

ADVENTURE ISLAND

by ROBERT LEE

You awaken with a headache and total amnesia. You don't know where you are or even what your name is. And what is this strange power you now possess? Every time you use it, you hear a loud noise! You would like to move around and find out more, but there's a small problem. Monsters are everywhere and they're trying to kill you! Welcome to Adventure Island . . .

This game combines elements of fantasy role-playing and text adventures. Discovering your identity is the mystery you must solve. Meanwhile, you're a fighter seeking treasure, exploring caves, and doing battle with multitudes of monsters.

If you haven't played fantasy role-playing games such as Ultima and Temple of Apshai before, you should know about the relationship between experience and hit points. As you travel about in the game, you'll encounter many monsters—at which time you usually have the option of fighting or running. If you fight and vanquish an enemy, you gain experience points. However, each time the enemy strikes you, you lose hit points—which indicate how much more damage you can survive. You die when you have less than one hit point. Higher experience levels benefit you primarily by increasing your maximum hit points. A visit to the inn restores your hit points to full level.

GETTING STARTED

Type in the listing, check it with TYPO, and SAVE two copies, one for a backup. When the game starts, you'll be asked if you want to restart an old game. The first time, type [N][RETURN]. Then you're asked for an experience level. Start with a level of 1. You're likely to be killed right away, but you can always reincarnate your character to restart the game. When you're killed, if you've earned enough experience points by killing monsters and collecting treasure,

you'll automatically advance a level when you restart.

After you enter your experience level, the program will randomly generate values between 6 and 18 for your character's six traits—the higher the value, the better. Strength is important for attacking monsters and gaining experience. Constitution affects your initial number of hit points. Intuition is useful in finding and examining objects, while intelligence is necessary to locate exits. Speed determines whether you or the monster gets the first blow, and visage determines the likelihood of your being chased by monsters.

Here's a list of commands:

N	North
S	South
E	East
W	West
X	Examine everything (look around)
G	Get
D	Drop
I	Inventory and Status
F	Try it!!
A	Attack with sword or thrust with spear
T	Throw spear
FP	Fire poison arrow
FS	Fire silver arrow
ET	Eat
DK	Drink
QT	Quit
SG	Save Game

Any other key, including [RETURN] alone, gives you the above list.

USING COMMANDS

Use Get, Drop, Eat, and Drink commands without an object. You'll be prompted to enter the object, at

which you must type in the exact name, or the program won't recognize the object. The computer signals you audibly two moves and one move before you must eat and drink. Beware of every object you see or touch. Magic items are used just by touching them, and their effects can be subtle.

When you Attack, the program first checks your inventory for a magic sword, a plain sword, or a spear, in that order. If you have any of these, an attack is attempted. Monsters attack only one at a time, even if there are more than one, and you may fight them only one at a time.

Inventory tells you what you're carrying and how many hit points you've left. You can carry only ten items at a time, although the amount of gold pieces (gp) you can hold is unlimited.

Although you're always informed of visible objects and exits when you enter a room, Examine lets you check this again. Note that this information can change randomly during a game.

Command F is your secret power—one of the game's dark secrets. You should know what it is by game's end.

You can save a game on disk or cassette. Saving on cassette takes about two minutes. Game storage on disk uses a file called AI.DAT, so make sure you don't have a file with this name already on your disk, or it will be erased. Happy hunting!

Robert Lee is a medical student who has been programming in BASIC for several years. His special interest is adventure games.

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TURE ND

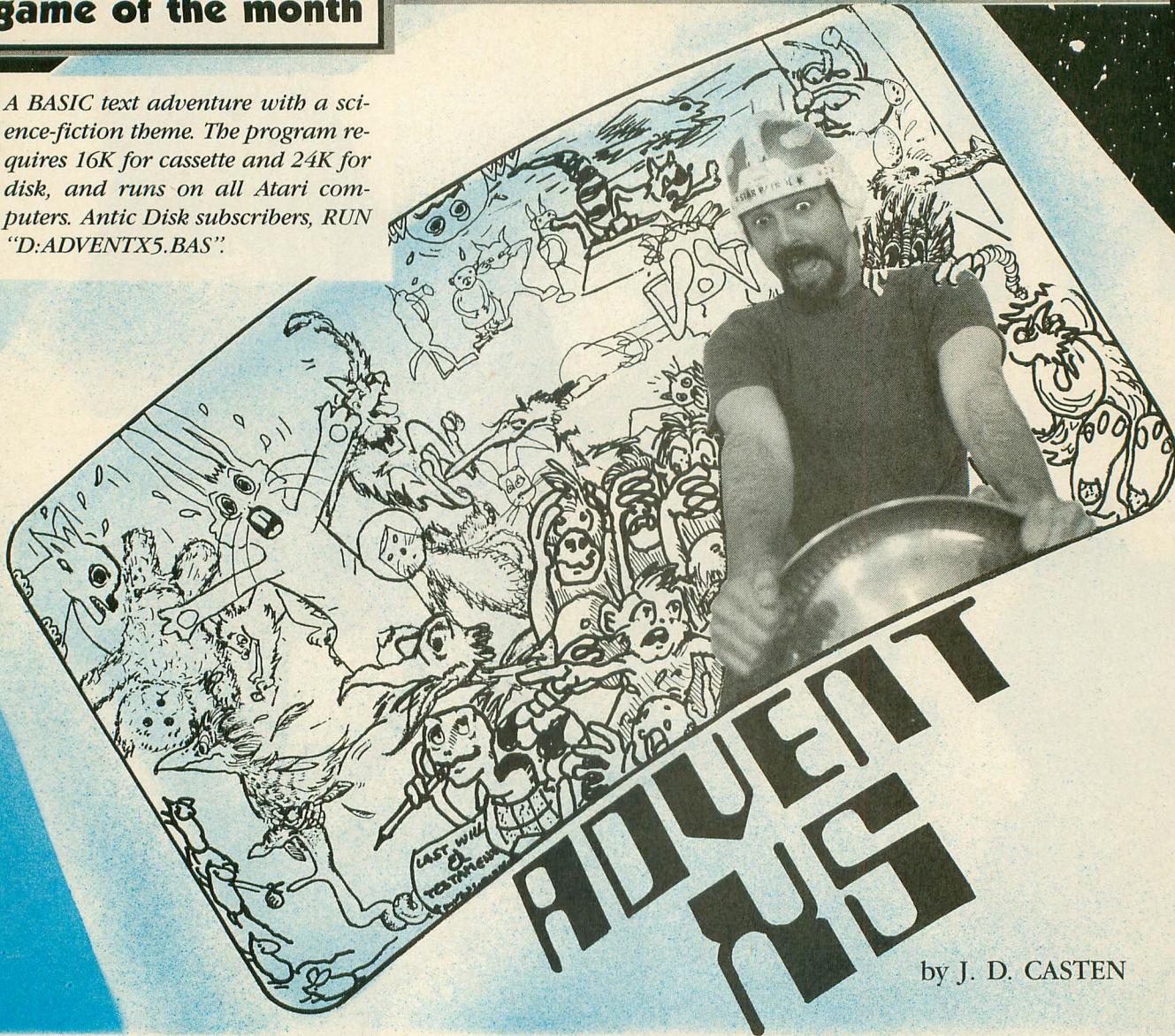


game

A fantasy role-playing game with an adventure-type mystery to solve. This BASIC game requires 32K for cassette and 40K for disk systems, and runs on all Atari computers. Antic Disk subscribers, RUN "D:ADVNTSL.BAS".

game of the month

A BASIC text adventure with a science-fiction theme. The program requires 16K for cassette and 24K for disk, and runs on all Atari computers. Antic Disk subscribers, RUN "D:ADVENTX5.BAS".



ADVENT X-5

by J. D. CASTEN

You're the sole crew member aboard the Advent X-5, a space ship designed to transport small animals. Your most recent mission was to take some animals to a planet called Klybex-6 to test their reactions to its thick atmosphere and low gravity. But on the way to Klybex-6, a meteor storm forced you to crash-land the Advent X-5 on Klybex-7.

You're now stranded on the ship, and must get to the emergency shuttle craft and blast off to the nearest star base . . .

Type in the listing, check it with TYPO, and SAVE an extra backup copy. When you RUN it, you'll see the game menu:

1. Play Game—Plays game currently in memory—picks up where

you left off.

