# Setup

00001 REM (C) 1977-2014 RICHARD GARRIOTT

00010 LET J4=1

00030 PRINT

00100 BASE 0

00110 LET X=0

00120 LET J=0

00130 LET K=0

00140 X1=0

00150 LET X3=0

00160 LET J9=RND(CLK(J9))

00170 DIM C(7),C$(7),W(100),D(50,50),P(100),I$(100),B(100,6),B$(100)

00180 DIM E(100),F(100),X5(100),X6(100),X2(100),X4(100)

00190 LET G=INT(RND(0)\*24+2)

00200 LET H=INT(RND(0)\*24+2)

00210 FILE #1="DNG1"

00220 FILE #2="DNG2",#3="DNG3",#4="DNG4",#5="DNG5",#6="DNG6"

00230 RESTORE #4

00240 FILE #7="GMSTR"

00245 RESTORE #7

00250 RESTORE #1

00260 RESTORE #2

00261 RESTORE #3

00262 RESTORE #4

00263 RESTORE #5

00264 RESTORE #6

## Character Attribute Data

00270 DATA "STR","DEX","CON","CHAR","WIS","INT","GOLD"

## Weapons Data

00280 DATA "SWORD",10,"2-H-SWORD",15,"DAGGER",3,"MACE",5

00290 DATA "SPEAR",2,"BOW",25,"ARROWS",2,"LEATHER MAIL",15

00300 DATA "CHAIN MAIL",30,"TLTE MAIL",50,"ROPE",1,"SPIKES",1

00310 DATA "FLASK OF OIL",2,"SILVER CROSS",25,"SPARE FOOD",5

## Monster Data

01150 DATA "MAN",1,13,26,1,1,500

01160 DATA "GOBLIN",2,13,24,1,1,600

01170 DATA "TROLL",3,15,35,1,1,1000

01180 DATA "SKELETON",4,22,12,1,1,50

01190 DATA "BALROG",5,18,110,1,1,5000

01200 DATA "OCHRE JELLY",6,11,20,1,1,0

01210 DATA "GREY OOZE",7,11,13,1,1,0

01220 DATA "GNOME",8,13,30,1,1,100

01230 DATA "KOBOLD",9,15,16,1,1,500

01240 DATA "MUMMY",10,16,30,1,1,100

# Start Screen

00320 PRINT " RICHARD GARRIOTT DND1"

00330 PRINT

## Check if User Needs Instructions

00340 PRINT "DO YOU NEED INSTRUCTION ";

00350 INPUT Q$

### If Yes Print “Who Said You Can Play and End”

00360 IF Q$="YES" THEN 01730 //Who said you could play

### If Y Print the Directions from A File

00370 IF Q$="Y" THEN [00720](#_Read_Directions_From)  //Read directions from file

## Check if User wants to start a new game or continue

00380 PRINT "OLD OR NEW GAME";

00390 INPUT Q$

### If Continue then Load the Old Save from A File

00400 IF Q$="OLD" THEN 01770 //Read old save

## Ask What Dungeon Number They Want To Play At

00410 PRINT "DUNGEON #";

00420 INPUT D

## Check if the user wants to reset their continues

00421 PRINT "CONTINUES RESET 1=YES, 2=NO ";

00422 INPUT J6

# Roll Player Characteristics

00430 REM ROLLING CHARICTERISTICS

## Get the Players Name

00440 PRINT "PLAYERS NME ";

00450 INPUT N$

### If it is SHAVS Print “Who said you could play” and end

00460 IF N$<>"SHAVS" THEN 01730 //Who said you could play

## Read Attribute Names into C$

00465 FOR M=1 TO 7

00466 READ C$(M)

00467 NEXT M

## Roll the Characteristics

### For Each Characteristic (1 to 7)

00470 FOR M=1 TO 7 //Roll Character

#### Roll and Add 3 D6

00490 FOR N=1 TO 3

00500 LET R=INT(RND(0)\*6+1)

00510 LET C(M)=C(M)+R

00520 NEXT N

#### If Last Attribute (Gold) multiply it by 15

00530 IF M<>7 THEN 00550

00540 LET C(M)=C(M)\*15

00550 REM

#### Print the Attribute

00560 PRINT C$(M);"=";C(M)

00570 NEXT M

00580 PRINT

## Set the Character Class

00590 PRINT "CLASSIFICATION"

00600 PRINT "WHICH DO YOU WANT TO BE"

00610 PRINT "FIGHTER, CLERIC, OR WIZARD";

00620 INPUT C$(0)

### If Classification Is None

00625 IF C$(0) <>"NONE" then 0630 //If classification is none re-roll character

#### Clear the Characteristics

00626 FOR M7=0 TO 7

00627 LET C(M7)=0

00628 NEXT M7

#### Roll the Characteristics Again

00629 GO TO 00470 //Go to roll character

## If Fighter Set Fighter Health

00630 IF C$(0)="FIGHTER" THEN 00770 //Roll fighter health

00770 LET C(0)=INT(RND(0)\*8+1) //Set Fighter HP

00780 GO TO 00670

## If Cleric set Cleric Health

00640 IF C$(0)="CLERIC" THEN 00810 //Roll cleric health

00790 LET C(0)=INT(RND(0)\*4+1) //Set Cleric HP

00800 GO TO 00670

## If Wizard set Wizard Health

00650 IF C$(0)="WIZARD" THEN 00790 //Roll wizard health

00810 LET C(0)=INT(RND(0)\*6+1) //Set Wizard HP

00820 GO TO 00670

## Else Invalid Choice Ask Again

00660 GO TO 00620 //An invalid choice was made so ask again

# Weapon Shop

00670 PRINT "BUYING WEAPONS"

## Get Menu Type Fast or Norm

00680 PRINT "FAST OR NORM"

00690 INPUT Q3$

00700 PRINT "NUMBER","ITEM","PRICE"

00705 PRINT"-1-STOP"

## Get Weapons from Data into I$ and P

00710 FOR M=1 TO 15

