

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOKREF NOALC NOANSF TERM IBM FLAG(I)

C		CAS00010
C	CASTLEQUEST BY MICHAEL S. HOLTZMAN/MARK A. KERSHENBLATT 2/80	CAS00020
C	Modified to run under IBM's CP/CMS, 9/81, by M. Holtzman	CAS00030
C		CAS00040
C-----		CAS00050
C	ITEMS = LOCATIONS OF THE ITEMS	CAS00060
C	VERBS = LIST OF ALLOWABLE VERBS.	CAS00070
C	NOUNS = LIST OF ALLOWABLE NOUNS.	CAS00080
C	ROOM = CURRENT ROOM	CAS00090
C	LROOM = LAST ROOM	CAS00100
C	NUMB = NUMBER OF ITEMS BEING CARRIED.	CAS00110
C	GUN = STATUS OF GUN (0=NOTHING,1=LOADED)	CAS00120
C	LOCK = 0=LOCKED,1=1ST #,2=2ND #,3=OPEN.	CAS00130
C	WIND1 = WINDOW IN ROOM 1 (0=NNAILED,1=BROKEN,2=BARRED,3=OPEN)	CAS00140
C	DOOR(I) = DOOR IN ROOM I (0=LOCKED,1=CLOSED,2=OPEN)	CAS00150
C	SHUTTR = STATUS OF SHUTTER (0=CLOSED, 1=OPEN)	CAS00160
C	BUT = BUTLER (0=SLEEPING,1=AWARE,2=HOLDING NOTE,3=GONE FOR GOOD, 4=DEAD AS A DOORNAIL.	CAS00170
C	BAT = STATUS OF BAT (0=GONE,1=BLOCKING WAY,HUNGRY)	CAS00180
C	NOTE = NUMBER OF NOTE BUTLER IS HOLDING.	CAS00190
C	NDEATH = NUMBER OF TIMES PLAYER HAS DIED.	CAS00200
C	LAMP = STATUS OF LAMP (0=OFF,1=ON,2=DIM,3=EMPTY)	CAS00210
C	ROPE = (0=LOOSE,1=TIED TO BED,2=HANGING,-2=GONE,3=TIED TO HOOK)	CAS00220
C	VALUE = POINT VALUE OF FINDING EACH TREASURE.	CAS00230
C	HUNCH = HUNCHBACK (0=HUNGRY,1=FOLLOWING,2=GONE)	CAS00240
C	BOTTLE = BOTTLE FILLED?	CAS00250
C	BLOOD = BLOOD IN BOTTLE?	CAS00260
C	WATER = WATER IN BOTTLE?	CAS00270
C	MELT = HOLE MELTED IN ICE?	CAS00280
C	HOLE = CYCLOPS SHAPED HOLE IN DOOR?	CAS00290
C	WIZ = WIZARD STILL AROUND?	CAS00300
C	TORCH = IS TORCH LIT?	CAS00310
C	FIRE = IS FIRE BURNING?	CAS00320
C	SUN = IS SUN UP (0=UP,1=SETTING)	CAS00330
C	MASTER = (0=IN COFFIN,1=ASLEEP,2=PINNED,3=UP,4=DEAD)	CAS00340
C	LMOVE = # MOVES WITH LAMP LIT.	CAS00350
C	MMOVE = # MOVES WITH MATCHES LIT.	CAS00360
C	MATCH = MATCHES (0=UNLIT,1=LIT,2=GONE)	CAS00370
C	SCORE = ACCUMULATED SCORE.	CAS00380
C	MAS1,2,3,4 = MASTER SECTION STATUS (LOGICAL)	CAS00390
C-----		CAS00400
C		CAS00410
C		CAS00420
ISN 0002	INTEGER ACTION(2), OBJECT, PREV(100) /100*-1/	CAS00430
ISN 0003	INTEGER INST(50,20), LEAVE(100), ENTER(100)	CAS00440
C		CAS00450
ISN 0004	INTEGER FORM(100,20), FORM2(60,20), LONG(400,20), HINT(50,20)	CAS00460
C		CAS00470
ISN 0005	INTEGER PW /'.. .'/	CAS00480
C	INTEGER PARLEN,PARMAX/25/, NUMCOM/0/	CAS00490
C	INTEGER SIGID,AWCC/'AWCC',A6L2/'A6L2', A3TB/'A3TB'/	CAS00500
C		CAS00510
ISN 0006	INTEGER ITEMS(30), VALUE(30), WHER(10), DOOR(100), SAVAR(400)	CAS00520
C		CAS00530

ISN 0007	C	INTEGER ROOM, LROOM, SHUTTR, ROPE, 2 HUNCH, MATCH, MASTER, NOTVAL, LOKVAL, BUTVAL, 3 ROPVAL, WIND1, WIND2, SCORE, SUN, 4 NMOVE, NUMB, NOTE, IPASS, LAMP, 5 MMOVE, LMOVE, MAX, MAXSCR, BUT	CAS00540 CAS00550 CAS00560 CAS00570 CAS00580 CAS00590 CAS00600 CAS00610 CAS00620 CAS00630 CAS00640 CAS00650 CAS00660 CAS00670 CAS00680 CAS00690 CAS00700 CAS00710 CAS00720 CAS00730 CAS00740 CAS00750 CAS00760 CAS00770 CAS00780 CAS00790 CAS00800 CAS00810 CAS00820 CAS00830 CAS00840 CAS00850 CAS00860 CAS00870 CAS00880 CAS00890 CAS00900 CAS00910 CAS00920 CAS00930 CAS00940 CAS00950 CAS00960 CAS00970 CAS00980 CAS00990 CAS01000 CAS01010 CAS01020 CAS01030 CAS01040 CAS01050 CAS01060 CAS01070 CAS01080 CAS01090 CAS01100 CAS01110
ISN 0008	C	LOGICAL BOTTLE, BLOOD, WATER, DEBUG, GNOME,SAVE, WIZ	
ISN 0009		LOGICAL WOLF, GUN, BAT, PREC, EQUC, HOLE, MELT, TORCH	
ISN 0010		LOGICAL MASECT, FIRE, MAS1, MAS2, MAS3, MAS4	
ISN 0011		LOGICAL*1 PARSTG(25),PAR1(8),PAR2(8),PAR3(8),COMMA/,/,	
ISN 0012		LOGICAL*1 DEBU(4)/*D*, 'E', 'B', 'U', REST(4)/*R', 'E', 'S', 'T',/, 1FAST(4)/*F', 'A', 'S', 'T' /	
ISN 0013	C	EXTERNAL RDM	
ISN 0014	C	EQUIVALENCE (SAVAR(1),ITEMS(1)),(SAVAR(31), VALUE(1)), 2 (SAVAR(61), ROOM),(SAVAR(62), LROOM), 3 (SAVAR(63), GUN),(SAVAR(64), BAT), 4 (SAVAR(65), BUT),(SAVAR(66), SHUTTR), 5 (SAVAR(67), ROPE),(SAVAR(68), HUNCH), 6 (SAVAR(69), MATCH),(SAVAR(70), MASTER), 7 (SAVAR(71), WHER(1)),(SAVAR(81), NOTVAL), 8 (SAVAR(82), LOKVAL),(SAVAR(83), BUTVAL), 9 (SAVAR(84), ROPVAL),(SAVAR(85), FIRE), X (SAVAR(86), PREC),(SAVAR(87), WIND1), 1 (SAVAR(88), WIND2),(SAVAR(89), SCORE), 2 (SAVAR(90), NMOVE),(SAVAR(91), BLOOD), 3 (SAVAR(92), BOTTLE),(SAVAR(93), WATER), 4 (SAVAR(94), SUN),(SAVAR(95), NUMB), 5 (SAVAR(96), NOTE),(SAVAR(97), IPASS), 6 (SAVAR(98), LAMP),(SAVAR(99), MMOVE), 7 (SAVAR(100), LMOVE),(SAVAR(101),DOOR(1)), 8 (SAVAR(201), NDEATH),(SAVAR(202), MAX), 9 (SAVAR(203), MAXSCR),(SAVAR(204), IBRIEF), X (SAVAR(205), GNOME),(SAVAR(206), WOLF)	
ISN 0015	C	EQUIVALENCE (SAVAR(207), HOLE),(SAVAR(208), MELT), X (SAVAR(209), TORCH),(SAVAR(210), WIZ), 2 (SAVAR(211), MASECT),(SAVAR(212), MAS1), 3 (SAVAR(213), MAS2),(SAVAR(214), MAS3), 4 (SAVAR(215), MAS4)	
ISN 0016	C	DATA NITEMS /30/	
ISN 0017	C	DATA LEAVE /7,0,0,3,0,0,7,0,0,1,1,0,7,0,3,0,5,0,3,10, 2 0,7,0,0,3,0,0,0,0,0,5,5,5,0,2,0,0,10,0,0, 3 0,9,3,9,1,0,0,0,0,6,3,3,0,6,0,0,0,0,0, 4 1,9,9,1,0,0,10,7,1,7,7,3,0,0,1,10,3,0,0,0, 5 0,3,3,0,7,3,7,1,7,0,3,0,0,3,0,0,0,0,7,0 /	
ISN 0018	C	DATA ENTER /0,0,1,0,0,3,0,0,0,0,0,3,10,0,0,0,10,1,0,1, 2 3,0,0,7,0,0,0,7,0,0,0,0,0,0,0,8,0,0,0,0, 3 7,0,0,5,0,0,0,1,0,0,2,0,7,0,0,0,0,0,0,0, 4 19,9,1,1,1,0,7,3,3,0,3,5,0,1,0,0,0,0,7,9, 5 0,3,0,3,0,5,1,0,0,9,1,0,7,0,0,0,0,0,7,0 /	
ISN 0019	C	COMMON DEBUG, ISEED	

```

ISN 0020      COMMON /BLOCK1/ FORM, FORM2, INST, LONG, HINT          CAS01120
ISN 0021      COMMON /BLOCK2/ SAVAR                           CAS01130
C
ISN 0022      C EQUIVALENCE (ACTION(2), OBJECT)                  CAS01140
C
ISN 0023      CALL INIT                           CAS01150
ISN 0024      SEED = FLOAT (ISEED)                   CAS01160
C
ISN 0025      SAVE=.FALSE.                         CAS01170
ISN 0026      MAXABS = MAXSCR                      CAS01180
C***           CAS01190
Comment out the parameter fetch and check code:          CAS01200
C     CALL PAR(PARSTG,PARLEN,PARMAX,1,1)             CAS01210
C     DO 2 JJ=1,PARLEN                            CAS01220
C       IF (EQUC (PARSTG (JJ),COMMA)) NUMCOM=NUMCOM+1   CAS01230
C       IF (EQUC (PARSTG (JJ),COMMA)) GOTO 2           CAS01240
C       GOTO (7,9),NUMCOM                          CAS01250
C       PAR1(JJ)=PARSTG (JJ)                        CAS01260
C       GOTO 2                                     CAS01270
C 7    CONTINUE                                CAS01280
C       PAR2 (JJ-FLAG)=PARSTG (JJ)                 CAS01290
C       GOTO 2                                     CAS01300
C 9    CONTINUE                                CAS01310
C       PAR3 (JJ-FLAG)=PARSTG (JJ)                 CAS01320
C 2    CONTINUE                                CAS01330
C       IF (LCOMC (4,PAR1(1),DEBU(1)) .EQ. 0 .OR.   CAS01340
C 1LCOMC (4,PAR2(1),DEBU(1)) .EQ. 0 .OR.          CAS01350
C 2LCOMC (4,PAR3(1),DEBU(1)) .EQ. 0) DEBUG=.TRUE.   CAS01360
C       IF (LCOMC (4,PAR1(1),REST(1)) .EQ. 0 .OR.   CAS01370
C 1LCOMC (4,PAR2(1),REST(1)) .EQ. 0 .OR.          CAS01380
C 2LCOMC (4,PAR3(1),REST(1)) .EQ. 0) GOTO 158      CAS01390
C*****          CAS01400
C
ISN 0027      1  WRITE(6,1001)                         CAS01410
ISN 0028      CALL YORN(II)                           CAS01420
ISN 0029      IF (II .EQ. 0) GOTO 10                CAS01430
ISN 0031      CALL HELP(0,ROOM)                      CAS01440
ISN 0032      10 CONTINUE                           CAS01450
C
C
ISN 0033      20 CONTINUE                           CAS01460
ISN 0034      IF (DEBUG) WRITE(6,6301)              CAS01470
ISN 0036      6301 FORMAT('0 TOP OF LOOP (STATEMENT 20)')  CAS01480
C
ISN 0037      IF (ROOM .LE. 40 .OR.               CAS01490
2     ROOM .GE. 95 .OR.                         CAS01500
3     ((LAMP.EQ.1.OR.LAMP.EQ.2) .AND.          CAS01510
4     (ITEMS(21).EQ.-1.OR.ITEMS(21).EQ.ROOM)) .OR.  CAS01520
5     (MATCH.EQ.1 .AND.                         CAS01530
6     (ITEMS(15).EQ.-1.OR.ITEMS(15).EQ.ROOM))) GOTO 22 CAS01540
C
ISN 0039      WRITE(6,1064)                         CAS01550
ISN 0040      GOTO 25                           CAS01560
ISN 0041      22 CONTINUE                           CAS01570
ISN 0042      NUMOVE = NUMOVE + 1                  CAS01580
ISN 0043      IF (DEBUG) WRITE(6,6302) NUMOVE        CAS01590
ISN 0045      6302 FORMAT('0 NUMBER OF MOVES IS ',I3)  CAS01600
ISN 0046      IF (ITEMS( 8) .GE. 57 .AND. ITEMS( 8) .LE. 64)  CAS01610
2           ITEMS(8)=IFIX(RDM(SEED)*7. + 57.)        CAS01620
C

```

```

ISN 0048      IF (NUMOVE.GT.100.AND.SUN.EQ.0.AND.MASTER.LT.4) WRITE(6,1089)    CAS01700
ISN 0050      IF (NUMOVE .GT. 100) SUN = 1                                     CAS01710
ISN 0052      IF (MATCH .NE. 1) GOTO 404                                     CAS01720
ISN 0054          MMOVE = MMOVE + 1                                         CAS01730
ISN 0055          IF (MMOVE .LT. 10) GOTO 404                                CAS01740
ISN 0057          MATCH = 2                                              CAS01750
ISN 0058          IF (ITEMS(15) .EQ. -1) NUMB = NUMB - 1                      CAS01760
ISN 0060          ITEMS(15) = 0                                           CAS01770
ISN 0061          WRITE(6,1088)                                         CAS01780
ISN 0062          Check to see if glacier is melted yet, and if cyclops has crashed   CAS01790
ISN 0064          C through the door yet. (These both require the match). If not, decrease   CAS01800
ISN 0066          C MAX because match is needed to get them. (MAX determines when   CAS01810
ISN 0067          C the player has found everything).                               CAS01820
ISN 0068          IF (.NOT. HOLE) MAX=MAX-10                                 CAS01830
ISN 0070          IF (.NOT. , MELT) MAX=MAX-10                                CAS01840
ISN 0071          GOTO 20                                               CAS01850
ISN 0073          404 CONTINUE                                         CAS01860
ISN 0074          IF (LAMP .EQ. 0 .OR. LAMP .EQ. 3) GOTO 410                  CAS01870
ISN 0075          LMOVE = LMOVE + 1                                         CAS01880
ISN 0076          IF (LMOVE .LT. 75) GOTO 410                                CAS01890
ISN 0077          IF (LMOVE .NE. 100) GOTO 405                                CAS01900
ISN 0078          LAMP = 3                                              CAS01910
ISN 0079          WRITE(6,1009)                                         CAS01920
ISN 0080          WRITE(6,1064)                                         CAS01930
ISN 0081          GOTO 25                                              CAS01940
ISN 0082          405 CONTINUE                                         CAS01950
ISN 0083          IF (LMOVE .NE. 75) GOTO 410                                CAS01960
ISN 0084          LAMP = 2                                              CAS01970
ISN 0085          WRITE(6,1083)                                         CAS01980
ISN 0086          IF (ITEMS(1) .NE. -1 .OR. ITEMS(21) .NE. -1) GOTO 410       CAS01990
ISN 0087          WRITE(6,1085)                                         CAS02000
ISN 0088          ITEMS(1) = 0                                           CAS02010
ISN 0089          NUMB = NUMB - 1                                         CAS02020
ISN 0090          LMOVE = -75                                         CAS02030
ISN 0091          LAMP = 1                                              CAS02040
ISN 0092          410 CONTINUE                                         CAS02050
ISN 0093          II = ROOM + 200*ISIG(PREV(ROOM))                         CAS02060
ISN 0094          IF (DEBUG) WRITE(6,6303) II                           CAS02070
ISN 0095          6303 FORMAT('0 ABOUT TO CALL "DES": II IS ', I3)        CAS02080
ISN 0096          CALL DES(II)                                         CAS02090
ISN 0097          IF (ITEMS(8) .EQ. -1) CALL DES(421)                      CAS02100
ISN 0098          IF (ROOM .EQ. 100) GOTO 9100                            CAS02110
ISN 0099          23 CONTINUE                                         CAS02120
ISN 0100          C ...SPECIAL ROOM CONDITIONS...
ISN 0101          II = 0                                              CAS02130
ISN 0102          IF (ROOM .NE. 8) GOTO 501                                CAS02140
ISN 0103          II = 400 + BUT                                         CAS02150
ISN 0104          GOTO 550                                         CAS02160
ISN 0105          501 CONTINUE                                         CAS02170
ISN 0106          IF (ROOM .NE. 1) GOTO 505                                CAS02180
ISN 0107          IF (SHUTTR .EQ. 0) GOTO 502                                CAS02190
ISN 0108          II = WIND1 + 405                                         CAS02200
ISN 0109          CALL DES(II)                                         CAS02210
ISN 0110          IF (ITEMS(17) .EQ. 29) CALL DES(428)                      CAS02220
ISN 0111          II=0                                              CAS02230
ISN 0112          GOTO 504                                         CAS02240
ISN 0113          502 CONTINUE                                         CAS02250
ISN 0114          CALL DES(417)                                         CAS02260
ISN 0115
ISN 0116
ISN 0117
ISN 0118
ISN 0119

```

```

ISN 0120      504 IF (ROPE .EQ. 2) II=413          CAS02280
ISN 0122      GOTO 550                           CAS02290
ISN 0123      505 CONTINUE                         CAS02300
ISN 0124      IF (ROOM .NE. 10) GOTO 507           CAS02310
ISN 0126      II = 405 + WIND2                   CAS02320
ISN 0127      GOTO 550                           CAS02330
ISN 0128      507 CONTINUE                         CAS02340
ISN 0129      IF (ROOM .NE. 13 .AND. ROOM .NE. 17) GOTO 509   CAS02350
ISN 0131      IF (ROOM .EQ. 13) WRITE(6,1098)        CAS02360
ISN 0133      II = 412 * LIPASS                  CAS02370
ISN 0134      GOTO 550                           CAS02380
ISN 0135      509 CONTINUE                         CAS02390
ISN 0136      IF (ROOM .NE. 29) GOTO 511           CAS02400
ISN 0138      IF (ROPE .NE. 2) GOTO 511           CAS02410
ISN 0140      II = 413                           CAS02420
ISN 0141      511 CONTINUE                         CAS02430
ISN 0142      IF (ROOM .NE. 43) GOTO 513           CAS02440
ISN 0144      II = 423 + MASTER                  CAS02450
ISN 0145      513 CONTINUE                         CAS02460
ISN 0146      IF (ROOM .NE. 47) GOTO 515           CAS02470
ISN 0148      IF (FIRE) WRITE(6,1100)             CAS02480
ISN 0150      GOTO 550                           CAS02490
ISN 0151      515 CONTINUE                         CAS02500
ISN 0152      IF (ROOM .NE. 40) GOTO 517           CAS02510
ISN 0154      IF (DOOR(80) .EQ. 2) WRITE(6,1110)    CAS02520
ISN 0156      GOTO 551                           CAS02530
ISN 0157      517 CONTINUE                         CAS02540
ISN 0158      IF (ROOM .NE. 83 .AND. ROOM .NE. 84) GOTO 519   CAS02550
ISN 0160      IF (PREC) WRITE(6,1011)             CAS02560
ISN 0162      GOTO 550                           CAS02570
ISN 0163      519 CONTINUE                         CAS02580
ISN 0164      IF (ROOM .NE. 65) GOTO 521           CAS02590
ISN 0166      IF (MELT) WRITE(6,1116)             CAS02600
ISN 0168      GOTO 550                           CAS02610
ISN 0169      521 CONTINUE                         CAS02620
C     ...CYCLOPS IN ROOM...
ISN 0170      IF (ROOM .NE. 86) GOTO 523           CAS02630
ISN 0172      IF (HOLE) WRITE(6,1117)             CAS02640
ISN 0174      IF (.NOT. HOLE .AND. ITEMS(27) .NE. -3) WRITE(6,1118)   CAS02650
ISN 0176      IF (.NOT. HOLE .AND. ITEMS(27) .EQ. -3) WRITE(6,1119)   CAS02660
ISN 0178      GOTO 550                           CAS02670
ISN 0179      523 CONTINUE                         CAS02680
ISN 0180      IF (ROOM .NE. 93) GOTO 525           CAS02690
ISN 0182      IF (WIZ) WRITE(6,1128)             CAS02700
ISN 0184      GOTO 550                           CAS02710
ISN 0185      525 CONTINUE                         CAS02720
ISN 0186      IF (ROOM .NE. 99) GOTO 527           CAS02730
ISN 0188      IF (MASECT ) WRITE(6,1136)           CAS02740
ISN 0190      GOTO 550                           CAS02750
ISN 0191      527 CONTINUE                         CAS02760
ISN 0192      IF (ITEMS(4) .GT. -2) NOTE = 1       CAS02770
ISN 0194      549 CONTINUE                         CAS02780
ISN 0195      IF (ROOM .LE. 90 .OR. ROOM .GE. 94) GOTO 550   CAS02790
ISN 0197      IF (ITEMS(12) .NE. -1 .OR. .NOT.WIZ) GOTO 550   CAS02800
ISN 0199      CALL DES(318+ROOM)                  CAS02810
ISN 0200      550 CONTINUE                         CAS02820
ISN 0201      IF (II .EQ. 0) GOTO 551           CAS02830
ISN 0203      CALL DES(II)                      CAS02840
                                         CAS02850

```

```

      ISN 0204      551 CONTINUE                                CAS02860
      ISN 0205      IF (ROOM .LE. 99 .AND. ROOM .GE. 95 .AND.
                    2     ITEMS(3) .EQ. -1) WRITE(6,1141)           CAS02870
      ISN 0207      II = 0                                     CAS02880
      ISN 0208      CALL OBJ(ITEMS,ROOM,SCORE,VALUE)          CAS02890
      ISN 0209      IF ((NUMOVE.GT.15 .AND. (ROOM.LE.25.AND.ROOM.GE.4))
                    2     .OR. WOLF)      CALL WWOLF(II,WOLF)          CAS02900
      ISN 0211      IF ((ROOM.GE.45.AND.ROOM.LE.92) .OR. GNOME) CALL GGNAME(II,GNAME) CAS02910
      ISN 0213      IF (II .GT. 0) GOTO 902                   CAS02920
      ISN 0215      IF (.NOT. WOLF .OR. ITEMS( 8) .NE. -1) GOTO 24   CAS02930
      ISN 0217      CALL DES(429)                            CAS02940
      ISN 0218      HUNCH = 2                                CAS02950
      ISN 0219      ITEMS( 8) = 0                            CAS02960
      ISN 0220      WOLF = .FALSE.                         CAS02970
      ISN 0221      NUMB = NUMB - 1                        CAS02980
      ISN 0222      24 CONTINUE                                CAS02990
      ISN 0223      IF (RDM(SEED) .LT. 0.008) WRITE(6,1145)       CAS03000
      ISN 0225      25 CALL INPUT(ACTION)                  CAS03010
      C
      C      ERANCH DEPENDING ON VERB READ.
      C
      ISN 0226      J = ACTION(1)                            CAS03020
      ISN 0227      26 GOTO (101,101,101,101,101,101,101,101,
                    2     111,112,113,114,115,116,117,118,119,120,
                    3     121,122,123,124,125,126,127,128,129,130,
                    4     131,132,133,134,135,136,137,138,139,140,
                    5     141,142,143,144,145,146,147,148,149,150,
                    6     151,152,153,154,155,156,157,158,159,160,
                    7     161), J                           CAS03030
      C
      ISN 0228      101 CONTINUE                                CAS03040
      ISN 0229      IF (ROOM .LE. 40 .OR. ROOM .GE. 95 .OR.
                    2     (LAMP.EQ. 1 .OR. LAMP.EQ. 2)
                    3     .AND. (ITEMS(21) .EQ. ROOM .OR. ITEMS(21) .EQ.-1))) CAS03050
                    4     GOTO 420                           CAS03060
      ISN 0231      IF ((ITEMS(15) .EQ. -1 .OR. ITEMS(15) .EQ. ROOM) .AND.
                    2     MATCH .EQ. 1) GOTO 420                   CAS03070
      ISN 0233      WRITE(6,1077)                            CAS03080
      ISN 0234      GOTO 902                                CAS03090
      ISN 0235      420 II = LROOM                          CAS03100
      ISN 0236      LROOM = ROOM                           CAS03110
      ISN 0237      CALL MOVE(ROOM, J)                      CAS03120
      ISN 0238      428 IF (DEBUG) WRITE(6,9501) ROOM,LROOM    CAS03130
      ISN 0240      9501 FORMAT('0 RETURN FROM MOVE: ROOM=',I8,' LROOM =',I8) CAS03140
      ISN 0241      IF (ROOM.GE.57 .AND. ROOM.LE.64) LROOM=IFIX(RDM(SEED)*6.+58.) CAS03150
      ISN 0243      IF (ROOM .GE. 0) GOTO 102                 CAS03160
      ISN 0245      ROOM = (-ROOM)                         CAS03170
      ISN 0246      IF (ROOM .LE. 0) ROOM=0                CAS03180
      ISN 0248      IF (ROOM .EQ. 0) GOTO 102                 CAS03190
      ISN 0250      IF ((LROOM .NE. 2 .OR. ROOM .NE. 4) .AND.
                    2     (LROOM .NE. 4 .OR. ROOM .NE. 2)) GOTO 601      CAS03200
      ISN 0252      IF (DOOR(2) .GE. 2) GOTO 103                 CAS03210
      ISN 0254      IF (DOOR(2) .EQ. 0) WRITE(6,1019)           CAS03220
      ISN 0256      IF (DOOR(2) .EQ. 1) WRITE(6,1042)           CAS03230
      ISN 0258      GOTO 106                                CAS03240
      ISN 0259      601 CONTINUE                                CAS03250
      C      ...KITCHEN...
      ISN 0260      IF (ROOM .NE. 7) GOTO 605                 CAS03260

```

```

ISN 0262      IF (DOOR(6) .EQ. 2) GOTO 103          CAS03440
ISN 0264      IF (DOOR(6) .EQ. 0) WRITE(6,1021)       CAS03450
ISN 0266      IF (DOOR(6) .EQ. 1) WRITE(6,1042)       CAS03460
ISN 0268      GOTO 106                                CAS03470
ISN 0269      605 CONTINUE                            CAS03480
C   ...SECRET PASSAGE...
ISN 0270      IF ((ROOM .NE. 13 .OR. LROOM .NE. 17) .AND.
2      (ROOM .NE. 17 .OR. LROOM .NE. 13)) GOTO 609    CAS03500
ISN 0272      IF (IPASS .EQ. 0) ROOM=0                 CAS03510
ISN 0274      GOTO 102                                CAS03520
ISN 0275      609 CONTINUE                            CAS03530
C   ...TRAP DOOR...
ISN 0276      IF (ROOM .NE. 2 .OR. LROOM .NE. 3) GOTO 613  CAS03540
ISN 0278      IF (ITEMS(4) .NE. -1) GOTO 103           CAS03550
ISN 0280      ROOM = 16                               CAS03560
ISN 0281      LROOM= 0                                CAS03570
ISN 0282      WRITE(6,1043)                           CAS03580
ISN 0283      GOTO 103                                CAS03590
ISN 0284      613 CONTINUE                            CAS03600
C   ...ATTIC...
ISN 0285      IF ((ROOM .NE. 21 .OR. LROOM .NE. 20) .AND.
2      (ROOM .NE. 20 .OR. LROOM .NE. 21)) GOTO 615    CAS03610
ISN 0287      IF (.NOT. BAT) GOTO 103                CAS03620
ISN 0289      WRITE(6,1049)                           CAS03630
ISN 0290      GOTO 106                                CAS03640
ISN 0291      615 CONTINUE                            CAS03650
C   ...COMBINATION LOCK...
ISN 0292      IF (ROOM .NE. 23 .OR. LROOM .NE. 21) GOTO 617  CAS03660
ISN 0294      IF (LOCK .EQ. 3) GOTO 103               CAS03670
ISN 0296      WRITE(6,1066)                           CAS03680
ISN 0297      GOTO 106                                CAS03690
ISN 0298      617 CONTINUE                            CAS03700
C   ...MIRROR ROOM...
ISN 0299      IF (LROOM .NE. 27) GOTO 619             CAS03710
ISN 0301      IF (RDM(SEED) .LT. 0.20) GOTO 618       CAS03720
ISN 0303      ROOM = 27                               CAS03730
ISN 0304      LROOM= 27                             CAS03740
ISN 0305      PREV(ROOM) = 1                          CAS03750
ISN 0306      GOTO 20                                CAS03760
ISN 0307      618 ROOM = WHER(IFIX(RDM(SEED)*9+1))    CAS03770
ISN 0308      GOTO 103                                CAS03780
ISN 0309      619 CONTINUE                            CAS03790
C   ...ROPE OUT WINDOW...
ISN 0310      IF ((ROOM .NE. 29 .OR. LROOM .NE. 1) .AND.
2      (ROOM .NE. 1 .OR. LROOM .NE. 29)) GOTO 621    CAS03800
ISN 0312      IF (ROPE .EQ. 2) GOTO 103               CAS03810
ISN 0314      WRITE(6,1006)                           CAS03820
ISN 0315      GOTO 106                                CAS03830
ISN 0316      621 CONTINUE                            CAS03840
C   ...JUMP FROM SMOKING ROOM...
ISN 0317      IF (ROOM .NE. 39 .OR. LROOM .NE. 10) GOTO 623  CAS03850
ISN 0319      622 IF (WIND2 .EQ. 3) LROOM = 0          CAS03860
ISN 0321      IF (WIND2 .EQ. 3) GOTO 103               CAS03870
ISN 0323      WRITE(6,1006)                           CAS03880
ISN 0324      GOTO 106                                CAS03890
ISN 0325      623 CONTINUE                            CAS03900
C   ...FIRE...
ISN 0326      IF (ROOM .NE. 48 .OR. LROOM .NE. 47) GOTO 625  CAS03910

```

```

ISN 0328      IF (.NOT. FIRE) GOTO 103          CAS04020
ISN 0330      WRITE(6,1101)
ISN 0331      GOTO 106
ISN 0332      625 CONTINUE
C   ...END OF GAME...
ISN 0333      IF (ROOM .NE. 70 .OR. LROOM .NE. 71) GOTO 626
ISN 0335      DO 628 K=1,NITEMS
ISN 0336      IF (ITEMS(K) .EQ. 71) ITEMS(K)=70
ISN 0338      628  CONTINUE
ISN 0339      GOTO 630
ISN 0340      626 IF (ROOM .NE. 71 .OR. LROOM .NE. 70) GOTO 627
ISN 0342      DO 632 K=1,NITEMS
ISN 0343      IF (ITEMS(K) .EQ. 70) ITEMS(K)=71
ISN 0345      632  CONTINUE
ISN 0346      630 CONTINUE
ISN 0347      CALL ADSCOR(II)
ISN 0348      IF (II .LT. MAX) GOTO 103
ISN 0350      IF (ITEMS( 3) .NE. -1) GOTO 103
ISN 0352      ROOM = 99
ISN 0353      LROOM = 0
ISN 0354      GOTO 103
ISN 0355      627 CONTINUE
C   ...HATCH (GOING DOWN)...
ISN 0356      IF (ROOM .NE. 80 .OR. LROOM .NE. 40) GOTO 629
ISN 0358      IF (DOOR(80) .EQ. 2) GOTO 103
ISN 0360      ROOM = 0
ISN 0361      GOTO 102
ISN 0362      629 CONTINUE
C   ...HATCH (GOING UP)...
ISN 0363      IF (ROOM .NE. 40 .OR. LROOM .NE. 80) GOTO 631
ISN 0365      IF (DOOR(80) .EQ. 2) GOTO 103
ISN 0367      ROOM = 0
ISN 0368      WRITE(6,1042)
ISN 0369      GOTO 106
ISN 0370      631 CONTINUE
C   ...PRECIPICE...
ISN 0371      IF ((ROOM .NE. 83 .OR. LROOM .NE. 84) .AND.
2      (ROOM .NE. 84 .OR. LROOM .NE. 83)) GOTO 633
ISN 0373      IF (.NOT. PREC) ROOM=0
ISN 0375      GOTO 102
ISN 0376      633 CONTINUE
C   ...MELT ICE ...
ISN 0377      IF (ROOM .NE. 90 .OR. LROOM .NE. 65) GOTO 635
ISN 0379      IF (.NOT. MELT) ROOM = 0
ISN 0381      GOTO 102
ISN 0382      635 CONTINUE
C   ...CYCLOPS SHAPED HOLE...
ISN 0383      IF (ROOM .NE. 88 .OR. LROOM .NE. 86) GOTO 637
ISN 0385      IF (.NOT. HOLE) ROOM = 0
ISN 0387      GOTO 102
ISN 0388      637 CONTINUE
ISN 0389      IF (ROOM .NE. 93 .OR. LROOM .NE. 92) GOTO 639
ISN 0391      IF (ITEMS(12) .EQ. -1) GOTO 103
ISN 0393      ROOM = 0
ISN 0394      WRITE(6,1127)
ISN 0395      GOTO 106
ISN 0396      639 CONTINUE
C   ...WIZARD. . .