2. Load Game—Recall a previous game from disk or cassette.
3. Save Game—Save the current game to disk or cassette.
4. New Game—Restart old game from the beginning.
5. Quit Game—Exit from the program.

To return to the menu during game play, enter QUIT or SAVE. There are no prompts for Load and Save game. If you're using disk, the program uses the filename "ADVENTX5.DTA". If you're using cassette, the computer beeps once for Load and twice for Save. Prepare your recorder, then press [RETURN].

During the adventure, use simple noun-verb phrases to accomplish

tasks. Examples are GET DISK, GO NORTH (can be abbreviated to N), and ENTER DOOR. Directions can usually be abbreviated. You can (and sometimes must) also refer to containers, such as PUT HAT IN BOX, or TAKE SYRINGE FROM CABINET. Good luck!

NOTE: Please don't call **Antic** for the solution, but we can assure you that there is one.

J. D. Casten is the author of one of **Antic's** most popular games ever—"Risky Rescue" in the April 1984 issue. He has been programming in BASIC since age 13, and is currently writing assembly language games for the commercial market.



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○ ADVENTURE ISLAND

► LISTING 1

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0 REM ADVENTURE ISLAND
    BY ROBERT LEE
    ANTIC MAGAZINE
1 GOTO 10
2 ? :? "PRESS RETURN TO CONTINUE"::INPUT
  CS:?: "N":RETURN
3 V=0:FOR W1=A TO U:U=V+INT(RND(0)*T):NEXT
  W1:V=U:RETURN
4 GOSUB 340:GOTO 149
5 ? :RESTORE S+N1:FOR X=A TO N2:READ X
  S,Y,ZZ:?: X;"":XS:FOR Z=A TO 15-LEN(X)
  S:?: ".":NEXT Z
6 ? Y:IF Y<H THEN ? " ":
7 ? " GP":NEXT X
8 ? :? "'TELL ME THE # OF ITEM YOU WAN-
T.      SAY NONE IF YOU'RE DONE.'":RETUR-
N
10 O=0:A=1:B=2:C=3:D=4:E=6:F=8:G=9:H=1
  0:I=B*X:H=J=H*K=J=R=F*X:J=S=G*X:J=O=C*X:
  A1=171:SY=660:YS=430
12 OX=12:OY=13:DIM CS(I),E(I),F(B),W(A
  J),S(D),TM(A1,D),XS(120),T15(I),T25(I),
  MS(D),MXS(D)
13 GRAPHICS 0:POSITION A,D:?: #E,"ADVENTURE ISLAND":FOR X=A TO S:NEXT X
14 GRAPHICS 0:POKE 710,254:POKE 709,24
  4:POKE 83,37
15 ? :? "RESTORE OLD GAME(Y/N)"::INPUT
  CS:IF CS<>"Y" THEN GOTO 0
16 GOSUB 2950:GOSUB 2920:? :? "EXPERI-
ENCE LEVEL": LL:GOSUB 640:GOSUB 630:GO-
SUB B:GOSUB 450:GOSUB B
17 GOSUB 92:GOSUB 380:GOTO 150
18 GOSUB 750
19 TRAP 19:? :? "EXPERIENCE LEVEL"::IN-
PUT LL:IF LL<A THEN 19
20 T=E:U=C:GOSUB C:CS=V:GOSUB C:CI=U:G-
OSUB C:CW=V:GOSUB C:CO=V:GOSUB C:CD=V:
GOSUB C:CH=U
40 GOSUB 640:? :? "TRY ANOTHER CHARACT-
ER(Y/N)"::INPUT CS:IF CS="Y" THEN 20
59 GOSUB 759
64 T=F:U=C:GOSUB C:GP=U+C:GP=INT(GP*D)
65 GOSUB 630:OLDHP=HP
66 GOSUB B
90 RESTORE K+J*X1+Y1:READ L,MS,XS:GOSUB
  I*XJ
91 GOSUB 92:GOTO 130
92 RESTORE K+J*X1+Y1:READ L,MS,XS:IF L
  EN(XS)<>A THEN ? XS:RETURN
93 ON ASC(XS)-64 GOTO 94,95,96,97,98,9
  9,100,101,102,103,104,106,108,109,110,
  111
94 ? "JELLO BRICK ROAD":RETURN
95 ? "DIMLY-LIT CAVES":RETURN
96 ? "SEEMINGLY ENDLESS ROWS OF RED DO-
  RIC COLUMNS.":RETURN
97 ? "GHOULISH COOLISH GREENISH FOREST
  ":"RETURN
98 ? "HOT MUGGY SWAMPLANDS":RETURN
99 ? "BENEATH A GREAT PINK SANDSTONE W-
  ALL":RETURN
100 ? "CURIOUS GARDEN OF WILD FLOWERS"

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:RETURN
101 ? "A CUBICLE INSIDE THE TEMPLE":RE-
TURN
102 ? "HALL OF MIRRORS":RETURN
103 ? "GLOWING UNDERGROUND RIVER":RETU-
RN
104 ? "IN A NARROW CRACK-LIKE TUNNEL":RE-
TURN
106 ? "ANCIENT WEED-OVERGROWN ROAD PAU-
ED WITH HUGE BLOCKS OF GRANITE.":RET
URN
108 ? "GOLDEN BEACH":RETURN
109 ? "HIGH WHITE CHALK CLIFFS":RETURN
110 ? "THE SHINING SEA":RETURN
111 ? "BARREN ROCKY ISLET":RETURN
120 INPUT XS:?: :RESTORE 999:FOR C1=A T
  0-A:READ CS
121 IF XS=CS THEN RETURN
122 NEXT C1:GOSUB C*X:J:C1=0:RETURN
125 IF CN=DC THEN ? "THIRSTY?":HP=0:GO-
TO 350
126 IF CN=FC THEN ? "HUNGRY?":HP=0:GOT
  0 350
127 CN=CN+A:RETURN
130 GOSUB 380:GOSUB H*X:IF TM(CL,D)>0 A
  ND INT(RND(0)*(CD+SCD)/F)=0 THEN GOSUB
  340
149 GOSUB 560
150 ? :? "ENTER COMMAND: MOVE NUMBER "
  ;CN
151 ? "EAT BY MOVE ";FC;" ":"DRINK BY
  MOVE ";DC:IF CN>=FC-A OR CN>=DC-A THE-
  N ? "N";
153 GOSUB 120:IF C1<A THEN 150
154 C2=C1:ON C1 GOSUB SY,SY,SY,SY,380,
  470,530,450,580,YS,YS,YS,YS,1100,1200,
  625,2900
155 GOSUB 125:ON C2 GOTO D,90,0,0,D,D,
  D,D,D,D,D,D,D,601,150
199 ? "A MAID ASKS 'WOULD YOU BE WANTI-
  N' ANY FOOD OR DRINK'(Y/N)"::INPUT C
  S:IF CS="N" THEN 213
200 ? "SHE SHOWS YOU A MENU."
201 ? :? "FOOD & DRINK":GOSUB 5
205 TRAP 213:INPUT T:IF T<A OR T>N2 TH-
  EN 205
206 IF W=H THEN 211
207 RESTORE S+T+N1-A:READ XS,Y,ZZ:IF G
  P-Y<0 THEN 210
208 FOR II=H TO I:IF E(II)<>0 THEN NE-
  X T II
209 GP=GP-Y:E(II)=N1+T-A:W=W+A:?: "O.K
  .":?: "YOU HAVE ";GP;" GP CREDITS LEF-
  T. ":"F2=A:GOSUB 500:GOTO 211
210 GOSUB 629
211 GOSUB 627:GOTO 201
213 ? "THE MAID LEAVES YOU...":RETURN
270 ? "THE BLACKSMITH ASKS 'DO YOU WAN-
  T ARMOR OR WEAPONS'(Y/N)"::INPUT CS
  :IF CS="N" THEN 285
271 ? "HE SHOWS YOU A LIST."

