

# CASTLES & KINGDOMS

An electrifying compendium of  
15 BASIC adventures you can type in

**Bob Liddil**



Adventures for your Commodore 64

W. RAYMEN



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By  
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*Virgin*

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THIS BOOK IS PROUDLY DEDICATED TO

KEVIN COHAN, who would have expressed wonder at its completion

JACK POWERS, the embodiment of Captain Red

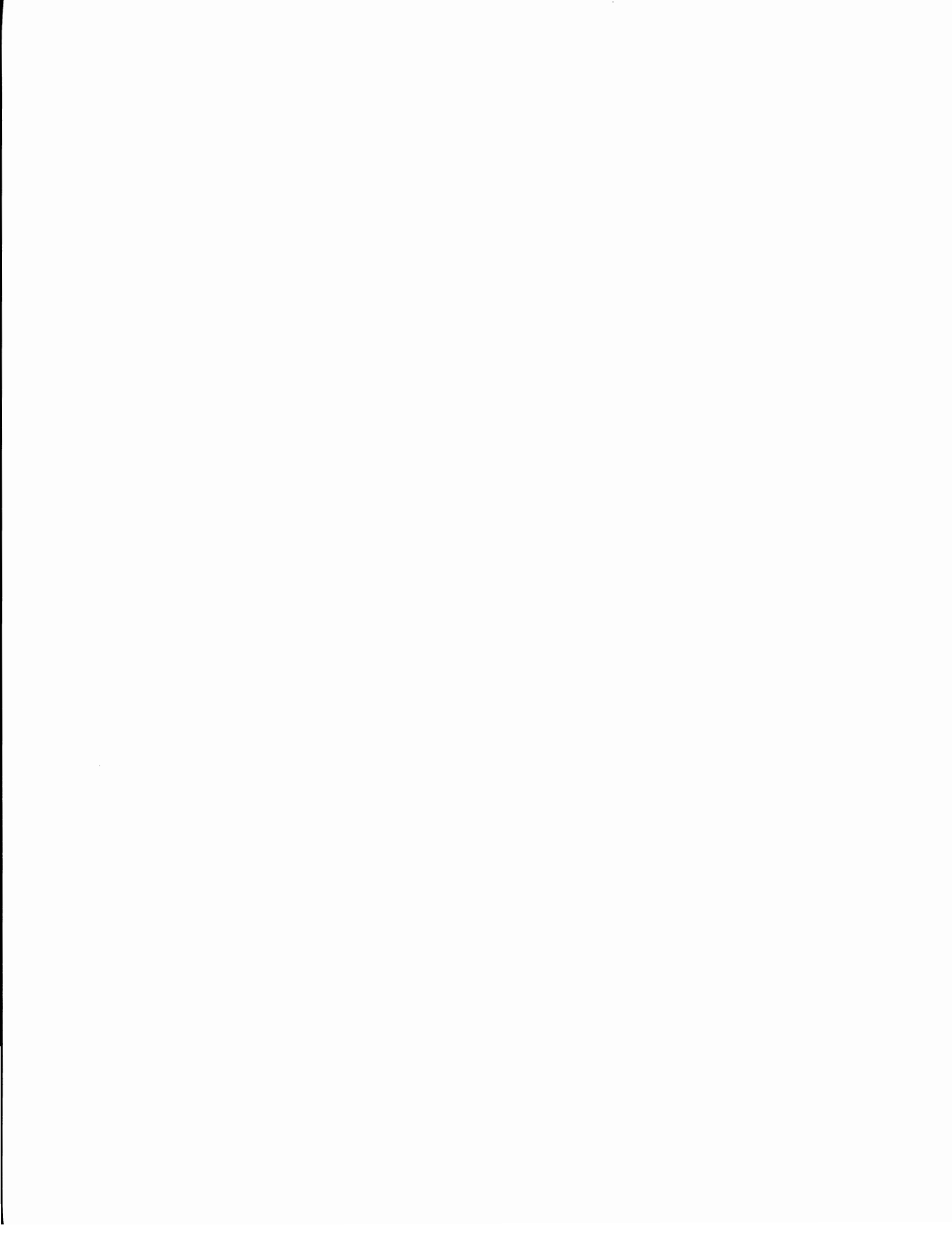
TERRY KEPNER, who proved it could be done