```

```

ISN 0397      IF (ROOM .NE. 94 .OR. LROOM .NE. 93) GOTO 641          CAS04600
ISN 0399      IF (.NOT. WIZ) GOTO 102                                CAS04610
ISN 0401      WRITE(6,1128)                                         CAS04620
ISN 0402      ROOM = 0                                           CAS04630
ISN 0403      GOTO 106                                         CAS04640
ISN 0404      641 CONTINUE
ISN 0405      IF (ROOM .NE. 70 .OR. LROOM .NE. 71) GOTO 643          CAS04650
ISN 0407      IF (ITEMS(3) .NE. -1) GOTO 102                                CAS04660
ISN 0409      CALL ADSCOR(II)                                         CAS04670
ISN 0410      IF (II .LT. MAX) GOTO 102                                CAS04680
ISN 0412      ROOM = 99                                         CAS04690
ISN 0413      LROOM = 0                                         CAS04700
ISN 0414      GOTO 102                                         CAS04710
ISN 0415      643 CONTINUE
ISN 0416      IF (ROOM .NE. 95 .OR. LROOM .NE. 99) GOTO 645          CAS04720
ISN 0418      IF (MASECT) GOTO 102                                CAS04730
ISN 0420      ROOM = 0                                         CAS04740
ISN 0421      GOTO 102                                         CAS04750
ISN 0422      645 CONTINUE
ISN 0423      WRITE(6,8005) LROOM, ROOM                                CAS04760
ISN 0424      8005 FORMAT('0 SPECIAL MOVE FROM ',I3,' TO ',I3)          CAS04770
ISN 0425      GOTO 20                                         CAS04780
ISN 0426      102 IF (ROOM .NE. 0) GOTO 103                                CAS04790
ISN 0428      WRITE(6,1006)                                         CAS04800
ISN 0429      106   ROOM = LROOM                                         CAS04810
ISN 0430      LROOM= II                                         CAS04820
ISN 0431      GOTO 25                                         CAS04830
ISN 0432      103 CONTINUE
C     ...BOAT IN CASTLE...
ISN 0433      IF ((ROOM .NE. 8 .OR. LROOM .NE. 12) .AND.
1      (ROOM .NE. 1 .OR. LROOM .NE. 29)) GOTO 28          CAS04840
ISN 0435      IF(ITEMS(14) .NE. -1) GOTO 29                                CAS04850
ISN 0437      WRITE(6,1081)                                         CAS04860
ISN 0438      GOTO 106                                         CAS04870
ISN 0439      28 CONTINUE
C     ...MASTER AWAKE...
ISN 0440      IF (ROOM .NE. 41 .OR. LROOM .NE. 43) GOTO 29          CAS04880
ISN 0442      IF (MASTER .NE. 3) GOTO 29                                CAS04890
ISN 0444      WRITE(6,1094)                                         CAS04900
ISN 0445      GOTO 902                                         CAS04910
ISN 0446      29 CONTINUE
ISN 0447      IF (MASTER .EQ. 1 .OR. MASTER .EQ. 2) MASTER = 3          CAS04920
ISN 0449      PREV(ROOM) = PREV(ROOM) + 1 + IBRIEF          CAS04930
ISN 0450      IF (PREV(ROOM) .GT. 5) PREV(ROOM)=0 + IBRIEF          CAS04940
ISN 0452      GOTO 20                                         CAS04950
C     111 CONTINUE
C     ---TAKE---
ISN 0454      IF (NUMB.LT.10.OR.OBJECT.EQ.26.OR.OBJECT.EQ.5) GOTO 206  CAS04960
ISN 0456      WRITE(6,1012)                                         CAS04970
ISN 0457      GOTO 25                                         CAS04980
ISN 0458      206 IF (OBJECT .EQ. 31) GOTO 207                                CAS04990
ISN 0460      IF (OBJECT .EQ. 8 .AND. HUNCH .EQ. 1) GOTO 204          CAS05000
ISN 0462      IF (OBJECT.EQ.46 .AND. (ROOM.NE.13.AND.ROOM.NE.10)) GOTO 201  CAS05010
ISN 0464      IF (OBJECT .EQ. 9 .AND. ROPE .EQ. 2) GOTO 454          CAS05020
ISN 0466      IF (OBJECT .EQ. 9 .AND. ROPE .EQ. 3) GOTO 452          CAS05030
ISN 0468      IF (OBJECT .EQ. 16 .AND. ROPE .EQ. 3) GOTO 452          CAS05040
ISN 0470      IF (OBJECT.EQ.26.AND.(ROOM.EQ.32.OR.ROOM.EQ.40.OR.ROOM.EQ.68)  CAS05050
                                         CAS05060
                                         CAS05070
                                         CAS05080
                                         CAS05090
                                         CAS05100
                                         CAS05110
                                         CAS05120
                                         CAS05130
                                         CAS05140
                                         CAS05150
                                         CAS05160
                                         CAS05170

```

```

2      .OR. ROOM.EQ.81))) GOTO 215          CAS05180
ISN 0472  203 IF (OBJECT.NE.49) GOTO 766          CAS05190
ISN 0474      IF (BUT.NE.4) WRITE(6,1034)          CAS05200
ISN 0476      IF (BUT.EQ.4) WRITE(6,1146)          CAS05210
ISN 0478  766 IF (OBJECT.EQ.46) WRITE(6,1033)          CAS05220
ISN 0480      IF (OBJECT.EQ.52) WRITE(6,1045)          CAS05230
ISN 0482      IF (OBJECT.EQ.8) WRITE(6,1093)          CAS05240
ISN 0484      IF (OBJECT.EQ.49.OR.OBJECT.EQ.46.OR.
2      OBJECT.EQ.52.OR.OBJECT.EQ.8) GOTO 25          CAS05250
ISN 0486      IF (OBJECT.GT.NITEMS) GOTO 730          CAS05260
ISN 0488      IF (ITEMS(OBJECT).EQ.-1) GOTO 750          CAS05270
ISN 0490      IF (OBJECT.EQ.20.AND.ROOM.EQ.3) GOTO 204          CAS05280
ISN 0492      IF (OBJECT.EQ.6.AND.ROOM.EQ.12) GOTO 204          CAS05290
ISN 0494      IF (ITEMS(OBJECT).NE.ROOM.AND.ITEMS(OBJECT).NE.-2) GOTO 201          CAS05300
ISN 0496      IF (OBJECT.EQ.26.OR.OBJECT.EQ.5) GOTO 215          CAS05310
ISN 0498  204      ITEMS(OBJECT) = -1          CAS05320
ISN 0499      NUMB = NUMB + 1          CAS05330
ISN 0500      GOTO 800          CAS05340
ISN 0501  201 CONTINUE          CAS05350
ISN 0502      WRITE(6,1003)          CAS05360
ISN 0503  205 GOTO 25          CAS05370
ISN 0504  454 ROPE = 0          CAS05380
ISN 0505  455 ITEMS(9) = -1          CAS05390
ISN 0506      NUMB = NUMB + 1          CAS05400
ISN 0507      GOTO 800          CAS05410
ISN 0508  452 CONTINUE          CAS05420
ISN 0509      IF (PREC.AND.ROOM.EQ.83) GOTO 303          CAS05430
ISN 0511      IF (ITEMS(9).NE.ROOM.OR.ITEMS(16).NE.ROOM) GOTO 201          CAS05440
ISN 0513  453 ITEMS(9) = -1          CAS05450
ISN 0514  454 ITEMS(16) = -1          CAS05460
ISN 0515      NUMB = NUMB + 2          CAS05470
ISN 0516      IF (PREC) PREC=.FALSE.          CAS05480
ISN 0518      GOTO 800          CAS05490
ISN 0519  207 CONTINUE          CAS05500
C TAKE ALL -- pick up everything in the room, except blood or water.          CAS05510
ISN 0520      DO 208 II=1,NITEMS          CAS05520
ISN 0521      IF (II.EQ.5.OR.II.EQ.26) GOTO 208          CAS05530
ISN 0523      IF (ITEMS(II).NE.ROOM) GOTO 208          CAS05540
ISN 0525      ITEMS(II) = -1          CAS05550
ISN 0526      NUMB = NUMB + 1          CAS05560
ISN 0527      IF (NUMB.LT.10) GOTO 208          CAS05570
ISN 0529      WRITE(6,1012)          CAS05580
ISN 0530      GOTO 25          CAS05590
ISN 0531  208 CONTINUE          CAS05600
ISN 0532      GOTO 800          CAS05610
ISN 0533  215 CONTINUE          CAS05620
ISN 0534      IF (ITEMS(18).NE.-1) GOTO 216          CAS05630
ISN 0536      IF (BOTTLE) GOTO 218          CAS05640
ISN 0538      ITEMS(OBJECT) = -1          CAS05650
ISN 0539      BOTTLE = .TRUE.          CAS05660
ISN 0540      IF (OBJECT.EQ.5) BLOOD = .TRUE.          CAS05670
ISN 0542      IF (OBJECT.EQ.26) WATER = .TRUE.          CAS05680
ISN 0544      GOTO 800          CAS05690
ISN 0545  216 WRITE(6,1074)          CAS05700
ISN 0546      GOTO 25          CAS05710
ISN 0547  218 WRITE(6,1099)          CAS05720
ISN 0548      GOTO 25          CAS05730
                                      CAS05740
                                      CAS05750

```

LEVEL 2.3.0 (JUNE 78) MAIN OS/360 FORTRAN H EXTENDED DATE 61-295/09-29-52

```

ISN 0549      112 CONTINUE
C   ---DROP---
ISN 0550      IF (OBJECT .EQ. 31) GOTO 211
ISN 0552      IF (OBJECT .GT. NITEMS) GOTO 700
ISN 0554      IF ((OBJECT .EQ. 9 .OR. OBJECT .EQ. 16) .AND. ROPE .EQ. 3) GOTO 453
ISN 0556      IF (ITEMS(OBJECT) .NE. -1) GOTO 210
ISN 0558      217 ITEMS(OBJECT) = ROOM
C If in MIRROR MAZE, put object in the upstairs hallway
ISN 0559      IF (ROOM .EQ. 27) ITEMS(OBJECT) = 9
ISN 0561      IF (OBJECT .EQ. 5 .OR. OBJECT .EQ. 26) GOTO 220
ISN 0563      IF ((OBJECT .EQ. 2 .OR. OBJECT .EQ. 20) .AND. GUN) GOTO 221
ISN 0565      NUMB = NUMB - 1
ISN 0566      IF (OBJECT .EQ. 18 .AND. BOTTLE) GOTO 222
ISN 0568          IF (ROOM .NE. 8) GOTO 800
ISN 0570          IF (BUT .EQ. 0 .OR. BUT .GE. 3) GOTO 800
ISN 0572          IF (ITEMS(11) .NE. 8 .OR.
2                  ITEMS(10) .NE. 8) GOTO 800
ISN 0574          ITEMS(10) == 3
ISN 0575          ITEMS(11) == 3
ISN 0576          BUT = 2
ISN 0577          CALL DES(402)
ISN 0578          GOTO 25
ISN 0579      210 WRITE(6,1004)
ISN 0580          GOTO 25
ISN 0581      453 IF (ITEMS(9) .NE. -1 .OR. ITEMS(16) .NE. -1) GOTO 720
ISN 0583          ITEMS(9) = ROOM
ISN 0584          ITEMS(16) = ROOM
ISN 0585          NUMB = NUMB - 2
ISN 0586          IF (ROOM .NE. 84) WRITE(6,1112)
ISN 0588          IF (ROOM .EQ. 84) PREC=.TRUE.
ISN 0590          IF (ROOM .EQ. 84) WRITE(6,1011)
ISN 0592          GOTO 25
ISN 0593      211 CONTINUE
ISN 0594          DO 212 II=1,30
ISN 0595              IF (ITEMS(II) .NE. -1) GOTO 212
ISN 0597                  ITEMS(II) = ROOM
ISN 0598      212 CONTINUE
ISN 0599          IF (BOTTLE) BOTTLE=.FALSE.
ISN 0601          IF (WATER) WATER=.FALSE.
ISN 0603          IF (BLOOD) BLOOD=.FALSE.
ISN 0605          IF (GUN) GUN=.FALSE.
ISN 0607          NUMB = 0
ISN 0608          GOTO 800
ISN 0609      220 BOTTLE = .FALSE.
ISN 0610          IF (OBJECT .EQ. 5) BLOOD = .FALSE.
ISN 0612          IF (OBJECT .EQ. 26) WATER = .FALSE.
ISN 0614          GOTO 800
ISN 0615      221 CONTINUE
ISN 0616          GUN = .FALSE.
ISN 0617          IF (OBJECT .EQ. 20) NUMB=NUMB-1
ISN 0619          IF (OBJECT .EQ. 20) ITEMS(2)=ROOM
ISN 0621          GOTO 800
ISN 0622      222 IF (.NOT. BLOOD) GOTO 223
ISN 0623          BLOOD = .FALSE.
ISN 0624          BOTTLE= .FALSE.
ISN 0625          ITEMS(5) = ROOM
ISN 0626          GOTO 800
ISN 0627      223 WATER = .FALSE.
ISN 0628

```

```

ISN 0629      BOTTLE = .FALSE.
ISN 0630      ITEMS(26) = ROOM
ISN 0631      GOTO 800
C
ISN 0632      113 CONTINUE
C      ---ENTER---
ISN 0633      J = ENTER(ROOM)
ISN 0634      IF (J .EQ. 0) GOTO 314
ISN 0636      NUMOVE = NUMOVE + 1
ISN 0637      GOTO 26
ISN 0638      114 CONTINUE
C      ---LEAVE---
ISN 0639      IF (LEAVE(ROOM) .EQ. 0) GOTO 140
ISN 0641      J=LEAVE(ROOM)
ISN 0642      NUMOVE = NUMOVE + 1
ISN 0643      GOTO 26
ISN 0644      115 CONTINUE
C      ---ATTACK---
ISN 0645      IF (GNOME .AND. OBJECT .EQ. 77) GOTO 760
ISN 0647      IF (OBJECT .NE. 76 .AND. OBJECT .NE. 49 .AND.
2      OBJECT .NE. 55 ) GOTO 229
ISN 0649      IF (OBJECT.EQ.55.AND.(ROOM.NE.20.OR.(.NOT.BAT))) GOTO 201
ISN 0651      IF (OBJECT.EQ.49.AND.(ROOM.NE.8.OR.BUT.EQ.4)) GOTO 201
ISN 0653      IF (OBJECT .EQ. 76 .AND. (.NOT. WOLF)) GOTO 201
ISN 0655      WRITE(6,1039)
ISN 0656      CALL YORN(II)
ISN 0657      IF (II .EQ. 0) GOTO 25
ISN 0659      IF (OBJECT .EQ. 76) CALL DES(414)
ISN 0661      IF (OBJECT .EQ. 49) CALL DES(415)
ISN 0663      IF (OBJECT .EQ. 55) CALL DES(416)
ISN 0665      GOTO 25
ISN 0666      229 CONTINUE
ISN 0667      IF (OBJECT .NE. 8) GOTO 230
ISN 0669      WRITE(6,1039)
ISN 0670      CALL YORN(II)
ISN 0671      IF (II .EQ. 0) GOTO 25
ISN 0673      IF (ITEMS(8).NE.ROOM.AND.ITEMS(8).NE.-1) GOTO 201
ISN 0675      IF (ITEMS(8) .EQ. -1) NUMB=NUMB-1
ISN 0677      ITEMS(8) = 0
ISN 0678      CALL DES(422)
ISN 0679      GOTO 25
ISN 0680      230 CONTINUE
ISN 0681      IF (OBJECT .NE. 78) GOTO 231
ISN 0683      IF (ROOM .NE. 86 .OR. HOLE) GOTO 201
ISN 0685      WRITE(6,1122)
ISN 0686      GOTO 25
ISN 0687      231 CONTINUE
ISN 0688      IF (OBJECT .NE. 39) GOTO 234
ISN 0690      IF (MASTER .EQ. 4) GOTO 234
ISN 0692      WRITE(6,1039)
ISN 0693      CALL YORN(II)
ISN 0694      IF (II .EQ. 0) GOTO 25
ISN 0696      WRITE(6,1086)
ISN 0697      GOTO 25
ISN 0698      234 CONTINUE
ISN 0699      IF (OBJECT .NE. 80) GOTO 236
ISN 0701      IF (ROOM .NE. 93 .OR. .NOT. WIZ) GOTO 201
ISN 0703      WRITE(6,1129)

CAS06340
CAS06350
CAS06360
CAS06370
CAS06380
CAS06390
CAS06400
CAS06410
CAS06420
CAS06430
CAS06440
CAS06450
CAS06460
CAS06470
CAS06480
CAS06490
CAS06500
CAS06510
CAS06520
CAS06530
CAS06540
CAS06550
CAS06560
CAS06570
CAS06580
CAS06590
CAS06600
CAS06610
CAS06620
CAS06630
CAS06640
CAS06650
CAS06660
CAS06670
CAS06680
CAS06690
CAS06700
CAS06710
CAS06720
CAS06730
CAS06740
CAS06750
CAS06760
CAS06770
CAS06780
CAS06790
CAS06800
CAS06810
CAS06820
CAS06830
CAS06840
CAS06850
CAS06860
CAS06870
CAS06880
CAS06890
CAS06900
CAS06910

```

```

ISN 0704           GOTO 25                                CAS06920
ISN 0705    236 CONTINUE                               CAS06930
ISN 0706           CALL DES(418)                           CAS06940
ISN 0707           GOTO 25                                CAS06950
ISN 0708    116 CONTINUE                               CAS06960
C   ---KILL---                                         CAS06970
ISN 0709           GOTO 115                               CAS06980
ISN 0710    117 CONTINUE                               CAS06990
C   ---THROW---                                         CAS07000
ISN 0711           IF (ROOM .EQ. 47 .AND. OBJECT .EQ. 26) GOTO 391  CAS07010
ISN 0713           IF (OBJECT .EQ. 16) GOTO 241               CAS07020
ISN 0715           IF (OBJECT .EQ. 9) GOTO 240               CAS07030
ISN 0717           IF (OBJECT .GT. NITEMS) GOTO 740             CAS07040
ISN 0719           IF (ITEMS(OBJECT) .NE.-1 .AND. ITEMS(OBJECT) .NE. ROOM) GOTO 720  CAS07050
ISN 0721           IF (OBJECT .EQ. 12) GOTO 380               CAS07060
ISN 0723           IF (OBJECT .EQ. 3) GOTO 380               CAS07070
ISN 0725           IF (OBJECT .EQ. 6 .AND. ROOM .EQ. 43) GOTO 247  CAS07080
ISN 0727           IF (OBJECT .NE. 25) GOTO 240               CAS07090
ISN 0729           IF (ITEMS(25) .NE. -1) GOTO 720             CAS07100
ISN 0731           NUMB = NUMB - 1                         CAS07110
ISN 0732           IF (ROOM .NE. 1) GOTO 232               CAS07120
ISN 0734           IF (SHUTTR .EQ. 0) GOTO 238               CAS07130
ISN 0736           WIND1 = 3                                CAS07140
ISN 0737           WRITE(6,1061)                            CAS07150
ISN 0738           ITEMS(25) = 0                           CAS07160
ISN 0739           GOTO 25                                CAS07170
ISN 0740    232   IF (.NOT. WOLF) GOTO 233               CAS07180
ISN 0742           WRITE(6,1062)                            CAS07190
ISN 0743           WOLF = .FALSE.                         CAS07200
ISN 0744           ITEMS(25) = 0                           CAS07210
C   Reduce MAX by ten, because the acid is needed to  CAS07220
C   get passed the bars and retrieve the statue.        CAS07230
ISN 0745           MAX = MAX - 10                         CAS07240
ISN 0746           GOTO 25                                CAS07250
ISN 0747    233   CONTINUE                               CAS07260
ISN 0748           IF (ROOM .NE. 10) GOTO 238              CAS07270
ISN 0750           IF (WIND2 .LT. 1) GOTO 238              CAS07280
ISN 0752           WIND2 = 3                                CAS07290
ISN 0753           WRITE(6,1061)                            CAS07300
ISN 0754           GOTO 25                                CAS07310
ISN 0755    238   CONTINUE                               CAS07320
ISN 0756           WRITE(6,1063)                            CAS07330
ISN 0757           ITEMS(25) = 0                           CAS07340
ISN 0758           MAX = MAX - 10                         CAS07350
ISN 0759           GOTO 25                                CAS07360
ISN 0760    240   CONTINUE                               CAS07370
ISN 0761           IF (OBJECT .NE. 9) GOTO 241              CAS07380
ISN 0763           IF (ROPE .EQ. 3) GOTO 472               CAS07390
ISN 0765           IF (ROOM .NE. 1) GOTO 112               CAS07400
ISN 0767           IF (WIND1 .NE. 3) GOTO 217               CAS07410
ISN 0769           IF (ROPE .GT. 0) GOTO 242               CAS07420
ISN 0771           ROPE = -2                             CAS07430
ISN 0772           NUMB = NUMB - 1                         CAS07440
ISN 0773           ITEMS(9) = 0                           CAS07450
ISN 0774           WRITE(6,1071)                            CAS07460
ISN 0775           GOTO 25                                CAS07470
ISN 0776    242   IF (ROPE .GT. 1) GOTO 243               CAS07480
ISN 0778           ROPE = 2                                CAS07490

```

```

ISN 0779          WRITE(6,1070)                                CAS07500
ISN 0780          SCORE = SCORE + ROPVAL                  CAS07510
ISN 0781          ROPVAL = 0                                 CAS07520
ISN 0782          NUMB = NUMB - 1                            CAS07530
ISN 0783          ITEMS(9) = ROOM                         CAS07540
ISN 0784          GOTO 25                                  CAS07550
ISN 0785          243   WRITE(6,1072)                  CAS07560
ISN 0786          GOTO 25                                  CAS07570
ISN 0787          241 CONTINUE
ISN 0788          IF (OBJECT .NE. 16) GOTO 474      CAS07580
ISN 0790          472 IF (ROOM .NE. 83) GOTO 112      CAS07600
ISN 0792          PREC = .TRUE.                         CAS07610
ISN 0793          ITEMS(16) = 84                      CAS07620
ISN 0794          ITEMS( 9) = 84                      CAS07630
ISN 0795          NUMB = NUMB - 2                            CAS07640
ISN 0796          WRITE(6,1011)                         CAS07650
ISN 0797          GOTO 25                                  CAS07660
ISN 0798          474 CONTINUE
ISN 0799          IF (OBJECT .NE. 27) GOTO 475      CAS07670
ISN 0801          IF (ROOM .NE. 86 .OR. HOLE) GOTO 112      CAS07680
ISN 0803          ITEMS(27) = -3                     CAS07690
ISN 0804          NUMB = NUMB - 1                            CAS07700
ISN 0805          WRITE(6,1119)                         CAS07710
ISN 0806          GOTO 25                                  CAS07720
ISN 0807          475 CONTINUE
ISN 0808          GOTO 112                               CAS07730
ISN 0809          380 CONTINUE
ISN 0810          IF (OBJECT.EQ.12 .AND. ROOM.EQ.99 .AND. (.NOT.MASECT)) GOTO 767      CAS07740
ISN 0812          IF (OBJECT.EQ.12 .AND. ROOM.EQ.93 .AND. WIZ) GOTO 765      CAS07750
ISN 0814          IF (GNOME) GOTO 770                   CAS07760
ISN 0816          IF (OBJECT .EQ. 12) ITEMS(12)=ROOM      CAS07770
ISN 0818          IF (OBJECT .EQ. 3 .AND. ROOM.LT.95) ITEMS( 3) = ROOM      CAS07780
ISN 0820          NUMB = NUMB - 1                            CAS07790
ISN 0821          IF (WOLF) OBJECT=76                  CAS07800
ISN 0823          IF (ITEMS( 8) .EQ. ROOM .OR. ITEMS( 8) .EQ. -1) OBJECT=8      CAS07810
ISN 0825          IF (ROOM .EQ. 8) OBJECT = 49          CAS07820
ISN 0827          IF (ROOM .EQ. 20) OBJECT=55          CAS07830
ISN 0829          IF (ROOM .EQ. 86) OBJECT=78          CAS07840
ISN 0831          IF (ROOM .EQ. 93 .AND. WIZ) GOTO 235      CAS07850
ISN 0833          IF (ROOM .EQ. 6) OBJECT = 56          CAS07860
ISN 0835          IF (ROOM .EQ. 6) GOTO 137           CAS07870
ISN 0837          GOTO 379                           CAS07880
ISN 0838          118 CONTINUE
C   ---LOAD---
ISN 0839          IF (OBJECT .EQ. 0) OBJECT=20          CAS07890
ISN 0841          IF (OBJECT .NE. 20) GOTO 700           CAS07900
ISN 0843          IF (ITEMS(20) .NE. -1) GOTO 720           CAS07910
ISN 0845          IF (ITEMS( 2) .EQ. -1) GOTO 274           CAS07920
ISN 0847          WRITE(6,1007)                         CAS07930
ISN 0848          GOTO 25                                  CAS07940
ISN 0849          274 IF (.NOT. GUN) NUMB=NUMB-1          CAS07950
ISN 0851          GUN = .TRUE.                         CAS07960
ISN 0852          GOTO 800                           CAS07970
ISN 0853          119 CONTINUE
C   ---FUCK---
ISN 0854          IF (OBJECT .NE. 0) GOTO 261           CAS07980
ISN 0856          WRITE(6,1047)                         CAS07990
ISN 0857          GOTO 25                                  CAS08000