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272 ? :: "ARMOR & WEAPONS":GOSUB 5
277 TRAP 285:INPUT T:IF T<A OR T>G THE
N 277
278 IF W=H THEN 283
279 RESTORE S+T:READ XS,Y:IF GP-Y<0 TH
EN 281
280 GP=GP-Y:E(T)=E(T)+A:W=W+A::? "'O.K.
":? "'YOU HAVE ";GP;" GP CREDITS LEFT
.:":GOTO 283
281 GOSUB 629
283 GOSUB 627:GOTO 272
285 ? "HE LEAVES YOU...":RETURN
300 ? :: "N NORTH":? "S SOUTH":? "E
EAST":? "W WEST":? "X EXAMINE":? "G
GET":? "D DROP"
305 ? "I INVENTORY & STATUS":? "F ??
":? "A ATTACK WITH SWORD/SPEAR":? "T
THROW SPEAR"
310 ? "FP FIRE POISON ARROW":? "FS FIR
E SILVER ARROW":? "ET EAT":? "DK DRINK
":? "QT QUIT":? "SG SAVE"
315 RETURN
340 IF TM(L,D)=0 THEN 353
341 ? "YOU'RE UNDER ATTACK!":AC=G+SAC:
IF E(G)>0 THEN AC=AC-A
342 Z=0:FOR X=E TO F:IF E(X)>0 THEN Z=
(X-5)*B
344 NEXT X:AC=AC-Z
346 RESTORE R+TM(L,C):READ XS,MH,MAC,M
A,MD:X=I-AC-MH:FOR Y=A TO INT(RND(0)*M
A)+A
348 IF INT(RND(0)*I)+A+SCD<X THEN ? "C
RUNCH! A GLANCING BLOW!":GOTO 352
349 ? "OW! YOU'VE BEEN HURT!":HP=HP-(I
NT(RND(0)*MD)+A):? "HIT POINTS LEFT:
":HP
350 IF HP<A THEN ? "YOU'RE DEAD.":FO
R X=A TO J:NEXT X:POP :GOTO 601
352 NEXT Y
353 RETURN
360 MXS=MS:X=0:IF INT(RND(0)*(CI+SCI)/
B)>0 THEN 370
362 FOR Y=A TO D:IF MS(Y,Y)<>"0" THEN
X=X+A
363 NEXT Y:IF X=0 THEN 370
366 FOR Y=A TO INT(RND(0)*X)+A
367 Z=INT(RND(0)*D)+A:IF MXS(Z,Z)="0"
THEN 367
369 MXS(Z,Z)="0":NEXT Y
370 ? "YOU CAN MOVE: ";
371 FOR DR=A TO D:IF MXS(DR,DR)="0" TH
EN 377
372 ON DR GOTO 373,374,375,376
373 ? " N ";:GOTO 377
374 ? " S ";:GOTO 377
375 ? " E ";:GOTO 377
376 ? " W";
377 NEXT DR
378 IF MXS="0000" THEN ? "NOWHERE";
379 ? " ":"RETURN
380 GOSUB 400:GOSUB 420:GOSUB 360:RETU
RN
400 F1=0:T1S="":T2S="":V1=0:V2=0:Z1=0:
Z2=0
402 IF TM(L,A)<>0 AND INT(RND(0)*(C+SC
D))>0 THEN RESTORE S+TM(L,A):READ T1S,
V1,Z1::? "OBJECTS: ";T1S:F1=A
403 IF TM(L,B)<>0 AND INT(RND(0)*(C+SC
D))>0 THEN RESTORE S+TM(L,B):READ T2S,
V2,Z2::? "OBJECTS: ";T2S:F1=F1+B
404 IF F1=0 THEN ? "OBJECTS: NONE":GOT
O 407

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405 IF INT(RND(0)*(CCW+SCD/C))=0 THEN
407
406 IF Z1+Z2>0 THEN ? "BEWARE OF THE O
BJECTS!"'
407 RETURN
420 ? "MONSTERS: ";:IF TM(L,D)=0 THEN
? "NONE":GOTO 423
421 RESTORE R+TM(L,C):READ XS:GOSUB 49
0?:P;":XS;:IF P>A THEN ? "S"
422 IF P=A THEN ? ""
423 RETURN
430 IF TM(L,D)=0 THEN 420
431 WS=0:ON C1-G GOTO 432,435,437,437
432 MM=A:MN=A:IF W(A)>0 THEN WS=A?: "C
HOP!":GOTO 442
433 IF E(A)+E(B)=0 THEN GOSUB 449?: "S
WORDS OR SPEARS.":RETURN
434 ? "KILL!!!!":GOTO 442
435 IF E(B)=0 THEN GOSUB 449?: "SPEARS
":RETURN
436 MM=0.75:MN=1.5:X=B:Y=B:GOSUB 539?: "SWISH!":GOTO 442
437 IF E(C)=0 THEN GOSUB 449?: "BOW.":RE
TURN
438 IF C1-G=C AND E(D)=0 THEN GOSUB 44
9?: "POISON ARROWS.":RETURN
439 IF C1-G=C THEN MM=0.5:MN=1.5:X=D:Y
=D:GOSUB 539?: "TWANG!":GOTO 442
440 IF E(S)=0 THEN GOSUB 449?: "SILVER
ARROWS.":RETURN
441 MM=0.5:MN=0.75:X=5:Y=5:WS=WS+B:GO
SUB 539?: "TWANG!"
442 RESTORE R+TM(L,C):READ XS,MH,MAC,M
A,MD,MS
443 ON MS GOTO 444,445,447,448
444 GOSUB 670:RETURN
445 IF WS=A OR WS=C THEN GOSUB 670:RET
URN
446 GOTO 448
447 IF WS=B OR WS=D THEN GOSUB 670:RET
URN
448 ? "NO EFFECT.":RETURN
449 ? "YOU HAVE NO ";:RETURN
450 ? "INWEAPON":? ?:GP;" GP CREDITS
":FOR X=A TO I:IF E(X)=0 THEN 455
452 Z=E(X):Y=X:IF X>G THEN Y=E(X):Z=A
453 RESTORE S+Y:READ XS;? Z;":XS;:IF
Z>A THEN ? "S"
454 IF Z=A THEN ? "
455 NEXT X
457 ? ::? "HIT POINTS":? ?:HP;" HIT PO
INTS ("":? INT(HP*X/OLDHP); "% OF TOTAL
)":RETURN
470 GOSUB 627:IF W=H THEN 482
472 ? "GET WHAT"::INPUT XS:IF XS="":TH
EN 472
473 IF XS<>T1S AND XS<>T2S THEN ? "IT'
S NOT HERE.":GOTO 482
474 ? "GOT IT.":IF XS=T1S THEN X=TM(L,
A):TM(L,A)=0:T1S="":F1=F1-A
475 IF XS=T2S THEN X=TM(L,B):TM(L,B)=0
:T2S="":F1=F1-B
476 IF X<H THEN E(X)=E(X)+A:W=W+A:GOTO
481
477 RESTORE S+X:READ XS,Z,ZZ:IF ZZ=A T
HEN 482
478 IF ZZ>A THEN F2=A:F3=0:GOSUB 500:I
F F3=A THEN 476
479 FOR Y=H TO I:IF E(Y)=0 THEN E(Y)=X
:W=W+A:GOTO 481
480 NEXT Y
481 GOSUB 627