And PROGRAMMERS THE WORLD OVER, who dream the dreams of The Game



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*LONG IS THE JOURNEY  
A KINGDOM WOULD SPAN  
HARD IS THE TRANSITION  
FROM BOY INTO MAN  
FIERCE IS THE ENEMY  
WHEN FACED ALL ALONE  
LONELY IS THE WANDERER  
WHEN NOWHERE IS HOME  
AWESOME IS THE CREATURE  
WHO SCREAMS IN THE NIGHT  
PITIED IS THE MAN  
WHO WON'T ADMIT FRIGHT  
USELESS IS THE SWORD  
UNBUCKLED ON THE SHELF  
LIKEWISE IS ANY MAN  
WHO KNOWS NOT HIMSELF*

FROM THE OLD SOLDIER'S SONG (COMPILED WORKS OF FREER OVER THE BARD)



# AUTHOR'S FOREWORD

*Castles and Kingdoms* began in 1975 during a three-day blizzard in the Midwestern United States, as a 'Tunnels and Trolls' fantasy role-playing game. It evolved over the next five years to become a universal gaming concept involving several dozen dedicated gamers, each of whom contributed little bits and pieces of the total world.

The form in which it now appears is the culmination of a ten-year dream – to share the richness of Graylock lore with the largest possible audience in the most dramatic way. Role-playing games take on a new dimension through the medium of computers. But before these games can be enjoyed to the full some data must be provided.

An Adventure is a word-recognizing, interactive fantasy simulation in which the computer acts as dungeon master or moderator. Adventures employ a storybook style to outline an unsolved puzzle. Suggested solutions are entered by the user; the computer reacts to these suggestions and presents a result in the form of descriptive phrases.

Each module (individual game) is bounded by a single theme. The final solution to the puzzle, the clues to that solution, and even the side-tracks of a good Adventure, can and usually will tie into this theme. For example, 'Thunder Mountain Passage' is set in and around the northern mountains of the mythical kingdom of Graylockland. The puzzle revolves around a particularly nasty stretch of high mountain trail standing between a flatlander, would-be rescuer and 'Northstar Castle', another Adventure in this volume. Some knotty problems are presented. How does one get from one side of Thunder Mountain to the other without becoming lion fodder? Where are all the traps, pitfalls and items you have to get, use, move, jump over or otherwise manipulate? Where should you head for, knowing that some directions are correct, while others are potentially deadly? What must be done to ensure survival in this game so that the overall mission (that of arriving at 'Northstar Castle' in order to begin this next game) can be accomplished.

Thus the goal in 'Thunder Mountain Passage' is quite simply to survive, and to carry on to 'Northstar Castle', the extension game. Remember HOW, WHERE, WHAT. Using these three questions each Adventure in this book can be solved completely and logically.

There may be several sub-puzzles within the framework of a single game. Adventure authors often employ deadly traps and unproductive locations to confuse the player's efforts. Mazes are a popular stalling agent. In some Adventures it is not uncommon to wander for hours trying to work through, and out of, some impossible array of twisting passages. This particular sub-puzzle usually has something relevant to the success of the Adventure waiting at the other end.

The trap is simply the author's way of keeping the player alert. Traps are often thematic, sometimes just threatened, or they can be the result of blunders by the player (anticipated by the author). But whatever the case, they add spice to the game. Once trapped, the player generally does not get caught again.

An Adventure is usually divided into four segments: WHERE YOU ARE, WHAT YOU CAN SEE (provided by the computer on the upper screen display), WHERE YOU CAN GO (portal, direction, or object capable of receiving you, as in ENTER CAVE), and WHAT YOU CAN DO, which in most instances must be ascertained by the player. WHERE YOU CAN GO, though often evident, must also be surmised in some instances.

A typical upper screen display will read: YOU ARE ON A NARROW LEDGE. YOU SEE: COILED SNAKE (WHICH IS HISSING), WIRE. OBVIOUS EXITS ARE: NORTH SOUTH DOWN.

The author has provided a great deal of information here. COILED SNAKE is a potential hazard. The fact that it is HISSING re-enforces the feeling of danger. WIRE, on the other hand, appears to be a tool or a useful item of some kind, although the author may employ it to activate a trap. But whether the snakes are benign or the wires deadly, the player must be ever alert or die. The directions speak for themselves. They are there to allow the player to move to new locations.

Once information from the screen is analysed, action may be taken. The command mode is the trickiest part of the Adventure. In most instances, the computer will do what you tell it. There is a good selection of two-word commands in English, but beware – the program will often take you literally. A command of JUMP in the situation on the ledge above the ravine might cause the player to be hurtled out into space, to be dashed on the rocks below.

GO NORTH will result in moving to a new location to the north of the present one; GO SOUTH has the same effect to the south. GO DOWN has the same result as JUMP. Thus, the player can GO <direction> or GO <object>, such as cave, passage, chair and so on. GOing is the Adventure's form of rapid transit. In this book, for the sake of convenience, many of the Adventures respond to one-letter directionals (N, S, E, W, NE, SE, NW, SW). Other more traditional programs respond to two-word commands.

