

STINKING LOUSy SHIT SHITTy FUCKING FUCK DILDo SUCK BASTARD FUCKER
COCKSUCKER SHITHEAD SWINGER SWING PIg DAMn FUCKED SCREWED IMPOTENT
SHITHOLE IDIOT SEx RAM OLD FOGEy ASS GEEZER DIRTY LECHER LECh CUNT
PEe PISs BULLSHIT DUMB CRAp DUNG MANURe TURd DROPPINGS CESSPOOL TROTs
PANTS CUCKOLD TUSHy FANNy BACKSIDE BUTTOCKs BOTTOM ASSHOLE CROTCh
NITPICK FOUL FART PASS SNOT FAt SLOB SHMUCK FROG FROGGy WETBACK HELl
CRABS KISSEr MANIAc BULL DYKE CRAPPY BUGGER PHALLUS WHOREMASTER PIMP
WHORE BITCh SON PONCe PRo HOOKER HARLOT SLUT TRAMP SLOVEn HORSESHIT

BOIl FRy ROAST TOAST POACh GRILL STEw BAKE
DUBIST-UNO-SCHNOKLEU-KAI-KAi
ESCAPE
ENCOUNTER ACCOST CONFRONT FACE CONTEND GRAPPLE STRUGGLE
FEEl TOUCH SMELL EAT LISTEn TASTe CARESS HEAr SEE MUNCH NIBBLE CHEw
GOBBLe
FABIEn
FASTEn
FEED NOURISH SUSTAIIn SATISFY DEVOUR DINe FARe SUBSiSt GRAZe FISH
ICHBIN-ZE-CLAKMUFF
INSERT
INTERRUPT
KILL SCALp FIGHT KICK PINCh SMACK FIST PUNCH STAb HUSTLe DESTROY
STRANGLE BUTCHEr KNOCK SLAUGHTER SLAy MURDEr BIFF ASSAULT ASSAI1
STORm BESET RAID CHARGE INVADE VIOLATE RAPE BIte
LOVe ADOrE CHERISH HOLD-DEAr DESIRE LIKe IDOLIZE
LAUNCH MOW MANAGe
NOT
OPERATE SOOTHe CURe
PLAY
PINCh
PAy
PILE
ROb PICk FILCh DISROBe HACK STEAL
REACH REACH-OUT
ROLL ROTATE RAISE LIFT ROW
SAw SCREW
SWIm
SPIt SCRAMBLe SOUND BORE
SONO-EIN-OIK-SPLUTCh
SMILE GRIn
SLIDE SLIp GLIDE
SWEEP BRUSH CLEAN VACUUm
SCARE FRIGHTEn AFFRIGHT ALARM STARTLe SHOCK DAUNT TERRIFY HORRIFY APPAl
DISMAY INTIMIDATE
TRANSLATE
VALERIE
WASH
LASH
WEAr DRESSs
WIND
WANT
WIPe
WRITE PEn INSCRIBe SCRIBBLE
SCRAWl WATER SPRINKLe SPRAY WET DAMp MOISTEn SOAk DAMPEn DRENCh IRRIGATE
WAKE WAKEn AWAKE AWAKEn ROUSE STIr STIMULATE ACTIVATE EXCITE TEASe TICKLe
SHAKE DISTURB
WAIT REMAIN STAy ABIDE LINGER PAUSE HESITATE
TURN-OFF SWITCH OFF
WHy
BECAUSE
WHAT
ROOm
FR16BLR0267Vg
NAPOLEOn

I can see a black SWAN moving slowly on the pond.
I can see someone in the bed.
I think the man in the bed is dead.
I am in a bedroom.
I am in front of a flight of stairs.
I have four doors around me.
I am in the bathroom.
I am in the riddance room.
There are books everywhere.
There is a cellar-flap here.
It's the living-room.
I'm in the smoking-den.
I'm in the kitchen.
I'm in the computer-room.
I'm in some kind of museum.
I'm in an underground gallery.

I'm in the mortuary-room.
I'm in a laboratory.
There's an oil-lamp.
I'm in a treasure-room.
I'm in a dusty attic.
I'm in a cave.
I'm in a cell.

The tough guy is now a little pile of ashes !
You're in front of a cell.
There's somebody in this cell.

I'm at the other end of the corridor, in front of the third cell.
I'm in a cell. There's a washbasin (with a TAP).
There's a helicopter.
I'm inside the cockpit.
I'm on a small island.
I'm in the hut.

There's a nice smell here.
I've got nothing to say.
Are you kidding ?
Well, you're in a bathroom ?!
Sorry, no clue.
Don't you feel like reading ?
Look at everything carefully.
Please stop disturbing me all the time !
You should completely burn the match.
You should open the COOKERY-BOOK.
The program translates any unknown language in
English. To translate a sentence, you've just got to type it.
Why are you so sorrowful ? Look at Mona Lisa's face !
I want you to do the same !
You should use the knife as a screwdriver...

I'm thirsty !
Think about fairy-tales...
You should open that casket !

The light bulb could hide something.

God helps him who helps himself...
Isn't it obvious ?

Do you know how to pilot ?
There's a hut.
That sword between the ribs must be painful !

I can't find the belt.
All right but give me the food.
And where's the fish?
Are you talking another language?
What do you exactly want to do?
How can I interrupt that!?
Keep cool !
By Golly !
But how could I do that?
First, I want the right tool!
You'd better be more precise!
Don't be so negative.
Oh no, not you!
I didn't know you were an artist!
Don't be mean !
What are you exactly trying to do ?
How do you want me to do that?
I am against that !
Sorry, I'm not tall enough!
Why should I do that?
It doesn't seem to move.
You're loosing your time for nothing.
Where are the oars?
It would ruin it. I refuse to do it !
I would need a screwdriver.
I don't know how!!!
Splat, right on my shoes!
Don't get so excited !
I don't hear anything.
Are you alright ?
Nice teeth!
Don't fall !
Are you the cleaning lady?
You didn't scare anybody.
You'd better use a dictionary!
She's pretty, fair-haired and has green eyes!
She's FABIEN's girl-friend. but the trouble is that she
hates computers!
Do you think it's necessary?
Slaaatch!!!
I can't wear that.
It's already been done.
Is that all?
Is it really soiled.
Give me a pen first.
I'd like to know how!
I hate disturbing people, you know!
I hate idling my time away!
Where's the switch?
Because!
Why?
Because it is so!
Specify!
And what about public decency?
You need a grinder.
But what for?
Are you in a destructive mood?
There was nothing special inside.
You're so nice !
Hi, pleased to meet you!
No-one seems to be there.
What are you trying to do?