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482 RETURN
490 P=INT(TM(L,D)):IF INT(TM(L,D)*J)-P
*J>0 THEN P=P+A
491 RETURN
500 TRAP 501:GOSUB 500+ZZ:RETURN
501 POP :RETURN
502 VX=X-I:S(VX)=S(VX)+F2:RETURN
505 VX=X-24:S(VX)=S(VX)+F2*X:H:RETURN
506 F3=A:X=INT(RND(0)*67)+A:IF X=44 TH
EN 506
507 RETURN
508 SCW=SCW+J*F2:RETURN
509 SCW=SCW-J*F2:RETURN
510 SCI=SCI+J*F2:RETURN
511 SCI=SCI-J*F2:RETURN
512 W(A)=W(A)+F2:SCS=SCS-F2:RETURN
513 SAC=SAC+J*F2:RETURN
514 W(A)=W(A)+F2:SCS=SCS+F2:RETURN
517 SAC=SAC-J*F2:RETURN
518 F(A)=F(A)+F2:RETURN
519 F(B)=F(B)+F2:RETURN
520 IF F2=A THEN HP=HP-INT(RND(0)*OLDH
PJ:GOSUB 624
521 RETURN
522 IF F2=-A THEN X1=0X:Y1=0Y:GOTO 526
523 RETURN
524 IF F2=-A THEN X1=19:Y1=H:GOTO 526
525 RETURN
526 POP :POP :? "TELEPORTED!":GOTO 90
530 ? "DROP WHAT":INPUT CS:IF CS="" T
HEN 530
532 FOR Y=A TO I:IF E(Y)=0 THEN 536
533 X=E(Y):IF Y<H THEN X=Y
534 RESTORE S+X:READ XS,Z,ZZ
535 IF XS=CS THEN 538
536 NEXT Y
537 ? "YOU DON'T HAVE ONE.":GOTO 547
538 ? "THUD."
539 CT=0:IF TM(L,A)=0 THEN TM(L,A)=X:G
OTO 544
540 IF TM(L,B)=0 THEN TM(L,B)=X:GOTO 5
44
541 Z1=INT(RND(0)*A1)+A:IF TM(Z1,A)=0
THEN TM(Z1,A)=X:GOTO 544
542 IF TM(Z1,B)=0 THEN TM(Z1,B)=X:GOTO
544
543 CT=CT+A:IF CT<H THEN 541
544 W=W-A:IF Y<H THEN E(Y)=E(Y)-A:GOTO
547
545 E(Y)=0:IF ZZ>A THEN F2=-A:GOSUB 50
0
547 RETURN
560 FOR Z=A TO D:IF MS(Z,Z)="0" THEN 5
72
562 IF INT(RND(0)*CH/C)>0 THEN 572
563 X=0:Y=0:ON Z GOTO 564,565,566,567
564 Y=A:NR=B:GOTO 568
565 Y=-A:NR=A:GOTO 568
566 X=A:NR=D:GOTO 568
567 X=-A:NR=C
568 RESTORE K+J*(X1+X)+Y+Y1:READ L1,XS
:IF TM(L1,D)=0 OR XS(NR,NR)="0" THEN 5
72
569 IF TM(L,D)>0 AND TM(L,C)<>TM(L1,C)
THEN 572
570 TM(L,C)=TM(L1,C):TM(L,D)=TM(L,D)+T
M(L1,D):TM(L1,C)=0:TM(L1,D)=0
571 IF TM(L,D)>0 THEN ? "INCOMING MONS
TERS!":GOSUB 420
572 NEXT Z
573 RETURN
580 OP=0:?:? "YOU HEAR A LOUD NOISE."

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581 IF TM(L,D)=0 THEN OCH=CH:CH=0:GOSU
B 580:CH=OCH:GOTO 596
582 IF INT(RND(0)*(E+SG))=0 THEN 596
583 Y=0:IF OP>D THEN 596
584 Z=INT(RND(0)*D)+A:IF MS(Z,Z)<>"0"
THEN 587
585 Y=Y+A:IF Y>E THEN 596
586 GOTO 584
587 X=0:Y=0:ON Z GOTO 588,589,590,591
588 Y=A:GOTO 592
589 Y=-A:GOTO 592
590 X=A:GOTO 592
591 X=-A
592 RESTORE K+J*(X+X1)+(Y+Y1):READ Z:I
F TM(Z,C)<>0 AND TM(Z,C)<>TM(L,C) THEN
OP=OP+A:GOTO 583
594 TM(Z,C)=TM(L,C):TM(Z,D)=TM(L,D)+TM
(L,D):TM(L,C)=0:TM(L,D)=0:GOSUB 420
596 RETURN
601 FOR II=A TO G:RESTORE S+II:READ XS
,Y:GP=GP+E(II)*Y:NEXT II
602 FOR II=H TO I:IF E(II)>0 THEN REST
ORE S+E(II):READ XS,Y:GP=GP+Y
603 NEXT II:?:? "YOUR WEAPONS AND TRE
ASURES HAVE ALL BEEN SOLD."
614 GP=INT(GP):EP=EP+GP:EP=INT(EP*CS/G
):OLDLL=LL:LL=LL+INT(EP/C/J)
615 GOSUB 640:GOSUB 630:?:? "EXPERIEN
CE POINTS: ";EP:?:? "LEVEL: ";LL
617 ?:? "START OVER WITH THIS CHARACT
ER(Y/N)":INPUT CS:IF CS="N" THEN END
620 GOSUB 750:GOSUB 640:IF LL>OLDLL TH
EN GOSUB 759:GOTO 64
621 HP=OLDHP:GOTO 64
624 IF HP<A THEN POP :POP :POP :GOTO 3
58
625 RETURN
627 IF W=H THEN ? "YOU CAN'T CARRY ANY
MORE."
628 RETURN
629 ? "YOU HAVE ";GP;" GP CREDITS LEF
T.":? "YOU DON'T HAVE ENOUGH GOLD.":?
:RETURN
630 ?:? "HIT POINTS : ";HP:?:? "GOLD
PIECES : ";GP:RETURN
640 ?:? "CHARACTER TRAITS":?:? "STRE
NGTH.....";CS:?:? "INTELLIGENCE...";CI
?:? "INTUITION.....";CW
641 ?:? "CONSTITUTION...";CO:?:? "SPEED...
...";CD:?:? "VISAGE.....";CH:RET
URN
660 IF MXS(C1,C1)="0" THEN ? "YOU CAN'
T.":C2=A:GOTO 667
661 X=0:Y=0:ON C1 GOTO 662,663,664,665
662 Y=A:GOTO 666
663 Y=-A:GOTO 666
664 X=A:GOTO 666
665 X=-A
666 X1=X1+X:Y1=Y1+Y:C2=B
667 RETURN
670 X=INT((19-MAC-(CD+SCD)/DJ*MM):IF I
NT(RND(0)*I)+A<X THEN ? "YOU MISSED!":
GOTO 678
671 ?:? "A HIT!":Y=INT(RND(0)*(E+CS/H+5C
S)*MM)+A:IF Y<A THEN Y=INT(RND(0)*C)+A
672 Z=Y/MH:IF Z>A THEN Z=A
673 GOSUB 490:OP=P:TM(L,D)=TM(L,D)-Z:I
F TM(L,D)<0.01 THEN TM(L,D)=0
674 GOSUB 490:GOSUB 420:?:? "MONSTER TYP
E'S HIT DICE: ";MH:?:? "POINTS OF DAMAGE