GO, GET, LIFT, PUSH, SHOOT, FIGHT, ATTACK, KILL, FEED, LEAD, JUMP, DROP, TAKE, ENTER, DRINK, PUT and PULL are just a small selection of possible verbs that may be employed in these Adventures. EXAMINE, moreover, is an important verb since it may be used to identify or expand descriptions of objects that appear in the upper screen display. It is important to EXAMINE objects as there may be nested information that will not be revealed in any other way.

In order that these Adventures should not prove a terminally frustrating experience, it would help to remember some simple guidelines:

1. Where can I go? Are the displayed directions the only ones available? If not, what command combination will get me to another location?
2. What can I see? Can I get it? Will it hurt me if I do? Once I have it, how can I manipulate it to my advantage? Is it ultimately useful or merely a ploy to get me to carry more things than I need?
3. If I can see it and go to it, how can I get to it by the path of least resistance? Is there a visible danger associated with what I see? Will examining it help?
4. What can I do when I get to the new location, or obtain the object, that will help me solve the puzzle or win the game?
5. Am I on the same wavelength as the author of the game, who may perhaps be thinking illogically?
6. Have I examined the story that precedes each module in this book for clues to the Adventure?
7. Have I made a map to record my moves as I make them?

These suggestions should enhance your enjoyment of this book.

# ***THE BRASS HELM***

Frankie loved 'Dungeons and Dragons'. He lived for his time in his fantasy world and slept the sleep of dreamers. He prowled the bookshops and libraries, gleaning any pieces of information on Swords and Sorcery, Chainmail and Chivalry. His game life and his real life were one. He breathed the breath of The Game.

Other players brought maps, blueprints and volumes of papers for the games. They brought lead figures of Griffins and winged horses and armoured fighters in poses of battle readiness. Frankie brought a single figure of a nondescript fighter to those games where he was not the dungeon master and played the game from wit and memory with an uncanny knack.

As dungeon master, Frankie appeared in character – cloaked, daggered, bedecked with the trappings of the wizard or warrior whose world would be invaded by the players. He introduced the scenarios one after another with elegant orchestration. His world was so detailed that the players had notebooks – reams of papers devoted solely to his world.

Every so often, Frankie would visit a costume and junk shop in a side-street on the edge of the theatre district. His dark wizard's cloak had come from this shop. His dagger had played many a scene from Shakespeare before finding its way to Frankie's belt. The Futureseer's feathered turbin, the Red Wizard's ruby, and the sword of Damien the Dangerous – renowned fighter – had all come from the same shelves. The costume shop was Frankie's favourite place in Realworld.

The proprietor, Kelly, liked Frankie. The boy had a good eye for the unusual and was a fair judge of fabric and quality. He knew about The Game from listening to Frankie endlessly expounding on the adventures of his friends in The Kingdom. So whenever something special came in – something that was right for The Game – Kelly laid it aside for Frankie.

One day Kelly saved a red, hooded cloak with a sequined belt, which instantly made Frankie smile. Despite this good fortune, Frankie felt there was something missing from the new character he was building. Then he saw the brass helm.

He found it partially hidden beneath a musty pile of old rags on a table in the back of the costume shop. It was tarnished and dull but the shape was perfect for his new campaign. Best of all it had a five pound price tag. The cloak made it nine pounds fifty, just enough to be covered by his allowance.

"Owned by a famous bard," Kelly told him, "said to have magical properties." He winked at Frankie.

Frankie mustered a grin and pulled the money from his jeans. Already he was plotting ways to integrate the new costume into his campaign. He ran all the way home.

In the quiet of his room he examined the helm more closely. He had come in through the garage and picked up a can of Brasso and a rag. In a few minutes the helm would be as shiny as new. As he rubbed, Frankie noticed that the helm was engraved with pictures – scenes of personal combat and landscape. Inside the helm there were words inscribed in a strange language which he could not read. As he finished his task of rubbing away the layers of neglect, he could not help but admire the workmanship of the brass helm. He was pleased with himself for making such a good buy, but he was also puzzled by the writing on the inside.

It was still daylight when Frankie climbed the stairs to the library. He had decided to visit old Tom Parker, the head librarian. Tom was known to all the children who played The Game; he answered their questions

about swords and chainmail and the culture of the Middle Ages with such authority that one would have thought he'd lived at that time.

"The writing is Gaelic, Frankie," Tom told him. "I'm not fluent in it but I might be able to translate this." He scratched his head, jotted down the words and disappeared into the rows upon rows of bookshelves.

