

## ADLIST

```

10  FILES matrix.x602,short.x602,short.x602,descrip.z999,object.x602,things
20  DIM A#[99],B#[99],C#[99],D#[99]
30  A#="NORTHSOUTHEAST WEST UP    DOWN IN    OUT    "
40  PRINT "SHOULD I GIVE YOU AND INPUT DELAY BETWEEN ROOMS(0=YES) ";
50  INPUT Q4
60  Z=1
70  IF END #3 THEN 560
80  PRINT LIN(2)
90  IF Q4 THEN 110
100  LINPUT C#[1,1]
110  READ #3;B#
120  PRINT "ROOM #Z;" "B#"
130  PRINT
140  READ #4;Q1
150  FOR Q2=1 TO Q1
160  READ #4;D#
170  PRINT D#
180  NEXT Q2
190  PRINT
200  L=0
210  READ #5,1
220  FOR A=1 TO 100
230  IF END #5 THEN 290
240  READ #5;Z2,Z3
250  IF Z2#Z THEN 280
260  L=L+1
270  WIL1=A
280  NEXT A
290  IF L=0 THEN 390
300  PRINT "I SEE:"LIN(1)
310  FOR Z9=1 TO L
320  READ #6,1
330  FOR A=1 TO WILZ9
340  READ #6;D#
350  NEXT A
360  PRINT D#[POS(D#,"@")+1]
370  NEXT Z9
380  PRINT
390  PRINT "EXITS:"LIN(1)
400  Z=Z+1
410  FOR A=1 TO 8
420  READ #1;B
430  IF B=0 THEN 530
440  READ #2,1
450  FOR C=1 TO B
460  READ #2;B#
470  NEXT C
480  C#[1,1]=" "
490  CONVERT B TO C#[2,2]
500  IF B<10 THEN 520
510  CONVERT B TO C#[1,2]
520  PRINT A#[A*5-4,A*5] --("C#")--> "B#"
530  NEXT A
540  PRINT LIN(2)
550  GOTO 70
560  PRINT LIN(2);"OBJECTS THAT INITIALLY DO NOT EXIST:"LIN(2)

```

```
570 READ #5,1
580 READ #6,1
590 FOR A=1 TO 100
600 IF END #5 THEN 660
610 READ #5,Z2,Z3
620 READ #6,D#
630 IF Z2 THEN 650
640 PRINT D#;IPOS(D#,"@")+11
650 NEXT A
660 END
```

GET-ADCOMA

LIST

ADCOMA

```
10 FILES COMAND.X602
20 Z=5
30 DIM A$(255)
40 IF END #1 THEN 40
50 READ #1;A$
60 PRINT A$,
70 Z=Z-1
80 IF Z THEN 110
90 Z=5
100 PRINT
110 GOTO 50
120 END
```

ROOM # 1           Meadow

You're in a vast meadow that stretches endlessly in all directions.  
To the west is a tree.

EXITS:

NORTH --( 1)--> Meadow  
SOUTH --( 1)--> Meadow  
EAST --( 1)--> Meadow  
WEST --( 2)--> Meadow near tree

ROOM # 2           Meadow near tree

You're in the meadow, underneath a large oak tree. There are small  
carvings on the tree, and they seem to mean something.

I SEE:

Small structure in the tree

EXITS:

NORTH --( 1)--> Meadow  
SOUTH --( 1)--> Meadow  
EAST --( 1)--> Meadow  
WEST --( 1)--> Meadow  
UP --( 3)--> Treehouse

ROOM # 3           Treehouse

You're in a treehouse, barren of furnishings except a cubicle to the south,  
which is filled with shimmering green light.

I SEE:

Battery-powered lamp

EXITS:

SOUTH --( 4)--> Cubicle  
DOWN --( 2)--> Meadow near tree  
IN --( 4)--> Cubicle

ROOM # 4                    Cubicle

You're in a cubicle. A green glow surrounds you on all sides, but it is impossible to see the source of it.