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DONE: ";"Y
675 IF OP>P THEN ? "YOU KILLED THE ";X
5;"!":EP=EP+MH^B*F:GOTO 678
676 ? "YOU WOUNDED THE ";XS;"."
678 RETURN
680 ? "THE PAWNBROKER ASKS, 'YOU WANNA
SELL SOMETHING' (Y/N)":INPUT CS:IF CS=
"N" THEN 699
681 ? "SELL WHAT":INPUT CS:IF CS="" T
HEN 681
682 FOR Y=A TO I:IF E(Y)=0 THEN 686
683 X=E(Y):IF Y<H THEN X=Y
684 RESTORE S+X:READ XS,Z,ZZ
685 IF XS=CS THEN 688
686 NEXT Y
687 ? "'YOU DON'T HAVE ONE.'":GOTO 698
688 Z=Z-INT(RND(0)*Z*0.4):IF Z=0 THEN
? "'I CAN'T USE THAT.'":GOTO 698
689 ? "'I'LL GIVE YOU ";Z;" GOLD PIECE
$":? "FOR IT. "(Y/N)":INPUT CS
690 ? "'O.K.'":IF CS<>"Y" THEN 698
691 GP=GP+Z:W=W-A:IF Y<H THEN E(Y)=E(Y
)-A:GOTO 697
692 E(Y)=0:IF ZZ>A THEN F2=-A:GOSUB 50
0
697 ? "'YOU GOT A TOTAL OF ";GP;" CRED
ITS.'"
698 ? "'ANYTHING ELSE TO SELL' (Y/N)"::
INPUT CS:IF CS<>"N" THEN 681
699 GOTO 285
700 ? ?:? "INITIALIZING...":W=0:SCS=0:S
AC=0:SCW=0:SCI=0:SCD=0:EP=0:CN=A:FC=30
:DC=I:SG=0
701 X1=0X:Y1=0Y:FOR X=A TO I:E(X)=0:NE
XT X:RESTORE K
702 TRAP 754:READ X,XS,XS,XS
703 TM(X,A)=ASC(XS(A,A)):TM(X,B)=ASC(X
S(B,B)):TM(X,C)=ASC(XS(C,C)):TM(X,D)=A
SC(XS(D,D)):GOTO 752
704 F(A)=0:F(B)=0:W(A)=0:FOR II=A TO D
:S(II)=0:NEXT II
705 ? "?":RETURN
709 T=F:U=LL:GOSUB C:HP=U:IF CO=0 THEN
HP=HP*D
711 IF CO=17 THEN HP=HP*C
712 IF CO=15 OR CO=16 THEN HP=HP*B
713 IF CO<? THEN HP=LL
714 RETURN
801 DATA BLACK ORC,7,7,1,5,1
802 DATA SKELETON,5,6,1,5,3
803 DATA MAMMOTH,12,5,2,8,1
804 DATA SABER TOOTH TIGER,11,5,2,7,1
805 DATA MONK,6,7,1,3,1
806 DATA MONK-EY,4,4,1,2,1
807 DATA RAINBOW WORM,16,7,1,8,1
808 DATA METAL STATUE,9,0,1,7,1
809 DATA ORC CHIEFTAIN,8,6,1,5,1
810 DATA FOUR-HEADED HYDRA,24,4,4,6,2
811 DATA SILVER DRAGON,40,1,3,9,1
812 DATA HORRID WES-LEY,1,1,1,1,4
813 DATA CEREBUS,19,5,3,6,1
814 DATA NASTY DOGGIE,4,5,1,3,1
815 DATA LAVA TROLL,9,0,1,6,4
816 DATA VAMPIRE BAT,2,1,2,1,1
817 DATA WALKING PIRANHA,2,0,3,2,1
818 DATA WERE-BEAR,13,5,1,5,3
819 DATA WERE-WOLF,9,4,1,6,3
820 DATA WERE-RABBIT,6,3,1,7,3
821 DATA SILVER KNIGHT,8,1,1,6,1
822 DATA IGOR,6,6,1,4,1
823 DATA GHOULISH DEMON,9,5,1,6,2
824 DATA RUBBER KNIGHT,8,1,1,6,2

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825 DATA WRAITH,7,4,1,3,3
826 DATA CYCLOPS,15,5,1,7,1
827 DATA FOOT-SOLDIER,6,6,1,4,1
828 DATA LOCH NESS MONSTER,14,4,1,6,1
829 DATA TOAD,3,2,1,1,1
830 DATA BOA CONSTRICTOR,5,4,1,2,1
831 DATA WHITE UNICORN,13,4,3,7,2
832 DATA OSTRICH,5,5,1,3,1
833 DATA WOOD GNOME,9,4,1,7,3
834 DATA SKELETAL HORSE,9,4,2,5,3
835 DATA SUNDAY DRIVER,6,6,1,4,1
836 DATA DINOSAUR,20,3,1,8,1
837 DATA CYBERNETIC TANK,999,0,6,50,
838 DATA LAND-SEA SHARK,7,4,1,7,1
844 DATA 59,54,71,73,58,71,60,54,72
901 DATA PLAIN SWORD,15,0
902 DATA SPEAR,17,0
903 DATA LONG BOW,20,0
904 DATA POISON ARROW,2,0
905 DATA SILVER ARROW,5,0
906 DATA LEATHER ARMOR,20,0
907 DATA CHAIN MAIL,30,0
908 DATA PLATE ARMOR,40,0
909 DATA IRON SHIELD,10,0
910 DATA RADIUM STATUETTE,26,0
911 DATA GOLD NUGGET,12,0
912 DATA IVORY DRAUGHTS SET,42,0
913 DATA GOLD BAR,46,0
914 DATA POT OF GOLD,33,0
915 DATA BAG OF SILVER,17,0
916 DATA CASKET OF GEMS,66,0
917 DATA DEAD ATARI 400,40,6
918 DATA FIRESTONE,50,0
919 DATA BAG OF ORICHALCS,100,0
920 DATA BLACK PEARL NECKLACE,15,0
921 DATA BLUE SPHERE,5,2
922 DATA RED PYRAMID,5,2
923 DATA YELLOW CUBE,5,2
924 DATA GREEN BOX,5,2
925 DATA FIRESTONE,50,5
926 DATA AMETHYST,50,5
927 DATA RUBY,50,5
928 DATA TOPAZ,50,5
929 DATA BLUE HOPE DIAMOND,75,0
930 DATA SILLY PUTTY,1,6
931 DATA CANNONBALL,9,0
932 DATA BATS BREATH,6,6
933 DATA CHARIOT WHEEL,25,0
934 DATA FLAMING DRAGON SWORD,25,14
935 DATA WHITE HAIR,0,8
936 DATA BLACK WOOD SPEAR,19,1
937 DATA 16K GOLD CHIP,13,0
938 DATA CRACKED CLAY PITCHER,0,20
939 DATA GREEN ORB,29,9
940 DATA JADE NECKLACE,33,13
941 DATA PHILOSOPHERS STONE,7,1
942 DATA 7 LAYERED SHIELD,15,17
943 DATA IRON PINCERS,3,0
945 DATA SUNKINGS CROWN,70,11
946 DATA CUNYS SKULL,0,10
947 DATA ROCK,0,18
948 DATA KNISH,4,18
949 DATA STEW,5,18
950 DATA MUTTON,6,18
951 DATA PORK CHOPS,7,18
952 DATA STEAK,8,18
953 DATA CIDER,4,19
954 DATA ALE,5,19
955 DATA WINE,6,19
956 DATA MEAD,7,19
957 DATA LEADEN LIQUID,33,19
958 DATA SACK OF MAGIC BEANS,2,18

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959 DATA PUDDLE,0,19
960 DATA DOM PERIGNON,4,19
961 DATA MERCURY PUDDLE,1,19
962 DATA FUNGUS BREAD,0,18
963 DATA FORBIDDEN FRUIT,2,18
964 DATA OSTRICH McNUGGET,0,18
965 DATA YELLOW RIBBON,5,18
966 DATA ROCK,0,0
967 DATA PEBBLE,0,6
968 DATA DOUGHNUT HOLE,0,22
969 DATA CUTLASS,20,12
970 DATA SILVER OVOID,15,24
971 DATA HONDA,100,0
972 DATA PLUMED HELMET,18,0
999 DATA N,S,E,W,X,G,D,I,F,A,T,FP,FS,E
T,DK,QT,SG
1000 IF L=73 THEN N1=A:N2=G:GOSUB 270:RETURN
1001 IF L=89 THEN GOSUB 680:RETURN
1002 IF L=58 THEN HP=OLDHP:N1=48:N2=G:GOSUB 199:RETURN
1008 IF L=136 AND TM(134,D)+TM(136,D)<A THEN GOSUB 1300:POP :C1=16:GOTO 601
1050 RETURN
1100 IF F(A)<A THEN ? "YOU HAVE NO FOO
D.":GOTO 1199
1105 ? "EAT WHAT";:INPUT CS:IF CS="" T
HEN 1105
1106 FOR X=H TO I:IF E(X)=0 THEN 1111
1109 Y=E(X):RESTORE S+Y:READ XS,Z,ZZ
1110 IF XS=CS THEN 1113
1111 NEXT X
1112 ? "YOU DON'T HAVE ONE.":GOTO 1199
1113 IF Y=58 THEN HP=OLDHP:SG=E
1114 IF Y=63 THEN ? "SINNER!":GOTO 112
8
1115 IF Y=62 THEN ? "YEECH! TASTES LIK
E POISON!":HP=0:GOTO 350
1118 IF ZZ=0 THEN FC=CN+Y:JX=A:GOTO 11
20
1119 ? "YOU CAN'T EAT THAT.":GOTO 1199
1120 F(JX)=F(JX)-A:E(X)=0:W=W-A
1130 ? "AAHHH! THAT WAS SO,SO GOOD!""
1199 RETURN
1200 IF F(B)<A THEN ? "YOU HAVE NO DRI
NK.":GOTO 1299
1205 ? "DRINK WHAT";:INPUT CS:IF CS="""
THEN 1205
1206 FOR X=H TO I:IF E(X)=0 THEN 1211
1209 Y=E(X):RESTORE S+Y:READ XS,Z,ZZ
1210 IF XS=CS THEN 1213
1211 NEXT X
1212 ? "YOU DON'T HAVE ONE.":GOTO 1299
1213 IF Y=61 THEN ? "GURGLE,GURGLE.":H
P=0:GOTO 350
1214 IF Y=57 THEN HP=OLDHP
1216 IF ZZ=19 THEN DC=CN+Y-23:JX=B:GOT
O 1120
1219 ? "YOU CAN'T DRINK THAT.":GOTO 12
99
1299 RETURN
1300 ? :? "THE WALLS BEGIN TO GLOW. SU
DDENLY, FIERY RUNES APPEAR IN THE AIR
!!!!":?
1301 RESTORE 844:OK=E:GOSUB 1304:?: "
I
S YOUR NAME AND ";:OK=C:GOSUB 1304:?: "
? "IS THE SECRET OF YOUR POWER!""
1303 ? :FOR X=A TO J:NEXT X:RETURN
1304 FOR II=A TO OK:READ X:X=X+S(B):?
CHR$(X):NEXT II:RETURN
1600 IF S(C)/B<>INT(S(C)/B) AND S(A)<H
THEN GOSUB 1650:GOTO 1660