00720 READ I$(M), P(M) //Read from Data

### If Menu Type is fast do Not Print Choices

00725 IF Q3$="FAST" THEN 00740

00730 PRINT M, I$(M), P(M)

00740 NEXT M

00750 GOSUB 01150

00760 GO TO 00830

00830 REM

## Increment the Number of Items

00850 LET X=X+1 //Increment the number of items

## Get User Input for the Item to Purchase

00860 INPUT Y //Get user input for item to purchase

00870 REM

## If < 0 Exit the Shop

00880 IF Y<0 THEN 01000 //Exit Shop

## If > 15 Exit the Shop

00885 IF Y>15 THEN 01000 //Exit Shop

## If the item costs more than you have then Print Costs too much and Start Over

00890 IF C(7)-P(Y)<0 THEN 00970 //Costs Too Much

## If you are a Cleric check if you can use it

00900 IF C$(0)="CLERIC" THEN 01290 //Check if a Cleric can use the item

//Check Cleric Items

01290 IF Y=4 THEN 00920

01300 IF Y=8 THEN 00920

01310 IF Y=9 THEN 00920

01320 IF Y>10 THEN 00920

01330 PRINT "YOUR A CLERIC YOU CANT USE THAT "

01340 GO TO 00860

## If you are a Wizard check if you can use it

00910 IF C$(0)="WIZARD" THEN 01350 //Check if a Wizard can use the item

//Check Wizard Items

01350 IF Y=3 THEN 00920

01360 IF Y=8 THEN 00920

01370 IF Y>10 THEN 00920

01380 PRINT "YOUR A WIZARD YOU CANT USE THAT "

01390 GO TO 00860

00920 REM

## Subtract the Price of the item from your gold

00930 LET C(7)=C(7)-P(Y) //Subtract the price of the item from your gold

## Print the Remaining Gold

00940 PRINT "GP= ";C(7) //Print the remaining gold

## Add the Item to your Inventory

00950 LET W(X)=Y //Add the item to your inventory

## Re Enter the Shop

00960 GO TO 00830 //Buy another item

00970 PRINT "COSTS TOO MUCH"

00980 PRINT "TRY AGAIN ";

00990 GO TO 00860 //Go back to the shop without adding an item to the inventory

# Print The Remaining Gold

01000 PRINT "GP= ";C(7)

01010 REM

# Ask if user wants their Equipment Listed

01020 PRINT "EQ LIST ";

01030 INPUT Q$

## If No Skip to Print Characteristics

01040 IF Q$="NO" THEN 01090 //Print characteristics

### For Each Slot

01050 FOR M=1 TO X

#### If there is equipment in the slot print it

01060 IF W(M)=0 THEN 01080 //If there is no equipment in this slot skip it

01070 PRINT W(M),I$(W(M))

01080 NEXT M

# Print user Characteristics

01090 PRINT "YOUR CHARACTERISTICS ARE;"

01100 PRINT C$(0)

## Ensure HP is at least 2

01101 IF C(0)<>1 THEN 01110

01102 C(0)=2

## Print HP

01110 PRINT "HIT POINTS",C(0)

01120 PRINT

01130 PRINT

01140 GO TO 01400

## Load Monsters into Variable B

01250 FOR M=1 TO 10

01260 READ B$(M),B(M,1),B(M,2),B(M,3),B(M,4),B(M,5),B(M,6)

01265 B(M,4)=B(M,3)

01267 B(M,5)=B(M,6)

01269 B(M,1)=1

01270 NEXT M

01280 RETURN

# Read Dungeon and Start Game

01400 REM READ DUNGEON AND START GAME

01410 RESTORE #D

01415 PRINT "READING DUNGEON NUM. ";D

01420 FOR M=0 TO 25

01430 FOR N=0 TO 25

01431 D(M,N)=0

01432 IF D=0 THEN 01450

01440 READ #D,D(M,N)

01443 IF D(M,N)<>0 THEN 01450

01445 IF RND(0)<.97 THEN 01447

01446 D(M,N)=7

01447 IF RND(0)<.97 THEN 01450

01448 D(M,N)=8

01450 NEXT N

01460 NEXT M

# Game Loop

01470 REM YEA START

01480 PRINT

01490 PRINT

01500 PRINT

01510 PRINT "WELCOME TO DUNGEON #";D

01520 PRINT "YOU ARE AT (";G;",";H;")"

01530 PRINT

## Get Command from user

01540 PRINT "COMMANDS LIST",

01541 INPUT Q$

01542 IF Q$<>"YES" THEN 01590

01550 PRINT

01560 PRINT "1=MOVE 2=OPEN DOOR 3=SEARCH FOR TRAPS AND SECRET DOORS"

01570 PRINT "4=SWITCH WEAPON HN HAND 5=FIGHT"

01580 PRINT "6=LOOK AROUND 7=SAVE GAME 8=USE MAGIC 9=BUY MAGIC"

01585 PRINT "0=PASS 11=BUY H.P."

01590 PRINT "COMMAND=";

01600 INPUT T

01605 IF T=11 THEN 10830 //Buy HP

01606 IF T=12 THEN 11000 //Quit

01610 IF T=1 THEN 02170 //Move

01620 IF T=2 THEN 03130 //Open Door

01630 IF T=3 THEN 03430 //Search for Traps and Secret Doors

01640 IF T=4 THEN 03640 //Switch Weapon HN Hand

01650 IF T=5 THEN 03750 //Fight

01660 IF T=6 THEN 06390 //Look Around

01670 IF T=7 THEN 06610 //Save Game

01680 IF T=8 THEN 08680 //Use Magic

01690 IF T=9 THEN 09980 //Buy Magic

01700 IF T=10 THEN 10730 //Cheat

01705 IF T=0 THEN 07000 //Pass

01710 PRINT "COME ON ";