I SEE:

Black 6-inch lever embedded in the wall of the cubicle

EXITS:

NORTH --( 3)--> Treehouse

OUT     --( 3)--> Treehouse

ROOM # 5                    Small Room

You are in a small, dark room with a passage to the north and a set of ascending stone stairs to the east.

EXITS:

NORTH --( 9)--> Chest Room

EAST   --(14)--> Turkish Bath

UP     --(14)--> Turkish Bath

ROOM # 6                    Maze

You are in a twisting maze of little passages, all alike.

I SEE:

Set of iron keys

EXITS:

EAST   --( 6)--> Maze

WEST   --( 7)--> Maze

UP     --( 6)--> Maze

DOWN   --( 6)--> Maze

ROOM # 7                    Maze

You are in a little maze of twisty passages, all alike.

EXITS:

NORTH --( 7)--> Maze

SOUTH --( 8)--> Maze

EAST   --( 7)--> Maze

UP     --(55)--> Strobe Room

DOWN   --( 7)--> Maze

ROOM # 8            Maze

You are in a twisty maze of little passages, all alike.

EXITS:

NORTH --( 7)--> Maze  
SOUTH --( 8)--> Maze  
WEST --( 8)--> Maze  
UP --( 8)--> Maze  
DOWN --(11)--> Mystery Room

---

ROOM # 9            Chest Room

You are in a very dusty room with a teakwood floor. You may leave this room to the north and south.

I SEE:

Dusty oak chest

EXITS:

NORTH --( 6)--> Maze  
SOUTH --( 5)--> Small Room

ROOM # 10           Inside Chest

You are in a very small room with oak walls, and it's a little cramped.

I SEE:

Dazzling nugget of gold

EXITS:

ROOM # 11           Mystery Room

You are in the Mystery Room, a very lovely room with exits to the east, west and south. The hole in the ceiling is too far up to use.

I SEE:

Wrinkly old witch

EXITS:

SOUTH --(20)--> Slime Room  
EAST --(19)--> Chamber of Time  
WEST --(12)--> Hall of the Sea

ROOM # 12

Hall of the Sea

You have entered the Hall of the Sea, a room filled with blue-green mists. Mysterious shadows seem to dance upon the walls as your lamp sheds light through the eerie colored fog. Exits are east and west.

I SEE:

Perfectly round pearl

EXITS:

EAST --(11)--> Mystery Room

WEST --(13)--> Catacomb

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ROOM # 13

Catacomb

You're in a damp, somewhat musty chamber that appears to be an ancient catacomb. There is a passage to the east.

I SEE:

Obscure, wrinkled note

EXITS:

EAST --(12)--> Hall of the Sea

ROOM # 14

Turkish Bath

You're in the Turkish Bath. Soothing mist surrounds you. You may go down stone stairs to the west, or up a metal ramp to the east.

EXITS:

EAST --(15)--> Garden

WEST --( 5)--> Small Room

UP --(15)--> Garden

DOWN --( 5)--> Small Room

ROOM # 15

Garden

You have entered a small garden. The soil is very loose here. To the west is a metal ramp that leads downward; to the north is a large glass building.

I SEE:

Delicate Ming vase

EXITS:

NORTH --(16)--> Greenhouse

WEST --(14)--> Turkish Bath

DOWN --(14)--> Turkish Bath

ROOM # 16            Greenhouse

You're in an empty glass building that seems to have been used for a greenhouse. To the north is a house; to the south is a garden; to the west is a store room.

EXITS:

NORTH --(23)--> Living Room  
SOUTH --(15)--> Garden  
WEST --(17)--> Store Room

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ROOM # 17            Store Room

This is a very tiny store room that has a large hole in the floor on the western side of the room, and an exit to the east.