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1610 IF TM(A,D)+TM(B,D)>0 THEN GOTO 16
50
1620 IF S(A)<A THEN GOTO 1650
1635 GOSUB 3000
1639 IF LEN(C$)<>E THEN 1649
1640 IF CS(E,E)<>CHR$(80) THEN 1649
1645 RETURN
1649 ? "'GNORW!'"'
1650 ? "A BLUE FORCE FIELD PUSHES YOU
BACK!":X1=X1+A:RETURN
1660 ? "THE GUARDIAN RIPS YOU TO SHRED
S!""
1661 HP=0:POP :GOTO 350
1800 IF S(D)/B<>INT(S(D)/B) AND S(B)<H
THEN GOSUB 1850:GOTO 1660
1810 IF TM(53,D)+TM(68,D)+TM(84,D)+TM(
67,D)>0 THEN GOTO 1850
1820 IF S(A)<H OR S(B)<A THEN GOTO 185
0
1835 GOSUB 3000
1839 IF LEN(C$)<>E THEN 1849
1840 IF CS(5,5)<>CHR$(90) THEN 1849
1845 RETURN
1849 ? "'GNORW!'"'
1850 ? "A RED FORCE FIELD SLAMS YOU BA
CK!":X1=X1+A:RETURN
2000 IF L=1 THEN GOSUB 1600:RETURN
2002 IF L=67 THEN GOSUB 1800:RETURN
2004 IF L=135 THEN GOSUB 2100:RETURN
2006 IF L=48 THEN GOSUB 2200:RETURN
2050 RETURN
2100 IF S(A)+S(B)+S(C)+S(D)=44 THEN ?
"TELEPORTED!":X1=X1-A:RETURN
2101 IF S(A)/B<>INT(S(A)/B) AND S(C)<H
THEN GOSUB 2150:GOTO 1660
2110 IF TM(131,D)+TM(135,D)>0 THEN GOT
O 2150
2120 IF S(A)+S(B)<I OR S(C)<A THEN GOT
O 2150
2135 GOSUB 3000
2140 IF LEN(C$)<>D THEN 2149
2141 IF CS(D,D)<>CHR$(80) THEN 2149
2145 RETURN
2149 ? "'GNORW!'"'
2150 ? "A YELLOW FORCE FIELD SHOVES YO
U BACKVIOLENTLY!":Y1=Y1+A:RETURN
2200 IF S(B)/B<>INT(S(B)/B) AND S(D)<H
THEN GOSUB 2250:GOTO 1660
2210 IF TM(48,D)+TM(47,D)>0 THEN GOTO
2250
2220 IF S(A)+S(B)+S(C)<30 OR S(D)<A TH
EN GOTO 2250
2235 GOSUB 3000
2239 IF LEN(C$)<>5 THEN 2249
2240 IF CS(C,C)<>CHR$(76) THEN 2249
2245 RETURN
2249 ? "'GNORW!'"'
2250 ? "A GREEN FORCE FIELD CRUSHES YO
UR FACE AND PUSHES YOU BACK!":X1=X1-A:
RETURN
2900 CN=CN-A:TRAP 2914:GOSUB 2950:IF X
S="D" THEN ? :? "INSERT DISK. PRESS RE
LEASE":INPUT XS:GOTO 2905
2904 ? :? "POSITION TAPE. PRESS RECORD
& PLAY. THEN RETURN."
2905 XS=CHR$(155):OPEN #A,F,0,CS
2906 ? #A:X1:XS:Y1:XS:LL:XS:CS:XS:CI:X
S:CW:XS:CO:XS:CH:XS:SG
2907 ? #A:CD:XS:OLDHP:XS:HP:XS:GP:XS:E
P:XS:WC(A):XS:F(A):XS:F(B)

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continued on next page

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2908 ? #A;W;HS;CN;HS;FC;HS;DC;HS;SCS;H
S;SAC;HS;SCW;HS;SCI;HS;SCD
2909 FOR X=A TO D:? #A;S(X):NEXT X:FOR
X=A TO I:? #A;E(X):NEXT X
2911 FOR X=A TO A1:FOR Y=A TO D:? #A;T
M(X,Y):NEXT Y:NEXT X
2912 CLOSE #A:? ?: "EDONE.":RETURN
2914 CLOSE #A:? ?: "ERROR.":RETURN
2920 TRAP 2930:IF HS=="D" THEN ? ?: "IN
SERT DISK. PRESS RETURN":INPUT HS:GOT
0 2924
2921 ? ?: "POSITION TAPE. PRESS PLAY,
THEN RETURN."
2924 OPEN #A,D,O,CS:INPUT #A;X1,Y1,LL,
CS,CI,CW,CO,CH,SG
2925 INPUT #A;CD,OLDHP,HP,GP,EP,X,Y,Z:
W(A)=X:F(A)=Y:F(B)=Z
2926 INPUT #A;W,CN,FC,DC,SCS,SAC,SCW,S
CI,SCD:CN=CN+A
2927 FOR X=A TO D:INPUT #A;Y:S(X)=Y:NE
XT X:FOR X=A TO I:INPUT #A;Y:E(X)=Y:NE
XT X
2929 FOR X=A TO A1:FOR Y=A TO D:INPUT
#A;Z:TM(X,Y)=Z:NEXT Y:NEXT X:GOTO 2912
2930 GOSUB 2914:POP :GOTO 15
2950 ? ?: "CASS/DISKIC/D)":INPUT HS:C
S="C":IF HS=="D" THEN CS="D":AI.DAT"
2951 RETURN
3000 ? "THE VOICE OF THE GUARDIAN HISS
ES.":? "'TAHW SI EHT KIGAM DRUW'":INP
UT CS:RETURN
10513 DATA 67,00EO,ALTAR-STONE SLAB UP
HELD ON A DAIS BYKNEELING CHERUBS.,+/-\*
10612 DATA 84,NOEO,H,*/\*
10613 DATA 68,NSOW,HALL OF STONED GIAN
TS. TO THE WEST IS A RED GLOW.,*/\*\*
10614 DATA 53,0SEO,H,*/\*\*
10711 DATA 97,NOEO,H,*/\*\*
10712 DATA 85,NSOW,H,*/\*\*
10713 DATA 69,NSOO,DOME-SHAPED ROOM. A
HOT AMBER SPHEREFLOATS NEAR THE ROOF
EMITTING RAYS.,B/\*\*
10714 DATA 54,NSOW,H,*/\*\*
10715 DATA 42,0SEO,H,*/\*\*
10720 DATA 166,00EO,0,*/\&.
10721 DATA 169,0SEO,PIRATE FRIGATE.+E I
10808 DATA 163,NOEO,M,*/B\*\*
10809 DATA 160,0SEO,AHZ FISSION BOMB C
RATER EVERYTHING SHINES!,-
*/\*\*
10810 DATA 101,NOEO,C,*/B\*\*
10811 DATA 98,NSEW,H,*/\*\*\*
10812 DATA 86,0SEO,H,*/\*\*
10813 DATA 70,0SEO,H,*/\*\*
10814 DATA 55,0SEO,H,*/\*\*
10815 DATA 43,0SEW,H,*/\*\*\*
10816 DATA 28,0SEO,C,*/\*\*
10820 DATA 165,00EW,M,*/\*\*
10821 DATA 168,NOOW,P,*/\*\*\*
10822 DATA 171,0SEO,P,*/C\*\*
10908 DATA 162,NOEW,M,*/\*\*
10909 DATA 159,0SEW,A,*/\*\*\*
10910 DATA 102,NOOW,C,*/\*\*
10911 DATA 99,NSOW,C,*/\*\*
10912 DATA 87,NSOW,C,*/\*\*
10913 DATA 71,NSEW,C,*/\*\*\*
10914 DATA 56,NSOW,C,*/\*\*
10915 DATA 44,NSOW,C,*/\*\*
10916 DATA 29,0SOw,C,B,-\*
10920 DATA 164,NOEW,ROCKY ROAD,*/\*\*

