRINT;A
$(9):T=0:O=8:HA=1:GOTO447
445 IF VV=2 AND HV=3 THENPRINT"I
T IS SOME SORT OF SHRINE.THERE A
RE SEVERAL LARGE WINDOWS IN THER
OOM-THE DAYLIGHT IS A WELCOME C
HANGE FROM THE DARKNESS OF THE C
ASTLE BELOW.AN ALTAR IS LOCATEDI
N THE CENTER OF THE ROOM.":T=0:O
=1:GOTO447
446 PRINT;"LEVEL 5 HV=";HV;"VV=
";VV:GOTO30
447 D=0:U=0:N=0:S=0:E=0:W=0
448 PRINT;A$(1)
449 IF T=0 AND D=0 THENPRINT;A$(
8):GOTO30
450 IF T=1 THEN PRINT;A$(2):U=1:
GOTO453
451 IF T=2 THEN PRINT;A$(3):D=1:
GOTO453
452 IF T=3 THEN PRINT;A$(2);A$(3
):U=1:D=1
453 ON O GOTO454,455,456,457,458
,459,460,461,462,463,464,465,466
,467,468,469
454 PRINT;A$(4):N=1:GOTO30
455 PRINT;A$(5):S=1:GOTO30
456 PRINT;A$(6):E=1:GOTO30
457 PRINT;A$(7):W=1:GOTO30
458 PRINT;A$(4);A$(5):N=1:S=1:GO
TO30
459 PRINT;A$(4);A$(6):N=1:E=1:GO
TO30
460 PRINT;A$(4);A$(7):N=1:W=1:GO
TO30
461 PRINT;A$(5);A$(6):S=1:E=1:GO
TO30
462 PRINT;A$(5);A$(7):S=1:W=1:GO
TO30
463 PRINT;A$(6);A$(7):W=1:E=1:GO
TO30
464 PRINT;A$(4);A$(5);A$(6):N=1:
S=1:E=1:GOTO30
465 PRINT;A$(4);A$(5);A$(7):N=1:
S=1:W=1:GOTO30
466 PRINT;A$(4);A$(6);A$(7):N=1:
E=1:W=1:GOTO30
467 PRINT;A$(5);A$(6);A$(7):S=1:
E=1:W=1:GOTO30
468 PRINT;A$(4);A$(5);A$(6);A$(7
):N=1:S=1:E=1:W=1:GOTO30
469 GOTO30
470 'A$(1-10) DATA LINES
471 DATA VISIBLE DIRECTIONS TO M
OVE ARE-, -UP, -DOWN, -NORTH, -SOUTH
, -EAST, -WEST, ---NONE---, I AM IN
A HALLWAY. THE WALLS ANDFLOOR AR
E SOLID STONE., 10
472 DATA LOOK, SLAY, JUMP, LIST, SAY
, RUB, TURN, LIFT, CUT, STAB
473 DATA CLIM, GET, UNLO, STAN, PULL
, PUSH, DROP, CARR, BRIB, BREA
474 DATA HIT, DIG, BURN, OPEN, PUT, S
MEL, SPRI, KICK, DIVE, WIPE
475 'C$(1-40) DATA LINES
476 DATA WEB, STRA, SWOR, DAGG, RUBY
, RING, SCOR, CHAI, SLIM, WALL
477 DATA OUTL, FLIN, NECK, STAI, DUS
T, DESK, PAPE, DRAW, BOTT, VESS
478 DATA PENT, STAT, NICH, KEY, DOOR
, FLOO, PLAN, OCTA, TRIA, MIRR
479 DATA BLOC, CHES, HEXA, SPID, LAN
C, HOLE, ALTA, SPIK, BARS, SACK

```


ARE YOUR WALKING FINGERS GETTING FOOTSORE?

Typing in the longer listings from our **Rainbow Book of Adventures** can be instructive in terms of providing an opportunity to see how various portions of a program are developed, but, oh, is it tedious at times. Just keying in *Sir Randolph of the Moors*, for instance, can make for a lost weekend—or several weeknights. There is an answer, though: the **Rainbow Adventure Tape**.

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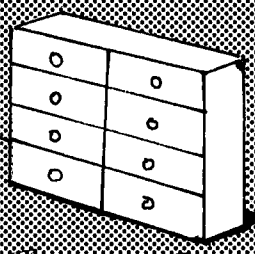
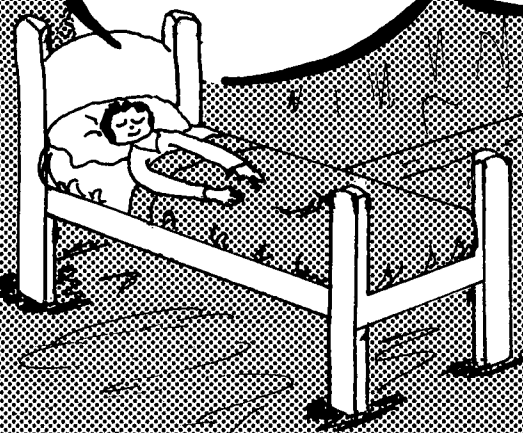
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Dreamer

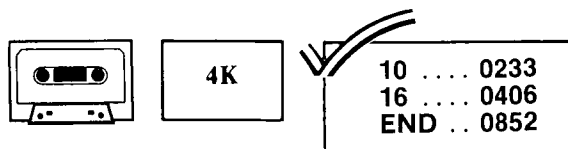
Jorge Mir



Imagine being lost in a forest, feeling scared and lonely. Everything around you looks hauntingly unfamiliar. Your steps and heartbeat quicken every second as you wander aimlessly through the brush. "Should I go this way, or did I just come from that direction? Where am I, and where am I going?" you wonder.

Along your journey, you will encounter a house, cabin, cave and many other interesting places. Your objective is to explore all 26 rooms without getting killed.

This relatively easy and unusual program, while excellent for the beginning Adventure game player, is fun for everyone. It uses only 4K of RAM, so if you have a 4K Color Computer, you must CLEAR 50 before CLOADing.



The listing:

```

1 CLEAR150
2 S$="":READL$,A$,I$:T=T+1
3 S$=S$+I$+CHR$(13):IFI$=""THEN4
  ELSEREADI$:GOTO3
4 CLS:PRINT"I AM ";L$:PRINT"I CA
  N SEE:":PRINTS$
5 IFT=26THENPRINT:PRINT"IT LOOKS
  LIKE THIS WHOLE THING HAS BEEN
  A DREAM!":PRINT"IN YOUR DREAM Y
  OU GOT TO SEE A TOTAL OF"T"ROOM
  S!":END
6 INPUT"WHAT NOW";I$:IFI$=A$THEN
  2ELSEIFT=1THEN4ELSEIFI$="LOOK"TH
  EN4
7 IFT=6ANDI$="GO WINDOW"THENPRIN
  T"YOU JUST FELL OUT THE WINDOW A
  NDKILLED YOURSELF!":GOTO24
8 IFT=9ANDI$="GO NORTH"ORI$="GO
  EAST"THENRUN
9 IFT=10ANDI$="GO BANK"THENPRINT
  "YOU FELL IN THE RIVER AND YOU
  DROWNED!":GOTO24
10 IFT=11ANDI$="GET BOX"THENPRIN
  T"THE BOX WAS FULL OF POISONOUS
  SPIDERS. YOU ARE NOW DEAD!":G
  OTO24
11 IFT=12ANDI$="CLIMB TREE"THENP
  RINT"SORRY, THE BEAR CLIMBED THE
  TREE ALSO AND ATE YOU!":GOT
  O24

```

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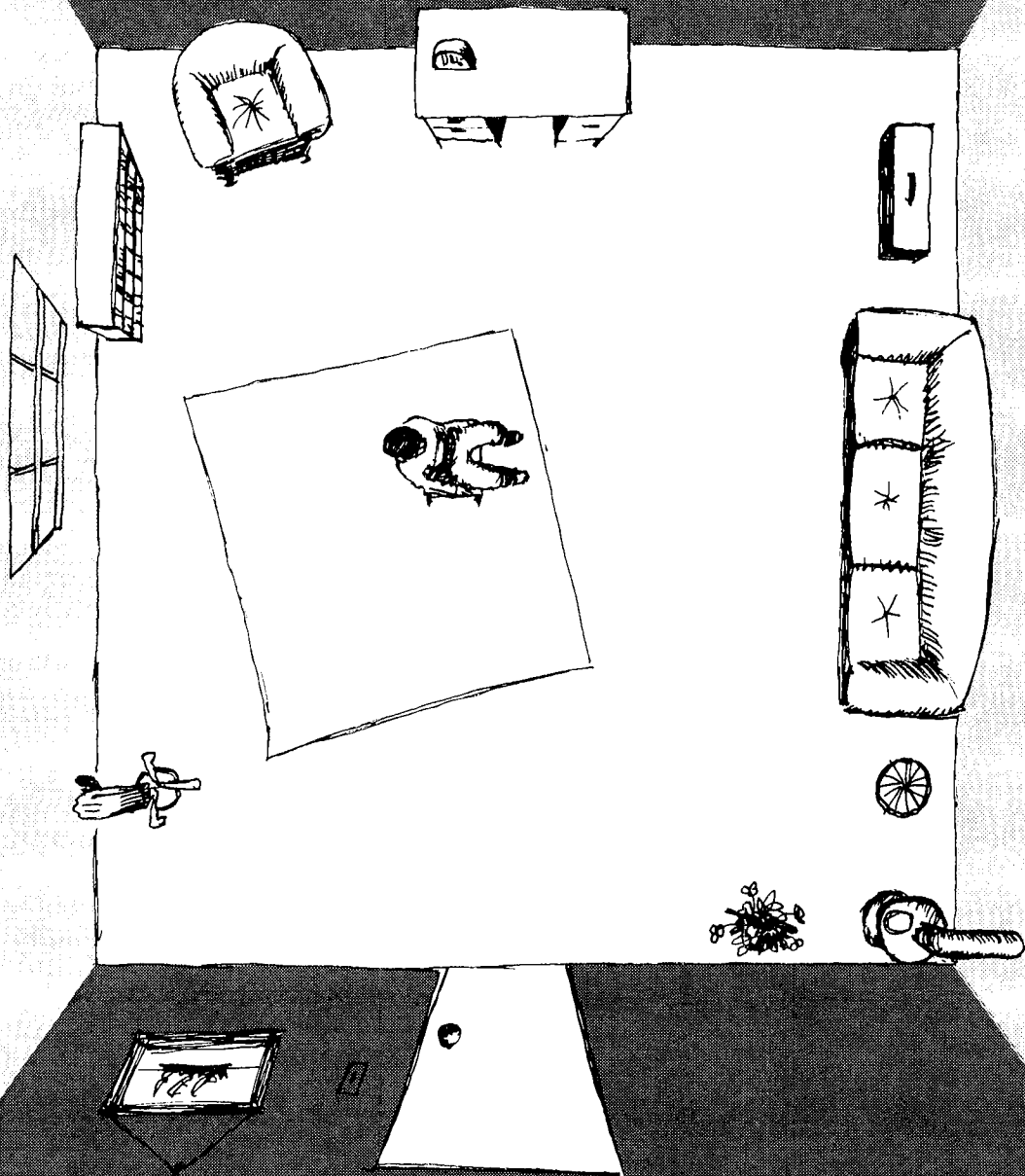
12 IF(T=15ORT=16)ANDI$="EAT FOOD
  "THENPRINT"THE FOOD WAS POISONED
  AND YOU JUST DIED A HORRIBLE
  DEATH!":GOTO24
13 IFT=25ANDI$<>"RUN"THENPRINT"T
  HE GUARD GOT TO YOU AND KILLED Y
  OU WITH HIS SWORD!":GOTO24
14 PRINT"I CAN'T "I$:PRINT:GOTO6
15 DATA LOST IN THE FOREST,GO WES
  T,NOTHING SPECIAL,,BY THE EDGE O
  F THE FOREST,GO HOUSE,A HOUSE,,I
  N FRONT OF A HOUSE,UNLOCK DOOR,A
  DOOR,,IN FRONT OF A HOUSE,ENTER
  HOUSE,AN OPEN DOOR,,INSIDE A HO
  USE,GO UPSTAIRS,STAIRS,FURNITURE
  ,
16 DATA IN A BEDROOM,GO DOWNSTAIR
  S,A WINDOW,A BED,STAIRS,,IN A FA
  MILY ROOM,GO FIREPLACE,A FIREPLA
  CE,A T.V. SET,,INSIDE A TUNNEL,G
  O NORTH,NOTHING--IT'S TOO DARK!,
17 DATA OUT IN THE FOREST,GO SOUT
  H,A HOUSE FAR AWAY,,BY A RIVER B
  ANK,GO CAVE,A CAVE,,INSIDE A CAV
  E,GO EAST,A LIGHT TO THE EAST,A
  LARGE BOX,
18 DATA OUTSIDE THE CAVE,RUN,A HU
  NGRY BEAR,A TREE,,UP ON A HILL,G
  O CABIN,A SMALL CABIN,,IN FRONT
  OF A CABIN,ENTER CABIN,A DOOR,A
  HORSE,
19 DATA INSIDE THE CABIN,GET SADD
  LE,FOOD,A SADDLE,,INSIDE THE CAB
  IN,EXIT CABIN,FOOD,
20 DATA OUTSIDE THE CABIN,RIDE HO
  RSE,A CLOSED DOOR,A HORSE,,ON A
  HORSE,GET OFF HORSE,A LARGE LAKE
  ,,BY A LARGE LAKE,GO BOAT,A HORS
  E,A SMALL BOAT,,IN A SMALL BOAT,
  ROW BOAT,A SMALL ISLAND,
21 DATA ON AN ISLAND,DIG SAND,SAN
  D,A SHOVEL,,ON AN ISLAND,BREAK B
  OTTLE,A BOTTLE IN THE SAND,A SHO
  VEL,,IN A STRANGE LOOKING PLACE,
  GET WAND,A MAGIC WAND,A BLUE CLO
  UD ENGULFING ME,
22 DATA IN A PALACE,GET DIAMONDS,
  A WELL ARMED GUARD,DIAMONDS ON A
  TABLE,,IN A PALACE,RUN,AN ANGRY
  GUARD,
23 DATA IN MY HOME,,FAMILIAR THIN
  GS AROUND ME,
24 PRINT"YOU ONLY GOT TO SEE"T"R
  OOMS."

```

(Jorge Mir is a certified public accountant and currently controller of a "Fortune 500" corporation. He has published most of his original computer work, mainly utilities, through the Rainbow. His wife, Montrose, and three children only see him at meal times since he purchased his first CoCo.)

One Room

Jorge Mir



Your head throbs with pain as you slowly awaken and realize you are sitting in an unfamiliar room. You cannot remember who you are, where you are or anything about the past. Is this a dream? Where are you and how did you get here?

The room is relatively small and has one door. As the minutes progress, your confusion and feeling of helplessness mounts because you realize you are being held against your will and it will be a very hard task to escape.

This tough *One Room* Adventure keeps even the more experienced player baffled at times as you search for freedom.

16K
ECB



27	0352	211	28F8
50	0742	241	2013
93	0DE6	267	314C
119	14D1	291	3691
145	1A80	319	3C2D
166	1F1C	339	40B5
191	2359	383	470E
		END	4A2D

The listing:

```

1 GOTO401
2 ' ** ONE ROOM ADVENTURE **
3 '
4 '     BY: JORGE MIR
5 '
6 '     (C) 1982
7 '
8 ' *****
9 CLEAR 1000
10 CLS:PRINT" * A ONE ROOM ADV
ENTURE *""
11 PRINT STRING$(32,"-");
12 PRINT:PRINT" YOU HAVE JUST AW
AKENED.":PRINT:PRINT" YOU DON'T
HAVE THE SLIGHTEST IDEA WHERE
YOU ARE OR EVEN WHO YOU AR
E!"
13 PRINT:PRINT" YOU SEEM TO HAVE
AMNESIA FROM A BLOW TO YOUR H
EAD."
14 ST#=STRING$(32,CHR$(140))
15 DIM VB$(85),RM$(85),OB$(85),E
X$(85),OB(85),D(85,6),D$(6),F(30
),F$(30):MX=8:CA=0:XT=0
16 FOR X=1TO6:READ D$(X):NEXTX
17 X=0

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```

18 X=X+1:READ RM$(X):IF RM$(X)="
END" THEN 20
19 FOR Y=1TO6:READ D(X,Y):NEXTY:
GOTO18
20 X=0
21 X=X+1:READ OB$(X):IF OB$(X)="
END"THEN NO=X-1:GOTO24:ELSE READ
I$,OB(X):OB$=OB$+I$
22 IF X>6 THEN READ EX$(X-6)
23 GOTO 21
24 X=0
25 X=X+1:READ I$:IF I$="END" THE
N 26 ELSE VB$(X)=I$:VB$=VB$+LEFT
$(I$,3):GOTO25
26 X=0
27 X=X+1:READ F$(X):IF F$(X)="EN
D" THEN 28 ELSE GOTO27
28 GOSUB383
29 CLS:PRINT:PRINT" IF YOU GET S
TUCK AND DO NOT KNOW WHAT TO
DO, JUST TYPE IN 'HELP' AND S
EE WHAT HAPPENS."
30 PRINT:PRINT" ALSO, IF SOME OF
MY ANSWERS DO NOT MAKE SENSE T
O YOU, PLEASE KEEP IN MIND THA
T SOMETIMES I MAY GET CONFUSED
."
31 PRINT:PRINT" IF THAT HAPPENS,
YOU SHOULD JUST KEEP TRYING
OTHER THINGS."
32 GOSUB 383
33 CLS:PRINT:PRINT" IF YOU GET T
IRED OF PLAYING THIS ADVENTU
RE AND YOU HAVEN'T SOLVED IT.
JUST TYPE 'SAVE'."
34 PRINT:PRINT" YOU CAN CONTINUE
THE ADVENTURE AT A LATER TIME
BY TYPING THE WORD 'LOAD'."
35 GOSUB383
36 YOU=1
37 CLS:PRINT"I AM ";
38 IF YOU<0 THEN YOU=2
39 PRINT RM$(YOU):IF YOU>1 THEN
43
40 PRINT"I AM SITTING ON A CHAIR
"
41 IF F(2)=0 THEN PRINT"I AM BLI
NDFOLDED"
42 GOTO 48
43 PRINT"I CAN SEE: ":F=0
44 FOR I=1 TO NO
45 IF INT(OB(I))<>INT(YOU) THEN
47
46 PRINT" "OB$(I):F=1
47 NEXT:IF F=0 THEN PRINT" NOTH
ING INTERESTING"
48 IF BT>6 THEN F(1)=0
49 IF F(1)=1 THEN BT=BT+1:GOSUB3
85
50 IF F(13)=1 AND OB(49)<>0 THEN

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```

PRINT"SOMETHING JUST CAME THROU
GH THE BROKEN WINDOW.":F(13)=0:O
B(54)=6:EX$(37)="THERE IS A PIEC
E OF PAPER TIED TO ONE OF ITS L
EGS."
51 PRINT ST$:
52 INPUT"WHAT SHOULD I DO";I$
53 IF LEN(I$)=1 THEN X=INSTR("NS
EWUD",I$):IF X>0 AND X<7 THEN YO
U=X+1:GOTO37
54 IF I$=""THEN52 ELSE IF I$="LO
OK" THEN CLS:GOTO37
55 IF I$="QUIT" THEN END
56 IF I$="SAVE" THEN 351
57 IF I$="HELP" THEN 92
58 IF I$="LOAD" THEN 357
59 IF I$="RADIO OFF" THEN F(1)=0
:PRINT"OK, RADIO IS OFF.":GOTO48
60 IF I$="PLAY RADIO" OR I$="RAD
IO ON" THEN IF OB(14)=0 THEN F(1
)=1:GOTO48:ELSE PRINT"IT NEEDS A
BATTERY.":GOTO48
61 IF LEFT$(I$,3)<>"INV"THEN 67
62 CLS:PRINT"I AM CARRYING.":CA=
0
63 FOR I=1TO NO
64 IF OB(I)=-1THEN PRINT" ";OB$
(I):CA=CA+1
65 NEXT:IF CA=0 THEN PRINT"NOTHI
NG"
66 GOTO 48
67 REM
68 SP=INSTR(I$,CHR$(32)):IF SP=0
THEN PRINT"TRY USING TWO WORD C
OMMANDS.":GOTO48
69 V$=LEFT$(I$,SP-1):O$=MID$(I$,
SP+1)
70 A$=LEFT$(V$,3):B$=LEFT$(O$,3)
71 IF A$="TAK" THEN A$="GET"
72 IF A$="LEA" THEN A$="DRO"
73 IF A$="LOO" THEN A$="FAC"
74 IF A$="MOV" THEN A$="PUS"
75 IF A$="TEA" THEN A$="BRE"
76 IF A$="TOU" THEN A$="FEE"
77 IF B$="FLO" THEN B$="DOW"
78 IF B$="CEI" THEN B$="UP "
79 IF A$="SHR" THEN A$="CUT"
80 IF A$="UNL" THEN A$="OPE"
81 IF B$="CB" THEN B$="RIG"
82 IF B$="BIR" THEN B$="DOV"
83 V=(INSTR(VB$,A$)+2)/3:IF V<1
THEN PRINT"SORRY, I JUST DON'T K
NOW HOW TO":PRINT V$ " ANYTHING."
:GOTO 48
84 O=(INSTR(OB$,B$)+2)/3:IF O>1T
HEN115
85 IF A$="EXA"ANDB$="POC"THEN IF
OB(35)=-1 AND OB(24)=0THENPRINT
"I SEE A PAIR OF PLIERS.":GOTO48
:ELSE IF OB(35)=-1 AND OB(24)<>0

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THEN PRINT"POCKETS ARE EMPTY":GO
TO48:ELSEPRINT"I DON'T HAVE ANY
POCKETS.":GOTO48
86 IF A$="EXA"ANDB$="ROO"THENPRI
NT"IT'S A LARGE ROOM. THERE IS
A WINDOW AND A DOOR AND THERE A
RE LOTS OF THINGS AROUND.":GOTO4
8
87 IF A$="EXA"ANDB$="GAT"THENPRI
NT"THE ONLY WAY TO OPEN IT IS TO
CUT THE WIRE.":GOTO48
88 GOTO115
89 '*****
90 '***** HELP SECTION *****
91 '*****
92 INPUT"TELL ME WHICH OBJECT HA
S YOU A LITTLE PUZZLED";I$:PRIN
T ST$
93 IF I$="ROPE" THEN PRINT"HAVE
YOU TRIED RUBBING IT ON SOMET
HING SHARP?":GOTO48
94 IF I$="RADIO" THEN PRINT"TRY
PLAYING IT.":GOTO48
95 IF I$="CB" OR I$="SET" THEN P
RINT"READ A BOOK ON IT.":GOTO48
96 IF I$="DOVE" OR I$="BIRD" THE
N PRINT"LET IT FLY AWAY AND SEE
WHAT HAPPENS.":GOTO48
97 IF I$="MOUSE"OR I$="RAT" THEN
PRINT"YOU CAN'T CATCH IT, SO DO
N'T WASTE YOUR TIME.":GOTO48
98 IF I$="STOVE" THEN PRINT"TER
E MAY BE SOMETHING IN IT.":GOTO4
8
99 IF I$="ANTENNA" THEN PRINT"YO
U CAN MAKE AN ANTENNA OUT OF WI
RE.":GOTO48
100 IF I$="WINDOW" THEN PRINT"IT
CAN'T BE OPENED, SO DON'T WA
STE YOUR TIME.":GOTO48
101 IF I$="CORD"THENPRINT"IT WON
'T DO ANY GOOD UNLESS IT IS PLU
GGED IN.":GOTO48
102 IF I$="ROOM" THEN PRINT"IN C
ASE YOU DIDN'T KNOW IT, YOU CAN
ALSO LOOK UP OR DOWN.":GOTO48
103 IF I$="ME"OR I$="ALL" OR I$="
" OR I$="ANYTHING" OR I$="EVERYT
HING" THEN PRINT"TRY MOVING THIN
GS AROUND.":GOTO48
104 IF I$="BUTTON" THEN PRINT"IF
YOU PUSH IT, YOU MAY BE ABLE TO
TRANSMIT ON THE CB.":GOTO48
105 IF I$="CHAIR" THEN PRINT"HAV
E YOU TRIED FEELING IT?":GOTO48
106 IF I$="DOOR" THEN PRINT"IT C
AN ONLY BE OPENED FROM THE OUTS
IDE.":GOTO48
107 IF I$="GLASS" THEN PRINT"IT
CAN BE USED FOR CUTTING.":GOTO48

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108 IF I$="HANGER" THEN PRINT"MA
YBE IT CAN BE USED AS A CB AN
TENNA.":GOTO48
109 IF I$="HOLE" THEN PRINT"TRYI
NG COVERING THE HOLE WITH SOME
THING.":GOTO48
110 IF I$="TOOLBOX" THEN PRINT"Y
OU NEED SOMETHING WITH WHICH T
O OPEN IT.":GOTO48
111 IF I$="PILLOW" THEN PRINT"TR
Y GETTING WHAT'S INSIDE.":GOTO48
112 IF I$="PAPER" THEN PRINT"YOU
NEED TO HAVE SOMETHING IN YOU
R HANDS BEFORE YOU CAN READ IT.
":GOTO48
113 IF I$="BLINDFOLD"THEN PRINT"
YOU NEED TO UNTIE YOUR HANDS
BEFORE YOU CAN REMOVEIT.":GOTO48
114 PRINT"SORRY, I CAN'T HELP YO
U WITH THAT ITEM.":GOTO48
115 F=0:IF OB(0)=YOU THEN F=1 EL
SE IF OB(0)=-1 THEN F=2
116 'IF PEEK(&H88)*256+PEEK(&H89
)>1471THENCLS
117 ON V GOTO 120,146,154,167,17
2,181,205,212,215,222,227,229,23
5,239,242,246,253,257,261,266,27
5
118 IF LEN(I$)=1 THENPRINT"I CAN
'T GO THAT WAY!":GOTO 37
119 PRINT"I DON'T UNDERSTAND WHA
T YOU ARE TELLING ME.":GOTO48
120 '*** GET ***
121 IF F(2)=0 THEN PRINT"I CAN'T
GET ANYTHING NOW!":GOTO48
122 IF F=2 THEN PRINT"I ALREADY
HAVE IT!":GOTO48
123 IF CA=>MX THEN PRINT"I CAN'T
CARRY ANYTHING ELSE!":GOTO48
124 IF O<1 THEN PRINT"WHY DO YOU
WANT TO DO THAT FOR?":GOTO48
125 IF O<7 OR O=15 OR O=16 OR O=
17 OR O=26 OR O=39 OR O=40 OR O=
41 OR O=46THEN PRINT"DON'T BE SI
LLY!":GOTO48
126 IF O=11 OR O=27 OR O=32OR O=
50 THEN PRINT"I CAN'T, IT'S TOO
HEAVY!":GOTO48
127 IF O=12 THEN IF F(6)=0 THEN
PRINT"I CAN'T, DESK IS LOCKED.":
GOTO48:ELSE EX$(O-6)="I SEE A CB
SET.":IF V=3 THEN 166
128 IF O=43 AND OB(54)=0 THEN IF
F(5)=0THEN PRINT"I CAN'T, THE C
AGE IS NOT OPEN.":GOTO48
129 IF O=43 AND OB(49)=-1 THEN I
F OB(54)=6 THEN OB(49)=0:OB(54)=
0:GOTO144:ELSEPRINT"IT WON'T COM
E TO ME.":GOTO48
130 IF O=43 AND OB(49)<>-1THEN P
RINT"IT WON'T COME TO ME.":GOTO4
8
131 IF O=45 THEN IF LEFT$(EX$(34
),2)="I "THEN EX$(34)="THERE IS
NOTHING IN THERE.":GOTO144:ELSE
GOTO145
132 IF O=31 THEN PRINT"I CAN'T D
O THAT.":GOTO48
133 IF O=30 THEN OB(31)=YOU
134 IF O=54 AND F(7)=1 THEN F(7)
=0:OB(54)=0:OB(49)=0:O=43:GOTO14
4
135 IF O=55 AND OB(55)=0 THEN PR
INT"I CAN'T, THE WIRE IS WRAPPED
TOO TIGHT.":GOTO48
136 IF O=35 THEN OB$(O)="A COAT"
:OB(36)=5:GOTO144
137 IF O=36 THEN OB$(O)="A HANGE
R":GOTO144
138 IF O=33 THEN EX$(26)="I SEE
A CAN OPENER.":GOTO144
139 IF O=18 THEN OB(40)=3
140 IF O=29 THEN IF F(6)=0THEN14
5ELSE EX$(6)="IT'S NOW EMPTY.":G
OTO144
141 IF O=44 AND LEFT$(EX$(37),1)
<>"T" THEN PRINT"I DON'T SEE ANY
PAPER HERE.":GOTO48 ELSE EX$(37
)="IT'S A SPECIAL TYPE DOVE."
142 IF O=56 THEN EX$(26)="THERE
IS NOTHING THERE.":GOTO144
143 IF O=49 THEN IF OB(49)=0 THE
N 145 ELSE 144
144 OB(0)=-1:PRINT"OK, I GOT IT.
":CA=CA+1:GOTO48
145 PRINT"I CAN'T GET THAT NOW."
:GOTO48
146 '*** DROP ***
147 IF F<>2 THEN 153
148 IF O=43 AND F(4)=1THEN PRINT
"THE DOVE FLEW AWAY THROUGH THE
BROKEN WINDOW.":F(13)=1:OB(43)=
0:GOTO152
149 IF O=43 THEN OB(43)=0:OB(54)
=6:PRINT"OK, I LET THE DOVE GO."
:GOTO152
150 IF YOU=6 THEN YOU=7
151 OB(0)=YOU:PRINT"OK, I DROPE
D IT."
152 CA=CA-1:GOTO48
153 PRINT"I DON'T HAVE IT.":GOTO
48
154 '*** OPEN ***
155 IF O=13 THEN PRINT"THE BACK
COVER POPPED OPEN AND SOMETHING
FELL TO THE FLOOR.":OB(14)=7:GO
TO48
156 IF O=11 THEN IF OB(45)=-1 TH
EN F(6)=1:GOTO166:ELSE PRINT"I D
ON'T HAVE ANY KEYS.":GOTO48

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157 IF 0<>42GOTO159
158 IF 0B(55)=0THENPRINT"I CAN'T
, THE GATE IS WIRED SHUT.":GOTO4
8 ELSE IF F(4)=1THENPRINT"THE DO
VE JUST FLEW OUT THROUGH THE BR
OKEN WINDOW.":F(13)=1:F(5)=1: EL
SEF(5)=1:0B(54)=6:F(7)=1:EX$(0-6
)="IT'S EMPTY.":GOTO166
159 IF 0=12 THEN127
160 IF 0=40 THEN INPUT"THE COMBI
NATION";I$:IF I$="4R8L12R"THEN P
RINT"CLICK!":EX$(0-6)="I SEE A S
ET OF KEYS.":GOTO166
161 IF 0=21AND(F=1 OR F=2) THEN
IF 0B(56)=-1 THEN 0B(22)=YOU:0B(
23)=YOU:0B(25)=YOU:GOTO166:ELSE
PRINT"THE TOP IS RUSTED AND CANN
OT BE OPENED.":GOTO48
162 IF 0=50 THEN IF 0B(37)=0THEN
PRINT"I OPENED THE STOVE AND SA
WAN ELECTRIC CORD INSIDE.":GO
TO48ELSE PRINT"THERE IS NOTHING
IN IT.":GOTO48
163 IF F=0GOTO380ELSE IF 0=50THE
N 166
164 PRINT"SORRY, IT DOES NOT OPE
N.":GOTO48
165 PRINT"IT'S ALREADY OPEN.":GO
TO48
166 PRINT"OK, IT'S NOW OPEN.":GO
TO48
167 '*** CLOSE ***
168 IF 0=42 THEN IF F(5)=1 GOTO1
71 ELSE PRINT"IT'S ALREADY CLOSE
D.":GOTO48
169 IF F=0GOTO380
170 PRINT"I TRIED, BUT IT DOESN'T
CLOSE.":GOTO48
171 PRINT"OK, IT'S NOW CLOSED.":
GOTO48
172 '*** EXAMINE ***
173 IF 0<1 THEN PRINT"DID ANYBOD
Y MENTION ANYTHING ABOUT ANY"
;:PRINT MID$(I$, INSTR(I$, " "));"
?":GOTO48
174 IF F(2)=0 THEN PRINT"I CAN'T
, I'M BLINDFOLDED.":GOTO48
175 IF 0<7 THEN YOU=0+1:GOTO37
176 IF B$="POC"THEN IF 0B(24)=0
AND0B(35)=-1THEN PRINT"I SEE A P
AIR OF PLIERS.":GOTO48:ELSE PRIN
T"THE POCKETS ARE EMPTY.":GOTO48
177 IF 0=44 AND F<>2 THEN PRINT"
I DON'T HAVE IT.":GOTO48
178 IF 0=44 AND 0B(51)<>-1THENPR
INT"THERE IS PRINTING ON IT.":GO
TO48
179 PRINT EX$(0-6):GOTO48
180 PRINT"NOTHING SPECIAL ABOUT
IT.":GOTO48
181 '*** PUSH ***
182 IF F<>1 THEN 187
183 IF 0=11 THEN 0B(15)=2:GOTO20
4
184 IF 0=27 THEN 0B(39)=YOU:GOTO
204
185 IF 0=30 THEN 0B(31)=YOU:GOTO
204
186 IF 0=31 THEN IF0B(22)<>-1 TH
EN PRINT"I CAN'T WITH JUST MY HA
NDS.":GOTO48:ELSE 0B(20)=YOU:GOT
O204
187 IF 0<>46 THEN 203
188 IF F(16)=0 THEN PRINT"IT WIL
L NOT WORK AT ALL WITHOUT AN ANT
ENNA!":GOTO48
189 IF 0B(29)=0THEN 203
190 IF F(9)=0 OR F(10)=0 THEN PR
INT"THE CB RIG DOES NOT SEEM TO
BE WORKING AT ALL.":GOTO48
191 PRINT"THE CB SWITCHED TO TRA
NSMIT. WHAT DO YOU WANT TO SA
Y? ":LINE INPUT I$
192 IF F(14)=1 THEN BT=BT+1:IF B
T=>10 THEN PRINT"SORRY BUDDY, BU
T I CAN'T HEAR YOU ANYMORE. Y
OUR BATTERIES MUST BE LOW.":E
X$(8)="THEY ARE DEAD.":F(14)=0:G
OTO48:ELSE PRINT"I HEAR YOU OLD
BUDDY, KEEP ON TALKING SO WE C
AN FIND YOU.":BT=BT+1:GOTO48
193 IF F(15)=1 AND XT=0 THEN PRI
NT"I HEAR YOU OLD BUDDY, KEEP ON
TALKING SO WE CAN FIND YOU.":
XT=XT+1:GOTO48:ELSE XT=XT+1
194 IF F(15)<>2 THEN 203 ELSE ON
XT GOTO 196,197,198,199,200
195 PRINT"WE HEAR YOU OLD BUDDY!
KEEP YAKING ON THAT RIG!":G
OTO48
196 PRINT"WE ARE GETTING SOME MO
RE HELP. JUST STAY PUT!":GOTO48
197 PRINT"WE GOT YOUR SIGNAL TRA
CKED DOWN AND WE THINK WE KNOW W
HERE YOU ARE!":GOTO48
198 PRINT"KEEP THOSE LIPS GOING,
BUDDY, SO WE CAN FIND YOU QUI
CKER.":GOTO48
199 PRINT"WE SEE A BUILDING IN T
HE FIELD. THAT MUST BE IT!":PRIN
T"WE'RE COMING IN!"
200 CLS:PRINT"THE TRUCK DRIVERS
CRASHED THE DOOR AND GOT YOU O
UT SAFELY."
201 PRINT:PRINT"NEXT TIME BE MOR
E CAREFUL WHEN YOU SEE A ROBBERY
TAKING PLACE!"
202 PRINT:PRINT:END
203 PRINT"NOTHING HAPPENED.":GOT
O48

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204 PRINT"OK, IT MOVED.":GOTO48
205 '*** BREAK ***
206 IF F=0 THEN 380
207 INPUT"WITH WHAT";I$:GOSUB382
:IF X>0THEN207
208 IF 0=26 THEN IF I$="CROWBAR"
OR I$="HAMMER" OR I$="RACK" THE
N PRINT"THE GLASS WINDOW PANES B
ROKE.":F(4)=1:OB(19)=7:EX$(0-6)=
"THE WINDOW IS BROKEN.":GOSUB398
:GOTO48:ELSE GOTO211
209 IF 0=26 AND F(7)=1 THEN PRIN
T"THE DOVE FLEW OUT THE BROKEN
WINDOW.":F(13)=1:OB(54)=0:OB(4
3)=0:GOTO48
210 IF 0=33 AND OB(19)=-1 THEN P
RINT"SOMETHING FELL OUT OF IT.":
OB(51)=7:EX$(27)="IT'S TORN AND
THERE IS NOTHING IN IT.":GOTO48
211 PRINT"I TRIED, BUT NOTHING H
APPENED.":GOTO48
212 '*** ENTER ***
213 IF F=0 THEN 380
214 PRINT"I TRIED TO ENTER, BUT
COULDN'T.":GOTO48
215 '*** READ ***
216 IF F<>2 THEN PRINT"I DON'T H
AVE IT.":GOTO48
217 IF 0=28 THEN PRINT"THE BOOK
SAYS:":PRINT"IN ORDER TO OPERATE
CB SET YOU NEED SOME POWER, AN
ANTENNA AND A MICROPHONE.":
GOTO48
218 IF 0=44 AND OB(51)<>-1THEN P
RINT"THE PRINT IS TOO SMALL TO R
EAD WITH THE NAKED EYE.":GOTO48
ELSE PRINT EX$(0-6):GOTO48
219 IF F<>1 THEN 213
220 IF F=0 THEN 380
221 PRINT "NOTHING SPECIAL NOTED
.":GOTO48
222 '*** TURN ***
223 IF 0=17 THEN F(10)=1:GOTO226
224 PRINT"I TRIED, BUT NOTHING H
APPENED.":GOTO48
225 IF F=0 GOTO 380
226 PRINT"OK, I TURNED IT.":GOTO
48
227 '*** RUN ***
228 PRINT"DON'T BE RIDICULOUS!":
GOTO48
229 '*** SHAKE ***
230 IF F<>2 THEN PRINT"I DON'T H
AVE IT TO SHAKE.":GOTO48
231 IF 0=48 THEN PRINT"SOME SEED
S FELL TO THE FLOOR.":ELSE 233
232 IF F(17)=0 THEN PRINT"A MOUS
E ATE THE SEEDS AND TOOK OFF BE
FORE I COULD CATCH IT!":GOTO48:EL
SE OB(49)=7:GOTO48
233 REM
234 PRINT"NOTHING HAPPENED.":GOT
O48
235 '*** UNTIE ***
236 IF F(3)=0 THEN 381
237 IF 0=9 THEN 255
238 GOTO48
239 '*** FEEL ***
240 IF 0=7 THEN PRINT"I FEEL SOM
ETHING LIKE A NAIL.":GOTO48
241 PRINT"I DON'T FEEL ANYTHING
UNUSUAL.":GOTO48
242 '*** RUB ***
243 INPUT"ON WHAT";I$:GOSUB382:I
FX>0THEN243
244 IF 0=8 AND I$="NAIL" THEN F(
3)=1:OB(8)=7:PRINT"OK, THE ROPE
WAS TORN BY THE NAIL WHEN I R
UBBED IT.":GOTO48
245 PRINT"NOTHING HAPPENED.":GOT
O48
246 '*** CUT ***
247 IF F(3)=0 THEN 381
248 INPUT"WITH WHAT";I$:GOSUB382
:IF X>0THEN248
249 IF 0=33 THEN 210
250 IF 0=55 AND I$="PLIERS" AND
OB(24)=-1 THEN PRINT"OK, THE WIR
E IS NOW CUT.":OB(55)=7:EX$(49)=
"THE WIRE HAS BEEN CUT.":GOTO48:
ELSE PRINT"I CAN'T.":GOTO48
251 IF 0=33 AND F=0 AND (I$="GLA
SS" OR I$="BROKEN GLASS") THEN I
F OB(19)<>-1 PRINT"I DON'T HAVE
THE GLASS WITH ME.":GOTO48:ELSE
IF OB(19)=-1 THEN PRINT"SOMETHIN
G CAME OUT OF THE TORN PILLOW.":
OB(51)=7:EX$(27)="IT IS TORN.":
GOTO48
252 PRINT"I CAN'T CUT IT.":GOTO4
8
253 '*** REMOVE ***
254 IF F(3)=0 THEN 381
255 IF 0=9 AND F(2)=0 THEN F(2)=
1:PRINT"OK, I DID.":YOU=2:GOTO48
256 PRINT"IT CAN'T BE REMOVED.":
GOTO48
257 '*** FACE ***
258 IF 0<1 THEN 172
259 IF 0<7 THEN YOU=0+1:GOTO37
260 GOTO172
261 '*** GO ***
262 IF F(2)=0 OR F(3)=0 THEN 281
263 IF OB(0)=0 THEN PRINT "I DON
'T KNOW WHAT YOU MEAN!":GOTO48
264 IF OB(0)=-1 THEN PRINT"I CAN
'T, I'M CARRYING IT!":GOTO48
265 YOU=OB(0):PRINT"OK, I DID.":
GOTO48
266 '*** CONNECT ***

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267 IF F=0 THEN PRINT"I DON'T SE
E THAT HERE.":GOTO48
268 INPUT"WHERE";I$:GOSUB382:IFX
>0THEN268
269 IF O=37 ANDI$="OUTLET" THEN
PRINT"OK, CORD IS NOW PLUGGED IN
TO THEOUTLET.":EX$(O-6)="IT'S PL
UGGED IN.":IF LEFT$(EX$(23),2)="
CB" THEN F(9)=1:EX$(23)="CB IS R
EADY TO GO!":GOTO271:ELSEGOTO270
270 IF O=37 AND (I$="RIG" OR I$=
"CB")THEN PRINT"OK, CB RIG NOW H
AS THE CORD      CONNECTED.":IF L
EFT$(EX$(29),4)="THE" THEN F(9)=
1:EX$(23)="CB NOW HAS A CORD AND
MIKE.":GOTO48
271 IF F(15)=0THEN F(15)=1 ELSE
IF F(15)=1 THEN F(15)=2:F(9)=1
272 IF O=55 THEN PRINT"THAT WIRE
WON'T DO ANY GOOD, IT HAS BEEN
CUT INTO SMALL PIECES.":GOTO48
273 IF O=36 THEN PRINT"OK, THE W
IRE HANGER FIT NICELY INTO THE

