

SURGEOn DOCTOR
VEI1 MODEST
OPERATOR OPERATION-TABLE
OVEn
PRISON-BARs
PILLOW
PLANT PIT TRAp ABYSS
SAFETY-PIn ???CHE-PIn PIn
PAINTING PAINTINGS
PONTOOn
LIGHT-HOUSE BEACOn BEACON-LIGHT
POWDEr
PIPEs PIPE
PANE1
PHONe TELEPHONe
POND
PATIENT
PIANO GRAND-PIANO BABY-GRAND-PIANO
PENTAGRAm PENTACLE
PHIAL
POSTEr
PHARAOh
POP-GUN
PALM-TREE COCONUT-PALM
ASHEs PILE-OF-ASHES
ROPe
RINg
RAILINGS BARRIER
FLASK
ROCKING-CHAIR
SOCKs
METAL-SAw
SCREWDRIVEr
SCISSORs
SHIELd
SWORD
SEA OCEAn
SUIT-OF-ARMOUR
SABRe
CUTLASS
SUIT
STICK
SKELETON LYING-SKELETON SMILING-SKELETON
SAFE
RAFT LIFE-RAFT
SNEAKERs SHOEs BOOTs
SAILS SAI1
SHEETs SHEET BEDCOVER
SPIDER
SEWER SEWAGE SINK
SCANNER SEARCHLIGHT
SHELVES SHELF
STREET-LAMP LAMP-POST
SIDE-WALK PAVEMENT
SCALPE1
SURGEON-GOWn
STONEs STONE PEBBLE ROCK ROCKs BOULDER
SWAn DUCK DUCKs
SERVANT DOMESTIC MAN-SERVANT HOUSE-MAId MAID-SERVANT
SOAP CAKE-OF-SOAp
SOAP-BAL1
SOFa CHESTERFIELD

NOMS

ARMoured-DOOr
ANvI1
AXe
ARM-CHAIR
AIR-CHAMBER
BED
BRICK
BANK-NOTE MONEY CASH BUCK DOLLAR POUNDS POUND
BILLIARD-TABLE
BILLIARD-BALLS
BONe
BARs
BOAt SHIp VESSEL
BILL
IRON-BED
BEL1 DOOR-BEL1
BUNCH TUFT VASE POT CLUSTER FLOWERPOT
BATH-TUB BATH TUB
BROOm
BUCKET
BOOKs BOOK / BOOK-SHELVes
SPELL-BOOK
BANISTERs
BUTTON
BLIND ROLLER-BLIND SPRING-BLIND
OLD-BOOK
BULb
LOAF-OF-BREAd
BARQUE
BEACH
SHORE
COOk MAn BODY
CELL
CHAIR
DRESSER
CURTAIn CURTAINS
CHEST-OF-DRAWERS DRAWER
ENGRAVINGS
BIG-CLOCK
CANDLESTICK
LId / CAP
CIGARETTe
CRATEs CRATE
CAB TAXI
CARPET / CLOTh RAG
CELLAR-FLAP
CAT KITTEn
COOKERY-BOOK
OVEn
COMPUTER
BOx CASKET COFFER RECEPTACLE
CONVICT PRISONER
CRADLe COT PRAm BASKET-COT
DEVIL NICK OLD-NICK SATAn DEMOn FIEND IMP
DESk
DRAWING
DIALS
DOg DRAGOn MONSTER
DOCKER
TAXI-DRIVER DRIVER
DEAD-BODY DEAD-MAn
DRIVE / DISK DISKS

```

/* F.R.E.E. Version ST 1.1CA   6/12/93 */
/* programme par B.Le Roy          */

#include <stdio.h>

/* constantes numérotant les pièces, les objets et les verbes */

#define nb_pieces 102
#define nb_noms 253

enum { cachot = 1, garde_bouffe, garde_assomme, garde_nu,
corridor, tunnel, porte_blindee, escalier_ss_sol,
atelier, porte_wc, wc, porte_billard,
porte_armurerie, armurerie, billard, hall,
napo_calme, napo_napo, armoire, armoire_ouverte,
torches_ouv, torches_fer, bureau, bureau_ouvert,
gallerie, coffre_fort, porte_1er, armoire_1er,
bateau_pneu, horloge, debarris, grand_lit,
pass_secret, chien_fou, chien_cool, grillage,
cabane_outils, bois, garde, entree_hangar,
hangar, ponton, entrepot, port,
docker, noyade, hall_hopital, salle_operations,
bureau_hop, hep_taxi, dans_taxi, chambre_hop,
chambre_infirmiere, infirmiere, voile, enfer,
punition, taxi_arrive, newgate_bird, entree_new,
etang, malade, malade_mort, chambre,
escalier, quatre_portes, salle_de_bains, balais,
bibliotheque, trappe, salon, fumoir,
cuisine, ordinateur, musee, pentacle,
sorcier, yeux, tombeau, laboratoire,
lampe_aladdin, tresor, cave, caverne,
cellule, garde_fort, garde_vapeur, ext_cellule,
ext_gogol, gogol, ext_cell_3, cell_3,
helicoptere, cockpit, ile, hutte,
ieu, cuve_vin, dessin_fou, objet_fou,
fin, monstre };

enum { arm_door = 1, anvil, axe, arm_chair, air_chamber,
};

/* Structure définissant une pièce */
/* un pointeur sur le nom de la piece, la pièce vers laquelle mène chaque sortie
*/
/* (0 = pas de sortie), un endroit où stocker l'état de la piece pour savoir si
*/
/* on la met sur la carte ou pas, les coordonnées sur la carte, un pointeur sur
*/
/* la description de la pièce (affichée par ROOM), un pointeur sur l'aide pour *
*/
/* cette pièce. */

struct piece { char *nom;

    int nord;
    int sud;
    int est;
    int ouest;
    int haut;
    int bas;

    int visitee;

    int ligne;
    int colonne;

    char *description;
}

```

```

    char *aide; }

/* Structure d'un mot */
/* un pointeur sur la chaine synonyme, et le numéro de l'objet ou du verbe correspondant */

struct mot { char *synonyme;
            int sens; }

/* Structure d'un objet */
/* le numéro de la pièce dans laquelle l'objet se trouve (0 = nulle part, -1 = dans *)
/* l'inventaire), la pièce dans laquelle il se trouve au début d'une partie, un pointeur */
/* sur la description de l'objet, un autre sur une deuxième description donnée si état */
/* est dans l'état TRUE, l'état, justement, un pointeur sur le synonyme principal, celui */
/* qui s'affichera quand on passe sur l'icone, un pointeur sur la chaine affichée si on */
/* essaie de prendre l'objet (" si on peut le prendre) */

struct objet { int piece;
               int piece_debut;
               char *description;
               char *descript_bis;
               int etat;
               char *mots;
               char *prends; }

/* excuses pour ne pas prendre un objet */

char *pr_lourd = "That's too heavy";
char *pr_non = "I won't be allowed to take the %s.";
char *pr_vole = "Sorry, I refuse to steal the %s.";
char *pr_colle = "It's somehow stuck, nailed, soldered or screwed.";
char *pr_concept = "Strange concept !?";
char *pr_catch = "I can't even catch it !";
char *pr_guerre = "I fear this mighty warrior won't let me take the %s.";
char *pr_loin = "It's too far away.";

/* descriptions des pieces */

struct piece pieces[nb_pieces] = {

    "Cell",0,0,0,0,0,0, 0,0,
    "It's a wet and untidy cell.", "Look at everything.",

    "",0,0,0,0,0,0,0,0,"","","",
    "",0,0,0,0,0,0,0,0,"","","",

    "Open cell",0,0,0,0,0,0, 0,0,
    "The cell door is open.", "",

    "Corridor",0,0,0,0,0,0, 0,1,
    "I'm at the end of the corridor, just in front of the cell.", "",

    "Tunnel",0,0,0,0,0,0, 1,1,
    "Maybe I should enter.", "",

    "Armoured door",0,0,0,0,0,0, 2,1,
    "I'm facing the door.", "What would one use to unlock a door ?",

    "Stairs",0,0,0,0,0,0, 3,1,
    "You've got many exits here.", "",

};

```

"Workshop",0,0,0,0,0,0, 1,0,
"There are a few tools.", "I'll need something sharp.",

"Corridor",0,0,0,0,0,0, 3,2,
"I'm in front of another door.", "",

"Lavatory",0,0,0,0,0,0, 3,3,
"Look at the litho of Napoleon.", "Don't be afraid to peep inside.",

"Corridor",0,0,0,0,0,0, 2,2,
"I'm in the middle of the corridor.", "",

"Corridor",0,0,0,0,0,0, 1,2,
"I'm at the north end of the corridor.", "",

"Armoury",0,0,0,0,0,0, 1,3,
"I can see a splendid suit of armour.", "You might need a powerful explosive.",

"Billiard room",0,0,0,0,0,0, 2,3,
"I'm in the billiard-room.", "Don't be too nosy.",

"hall",0,0,0,0,0,0, 2,1,
"I'm standing in the hall of the house.", "Are you kidding",

"Mad man",0,0,0,0,0,0, 3,1,
"Don't be afraid, he won't bite you ! (but I'm afraid he may bite ME)",
"Lonesome people often enjoy reading.",

"",0,0,0,0,0,0, 0,0,"","","",

"Wardrobe",0,0,0,0,0,0, 2,2,
"I'm standing in front of a wardrobe.", "Are you already bored ?",

"",0,0,0,0,0,0, 0,0,"","","",

"Pit",0,0,0,0,0,0, 2,3,
"I'm on the border of a deepless pit !", "Try to reach the torch.",

"Closed pit",0,0,0,0,0,0, 2,3,
"I'm right between two doors.", "",

"Den",0,0,0,0,0,0, 3,3,
"I'm in the den.",
"Don't just peer at objects. Look inside them, behind them, underneath them...",

"",0,0,0,0,0,0, 0,0,"","","",

"Art gallery",0,0,0,0,0,0, 1,3,
"I'm in an art-gallery.", "The code is in three parts.",

"",0,0,0,0,0,0, 0,0,"","","",

"Flight of stairs",0,0,0,0,0,0, 2,1,
"I'm in front of a solid door.", "I may need a very little key to open this door.",