He's starving to death.
It's a grand-piano.
There's something odd in the air...
It's blue.
It's an advertisement for FREE.
He's staring at you!
It's just a toy.
I've got the same one in my garden.
It was the guard!
It's long and strong.
It's sealed in the wall.
Much too high for me.
There's a liquid in it.
It's wormeaten.
They're...errr...old-fashioned.
It's rusty...
It's broken.
They're normal.
It's got armorial bearings.
It's just ornamental.
Too cold for me!
It's quite empty.
It belonged to a samourai.
It fits him like a glove.
It's got a silver knob.
He's winking at you!
He's pointing his finger at the ring.
He looks crazy.
It's made of steel.
A bit heavy to carry.
They're my size.
They're worn-out.
They're made of linen.
I hate it. (just like Marvin would hate it)
It's wet and smelly.
Too difficult to use.
It's blinding.
There are unimportant things on them.
It's unlit. *Really?*
You're standing on it.
It's keen and sharp.
It's green with blood stains.
They're covered with moss.
It's splendid.
Strange fellow indeed.
It smells good.
A cat is asleep on a cushion.
It casts a bright light.
It looks like you.
Right in the middle of the pentagram.
I can see plates.
He's Kcaj Leimart!
It seems valuable!
It's pointing...down! *on: "It's sort of an upside-down stalactite!"*
It's sort of an upside-down stalactite!
I see nothing unusual.
It's fixed on the wall.
It's tied to his ankle.
It's leading to a door in the east.
It's written BLR02.
It's very soft.
Maybe you should open it.

Well, it looks like a button!
It's black.
It's dealing with sorcery.
It's round shaped
It's a stale bread.
There's a hole in it.
It's sandy.
He doesn't look very clever.
Open your eyes and look at the picture!
It's white.
I don't like its color.
They're made of velvet.
I can see a drawer.
It's written 67VG
It's very tall.
I can't see anything unusual.
It's just a cover.
A guy seems to be wearing it, and he won't let you take it!
It's smoking, like most lit cigarettes.
They seem to be empty.
It's waiting for someone.
I like its color.
It belongs to the cleaning-lady.
I guess there's something under.
It's black with green eyes.
It's a French one.
It's an electric one.
It's a 520ST, ~~of course~~ *first generation!*
It's made of gold!
He looks a bit mad.
There's no baby inside it.
Waooh! high-class!
There's a lamp on it.
It represents a Chinese ideogram.
I can see two dials: one for figures, the other one for letters.
Most certainly the cleverest being in this room,
including you, of course.
He looks stupid, but wow! muscleman!
He looks greedy.
He seems really ill now!
It's a SF354.
It's just a floppy-disk.
It's girl-shaped.
It's out of order.
There's a spell-book on it.
It's a very common lamp.
It doesn't work.
It's dazzling!
Nice colors!
It's much too high to jump over.
Fabien sat for the drawing!
I can't tell you what it is, I don't even know it myself! Ask Anne.
A fire is burning.
I see nothing special with it. White, cold... fridgy.
As strange as it may seem, it's pointed.
It's broken.
It's abrasive.
Beware, it's dangerous! There's a safety-pin.
It's not loaded.
They've got five fingers.
It's green.
It seems very heavy.


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Else
    @Distext(38)
Endif
Return
Procedure V36 !unscrew
    @Distext(371)
Return
Procedure V37 !drink
    If Nom1%=155 And To%(155)=100 !phial
        Blubotdrink!=True
        @Distext(40)
    Else
        @Distext(33)
    Endif
Return
Procedure V38 !shoot
    If To%(82)=100
        @Distext(372)
    Else
        @Distext(25)
    Endif
Return
Procedure V39
    @Distext(254+Verbe%)
Return
Procedure V40 !start
    @Distext(327)
Return
Procedure V53 !escape
    @Display("I wish I could...")
    @Goon
Return
Procedure V59 !fish
    @Distext(314)
    @Display("FISH! (FISH? (YES, FISH))")
Return
Procedure V69 !operate
    @Distext(324)
    @Display("AAAAAARGH!!! ")
Return
Procedure V70 !play
    If Nom1%=153
        @Distext(325)
    Else
        @Display("Agaaaa areuh bvvvrrrr")
    Endif
Return
Procedure V71 !pinch...what
    @Distext(255+Verbe%)
Return
Procedure V107 !room
    @Display(Room$(Numima%))
    @Goon
Return
Procedure V108 !FR16BLR0267VG
    @Distext(375)
Return
Procedure V109 !napoleon
    @Display("Megalomania, mmmh?")
    @Goon
Return
Procedure Transobj(N%)
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If Help$(Numima%)=""
  @Display(Text$(21))
Else
  @Display(Help$(Numima%))
Endif
@Goon
Return
Procedure V14 !give
  @Distext(22)
Return
Procedure Distext(A%)
  @Display(Text$(A%))
  @Goon
Return
Procedure V15 !search
  @Distext(23)
Return
Procedure V16 !open
  On (Po% And 240)/16+1 Gosub Notop,Riendint,Fermeaclef,Onpeupa,Gnomes
  @Goon
Return
Procedure Notop
  @Display("It's not openable.")
Return
Procedure Riendint
  @Display("There's nothing interesting inside.")
Return
Procedure Fermeaclef
  @Display("It's locked.")
Return
Procedure Onpeupa
  @Display("I can't open the "+Nom1$)
Return
Procedure Gnomes
  @Display("As I open the "+Nom1$+",")
  @Display("half a dozen gnomes exit from it while singing something")
about happily digging tunnels.
Return
Procedure V17 !hit
  @Distext(25)
Return
Procedure V18 !push
  @Distext(29)
Return
Procedure V19 !pull
  If Nom1%=143 And To%(81)=100 And To%(143)=0 !pin
    To%(143)=Numima%
    @Actobj
    @Goon
  Else
    @Distext(29)
  Endif
Return
Procedure V20 !climb
  If Dum$<>"DOWn" And Dum$<>"Up"
    @Distext(30)
  Endif
Return
Procedure V21 !tie/make
  If (Nom1%=161 Or Nom1%=184) And To%(184)=100 !sheet
    If Nom2%=184
      @Goon