```

```

ANTENNA JACK!":F(16)=1:GOTO48
274 IFO=37 THENGOTO48 ELSEPRINT"
I CAN'T CONNECT THAT.":GOTO48
275 '*** PUT ***
276 IF F<>2THENPRINT"I DON'T HAV
E IT.":GOTO48:ELSEINPUT" WHERE";
I$:GOSUB382:IF X>0THEN276
277 IF O=43 AND I$="CAGE" THEN E
X$(36)="I SEE A DOVE.":OB(O)=O:F
(5)=0:GOTO280
278 IF O=20 AND I$="HOLE"THEN PR
INT"OK, THE HOLE IS NOW PLUGGED
UP AND THE MOUSE CAN'T GET OUT.
":F(17)=1:OB(39)=0:OB(20)=5:GOTO
48
279 PRINT"I CAN'T.":GOTO48
280 PRINT"OK, I DID.":GOTO48
281 PRINT"I CAN'T DO THAT.":GOTO
48
282 '*****DIRECTIONS*****
283 DATA NORTH,SOUTH,EAST,WEST,U
P,DOWN
284 '***** ROOMS *****

```



285 DATA IN THE MIDDLE OF A ROOM
,0,0,0,0,0,0
286 DATA FACING THE NORTH WALL,0
,0,0,0,0,0
287 DATA FACING THE SOUTH WALL,0
,0,0,0,0,0
288 DATA FACING THE EAST WALL,0,
0,0,0,0,0
289 DATA FACING THE WEST WALL,0,
0,0,0,0,0
290 DATA LOOKING AT THE CEILING,
0,0,0,0,0,0
291 DATA LOOKING AT THE FLOOR,0,
0,0,0,0,0
292 DATA END
293 ***** OBJECTS *****
294 DATANORTH,NOR,0,SOUTH,SOU,0,
EAST,EAS,0,WEST,WES,0,UP ,UP ,0,
DOWN,DOW,0
295 DATA A CHAIR,CHA,2,THE CHAIR
LOOKS RATHER FRAGILE.
296 DATA A PIECE OF ROPE,ROP,7,I
T'S JUST A REGULAR ROPE.
297 DATA A BLINDFOLD,BLI,7,IT'S
JUST A PIECE OF CLOTH.
298 DATA A NAIL,NAI,0,THE NAIL I
S QUITE SHARP.
299 DATA A DESK,DES,2,IT'S THE T
YPE WITH A ROLLOVER TOP AND HA
S A LARGE DRAWER ON THE SIDE."
300 DATA A DRAWER,DRA,0,THE DRAW
ER IS LOCKED AND CAN'T BE OPENN
ED.
301 DATA A RADIO,RAD,2,IT'S A PO
RTABLE RADIO.
302 DATA A BATTERY,BAT,0,IT'S A
12 VOLT BATTERY.
303 DATA AN ELECTRIC OUTLET,OUT,
0,IT'S A 120 VOLT OUTLET.
304 DATA A DOOR,DOO,3,IT'S LOCKE
D FROM THE OUTSIDE.
305 DATA A SWITCH ON THE WALL,SW
I,3,IT'S A LIGHT SWITCH
306 DATA A PICTURE,PIC,3,IT'S A
PICTURE OF A BOAT IN A NICE WO
ODEN FRAME.
307 DATA BROKEN GLASS,GLA,0,THE
BROKEN GLASS IS VERY SHARP.
308 DATA A ROUND BOX,BOX,0,THE B
OX IS EMPTY.
309 DATA A TOOLBOX,TDO,4,IT'S MA
DE OF METAL.
310 DATA A CROWBAR,CRO,0,JUST A
REGULAR CROWBAR.
311 DATA A SCREWDRIVER,SCR,0,IT'
S THE REGULAR KIND.
312 DATA A PAIR OF PLIERS,PLI,0,
IT'S THE LONG NOSE TYPE.
313 DATA A HAMMER,HAM,0,NOTHING
SPECIAL ABOUT IT.

314 DATA A WINDOW,WIN,5,THE PANE
S HAVE BEEN PAINTED.
315 DATA ANTIQUE FURNITURE,FUR,5
,IT'S A BOOKCASE.
316 DATA A BOOK,BOO,0,IT'S A BOO
K ON CB RADIOS.
317 DATA A CB RIG,RIG,0,THERE IS
A MICROPHONE ALREADY ATTACHED
TO IT.
318 DATA A SMALL RUG,RUG,7,IT'S
AN ORIENTAL RUG.
319 DATA A LOOSE BOARD,BOA,0,IT
SEEMS TO GIVE A LITTLE.
320 DATA A COUCH,COU,4,THERE ARE
SOME PILLOWS ON IT.
321 DATA PILLOW,PIL,0,IT FEELS R
ATHER HEAVY.
322 DATA A COAT RACK,RAC,5,IT'S
MADE OF METAL.
323 DATA A COAT ON THE RACK,COA,
5,IT'S A SPORTS COAT.
324 DATA A HANGER ON THE RACK,HA
N,0,JUST A REGULAR WIRE HANGER.
325 DATA AN ELECTRIC CORD,COR,0,
ONE END IS BARE AND THE OTHER
END HAS A PLUG ON IT.
326 DATA A MICROPHONE,MIC,0,IT I
S ATTACHED TO THE CB SET ANDHAS
A BUTTON ON IT.
327 DATA A HOLE ON THE WALL,HOL,
0,LOOKS LIKE IT WAS MADE BY A
LARGE RAT.
328 DATA A VAULT ON THE WALL,VAU
,0,IT HAS A COMBINATION LOCK ON
IT.
329 DATA WALL,WAL,0,NOTHING SPEC
IAL ABOUT IT.
330 DATA A BIG BIRD CAGE,CAG,4,I
T HAS A WHITE DOVE IN IT.
331 DATA A WHITE DOVE,DOV,0,IT'S
A SPECIAL TYPE DOVE.
332 DATA A PIECE OF PAPER,PAP,0,
THE CHARACTERS '4R8L12R' ARE
WRITTEN ON IT.
333 DATA A SET OF KEYS,KEY,0,I S
EE SEVERAL SMALL KEYS.
334 DATA A RED BUTTON,BUT,0,JUST
A REGULAR BUTTON.
335 DATA A FLOWER POT,POT,3,SUNF
LOWERS ARE GROWING IN IT.
336 DATA SUNFLOWERS,SUN,0,THEY A
RE KIND OF DRY.
337 DATA SUNFLOWER SEEDS,SEE,0,N
OTHING SPECIAL ABOUT THEM.
338 DATA A WOODBURNING STOVE,STO
,4,IT'S A FRANKLIN STOVE.
339 DATA A MAGNIFYING LENS,LEN,0
,IT'S A SHERLOCK HOLMES OFFICIAL
FAN CLUB LENS.
340 DATA PIECES OF WOOD,WOO,0,NO

```

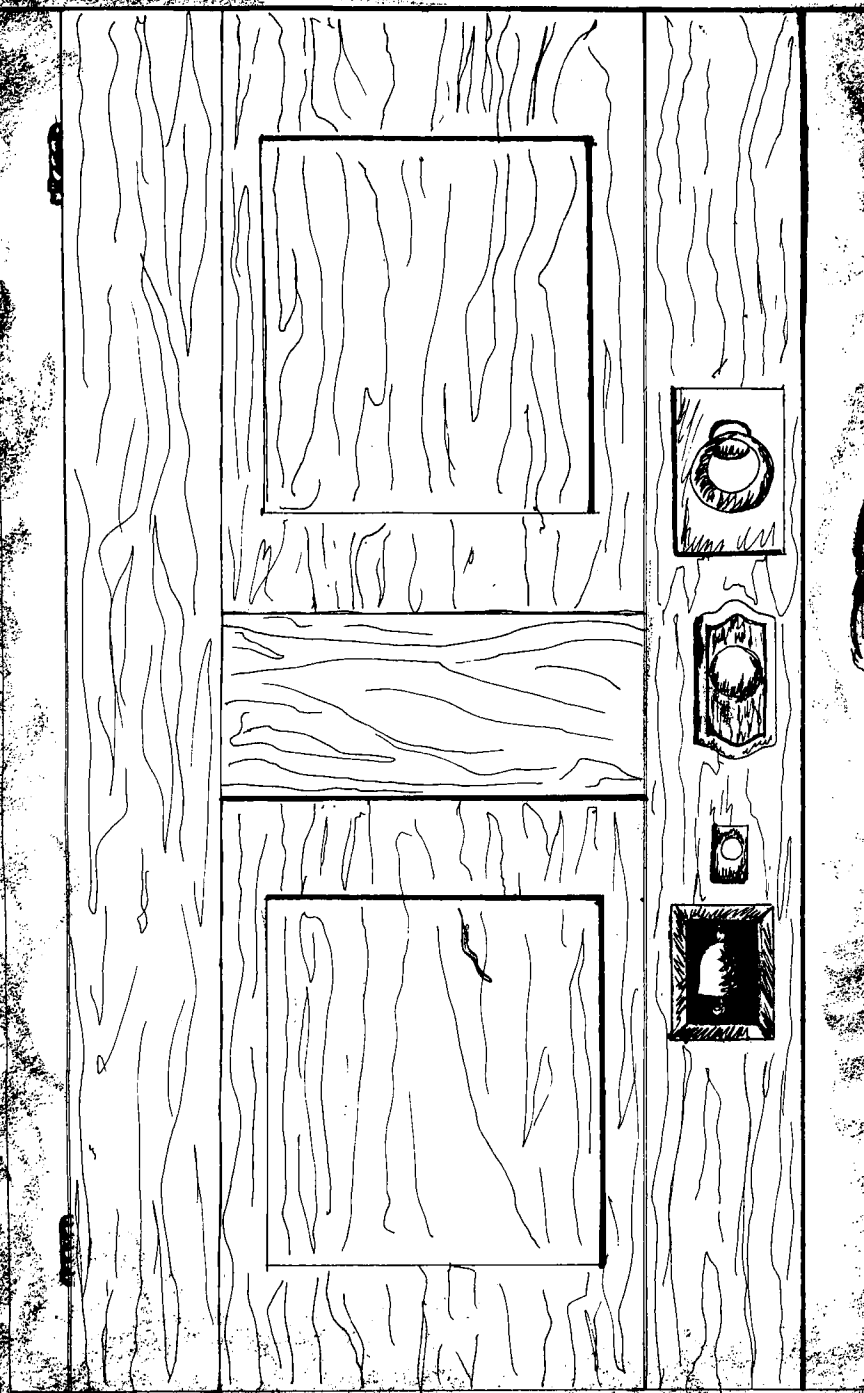
THING SPECIAL.
341 DATA PIECES OF CARDBOARD,CAR
,O,NOTHING SPECIAL.
342 DATA A BIRD FLYING AROUND,BI
R,O,IT'S THE DOVE I SAW BEFORE.
343 DATA WIRE,WIR,O,IT'S HOLDING
THE DOOR CLOSED.
344 DATA CAN OPENER,OPE,O,IT'S T
HE HEAVY DUTY TYPE.
345 DATA END
346 '***** VERBS *****
347 DATA GET,DROP,OPEN,CLOSE,EXA
MINE,PUSH,BREAK,ENTER,READ,TURN,
RUN,SHAKE
348 DATA UNTIE,FEEL,RUB,CUT,REMO
VE,FACE,GO ,CONNECT,PUT
349 DATA END
350 '***** SAVE/LOAD *****
351 GOSUB363:OPEN"D",DV,"DATA"
352 PRINT#DV,YOU
353 FOR X=1 TO NO
354 PRINT#DV,OB(X)
355 NEXT X
356 CLOSE:CLS:GOTO37
357 GOSUB363:OPEN"I",DV,"DATA"
358 INPUT#DV,YOU
359 FOR X=1 TO NO
360 INPUT#DV,OB(X):NEXT X
361 IF EOF(DV) THEN CLOSE
362 CLS:GOTO37
363 CLS:PRINT"INDICATE DEVICE TO
BE USED:"
364 PRINT:PRINT" C - CASSETTE
D - DISK"
365 PRINT:INPUT"YOUR CHOICE";DV$
366 IF DV$="D" THEN DV=1 ELSE IF
DV$="C" THEN DV=-1 ELSE 365
367 PRINT:PRINT"PRESS ANY KEY WH
EN THE DEVICE IS READY."
368 IF INKEY$=""THEN368 ELSE RET
URN
369 '***ELIMINATE OBJECT FROM
370 ' OBJECT LIST
371 MID$(OB$,0*3-2,3)=" "
372 RETURN
373 ' *** FLAGS USED ***
374 DATA RADIO OFF OR ON, BLINDF
OLD ON OR OFF, HANDS TIED OR UNT
IED, WINDOW OK OR BROKEN
375 DATA BIRD CAGE CLOSED OR OPE
N,DESK LOCKED OR UNLOCKED,BIRD I
N ROOM OR NOT IN
376 DATA STOVE OFF OR ON,CB OFF
OR ON,SWITCH OFF OR ON,ANTENNA O
FF OR ON,TOOL BOX LOCKED OR UNLO
CKED

```

```

377 DATA DOVE DID NOT LEAVE ROOM
,CB RUNNING ON BATTERIES,CB RUNN
ING ON ELECTRICITY,ANTENNA OFF O
R ON
378 DATA HOLE NOT PLUGGED OR PLU
GGED,CORD NOT CONNECTED OR CONNE
CTED
379 DATA END
380 PRINT"I DON'T SEE ANYTHING L
IKE THAT AROUND HERE.":GOTO48
381 PRINT"I CAN'T, MY HANDS ARE
TIED WITH A ROPE.":GOTO48
382 X=INSTR(I$," "):IF X>0 THEN
PRINT:PRINT"PLEASE, ANSWER WITH
ONE WORD.":PRINT:RETURN:ELSE RET
URN
383 PRINT@482,"<PRESS ANY KEY TO
CONTINUE>";
384 IF INKEY$=""THEN384 ELSE RET
URN
385 IF BT<>3 THEN 392
386 SOUND100,10
387 CLS:PRINT" RADIO ANNOUNCER I
NTERRUPTS THE PROGRAM!"
388 PRINT:PRINT" A TRUCK STOP HA
S BEEN HELD UP. ONE OF THE TRUC
K DRIVERS HAS BEEN KIDNAPPED.
"
389 PRINT:PRINT" THERE ARE HUNDR
EDS OF TRUCK- DRIVERS SEARCHI
NG AROUND FOR THEIR FRIEND."
390 PRINT:PRINT" IF YOU HAVE A C
B SET, TURN IT ON AND LISTEN T
O THE ACTION!"
391 RETURN
392 IF BT<>5 THEN PRINT"I HEAR M
USIC COMING FROM THE RADIO.":
RETURN
393 SOUND200,10
394 CLS:PRINT" RADIO ANNOUNCER I
NTERRUPTS THE PROGRAM."
395 PRINT:PRINT" THE SEARCH FOR
THE KIDNAPPED TRUCK DRIVER CO
NTINUES."
396 PRINT:PRINT" HIS SEMI TRUCK
WAS FOUND IN AN ABANDONED RO
AD. THERE IS SPECULATION HE
MAY NOT BE ALIVE."
397 RETURN
398 IF OB(54)<>0 OR OB(43)<>0 T
HEN PRINT"THE DOVE FLEW AWAY THR
OUGH THE BROKEN WINDOW.":OB(54)
=0:OB(43)=0:F(13)=1:RETURN
399 RETURN
400 GOTO 48
401 PCLEAR1:GOTO2

```



The Door

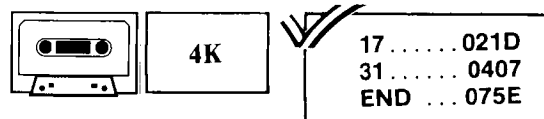
Jean Roseborough

One day you wake up, get ready for a hectic day of work, open your front door and instead of seeing the familiar world outside, find a large door in front of you.

The first thing you do is pinch your arm to awaken from this bewildering and somewhat frightening dream. You realize you are awake and questions flood your mind. What happened to the world—or, what happened to me? Is this a bad joke by your neighbor or has the world been taken over by . . . giant doors? Wait a minute, is this the Twilight Zone? No, this must be something pleasant—it has to be. As the minutes pass, an insatiable yearning to open the door grows. What's on the other side? A wish to be granted? Eternal life? A new car? All the riches you have ever dreamed? Or, is it the secret to winning all adventure games?

Using the koorknob, door knocker, bell or button, there are 44 random ways to open *The Door* and see what awaits you. You must use verb-noun combinations, such as "turn knob," and you can have as many tries as you desire.

The Door, while excellent for children because of its simplicity, is a challenge for everyone. What's behind *The Door*? Only CoCo knows.