I SEE:

Soft, velvet foot stool

EXITS:

EAST --(16)--> Greenhouse  
WEST --(18)--> Hall of Tones  
DOWN --(18)--> Hall of Tones

ROOM # 18            Hall of Tones

You're in the Hall of Tones. Pleasant tunes can be heard as you decide whether to go west, or up steep steps to the east.

I SEE:

Stradivarius cello

EXITS:

EAST --(17)--> Store Room  
WEST --(19)--> Chamber of Time  
UP --(17)--> Store Room

ROOM # 19

Chamber of Time

You are in a very beautiful room, the Chamber of Time. Exits are to the east and west.

I SEE:

Finely-crafted Swiss timepiece

EXITS:

EAST --(18)--> Hall of Tones

WEST --(11)--> Mystery Room

ROOM # 20

Slime Room

This room's walls are covered with a mixture of blood and slimy ooze. Exits: North and south.

I SEE:

Threatening mass of slime on the floor

EXITS:

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NORTH --(11)--> Mystery Room

SOUTH --(26)--> Waterfall

ROOM # 21

Library

You're in a library. The only apparent exits to the room are: a passage to the south and an archway to the east.

I SEE:

Tiny yellow book with a broken binding

EXITS:

SOUTH --( 6)--> Maze

EAST --(22)--> Kitchen



ROOM # 22            Kitchen

You're in a kitchen. There are two exits, one to the west and one to the south. The scent of food is in the air.

I SEE:

Sharp butcher's knife  
Generous slice of pizz

EXITS:

SOUTH --(23)--> Living Room  
WEST --(21)--> Library

ROOM # 23            Living Room

You are in the living room of the house. Exits: North, south, east, and a very narrow passage to the west.

I SEE:

Ancient piece of parchment

EXITS:

NORTH --(22)--> Kitchen  
SOUTH --(16)--> Greenhouse  
EAST --(24)--> Foyer  
WEST --( 6)--> Maze

ROOM # 24            Foyer

You are in a small foyer, barren of any furnishings, except for a large glass cubicle to the south, which is filled with shimmering red light. Exits: East and west, and a northern exit leading upstairs.

EXITS:

NORTH --(35)--> Hallway  
SOUTH --(25)--> Cubicle  
EAST --(32)--> Front Yard  
WEST --(23)--> Living Room  
UP --(35)--> Hallway  
IN --(25)--> Cubicle

ROOM # 25            Cubicle

You are in a glass cubicle. Surrounding you is a shimmering red glow, but it is impossible to see the source of it.

I SEE:

Three-foot long staff

EXITS:

NORTH --(24)--> Foyer

OUT     --(24)--> Foyer

ROOM # 26            Waterfall

You're in a cool room with a towering waterfall filling up the eastern part of the room. You're on a path that bends north and west, and there's a glass cubicle to the south, which is filled with shimmering blue light.

I SEE:

Clear water [in waterfall]

EXITS:

NORTH --(20)--> Slime Room

SOUTH --(28)--> Cubicle

WEST   --(27)--> Mine Field

IN      --(28)--> Cubicle

ROOM # 27            Mine Field

This room is only five feet high, and has exits to the south and east.

I SEE:

Great number of little dirt hills

EXITS:

SOUTH --(29)--> Sewer Pipe

EAST   --(26)--> Waterfall

~~ROOM # 28            Cubicle~~

You are in a glass cubicle. Surrounding you is a shimmering blue glow, but it is impossible to see the source of it.

EXITS:

NORTH --(26)--> Waterfall

OUT     --(26)--> Waterfall

ROOM # 29            Sewer Pipe

You are at the northern end of a very long sewer pipe. To the north is a low room, and there are numerous holes in the floor of the pipe.

I SEE:

Huge gorilla-like beast

EXITS:

NORTH --(27)--> Mine Field  
SOUTH --(56)--> Sewer Pipe  
DOWN --(30)--> Treasure Room

ROOM # 30            Treasure Room

This giant room is the home of the most valuable treasure in the cave. In the direct center of the room, a sphere of great beauty was placed many years ago. The only exits to this room are the stairs above you.