01720 GO TO 01590 //Invalid input retry

## Instructions

01730 REM INSTRUCTIONS

01740 PRINT "WHO SAID YOU COULD PLAY"

01750 STOP

01760 GO TO 00380

## Read Out Old Game

01770 REM READ OUT OLD GAME

01775 RESTORE #7

01780 READ #7,D

01790 READ #7,X

01800 READ #7,J

01810 READ #7,G

01820 READ #7,H

01830 READ #7,K

01840 FOR M=0 TO 25

01850 FOR N=0 TO 25

01860 READ #7,D(M,N)

01870 NEXT N

01880 NEXT M

01890 FOR M=1 TO X

01900 READ #7,W(M)

01910 NEXT M

01920 FOR M=1 TO 10

01930 READ #7,B$(M)

01940 FOR N=1 TO 6

01950 READ #7,B(M,N)

01960 NEXT N

01970 NEXT M

01980 FOR M=0 TO 7

01990 READ #7,C$(M)

02000 READ #7,C(M)

02010 NEXT M

02020 READ #7,N$

02030 READ #7,F1

02040 READ #7,F2

02050 FOR M=1 TO 15

02060 READ #7,I$(M)

02070 NEXT M

02080 READ #7,X3

02090 FOR M=1 TO X3

02100 READ #7,X4(M)

02110 NEXT M

02120 READ #7,X1

02130 FOR M=1 TO X1

02140 READ #7,X2(M)

02150 NEXT M

02151 READ #7,F2

02152 READ #7,F1

02160 GO TO 01510

## Move

02170 REM MOVE

02175 PRINT "YOU ARE AT ";G;" , ";H

02180 PRINT " DOWN RIGHT LEFT OR UP"

02190 INPUT Q$

02200 IF Q$="RIGHT" THEN 02260

02205 IF Q$="R" THEN 02260

02210 IF Q$="LEFT" THEN 02290

02215 IF Q$="L" THEN 02290

02220 IF Q$="UP" THEN 02320

02225 IF Q$="U" THEN 02320

02230 IF Q$="DOWN" THEN 02350

02235 IF Q$="D" THEN 02350

02240 GO TO 02180

02250 REM

### Move Right

02260 LET S=0

02270 LET T=1

02280 GO TO 02370

### Move Left

02290 LET S=0

02300 LET T=-1

02310 GO TO 02370

### Move Down

02320 LET S=-1

02330 LET T=0

02340 GO TO 02370

### Move Up

02350 LET S=1

02360 LET T=0

### Check the Tile

02370 IF D(G+S,H+T)=0 THEN 02430 //floor tile advance

#### Wall

02380 IF D(G+S,H+T)=1 THEN 02480 //wall do not advance

02470 REM

02480 PRINT "YOU RAN INTO A WALL"

02490 IF RND(0)\*12+1>9 THEN 02520

02500 PRINT "BUT NO DAMAGE WAS INFLICTED"

02510 GO TO 07000

02520 PRINT "AND LOOSE 1 HIT POINT"

02530 LET C(0)=C(0)-1

02540 GO TO 07000

#### Trap

02390 IF D(G+S,H+T)=2 THEN 02550 //trap advance possibly

02550 PRINT "OOOOPS A TRAP AND YOU FELL IN "

02560 IF RND(0)\*3>2 THEN 02580

02570 GO TO 02600

02580 PRINT "AND HIT POINTS LOOSE 1"

02590 LET C(0)=C(0)-1

02600 PRINT "I HOPE YOU HAVE SOME SPIKES AND PREFERABLY ROPE"

02610 PRINT "LET ME SEE"

02620 FOR M=1 TO X

02630 IF W(M)<>12 THEN 02660

02640 LET W(M)=0

02650 GO TO 02680

02660 NEXT M

02670 GO TO 02740

02680 FOR M=1 TO X

02690 IF W(M)<>11 THEN 02720

02700 LET W(M)=0

02710 GO TO 02760

02720 NEXT M

02730 GO TO 02890

02740 PRINT "NO SPIKES AH THATS TOO BAD CAUSE YOUR DEAD "

02750 STOP

02760 PRINT "GOOD BOTH"

02770 PRINT "YOU MANAGE TO GET OUT EASY"

02775 GO TO 02870

02780 FOR M=1 TO X

02790 IF W(M)=12 THEN 02820

02800 NEXT M

02810 IF B9>1 THEN 02830

02820 LET W(M)=0

02830 GO TO 02870

02840 LET W(M)=0

02850 LET W(M)=0

02860 GO TO 02820

02870 PRINT "YOUR STANDING NEXT TO THE EDGE THOUGH I'D MOVE"

02880 GO TO 02170

02890 PRINT "NO ROPE BUT AT LEAS SPIKES"

02900 IF INT(RND(0)\*3)+1=2 THEN 02960

02910 GO TO 02770

02920 PRINT "YOU FALL HALF WAY UP"

02930 IF INT(RND(0)\*6)>C(1)/3 THEN 02960

02940 PRINT "TRY AGAIN "

02950 GO TO 02900

02960 PRINT "OOPS H.P. LOOSE 1"

02970 LET C(0)=C(0)-1

02980 GO TO 02940

#### Secret Door

02400 IF D(G+S,H+T)=3 THEN 02990 //secret door possibly advance

02990 IF INT(RND(0)\*6)+1>4 THEN 3010

03000 GO TO 02480

03010 PRINT "YOU JUST RAN INTO A SECRET DOOR"

03020 PRINT "AND OPENED IT"

03030 LET G=G+S

03040 LET H=H+T

03050 GO TO 02450

#### Increase Luck

02401 IF D(G+S,H+T)=7 THEN 02424 //increment luck and advance

02424 LET C(1)=C(1)+1

02425 GO TO 02418 //Clear tile, check for poison and advance

#### Free Life

02402 IF D(G+S,H+T)=8 THEN 02426 //increment lives and advance

02426 LET C(3)=C(3)+1

02429 GO TO 02418 //Clear tile, check for poison and advance

#### Monster

02410 IF D(G+S,H+T)=5 THEN 03060 //monster do not progress and possibly lose 6 hp

03060 PRINT "YOU RAN INTO THE MONSTER "

03070 PRINT "HE SHOVES YOU BACK"

03080 PRINT

03090 IF INT(RND(0)\*2)+1=2 THEN 03120

03100 PRINT "YOU LOOSE 6 HIT POINT "

03110 LET C(0)=C(0)-6

03120 GO TO 07000