"Second floor",0,0,0,0,0,0, 2,1,
"I'm on the second floor.",
"It's time for you to think about explosives. Mind the SAFETY-PIN... ",

"Raft",0,0,0,0,0,0, 2,2,
"I like the raft.", "There's a raft here.",

"Grandfather clock",0,0,0,0,0,0, 2,0,
"I'm in front of a grandfather clock.", "I'm sure you can manage by yourse lf.",

"Riddance room",0,0,0,0,0,0, 1,1,
"I'm in the riddance room.", "Think about your feet...",

"Bedroom",0,0,0,0,0,0, 3,1,
"I'm standing close to a tester-bed.",
"I've never seen such an appealing bed before. (nor such an appalling pla yer)",

"Secret attic",0,0,0,0,0,0, 2,2,
"I'm in a secret attic.",
"I'll need a ROPE, a sharp METALSAW, and SNEAKERS to escape.",

"Mad dog",0,0,0,0,0,0, 0,0,
"I'm about to be torn to pieces by this mad dog ! The rope is out of reac h !",
"Give him something to eat before he eats me ! (Please !)",

"Dog",0,0,0,0,0,0, 0,0,
"How nice he is now !", "Keep going on !",

"Railings",0,0,0,0,0,0, 0,1,
"I'm facing very high iron railings.", "Watch out, you risk an electric sh ock.",

"Toolshed",0,0,0,0,0,0, 0,2,
"I'm inside the toolshed.", "Give me time to catch my breath.",

"Wood",0,0,0,0,0,0, 1,1,
"I'm in a wood.", "Go ahead!",

"Guard",0,0,0,0,0,0, 2,1,
"I'm standing in front of a suspicious guard asking for my identification .",
"Remember what the crazy-man said. Darkness might help me...",

"Outside the park",0,0,0,0,0,0, 3,1,
"Off, in the distance, there's the sea. For instance, I'm standing near a ware-house.",
"No help is necessary now.",

"Warehouse",0,0,0,0,0,0, 3,2,
"I'm inside the warehouse.",
"Think about the sewer if you want to get rid of something.",

"Sea",0,0,0,0,0,0, 4,1,
"The landscape is gorgeous.", "Why not enjoy life and admire the landscape ?",

"Warehouse",0,0,0,0,0,0, 1,0,
"I am in another warehouse, in another part of the world.",
"Remember the barrel was closed before the voyage.",

"Harbor",0,0,0,0,0,0, 1,1,
"I am in a small harbor.", "Not now...",

"Muscleman",0,0,0,0,0,0, 1,2,
"I've never seen such a hunk of muscles !", "Why not dive into the sea and drown ?",

" ",0,0,0,0,0,0, 0,0,"","","",

"Hospital",0,0,0,0,0,0, 2,1,

"I am in the hall of the hospital.", "Take a look at that tag.",
"Operating-room", 0,0,0,0,0,0, 2,0,
"I'm in the operating-room.", "If you feel sick, find a nurse.",
"Office", 0,0,0,0,0,0, 2,2,
"Now I'm in the manager's office.", "It happens that common things give clues.",
"Street", 0,0,0,0,0,0, 3,1,
"I am in the street, close to a yellow cab.", "I hate walking.",
"Taxi", 0,0,0,0,0,0, 4,1,
"I'm sitting inside the taxi and the driver is asking me for directions."
"The call will give you the direction.",
"Room", 0,0,0,0,0,0, 1,1,
"I'm in a hospital patient room.", "Go ahead.",
"Nurse", 0,0,0,0,0,0, 0,1,
"There's a nurse, and a scalpel in her pocket.", "I guess she appreciates me.",
" ", 0,0,0,0,0,0, 0,0, "", "",
" ", 0,0,0,0,0,0, 0,0, "", "",
"Hell", 0,0,0,0,0,0, 1,1,
"Welcome in hell. I'm the Old Nick to serve you.", "How ? I'm dead.",
"Punishment", 0,0,0,0,0,0, 1,1,
"You're punished !", "You'll have to APOLOGIZE.",
"Taxi", 0,0,0,0,0,0, 1,0,
"The driver says: 'You're here, man...!',
"You'd better have the exact change or you're going to be in trouble.",
"Newgate-Bird cottage", 0,0,0,0,0,0, 1,1,
"I'm in front of NEWGATE-BIRD's house.", "Let's go on.",
"Entrance", 0,0,0,0,0,0, 1,2,
"I'm standing in front of the house entrance.",
"I don't want to help you now. It's too easy.",
"Pond", 0,0,0,0,0,0, 0,2,
"I can see a black SWAN moving slowly on the pond.", "Call another time!..",
"Bedroom", 0,0,0,0,0,0, 0,0,
"I can see someone in the bed.", "The patient is trying to speak.",
"Bedroom", 0,0,0,0,0,0, 0,0,
"I think the man in the bed is dead.", "Don't stay here!",
"Bedroom", 0,0,0,0,0,0, 0,1,
"I am in a bedroom.", "There's a nice smell here.",
"Flight of stairs", 0,0,0,0,0,0, 1,0,
"I am in front of a flight of stairs.", "I've got nothing to say.",
"Empty room", 0,0,0,0,0,0, 1,1,
"I have four doors around me.", "Are you kidding?",
"Bathroom", 0,0,0,0,0,0, 1,2,
"I am in the bathroom.", "Well, you're in a bathroom ?!",

"Riddance room",0,0,0,0,0,0, 2,0,
"I am in the riddance room.", "Sorry, no clue.",

"Library",0,0,0,0,0,0, 2,1,
"There are books everywhere.", "Don't you feel like reading ?",

"Lobby",0,0,0,0,0,0, 1,3,
"There is a cellar-flap here.", "Look at everything carefully.",

"Living-room",0,0,0,0,0,0, 1,4,
"It's the living-room.", "Please stop disturbing me all the time !",

"Smoking-den",0,0,0,0,0,0, 0,4,
"I'm in the smoking-den.", "You should completely burn the match.",

"Kitchen",0,0,0,0,0,0, 0,3,
"I'm in the kitchen.", "You should open the COOKERY-BOOK.",

"Computer room",0,0,0,0,0,0, 2,3,
"I'm in the computer-room.",
"The program translates any unknown language into English. To translate a sentence, you've just got to type it.",

"Museum",0,0,0,0,0,0, 2,4,
"I'm in some kind of museum.",
"Why are you so sorrowful ? Look at Mona Lisa's face ! I want you to do the same !",

"Gallery",0,0,0,0,0,0, 1,3,
"I'm in an underground gallery.", "You should use the knife as a screwdriver...",

"Wizard",0,0,0,0,0,0, 1,2,"","","",

"Eyes",0,0,0,0,0,0, 0,2,"","","",

"Mortuary room",0,0,0,0,0,0, 1,2,
"I'm in the mortuary room.", "",

"Laboratory",0,0,0,0,0,0, 0,3,
"I'm in a laboratory.", "I'm thirsty !",

"Oil-lamp",0,0,0,0,0,0, 1,4,
"There's an oil-lamp.",
"Think about fairy-tales... Did you ever go to the movies ?",

"Treasure room",0,0,0,0,0,0, 2,3,
"I'm in a treasure-room.", "You should open that casket !",

"Attic",0,0,0,0,0,0, 2,2,
"I'm in a dusty attic.", "",

"Cave",0,0,0,0,0,0, 0,2,
"I'm in a cave.", "",

"Cell",0,0,0,0,0,0, 2,1,
"I'm in a cell.", "The light bulb could hide something.",

"",0,0,0,0,0,0, 0,0,"","","",

"Cell",0,0,0,0,0,0, 2,1,
"The tough guy is now a little pile of ashes !", "",

"Corridor",0,0,0,0,0,0, 2,0,
"You're in front of a cell.", "",

```

"Corridor",0,0,0,0,0,0, 1,0,
"There's somebody in this cell.", "",

"Mad man",0,0,0,0,0,0, 1,1,"","","",

"Corridor",0,0,0,0,0,0, 0,0,
"I'm at the other end of the corridor, in front of the third cell.",
"God helps him who helps himself...",",

"Cell",0,0,0,0,0,0, 0,1,
"I'm in a cell. There's a washbasin (with a TAP).", "Isn't it obvious ?",

"Helicopter",0,0,0,0,0,0, 0,2,
"There's a helicopter.", "",

"Cockpit",0,0,0,0,0,0, 1,2,
"I'm inside the cockpit.", "Do you know how to pilot ?",

"Island",0,0,0,0,0,0, 0,0,
"I'm on a small island.", "There's a hut.", ,

"Hut",0,0,0,0,0,0, 1,0,
"I'm in the hut.", "That sword between the ribs must be painful !",

"God",0,0,0,0,0,0, 0,0,"","","",

"Wine barrel",0,0,0,0,0,0, 2,3,"","","",

" ",0,0,0,0,0,0, 0,0,"","","",

" ",0,0,0,0,0,0, 0,0,"","","You can IMAGINE impossible things.",

" ",0,0,0,0,0,0, 0,0,"","","",

" ",0,0,0,0,0,0, 0,0,"","",""

};

/* tableau et Valeurs de départ des entrées et sorties de chaque pièce */


```

```

struct e_s[pieces] { int nord,sud,est,ouest,haut,bas; };
struct e_s_debut[nb_pieces] { int nord,sud,est,ouest,haut,bas; } = {
0,0,0,0,0,0, /* cachot */
0,0,0,0,0,0, /* garde */
0,0,0,0,0,0, /* garde mort */
0,0,corridor,0,0,0, /* cell ouverte */
0,tunnel,0,garde_nu,0,0, /* corridor */
corridor,porte_blindee,0,atelier,0,0, /* tunnel */
tunnel,0,0,0,0,0, /* porte blindée */
porte_blindee,0,porte_wc,0,hall,0, /* escalier */
0,0,tunnel,0,0,0, /* atelier */
porte_billard,0,wc,escalier_ss_sol,0,0, /* porte wc */
0,0,0,porte_wc,0,0, /* wc */
porte_armurerie,porte_wc,billard,0,0,0, /* porte billard */
0,porte_billard,armurerie,0,0,0, /* porte armurerie */
0,0,0,porte_armurerie,0,0, /* armurerie */
0,0,0,porte_billard,0,0, /* billard */
0,napo_calme,armoire,0,porte_1er,escalier_ss_sol, /* hall */
hall,0,0,0,0,0, /* Napo calme */
0,0,0,0,0,0, /* Napo énervé */
0,0,0,torches_ouv,hall,0,0, /* armoire */
0,0,0,0,0,0, /* armoire ouverte */
0,0,0,0,0,0, /* torches ouverte */
gallerie,bureau,0,armoire,0,0, /* torches fermée */
torches_ouv,0,0,0,0,0, /* bureau */