The listing:

```

1 DIM A$(45)
2 CLS:INPUT"HOW MANY TRIES";MAX
3 IF MAX<10 THEN PRINT"YOU'LL NE
VER MAKE IT!" ELSE IF MAX>50 THE
N PRINT"YOU'VE GOT BE KIDDING!"
4 SOUND200,5:X=RND(44):GOTO23
5 CLS
6 PRINT"YOU ARE STANDING IN FRON
T OF A LARGE DOOR. YOU CAN SEE
:"
7 PRINT:PRINT"  A DOOR KNOB"
8 PRINT"  A DOOR KNOCKER"
9 PRINT"  A BUTTON"
10 PRINT"  A BELL"
11 PRINT"-----
-----";
12 A$="":PRINT"WHAT SHOULD I DO?
";
13 I$=INKEY$
14 IF I$=CHR$(8) THEN PRINT:PRI
NT"SORRY, NO MISTAKES ARE ALLOWE
D IN THIS GAME!":FOR D=1TO500:N
EXTD:GOTO5
15 PRINT I$;:IF I$<>CHR$(13) THE
N A$=A$+I$:GOTO13
16 T=T+1:IF T=MAX THEN 30
17 GOSUB44
18 IF A$(X)=A$ THEN 25
19 CLS:PRINT "I TRIED TO "A$"...
."
20 PRINT ".....BUT NOTHING HAPPE
NED."
21 PRINT"YOU ONLY HAVE"MAX-T"TIM
ES LEFT!"
22 PRINT:GOTO6
23 I=0
24 I=I+1:READ A$(I):IF A$(I)<>"E
ND" THEN24:ELSE GOTO5
25 REM *** PLAYER WINS ****
26 CLS:PRINT".....THE DOOR OPENS
....."
27 PRINT @232, "CONGRATULATIONS"
;
28 PRINT @288, "YOU HAVE JUST WO
N THE WORLD'S  SHORTEST ADVENTU
RE GAME.  THERE ARE 43 OTHER POS
SIBLE SOLUTIONS.PRESS <ENTER> IF
YOU WISH TO TRYAGAIN."
29 INPUT E$:IF E$="" THEN RUN EL
SE END
30 REM *** RAN OUT OF TURNS **
31 CLS
32 PRINT @256,"A LOUD EXPLOSION
IS HEARD.....";

```

(Jean Roseborough holds a B.S. degree in education for the deaf and recently purchased a CoCo. The Door is her first computer program. She collects adventures, which are her favorite form of computer games.)

```

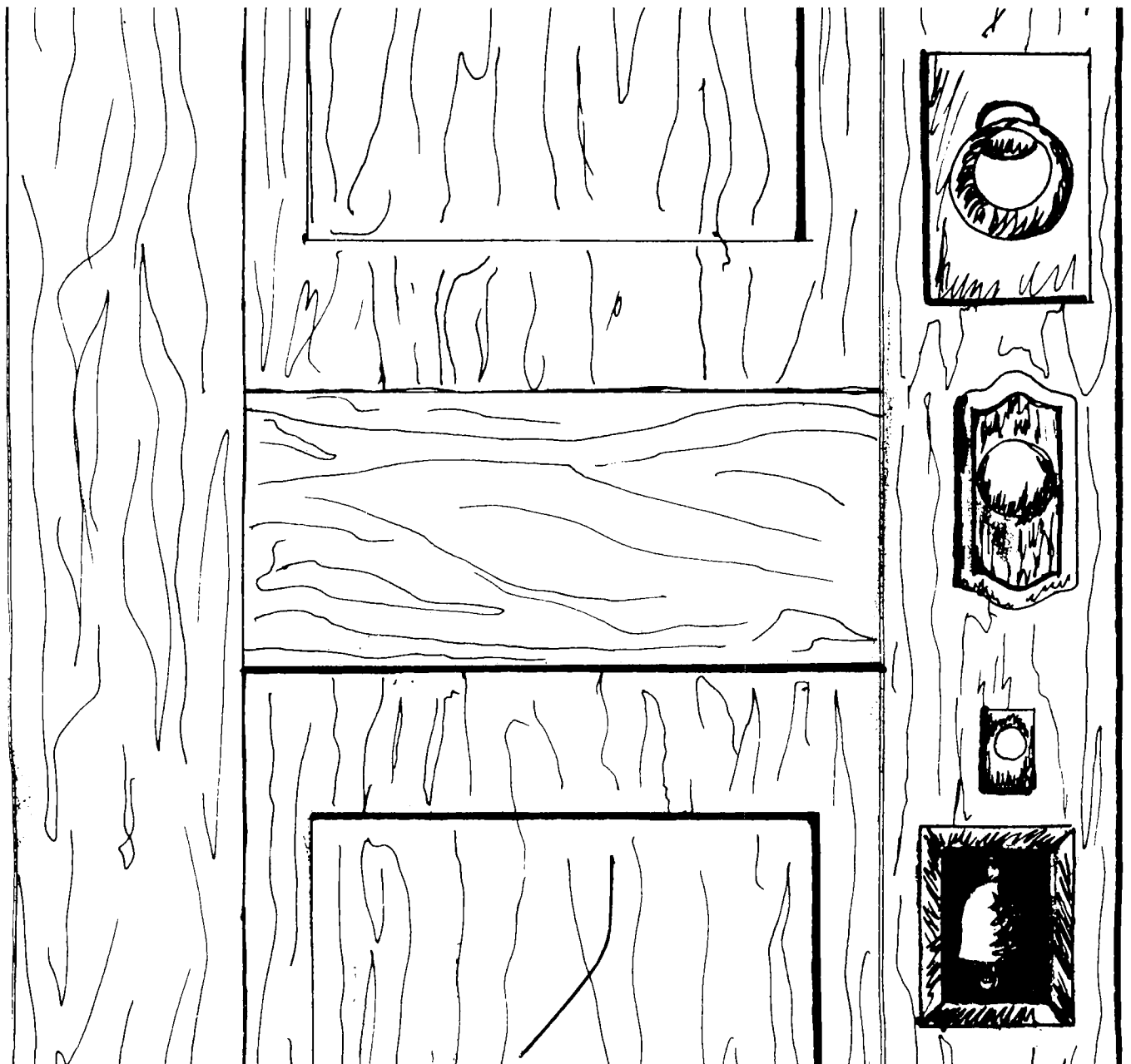
33 FOR D=1T0700
34 NEXT D
35 CLS:FOR D=1T0700:NEXTD:PRINT"
PRESS <ENTER> IF YOU WISH TO
PLAY AGAIN"
36 GOTO29
37 DATA KNOCK DOOR, POUND DOOR, KI
CK DOOR, TAP DOOR, PULL DOOR, BREAK
DOOR, RAM DOOR, BATTER DOOR, OPEN
DOOR
38 DATA RING BELL, JINGLE BELL, TI
NKLE BELL, SHAKE BELL, CLANG BELL,
SOUND BELL, PEAL BELL, TOLL BELL, K
NELL BELL
39 DATA PRESS BUTTON, PUSH BUTTON
, SHOVE BUTTON, BUZZ BUTTON, PROD B
UTTON, POKE BUTTON, LEAN BUTTON, JA
B BUTTON

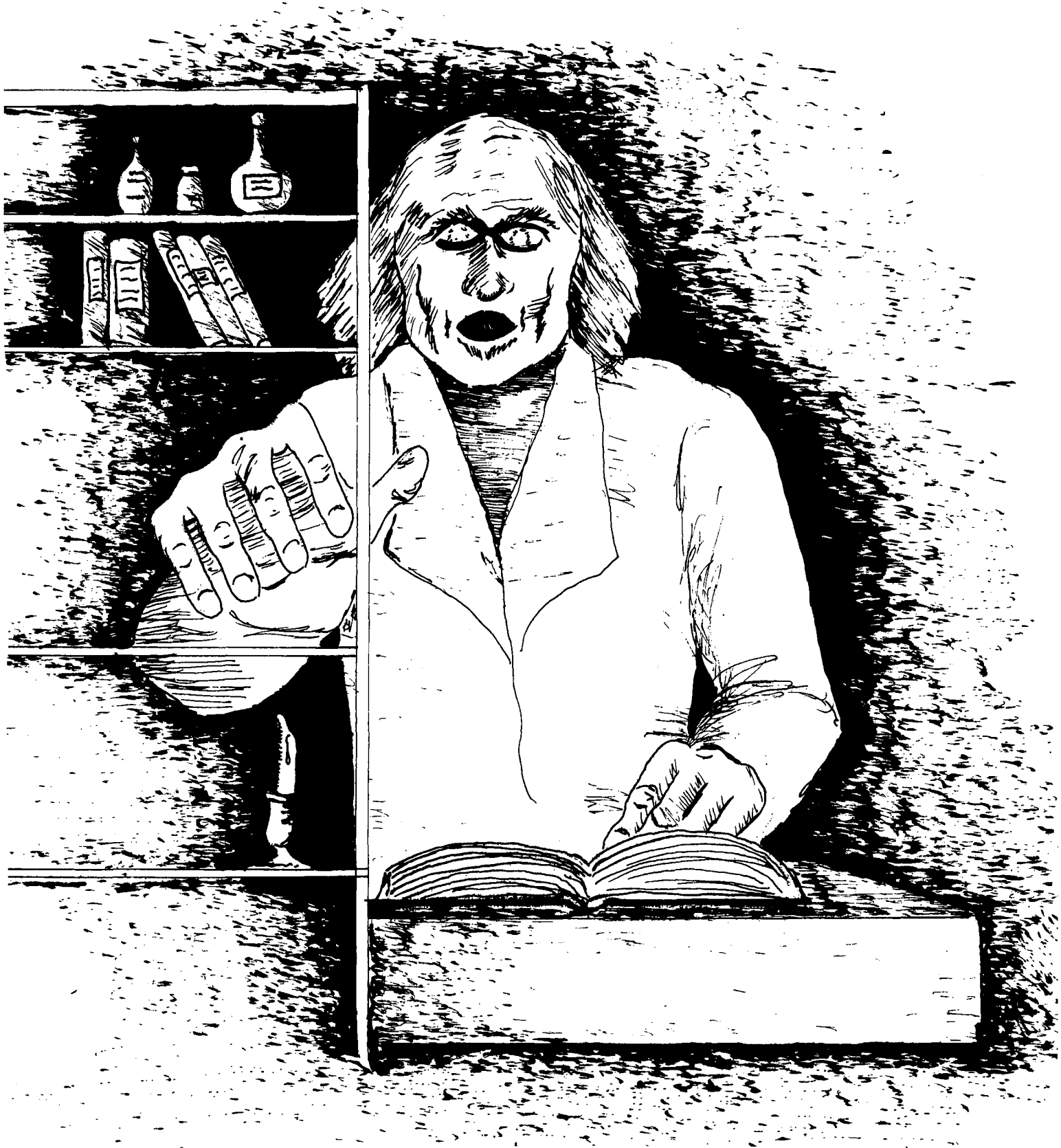
```

```

40 DATA KNOCK KNOCKER, RAP KNOCKE
R, THUMP KNOCKER, HIT KNOCKER, BANG
KNOCKER, SLAM KNOCKER, LIFT KNOCK
ER
41 DATA TWIST KNOB, TURN KNOB, RAT
TLE KNOB, JIGGLE KNOB, JERK KNOB, R
OTATE KNOB, GRASP KNOB
42 DATA WHISPER PASSWORD, CLAP HA
NDS, SCREAM, CRY
43 DATA END
44 Z$=LEFT$(A$,3)
45 IF Z$="SHI"ORZ$="DAM"ORZ$="FU
C"THEN PRINT "NOW, NOW, LET'S NO
T GET NASTY!":GOTO48
46 IF Z$="QUI" THEN PRINT"OH NO!
NO QUITTERS ALLOWED!":GOTO 48
47 RETURN
48 FOR D=1T0500:NEXTD:RETURN

```





Dr. Avaloe

Scott Slomiany

Good ole Dr. Avaloe! It's been years since you've seen him. You desperately hope he still remembers you when he interviews you for his lab assistant job. Don't let those strange rumors about him bother you now—especially since jobs are so hard to find.

You step into his office and extend your hand only to wince from his cold and moist handshake. You wipe off that sweat and start talking. It's hard trying not to pay attention to his uncontrolled cackling and the way he snarls and mutters words. Your spine tingles as he says, "What a fine specimen, uh, I mean applicant."

Still, after a hard swallow you decide to accept the position as his lab assistant and help him with an unusual experiment . . . it seems harmless, anyway. But, why does he want to test you on your physical and mental qualities?

The doctor leads you down a dingy corridor which smells from formaldehyde, and gently but decisively pushes you into a dark room. With a snicker, he slams the door and you stagger around trying to let your eyes grow accustomed to the dark.

What are you doing in this dark room? Yelling for Dr. Avaloe doesn't help at all . . . where has he gone? Wait, didn't he mutter something about a maze? What are you bumping into? Maybe the doctor really is nuts! You can hear Dr. Avaloe's frenzied laugh getting closer . . .

This is a two-program Adventure. *CLOAD* Listing 1 (the instructions) and *RUN*. Press [ENTER] after reading the instructions and Listing 2 will automatically load. Because of a bug in BASIC, it may be necessary to type *RUN* and [ENTER] twice on Listings 2 and 3.



16K
ECB

180.....0236
END....0710

```

10 CLS
20 PRINT "          +DR. AVALOE+"
30 PRINT "          *****"
40 PRINT
50 PRINT "          RULES:"
60 PRINT "1.'*' REPRESENTS YOU."
70 PRINT "2.REPLACE 'GO' WITH 'LO
OK'."
80 PRINT "3.TWO WORD COMMANDS. IN
A VERB-   NOUN FORMAT.EX: LOOK
DOOR"
90 PRINT "4.ALWAYS PROOFREAD."
100 PRINT "5.ALL WORDS MUST BE >3
LETTERS."
110 PRINT "6.REPLACE 'UP' WITH 'C
LIMB'."
120 PRINT "7. IF WALL HAS WORDS,US
E 'READ   WORDS',APLIES WITH A
NYTHING."

```

```

130 PRINT:INPUT"HIT ENTER";OP
140 CLS
150 PRINT "          +DR. AVALOE+"
160 PRINT "          *****"
170 PRINT:PRINT "          RULE
S:"
180 PRINT "8.DON'T DO STUPID THIN
GS.          EX: EAT DOOR"
190 PRINT "9.CAN'T CARRY OR PICK
UP THINGS   IN 1ST PROGRAM."
200 PRINT "10.FIND THE FIVE CLUES
TO HELP    YOU ESCAPE."
210 PRINT "11.THE CLUES WILL BE
NUMBERS.   YOU WILL HAVE TO DE
CIPHER     THEM TO GET OUT."
220 PRINT:INPUT"HIT ENTER";OP
230 CLS
240 PRINT "          +DR. AVALOE+"
250 PRINT "          *****"
260 PRINT:PRINT "          RULE
S:"
270 PRINT "12.SOME ROOMS HAVE DIF
FERENT     INSTRUCTIONS.FOLLOW
THEM ONLY  IN THAT ROOM."
280 PRINT "13.A SONG WILL ALWAYS
BE PLAYED  WHEN YOU LEAVE A RO
OM."
290 PRINT "14.IF YOU DON'T FOLLOW
SOME OF    THESE RULES,AN ERRO
R WILL     APPEAR."
291 PRINT:INPUT"HIT ENTER";TB:CL
S
292 PRINT "          *DR. AVALOE*"
293 PRINT "          *****"
294 PRINT "          BASIC THINGS"
295 PRINT:PRINT " THIS IS A TWO P
ROGRAM ADVEN- TURE THAT WAS DO
NE ON A 16K EX- TENDED BASIC MAC
HINE.IT TOOK  ABOUT A MONTH TO
COMPLETE."
296 PRINT " ONCE YOU LEAVE A ROOM
,YOU CAN- NOT GO BACK TO IT."
297 PRINT:INPUT"HIT ENTER";DP:CL
S
320 PRINT "          +DR. AVALOE+"
330 PRINT "          *****"
340 PRINT "          LOADING"
350 PRINT "          INSTRUCTIONS"
360 PRINT:PRINT "PRESS <ENTER> TO
BEGIN LOADING OF PROGRAM 1."
370 PRINT "IT IS A LONG PROGRAM I
N ASCII   FORMAT,SO BE PATIENT."
375 PRINT " ONCE LOADING IS START

```

(Scott Slomiany is a 16-year-old junior at Downer's Grove South High School in Downer's Grove, Ill. His school activities include soccer and music, as he is a bassoonist in the symphonic band. Scott plans a career in the entertainment field.)

ED, THE SCREEN WILL GO BLACK. AFTER LOAD-ING IS DONE, TYPE: RUN. THEN PRESS <ENTER>."

```
380 IF INKEY$="" THEN 380
390 CLS0:CLOAD
```