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10921 DATA 167,NSOO,CLIFF OVERLOOKING
THE SHINING SEA,*/\*\*\*
10922 DATA 170,000W,0,*/\*\&-
11008 DATA 161,NOOW,M,*/\*\*\*
11009 DATA 158,NSOW,A,C,*/\*\*
11010 DATA 157,NSOO,A,*/\*\*\*
11011 DATA 156,NSOO,A,*/\*\*\*
11012 DATA 155,NSOO,A,*/B,*/\-\*
11013 DATA 72,NSEW,SIGN READS 3 MILES
TO THE TEMPLE OF SEZEEN.,=//\*\*
11014 DATA 138,0SEO,SMALL ILL-KEPT CEM
ETARY. MUSHROOMS ABOUND HERE.,*/\*\*
11015 DATA 137,NSOO,L,*/\*\*
11016 DATA 30,0SEO,F,*/\*\*\*
11017 DATA 23,NSOO,F,B,*/\-\*
11018 DATA 17,NSOO,F,*/\*\*\+\*
11019 DATA 11,NSOO,F,*/\*\*\+\*
11020 DATA 5,0SOw,N,*/\*\*\*
1106 DATA 127,NOEO,K,*/\*\*\*
1107 DATA 121,NSOO,K,*/\*\*\*
11108 DATA 115,0SOw,K,*/\*\*\*
11109 DATA 109,0SEO,K,*/\*\*\*
11110 DATA 103,0SEO,K,*/\*\*\*
11112 DATA 88,NOEO,STRAW COTTAGES,B,*/\*\*
11113 DATA 73,NSEW,TWO EYE'S BLACKSMIT
H SHOP,*/\*\*\*
11114 DATA 57,0SEW,LACY MARBLE CATHEDR
AL,*/\*\*\*
11116 DATA 31,00EW,F,*/\*\*\*
11117 DATA 24,NOEO,STABLES. (PHEW!) TH
ERE IS A GIGANTIC WOODEN HORSE HERE!,*/\*\*
11118 DATA 18,0SEO,SOUTHWEST TURRET,*/\*\*
11119 DATA 12,0SEO,GUARDS' ROOMS,*/\*\*
11120 DATA 6,0SEO,NORTHEAST TURRET. TH
E SHINING SEA CAN BE SEEN THRU A SLI
T WINDOW.,*/\*\*
11121 DATA 1,00EO,TINY WHITE CUBICLE W
ITH NICE THICK PADDING.,*/\*\*\*
11205 DATA 132,NOEO,J,*/\*\*\*
11206 DATA 128,0SOw,J,*/\*\*\*
11207 DATA 122,00EO,ORC STORE ROOM,*/\-\*
11208 DATA 116,NOEO,ORC COMMON ROOM,*/\-\*
11209 DATA 110,0SOw,ORC GUARD ROOM,*/\*\*\*
11210 DATA 104,NOEW,DARK CAVERNOUS MOU
TH--THE ENTRANCE TO THE CAVES!,*/\-\*
11211 DATA 100,NSOO,SIGN READS 5 MILES
TO THE CAVES OF PURB.,*/\*\*\*
11212 DATA 89,NSEW,THREE EYE'S PAWN SH
OP,*/\*\*\*
11213 DATA 74,NSEW,TOWN SQUARE OF THE
VILLAGE OF MAG. A LAUGHING MAD MAN CR
IES 'BEWARE!',*/\*\*\*
11214 DATA 58,NSEW,ONE EYE'S TAVERN,BD
*/\*\*
11215 DATA 45,0SEO,SIGN READS 3 MILES
TO THE CASTLE OF PICCUH.,*/\-\*
11216 DATA 32,NSEW,OUTER GATE ROOM. TH
E 12-TON IRON GATES ARE AJAR!,*/\-\*
11217 DATA 25,NSEW,INNER GATE ROOM. TH
E INDESTRUCTIBLE INNER GATES HAVE BEEN
SHATTERED!,*/\*\*\*
11218 DATA 19,NSEW,MAIN HALL. ON THE W
ALL IS AN ANCIENT TAPESTRY DEPICTING A
BLACK SWIRLING WHIRLAWY,9&/\*\*
11219 DATA 13,NSEW,SERVANTS' QUARTERS,
*/\-\*
11220 DATA 7,0SEW,EMPTY STORE ROOM. SP

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IDERS AND SLUGS DRIP VENOMOUS VITRIOL
 FROM THE RAFTERS.,B***
 11221 DATA 2,00EW,TORTURE CHAMBER. TO
 THE WEST IS A BLUE GLOW. A BROKEN SK
 ELETON LIES ON THE RACK.,+T+
 11302 DATA 134,NOEO,I,***
 11303 DATA 134,NSEO,I,***
 11304 DATA 134,OSEO,I,***
 11305 DATA 133,NOOW,J,***
 11306 DATA 129,OSEO,J,***
 11307 DATA 123,NOOW,ORC CHIEFTAIN'S QU
 ARTERS. ON THE WALL IS A MURAL OF
 A PINK TROLL.,+T+
 11308 DATA 117,OSEW,ORC LIVING QUARTER
 S,***
 11309 DATA 111,NOEO,B,***
 11310 DATA 105,OSEW,B,;***
 11312 DATA 90,NOON,BRICK COTTAGES,***
 11313 DATA 75,NSEW,MARKET PLACE OF THE
 FOUR EYES,***
 11314 DATA 59,05OW,LOG CABINS,***
 11315 DATA 139,00EW,L,***
 11316 DATA 33,00EW,F,***
 11317 DATA 26,NOOW,SOUTHEAST TURRET. Y
 OU CAN SEE A DENSE FOREST THRU THE
 WINDOW.,;***
 11318 DATA 20,NSOW,GUARDS' ROOMS,***
 11319 DATA 14,NSEW,THE MINOR HALL. AN
 EVIL VIOLET FLAMEGYRATES ON THE MANTLE
 PLACE.,3-***
 11320 DATA 8,OSEW,LIVING QUARTERS. EVE
 RYTHING IS STRANGELY warped.,***
 11321 DATA 3,00EW,DUNGEON. THE BARS AN
 D SHACKLES ARE ALL RUSTY AND CORRODED
 NOW.,***
 11402 DATA 136,NOEW,THE INFINIT CRYSTA
 L ROOM,***
 11403 DATA 134,NSEW,I,***
 11404 DATA 134,NSEW,I,***
 11405 DATA 134,0500,I,***
 11406 DATA 130,NOEW,B,;_\
 11407 DATA 124,N500,B,***
 11408 DATA 118,OSEW,B,;T+
 11409 DATA 112,NOEW,B,***
 11410 DATA 106,0000,LAVA PIT. THERE SE
 EMS TO BE NO WAY OUT.,D+T+
 11413 DATA 76,00EW,SIGN READS 3 MILES
 TO THE FOREST OF ELBCH.,B;***
 11414 DATA 141,NOEO,L,B;***
 11415 DATA 140,05OW,L,***
 11416 DATA 34,NOOW,F,;!**
 11417 DATA 27,N500,F,***
 11418 DATA 21,OSEO,F,*^***
 11419 DATA 15,NOOW,GUARD'S ROOMS,***
 11420 DATA 9,NSOW,VAVLT & ARMORY,;T+
 11421 DATA 4,05OW,SHORT ARCHED TUNNEL,
 ;+T+
 11502 DATA 134,NOOW,I,***
 11503 DATA 134,NSOW,I,***
 11504 DATA 134,05OW,I,;T+
 11505 DATA 135,NOOO,CHAMBER OF TEL-EPO
 ,/E***
 11506 DATA 131,05OW,LEDGE IN FRONT OF
 A YELLOW CHAMBER,***
 11507 DATA 125,NOOO,B,;***
 11508 DATA 119,05OW,B,B/***
 11509 DATA 113,NOOW,B,***
 11510 DATA 107,OSEW,B,B/***
 11511 DATA 143,NOEO,L,***
 11512 DATA 142,N500,L,***
 11513 DATA 77,NSOW,D,;***
 11514 DATA 60,OSEW,D,;T+