```



```

0,0,0,0,0,0,
0,0,0,0,0,0,
0,0,0,ext_cellule,0,0,
ext_gogol,0,cellule,0,0,0,
ext_cell_3,ext_cellule,gogol,0,0,0,
0,ext_gogol,cell_3,0,0,0,
vanche */
0,0,0,ext_cell_3,0,0,
cockpit,0,0,0,0,
helicoptere,0,0,0,0,0,
0,hutte,0,0,0,0,
ile,0,0,0,0,0,
0,0,0,0,0,0,
0,0,0,0,0,0,
0,0,0,0,0,0,
0,0,0,0,0,0,
};

/* Vocabulaire: Noms */
/* d'abord, on définit des pointeurs sur les synonymes principaux */
/* car la même chaîne est pointée par le vocabulaire et par la structure de l'objet */
/* En effet, si on clique sur l'icone de l'objet, son nom doit s'afficher. Voilà */
*/

char *arm_door_s = "ARMOURED-DOOR";
char *anvil_s = "ANVIL";
char *axe_s = "AXE";
char *arm_chair_s = "ARM-CHAIR";
char *air_chamber_s = "AIR-CHAMBER";
char *bed_s = "BED";
char *brick_s = "BRICK";
char *bank_note_s = "BANK-NOTE";
char *billiard_s = "BILLIARD-TABLE";
char *boules_s = "BILLIARD-BALLS";
char *bone_s = "BONE";
char *bars_s = "BARS";
char *boat_s = "BOAT";
char *bill_s = "BILL";
char *iron_bed_s = "IRON-BED";
char *bell_s = "BELL";
char *vase_s = "VASE";
char *tub_s = "TUB";
char *broom_s = "BROOM";
char *bucket_s = "BUCKET";
char *books_s = "BOOKS";
char *book_shelves_s = "BOOK-SHELVES";
char *spell_book_s = "SPELL-BOOK";
char *banisters_s = "BANISTERS";
char *button_s = "BUTTON";
char *blind_s = "ROLLER-BLIND";
char *old_book_s = "OLD-BOOK";
char *bulb_s = "BULB";
char *bread_s = "BREAD";
char *barque_s = "BARQUE";
char *beach_s = "BEACH";
char *cook_s = "COOK";
char *cell_s = "CELL";
char *chair_s = "CHAIR";
char *dresser_s = "DRESSER";
char *curtain_s = "CURTAIN";
char *drawers_s = "CHEST-OF-DRAWERS";
char *engravings_s = "ENGRAVINGS";
char *big_clock_s = "BIG-CLOCK";

/* cellule II, le retour */
/* monsieur costaud */
/* monsieur vaporisé */
/* extérieur cellule */
/* extérieur gogol */
/* extérieur cellule III, la re
   cellule III, la revanche */
/* devant l'hélicoptère */
/* dans l'hélicoptère */
/* île déserte */
/* hutte */
/* dieu */
/* cuve à vin */
/* dessin fou */
/* objet fou */
/* fin */
/* monstre */

```

```
char *candlestick_s = "CANDLESTICK";
char *lid_s = "LID";
char *cap_s = "CAP";
char *cigarette_s = "CIGARETTE";
char *crates_s = "CRATES";
char *cab_s = "CAB";
char *carpet_s = "CARPET";
char *cloth_s = "CLOTH";
char *flap_s = "CELLAR-FLAP";
char *cat_s = "CAT";
char *cookery_book_s = "COOKERY-BOOK";
char *oven_s = "OVEN";
char *computer_s = "COMPUTER";
char *casket_s = "CASKET";
char *prisoner_s = "PRISONER";
char *cradle_s = "CRADLE";
char *devil_s = "DEVIL";
char *desk_s = "DESK";
char *drawing_s = "DRAWING";
char *dials_s = "DIALS";
char *dog_s = "DOG";
char *docker_s = "DOCKER";
char *taxi_driver_s = "TAXI-DRIVER";
char *dead_body_s = "DEAD-BODY";
char *drive_s = "DRIVE";
char *disk_s = "DISK";
char *dummy_s = "DUMMY";
char *elevator_s = "ELEVATOR";
char *easel_s = "EASEL";
char *elec_lamp_s = "ELECTRIC-LAMP";
char *flush_s = "FLUSH";
char *fire_s = "FIRE";
char *flowers_s = "FLOWERS";
char *fence_s = "FENCE";
char *feet_s = "FEET";
char *fresco_s = "FRESCO";
char *fireplace_s = "FIREPLACE";
char *fridge_s = "FRIDGE";
char *fork_s = "FORK";
char *frame_s = "FRAME";
char *grinder_s = "GRINDER";
char *grenade_s = "GRENADE";
char *gun_s = "GUN";
char *gloves_s = "GLOVES";
char *grass_s = "GRASS";
char *gas_cyl_s = "GAS-CYLINDER";
char *guard_s = "GUARD";
char *gate_s = "GATE";
char *girl_s = "GIRL";
char *gas_s = "GAS";
char *ghost_s = "GHOST";
char *gyropilot_s = "GYROPILOT";
char *hammer_s = "HAMMER";
char *hall_s = "HALL";
char *hand_basin_s = "HAND-BASIN";
char *halberd_s = "HALBERD";
char *hat_s = "HAT";
char *top_hat_s = "TOP-HAT";
char *harbor_s = "HARBOR";
char *high_gate_s = "HIGH-GATE";
char *hospital_s = "HOSPITAL";
char *hearts_s = "HEARTS";
char *owl_s = "OWL";
char *helicopter_s = "HELICOPTER";
char *shed_s = "SHED";
char *interrupter_s = "INTERRUPTER";
```

```
char *ill_man_s = "ILL-MAN";
char *instrument_panel_s = "INSTRUMENT-PANEL";
char *jewels_s = "JEWELS";
char *jug_s = "JUG";
char *joystick_s = "JOYSTICK";
char *key_s = "KEY";
char *knife_s = "KNIFE";
char *little_key_s = "LITTLE-KEY";
char *lamp_s = "LAMP";
char *lawn_mower_s = "LAWN-MOWER";
char *ticket_s = "TICKET";
char *oil_lamp_s = "OIL-LAMP";
char *little_eyes_s = "LITTLE-EYES";
char *tray_s = "MEAL-TRAY";
char *mad_man_s = "MAD-MAN";
char *masterpiece_s = "MASTERPIECE";
char *matches_s = "MATCHES";
char *round_mirror_s = "ROUND-MIRROR";
char *mirror_s = "MIRROR";
char *mouse_s = "MOUSE";
char *match_s = "MATCH";
char *mona_lisa_s = "MONA-LISA";
char *screen_s = "SCREEN";
char *wand_s = "MAGIC-WAND";
char *mud_s = "MUD";
char *note_s = "NOTE";
char *newspaper_s = "NEWSPAPER";
char *nurse_s = "NURSE";
char *surgeon_s = "SURGEON";
char *veil_s = "VEIL";
char *operator_s = "OPERATOR";
char *oven_s = "OVEN";
char *prison_bars_s = "PRISON-BARS";
char *pillow_s = "PILLOW";
char *plant_s = "PLANT";
char *pit_s = "PIT";
char *trap_s = "TRAP";
char *pin_s = "SAFETY-PIN";
char *painting_s = "PAINTING";
char *pontoon_s = "PONTOON";
char *light_house_s = "LIGHT-HOUSE";
char *powder_s = "POWDER";
char *pipes_s = "PIPES";
char *panel_s = "PANEL";
char *phone_s = "PHONE";
char *pond_s = "POND";
char *patient_s = "PATIENT";
char *piano_s = "PIANO";
char *pentacle_s = "PENTACLE";
char *phial_s = "PHIAL";
char *poster_s = "POSTER";
char *pharaoh_s = "PHARAOH";
char *pop_gun_s = "POP-GUN";
char *palm_tree_s = "PALM-TREE";
char *ashes_s = "ASHES";
char *rope_s = "ROPE";
char *ring_s = "RING";
char *railings_s = "RAILINGS";
char *flask_s = "FLASK";
char *rocking_chair_s = "ROCKING-CHAIR";
char *socks_s = "SOCKS";
char *metal_saw_s = "METAL-SAW";
char *screwdriver_s = "SCREWDRIVER";
char *scissors_s = "SCISSORS";
char *shield_s = "SHIELD";
char *sword_s = "SWORD";
```

```
char *sea_s = "SEA";
char *armour_s = "SUIT-OF-ARMOUR";
char *sabre_s = "SABRE";
char *suit_s = "SUIT";
char *stick_s = "STICK";
char *skeleton_s = "SKELETON";
char *lying_skel_s = "LYING-SKELETON";
char *smiling_skel_s = "SMILING-SKELETON";
char *safe_s = "SAFE";
char *raft_s = "RAFT";
char *sneakers_s = "SNEAKERS";
char *sails_s = "SAILS";
char *sheets_s = "SHEETS";
char *spider_s = "SPIDER";
char *sewer_s = "SEWER";
char *scanner_s = "SCANNER";
char *searchlight_s = "SEARCHLIGHT";
char *shelves_s = "SHELVES";
char *street_lamp_s = "STREET-LAMP";
char *sidewalk_s = "SIDEWALK";
char *scalpel_s = "SCALPEL";
char *surgeon_gown_s = "SURGEON-GOWN";
char *stones_s = "STONES";
char *swan_s = "SWAN";
char *servant_s = "SERVANT";
char *soap_s = "SOAP";
char *sofa_s = "SOFA";
char *spotlight_s = "SPOTLIGHT";
char *statue_s = "STATUE";
char *split_s = "SPLIT";
char *sideboard_s = "SIDEBOARD";
char *sorcerer_s = "SORCERER";
char *sarcophagus_s = "SARCOPHAGUS";
char *stalactite_s = "STALACTITE";
char *stalagmite_s = "STALAGMITE";
char *seat_s = "SEAT";
char *switch_s = "SWITCH";
char *shackle_s = "SHACKLE";
char *tunnel_s = "TUNNEL";
char *toilet_s = "TOILET";
char *toilet_paper_s = "TOILET-PAPER";
char *trap_door_s = "TRAP-DOOR";
char *towel_s = "TOWEL";
char *torch_s = "TORCH";
char *tester_bed_s = "TESTER-BED";
char *tree_s = "TREE";
char *toolshed_s = "TOOLSHED";
char *roof_s = "ROOF";
char *tiles_s = "TILES";
char *trees_s = "TREES";
char *toothpick_s = "TOOTH-PICK";
char *tap_s = "TAP";
char *translator_s = "TRANSLATOR";
char *trunk_s = "TRUNK";
char *umbrella_s = "UMBRELLA";
char *valve_s = "VALVE";
char *wall_s = "WALL";
char *washbasin_s = "WASHBASIN";
char *whip_s = "WHIP";
char *workbench_s = "WORKBENCH";
char *writing_table_s = "WRITING-TABLE";
char *wine_s = "WINE";
char *wine_vat_s = "WINE-VAT";
char *wardrobe_s = "WARDROBE";
char *wallpaper_s = "WALLPAPER";
char *window_s = "WINDOW";
```

```
char *work_of_art_s = "WORK-OF-ART";
char *lifebuoy_s = "LIFEBOY";
char *watering_can_s = "WATERING-CAN";
char *warning_s = "WARNING";
char *stretcher_s = "STRETCHER";
char *ambulance_wagon_s = "AMBULANCE-WAGON";
char *washing_machine_s = "WASHING-MACHINE";
char *wheel_s = "WHEEL";
char *waves_s = "WAVES";
char *container_s = "CONTAINER";
char *yin_yang_s = "YIN-YANG";
char *first_wand_s = "1ST-PIECE-OF-WAND";
char *second_wand_s = "2ND-PIECE-OF-WAND";
char *third_wand_s = "3RD-PIECE-OF-WAND";
char *fourth_wand_s = "4TH-PIECE-OF-WAND";
char *barrel_s = "BARREL";
char *impossible_s = "IMPOSSIBLE-OBJECT";
```

```
struct mot noms[nb_nom] = {
    "ARMOURED-DOOR", 1,
};
```

```

    Setcolor 3, 2047
    Setcolor 0, 0
    Screen% = Xbios(2)
    Defkeset "", 4
    On Penn Key Gosub Test
    On Penn Key Gosub Test
    On Penn Button 2, 1, 1 Gosub Mouse
    Polyline 11, Ecranx%(), Ecrany%()
    Line 319, 148, 0, 148
    @Clw
    Graphics! = True
    @Newgame
    'Boucle principale
    @Activ
    Do
        Void Fre(0)
        @Censem(1)
    Loop
    Procedure Test
        @Menu.off
        @Condclw
        A% = Len(A$)