230....02BC	1130... 112B
440....0597	1360... 15C0
670....090C	1600...1AAB
900....0DA3	END... 1E74

Listing 2

```
10 CLEAR:PCLEAR1:CLEAR300
20 P$="POSITION:":CLS
30 PRINT" GOOD MORNING,I AM DR.
AVALOE. YOU ARE HERE FOR TESTI
NG.WE ARE TESTING YOU ON YOUR PHY
SICAL AND MENTAL QUALITIES.IF YOU
DON'T WANT TO TRY,I HAVE OTHE
R EXPERI-MENTS WHICH I COULD USE
A HUMAN SPECIMEN FOR.YOU JUST H
AVE TO GO THROUGH A LITTLE
40 PRINT" MAZE OF ROOMS.":PRINT@
45B,"HIT ANY KEY"
50 PLAY"V31T202L4C01L8A02L4D01A"
60 IF INKEY$<>"" THEN 100
70 PLAY"L8B02C01A02L4D01A"
80 IF INKEY$<>"" THEN 100
90 FJ=1:GOTO70
100 FOR X=1 TO 10
110 READ V$(X)
120 NEXT
130 DATA L00,OPE,CRA,JUM,CLI,WAL
,REA,HEL,TOU,LIS
140 FOR X=1 TO 10
150 READ N$(X)
160 NEXT
170 DATA D00,HOL,ROO,DIA,COI,WAL
,SAY,WOR,BOT,STA
180 XS=57
190 GOTO 240
200 CLS(0)
210 FOR X=0 TO 63:SET(X,31,1):SE
T(X,0,1):NEXT
220 FOR X=0 TO 31:SET(63,X,1):SE
T(0,X,1):NEXT
230 RETURN
240 GOSUB 200
250 Z=1
260 PRINT@XS,"*";
270 PRINT@24,"door";
280 PRINT@353,"c";:PRINT@385,"o"
;:PRINT@417,"t";
290 PRINT@171,"ho";:PRINT@203,"l
e";
300 GOSUB 1730
310 PRINTP$:PRINT"A ROOM WITH A
COT,HOLE,AND A DOOR THAT YOU'
```

```
VE JUST BEEN THROWN INTO."
320 GOSUB 1750
330 IF V1$=V$(1) AND N1$=N$(2) T
HEN PRINT"LOOK'S DEEP.":XS=205:G
OTO420
340 FOR X=2TO3STEP2
350 IF (V1$=V$(X) OR V1$="DOW")
AND N1$=N$(2) THEN PRINT"DOWN WE
GO.":GOTO430
360 IF N1$=N$(1) THEN PRINT"IT'S
LOCKED AND UNBREAKABLE.":XS=57:
GOTO420
370 IF V1$=V$(8) THEN PRINT"OLEH
A":GOTO 420
380 IF N1$="COT" THEN PRINT"IT'S
NAILED TO THE FLOOR AND UNBR
EAKABLE.":XS=418:GOTO420
390 IF N1$="FLO" OR N1$=N$(6) TH
EN GOSUB 1840
400 FOR X=1 TO 10:IF V1$=V$(X) O
R N1$=N$(X) THEN PRINT"YOU CAN'T
":GOTO420
410 NEXT:PRINT"??WHAT?":GOTO420
420 GOSUB 1730:GOTO240
430 PLAY"T10L405FP10E-P10DP10D-P
10L2C":Z=2
440 XS=136
450 GOSUB 200
460 PRINT@XS,"*";
470 PRINT@224,"d";
480 PRINT@256,"o";
490 PRINT@288,"o";
500 PRINT@320,"r";
510 FOR X=0 TO 50:SET(X,11,1):SE
T(X,24,1):NEXT:FOR E=50 TO 63:SE
T(E,24,1):NEXT
520 S=S+1:IF S=1 THEN GOSUB 1730
ELSE 550
530 CLS:PRINTP$;"A ROOM WITH DOO
R AND A WALL IN YOUR WAY.":PRIN
T"USE ARROW KEYS TO MOVE.BUT WAT
CHOUT FOR INVISIBLE CREATURES TH
ATCHASE YOU,SO BE AS QUICK AS YO
U CAN.":PLAY"T1004L4CP5FP20CP5FP
20E-P20DP20L1C":GOSUB 1730
540 GOTO 450
550 A$=INKEY$:IF A$="" THEN 550
560 PRINT@XS,CHR$(143+32);:IF A$
="^" THEN XS=XS-32
570 IF A$=CHR$(10) THEN XS=XS+32
580 IF A$=CHR$(9) THEN XS=XS+1
590 IF A$=CHR$(8) THEN XS=XS-1
600 PRINT@XS,"*";
610 IF XS<32 OR XS/32=INT(XS/32)
OR XS>364 OR(XS>160 AND XS<160+
26)THEN SOUND 50,50:CLS:PRINT"RA
N INTO AN ELECTRIC WALL!":GOTO1
820
620 IF XS=128+21 OR RND(70)<2 TH
EN CLS:PRINT"INVISIBLE MONSTER G
```

```

OT YOU.":GOTO1820
630 IF XS=195 OR XS=355 ORXS=227
OR XS=259 OR XS=291 OR XS=323 T
HEN CLS:PRINT"YAHHH!!A TRAP DOOR
!!!":GOTO650
640 GOTO 550
650 PLAY"05L4FP5CP504FP5C03P5L2F
"
660 XS=192+15
670 A$=INKEY$
680 GOSUB200
690 FOR X=173 TO 177
700 PRINT@X,CHR$(143);
710 NEXT
720 FOR X=192+13 TO 192+17:PRINT
@X,CHR$(143);:NEXT
730 FOR X=224+13TO224+17:PRINT@X
,CHR$(143);:NEXT
740 IF P=2 THEN PRINT@194,"stair
way"; ELSE PRINT@77,"water";:PR
INT@429,"water";
750 PRINT@XS,"*";
760 PRINT@224+12,"key1";:PRINT@1
60+17,"key2";
770 GOSUB 1730:PRINTP$:IF P=2 TH
EN PRINT"A STAIRWAY BY YOU AND 2
KEYS."ELSE PRINT"ON AN ISLAND,I
N THE MIDDLE OF A POOL OF WATER.
NEXT TO YOU ARE 2 KEYS."
780 GOSUB1750
790 IF V1$=V$(1) AND N1$="WAT" T
HEN PRINT"THERE ARE DEADLY FISH
SWIMMING ABOUT.":GOTO970
800 FOR X=4 TO 6:IF (V1$=V$(X) O
R V1$="INT") AND N1$="WAT" THEN
PRINT"YOU HAVE JUST BEEN EATEN."
:GOTO1820
810 IF V1$=V$(8) THEN PRINT"GET
RID OF A KEY.":GOTO970
820 IF V1$="THR" AND N1$="KEY" T
HEN PRINT"THE WATER IS DRAINED."
:P=2:GOTO970
830 IF V1$="DOW" AND N1$="STA" A
ND P<>2 THEN PRINT"MAN-EATING FI
SH HAVE JUST DINED ON YOU.":GOTO
1820
840 IF V1$="DOW" AND N1$="STA" A
ND P=2 THEN PRINT"SO EASY,HUH?":
GOTO980
850 IF V1$=V$(1) AND N1$="GRO" T
HEN PRINT"A SAYING.":GOTO970
860 IF (V1$=V$(1) OR V1$=V$(7))
AND N1$=N$(7) THEN PRINT"IT READ
S:LOOK AT THE KEYS.":GOTO970
870 IF V1$=V$(1) AND N1$="KEY" T
HEN PRINT"THEY BOTH HAVE WORDS O
N THEM.":GOTO970
880 IF (V1$=V$(1) OR V1$=V$(7))
AND N1$=N$(8) THEN PRINT"THEY BO
TH SAY:GET RID OF ME.":GOTO970

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890 IF V1$=V$(1) AND N1$="STA" T
HEN PRINT"IT GOES DOWN.":XS=160+
9:GOTO970
900 IF N1$=N$(6) THEN GOSUB 1840
910 FOR X=1 TO 10
920 IF N1$=N$(X) THEN 960
930 IF V1$=V$(X) THEN 960
940 NEXT
950 PRINT"??WHAT?":GOTO970
960 PRINT"YOU CAN'T DO THAT."
970 GOSUB1730:GOTO680
980 PLAY"05T5L2FL4EL2E-L6DD-C04L
2B"
990 XS=197
1000 GOSUB 200
1010 PRINT@160+16,"dia";:PRINT@1
92+16,"mon";:PRINT@224+17,"d";
1020 PRINT@XS,"*";
1030 PRINT@288+9,"lever";
1040 PRINT@52,"carpet";:PRINT@84
,"carpet";
1050 GOSUB1730
1060 PRINTP$:PRINT"STAIRWAY DISA
PPEARS WHEN YOU GETOFF OF IT.THE
RE IS A DIAMOND, LEVER,AND A C
ARPET HERE."
1070 GOSUB1750
1080 IF N1$="WAL" THEN PRINT"A S
AYING":XS=194:GOTO1240
1090 IF V1$=V$(1) AND N1$="LEV"
THEN PRINT"AH HA!! SOME WORDS!!"
:XS=267:GOTO1240
1100 IF (V1$=V$(7) OR V1$=V$(1))
AND N1$=N$(8) THENPRINT"THEY SA
Y:PULL ME,I DARE YOU TO.":XS=267
:GOTO1240
1110 IF V1$="PUL" AND N1$="LEV"
THEN PRINT"THE DIAMOND SPEAKS:TH
E CARPET!!":XS=192+15:GOTO1240
1120 IF V1$<>V$(1) AND N1$=N$(4)
THEN PRINT"THE ROOM COMES CRASH
ING IN ON YOU.":GOTO1820
1130 IF V1$="SIT" AND N1$="CAR"
THEN PRINT"YOU ARE RISING TO THE
ROOM.A HOLE OPENS UP.YOU ARE
NOW IN A NEW ROOM.":GOTO1250
1140 IFV1$=V$(1) AND N1$="CAR" T
HEN PRINT"INPRINTED WORDS:ITS OW
ND!":XS=51:GOTO1240
1150 IF (V1$=V$(1) OR V1$=V$(7))
AND N1$=N$(7) THEN PRINT"IT SAY
S:LOOK LEVER.":XS=193:GOTO1240
1160 IF V1$<>"SIT" AND N1$="CAR"
THEN PRINT"THE DIAMOND TURNS YO
U INTO FLAM-ING DEATH!":GOTO1820
1170 IF (V1$<>"PUL" OR V1$<>V$(1
)) AND N1$="LEV" THEN PRINT"YOU'
VE BEEN ELECTROCUTED!!":GOTO1820
1180 IF V1$=V$(1) AND N1$=N$(4)
THEN PRINT"IT'S VERY BIG!!":XS=2

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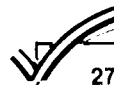
07:GOTO1240
1190 IF V1$="HEL"THENPRINT"TRY T
HIS BY YOURSELF.":GOTO1240
1200 FOR X=1TO10
1210 IF V1$=V$(X) OR N1$=N$(X) T
HEN PRINT"CAN'T.":GOTO1240
1220 NEXT
1230 PRINT"??WHAT??"
1240 GOSUB1730:GOTO 1000
1250 PLAY"T305L8C04AL4GL4EP505L8
C04AL4GL3EP1005L8EDL4C04AAL2A"
1260 XS=87
1270 GOSUB 200
1280 PRINT@166,"bot";:PRINT@198,
"tle";:IF OX=2 THEN PRINT@5,"doo
r";
1290 PRINT@224+22,"co";:PRINT@25
6+22,"in";
1300 PRINT@XS,"*";
1310 GOSUB 1730:PRINTP$:PRINT"TH
E CARPET GOES POOF,DEPOSITING YO
U IN A ROOM WITH A BOTTLE AND A
COIN.":GOSUB 1750
1320 IF N1$=N$(9) THEN XS=128+6
ELSE IF N1$=N$(5) THEN XS=245 EL
SE IF N1$=N$(6) THEN XS=193ELSE
IF N1$=N$(1) THEN XS=39
1330 IF V1$=V$(8) THEN PRINT"CHR
ISTEN A BOAT.":GOTO1480
1340 IF V1$=V$(1) AND N1$=N$(9)
THENPRINT"IT HAS A PIECE OF PAPE
R IN IT.":GOTO1480
1350 IF V1$="BRE" AND N1$=N$(9)
THEN PRINT"IT SHATTERS,REVEALING
A CLUE:          323":GOTO
1480
1360 IF V1$=V$(1) AND N1$=N$(5)
THEN PRINT"IT LOOKS LIKE A BUTTO
N.":GOTO1480
1370 IF (V1$="PUS" OR V1$="PRE")
AND N1$=N$(5) THEN PRINT"A DOOR
IS REVEALED.":OX=2:GOTO1480
1380 IF V1$=V$(1) AND N1$=N$(1)
THEN PRINT"IT SEEMS UNLOCKED.":G
OTO1480
1390 IF N1$=N$(5) THEN PRINT"UH
OH! THE ROOM IS BEING FILLED WIT
H MOLTEN LAVA!!":GOTO1820
1400 IF N1$=N$(6) THEN PRINT"THE
RE'S NOTHING ON IT AND IT'S HAR
D.":GOTO1480
1410 IF(V1$="PUL" OR V1$=V$(2))
AND N1$="DOO" THEN PRINT"ANOTHE
R ROOM!!":GOTO1490
1420 IF N1$="DOO" THEN PRINT"THE
WALLS CLOSE UP ON YOU.THEY DID
N'T LIKE THAT.":GOTO1820
1430 IF V1$="PUS" AND N1$=N$(1)
THEN PRINT"YOU HAVE TO PULL IT."
:GOTO1480
1440 FOR X=1 TO 10:IF V1$=V$(X)
OR N1$=V$(X) THEN 1470
1450 NEXT
1460 PRINT"??WHAT?":GOTO1480
1470 PRINT"SORRY, YOU CAN'T DO TH
AT!"
1480 GOSUB 1730:GOTO1270
1490 PLAY"V31T404L4CEABECB05C04E
C05C04F#D03A04FEC03A04L2CL4EC03A
GAL2A"
1500 XS=452
1510 GOSUB200
1520 PRINT@166,"dead";:PRINT@198
,"body";
1530 PRINT@320+18,"mag";:PRINT@3
52+18,"azi";:PRINT@384+19,"ne";
1540 PRINT@XS,"*";
1550 GOSUB1730:PRINTP$:PRINT"THE
DOOR DISAPPEARS.THERE IS A 'DE
AD' BODY AND A MAGAZINE.":GOSUB1
750
1560 IF N1$="BOD" THEN XS=128+8
ELSE IF (N1$="MAG"OR N1$="PA1")
THEN XS=352+17ELSE IF N1$="WAL"
THEN XS=257
1570 IF V1$="LOO" AND N1$="MAG"
THEN PRINT"IT IS A SPLUNKER MAGA
ZINE WITH 10 PAGES.":GOTO1700
1580 IF V1$="LOO" AND N1$="BOD"
THEN PRINT"IT IS A DEAD BODY.":G
OTO1700
1590 IF V1$="HEL" THEN PRINT"CHE
CK OUT THE PAGES.EX:PA1 MEANSPAG
E ONE.":GOTO1700
1600 IF N1$="PAB" THEN PRINT"A
CLUE:405,AND SOME WORDS:SEARCHTH
E BODY.":GOTO1700
1610 IF V1$="SEA" AND N1$="BOD"
THEN PRINT"THE BODY TALKS:I AM D
R. AVALOE'SLAST EXPERIMENT.LOOK
IN MY HAND.":GOTO1700
1620 IF V1$="LOO" AND N1$="HAN"
THEN PRINT"HE KNOCKS YOU OUT!!":
GOTO1710
1630 IF N1$="BOD" THEN PRINT"NOT
HING";:GOTO1700
1640 IF N1$="MAG" THEN PRINT"IT
WON'T BUDGE.":GOTO1700
1650 IF V1$="LOO" AND N1$<>"PAB"
THEN PRINT"NOTHING OF INTEREST.
":GOTO1700
1660 IF V1$="LOO" THEN PRINT"NOT
HING.":GOTO1700
1670 FOR X=1 TO 10:IF V1$=V$(X)
OR N1$=N$(X) THEN PRINT"YOU CAN'
T.":GOTO1700
1680 NEXT
1690 PRINT"??WHAT??"
1700 GOSUB1730:GOTO1510
1710 PLAY"T3L804A#DDA#L2A#F30L8D

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DA#A#DD#DCCCAL2A"
1720 CLS:PRINT"YOU ARE NOW READY
  TO START TAPE TWO.PRESS <<ENTER
  >> TO LOAD.":INPUT Y:CLS:CLOAD
1730 PRINT@458,"HIT ANY KEY";
1740 IF INKEY$="" THEN 1740 ELSE
  CLS:RETURN
1750 PRINT"WHAT DO YOU DO."
1760 INPUT Q$
1770 V1$=LEFT$(Q$,3)
1780 FOR T=(LEN(Q$)-2) TO 1 STEP
  -1
1790 IF MID$(Q$,T,1)=" " THEN N1
  $=MID$(Q$,T+1,3) ELSE NEXTT
1800 RETURN
1810 GOSUB1730
1820 PLAY"D4T4L8FP10F#P20GP10G#P
  30AP30B-P30L2BB-B"
1830 PRINT"YOU HAVE DIED A SORRO
  WING DEATH.I HOPE YOU HAD FUN,TH
  OUGH.":PRINT:PRINT"YOU WANT TO S
  TART ANOTHER GAME? (Y)ES OR (N)O
  .":INPUT Q$:IF Q$="Y" THEN 10 EL
  SE END
1840 PRINT"NOTHING":RETURN

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270....	0458
650....	09A3
920....	0EA1
1200....	1318
1510....	1934
END...	1E76

Listing 3

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10 XS=377:CLS
20 P$="CONTENTS:"
30 PRINT"          +DR. AVALOE+"
40 PRINT"          *****"
50 PRINT"          PROGRAM 2"
60 PRINT:PRINT"YOU CAN CARRY 1 I
  TEM NOW.BUT   WHEN YOU GET RID
  OF IT,IT DISAP-PEARS.REMEMBER AL
  L OTHER RULES. TYPE 'START' TO S
  TART PROGRAM  OVER.YOU CANNOT G
  O BACK TO PRO.1"
70 FOR T=1 TO 2:PLAY"V3103L8AL40
  4C03L8A04L4DC":NEXT
80 GOSUB1440
90 GOTO130
100 CLS:FORX=0TO31:SET(O,X,1):S
  ET(63,31-X,1):NEXT
110 FORX=0TO63:SET(X,31,1):SET(6
  3-X,0,1):NEXT
120 RETURN
130 GOSUB100
140 PRINT@128,"d";:PRINT@160,"o"
  ;:PRINT@192,"o";:PRINT@224,"r";
150 PRINT@18,"cabinet";:PRINT@20

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```

2,"couch";:PRINT@XS,"*";
160 GOSUB1440:PRINTP$:PRINT"A CA
  BINET,DOOR,AND COUCH.":GOSUB1470
170 IF N=1THEN XS=161ELSE IF N$=
  "CAB" THEN XS=53ELSE IF N$="COU"
  THENXS=236ELSE IF N$="KEY"THENXS
  =53
180 IF V=1ANDN$="CAB"AND K=0THEN
  PRINT"A KEY!!":GOTO340
190 IF N=3THENPRINT"NOTHING!":GO
  TO340
200 IF V=6AND N$="KEY"THEN K=1:P
  RINT"YOU HAVE THE KEY.":H$="KEY"
  :GOTO340
210 IF V$="UNL" AND N=1THENPRINT
  "IT WON'T OPEN.":GOTO340
220 IF V=1 AND N=1THENPRINT"IT'S
  LOCKED!":GOTO340
230 IF V=1 AND N$="COU"THEN PRIN
  T"IT OLD AND APPEARS COMFY.":GOT
  O340
240 IF N$="COU"THENPRINT"IT HAS
  YOU FOR DINNER.":GOTO1700
250 IF V=3 THEN PRINT"ATCH UT OR
  HE OUCH.":GOTO340
260 IF V$="BRE"AND N$="CAB"THEN
  PRINT"A MESSAGE:KDIOCOKR":GOTO34
  0
270 IF V$="KIC" AND N=1 THEN280E
  LSE310
280 FOR X=1 TO 20:SOUND100+X,5:P
  RINT@480+X,"POOOF!":NEXT
290 FOR X=1 TO 20:SOUND150+X,1:P
  RINT@480+X,"A NEW ROOM.":NEXT
300 GOTO350
310 IF V$<>"KIC"AND N=1THENPRINT
  "YOUR ELECTROCUTED!":GOTO1700
320 IF V=8ORN=3THEN340
330 GOSUB1660
340 GOSUB1440:GOTO130
350 CLS:FOR D=0 TO31:SET(23,D,1
  ):SET(35,31-D,1):NEXT
360 PRINT@13,"fan";:PRINT@12+32,
  "blade";
370 GOSUB1440
380 CLS
390 PRINT" THE DOOR DISAPPEARS.Y
  OU ARE   BEING SUCKED UP INTO A
  SPINNING FAN.EVERYTIME YOU MOVE
  UP A STEPYOU WILL ENTER A THREE
  LETTER  WORD."
400 PRINT"YOU WILL ENTER BY TYPI
  NG INTHE  LETTERS,ONE AT A TIME.
  THERE WILLBE A SOUND HEARD EVERY
  TIME YOU  HIT A KEY,WITH INCREAS
  ING PITCH.IF IT'S WRONG,YOU WILL
  BE TOLD  BY ANOTHER SOUND.THEN,
  START   OVER."
410 PRINT" IT IS AN ITEM THAT YO
  U MIGHT  HAVE.YOUR LAST WORDS P

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LEASE. "
420 INPUT W$: IF LEFT$(W$,2)="HE"
THENPRINT"DOORS AND CARS HAVE IT
."ELSE PRINT"SO LONG SUCKER."
430 FOR YX=1 TO 700:NEXT:CLS(0)
440 FOR D=0TO31:SET(23,D,1):SET(
35,31-D,1):NEXT
450 PRINT@13,"fan";:PRINT@44,"bl
ade";
460 XS=431
470 XS=XS-32:IF XS<48 THEN 630
480 PRINT@XS,"*";
490 A$=INKEY$:IF A$=""THEN490
500 SOUND 50,1
510 B$=INKEY$:IF B$=""THEN510
520 SOUND100,1
530 C$=INKEY$:IF C$=""THEN530
540 SOUND150,1
550 IF A$="K"AND B$="E"AND C$="Y
"THEN590
560 PLAY"T401L16C"
570 PRINT@XS,CHR$(128);
580 GOTO470
590 PRINT"YOU DID IT!!*";:PLAY"0
3T3L8CL4FAL4.AL8G#L4AFFP5L8CL4FA
AG#AL2F"
600 PLAY"P5L8CL4FAL4.AL8G#L4A04C
C"
610 PLAY"L803A04CL4DC03AGAL1.A"
620 GOTO640
630 CLS:PRINT"YOU BEEN CHOPPED U
P TO LUNCH BAGSIZE.":GOTO1700
640 PRINT"AS USUAL, YOU'RE ZAPPED
INTO ANOTHER ROOM."
650 FOR T=1 TO 5000:NEXT
660 GOSUB100
670 PRINT@14,"door";:IF AU=0THEN
PRINT@84,"armour";
680 PRINT@XS,"*";:PRINT@490,"but
ton";:IF MA=1 THEN PRINT@32,"mag
net";
690 GOSUB1440:PRINTP$:PRINT"A DO
OR,A BUTTUN";:IF AU=0THENPRINT",
ARMOUR";
700 IF MA=1THENPRINT",AND A M
AGNET"
710 PRINT".":GOSUB1470:IF N=1THE
NXS=48ELSE IF N$="ARM"THENXS=96+
22ELSE IF N$="BUT"THENXS=460
720 IF V=1AND N$="ARM"THENPRINT"
LOOK'S LIKE YOUR SIZE.":GOTO860
730 IF V=1AND N$="DOO"THENPRINT"
A CLUE:216.AND IT'S UNLOCKED.":G
OTO860
740 IF V$="OPE"AND N=1THENPRINT"
BLOOD COMES POURING IN THE ROOM,
DROWNING YOU!":GOTO1700
750 IF V=3THENPRINT"I DON'T REAL
LY KNOW.":GOTO860
760 IF V=1AND N$="BUT"THENPRINT"

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IT'S A NORMAL BUTTON.":GOTO860
770 IF V=2AND N$="BUT"THENPRINT"
A MAGNET APPEARS,FULLY CHARGED!"
:IF AU=1THEN PRINT"UH OH.YOUR AR
MOR IS STUCK TO THEMAGNET AND YO
U CAN'T GET OUT. TOUGH LUCK.":
GOTO1700
780 IF V=1AND N$="MAG"THENPRINT"
YOU SEE A PASSAGE.DO YOU GO IN
IT.":INPUT AP$:IF MID$(AP$,1,1)=
"Y"THEN 870ELSE 860
790 IF V<>1 AND N$="MAG"THENPRIN
T"THE WALLS CLOSE IN,SMASHING YO
U.":GOTO1700
800 IF N$="BUT"THEN MA=1
810 IF N=3 THEN PRINT"NOTHING":G
OTO860
820 IF V=6 AND N$="ARM" AND H$="
"THENPRINT"YOU HAVE IT ON.":H$="
ARM":AU=1:GOTO860
830 IF V=8THEN 860
840 IF V=2AND N$="BUT"THEN860
850 GOSUB1660
860 GOSUB1440:GOTO660
870 PLAY"V15T301L8G02L4.CL8GL4.F
L8CE-FL8.DO1L16B-02L4.C"
880 PLAY"V2002L8GL4.B-L8AB03C02L
8.AL16FL2G"
890 PLAY"V2502L8F10G8-03DL8.CL16
02GL4.GL803C02G03CL8.DL1602GL2GL
8FGA-B-L8.GL16E-L8FGL8.E-L16V31B
-03L2.C"
900 PRINT"GOOD CHOICE.":FOR T=1
TO 500:NEXT
910 '
920 XS=420
930 GOSUB100
940 PRINT@13,"door";
950 PRINT@XS,"*";
960 GOSUB1440:CLS:PRINTP$:PRINT"
A ROOM WITH A DOOR."
970 PRINT"NO MORE SECRET PASSAGE
.":GOSUB1470
980 IF N=1THENXS=45
990 IF V=3THENPRINT"I WILL GIVE
YOU A CLUE:116":GOTO1060
1000 IF V=1AND N=1THENPRINT"IT I
S UNLOCKED.":GOTO1060
1010 IF V=2AND N=1THENPRINT"ANOT
HER ROOM.":GOTO1070
1020 IF V$="KIC"AND N=1THENPRINT
"MY AREN'T WE VIOLENT.":IF RND(3
)<2THENPRINT"YOU BROKE YOUR ANKL
E AND ANOTHERINVISO-MONSTER EATS
YOU":GOTO1700
1030 IF (V$="OPE" OR V$="KIC")AN
D N=1THENPRINT"ANOTHER ROOM.":GO
TO1070
1040 IF V$="SME"AND N=1THENPRINT
"YOU WIN THE SECRET WORD!!IT IS:

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POWER":GOSUB1740:GO
TQ1060
1050 GOSUB1660
1060 GOSUB1440:GOTO930
1070 XS=418:PLAY"V31Q3L4AL2AL4EA
L2BED4L4C#03B04C#DL2C#03B"
1080 GOSUB100:PRINT@482,"door";:
PRINT@237,"coffin";:PRINT@XS,"*"
;
1090 GOSUB1440
1100 PRINTP$:PRINT"A DOOR AND A
COFFIN.":GOSUB1470
1110 IF N=1THENXS=450ELSE IF N$=
"COF"THEN XS=271
1120 IF (V$="SIT" OR V$="LAY" OR
V$="SLE") AND N$="COF" THEN PRI
NT"THE COFFIN CLOSES ON YOU!!WAT
CH THIS...":GOTO1200
1130 IF V=1 AND N=1THENPRINT"IT'
S NOW LOCKED AND GETTING HOT.":G
OTO1190
1140 IF V<>1 AND N=1 THEN PRINT"
WDW!! IT'S HOT":GOTO1190
1150 IF V=8THEN1190
1160 IF V=1AND N$="COF"THENPRINT
"IT'S EMPTY AND VERY SOFT.":GOTO
1190
1170 IF V$="HEL"THENPRINT"TAKE A
REST IN THE COFFIN.":GOTO1190
1180 GOSUB1660
1190 GOSUB1440:GOTO1080
1200 FOR TN=1TO1000:NEXT:GOSUB10
0:PRINT@450,"door";
1210 FOR T=237 TO 224STEP-1:PRIN
T@T,"coffin";:PRINT@T+7,CHR$(128
);:SOUND T-100,1:NEXT
1220 PRINT@224,"offin";:PRINT@22
4+6,CHR$(128);:PRINT@224,"ffin";
:PRINT@224+5,CHR$(128);
1230 PRINT@224,"fin";:PRINT@228,
CHR$(128);:PRINT@224,"in";:PRINT
@227,CHR$(128);:PRINT@224,"n";:P
RINT@226,CHR$(128);:PRINT@224,CH
R$(128);:PRINT@225,CHR$(128);
1240 INPUT"WASN'T THAT NEAT,HUH"
;RT$:IF LEFT$(RT$,1)="N"THEN PRI
NT"FINE,A MAN-EATING SOUP CAN
DEVOURS YOU.DID YOU LIKE THAT
":INPUT RT$:IF LEFT$(RT$,1)="N"
HEN PRINT"I'M GETTING RID OF THI
S PROGRAM.":NEW
1250 INPUT"ONE MORE TIME,WAS IT
GOOD.":RT$:IF LEFT$(RT$,1)="Y" T
HEN PRINT"YOU ARE ALIVE.":GOTO12
80
1260 PRINT"ARE YOU SURE(Y/N)":IN
PUT RT$:IF RT$="Y" THEN PRINT"TH
IS POGRAM IS NOW OUT OF THE CO
MPUTER.":NEW
1270 PRINT"OKAY,LET'S START OVER

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NOW.":GOSUB1440:GOTO10
1280 CLS:PRINT"THE COFFIN DISAPP
EARS AND YOU ARE NOW STANDING
FACE TO FACE WITH";:PLAY"t502V
31L4FP20L8F03L1C":PRINT" doctor
avaloe."
1290 PRINT" HE SAYS:THERE IS AN
ELETRONIC BARRIER BETWEEN US.DO
N'T TRY HURTING ME.I WILL GIV
E YOU A CLUE.IT IS 518.YOU HA
VE UNTIL THE TIMER EQUALS 5000
TO SOLVE THE MESSAGE."
1300 PRINT" I WILL THE COME BAC
K TO HEAR THE WORD.":GOSUB1440
1310 CLS:TIMER=0:PRINT@64,"THE T
IMER NOW SAYS:"
1320 TI=TIMER
1330 IF TI>5000THEN PRINT@96,"50
00":GOTO1360
1340 PRINT@96,TI
1350 GOTO1320
1360 PRINT"THE SECRET WORD PLEAS
E."
1370 INPUT SE$:IF SE$="POWER" TH
EN PRINT"GOOD WORK.WE WILL RELEA
SE YOU.":GOSUB1740:GOTO1430
1380 PRINT"GOOD! I NEED SOMEONE
ELSE FOR EXPERIMENTS.THE DR. T
URNS YOU INTO ";:ON RND(3)GOSU
B1400,1410,1420
1390 GOTO1700
1400 PRINT"A PIANO.":RETURN
1410 PRINT"A MICROWAVE OVEN.":RE
TURN
1420 PRINT"A BOWL OF BODY BUDDIE
S.":RETURN
1430 PRINT"YOU HAVE DONE IT.GOOD
JOB.":GOTO1710
1440 PRINT@458,"HIT ANY KEY";
1450 IF INKEY$=""THEN1450ELSE CL
S
1460 RETURN
1470 PRINT@96,"WHAT DO YOU DO"
1480 V=0:N=0
1490 N=0:V=0
1500 INPUT Q$
1510 V$=LEFT$(Q$,3)
1520 FORT=(LEN(Q$)-2)TO1STEP-1
1530 IF MID$(Q$,T,1)=" "THEN N$=
MID$(Q$,T+1,3)ELSE NEXTT
1540 IF V$="LOO"THEN V=1ELSE IF
(V$="PUS"OR V$="PRE" OR V$="PUL"
OR V$="MOV")THEN V=2ELSE IF V$="
HEL"THEN V=3 ELSE IF V$="CLI"THE
N V=4 ELSE IF V$="DOW"THEN V=5
1550 IF (V$="GET"OR V$="TAK"ORV$
="KEE")THEN V=6ELSE IF (V$="LEA"
OR V$="DRO") THEN V=7
1560 IF V$="INV" THEN V=8
1570 IF N$="DOO"THEN N=1ELSE IF

```

```

N$="STA" THEN N=2ELSE IF N$="WAL
"THEN N=3ELSE IF N$="WAT"THEN N=
4
1580 IF V<>8THEN1610
1590 IF H$=""THENPRINT"NOTHING"E
LSE IF H$="BOT"THENPRINT"BOTTLE"
ELSE IF H$="KEY"THEN PRINT"KEY"E
LSE IF H$="PAP"THEN PRINT"PAPER"
ELSE IF H$="BAR" THEN PRINT"BAR"
1600 IF H$="ARM"THEN PRINT"YOU'R
E WEARING ARMOUR."
1610 '
1620 IF V$="STA" THEN 10
1630 IF V=7THEN H$="":PRINT"YOU
GOT RID OF IT."
1640 IF N=3THENXS=64:PRINT"NOTHI
NG"
1650 RETURN
1660 ON RND(3) GOTO 1670,1680,16
90
1670 PRINT"??WHAT??:RETURN
1680 PRINT"YOU CAN'T.":RETURN
1690 PRINT"CAN'T.":RETURN
1700 PRINT"YOU DIED A SORROWING
DEATH."
1710 PRINT"WANT TO TRY AGAIN(Y/N
)":INPUT YN$:IF YN$="Y" THEN 10
1720 PRINT"CHICKEN":PLAY"01L2FC"

```

```

1730 END
1740 PLAY"T3V3104L4DL8.C#03L16BL
4.AL8GL4F#EL4.DL8"
1750 PLAY"L8ABBBBBBP20B04C#C#C#C#
C#P20C#L1D"
1760 FOR E=1TO2:PLAY"L804P15DDC#
03BAL8.AL16GL8F#":NEXT
1770 PLAY"L803F#F#F#L16F#GL4.AL1
6GF#L8EEEL16EF#L4.G"
1780 PLAY"L1803F#EL8D04L4D03L8BL
8.AL16GL8F#GL4F#EL2D"
1790 RETURN
1800 THE WORDS SYMBOLS
1810 -----
1820 LOO          1
1830 PUS,PUL,MOV 2
1840 HEL          3
1850 CLI          4
1860 DOW          5
1870 GET,TAK,KEE 6
1880 LEA,DRO      7
1890 INV          8
1900 -----
1910 DOO          1
1920 STA          2
1930 WAL          3
1940 WAT          4

```

RAINBOW CHECK INFORMATION

To use the *RAINBOW CHECK*, type in the program, *CSAVE* it for future use, then type in the command *RUN* and press *ENTER*. Once the program has run, type *NEW* to remove it from that area into which you will be keying programs.

Now, whenever you press the down arrow, CoCo will give you the hexadecimal number of bytes in memory. This is to check against the numbers printed in *The Rainbow Book of Adventures*. If your number is different, check the listing carefully to be sure you typed in the proper BASIC program code.

As the hexadecimal number appears in the upper-left corner of the monitor screen, you may want to clear the screen and press the spacebar five or six times to move the cursor out of the way for easy reading. The *RAINBOW CHECK* counts spaces, too, follow the spacing just as it appears in the magazine.

Here's the program:

```
10 CLS:IF PEEK(116)=127 THEN X=32688 ELSE X=16304
20 CLEAR 25,X-1
30 IF PEEK(116)=127 THEN X=32688 ELSE X=16304
40 FOR Z=X TO X+77
50 READ Y:W=W+Y:PRINT Z,Y;W
60 POKE Z,Y:NEXT
70 IF W=5718 THEN 80 ELSE PRINT "DATA ERROR":STOP
80 EXEC X:END
90 DATA 182, 1, 106, 167, 141, 0, 68
100 DATA 134, 126, 183, 1, 106, 190
110 DATA 1, 107, 175, 141, 0, 57, 48
120 DATA 141, 0, 4, 191, 1, 107, 57
130 DATA 129, 10, 38, 44, 52, 22, 220
140 DATA 27, 147, 25, 142, 4, 0, 141
150 DATA 6, 31, 152, 141, 2, 32, 25
160 DATA 52, 2, 68, 68, 68, 68
170 DATA 141, 4, 53, 2, 132
180 DATA 15, 129, 9, 46, 4, 139, 112
190 DATA 32, 2, 139, 55, 167, 128, 57
200 DATA 53, 22, 126, 0, 0
```



**Deed Of The
York**

Chris Harland

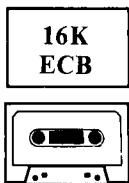
It was a day mixed with sadness and excitement when the reading of your grandfather's will finally arrived. William T. York, even though he was your grandfather, was a mean and Scrooge-like man who had become a recluse in his final years. No one knew very much about him except that he was the richest man in Grande Prairie.

The family was very interested in learning the contents of the will because all of William's assets were tied up in the York Hotel — the biggest and most beautiful hotel in Canada. And, to make this day more interesting, both sides of the family, the Yorks and the Chomiuks, had been feuding for years and both were extremely poor.

As characteristic of your nasty, conniving grandfather, his will stated that he hid the deed of the York Hotel somewhere in his old, abandoned summer home located on the outskirts of Grande Prairie. Whoever finds the deed first inherits the fortune!

You must enter the house, which is filled with clues, traps and ghosts and find the deed before the Chomiuks do or your family will disown you.

Surprise and spine-chilling terror await you after you *PCLEAR 1* and load this great adventure.



15	0301	115	1C3B
34	07F7	131	21F4
59	0C82	147	26BF
79	1117	160	2CD6
97	1694	END	31B4

The listing:

```

0  "THE DEED OF THE YORK"  BY C
CHRIS HARLAND - 4 DAVIDSON CRES.,
REGINA, SASK., CANADA
1  A$=CHR$(128)
2  CLSO
3  PRINT@70,"the"+A$+"deed"+A$+"o
f"+A$+"the"+A$+"york";
4  PRINT@134,"a"+A$+"game"+A$+"of
"+A$+"adventure";
5  PRINT@192+15,"by";
6  PRINT@266,"DWIGHT LOGAN";
7  PRINT@326,"modified"+A$+"for"+
A$+"the"+A$+"80c";

```

(Chris Harland is a bilingual high school student in the "Great White North" [Regina, Saskatchewan, Canada]. Some of his interests include sports, money, computers and rock music. Chris wishes to thank Dwight Logan and Gerald Nunn, whose initiative and help respectively ensured the program's creation.)

```

8  PRINT@384+14,"by";
9  PRINT@458,"CHRIS HARLAND";
10 FOR X=1 TO 4:SCREEN 0,1:FOR T
=1 TO 12:PLAY"T255L25502V31;"+ST
R$(T):NEXT T:FOR Y=1 TO 25:NEXT
Y:SCREEN 0,0:FOR T=12 TO 1 STEP
-1:PLAY"L25502;"+STR$(T):NEXT T:
FOR Y=1 TO 25:NEXT Y:NEXT X
11 FOR X=1 TO 1500:NEXT X
12 DATA 83,72,65,75,69,83,80,69,
65,82,69
13 CLS
14 PRINT@6,"the deed of the york
":PRINT
15 PRINT"YOU ARE OUTSIDE OF AN O
LD HOUSE ON THE OUTSKIRTS OF GRA
NDE PRAIRIE. YOU KNOW THAT
INSIDE THE HOUSE THERE IS HIDD
EN THE DEED TO THE LAND THAT
THE YORK HOTEL IS ON!
16 PRINT:PRINT"IF YOU CAN FIND T
HAT DEED BEFORETHE CHOMIUKS DO,
YOU CAN SAVE YOUR FAMILY'S FOR
TUNE!"
17 PRINT@480,"PRESS ANY KEY TO C
ONTINUE";:IF INKEY$="" THEN 17 E
LSE CLS
18 PRINT@6,"the deed of the york
":PRINT
19 PRINT"DO YOU WISH TO FIND THE
DEED???"
20 PRINT"REMEMBER THAT THE HOUSE
IS SUPPOSED TO BE haunted!
!!!"
21 PRINT:PRINT"IF YOU ARE BRAVE
ENOUGH, THEN E N T E R
!!!"
22 PRINT:PRINT"THE DOOR WILL ONL
Y OPEN IF YOU SHOUT 'PIZZA'"
23 PRINT@480,"PRESS ANY KEY TO C
ONTINUE";:IF INKEY$=""THEN 23 EL
SE CLS
24 PRINT@6,"the deed of the york
":PRINT
25 PRINT"THESE ARE CLUES SCATTER
ED AROUNDTHE HOUSE TO HELP YOU F
IND THE MAGIC NECESSARY TO LOCA
TE THE DEED, BUT REMEMBER - TH
ERE IS ALSO DANGER!"
26 PRINT:PRINT"IF YOU FORGET WHE
RE YOU ARE, TYPE 'WHERE'"
27 PRINT@480,"PRESS ANY KEY TO S
TART";:IF INKEY$="" THEN 27
28 CLS
29 PRINT:INPUT"WHAT NOW";A$
30 IF A$="WHERE" THEN PRINT"YOU'
RE OUTSIDE AN OLD HOUSE, STUP
ID!":GOTO 29
31 IF RIGHT$(A$,5)="PIZZA" OR RI
GHT$(A$,7)="PIZZA" THEN 33