#### Find Gold

02411 IF D(G+S,H+T)=6 THEN 02413 //found gold proceed

02413 PRINT "AH......GOLD......."

02414 G9=INT(RND(0)\*500+10)

02415 PRINT G9;"PIECES"

02416 C(7)=C(7)+G9

02417 PRINT "GP= ";C(7)

02412 GO TO 02480

### Clear the Tile

02418 D(G+S,H+T)=0 //Clear Tile... No more surprises here

### Check for Poison

02419 IF RND(0)>.2 THEN 02430 //Check for poison

02420 PRINT " POISON "

02421 LET C(0)=C(0)-INT(RND(0)\*4+1)

02422 PRINT "HP= ";C(0)

02423 GO TO 02430 //Advance Position

### Advance Position

02430 LET G=G+S

02440 LET H=H+T

02450 PRINT "DONE"

02460 GO TO 07000

## Open Door

03130 PRINT "DOOR LEFT RIGHT UP OR DOWN"

03140 INPUT Q$

03150 IF Q$="LEFT" THEN 03200

03155 IF Q$="L" THEN 03200

03160 IF Q$="RIGHT" THEN 03230

03165 IF Q$="R" THEN 03230

03170 IF Q$="UP" THEN 03260

03175 IF Q$="U" THEN 03260

03180 IF Q$="DOWN" THEN 03290

03185 IF Q$="D" THEN 03290

03190 GO TO 03130

03200 LET S=0

03210 LET T=-1

03220 GO TO 03310

03230 LET S=0

03240 LET T=1

03250 GO TO 03310

03260 LET S=-1

03270 LET T=0

03280 GO TO 03310

03290 LET S=1

03300 LET T=0

03310 IF D(G+S,H+T)=4 THEN 03350

03320 IF D(G+S,H+T)=3 THEN 03350

03330 PRINT "THERE IS NOT A DOOR THERE"

03340 GO TO 01590

03350 PRINT "PUSH"

03360 IF INT(RND(0)\*20)+1<C(1) THEN 03390

03370 PRINT "DIDNT BUDGE"

03380 GO TO 07000

03390 PRINT "ITS OPEN"

03400 LET G=G+S

03410 LET H=H+T

03420 GO TO 02450

## Search for Traps and Secret Doors

03430 PRINT "SEARCH.........SEARCH...........SEARCH..........."

03440 IF INT(RND(0)\*40)<C(5)+C(6) THEN 03470

03450 PRINT "NO NOT THAT YOU CAN TELL"

03460 GO TO 07000

03470 FOR M=-1 TO 1

03480 FOR N=-1 TO 1

03490 IF D(G+M,H+N)=2 THEN 03550

03500 IF D(G+M,H+N)=3 THEN 03590

03510 NEXT N

03520 NEXT M

03530 REM

03540 GO TO 03450

03550 PRINT "YES THERE IS A TRAP"

03560 PRINT "IT IS ";M;"VERTICALY ";N;"HORAZONTALY FROM YOU"

03570 LET Z=1

03580 GO TO 03500

03590 PRINT "YES A DOOR"

03600 PRINT "IT IS AT ";M;"VERTICALY ";N;"HORAZANTALY"

03610 LET Z=1

03620 GO TO 03510

03630 REM

## Switch Weapon Hand

03640 PRINT "WHICH WEAPON WILL YOU HOLD, NUM OF WEAPON "

03650 INPUT Y

03660 IF Y=0 THEN 03720

03670 FOR M=1 TO X

03680 IF W(M)=Y THEN 03720

03690 NEXT M

03700 PRINT "SORRY YOU DONT HAVE THAT ONE"

03710 GO TO 03640

03720 PRINT "O.K. YOU ARE NOW HOLDING A ";I$(Y)

03730 LET J=Y

03740 GO TO 07000

## Fight

03750 REM FIGHTING BACK

03760 PRINT "YOUR WEAPON IS ";I$(J)

03770 IF K=0 THEN 01590

03780 PRINT B$(K)

03790 PRINT "HP=";B(K,3)

03800 IF J=0 THEN 04460

03810 IF J=1 THEN 04680

03820 IF J=2 THEN 04860

03830 IF J=3 THEN 05040

03840 IF J=4 THEN 05270

03850 IF J>4 THEN 03870

03860 GO TO 03880

03870 IF J<15 THEN 05450

03880 PRINT "FOOD ???.... WELL O.K."

03890 PRINT "IS IT TO HIT OR DISTRACT";

03900 INPUT Q$

03910 IF Q$="HIT" THEN 04330

03920 PRINT "THROW A-A=VE,B-BELOW,L-LEFT,OR R-RIGHT OF THE MONSTER";

03930 LET Z5=0

03940 INPUT Q$

03950 IF Q$="B" THEN 04010

03960 IF Q$="A" THEN 04040

03970 IF Q$="L" THEN 04070

03980 LET S=0

03990 LET T=1

04000 GO TO 04120

04010 LET S=-1

04020 LET T=0

04030 GO TO 04120

04040 LET S=1

04050 LET T=0

04060 GO TO 04120

04070 LET S=0

04080 LET T=-1

04090 GO TO 04120

04100 IF Z5=1 THEN 04120

04110 IF RND(0)>.5 THEN 04140

04120 IF D(F1+S,F2+T)=0 THEN 04220

04130 IF D(F1+S,F2+T)=2 THEN 04280

04140 PRINT "DIDN’T WORK"

04150 FOR M=1 TO X

04160 IF Z5=Q THEN 07000

04170 IF W(M)=15 THEN 04190

04180 NEXT M

04190 LET W(M)=0

04200 LET J=0

04210 GO TO 07000

04220 PRINT "MONSTER MOVED BACK"

04230 LET D(F1,F2)=0

04240 LET F1=F1+S

04250 LET F2=F2+T

04260 LET D(F1,F2)=5

04270 GO TO 04150

04280 PRINT "GOOD WORK THE MONSTER FELL INTO A TRAP AND IS DEAD"

04290 LET K1=-1

04300 LET B(K,6)=0

04310 GO TO 07000

04320 GO TO 04150

04330 IF INT(RND(0)\*20)+1=20 THEN 04380

04340 IF INT(RND(0)\*20)+1>B(K,2)-C(2)/3 THEN 04410

04350 IF INT(RND(0)\*20)+1>10-C(2)/3 THEN 04440

04360 PRINT "TOTAL MISS"

04370 GO TO 04150

04380 PRINT "DIRECT HIT"

04390 LET B(K,3)=B(K,3)-INT(C(1)/6)

04400 REM

04410 PRINT "HIT"

04420 LET B(K,3)=B(K,3)-INT(C(1)/8)

04430 GO TO 04150

04440 PRINT "YOU HIT HIM BUT NOT GOOD ENOUGH"