```

```

    ReturnDeftext "", 4
    roce@nreMh08G@ERb6B@R0267VG
    @DiShemt@7EKey Gosub Mk
    ReturnOn Menu Button 2, 1, 1 Gosub Mouse
    Procedure@Vh0911nEpc@h@n(), Ecrany%()
        @DiShemt@7EKey Gosub Mk
        @Go@flw
    ReturnGraphics! = True
    Procedure@NewgAmansobj(N%)
        For I=1 To 10
            @ATd@I(V%)=Numima%
            DBo%(I%)=N%
        EndVfid Fre(0)
        Next @Curseur(1)
    Return @Chargeimage
    Debut!=True
    Fin!=False
    @Menu.bar(1)
    Get 0, 11, 319, 147, Savescreen$
    Repeat
        On Menu
        Until Fin!
        @Curseur(Len(A$))
        Void Xbios(21, 0)
        @Menu.bar(0)
        Bmove Screen%+26880, Screen%+23840, 5120
        Put 0, 11, Savescreen$
        Deffill 0, 1
        Color 0
        Line 0, 10, 319, 10
        Pbox 0, 181, 319, 199
        Deffill 1, 1
        Color 1
        Ligne%=(Lg%-22)*8+161
        Func$(10)=A$
        A$=Upper$(A$)
        Verbe%=0
        Nom1%=0
        Nom2%=0
        Repeat
            If Nom1%=0
                Finiall!=All!
                @Analyse
            Endif
            Goon!=True
            On Error Gosub Error
            If (Finiall! Or All!) And Nom1$<> ""
                Finiall!=False
                @Display(Nom1$+":")
            Endif
            @Sprog
            If Goon!
                @Spaction
            Endif
            Errortrap:
            On Error Gosub Error
            Until A$="" And Not All!
    Loop
    Procedure Test
        @Menu.off
        @Condclw
        A% = Len(A$)

```

```

@Info
Endif
On Me%-17 Gosub
Map,Help,Save,Load,D,Take,Drop,Look,Look_room,Give,Open,Hit,Push,Pull,Undre
ss,Climb,Tie,Call,Enter,Cut,D,North,West,East,South,Up,Down
Return
Procedure Mk
    @Condclw
    A%=Menu(14) And 255
    A2%=(Menu(14) And &HFF00)/256
    Cul%=Cu%-1
    Cg%=(Cul% Mod 40)+1
    Lg%=(Cul%\40)+22
    If A2%=98
        K$="HELP "
        Fin!=Len(A$)=0
        @Action
    Endif
    If A%=7
        Alert 0," GRAPHICS      ",1," ON | OFF ",Dummy%
        If Dummy%=1
            Graphics!=True
        Else
            Graphics!=False
        Endif
    Endif
    If A%>31 And A%<127 And (Len(A$)<159 Or (Len(A$)>=159 And Cu%<159))
        Print At(Cg%,Lg%);Chr$(A%);
        If Cu%>Len(A$)
            A$=A$+Chr$(A%)
        Else
            Mid$(A$,Cu%,1)=Chr$(A%)
        Endif
        Inc Cu%
    Else
        If A%=27
            A$=Func$(10)
            Cu%=1
            @Affa
        Endif
        If A2%>58 And A2%<69
            B%=Len(Func$(A2%-59))
            If Cu%+B%<=Len(A$)
                Mid$(A$,Cu%,B%)=Func$(A2%-59)
                Add Cu%,B%
            Else
                If Cu%+B%<161
                    A$=Left$(A$,Cul%)+Func$(A2%-59)
                    Add Cu%,B%
                Endif
            Endif
            @Affa
        Endif
        If A2%>83 And A2%<94
            Func$(A2%-84)=A$
        Endif
        If A%=13
            Fin!=True
        Endif
        If A2%=77 And Cul%<Len(A$)
            @Curseur(Cu%+1)
        Endif
    Endif

```

```

Void Xbios(21,0)
Deffill 0,1
Color 0
Pbox 0,168,319,199
Deffill 1,1
Color 1
Print At(1,22);A$;
Void Xbios(21,1)
@Curseur(Cu%)

Return
Procedure Curseur(A%)
  Cul%=A%-1
  Cg%=(Cul% Mod 40)+1
  Lg%=(Cul%\40)+22
  Print At(Cg%,Lg%);
  Cu%=A%
Return
Procedure Info
  Local C$,C%,B%
  Alert 0," Funny Risky Evil Escape |B.Le Roy, F.Royer, A.Royer, |
T.Gauthey, J.Raynal.|    \|1988 ???",1,"OK|QUIT|RESTART",C%
  If C%>2
    Setcolor 0,7,7,7
    Setcolor 1,0
    Setcolor 3,0
    C%=Xbios(3)
    B%=Xbios(2)
    Hidem
    Void Xbios(5,L:C%,L:B%,1)
    Showm
    Print " v b@ cA| Save |Save,A | Quit | New |Blk Sta|Replace| Pg up
| Direct | Run || Load | Merge | Llist | Block |Blk End| Find |Pg
down|Insert | Flip | Test | bA c@";
    Restore Gag
    For I%=1 To 22
      Read C$
      Print C$
    Next I%
    Read C$
    Print C$;
    Do
    Loop
  Endif
  If C%>3
    K$="END "
    @Action
    Fin!=A%=0
  Endif
Return
Procedure Map
  K$="MAP "
  @Action
  Fin!=A%=0
Return
Procedure Save
  K$="SAVE "
  @Action
  Fin!=A%=0
Return
Procedure Load
  K$="LOAD "

```

```
@Action
Return
Procedure Call
  K$="CALL "
  @Action
Return
Procedure Enter
  K$="ENTER "
  @Action
Return
Procedure Cut
  K$="SAW "
  @Action
Return
Procedure North
  K$="NORTH "
  @Action
  Fin!=A%=0
Return
Procedure South
  K$="SOUTH "
  @Action
  Fin!=A%=0
Return
Procedure East
  K$="EAST "
  @Action
  Fin!=A%=0
Return
Procedure West
  K$="WEST "
  @Action
  Fin!=A%=0
Return
Procedure Up
  K$="UP "
  @Action
  Fin!=A%=0
Return
Procedure Down
  K$="DOWN "
  @Action
  Fin!=A%=0
Return
Procedure D
Return
Procedure Clw
  Void Xbios(21,0)
  Deffill 0,1
  Color 0
  Pbox 0,167,319,199
  Deffill 1,1
  Color 1
  Void Xbios(21,1)
Return
Procedure Colrest
  Setcolor 0,2047
  Setcolor 3,0
  Setcolor 15,0
  @Rsrc.free
  Reserve Fre(0)+10000
  Edit
```

```

Restore Locobj
For I%=1 To 253
    Read To%(I%)
Next I%
Nbinv%=0
Uniforme%=0
Blubotdrink!=False
Scieaig!=False
Gardass!=False
Bbb!=False
Gardla!=False
Trapouverte!=False
Switch!=False
Journald!=False
Armouverte!=False
Rideaux!=False
Ospris!=False
Pousspeint!=False
Tw1!=False
Arpouss!=False
Noued!=False
Barrcoup!=False
Cordring!=False
Roupillon!=False
Tonov!=False
Tonovid!=False
Intono!=False
Dehors!=False
Comm!=False
Kissou!=False
Dejaec!=False
Ici!=False
Courcoup!=False
Underch!=False
Onchair!=False
Shootle!=False
For I%=1 To 99
    Sorties%(7,I%)=0
    Sorties%(6,I%)=0
    Visi!(I%)=False
Next I%
Visi!(1)=True
Numimad%=150
@Actinv
@Chargeimage
Return
Procedure Waitkey
    Repeat
        Until Inkey$="" And Mousek=0
        Text 175,146,"<Press any key, please.>"
        Graphmode 3
        Pbox 175,142,319,147
        Box 175,142,319,147
        While Inkey$="" And Mousek=0
        Wend
        Graphmode 1
        Deffill 0,1
        Color 0
        Pbox 175,142,319,147
        Box 175,142,319,147
        Deffill 1,1
        Color 1