```

```

32 PRINT"YOU'RE A BIG COWARD, BU
T I DON'TBLAME YOU - REMEMBER, Y
OU CAN ALWAYS ENTER AGAIN BY T
YPING IN 'PIZZA'":END
33 IF DD1=0 THEN PRINT"THE DOOR
HAS SWUNG OPEN!":DD1=1
34 PRINT:PRINT:PRINT"INSIDE, THE
RE IS A HALLWAY WITH A VERY WORN
CARPET. THE HALL IS EMPTY EXCEP
T FOR A COATRACK. A DOOR IS TO
YOUR RIGHT AND ANOTHER TO
YOUR LEFT. A THIRD DOOR, MADE
OF GLASS, IS STRAIGHTAHEAD OF YO
U."
35 PRINT:PRINT"WHAT DO YOU WANT
TO DO";:INPUT A$
36 IF LEFT$(A$,5)="GLASS" THEN 9
7
37 IF A$="WHERE" THEN 34
38 IF A$="RIGHT" THEN 50
39 IF A$="LEFT" THEN 155 ELSE IF
RIGHT$(A$,6)="CARPET" THEN PRIN
T"THE ONLY REMARKABLE FEATURE OF
THE CARPET IS A LITTLE MESSAGE
UNDERNEATH WHICH SAYS: 'MADE B
Y LORD CHAMBERLAIN'S MEN'S SEWIN
G COMPANY-1605 '":GOTO 35
40 IF B$="WHERE" THEN 34
41 IF B$="RIGHT" THEN 50
42 IF B$="LEFT" THEN 155
43 IF A$="STRAIGHT" THEN 97
44 IF RIGHT$(A$,4)="DOOR" THEN 4
8
45 IF LEFT$(A$,3)="OUT" THEN PRI
NT"THE DOOR IS LOCKED BEHIND YOU
- YOU CAN'T GET OUT!":GOTO 35
46 IF RIGHT$(A$,8)="COATRACK" TH
EN 49
47 GOTO 35
48 PRINT"WHICH ONE?":GOTO 35
49 PRINT"IT'S JUST AN ORDINARY C
OATRACK WITH THE INITIALS 'W.S.
' CARVED IN IT.":GOTO 35
50 PRINT:PRINT"YOU ARE IN WHAT W
AS OBVIOUSLY THE LIVING ROOM.
IT CONTAINS A COUCH AND TWO EAS
Y CHAIRS, ALL OF WHICH ARE COVE
RED WITH DUSTY SHEETS. ON ONE WA
LL IS A LARGE FOLDING DOOR. ON
ANOTHER WALL IS A SMALLER SLID
ING DOOR."
51 PRINT"THERE IS ALSO A DOOR GO
ING LEFT."
52 PRINT:PRINT"WHAT WILL YOU DO
NOW";:INPUT C$
53 IF RIGHT$(C$,5)="COUCH" THEN
162
54 IF C$="WHERE" THEN 50
55 IF LEFT$(C$,7)="SLIDING" THEN
164
56 IF LEFT$(C$,7)="SMALLER" THEN
164
57 IF LEFT$(C$,5)="LARGE" THEN 6
9
58 IF LEFT$(C$,7)="FOLDING" THEN
69
59 IF RIGHT$(C$,6)="SHEETS" THEN
68
60 IF LEFT$(C$,4)="BACK" OR RIGH
T$(C$,4)="LEFT" THEN 34
61 IF RIGHT$(C$,4)="DOOR" THEN 1
69
62 IF RIGHT$(C$,5)="CHAIR" THEN
65
63 IF RIGHT$(C$,5)="COUCH" THEN
PRINT"ON THE RIGHT SIDE OF THE C
OUCH IS ENGRAVED: WILLIAM & ANN
E - 1582":GOTO 52
64 PRINT"DOESN'T SOUND GOOD TO M
E - TRY SOMETHING ELSE":GOTO 52
65 PRINT"NOTHING HAPPENS.":GOTO
52
66 PRINT"TO BE NOTHING OF INTERE
ST HERE.":GOTO 52
67 GOTO 64
68 PRINT"JUST A COUCH AND CHAIRS
":GOTO 52
69 PRINT:PRINT"YOU ARE IN WHAT M
UST HAVE BEEN THE DINING ROOM.
THERE IS A LONGOAK TABLE AND 8 C
HAIRS. 2 PICTURES AND A SW
ITCH ARE ON ONE OF THE WALLS.
STRAIGHT AHEAD IS A SWINGI
NG DOOR AND BEHIND YOU IS A FOLD
ING DOOR."
70 PRINT:PRINT"WHAT WILL YOU DO
NOW":
71 INPUT F$:IF LEFT$(F$,4)="TURN
" THEN 84
72 IF LEFT$(F$,8)="SWINGING" THE
N 85
73 IF F$="WHERE" THEN 69
74 IF RIGHT$(F$,5)="TABLE" THEN
77 ELSE IF RIGHT$(F$,8)="PICTURE
S" THEN 163 ELSE IF RIGHT$(F$,6)
="CHAIRS" THEN 79 ELSE IF LEFT$(
F$,4)="BACK" THEN 50
75 GOTO 80
76 PRINT"WHAT?":GOTO 70
77 PRINT"WHEN YOU TOUCH THE TABL
E, A TRAPDOOR IN THE FLOOR OPENS
. YOU FALL INTO A COMPLETELY
BARE BASEMENT. YOU CAN DO BU
T SHOUT FOR HELP. EVENTUALLY YO
U ARE SAVED, BUT BY THAT TIME
, THE"
78 PRINT"CHOMIUKS HAVE FOUND THE
DEED ANDYOUR FAMILY EXPELS YOU!
":END
79 PRINT"NOTHING HAPPENS. WHAT N

```

```

OW";GOTO 71
80 IF LEFT$(F$,7)="FOLDING" THEN
  50
81 IF RIGHT$(F$,7)="PICTURE" THEN
  N 163
82 IF RIGHT$(F$,4)="DOOR" THEN 8
3 ELSE IF RIGHT$(F$,6)="SWITCH"
THEN 84 ELSE 76
83 PRINT"WHICH DOOR";:GOTO 71
84 PRINT"LIGHT FILLS THE ROOM.":
GOTO 70
85 PRINT:PRINT"YOU ARE IN THE KI
TCHEN. THERE ARE DOORS TO YOUR
LEFT RIGHT, AND STRAIGHT AHEA
D. A SWINGING DOOR IS BEHIND YO
U. A CUPBOARD IS ON ONE WALL AN
D AN OLD ICEBOX IS AGAINST
ANOTHER."
86 PRINT:INPUT"WHAT WILL YOU DO"
;A$
87 IF LEFT$(A$,8)="SWINGING" THE
N 69 ELSE IF RIGHT$(A$,8)="SWING
ING" THEN 69 ELSE IF A$="WHERE"
THEN 85 ELSE IF RIGHT$(A$,6)="IC
EBOX" THEN 105 ELSE IF RIGHT$(A$
,8)="CUPBOARD" THEN 90 ELSE IF R
IGHT$(A$,4)="BACK" THEN 69
88 IF LEFT$(A$,5)="RIGHT" THEN 9
2 ELSE IF LEFT$(A$,4)="LEFT" THE
N 97 ELSE IF LEFT$(A$,8)="STRAIG
HT" THEN 99 ELSE IF A$="AHEAD" T
HEN 99 ELSE IF RIGHT$(A$,4)="DOO
R" THEN 91
89 PRINT"WHAT?":GOTO 86
90 PRINT"AH! BUT THE CUPBOARD IS
BARE, SAVE FOR ONE DUSTY OLD
GLASS. LOOK ELSEWHERE.":GOTO 8
6
91 PRINT"WHICH ONE WAS THAT AGAI
N?":GOTO 86
92 PRINT:PRINT"YOU ARE NOW OUTSI
DE ON THE BACK PORCH. THERE IS N
OTHING HERE. BESIDES, YOU KN
OW THE DEED IS IN THE HOUSE.
THE ONLY WAY TO GO BACK IS TH
E DOOR TO YOUR LEFT. SO WHAT
NOW";
93 INPUT K$
94 IF RIGHT$(K$,4)="BACK" THEN 8
5 ELSE IF RIGHT$(K$,4)="DOOR" TH
EN 85 ELSE IF K$="WHERE" THEN 92
95 IF RIGHT$(K$,4)="LEFT" THEN 8
5
96 PRINT"HUH?":GOTO 92
97 PRINT:PRINT"YOU'RE IN THE CEN
TRAL BALLROOM. A HUGE CHANDELIER
HANGS IN THE CENTER OF THE ROO
M. A BROWN DOORLEADS OFF TO YOUR
RIGHT. A GLASSDOOR IS BEHIND YO
U, AND ORNATE DOUBLE DOOR IS ON

```

```

YOUR LEFT. A SETTEE IS ALONG O
NE WALL. A"
98 PRINT"LARGE, WINDING STAIRCAS
E LEADS UPSTAIRS. A GREEN DOOR
IS NEAR THE STAIRCASE.":GOTO 10
7
99 PRINT"AS YOU OPEN THIS DOOR,
YOU JUST HAVE ENOUGH TIME TO SEE
THAT IT LEADS TO THE PANTRY BEF
ORE A DISEMBODIED ARM SWINGS
AN AXE ATYOU!! YOU ARE CUT!! YOU
STAGGER OUT ANOTHER DOOR BLEEDI
NG BADLY!WHICH OTHER DOOR - LEFT
OR RIGHT?";:INPUT L$
100 IF L$="LEFT" THEN 103
101 IF L$="RIGHT" THEN 104
102 PRINT"OOPS! YOU JUST DIED WH
ERE YOU STOOD!!!":END
103 PRINT"YOU STAGGERED INTO THE
CENTRAL BALLROOM AND BADLY BLE
D TO DEATH.":END
104 PRINT"YOU STAGGERED OUTSIDE,
WHERE SOMEONE HEARD YOUR SCR
EAMS AND TOOK YOU TO A HOSPITAL
. TRY THE HOUSE AGAIN TOMORROW!":
END105 PRINT"INSIDE THE ICEBOX
IS A ROLL OF PAPER. YOU UNROLL
IT AND READ: 'SHELVE ALL PLOTS
AS THE BARD WAVES HIS JAVELIN.
'"
106 PRINT"WHAT WILL YOU DO NOW?"
:GOTO 86
107 '
108 PRINT:INPUT"NOW WHAT";M$
109 IF LEFT$(M$,5)="GREEN" THEN
137 ELSE IF LEFT$(M$,5)="GLASS"
THEN 34 ELSE IF LEFT$(M$,5)="BRO
WN" THEN 85 ELSE IF RIGHT$(M$,6)
="SETTEE" THEN 115 ELSE IF LEFT$
(M$,6)="ORNATE" OR LEFT$(M$,6)="
DOUBLE" THEN 117 ELSE IF RIGHT$(
M$,9)="STAIRCASE"THEN119
110 IF RIGHT$(M$,5)="RIGHT" THEN
117 ELSE IF RIGHT$(M$,4)="LEFT"
THEN 85
111 IF RIGHT$(M$,2)="UP" OR RIGH
T$(M$,1)="U" THEN 119
112 IF RIGHT$(M$,10)="CHANDELIER
"THEN 121 ELSE IF RIGHT$(M$,4)="
DOOR" THEN 114 ELSE IF RIGHT$(M$
,8)="UPSTAIRS" THEN 119 ELSE IF
M$="WHERE" THEN 97
113 PRINT"TRY SOMETHING ELSE.":G
OTO 108
114 PRINT"WHICH DOOR":GOTO 108
115 PRINT"AS YOU TOUCH THE SETTE
, A PANEL OPENS IN THE CEILING A
BOVE YOU, AND A CARVED PUMPKIN F
ALLS ON YOUR HEAD!! YOU STAGGE
R AROUND IN A DAZE.":FOR I=1 TO

```

```

1000:NEXT I
116 PRINT"YOU COME AROUND AGAIN
AND YOU ARE IN A KITCHEN":FOR
I=1 TO 1500:NEXT I:CLS:GOTO 85
117 PRINT:PRINT"YOU HAVE ENTERED
THE STUDY. IN THE CENTER OF TH
E ROOM IS A LARGE, OLD DESK.
TWO DOORS LEAD OUT TO THE LEFT
AND TO THE RIGHT,AS WELL AS
AN ORNATE DOUBLE DOOR BEHI
ND YOU. ALONG THE WALL OPPOSIT
E YOU IS A BIG FIREPLACE."
118 GOTO 122
119 PRINT"AS YOU START UP, YOU H
EAR A LOUDWAILING NOISE!!":FOR I
=1 TO 1500:NEXT:PRINT:PRINT"SUDD
ENLY, A GHOST IN WHITE APPE
ARS AT THE TOP OF THE STAIRSAND
RUSHES DOWN AT YOU!!":FOR I=1 TO
2500:NEXT I
120 PRINT:PRINT"BEFORE IT CAN RE
ACH YOU, YOU SCREAM, AND YOU
RUN DOWN AND OUT IN PURE TERROR!!
! YOU REMAIN WHITE FOR THREE
DAYS - TOO LONG,AND YOUR FAMILY
DISOWNS YOU FOR NOT SAVING THEIR
LAND!!":END
121 PRINT"THE CHANDELIER IS VERY
OLD AND BEAUTIFUL, BUT EVERY T
IME YOU TRY TO REACH, TOUCH, O
R THROW ANYTHING AT IT, IT SWA
YS AWAY!":FOR I=1 TO 1000:NEXT:P
RINT"TRY SOMETHING ELSE":GOTO 10
8
122 PRINT:INPUT"WHAT DO YOU WANT
TO DO";N$:
123 IF RIGHT$(N$,4)="DESK" THEN
147 ELSE IF LEFT$(N$,4)="ORNA" O
R LEFT$(N$,4)="DOUB" THEN 97 EL
SE IF RIGHT$(N$,9)="FIREPLACE" TH
EN 149 ELSE IF LEFT$(N$,4)="LEFT
" THEN 127 ELSE IF LEFT$(N$,5)="
RIGHT" THEN 137 ELSE IF RIGHT$(N
$,4)="DOOR" THEN 126
124 IF N$="WHERE" THEN 117
125 PRINT"WHERE? WHAT? TRY AGAIN
!":GOTO 122
126 PRINT"WHICH DOOR?":GOTO 122
127 PRINT:PRINT"YOU ARE IN THE L
IBRARY. ALONG ONE WALL IS A SH
ELF OF BOOKS. ONE DOOR IS BEHI
ND YOU, AND A METAL PANEL IS N
EAR THE SHELF."
128 "
129 PRINT:INPUT"WHAT WILL YOU DO
NOW"; O$:IF O$="WHERE" THEN 127
130 RESTORE:FOR TT=1 TO 11:READ
N:W$=W$+CHR$(N):NEXT TT:IF RIGHT
$(O$,11)=W$ THEN 134
131 GOTO 151

```

```

132 IF LEFT$(O$,4)="BACK" THEN 1
17 ELSE IF RIGHT$(O$,5)="PANEL"
THEN 155
133 PRINT"NOTHING HAPPENS. TRY S
OMETHING DIFFERENT.":GOTO 129
134 PRINT:PRINT"ONE BOOK FLIES O
F THE SHELF AND FALLS IN THE MID
DLE OF THE ROOM!IT FALLS OPEN TO
A PAGE WHICH HAS INSERTED IN
IT THE DEED TO THE YORK!!!! YO
U HAVE SAVED THEFAMILY AND ARE N
OW A HERO!! YOU HAVE WON THIS GA
ME, BUT DO NOT"
135 PRINT"TELL ANYONE THE SECRET
S!!":END
136 GOTO 133
137 PRINT:PRINT"YOU ARE IN A MUS
IC ROOM. TO YOURRIGHT IS A GREEN
DOOR, AND BEHIND YOU IS A
RED DOOR. ON ONEWALL ARE PORTRAI
TS OF FAMOUS ENGLISH AUTHORS
AND PLAYRIGHTS. AGAINST ANOTHER
WALL IS A PIANO."
138 IF RIGHT$(M$,4)="BACK" THEN
34
139 PRINT:PRINT"WHAT NOW";:INPUT
P$:IF P$="WHERE" THEN 137 ELSE
IF LEFT$(P$,3)="RED" THEN 117 EL
SE IF LEFT$(P$,4)="GREE" THEN 97
ELSE IF RIGHT$(P$,4)="DOOR" THE
N 144 ELSE IF RIGHT$(P$,11)="PLA
YRIGHTS" OR RIGHT$(P$,7)="AUTHOR
S" THEN 146
140 IF RIGHT$(P$,5)="RIGHT" THEN
97
141 IF RIGHT$(P$,9)="PORTRAITS"
THEN 146
142 IF RIGHT$(P$,5)="PIANO" THEN
153
143 PRINT"WHAT? WHERE? WHO? TRY
SOMETHING DIFFERENT!":GOTO 139
144 PRINT"WHICH DOOR?":GOTO 139
145 PRINT"AH! YOU'RE THINKING NO
W!! BUT NOTHING HAPPENS. TRY S
OMETHING ELSE.":GOTO 139
146 PRINT"NOTHING HAPPENS. TRY S
OMETHING DIFFERENT.":GOTO 139
147 PRINT"THE ONLY THING ON OR I
NSIDE OF THE DESK IS AN OLD LIB
RARY CARD.NOTHING IS WRITTEN ON
THE CARD BUT '1600S'."
148 GOTO 122
149 PRINT"AS YOU APPROACH THE FI
REPLACE, A SUDDEN GUST OF WIND
BLOWS ASHES TOWARDS YOU. THE
ASHES SUDDENLY FORM INTO THE
SHAPE OF A HAND, WHICH GRABS
YOUR THROAT!! YOU STRUGGLE
AGAINST THE CHOKING SENSATION!
!":FOR I=1 TO 3000:NEXT I

```

```

150 PRINT"YOU STUMBLE BLINDLY BA
CKWARDS!!":FOR I=1 TO 1500:NEXT:
PRINT"THE CHOKING SENSATION ENDS
, AND THE HAND DISAPPEARS!!

```

```

    YOU FIND THAT YOU HAVE STU
MBLED BACK INTO THE BALLROOM!":F
OR I=1 TO 2500:NEXT:GOTO 97

```

```

151 IF RIGHT$(0$,4)="DOOR" OR RI
GHT$(0$,4)="BACK" THEN 117

```

```

152 GOTO 132

```

```

153 PRINT"AS YOU APPROACH THE PI
ANO, IT STARTS TO PLAY! ITS K
EYS ARE BEING STRUCK BY UNSEEN

```

```

    FINGERS!!":FOR I=1 TO 1500:NEXT
:PRINT"YOU RECOGNIZE THE TUNE!

```

```

IT IS 'AS YOU LIKE IT'.":FOR I=
1 TO 1600:NEXT

```

```

154 PRINT"THE MUSIC DIES AWAY.":
GOTO 139

```

```

155 PRINT:PRINT"YOU ARE IN A LON
G, NARROW, ENCLOSED PORCH.

```

```

A DOOR IS BEHINDYOU. ON ONE WALL
IS A METAL PANEL.ON THE OPP

```

```

OSITE WALL IS A MIRROR. IN THE M
IDDLE OF THE PORCH STANDS AN

```

```

OLD LAWN CHAIR WITH A NOVEL LYI
NG ON IT."

```

```

156 PRINT:PRINT"WHAT WILL YOU DO
NOW":INPUT A$:IF A$="WHERE" TH

```

```

EN 155 ELSE IF RIGHT$(A$,5)="PAN
EL" OR RIGHT$(R$,5)="PANEL" THEN

```

```

    127 ELSE IF RIGHT$(A$,4)="BACK"
OR RIGHT$(A$,4)="DOOR" THEN 34

```

```

ELSE IF RIGHT$(A$,6)="MIRROR" TH
EN 160

```

```

157 IF RIGHT$(A$,5)="CHAIR" THEN
    159 ELSE IF RIGHT$(A$,5)="NOVEL
" THEN 161

```

```

158 PRINT"NOTHING HAPPENS. DO SO
METHING DIFFERENT.":GOTO 156

```

```

159 PRINT"THE CHAIR FOLDS UP AND
PINCHES YOUR FINGER. OTHERWISE
, NOTHING HAPPENS.":GOTO 156

```

```

160 PRINT"AS YOU TOUCH THE MIRRO
R, FROM NOWHERE, A HUMMING SOU
ND STARTS, YOU RECOGNIZE THE TUNE
, AND YOU SING THE WORDS SOFTLY
TO YOURSELF: ' I'M HENRY

```

```

THE EIGHTH I AM '!":FOR I=1 TO 20
00:NEXT I:PRINT"BUT NOTHING ELSE
HAPPENS.":GOTO 156

```

```

161 PRINT"YOU OPEN THE BOOK, BUT
ALL THE PAGES ARE BLANK EXCEPT
FOR THE FIRST AND THE LAST. ON
THE FIRSTPAGE IS WRITTEN:

```

```

    THIS IS NOT 'A SUMMER'
S TALE' ON THE LAST PAGE IS WR
ITTEN: 'ALL'S WELL THAT ENDS
WELL':GOTO 156

```

```

162 PRINT"THE COUCH SHIFTS ASIDE
, AND AS IT DOES, A PANEL OPEN
IN THE WALL. AN ARROW SHOOTS

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FROM THE PANEL, AND NARROWLY MI
SSES YOU! A NOTE IS ATTACHED TO
THE ARROW.THE NOTE SAYS:":PRINT"

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```

DON'T MAKE MUCH ADD ABOUT
NOTHING.":GOTO 65

```

```

163 PRINT"AS YOU MOVE ONE OF THE
PICTURES,A NOTE FALLS OUT!! PRI
NTED ON THE NOTE ARE THE LINES
":PRINT" HE GOT A PIGLET,":PRIN

```

```

T" HE GOT A BIG MAC,":PRINT" BUT
WHEN HE LEARED,":PRINT"HE GOT H

```

```

ISTORICAL.":PRINT:PRINT"NOTHING
ELSE HAPPENS. WHAT WILL YOU D

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```

164 PRINT:PRINT"YOU'RE IN A SMAL
L, COZY ROOM WHICH PROBABLY W
AS THE DEN. AGAINST ONE WALL

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```

IS AN OLD TV SET. THE ONLY DO
OR IS THE ONE YOU CAME IN."

```

```

165 PRINT:PRINT"WHAT NOW";
166 INPUT A$:IF A$="WHERE" THEN

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```

    164 ELSE IF RIGHT$(A$,4)="T.V."
OR RIGHT$(A$,2)="TV" OR RIGHT$(A
$,10)="TELEVISION" THEN 168 ELSE

```

```

    IF RIGHT$(A$,4)="DOOR" OR RIGHT
$(A$,4)="BACK" OR LEFT$(A$,4)="B
ACK" THEN 50

```

```

167 PRINT"WHAT ARE YOU TRYING TO
DO???:GOTO 165

```

```

168 PRINT"JUST AN OLD, BROKEN TV
SET. BUT WAIT A MINUTE! WRITTEN
IN THE DUST ON THE TOP OF THE

```

```

SET ARE THE WORDS 'BOOKS ARE B
ETTER!":GOTO 165

```

```

169 PRINT"WHICH DOOR":GOTO 53
170 END

```



Dungeon Adventure

Steve Sherrard

Legend has it that there is a beautiful, happy land in the remote corner of the world, untouched by civilizations, war and evilness. Everyone in the kingdom lives in harmony and no one is poor. The king grants everyone's wishes and because of his love and unselfishness for the citizens, all the people have great loyalty and respect for him and his royal family.

It is a sad commentary, but true that everywhere in the world, evil surrounds goodness—it anxiously awaits any opportunity to infect every inch of the earth with vile corruption. Deep beneath this happy kingdom live a clan of ugly, iniquitous creatures called Groms. They dwell in chambers and tunnels filled with dirt, large spiders, rodents and minotaurs. The Groms thrive on evilness and strive to extinguish all happiness and merriment in the world. They detest the happy kingdom and after much planning, they realized the only way to stop the love and goodness in the kingdom was to get to its heart—the sweet princess.

The evil Groms bided their time until the greatest celebration of the year arrived in the kingdom—the king's birthday.

During the day, all the townspeople were very busy preparing for the evening's festivities which included delicious food, wine, singing and dancing. When evening came, everyone left their homes to celebrate in the center of town. The royal family danced and dined with the townspeople until suddenly, they heard growling and snarling so loud that even the houses and streets seemed to tremble. They looked toward the woods and to their horror, saw the ugly Groms, furry creatures with long arms that help them to run fast. The nails and teeth of the Groms were long and sharp and they salivated savagely at the mere glance at other living creatures.

All the townspeople screamed and scurried in all directions, bumping into one another, as the Groms ran through the crowd. The largest Grom picked up the princess, who was paralyzed with fear, then ran into the woods and down into the very bowels of the earth.

You, the bravest in the kingdom, must search the underground chambers and dungeons to find the helpless princess and bring her to safety. Be careful because evil surprises await you at each tunnel's turn.



32K ECB	180 ... 032E	4180 ... 2099
	760 ... 08F4	4999 ... 259F
	1120 ... 0D4F	7000 ... 295C
	1530 ... 1267	9310 ... 2E75
	1750 ... 168F	END ... 3358
	2120 ... 1B7E	

The listing:

```

1 *****
  ***** DUNGEON ADVENTURE *****
  ***** BY STEVE SHERRARD *****
  ***** 402 WEST SUMMIT *****
  ***** NORMAL, IL. 61761 *****
  ***** JULY, 1982. *****
  *****
10 CLEAR 1000
20 CLS:GOSUB 10000
30 DIM RM$(85),OB$(85),D(85,6),D$(6),F(10):MX=5:CA=0
40 FOR X=1TO6:READ D$(X):NEXTX
50 X=0
60 X=X+1:READ RM$(X):IF RM$(X)="
  END" THEN 80
70 FOR Y=1 TO 6:READ D(X,Y):NEXT

```

```

  Y:GOTO 60
  80 X=0
  90 X=X+1:READ OB$(X):IF OB$(X)="
  END" THEN NO=X-1:GOTO 100:ELSE R
  EAD I$,OB(X):OB#=OB#+I$:GOTO 90
 100 X=0
 110 X=X+1:READ I$:IF I$="END" TH
  EN 120 ELSE VB#=VB#+LEFT$(I$,3):
  GOTO 110
 120 CLS:OB(16)=-1:OB(17)=-1:CA=2
 130 YOU=1
 140 IF YOU=13 THEN GOSUB 9100
 141 IF YOU=15 THEN GOSUB 9200
 142 IF YOU=26 THEN GOSUB 9300
 143 IF YOU=11 AND F(7)=0 THEN GO
  SUB 9400
 145 PRINT"I AM ";
 150 PRINTRM$(YOU)
 160 PRINT"I CAN SEE: ":F=0
 170 FOR I=1 TO NO
 180 IF INT(OB(I))<>INT(YOU) THEN
  200
 190 PRINT"  "OB$(I):F=1
 200 NEXT:IF F=0 THEN PRINT"  NOT
  HING INTERESTING"
 210 PRINT"YOU CAN GO: "
 220 FOR I=1 TO 6
 230 IF D(YOU,I)<>0 THEN PRINT" *
  "D$(I);
 240 NEXT
 250 PRINT

```

(Steve Sherrard is a 14-year-old senior at University High School in Normal, Illinois. He is a self-taught computer hobbyist and plans to study computer engineering at the University of Illinois when he graduates. His friend, Michael Cradler, helped him with some of the ideas for his program.)

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260 PRINT STRING$(32,61);
270 INPUT"WHAT SHOULD I DO";I$
280 IF I$=""THEN270 ELSE IF I$="
LOOK" THEN CLS:GOTO 140
282 IF I$="QUIT" THEN END
284 IF I$="SAVE" THEN 7010
286 IF I$="LOAD" THEN 7070
300 IF LEFT$(I$,3)<>"INV"THEN 36
0
310 PRINT"I AM CARRYING:":F=0
320 FOR I=1TO NO
330 IF OB(I)=-1THENPRINT OB$(I):
F=1
340 NEXT:IF F=0 THEN PRINT"NOTHI
NG"
350 GOTO 260
360 IF LEFT$(I$,5)<>"SCORE"THEN
430
370 IF YOU=29 AND OB(12)=-1 THEN
PRINT"YOU HAVE ESCAPED WITH THE
PRINCESS.":PRINT"CONGRATU
LATIONS!! YOU WIN!!!":FORA=1TO10
:PLAY"V1505T255L255":FORX=1TO15:
PLAY"CDEACBV-":NEXTX:NEXTA::GOTO
9030
380 IF OB(12)=-1 THEN P=50 ELSE
P=0
390 PRINT"OUT OF 100 POINTS, YOU
HAVE: "P:GOTO 260
430 IF LEN(I$)=1 THEN 710
440 IF I$="HELP" THEN 800
450 SP=INSTR(I$,CHR$(32)):IF SP=
0 THEN PRINT"TRY USING TWO WORD
COMMANDS.":GOTO 260
460 V$=LEFT$(I$,SP-1):O$=MID$(I$
,SP+1)
470 A$=LEFT$(V$,3):B$=LEFT$(O$,3
)
500 IF A$="TAK" THEN A$="GET"
501 IF A$="LEA" THEN A$="DRO"
502 IF A$="LOO" THEN A$="EXA"
503 IF A$="UNL" THEN A$="DPE"
505 IF A$="GIV" THEN A$="DRO"
600 V=(INSTR(VB$,A$)+2)/3:IF V<1
THEN CLS:PRINT"SORRY, I JUST DO
N'T KNOW HOW TO":PRINTV$" ANYTHI
NG.":GOTO 140
610 O=(INSTR(OB$,B$)+2)/3:IF O<1
THEN CLS:PRINT"SORRY, I JUST DO
N'T SEE ANY ":PRINTO$" HERE.":GO
TO 140
700 IF LEN(I$)>1 THEN 1000
710 V=0:CLS:IF I$="N" AND D(YOU,
1)<>0 THEN YOU=D(YOU,1):GOTO140
720 IF I$="S"ANDD(YOU,2)<>0 THEN
YOU=D(YOU,2):GOTO 140
730 IF I$="E"ANDD(YOU,3)<>0 THEN
YOU=D(YOU,3):GOTO 140
740 IF I$="W"ANDD(YOU,4)<>0 THEN
YOU=D(YOU,4):GOTO 140
750 IF I$="U"ANDD(YOU,5)<>0 THEN
YOU=D(YOU,5):GOTO 140
760 IF I$="D"ANDD(YOU,6)<>0 THEN
YOU=D(YOU,6):GOTO 140
770 GOTO 1000
800 '
810 '
820 '
825 H=H+1
830 IF H=>6 THEN PRINT"THAT'S EN
OUGH HELP FOR NOW. YOU ARE SUPPO
SED TO USE YOUR BRAIN, NOT ASK F
OR HELP EVERY TIME YOU ARE IN TR
OUBLE.":GOTO 260
840 IF YOU=1 AND F(1)=0 THEN PRI
NT" TRY TAKING INVENTORY.":GOTO
260
850 IF YOU=7 AND OB(2)=-1 THEN P
RINT"THAT WHISKY COULD CALM ANYO
NE DOWN.":GOTO 260
855 IF YOU=29 THEN PRINT"TRY SCO
RE":GOTO 260
860 IF YOU=9 AND F(4)=0 THEN PRI
NT"LOOKS LIKE SOMEONE WAS TRYING
TO 'DIG' THEIR WAY OUT.":GOTO 2
60
865 IF YOU=31 AND F(8)<>1 THEN P
RINT"LIVE AND LET DIE":GOTO 260
870 IF YOU=11 THEN PRINT"LOOKS L
IKE YOU'LL HAVE TO FIND ANOTHER
EXIT.":GOTO 260
875 IF YOU=37 THEN PRINT"TRY 'CL
IMBING' SOMETHING.":GOTO 260
880 PRINT"TOUGH LUCK! JUST KEEP
TRYING!":GOTO 260
1000 F=0:IF OB(0)=YOU THEN F=1 E
LSE IF OB(0)=-1 THEN F=2
1002 ON V GOTO 1100,1200,1300,14
00,1500,1600,1700,1800,1900,2000
,2100,2200
1010 IF LEN(I$)=1 THEN PRINT"I C
AN'T GO THAT WAY!":GOTO 140
1020 PRINT"I DON'T UNDERSTAND WH
AT YOU ARE TELLING ME.":GOTO260
1100 '
1102 IF F=2 THEN PRINT"I ALREADY
HAVE IT!":GOTO 260
1104 IF F=0 THEN PRINT"I DON'T S
EE THAT HERE.":GOTO 260
1106 IF CA=>MX THEN PRINT"I CAN'
T CARRY ANYTHING ELSE!":GOTO 260
1110 '
1120 IF O=3 OR O=8 OR O=11 OR O=
13 OR (O>17 AND J<26) OR O=33 OR
O=27 THEN PRINT"DON'T BE RIDICU
LOUS!":GOTO 260
1125 IF O=4 THEN PRINT"I ACCIDEN
TLY CUT MYSELF PICKING IT UP. I
AM BLEEDING TO DEATH!!":FOR Z=1
TO 2000:NEXTZ:GOTO 9000