```

```

ISN 0858      261 WRITE(6,1079)                                CAS08080
ISN 0859      GOTO 25                                      CAS08090
ISN 0860      120 CONTINUE                                 CAS08100
C   ---WAVE---
ISN 0861      IF (ITEMS(OBJECT) .NE. -1) GOTO 720          CAS08110
ISN 0863      IF (ROOM .LT. 95 .OR. OBJECT .NE. 3) GOTO 264  CAS08120
ISN 0865      IF (ROOM .EQ. 99) GOTO 264                  CAS08130
ISN 0867      IF (ROOM .NE. 95) GOTO 813                  CAS08140
ISN 0869      IF (MAS1) GOTO 262                          CAS08150
ISN 0871      WRITE(6,1137)                                CAS08160
ISN 0872      MAS1 = .TRUE.                               CAS08170
ISN 0873      SCORE= SCORE + 3                         CAS08180
ISN 0874      GOTO 25                                      CAS08190
ISN 0875      813   IF (ROOM .NE. 96) GOTO 814          CAS08200
ISN 0877      IF (MAS2) GOTO 262                          CAS08210
ISN 0879      WRITE(6,1138)                                CAS08220
ISN 0880      MAS2 = .TRUE.                               CAS08230
ISN 0881      SCORE= SCORE + 2                         CAS08240
ISN 0882      GOTO 25                                      CAS08250
ISN 0883      814   IF (ROOM .NE. 97) GOTO 815          CAS08260
ISN 0885      IF (MAS3) GOTO 262                          CAS08270
ISN 0887      WRITE(6,1139)                                CAS08280
ISN 0888      MAS3 = .TRUE.                               CAS08290
ISN 0889      SCORE= SCORE + 3                         CAS08300
ISN 0890      GOTO 25                                      CAS08310
ISN 0891      815   IF (MAS4) GOTO 262          CAS08320
ISN 0893      WRITE(6,1140)                                CAS08330
ISN 0894      MAS4 = .TRUE.                               CAS08340
ISN 0895      SCORE= SCORE + 2                         CAS08350
ISN 0896      GOTO 25                                      CAS08360
ISN 0897      264 CONTINUE                                 CAS08370
ISN 0898      IF (ROOM .NE. 93) GOTO 263          CAS08380
ISN 0900      IF (.NOT. WIZ) GOTO 262          CAS08390
ISN 0902      WRITE(6,1134)                                CAS08400
ISN 0903      WRITE(6,1135)                                CAS08410
ISN 0904      WIZ = .FALSE.                               CAS08420
ISN 0905      GOTO 25                                      CAS08430
ISN 0906      263 IF (ROOM .NE. 43) GOTO 262          CAS08440
ISN 0908      IF (MASTER.EQ.0 .OR. MASTER.EQ.4) GOTO 262  CAS08450
ISN 0910      IF (OBJECT .NE. 19) GOTO 262          CAS08460
ISN 0912      IF (ITEMS(19) .NE. -1) GOTO 720          CAS08470
ISN 0914      MASTER = 2                                CAS08480
ISN 0915      CALL DES(425)                            CAS08490
ISN 0916      GOTO 25                                      CAS08500
ISN 0917      262 WRITE(6,1095)                            CAS08510
ISN 0918      GOTO 25                                      CAS08520
ISN 0919      121 CONTINUE                                 CAS08530
C   ---STAB---
ISN 0920      IF (OBJECT .EQ. 39) GOTO 247          CAS08540
ISN 0922      IF (OBJECT .EQ. 80) GOTO 765          CAS08550
ISN 0924      IF (ITEMS(12) .NE. -1) GOTO 246          CAS08560
ISN 0926      IF (GNOME .AND. OBJECT .EQ. 77) GOTO 770  CAS08570
ISN 0928      ITEMS(12) = ROOM                         CAS08580
ISN 0929      NUMB = NUMB - 1                         CAS08590
ISN 0930      379 IF (OBJECT .NE. 49 .AND. OBJECT .NE. 76 .AND.
2     OBJECT .NE. 55 .AND. OBJECT .NE. 78 .AND.
3     OBJECT .NE. 8) GOTO 730                         CAS08600
ISN 0932      IF (OBJECT .NE. 55) GOTO 381          CAS08610
                                         CAS08620
                                         CAS08630
                                         CAS08640
                                         CAS08650

```

```

ISN 0934      IF (ROOM .NE. 20 .OR. (.NOT. BAT)) GOTO 201          CAS08660
ISN 0936      CALL DES(419)                                         CAS08670
ISN 0937      GOTO 25                                           CAS08680
ISN 0938      381 CONTINUE
ISN 0939      IF (OBJECT .NE. 76) GOTO 382                         CAS08690
ISN 0941      IF (.NOT. WOLF) GOTO 201                           CAS08700
ISN 0943      CALL DES(420)
ISN 0944      GOTO 25                                           CAS08710
ISN 0945      382 CONTINUE
ISN 0946      IF (OBJECT .NE. 49) GOTO 244                         CAS08720
ISN 0948      IF (ROOM .NE. 8 ) GOTO 201                           CAS08730
ISN 0950      IF (BUT .EQ. 4 ) GOTO 740                           CAS08740
ISN 0952      BUT = 4                                            CAS08750
ISN 0953      WRITE(6,1055)
ISN 0954      GOTO 25                                           CAS08760
ISN 0955      244 IF (OBJECT .NE. 8) GOTO 266
ISN 0957      IF (ITEMS(8) .NE. ROOM .AND. ITEMS(8) .NE.-1) GOTO 201
ISN 0959      HUNCH = 2
ISN 0960      IF (ITEMS(8) .EQ. -1) NUMB=NUMB- 1                  CAS08770
ISN 0962      WRITE(6,1056)
ISN 0963      ITEMS(OBJECT) = 0
ISN 0964      GOTO 25                                           CAS08780
ISN 0965      266 IF (OBJECT .NE. 78) GOTO 730
ISN 0967      IF (ROOM .NE. 86 .OR. HOLE) GOTO 201
ISN 0969      WRITE(6,1123)
ISN 0970      GOTO 25                                           CAS08790
ISN 0971      246 WRITE(6,1060)
ISN 0972      GOTO 25                                           CAS08800
ISN 0973      247 CONTINUE
ISN 0974      IF (MASTER .EQ. 0) GOTO 201
ISN 0976      IF (MASTER .EQ. 4 .OR. ROOM .NE. 43) GOTO 740
ISN 0978      IF (ITEMS( 6) .NE. -1) GOTO 250
ISN 0980      WRITE(6,1087)
ISN 0981      MASTER = 4
ISN 0982      ITEMS( 6) = 0
ISN 0983      NUMB = NUMB - 1
ISN 0984      SCORE=SCORE+25
ISN 0985      DO 252 II=1,10
ISN 0986      WHERE(II) = 2
ISN 0987      252 CONTINUE
ISN 0988      WRITE(6,1130)
ISN 0989      WRITE(6,1131)
ISN 0990      WRITE(6,1132)
ISN 0991      GOTO 25
ISN 0992      250 WRITE(6,1086)
ISN 0993      GOTO 25
ISN 0994      122 CONTINUE
C      ----FEED---
ISN 0995      IF (OBJECT .NE. 55) GOTO 251
ISN 0997      IF (ROOM .NE. 20) GOTO 201
ISN 0999      IF (ITEMS( 5) .EQ.-1) GOTO 248
ISN 1001      IF (ITEMS(22) .EQ.-1) GOTO 249
ISN 1003      WRITE(6,1050)
ISN 1004      GOTO 25
ISN 1005      248 ITEMS( 5) = 0
ISN 1006      BAT     = .FALSE.
ISN 1007      BOTTLE = .FALSE.
ISN 1008      BLOOD   = .FALSE.

```

```

ISN 1009      WRITE(6,1051)          CAS09240
ISN 1010      GOTO 25              CAS09250
ISN 1011      249 WRITE(6,1052)        CAS09260
ISN 1012      GOTO 25              CAS09270
ISN 1013      251 CONTINUE          CAS09280
ISN 1014      IF (ITEMS(22) .NE. -1) GOTO 224   CAS09290
ISN 1016      IF (OBJECT .NE. 8) GOTO 265       CAS09300
ISN 1018      IF (ITEMS(8) .NE. ROOM) GOTO 201    CAS09310
ISN 1020      HUNCH=1               CAS09320
ISN 1021      ITEMS(22) = 0           CAS09330
ISN 1022      NUMB = NUMB - 1         CAS09340
ISN 1023      WRITE(6,1090)          CAS09350
ISN 1024      GOTO 25              CAS09360
ISN 1025      265 IF (OBJECT .NE. 76) GOTO 253   CAS09370
ISN 1027      IF (.NOT. WOLF) GOTO 201       CAS09380
ISN 1029      WRITE(6,1091)          CAS09390
ISN 1030      GOTO 25              CAS09400
ISN 1031      253 IF (OBJECT .NE. 49) GOTO 267   CAS09410
ISN 1033      IF (ROOM .NE. 8) GOTO 201       CAS09420
ISN 1035      IF (BUT .EQ. 4) GOTO 740        CAS09430
ISN 1037      WRITE(6,1092)          CAS09440
ISN 1038      GOTO 25              CAS09450
ISN 1039      267 IF (OBJECT .NE. 78) GOTO 700   CAS09460
ISN 1041      IF (ROOM .NE. 86 .OR. HOLE) GOTO 201  CAS09470
ISN 1043      WRITE(6,1124)          CAS09480
ISN 1044      GOTO 25              CAS09490
ISN 1045      224 WRITE(6,1097)          CAS09500
ISN 1046      GOTO 25              CAS09510
ISN 1047      123 CONTINUE          CAS09520
C      ---EAT---
ISN 1048      IF (OBJECT .NE. 22) GOTO 730       CAS09530
ISN 1050      IF (ITEMS(22) .NE. -1 .AND. ITEMS(22) .NE. ROOM) GOTO 720  CAS09540
ISN 1052      WRITE(6,1017)          CAS09550
ISN 1053      ITEMS(22) = -3           CAS09560
ISN 1054      GOTO 25              CAS09570
ISN 1055      124 CONTINUE          CAS09580
C      ---DRINK---
ISN 1056      IF (OBJECT .GT. NITEMS) GOTO 730   CAS09590
ISN 1058      IF (OBJECT .EQ. 26 .AND. (ROOM .EQ. 32 .OR. ROOM .EQ. 40
2      .OR. ROOM .EQ. 68 .OR. ROOM .EQ. 81)) GOTO 254   CAS09600
ISN 1060      IF (ITEMS(OBJECT) .NE. -1 .AND.
2      ITEMS(OBJECT) .NE. ROOM) GOTO 720       CAS09610
ISN 1062      IF (OBJECT .EQ. 5) GOTO 730        CAS09620
ISN 1064      IF (OBJECT .NE. 26) GOTO 385        CAS09630
ISN 1066      BOTTLE = .FALSE.          CAS09640
ISN 1067      WATER = .FALSE.           CAS09650
ISN 1068      ITEMS(26) = 0            CAS09660
ISN 1069      254 WRITE(6,1018)          CAS09670
ISN 1070      GOTO 25              CAS09680
ISN 1071      385 CONTINUE          CAS09690
ISN 1072      IF (OBJECT .NE. 25) GOTO 260       CAS09700
ISN 1074      WRITE(6,1113)          CAS09710
ISN 1075      ITEMS(25)=0           CAS09720
ISN 1076      GOTO 25              CAS09730
ISN 1077      260 IF (OBJECT .NE. 7) GOTO 700       CAS09740
ISN 1079      WRITE(6,1104)          CAS09750
ISN 1080      GOTO 25              CAS09760
ISN 1081      125 CONTINUE          CAS09770

```

```

C    ---JUMP---
ISN 1082      IF (ROOM .EQ. 42) GOTO 259          CAS09820
ISN 1084      IF (ROOM .NE. 1 .AND. ROOM .NE. 10) GOTO 258   CAS09830
ISN 1086      IF (ROOM .NE. 10) GOTO 256          CAS09840
ISN 1088      IF (WIND2 .NE. 3) GOTO 255          CAS09850
ISN 1090      ROOM = 39                         CAS09860
ISN 1091      LROOM = 0                         CAS09870
ISN 1092      GOTO 622                         CAS09880
ISN 1093      255 WRITE(6,1080)                  CAS09890
ISN 1094      GOTO 25                          CAS09900
ISN 1095      256 IF (WIND1 .NE. 3) GOTO 255   CAS09910
ISN 1097      II = 801                         CAS09920
ISN 1098      GOTO 900                         CAS09930
ISN 1099      258 IF (ROOM .NE. 38) GOTO 383   CAS09940
ISN 1101      WRITE(6,1059)                   CAS09950
ISN 1102      GOTO 902                         CAS09960
ISN 1103      383 IF (ROOM .NE. 67 .AND. ROOM .NE. 76) GOTO 255   CAS09970
ISN 1105      WRITE(6,1105)                   CAS09980
ISN 1106      WRITE(6,1106)                   CAS09990
ISN 1107      GOTO 902                         CAS10000
ISN 1108      259 CONTINUE                   CAS10010
ISN 1109      II=805                         CAS10020
ISN 1110      GOTO 900                         CAS10030
ISN 1111      126 CONTINUE                   CAS10040
C    ---INVENTORY---
ISN 1112      CALL INVENT(NITEMS)            CAS10050
ISN 1113      GOTO 25                          CAS10060
ISN 1114      127 CONTINUE                   CAS10070
C    ---OPEN---
ISN 1115      IF (ROOM .EQ. 86 .OR. ROOM .EQ. 88) GOTO 393   CAS10080
ISN 1117      IF (OBJECT .EQ. 0 .AND. ROOM .LE. 25) OBJECT = 47   CAS10090
ISN 1119      IF (OBJECT .EQ. 7) GOTO 385          CAS10100
ISN 1121      IF (OBJECT .NE. 47) GOTO 275          CAS10110
ISN 1123      IF (ROOM .EQ. 6) GOTO 272          CAS10120
ISN 1125      IF (DOOR(ROOM) .EQ. -2) GOTO 276   CAS10130
ISN 1127      IF (DOOR(ROOM) .LT. 0) GOTO 273   CAS10140
ISN 1129      IF (DOOR(ROOM) .EQ. 0) WRITE(6,1019)   CAS10150
ISN 1131      271 IF (DOOR(ROOM) .EQ. 2) WRITE(6,1020)   CAS10160
ISN 1133      IF (DOOR(ROOM) .NE. 1) GOTO 25          CAS10170
ISN 1135      DOOR(ROOM) =2                      CAS10180
ISN 1136      GOTO 800                         CAS10190
ISN 1137      393 CONTINUE                   CAS10200
ISN 1138      WRITE(6,1125)                   CAS10210
ISN 1139      GOTO 25                          CAS10220
ISN 1140      272 IF (DOOR(6) .EQ. 0) WRITE(6,1021)   CAS10230
ISN 1142      IF (DOOR(6) .EQ. 2) WRITE(6,1020)   CAS10240
ISN 1144      IF (DOOR(6) .NE. 1) GOTO 25          CAS10250
ISN 1146      DOOR(6) = 2                      CAS10260
ISN 1147      ROOM = 7                         CAS10270
ISN 1148      LROOM= 6                         CAS10280
ISN 1149      SCORE = SCORE + NOTVAL           CAS10290
ISN 1150      NOTVAL = 0                         CAS10300
ISN 1151      GOTO 20                          CAS10310
ISN 1152      273 WRITE(6,1025)                  CAS10320
ISN 1153      GOTO 25                          CAS10330
ISN 1154      276 WRITE(6,1036)                  CAS10340
ISN 1155      GOTO 25                          CAS10350
ISN 1156      275 IF (OBJECT .NE. 38) GOTO 277   CAS10360
                                         CAS10370
                                         CAS10380
                                         CAS10390

```

```

ISN 1158      IF (ROOM .NE. 1) GOTO 201          CAS10400
ISN 1160      SHUTTR = 1                         CAS10410
ISN 1161      WRITE(6,1022)                      CAS10420
ISN 1162      CALL DES(428)                      CAS10430
ISN 1163      GOTO 25                           CAS10440
ISN 1164      277 IF (OBJECT .NE. 37) GOTO 278      CAS10450
ISN 1166      IF (ROOM .NE. 1 .AND. ROOM .NE. 10) GOTO 201   CAS10460
ISN 1168      IF (ROOM .EQ. 1 .AND. SHUTTR .EQ. 0) GOTO 201   CAS10470
ISN 1170      WRITE(6,1023)                      CAS10480
ISN 1171      GOTO 25                           CAS10490
ISN 1172      278 IF (OBJECT .NE. 48) GOTO 279      CAS10500
ISN 1174      IF (ROOM .NE. 1) GOTO 201          CAS10510
ISN 1176      IF (ITEMS(19) .EQ. 0) ITEMS(19)=1    CAS10520
ISN 1178      IF (ITEMS(19) .NE. 1) GOTO 800        CAS10530
ISN 1180      WRITE(6,1024)                      CAS10540
ISN 1181      SCORE = SCORE + VALUE(19)          CAS10550
ISN 1182      VALUE(19) = 0                        CAS10560
ISN 1183      GOTO 25                           CAS10570
ISN 1184      279 IF (OBJECT .NE. 33) GOTO 280      CAS10580
ISN 1186      WRITE(6,1026)                      CAS10590
ISN 1187      GOTO 25                           CAS10600
ISN 1188      280 IF (OBJECT .NE. 46) GOTO 282      CAS10610
ISN 1190      IF (ROOM .NE. 13) GOTO 281          CAS10620
ISN 1192      IF (ITEMS(4) .EQ. -3) ITEMS(4) = ROOM   CAS10630
ISN 1194      IF (ITEMS(4) .NE. ROOM) GOTO 281       CAS10640
ISN 1196      WRITE(6,1027)                      CAS10650
ISN 1197      GOTO 25                           CAS10660
ISN 1198      281 WRITE(6,1028)                  CAS10670
ISN 1199      GOTO 25                           CAS10680
ISN 1200      282 IF (OBJECT .NE. 40) GOTO 285      CAS10690
ISN 1202      IF (ROOM .NE. 43) GOTO 314          CAS10700
ISN 1204      IF (MASTER.LT.4) MASTER = 1 + SUN*2    CAS10710
ISN 1206      II = 423 + MASTER                   CAS10720
ISN 1207      CALL DES(II)                      CAS10730
ISN 1208      GOTO 25                           CAS10740
ISN 1209      285 GOTO 314                      CAS10750
ISN 1210      128 CONTINUE                     CAS10760
C      ---CLOSE---                                CAS10770
ISN 1211      IF (OBJECT .EQ. 0 .AND. ROOM .LE. 25) OBJECT = 47   CAS10780
ISN 1213      IF (OBJECT .NE. 47) GOTO 284          CAS10790
ISN 1215      IF (ROOM .EQ. 7) GOTO 283          CAS10800
ISN 1217      IF (DOOR(ROOM) .EQ. -2) GOTO 276      CAS10810
ISN 1219      IF (DOOR(ROOM) .LT. 0) GOTO 272      CAS10820
ISN 1221      IF (DOOR(ROOM) .EQ. 2) DOOR(ROOM) = 1    CAS10830
ISN 1223      GOTO 800                           CAS10840
ISN 1224      283 ROOM = 6                      CAS10850
ISN 1225      LROOM = 0                        CAS10860
ISN 1226      GOTO 800                           CAS10870
ISN 1227      284 IF(OBJECT .NE. 38) GOTO 286      CAS10880
ISN 1229      IF (ROOM .NE. 1) GOTO 201          CAS10890
ISN 1231      SHUTTR = 0                        CAS10900
ISN 1232      GOTO 800                           CAS10910
ISN 1233      286 IF (OBJECT .NE. 37) GOTO 288      CAS10920
ISN 1235      IF (ROOM .NE. 1) GOTO 287          CAS10930
ISN 1237      IF (WIND1 .NE. 1) GOTO 800          CAS10940
ISN 1239      WRITE(6,1031)                      CAS10950
ISN 1240      GOTO 25                           CAS10960
ISN 1241      287 IF (ROOM .NE. 10) GOTO 201      CAS10970

```

```

ISN 1243      IF (WIND2 .NE. 1) GOTO 800
ISN 1245      WRITE(6,1031)
ISN 1246      GOTO 25
ISN 1247      288 IF (OBJECT .NE. 48) GOTO 290
ISN 1249      IF (ROOM .NE. 1) GOTO 201
ISN 1251      IF (ITEMS(19) .EQ. 1) ITEMS(19)=0
ISN 1253      GOTO 800
ISN 1254      290 IF (OBJECT .NE. 46) GOTO 289
ISN 1256      WRITE(6,1032)
ISN 1257      GOTO 25
ISN 1258      289 IF (OBJECT .NE. 40) GOTO 740
ISN 1260      IF (MASTER .GE. 3) GOTO 740
ISN 1262      IF (MASTER.LT.3) MASTER = 0
ISN 1264      GOTO 800
ISN 1265      129 CONTINUE
C   ---LOCK---
ISN 1266      IF (OBJECT .NE. 47) GOTO 700
ISN 1268      IF (ROOM .EQ. 21) GOTO 296
ISN 1270      IF (DOOR(ROOM) .EQ. -1) GOTO 273
ISN 1272      IF (DOOR(ROOM) .EQ. -2) GOTO 276
ISN 1274      IF (ITEMS(4) .NE. -1) GOTO 292
ISN 1276      DOOR(ROOM) = 0
ISN 1277      WRITE(6,1019)
ISN 1278      GOTO 25
ISN 1279      296 LOCK = 0
ISN 1280      DOOR(21) = 0
ISN 1281      GOTO 800
ISN 1282      292 WRITE(6,1067)
ISN 1283      GOTO 25
ISN 1284      130 CONTINUE
C   ---UNLOCK---
ISN 1285      IF (OBJECT .EQ. 0 .AND. ROOM .LE. 25) OBJECT = 47
ISN 1287      IF (OBJECT .NE. 47) GOTO 730
ISN 1289      IF (ROOM .EQ. 21) GOTO 294
ISN 1291      IF (DOOR(ROOM) .EQ. -1) GOTO 273
ISN 1293      IF (DOOR(ROOM) .EQ. -2) GOTO 271
ISN 1295      IF (ITEMS(4) .NE. -1) GOTO 292
ISN 1297      DOOR(ROOM) = 1
ISN 1298      GOTO 800
ISN 1299      294 WRITE(6,1068)
ISN 1300      GOTO 25
ISN 1301      131 CONTINUE
C   ---ON---
ISN 1302      IF (OBJECT .EQ. 0) OBJECT = 21
ISN 1304      132 CONTINUE
C   ---LIGHT---
ISN 1305      IF (OBJECT .GT. NITEMS) GOTO 700
ISN 1307      IF (ITEMS(21) .EQ. ROOM .AND. OBJECT .EQ. 21) GOTO 319
ISN 1309      IF (OBJECT .EQ. 27 .AND. ROOM .EQ. 86) GOTO 324
ISN 1311      IF (ITEMS(OBJECT) .NE. -1 .AND. ITEMS(OBJECT) .NE. ROOM) GOTO 720
ISN 1313      IF (OBJECT .NE. 21) GOTO 320
ISN 1315      319 CONTINUE
ISN 1316      IF (LAMP .EQ. 3) GOTO 471
ISN 1318      IF (LAMP .EQ. 0) II=0
ISN 1320      LAMP = 1
ISN 1321      IF (LMOVE .GT. 75) LAMP = 2
ISN 1323      IF (II .EQ. 0 .AND. ROOM .GT. 40) GOTO 410
ISN 1325      GOTO 712

```

```

ISN 1326      471 WRITE(6,1009)                                CAS11560
ISN 1327      GOTO 25                                      CAS11570
ISN 1328      320 CONTINUE                                 CAS11580
ISN 1329      321 IF (OBJECT .NE. 15) GOTO 323               CAS11590
ISN 1331      MATCH = 1                                     CAS11600
ISN 1332      IF (ROOM.GT.40 .AND. (LAMP.EQ.0.OR.LAMP.EQ.3)) GOTO 410   CAS11610
ISN 1334      GOTO 712                                     CAS11620
ISN 1335      323 IF (OBJECT .NE. 27) GOTO 477               CAS11630
ISN 1337      324   IF (ITEMS(15) .NE. -1) GOTO 322           CAS11640
ISN 1339      IF (MATCH .NE. 1) GOTO 322                 CAS11650
ISN 1341      IF (ROOM .EQ. 86 .AND. .NOT. HOLE) GOTO 476   CAS11660
ISN 1343      IF (ITEMS(27) .NE. -1) GOTO 700               CAS11670
ISN 1345      II = 803                                     CAS11680
ISN 1346      GOTO 900                                     CAS11690
ISN 1347      477 CONTINUE                                 CAS11700
ISN 1348      IF (OBJECT .NE. 13) GOTO 730               CAS11710
ISN 1350      IF (MATCH .NE. 1) GOTO 322               CAS11720
ISN 1352      TORCH = .TRUE.                            CAS11730
ISN 1353      WRITE(6,1121)                           CAS11740
ISN 1354      GOTO 25                                     CAS11750
ISN 1355      322 CONTINUE                                 CAS11760
ISN 1356      WRITE(6,1075)                           CAS11770
ISN 1357      GOTO 25                                     CAS11780
ISN 1358      476 CONTINUE                                 CAS11790
ISN 1359      IF (ITEMS(27) .NE. -3) GOTO 700           CAS11800
ISN 1361      WRITE(6,1120)                           CAS11810
ISN 1362      WRITE(6,1117)                           CAS11820
ISN 1363      ITEMS(27) = 0                         CAS11830
ISN 1364      HOLE = .TRUE.                            CAS11840
ISN 1365      GOTO 25                                     CAS11850
ISN 1366      133 CONTINUE                                 CAS11860
C    ---OFF---
ISN 1367      IF (OBJECT .EQ. 0) OBJECT = 21           CAS11880
ISN 1369      134 CONTINUE                                 CAS11890
C    --EXTINGUISH--
ISN 1370      IF (OBJECT .EQ. 34) GOTO 391             CAS11910
ISN 1372      IF (OBJECT .GT. NITEMS) GOTO 700           CAS11920
ISN 1374      IF (ITEMS(OBJECT) .NE. -1 .AND.          CAS11930
2     ITEMS(OBJECT) .NE. ROOM) GOTO 720             CAS11940
ISN 1376      293 IF (OBJECT .NE. 21) GOTO 295           CAS11950
ISN 1378      LAMP = 0                                    CAS11960
ISN 1379      GOTO 710                                   CAS11970
ISN 1380      295 CONTINUE                                 CAS11980
ISN 1381      298 IF (OBJECT .NE. 15) GOTO 399           CAS11990
ISN 1383      MATCH = 0                                  CAS12000
ISN 1384      GOTO 710                                   CAS12010
ISN 1385      399 IF (OBJECT .NE. 13) GOTO 730           CAS12020
ISN 1387      TORCH = .FALSE.                          CAS12030
ISN 1388      GOTO 800                                   CAS12040
ISN 1389      391 CONTINUE                                 CAS12050
ISN 1390      IF (ITEMS(26) .NE. -1) GOTO 392           CAS12060
ISN 1392      ITEMS(26)=0                               CAS12070
ISN 1393      BOTTLE = .FALSE.                          CAS12080
ISN 1394      WATER = .FALSE.                           CAS12090
ISN 1395      FIRE = .FALSE.                           CAS12100
ISN 1396      WRITE(6,1103)                           CAS12110
ISN 1397      GOTO 25                                   CAS12120
ISN 1398      394 IF (OBJECT .NE. 13) GOTO 392           CAS12130

```

```

ISN 1400      IF (ITEMS(13).NE.ROOM .AND. ITEMS(13).NE. -1) GOTO 201      CAS12140
ISN 1402          TORCH = .FALSE.                                         CAS12150
ISN 1403          GOTO 800                                           CAS12160
ISN 1404      392 WRITE(6,1102)                                         CAS12170
ISN 1405          GOTO 25                                            CAS12180
ISN 1406      135 CONTINUE                                         CAS12190
C      ---LOOK---                                         CAS12200
ISN 1407          PREV(ROOM) = 0                                         CAS12210
ISN 1408          GOTO 20                                            CAS12220
ISN 1409      136 CONTINUE                                         CAS12230
C      ---SCORE---                                         CAS12240
ISN 1410          CALL ADSCOR(II)                                         CAS12250
ISN 1411          II = SCORE + II                                         CAS12260
ISN 1412          WRITE(6,9998) NUMOVE, II                                         CAS12270
ISN 1413          GOTO 25                                            CAS12280
ISN 1414      137 CONTINUE                                         CAS12290
C      ---BREAK---                                         CAS12300
ISN 1415          IF (OBJECT .NE. 56) GOTO 305                                         CAS12310
ISN 1417          IF (ROOM .NE. 6) GOTO 201                                         CAS12320
ISN 1419          IF (ITEMS(3).NE.-1 .AND. ITEMS(3).NE.ROOM) GOTO 297                                         CAS12330
ISN 1421          WRITE(6,1041)                                         CAS12340
ISN 1422          DOOR(6) = 1                                         CAS12350
ISN 1423          GOTO 25                                            CAS12360
ISN 1424      297 WRITE(6,1039)                                         CAS12370
ISN 1425          CALL YORN(II)                                         CAS12380
ISN 1426          IF (II .EQ. 0) GOTO 25                                         CAS12390
ISN 1428          WRITE(6,1040)                                         CAS12400
ISN 1429          GOTO 25                                            CAS12410
ISN 1430      305 IF (OBJECT .NE. 37) GOTO 299                                         CAS12420
ISN 1432          IF (ROOM .NE. 1) GOTO 304                                         CAS12430
ISN 1434          IF (WIND1 .GE. 1) WRITE(6,1046)                                         CAS12440
ISN 1436          IF (WIND1 .GE. 1) GOTO 25                                         CAS12450
ISN 1438          WIND1 = 1                                         CAS12460
ISN 1439          GOTO 800                                           CAS12470
ISN 1440      304 CONTINUE                                         CAS12480
ISN 1441          IF (ROOM .NE. 10) GOTO 201                                         CAS12490
ISN 1443          IF (WIND2 .GE. 1) WRITE(6,1046)                                         CAS12500
ISN 1445          IF (WIND2 .GE. 1) GOTO 25                                         CAS12510
ISN 1447          WIND2 = 3                                         CAS12520
ISN 1448          GOTO 800                                           CAS12530
ISN 1449      299 CONTINUE                                         CAS12540
ISN 1450          IF (OBJECT .NE. 50) GOTO 309                                         CAS12550
ISN 1452          IF (ROOM .EQ. 55) GOTO 303                                         CAS12560
ISN 1454          IF (IPASS .EQ. 1 .AND. ROOM .EQ. 17) GOTO 201                                         CAS12570
ISN 1456          IF (ROOM .NE. 17) GOTO 308                                         CAS12580
ISN 1458          IPASS = 1                                         CAS12590
ISN 1459          SCORE = SCORE + 10                                         CAS12600
ISN 1460          CALL DES(412)                                         CAS12610
ISN 1461          GOTO 25                                            CAS12620
ISN 1462      308 CONTINUE                                         CAS12630
ISN 1463          IF (ROOM .NE. 27) GOTO 201                                         CAS12640
ISN 1465          WRITE(6,1048)                                         CAS12650
ISN 1466          GOTO 902                                           CAS12660
ISN 1467      309 CONTINUE                                         CAS12670
ISN 1468          IF (OBJECT.EQ.47 .AND. ROOM.EQ.99) GOTO 767                                         CAS12680
ISN 1470          WRITE(6,1084)                                         CAS12690
ISN 1471          GOTO 25                                            CAS12700
ISN 1472      303 WRITE(6,1111)                                         CAS12710