```

```

        Nom2%=I%
        Nom2$=Upper$(Dum$)
    Endif
    Else
        Repeat
            Dum%=$Instr(Dum%+1,Grosmots$,Dum$)
            Exit If Dum%<=1
        Until Mid$(Grosmots$,Dum%-1,1)>="a"
        If Dum%<>0
            @Numima(57)
            @Chargeimage
            @Display("Well, if you take it that way, goodbye, lousy
adventurer. I didn't appreciate the "+Upper$(Dum$))
            Do
                Loop
            Endif
        Endif
    Endif
    If Espace%=Len(A$)
        A$=""
    Else
        A$=Right$(A$,Len(A$)-Espace%-1)
    Endif
    Exit If (Nom1%<>0 And Verbe%=0) Or Nom2%<>0
    Wend
Endif
If All! And Nom2%=0
    Repeat
        Inc Allobj%
        If (To%(Allobj%)=Numima% And Verbe%<>2) Or (To%(Allobj%)=100 And
Verbe%<>1)
            Dum%=Noms%(Allobj%-1)
            Dummy%=Dum%+1
            While Mid$(Noms$,Dummy%,1)<"a"
                Inc Dummy%
            Wend
            K$=Upper$(Mid$(Noms$,Dum%+1,Dummy%-Dum%))
            If Nom1%=0
                Nom1%=Allobj%
                Nom1$=K$
            Else
                Nom2%=Allobj%
                Nom2$=K$
            Endif
        Endif
        If Allobj%>=253
            All!=False
        Endif
    Until Nom2%<>0 Or Not All!
Endif
If Nom1%<>0
    It%=Nom1%
Endif
Return
Procedure Chargeimage
    If Graphics! And Numima%<>Numimad%
        Numimad%=Numima%
        Ligobj%=0
        @Actimage(Numima%)
        @Actobj
        @Actsortie
    Endif

```

```

Text 2,20,Numima%
Return
Procedure Actinv
  Local A%
  Arrayfill Inv%(),0
  Deffill 0,1
  Color 0
  Pbox 0,108,319,147
  Deffill 1,1
  Color 1
  On Uniforme%+1 Gosub Toutnu,Uniforme,Blouse
  Dummy%=0
  A%=0
  For I%=1 To 253
    If To%(I%)=100
      Box Dummy%,109,Dummy%+31,140
      Text Dummy%+2,116,Str$(I%)
      Add Dummy%,32
      Inv%(A%)=I%
      Inc A%
    Endif
  Next I%
Return
Procedure Toutnu
  Text 0,146,"You wear absolutely nothing !"
Return
Procedure Uniforme
  Text 0,146,"You wear a uniform."
Return
Procedure Blouse
  Text 0,146,"You wear a surgeon gown."
Return
Procedure Actobj
  Local A%,Dummyc%,Dummyle%
  Arrayfill Obj%(),0
  Deffill 0,1
  Color 0
  Pbox 162,11,319,106
  Deffill 1,1
  Color 1
  Polyline 11,Ecranx%(),Ecrany%()
  Dummy%=0
  Dummyle%=11
  Dummyc%=192
  Uplift!=Ligobj%<>0
  If Uplift!
    Defline ,4,0,1
    Line 167,57,167,12
    Defline ,1,0,0
  Endif
  A%=0
  For I%=1 To 253
    If To%(I%)=Numima%
      Inc Dummy%
      If Dummy%>Ligobj%*4 And Dummy%<Ligobj%*4+13
        Obj%(A%)=I%
        Inc A%
        Box Dummyc%,Dummyle%,Dummyc%+31,Dummyle%+31
        Text Dummyc%+2,Dummyle%+8,Str$(I%)
        If Dummyc%=288
          Dummyc%=192
          Add Dummyle%,32

```

```

@Goon
Endif
If (Verbe%=17 Or Verbe%=63) And ((Nom1%=7 And Nom2%=32) Or (Nom1%=32 And
Nom2%=7)) And (Not Gardass!) And Gardla! And To%(7)=100
  ' hit cook with brick
  @Display("SHTONK! Right between the eyes.")
  Sorties%(6,1)=5
  Sorties%(7,1)=3
  Gardass!=True
  @Actimage(3)
  @Actsortie
  @Goon2
Endif
If Verbe%=6 And Gardass!
  @Display("I was getting out of the cell when a flash blinded me")
  Visi!(4)=True
  @Transobj(4)
Endif
Return
Procedure P7 !porte blindée
  If (Verbe%=18 Or Verbe%=19 Or Verbe%=17 Or Verbe%=64) And Nom1%=1 !push
door
    @Display("You won't manage this way if it's locked!")
    @Goon
Endif
If Verbe%=16 And Nom1%=1 And Sorties%(6,7)=0 !open door
  @Goon
  If Nom1%=111 !key
    @Goon
    If To%(111)=100
      @Display("It's done.")
      Sorties%(6,7)=8
      Sorties%(7,7)=2
      @Actsortie
    Else
      @Display("But where's the key ?")
    Endif
  Else
    @Display("The door is locked.")
  Endif
Endif
Return
Procedure P9 !établissement
  If Verbe%=26 And Nom1%=167
    If Nom2%=80
      @Goon2
    Else
      @Goon
    Endif
    If To%(167)=100
      Scieaig!=True
      @Display("It looks brand-new!")
    Else
      @Display(Text$(2))
    Endif
  Endif
Return
Procedure P15 !billiard room
  If (Verbe%=16 Or Verbe%=19) And Nom1%=213 !open trap-door
    Trapouverte!=True
    Sorties%(6,15)=98
    Sorties%(7,15)=6

```

```

If To%(230)=100
    @Display("Slatch! The trap is closing by itself!")
    @Numima(22)
Else
    @Display("I can't reach the torch.")
Endif
Endif
If Verbe%=2
    @Goon
    @Display("It would fall!")
Endif
Return
Procedure P22 !trappes fermées
If Verbe%>=5 And Verbe%<=7
    Visi!(22)=False
    If Verbe%=6 And Rideaux!
        @Goon
        @Actimage(24)
        @Numima(23)
        Numimad%=23
    Endif
Endif
If Verbe%=2
    @Display("It would fall if the traps open again.")
    @Goon
Endif
Return
Procedure P23 !bureau
If (Verbe%=30 Or Verbe%=78) And Nom1%=114 !lift lamp
    @Display("There's a code: BLR02")
    @Goon
Endif
If (Verbe%=16 Or Verbe%=19) And Nom1%=37 !open drawer
    @Display("There's a note and the only word written is WINDOW.")
    @Goon
Endif
If (Verbe%=19 Or Verbe%=16) And Nom1%=36 And Not Rideaux! !open curtain
    Rideaux!=True
    @Actimage(24)
    To%(38)=23
    To%(237)=23
    @Actobj
    @Display("A window appears.")
    @Goon
Endif
Return
Procedure P25 !galerie de tableaux
If (Verbe%=18 Or Verbe%=19) And Nom1%=143 And Pousspeint! !push painting
    Pousspeint!=True
    @Actimage(26)
    To%(180)=25
    @Actobj
    @Display("I found a safe behind it.")
    @Goon
Endif
If Verbe%=108 And Pousspeint! And Not Tw1! !fr16blr0267vg
    @Goon
    To%(249)=25
    Tw1!=True
    @Actobj
    @Display("There's a section of magic-wand inside.")
Endif

```

```

Procedure P32 !lit a baldaquin
  If Verbe%=28 !sleep
    Roupillon!=True
    @Display("Good night everybody.I need a few hours of sleep now, and I
think it will be nighth time when I wake up.")
    For I%=1 To 100
      Vsync
    Next I%
    @Display("Mmmmh...gmbblajeu...where ige ge floor...ouch! Here it is!")
    @Goon
  Endif
Return
Procedure P33 !cellule murée
  If (Verbe%=29 Or Verbe%=80) And Nom1%=12 And Not Barrcoup! !cut bars
    If Nom2%=167 And To%(167)=100
      @Goon2
      If Scieaig!
        @Display("The saw cuts the bars easily.")
        Barrcoup!=True
      Else
        @Display("I don't know why, but the saw can't cut the bars.")
      Endif
    Else
      @Display("With what ?")
      @Goon
    Endif
  Endif
  If (Verbe%=21 Or Verbe%=57) And Nom1%=161 And To%(161)=100 And Not
Cordring! !tie rope
    If Nom2%=162 !to ring
      Cordring!=True
      @Goon2
      To%(161)=33
      Dec Nbinv
      @Actinv
      @Actobj
      @Display("The rope is now firmly attached to the ring.")
    Else
      @Goon
      @Display("Tie the rope to what ?")
    Endif
  Endif
  If Verbe%=1 And Nom1%=161 And Cordring! !take rope as it's attached to
the ring
    @Display("The rope is firmly attached to the ring.")
    @Goon
  Endif
  If Verbe%=9 Or Verbe%=20 !climb
    If Barrcoup!
      @Goon
      If Cordring! And To%(182)=100 !sneakers
        @Numima(34)
      Else
        @Display("I slipped on the wall ! AAAaaaaah...splotch!")
        @Numima(56)
        @Chargeimage
      Endif
    Else
      @Display("Sorry, the bars prevent me from going out.")
      @Goon
    Endif
  Endif