Several minutes later he returned. "Here's your translation," he said, "I hope it's what you're looking for."

Frankie took the paper and read it carefully. A smile lit up his face as the words sank in.

*SEEK KNOWLEDGE IN THE DREAMS  
OF THAT WHICH ISN'T WHAT IT SEEMS  
THE TRUTH OF IT SHALL COME TO YOU  
AND TRUTH WILL GUIDE THE THINGS YOU DO*

Then he scooped up the brass helm. "Thanks, Mr Parker," he said, and dashed for the door.

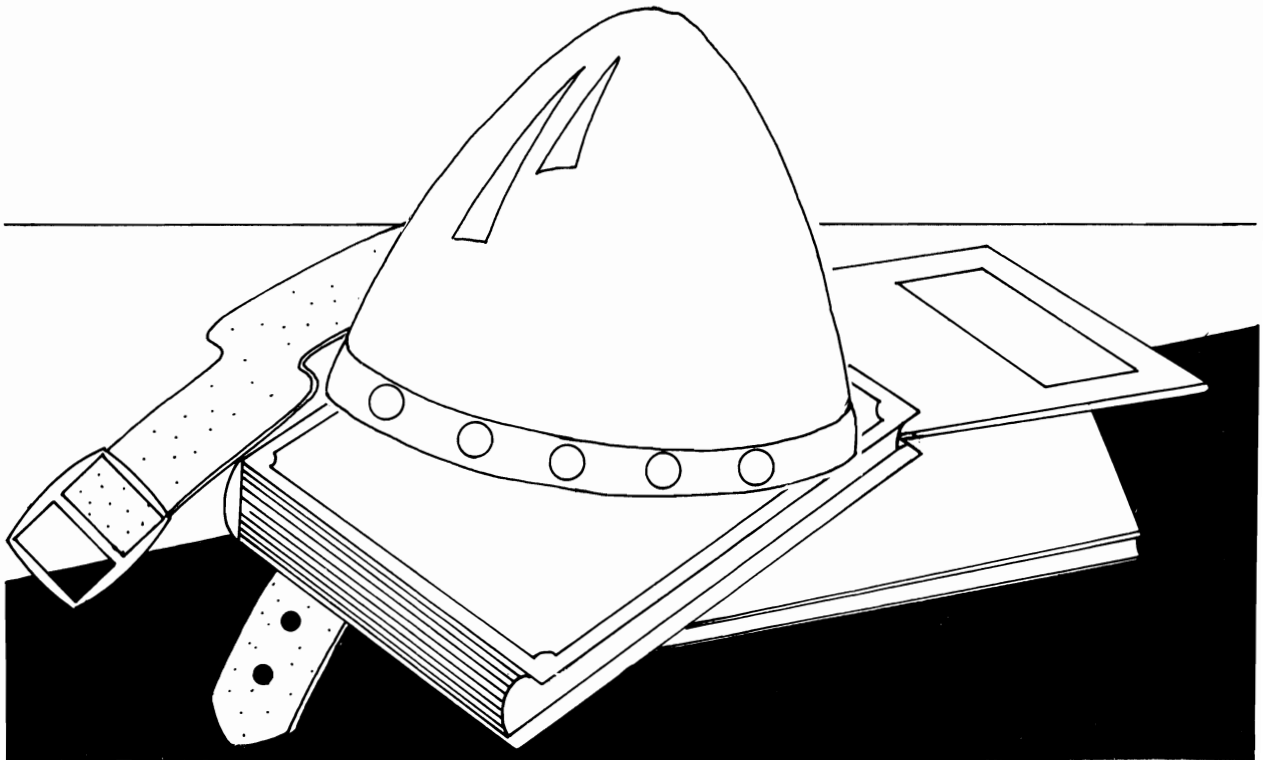
The ageing librarian shook his head. The children were very involved with The Game. As the pounding of Frankie's feet echoed in the corridors and faded with the slam of the door, Tom Parker pondered the writing on the inside of the brass helm. "Gaelic?" he said aloud to no one in particular. "I wonder where that helmet came from?" Then he wandered back among the bookshelves to find the answer.

Back home in his room, Frankie was thrilled with his good fortune. Gaelic was an ancient language; he knew that much from the researching he did to improve the quality of The Game. But what was a Gaelic inscription doing on a modern theatre prop? Or was the brass helm something else?

Frankie kicked off his shoes and settled back on his bed. He used his stamp magnifying-glass to examine the engravings more closely. They were exquisitely detailed down to the musculature of men and beasts locked in combat. There were scenes of castles and kingdoms, mountains and rivers – a world engraved in brass.