I SEE:

Shining Platinum globe with readable coating

EXITS:

UP --(29)--> Sewer Pipe

ROOM # 31            Viper Pit

You're in a deep pit. The only exit is straight up.

I SEE:

Hungry looking black snake

EXITS:

NORTH --(32)--> Front Yard  
UP --(32)--> Front Yard  
OUT --(32)--> Front Yard

ROOM # 32

Front Yard

You're in the front yard of the house. To the west is a door, to the south a dark hole, and meadow everywhere else.

EXITS:

NORTH --(33)--> North of House  
SOUTH --(31)--> Viper Pit  
EAST --( 1)--> Meadow  
WEST --(24)--> Foyer  
DOWN --(31)--> Viper Pit  
IN --(24)--> Foyer

ROOM # 33

North of House

You're in a meadow, north of a house. Far to the north, a tiny oasis is visible.

EXITS:

NORTH --(34)--> Burgerland  
SOUTH --(32)--> Front Yard  
EAST --( 1)--> Meadow  
WEST --( 1)--> Meadow

ROOM # 34

Burgerland

You're in Burgerland! A meadow surrounds this tiny oasis, which has no apparent entrance.

I SEE:

Burgerland dinner plate  
Filet-o-fish sandwich  
Odd clown with red hair and yellow overalls

EXITS:

NORTH --(63)--> Burgerland North  
SOUTH --(33)--> North of House  
EAST --( 1)--> Meadow  
WEST --( 1)--> Meadow

ROOM # 35            Hallway

You're in a hallway. There are various openings to the north and west, and two stairways: one leading up to the east and one down to the foyer.

EXITS:

NORTH --(39)--> Sitting Room

EAST --(36)--> Attic

WEST --(37)--> Bathroom

UP --(36)--> Attic

DOWN --(24)--> Foyer

---

ROOM # 36            Attic

You're in the attic. The only exit is a stairway leading downward.

I SEE:

Leather work glove

EXITS:

DOWN --(35)--> Hallway

ROOM # 37            Bathroom

You're in an old-fashioned bathroom, a very tidy place, with exits to the north and east.

I SEE:

Can of disinfectant spray

Porcelain Toilet

Old-fashioned bathtub

EXITS:

NORTH --(38)--> Bedroom

EAST --(35)--> Hallway

ROOM # 38            Bedroom

You're in a large room, probably the master bedroom. There is an exit to the south, and one to the east.

I SEE:

King-size bed

Card with a green F and a brown strip on it

EXITS:

SOUTH --(37)--> Bathroom

EAST --(39)--> Sitting Room

ROOM # 39            Sitting Room

You're in the sitting room. Exits: west and south, and a cubicle to the east, filled with shimmering purple light.

I SEE:

Ivory-Handled Comb

EXITS:

SOUTH --(35)--> Hallway

EAST --(40)--> Cubicle

WEST --(38)--> Bedroom

IN --(40)--> Cubicle

ROOM # 40            Cubicle

You're in a cubicle. A purple glow surrounds you, but you cannot see the source of it.

EXITS:

WEST --(39)--> Sitting Room

OUT --(39)--> Sitting Room

ROOM # 41            East-West Passage

You're in a very tight east-west passageway. There is also a small hole in the floor on the northern side of the passage. A freezing wind blows out of the hole.

EXITS:

NORTH --(42)--> Cold Room

EAST --(30)--> Treasure Room

WEST --(43)--> Sandy Shore

DOWN --(42)--> Cold Room

ROOM # 42            Cold Room

You're in an extremely cold room. Icicles hang from the ceiling, and near a particularly large icicle in the southern part of the room, is a hole.