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If Inp(2)<>225
  Alert 0,"Format disk ?      ",2,"Yes|No",Dummy%
  If Dummy%=1
    A$=Space$(8192)
    For I%=0 To 79
      Void Xbios(10,L:Varptr(A$),L:0,0,9,I%,0,1,L:&H87654321,&HE5E5)
    Next I%
    A$=Space$(5120)
    Void Xbios(18,L:Varptr(A$),L:&H2105702,2,0)
    Void Xbios(9,L:Varptr(A$),L:0,0,1,0,0,9)
    Void Xbios(9,L:Varptr(A$)+512,L:0,0,1,1,0,9)
  Endif
  @Display("Saving area ? (0-9, Undo to cancel)")
A%=Inp(2)
If A%>47 And A%<58
  Open "o",#1,"SAVEFREE.G"+Str$(A%)
  Write #1,Numima%
  For I%=1 To 253
    Write #1,To%(I%)
  Next I%
  Write
#1,Nbinv%,Uniforme%,Blubotdrink!,Scieaig!,Gardass!,Bbb!,Gardla!,Trapouverte
!,Switch!,Journald!,Armouverte!,Rideaux!,Ospris!,Pousspeint!,Tw1!,Arpouss!
tch!,Journald!,Armouverte!,Rideaux!,Ospris!,Pousspeint!,Tw1!,Arpouss!,Noued
!,Barrcoup!,Cordring!,Roupillon!,Tonov!,Tonovid!,Intono!,Dehors!,Comm!,Kiss
rcoup!,Cordring!,Roupillon!,Tonov!,Tonovid!,Intono!,Dehors!,Comm!,Kissou!
  Write #1,Dejaec!,Ici!,Courcoup!,Underch!,Onchair!,Shootle!
  For I%=1 To 99
    Write #1,Sorties%(7,I%),Sorties%(6,I%),Visi!(I%)
  Next I%
  Close #1
Endif
Endif
@Goon
Return
Procedure V12 !Load
If Sanumima%<>0
  Alert 0,"| Load from      | ",1,"MEMORY|DISK",Dummy%
Else
  Dummy%=2
Endif
If Dummy%=1
  Numima%=Sanumima%
  For I%=1 To 253
    To%(I%)=Sato%(I%)
  Next I%
  Nbinv%=Sanbinv%
  Uniforme%=Sauniforme%
  Blubotdrink!=Sablubotdrink!
  Scieaig!=Sascieaig!
  Gardass!=Sagardass!
  Bbb!=Sabbb!
  Gardla!=Sagardla!
  Trapouverte!=Satrapouverte!
  Switch!=Saswitch!
  Journald!=Sajournald!
  Armouverte!=Saarmouverte!
  Rideaux!=Sarideaux!
  Ospris!=Saospris!
  Pousspeint!=Sapousspeint!
  Tw1!=Satw1!

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Sput Savescreen$
@Numima(N%)
If Numima%=23 And Verbe%=6 And Rideaux!
    @Actimage(24)
    @Numima(23)
    Numimad%=23
Endif
@Goon
Return
Procedure Drawmap(N%,C%,L%,D%)
    If D%=0
        Cls

D%=20+(N%<98)+(N%<85)+(N%<62)+(N%<58)+(N%<56)+(N%<47)+(N%<43)+(N%<34)+(N%<3
3)+(N%<28)+(N%<27)+(N%<16)+(N%>61 And N%<70)*7+(N%>69 And N%<76)*11
    Text 0,7,Text$(D%)
    D%=0
Endif
If Visi!(N%)
    Box C%,L%,C%+24,L%+24
    If Sorties%(0,N%)<>0 Or Sorties%(7,N%)=1
        Color 0
        Line C%+8,L%,C%+16,L%
        Color 1
        If D%<>1
            If Sorties%(0,N%)
                @Drawmap(Sorties%(0,N%),C%,L%-24,2)
            Else
                @Drawmap(Sorties%(6,N%),C%,L%-24,2)
            Endif
        Endif
    Endif
    If Sorties%(1,N%)<>0 Or Sorties%(7,N%)=2
        Color 0
        Line C%+8,L%+24,C%+16,L%+24
        Color 1
        If D%<>2
            If Sorties%(1,N%)
                @Drawmap(Sorties%(1,N%),C%,L%+24,1)
            Else
                @Drawmap(Sorties%(6,N%),C%,L%+24,1)
            Endif
        Endif
    Endif
    If Sorties%(2,N%)<>0 Or Sorties%(7,N%)=3
        Color 0
        Line C%+24,L%+8,C%+24,L%+16
        Color 1
        If D%<>3
            If Sorties%(2,N%)
                @Drawmap(Sorties%(2,N%),C%+24,L%,4)
            Else
                @Drawmap(Sorties%(6,N%),C%+24,L%,4)
            Endif
        Endif
    Endif
    If Sorties%(3,N%)<>0 Or Sorties%(7,N%)=4
        Color 0
        Line C%,L%+8,C%,L%+16
        Color 1
        If D%<>4
            If Sorties%(3,N%)

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```

@Sordela(4)
Return
Procedure V9 !down
    @Sordela(5)
Return
Procedure Sordela(D%)
If Sorties%(D%,Numima%)
    @Numima(Sorties%(D%,Numima%))
Else
    If Sorties%(7,Numima%)=D%+1
        @Numima(Sorties%(6,Numima%))
    Else
        @Display(Text$(6))
    Endif
Endif
@Goon
Return
Procedure V10 !map
Local K$,M%,N%,S%,SS
Sget Savescreen$
SS=String$(9,0)+"
a p p "          p p a a a a | | | s#s# } f ? n ? n ? n } f s#s# | | | a a a
C%=147
L%=92
N%=Numima%
@Drawmap(Numima%,C%,L%,0)
Sprite SS,C%+4,L%+4
Repeat
    K$=Inkey$
    M%=Mousek
    If K$<>"" Or M%<>0
        Sprite SS
        Sprite SS,C%+4,L%+4
    Endif
    If K$=Chr$(0)+"H" Or (M%=1 And Mousey<L%)
        S%=Sorties%(0,N%)
        If S%<>0 And Visi!(S%)
            N%=S%
            Sub L%,24
        Else
            S%=Sorties%(6,N%)
            If Sorties%(7,N%)=1 And Visi!(S%)
                N%=S%
                Sub L%,24
            Endif
        Endif
    Endif
    If K$=Chr$(0)+"P" Or (M%=1 And Mousey>L%+23)
        S%=Sorties%(1,N%)
        If S%<>0 And Visi!(S%)
            N%=S%
            Add L%,24
        Else
            S%=Sorties%(6,N%)
            If Sorties%(7,N%)=2 And Visi!(S%)
                N%=S%
                Add L%,24
            Endif
        Endif
    Endif
    If K$=Chr$(0)+"M" Or (M%=1 And Mousex>C%+23)
        S%=Sorties%(2,N%)

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    @Display(Nom1$)
    @Goon
Else
    @Display(Text$(1))
Endif
All!=False
Endif
On Verbe% Gosub
V1,V2,V3,V4,V5,V6,V7,V8,V9,V10,V11,V12,V13,V14,V15,V16,V17,V18,V19,V20,V21,
V22,V23,V24,V25,V26,V26,V28,V29,V30,V31,V32,V32,V32,V35,V36,V37,V38,V40,V39,
23,V24,V25,V26,V26,V28,V29,V30,V31,V32,V32,V35,V36,V37,V38,V40,V39,V39,
V39,V39,V39,V39,V39,V39,V39,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71
39,V39,V39,V39,V39,V39,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71
    On Verbe%-61 Gosub
V71,V71,V71,V71,V71,V69,V70,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71
,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71
V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71,V71
,V71,V71,V71,V71,V71,V107,V108,V109
Return
Procedure V1 !take
If Nom1%
    If To%(Nom1%)=Numima%
        If Nbinv%<10
            On (Po%(Nom1%) And 15)+1 Gosub
Pr1,Pr2,Pr3,Pr4,Pr5,Pr6,Pr7,Pr8,Pr9,Pr10
        Else
            @Display("I'm carrying too much!")
        Endif
    Else
        @Display("I don't see it here.")
    Endif
    @Goon
Endif
Return
Procedure Pr1
    Inc Nbinv%
    To%(Nom1%)=100
    @Actinv
    @Actobj
    @Display("Taken.")
Return
Procedure Pr2
    @Display("That's too heavy.")
Return
Procedure Pr3
    @Display("I won't be allowed to take the "+Nom1$)
Return
Procedure Pr4
    @Display("Sorry, I won't steal the "+Nom1$)
Return
Procedure Pr5
    @Display("It's somehow stuck, nailed, soldered or screwed.")
Return
Procedure Pr6
    @Display("Strange concept!?")
Return
Procedure Pr7
    @Display("I can't even catch it!")
Return
Procedure Pr8
    @Display("This mighty warrior won't let me take the "+Nom1$)
Return