He wondered at the beauty of it all and at his luck in the find. Closing his eyes, he imagined what it would be like in the kingdom of the engravings. Then he placed the brass helm on his head.

Everything began to spin around. . .



10 REM THE BRASS HELM  
20 REM BY DAN AND ED CAGGIANI  
30 REM COPYRIGHT (C) 1984  
35 REM\*\*\*\*\*  
90 X=46:Y=46  
100 DIM L\$(X+100)  
110 DIM LO\$(Y+100)  
120 DIM O\$(Y+100)  
130 DIM C\$(30)  
140 DIM T(4,X+100)  
150 DIM C(30)  
160 DIM O(Y+100)  
170 DATA IN YOUR HUMBLE HOME,OUTSIDE IN THE FRONT YARD,ON NEWBURY STREET  
172 DATA IN THE TOWN'S COSTUME SHOP,ON THE CORNER OF CENTER AND SOUTH STREET  
174 DATA ON CENTER STREET,EAST OF CENTER STREET,ON SOUTH STREET  
176 DATA ON SOUTH STREET NEARING THE TOWNLIBRARY,IN THE TOWN LIBRARY  
178 DATA NEARING A TOWN CALLED SKYSHADE,HIGHER IN THE NORTHERN MOUNTAINS  
180 DATA ESCALATING TO A REGION KNOWN AS TRIAD,ON THUNDER MOUNTAIN  
182 DATA ON THE SOUTHERN DOMAIN OF CASTLENORTHSTAR,AT THE BASE OF A MOUNTAIN  
184 DATA BY A PACK OF WILD DOGS,ENTERING THE NORTHERN REGIONS  
186 DATA NEARING CASTLE NORTHSTAR,AT THE NORTH END OF BELESTRA  
188 DATA IN THE TOWN OF BELESTRA,IN THE WESTERN SECTION OF BELESTRA  
190 DATA IN THE CENTER OF BELESTRA,AT THE WESTERN END OF THE RIVER DELTA  
192 DATA IN A NEAR THE RIVER,IN THE RIVER DELTA,IN THE NORTHWESTERN OUTBACKS  
194 DATA IN A REGION KNOWN AS VISHTARI,IN A SANDY DESERT AREA,NEAR THE DESERT  
196 DATA WITHIN THE TOWN,BY THREE EXITS LEADING AWAY FROMBELESTRA  
198 DATA IN THE SOUTHERN AREA OF THE RIVER,IN THE HIGH REGION OF THE DESERT  
200 DATA IN A DESOLATE AREA,ON A SOUTHERN TRAIL,NEAR THE RIVER DELTA  
202 DATA IN THE RIVER DELTA,IN THE WEB OF A GIANT SPIDER  
204 DATA SMELLING THE SALTY AIR FROM THE SOUTH,IN THE SOUTHERN RIVER DELTA  
206 DATA NEARING THE BASE OF A TALL MOUNTAIN,BY THE GATE KEEPER  
208 DATA FURTHER INTO THE SOUTHERN OUTBACKS,IN THE PORT OF OCEANEA