```

```

ISN 1473      GOTO 25                                CAS12720
ISN 1474      138 CONTINUE                            CAS12730
ISN 1475      139 CONTINUE                            CAS12740
C   ---POUR---
ISN 1476      IF (OBJECT .GT. NITEMS) GOTO 740        CAS12750
ISN 1478      IF (ITEMS(OBJECT) .NE. -1) GOTO 201        CAS12760
ISN 1480      IF (OBJECT .EQ. 5 .OR. OBJECT .EQ. 25 .OR.
2      OBJECT .EQ. 26) GOTO 112                      CAS12770
ISN 1482      IF (OBJECT .EQ. 7) GOTO 385                CAS12780
ISN 1484      IF (OBJECT .NE. 1) GOTO 740                CAS12790
ISN 1486      IF (ITEMS(21) .NE. -1) GOTO 112          CAS12800
ISN 1488      LMOVE = 0                                CAS12810
ISN 1489      IF (LAMP .EQ. 2) LAMP = 1                  CAS12820
ISN 1491      IF (LAMP .EQ. 3) LAMP = 0                  CAS12830
ISN 1493      ITEMS(1) = 0                            CAS12840
ISN 1494      NUMB = NUMB - 1                          CAS12850
ISN 1495      GOTO 25                                CAS12860
ISN 1496      140 CONTINUE                            CAS12870
C   ---BACK---
ISN 1497      IF (LROOM .GT. 0) GOTO 291              CAS12880
ISN 1499      WRITE(6,1035)                           CAS12890
ISN 1500      GOTO 25                                CAS12900
ISN 1501      291 CONTINUE                            CAS12910
ISN 1502      I = ROOM                               CAS12920
ISN 1503      ROOM = LROOM                            CAS12930
ISN 1504      LROOM = I                               CAS12940
ISN 1505      NUMOVE = NUMOVE + 1                    CAS12950
ISN 1506      GOTO 20                                CAS12960
ISN 1507      141 CONTINUE                            CAS12970
C   ---SWIM---
ISN 1508      IF (ROOM .NE. 32 .AND. ROOM .NE. 68 .AND.
1ROOM .NE. 81 .AND. ROOM .NE. 40) GOTO 314          CAS12980
ISN 1510      WRITE(6,1076)                           CAS12990
ISN 1511      GOTO 25                                CAS13000
ISN 1512      142 CONTINUE                            CAS13010
C   ---MELT---
ISN 1513      IF (OBJECT .NE. 79) GOTO 730              CAS13020
ISN 1515      IF (ROOM .NE. 65) GOTO 201                CAS13030
ISN 1517      IF (ITEMS(13) .NE. -1 .OR. .NOT. TORCH) GOTO 740
ISN 1519      IF (      MELT) GOTO 769                CAS13040
ISN 1521      MELT = .TRUE.                            CAS13050
ISN 1522      WRITE(6,1116)                           CAS13060
ISN 1523      IF (.NOT. WATER) ITEMS(26) = ROOM        CAS13070
ISN 1525      CALL OBJ(ITEMS,ROOM,SCORE,VALUE)        CAS13080
ISN 1526      GOTO 25                                CAS13090
ISN 1527      143 CONTINUE                            CAS13100
C   ---CROSS---
ISN 1528      IF (ROOM .NE. 32 .AND. ROOM .NE. 40) GOTO 351
ISN 1530      IF (ITEMS(14) .NE. -1) GOTO 352          CAS13110
ISN 1532      IF (ROOM .NE. 32) GOTO 350              CAS13120
ISN 1534      ROOM = 40                                CAS13130
ISN 1535      LROOM= 0                                CAS13140
ISN 1536      GOTO 103                               CAS13150
ISN 1537      350         ROOM = 32                  CAS13160
ISN 1538      LROOM= 0                                CAS13170
ISN 1539      GOTO 103                               CAS13180
ISN 1540      351 CONTINUE                            CAS13190
ISN 1541      IF (ROOM .NE. 68 .AND. ROOM .NE. 81) GOTO 314

```

```

ISN 1543      IF (ITEMS(14) .NE. -1) GOTO 352          CAS13300
ISN 1545      IF (ROOM .EQ. 68) GOTO 356          CAS13310
ISN 1547      ROOM = 68                          CAS13320
ISN 1548      LROOM= 0                         CAS13330
ISN 1549      GOTO 103                         CAS13340
ISN 1550      356 CONTINUE
ISN 1551      ROOM = 81                         CAS13350
ISN 1552      LROOM = 0                         CAS13360
ISN 1553      GOTO 103                         CAS13370
ISN 1554      352 WRITE(6,1082)                  CAS13380
ISN 1555      GOTO 25                           CAS13390
ISN 1556      144 CONTINUE
C   ---QUIT---:
ISN 1557      GOTO 9000                         CAS13410
ISN 1558      145 CONTINUE
C   ---HONK---:
ISN 1559      IF (ROOM .LT. 95) GOTO 262          CAS13420
ISN 1561      IF (ROOM .NE. 99) GOTO 398          CAS13430
ISN 1563      IF (MAS1) SCORE=SCORE + 2          CAS13440
ISN 1565      IF (MAS2) SCORE=SCORE + 1          CAS13450
ISN 1567      IF (MAS3) SCORE=SCORE + 1          CAS13460
ISN 1569      IF (MAS4) SCORE=SCORE + 1          CAS13470
ISN 1571      ROOM = 100                         CAS13480
ISN 1572      BRIEF= 0                           CAS13490
ISN 1573      GOTO 20                           CAS13500
ISN 1574      398 CONTINUE
ISN 1575      IF (ROOM.EQ.95 .OR. ROOM.EQ.97) WRITE(6,1142)  CAS13510
ISN 1577      IF (ROOM.EQ.96 .OR. ROOM.EQ.98) WRITE(6,1143)  CAS13520
ISN 1579      NDEATH = 3                         CAS13530
ISN 1580      GOTO 902                          CAS13540
ISN 1581      146 CONTINUE
C   ---TIE---:
ISN 1582      IF (OBJECT .NE. 9) GOTO 409          CAS13550
ISN 1584      IF (ITEMS(9) .NE. -1) GOTO 201          CAS13560
ISN 1586      IF (ROOM .NE. 1) GOTO 411             CAS13570
ISN 1588      IF (ROPE .EQ. 3) GOTO 411             CAS13580
ISN 1590      ROPE = 1                           CAS13590
ISN 1591      ITEMS(9) = 1                         CAS13600
ISN 1592      353 WRITE(6,1069)                  CAS13610
ISN 1593      GOTO 25                           CAS13620
ISN 1594      409 CONTINUE
ISN 1595      IF (OBJECT .NE. 16) GOTO 700          CAS13630
ISN 1597      411      IF (ITEMS(16).NE.-1 .OR. ITEMS(9).NE.-1) GOTO 314  CAS13640
ISN 1599      ROPE = 3                           CAS13650
ISN 1600      WRITE(6,1010)                      CAS13660
ISN 1601      GOTO 25                           CAS13670
ISN 1602      147 CONTINUE
C   ---UNTIE---:
ISN 1603      IF (OBJECT .NE. 9) GOTO 406          CAS13680
ISN 1605      IF (ROPE .EQ. 3) GOTO 407             CAS13690
ISN 1607      IF (ITEMS(9) .NE. ROOM) GOTO 201          CAS13700
ISN 1609      IF (ROPE .NE. 1) GOTO 317             CAS13710
ISN 1611      ROPE = 0                           CAS13720
ISN 1612      GOTO 800                          CAS13730
ISN 1613      317 IF (ROPE .NE. 2) GOTO 314          CAS13740
ISN 1615      ROPE = -2                         CAS13750
ISN 1616      WRITE(6,1071)                      CAS13760

```

Check if STATUE, MONEY, and SWORD found. If not, reduce MAX (which

```

                                         CAS13770
                                         CAS13780
                                         CAS13790
                                         CAS13800
                                         CAS13810
                                         CAS13820
                                         CAS13830
                                         CAS13840
                                         CAS13850
                                         CAS13860
                                         CAS13870

```

```

C determines when every treasure has been found) because the      CAS13880
C rope is necessary to find each of these treasures.          CAS13890
ISN 1617 IF (VALUE(12) .NE. 0) MAX=MAX-10                      CAS13900
ISN 1619 IF (VALUE(17) .NE. 0) MAX=MAX-10                      CAS13910
ISN 1621 IF (VALUE(29) .NE. 0) MAX=MAX-10                      CAS13920
ISN 1623 ITEMS(9) = 0                                         CAS13930
ISN 1624 GOTO 25                                           CAS13940
ISN 1625 406 CONTINUE
ISN 1626 IF (OBJECT .NE. 16) GOTO 700                         CAS13950
ISN 1628 407 IF (ITEMS(16) .NE. -1 .AND. ITEMS(16) .NE. ROOM) GOTO 201   CAS13960
ISN 1630 IF (PREC) GOTO 408                                     CAS13970
ISN 1632 ROPE = 0                                         CAS13980
ISN 1633 GOTO 800                                         CAS13990
ISN 1634 408 WRITE(6,1071)
ISN 1635 ITEMS(9) = 83                                      CAS14000
ISN 1636 ROPE = 0                                         CAS14010
ISN 1637 GOTO 25                                           CAS14020
ISN 1638 148 CONTINUE
C ---READ---
ISN 1639 IF (OBJECT .NE. 46) GOTO 300                         CAS14030
ISN 1641 IF (ROOM .NE. 13 .AND. ROOM .NE. 10) GOTO 201       CAS14040
ISN 1643 GOTO 281                                           CAS14050
ISN 1644 300 IF (OBJECT .NE. 52) GOTO 700                     CAS14060
ISN 1646 IF (BUT .NE. 2) GOTO 201                           CAS14070
ISN 1648 SCORE = SCORE + BUTVAL                         CAS14080
ISN 1649 BUTVAL = 0                                         CAS14090
ISN 1650 IF (NOTE .GE. 1) GOTO 302                         CAS14100
ISN 1652 NOTE = 1                                         CAS14110
ISN 1653 WRITE(6,1029)                                     CAS14120
ISN 1654 BUT = 0                                         CAS14130
ISN 1655 GOTO 25                                           CAS14140
ISN 1656 302 NOTE = 2                                       CAS14150
ISN 1657 WRITE(6,1030)                                     CAS14160
ISN 1658 BUT = 3                                         CAS14170
ISN 1659 GOTO 25                                           CAS14180
ISN 1660 149 CONTINUE
C ---FILL---
ISN 1661 IF (OBJECT .GT. NITEMS) GOTO 700                   CAS14190
ISN 1663 IF (ITEMS(OBJECT) .NE. -1) GOTO 720               CAS14200
ISN 1665 IF (OBJECT .NE. 18) GOTO 427                      CAS14210
ISN 1667 IF (BOTTLE) GOTO 218                         CAS14220
ISN 1669 IF ((ROOM.EQ.32.OR.ROOM.EQ.40.OR.ROOM.EQ.68) .OR.    CAS14230
2     ITEMS(26) .EQ. ROOM) OBJECT = 26                  CAS14240
ISN 1671 IF (ITEMS(5) .EQ. ROOM) OBJECT = 5                CAS14250
ISN 1673 IF (OBJECT .EQ. 18) GOTO 740                      CAS14260
ISN 1675 GOTO 111                                         CAS14270
ISN 1676 427 IF (OBJECT .NE. 21) GOTO 740                 CAS14280
ISN 1678 IF (ITEMS(1) .NE. -1) GOTO 740                   CAS14290
ISN 1680 IF (LAMP .EQ. 2) LAMP=1                          CAS14300
ISN 1682 IF (LAMP .EQ. 3) LAMP=0                          CAS14310
ISN 1684 ITEMS(1) = 0                                     CAS14320
ISN 1685 NUMB = NUMB - 1                                 CAS14330
ISN 1686 LMOVE = -75                                    CAS14340
ISN 1687 GOTO 800                                         CAS14350
ISN 1688 150 CONTINUE
C ---HINT---
ISN 1689 II = ROOM                                         CAS14360
ISN 1690 CALL HELP(II,OBJECT)                            CAS14370

```

```

ISN 1691      GOTO 25
ISN 1692      151 CONTINUE
C   --GOTO--
C   CALL GUINFO(2,SIGID)
C   IF(SIGID.EQ.AWCC.OR.SIGID.EQ.A6L2.OR.
C   1SIGID.EQ.A3TB) GOTO 425
ISN 1693      WRITE(6,1114)
ISN 1694      GOTO 25
C425  CONTINUE
C   WRITE(6,1115)
C   READ(5,426) ROOM
C426  FORMAT(I3)
C   IF (ROOM.GT. 100) GOTO 425
C   GOTO 428
ISN 1695      152 CONTINUE
C   ---LEFT---
ISN 1696      IF (ROOM.NE. 21) GOTO 314
ISN 1698      IF (LOCK.GT. 0) GOTO 312
ISN 1700      IF (OBJECT.NE. 42) GOTO 316
ISN 1702      LOCK = 1
ISN 1703      GOTO 800
ISN 1704      312 IF (LOCK.EQ. 1) GOTO 316
ISN 1706      IF (OBJECT.NE. 44) GOTO 316
ISN 1708      LOCK = 3
ISN 1709      SCORE = SCORE + LOKVAL
ISN 1710      LOKVAL = 0
ISN 1711      DOOR(21) = 1
ISN 1712      WRITE(6,1015)
ISN 1713      GOTO 25
ISN 1714      153 CONTINUE
C   ---RIGHT---
ISN 1715      IF (ROOM.NE. 21) GOTO 314
ISN 1717      IF (LOCK.NE. 1) GOTO 316
ISN 1719      IF (OBJECT.NE. 43) GOTO 316
ISN 1721      LOCK = 2
ISN 1722      GOTO 800
ISN 1723      314 CONTINUE
ISN 1724      WRITE(6,1013)
ISN 1725      GOTO 25
ISN 1726      316 CONTINUE
ISN 1727      WRITE(6,1014)
ISN 1728      LOCK = 0
ISN 1729      GOTO 25
ISN 1730      154 CONTINUE
C   ---SHOOT---
ISN 1731      IF (ITEMS(20).NE.-1) GOTO 700
ISN 1733      IF (GUN) GOTO 480
ISN 1735      WRITE(6,1054)
ISN 1736      GOTO 25
ISN 1737      480 CONTINUE
ISN 1738      GUN = .FALSE.
ISN 1739      IF (GNOME.AND.(OBJECT.EQ.0.OR.OBJECT.EQ.77)) GOTO 770
ISN 1741      IF (OBJECT.EQ. 76) GOTO 481
ISN 1743      IF (OBJECT.EQ. 8) GOTO 482
ISN 1745      IF (OBJECT.EQ. 49) GOTO 483
ISN 1747      IF (OBJECT.EQ. 55) GOTO 484
ISN 1749      IF (OBJECT.EQ. 78) GOTO 486
ISN 1751      IF (OBJECT.EQ. 80) GOTO 262

```

```

ISN 1753      481 IF (OBJECT .NE. 76 .AND. (.NOT. WOLF)) GOTO 482          CAS15040
ISN 1755          IF (.NOT. WOLF) GOTO 201          CAS15050
ISN 1757          IF (RDM(SEED) .LT. .15) GOTO 487          CAS15060
ISN 1759          WOLF = .FALSE.          CAS15070
ISN 1760          ITEMS( 2) = ROOM          CAS15080
ISN 1761          WRITE(6,1053)          CAS15090
ISN 1762          CALL DES(602)          CAS15100
ISN 1763          GOTO 25          CAS15110
ISN 1764          482 CONTINUE          CAS15120
ISN 1765          IF (ITEMS(8) .NE. ROOM .AND. ITEMS(8) .NE. -1 .AND.
2          OBJECT .NE. 8) GOTO 483          CAS15130
ISN 1767          IF (ITEMS(8) .NE. ROOM .AND. ITEMS(8) .NE. -1) GOTO 201          CAS15140
ISN 1769          IF (ITEMS(8) .EQ. -1) NUMB=NUMB-1          CAS15150
ISN 1771          ITEMS(8) = 0          CAS15160
ISN 1772          ITEMS(2) = 0          CAS15170
ISN 1773          HUNCH = 2          CAS15180
ISN 1774          GOTO 25          CAS15190
ISN 1775          483 IF (ROOM .NE. 8 .AND. OBJECT .NE. 49) GOTO 484          CAS15200
ISN 1777          IF (ROOM .NE. 8) GOTO 201          CAS15210
ISN 1779          IF (BUT .EQ. 4) GOTO 485          CAS15220
ISN 1781          BUT = 4          CAS15230
ISN 1782          ITEMS( 2) = 0          CAS15240
ISN 1783          WRITE(6,1055)          CAS15250
ISN 1784          GOTO 25          CAS15260
ISN 1785          484 IF (ROOM .NE. 20 .AND. OBJECT .NE. 55) GOTO 486          CAS15270
ISN 1787          IF (.NOT. BAT) GOTO 485          CAS15280
ISN 1789          WRITE(6,1058)          CAS15290
ISN 1790          ITEMS(2) = ROOM          CAS15300
ISN 1791          GOTO 25          CAS15310
ISN 1792          485 WRITE(6,1057)          CAS15320
ISN 1793          GUN = .TRUE.          CAS15330
ISN 1794          NUMB = NUMB + 1          CAS15340
ISN 1795          GOTO 25          CAS15350
ISN 1796          486 IF (OBJECT .NE. 78 .AND. ROOM .NE. 86) GOTO 485          CAS15360
ISN 1798          IF (HOLE) GOTO 485          CAS15370
ISN 1800          WRITE(6,1126)          CAS15380
ISN 1801          ITEMS( 2) = 0          CAS15390
ISN 1802          GOTO 25          CAS15400
ISN 1803          487 WRITE(6,1065)          CAS15410
ISN 1804          ITEMS(2) = ROOM          CAS15420
ISN 1805          II = 1          CAS15430
ISN 1806          CALL WWOLF(II,WOLF)          CAS15440
ISN 1807          IF (II .EQ. 0) GOTO 25          CAS15450
ISN 1809          GOTO 902          CAS15460
ISN 1810          155 CONTINUE          CAS15470
C          ---WAKE---
ISN 1811          IF (OBJECT .NE. 49) GOTO 490          CAS15480
ISN 1813          IF (BUT .LT. 3) GOTO 488          CAS15490
ISN 1815          WRITE(6,1044)          CAS15500
ISN 1816          GOTO 25          CAS15510
ISN 1817          488 BUT = 1          CAS15520
ISN 1818          IF (ITEMS(10) .EQ. -3) BUT=2          CAS15530
ISN 1820          IF (ITEMS(10) .EQ. 8 .AND. ITEMS(11) .EQ. 8) BUT = 2          CAS15540
ISN 1822          IF (BUT .NE. 2) GOTO 489          CAS15550
ISN 1824          ITEMS(10) = -3          CAS15560
ISN 1825          ITEMS(11) = -3          CAS15570
ISN 1826          489 CONTINUE          CAS15580
ISN 1827          II = 400 + BUT          CAS15590
                                CAS15600
                                CAS15610

```

```

ISN 1828      CALL DES(II)                                CAS15620
ISN 1829      GOTO 25                                    CAS15630
ISN 1830      490 CONTINUE                               CAS15640
ISN 1831      IF (OBJECT .NE. 39) GOTO 491                CAS15650
ISN 1833      IF (ROOM .NE. 43) GOTO 201                 CAS15660
ISN 1835      IF (MASTER .EQ. 0 .OR. MASTER .EQ. 4) GOTO 740   CAS15670
ISN 1837      MASTER = 3                                 CAS15680
ISN 1838      CALL DES(426)                             CAS15690
ISN 1839      GOTO 25                                    CAS15700
ISN 1840      491 CONTINUE                               CAS15710
ISN 1841      GOTO 740                                    CAS15720
ISN 1842      156 CONTINUE                               CAS15730
C   ---POOF---:
ISN 1843      IF (ROOM .NE. 56 .AND. ROOM .NE. 15) GOTO 262   CAS15740
ISN 1845      IF (DOOR(2) .EQ. 0) GOTO 262                 CAS15750
ISN 1847      IF (ITEMS( 8) .EQ. -1) ITEMS( 8)=57          CAS15760
ISN 1849      IF (ITEMS(14) .EQ. -1) ITEMS(14)=ROOM        CAS15770
ISN 1851      IF (ROOM .EQ. 56) GOTO 547                  CAS15780
ISN 1853      ROOM = 56                                 CAS15790
ISN 1854      LROOM = 0                                CAS15800
ISN 1855      GOTO 20                                    CAS15810
ISN 1856      547 ROOM = 15                            CAS15820
ISN 1857      LROOM = 0                                CAS15830
ISN 1858      GOTO 20                                    CAS15840
ISN 1859      157 CONTINUE                               CAS15850
C   ---SUSPEND---:
ISN 1860      II = 1                                    CAS15860
ISN 1861      SAVE=.TRUE.                            CAS15870
ISN 1862      CALL SAVRES(II)                         CAS15880
ISN 1863      GOTO 9000                                CAS15890
ISN 1864      158 CONTINUE                               CAS15900
C   ---RESTORE---:
ISN 1865      II = 0                                    CAS15910
ISN 1866      CALL SAVRES(II)                         CAS15920
ISN 1867      GOTO 20                                    CAS15930
ISN 1868      159 CONTINUE                               CAS15940
C   ---DEBUG---:
ISN 1869      WRITE(6,7101)                           CAS15950
ISN 1870      READ(6,7102) II                          CAS15960
ISN 1871      IF (II .NE. PW) GOTO 730                CAS15970
ISN 1873      7101 FORMAT('0 ENTER THE PASSWORD:')    CAS15980
ISN 1874      7102 FORMAT(A4)                           CAS15990
ISN 1875      DEBUG = .TRUE.                           CAS16000
ISN 1876      GOTO 800                                CAS16010
ISN 1877      160 CONTINUE                               CAS16020
C   ---VERBOSE---:
ISN 1878      IBRIEF = 0                             CAS16030
ISN 1879      DEBUG = .FALSE.                         CAS16040
ISN 1880      GOTO 800                                CAS16050
ISN 1881      161 CONTINUE                               CAS16060
C   ---BRIEF---:
ISN 1882      IBRIEF = 1                             CAS16070
ISN 1883      WRITE(6,1073)                           CAS16080
ISN 1884      GOTO 25                                CAS16090
ISN 1885      700 CONTINUE                               CAS16100
ISN 1886      WRITE(6,1002)                           CAS16110
ISN 1887      GOTO 25                                CAS16120
ISN 1888      710 WRITE(6,1037)                      CAS16130
                                         CAS16140
                                         CAS16150
                                         CAS16160
                                         CAS16170
                                         CAS16180
                                         CAS16190

```

```

ISN 1889      IF (ROOM .GT. 40 .AND. ((LAMP.EQ.0.OR.LAMP.EQ.3)
2          .AND. MATCH.EQ.0)) WRITE(6,1064)                                CAS16200
ISN 1891      GOTO 25                                                 CAS16210
ISN 1892      712 WRITE(6,1038)                                         CAS16220
ISN 1893      GOTO 25                                                 CAS16230
ISN 1894      720 CONTINUE                                           CAS16240
ISN 1895      WRITE(6,1004)                                         CAS16250
ISN 1896      GOTO 25                                                 CAS16260
ISN 1897      730 WRITE(6,1016)                                         CAS16270
ISN 1898      GOTO 25                                                 CAS16280
ISN 1899      740 WRITE(6,1005)                                         CAS16290
ISN 1900      GOTO 25                                                 CAS16300
ISN 1901      750 WRITE(6,1096)                                         CAS16310
ISN 1902      GOTO 25                                                 CAS16320
ISN 1903      760 WRITE(6,1107)                                         CAS16330
ISN 1904      GOTO 25                                                 CAS16340
ISN 1905      765 ITEMS(13) =86                                         CAS16350
ISN 1906      WRITE(6,1133)                                         CAS16360
ISN 1907      GOTO 902                                              CAS16370
ISN 1908      767 CONTINUE                                           CAS16380
ISN 1909      MASECT = .TRUE.                                         CAS16390
ISN 1910      WRITE(6,1136)                                         CAS16400
ISN 1911      GOTO 25                                                 CAS16410
ISN 1912      769 WRITE(6,1144)                                         CAS16420
ISN 1913      GOTO 902                                              CAS16430
ISN 1914      770 IF (ACTION(1) .EQ. 54) GOTO 775                      CAS16440
ISN 1916      VAL = RDM(SEED)                                         CAS16450
ISN 1917      IF (OBJECT .EQ. 3) ITEMS(3)=ROOM                         CAS16460
ISN 1919      IF (OBJECT .EQ. 12 .OR. OBJECT .EQ. 77) ITEMS(12)=ROOM   CAS16470
ISN 1921      NUMB = NUMB - 1                                         CAS16480
ISN 1922      IF (VAL .LT. 0.8) GOTO 772                           CAS16490
ISN 1924      WRITE(6,1109)                                         CAS16500
ISN 1925      II = 0                                                 CAS16510
ISN 1926      CALL GGNOME(II,GNAME)                                     CAS16520
ISN 1927      IF (II .GT. 0) GOTO 902                               CAS16530
ISN 1929      GOTO 25                                              CAS16540
ISN 1930      772 WRITE(6,1108)                                         CAS16550
ISN 1931      GNOME = .FALSE.                                         CAS16560
ISN 1932      CALL OBJ(ITEMS,ROOM,SCORE,VALUE)                         CAS16570
ISN 1933      GOTO 25                                              CAS16580
ISN 1934      775 WRITE(6,1108)                                         CAS16590
ISN 1935      GNOME = .FALSE.                                         CAS16600
ISN 1936      ITEMS(2) = 44                                         CAS16610
ISN 1937      GOTO 25                                              CAS16620
ISN 1938      800 CONTINUE                                           CAS16630
ISN 1939      WRITE(6,1008)                                         CAS16640
ISN 1940      GOTO 25                                              CAS16650
ISN 1941      900 CONTINUE                                           CAS16660
C      ---DEATH AND REINCARNATION---
ISN 1942      CALL DES(II)                                         CAS16670
ISN 1943      902 NDEATH = NDEATH + 1                            CAS16680
ISN 1944      LAMP = 0                                               CAS16690
ISN 1945      NUMB = 0                                              CAS16700
ISN 1946      SCORE = SCORE - 10                             CAS16710
ISN 1947      GNOME = .FALSE.                                         CAS16720
ISN 1948      WOLF = .FALSE.                                         CAS16730
ISN 1949      IF (ITEMS(20) .EQ. -1) GUN = .FALSE.                  CAS16740
ISN 1951      IF (ITEMS(18) .EQ. -1) BOTTLE= .FALSE.                 CAS16750
ISN 1951      IF (ITEMS(18) .EQ. -1) BOTTLE= .FALSE.                 CAS16760
ISN 1951      IF (ITEMS(18) .EQ. -1) BOTTLE= .FALSE.                 CAS16770

```

```

ISN 1953      IF (ITEMS(26) .EQ. -1) WATER = .FALSE.          CAS16780
ISN 1955      IF (ITEMS( 5) .EQ. -1) BLOOD = .FALSE.          CAS16790
ISN 1957      IF (ITEMS( 7) .EQ. -1) ITEMS( 7)=IFIX(RDM(SEED)*7+57)   CAS16800
ISN 1959      IF (ITEMS(12) .EQ. -1) ITEMS(12)=IFIX(RDM(SEED)*7+57)   CAS16810
ISN 1961      IF (ITEMS(17) .EQ. -1) ITEMS(17)=IFIX(RDM(SEED)*7+57)   CAS16820
ISN 1963      IF (ITEMS(19) .EQ. -1) ITEMS(19)=IFIX(RDM(SEED)*7+57)   CAS16830
ISN 1965      IF (ITEMS(23) .EQ. -1) ITEMS(23)=IFIX(RDM(SEED)*7+57)   CAS16840
ISN 1967      IF (ITEMS(24) .EQ. -1) ITEMS(24)=IFIX(RDM(SEED)*7+57)   CAS16850
ISN 1969      IF (ITEMS(28) .EQ. -1) ITEMS(28)=IFIX(RDM(SEED)*7+57)   CAS16860
ISN 1971      IF (ITEMS(29) .EQ. -1) ITEMS(29)=IFIX(RDM(SEED)*7+57)   CAS16870
ISN 1973      IF (ITEMS(30) .EQ. -1) ITEMS(30)=IFIX(RDM(SEED)*7+57)   CAS16880
ISN 1975      GOTO (905,920,935,9100), NDEATH                  CAS16890
ISN 1976      905 CONTINUE
ISN 1977      CALL DES(850)                                CAS16900
ISN 1978      CALL YORN(II)                                CAS16910
ISN 1979      IF (II .EQ. 0) GOTO 9000                  CAS16920
ISN 1981      CALL DES(851)
C           RESET LOCATION, ITEMS, ETC. AFTER DEATH.
ISN 1982      ROOM = 1                                    CAS16930
ISN 1983      LROOM = 0                                    CAS16940
ISN 1984      DO 906 II=1,NITEMS
ISN 1985      IF (ITEMS(II) .EQ. -1)
ISN 1987      2             ITEMS(II)=IFIX(RDM(SEED)*19+2)    CAS16950
ISN 1988      906 CONTINUE
ISN 1989      GOTO 20
ISN 1990      920 CONTINUE
ISN 1991      CALL DES(852)
ISN 1992      CALL YORN(II)
ISN 1993      IF (II .EQ. 0) GOTO 9000                  CAS17000
ISN 1994      CALL DES(853)
ISN 1995      ROOM = 9                                    CAS17010
ISN 1996      LROOM = 0                                    CAS17020
ISN 1997      DO 922 II=1,NITEMS
ISN 1998      IF (ITEMS(II) .EQ. -1)
ISN 2000      2             ITEMS(II)=IFIX(RDM(SEED)*19+2)    CAS17030
ISN 2001      922 CONTINUE
ISN 2002      GOTO 20
ISN 2003      935 CONTINUE
ISN 2004      CALL DES(854)
C           9000 CONTINUE
ISN 2005      IF (.NOT.SAVE) GOTO 9100                  CAS17040
ISN 2007      CALL ADSCOR(II)
ISN 2008      II=SCORE+II
ISN 2009      WRITE(6,9998) NUMOVE, II
ISN 2010      GOTO 9900
C           ISN 2011      9100 CONTINUE
C           ---END OF GAME (WINNER)---
ISN 2012      CALL ADSCOR(II)
ISN 2013      II = SCORE + II
ISN 2014      WRITE(6,9997) II, MAXABS
ISN 2015      IF (II .GE. MAXABS) WRITE(6,7001)
ISN 2017      JJ = MAXABS / 4
ISN 2018      K = MAXABS - JJ
ISN 2019      IF (II .LT. MAXABS .AND. II .GE. K) WRITE(6,7002)
ISN 2021      L = K - JJ
ISN 2022      IF (II .LT. K .AND. II .GE. L) WRITE(6,7003)    CAS17050
                                         CAS17060
                                         CAS17070
                                         CAS17080
                                         CAS17090
                                         CAS17100
                                         CAS17110
                                         CAS17120
                                         CAS17130
                                         CAS17140
                                         CAS17150
                                         CAS17160
                                         CAS17170
                                         CAS17180
                                         CAS17190
                                         CAS17200
                                         CAS17210
                                         CAS17220
                                         CAS17230
                                         CAS17240
                                         CAS17250
                                         CAS17260
                                         CAS17270
                                         CAS17280
                                         CAS17290
                                         CAS17300
                                         CAS17310
                                         CAS17320
                                         CAS17330
                                         CAS17340
                                         CAS17350