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    @Display("The light is off and the switch is out of order.")
    @Goon
Endif
If Verbe%=20 And Nom1%=207 !climb on the seat
    Onchair!=True
    If Underch!
        @Display("Now, I can reach the lamp.")
    Else
        @Display("What do you expect ?")
    Endif
    @Goon
Endif
If Verbe%=22 And Not Ici! !call
    Ici!=True
    @Display("The guard bursts in !")
    @Actimage(86)
    @Goon
Endif
If Verbe%=38 And To%(158)=100 !shoot
    If Ici!
        @Display("POP! The man vaporizes !!!")
        @Transobj(87)
        @Numima(87)
        @Chargeimage
    Else
        @Display("Shoot who ?")
    Endif
    @Goon
Endif
Endif
Return
Procedure P90 !dingue fou
    @Display("Before I could act, he rushed me and strangled me...
graargl... ")
    @Numima(56)
    @Chargeimage
    @Goon
Return
Procedure P92 !lavabo
    If (Verbe%=16 Or Verbe%=30) And Nom1%=223 !open tap
        @Display("The wall rotated on a pivot and I winded up outside !")
        @Numima(93)
        @Chargeimage
        @Goon
    Endif
Return
Procedure P93 !helicoptere, tourniquet, tout ça
    If Verbe%=23 And Nom1%=103 !enter helicopter
        @Numima(94)
        @Chargeimage
        @Goon
    Endif
Return
Procedure P94 !cockpit
    If Verbe%=39 And (Nom1%=91 Or Nom1%=103) !start helicopter
        @Display("The gyropilot is on.")
        @Waitkey
        @Display("...But after a few hours of flight, I ran out of gas and
crashed down into the sea...")
        @Waitkey
        @Display("...But not so far from a paradisiacal (...but
desert)island... ")

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        Endif
    Endif
Return
Procedure P62 !malade
    Inc Monstre%
    If Monstre%=7
        @Display("Before I can do anything, the monster will kill me!")
        @Numima(56)
        @Chargeimage
    Else
        If Monstre%=6
            @Display("OH!NO! The servant became a monster !")
            @Actimage(99)
        Endif
        If Verbe%=55 And Nom1%=152 And Not Dejaec! !listen to the patient
            Dejaec!=True
            @Display("He wispered: ICHBIN-ZE-CLAKMUFF, and died.")
            @Goon
        Endif
        If (Verbe%=63 Or Verbe%=17 Or Verbe%=29) And Nom1%=196
            ' scalp the servant with the scalpel
            If Nom2%=192 And To%(192)=100
                @Goon2
                @Display("SCOUIK!!!")
                @Transobj(63)
                @Numima(63)
                To%(196)=0
                @Chargeimage
            Else
                @Goon
                @Display("With what?")
            Endif
        Endif
        If Verbe%=23 !exit
            @Goon
            @Display("This stubborn servant won't let me go as long as his master
won't feel better.")
        Endif
    Endif
Return
Procedure P64 !fleurs
    If Verbe%=55 And To%(250)=0 !smell
        To%(249)=64
        @Actobj
        @Display("I found a piece of magic-wand in the flowers.")
        @Goon
    Endif
Return
Procedure P67 !salle de bains
    If Verbe%=93 !wash
        @Goon
        @Display("Ahhh! I really feel refreshed !")
    Endif
Return
Procedure P69 !bibliothèque
    If Verbe%=3 !read
        If Nom1%=27 And To%(27)=69 !old-book
            @Display("On the first page is written:
DUBIST-UNO-SCHNOKLEU-KAI-KAI")
            @Goon
        Endif

```

```

    @Display("I can't. It's locked.")
    @Goon
  Endif
Return
Procedure P45 !docker
  If (Verbe%=17 Or Verbe%=15 Or Verbe%=29 Or Verbe%=24 Or Verbe%=63) And
Nom1%=61 !hit docker
    @Goon
    @Display("Are you crazy ? Just to teach me good manners, the docker
kills me!")
    @Numima(56)
    @Chargeimage
  Endif
  If Verbe%=55 And Nom1%=172 !feel water
    @Goon
    @Display("It's very cold.")
  Endif
  If Verbe%=22 And Nom1%=61 !talk to the docker
    @Display("He's not very talkative.")
    @Goon
  Endif
  If (Verbe%=23 And Nom1%=172) Or Verbe$="DIVE" Or Verbe$="PLUNGE"
    @Goon
    @Display("Splash!Blub!")
    @Actimage(46)
    @Display("Just when I was about to sink, the docker saved me and took
me to hospital.")
    @Waitkey
    @Numima(52)
    @Chargeimage
  Endif
Return
Procedure P47 !hall de l'hôpital
  If (Verbe%=18 Or Verbe%=19 Or Verbe%=76) And Nom1%=243 !push waggon
    @Display("If I'm not wrong, you're not a registered nurse.")
    @Goon
  Endif
  If Verbe%=55 !listen
    @Goon
    @Display("Tic-tac...tic-tac...")
  Endif
Return
Procedure P48 !salle d'opérations
  If Verbe%=69 !operate
    @Goon
    @Display("I'm afraid I can't do that by myself. I'm not a
surgeon!")
  Endif
Return
Procedure P49 !bureau du directeur
  If (Verbe%=1 Or Verbe%=78 Or Verbe%=75) And Nom1%=150 !get phone
    @Goon
    @Display("Right when I'm seizing the phone, it began to ring. A voice
whispers: NEWGATE-BIRD.")
  Endif
Return
Procedure P50 !rue
  If (Verbe%=23 Or Verbe%=45) And Nom1%=45 !enter taxi
    @Numima(51)
    @Chargeimage
    @Goon

```