210 DATA IN A SCORPION'S DOMAIN  
220 DATA A DRESSER,\*,1,A CHAIR,\*,1,YOUR HOUSE,\*,2  
222 DATA YOUR WELL TRIMMED LAWN,\*,2,A SHOP TO THE EAST,\*,3  
224 DATA MANY BRIGHTLY COLORED COSTUMES IN THE SMALL SHOP,\*,4  
228 DATA PEOPLE ON THE SIDEWALK,\*,7,AN OLD LADY CROSSING THE STREET,\*,8  
230 DATA THE TOWN LIBRARY,\*,9,MANY BOOKS ON THE SHELVES,\*,10  
232 DATA THE LIBRARIAN,\*,10,THE SMALL TOWN AHEAD,\*,11,A HUGE BALROG,\*,12  
234 DATA THE MOUNTAINOUS AREA,\*,13,A CAVE ENTRANCE,\*,14,AN ARMED GUARD,\*,15  
236 DATA A LARGE FORTRESS OF SOME KIND,\*,16,MANY WILD DOGS AROUND YOU!,\*,17  
238 DATA A MOUNTAIN NEAR ABOUT,\*,18,A CASTLE TO THE EAST,\*,19  
240 DATA A GIANT RAT,\*,20,THE NORTHERN MOUNTAINS IN THE DISTANCE,\*,21  
245 DATA THE TOWN OF BELESTRA,\*,22,THE VILLAGERS,\*,23,THE EASTERN SWAMPS,\*,24  
248 DATA THE RIVER DELTA NEARBY,\*,25,WATER AROUND YOU,\*,26  
250 DATA A TEMPLE OF SOME KIND,\*,27,A MAD KING COBRA,\*,28  
252 DATA THE DESERT OUTBACKS IN ALL DIRECTIONS,\*,30,A GRUESOME THIEF,\*,31  
254 DATA THE BUSY TOWNSPEOPLE,\*,32,SWAMPLANDS AROUND YOU,\*,33  
256 DATA A HUGE MOUNTAIN TO THE SOUTH,\*,34,TUMBLEWEEDS ROLLING BY,\*,35  
258 DATA LARGE GATES IN THE DISTANCE,\*,36,THE NEARBY RIVER DELTA,\*,37  
260 DATA WATER TO THE NORTH AND SOUTH,\*,38,A GIANT BLACK SPIDER,\*,39  
262 DATA SEAGULLS FLYING BY,\*,40,THE RIVER,\*,41  
264 DATA THE BASE OF THE LARGE MOUNTAIN,\*,42,AN OLD MAN AT THE GATES,\*,43  
266 DATA A VERY LARGE CACTUS,\*,44,THE PORT OF OCEANEA,\*,45  
268 DATA AN ANGERED DESERT SCORPION,\*,46  
504 DATA 0,0,2,0  
505 DATA 0,6,0,1  
506 DATA 0,7,4,0  
508 DATA 0,0,0,3  
510 DATA 0,8,6,0  
512 DATA 2,0,7,5  
514 DATA 3,0,0,6  
516 DATA 5,0,9,0  
518 DATA 0,10,0,8

520 DATA 9,0,0,0  
522 DATA 88,12,0,0  
524 DATA 11,13,0,93  
526 DATA 12,16,0,0  
527 DATA 0,18,0,0  
529 DATA 0,19,90,14  
530 DATA 13,0,17,92  
532 DATA 0,0,18,16  
534 DATA 14,20,89,17  
536 DATA 15,0,91,0  
538 DATA 18,21,0,0  
540 DATA 20,23,0,0  
542 DATA 0,31,23,0  
543 DATA 21,32,24,22  
544 DATA 0,0,25,23  
545 DATA 0,33,26,24  
546 DATA 0,0,100,25  
547 DATA 0,95,28,0  
548 DATA 0,34,0,27  
549 DATA 0,35,30,0  
550 DATA 94,0,31,29  
551 DATA 22,0,32,30  
552 DATA 23,36,0,31  
553 DATA 25,37,101,0  
554 DATA 28,0,35,0  
555 DATA 29,39,0,34  
556 DATA 32,40,0,0  
557 DATA 33,0,38,0  
558 DATA 0,41,0,37  
559 DATA 35,42,0,0  
560 DATA 36,43,0,0  
562 DATA 38,99,0,0

```

564 DATA 39,44,0,96
565 DATA 40,45,0,0
566 DATA 42,46,0,0
567 DATA 43,98,0,0
568 DATA 44,97,0,0
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,1,5,N,6,S,6,E,6
662 DATA W,6,HELP,7,FIGHT,8,PAY,9,BUY,9,WEAR,10,CROSS,11,READ,12,Q,13,QUIT,13
664 DATA USE,14
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FORC=1TOX:READT(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=22
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=1
735 PRINTCHR$(147)
850 FORT=1TO2700:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IF O(C)=L THENN$=LO$(C):PRINTN$," ";
900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)