```

```

        Endif
    Else
        @Display("You can't do that, there's something you forgot to
dobelore...")
        @Goon
    Endif
Endif
If Verbe%=16 And Nom1%=253 And Not Tonov! !open barrel
Tonov!=True
To%(41)=41
@Actobj
@Display("I remove the lid. I can see powder in the barrel.")
@Goon
Endif
If ((Verbe%=31 And (Nom1%=253 Or Nom1%=41)) Or (Verbe%=2 And Nom1%=41 And
Nom2%=253)) And Tonovid! And To%(41)=100 And Intono! !close barrel
If Nom2%=41 Or Nom2%=253
    @Goon2
Else
    @Goon
Endif
@Display("It's done...A few hours later, the barrel is loaded on ship
for an unknown destination.")
@Numima(43)
@Chargeimage
Endif
If Verbe%=23 And Nom1%=253 !enter barrel
If Tonov! And Tonovid!
    Intono!=True
    @Display("It was a tight squeeze, but now I'm feeling fine      inside
it.")
    Else
        @Display("There's something you forgot to do before.")
    Endif
    @Goon
Endif
Return
Procedure P42 !ponton
If (Verbe%=23 And Nom1%=172) Or Verbe$="DIVE" Or Verbe$="PLUNGE"
    @Goon
    @Display("Yeeaaahh...splat...blub, blub, blub...I'm...I'm
drowning...I'm dead...")
    @Numima(56)
    @Chargeimage
Endif
Return
Procedure P43 !entrepot arrivée
If Verbe%=16 And (Nom1%=247 Or Nom1%=41) And Not Dehors! !open container
Dehors!=True
@Display("I feel much better now than in this can!")
@Goon
Endif
If Verbe%=6 And Not Dehors! !est
    @Display("I can't do that, there's something that prevents me from
getting out...")
    @Goon
Endif
Return
Procedure P44 !port2
If Verbe%=20 And Nom1%=87 !climb gate

```

```

If Verbe%=22 !say newgate-bird
@Goon
@Display(" 'OK, buddy.' ")
@Transobj(58)
@Numima(58)
@Chargeimage
Endif
Return
Procedure P53 !infirmière
If Verbe%=32 And Nom1%=133 And Not Kissou! !kiss nurse
Kissou!=True
To%(192)=53
@Actobj
@Display("During action, a scalpel fell from her pocket!")
@Goon
Endif
If (Verbe%=64 Or Verbe%=33 Or Verbe%=54 Or Verbe%=87) And Nom1%=133 And
Uniforme%<>2
Uniforme%=2
@Actimage(55)
@Display("Just to thank me, she gives me a surgeon gown.")
@Actinv
@Goon
Endif
If Verbe%=3 And Nom1%=133 !look nurse
@Display("Please, don't run away!")
@Actimage(54)
@Goon
Endif
Return
Procedure P58 !taxi arrivé
If Verbe%=72 Or (Verbe%=14 And Nom1%=8) !pay
If Nom2%=8 Or Nom2%=62
@Goon2
Else
@Goon
Endif
If To%(8)=100
@Display("Thank you, man...So long...")
Dec Nbinv
To%(8)=0
@Numima(59)
@Chargeimage
Else
@Display(" 'You swindler! I'll kill you!' ")
GLORGL
! He's strangling me!)
@Numima(56)
@Chargeimage
Endif
Endif
Return
Procedure P60 !porte de la maison
If Verbe%=63 Or ((Verbe%=18 Or Verbe%=19) And Nom1%=16) !knock
@Goon
If Uniforme%=2
@Display("A servant opens and says: 'Come in doctor and follow me. My
master is dying... ' ")
@Numima(62)
@Chargeimage
Else

```

```

    @Actobj
    @Goon
  Endif
Endif
Return
Procedure P70 !escalier
  If Verbe%=16 And Nom1%=48 And Sorties%(7,70)=0 !open cellar-flap
    @Display("I can't do that! the inside bolt is latched.")
    @Goon
  Endif
  If Verbe%=18 And Nom1%=25 And To%(25)<>0 !push button
    @Display("CLIC! The inside bolt is opened now.")
    @Goon
    Sorties%(7,70)=6
    Sorties%(6,70)=76
    @Actsortie
  Endif
  If Verbe%=3 And Nom1%=24 !look banisters
    @Display("There's a button on it.")
    To%(25)=70
    @Goon
    @Actobj
  Endif
Return
Procedure P71 !salon
  If Verbe%=55 And Nom1%=49 !caress cat
    @Display("He enjoys that!")
    @Goon
  Endif
Return
Procedure P72 !fumoir
  If (Verbe%=35 Or Verbe%=2) And Nom1%=126 And To%(126)=100 !burn match
    If Nom2%<>76 And Verbe%=35
      @Display("Yes, but how ?")
      @Goon
    Else
      If Nom2%=76
        @Display(" ")
        @Goon2
        To%(126)=0
        To%(251)=72
        Dec Nbinv
        @Actobj
        @Actinv
      Endif
    Endif
  Endif
  If Verbe%=70 And Nom1%=153 !play the piano
    @Goon
    @Display("It's keyed fine.")
  Endif
Return
Procedure P73 !cuisine
  If (Verbe%=3 Or Verbe%=16) And Nom1%=50 !read cookery-book
    @Goon
    If To%(50)=100
      @Display("I can read the complete solution of the game, but      don't
expect me to reveal it!")
    Else
      @Display("I don't have the COOKERY-BOOK.")
    Endif
  Endif

```

```

    @Actobj
  Endif
Return
Procedure P82 !coffret
  If Verbe%=16 And Nom1%=53
    @Goon
    @Display("There's a note inside... 'YOU ARE BECOMING TOO NOSY!'")
    @Waitkey
    @Numima(56)
    @Chargeimage
  Endif
Return
Procedure P85 !cell II
  If Ici!
    If Shootle!
      @Display("AAAARGH! He shot me dead!")
      @Numima(56)
      @Chargeimage
      @Goon
    Else
      Shootle!=True
    Endif
  Else
    If Verbe%=3 And Nom1%=28 !look bulb
      If Courcoup!
        @Display("The light is off.")
      Else
        @Display("The light is on.")
      Endif
      @Goon
    Endif
    If (Verbe%=18 Or Verbe%=19) And Nom1%=207 And Nom2%=28 !push/pull seat
under bulb
      @Display("It's right below the lamp, now.")
      Underch!=True
      @Goon2
    Endif
    If Verbe%=36 And Nom1%=28 !unscrew bulb
      If Underch! And Onchir!
        If Courcoup!
          If To%(158)=0
            To%(158)=85
            @Actobj
            @Display("I unscrewed the bulb, and... a pop-gun fell from
behind it!")
            Endif
          Else
            @Display("It's too hot!")
          Endif
        Else
          @Display("I can't reach it.")
        Endif
        @Goon
      Endif
      If (Verbe%=18 Or Verbe%=19 Or Verbe%=103 Or Verbe%=30) And Nom1%=208
        ' press the switch
      If Onchair!
        Onchair!=False
        @Display("I climb down from the chair.")
      Endif
      Courcoup!=False
      For Nabla%=1 To 14

```

```

    @Goon
  Endif
Return
Procedure P95 !ile deserte
  If Verbe%=23 And Nom1%=104 !enter shack
    @Numima(96)
    @Chargeimage
    @Goon
  Endif
Return
Procedure P96 !dans la hutte et...FIN
  If (Verbe%=1 Or Verbe%=19 Or Verbe%=29) And Nom1%=174 !pull sabre
    @Display("A god appears right in front of me !")
    @Actimage(97)
    @Waitkey
    @Display("'Wow !!! Congratulations ! I thought you would have given up

```

days ago ! Let me tell you the game is not finished yet there's more to come, and I hope it will be harder so that you'll have more enjoyment.

```

Hope that you'll try again !")
  @Display("THE END...See you in FREE II")
  Do
  Loop
Endif
Return
Procedure P98 !cuve a vin
  @Display("I'm drowning in French wine, and what a death ! It's a very
good vintage year !")
  @Numima(56)
  @Chargeimage
  @Goon
Return
Procedure Goon
  Goon!=False
  Nom1%=Nom2%
  Nom1$=Nom2$
  Nom2$=""
  Nom2%=0
Return
Procedure Goon2
  Goon!=False
  Nom1%=0
  Nom2%=0
Return

```

```

Procedure Display(A$)
  Dummy%=Len(A$) Div 53
  For I%=0 To Dummy%
    Text 0,Ligne%,Mid$(A$,I%*53+1,53)
    If Ligne%<193
      Add Ligne%,6
    Else
      @Waitkey
      Deffill 0,1
      Color 0
      Pbox 0,149,319,199
      Deffill 1,1
      Color 1
      Ligne%=155
    Endif
  Next I%
Return

```

```

Return
Procedure Pr10
    @Display("What do you want me to do with this junk?")
Return
Procedure V2 !drop
    If Nom1%
        If To%(Nom1%)=100
            Dec Nbinv%
            To%(Nom1%)=Numima%
            @Actobj
            @Actinv
            @Display("Dropped.")
        Else
            @Display("I don't have the "+Nom1$)
        Endif
        @Goon
    Endif
Return
Procedure V3 !look
    If Dum$<>"ROOm" And Nom1%<>0
        If Nom1%=193 And Uniforme%=2
            @Display(Text$(233))
        Endif
        If To%(Nom1%)=100 Or To%(Nom1%)=Numima%
            If Nom1%=1
                If Sorties%(6,7)
                    @Display("It's open")
                Else
                    @Display("It's locked")
                Endif
            Else
                If Nom1%=167 And Scieaig!
                    @Display(Text$(27))
                Else
                    If Nom1%=60 And Numima%=35 !dog
                        @Display(Text$(28))
                    Else
                        If Nom1%=81 And To%(143)<>0
                            @Display("You'd better throw it now...")
                        Else
                            @Display(Text$(Nom1%+40))
                        Endif
                    Endif
                Endif
            Endif
        Else
            @Display(Text$(3))
        Endif
        @Goon
    Endif
Return
Procedure V4 !north
    @Sordela(0)
Return
Procedure V5 !south
    @Sordela(1)
Return
Procedure V6 !east
    @Sordela(2)
Return
Procedure V7 !west
    @Sordela(3)