```

If Verbe%=14 And Nom1%=11 !give bone
  If Nom2%=60 !to dog
    @Goon2
  Else
    @Goon
  Endif
  If To%(11)=100
    To%(11)=0
    Dec Nbinv
    @Display("Pfff!The dog is calm now, and the way is free!")
    @Transobj(35)
    @Numima(35)
    @Chargeimage
  Else
    @Display("But I don't have it!")
  Endif
Endif
Return
Procedure P36 !cabane (cloture électrifiée)
  If Verbe%=20 And Nom1%=163 !climb fence
    @Goon
    If Switch!
      @Display("Good job, you're smart.")
      Sorties%(7,36)=3
      Sorties%(6,36)=37
      @Actsortie
    Else
      @Display("BZZZ!!!The electrified fence is still on.I'm dead...")
      @Numima(56)
      @Chargeimage
    Endif
  Endif
  If Verbe%=16 And Nom1%=163 !open fence
    @Display("The fence is locked.")
    @Goon
  Endif
Return
Procedure P39 !garde
  If Verbe%=109 And Roupillon! !Napoleon
    @Display("All right kid, go on...Thanks to the darkness the guard has took me for the crazy-man.")
    Sorties%(7,39)=2
    Sorties%(6,39)=40
    @Actsortie
    @Goon
  Endif
Return
Procedure P41 !entrepot
  If Verbe%=55 And Nom1%=147 And Tonov! And Not Tonovid! !taste powder
    @Display("There's an awful stinking powder in the barrel.")
    @Goon
  Endif
  If Verbe%=30 And Nom1%=253 And Not Tonovid! !empty barrel
    If Tonov!
      If Nom2%=186 !in the sewer
        Tonovid!=True
        @Display("It's quite empty now.")
        @Goon2
      Else
        @Display("Aaarghh!!I'm choking because of the toxic powder... I'm dead...")
        @Numima(56)
    Endif
  Endif

```

```

    @Display("It can be open with the code.")
  Endif
Return
Procedure P27 !escalier
  If Verbe%=16 !open
    If Nom2%=113
      @Goon2
    Else
      @Goon
    Endif
    If To%(113)=100
      @Display("The little key opens the door.")
      Sorties%(6,27)=28
      Sorties%(7,27)=5
      @Actsortie
    Endif
  Endif
Return
Procedure P28 !armoire, grenade...
  If (Verbe%=18 Or Verbe%=19) And Nom1%=35 !push dresser
    Arpouss!=True
    To%(228)=28
    @Actobj
    @Display("The dresser is pushed and now I can see the wall.")
    @Goon
  Endif
  If (Verbe%=85 Or Verbe%=55) And Nom1%=228 And Arpouss! !sound wall
    @Display("It sounds empty...")
    @Goon
  Endif
  If Verbe%=2 And Nom1%=81 And Nom2%=228 And To%(81)=100 !throw grenade on
wall
    @Goon2
    If To%(143)=0
      @Display("It can't explode: you forgot something...")
    Else
      If Arpouss!
        To%(81)=0
        Dec Nbinv%
        Sorties%(6,28)=33
        Sorties%(7,28)=5
        @Display("BAAAOUM!!!You blew it up! I can see a new exit.")
        @Actsortie
        @Actinv
      Else
        @Display("Sorry, I don't want to die just now.")
      Endif
    Endif
  Endif
Return
Procedure P29 !bateau pneumatique
  If Verbe%=29 And Nom1%=181
    @Display("I can't do that: the rubber is too thick.")
    @Goon
  Endif
  If Verbe%=16 And Nom1%=227
    @Display("I can't: it seems to be stuck")
    @Goon
  Endif
  If (Verbe%=1 Or Verbe%=18 Or Verbe%=19) And Nom1%=181
    @Display("It wouldn't pass through the doorway: it's much too wide!")
    @Goon

```

```

    @Goon
Endif
If (Verbe%=23 And Nom1%=213) Or Verbe%=9 !enter trap-door
    @Goon
    If Trapouverte!
        @Numima(98)
        @Display("I'm faaaaling!!!")
    Else
        @Display("Sorry, you've forgotten to do something.")
    Endif
Endif
Return
Procedure P17 !Napo
If Uniforme%=0
    @Display("Very shocked by my birthday-suit, he refuses me to stay any
longer!")
    @Numima(16)
    @Goon
Else
    If Verbe%=14 And Nom1%=132 And To%(132)=100
        Journald!=True
        @Actimage(18)
        To%(113)=100
        To%(132)=0
        @Display("Watch out! He's going crazy, and throwing a key at me and
shouting that he's NAPOLEON!")
        @Actinv
        @Goon
    Endif
    If (Verbe%=18 Or Verbe%=103) And Nom1%=105 !push interrupter
        If Not Journald!
            @Display("He won't let me do that.")
        Else
            Switch!=True
            @Display("The power is cut now.")
        Endif
        @Goon
    Endif
Endif
Return
Procedure P19 !armoire
If Verbe%=16 And Nom1%=235 !open wardrobe
    @Goon
    If Armouverte!
        @Display("It's already open.")
    Else
        Armouverte!=True
        To%(11)=19
        To%(177)=19
        @Actimage(20)
    Endif
Endif
If Verbe%=4 Or Verbe%=5 Or Verbe%=10
    @Display("I close the wardrobe then go "+Verbe$)
    To%(177)=0
Endif
Return
Procedure P21 !trappes ouvertes
If (Verbe%=94 Or Verbe%=17) And Nom1%=215 !lash torch
    If Nom2%=230
        @Goon2

```

```

        Endif
    Endif
Endif
Next I%
Downlift!=Dummy%>Ligobj%*4+12
If Downlift!
    Defline ,4,0,1
    Line 167,57,167,104
    Defline ,1,0,0
Endif
Return
Procedure Numima(Num%)
    Numima%=Num%
    Visi!(Num%)=True
Return
Procedure Actsortie
    @Menus.gris(39,-(Sorties%(0,Numima%)<>0 Or Sorties%(7,Numima%)=1))
    @Menus.gris(42,-(Sorties%(1,Numima%)<>0 Or Sorties%(7,Numima%)=2))
    @Menus.gris(41,-(Sorties%(2,Numima%)<>0 Or Sorties%(7,Numima%)=3))
    @Menus.gris(40,-(Sorties%(3,Numima%)<>0 Or Sorties%(7,Numima%)=4))
    @Menus.gris(43,-(Sorties%(4,Numima%)<>0 Or Sorties%(7,Numima%)=5))
    @Menus.gris(44,-(Sorties%(5,Numima%)<>0 Or Sorties%(7,Numima%)=6))
Return
Procedure Sprog
    On Numima% Gosub
P1,P1,P1,D,D,D,P7,D,P9,D,D,D,D,P15,D,P17,D,P19,D,P21,P22,P23,D,P25,D,P27,
P28,P29,D,D,P32,P33,P34,D,P36,D,D,P39,D,P41,P42,P43,P44,P45,D,P47,P48,P49,P
29,D,D,P32,P33,P34,D,P36,D,D,P39,D,P41,P42,P43,P44,P45,D,P47,P48,P49,P50,P5
1,D,P53,D,D,D,D,P58,D,P60,D,P62,D,P64,D,D,P67,D
    On Numima%-70 Gosub
P69,P70,P71,P72,P73,P74,P75,P76,P77,P78,D,D,P81,P82,D,D,P85,D,D,D,D,P90,D,P
92,P93,P94,P95,P96,D,P98
Return
Procedure P1 !cachot
    If Verbe%=3 And Nom1%=228 And Not Bbb! !Look Wall
        @Display("I can see a loose brick.")
        Bbb!=True
        To%(7)=1 !brique
        @Actobj
        @Goon
    Endif
    If Verbe%=23 And Not Gardla!
        @Display("I'm afraid the door is locked.")
        @Goon
    Endif
    If Verbe%=24 And Nom1%=32 And Uniforme%=0 And Gardass! !undress cook
        Uniforme%=1
        @Display("I found a key and a bill.")
        @Transobj(4)
        @Numima(4)
        @Chargeimage
        @Goon
    Endif
    If Verbe%=22 And Not Gardla! !call
        @Display("I hear footsteps outside...")
        @Waitkey
        Gardla!=True
        @Actimage(2)
        To%(32)=1 !cook
        @Actobj
        @Goon
    Endif

```