```

```

1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ONAGOTO1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000,4000,3000
1080 FORC=1TOY
1082 IFB$="MONEY"ANDL=1ANDGM=0THENGGM=7:GOTO1161
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1161 PRINT"IT IS TAKEN":GOTO850
1170 FORC=1TOY
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP ";B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFB$="SHOP"ANDL=3THENL=4:PRINT"YOU ENTER THE SHOP":GOTO850
1242 IFB$="LIBRARY"ANDL=9THENL=10:PRINT"YOU ENTER THE TOWN LIBRARY":GOTO850
1243 IFL=12ANDT(DR,L)=93ANDKB=0THENPRINT"THE BALROG DECAPITATES YOU!":GOTO4000
1244 IFL=12ANDT(DR,L)=11ANDKB=0THENPRINT"THE BALROG DECAPITATES YOU!":GOTO4000
1245 IFL=15ANDT(DR,L)=90ANDKG=0THENPRINT"THE GUARD BLOCKS YOUR PATH":L=15:GOTO850
1246 IFL=15ANDT(DR,L)=19ANDKG=0THENPRINT"THE GUARD BLOCKS YOUR PATH":L=15:GOTO850
1247 IFL=17ANDT(DR,L)=16ANDKD=0THENPRINT"THEY REACT TO YOUR SUDDEN MOVES!":GOTO4000
1248 IFL=17ANDT(DR,L)=18ANDKD=0THENPRINT"THEY REACT TO YOUR SUDDEN MOVES!":GOTO4000
1249 IFL=20ANDT(DR,L)=18ANDKR=0THENPRINT"ITS BITE INFECTS YOU!":GOTO4000
1250 IFL=25ANDT(DR,L)=26THENPRINT"THE RIVER IS IN YOUR WAY":L=25:GOTO850
1251 IFL=28ANDT(DR,L)=27ANDCC=0THENPRINT"THE COBRA INJECTS ITS VENOM!":GOTO4000
1252 IFL=37ANDT(DR,L)=38THENPRINT"THE RIVER BLOCKS THE WAY":L=37:GOTO850

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1253 IFL=39ANDT(DR,L)=42ANDKS=0THENPRINT"ITS STRONG LEGS WRAP AROUND YOU!":GOTO4000
1254 IFL=43ANDT(DR,L)=45ANDOG=0THENPRINT"THE GATE IS CLOSED":L=43:GOTO850
1255 IFL=46ANDT(DR,L)=97ANDKP=0THENPRINT"ITS DEADLY STING TAKES ITS TOLL!":GOTO4000
1256 IFT(DR,L)=88THEN RUN20030
1257 IFT(DR,L)=89THEN RUN20040
1258 IFT(DR,L)=90THEN RUN20050
1259 IFT(DR,L)=91THEN RUN20060
1260 IFT(DR,L)=92THEN RUN20000
1261 IFT(DR,L)=93THEN RUN20010
1262 IFT(DR,L)=94THEN RUN20070
1263 IFT(DR,L)=95THEN RUN20080
1264 IFT(DR,L)=96THEN RUN20090
1265 IFT(DR,L)=97THEN RUN20095
1266 IFT(DR,L)=98THEN RUN20099
1267 IFT(DR,L)=99THEN RUN30000
1268 IFT(DR,L)=100THEN RUN30010
1269 IFT(DR,L)=101THEN RUN30020
1270 IFB$="CAVE"ANDL=14THENPRINT"YOU ENTER THE CAVE":L=15:GOTO850
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="HOME"ANDL=1THENPRINT"THE HOUSE IS AN OLD ENGLISH COLONIAL"
1342 IFB$="YARD"ANDL=2THENPRINT"YOU NOTICE THAT THE LAWN IS VERY GREEN"
1343 IFB$="STREET"THENPRINT"THERE IS REALLY NOTHING SPECIAL ABOUT IT"
1344 IFB$="SHOP"ANDL=4THENPRINT"YOU SEE A BRASS HELM AND CLOAK WHICH    STAND OUT"
1345 IFB$="LIBRARY"ANDL=9THENPRINT"THE BUILDING IS CONSIDERED A HISTORICAL LANDMARK"
1346 IFB$="LIBRARY"ANDL=10THENPRINT"YOU NOTICE THAT THE AMBIENCE IS VERY QUIET"
1347 IFB$="SKYSHADE"ANDL=11THENPRINT"YOU SEE THAT THE TOWN HAS MANY BUILDINGS"
1348 IFB$="MOUNTAINS"ANDL>10ANDL<20THENPRINT"THE MOUNTAINS REACH BEYOND THE CLOUDS"
```