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1130 IF D=12 AND F(9)<>1 AND YOU
=28 THEN PRINT"PRINCESS IS AFRAI
D OF MOUSE AND WON'T COME DOWN."
:GOTO 260
1140 IF D=12 AND YOU=28 AND F(9)
=1 THEN PRINT"OK, YOU GOT HER.":
OB$(12)="THE PRINCESS":OB(12)=-1
:GOTO 260
1199 OB(0)=-1:PRINT"OK, I GOT IT
.":CA=CA+1:GOTO 260
1200 '
1205 IF D=7 THEN F(10)=0
1210 IF D=2 AND OB(2)=-1 AND YOU
=7 THEN PRINT"THE GUARD GRABS TH
E WHISKY AND LEAVES.":OB(2)=0:O
B(3)=0:OB(22)=7:F(3)=1:CA=CA-1:G
OTO 260
1215 IF D=29 AND YOU=28 THEN PRI
NT"THE MOUSE GETS CAUGHT IN THE
TRAP AND DIES.":OB(27)=0:OB(2
9)=28:CA=CA-1:F(9)=1:GOTO 260
1220 IF F=2 THEN PRINT"OK, I DRO
PPED IT.":CA=CA-1:OB(0)=YOU:ELSE
PRINT"I DON'T HAVE IT."
1299 GOTO 260
1300 '
1301 IF F=0 THEN PRINT"I DON'T S
EE IT HERE.":GOTO 260
1320 IF OB(8)=YOU AND OB(6)<>-1
THEN PRINT"SORRY, IT'S LOCKED":G
OTO 260
1340 IF OB(8)=YOU AND OB(6)=-1 TH
EN PLAY"V26L29T9":FORO=1TO5:FORT
=1TO12:PLAY"D"+STR$(O)+"N"+STR$(
T):NEXTT,O:PRINT"OK, IT'S OPEN":
OB$(8)="AN OPEN DOOR":F(6)=1:GOT
O 260
1399 PRINT"SORRY, IT DOES NOT OP
EN.":GOTO 260
1400 '
1401 IF F=0 THEN PRINT"I CAN'T C
LOSE ANYTHING THAT I CAN'T SEE
OR DON'T HAVE.":GOTO 260
1499 PRINT"I TRIED, BUT IT DOESN
'T CLOSE.":GOTO 260
1500 '
1501 IF F=0 THEN PRINT"I DON'T S
EE ANYTHING LIKE THAT AROUND HE
RE.":GOTO 260
1510 IF D=3 THEN PRINT"HE LOOKS
PRETTY MEAN.":GOTO 260
1520 IF D=4 THEN PRINT"IT'S APPE
ARS VERY SHARP.":GOTO 260
1530 IF D=5 THEN PRINT"IT'S A MA
P OF SOME TUNNELS.":GOTO 260
1540 IF D=11 THEN PRINT"IT LOOKS
HUNGRY.":GOTO 260
1560 IF D=15 THEN PRINT"TIME IS
RUNNING OUT.":GOTO 260
1565 IF D=32 THEN PRINT"IT'S A R

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ECENT ISSUE.":GOTO 260
1570 IF D=30 THEN PRINT"IT SAYS:
":PRINT"MADE IN THAILAND.":GOTO
260
1575 IF D=17 THEN PRINT"IT'S GET
TING SMALLER.":GOTO 260
1580 IF D=26 THEN PRINT"WRITING:
":PRINT"4.U.2. CLIMB":GOTO 26
0
1585 IF D=29 THEN PRINT"INSCRIPT
ION:":PRINT"NEVER-MISS CO.":G
OTO 260
1590 IF D=28 THEN PRINT"THEY'RE
VERY RUSTY.":GOTO 260
1595 IF D=12 THEN PRINT"SHE LOOK
S SCARED.":GOTO 260
1599 PRINT"NOTHING SPECIAL ABOUT
IT.":GOTO 260
1600 'LIGHT
1610 IF F=0 OR F=1 THEN PRINT"I
CAN'T LIGHT SOMETHING I DON'T HA
VE.":GOTO 260
1620 IF D=17 AND OB(16)=-1 AND OB
(17)=-1 AND YOU=1 THEN F(1)=1:PR
INT"YOUR CANDLE IS LIT":OB(19)=1
:GOTO 260
1630 IF D=7 AND YOU<>13 THEN PRI
NT"YOU CAN'T DO THAT YET.":GOTO
260
1640 IF D=7 AND YOU=13 THEN PRIN
T"YOUR LANTERN IS NOW LIT.":F(2)
=1:GOTO 260
1699 PRINT"NOTHING HAPPENED.":GOT
O 260
1700 '
1701 IF F=0 THEN PRINT"NOTHING L
IKE THAT HERE TO GO TO.":GOTO 26
0
1710 IF D=19 AND F(1)=1 THEN YOU
=2:GOTO 140
1720 IF D=22 AND F(3)<>1 THEN PR
INT"I SEE NO PASSAGE HERE.":GOTO
260
1730 IF D=22 AND F(3)=1 THEN YOU
=8:GOTO 140
1740 IF D=20 AND F(4)<>1 THEN PR
INT"I CAN'T GO INTO A BLOCKED TU
NNEL":GOTO 260
1750 IF D=21 AND F(4)=1 THEN 175
1 ELSE 1760
1751 FOR I=1 TO NO
1752 IF I=16 OR I=17 OR I=10 THE
N NEXT I
1753 IF OB(I)=-1 THEN PRINT"SOME
THING WON'T FIT.":GOTO 260
1754 YOU=10:GOTO 140
1760 IF YOU=27 AND D=23 AND F(5)
=1 THEN YOU=28:GOTO 140
1770 IF D=22 AND F(3)=1 AND YOU=
7 THEN YOU=8:GOTO 140

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1775 IF O=8 AND YOU=21 AND F(6)<
>1 THEN PRINT"I CAN'T, IT'S LOCK
ED.":GOTO 260
1780 IF O=8 AND YOU=21 AND F(6)=
1 THEN YOU=22:GOTO 140
1785 IF O=25 AND F(8)=1 AND YOU=
31 THEN YOU=34:GOTO 140
1799 PRINT"I TRIED, BUT COULDN'T
GO THERE.":GOTO 260
1800 '
1801 IF F=0 THEN PRINT"I DON'T S
EE ANYTHING LIKE THAT AROUND HE
RE.":GOTO 260
1810 IF O=2 THEN PRINT"I'M FEELI
NG A LITTLE DIZZY.":OB(2)=0:GOTO
260
1899 PRINT"I TRIED TO DRINK IT B
UT COULDN'T":GOTO 260
1900 '
1901 IF F=0 THEN PRINT"I DON'T S
EE IT HERE.":GOTO 260
1910 IF O=13 THEN PRINT"SIGN SAY
S:":PRINT"RETURN PRINCESS HERE T
O WIN.":GOTO 260
1920 IF O=32 THEN PRINT"THERE'S
A REVIEW FOR DUNGEON BY STEVE SH
ERRARD, IT SAYS:":PRINT"I LOVE D
IGGING HOLES IN DUNGEON.":GOTO 2
60
1999 PRINT"NOTHING SPECIAL":GOTO
260
2000 'DIG
2001 IF OB(1)<>-1 THEN PRINT"I N
EED A SHOVEL TO DIG.":GOTO 260
2010 IF YOU=9 AND OB(1)=-1 AND O
B(20)=9 THEN OB(20)=0:OB(21)=9:F
(4)=1:PRINT"THE HOLE IS NOW CLEA
RED.":GOTO 260
2099 PRINT"I TRIED, BUT NOTHING
HAPPENED.":GOTO 260
2100 'KILL
2110 IF OB(10)<>-1 THEN PRINT"I
NEED SOMETHING TO KILL WITH FI
RST.":GOTO 260
2120 IF O=11 AND OB(10)=-1 THEN
PLAY"V1502T255L255":FORX=1TO15:PL
AY"CDEACBV-":NEXTX:PRINT"YOU HA
VE KILLED THE MINOTAUR.":OB(11)=
0:F(5)=1:OB(23)=27:FORZ=1TO1000:
NEXT:GOTO 260
2130 IF O=27 AND OB(10)=-1 AND F
=1 THEN PLAY"T202L4CL8CL16CL4CL8
E-L16DL8DL16CL8CL16O1BL4O2C":PRI
NT"YOU MISSED THE MOUSE AND
ACCIDENTLY KILLED THE PRINCES
S!!YOU BLEW IT CHUM!!":FOR Z=1 T
O 2000:GOTO 9030
2140 IF O=24 AND F=1 AND YOU=31
THEN PLAY"V1503T205L255":FORX=1T
O15:PLAY"CV-":NEXTX:PRINT"YOU KI

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LLED THE SPIDER, BUT YOUR SWORD
WENT RIGHT THROUGH THE FLOOR
REVEALING A CAVE ENTRANCE.":OB(2
4)=0:OB(10)=34:F(8)=1:OB(25)=31:
CA=CA-1:GOTO 260
2199 PRINT"DON'T BE RIDICULOUS!"
:GOTO 260
2200 'CLIMB
2210 IF OB(26)<>-1 THEN PRINT"I
HAVE NOTHING TO CLIMB.":GOTO 260
2220 IF OB(26)=-1 AND YOU=37 THE
N YOU=36:GOTO 140
2299 PRINT"DON'T BE RIDICULOUS."
:GOTO 260
3000 '
3010 DATA NORTH,SOUTH,EAST,WEST,
UP,DOWN
4000 '
4010 DATA IN A DARK PIT,0,0,0,0,
0,0
4020 DATA IN A LONG HALL,0,1,6,3
,0,0
4030 DATA AT A TURN IN THE HALL,
0,4,2,0,0,0
4040 DATA IN A SMALL TUNNEL,3,5,
0,0,0,0
4050 DATA IN A ROUND ROOM,4,30,0
,0,0,0
4060 DATA AT A TURN IN THE HALL,
0,7,0,2,0,0
4070 DATA AT A GUARDS POST,6,0,0
,0,0,0
4080 DATA IN A SMALL PASSAGE,7,0
,0,9,0,0
4090 DATA IN A JAIL CELL,0,0,8,0
,0,0
4100 DATA IN A TIGHT TUNNEL,9,11
,0,0,0,0
4110 DATA IN A WIDE CORRIDOR,12,
20,0,0,0,0
4120 DATA IN A SMALL HALL,0,11,0
,13,0,0
4130 DATA IN A WINDY PASSAGE,0,0
,12,14,0,0
4140 DATA IN A LARGE CHAMBER,0,0
,13,15,0,0
4150 DATA LOST IN MAZE-LIKE PASS
AGES,0,16,14,0,0,0
4160 DATA IN A SLANTED PASSAGE,1
5,17,0,0,0,0
4170 DATA IN A BRIGHT ROOM,16,18
,0,29,0,0
4180 DATA IN A SLANTED PASSAGE,1
7,19,0,0,0,0
4190 DATA AT A DEAD-END,18,0,0,0
,0,0
4200 DATA IN A SMALL ROOM,11,21,
0,0,0,0
4210 DATA AT A DEAD-END,20,0,0,0
,0,0

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4220 DATA IN A OLD DUSTY CHAMBER
 ,21,23,0,0,0,0
 4230 DATA AT A LARGE INTERSECTIO
 N,22,26,25,24,0,0
 4240 DATA IN A STORAGE CHAMBER,0
 ,0,23,0,0,0
 4250 DATA IN A WEAPONS CHAMBER,0
 ,0,0,23,0,0
 4260 DATA ON A NARROW LEDGE,23,0
 ,0,27,0,0
 4270 DATA IN A VERY SMALL PASS,0
 ,0,26,0,0,0
 4280 DATA IN THE ROYAL CHAMBER,0
 ,0,27,0,0,0
 4290 DATA OUTSIDE THE DUNGEON,0,
 0,17,0,0,0
 4300 DATA IN A LONG CORRIDOR,5,3
 2,0,0,0,0
 4310 DATA IN A ROOM FULL OF COBW
 EBS,0,33,0,0,0,0
 4320 DATA AT THE END OF A CORRID
 OR,30,0,33,0,0,0
 4330 DATA IN A FOUL-SMELLING ROO
 M,31,0,0,32,0,0
 4340 DATA AT AN ENTRANCE TO A CA
 VE,0,0,41,35,31,0
 4350 DATA IN A LARGE STONE ROOM,
 0,38,34,36,0,0
 4360 DATA AT THE EDGE OF A PIT,0
 ,0,35,0,0,37
 4370 DATA IN A PIT,0,0,0,0,0,0
 4380 DATA IN A CURVING PASSAGE,3
 5,39,0,0,0,0
 4390 DATA IN A DAMP ROOM,38,0,0,
 40,0,0
 4400 DATA IN AN OLD FOOD STORAGE
 ROOM,0,0,39,0,0,0
 4410 DATA IN A MUSTY ROOM,0,42,0
 ,34,0,0
 4420 DATA IN A SUPPLY ROOM,41,0,
 46,43,0,0
 4430 DATA IN A DESCENDING PASSAG
 E,0,44,42,0,0,0
 4440 DATA IN A CRUDELY CARVED PA
 SSAGE,43,45,0,0,0,0
 4450 DATA AT A DEAD END,44,0,0,0
 ,0,0
 4460 DATA IN A JAGGED CORRIDOR,0
 ,47,0,42,0,0
 4470 DATA IN A LOW PASSAGE,46,49
 ,0,48,0,0
 4480 DATA AT THE EDGE OF A SMALL
 HOLE,0,0,47,0,0,50
 4490 DATA IN A STORE ROOM,47,0,0
 ,0,0,0
 4500 DATA IN A SMALL HOLE,0,0,0,
 0,48,0
 4999 DATA END
 5000 '
 5010 DATA A SHOVEL,SHO,37

5020 DATA A BOTTLE OF WHISKY,WHI
 ,5
 5030 DATA A DRUNKEN GUARD,GUA,7
 5040 DATA A SHARP KNIFE,KNI,8
 5050 DATA A MAP,MAP,13
 5060 DATA A KEY,KEY,19
 5070 DATA A LANTERN,LAN,21
 5080 DATA A LOCKED DOOR,DOO,21
 5090 DATA SPIKED SNEAKERS,SNE,24
 5100 DATA A SWORD,SWO,6
 5110 DATA THE DREADED MINOTAUR,M
 IN,27
 5120 DATA THE PRINCESS ON A CHAI
 R SCREAMING,PRI,28
 5130 DATA A SIGN,SIG,29
 5140 DATA MOLDY BONES,BON,15
 5150 DATA A WATCH,WAT,3
 5160 DATA MATCHES,MAT,0
 5170 DATA A CANDLE,CAN,0
 5180 DATA A BED,BED,28
 5190 DATA A STONE STAIRWAY,STA,0
 5200 DATA A CAVED IN HOLE,HOL,9
 5210 DATA A TIGHT TUNNEL,TUN,0
 5220 DATA A SMALL PASSAGE,PAS,0
 5230 DATA A SMALL OPENING,OPE,0
 5240 DATA A POISONOUS SPIDER,SPI
 ,31
 5250 DATA A CAVE ENTRANCE,CAV,0
 5260 DATA A LADDER,LAD,50
 5270 DATA A MOUSE,MOU,28
 5280 DATA RUSTY NAILS,NAI,49
 5290 DATA A MOUSETRAP,TRA,40
 5300 DATA ROPE,ROP,45
 5310 DATA A HAMMER,HAM,42
 5320 DATA AN ISSUE OF RAINBOW MA
 GAZINE,MAG,38
 5330 DATA A CHAIR,CHA,28
 5999 DATA END
 6000 '
 6010 DATA GET,DROP,OPEN,CLOSE,EX
 AMINE,LIGHT,GO ,DRINK,READ,DIG,K
 ILL,CLIMB
 6999 DATA END
 7000 '
 7010 GOSUB7130:OPEN"O",DV,"DATA"
 7020 PRINT#DV,YOU
 7030 FOR X=1 TO NO
 7040 PRINT#DV,OB(X)
 7050 NEXT X
 7060 CLOSE:CLS:GOTO 140
 7070 GOSUB7130:OPEN"I",DV,"DATA"
 7080 INPUT#DV,YOU
 7090 FOR X=1 TO NO
 7100 INPUT#DV,OB(X):NEXTX
 7110 IF EOF(DV)THEN CLOSE
 7120 CLS:GOTO 140
 7130 CLS:PRINT"INDICATE DEVICE T
 O BE USED:"
 7140 PRINT:PRINT" C - CASSETTE
 D - DISK"

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7150 PRINT:INPUT"YOUR CHOICE";DV
$
7160 IF DV$="D" THEN DV=1 ELSE I
F DV$="C" THEN DV=-1 ELSE 7150
7170 PRINT:PRINT"PRESS ANY KEY W
HEN THE DEVICE IS READY."
7180 IF INKEY$="" THEN 7180 ELSE
RETURN
8000 '
8010 '
8020 MID$(OB$,0*3-2,3)=" "
8030 RETURN
9000 CLS
9010 PRINT:PRINT
9020 PRINT"YOU ARE NOW DEAD"
9030 PRINT:PRINT"WOULD YOU LIKE
ANOTHER GAME ?";:INPUT Z$
9040 IF LEFT$(Z$,1)="Y" THEN RUN
ELSE END
9100 IF F(10)=1 THEN RETURN
9110 IF OB(17)=-1 THEN PRINT"YOU
R CANDLE HAS BURNT OUT COM
PLETELY."
9120 PRINT"I CAN'T SEE."
9125 PRINT"YOU BETTER ACT FAST B
EFORE I FALL INTO A PIT OR HO
LE AND GET KILLED."
9130 IF OB(17)=-1 THEN OB(17)=0:
CA=CA-1
9140 INPUT"WHAT SHOULD I DO";I$
9150 IF I$="" THEN 9150 ELSE IF
I$="LOOK" THEN 9120
9155 IF I$="LIGHT LANTERN" OR I$
="LIG LANTERN" OR I$="LIGHT LAN"
OR I$="LIG LAN" THEN IF OB(16)=
-1 AND OB(7)=-1 THEN PRINT"THE L
ANTERN IS NOW LIT":F(10)=1:GOTO
260:ELSE PRINT"I CAN'T":GOTO 914
0
9160 PRINT"I FELL INTO A HOLE BE
CAUSE I COULDN'T SEE WHERE I
WAS GOING.":FOR Z=1 TO 2000:NEXT
:GOTO 9000
9200 IF OB(5)<>-1 THEN PRINT"I G
OT LOST IN MAZE-LIKE TUNNELS AND
WANDERED AROUND UNTIL I DIED":F
OR Z=1 TO 2000:NEXT:GOTO 9000
9210 RETURN
9300 IF OB(9)=-1 THEN RETURN
9310 PRINT"I AM ON A NARROW LEDG
E OVER A DEEP CREVICE."
9320 FOR Z=1 TO 1000:NEXT
9325 V=32:FOR O=5 TO 1 STEP-1:FO
R N=6 TO 1 STEP -1
9326 V=V-1:PLAY"T200L1000"+STR$(

```

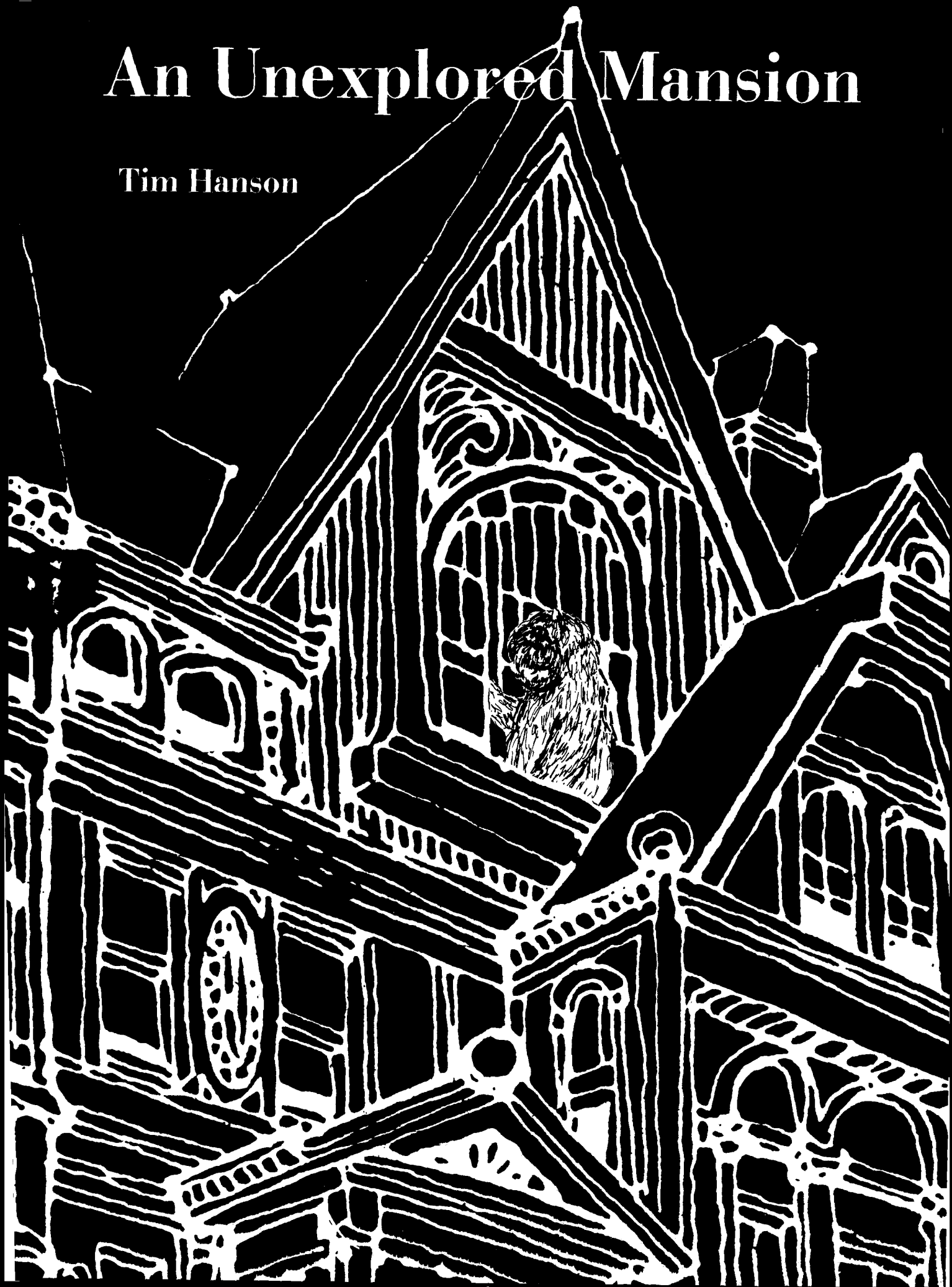
```

O)+"V"+STR$(V)+"N"+STR$(N):NEXT
N:NEXT O
9330 PRINT"OOPPS!! I SLIPPED AND
FELL!!":FOR Z=1 TO 2000:NEXT:GO
TO 9000
9400 PRINT"THE TUNNEL CAVES IN B
EHIND YOU.":OB(20)=11:F(7)=1:RET
URN
10000 T$(1)="* D U N G E O N *":
T$(2)="BY STEVE SHERRARD"
10010 FOR A=7 TO 167 STEP 32
10020 CLS:PRINT@A,T$(1):PLAY"T23
5L255V26CDEACBP1P1":NEXT A
10025 N=0
10030 FOR A=255 TO 231 STEP-1
10040 N=N+1:N$=MID$(T$(2),1,N)
10050 PRINT@A,N$:PLAY"01V20CDEAC
B":NEXT
10060 SCREEN 0,1
10100 PLAY"V26L29T9":FOR O=1 TO
5:FORT=1 TO 12:PLAY"O"+STR$(O)+"
N"+STR$(T):NEXTT,O
10105 FOR A=1 TO 1000:NEXT
10110 PRINT:PRINT:INPUT"NEED INS
TRUCTIONS (Y/N) ?";Z$
10120 IF LEFT$(Z$,1)<>"Y" THEN C
LS:RETURN
10130 CLS
10140 IN$(1)=" * D U N G E
O N *
THIS IS AN ADVENT
URE THAT TAKESPLACE IN A HUGE UN
DERGROUND DUNGEON. THE OBJEC
T IS TO FIND YOUR WAY THROUGH T
HE DUNGEON TO THE ROYAL CHAMB
ERS WHERE THE"
10150 IN$(2)="PRINCESS IS BEING
HELD CAPTIVE. USE 2-WORD COMMAND
S EXCEPT WHEN 1) SPECIFYING DIRE
CTION(N,E,S,W)2) SAVING OR LOADI
NG GAME FROM TAPE (SAVE/LOAD
) 3) LOOK AND INVENT
ORY "
10160 FOR A=0 TO LEN(IN$(1))-1
10170 PRINT@A,MID$(IN$(1),A+1,1)
10180 PLAY"T255L25503V15CEC"
10190 NEXT A
10200 B=A+1:N=1
10210 FOR A=B TO B+LEN(IN$(2))
10220 PRINT@A,MID$(IN$(2),N,1)
10230 PLAY"03V15CEC"
10240 N=N+1:NEXT A
10250 PRINT:INPUT"PRESS [ENTER]
TO START";Z$
10260 CLS:RETURN

```

An Unexplored Mansion

Tim Hanson



The day arrives when you finally have enough courage to leave the small town where you grew up. This dreary midwest town simply does not provide the career opportunities that a larger city has. It just seems that nothing is the same after college — your friends are all gone, your neighbors are nasty, and even your pet dog died.

So, you pack your belongings and drive out of town, not really knowing exactly where you are going. Many hours pass and you realize that you have been in such deep thought, you have not paid any attention to the direction in which you are driving. Your map is useless because you have no point of reference since you have been driving down desolate, country roads. You cannot even remember the last time a car passed, and there has not been a gas station or house for many miles.

Suddenly, a deer runs in front of your car and you swerve into a ditch. After making several attempts to drive out of the muddy trench, you climb out of the car and start walking down the narrow, country road. What a way to start off a new and exciting life, you think.

After walking nearly five miles you see a beautiful, old mansion and briskly walk toward it. As you approach it, you begin to wonder if anyone lives there because it looks so empty, lonely and isolated. Still, you know this mansion may be your only chance of getting help because you are tired and soon it will be dark.

When you knock on the door, no one answers, but you notice the door is unlocked. That's funny, you could swear you saw something pass in front of the living room window. Do you dare enter the *Unexplored Mansion* and see what... or who awaits you? If so, *POKE 25,6:POKE 26,1:NEW:CLOAD* and good luck!



16K
ECB

11.....	0379
27.....	0944
37.....	0E5F
50.....	141B
64.....	1988
74.....	1E68
85.....	2627
91.....	2B65
END ..	2FFD

```

1 POKE65495,0
2 CLEAR90
3 GOSUB96: CLEAR: DIM L$(31), A(31,
4), O$(29, 3), D(29): FORX=1TO31: REA
DL$(X): FORY=1TO4: READA(X, Y): NEXT
Y, X: FORX=1TO29: FORY=1TO3: READ O$
(X, Y): NEXT: READO(X): NEXT: FORX=1T
O4: READD$(X): NEXT: Z$=CHR$(128): Y
$=CHR$(8): L=25: FORX=1TO12: READT:
O$(9, 1)=O$(9, 1)+CHR$(T): NEX
4 CLS: PRINT"LOCATION: ";: IFL<240
RL>29THENPRINT"IN THE"ELSEPRINT"
OUTSIDE, "
5 PRINTL$(L): PRINT: PRINT"VISIBLE
OBJECTS: ": FORX=1TO29: IFO(X)=L T
HENPRINTO$(X, 1): NEXTELSENEXT
6 PRINT: PRINT"DIRECTIONS AVALIAB
LE: ": FORX=1TO4: IFA(L, X)<>L THENP
RINTD$(X);: NEXTELSENEXT
7 IFL=20RL=16ORL=30ORL=20THENPRI
NT"UP "ELSEIFL=8ORL=31ORL=19ORL=
15THENPRINT"DOWN "ELSEIFL=29ANDF
9=1THENPRINT"EAST "ELSEIFL=12AND
F5=1THENPRINT"DOWN "ELSEIFL=22AN
DF7=1THENPRINT"NORTH "
8 IFL=29ANDF8=0THENPRINT: PRINT"T
HE DOOR TO THE TOWER IS LOCKED."
9 PRINT: PRINTZ$;: B$=""
10 A$=INKEY$: IFL<LEN(B$)>25THENPRI
NTY$: GOTO9ELSE IFA$="" THEN11ELSEP
LAY"T255A": IFA$=CHR$(13) THENPRIN
TY$: GOTO18ELSE IFA$=Y$ANDB$="" THE
N11ELSE IFA$=Y$ THENB$=LEFT$(B$, LE
N(B$)-1): PRINTY$+Y$+Z$;: ELSEB$=B
$+A$: PRINTY$+A$+Z$;
11 IFB=1THEN15ELSEIFL<>22THEN10E
LSEIFM=1THEN10ELSEC=C+1: IFC<110T
HEN10ELSEC=0: K=K+1: IFK=4THENPRIN
TY$"THE MONSTER FINISHED YOU OFF
! YOU ARE NOW DEAD.": GOTO7SELS
EPRINTY$: Y=RND(3): ON Y GOTO12, 13
, 14
12 PRINT"BASH! THE MONSTER DEALS
A NASTY BLOW!": GOTO9
13 PRINT"KONG! SMASH! YOU'RE REA
LLY GETTING HURT BAD!": GOTO
9
14 PRINT"KERPOW! BONK! YOU'RE LO
SING CONSCIOUSNESS!": GOTO9

```

(Tim Hanson, currently a junior at Tartan Senior High in Oakdale, Minn., writes programs for a real estate company. He has written several programs for the Color Computer and is a member of a local Color Computer club.)