```

ISN 2024	K = L - JJ	CAS17360
ISN 2025	IF (II .LT. L .AND. II .GE. K) WRITE(6,7004)	CAS17370
ISN 2027	L = K - JJ	CAS17380
ISN 2028	IF (II .LT. K .AND. II .GE. L) WRITE(6,7005)	CAS17390
ISN 2030	IF (II .LT. L) WRITE(6,7006)	CAS17400
ISN 2032	9900 CONTINUE	CAS17410
	C	CAS17420
	C *****	CAS17430
ISN 2033	1001 FORMAT(''- Welcome to CASTLEQUEST!! Would you like instructions?'')	CAS17440
ISN 2034	1002 FORMAT('' That would be a neat trick.'')	CAS17450
ISN 2035	1003 FORMAT('' I don't see that here.'')	CAS17460
ISN 2036	1004 FORMAT('' You don't have it with you.'')	CAS17470
ISN 2037	1005 FORMAT('' I don't think I can do that.'')	CAS17480
ISN 2038	1006 FORMAT('' There is no way to go in that direction.'')	CAS17490
ISN 2039	1007 FORMAT('' Load the gun with what?'')	CAS17500
ISN 2040	1008 FORMAT('' OK'')	CAS17510
ISN 2041	1009 FORMAT('' The lantern seems to be out of fluid.'')	CAS17520
ISN 2042	1010 FORMAT('' The rope is tied securely to the grappling hook.'')	CAS17530
ISN 2043	1011 FORMAT('' A rope is hooked to the top of the precipice.'')	CAS17540
ISN 2044	1012 FORMAT('' You can't carry anything else.'')	CAS17550
ISN 2045	1013 FORMAT('' I don't know how to apply that here.'')	CAS17560
ISN 2046	1014 FORMAT('' You blew it. I think you'd better start over.'')	CAS17570
ISN 2047	1015 FORMAT('' The lock is now open.'')	CAS17580
ISN 2048	1016 FORMAT('' You can't be serious.'')	CAS17590
ISN 2049	1017 FORMAT('' YUMMY! That was good.'')	CAS17600
ISN 2050	1018 FORMAT('' GLUG GLUG GLUG GLUG BELCH!!!)	CAS17610
ISN 2051	1019 FORMAT('' The door is locked.'')	CAS17620
ISN 2052	1020 FORMAT('' The door is already open.'')	CAS17630
ISN 2053	1021 FORMAT('' The door is boarded up.'')	CAS17640
ISN 2054	1022 FORMAT('' The shutter is open, but there are bars over ', 2 'the window.'')	CAS17650
ISN 2055	1023 FORMAT('' The window is nailed shut.'')	CAS17660
ISN 2056	1024 FORMAT('' There is a silver cross in the drawer!'')	CAS17670
ISN 2057	1025 FORMAT('' I see no door here.'')	CAS17680
ISN 2058	1026 FORMAT('' It wouldn't be much of a lock if you could ', 2 'just open it.'')	CAS17690
ISN 2059	1027 FORMAT('' A skeleton key falls out of the book.'')	CAS17700
ISN 2060	1028 FORMAT('' A literary classic, but we don't have time to read.'')	CAS17710
ISN 2061	1029 FORMAT('' "The master loves Shakespeare".'')	CAS17720
ISN 2062	1030 FORMAT('' "Look behind the mirror."')	CAS17730
ISN 2063	1031 FORMAT('' You can't close a broken window.'')	CAS17740
ISN 2064	1032 FORMAT('' I never liked classics, anyway.'')	CAS17750
ISN 2065	1033 FORMAT('' Sorry, but you don't have your library card.'')	CAS17760
ISN 2066	1034 FORMAT('' The butler is lame, and could not keep up with you.'')	CAS17770
ISN 2067	1035 FORMAT('' You can't get back the way you came.'')	CAS17780
ISN 2068	1036 FORMAT('' The door will neither open nor close.'')	CAS17790
ISN 2069	1037 FORMAT('' The light is out.'')	CAS17800
ISN 2070	1038 FORMAT('' The light is burning dimly.'')	CAS17810
ISN 2071	1039 FORMAT('' With what?? Your bare hands??'')	CAS17820
ISN 2072	1040 FORMAT('' You just broke every bone in your hand.,/, 2 'You might try an axe or something....'')	CAS17830
ISN 2073	1041 FORMAT('' The door can now be opened.'')	CAS17840
ISN 2074	1042 FORMAT('' The door is closed.'')	CAS17850
ISN 2075	1043 FORMAT('' You have fallen through a trap door and find...''')	CAS17860
ISN 2076	1044 FORMAT('' The butler cannot be aroused.'')	CAS17870
ISN 2077	1045 FORMAT('' Take note of what??'')	CAS17880
ISN 2078	1046 FORMAT('' The window IS already broken.'')	CAS17890
ISN 2079	1047 FORMAT('' You had better watch your mouth.'')	CAS17900

ISN 2080	1048 FORMAT('0 The mirrors shatter in an explosion of flying glass.')	CAS17940
ISN 2081	1049 FORMAT('0 A huge vampire bat hangs from the doorframe', 2 ' and blocks your way.')	CAS17950 CAS17960
ISN 2082	1050 FORMAT('0 Feed the bat with what??')	CAS17970
ISN 2083	1051 FORMAT('0 The bat gulps down the blood and flitters away.')	CAS17980
ISN 2084	1052 FORMAT('0 Bats don't eat food, they eat blood. Like yours.')	CAS17990
ISN 2085	1053 FORMAT('0 You killed a werewolf. An old gypsy woman', /, 2 ' appears and drags away the body.')	CAS18000 CAS18010
ISN 2086	1054 FORMAT('0 Unfortunately the gun is not loaded.')	CAS18020
ISN 2087	1055 FORMAT('0 You killed a deaf-mute butler (Not very sporting', 2 ' of you).')	CAS18030 CAS18040
ISN 2088	1056 FORMAT('0 You just murdered an innocent hunchback.')	CAS18050
ISN 2089	1057 FORMAT('0 There is nothing here to shoot.')	CAS18060
ISN 2090	1058 FORMAT('0 The bullet does not penetrate the bat's thick hide.')	CAS18070
ISN 2091	1059 FORMAT('0 You swan dive off the tower and drown in the moat .')	CAS18080
ISN 2092	1060 FORMAT('0 You don't have the sword with you.')	CAS18090
ISN 2093	1061 FORMAT('0 The acid dissolves the bars. The window is clear.')	CAS18100
ISN 2094	1062 FORMAT('0 The werewolf howls in pain and runs away.')	CAS18110
ISN 2095	1063 FORMAT('0 The acid has burned a hole in the floor.')	CAS18120
ISN 2096	1064 FORMAT('0 It is now pitch dark. If you procede you may stumble', 2 ' and fall.)	CAS18130 CAS18140
ISN 2097	1065 FORMAT('0 Your bullet misses.')	CAS18150
ISN 2098	1066 FORMAT('0 A combination lock bars the door.')	CAS18160
ISN 2099	1067 FORMAT('0 I'm afraid you don't have the key.')	CAS18170
ISN 2100	1068 FORMAT('0 Unless you're a safecracker, I suggest you ', 2 'use the combination.')	CAS18180 CAS18190
ISN 2101	1069 FORMAT('0 The rope is anchored securely to the bed.')	CAS18200
ISN 2102	1070 FORMAT('0 The rope is dangling out the window.')	CAS18210
ISN 2103	1071 FORMAT('0 The rope slithers out the window and falls ', 2 'out of reach.)	CAS18220 CAS18230
ISN 2104	1072 FORMAT('0 The rope is already out the window.')	CAS18240
ISN 2105	1073 FORMAT('0 OK, from now on I will give only short descriptions.')	CAS18250
ISN 2106	1074 FORMAT('0 You have nothing to carry it in.')	CAS18260
ISN 2107	1075 FORMAT('0 You have nothing to light it with.')	CAS18270
ISN 2108	1076 FORMAT('0 I hate to tell you this, but I can't swim.')	CAS18280
ISN 2109	1077 FORMAT('0 You fall in the dark and break your neck.')	CAS18290
ISN 2110	1078 FORMAT('0 You haven't any water.')	CAS18300
ISN 2111	1079 FORMAT('0 You bring it to the height of ecstasy.')	CAS18310
ISN 2112	1080 FORMAT('0 Jump from where??')	CAS18320
ISN 2113	1081 FORMAT('0 Something you're carrying won't fit into the house.')	CAS18330
ISN 2114	1082 FORMAT('0 You dont have a boat to cross in.')	CAS18340
ISN 2115	1083 FORMAT('0 You're lamp is getting dim. Perhaps you',/, 2 ' should look for more fuel.')	CAS18350 CAS18360
ISN 2116	1084 FORMAT('0 You are not strong enough to break it.')	CAS18370
ISN 2117	1085 FORMAT('0 I took the liberty of filling the lamp with ', 2 'kerosene.')	CAS18380 CAS18390
ISN 2118	1086 FORMAT('0 A vampire can only be killed with a wooden ', 2 'stake.')	CAS18400 CAS18410
ISN 2119	1087 FORMAT('0 The vampire clutches at the stake and dies', 2 '/,, leaving only a pile of dust.')	CAS18420 CAS18430
ISN 2120	1088 FORMAT('0 Your match has burnt out.')	CAS18440
ISN 2121	1089 FORMAT('0 You'd better hurry. The sun is setting.')	CAS18450
ISN 2122	1090 FORMAT('0 The hunchback gobblies down the food and', 2 ' smiles at you.')	CAS18460 CAS18470
ISN 2123	1091 FORMAT('0 Werewolves eat only fresh meat.')	CAS18480
ISN 2124	1092 FORMAT('0 The butler is not allowed to eat.')	CAS18490
ISN 2125	1093 FORMAT('0 It's not a good idea to take a hungry ', 2 'hunchback.')	CAS18500 CAS18510

ISN 2126	1094 FORMAT('0 Count Vladimir clamps his fangs on your neck!!!')	CAS18520
ISN 2127	1095 FORMAT('0 Nothing happens.')	CAS18530
ISN 2128	1096 FORMAT('0 You already have it.')	CAS18540
ISN 2129	1097 FORMAT('0 You don't have any food.')	CAS18550
ISN 2130	1098 FORMAT('0 A copy of Shakespeare's "HAMLET" lies on the ', 2 'desk.')	CAS18560 CAS18570
ISN 2131	1099 FORMAT('0 The bottle is already full.')	CAS18580
ISN 2132	1100 FORMAT('0 A wall of fire bars the way to the NE.')	CAS18590
ISN 2133	1101 FORMAT('0 You can't get through the fire.')	CAS18600
ISN 2134	1102 FORMAT('0 You don't have any water.')	CAS18610
ISN 2135	1103 FORMAT('0 The fire smoulders and goes out.')	CAS18620
ISN 2136	1104 FORMAT('0 I'm sorry. I don't have a corkscrew.')	CAS18630
ISN 2137	1105 FORMAT('0 You plummet headlong into the crashing surf')	CAS18640
ISN 2138	1106 FORMAT('0 and are *SPLATTERED* on the rocks below.')	CAS18650
ISN 2139	1107 FORMAT('0 The gnome is very nimble and dodges out of ', 2 'your reach.')	CAS18660 CAS18670
ISN 2140	1108 FORMAT('0 You killed a dirty little gnome.')	CAS18680
ISN 2141	1109 FORMAT('0 You missed him, JERK!!!')	CAS18690
ISN 2142	1110 FORMAT('0 There is a large opening in the ground.')	CAS18700
ISN 2143	1111 FORMAT('0 It is out of reach.')	CAS18710
ISN 2144	1112 FORMAT('0 The grappling hook and the rope', 2 'are lying on the ground.')	CAS18720 CAS18730
ISN 2145	1113 FORMAT('0 INDE--URP--GESTION !!!')	CAS18740
ISN 2146	1114 FORMAT('0 THAT IS A PRIVILEGED INSTRUCTION.')	CAS18750
ISN 2147	1115 FORMAT('0 ROOM #---')	CAS18760
ISN 2148	1116 FORMAT('0 Some ice has melted, leaving a large hole.')	CAS18770
ISN 2149	1117 FORMAT('0 There is a cyclops-shaped hole in the door.')	CAS18780
ISN 2150	1118 FORMAT('0 There is a fairly large cyclops staring at you.')	CAS18790
ISN 2151	1119 FORMAT('0 The cyclops turns to you and says:,,, 2 'Hey buddy!. Got a light??")	CAS18800 CAS18810
ISN 2152	1120 FORMAT('0 The cyclops chokes from the rancid tobacco, and,,, 2 'crashes through the door in search of water.')	CAS18820 CAS18830
ISN 2153	1121 FORMAT('0 The torch is burning noisily.')	CAS18840
ISN 2154	1122 FORMAT('0 The cyclops hauls you against the wall ', 2 'and chuckles quietly.')	CAS18850 CAS18860
ISN 2155	1123 FORMAT('0 The cyclops flings you across the room and ', 2 'laughs hysterically.')	CAS18870 CAS18880
ISN 2156	1124 FORMAT('0 Boy are you dumb! A cyclops doesn't eat food.')	CAS18890
ISN 2157	1125 FORMAT('0 The door is way too heavy for you to move it.')	CAS18900
ISN 2158	1126 FORMAT('0 The cyclops does not even feel the impact of ', 2 'the bullet.')	CAS18910 CAS18920
ISN 2159	1127 FORMAT('0 Some magical power will not let you pass.')	CAS18930
ISN 2160	1128 FORMAT('0 A powerful wizard blocks your way with his staff.')	CAS18940
ISN 2161	1129 FORMAT('0 The wizard's eyes flare as he raises his staff.,,, 2 'His awesome magic prevents you from attacking.')	CAS18950 CAS18960
ISN 2162	1130 FORMAT('0 A note materializes on the wall which reads:')	CAS18970
ISN 2163	1131 FORMAT('0 EMERGENCY EXIT--The mirror maze will lead you')	CAS18980
ISN 2164	1132 FORMAT('0 to the locked door. The exit lies within.')	CAS18990
ISN 2165	1133 FORMAT('0 The wizard raises his staff. You are', 2 'blinded by a sudden explosion of light.')	CAS19000 CAS19010
ISN 2166	1134 FORMAT('0 The walls of the cavern tremble as you unleash the', 2 'terrible power contained in the sword.')	CAS19020 CAS19030
ISN 2167	1135 FORMAT('0 The wizard, sensing a stronger power than his own,', 2 'flees in a blinding flash and a cloud of smoke.')	CAS19040 CAS19050
ISN 2168	1136 FORMAT('0 There is a passable hole in the door.')	CAS19060
ISN 2169	1137 FORMAT('0 The letter "H" appears for an instant on the wall.')	CAS19070
ISN 2170	1138 FORMAT('0 A mystical voice says "OH".')	CAS19080
ISN 2171	1139 FORMAT('0 The letter "N" forms out of mist.')	CAS19090

LEVEL 2.3.0 (JUNE 78)

MAIN

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.29.52

PAGE 34

ISN 2172	1140 FORMAT('0	A large "K" emerges from the floor.')	CAS19100
ISN 2173	1141 FORMAT('0	Your axe is trembling slightly.'	CAS19110
ISN 2174	1142 FORMAT('0	The ceiling begins to vibrate and crumbles., 2 /, ' crushing you under tons of concrete.'	CAS19120
ISN 2175	1143 FORMAT('0	The floor erupts violently, swallowing you', 2 ' in a sea of molten lava.'	CAS19130
ISN 2176	1144 FORMAT('0	The glacier begins to melt in a torrential flood,', 2 /, ' and swallows you in a sea of icy cold water.'	CAS19140
ISN 2177	1145 FORMAT('0	I think I hear footsteps behind you.'	CAS19150
ISN 2178	1146 FORMAT('0	What do you want with a heavy, dead butler?')	CAS19160
	C		CAS19170
ISN 2179	7001 FORMAT('0	This qualifies you as a "CLASS A" MASTER!')	CAS19180
ISN 2180	7002 FORMAT('0	You are a MASTER at CASTLEQUEST.'	CAS19190
ISN 2181	7003 FORMAT('0	You receive an EXPERT rating for your effort.'	CAS19200
ISN 2182	7004 FORMAT('0	You rate as a NOVICE EXPLORER for this game.'	CAS19210
ISN 2183	7005 FORMAT('0	You are a GREENHORN at this game!!!)	CAS19220
ISN 2184	7006 FORMAT('0	You don't deserve to WALK THE EARTH!!!)	CAS19230
	C		CAS19240
ISN 2185	9997 FORMAT('0	You scored ', I4, ' out of ', I4, ' points.'	CAS19250
ISN 2186	9998 FORMAT('0	You made ', I4, ' moves, and scored ', 2 I4, ' points.'	CAS19260
ISN 2187	9999 FORMAT('0	THAT HAS NOT BEEN IMPLEMENTED YET.'	CAS19270
ISN 2188	STOP		CAS19280
ISN 2189	END		CAS19290
			CAS19300
			CAS19310
			CAS19320
			CAS19330

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 2188, PROGRAM SIZE = 41534, SUBPROGRAM NAME = MAIN

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIILATION *****

90K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSE TERM IBM FLAG(I)

C-----		
ISN 0002	SUBROUTINE ADSCOR(II)	ADS00010
ISN 0003	INTEGER SAVAR(400)	ADS00020
ISN 0004	LOGICAL DEBUG	ADS00030
ISN 0005	COMMON DEBUG, ISEED	ADS00040
ISN 0006	COMMON /BLOCK2/ SAVAR	ADS00050
ISN 0007	II = 0	ADS00060
ISN 0008	IF (SAVAR(4) .EQ. 72) II=II+9	ADS00070
ISN 0010	IF (SAVAR(7) .EQ. 72) II=II+10	ADS00080
ISN 0012	IF (SAVAR(12) .EQ. 72) II=II+10	ADS00090
ISN 0014	IF (SAVAR(17) .EQ. 72) II=II+10	ADS00100
ISN 0016	IF (SAVAR(18) .EQ. 81) II=II+1	ADS00110
ISN 0018	IF (SAVAR(19) .EQ. 72) II=II+10	ADS00120
ISN 0020	IF (SAVAR(23) .EQ. 72) II=II+10	ADS00130
ISN 0022	IF (SAVAR(24) .EQ. 72) II=II+10	ADS00140
ISN 0024	IF (SAVAR(28) .EQ. 72) II=II+10	ADS00150
ISN 0026	IF (SAVAR(29) .EQ. 72) II=II+10	ADS00160
ISN 0028	IF (SAVAR(30) .EQ. 72) II=II+10	ADS00170
C Score is dependent on the number of moves.		ADS00180
ISN 0030	ITEMP = SAVAR(90) - 250	ADS00190
ISN 0031	IF (ITEMP .GE. 0) II = II - (ITEMP/5)	ADS00200
ISN 0033	IF (DEBUG) WRITE(6,8001) II	ADS00210
ISN 0035	8001 FORMAT('0 RESULT OF "ADSCOR" IS:', I3)	ADS00220
ISN 0036	RETURN	ADS00230
ISN 0037	END	ADS00240
		ADS00250

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSE TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 36, PROGRAM SIZE = 858, SUBPROGRAM NAME =ADSCOR

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPILED *****

342K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

ISN 0002	SUBROUTINE YORN (II)	YOR00010
ISN 0003	IMPLICIT INTEGER (A - Z)	YOR00020
ISN 0004	C DATA Y / 'Y' ' ', N / 'N' '/'	YOR00030
ISN 0005	C 10 WRITE(6,2000)	YOR00040
ISN 0006	2000 FORMAT(' ')	YOR00050
ISN 0007	READ(5,1001,END=30,ERR=30) ANS	YOR00060
ISN 0008	1001 FORMAT(A1)	YOR00070
ISN 0009	C II = 1	YOR00080
ISN 0010	IF (ANS .EQ. Y) GOTO 100	YOR00090
ISN 0012	IF (ANS .NE. N) GOTO 30	YOR00100
ISN 0014	II = 0	YOR00110
ISN 0015	GOTO 100	YOR00120
ISN 0016	30 CONTINUE	YOR00130
ISN 0017	WRITE(6,2001)	YOR00140
ISN 0018	2001 FORMAT('0 Please answer YES or NO !')	YOR00150
ISN 0019	GOTO 10	YOR00160
ISN 0020	C 100 CONTINUE	YOR00170
ISN 0021	RETURN	YOR00180
ISN 0022	END	YOR00190
		YOR00200
		YOR00210
		YOR00220
		YOR00230

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 21, PROGRAM SIZE = 428, SUBPROGRAM NAME = YORN

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

338K BYTES OF CORE NOT USED

REQUESTER OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

	C-----	WW000010
ISN 0002	SUBROUTINE WWOLF(II,WOLF)	WW000020
ISN 0003	LOGICAL WOLF, DEBUG	WW000030
ISN 0004	COMMON DEBUG, ISEED	WW000040
	C	WW000050
	C SEED = FLOAT (ISEED)	WW000060
ISN 0005	VAL = RDM(SEED)	WW000070
ISN 0006	IF (II .GT. 0) GOTO 75	WW000080
ISN 0008	IF (WOLF) GOTO 50	WW000090
ISN 0010	XLIM = .075	WW000100
ISN 0011	IF (VAL .LE. .960) GOTO 800	WW000110
ISN 0013	WOLF = .TRUE.	WW000120
ISN 0014	50 WRITE(6,1001)	WW000130
ISN 0015	VAL = RDM(SEED)	WW000140
ISN 0016	IF (VAL .GT. .400) GOTO 900	WW000150
ISN 0018	75 WRITE(6,1002)	WW000160
ISN 0019	II = 0	WW000170
ISN 0020	VAL = RDM(SEED)	WW000180
ISN 0021	IF (VAL .GT. XLIM) GOTO 100	WW000190
	C GETS YOU.	WW000200
ISN 0023	II = 1	WW000210
ISN 0024	WRITE(6,1003)	WW000220
ISN 0025	GOTO 900	WW000230
ISN 0026	100 CONTINUE	WW000240
	C HE MISSES.	WW000250
ISN 0027	XLIM = XLIM + .15	WW000260
ISN 0028	WRITE(6,1004)	WW000270
ISN 0029	GOTO 900	WW000280
ISN 0030	800 CONTINUE	WW000290
ISN 0031	II = 0	WW000300
	C SWIPE AND RUN AWAY.	WW000310
ISN 0032	IF (VAL .LT. .900) GOTO 900	WW000320
ISN 0034	WRITE(6,1005)	WW000330
ISN 0035	900 CONTINUE	WW000340
ISN 0036	IF (DEBUG) WRITE(6,8001) WOLF, XLIM	WW000350
ISN 0038	8001 FORMAT('0 WOLF :, L2, 'XLIM:', F5.3)	WW000360
ISN 0039	1001 FORMAT('0 There is a fearsome werewolf in the room with you!')	WW000370
ISN 0040	1002 FORMAT('0 The werewolf attacks you with its sharp claw!')	WW000380
ISN 0041	1003 FORMAT('0 It severs your jugular vein and mortally wounds you!')	WW000390
ISN 0042	1004 FORMAT('0 It just misses your neck!')	WW000400
ISN 0043	1005 FORMAT('0 A nasty werewolf lunges at you, takes a swipe at',/, 2 ' your neck, misses and runs away.')	WW000410
	C	WW000420
ISN 0044	RETURN	WW000430
ISN 0045	END	WW000440
		WW000450

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 44, PROGRAM SIZE = 1014, SUBPROGRAM NAME = WWOLF

STATISTICS NO DIAGNOSTICS GENERATED

LEVEL 2.3.0 (JUNE 78)

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.31.33

PAGE 2

***** END OF COMPILATION *****

342K BYTES OF CORE NOT USED

REQUESTEE OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

	C-----	DES00010
ISN 0002	SUBROUTINE DES(ROOM)	DES00020
	C	DES00030
ISN 0003	INTEGER FIRST(101), FF, LL, ROOM, INST(50,20), HINT(50,20)	DES00040
ISN 0004	INTEGER FORM(100,20), FMT(20), FORM2(60,20), LONG(400,25)	DES00050
ISN 0005	LOGICAL DEBUG, ISEED	DES00060
ISN 0006	COMMON DEBUG	DES00070
ISN 0007	COMMON /BLOCK1/ FORM, FORM2, INST, LONG, HINT	DES00080
	C	DES00090
ISN 0008	DATA FIRST /1,6,8,12,16,19,23,26,31,33,37,40,	DES00100
	2 42,45,49,51,52,54,56,58,61,64,66,67,71,73,76,	DES00110
	3 79,81,83,85,89,92,95,97,101,104,106,110,112,	DES00120
	4 117,124,129,135,140,142,145,149,154,156,	DES00130
	5 158,160,163,165,168,173,176,177,178,179,	DES00140
	6 180,181,182,183,184,190,193,203,206,211,214,	DES00150
	7 217,222,228,231,236,240,244,247,250,255,260,	DES00160
	8 262,266,269,273,275,283,287,291,293,300,	DES00170
	9 303,309,312,317,323,328,332,333,341 /	DES00180
	C	DES00190
ISN 0009	IF (DEBUG) WRITE(6,9797) ROOM	DES00200
ISN 0011	9797 FORMAT('0 REQUEST FOR DESCRIPTION #', I4)	DES00210
	C	DES00220
ISN 0012	IF (ROOM .EQ. 300) ROOM=100	DES00230
	C	DES00240
ISN 0014	IF (ROOM .GT. 200 .AND. ROOM .LT. 300) GOTO 100	DES00250
ISN 0016	IF (ROOM .GE. 400 .AND. ROOM .LT. 500) GOTO 190	DES00260
ISN 0018	IF (ROOM .GT. 600 .AND. ROOM .LT. 700) GOTO 200	DES00270
ISN 0020	IF (ROOM .EQ. 801) GOTO 50	DES00280
ISN 0022	IF (ROOM .EQ. 803) GOTO 60	DES00290
ISN 0024	IF (ROOM .EQ. 805) GOTO 64	DES00300
ISN 0026	IF (ROOM .EQ. 850) GOTO 66	DES00310
ISN 0028	IF (ROOM .EQ. 851) GOTO 68	DES00320
ISN 0030	IF (ROOM .EQ. 852) GOTO 70	DES00330
ISN 0032	IF (ROOM .EQ. 853) GOTO 72	DES00340
ISN 0034	IF (ROOM .EQ. 854) GOTO 74	DES00350
ISN 0036	FF = FIRST(ROOM)	DES00360
ISN 0037	IF (FF .GT. 0) GOTO 3	DES00370
ISN 0039	WRITE(6,2003) ROOM	DES00380
ISN 0040	GOTO 900	DES00390
ISN 0041	3 CONTINUE	DES00400
ISN 0042	LL = FIRST(ROOM+1) - 1	DES00410
ISN 0043	IF (DEBUG) WRITE(6,9898) FF, LL	DES00420
ISN 0045	9898 FORMAT('0 THE FIRST AND LAST LINE OF LONG ARE: ',2I5)	DES00430
ISN 0046	DO 10 II=FF,LL	DES00440
ISN 0047	DO 5 J=1,20	DES00450
ISN 0048	FMT(J) = LONG(II,J)	DES00460
ISN 0049	5 CONTINUE	DES00470
ISN 0050	WRITE(6,FMT)	DES00480
ISN 0051	10 CONTINUE	DES00490
ISN 0052	GOTO 900	DES00500
ISN 0053	50 CONTINUE	DES00510
ISN 0054	WRITE(6,7001)	DES00520
ISN 0055	WRITE(6,7002)	DES00530

LEVEL 2.3.0 (JUNE 78)

DES

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.31.40

PAGE 2

ISN 0056	GOTO 900	DES00540
ISN 0057	60 WRITE(6,7004)	DES00550
ISN 0058	WRITE(6,7005)	DES00560
ISN 0059	GOTO 900	DES00570
ISN 0060	64 WRITE(6,7007)	DES00580
ISN 0061	WRITE(6,7008)	DES00590
ISN 0062	GOTO 900	DES00600
ISN 0063	66 WRITE(6,7010)	DES00610
ISN 0064	WRITE(6,7011)	DES00620
ISN 0065	WRITE(6,7012)	DES00630
ISN 0066	GOTO 900	DES00640
ISN 0067	68 WRITE(6,7013)	DES00650
ISN 0068	WRITE(6,7014)	DES00660
ISN 0069	GOTO 900	DES00670
ISN 0070	70 WRITE(6,7015)	DES00680
ISN 0071	WRITE(6,7016)	DES00690
ISN 0072	WRITE(6,7017)	DES00700
ISN 0073	GOTO 900	DES00710
ISN 0074	72 WRITE(6,7018)	DES00720
ISN 0075	WRITE(6,7019)	DES00730
ISN 0076	WRITE(6,7020)	DES00740
ISN 0077	GOTO 900	DES00750
ISN 0078	74 WRITE(6,7021)	DES00760
ISN 0079	WRITE(6,7022)	DES00770
ISN 0080	WRITE(6,7023)	DES00780
ISN 0081	GOTO 900	DES00790
C		DES00800
ISN 0082	100 CONTINUE	DES00810
ISN 0083	II = ROOM-200	DES00820
ISN 0084	DO 110 J=1,20	DES00830
ISN 0085	FMT(J) = FORM(II,J)	DES00840
ISN 0086	110 CONTINUE	DES00850
ISN 0087	WRITE(6,FMT)	DES00860
ISN 0088	GOTO 900	DES00870
C		DES00880
ISN 0089	190 CONTINUE	DES00890
ISN 0090	II = ROOM-369	DES00900
ISN 0091	GOTO 205	DES00910
ISN 0092	200 CONTINUE	DES00920
ISN 0093	II = ROOM - 600	DES00930
ISN 0094	205 DO 210 J=1,20	DES00940
ISN 0095	FMT(J) = FORM2(II,J)	DES00950
ISN 0096	210 CONTINUE	DES00960
ISN 0097	WRITE(6,FMT)	DES00970
C		DES00980
ISN 0098	900 CONTINUE	DES00990
C		DES01000
ISN 0099	2001 FORMAT(' ', 72A1).	DES01010
ISN 0100	2003 FORMAT('0 NO DESCRIPTION-MESSAGE NUMBER ', I4)	DES01020
C		DES01030
ISN 0101	7001 FORMAT('0 You leap through the open window and are')	DES01040
ISN 0102	'dashed into pieces on the rocks below.'	DES01050
ISN 0103	7004 FORMAT('0 A thick black smoke fills the room, ', 2 'engulfing you in')	DES01060
ISN 0104	7005 FORMAT('0 lethal choking fumes (smoking is bad for', 2 'your health).')	DES01070
ISN 0105	7007 FORMAT('0 You leap into the pit and fall for hours. You land ')	DES01100
ISN 0106	7008 FORMAT('0 on some moist "undead" bodies and are eaten alive.')	DES01110

