Variables:

R%	Current Room
OLR%	Old Room Number
PL%	Player Location (for storing in inventory)
T%	Turn number
ENC%	Maximum encumbrance value
CTR%	Counter array
CW%	Carry weight
CMD$	Current command line
EX%	Exit game (finished or dead)
D%	Done for current turn?
V%	Verb
N%	Noun
NO2%	Second noun
AVRB%	Adverb
OBJ%	Object
WRD$	Current word

Code Table

Item	Type	Notes
obLn(O%)	FN	Object Location of O%
obHr(O%,R%)	FN	Object O% at Room R%?
obWt(O%)	FN	Weight of object O%
flag(FL%)	FN	Flag value for bit FL%
on(F%)	FN	Is CTR% C% on (>0)?
get(C%)	FN	Return value of CTR% C%
here(O%)	FN	Is object O% in the current room?
inInv(O%)	FN	Is object O% in inventory?
avail(O%)	FN	Is object O% either in the room or in inv?
rn%(N%)	FN	Return a random number up to N%
turn	FN	Return current turn number
Save	PROC	Saves the current game (with the name taken from the command string)
Load	PROC	Loads a selected game (with the name taken from the command string)
stOb(O%,R%)	PROC	Stores object O% at room R%
msg(M%)	PROC	Prints message M%
take(O%)	PROC	Take object O% (if present) and put it in inv.
swap(O1%,O2%)	PROC	Moves O1% to room 0 and moves O2% to inv.
move(O%,R%)	PROC	Moves object O% to room R%
drop(O%)	PROC	Drop object O% if carried
inv	PROC	Shows player inventory (items in room PL%)
goto(R%)	PROC	Move the player to room R%
find(O%)	PROC	Move player to room where O% is

t	PROC	Increase the turn by 1
enc(D%)	PROC	Set the maximum encumbrance level
inc(C%)	PROC	Increase counter C% by 1 (if <255)
dec(C%)	PROC	Decrease counter C% by 1 (if > 0)
Hold(T%)	PROC	Pause for an amount of time
Set(C%,T%)	PROC	Set counter C% to value T%
On(C%)	PROC	Set counter C% to 1
Off(C%)	PROC	Set counter C% to 0
Cls(S%)	PROC	Set or unset CLS option
E	PROC	Mark end of turn
Exit	PROC	End of game
Wait	PROC	Wait for a key to be pressed