11515 DATA 46,NOEO,E,***\n
 11516 DATA 35,OSEO,E,***\n
 11518 DATA 22,NOOW,F,***\n
 11519 DATA 16,N500,F,***\n
 11520 DATA 10,0500,N,***\n
 11607 DATA 126,NOOO,THE WIZARD'S SECRE
 T ROOMS!,;T+
 11608 DATA 120,N500,DARKNESS. TO THE S
 OUTH IS A LIGHT.,;***
 11609 DATA 114,N500,B,***
 11610 DATA 108,OSEW,B,;***
 11611 DATA 144,00EW,L,;_E4
 11612 DATA 91,NOEO,G,-,***
 11613 DATA 78,OSEO,G,***
 11614 DATA 61,00EW,WILD CRAB APPLE TRE
 E ORCHARD,??+
 11615 DATA 47,00EW,SWAMP. A GREENISH G
 LOW EMANATES FROM THE EAST.,***
 11616 DATA 36,00EW,E,***
 11709 DATA 153,NOEO,L,***
 11710 DATA 154,NSOW,CAVE MOUTH,***
 11711 DATA 145,00EW,TIME PORT #1,;***
 11712 DATA 92,00EW,G,***
 11713 DATA 79,00EW,G,***
 11714 DATA 62,00EW,D,***
 11715 DATA 48,000W,A BRACKISH SPRING B
 UBBLIES UP FROM A MOUND AT THE BASE OF
 A TREE.,;T+
 11716 DATA 37,00EW,E,***
 11809 DATA 152,00EW,L,***
 11810 DATA 150,0000,CRATERED NUCLEAR B
 ATTLEFIELD,;B+T+
 11811 DATA 146,00EW,ASPHALT PARKING LO
 T,;G+T+
 11812 DATA 93,00EW,G,***
 11813 DATA 88,NOOW,G,***
 11814 DATA 63,OSEW,D,***
 11815 DATA 49,NOEO,E,B/***
 11816 DATA 38,05OW,E,***
 11909 DATA 151,000W,BACK GATE,***
 11910 DATA 148,NSEW,SILVER DOME. A SIG
 N READS OPERATOR REQUIRED FOR 2-WAY O
 PS.,;F***
 11911 DATA 147,05OW,WIERD BUILDINGS. O
 NE OF THEM IS AN ANTI-MATTER POWER
 PLANT.,***
 11912 DATA 94,NOOW,G,B;***
 11913 DATA 81,N500,G,;T+
 11914 DATA 64,OSEW,D,C/E²
 11915 DATA 50,NOEW,IMMENSE BLUE LAKE C
 OVERED BY BLACK SWANS.,;T+
 11916 DATA 39,OSEO,D,***
 12010 DATA 149,0000,PRIMEVAL RAIN-FORE
 ST,;+T+
 12012 DATA 95,NOEO,A BROKEN CIRCLE OF
 STANDING STONES,;+T+
 12013 DATA 82,N500,FIELD OF SUNFLOWERS
 ,;B***
 12014 DATA 65,NSOW,D,;+***
 12015 DATA 51,OSEW,D,***
 12016 DATA 40,00EW,D,***
 12112 DATA 96,NOON,MEADOW OF EAT-YOU-A
 LIVE FLOWERS,e;"***
 12113 DATA 83,N500,MONOLITHIC STONE RU
 INS,;_\
 12114 DATA 66,N500,FIELD OF WHITE MOON
 FLOWERS,***
 12115 DATA 52,05OW,D,;+***
 12116 DATA 41,000W,AN OLD OAK TREE CAS

continued on next page

TS A DAPPLED
LADE..+A! I

SHADOW OVER A QUIET G

►TYPO TABLE

Variable checksum = 2879836

Line num	range	Code	Length
8	- 10	LM	604
12	- 20	DW	528
40	- 96	DV	486
97	- 110	FY	459
111	- 153	JC	391
154	- 209	UT	540
210	- 283	NN	431
285	- 346	JH	507
348	- 370	PZ	399
371	- 402	ET	348
403	- 432	TK	426
433	- 442	TF	504
443	- 455	HM	325
457	- 481	DA	466
482	- 510	LM	263
511	- 524	PA	261
525	- 540	CR	297
541	- 566	MD	379
567	- 584	OE	414
585	- 602	GD	388
603	- 630	OL	523
640	- 671	FQ	501
672	- 685	EE	469
686	- 750	FT	501
751	- 802	NN	387

803	- 814	WC	333
815	- 826	LE	316
827	- 838	DO	339
844	- 911	MQ	271
912	- 923	JQ	286
924	- 935	CR	255
936	- 948	XL	284
949	- 960	YB	224
961	- 972	MT	263
999	- 1111	TL	407
1112	- 1206	ZE	419
1209	- 1303	NJ	459
1304	- 1661	EK	345
1800	- 2004	NM	381
2006	- 2150	NZ	371
2200	- 2905	ZE	481
2906	- 2926	YY	513
2927	- 10712	OH	507
10713	- 10814	JC	381
10815	- 10914	RM	246
10915	- 11014	SW	379
11015	- 11112	GM	258
11113	- 11208	QE	503
11209	- 11217	RS	548
11218	- 11307	PU	531
11308	- 11320	TY	501
11321	- 11414	ZA	414
11415	- 11506	TJ	337
11507	- 11519	EM	246
11520	- 11709	OK	375
11710	- 11813	YX	373
11814	- 12010	BI	432
12012	- 12116	NQ	388

►game of the month

ADVENT X-5

►LISTING 1

```
1 REM ADVENT X-5
2 REM BY J.D. CASTEN
3 REM ANTIC MAGAZINE
5 Z=0:0= NOT Z:H=100:C=0+0:A=150:B=C*H
:GRAPHICS Z:POKE 559,Z:GOTO 1000
10 GOSUB 15000:GET #0,Y:IF (Y<32 OR Y>
90) AND Y>126 AND Y>155 THEN POKE 70
2,64:POKE 694,Z:GOTO 10
15 IF Y=155 THEN RETURN
20 IF (Y=126 AND L=0) OR (L=31 AND Y<
126) THEN 10
25 IF Y=126 THEN L=L-0:IS=IS(0,L):? " "
":GOTO 10
30 ? CHR$(Y)::IS(L)=CHR$(Y):L=L+0:GOTO
10
50 IF J>52 AND 0(Z)<255 OR J>58 THEN ?
" (it's closed)":RETURN
55 ? " (it's open)":IF J>52 THEN L=0
60 RETURN
100 L=Z:POKE 82,0:D=Z:IF 0(70)=Z AND 0
```

```
(0)>21 THEN ? "It's too dark
to see!!! ":"D=0
105 IF 0(Z)>28 AND 0(Z)<33 AND 0(16)<2
55 THEN ? "Every thing is blurry!!!
":"D=0
110 RESTORE 9000+0(Z):READ LS,DS:Y=Z:I
F D THEN 145
112 ? "You're ";LS;"."You see:"":FOR J
=0 TO 62
115 IF 0(J)=0(Z) THEN RESTORE J+9500:R
EAD LS:? LS;"."Y=0:IF J<61 AND J>46 T
HEN GOSUB 50
117 NEXT J:IF NOT Y THEN ? "Nothing s
pecial."
120 ? "Obvious exits:"":LS="NorthSouthE
astWestUpDown":FOR J=0 TO 6:IF A
SC(DS(J))>99 THEN ? "-Out"::GOTO 130
125 IF ASC(DS(J)) THEN J=J-0?: "-" ;LS(
J*5+0,J*5+5)::J=J+0
126 IF 0(Z)=C THEN IF J=0 THEN ? "-out
```