```

15 B1=B1+1:IFB1<150THEN10ELSEPRI
NTY$"KER-POOOOOWWW!!! THE BOMB G
DES OFF!":IFL=LL OR0(21)=99THEN
PRINT"YOU WERE TORN APART BY THE
      BOMB! THE BOMB WAS RIGHT N
EXT   TO YOU WHEN IT WENT OFF!":
GOTO75

```

```

16 0(21)=0:IFLL=5THENO$(24,1)="A
VERY BADLY DAMAGED SAFE. IT A
PPEARS THAT THE DOOR HAS BEEN J
ARRERD LOOSE.":FC=1:B=0:GOTO9

```

```

17 PRINT"THE BOMB WENT OFF, BUT
YOU DID NOT USE IT FOR THE RIGH
T      PURPOSE! NOW YOU WILL N
OT BE   ABLE TO FINISH THIS ADV
ENTURE.":B=0:IFLL=22THENO$(29,1)
="A BADLY DAMAGED MONSTER CORPSE
":M=1:GOTO9ELSE9

```

```

18 IFLEN(B$)=0THEN9ELSEIFLEN(B$)
>1THEN24ELSEIFB$="N"THENL=A(L,1)
ELSEIFB$="S"THENL=A(L,2)ELSEIFB$
="E"THENL=A(L,3)ELSEIFB$="W"THEN
L=A(L,4)ELSEIFB$="U"THENIFL=2THE
NL=15ELSEIFL=20THENL=8ELSEIFL=30
THENL=31ELSEIFL=16THENL=19

```

```

19 IFB$="D"THENIFL=19THENL=16ELS
EIFL=31THENL=30ELSEIFL=15THENL=2
ELSEIFL=12ANDF5=1THENL=5ELSEIFL=
12ANDF5=0THENPRINT"YOU HAVE TO O
PEN IT.":GOTO9

```

```

20 IFB$="D"ANDL=8THENIF0(1)<>99T
HENPRINT"IT'S TOO DARK...":GOTO9
ELSEIFFE=0THENPRINT"LIGHT YOUR T
ORCH!":GOTO9ELSEL=20

```

```

21 IFB$="E"ANDL=29THENIFF9=1THEN
L=30

```

```

22 IFB$="N"ANDL=22ANDM=1ANDF7=1T
HENL=23

```

```

23 GOTO4

```

```

24 C$=LEFT$(B$,3):FORX=1TO10:IFM
ID$(B$,X,1)=" "THEND$=MID$(B$,X+
1,3):NEXTELSENEXT

```

```

25 V=0:FORX=1TO29:IFD$=0$(X,3)TH
ENZ=X:V=1:NEXTELSENEXT

```

```

26 IFC$="GET"THEN44ELSEIFC$="LOO
"THEN50ELSEIFC$="REA"THEN51ELSEI
FC$="DRO"THEN55ELSEIFC$="BUI"THE
N60ELSEIFC$="TAK"ANDD$="INV"THEN
64ELSEIFC$="OPE"THEN66ELSEIFC$="
UNL"THEN71

```

```

27 IFC$<>"USE"THEN28ELSEIF(D$="K
EY"ORD$="LOC")THENPRINT"TRY 'UNL
OCK' ".:GOTO9ELSEIFD$="SHO"THENC$
="DIG"ELSEIFD$="GUN"THENC$="FIR"
ELSEIFD$="BOM"THENC$="SET":D$="T
IM"ELSEIFD$="TEL"THEN30ELSEPRINT
"SORRY, YOU CAN'T USE THAT.":GOT
O9

```

```

28 IFC$<>"SET"THEN31ELSEIFD$="TI
M"AND(0(21)=99OR0(21)=L)THENB=1:

```

```

PRINT"CLICK...TIC, TIC, TIC...":
IF0(21)=L THENLL=L:GOTO9ELSEPRIN
T"YOU HAD BETTER DROP IT...":GOT
O9

```

```

29 PRINT"HUH?!":GOTO9

```

```

30 IF0(13)<>99THENPRINT"WHAT TEL
ESCOPE?":GOTO9ELSEIFL=31THENPRIN
T"YOU SEE WRITING CARVED OUT OF
A TREE FAR AWAY.":PRINT"THE KEY
TO YOUR SUCCESS IS      BURIED I
N THE FRONT LAWN.":GOTO9ELSEPRIN
T"YOU AREN'T HIGH ENOUGH.":GOTO9

```

```

31 IFC$="DIG"THENIF0(18)<>99THEN
PRINT"YOU HURT YOUR HAND.":GOTO9
ELSEPRINT"DIG...DIG...DIG...":IF
(L=25AND0(9)=0)THENPRINT"YOUR DI
GGING UNCOVERS A GOLDEN KEY!":0
(9)=25:GOTO9ELSEPRINT"YOU FIND N
OTHING.":GOTO9

```

```

32 IFC$<>"LIG"THEN36ELSEIFD$="MA
T"THENIF0(20)=99THENPRINT"IT BRI
EFLY FLARES UP AND DIES.":GOTO9E
LSEPRINT"WHAT MATCH?":GOTO9

```

```

33 IFD$="TOR"THENIFFE=1THENPRINT
"IT IS ALREADY LIT!":GOTO9ELSEIF
0(1)<>99THENPRINT"WHAT TORCH?":G
OTO9ELSEIF0(20)<>99THENPRINT"WIT
H WHAT?":GOTO9ELSEPRINT"THE TORC
H IS NOW ABLAZE.":FE=1:GOTO9

```

```

34 IFD$="POW"THENIF0(5)=99AND0(2
0)=99THENPRINT"WHOOOSH!! THE POW
DER BURSTS      INTO FLAME, DESTR
OYING YOUR      FACE!":GOTO75ELSE
PRINT"HOW ARE YOU GOING TO BURN
IT?":GOTO9

```

```

35 PRINT"I TRIED, BUT IT WONT BU
RN.":GOTO9

```

```

36 IFC$<>"LOA"THEN37ELSEIFD$="GU
N"THENIF(0(5)=99AND0(7)=99AND0(8
)=99)THENG=1:PRINT"THE GUN IS F
ULLY LOADED.":0(5)=0:0(8)=0:F3=0
:GOTO9:ELSEPRINT"YOU DON'T HAVE
EVERYTHING YOU      NEED.":GOTO9

```

```

37 IFC$<>"KIL"THEN40ELSEIFD$="MO
N"AND0(7)<>99ANDL=22ANDM=0THENPR
INT"YOU GRAB THE MONSTER AND FLI
NG IT TO THE GROUND! THE MONSTE
R, IN TURN, GRABS YOU AND PROCE
EDS TO POUND YOU INTO THE DAMP
CEMENT FLOOR. YOU ARE DEAD."

```

```

:GOTO75

```

```

38 IF0(7)<>99THENPRINT"YOU DON'T
HAVE IT.":GOTO9ELSEIFD$="MON"TH
ENIFGN<>1THENPRINT"YOUR GUN ISN'
T LOADED.":GOTO9ELSEPRINT"BANG!"
:GN=0:IFL=22ANDM=0THENPRINT"YOU
HAVE KILLED THE MONSTER!":M=1:0$
(29,1)="THE DEAD CORPSE OF A MON
STER.":GOTO9ELSE9

```

```

39 PRINT"YOU REALLY SHOULDN'T KI

```

```

LL      UNLESS IT'S NECESSARY."
:GOTO9
40 IFC$="WIN"THENIFD$<>"CLO"THEN
PRINT"YOUR CRAZY.":GOTO9ELSEIF0(
3)=99THENPRINT"WIND, WIND, WIND,
WIND...      IT'S TICKING.":FA
=1:0$(3,2)="IT'S FULLY WOUND.":G
OTO9ELSEPRINT"WHAT CLOCK?":GOTO9
41 IFC$="FIR"THENIFD$<>"GUN"THEN
PRINT"TRY 'LIGHT'":GOTO9ELSESD$="
MON":GOTO38
42 IFC$="CLE"THEN4ELSEIFC$="INV"
THENC$="TAK":D$="INV":GOTO26ELSE
IFC$="TAK"THENPRINT"TRY 'GET'":
GOTO9
43 PRINT"I DON'T KNOW WHAT YOU M
EAN.":GOTO9
44 UI=0:O1=0:IFD$="POW"ANDF3=0AND
DL=21THENPRINT"YOU GRABBED A SMA
LL HANDFUL OF IT.":F3=1:0(5)=99
:GOTO9
45 IFV=0THENPRINT"YOU CAN'T GET
THAT.":GOTO9ELSEFORX=1TO23:IF0(X
)=99THENO1=O1+1:NEXTELSENEXT
46 IF01>3THENO1=0:UI=1:PRINT"UGH
! YOU NEARLY BROKE MY BACK! BEC
AUSE YOU FEEL YOU SHOULD GET EVE
RYTHING YOU SEE YOU HAVE      DRO
PPED EVERYTHING!":FORX=1TO23:IF0
(X)=99THENO(X)=L:NEXTELSENEXT
47 IFUI=1THENGOTO9ELSEIF0(Z)=99T
HENPRINT"YOU ALREADY HAVE IT!":G
OTO9ELSEIF0(Z)<>L THENPRINT"I DO
N'T SEE IT HERE.":GOTO9ELSEIFZ>2
3THENPRINT"IT'S MUCH TOO CUMBERS
OME.":GOTO9
48 IFZ=19THENPRINT"YOU DISCOVER
A HIDDEN DOOR      UNDERNEATH IT
!":F1=1ELSEIFZ=14ANDF2=0THENF2=1
:PRINT"YOU FIND A GUN UNDERNEAT
H!":0(7)=24ELSEIFZ=23THENIFM=0TH
EN74ELSEIFZ=23THENPRINT"YOU FIND
A SMALL WOODEN DOOR      BEHIND T
HE DRUM.":F6=1
49 PRINT"O.K. YOU HAVE IT.":0(Z)
=99:GOTO9
50 IF(D$="GAR"ANDL=11)THENPRINT"
WHAT'S SO SPECIAL ABOUT A BUNCH
OF ROCKS?":GOTO9ELSEIFV=0THENPRI
NT"THERE IS NOT MUCH TO SEE.":G
OTO9ELSEIF0(Z)=99ORO(Z)=L THENPRI
NTO$(Z,2):GOTO9ELSEPRINT"I DON'T
HAVE IT OR SEE IT.":GOTO9
51 IFD$<>"BOO"THEN53ELSEIF0(16)=
99ORO(16)=L THENPP=1:CLS:PRINT:P
RINT"HOW TO BUILD A TIME BOMB":P
RINT:PRINT"MATERIALS NEEDED.":PR
INT" 1) A TIMING DEVICE":PRINT"
2) A SMALL LENGTH OF FUSE":PRI
NT" 3) A SMALL METAL CONTAINER"
:PRINT" 4) TWO BATTERIES"
52 IFPP=1THENPRINT" 5) AN OUNCE
OF GUNPOWDER":PRINT" 6) SOME E
LECTRICAL WIRING":PRINT" 7) A M
ATCH":PRINT:PRINT"SOME KNOWLEDGE
OF THE USE OF      TIMEBOMBS IS D
ESIRABLE.":GOTO9
53 IFD$="PAP"THENIF(0(17)=99ORO(
Z)=L)THENPRINT:PRINT"INSTRUCTION
S FOR USE OF TIME      BOMB.":PRIN
T:PRINT" 1) BUILD BOMB":PRINT" 2
) set timer ON BOMB":PRINT" 3) G
ET AWAY QUICKLY!":FB=1:GOTO9
54 PRINT"TRY 'LOOK'":GOTO9
55 IFV=0THENPRINT"YOU CAN'T DROP
THAT!":GOTO9ELSEIFZ=12THEN58ELS
EIFZ=21THEN56ELSEIF0(Z)<>99THENP
RINT"YOU DON'T HAVE IT.":GOTO9EL
SEPRINT"THUD! O.K. YOU DROPPED I
T.":0(Z)=L:GOTO9
56 IF0(21)=99THENO(21)=L:PRINT"C
LUNK! IT'S DROPPED.":IFB=1THENLL
=L:GOTO9ELSE9
57 PRINT"WHAT BOMB?":GOTO9
58 IF(L=18AND0(11)=0AND0(Z)=99)T
HENPRINT"SKELETON: 'THANK YOU VE
RY MUCH' THE SKELETON DROPS A FU
SE AT      YOUR FEET.":0(Z)=0:0(11
)=L:GOTO9ELSEIF0(Z)=99THENPRINT"
O.K. YOU DROPPED IT.":0(Z)=L:GOT
O9
59 PRINT"YOU CAN'T.":GOTO9
60 IFD$<>"BOM"THENPRINT"YOU CAN'
T BUILD THAT.":GOTO9ELSEFORX=2TO
6:IF0(X)<>99AND0(X)<>L THEN63ELS
ENEXT:IF0(11)<>99AND0(11)<>L THE
N63ELSEIF0(20)<>99AND0(20)<>L TH
EN63ELSEFORX=2TO6:0(X)=0:NEXT:0(
11)=0:F3=0
61 IFFA=0THENPRINT"KA-BOOM!!! TH
E BOMB WENT UP IN      YOUR FACE! (Y
OU FORGOT TO WIND      THE CLOCK).":
GOTO75
62 PRINT"GOOD JOB! YOU HAVE SUCC
ESSFULLY BUILT THE BOMB!":0(21)=
L:GOTO9
63 PRINT"YOU DON'T HAVE ALL OF T
HE      MATERIALS NEEDED.":GOTO
9
64 PRINT"YOU HAVE THE FOLLOWING:
":FORX=1TO23:IF0(X)=99THENPRINTO
$(X,1):NEXTELSENEXT
65 GOTO9
66 IFD$="DOO"THENIFL=12ANDF1=1TH
ENF5=1:PRINT"THE HIDDEN DOOR IS
OPEN.":GOTO9ELSEIF(L=22ANDM=1AND
F6=1)THENPRINT"CREEEEEEK! THE TIN
Y DOOR IS      OPEN.":F7=1:GOTO9
ELSEIFL=29ANDF8=0THENPRINT"THE D
OOR IS LOCKED.":GOTO9

```

```

67 IF (D$="DOO"ORD$="SAF")ANDL=5A
NDFC=1THENPRINT"A LOCKPICK, A NO
TE, AND A          BULLET FALL OUT
OF THE SAFE.":O(8)=5:O(15)=5:O(1
0)=5:GOTO9ELSEIF (D$="DOO"ORD$="V
AU")ANDL=23ANDFD=1THEN73
68 IFD$="DOO"THENIFL=29ANDF8=1TH
ENPRINT"THE DOOR SWINGS INWARD."
:F9=1:GOTO9
69 IFD$="BOX"ANDO(13)=0AND(O(22)
=L ORO(22)=99)THENPRINT"INSIDE L
IES A TELESCOPE.":O(13)=L:GOTO9E
LSEIFD$="CAB"ANDO(6)=0ANDL=9THEN
PRINT"A SOUP CAN FALLS OUT.":O(6
)=9:GOTO9ELSEIFD$="BUR"ANDL=17AN
DO(1)=0THENPRINT"YOU FIND A TORC
H INSIDE.":O(1)=17:GOTO9
70 IF (D$="WIN"ANDL=5)THENPRINT"U
GH! GRUNT! POP! AIIIIIEEY!  T
HE WINDOW POPS OPEN AND THE  M
OMENTUM THROWS YOU OUT THE  W
INDOW ONTO THE VERANDA. SLAM!  T
HEN THE WINDOW SHUTS AGAIN.":L=2
7:GOTO9ELSEPRINT"IT WON'T OPEN."
:GOTO9

```

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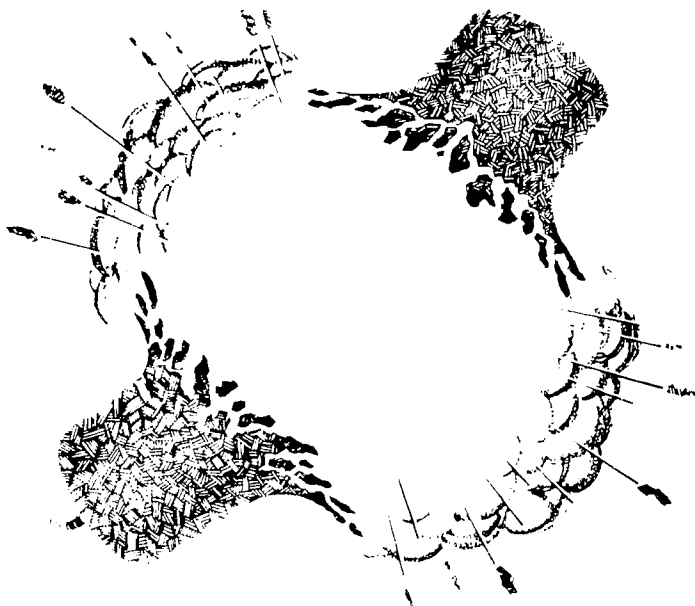
71 IFD$="DOO"ANDL=29ANDO(10)=99A
NDF8=0THENF8=1:PRINT"CLICK! IT I
S NOW UNLOCKED.":GOTO9ELSEIF (D$=
"DOO"ORD$="VAU")ANDL=23ANDO(9)=9
9THENPRINT"CLICK...IT'S OPEN!":F
D=1:GOTO9
72 PRINT"YOU HAVN'T THE MEANS...
":GOTO9
73 PRINT"YOU OPEN THE VAULT ONLY
TO          FIND...":FORX=1TO1100:N
EXT:PRINT:PRINT"FOUR MILLION DOL
LARS IN GOLD          BARS! THE MANSIO

```

```

N FORTUNE IS          NOW YOURS!":FORX
=1TO1500:NEXT:PRINT:PRINT"          <
<<CONGRATULATIONS>>>":END
74 PRINT"THE MONSTER GRABS YOU A
ND          LIGHTLY TOSSES YOU THRO
UGH THE WALL."
75 PRINT"THE GAME IS OVER FOR NO
W. DO YOU WISH TO PLAY AGAIN? (Y
OR N)"
76 A$=INKEY$:IFA$=""THEN76ELSEIF
A$="Y"THENRUNELSEPRINT"NOT TOO A
DVENTURESOME, EH?":END
77 DATA"ENTRANCE HALL.",25,2,1,1
,"BALLROOM, THERE IS A WINDING
STAIRCASE GOING UP AND A DOORW
AY TO THE WEST LEADING OUT.",1,7,
3,27,"DINING HALL.",1,8,4,2,"BAT
HROOM.",4,4,4,3
78 DATA"SECRET ROOM, THERE IS A
WINDOW FACING WEST, BUT YOU CAN
'T SEE THROUGH IT BECAUSE IT'S
COATED WITH GRIME.",5,5,5,5,"LI
BRARY, LEARN TO READ, READ TO LE
ARN.",6,6,10,6
79 DATA"BAR, LET US HAVE A TOAST
TO          ADVENTURES!",2,10,7,7,"K
ITCHEN, A DARK STAIRCASE LEADS D
OWN.",3,8,9,8,"PANTRY.",9,9,9,8,
"STUDY.",7,10,10,6,"OVERLOOK, YO
U HAVE A NICE VIEW OF THE ROCK
GARDEN FROM HERE.",11,11,15,11
80 DATA"MASTER BEDROOM, WHERE TH
E MASTERSLEPT.",12,15,12,12,"GUE
ST ROOM.",13,16,13,13,"BATHROOM.
",14,14,14,16,"LONG CORRIDOR, A
STAIRCASE WINDSDOWN BELOW.",12,1
7,16,11,"SHORT HALLWAY, A LADDER
RUNS UP TO THE ROOM ABOVE.",13,
16,14,15
81 DATA"BEDROOM.",15,18,16,17,"S
KELETON CLOSET.",17,18,18,18,"AT
TIC, A LADDER LEADS DOWN.",19,19
,19,19,"CELLAR, THERE IS A STRAN
GE SMELL COMING FROM THE EAST, A
STAIR          CASE GOES UP.",20,21,22,
20
82 DATA"ARSENAL, THERE IS A BARR
EL OF          GUN POWDER IN THE CORNER
.",20,21,21,21,"WINE CELLER, YUC
K! IT REALLY          SMELLS BAD IN HE
RE!",22,22,22,20,"HIDDEN ROOM NO
RTH OF THE WINE          CELLAR. IT IS
VERY DUSTY IN THIS ROOM.",23,22,2
3,23,"IN THE ROCK GARDEN."
83 DATA24,27,25,24,"ON THE FRONT
LAWN, THE MAIN          ENTRANCE TO
THE MANSION IS TO          THE SOUTH.",
25,1,26,24,"IN THE EAST GARDEN."
,26,26,26,25,"ON THE VERANDA, AN
ENTRANCE TO          THE MANSION LIES T

```



O THE EAST.",24,28,2,27
 84 DATA"IN THE WOODED HILLY AREA
 BEHIND THE MANSION. THERE IS JA
 GGED STONE TOWER STICKING OUT
 OF THE WOODS TO THE SOUTH.",27,
 29,28,28,"IN VERY DARK WOODS. YO
 U ARE AT THE TOWERS ENTRANCE, W
 HICH IS FACING WEST.",28,29,29
 ,29
 85 DATA" TOWER'S LOWER ROOM, A RO
 PE LADDER GOES UP.",30,30,3
 0,29,"TOWER'S OBSERVATION ROOM,
 YOU CAN SEE A VERY GREAT DISTA
 NCE, A ROPE LADDER GOES DOWN.",
 31,31,31,31
 86 DATA A TORCH,"IT HAS BEEN USE
 D BEFORE.",TOR,0,BATTERIES,"THER
 E ARE TWO OF THEM.",BAT,28,AN OL
 D ALARM CLOCK,"IT NEEDS WINDING.
 ",CLO,13,A SPOOL OF ELECTRICAL W
 IRE,"IT IS LONG AND SKINNY.",WIR
 ,20,A HANDFUL OF GUN POWDER,"IT'
 S GRAY."
 87 DATAPOW,0,AN EMPTY SOUP CAN,"
 READS: CHICKEN NOODLE",CAN,0,A G
 UN,"IT IS A VERY OLD PISTOL.",GU
 N,0,A SILVER BULLET,"INSCRIPTION
 : PROPERTY OF THE LONE RANGER
 .",BUL,0,"A GOLD KEY:", "INSCRIPT
 ION: FINDERS KEYPERS.",KEY,0,A S
 ILVER LOCKPICK
 88 DATA"INSCRIPTION: USE TO UNLO
 CK...",LOC,0,A SHORT FUSE,"IT'S
 VERY SHORT.",FUS,0,A SKULL CAP,"
 SKINNY BONES HATS FOR SKELETONS
 INC.",CAP,28,A TELESCOPE,"READS:
 USE IN A HIGH PLACE.",TEL,0
 89 DATAA LARGE ROCK,"IT MUST WEI
 GH AT LEAST FIFTY POUNDS.",RO
 C,24,A NOTE,"NOTE READS:
 LET EVERYBODY KNOW
 (INCLUDING THE APE
 S), THAT A TREASURE IS
 HIDDEN, BEHIND ROTTING GRA
 PES.",NOT,0
 90 DATA A BOOK,"IT'S VERY DUSTY.
 ",BOO,6,A SHEET OF PAPER,"INSTRU
 CTIONS FOR USE OF TIME BOMB."
 ,PAP,4,A SHOVEL,"IT IS VERY OLD
 AND RUSTY.",SHO,30,AN ORIENTAL R
 UG,"IT HAS VERY INTRICATE DESIGN
 WORK.",RUG,12
 91 DATAA BOOK OF MATCHES,"BOOK R
 EADS: 'COLLEGE DEGREES BY MAIL,
 CALL (612) 542-6660'",MAT,8,A TI
 ME BOMB,"IT APPEARS TO BE MADE O
 UT OF JUNK.",BOM,0,AN OLD WOO
 DEN BOX,"IT HAS SAILING SHIPS EN
 GRAVED ON THE SIDES.",BOX,19,A
 LARGE DRUM OF CHABLIS
 92 DATA "IT IS CAKED WITH DUST."
 ,DRU,22
 93 DATAA SAFE,"IT HAS A COMBONAT
 ION LOCK, BUT THE DIAL IS TOO R
 USTY TO MOVE, YOU'LL HAVE TO FI
 ND ANOTHER WAY TO OPEN IT.",SAF,
 5,A LARGE VAULT,"IT IS LOCKED -
 YOU NEED A KEY TO OPEN IT.",VAU,2
 3,A CABINET,"IT'S MADE OUT OF WO
 OD.",CAB,9
 94 DATAA BUREAU,"IT'S SOLIDLY BU
 ILT.",BUR,17,A SKELETON,"IT IS K
 IND OF SKINNY.",SKE,18,A MONSTER
 ,"IT HAS FANGS, THREE EYES,
 A HORN, SHAGGY FUR, BIG FEET,
 AND IS ABOUT NINE FEET TALL.",
 MON,22,NORTH ,SOUTH ,EAST ,WEST
 95 DATA13,137,134,140,140,141,13
 ,134,137,143,135,135
 96 CLS0:FORX=22T031:FORXX=0T063:
 SET(X,X,1):NEXTX,X:R=23:RR=40:
 FORX=4T010STEP2:R=R-1:RR=RR+1:FO
 RR1=R TORR:FORFD=X TOX+1:SET(R1,
 FD,8):NEXTFD,R1,X:FORX=18T045:FO
 RR=12T025:SET(X,R,7):NEXTR,X:FOR
 X=14T017
 97 FORR=18T023:SET(X,R,3):SET(X+
 32,R,3):NEXTR,X:FORX=21T024:FORR
 =17T022
 98 RESET(X,R):RESET(X+18,R):NEXT
 R,X:FORX=28T035:FORR=20T027:SET(
 X,R,3):NEXTR,X:R=20:FORX=27T031:
 R=R-1:RESET(X,R):NEXT:R=14:FORX=
 32T036:R=R+1:RESET(X,R):NEXT:R=3
 2:RR=31:FORX=17T019:R=R-1:RR=RR+
 1:FORFD=R TORR:SET(FD,X,3):NEXTF
 D,X
 99 FORX=30T033:FORR=21T027:RESET
 (X,R):NEXTR,X:R=18:FORX=13T017:R
 =R-1:FORRR=X T017:SET(RR,R,8):NE
 XTTRR,X:R=12:FORX=46T050:R=R+1:FO
 RRR=X T046STEP-1:SET(RR,R,8):NEX
 TRR,X
 100 PLAY"T4L402AABBL8EEGGL1A":FO
 RX=1T0999:NEXT:PRINT@6,"an"CHR\$(
 128)"unexplored"CHR\$(128)"mansio
 n";:PLAY"L4T4C":FORX=1T01200:NEX
 T:SCREEN0,1:RETURN



Escape From Sparta

Rick Townsend
and
Thomas Hollerback

For nearly a century, your creator has made a superior race of robots on a small planet. He is a highly regarded, powerful person in the galaxy and is the epitome of virtue.

You are a Combutron X robot, one of the most advanced and most loyal of his races, and your assignment is to defend the good side of the universe. Recently, the warlord, master of the evil alliance, has developed a secret plan to control all the planets. To succeed, he must capture and kill your creator. Then, the robot race will not be properly maintained, and the robots will expire — eliminating any resistance to the warlord's evil clutches.

The warlord's plans are working successfully, as he has captured the creator and placed him somewhere on board his space station Sparta. Your mission is to beam aboard Sparta, find your creator and escape before your energy runs out.

To begin this exciting Adventure, type *POKE 25,6:POKE 26,1:NEW:CLOAD*.

Good luck as you attempt your *Escape From Sparta*.