LEVEL 2.3.0 (JUNE 78)

DES

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.31.40

PAGE 3

ISN 0107	7010 FORMAT('0	My, My. You seem to have bitten the dust.')	DESO1120
ISN 0108	7011 FORMAT('	I can attempt to reincarnate you, but I'm')	DESO1130
ISN 0109	7012 FORMAT('	not very good at it. Should I try?')	DESO1140
ISN 0110	7013 FORMAT('0	You fall weightlessly through a thick mist.')	DESO1150
ISN 0111	7014 FORMAT('	Your head is spinning as you emerge and find', 2 '...','/')	DESO1160
ISN 0112	7015 FORMAT('0	You seem to have died again. I can try and ')	DESO1180
ISN 0113	7016 FORMAT('	reincarnate you, but you're taxing my ', 2 'patience.')	DESO1190
ISN 0114	7017 FORMAT('0	Would you like me to try??')	DESO1210
ISN 0115	7018 FORMAT('0	You float aimlessly through a green mist which')	DESO1220
ISN 0116	7019 FORMAT('	transcends time and space. You regain your ')	DESO1230
ISN 0117	7020 FORMAT('0	senses and realize that ...','/')	DESO1240
ISN 0118	7021 FORMAT('0	You did it again, didn't you? I'm afraid ', 2 'that')	DESO1250
ISN 0119	7022 FORMAT('0	all the mist has evaporated. I'm so sorry,')	DESO1270
ISN 0120	7023 FORMAT('0	but this means you are dead for good.')	DESO1280
ISN 0121	7024 FORMAT('0	You have fallen in the dark and broken ', 2 'your neck.')	DESO1290
ISN 0122	RETURN		DESO1310
ISN 0123	END		DESO1320

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 122, PROGRAM SIZE = 3474, SUBPROGRAM NAME = DES

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

326K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTO dbl(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOAIC NOANSF TERM IBM FLAG(I)

	C-----		INP00010
ISN 0002	SUBROUTINE INPUT(ACTION)		INP00020
ISN 0003	IMPLICIT INTEGER (A - Z)		INP00030
ISN 0004	INTEGER ACTION(2), VERBS(2,80), NOUNS(2,76), 2 BLANK /' ', N, V, NVERBS /80/, 3 NNOUNS /76/		INP00040
	C-----		INP00050
ISN 0005	INTEGER NOUN(3), VERB(3)		INP00060
	C-----		INP00070
ISN 0006	EQUIVALENCE (VERB(1), V), (NOUN(1), N)		INP00080
	C-----		INP00090
ISN 0007	DATA VERBS /'ATTA', 15, 'BACK', 40, 'BREA', 37, 'BRIE', 61, 2 'CHOP', 37, 'CLIM', 9, 'CLOS', 28, 'CROS', 43, 3 'D', 10, 'DEBU', 59, 'DOWN', 10, 'DRIN', 24, 4 'DROP', 12, 'E', 3, 'EAST', 3, 'EAT', 23, 5 'ENTE', 13, 'EXIT', 14, 'EXTI', 34, 'FEED', 22, 6 'FILL', 49, 'FIRE', 54, 'FUCK', 19, 'GOTO', 51, 7 'HELP', 50, 'HINT', 50, 'HONK', 45, 'IN', 13, 8 'INVE', 26, 'JUMP', 25, 'KILL', 16, 'L', 52, 9 'LEAV', 14, 'LEFT', 52, 'LIGH', 32, 'LOAD', 18, X 'LOCK', 29, 'LONG', 60, 'LOOK', 35, 'MELT', 42, 1 'N', 1, 'NE', 2, 'NORT', 1, 'NW', 8, 2 'OFF', 33, 'ON', 31, 'OPEN', 27, 'OUT', 14, 3 'POOF', 56, 'POUR', 39, 'QUIT', 44, 'R', 53, 4 'READ', 48, 'REST', 58, 'RIGH', 53, 'S', 5, 5 'SAVE', 57, 'SCOR', 36, 'SE', 4, 'SHOO', 54, 6 'SHOW', 20, 'SOUT', 5, 'STAB', 21, 'SUSP', 57, 7 'SW', 6, 'SWIM', 41, 'T', 11, 'TAKE', 11, 8 'THRO', 17, 'TIE', 46, 'U', 9, 'UNLO', 30, 9 'UNTI', 47, 'UP', 9, 'VERB', 60, 'W', 7, X 'WAKE', 55, 'WATE', 38, 'WAVE', 20, 'WEST', 7/ C-----		INP00100
			INP00110
			INP00120
			INP00130
			INP00140
			INP00150
			INP00160
			INP00170
			INP00180
			INP00190
			INP00200
			INP00210
			INP00220
			INP00230
			INP00240
			INP00250
			INP00260
			INP00270
			INP00280
			INP00290
			INP00300
			INP00310
			INP00320
	C-----		INP00330
ISN 0008	DATA NOUNS /'ACID', 25, 'ALL', 31, 'AXE', 3, 'BARS', 54, 2 'BAT', 55, 'BLOO', 5, 'BOAR', 56, 'BOAT', 14, 3 'BOOK', 46, 'BOTT', 18, 'BULL', 2, 'BUTL', 49, 4 'CASK', 40, 'CHAM', 7, 'CIGA', 27, 'COFF', 40, 5 'COMP', 57, 'COUN', 39, 'CROS', 19, 'CRYS', 30, 6 'CYCL', 78, 'DOOR', 47, 'DRAW', 48, 'FIGU', 24, 7 'FIRE', 34, 'FLAS', 25, 'FOOD', 22, 'GLAC', 79, 8 'GNOM', 77, 'GRAP', 16, 'GUN', 20, 'HATC', 3, 9 'HOOK', 16, 'HUNC', 8, 'ICE', 79, 'IVOR', 12, X 'JADE', 24, 'KERO', 1, 'KEY', 4, 'LAMP', 21, 1 'LANT', 21, 'LIGH', 21, 'LOCK', 33, 'MAST', 39, 2 'MATC', 15, 'MIRR', 50, 'MOAT', 51, 'MONE', 29, 3 'NOTE', 52, 'OIL', 1, 'PAPE', 10, 'PEN', 11, 4 'PIST', 20, 'QUIL', 11, 'ROOM', 45, 'ROPE', 9, 5 'ROWB', 14, 'RUBY', 23, 'SAPP', 28, 'SHUT', 38, 6 'STAK', 6, 'STAT', 17, 'SWAN', 30, 'SWOR', 12, 7 'TORC', 13, 'TUNN', 41, 'VAMP', 39, 'VLAD', 39, 8 'WATE', 26, 'WERE', 76, 'WIND', 37, 'WIZA', 80, 9 'WOLF', 76, '31', 43, '59', 44, '8', 42/ C-----		INP00340
			INP00350
			INP00360
			INP00370
			INP00380
			INP00390
			INP00400
			INP00410
			INP00420
			INP00430
			INP00440
			INP00450
			INP00460
			INP00470
			INP00480
			INP00490
			INP00500
			INP00510
			INP00520
			INP00530
	C-----	ACTION(1) = 0	
ISN 0009			

LEVEL 2.3.0 (JUNE 78)	INPUT	OS/360 FORTRAN H EXTENDED	DATE 81.295/09.31.48	PAGE 2
ISN 0010	ACTION(2) = 0		INP00540	
ISN 0011	3 WRITE(6,2004)		INP00550	
ISN 0012	CALL FREAD(VERB,NOUN)		INP00560	
C	CALL MOVEC(4,VERB,V,21)		INP00570	
C	CALL MOVEC(4,NOUN,N,21)		INP00580	
ISN 0013	LOW=1		INP00590	
ISN 0014	HIGH=NVERBS		INP00600	
ISN 0015	18 IF(HIGH.LT.LOW) GOTO 21		INP00610	
ISN 0017	I=(LOW+HIGH)/2		INP00620	
ISN 0018	IF(V-NVERBS(1,I)) 19,22,20		INP00630	
ISN 0019	19 HIGH=I-1		INP00640	
ISN 0020	GOTO 18		INP00650	
ISN 0021	20 LOW=I+1		INP00660	
ISN 0022	GOTO 18		INP00670	
ISN 0023	21 CONTINUE		INP00680	
ISN 0024	IF(N.NE.BLANK) WRITE(6,2002) NOUN		INP00690	
ISN 0026	IF(N.EQ.BLANK) WRITE(6,2003)		INP00700	
ISN 0028	GOTO 3		INP00710	
C	LOOK FOR A NOUN....		INP00720	
C			INP00730	
C			INP00740	
ISN 0029	22 CONTINUE		INP00750	
ISN 0030	ACTION(1)=VERBS(2,I)		INP00760	
ISN 0031	IF(N.EQ.BLANK) GOTO 45		INP00770	
ISN 0033	LOW=1		INP00780	
ISN 0034	HIGH=NNOUNS		INP00790	
ISN 0035	26 IF(HIGH.LT.LOW) GOTO 30		INP00800	
ISN 0037	I=(LOW+HIGH)/2		INP00810	
ISN 0038	IF(N-NNOUNS(1,I)) 27,40,28		INP00820	
ISN 0039	27 HIGH=I-1		INP00830	
ISN 0040	GOTO 26		INP00840	
ISN 0041	28 LOW=I+1		INP00850	
ISN 0042	GOTO 26		INP00860	
ISN 0043	30 CONTINUE		INP00870	
ISN 0044	IF(ACTION(1).EQ.19) GOTO 40		INP00880	
ISN 0046	31 CONTINUE		INP00890	
ISN 0047	WRITE(6,2001) VERB		INP00900	
ISN 0048	GOTO 3		INP00910	
ISN 0049	40 CONTINUE		INP00920	
ISN 0050	ACTION(2)=NNOUNS(2,I)		INP00930	
ISN 0051	45 IF(ACTION(1).EQ.10.AND.ACTION(2).NE.0) ACTION(1)=12		INP00940	
ISN 0053	2001 FORMAT('0 ',2A4,A2,'what???)		INP00950	
ISN 0054	2002 FORMAT('0 Do WHAT with the ',2A4,A2,'??')		INP00960	
ISN 0055	2003 FORMAT('0 I don''t think I understand.')		INP00970	
ISN 0056	2004 FORMAT(' ')		INP00980	
ISN 0057	RETURN		INP00990	
ISN 0058	END		INP01000	

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 57, PROGRAM SIZE = 2254, SUBPROGRAM NAME = INPUT

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPILED *****

330K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

	C-----	GGN00010
ISN 0002	SUBROUTINE GGNOME (II,GNOME)	GGN00020
ISN 0003	LOGICAL GNOME, DEBUG	GGN00030
ISN 0004	COMMON DEBUG, ISEED	GGN00040
	C	GGN00050
ISN 0005	SEED = FLOAT (ISEED)	GGN00060
ISN 0006	VAL = RDM(SEED)	GGN00070
ISN 0007	IF (GNOME) GOTO 50	GGN00080
ISN 0009	XLIM = .075	GGN00090
ISN 0010	IF (VAL .LE. .970) GOTO 900	GGN00100
ISN 0012	GNOME = .TRUE.	GGN00110
	C GNOME ATTACKS!	GGN00120
ISN 0013	50 WRITE(6,1001)	GGN00130
ISN 0014	IF (VAL .GT. 0.980) GOTO 900	GGN00140
ISN 0016	WRITE(6,1004)	GGN00150
ISN 0017	VAL = RDM(SEED)	GGN00160
ISN 0018	IF (VAL .GE. XLIM) GOTO 100	GGN00170
	C YOU DIE.	GGN00180
ISN 0020	II = 1	GGN00190
ISN 0021	WRITE(6,1002)	GGN00200
ISN 0022	GOTO 900	GGN00210
ISN 0023	100 CONTINUE	GGN00220
ISN 0024	XLIM = XLIM + .20	GGN00230
ISN 0025	WRITE(6,1003)	GGN00240
ISN 0026	900 CONTINUE	GGN00250
ISN 0027	IF (DEBUG) WRITE(6,8001) GNOME, XLIM	GGN00260
ISN 0029	8001 FORMAT('0 GNOME:', 12, ' XLIM:', F5.3)	GGN00270
ISN 0030	1001 FORMAT('0 There is an ugly little gnome in the room with you!')	GGN00280
ISN 0031	1002 FORMAT('0 IT GETS YOU!!!')	GGN00290
ISN 0032	1003 FORMAT('0 It misses by an elf-hair!')	GGN00300
ISN 0033	1004 FORMAT('0 He shoots a poisoned dart at you!')	GGN00310
ISN 0034	RETURN	GGN00320
ISN 0035	END	GGN00330

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 34, PROGRAM SIZE = 810, SUBPROGRAM NAME = GGNOME

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

342K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOBIC NCANSF TERM IBM FLAG(I)

	C-----		HEL00010
ISN 0002	SUBROUTINE HELP(II,OBJECT)		HEL00020
	C		HEL00030
ISN 0003	INTEGER INST(50,20), FMT(20), FORM(100,20), FORM2(60,20)		HEL00040
ISN 0004	INTEGER HINT(50,20), LONG(400,20), INDEX(100), SAVAR(400)		HEL00050
ISN 0005	INTEGER OBJECT		HEL00060
	C		HEL00070
	C		HEL00080
ISN 0006	INTEGER ITEMS(30), VALUE(30), WHER(10), DOOR(100)		HEL00090
	C		HEL00100
ISN 0007	INTEGER ROOM, LROOM, SHUTTR, ROPE, 2 HUNCH, MATCH, MASTER, NOTVAL, LOKVAL, BUTVAL, 3 ROPVAL, FIRE, WIND1, WIND2, SCORE, 4 NUMOVE, SUN, NUMB, NOTE, IPASS, LAMP, 5 MMOVE, LMOVE, BUT		HEL00110 HEL00120 HEL00130 HEL00140 HEL00150 HEL00160
	C		HEL00170
ISN 0008	LOGICAL BOTTLE, BLOOD, WATER, DEBUG, WOLF, GNOME		HEL00180
ISN 0009	LOGICAL GUN, BAT, PREC, HOLE, MELT, TORCH		HEL00190
	C		HEL00200
ISN 0010	COMMON /BLOCK1/ FORM, FORM2, INST, LONG, HINT		HEL00210
ISN 0011	COMMON /BLOCK2/ SAVAR		HEL00220
	C		HEL00230
ISN 0012	EQUIVALENCE (SAVAR(1),ITEMS(1)),(SAVAR(31), VALUE(1)), 2 (SAVAR(61), ROOM),(SAVAR(62), LROOM), 3 (SAVAR(63), GUN),(SAVAR(64), BAT), 4 (SAVAR(65), BUT),(SAVAR(66), SHUTTR), 5 (SAVAR(67), ROPE),(SAVAR(68), HUNCH), 6 (SAVAR(69), MATCH),(SAVAR(70), MASTER), 7 (SAVAR(71), WHER(1)),(SAVAR(81), NOTVAL), 8 (SAVAR(82), LOKVAL),(SAVAR(83), BUTVAL), 9 (SAVAR(84), ROPVAL),(SAVAR(85), FIRE), X (SAVAR(86), PREC),(SAVAR(87), WIND1), 1 (SAVAR(88), WIND2),(SAVAR(89), SCORE), 2 (SAVAR(90), NUMOVE),(SAVAR(91), BLOOD), 3 (SAVAR(92), BOTTLE),(SAVAR(93), WATER), 4 (SAVAR(94), SUN),(SAVAR(95), NUMB), 5 (SAVAR(96), NOTE),(SAVAR(97), IPASS), 6 (SAVAR(98), LAMP),(SAVAR(99), MMOVE), 7 (SAVAR(100), LMOVE),(SAVAR(101),DOOR(1)), 8 (SAVAR(201), NDEATH),(SAVAR(202), MAX), 9 (SAVAR(203), MAXSCR),(SAVAR(204),IBRIEF), X (SAVAR(205), GNOME),(SAVAR(206), WOLF)		HEL00240 HEL00250 HEL00260 HEL00270 HEL00280 HEL00290 HEL00300 HEL00310 HEL00320 HEL00330 HEL00340 HEL00350 HEL00360 HEL00370 HEL00380 HEL00390 HEL00400 HEL00410 HEL00420 HEL00430
	C		HEL00440
ISN 0013	EQUIVALENCE (SAVAR(207), HOLE),(SAVAR(208), MELT), 2 (SAVAR(209), TORCH)		HEL00450 HEL00460
	C		HEL00470
ISN 0014	DATA INDEX / 29, 1, 0, 0, 0, 2, 0, 3, 4, 5, 2 5, 0,25, 0, 0,26, 0, 6, 7, 0, 3 0, 0, 0, 0, 8, 9,10, 0, 0, 0, 4 0, 0, 0, 0, 0,12, 0,13, 0, 5 0, 0, 0, 0,14, 0,15,16,17, 6 0, 0, 0,18,19,20, 0, 0, 0, 0, 7 10 * 0 ,		HEL00480 HEL00490 HEL00500 HEL00510 HEL00520 HEL00530

```

8          0, 0, 0, 0, 0, 11, 24, 23, 27, 28,
9          20 * 0 /
C
C
C
ISN 0015      IF (II .GT. 0) GOTO 100
ISN 0017      DO 10 I=1,13
ISN 0018          DO 5 J=1,20
ISN 0019              FMT(J) = INST(I,J)
ISN 0020          5    CONTINUE
ISN 0021              WRITE(6,FMT)
ISN 0022          10   CONTINUE
ISN 0023              WRITE(6,1001)
ISN 0024              CALL YORN(JJ)
ISN 0025              IF (JJ .LT. 1) GOTO 900
C
ISN 0027          20   CONTINUE
ISN 0028              DO 27 I=14,19
ISN 0029                  DO 25 J=1,20
ISN 0030                      FMT(J) = INST(I,J)
ISN 0031                  25    CONTINUE
ISN 0032                      WRITE(6,FMT)
ISN 0033          27    CONTINUE
ISN 0034              WRITE(6,1001)
ISN 0035              CALL YORN(JJ)
ISN 0036              IF (JJ .EQ. 0) GOTO 900
C
ISN 0038          28    DO 32 I=20,23
ISN 0039              DO 30 J=1,20
ISN 0040                  FMT(J) = INST(I,J)
ISN 0041          30    CONTINUE
ISN 0042                  WRITE(6,FMT)
ISN 0043          32    CONTINUE
ISN 0044          GOTO 900
C
ISN 0045          100   CONTINUE
ISN 0046              IF (OBJECT .EQ. 0) GOTO 28
ISN 0048              JJ = INDEX(OBJECT)
ISN 0049              IF (OBJECT .NE. 45) GOTO 108
ISN 0051              JJ = 0
ISN 0052                  IF (ROOM .EQ. 20 .AND. BAT) JJ=19
ISN 0054                  IF (ROOM .EQ. 1 .AND. WIND1 .EQ. 2) JJ=8
ISN 0056                  IF (ROOM .GE. 57 .AND. ROOM .LE. 64) JJ=21
ISN 0058                  IF (ROOM .EQ. 65 .AND. .NOT. MELT) JJ=22
ISN 0060                  IF (ROOM .EQ. 86 .AND. .NOT. HOLE) JJ=23
ISN 0062          108   CONTINUE
ISN 0063              IF (JJ .EQ. 0) GOTO 115
ISN 0065              WRITE(6,1003)
ISN 0066              CALL YORN(II)
ISN 0067              IF (II .EQ. 0) GOTO 900
ISN 0069          DO 110 J=1,20
ISN 0070              FMT(J) = HINT(JJ,J)
ISN 0071          110    CONTINUE
ISN 0072              WRITE(6,FMT)
ISN 0073              SCORE = SCORE - 5
ISN 0074          GOTO 900
C

```

LEVEL 2.3.0 (JUNE 78)

HELP

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.32.05

PAGE 3

ISN 0075	115 CONTINUE	HELO1120
C	NO HINT AVAILABLE.	HELO1130
ISN 0076	WRITE(6,1002)	HELO1140
ISN 0077	II = 0	HELO1150
ISN 0078	GOTO 900	HELO1160
ISN 0079	900 CONTINUE	HELO1170
ISN 0080	1001 FORMAT('0 Would you like more detailed instructions?')	HELO1180
ISN 0081	1002 FORMAT('0 Sorry, not available.')	HELO1190
ISN 0082	1003 FORMAT('0 It will cost you five points.',/, 2 ' Do you still want the hint?.')	HELO1200
ISN 0083	RETURN	HELO1210
ISN 0084	END	HELO1220
		HELO1230

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODEL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 83, PROGRAM SIZE = 2176, SUBPROGRAM NAME = HELP

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

330K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODEL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

	C-----	INI00010
ISN 0002	SUBROUTINE INIT	INI00020
	C	INI00030
ISN 0003	INTEGER FORM(100,20),FORM2(60,20),INST(50,20),LONG(400,20)	INI00040
ISN 0004	INTEGER HINT(50,20), V(30), T(30), D(100), SAVAR(400), W(10)	INI00050
ISN 0005	INTEGER SAT /*SAT*/, SUND /*SUN*/, OPN(2) /*09:00,0:00*/	INI00060
ISN 0006	INTEGER TME(6),OPEN(2)/*21:00,0:00*/	INI00070
ISN 0007	LOGICAL*1 WORD(5)/*M*,U*,T*,Z*,*/ INPUT(5)	INI00080
	C	INI00090
ISN 0008	INTEGER ITEMS(30), VALUE(30), WHER(10), DOOR(100)	INI00100
	C	INI00110
ISN 0009	INTEGER ROOM, LROOM, SHUTTR, ROPE,	INI00120
2	HUNCH, MATCH, MASTER, NOTVAL, LOKVAL, BUTVAL,	INI00130
3	ROPVAL, WIND1, WIND2, SCORE,	INI00140
4	NUMOVE, SUN, NUMB, NOTE, IPASS, LAMP,	INI00150
5	MMOVE, LMOVE, BUT	INI00160
	C	INI00170
ISN 0010	LOGICAL BOTTLE, BLOOD, WATER, DEBUG, WOLF, GNOME,	INI00180
2	GUN, BAT, PREC, HOLE, MELT, TORCH, WIZ,	INI00190
3	MASECT, FIRE, MAS1, MAS2, MAS3, MAS4	INI00200
	C	INI00210
ISN 0011	DATA V / 0, 0, 0, 0, 0, 0, 10, 0, 0, 0,	INI00220
2	0, 10, 0, 0, 0, 0, 20, 0, 25, 0,	INI00230
3	0, 0, 10, 10, 0, 0, 0, 10, 10, 10 /	INI00240
	C	INI00250
ISN 0012	DATA T / 25, 1, 33, -3, 18, 12, 55, 35, 19, 3,	INI00260
2	15, 88, 36, 32, 13, 11, 29, 31, 0, 3,	INI00270
3	22, 6, 81, 52, 14, 0, 10, 77, 94, 89 /	INI00280
	C	INI00290
ISN 0013	DATA D / -2, 0, -2, 2, -2, 0, 2, 5*-2, 2, 7*-2, 0,	INI00300
2	-2, -2, 56*-1, 0, 20*-1 /	INI00310
	C	INI00320
ISN 0014	DATA W / 28, 15, 28, 9, 28, 15, 15, 9, 28, 15 /	INI00330
	C	INI00340
ISN 0015	EQUIVALENCE (SAVAR(1),ITEMS(1)),(SAVAR(31), VALUE(1)),	INI00350
2	(SAVAR(61), ROOM),(SAVAR(62), LROOM),	INI00360
3	(SAVAR(63), GUN),(SAVAR(64), BAT),	INI00370
4	(SAVAR(65), BUT),(SAVAR(66), SHUTTR),	INI00380
5	(SAVAR(67), ROPE),(SAVAR(68), HUNCH),	INI00390
6	(SAVAR(69), MATCH),(SAVAR(70), MASTER),	INI00400
7	(SAVAR(71), WHER(1)),(SAVAR(81), NOTVAL),	INI00410
8	(SAVAR(82), LOKVAL),(SAVAR(83), BUTVAL),	INI00420
9	(SAVAR(84), ROPVAL),(SAVAR(85), FIRE),	INI00430
X	(SAVAR(86), PREC),(SAVAR(87), WIND1),	INI00440
1	(SAVAR(88), WIND2),(SAVAR(89), SCORE),	INI00450
2	(SAVAR(90), NUMOVE),(SAVAR(91), BLOOD),	INI00460
3	(SAVAR(92), BOTTLE),(SAVAR(93), WATER),	INI00470
4	(SAVAR(94), SUN),(SAVAR(95), NUMB),	INI00480
5	(SAVAR(96), NOTE),(SAVAR(97), IPASS),	INI00490
6	(SAVAR(98), LAMP),(SAVAR(99), MMOVE),	INI00500
7	(SAVAR(100), LMOVE),(SAVAR(101),DOOR(1)),	INI00510
	C	INI00520
	C	INI00530

```

8      (SAVAR(201), NDEATH ), (SAVAR(202), MAX      ), INI00540
9      (SAVAR(203), MAXSCR ), (SAVAR(204), IBRIEF), INI00550
X      (SAVAR(205), GNOME   ), (SAVAR(206), WOLF    ) INI00560
C
ISN 0016      EQUIVALENCE (SAVAR(207), HOLE), (SAVAR(208), MELT),
2      (SAVAR(209), TORCH), (SAVAR(210), WIZ),
3      (SAVAR(211), MASECT), (SAVAR(212), MAS1),
4      (SAVAR(213), MAS2), (SAVAR(214), MAS3),
5      (SAVAR(215), MAS4) INI00570
ISN 0017      COMMON /BLOCK1/ FORM, FORM2, INST, LONG, HINT INI00630
ISN 0018      COMMON /BLOCK2/ SAVAR INI00640
C
ISN 0019      COMMON DEBUG, ISEED INI00650
C      CALL CMDNOE('$CONTROL *MSOURCE* K=UC',23) INI00660
C      CALL CMDNOE('$C AWCC:CASTMES',15) INI00670
ISN 0020      CALL CMS('TYPE ', 'CASTMES ', 'MEMO ') INI00680
C      CALL TIME(22,0,TME) INI00690
C      IF (TME(1) .EQ. SAT .OR. TME(1) .EQ. SUND) GOTO 15 INI00700
C      IF (LCOMC(8,TME(5),OPEN) .EQ. 1) GOTO 15 INI00710
C      IF (LCOMC(8,TME(5),OPN) .EQ. -1) GOTO 15 INI00720
C      WRITE(6,1002) INI00730
C      CALL YORN(M) INI00740
C      IF (M.EQ.0) STOP INI00750
C      WRITE(6,1003) INI00760
C      CALL CMDNOE('$CONTROL *MSINK* BLANK=6', 24) INI00770
C      READ(5,1004) (INPUT(L),L=1,5) INI00780
C      IF (LCOMC(3,TME(1),INPUT) .EQ. 0) GOTO 15 INI00790
C      WRITE(6,1005) INI00800
C      STOP INI00810
ISN 0021      15 CONTINUE INI00820
C
ISN 0022      DO 18 I=1,400 INI00830
ISN 0023          SAVAR(I) = 0 INI00840
ISN 0024      18 CONTINUE INI00850
C      CALL GUINFO(44,ISEED) INI00860
C
ISN 0025      CALL RSTART(ISEED) INI00870
ISN 0026          ISEED = ISEED*2 + 1 INI00880
ISN 0027          DO 16 I=1,30 INI00890
ISN 0028              VALUE(I) = V(I) INI00900
ISN 0029              ITEMS(I) = T(I) INI00910
ISN 0030              DOOR(I) = D(I) INI00920
ISN 0031              IF (I .LE. 10) WHER(I)=W(I) INI00930
ISN 0033      16 CONTINUE INI00940
ISN 0034          DO 17 I=31,100 INI00950
ISN 0035              DOOR(I) = D(I) INI00960
ISN 0036      17 CONTINUE INI00970
C
ISN 0037          DEBUG = .FALSE. INI00980
ISN 0038          BOTTLE = .FALSE. INI00990
ISN 0039          FLOOD = .FALSE. INI01000
ISN 0040          WATER = .FALSE. INI01010
ISN 0041          GNOME = .FALSE. INI01020
ISN 0042          WOLF = .FALSE. INI01030
ISN 0043          HOLE = .FALSE. INI01040
ISN 0044          MELT = .FALSE. INI01050
ISN 0045          WIZ = .TRUE. INI01060
ISN 0046          TORCH = .FALSE. INI01070