04450 GO TO 04150

### Fist Fighting

04460 REM FISTS

04470 PRINT "DO YOU REALIZE YOU ARE BARE HANDED"

04480 PRINT "DO YOU WANT TO MAKE ANOTHER CHOICE";

04490 INPUT Q$

04500 IF Q$="NO" THEN 04520

04510 GO TO 01590

04520 PRINT "O.K. PUNCH BITE SCRATCH HIT ........"

04530 FOR M=-1 TO 1

04540 FOR N=-1 TO 1

04550 IF D(G+M,H+N)=5 THEN 04610

04560 NEXT N

04570 NEXT M

04580 PRINT "NO GOOD ONE"

04590 GO TO 01590

04600 REM

04610 IF INT(RND(0)\*20)+1>B(K,2) THEN 04640

04620 PRINT "TERRIBLE NO GOOD"

04630 GO TO 07000

04640 PRINT "GOOD A HIT"

04650 LET B(K,3)=B(K,3)-INT(C(1)/6)

04660 GO TO 01590

04670 REM

04680 PRINT "SWING"

04690 GOSUB 08410

04700 IF R1<2 THEN 04730

04710 PRINT "HE IS OUT OF RANGE"

04720 GO TO 07000

04730 IF R2=0 THEN 04840

04740 IF R2=1 THEN 04820

04750 IF R2=2 THEN 04790

04760 PRINT "CRITICAL HIT"

04770 LET B(K,3)=B(K,3)-INT(C(1)/2)

04780 GO TO 01590

04790 PRINT "GOOD HIT"

04800 LET B(K,3)=B(K,3)-INT(C(1)\*4/5)

04810 GO TO 01590

04820 PRINT "NOT GOOD ENOUGH"

04830 GO TO 01590

04840 PRINT "MISSED TOTALY"

04850 GO TO 07000

04860 PRINT "SWHNG"

04870 GOSUB 08410

04880 IF R1<2.1 THEN 04910

04890 PRINT "HE IS OUT OF RANGE"

04900 GO TO 07000

04910 IF R2=0 THEN 05020

04920 IF R2=1 THEN 05000

04930 IF R2=2 THEN 04970

04940 PRINT "CRITICAL HIT"

04950 LET B(K,3)=B(K,3)-C(1)

04960 GO TO 01590

04970 PRINT "HIT"

04980 LET B(K,3)=B(K,3)-INT(C(1)\*5/7)

04990 GO TO 01590

05000 PRINT "HIT BUT ‘ WELL ENOUGH"

05010 GO TO 01590

05020 PRINT "MISSED TOTALY"

05030 GO TO 07000

05040 FOR M=1 TO X

05050 IF W(M)=3 THEN 05090

05060 NEXT M

05070 PRINT "YOU DONT HAVE A DGGER"

05080 GO TO 07000

05090 GOSUB 08410

05100 IF R1>5 THEN 04710

05110 IF R2=0 THEN 05200

05120 IF R2=1 THEN 05220

05130 IF R2=2 THEN 05240

05140 PRINT "CRITICAL HIT"

05150 LET B(K,3)=B(K,3)-INT(C(1)\*3/10)

05160 IF R1<2 THEN 05190

05170 LET W(J)=0

05180 LET J=0

05190 GO TO 07000

05200 PRINT "MISSED TOTALY"

05210 GO TO 05160

05220 PRINT "HIT BUT NO DAMAGE"

05230 GO TO 05160

05240 PRINT "HIT"

05250 LET B(K,3)=B(K,3)-INT(C(1)/4)

05260 GO TO 05160

05270 PRINT "SWING"

05280 GOSUB 08410

05290 IF P0<2 THEN 04720

05300 GO TO 04710

05310 IF R2=0 THEN 05420

05320 IF R2=1 THEN 05400

05330 IF R2=2 THEN 05370

05340 PRINT "CRITICAL HIT"

05350 LET B(K,3)=B(K,3)-INT(C(1)\*4/9)

05360 GO TO 01590

05370 PRINT "HIT"

05380 LET B(K,3)=B(K,3)-INT(C(0)\*5/11)

05390 GO TO 01590

05400 PRINT "HIT BUT NO DAMAGE"

05410 GO TO 01590

05420 PRINT "MISS"

05430 GO TO 07000

05440 REM

05450 FOR M=1 TO X

05460 IF W(M)=J THEN 05500

05470 NEXT M

05480 PRINT "NO WEAPON FOUND"

05490 GO TO 01590

05500 GOSUB 08410

05510 IF J=5 THEN 05760

05520 IF J=6 THEN 05800

05530 IF J=7 THEN 05840

05540 IF J=8 THEN 05880

05550 IF J=9 THEN 05920

05560 IF J=10 THEN 05960

05570 IF J=11 THEN 06000

05580 IF J=12 THEN 06040

05590 IF J=13 THEN 06080

05600 PRINT "AS A CLUB OR SIGHT";

05610 INPUT Q$

05620 IF Q$="SIGHT" THEN 05650

05630 IF J=14 THEN 06120

05640 GO TO 05480

05650 IF R1<10 THEN 05680

05660 PRINT "FAILED"

05670 GO TO 07000

05680 PRINT "THE MONSTER IS HURT"

05690 LET R5=1/6

05700 IF K=2 THEN 06200

05710 IF K=10 THEN 06200

05720 IF K=4 THEN 06200

05730 GOTO 06260

05740 IF INT(RND(0)\*0)>0 THEN 06260

05750 GO TO 06200

05760 LET R3=10

05770 LET R4=3/7

05780 LET R5=5/11

05790 GO TO 06160

05800 LET R3=15

05810 LET R4=3/7

05820 LET R5=5/11

05821 FOR Z=1 TO 100

05822 IF W(Z)=7 THEN 5825

05823 NEXT Z

05824 GO TO 6280

05825 J=7

05826 W(Z)=0

05830 GO TO 06160

05840 LET R3=1.5

05850 LET R4=1/7

05860 LET R5=1/5

05870 GO TO 06160

05880 LET R3=4

05890 LET R4=1/10

05900 LET R5=1/8

05910 GO TO 06160

05920 LET R3=4

05930 LET R4=1/7

05940 LET R5=1/6

05950 GO TO 06160

05960 LET R3=3

05970 LET R4=1/8

05980 LET R5=1/5

05990 GO TO 06160

06000 LET R3=5

06010 LET R4=1/9

06020 LET R5=1/6

06030 GO TO 06160

06040 LET R3=8

06050 LET R4=1/9

06060 LET R5=1/4

06070 GO TO 06160

06080 LET R3=6

06090 LET R4=1/3

06100 LET R5=2/3

06110 GO TO 06160

06120 LET R3=1.5

06130 LET R4=1/3

06140 LET R5=1/2

06150 GO TO 06160