I SEE:

Steamy white brick-like block

EXITS:

SOUTH --(41)--> East-West Passage

UP --(41)--> East-West Passage

ROOM # 43            Sandy Shore

You're on a sandy shore. To the west is some more sand, but it seems to be mixed with water. There is a tight passage leading east.

EXITS:

EAST --(41)--> East-West Passage  
WEST --(44)--> Quicksand

ROOM # 44            Quicksand

You're in a pool of sand. To the west you can see a path leading outside, and to the east, a shore.

EXITS:

EAST --(43)--> Sandy Shore  
WEST --(45)--> Rocky Path

ROOM # 45            Rocky Path

The floor here is quite rocky, making your footing quite unsure. You're on a path with a lighted passage to the south and a dark tunnel to the north. To the east is a somewhat soupy pool of sand.

EXITS:

NORTH --(47)--> Archaeology Room  
SOUTH --(46)--> Base of Mountain  
EAST --(44)--> Quicksand

ROOM # 46            Base of Mountain

You're at the base of a mountain. It is snowing lightly here, partially covering an assortment of heavy wires. To the north is a cave leading underground.

I SEE:

Signpost partially covered with snow  
Beige button marked ~ HIGH VOLTAGE ~  
Strange contraption

EXITS:

NORTH --(45)--> Rocky Path

ROOM # 47            Archaeology Room

You're in a room filled with cobwebs. There appear to have been recent archaeological diggings in this area. Passages exit to the north and south.

I SEE:

Dirty shovel

EXITS:

NORTH --(48)--> Chapel

SOUTH --(45)--> Rocky Path

ROOM # 48            Chapel

~~You're in a small, but elaborately decorated chapel. There is a large machine in one corner of the room, and it is covered with dust. The only exit to the room is an archway to the south.~~

I SEE:

Large machine

Small red knob [on the machine]

Tiny tan label [on the machine]

EXITS:

SOUTH --(45)--> Rocky Path

ROOM # 49            Summit of Mountain

You're at the summit of Mount Frobozz. The eastern slope is impassable, but there are trails to the north and south. An inviting, cozy lighted shack is to the west. It is snowing quite heavily here.

I SEE:

Immense bulletin board

EXITS:

NORTH --(50)--> Expert Trail

SOUTH --(51)--> Bunny Slope

WEST --(52)--> Ski Shack

IN --(52)--> Ski Shack



ROOM # 50

Expert Trail

You're at the top of the Expert Slope, a sheet of ice plunging downward out of sight at an unpleasant angle. A small snowy trail leads away south.

EXITS:

SOUTH --(49)--> Summit of Mountain

ROOM # 51

Bunny Slope

You're at the top of the Bunny Slope! It seems as though a child would have no problem skiing down, although walking down is out of the question. A path leads away to the north.

EXITS:

NORTH --(49)--> Summit of Mountain

ROOM # 52

Ski Shack

You are in a comfortable ski shack, apparently a shelter from the cold weather outside. There's a rickety staircase leading downward in this building.

I SEE:

Silver disc with markings

EXITS:

EAST --(49)--> Summit of Mountain

DOWN --(53)--> Cave

OUT --(49)--> Summit of Mountain

ROOM # 53

Cave

You're in a dark cave with a rocky floor. There is a stairway leading up and an eastern passage.

I SEE:

Sparkling diamond jewelry

EXITS:

EAST --(54)--> East-West Crawl

UP --(52)--> Ski Shack

ROOM # 54            East-West Crawl

You're crawling over rocky cobbles in an east-west passage. At the eastern end is a formidable wooden door, which is open.

I SEE:

Stately wooden door

EXITS:

EAST    --(13)--> Catacomb

WEST    --(53)--> Cave

ROOM # 55            Strobe Room

You are in a very peculiar room with no apparent exits. There is an unusual flashing light that fills the room, seemingly coming from far above you.