```

Local Nbclic%, Mx%, My%, L%, A%, Drop!
Nbclic%=Menu(15)
Mx%=Menu(10)
My%=Menu(11)
Fin!=Menu(12)=3
Repeat
Until Mousek=0
A%=Len(A$)
L%=0
Drop!=My%>=109 And My%<=140
If Drop!
    L%=Inv%(Mx% Div 32)
Endif
If Mx%>191 And My%>10 And My%<107
    L%=Obj%(((Mx%-192) Div 32)+4*((My%-10) Div 32))
Endif
If Mx%<174 And Mx%>160
    If My%<57 And My%>10 And Uplift!
        Dec Ligobj%
        @Actobj2
    Endif
    If My%>57 And My%<106 And Downlift!
        Inc Ligobj%
        @Actobj2
    Endif
Endif
If My%>167
    Mx%=(Mx% Div 8)+40*((My%-168) Div 8)+1
    If A%+2>Mx%
        @Curseur(Mx%)
    Else
        @Curseur(A%+1)
    Endif
Endif
If L%
    Mx%=Nomss%(L%-1)
    My%=Mx%+1
    While Mid$(Nomss$, My%, 1)<"a"
        Inc My%
    Wend
    K$=Upper$(Mid$(Nomss$, Mx%+1, My%-Mx%))+"" "
    If A%=0 And Nbclic%=1
        K$="LOOK "+K$
    Else
        If Nbclic%=2
            If Drop!
                K$="DROP "+K$
            Else
                K$="TAKE "+K$
            Endif
        Endif
        @Action
        Fin!=A%=0
    Endif
Return
Procedure Actobj2
    @Menu.bar(0)
    Put 0,11,Savescreen$
    @Actobj
    Get 0,11,319,147,Savescreen$
    @Menu.bar(1)

```

```

If Debut!
  Debut!=False
  Void Xbios(21,0)
  Deffill 0,1
  Color 0
  Pbox 0,149,319,199
  Deffill 1,1
  Color 1
  Void Xbios(21,1)
Endif
Return
Procedure Analyse
  Debutana!=True
  If Not All!
    While A$<> ""
      Espace%=0
      Repeat
        Inc Espace%
        Exit If Espace%>Len(A$)
        Dum$=Mid$(A$,Espace%+1,1)
        Until Dum$=" " Or Dum$="'" Or Dum$=". " Or Dum$=", " Or Dum$=? " Or
Dum$="! "
      Dum$=Mid$(A$,1,Espace%-1)+Chr$(Asc(Mid$(A$,Espace%,1))+32)
      If Dum$="ALL" Or Dum$="EVERYTHING" Or Dum$="ANYTHING"
        All!=True
        Allobj%=0
      Endif
      If Dum$="It" Or Dum$="THEM"
        If Nom1%=0
          Nom1%=It%
        Else
          Nom2%=It%
        Endif
      Endif
      Dum%=0
      Repeat
        Dum%=Instr(Dum%+1,Verbes$,Dum$)
        Exit If Dum%<=1
      Until Mid$(Verbes$,Dum%-1,1)>="a"
      Exit If Dum%<>0 And Verbe%<>0 And Not Debutana!
      If Dum%<>0
        I%=0
        Repeat
          Inc I%
        Until Verbes%(I%-1)<Dum% And Verbes%(I%)>=Dum%
        Verbe%=I%
        Verbe$=Upper$(Dum$)
        Debutana!=False
        All!=False
      Else
        Repeat
          Dum%=Instr(Dum%+1,Noms$,Dum$)
          Exit If Dum%<=1
        Until Mid$(Noms$,Dum%-1,1)>="a"
        If Dum%<>0
          I%=0
          Repeat
            Inc I%
          Until Noms%(I%-1)<Dum% And Noms%(I%)>Dum%
        Debutana!=False
        If Nom1%=0
          Nom1%=I%
        Endif
      Endif
    Endwhile
  Endif
Endprocedure

```

```

Lpoke Addrin,Varptr(Nom$)
Gemsys 110
Return
Procedure Rsrc.gaddr(Arbre)
  Dpoke Gintin,0
  Dpoke Gintin+2,Arbre
  Gemsys 112
  Adr%=Lpeek(Addressout)
Return
Procedure Menu.bar(A%)
  Dpoke Gintin,A%
  Lpoke Addrin,Adr%
  Gemsys 30
Return
Procedure Rsrc.free
  Gemsys 111
Return
Procedure Menu.off
  For I%=3 To 6
    Lpoke Addrin,Adr%
    Dpoke Gintin,I%
    Dpoke Gintin+2,1
    Gemsys 33
  Next I%
Return
Procedure Menus.gris(A%,On%)
  Lpoke Addrin,Adr%
  Dpoke Gintin,A%
  Dpoke Gintin+2,On%
  Gemsys 32
Return
Procedure Vocabulaire
  Grosmots$=Space$(458)
  Noms$=Space$(2924)
  Verbes$=Space$(3054)
  Bload "grosmots.voc",Varptr(Grosmots$)
  Bload "noms.voc",Varptr(Noms$)
  Bload "verbes.voc",Varptr(Verbes$)
  Bload "verbes.tab",Lpeek(Arrptr(Verbes%))+4
  Bload "noms.tab",Lpeek(Arrptr(Noms%))+4
  Bload "sorties.tab",Lpeek(Arrptr(Sorties%))+8
  Bload "face.tab",Lpeek(Arrptr(Face%))+4
  Bload "po.tab",Lpeek(Arrptr(Po%))+4
  Verbes%(109)=32767
  Noms%(253)=32767
  Open "i",#1,"free.txt"
  For I%=1 To 376
    Line Input #1,Text$(I%)
  Next I%
  Close #1
  Open "i",#1,"help.doc"
  For I%=1 To 96
    Line Input #1,Help$(I%)
  Next I%
  Close #1
  Open "i",#1,"room.doc"
  For I%=1 To 96
    Line Input #1,Room$(I%)
  Next I%
  Close #1
Return
Procedure Newgame

```