06160 IF R1>R3 THEN 04710

06170 IF R2=0 THEN 06280

06180 IF R2=1 THEN 06260

06190 IF R2=2 THEN 06230

06200 PRINT "CRITICAL HIT"

06210 LET B(K,3)=B(K,3)-INT(C(1)\*R5)

06220 GO TO 06300

06230 PRINT "HIT"

06240 LET B(K,3)=B(K,3)-INT(C(1)\*R4)

06250 GO TO 06300

06260 PRINT "HIT BUT NO DAMAGE"

06270 GO TO 06300

06280 PRINT "MISS"

06290 GO TO 06300

06300 IF W(J)=14 THEN 07000

06310 FOR M=1 TO X

06320 IF W(M)=J THEN 06340

06330 NEXT M

06340 LET W(M)=0

06350 IF J<>7 THEN 06360

06355 GO TO 06370

06360 LET J=0

06370 IF R2>0 THEN 01590

06380 GO TO 07000

## Look Around

06390 REM LOOKING

06400 FOR M=-5 TO 5

06410 FOR N=-5 TO 5

06420 IF M+G>25 THEN 06510

06430 IF M+G<0 THEN 06510

06440 IF H+N>25 THEN 06510

06450 IF H+N<0 THEN 06510

06460 IF M<>0 THEN 06480

06470 IF N=0 THEN 06590

06480 IF D(M+G,N+H)=2 THEN 06550

06485 IF D(M+G,N+H)=7 OR D(M+G,N+H)=8 THEN 06550

06490 IF D(M+G,N+H)=3 THEN 06570

06500 PRINT D(M+G,N+H);

06510 NEXT N

06520 PRINT

06530 NEXT M

06540 GO TO 07000

06550 PRINT 0;

06560 GO TO 06510

06570 PRINT 1;

06580 GO TO 06510

06590 PRINT 9;

06600 GO TO 06510

## Save Game

06610 REM SAVE GAME

06615 RESTORE #7

06620 WRITE #7,D

06630 WRITE #7,X

06640 WRITE #7,J

06650 WRITE #7,G

06660 WRITE #7,H

06670 WRITE #7,K

06680 FOR M=0 TO 25

06690 FOR N=0 TO 25

06700 WRITE #7,D(M,N)

06710 NEXT N

06720 NEXT M

06730 FOR M=1 TO X

06740 WRITE #7,W(M)

06750 NEXT M

06760 FOR M=1 TO 10

06770 WRITE #7,B$(M)

06780 FOR N=1 TO 6

06790 WRITE #7,B(M,N)

06800 NEXT N

06810 NEXT M

06820 FOR M=0 TO 7

06830 WRITE #7,C$(M)

06840 WRITE #7,C(M)

06850 NEXT M

06860 WRITE #7,N$

06870 WRITE #7,F1

06880 FOR M=1 TO 15

06890 WRITE #7,I$(M)

06900 NEXT M

06910 WRITE #7,X3

06920 FOR M=1 TO X3

06930 WRITE #7,X4(M)

06940 NEXT M

06950 WRITE #7,X1

06960 FOR M=1 TO X1

06970 WRITE #7,X2(M)

06971 NEXT M

06972 WRITE #7,F2

06980 WRITE #7,F1

06985 GO TO 01590

06990 STOP

## Pass

07000 IF K1=-1 THEN 08290

07010 IF C(0)<2 THEN 08160

07020 IF K>0 THEN 07160

07030 IF G<>1 THEN 07110

07040 IF H<>12 THEN 07110

07050 PRINT "SO YOU HAVE RETURNED"

07060 IF C(7)<100 THEN 07110

07070 LET C(7)=C(7)-100

07080 PRINT "WANT TO BUY MORE EQUIPMENT"

07090 INPUT Q$

07100 IF Q$="YES" THEN 07130

07110 IF RND(0)\*20>10 THEN 07830

07120 GO TO 01590

## Heal

07130 PRINT "YOUR H.P. ARE RESTORED 2 POINTS"

07140 LET C(0)=C(0)+2

07150 GO TO 00830

07160 GOSUB 08410

07170 IF B(K,3)<1 THEN 08290

07180 IF R1<2.0 THEN 07600

07190 IF P0>10 THEN 01590

07200 REM HE IS COMMING

07210 IF ABS(R8)>ABS(R9) THEN 07260

07220 LET F5=0

07230 IF M=1 THEN 07270

07240 LET F6=-(R9/ABS(R9))

07250 GO TO 07280

07260 LET F5=-(R8/ABS(R8))

07270 LET F6=0

07280 FOR Q=0 TO 8

07290 IF Q=1 OR Q=5 THEN 07320

07300 IF F1+F5<0 OR F1+F5>25 OR F2+F6<0 OR F2+F6>25 THEN 07320

07310 IF D(F1+F5,F2+F6)=Q THEN 07340

07320 NEXT Q

07330 GO TO 07510

07340 IF Q=0 THEN 07430

07345 IF Q=6 OR Q=7 OR Q=8 THEN 07430

07350 IF Q=2 THEN 07530

07360 IF Q=3 OR Q=4 THEN 07380

07370 GO TO 07510

07380 REM "THROUGH THE DOOR"

07390 IF D(F1+2\*F5,F2+2\*F6)<>0 THEN 07510

07400 LET F5=F5\*2

07410 LET F6=F6\*2

07420 GO TO 07440

07430 REM "CLOSER"

07440 LET D(F1,F2)=0

07450 LET F1=F1+F5

07460 LET F2=F2+F6

07470 LET D(F1,F2)=5

07480 GOSUB 08410

07490 REM

07500 GO TO 01590

07510 REM "NOWHERE"

07520 GO TO 07490

07530 PRINT "GOOD WORK YOU LED HIM INTO A TRAP"

07540 LET K1=-1

07550 LET B(K,6)=0

07560 GO TO 07000

07570 LET R8=-.5\*R8

07580 LET R9=-.5\*R9

07590 GO TO 07420

07600 PRINT B$(K);"WATCH IT"

07610 FOR M=1 TO X

07620 IF W(M)=10 THEN 07720

07630 IF W(M)=9 THEN 07700

07640 IF W(M)=8 THEN 07680

07650 NEXT M

07651 A1=6+C(2)

07652 GO TO 07730

07660 LET A1=8+C(2)

07670 GO TO 07730

07680 LET A1=12+C(2)

07690 GO TO 07730

07700 LET A1=16+C(2)

07710 GO TO 07730

07720 LET A1=20+C(2)

07730 IF RND(0)\*40>A1 THEN 07790

07740 IF RND(0)\*2>1 THEN 07770

07750 PRINT "HE MISSED"

07760 GO TO 01590

07770 PRINT "HE HIT YOU BUT NOT GOOD ENOUGH"

07780 GO TO 07000

07790 PRINT "MONSTER SCORES A HIT"

07800 LET C(0)=C(0)-INT(RND(0)\*B(K,2)+1)

07810 PRINT "H.P.=";C(0)