```

ISN 0047	MASECT = .FALSE..	INI01120	
ISN 0048	ROPE = 0	INI01130	
ISN 0049	ROOM = 1	INI01140	
ISN 0050	LROOM = 1	INI01150	
ISN 0051	IBRIEF = 0	INI01160	
ISN 0052	MATCH = 0	INI01170	
ISN 0053	ROPVAL = 10	INI01180	
ISN 0054	BUTVAL = 5	INI01190	
ISN 0055	NOTVAL = 15	INI01200	
ISN 0056	LOKVAL = 5	INI01210	
ISN 0057	SUN = 0	INI01220	
ISN 0058	MASTER = 0	INI01230	
ISN 0059	NUMB = 0	INI01240	
ISN 0060	GUN = .FALSE..	INI01250	
ISN 0061	PREC = .FALSE..	INI01260	
ISN 0062	NOTE = 0	INI01270	
ISN 0063	WIND1 = 0	INI01280	
ISN 0064	WIND2 = 0	INI01290	
ISN 0065	BUT = 0	INI01300	
ISN 0066	SHUTTR = 0	INI01310	
ISN 0067	IPASS = 0	INI01320	
ISN 0068	BAT = .TRUE..	INI01330	
ISN 0069	LAMP = 0	INI01340	
ISN 0070	NUMOVE = 0	INI01350	
ISN 0071	HUNCH = 0	INI01360	
ISN 0072	MMOVE = 0	INI01370	
ISN 0073	LMOVE = 0	INI01380	
ISN 0074	SCORE = 0	INI01390	
ISN 0075	FIRE = .TRUE..	INI01400	
ISN 0076	MAS1 = .FALSE..	INI01410	
ISN 0077	MAS2 = .FALSE..	INI01420	
ISN 0078	MAS3 = .FALSE..	INI01430	
ISN 0079	MAS4 = .FALSE..	INI01440	
ISN 0080	NDEATH = 0	INI01450	
ISN 0081	MAX = 99	INI01460	
ISN 0082	MAXSCR = 300	INI01470	
C CALL FTNCMD('ASSIGN 5=*&SOURCE*;')			INI01480
C CALL FTNCMD('ASSIGN 6=*&SINK*;')			INI01490
C CALL FTNCMD('ASSIGN 8=AWCC:HINT;')			INI01500
C CALL FTNCMD('ASSIGN 9=AWCC:SHORT;')			INI01510
C CALL FTNCMD('ASSIGN 10=AWCC:OBJECT;')			INI01520
C CALL FTNCMD('ASSIGN 11=AWCC:INST;')			INI01530
C CALL FTNCMD('ASSIGN 12=AWCC:LONG;')			INI01540
C***			INI01550
ISN 0083	CALL CMS('FI ','8 ','DISK ','HINT ','CQDATA ','	INI01560	
*	'(','LRECL ','80 ','RECFM ','F ',')	INI01570	
ISN 0084	CALL CMS('FI ','9 ','DISK ','SHORT ','CQDATA ','	INI01580	
*	'(','LRECL ','80 ','RECFM ','F ',')	INI01590	
ISN 0085	CALL CMS('FI ','10 ','DISK ','OBJECT ','CQDATA ','	INI01600	
*	'(','LRECL ','80 ','RECFM ','F ',')	INI01610	
ISN 0086	CALL CMS('FI ','11 ','DISK ','INST ','CQDATA ','	INI01620	
*	'(','LRECL ','80 ','RECFM ','F ',')	INI01630	
ISN 0087	CALL CMS('FI ','12 ','DISK ','LONG ','CQDATA ','	INI01640	
*	'(','LRECL ','80 ','RECFM ','F ',')	INI01650	
C	DO 20 I=1,100	INI01660	
ISN 0088	READ(9,1001,END=30,ERR=30) {FORM(I,J),J=1,20}	INI01670	
ISN 0089		INI01680	
		INI01690	

LEVEL 2.3.0 (JUNE 78)

INIT

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.32.12

PAGE 4

```

ISN 0090      20 CONTINUE                      INI01700
ISN 0091      30 DO 40 I=1,60                   INI01710
ISN 0092          READ(10,1001,END=50,ERR=50) (FORM2(I,J),J=1,20) INI01720
ISN 0093      40 CONTINUE                      INI01730
ISN 0094      50 CONTINUE                      INI01740
ISN 0095      DO 60 I=1,50                     INI01750
ISN 0096          READ(11,1001,END=80,ERR=80) (INST(I,J),J=1,20) INI01760
ISN 0097      60 CONTINUE                      INI01770
ISN 0098      80 CONTINUE                      INI01780
ISN 0099      DO 90 I=1,400                    INI01790
ISN 0100          READ(12,1001,END=100,ERR=100) (LONG(I,J),J=1,20) INI01800
ISN 0101      90 CONTINUE                      INI01810
ISN 0102      100 CONTINUE                     INI01820
ISN 0103      DO 110 I=1,50                    INI01830
ISN 0104          READ(8,1001,END=120,ERR=120) (HINT(I,J),J=1,20) INI01840
ISN 0105      110 CONTINUE                     INI01850
ISN 0106      120 CONTINUE                     INI01860
C     CALL FTNCMD('RELEASE 9;')
C     CALL FTNCMD('RELEASE 10;')
C     CALL FTNCMD('RELEASE 11;')
C     CALL FTNCMD('RELEASE 12;')
C     CALL FTNCMD('RELEASE 8;')                  INI01870
ISN 0107      1001 FORMAT(20A4)                 INI01920
ISN 0108      1002 FORMAT('0 I''M SORRY, BUT THE CASTLE IS CLOSED RIGHT NOW.'/
   1'           CASTLE HOURS ARE :// MONDAY THRU FRIDAY----'
   2,'21:00 TO 09:00'/' SAT. AND SUN. -----',
   3 'ALL DAY'/'ONLY BARONS MAY PLAY AT THIS TIME.'/
   4 'ARE YOU A BARON???' )                   INI01930
ISN 0109      1003 FORMAT(' PROVE IT BY ENTERING THE SECRET WORD.') INI01940
ISN 0110      1004 FORMAT(5A1)                  INI01950
ISN 0111      1005 FORMAT(' THAT IS NOT THE SECRET WORD. BYE BYE.') INI01960
ISN 0112      RETURN                         INI01970
ISN 0113      END                           INI01980
                                         INI01990
                                         INI02000
                                         INI02010
                                         INI02020

```

NUMBER LEVEL

FORTRAN H EXTENDED ERROR MESSAGES

```

IFE307I 4(W) NAME    OPN      THE DATA STATEMENT CONTAINS A VARIABLE THAT IS NOT REFERENCED.
IFE307I 4(W) NAME    SAT      THE DATA STATEMENT CONTAINS A VARIABLE THAT IS NOT REFERENCED.
IFE307I 4(W) NAME    OPEN     THE DATA STATEMENT CONTAINS A VARIABLE THAT IS NOT REFERENCED.
IFE307I 4(W) NAME    SUND     THE DATA STATEMENT CONTAINS A VARIABLE THAT IS NOT REFERENCED.

```

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 112, PROGRAM SIZE = 3202, SUBPROGRAM NAME = INIT

STATISTICS 4 DIAGNOSTICS GENERATED, HIGHEST SEVERITY CODE IS 4

***** END OF COMPILED *****

322K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

ISN 0002	C	SUBROUTINE INVENT(NITEMS)	INV00010
	C		INV00020
	C		INV00030
ISN 0003	C	INTEGER NUMB,ITEMS(30),NITEMS	INV00040
ISN 0004	C	COMPLEX*16 OBJ(30) /'Kerosene','Silver bullet','Bloody hatchet', 2'Skeleton key','Blood in bottle','Wooden stake','Champagne', 3'Hunchback','Coil of rope','Writing paper','Quill pen', 4'Ivory sword','Acetylene torch','Rowboat','Reusable match', 5'Grappling Hook','Gold statue','Empty bottle','Silver cross', 6'Old gun','Brass lantern','Tasty food','Large ruby','Jade figure', 7'Flask of acid','Water in bottle','Cuban cigar','Sapphire', 8'Lots of money','Crystal swan' /	INV00050
ISN 0005	C	COMPLEX*16 LOADED /'Bullet in gun'/	INV00060
ISN 0006	C	LOGICAL BLOOD, BOTTLE, WATER, GUN	INV00070
ISN 0007	C	INTEGER SAVAR(400)	INV00080
ISN 0008	C	COMMON /BLOCK2/ SAVAR	INV00090
ISN 0009	C	EQUIVALENCE (SAVAR(91), BLOOD), (SAVAR(92), BOTTLE), 2 (SAVAR(93), WATER), (SAVAR(1), ITEMS(1)), 3 (SAVAR(95), NUMB), (SAVAR(63), GUN)	INV00100
ISN 0010	C	IF (NUMB .EQ. 0) GOTO 20	INV00110
ISN 0012	C	IF (BOTTLE) ITEMS(18) = 0	INV00120
ISN 0014	C	IF (NUMB. EQ. 1) WRITE(6,1010)	INV00130
ISN 0016	C	IF (NUMB. EQ. 1) GOTO 100	INV00140
ISN 0018	C	WRITE(6,1000) NUMB	INV00150
ISN 0019	100	NUMB = 0	INV00160
ISN 0020	C	IF (.NOT. GUN) GOTO 120	INV00170
ISN 0022	C	ITEMS(20) = 0	INV00180
ISN 0023	C	ITEMS(2) = 0	INV00190
ISN 0024	C	WRITE(6,2000) LOADED	INV00200
ISN 0025	120	CONTINUE	INV00210
ISN 0026	C	DO 10 II=1,NITEMS	INV00220
ISN 0027	C	IF (ITEMS(II) .EQ. -1) WRITE(6,2000) OBJ(II)	INV00230
ISN 0029	C	IF (ITEMS(II) .EQ. -1) NUMB = NUMB + 1	INV00240
ISN 0031	10	CONTINUE	INV00250
ISN 0032	C	IF (BOTTLE) ITEMS(18) = -1	INV00260
ISN 0034	C	IF (.NOT. GUN) GOTO 15	INV00270
ISN 0036	C	ITEMS(20) = -1	INV00280
ISN 0037	C	ITEMS(2) = -1	INV00290
ISN 0038	C	NUMB = NUMB + 1	INV00300
ISN 0039	15	CONTINUE	INV00310
ISN 0040	C	IF (NUMB .GT. 0) RETURN	INV00320
ISN 0042	20	CONTINUE	INV00330
ISN 0043	C	WRITE(6,3000)	INV00340
ISN 0044	C	RETURN	INV00350
ISN 0045	C	1000 FORMAT('0 You are carrying the following ',I2,' objects:')	INV00360
ISN 0046	C	1010 FORMAT('0 You are carrying the following object:')	INV00370
ISN 0047	C	2000 FORMAT(6X,2A8)	INV00380
ISN 0048	C	3000 FORMAT('0 You''re not carrying anything.')	INV00390

LEVEL 2.3.0 (JUNE 78)

INVENT

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.32.29

PAGE 2

ISN 0049

END

INV00540

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSE TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 48, PROGRAM SIZE = 1448, SUBPROGRAM NAME=INVENT

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIILATION *****

338K BYTES OF CORE NOT USED

LEVEL 2.3.0 (JUNE 78)

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.32.35

PAGE 1

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODEBL(NONE)
SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSE TERM IBM FLAG(I)

C-----
ISN 0002 INTEGER FUNCTION ISIG(II)
ISN 0003 J = 0
ISN 0004 IF (II .GT. 0) J=1
ISN 0006 ISIG = J
ISN 0007 RETURN
ISN 0008 END

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODEBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSE TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 7, PROGRAM SIZE = 240, SUBPROGRAM NAME = ISIG

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPILE *****

342K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
 SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

```

C-----+
ISN 0002      SUBROUTINE MOVE(ROOM,DIREC)
ISN 0003      INTEGER ROOM, DIREC, WHERE(10,100),
               2      W1(100),W2(100),W3(100),W4(100), W5(100),
               3      W6(100),W7(100),W8(100),W9(100),W10(100)
C-----+
ISN 0004      EQUIVALENCE (WHERE( 1, 1), W1(1)), (WHERE( 1,11), W2(1)),
               2      (WHERE( 1,21), W3(1)), (WHERE( 1,31), W4(1)),
               3      (WHERE( 1,41), W5(1)), (WHERE( 1,51), W6(1)),
               4      (WHERE( 1,61), W7(1)), (WHERE( 1,71), W8(1)),
               5      (WHERE( 1,81), W9(1)), (WHERE( 1,91), W10(1))
C-----+
ISN 0005      C
               N   NE   E   SE   S   SW   W   NW   UP   DOWN
ISN 0005      DATA  W1  /
               0, 0, 0, 0, 0, 0, 2, 0, 0,-29,
               2, 0, 1, 0, 0, 0,-4, 0, 0, 3,
               3, 0, 0, 0, 8, 0, 5, 0,-2, 0,
               4, 0, 0,-2, 0, 0, 0, 0, 0, 44,
               5, 0, 3, 0, 8, 0, 0, 0, 0, 0,
               6, 31, 0,-7, 0, 5, 0, 0, 0, 0,
               7, 0, 0, 0, 0, 0, 6, 0, 0, 0,
               8, 5, 0, 3, 10, 11, 0, 12, 0, 9, 24,
               9, 28, 0, 13, 0, 0, 0, 15, 0, 20, 8,
               X 8, 0, 0, 0, 0, 0, 0, 0, 0,-39 /
ISN 0006      DATA  W2  /
               8, 9*0,
               0, 0, 8, 0, 0, 0, 26, 3*0,
               2, 0, 0, 0, 0, 0, 9, 0, 0,-17,
               3, 0, 0, 0, 0, 16, 0, 18, 0, 0, 0,
               4, 0, 0, 9, 0, 0, 0, 0, 0, 0, 0,
               5, 0, 0, 14, 0, 0, 0, 34, 0, 0, 0,
               6, 0, 0, 0, 18, 0, 0, 0, 0, 0,-13,
               7, 17, 0, 14, 0, 0, 0, 19, 0, 0, 0,
               8, 0, 0, 18, 0, 0, 0, 0, 0, 0, 0,
               9, -21, 0, 0, 0, 0, 0, 0, 0, 0, 9 /
ISN 0007      DATA  W3  /
               0, 0, 22, 0,-20, 0,-23, 0, 0, 0,
               2, 0, 0, 0, 0, 0, 21, 0, 0, 0,
               3, 0, 0, 21, 0, 0, 0, 41, 0, 0, 0,
               4, 0, 0, 0, 0, 0, 0, 25, 0, 8, 0,
               5, 0, 0, 24, 0, 0, 0, 0, 0, 0, 0,
               6, 32, 0, 12, 0, 30, 0, 0, 0, 0, 0,
               7, -2, -2,-16,-28,-28, -2,-28,-28,
               8, 0, 0, 0, 9, 0, 27, 0, 0, 0,
               9, 0, 0, 0, 0, 0, 0, 0,-1, 0,
               X 26, 0, 0, 0, 0, 0, 39, 0, 0, 0 /
ISN 0008      DATA  W4  /
               0, 0, 0, 0, 6, 5 * 0,
               2, 0, 0, 0, 26, 0, 0, 0, 0, 0,
               3, 0, 0, 0, 3, 0, 0, 0, 0, 0,
               4, 0, 0, 16, 0, 0, 35, 0, 36, 0, 0,
               5, 0, 34, 8*0,
               6, 0, 0, 0, 34, 0, 0, 0, 37, 0, 0,
               7, 0, 0, 0, 36, 0, 0, 0, 38, 0,
               8, 9*0, 37,
               9, 0, 0, 30, 0, 0, 0, 0, 0, 0, 0,
               X 0, 0, 0, 0, 0, 0, 0, 0, 0,-80 /

```

LEVEL 2.3.0 (JUNE 78)

MOVE

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.32.41

PAGE 2

ISN 0009	DATA W5	/	0, 0, 23, 0, 0, 0, 43, 42, 0, 42,
	2		0, 0, 0, 41, 0, 0, 0, 0, 41, 0,
	3		0, 0, 41, 7 * 0,
	4		0, 0, 0, 0, 45, 0, 0, 0, 4, 0,
	5		44, 0, 0, 0, 46, 0, 0, 0, 44, 46,
	6		45, 0, 54, 0, 47, 0, 0, 0, 45, 47,
	7		46,-48, 0, 0, 0, 49, 0, 46, 0,
	8		56, 0, 0, 0, 69, 0, 47, 0, 69, 0,
	9		57, 0, 47, 0, 50, 0, 0, 0, 0, 0,
	X		0, 0, 49, 0, 66, 0, 53, 0, 0, 0 /
ISN 0010	DATA W6	/	0, 55, 0, 0, 0, 54, 0, 0, 0, 0,
	2		0, 0, 53, 0, 0, 0, 0, 0, 0, 0,
	3		0, 0, 50, 0, 0, 0, 52, 0, 0, 0,
	4		0, 51, 0, 0, 0, 0, 46, 0, 0, 0,
	5		0, 0, 0, 0, 51, 0, 0, 0, 0, 0,
	6		0, 0, 0, 0, 48, 0, 0, 0, 0, 0,
	7		58, 61, 60, 59, 57, 49, 57, 49, 57, 57,
	8		58, 60, 61, 59, 61, 63, 59, 57, 58, 58,
	9		59, 61, 58, 60, 63, 60, 57, 58, 59, 64,
	X		58, 60, 59, 61, 61, 57, 59, 62, 60, 60 /
ISN 0011	DATA W7	/	59, 61, 60, 58, 57, 60, 62, 58, 61, 61,
	2		57, 63, 58, 59, 60, 61, 64, 62, 62, 65,
	3		62, 57, 60, 61, 64, 63, 58, 59, 74, 63,
	4		58, 59, 60, 58, 59, 60, 58, 59, 60, 58,
	5		-90, 0, 62, 0, 0, 73, 0, 0, 78, 0,
	6		50, 0, 68, 0, 0, 0, 0, 0, 0, 0,
	7		0, 0, 0, 0, 0, 0, 0, 0, 0, 68,
	8		0, 0, 0, 0, 0, 0, 66, 0, 67, 0,
	9		48, 0, 70, 0, 0, 0, 0, 0, 0, 48,
	X		0, 0, 0, 0, 0, 0, 69, 0, 0, 71 /
ISN 0012	DATA W8	/	0, 0, 0, 0, 0, 0, 72, 0, -70, 0,
	2		0, 0, 71, 0, 0, 0, 0, 0, 0, 0,
	3		0, 0, 65, 0, 74, 0, 0, 0, 0, 0,
	4		73, 0, 63, 0, 75, 0, 77, 0, 0, 0,
	5		74, 0, 0, 76, 0, 0, 82, 0, 76, 0,
	6		0, 0, 0, 0, 0, 0, 0, 75, 0, 75,
	7		0, 0, 74, 0, 83, 0, 0, 0, 0, 0,
	8		0, 0, 0, 0, 0, 0, 79, 0, 0, 65,
	9		0, 0, 78, 0, 0, 0, 80, 0, 0, 0,
	X		0, 0, 79, 0, 0, 0, 0, 0, -40, 0 /
ISN 0013	DATA W9	/	0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
	2		0, 0, 75, 0, 83, 0, 0, 0, 0, 0,
	3		82, 0, 77, 0, 0, 0, 0, 0, -84, 0,
	4		0, 0, 85, 0, 0, 0, 86, 0, 0, -83,
	5		0, 0, 0, 0, 87, 0, 84, 0, 0, 61,
	6		0, 0, 84, 87,-88, 0, 91, 0, 0, 0,
	7		85, 0, 0, 0, 0, 86, 0, 0, 0, 0,
	8		86, 9*0,
	9		0, 0, 0, 0, 0, 0, 90, 0, 0, 0,
	X		0, 0, 89, 0, 65, 0, 0, 0, 0, 0 /
ISN 0014	DATA W10	/	92, 0, 86, 0, 0, 0, 0, 0, 0, 0,
	2		-93, 0, 0, 0, 91, 0, 0, 0, 0, 0,
	3		0, 0, 91, 0, 92, 0,-94, 0, 0, 0,
	4		0, 0, 93, 0, 0, 0, 0, 0, 0, 0,
	5		97, 0, 98, 0, 99, 0, 96, 0, 0, 0,
	6		0, 0, 95, 0, 0, 0, 0, 0, 0, 0,
	7		0, 0, 0, 0, 95, 0, 0, 0, 0, 0,
	8		0, 0, 0, 0, 0, 0, 95, 0, 0, 0,

LEVEL 2.3.0 (JUNE 78)

MOVE

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.32.41

PAGE 3

9 -95,-95,-95,-95,-95,-95,-95,-95, 0, 0,
X 10 * 0 /

C

ISN 0015 ROOM = WHERE(DIREC,ROOM)
ISN 0016 75 RETURN
ISN 0017 END

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 16, PROGRAM SIZE = 4272, SUBPROGRAM NAME = MOVE

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

314K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

```
C
ISN 0002      SUBROUTINE OBJ(ITEMS, ROOM, SCORE, VALUE)
ISN 0003      INTEGER ITEMS(30), ROOM, VALUE(30), SCORE
ISN 0004      COMMON /BLOCK2/ SAVAR(400)
C
ISN 0005      EQUIVALENCE (SAVAR(86), PREC)
ISN 0006      LOGICAL PREC
C
ISN 0007      IF (PREC) ITEMS( 9)=0
ISN 0009      IF (PREC) ITEMS(16)=0
ISN 0011      DO 10 I=1,30
ISN 0012          IF (ITEMS(I) .NE. ROOM) GOTO 10
ISN 0014          II = 600 + I
ISN 0015          SCORE = SCORE + VALUE(I)
ISN 0016          VALUE(I) = 0
ISN 0017          CALL DES(II)
ISN 0018      10 CONTINUE
ISN 0019          IF (.NOT. PREC) GOTO 20
ISN 0021          ITEMS( 9)=ROOM
ISN 0022          ITEMS(16)=ROOM
ISN 0023      20 CONTINUE
ISN 0024      RETURN
ISN 0025      END
```

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 24, PROGRAM SIZE = 566, SUBPROGRAM NAME = OBJ

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

342K BYTES OF CORE NOT USED

LEVEL 2.3.0 (JUNE 78)

OS/360 FORTRAN H EXTENDED

DATE 81.295/09.33.00

PAGE 1

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)
SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

C	RST00010
C	RST00020
ISN 0002	RST00030
ISN 0003	RST00040
ISN 0004	RST00050
ISN 0005	RST00060
C	RST00070
ISN 0006	RST00080
ISN 0007	RST00090
ISN 0008	RST00100
ISN 0009	RST00110
ISN 0010	RST00120
ISN 0011	RST00130
ISN 0012	RST00140

SUBROUTINE RSTART (ISEED)
INTEGER S1(2)
INTEGER*2 S2(4), I1(2), I2(2)
EQUIVALENCE (S1(1), S2(1)), (INT1, I1(1)), (INT2, I2(1))
CALL TOD(S1)
I1(2) = S2(1)
I2(2) = S2(4)
ISEED = INT1 + INT2
CALL RDMIN (ISEED)
RETURN
END

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODBL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 11, PROGRAM SIZE = 314, SUBPROGRAM NAME=RSTART

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

342K BYTES OF CORE NOT USED

REQUESTED OPTIONS: SOURCE NOOBJECT

OPTIONS IN EFFECT: NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODEL(NONE)
SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

C-----	SAV00010	
ISN 0002	SUBROUTINE SAVRES(IL)	SAV00020
ISN 0003	INTEGER SAVAR(400)	SAV00030
ISN 0004	LOGICAL DEBUG, ISEED	SAV00040
C		SAV00050
ISN 0005	COMMON DEBUG	SAV00060
ISN 0006	COMMON /BLOCK2/ SAVAR	SAV00070
C		SAV00080
ISN 0007	IF (II .EQ. 0) GOTO 158	SAV00090
C	---SUSPEND---	SAV00100
C	CALL CREATE('SAVEDQUEST ',1,0,256)	SAV00110
C	CALL PERMIT('SAVEDQUEST ',7,6,11,'AWCC:CASTLE',0)	SAV00120
C	CALL FTNCMD('ASSIGN 8=SAVEDQUEST;')	SAV00130
ISN 0009	CALL CMS('FI ','13 ','DISK ','QUEST ','CQDATA ','	SAV00140
	*'(' LRECL ',80 ','RECFM ','F ' ')	SAV00150
ISN 0010	REWIND 13	SAV00160
ISN 0011	L = 1	SAV00170
ISN 0012	DO 3001 II=1,40	SAV00180
ISN 0013	K = L + 9	SAV00190
ISN 0014	WRITE(13,3002) (SAVAR(KK),KK=L,K)	SAV00200
ISN 0015	L = L + 10	SAV00210
ISN 0016	3001 CONTINUE	SAV00220
C	CALL FTNCMD('RELEASE 8;')	SAV00230
ISN 0017	GOTO 9000	SAV00240
ISN 0018	158 CONTINUE	SAV00250
C	---RESTORE---	SAV00260
ISN 0019	IF (SAVAR(90) .GT. 1) GOTO 740	SAV00270
C	CALL FTNCMD('ASSIGN 8=SAVEDQUEST;')	SAV00280
ISN 0021	CALL CMS('FI ','13 ','DISK ','QUEST ','CQDATA ','	SAV00290
	*'(' LRECL ',80 ','RECFM ','F ' ')	SAV00300
ISN 0022	REWIND 13	SAV00310
ISN 0023	L = 1	SAV00320
ISN 0024	DO 3003 II=1,40	SAV00330
ISN 0025	K = L + 9	SAV00340
ISN 0026	READ(13,3002) (SAVAR(KK),KK=L,K)	SAV00350
ISN 0027	L = L + 10	SAV00360
ISN 0028	3003 CONTINUE	SAV00370
C	CALL FTNCMD('RELEASE 8;')	SAV00380
ISN 0029	GOTO 9000	SAV00390
ISN 0030	3002 FORMAT(10Z8)	SAV00400
ISN 0031	740 WRITE(6,3005)	SAV00410
ISN 0032	3005 FORMAT('0 I can''t do that at this point in time.')	SAV00420
ISN 0033	9000 RETURN	SAV00430
ISN 0034	END	SAV00440

*OPTIONS IN EFFECT*NAME(MAIN) NOOPTIMIZE LINECOUNT(60) SIZE(MAX) AUTODEL(NONE)

*OPTIONS IN EFFECT*SOURCE EBCDIC NOLIST NODECK NOOBJECT NOMAP NOFORMAT NOGOSTMT NOXREF NOALC NOANSF TERM IBM FLAG(I)

STATISTICS SOURCE STATEMENTS = 33, PROGRAM SIZE = 934, SUBPROGRAM NAME = SAVRES

STATISTICS NO DIAGNOSTICS GENERATED

***** END OF COMPIRATION *****

342K BYTES OF CORE NOT USED

LEVEL 1, 1-0 (APRIL 81)

VS FORTRAN

DATE: OCT 22, 1981 TIME: 09:33:1

PAGE:

REQUESTED OPTIONS (EXECUTE): SOURCE NOOBJECT

OPTIONS IN EFFECT: NOLIST NOMAP NOXREF NOGOSTMT NODECK SOURCE TERM NOOBJECT FIXED
OPTIMIZE(0) LANGLVL(77) NOFIPS FLAG(I) NAME(MAIN#) LINECOUNT(60)

```

*....*....1.....2.....3.....4.....5.....6.....7.*....8

ISN      C----- FR E00010
1       SUBROUTINE FREAD(IVERB,INOUN) FRE00020
C----- FR E00030
ISN      2       CHARACTER*12 VERB, NOUN, BLANKS FR E00040
ISN      3       CHARACTER*20 LINE, HUH FR E00050
ISN      4       CHARACTER* 1 BLANK FR E00060
ISN      5       CHARACTER* 4 N, V FR E00070
ISN      6       INTEGER INOUN(3), IVERB(3), JNOUN(3), JVVERB(3) FR E00080
C----- FR E00090
ISN      7       EQUIVALENCE (NOUN, JNOUN), (VERB, JVVERB) FRE00100
C----- FR E00110
ISN      8       DATA BLANK    /* /*, BLANKS /*           /* FR E00120
ISN      9       DATA HUH      /*I didn't get that!! */ FR E00130
C----- FR E00140
ISN      10      NOUN = BLANKS FR E00150
ISN      11      VERB = BLANKS FR E00160
ISN      12      5 READ(5,1001,ERR=30,END=30) LINE FR E00170
ISN      13      1001 FORMAT( A20 ) FR E00180
C----- FR E00190
ISN      14      DO 10 I=1,20 FR E00200
ISN      15      ISAVE = I FR E00210
ISN      16      IF (LINE(I:I) .NE. BLANK) GOTO 11 FR E00220
ISN      17      10 CONTINUE FR E00230
ISN      18      GOTO 30 FR E00240
C----- FR E00250
ISN      19      11 J      = 1 FR E00260
ISN      20      ILAST = ISAVE + 11 FR E00270
ISN      21      DO 12 II=ISAVE,ILAST FR E00280
ISN      22      IF (LINE (II:II) .NE. BLANK) THEN FR E00290
ISN      23      VERB(J:J) = LINE (II:II) FR E00300
ISN      24      J      = J + 1 FR E00310
ISN      25      ELSE FR E00320
ISN      26      ISAVE = II FR E00330
ISN      27      GOTO 13 FR E00340
ISN      28      ENDIF FR E00350
ISN      29      12 CONTINUE FR E00360
ISN      30      ISAVE = ILAST + 1 FR E00370
ISN      31      13 CONTINUE FR E00380
ISN      32      DO 14 I=ISAVE,20 FR E00390
ISN      33      IF (LINE(I:I) .NE. BLANK) GOTO 20 FR E00400
ISN      34      14 CONTINUE FR E00410
ISN      35      GOTO 100 FR E00420
C----- FR E00430
ISN      36      20 CONTINUE FR E00440
ISN      37      J      = 1 FR E00450
ISN      38      ILAST = I + 11 FR E00460
ISN      39      DO 22 II=I,ILAST FR E00470
ISN      40      IF (LINE (II:II) .NE. BLANK) THEN FR E00480
ISN      41      NOUN(J:J) = LINE (II:II) FR E00490
ISN      42      J      = J + 1 FR E00500
ISN      43      ELSE FR E00510

```

LEVEL 1.1.0 (APRIL 81)

VS FORTRAN

DATE: OCT 22, 1981

TIME: 09:33:19

NAME: FREAD PAGE: 2

.......1.....2.....3.....4.....5.....6.....7.*....8

ISN	44	GOTO 23	FRE00520
ISN	45	ENDIF	FRE00530
ISN	46	22 CONTINUE	FRE00540
ISN	47	23 GOTO 100	FRE00550
	C		FRE00560
ISN	48	30 CONTINUE	FRE00570
ISN	49	REWIND 5	FRE00580
ISN	50	WRITE(UNIT=6,FMT=HUh)	FRE00590
ISN	51	GOTO 5	FRE00600
	C		FRE00610
ISN	52	100 CONTINUE	FRE00620
ISN	53	DO 110 KK=1,3	FRE00630
ISN	54	INOUN(KK) = JNOUN(KK)	FRE00640
ISN	55	IVERB(KK) = JVVERB(KK)	FRE00650
ISN	56	110 CONTINUE	FRE00660
ISN	57	RETURN	FRE00670
ISN	58	END	FRE00680

STATISTICS SOURCE STATEMENTS = 58, PROGRAM SIZE = 1588 BYTES, PROGRAM NAME = FREAD PAGE: 1

STATISTICS NO DIAGNOSTICS GENERATED.

***** (END OF COMPIRATION 1) *****

LEVEL 1.1.0 (APRIL 81)

VS FORTRAN

DATE: OCT 22, 1981 TIME: 09:33:36

NAME: MAIN.* PAGE: 3

SUMMARY OF MESSAGES AND STATISTICS FOR ALL COMPILETS

STATISTICS : SOURCE STATEMENTS = 58, PROGRAM SIZE = 1588 BYTES, PROGRAM NAME = FREAD PAGE: 1..