```
Procedure Help
  K$="HELP "
  @Action
  Fin!=A%=0
Return
Procedure Action
  If Cu%+Len(K$)<=A%
    Mid$(A$,Cu%,Len(K$))=K$
    Cu%=Cu%+Len(K$)
  Else
    If Cu%+Len(K$)<161
      A$=Left$(A$,Cu%-1)+K$
      Cu%=Cu%+Len(K$)
    Endif
  Endif
  @Affa
Return
Procedure Take
  K$="TAKE "
  @Action
Return
Procedure Drop
  K$="DROP "
  @Action
Return
Procedure Look
  K$="LOOK "
  @Action
Return
Procedure Look_room
  K$="ROOM "
  @Action
  Fin!=A%=0
Return
Procedure Give
  K$="GIVE "
  @Action
Return
Procedure Open
  K$="OPEN "
  @Action
Return
Procedure Hit
  K$="HIT "
  @Action
Return
Procedure Push
  K$="PUSH "
  @Action
Return
Procedure Pull
  K$="PULL "
  @Action
Return
Procedure Undress
  K$="UNDRESS "
  @Action
Return
Procedure Climb
  K$="CLIMB "
  @Action
Return
```

```

Endif
If A2%=80 And Cu%+38<Len(A$)
    @Curseur(Cu%+40)
Endif
If A2%=72 And Cu%>40
    @Curseur(Cu%-40)
Endif
If A2%=71
    @Curseur(1)
Endif
If A%=8 And Cul%>0
    If Cu%<=Len(A$)
        Mid$(A$, Cul%, 1)=" "
    Else
        A$=Left$(A$, Cul%-1)
    Endif
    Dec Cu%
    @Affa
Endif
If A%=127 And Len(A$)>0 And Cul%<Len(A$)
    A$=Mid$(A$, 1, Cu%-1)+Mid$(A$, Cu%+1, Len(A$)-Cu%)
    @Affa
Endif
If A2%=82 And Cul%<Len(A$) And Len(A$)<159
    A$=Mid$(A$, 1, Cu%-1)+" "+Mid$(A$, Cu%, Len(A$)-Cu%+1)
    @Affa
Endif
B%=Instr(Cu%+1, A$, " ")
If A2%=119
    Clr A$
    Cu%=1
    @Affa
Endif
If A2%=116
    If B%
        @Curseur(B%)
    Else
        @Curseur(Len(A$)+1)
    Endif
Endif
Clr D%
While D%<Cu%
    C%=D%
    D%=Instr(D%+1, A$, " ")
    Exit If D%=0 Or D%>=Cu%
Wend
If A2%=115
    If C%
        @Curseur(C%)
    Else
        @Curseur(1)
    Endif
Endif
If A%=31
    If B%
        A$=Mid$(A$, 1, Cu%-1)+Mid$(A$, B%, Len(A$)-B%+1)
    Else
        A$=Mid$(A$, 1, Cu%-1)
    Endif
    @Affa
Endif
Endif

```

' F.R.E.E. Version ST 1.0A 17.6.89

Dim

Ecranx%(10), Ecrany%(10), Func\$(10), Sorties%(7,99), Visi!(99), Colca%(99), Li%(99), To%(253), Sato%(253), Sasup%(1,99), Savisi!(99), Po%(253), Desc\$(253), He%, To%(253), Sato%(253), Sasup%(1,99), Savisi!(99), Po%(253), Desc\$(253), Help\$(99), Room\$(99), Face%(99), Verbes%(109), Noms%(253), Text\$(376), Inv%(9)

Dim Obj%(11)

Data 319,107,TAKE ,161,107,DROP ,161,57,MAP ,173,57,SAVE ,173,10,LOAD ,161,10,LOOK ,161,57,ROOM ,173,57,GIVE ,173,107,OPEN ,0,107,ALL ,0,10, Locobj:

Data

7,9,14,23,83,1,0,4,15,15,0,33,42,43,52,60,64,67,68,68,69,69,80,70,0,71,0,85

Data

92,95,95,0,88,64,28,23,23,0,30,66,0,39,39,41,50,67,68,70,71,73,73,74,82,89

Data

37,56,49,70,0,34,45,51,63,74,74,83,43,80,0,11,56,35,39,47,65,72,73,83,83,9

Data

14,14,56,35,37,39,59,78,80,0,94,9,16,67,14,83,56,44,44,50,54,80,93,95,17,0

Data

94,79,92,94,4,0,0,23,37,47,81,89,0,17,13,29,32,67,68,72,75,74,0,96,1,15,53

Data

55,47,48,73,1,1,10,21,0,0,25,42,42,0,41,47,49,61,62,72,76,80,74,79,0,95,87

Data

0,33,36,80,83,4,9,9,14,14,45,14,96,56,56,0,33,96,0,29,31,31,32,0,41,48,48

Data

49,50,50,0,0,60,61,62,67,71,71,75,76,73,77,79,84,84,85,85,89,6,11,11,15,67

Data

21,32,35,36,37,37,38,73,92,74,83,83,29,1,11,14,9,23,98,98,19,23,0,12,31,37