07820 GO TO 07000

07830 FOR Z7=1 TO 50

07840 FOR M=1 TO 10

07850 IF B(M,5)>=1 AND RND(0)>.925 THEN 08000

07860 NEXT M

07870 NEXT Z7

07880 PRINT "ALL MONSTERS DEAD"

07890 PRINT "RESET";

07900 INPUT Q$

07910 IF Q$="YES" THEN 07930

07920 STOP

07930 REM

07931 LET J4=J4+1

07932 FOR M=1 TO 10

07950 LET B(M,3)=B(M,4)\*J4

07960 LET B(M,6)=B(M,5)\*J4

07970 NEXT M

07980 LET C(0)=C(0)+5

07990 GO TO 01590

08000 LET K=M

08010 M1=INT(RND(0)\*7+1)

08015 FOR M=-M1 TO M1

08020 FOR N=-M1 TO M1

08025 IF ABS(M)<=2 OR ABS(N)<=2 THEN 08080

08030 IF G+M<1 THEN 08080

08040 IF H+N<1 THEN 08080

08050 IF G+M>25 THEN 08080

08060 IF H+N>25 THEN 08080

08065 IF RND(0)>.7 THEN 08080

08070 IF D(G+M,H+N)=0 THEN 08110

08080 NEXT N

08090 NEXT M

08100 GO TO 08010

08110 REM

08120 LET D(G+M,H+N)=5

08130 LET F1=G+M

08140 LET F2=H+N

08150 GO TO 07000

08160 IF C(O)<1 THEN 08190

08170 PRINT "WATCH IT H.P.=";C(0)

08180 GO TO 07020

08190 IF C(0)<0 THEN 08250

08200 IF C(3)<9 THEN 08230

08210 PRINT "H.P.=0 BUT CONST. HOLDS"

08220 GO TO 07020

08230 PRINT "SORRY YOUR DEAD"

08240 STOP

08250 IF C(3)<9 THEN 08230

08260 LET C(3)=C(3)-2

08270 LET C(0)=C(0)+1

08280 GO TO 08190

08290 K1=0

08300 LET C(7)=C(7)+B(K,6)

08310 LET D(F1,F2)=0

08320 LET F1=0

08330 LET F2=0

08340 PRINT "GOOD WORK YOU JUST KILLED A ";B$(K)

08350 PRINT "AND GET ";B(K,6);"GOLD PIECES"

08355 IF J6=1 GO TO 08370

08360 LET B(K,5)=0

08370 PRINT "YOU HAVE";C(7);" GOLD "

08380 LET B(K,6)=0

08381 IF J6<>1 GO TO 08390

08382 B(K,3)=B(K,4)\*B(K,1)/1

08383 B(K,6)=B(K,5)\*B(K,1)

08390 LET K=0

08400 GO TO 07000

08410 REM RANGE AND HIT CHECK

08420 FOR M=-25 TO 25

08430 FOR N=-25 TO 25

08440 IF G+M>25 THEN 08490

08450 IF G+M<0 THEN 08490

08460 IF H+N>25 THEN 08490

08470 IF H+N<0 THEN 08490

08480 IF D(G+M,H+N)=5 THEN 08520

08490 NEXT N

08500 NEXT M

08510 LET R1=1000

08520 LET R8=M

08530 LET R9=N

08540 IF R1=1000 THEN 08570

08550 LET R1=SQR(M\*M+N\*N)

08570 IF INT(RND(0)\*20 +1)>18 THEN 08620

08580 IF RND(0)\*20>B(K,2)-C(2)/3 THEN 08640

08590 IF RND(0)\*2>1.7 THEN 08660

08600 LET R2=0

08610 RETURN

08620 LET R2=3

08630 RETURN

08640 LET R2=2

08650 RETURN

08660 LET R2=1

08670 RETURN

## Use Magic

08680 PRINT "MAGIC"

08690 IF J<>0 THEN 08740

08700 IF C$(0)="CLERIC" THEN 08760

08710 IF C$(0)="WIZARD" THEN 09310

08720 PRINT "YOU CANT TSE MAGIC YOUR NOT A M.U."

08730 GO TO 07000

08740 PRINT "YOU CANT USE MAGIC WITH WEAPON IN HAND"

08750 GO TO 07000

08760 PRINT "CLERICAL SPELL #";

08770 INPUT Q

08780 FOR M=1 TO X1

08790 IF Q=X2(M) THEN 08830

08800 NEXT M

08810 PRINT "YOU DONT HAVE THAT SPELL"

08820 GO TO 07000

08830 X3=X2(M)

08835 X2(M)=0

08839 IF X3=1 THEN 08950

08840 IF X3=2 THEN 09030

08850 IF X3=3 THEN 09060

08860 LET Q=2

08870 IF X3=4 THEN 09090

08880 LET Q=3

08890 IF X3=5 THEN 09200

08900 IF X3=6 THEN 09240

08910 IF X3=7 THEN 09280

08920 IF X3=8 THEN 09090

08930 IF X3=9 THEN 09720

08940 GO TO 08810

08950 IF RND(0)\*3 > 1 THEN 09000

08960 PRINT "DONE"

08970 LET X2(M)=0

08980 LET K1=-1

08990 GO TO 07000

09000 PRINT "FAILED"

09010 LET X2(M)=0

09020 GO TO 07000

09030 PRINT "DONE"

09040 LET B(K,3)=B(K,3)-4

09050 GO TO 09010

09060 LET C(3)=C(3)+3

09070 LET X2(M)=0

09080 GO TO 07000

09090 LET X2(M)=0

09100 FOR M=-3 TO 3

09110 FOR N=-3 TO 3

09120 IF G+M <0 OR G+M >25 OR H+N<0 OR H+N > 25 THEN 09140

09130 IF D(G+M,H+N)=Q THEN 09180

09140 NEXT N

09150 NEXT M

09160 PRINT "NO MORE"

09170 GO TO 09010

09180 PRINT "THERE IS ONE AT ";M;"LAT.";N;"LONG."

09190 GO TO 09140

09200 PRINT "DONE"

09210 LET X2(M)=0

09220 LET B(K,3)=B(K,3)-2

09230 GO TO 09010

09240 PRINT "DONE"

09250 LET X2(M)=0

09260 LET B(K,3)=B(K,3)-6

09270 GO TO 09010

09280 PRINT "DONE"

09290 LET C(3)=C(3)+3

09300 GO TO 09010

09310 PRINT "SPELL #";

09320 INPUT Q

09330 FOR M=1 TO X3

09340 IF Q=X4(M) THEN 09390

09350 NEXT M

09360 PRINT "DO NOT HAVE THAT ONE"

09370 GO TO 01590

09380 IF F1-G=0 THEN 09410

09390 IF X4(M)<>1 THEN 09480

09400 GO TO 09420

09410 LET S=0

09420 IF F2-H=0 THEN 09450

09430 PRINT "ARE YOU ABOVE,BELOW,RIGHT, OR LEFT OF IT";