STATISTICS : NO DIAGNOSTICS GENERATED.

***** END OF COMPILETION 1 *****

***** SUMMARY STATISTICS *****: 0 DIAGNOSTICS GENERATED. HIGHEST SEVERITY CODE IS 0.

** VM/370 REL 06 LEV 00 PLC 15 MOD 60 SYS 470 ***** CLASS D *** DEV 013 ***** 10/23/81 *** 07:48:21 **

TXu 91-366

USERID - MIKE ORIGIN - MIKE
DISTRIBUTION CODE GDSC
SPOOL FILE NAME/TYPE
CREATION DATE 10/22/81 09:29:52
RECORD COUNT 3162

E N D

E * * E
N * 324 * N
D * * D

E N D

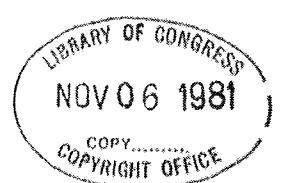
I*****
I***** GRUMMAN DATA SYSTEMS *****
I*****
* *****7
GGGGGGGGGGGG DDDDDDDDDD /*****/SSSSSS
GGGGGGGGGGGG DDDDDDDDDD/*****/SSSSSSSS
GG GG DD /*****/ SS
GG DD I****/
GG DD I***/SS
GG DD I**/ SSSSSSSSS
GG GGGG DD I*/ SSSSSSSSS
GG GGGG DD 1/D SS
GG GG DD .D SS SS
GGGGGGGGGGGG DDDDDDDDDD SSSSSSSSSSS
GGGGGGGGGGGG DDDDDDDDDD SSSSSSSSSSS

... LOG MESSAGE ...

* 10-01-81 ON-LINE TECH. NOTE FACILITY TYPE: TECHNOTE HELP *

MM	MM	IIIIIIIIII	KK	KK	EEEEEEEEE
MMM	MM	IIIIIIIIII	KK	KK	EEEEEEEEE
MM	MM	II	KK	KK	EE
MM MM	MM MM	II	KK	KK	EE
MM	MM MM	II	KK	KK	EE
MM	MM	II	KKKKKK	KKKKKK	EEEEEEE
MM	MM	II	KKKKKK	KKKKKK	EEEEEEE
MM	MM	II	KK	KK	EE
MM	MM	II	KK	KK	EE
MM	MM	II	KK	KK	EE
MM	MM	IIIIIIIIII	KK	KK	EEEEEEEEE
MM	MM	IIIIIIIIII	KK	KK	EEEEEEEEE

GGGGGGGGGG	DDDDDDDDDD	SSSSSSSSSS	CCCCCCCCCCCC		
GGGGGGGGGG	DDDDDDDDDD	SSSSSSSSSS	CCCCCCCCCCCC		
GG	GG	DD	SS	CC	CC
GG	DD	DD	SS	CC	CC
GG	DD	DD	SSSSSSSS	CC	CC
GG	GGGG	DD	DD	SSSSSSSS	CC
GG	GGGG	DD	DD	SS	CC
GG	GG	DD	DD	SS	CC
GG	GG	DD	DD	SS	CC
GGGGGGGGGG	DDDDDDDDDD	SSSSSSSSSS	CCCCCCCCCCCC	CC	CC
GGGGGGGGGG	DDDDDDDDDD	SSSSSSSSSS	CCCCCCCCCCCC	CC	CC



Michael S. Holtzman, Graphics Lab, HQ Concourse, GDSC !!

'0 You are in a large, tarnished brass bed in an old, musty bedroom. ')
(cobwebs hang from the ceiling. A few rays of light filter through ')
(the shutters. There is a nightstand nearby with a single wooden ')
(drawer. The door west creaks in the breeze. A macabre portrait ')
(hangs to the left of an empty fireplace. ')
'0 You are in a dim corridor lit by gaslight. Doors exit ')
(to the east and west. A stairway leads down. ')
'0 You are in the parlor, an old fashioned sitting room. A display ')
(case of dueling pistols hangs over the mantle. Stairs lead up to ')
(a dimly lit corridor. Open double doors lead west. Two wide ')
(hallways lead north and south. ')
'0 A cool wind blows up a stone stairway which descends ')
(down into a large stone room. A note written in blood ')
(reads "VERY CLEVER OF YOU TO MAKE IT THIS FAR".')
(The dcor leads east, back to the hall. ')
'0 This is the dining room. A long table is set for 12 guests. ')
(A swinging door leads north, and an arched passage leads ')
(south. Open double doors exit to the east. ')
'0 You are now in the kitchen. Twelve Swanson's frozen entrees rest ')
(on the counter, below a microwave oven. "THE BEGINNER'S GUIDE TO ")
(COOKING" lies on a small table. A swinging door exits south. ')
(Other doors lead east and north. ')
'0 The door opens to a brick wall. ---DEAD END--- ')
(
(A note on the wall reads "L 8 R 31 L 59". ')
'0 You are in the foyer. An umbrella near the door is dripping on the ')
(thick pile carpet. A black cape is draped neatly over the banister ')
(of a grand staircase leading up. A magnificent archway leads north. ')
(Corridors lead south and southeast, a small hallway heads west, ')
(and a narrow stairway goes down. ')
'0 You are in the upstairs hallway, a long corridor with passages ')
(to the north, east, and west. Stairs lead up and down. ')
'0 This is the smoking room. Several cans of tobacco line a shelf ')
(above a small bookcase. A large box of cigars lies on a table. ')
(A Honeywell air purifier hums quietly beneath the window. The ')
(only exit is back north, the way you came in. ')
'0 You are in the workshop. A myriad of tools clutter the workbench ')
(and surrounding tables. A thick layer of sawdust covers the floor. ')
(Footprints in the sawdust indicate that you are not alone. ')
'0 This is the garden. Tomato plants are growing neatly in rows. ')
(A narrow path goes east and a wider one goes west. ')
'0 This is the library. All four walls are lined with bookcases. ')
(The room is brightly lit, although there is no apparent source ')
(of light. ')
'0 You are in a vast room full of laboratory equipment. Several ')
(experiments appear to be in progress, and the remnants of some ')
(that failed are strewn about the room. A giant door hewn out of ')
(granite leads south and an entrance leads west into darkness. ')
'0 You are in a small boudoir. The pink walls reflect the ')
(soft lighting with a warm glow. The door exits east. ')
'0 You are in a dark stone E/W passage. ')
'0 You are in a low, dark chamber. A single mirror ')
(is set into the far wall. The exit goes south. ')
'0 You are in a dark E/W corridor. A small but walkable ')
(tunnel leads off to the north.)'

('C You are in an extremely dark, unfinished room. The only light')
(' emanates from a narrow slit in the ceiling.')
('0 You are in a musty room that appears to be an entrance to ')
(' an attic. A small passage leads north and stairs descend')
(' down behind you. ')
('0 You are in an old attic filled with old-fashioned clothes, a pile ')
(' of newspapers and some antiques. An entrance to a cedar closet ')
(' is to the east and there is a door to a crawlspace to the west. ')
('0 You're in a cedar closet that smells of fresh cedar. Racks of more ')
(' old-fashioned clothes lie to your right and left. ')
('0 You are crawling along a low passage that leads east and west.')
('0 This is the laundry room. Tattered clothes are scattered about. ')
(' An old-fashioned washing machine sits rotting in the corner. ')
(' On a shelf lies a box of Snowy Bleach and some Bounce fabric ')
(' softener. The exit leads west and stairs lead up.')
('0 You are in a storage room filled with empty cardboard boxes ')
(' and some large crates filled with dirt. The door goes east. ')
('0 You are at the side of a dirt road that runs north and south.')
(' Fresh tracks in the road seem to indicate that a horse-drawn')
(' carriage has passed here recently. A narrow path leads east.')
('0 This is the mirror maze. A myriad of mirrors reflect your')
(' image in a dazzling array of light. The reflections make it')
(' impossible to discern a direction.')
('0 You are in a narrow "L" shaped corridor, which leads')
(' west and south.')
('0 You are standing far below a large window. Rows of')
(' tall, exotic flowers form a wall around you.')
('0 You're at the end of a dirt road. A woodland path')
(' goes west. The road leads north.')
('0 You are in a small pantry full of various foodstuffs. To')
(' your left is a beautiful china closet filled with dishes')
(' pilfered from various restaurants. On your right is an')
(' open drawer full of plastic knives and forks.')
('0 You are at the bank of a wide moat which surrounds the')
(' castle. A small town can be seen far in the distance.')
(' The road goes south.')
('0 This is the armor room. Suits of armor are lined up in')
(' rows throughout the room. Medieval instruments of war')
(' are on display along each wall. The door exits south.')
('0 You are at the proverbial fork in the road. Paths')
(' lead east, northwest, and southwest.')
('0 This is the torture chamber. A matched set of thumb-')
(' screws hangs on the far wall. A large rack occupies')
(' the center of the room. A skeleton hangs from its')
(' thumbs above you, swaying gently. An arch leads NE.')
('0 You are in a small room with a high ceiling. A huge')
(' granite slab rests in the middle of the room. The')
(' exits lead SE and NW.')
('0 You are at the bottom of a towering spiral stairway.')
(' A low passage exits south.')
('0 You are at the top of the castle tower. Far off in')
(' the distance you can see a dirt road leading to the')
(' moat. Across the moat is a small village. A small')
(' path winds west from the south end of the road.')
('0 You are standing below a small window. A small')

(' path winds its way east.')
('0 You are on the far side of the moat. You can see')
(' a full view of the castle here in all its deadly')
(' splendor. A small town can be glimpsed far off in')
(' the distance. An old sign nailed to a tree reads:')
(' "YOU CAN'T REACH THE VILLAGE FROM HERE!"')
('0 You are in a huge anteroom to an even larger, mysterious')
(' chamber. A chilling wind seems to blow at you from all')
(' sides, and a deathlike, vapid black mist surrounds your')
(' feet. Hundreds of sinister looking bats cling to the')
(' ceiling and eye you with a spine-tingling anticipatory')
(' pleasure. Two dark, foreboding passages exit to the east')
(' and west, and a steep sloping corridor descends NW.')
('0 You're on a steep ledge above a seemingly bottomless pit.')
(' Skeletal remains still cling to various rocks jutting out')
(' of the pit. Horrible, blood-curdling wails can be heard')
(' from deep within the pit, obviously cries from the dead.')
(' A steep corridor rises to the SE.')
('0 You are in the chamber of the master of the castle, ')
(' Count Vladimir! Pictures depicting scenes of tranquil')
(' Transylvanian countrysides line the walls. A huge')
(' portrait of Vladimir's brother, Count Dracula, hangs')
(' upon the near wall. In the center of the room is a')
(' large, ominous, mahogany coffin.')
('0 You are in a perfectly square room carved out of solid')
(' rock. Stone steps lead up. An arched passage exits')
(' south. Above the arch is carved the message:')
('')
(' "ABANDON HOPE ALL YE WHO ENTER HERE".')
('0 You are in a long sloping N/S passage. The darkness')
(' seems to thicken around you as you walk.')
('0 You are in a narrow room which extends out of sight')
(' to the east. Sloping paths exit north and south.')
(' It is getting warmer here.')
('0 This is the fire room. The stone walls are gutted')
(' from centuries of evil fires. It is very hot here.')
(' A low trail leads west and a smaller one leads NE.')
(' A sloping trail goes north.')
('0 You're in a huge cavernous room carved out of a strange')
(' glowing rock. Small drops of water drip from various')
(' limestone stalactites on the ceiling high above you.')
(' A narrowing path heads west. Another passage goes')
(' north. A large door with an awning goes south.')
('0 You are in the blue room. The entire room is a deep')
(' shade of royal blue. Exits go north, south and east.')
('0 You are in a narrow E/W passage. A faint noise of')
(' rushing water can be heard. A small crawl goes south.')
('0 You are in a twisty tunnel that goes NE and SW. It')
(' seems to be cooler here.')
('0 You are inside a small, low room with strange engravings')
(' carved in all four walls. Embedded in the rocky floor')
(' is a large compass made of marble and mother-of-pearl.')
('0 You are outside a small room. The path goes back')
(' east, from whence you came.')
('0 The path narrows here and continues NE under a ')

' carefully constructed heart-shaped arch. A')
(' wider path leads west. It is very quiet here.')
(' 0 This is the honeymoon suite. The entire room is')
(' finished in red. In the center of the room lies a ')
(' heart shaped bed. To one side is a heart shaped')
(' bath. A large mirror is mounted on the ceiling above')
(' the bed. The only exit is back the way you came.')
(' 0 This room has absolutely nothing in it. Your footsteps')
(' echo hollowly as you walk the length of the room. On')
(' the bare floor is scrawled the word "POOF".')
(' 0 You're in a long and winding maze of passages.')
(' 0 You're in a winding maze of long passages.')
(' 0 You're in a maze of long and winding passages.')
(' 0 You're in a long and winding maze of passages.')
(' 0 You're in a short and winding maze of passages.')
(' 0 You're in a maze of short and winding passages.')
(' 0 You're in a maze of short and winding passages.')
(' 0 DEAD END.')
(' 0 This is the glacier room. The walls are covered with')
(' dazzling shapes of ice which reflect the light from your')
(' lamp in a million colors. In the far side of the room')
(' are magnificent ice sculptures of animals unknown to')
(' Mankind. A faint "X" is scratched in the ice on one wall.')
(' Icy passages exit SW and east. A steep trail goes up.')
(' 0 You are in a long bending tunnel which leads north')
(' and east. The walls are damp here, and you can')
(' distinctly hear the sound of rushing water.')
(' 0 You are on a ledge overlooking the underground waterfall.')
(' Torrents of water cascade over smoothly polished rocks')
(' and crash loudly several hundred feet below. The water')
(' sprays a fine, refreshing mist throughout the cavern.')
(' Exotic marine creatures dance below the surface of the')
(' still water at the base of the waterfall. Thousands of')
(' pennies are visible beneath the water where previous')
(' explorers have wished for luck in escaping from the cave.')
(' High above you a rainbow bridges the mist, displaying the')
(' entire visible spectrum. Stone steps lead down.')
(' 0 You are at the base of a magnificent underground waterfall.')
(' A cool mist rising off the surface of the water almost obscures')
(' a small island. A tunnel goes west and stone steps lead up.')
(' 0 This is the main lobby. A gaudy crystal chandelier hangs')
(' from the center of a tastelessly finished room. The decor')
(' seems to be from the depression, although junk like this')
(' is timeless. A passageway leads north and down. To the')
(' east is an open elevator.')
(' 0 You are inside an elevator. The light panel indicates that')
(' you are on the upper of two levels. The "THIS CAR NEXT" ')
(' sign is lit.')
(' 0 You are inside an elevator. The light panel indicates that')
(' you are on the lower of two levels. The "THIS CAR NEXT" ')
(' sign is lit.')
(' 0 This is the safe deposit vault, an immense room with polished')
(' steel walls. A closed circuit T.V. camera hums quietly above')
(' you as it pans back and forth across the room. To the east is')
(' an open elevator. Engraved on the far wall is the message:')

' "DEPOSIT TREASURES HERE FOR FULL CREDIT")
('0 You are in a room full of old and decaying skeletons. The')
(' rotting forms of many werewolves can be identified among')
(' the bodies. Along the near wall is a desk with a crystal')
(' ball and a nameplaque that says "OLD GYPSY WOMAN". The')
(' gypsy is nowhere to be seen. A path leads east and a small')
(' tunnel goes south.')
('0 You are in a small room which is the junction of four small')
(' tunnels. The tunnels lead north, south, east and (you')
(' guessed it) west.')
('0 You are in an immense cavern filled with tropical flora')
(' and fauna, reminiscent of an Amazon rain forest. Wild')
(' parrots and toucans fly aimlessly overhead. The sound')
(' of rushing water is coming from the SE. A small tunnel')
(' goes north and a rocky trail leads west.')
('0 You are up on a ledge which affords a partial view of a')
(' large underground waterfall. Across the water you can')
(' see a larger ledge which provides a better vantage point.')
(' A climbable cliff goes down and NW.')
('0 You are in a room whose walls are covered with graffiti.')
(' The messages range from "FRODO LIVES" to filthy remarks')
(' concerning the parental lineage of werewolves. A rocky')
(' path goes south. A low tunnel leads east.')
('0 You are at the east end of a long, damp earthen tunnel. Above')
(' you dangle rows of tomato plant roots arranged neatly in rows.')
(' A steep but climbable trail plummets down.')
('0 You are at the west end of a long, damp earthen tunnel. Water')
(' drips down from the roof and seeps into the muddy floor. The')
(' tunnel continues east, and a drier passage leads west.')
('0 You are in the remains of an old wine cellar, apparently the')
(' victim of a cave in. Casks of once fine wine lie crushed in')
(' the rubble. A battered keg of GENESEE sits off in the corner.')
(' The room smells like a Rathskellar band party. A muddy path')
(' goes east, and steps lead up to a door in the ceiling.')
('0 You are on a small island near a large waterfall. The sound of ')
(' crashing surf can be clearly heard, although you cannot quite')
(' make out the form of the waterfall through the thick mist. A')
(' message traced out in the sand reads "GILLIGAN WAS HERE". There')
(' are pieces of a wreck (the S.S. MINNOW?) scattered about.')
('0 You are in the north end of a large cavern that extends')
(' far to the south. A low crawl leads to the east.')
('0 You are in the south end of a large cavern. The')
(' cavern wall before you rises vertically, ending at a')
(' ledge well out of your reach. The cavern continues')
(' north and out of sight. A tiny trail heads east.')
('0 You are at the edge of a sheer vertical drop overlooking')
(' an immense N/S cavern. Narrow paths head away to the')
(' east and west.')
('0 This is the disco room. Multicolored lasers pulsate')
(' wildly to the beat of badly mixed music. A stairway')
(' down is barely visible through the glare. A large')
(' passage exits south, and a smaller one leads west.')
('0 You are in a tall tunnel leading east and west. A small')
(' trail goes SE. An immense wooden door heads south.')
('0 You have entered the land of the living dead, a')

(' large, desolate room. Although it is apparently')
(' uninhabited, you can hear the awful sounds of')
(' thousands of lost souls weeping and moaning.')
(' In the east corner are stacked the remains of ')
(' dozens of previous adventurers who were less')
(' fortunate than yourself. To the north is a ')
(' foreboding passage. A path goes west.')
('0 You are in the lair of the cyclops. The broken bones of')
(' previous explorers are strewn about the room. One huge')
(' contact lens lies on a high table. The cyclops seems')
(' to be gone. A splintered door exits north.')
('0 You are in an extremely cold chamber imbedded deep')
(' within the glacier. Stalagmites of ice hang from')
(' the ceiling far above you. An ominous tunnel leaves')
(' to the west.')
('0 You are in a long, bending tunnel. With your lamp')
(' you can barely make out exits to the south and east.')
('0 You are in a tremendous cavern divided by a white line')
(' through its center. The north side of the cavern is')
(' green and fresh, a startling change from the callous')
(' terrain of the cave. A sign at the border proclaims ')
(' this to be the edge of the Wizard's realm. A rocky')
(' and forlorn trail leads east, and a plush green path ')
(' wanders north.')
('0 You are in an immense forest of tall trees. Melodic')
(' chanting can be heard in the distance. The trees seem')
(' to be guiding you along a N/S path.')
('0 This is the wizard's throne room. Scattered about')
(' the room are various magical items. A long message')
(' in ancient runes is carved into the southern wall. It')
(' translates roughly as "Beware the power of the Wizard,"')
(' for he is master of this place". Two green paths go')
(' south and east, and a marble walk leads west.')
('0 You are in the wizard's cache, a large room whose walls')
(' are inlaid with jewels. A majestic marble walk leads to')
(' the east.')
('0 You are in a room of mammoth proportions which seems')
(' to be some sort of warehouse. On a nearby table are')
(' several clipboards and a massive pile of order forms.')
(' To your right is a large loading dock and a truck bay.')
(' The room opens to the north, east and west.')
('0 You are in the western end of the Castlequest warehouse.')
(' To one side sits an empty kerosene drum. Scattered')
(' all over the floor are shreds of foam rubber used to')
(' pack delicate crystal swans for shipping. The empty')
(' tins of countless T.V. dinners are discarded around')
(' a full garbage can.')
('0 You are in the north end of the Castlequest warehouse.')
(' There is a large box of BIC CLICs to your left, all')
(' empty (they don't write "first time, every time").')
(' On a shelf to your right is a huge supply of Burpee')
(' tomato plant seeds.')
('0 You are in the eastern end of the Castlequest warehouse.')
(' In a box near the corner are the empty cartridges from')
(' many silver bullets. Through a small window you can spy')

(' the Vampire Diner (talk about greasy spoons). ')
('0 The elevator has screeched to a halt between two floors.')
('0 You feel the elevator jump as you are whisked up towards')
(' ground level. You emerge in the open air in the village')
(' square amidst cheers from the local villagers. Banners')
(' proclaiming the death of count Vladimir hang from most')
(' of the old buildings around the square. The mayor ')
(' presents you with a key to the city and makes your ')
(' birthday a holiday. You watch the sun rise as you ')
(' bask in your newfound fame.')

('0 You are in the bedroom.')
('0 You are in the dim corridor.')
('0 You''re in the parlor.')
('0 You are in the locked room.')
('0 You are in the dining room.')
('0 You are in the kitchen.')
('0 You''re at a brick wall.')
('0 You''re in foyer.')
('0 You''re in the upstairs hallway.')
('0 This is the smoking room.')
('0 You''re in the workshop.')
('0 You are in the garden.')
('0 You are in the library.')
('0 You are in the lab.')
('0 You''re in the boudoir.')
('0 You are in a dark E/W passage.')
('0 You''re in single mirror chamber.')
('0 You''re in a dark E/W corridor.')
('0 You''re in the dark room.')
('0 You are in the attic entrance.')
('0 You are in an old attic.')
('0 You''re in a cedar closet.')
('0 You''re in a low E/W passage.')
('0 You''re in the laundry room.')
('0 You''re in the storage room.')
('0 You are at the side of the dirt road.')
('0 You are wandering around the mirror maze.')
('0 You are in "L" shaped corridor.')
('0 You''re underneath a window.')
('0 You''re at the end of the road.')
('0 You''re in pantry.')
('0 You are at the side of the moat.')
('0 You are in the armor room.')
('0 You''re at the fork.')
('0 You''re in torture chamber.')
('0 You''re in slab room.')
('0 You are at bottom of spiral stairs.')
('0 You''re at top of tower.')
('0 You are beneath small window.')
('0 You''re on the far side of the moat')
('0 You''re in a huge anteroom.')
('0 You''re at a steep ledge.')
('0 You''re in the Master chamber.')
('0 You are in the square room.')
('0 You''re in a sloping N/S passage.')
('0 You''re in narrow room.')
('0 You are in the fire room.')
('0 You''re in glowing rock room.')
('0 This is the blue room.')
('0 You are in narrow E/W passage.')
('0 You are in a twisty tunnel.')
('0 You''re in the compass room.')
('0 You are outside a small room.')
('0 You are at the heart shaped arch.')
('0 You''re in honeymoon suite.')

('0 You are in the empty room.')
('0 You''re in a maze of short and winding passages.')
('0 You''re in a long and winding maze of passages.')
('0 You''re in a winding, long maze of passages.')
('0 You''re in a maze of long and winding passages.')
('0 You''re in a maze of winding, long passages.')
('0 You''re in a short and winding maze of passages.')
('0 You''re in a winding maze of short passages.')
('0 Dead end.')
('0 You are in the glacier room.')
('0 You are in the long damp tunnel.')
('0 You''re overlooking waterfall.')
('0 You are at the base of the waterfall.')
('0 This is the lobby.')
('0 You''re in elevator on top floor.')
('0 You''re in elevator on bottom floor.')
('0 You are in the treasure vault.')
('0 You are in the burial grounds.')
('0 You are at four tunnel junction.')
('0 You are in rain forest.')
('0 You are up on a small ledge.')
('0 You are in the graffiti room.')
('0 You''re at east end of a damp, earthen tunnel.')
('0 You''re at west end of a damp, earthen tunnel.')
('0 You are in the wine cellar.')
('0 You are on the island near the falls.')
('0 You''re at north end of an immense cavern.')
('0 You are at the south end of a large cavern.')
('0 You are at the top of a steep precipice.')
('0 This is the disco room.')
('0 You''re in the center of a tall tunnel.')
('0 You are in the land of the living dead.')
('0 You are in the cyclops'' lair.')
('0 You are deep inside the glacier.')
('0 You are in a cold, bending tunnel.')
('0 You''re at the border.')
('0 You are in the forest of tall trees.')
('0 You are in the throne room.')
('0 This is the Wizard''s cache.')
('0 You are in the main room of the warehouse.')
('0 You are in the west end of the warehouse.')
('0 You are in the north end of the warehouse.')
('0 You are in the east end of the warehouse.')
('0 You are in the elevator, stuck between floors.')
('0 END OF GAME')

('0 There is a can of kerosene here.')
('0 There is a silver bullet here.')
('0 There is a blood stained hatchet here. ')
('0 There is an ornate skeleton key here! ')
('0 There is a small pool of blood here. ')
('0 To one side lies a wooden stake. ')
('0 There is a bottle of vintage champagne here!')
('0 A nasty hunchback eyes you from a corner of the room. ')
('0 There is a long piece of rope lying on the floor. ')
('0 There is some "HORROR HOTEL" writing paper here. ')
('0 There is an old quill pen here. ')
('0 There is an ivory-handled sword here!')
('0 There is a rusty acetylene torch here. ')
('0 Off to the side is an old rowboat. ')
('0 There are matches from the Vampire Diner here. ')
('0 There is a heavy steel grappling hook here. ')
('0 A gold statue is glistening in the light!')
('0 An empty bottle is discarded nearby. ')
('0 There is a silver cross nearby!')
('0 There is an old gun here. ')
('0 There is a small kerosene lamp here. ')
('0 Somebody left some tasty food here. ')
('0 There is a very large ruby here!')
('0 Perched on the ground is a valuable jade figure!')
('0 There is a small flask of nitric acid here. ')
('0 You are standing in a small puddle of water. ')
('0 There is a fine cuban cigar here. ')
('0 A sapphire sparkles on the ground nearby!')
('0 There is lots of money here!')
('0 A delicate crystal swan lies off to one side!')
('0 The butler is sound asleep. ')
('0 The butler is motioning that he wants to write you a note. ')
('0 The butler is holding out a note. ')
('0 The butler is sleeping once again. ')
('0 The butler is lying in a heap on the floor. ')
('0 The window is nailed shut. ')
('0 The window is broken, but bars block your way. ')
('0 The window is now open. ')
('0 The window is open. ')
('0 Your sword is glowing dimly. ')
('0 Your sword is glowing very brightly. ')
('0 Your sword is brilliantly lit. ')
('0 A secret tunnel descends into darkness. ')
('0 A rope hangs from the window. ')
('0 The werewolf snarls as he wards off your attack. ')
('0 The butler has a black belt and repels your attack. ')
('0 Attack the bat?? That's gross. I won't do it. ')
('0 The shutters are closed. ')
('0 Kill what, fool?')
('0 The blade does not penetrate the bat's thick hide. ')
('0 Werewolves can only be killed with silver. ')
('0 A smiling hunchback is following you. ')
('0 You attack the hunchback and break his neck. ')
('0 The coffin is closed. ')
('0 The Count is asleep in the coffin. ')

('0 The Count is frightened by the cross and cowers in the coffin.')
('0 The Count sits up and prepares for breakfast-namely you!')
('C The vampire is gone for good (Ding Dong, the Count is dead).')
('0 Something on the ground outside is glistening brightly.')
('0 The hunchback drives away the werewolf and dies in the struggle.')

('0 A werewolf can be killed with a silver bullet.')
('0 A vampire can be killed with a wooden stake.')
('0 A well fed hunchback is an asset in the castle.')
('0 The rope can be used to climb out the bedroom window.')
('0 The butler can write notes, if given the tools.')
('0 The bottle can hold liquids, such as blood or water.')
('0 The cross will immobilize the vampire.')
('0 The acid will dissolve the bars over the window.')
('0 Water will extinguish a troublesome fire.')
('0 The surgeon general has warned you about smoking.')
('0 The werewolf can be killed with a silver bullet.')
('0 You can get out the window by dissolving the bars.')
('0 The count can only be killed with a stake through the heart.')
('0 Try opening the book by shakespeare.')
('0 There's a surprise in the drawer.')
('0 The butler can write notes if he has the proper tools.')
('0 Try breaking the mirror in the single mirror chamber.')
('0 Acid will dissolve the bars and clear the window.')
('0 The bat will leave after it has been fed.')
('0 You need an axe or something to break the boards.')
('0 You'll have to get out of the maze on your own.')
('0 I think there is something behind the ice.')
('0 Try "smoking" him out.')
('0 Gnomes are a problem, but you can "give" them the axe.')
('0 The torch can generate a lot of heat (but not light).')
('0 The hook is useful for scaling steep walls.')
('0 Try thinking of some way to get through the ice.')
('0 The wizard can be overcome by magic, not by force.')
('0 Your lamp can operate on fossil fuels.')

('0 You are in a remote castle somewhere in Eastern Europe.')
(' I will be your eyes and hands. Direct me with words such')
(' as "LOOK", "TAKE", or "DROP". To move, enter compass points')
(' (N,NE,E,SE,S,SW,W,NW), UP, or DOWN. To get a list of what')
(' you are carrying, say "INVENTORY". To save the current game')
(' so it can be finished later say "SAVE". Say "RESTORE" as')
(' your first command to finish a game that had been saved.')
('0 The object of the game is to find the master of the castle')
(' and kill him, while accumulating as many treasures as possible.')
(' You get maximum points for depositing the treasures in the')
(' vault. Notice that the descriptions of treasures have an')
(' exclamation point. Be wary, as many dangers await you in')
(' in the castle.')
('0 To suppress the long room descriptions, type "BRIEF". To')
(' return to the long room descriptions, use the command "LONG".')
(' "SCORE" will give you your present score in the game. "HELP")
(' will give you a hint about an object in the room, but it will')
(' cost you some points. To end your explorations, say "QUIT".')
(' Good luck. (you'll need it).')
('0 To aid you in your travels, you may ask for a hint by')
(' saying "HINT object", where "object" is the item that you')
(' need help with (e.g. "HELP CROSS"). Saying "HELP ROOM")
(' will give you some help concerning the room you're in.')