```

```

    Add C%,24
Else
  S%=Sorties%(6,N%)
  If Sorties%(7,N%)=3 And Visi!(S%)
    N%=S%
    Add C%,24
  Endif
Endif
Endif
If K$=Chr$(0)+"K" Or (M%=1 And Mousex<C%)
  S%=Sorties%(3,N%)
  If S%<>0 And Visi!(S%)
    N%=S%
    Sub C%,24
  Else
    S%=Sorties%(6,N%)
    If Sorties%(7,N%)=4 And Visi!(S%)
      N%=S%
      Sub C%,24
    Endif
  Endif
Endif
If K$="+"
  S%=Sorties%(4,N%)
  If S%<>0 And Visi!(S%)
    N%=S%
    C%=147
    L%=92
    @Drawmap(N%,C%,L%,0)
  Else
    S%=Sorties%(6,N%)
    If Sorties%(7,N%)=5 And Visi!(S%)
      N%=S%
      C%=147
      L%=92
      @Drawmap(N%,C%,L%,0)
    Endif
  Endif
Endif
If K$="-"
  S%=Sorties%(5,N%)
  If S%<>0 And Visi!(S%)
    N%=S%
    C%=147
    L%=92
    @Drawmap(N%,C%,L%,0)
  Else
    S%=Sorties%(6,N%)
    If Sorties%(7,N%)=6 And Visi!(S%)
      N%=S%
      C%=147
      L%=92
      @Drawmap(N%,C%,L%,0)
    Endif
  Endif
Endif
If K$=Chr$(0)+"a"
  N%=Numima%
  C%=147
  L%=92
  @Drawmap(N%,C%,L%,0)
Endif

```

```

        @Drawmap(Sorties%(6,N%),C%-24,L%,3)
    Endif
    Endif
Endif
If Sorties%(4,N%)<>0 Or Sorties%(7,N%)=5
    Defline ,3,,1
    Line C%+8,L%+20,C%+8,L%+4
    Defline ,1,,0
Endif
If Sorties%(5,N%)<>0 Or Sorties%(7,N%)=6
    Defline ,3,,1
    Line C%+16,L%+4,C%+16,L%+20
    Defline ,1,,0
Endif
Endif
Return
Procedure V11 !save
Local A$
Alert 0,"|      Save to      | ",1,"MEMORY|DISK",Dummy%
If Dummy%=1
    Sanumima%=Numima%
For I%=1 To 253
    Sato%(I%)=To%(I%)
Next I%
Sanbinv%=Nbinv%
Sauniforme%=Uniforme%
Sablubotdrink!=Blubotdrink!
Sascieaig!=Scieaig!
Sagardass!=Gardass!
Sabbb!=Bbb!
Sagardla!=Gardla!
Satrapouverte!=Trapouverte!
Saswitch!=Switch!
Sajournald!=Journald!
Saarmouverte!=Armouverte!
Sarideaux!=Rideaux!
Saospris!=Ospris!
Sapousspeint!=Pousspeint!
Satw1!=Tw1!
Saarpouss!=Arpouss!
Sanoued!=Noued!
Sabarrcoup!=Barrcoup!
Sacordring!=Cording!
Saroupillon!=Roupillon!
Satonov!=Tonov!
Satonovid!=Tonovid!
Saintono!=Intono!
Sadehors!=Dehors!
Sacomm!=Comm!
Sakissou!=Kissou!
Sadejaec!=Dejaec!
Saici!=Ici!
Sacourcoup!=Courcoup!
Sauderch!=Underch!
Saonchair!=Onchair!
Sashootle!=Shootle!
For I%=1 To 99
    Sasup%(1,I%)=Sorties%(7,I%)
    Sasup%(0,I%)=Sorties%(6,I%)
    Savisi!(I%)=Visi!(I%)
Next I%
Else

```

```

Barrcoup!=Sabarrcoup!
Cordring!=Sacording!
Rouillon!=Sarouillon!
Tonov!=Satonov!
Tonovid!=Satonovid!
Intono!=Saintono!
Dehors!=Sadehors!
Comm!=Sacomm!
Kissou!=Sakissou!
Dejaec!=Sadejaec!
Ici!=Saici!
Courcoup!=Sacourcoup!
Underch!=Saunderch!
Onchair!=Saonchair!
Shootle!=Sashootle!
For I%=1 To 99
    Sorties%(7,I%)=Sasup%(1,I%)
    Sorties%(6,I%)=Sasup%(0,I%)
    Visi!(I%)=Savisi!(I%)
Next I%
Else
    @Display("Insert your save disk and press any key, or Undo to
cancel.")
    If Inp(2)<>225
        @Display("Saving area ? (0-9, Undo to cancel)")
        A%=Inp(2)
        If A%>47 And A%<58
            Open "i",#1,"SAVEFREE.G"+Str$(A%)
            Input #1,Numima%
            For I%=1 To 253
                Input #1,To%(I%)
            Next I%
            Input
#1,Nbinv%,Uniforme%,Blubotdrink!,Scieaig!,Gardass!,Bbb!,Gardla!,Trapouverte
!,Switch!,Journald!,Armouverte!,Rideaux!,Ospris!,Pousspeint!,Tw1!,Arpouss!,
tch!,Journald!,Armouverte!,Rideaux!,Ospris!,Pousspeint!,Tw1!,Arpouss!,Noued
!,Barrcoup!,Cordring!,Rouillon!,Tonov!,Tonovid!,Intono!,Dehors!,Comm!,Kiss
rcoup!,Cordring!,Rouillon!,Tonov!,Tonovid!,Intono!,Dehors!,Comm!,Kissou!
            Input #1,Dejaec!,Ici!,Courcoup!,Underch!,Onchair!,Shootle!
            For I%=1 To 99
                Input #1,Sorties%(7,I%),Sorties%(6,I%),Visi!(I%)
            Next I%
            Close #1
        Endif
    Endif
Endif
@Goon
Numimad%=150
@Actinv
@Chargeimage
Return
Procedure Erreur
    Local Dummy%
    Alert 3,"Error|Please retry",1,"#@?!",Dummy%
    Close
    Resume Errortrap
Return
Procedure Error
    Local Dummy%
    Alert 3,"Error #"+Str$(Err),1,"#@?!",Dummy%
    On Error Gosub Error
    Resume Next

```

```

To%(161)=100
@Distext(32)
@Actinv
Else
  If Nom1%=129 And To%(129)=0 And To%(249)=100 And To%(250)=100 And
  To%(251)=100 And To%(252)=100 !magic-wand
    Sub Nbinv,3
    For I%=249 To 252
      To%(I%)=0
    Next I%
    To%(129)=100
    @Actinv
    @Goon
  Else
    @Distext(31)
  Endif
Endif
Return
Procedure V22 !call
  If Dum$<>"NAPOLEOn"
    @Distext(34)
  Endif
Return
Procedure V23 !enter
  @Distext(37)
Return
Procedure V24 !undress
  @Distext(363)
Return
Procedure V25 !end
  @Display("Are you sure ?")
A%=Inp(2)
If A%=89 Or A%=121
  @Newgame
  @Goon
Endif
Return
Procedure V26 !sharpen,dial
  @Distext(338+Verbe%)
Return
Procedure V28 !sleep
  @Distext(35)
Return
Procedure V29 !break
  If Nom1%=12 !bars
    @Display("Do you happen to belong to the Guild of Thieves?      It
doesn't work here.")
    @Goon
  Else
    @Distext(366)
  Endif
Return
Procedure V30 !empty
  @Distext(367)
Return
Procedure V31 !close
  @Distext(36)
Return
Procedure V32 !kiss,meet,bang
  @Distext(336+Verbe%)
Return
Procedure V35 !burn

```

```
To%( I%)=N%
Endif
Next I%
Return
```

"Corridor",0,0,0,0,0,0, 2,0,
"You're in front of a cell.", "",

"Corridor",0,0,0,0,0,0, 1,0,
"There's somebody in this cell.", "",

"Mad man",0,0,0,0,0,0, 1,1,"", "",

"Corridor",0,0,0,0,0,0, 0,0,
"I'm at the other end of the corridor, in front of the third cell.",
"God helps him who helps himself... ",

"Cell",0,0,0,0,0,0, 0,1,
"I'm in a cell. There's a washbasin (with a TAP).", "Isn't it obvious?",

"Helicopter",0,0,0,0,0,0, 0,2,
"There's a helicopter.", "",

"Cockpit",0,0,0,0,0,0, 1,2,
"I'm inside the cockpit.", "Do you know how to pilot?",

"Island",0,0,0,0,0,0, 0,0,
"I'm on a small island.", "There's a hut.",

"Hut",0,0,0,0,0,0, 1,0,
"I'm in the hut.", "That sword between the ribs must be painful !",

"God",0,0,0,0,0,0, 0,0,"", "",

"Wine barrel",0,0,0,0,0,0, 2,3,"", "",
" ",0,0,0,0,0,0, 0,0,"", "",
" ",0,0,0,0,0,0, 0,0,"", "",
" ",0,0,0,0,0,0, 0,0,"", ""
};

There is no verb that I know in this sentence.

I don't have it.

I don't see it here.

Sorry, I'm not supposed to do that!

I'm carrying too much!

I can't go in that direction.

Print this map ? (Y/N)

Basement

1st floor

Stairs

2nd floor

Cell

Park

Harbor

Hospital

End

Garden

Cellar

Jail

Wine cellar

Take life-insurance and save your game regularly !

No one seems to want it.

There's nothing to be searched.

There's nothing to be opened.

Control your aggressiveness.

Where am I ?

It's sharp now.

It's a real sheep now.

It won't move, anyway.

I don't feel like falling flat on my back.

What do you think you'll win?

You'll get a rope.

What?

Ain't nobody but me.

On the floor? I want a bed.

I don't see how it could be useful.

Please give me a bearing.

Are you a pyromaniac ?

They're wet.

Tastes horrible.

It's thick and heavy!

It could be useful for a blacksmith.

Quite dangerous!

It's a very old one!

It's flat.

It's hard,not good for my rheumatism!

It's heavy and hard.

Yeah!ten dollars!

It's a French one.

There are just three balls on the table.

It's long and white.

They're made of (unbreakable) iron.

It's sailing far away from the shore.

A helmet is printed on it.

Are you already tired?

It's fixed on the door.

I like the vase.

It's filled with foam-bath.

It's a brand-new one.

It's made of iron.

I can see an old book among them.

I can see books on them.