I SEE:

Cube of pliable material

EXITS:

DOWN    --( 7)--> Maze

ROOM # 56            Sewer Pipe

~~You're in a very long, north-south sewer pipe. You can hear a strange, distant, echoing sound, apparently an animal humming to himself.~~

EXITS:

NORTH   --(29)--> Sewer Pipe

SOUTH   --(56)--> Sewer Pipe

ROOM # 57            Wet Room

You're in a very wet room on the eastern side of an immense waterfall. There are openings to the north and south, and a small room to the east.

EXITS:

NORTH   --(59)--> Laboratory

SOUTH   --(58)--> Reactor Room

EAST    --(60)--> Closet

## ROOM # 58

## Reactor Room

You're in a warm room with an exit to the north. The walls are covered with large metal slabs, apparently for insulation purposes. In the center of the room is a low platform. A bright orange glow emanates from a small grating on the southern wall.

I SEE:

Low platform  
Small grating on the southern wall  
Metal insulation slabs  
Large wheel mounted on the platform

EXITS:

NORTH --(57)--> Wet Room

## ROOM # 59

## Laboratory

You're in a mysterious little room that appears to have been a scientific laboratory, judging from the assortment of junk around the room. Exits are an open passage to the south and an odd thin hole to the east.

EXITS:

SOUTH --(57)--> Wet Room

EAST --(62)--> Hospital Room

## ROOM # 60

## Closet

You're in a small closet, perhaps used for storage of scientific supplies. The exit is to the west.

I SEE:

Yellow rubber boots

EXITS:

WEST --(57)--> Wet Room

ROOM # 61            Reactor

You are inside the reactor core, a large, circular room with a reinforced spherical ceiling. The blinding glare from the reactor makes it difficult to make out any other features of the room. There is an access grating on the northern wall.

I SEE:

Flawless blue sapphire

EXITS:

NORTH --(58)--> Reactor Room

ROOM # 62            Hospital Room

You're in a spotless white room, devoid of any furnishings or windows. Although there is no visible heat source in the room, the air is very warm. The most interesting feature of this room is the peculiar exit: a tall thin hole on the western wall.

I SEE:

Menacing nurse with huge needle  
Sickening amber solution [in the needle]

EXITS:

WEST --(59)--> Laboratory

ROOM # 63            Burgerland North

You're in a grassy area north of Burgerland. There is what appears to have been an escalator (now inoperative) leading downward here.

I SEE:

Large black pillar with a bronze F near the top

EXITS:

NORTH --( 1)--> Meadow

SOUTH --(34)--> Burgerland

EAST --( 1)--> Meadow

WEST --( 1)--> Meadow

DOWN --(64)--> Burgerland Station

ROOM # 64            Burgerland Station

You're standing in a very long, cylindrical room. From the objects about the room, it would appear that this is a subway station. Beyond a gate you can see the open doorway of an abandoned train.

I SEE:

Small box with a slot  
Eighty-foot Froboliner train

EXITS:

UP        --(63)--> Burgerland North

ROOM # 65            Train

You're in a Froboliner subway train.

EXITS:

OUT      --(64)--> Burgerland Station

ROOM # 66            Museum Station

You're standing in a very long, cylindrical room. From the objects about the room, it would appear that this is a subway station. Beyond a gate you can see the open doorway of an abandoned train.

EXITS:

UP        --(67)--> Art Museum

ROOM # 67            Art Museum

You are in a museum named for the great leader of Erehwon, King Frobozz II. The only exit is down to Museum Station.

I SEE:

Priceless painting of King Frobozz II

EXITS:

DOWN     --(66)--> Museum Station

OBJECTS THAT INITIALLY DO NOT EXIST:

Sexy young girl  
Set of very rare coins  
Transparent glass flask  
White crystal cylinder  
Horrible Zarka  
Wall of large rocks blocking your exit  
Large order of french fries  
Emerald wedding ring  
Beautiful Jade statue  
Worthless shards of pottery

DONE