Listing 1

```

1 REM *** PROGRAM INSTR : INSTRU
CTIONS FOR ESCAPE FROM SPARTA
2 REM *** BY RICK TOWNSEND & THO
MAS HOLLERBACK
10 CLS: CLEAR 700: PCLS
20 DIM A$(20)
30 FOR X=1 TO 11: READ A$(X): NEXT X
40 FOR X=1 TO 100: R=RND(191): C=RND(
255): PSET(C,R): NEXT X
50 PMODE 4, 1: SCREEN 1, 1
60 DRAW"SB; BM75, 34"+A$(1)+A$(11)
+A$(2)+A$(11)+A$(10)
70 DRAW"SB; BM123, 34"+A$(3)+A$(11)
)+A$(4)+A$(11)+A$(1)
80 DRAW"SB; BM116, 55"+A$(5)+"SB; B
M116, 76"+A$(6)+"SB; BM116, 97"+A$(
7)+"SB; BM116, 118"+A$(8)
90 DRAW"SB; BM75, 139"+A$(2)+A$(11)
)+A$(4)+A$(11)+A$(3)+A$(11)+A$(6)
)+A$(11)+A$(9)+A$(11)+A$(3)
100 DATA "U3R4L4U3R4BD6L4R4"
110 DATA "BUFR2EUHL2HUER2FBDS"
120 DATA "U4E2F2D2L4R4D2"
130 DATA "U6R3FDGL3BR4BD3"
140 DATA "U3R4L4U3R4BD6"
150 DATA "U6R3FDGL3RF3"
160 DATA "R4L4U6R4D6"
170 DATA "U6F2E2D6"
180 DATA "BU6R4L2D6BR2"

```

```

190 DATA "BR4BUGL2HU4ER2F"
200 DATA "BR4"
210 FOR X=1 TO 4200: NEXT X
220 CLS: PRINT "WRITTEN AND PROGRA
MED BY: "
230 PRINT "RICK TOWNSEND &": PRINT
"THOMAS HOLLERBACK"
240 PRINT: PRINT: PRINT: PRINT "DO Y
OU WANT INSTRUCTIONS"
250 INPUT L$
260 IFL$="NO" THEN 650
270 CLS: PRINT "YOU ARE COMBUTRON
X ROBOT THE"
280 PRINT "MOST ADVANCED ROBOT KN
OWN. UPON"
290 PRINT "YOUR ARRIVAL AT YOUR H
OME BASE"
300 PRINT "YOU ARE INFORMED THAT
YOUR"
310 PRINT "CREATOR HAS BEEN CAPTU
RED BY"
320 PRINT "THE EVIL WARLORD AND T
AKEN TO"
330 PRINT "THE SPACE STATION SPAR
TA. IT IS"
340 PRINT "IMPERATIVE FOR YOU TO
RESCUE"
350 PRINT "YOUR CREATOR FOR HE IS
SOLELY"
360 PRINT "RESPONSIBLE FOR MAINTA
INING YOU"
370 PRINT "AND YOUR KIND. ATTEMPT
ED MAIN—"
380 PRINT "TENENCE OR REPAIR BY A
NOTHER"
390 PRINT: PRINT "PRESS ANY KEY TO
GO ON"
400 L$=INKEY$
410 IF L$="" THEN 400
420 CLS: PRINT "BEING WOULD CAUSE
IMMEDIATE"
430 PRINT "SELF-DESTRUCTION BY ME
ANS OF AN"
440 PRINT "ANTI-TAMPERING DEVICE
INSTALLED"
450 PRINT "BY THE CREATOR."
460 PRINT "ABOARD SPARTA YOU MAY
MOVE IN"
470 PRINT "ONE OF SIX DIRECTIONS:
NORTH."
480 PRINT "SOUTH, EAST, WEST, UP, AND
DOWN."
490 PRINT "INDICATE DIRECTION BY
ENTERING"

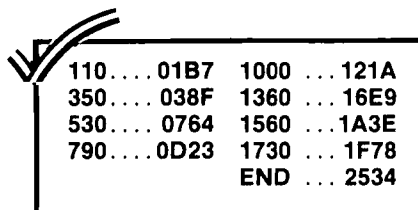
```

(Rick Townsend is a self-taught computer enthusiast who works as a computer operator for United Totalisator International. Thomas Hollerback, co-author, is a 1983 graduate of Central Michigan University and a perspective C.P.A. Both men enjoy video and Adventure games.)

```

500 PRINT"THE FIRST LETTER OF TH
E DESIRED"
510 PRINT"DIRECTION. EXAMPLE:(NO
RTH) TYPE"
520 PRINT"(N). YOU FUNTION USING
EITHER"
530 PRINT"ONE OR TWO WORD COMMAN
DS,"
540 PRINT:PRINT"PRESS ANY KEY TO
GO ON"
550 L$=INKEY$
560 IF L$="" THEN 550
570 CLS:PRINT"THE FIRST BEING A
VERB AND THE"
580 PRINT"SECOND WORD A NOUN. EX
AMPLE:"
590 PRINT"EAT APPLE."
600 PRINT"YOUR MISSION: FIND THE
CREATOR"
610 PRINT"ABOARD THE SPACE STATI
ON SPARTA"
620 PRINT"AND ESCAPE."
630 PRINT"PLEASE STANDBY TO BE B
EAMED"
640 PRINT"ABOARD SPARTA. GOOD LU
CK!"
650 PRINT:PRINT:PRINT:PRINT"ENTE
R 'POKE 25,6:POKE 26,1:NEW' BEFO
RE LOADING 'SPAST2'"
660 END

```



110.... 01B7	1000 ... 121A
350.... 038F	1360 ... 16E9
530.... 0764	1560 ... 1A3E
790.... 0D23	1730 ... 1F78
	END ... 2534

Listing 2

```

10 REM **** ESCAPE FROM SPARTA *
***
20 REM **** BY RICK TOWNSEND & T
OM HOLLERBACK
30 REM **** REVISION 4 8/4/82
40 CLS:PRINT@204,"STANDBY"
50 YOU=30:T=0
60 R=RND(31)
70 IFR>19THENR=20ELSEIFR>27THENR
=5ELSER=23
80 CR=R
90 DIM RN$(33),A$(50),RM(33,6),C
O(33),RO(33),HU(33),AC(33)
100 EN=800:BA=2
110 CO(14)=2:CO(18)=2:CO(19)=2:C
O(27)=2:CO(29)=1:CO(31)=1:CO(33)
=3
120 HU(8)=1:HU(14)=1:HU(19)=1:HU
(20)=1:HU(18)=1

```

```

130 RO(2)=1:RO(13)=1:RO(22)=1:RO
(30)=1:RO(32)=1
140 FORX=1TO33:IFRO(X)=1THENAC(X
)=20ELSEIFHU(X)=1THENAC(X)=10
150 NEXTX
160 FORX=1TO4:LC(X)=1:NEXT X
170 FOR X=1TO3
180 RD=RND(33)
190 IFRO(RD)=1 OR HU(RD)=1 THEN
180
200 RO(RD)=1:AC(RD)=20:NEXT X
210 FORX=1TO33:READA$:NEXTX
220 FORX=1TO33:READRN$(X):NEXTX
230 FORX=1TO33:FORY=1TO6:READRM(
X,Y):NEXTY,X
240 RESTORE
250 CLS
260 PRINT"YOUR IN THE ";RN$(YOU)
270 FORX=1TOYOU:READA$:NEXTX
280 RESTORE
290 PRINT"YOU SEE ";A$
300 PRINT"EXITS ARE:"
310 IFRM(YOU,1)>0THENPRINT"(NORT
H)";
320 IFRM(YOU,2)>0THENPRINT"(SOUT
H)";
330 IFRM(YOU,3)>0THENPRINT"(EAST
)";
340 IFRM(YOU,4)>0THENPRINT"(WEST
)";
350 IFRM(YOU,5)>0THENPRINT"(UP)"
;
360 IFRM(YOU,6)>0THENPRINT"(DOWN
)";
370 PRINT
380 IF EN<=100THENPRINT"ENERGY L
OW!"
390 IFEN<=0THEN 2160
400 IFT=0THEN430
410 IFTIMER<3855THENT=4ELSEIFTIM
ER<7710THENT=3ELSEIFTIMER<11565T
HENT=2ELSEIFTIMER<15420THENT=1EL
SEIFTIMER>15700THEN2220
420 PRINT"YOU ONLY HAVE ";T;" MI
NUTES LEFT"
430 IF RO(YOU)=2 THEN PRINT"THE
RUBBLE OF A DESTROYED ROBOT HERE
"ELSE IF HU(YOU)=2 THEN PRINT"TH
ERE IS A DEAD HUMAN HERE"
440 IF CR=YOU THEN PRINT"THE RE I
S THE CREATOR"ELSE 450
450 K=0:IF RO(YOU)=1 OR HU(YOU)=
1THEN460ELSE500
460 IFRO(YOU)=1THENE$="ROBOT"ELS
EE$="HUMAN"
470 PRINT"ENEMY ";E$;" ATTACKING
"
480 D$=INKEY$:K=K+1:IF K>55 THEN
1670
490 IF D$=""THEN480ELSE500

```

```

500 IF CO(YOU)=-2 THEN PRINT "TO USE
CONSOLE TYPE IN '$'"
510 PRINT:LINE INPUT "DO WHAT?";I$
520 IF I$="$" THEN 1740
530 IF I$="FIRE" THEN 1450 ELSE IF L
EFT$(I$,3)="INV" THEN 1680 ELSE IF L
EN(I$)=1 THEN 1300 ELSE IF I$="QUIT"
OR I$="STOP" THEN 2150 ELSE IF I$="LO
OK" THEN 1070 ELSE IF LEFT$(I$,4)="RE
CH" THEN 1210
540 S=INSTR(1,I$," "):IFS=0 THEN 5
90 ELSE B$=LEFT$(I$,S-1):C$=MID$(I
$,S+1)
550 G$=B$
560 IF B$="KILL" OR B$="SHOOT" THE
N B$="FIRE" ELSE IF B$="SEARCH" THE
N B$="LOOK" ELSE IF B$="PUT" THEN B$=
"ENTER" ELSE IF B$="TAKE" THEN B$="GE
T" ELSE IF B$="INSERT" THEN B$="ENTER"
ELSE IF B$="UNLOCK" THEN B$="OPEN"
570 IFC$="ROBOT" THEN C$="RUBBLE"
580 IF B$="CLOSE" THEN 600 ELSE IF B$=
"OPEN" THEN 620 ELSE IF B$="ENTER" THE
N 650 ELSE IF B$="OFF" THEN 740 ELSE IF B
$="ON" THEN 790 ELSE IF B$="GET" THEN 8
40 ELSE IF B$="LOOK" THEN 990 ELSE IF B$
="MOVE" OR B$="PULL" THEN 1250 EL
S E IF LEFT$(B$,4)="RECH" THEN 1210 EL
S E IF B$="USE" THEN 970
590 IF B$="FIRE" THEN 1450 ELSE PRINT
"THAT DOES NOT COMPUTE":GOTO 380
600 IFC$="DOOR" THEN 610 ELSE 630
610 PRINT "YOU CAN'T CLOSE DOORS
MANUALLY":GOTO 380
620 IFC$="DOOR" THEN 640
630 PRINT G$;" WHAT?":GOTO 380
640 PRINT "YOU CAN'T OPEN DOORS M
ANUALLY":GOTO 380
650 IF RIGHT$(C$,4)="CHIP" THEN 66
0 ELSE 630
660 IF LEFT$(C$,3)<>"RED" THEN 670 E
LSE IF CO(YOU)=0 THEN 700 ELSE IF CO(YO
U)=-1 THEN 710 ELSE IF RC(2)=0 THEN 720
ELSE IF CO(YOU)>1 THEN 730 ELSE PRINT"
SECURITY CLEARANCE O.K.":RC(1)=Y
OU:RC(2)=RC(2)-1:CO(YOU)=-1:GOTO
380
670 IF LEFT$(C$,5)<>"GREEN" THEN 68
0 ELSE IF CO(YOU)=0 THEN 700 ELSE IF CO
(YOU)=-1 THEN 710 ELSE IF GC(2)=0 THEN
720 ELSE IF CO(YOU)>2 THEN 730 ELSE PRI
NT"SECURITY CLEARANCE O.K.":GC(1
)=YOU:GC(2)=GC(2)-1:CO(YOU)=-1:G
OTO 380
680 IF LEFT$(C$,6)<>"SILVER" THEN 6
90 ELSE IF CO(YOU)=0 THEN 700 ELSE IF CO
(YOU)=-1 THEN 710 ELSE IF SC(2)=0 THEN
720 ELSE PRINT"SECURITY CLEARANCE
O.K.":SC(1)=YOU:SC(2)=0:CO(YOU)=

```

```

-1:GOTO 380
690 PRINT "I CAN'T HANDLE A ";C$:
GOTO 380
700 PRINT "THERE IS NO CONSOLE HE
RE":GOTO 380
710 PRINT "THERE IS ALREADY A ";C
$;" THERE":GOTO 380
720 PRINT "YOU DON'T HAVE A ";C$:
GOTO 380
730 PRINT "YOU DONT HAVE SECURITY
CLEARANCE":GOTO 380
740 IFC$="CONSOLE" THEN 750 ELSE 630
750 IFCO(YOU)=0 THEN 760 ELSE 770
760 PRINT "THERE IS NO CONSOLE HE
RE":GOTO 380
770 IFCO(YOU)>=-1 THEN 780 ELSE CO(Y
OU)=-1:PRINT "CONSOLE IS OFF":GOT
O 380
780 PRINT "CONSOLE WAS NOT ON":GO
TO 380
790 IFC$="CONSOLE" THEN 800 ELSE 630
800 IFCO(YOU)=0 THEN 760
810 IFCO(YOU)<>-1 THEN 830
820 CO(YOU)=-2:PRINT "CONSOLE IS
ON":GOTO 380
830 PRINT "YOU DO NOT HAVE SECURI
TY CLEARANCE TO OPERATE C
ONSOLE":GOTO 380
840 IF C$="REDCHIP" THEN 850 ELSE IF
C$="GREENCHIP" THEN 880 ELSE IF C$="S
ILVERCHIP" THEN 900 ELSE IF LEFT$(C$,
3)="CRE" THEN 950 ELSE IF LEFT$(C$,3)
="BAT" THEN 960 ELSE IF C$="FOOD" THEN
980 ELSE 630
850 IFCO(YOU)=-2 THEN 930 ELSE IF RC
(1)=YOU THEN PRINT "O.K. YOU HAVE
THE ";C$ ELSE 920
860 IF CO(YOU)=-1 THEN CO(YOU)=1
870 RC(2)=RC(2)+1:RO(YOU)=0:RC(1
)=0:GOTO 380
880 IFCO(YOU)=-2 THEN 930 ELSE IF G
C(1)=YOU THEN PRINT "O.K. YOU HAVE
THE ";C$ ELSE 920
890 GC(2)=GC(2)+1:HU(YOU)=0:GC(1
)=0:GOTO 380
900 IF SC(1)=YOU AND CO(YOU)=-2 T
HEN 940 ELSE IF SC(1)=YOU THEN PRIN
T "O.K. YOU HAVE THE ";C$ ELSE 92
0
910 SC(2)=1:SC(1)=0:GOTO 380
920 PRINT "THERE IS NO ";C$;" HER
E":GOTO 380
930 PRINT "YOU CANT GET OUT THE "
;C$:GOTO 380
940 PRINT "YOU CAN'T GET THE ";C$
;" WHILE THE CONSOLE IS ON":GOTO
380
950 IFCR<>YOU THEN 920 ELSE PRINT "O
.K. YOU RESCUED THE CREATOR NOW
LETS GET OUT OF HERE":CR=-2:GOTO

```



```

380
960 IFYOU<>22THEN920ELSEPRINT"IT
IS TOO BIG TO CARRY":GOTO380
970 PRINT"HOW?":GOTO380
980 PRINT"ROBOTS DON'T NEED FOOD
":GOTO 380
990 IFC$="RUBBLE"THEN1010ELSEIFC
$="HUMAN"THEN1050ELSEIFC$="ROOM"
THEN1070ELSEIFC$="CONSOLE"THEN10
80ELSEIFC$="ENERGY"THEN1100ELSEI
FRIGHT$(C$,4)="CHIP"THEN1110ELSE
IFLEFT$(C$,3)="LEV"THEN1140ELSEI
FLEFT$(C$,3)="EQU"THEN1160ELSEI
FLEFT$(C$,3)="BAT"THEN1180
1000 PRINT"I DON'T SEE ANYTHING
INTERESTING":GOTO 380
1010 IF RO(YOU)=2THEN1020ELSEIFR
O(YOU)=1THEN1030ELSEIF RO(YOU)=0
THEN1040ELSEIFRC(1)<>YOU THEN10
00
1020 RC(1)=YOU:PRINT"THEE IS A
REDCHIP HERE":GOTO380
1030 PRINT"ARE YOU CRAZY THE ";C
$;" IS FIRING AT ME":GOTO38
0
1040 PRINT"I DON'T SEE ANYTHING
HERE":GOTO380
1050 IF YOU=20 AND HU(20)=2 THEN
1060ELSEIF HU(YOU)=1THEN1030ELSE
IF HU(YOU)=0 THEN 1040ELSEIFGC(1
)<>YOU THEN1000ELSEPRINT"THEE I
S A GREENCHIP HERE":GOTO380
1060 IFSC(2)=1THEN1000ELSESC(1)=
YOU:PRINT"THIS IS THE CAPTAIN AN
D THERE IS A SILVERCHIP HERE":GO
TO 380
1070 CLS:PRINT"I CAN ONLY DESCR
IBE THE ROOM AGAIN":GOTO 260
1080 IFCD(YOU)=-2THENPRINT"CONSO
LE IS ON"ELSE IF CD(YOU)=0THENPR
INT"THEE IS NO CONSOLE HERE"ELS
EPRINT"CONSOLE IS OFF"
1090 GOTO 380
1100 PRINT"ENERGY LEFT= ";EN:GOT
O 380
1110 IFRC(2)>0 OR GC(2)>0 OR SC(
2)>0 THEN1130
1120 PRINT"YOU DON'T HAVE A ";C$
:GOTO380
1130 PRINT"LOOKS LIKE A ";C$;" M
IGHT BE USEFUL":GOTO 380
1140 IF YOU=13 THENPRINT"IT'S FO
R CONTROLLING THE REACTOR"ELSE630
1150 GOTO380
1160 IF YOU=22 THEN1170ELSE1000
1170 PRINT"YOU SEE A GIANT BATTE
RY HERE":GOTO 380
1180 IF YOU<>22THEN920ELSEIFBA>0
THEN1200
1190 PRINT"BATTERY IS DEAD":GOTO

```

```

380
1200 PRINT"THEE IS ";BA;" CHARG
ES LEFT":GOTO 380
1210 IFYOU<>22THEN1240ELSEIFBA=0
THEN1230
1220 BA=BA-1:EN=EN+100:PRINT"YOU
HAVE RECHARGED 100 UNITS":GOTO
380
1230 PRINT"SORRY! THE BATTERY IS
DEAD":GOTO 380
1240 PRINT"WITH WHAT?":GOTO 380
1250 IFLEFT$(C$,3)="LEV" AND YOU
=13 AND T=0THEN1260ELSEIFT>0THEN
1290ELSE630
1260 T=4:FORX=1TO200
1270 CLS:PRINT@204,"WARNING":NEX
TX
1280 CLS:TIMER=0:PRINT"NUCLEAR R
EACTOR WILL EXPLODE IN 4 MINUTES
":GOTO380

```

Hints

The program randomly puts the creator in one room. Enemy robots have to be hit with two shots in order to be destroyed. The Redchips, Greenchips and Silverchips are the keys to the game. They are used by an INSERT command, (e.g. INSERT RED-CHIP) This will give you access to the computer through the console to control functions of the space station. (e.g. unlock doors . . . launch pad) Each human will have a Greenchip except for the captain who will have both Green and Silverchips. All robots have Redchips. If you move the levers in the nuclear reactor room, you will only have four minutes of real time to find the creator and get out. In the robot repair room there is a battery that will give you 200 extra units of energy by recharging. The console in the engineers quarters will tell you the location of the creator. These clues should be enough to success-fully get you through the game.

```

1290 PRINT"NOTHING WILL STOP THE
REACTOR FROM EXPLODING":GOTO380
1300 IF I$="N"THEN1320ELSEIFI$="
S"THEN1330ELSEIFI$="E"THEN1340EL
SEIFI$="W"THEN1350ELSEIFI$="U"TH
EN1360ELSEIFI$="D"THEN1370
1310 PRINT"THAT DOES NOT COMPUTE
":GOTO 380
1320 Y=1:GOTO 1380
1330 Y=2:GOTO 1380
1340 Y=3:GOTO 1380
1350 Y=4:GOTO 1380
1360 Y=5:GOTO 1380
1370 Y=6
1380 IF RM(YOU,Y)<>0THEN1390ELSE
PRINT"CAN'T GO THAT WAY":GOTO 38
0

```

```

1390 IF YOU=29 AND I$="E" AND LC
(1)=1 THEN 1440
1400 IF YOU=31 AND I$="W" AND LC
(2)=1 THEN 1440
1410 IF YOU=31 AND I$="S" AND LC
(3)=1 THEN 1440
1420 IF YOU=18 AND I$="W" AND LC
(4)=1 THEN 1440
1430 YOU=RM(YOU,Y):EN=EN-10:GOTO
250
1440 PRINT"DOOR IS LOCKED":GOTO
380
1450 IFR0(YOU)=1THEN1470ELSEIFHU
(YOU)=1THEN1570
1460 PRINT"YOU JUST WASTED 10 EN
ERGY UNITS FOR NOTHING":EN=EN-10
:GOTO 380
1470 R(1)=RND(50):R(2)=RND(50):R
(3)=R(1)+R(2)
1480 IF R(3)>50THEN1500
1490 PRINT"SHOT HIT":AC(YOU)=AC(
YOU)-10:EN=EN-10:GOTO1510
1500 PRINT"SHOT MISSED":EN=EN-10
1510 IFAC(YOU)<=0THEN1560
1520 R(1)=RND(50):R(2)=RND(50):R
(3)=R(1)+R(2)
1530 IF R(3)>50THEN1550
1540 PRINT"SHOT JUST HIT YOU":EN
=EN-10:GOTO 380
1550 PRINT"SHOT JUST MISSED YOU"
:GOTO 380
1560 PRINT"ROBOT JUST EXPLODED I
N TO RUBBLEAND IS DESTROYED":RO(
YOU)=2:RC(1)=YOU:GOTO 380
1570 R(1)=RND(50):R(2)=RND(50):R
(3)=R(2)+R(1)
1580 IF R(3)>60THEN1600
1590 PRINT"SHOT MISSED":EN=EN-10
:GOTO 1610
1600 PRINT"SHOT HIT":AC(YOU)=AC(
YOU)-10:EN=EN-10
1610 IFAC(YOU)<=0THEN1660
1620 R(1)=RND(50):R(2)=RND(50):R
(3)=R(2)+R(1)
1630 IFR(3)>50THEN1650
1640 PRINT"SHOT JUST HIT YOU":EN
=EN-8:GOTO 380
1650 PRINT"SHOT JUST MISSED YOU"
:GOTO 380
1660 PRINT"HUMAN IS DEAD":HU(YOU
)=2:GC(1)=YOU: IF HU(YOU)=19THEN
SC(1)=YOU ELSE 380
1670 IF RO(YOU)=1THEN 1510ELSE 1
610
1680 CLS:PRINT"ENERGY LEFT= ";EN
1690 IF RC(2)>0THENPRINT"YOU HAV
E ";RC(2);" REDCHIPS"
1700 IFGC(2)>0THENPRINT"YOU HAVE
";GC(2);" GREENCHIPS"
1710 IFSC(2)>0THENPRINT"YOU HAVE

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";SC(2);" SILVERCHIPS"
1720 IFCR=-2THENPRINT"YOU HAVE T
HE CREATOR"
1730 GOTO 260
1740 CLS
1750 PRINT"CONSOLE READY....TO E
XIT FROM COMPUTER MODE TYPE 'X
'"
1760 PRINT:INPUT"INPUT REQUEST";
I$
1770 IF I$="X"THEN250
1780 S=INSTR(I$," "):IFS=0THEN19
80ELSEB$=LEFT$(I$,S-1):C$=MID$(I
$,S+1)
1790 G$=B$
1800 IFB$="UNLOCK"THENB$="OPEN"E
LSEIFB$="LOCK"THENB$="CLOSE"ELSE
IFB$="BLAST"THENB$="TAKE"ELSEIFB
$="LOCATE"THENB$="FIND"ELSE IFB$
="LAUNCH" OR B$="LIFT"THENB$="TA
KE"
1810 IFC$="POD"THENC$="OFF"
1820 IFB$="OPEN"THEN1840ELSEIFB$
="CLOSE"THEN1920ELSEIFB$="TAKE"
HEN1940ELSEIFB$="FIND"THEN2000
1830 PRINT"THAT DOES NOT COMPUTE
":GOTO1750
1840 IFLEFT$(C$,3)="DOO"THEN1850
ELSE1990
1850 IF YOU=29 AND LC(1)=1 THENP
RINT"DOOR IS UNLOCKED"ELSE1870
1860 LC(1)=0:GOTO1750
1870 IFYOU=31 AND LC(2)=1 THENPR
INT"DOORS ARE UNLOCKED"ELSE1890
1880 LC(2)=0:LC(3)=0:GOTO1750
1890 IF YOU=18 AND LC(4)=1THENPR
INT"DOOR IS UNLOCKED"ELSE1910
1900 LC(4)=0:GOTO1750
1910 PRINT"DOORS WERE UNLOCKED":
GOTO1750
1920 IFLEFT$(C$,3)="DOO"THEN1930
ELSE1990
1930 PRINT"DOORS ARE ON A TIMER
AND WILL NOT RESPOND":GOTO 175
0
1940 IFC$="OFF"THEN1950ELSE1990
1950 IFYOU=27 OR YOU=33THEN1960E
LSE1970
1960 PRINT"YOU HAVE JUST BLASTED
OFF INTO SPACE":GOTO 2170
1970 PRINT"ARE YOU CRAZY":GOTO 1
750
1980 PRINT"PLEASE USE 2 WORD COM
MANDS":GOTO 1750
1990 PRINTG$;" WHAT?":GOTO1750
2000 IFLEFT$(C$,3)="CRE"THEN2010
ELSE1990
2010 IFYOU=14THENPRINT"CREATOR I
S IN THE ";RN$(CR)ELSEPRINT"UNAU
THORIZED REQUEST THIS AREA"

```

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2020 GOTO1750
2030 DATA A PANEL OF MONITORING
      INSTRUMENT GAUGES,A LARGE CONT
      ROL PANEL WITH METERS,BEDS ON
      THE EAST WALL
2040 DATA VIDEO GAMES AND OTHER
      RECREATIONAL EQUIPMENT,THIS A
      REA IS USED FOR HOLDING CAPTIV
      ES,SMASHED EQUIPMENT EVERYWHERE
2050 DATA FOOD AND DRINK STORED
      HERE,POTS PANS AND KITCHEN A
      PPLIANCES,TABLES AND CHAIRS EVER
      Y-WHERE,A BRILLANT STAR CLUSTER
      OUT THE WINDOW,TRACES OF YOUR CR
      EATOR'S BELONGINGS,BROKEN LIGHTS
      AND DESTR-OYED EQUIPMENT
2060 DATA POWER GAUGES AND LEVER
      S,A BED & COMPUTER CONSOLE,REPAI
      R TOOLS AND PARTS,THE DOCTORS OF
      FICE WITH CONSOLE ON THE DESK,BE
      DS AND MEDICAL EQUIPMENT,MAIN C
      OMPUTER & CONSOLE,HALF SMASHED E
      LECTRONIC EQUIPMENT,A BED AND T
      HE CAPTAIN'S BELONGINGS
2070 DATA SMASHED WEAPONS OF EVE
      RY SORT,ROBOT REPAIR EQUIPMENT,
      LAB ANIMALS & ELECTRONIC EQUIPTM
      ENT,A BRILLIANT STAR CLUSTER OUT
      THE WINDOW,THE PLANET BELOW,BRO
      KEN EQUIPMENT EVERY-WHERE,A COM
      PUTER CONSOLE
2080 DATA GAUGES AND EQUIPMENT
      ALL AROUND,A COMPUTER CONSOLE
      IN THE MIDDLE,BROKEN MONITORS
      EVERY- WHERE,A COMPUTER CONSOLE
      IN THE CENTER,GAUGES AND EQUI
      PTMENT EVERYWHERE,A COMPUTER C
      ONSOLE
2090 DATA SOLAR PLANT,GRAVITY CO
      NTROL ROOM,CREW QUARTERS,RECREAT
      ION ROOM,DETENTION ROOM,COMMUNIC
      ATION ROOM,STORAGE ROOM,KITCHEN,
      GALLEY,TUNNEL #1,TUNNEL #2,TUNNE
      L #3
2100 DATA NUCLEAR REACTOR ROOM,E
      NGINEERS QUARTERS,MAINTANCE ROOM
      ,DOCTORS QUARTERS,SICK BAY,COMPU
      TER ROOM,CONTROL ROOM,CAPTAIN QU
      ARTERS,WEAPON ROOM,ROBOT REPAIR
      ROOM,LAB,TUNNEL #4,TUNNEL #5,TUN
      NEL #6
2110 DATA ESCAPE POD #1,DOCKING
      BAY #1,TOP ACCESS CHAMBER,SECURI
      TY ROOM,BOTTOM ACCESS CHAM
      BER,DOCKING BAY #2,ESCAPE POD #2
2120 DATA 0,2,0,0,0,0,1,3,0,12,0
      ,0,2,4,0,0,0,0,3,0,0,0,0,0,0,0
      ,6,0,0,11,0,5,0,0,0,8,0,0,0,0,0
      ,9,7,10,0,0,0,0,8,0,0,0,0,0,29,
      8,0,0,29,6,0,0,0,0,0,2,29,0,0
2130 DATA 0,14,0,0,0,0,13,15,0,2
      6,0,0,14,0,0,0,0,0,0,0,17,0,0,
      0,0,16,18,0,0,25,0,17,19,0,0,20,
      0,18,0,0,0,21,19,0,0,0,0,20,0,
      0,0,0,23,0,24,0,0,0,0,22,0,0,0,0
      ,0,0,31,22,0,0,31,18,0,0,0,0,0,0
      ,14,31,0,0
2140 DATA 0,0,0,0,0,0,28,0,0,0,0,2
      7,29,0,11,12,10,28,30,0,0,0,0,29
      ,31,0,25,26,24,30,32,0,0,0,0,31,
      33,0,0,0,0,32,0
2150 CLS:PRINT"WELL I DON'T THIN
      K I'LL SEND YOU ON ANY RESCUE MI
      SSIONS AGAIN":GOTO 2230
2160 CLS:PRINT"YOU RAN OUT OF EN
      ERGY":PRINT"THE CREATOR IS DOOME
      D":GOTO2230
2170 IFCR=-2THEN2210
2180 IFT>0THEN2190ELSE2200
2190 PRINT"GOT OUT BEFORE THE ST
      ATION EXPLODED BUT LEFT THE
      CREATOR THERE YOU CHICKEN":GO
      TO2230
2200 PRINT"YOU BLASTED OFF WITHO
      UT THE CREATOR.YOU FAILED YO
      UR MISSION":GOTO2230
2210 PRINT"CONGRATULATIONS!!!!
      YOU SAVED THE CREATOR WITH ";E
      N;" UNITS TO SPARE":GOTO 2230
2220 PRINT"SPACE STATION SPARTA
      EXPLODED! THE CREATOR AND YOU A
      RE SPACE DUST":GOTO2230
2230 END

```



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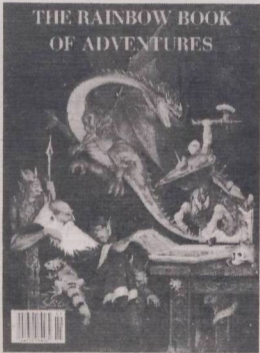
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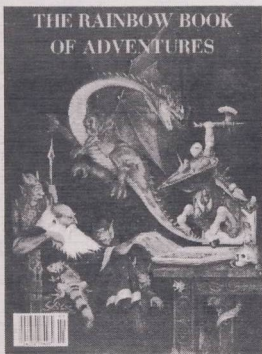


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Rainbow Adventure Tape

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Special Note: To exit from the MENU, press the (up-arrow) key. You may have to press it several times until the screen clears. The *MENU* program has a section in machine language that may otherwise interfere with other programs you run later.