Data 41,47,47,73,83,95,43,49,0,0,0,0,41

Gag:

Data ' F.R.E.E. Funny Risky Evil Escape,' Programmed by Bertrand Le Roy,'

Scenario by Fabien Royer,' Pictures by Anne Royer (some pictures were directly inspired from the ones

Data ' that Thierry Gauthey and Jacques Raynal drew for the 8-bit French version.),' The game was entirely written in GFA basic (just for the fun of

it: it seemed,' a strange idea. That's why I've done it.)

Data ' The Ray-tracing program was written in OSS Pascal (It's an enhanced version,' of a Turbo Pascal program written by my friend Lionel Maugis),' The scrolling is in machine language..," Anne drew the (superb) pictures with Degas Elite.

Data '' Fabien wrote the scenario with a pencil and an eraser. (on paper, yes!),' I originally wrote the program in pure and beautiful assembly language for,' the ATARI 8-bit. A little too late. SNIRF! I was so proud of

it! I wrote it

Data ' in 1986. It was the very first adventure game to include an automatic mapping," system (as far as I know,to include a map at all) and ultra-rapid RAM-savings"

Data ' Hey! Wait a minute! What are you doing here? This is the source code!,' Get out of here

!,@Rsrc.load("free.rsc"),@Rsrc.gaddr(0),Screen%=xbios(2),Repeat

Void Xbios(21,3)

Print At(1,22);

Reserve Fre(0)-10000

@Rsrc.load("free.rsc")

@Rsrc.gaddr(0)

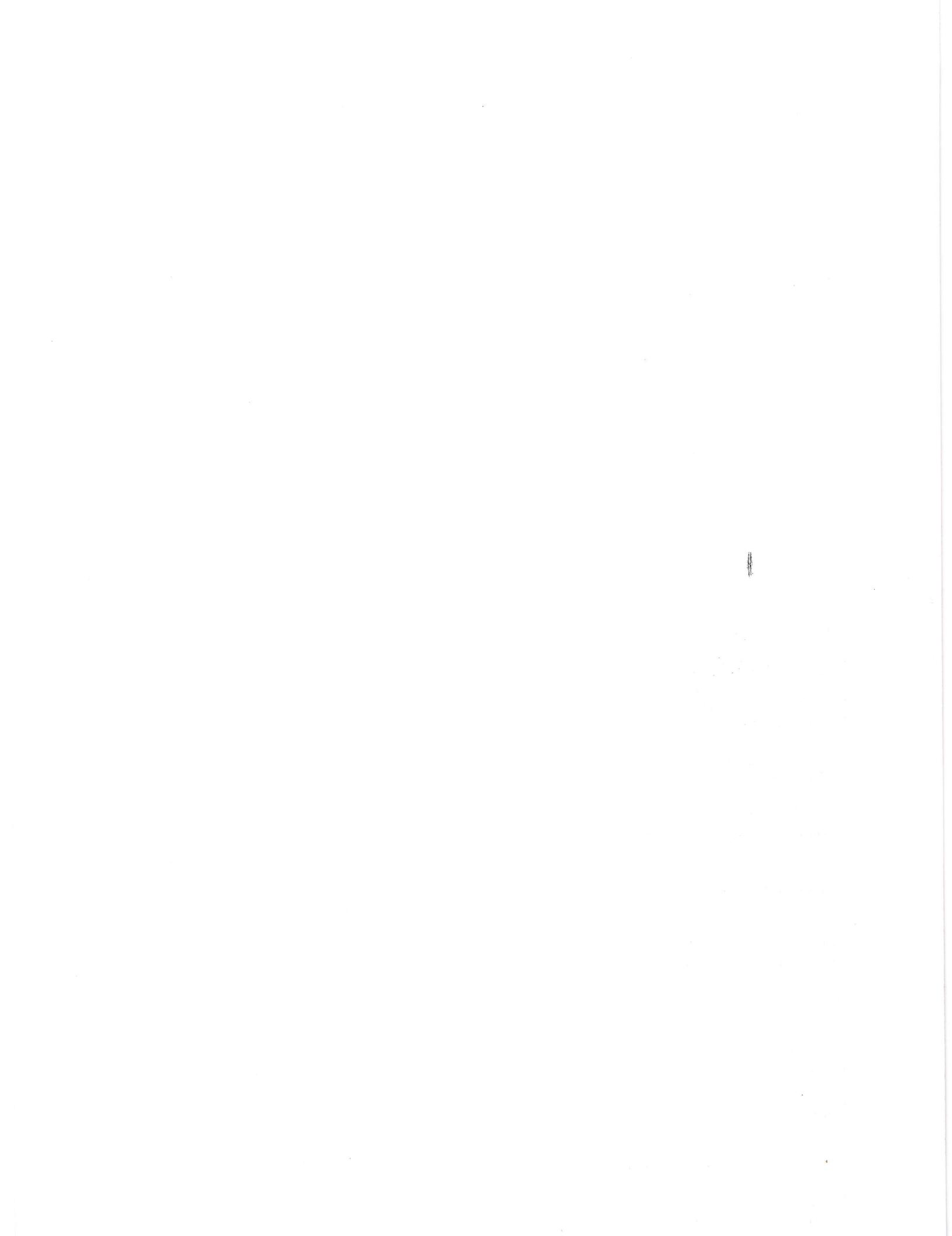
@Vocabulaire

On Break Gosub Colrest

For #I%=0 To 10

Read Ecranx%(I%),Ecrany%(I%),Func\$(I%)

Re
P



EASE1
ELECTRIC-LAMP
FLUSH
FIRE FLAME FLAMES
FLOWER FLOWERS
FENCE
FEET FOOT
FRESCo PAINTING-IN-FRESCo
FIREPLACE
FRIDGE
FORK PITCH-FORK
FRAME
GRINDER
GRENADE BOMB
GUn REVOLVER PISTOL
GLOVES GLOVE
GRASS LAWN
GAS-CYLINDER
GUARD
GATE
GIRL DOLL MAID WOMAN
GAS
GENIUS TROLL SPIRIT GHOST HOBGOBELIn SPRITE GNOMe ELF
GYROPILOT
HAMMER
HALL
HAND-BASIN
HALBERD SPEAr LANCe HARPOOn
HAT /TOP-HAT
HARBOr HARBOUR
HIGH-GATE
HOSPITAL
HEARTS HEART
OWL (BOWL?) (HORN?)
HELICOPTER GYROPLANe
SHED HUT SHACK
INTERRUPTer
ILL-MAn
INSTRUMENT-PANEL DASHBOARD
JEWELS JEWEL
JUG PITCHer
JOYSTICK CONTROL-COLUMn
KEY
KNIFE HANGER
LITTLE-KEY
LAMP
LAWN-MOWER
TICKET TAG DOCKET
OIL-LAMP
LITTLE-EYES
MEAL-TRAY TRAY MEAL PLATE
MAD-MAn
MASTERPIEcE
MATCHES
ROUND-MIRROR / MIRROR
MOUSE
MATCH
MONA-LISA JOCONDe
SCREEen MONITOR
MAGIC-WAND
MUD CLAy
NOTE

SPLIT CRACK CHINK CLEFT CREVICe SLIT
CRANNy
SIDEBOARd
SORCEREr WITCH ENCHANTER MAGICIAAn WIZARD
SARCOPHAGUS
STALACTITe
STALAGMITE
SEAt
SWITCh
SHACKL e FETTER
TUNNEl
TOILEt
TOILET-PAPER
TRAP-DOOr
TOWEL TOWELS
TORCH CANDLE
TESTER-BED
TREe
TOOLSHED
ROOF/TILEs TILE
TREES FOREST WOOD
TOOTH-PICK
TAp FAUCET
TRANSLATOr
TRUNK CHESt CASE
UMBRELLa
VALVe AIR-VALVe
WALL
WASHBASIn BASIn LAVATORY-BASIn
WHIp LASH-ROPe
WORKBENCH
WRITING-TABLE BUREAU STUDY
WINe
WINE-VAT
WARDROBe CLOTHES-PRESS HANGING-WARDROBe HANGING-CLOTHES-PRESS
WALL-PAPER
WINDOW GLASS PANe
WORK-OF-ART
LIFEBOOy WATER-WING
WATERING-CAn
WARNING
STRETCHER/AMBULANCE-WAGOn WAGGOOn WAGOn
WASHING-MACHINE
WHEEL
WAVES
CONTAINER CAn
YIN-YANG
1ST-PIECE-OF-WAND
2ND-PIECE-OF-WAND
3RD-PIECE-OF-WAND
4TH-PIECE-OF-WAND
BARREL