09440 GO TO 09470

09450 LET T=0

09460 LET Z5=1

09470 GOTO 03940

09480 IF X4(M)=2 THEN 09660

09490 LET R=5

09500 LET Q=2

09510 IF X4(M)=3 THEN 09090

09520 IF X4(M)=4 THEN 09800

09530 LET Q=0

09540 IF X4(M)=5 THEN 09860

09550 LET Q=3

09560 IF X4(M)=6 THEN 09950

09570 LET Q=6

09580 IF X4(M)=7 THEN 09950

09590 LET Q=9

09600 IF X4(M)=8 THEN 09950

09610 LET Q=3

09620 IF X4(M)=9 THEN 09090

09630 LET Q=1

09640 IF X4(M)=10 THEN 09860

09650 GO TO 09360

09660 IF RND(0)\*3>1 THEN 09690

09670 PRINT "FAILED"

09680 GO TO 07000

09690 PRINT "DONE"

09700 K1=-1

09710 GO TO 07000

09720 IF K=4 THEN 09760

09730 IF K=10 THEN 09760

09740 PRINT "FAILED"

09750 GO TO 07000

09760 PRINT "DONE"

09770 GOTO 09390

09780 LET T=(F2-H)/ABS(F2-H)

09790 GO TO 04220

09800 PRINT "INPUT CO-ORDINATES";

09810 INPUT M,N

09820 PRINT "DONE"

09830 LET G=M

09840 LET H=N

09850 GO TO 07000

09860 PRINT "INPUT CO-ORDINATES";

09870 INPUT M,N

09880 IF D(M,N)=0 THEN 09920

09890 IF D(M,N)=1 THEN 09920

09900 PRINT "FAILED"

09910 GO TO 07000

09920 LET D(M,N)=Q

09930 PRINT "DONE"

09940 GO TO 07000

09950 PRINT "DONE"

09960 LET B(K,3)=B(K,3)-Q-INT(RND(0)\*11)

09965 PRINT "M-HP=";B(K,3)

09970 GO TO 07000

## Buy Magic

09980 IF C$(0)="CLERIC" THEN 10020

09990 IF C$(0)="WIZARD" THEN 10360

10000 PRINT "YOU CANT BUY ANY"

10010 GO TO 01590

10020 PRINT "DO YOU KNOW THE CHOICES";

10030 INPUT Q$

10040 IF Q$="YES" THEN 10100

10050 PRINT "1-KILL-500 5-MAG. MISS. #1-100"

10060 PRINT "2-MAG. MISS. #2-200 6-MAG. MISS. #3-300"

10070 PRINT "3-CURE LHGHT #1-200 7-CURE LIGHT #2-1000"

10080 PRINT "4-FIND ALL TRAPS-200 8-FIND ALL S.DOORS-200"

10090 PRINT "INPUT # WANTED NEG.NUM.TO STOP";

10100 INPUT Q

10110 LET X5(1)=500

10120 LET X5(2)=200

10130 LET X5(3)=200

10140 LET X5(4)=200

10150 LET X5(5)=100

10160 LET X5(6)=300

10170 LET X5(7)=1000

10180 LET X5(8)=200

10190 IF Q<1 THEN 10290

10200 IF Q>10 THEN 10100

10210 IF C(7)-X5(INT(Q))<0 THEN 10270

10220 LET C(7)=C(7)-X5(INT(Q))

10230 PRINT "IT IS YOURS"

10240 LET X1=X1+1

10250 LET X2(X1)=INT(Q)

10260 GO TO 10100

10270 PRINT "COSTS TOO MUCH"

10280 GO TO 10100

10290 PRINT "YOUR SPELLS ARE"

10300 FOR M=1 TO X1

10310 IF X2(M)=0 THEN 10330

10320 PRINT "#";X2(M)

10330 NEXT M

10340 PRINT "DONE"

10350 GO TO 01590

10360 PRINT "DO YOU KNOW THE SPELLS";

10370 INPUT Q$

10380 IF Q$="YES" THEN 10450

10390 PRINT "1-PUSH-75 6-M. M. #1-100"

10400 PRINT "2-KIHL-500 7-M. M. #2-200"

10410 PRINT "3-FIND TRAPS-200 8-M. M. #3-300"

10420 PRINT "4-TELEPORT-750 9-FIND S.DOORS-200"

10430 PRINT "5-CHANGE 1+0-600 10-CHANGE 0+1-600"

10440 PRINT "#OF ONE YOU WANT NEG.NUM.TO STOP";

10450 INPUT Q

10460 LET X6(1)=75

10470 LET X6(2)=500

10480 LET X6(3)=200

10490 LET X6(4)=750

10500 LET X6(5)=600

10510 LET X6(6)=100

10520 LET X6(7)=200

10530 LET X6(8)=300

10540 LET X6(9)=200

10550 LET X6(10)=600

10560 IF Q<1 THEN 10660

10570 IF Q>8 THEN 10450

10580 IF C(7)-X6(INT(Q))<0 THEN 10640

10590 LET C(7)=C(7)-X6(INT(Q))

10600 PRINT "IT IS YOURS"

10610 LET X3=X3+1

10620 LET X4(X3)=INT(Q)

10630 GO TO 10450

10640 PRINT "COSTS TOO MUCH"

10650 GO TO 10450

10660 PRINT "YOU NOW HAVE"

10670 FOR M=1 TO X3

10680 IF X4(M)=0 THEN 00700

10690 PRINT "#";X4(M)

10700 NEXT M

10710 GO TO 01590

10720 REM

## Cheat

10730 REM CHEATING

10740 FOR M=0 TO 25

10750 FOR N=0 TO 25

10760 PRINT D(M,N);

10770 NEXT N

10780 PRINT

10790 NEXT M

10800 GO TO 01590

10810 REM

10820 GO TO 00380

## Buy H.P.

10830 PRINT "HOW MANY 200 GP. EACH ";

10840 INPUT Q

10850 IF C(7)-200\*Q<0 THEN 10900

10860 LET C(0)=C(0)+INT(Q)

10870 LET C(7)=C(7)-INT(Q\*200)

10880 PRINT "OK DONE"

10885 PRINT "HP= ";C(0)

10886 FOR M=1 TO 7

10887 PRINT C$(M);" = ";C(M)

10888 NEXT M

10890 GO TO 07000

10900 PRINT "NO"

10910 GO TO 10830

11000 PRINT "DNG";

11010 INPUT D2

11020 PRINT "X,Y,C";

11030 INPUT X9,Y9,C9

11035 IF C9<0 THEN 11060

11040 LET D(X9,Y9)=C9

11050 GO TO 11020

11060 PRINT "SAVE"

11061 INPUT Q

11062 IF Q<>1 THEN 7000

11063 FOR M=0 TO 25

11070 FOR N=0 TO 25

11080 WRITE #D2,D(M,N)

11090 NEXT N

11100 NEXT M

11110 GO TO 7000

## Quit

11120 END