Waooh!she's fascinating!!!
It stinks like hell!
Ugly.
It's electronic.
Don't hit your fingers!
A flight of stairs is going upstairs.
Not really modern.
Quite sharp!
It's a straw hat.
I'd rather have the same one!
It's enclosed by a tall wall.
Impossible to climb it.
Hush!
I guess she's in love.
It's half asleep.
It's ready to fly.
It's really tiny.
It's the main circuit breaker.
He's so pale!
There are instruments everywhere.
I can see diamonds and rubies!
There's some water in it.
I hope for you that you know how to use it!
You could probably open something with that.
It's long,resistant and keen.
Another key,another lock.
It's got a bulb.
It's rusty.
RIP.He was a player of FREE!
It's a golden one.
It's a mouse.
I can see a plate of soup.
He reminds me of a famous man, but who?
It represents a yin-yang.
They're wet.
Yak!you're awesome!
You should sleep sometimes!
It's got such a pretty nose!
It's already been used.
It's the original one!
It's a black and white one.
It belonged to Merlin.
I can see worms crawling!
If you want to eat,call the guard.
I's very old.
Errrr, nice to meet you !
Are you blind?
She didn't notice you.
I wouldn't be on it!
It's got nothing special.
They're solid.
I prefer mine.
I don't know its name.
It's dark and deep.
It's deep and dark.
It separates from the grenade.
It's a real masterpiece!
It's just above the sea.
Right now it's unlit.
It's pink!
They're out of reach.
The letters are big enough,even for you!

It's burning.
It's tempting!
It's leafy.
It's protected by iron-railings.
I can see tiles.
Some are missing.
They're walnut trees.
It's made of wood.
It's made of bronze.
It's the program loaded in the computer.
It seems to be old.
It's got holes everywhere.
It's closed.
It's hard.
It's made of porcelain.
It's long and flexible.
I can see a grinder and an anvil.
There's a lamp on it.
That's a St Emilion!
It's full of wine.
It doesn't seem too heavy.
Nice shades!
It's shock resistant.
Nice work!
It's made of cork.
It's empty.
Do you want my glasses?
It can be used to carry a person from point A to
point B, provided that two other persons accept to lift it.
Someone is lying on it.
I don't see anything unusual.
It belonged to a waggon.
Wonderful for surfing!
It was a good hideout!
My favorite symbol!
I read FUNNY.
I read RISKY.
I read EVIL.
I read ESCAPE.
It's a big one.
No arm.
She's the one who drew these marvellous pictures. She was only 14.
Don't hesitate to call her if you ever
desire to create an adventure game.
Afraid of something ?
Practice makes perfect.
He's the one who programmed this game.
He's only 18 but he's already commercialized 3 softs in FRANCE.
He hopes you'll have fun playing it.
Give me a bearing, please.
Shut up!
Watch your nasty habits!
I like fresh air!
Where's the fish?
That's not honest !
Don't forget to send us your creations.
I didn't know you were so keen on cooking!?
Are you with us?
Please give me a bearing.
Do I know anyone in the neighbourhood ?
Nothing special.
He's the one who wrote the scenario of the game, which is

What's that?

What do you exactly mean?

HELP

Look at everything.

What would one use to unlock a door ?

I'll need something sharp.

Don't be afraid to peep inside.

You might need a powerful explosive.

Don't be too nosy.

Are you kidding ?

Lonesome people often enjoy reading.

Are you already bored ?

Try to reach the torch.

Don't just peer at objects. Look inside them, behind them,
underneath them...

The code is in three parts.

I may need a very little key to open this door.

It's time for you to think about explosives. Mind the safety-pin.
There's a raft here.

I'm sure you can manage by yourself.

Think about your feet...

I've never seen such an appealing bed before.

I'll need a rope, a sharp metalsaw, and sneakers to escape.
Give him something to eat before he eats me ! (Please !)

Keep going on !

Watch out, you risk an electric shock.

Give me time to catch my breath.

Go ahead!

Remember what the crazy-man said. Darkness might help me...

No help is necessary now.

Think about the sewer if you want to get rid of something.

Why not enjoy life and admire the landscape ?

Remember the barrel was closed before the voyage.

Not now...

Why not dive into the sea ?

Take a look at that tag.

If you feel sick, find a nurse.

It happens that common things give clues.

I hate walking.

The call will give you the direction.

Go ahead.

I guess she appreciates me.

How ? I'm dead.

You'd better have the exact change or you're going to be in trouble
Let's go on.

I don't want to help you now. It's too easy.

Call another time!...

The end.

Roon. Doc

It's a wet and untidy cell.

The cell door is open.

I'm at the end of the corridor, just in front of the cell.
Maybe I should enter.

I'm facing the door.

You've got many exits here.

There are a few tools.

I'm in front of another door.

Look at the litho of Napoleon.

I'm in the middle of the corridor.

I'm at the north end of the corridor.

I can see a splendid suit of armour.

I'm in the billiard-room.

I'm standing in the hall of the house.

Don't be afraid, he won't bite you ! (but I'm afraid he may bite ME)

I'm standing in front of a wardrobe.

I'm on the border of a deepless pit !

I'm right between two doors.

I'm in the den.

I'm in an art-gallery.

I'm in front of a solid door.

I'm on the second floor.

I like the raft.

I'm in front of a grandfather clock.

I'm in the riddance room.

I'm standing close to a tester-bed.

I'm in a secret attic.

I'm about to be torn to pieces by this mad dog !

The rope is out of reach !

How nice he is now !

I'm facing very high iron railings.

I'm inside the toolshed.

I'm in a wood.

I'm standing in front of a suspicious guard asking
for my identification.

Off, in the distance, there's the sea. For instance,

I'm standing near a ware-house.

I'm inside the ware-house.

The landscape is gorgeous.

I am in another warehouse, in another part of the world.

I am in a small harbor.

I've never seen such a hunk of muscles !

I am in the hall of the hospital.

I'm in the operating-room.

Now I'm in the manager's office.

I am in the street, close to a yellow cab.

I'm sitting inside the taxi and the driver is
asking me for directions.

I'm in a hospital patient room.

There's a nurse, and a scalpel in her pocket.

Welcome in hell. I'm the Old Nick to serve you.

The driver says: 'You're here, man...'

Finis

VERBES

TAKe SEIZE GRAb GRASp GET OBTAIIn ACQUIRe GAIIn WIn CAPTURe CATCH
GRIp ACCEPt ASSUMe HOLD
DROp PUT THROw PLACe SEND OFFer DEPOSIT LAY LEAVe
LOOK THUMB REAd DESCRIBe EXAMINe PEEp SEEK GLANCe SHOw SCAn WATCH
DISPLAY OBSERVe CONTEMPLATe SURVEy VIEw REGARD NOTICE SCRUTINIZe
GAZe STARe PEER GLIMPSe CHECK
NORTh n
SOUTH s
EAST e
WEST w
Up u
DESCEND DOWn d
MAp m
SAVe Sa
LOAD Lo
HELP h
GIVe RESTORe GRANT PRESENT AWARD CONFer ACCORD DONATE CONTRIBUTE PROFFER
SEARCH DiG SCAVENGe EXCAVATE CHASe FIND DISCOVER UNEARTH DETECT PINPOINT
SITUATe
OPEN
HIT BUMp INJURe HURT BUTt BEAt THUMp
PUSH SHOVe THRUST RAM CROWd JOSTLe PRESS
PULL DRAG JERk HAUL HEAvE LUg TOw TRAIL DRAw YANK TUG
CLIMb ASCEND SHIn CLAMBER RISe SOAr
TIE MAKe BUILd ATTACH KNITKNOT SNATCH HITCh CREATE FABRICATE PRODUCe
CONSTRUCT FORm SHAPe INVENT REPAIR MEND RENOVATE RENEw CORRECT
RECTIFY ADJUST REDRESS ASSEMBLe HOOK CLIP HANG
CALL SPEAK TALK ASk INSULT BLETHer LIe MUTTER WHISPER MURMUR GRUMBLe
WHINe BREATHe CHATTER COMMUNICATE RELATE NARRATE REPORT RECITE BLAb
UTTER TALE SAY YELl SHOUT CRy SCREAm YELp YAMMER JABBER SHRIEK ROAr
BELLow PRONOUNCe ARTICULATE VOICe ANSWEr REPLY REMARK MENTIOn STATE
DECLARe AFFIRm ASSERT TELL REVEAL DISCLARe
ENTER Go EXIT WALK In RUSH DASH JUMP LEAp BOUNCe HIGH-TAIl CLEAR DECAMP
MOVE SPEED GROPe SCAMPER DIVe PLUNGe GET-OUT GET-In FOLLOW
UNDRESS UNWEAr STRIP
QUIT END
SHARPEn
SET TYPE DIA1
SLEEP SNOOZE SNORE NAp DOZe SLUMBER DROWSe REST RELAx
CUT BREAK BURSt PUNCTURe BLOW SMASH CRUSH CRASH FORCe CLAw PLUCK SCRATCH
RUB TEAr SCAMP SCRAPe CRUMBLe CASS DEVASTATE RAVAGe RAZe GUT DEMOLISH
EMPTY
TURn RETURn REVERSE
SPILL POUr SPREAD CAST
CLOSE SHUT BOLT FASTER SECURe LATCh JOIN UNITE LINK CLUTCh GRAPPLE
IMPRISON INCARCERATE CONFINE
COMPLETE CONCLUDE TERMINATE STOp CEASE
ACHIEVe ACCOMPLISH PERFORm FINALIZE PERFECT
COURt KISs INTERCOURSE MEET
BANG BURn BURN-BLACK HEAT CONSUMe
UNSCREW
DRINK TIPPLe SWALLOw TOPe INDULGe
SHOOT
LET START PROPEl SEND-OFFDISPATCH SET-IN-MOTIoN HUR1 BEGIN COMMENCE
INITIATE
APOLOGIZe EXPLAiN EXCUSe JUSTIFY DEFEND CONFESS REGRET BEg
ANNe
ARM EQUIp PROVIDe SUPPLY FURNISH FIT-OUT PREPARe FORTIFY STRENGTHEN
PROTECT TINKER COLD-HAMMER
BERTRAND BLR
BOARD EMBARK MOUNT ABOARD BRAG BOAST VAUNT CROW SWAGGER BLUSTER
BRIBe SUBORn CORRUPT SQUARe TEMPT ENTICE LURE REWARD BREATHe CATCHe CHEAT