1349 IFB\$="TRIAD"ANDL=13THENPRINT"THE STENCH OF THE DREADED BALROGS FILL THE AIR!"

1350 IFB\$="THUNDER MOUNTAIN"ANDL=14THENPRINT"IT HAS AN ABUNDANCE OF ROCK LAYERS

1351 IFB\$="CASTLE"ANDL=15THENPRINT"THE MAIN CASTLE LIES AHEAD"

1352 IFB\$="DOG"ANDL=17ORB\$="DOGS"ANDL=17THENPRINT"THEY ARE WILD,VICIOUS CREATURES!"

1353 IFB\$="CASTLE"ANDL=19THENPRINT"IT IS A GREAT ARCHITECTURAL ACHIEVEMENT

1354 IFB\$="BELESTRA"ANDL=20THENPRINT"IT IS THE CENTRE OF ALL GRAYLOCKLAND"

1355 IFB\$="RIVER"ANDL>23ANDL<42THENPRINT"IT IS A QUIESCENT RIVER"

1357 IFB\$="OUTBACK\$"ANDL>26ANDL<47THENPRINT"THE AREA IS VERY ARID"

1358 IFB\$="EXITS"ANDL=32THENPRINT"THE PATHS ARE NARROW YET DISTINCT"

1359 IFB\$="TRAIL"ANDL=36THENPRINT"THE TRAIL IS OF A DIRT FORMATION"

1360 IFB\$="WEB"ANDL=39THENPRINT"IT HAS A VERY INTRICATE STRUCTURE"

1361 IFB\$="SPIDER"ANDL=39THENPRINT"IT IS COMING TOWARDS YOU!"

1362 IFB\$="KEEPER"ANDL=43ANDOG=0THENPRINT"HE SAYS:'NONE SHALL PASS'"

1363 IFB\$="KEEPER"ANDL=43ANDOG=1THENPRINT"HE THANKS YOU FOR THE TIP AND LETS YOU BY"

1364 IFB\$="PORT"ANDL=45THENPRINT"BEAUTIFUL SAILING SHIPS ABOUND. THE PORT"

1366 IFB\$="DRESSER"ANDL=1THENPRINT"YOU SEE MONEY ON IT":FM=1:GOTO1000

1367 IFB\$="MONEY"ANDFM=1ANDL=1THENPRINT"THERE ARE SEVEN BILLS!"

1368 IFB\$="CHAIR"ANDL=1THENPRINT"IT IS MADE OF OAK"

1369 IFB\$="HOUSE"ANDL=2THENPRINT"IT IS AN OLD ENGLISH COLONIAL"

1370 IFB\$="LAWN"ANDL=2THENPRINT"IT IS INCREDIBLY GREEN"

1372 IFB\$="COSTUMES"ANDL=4THENPRINT"MOST RESEMBLE SHAKESPEARIAN COSTUMES"

1373 IFB\$="PEOPLE"ANDL=7THENPRINT"THEY ALL SEEM TO BE GOING ABOUT THEIR BUSINESS"

1374 IFB\$="LADY"ANDL=8THENPRINT"SHE ASKS FOR YOUR HELP ACROSS THE STREET"

1375 IFB\$="BOOKS"ANDL=10THENPRINT"THEY ARE STACKED VERY NEATLY"

1376 IFB\$="LIBRARIAN"ANDL=10ANDGH=0THENPRINT"SHE SAYS:'PLEASE KEEP YOUR VOICE DOWN'"

1377 IFB\$="LIBRARIAN"ANDL=10ANDGH=1THENPRINT"SHE RECOGNIZES THE WRITING ON YOUR

1378 IFB\$="LIBRARIAN"ANDL=10ANDGH=1THENPRINT"HELMET AND HANDS YOU A BOOK":GB=1

1379 IFB\$="LIBRARIAN"ANDL=10ANDGH=1THENGOTO1000

1380 IFB\$="BALROG"ANDL=12THENPRINT"IT IS VERY HOMELY"

1381 IFB\$="CAVE"ANDL=14THENPRINT"IT LOOKS RATHER DARK INSIDE"

1382 IFB\$="GUARD"ANDL=15THENPRINT"HE LOOKS VERY FIERCE"

1383 IFB\$="FORTRESS"ANDL=16THENPRINT"IT IS VERY DARK AND GLOOMY"

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1384 IFB$="RAT"ANDL=20THENPRINT"IT IS VERY LARGE AND DANGEROUS"
1385 IFB$="VILLAGERS"ANDL=23THENPRINT"THEY GO ABOUT THEIR OWN LIVES"
1386 IFB$="SWAMPS"THENPRINT"THE WATER HAS THE CONSISTENCY OF PEA    SOUP"
1387 IFB$="TEMPLE"ANDL=27THENPRINT"IT IS RATHER SMALL"
1388 IFB$="COBRA"ANDL=28THENPRINT"IT HAS INTRICATE DESIGNS ON THE HOOD"
1389 IFB$="THIEF"ANDL=31THENPRINT"HE SEEMS TO BE RATHER SLY"
1390 IFB$="TOWNSPEOPLE"ANDL=32THENPRINT"THEY MIND THEIR OWN BUSINESS"
1391 IFB$="TUMBLEWEEDS"ANDL=35THENPRINT"THEY ROLL BY YOU VERY QUICKLY"
1392 IFB$="SEAGULLS"ANDL=40THENPRINT"THEY ARE RATHER NOISY"
1394 IFB$="MAN"ANDL=43ANDOG=0THENPRINT"HE SAYS:'NONE SHALL PASS'"
1395 IFB$="MAN"ANDL=43ANDOG=1THENPRINT"HE THANKS YOU FOR THE TIP AND LETS YOU BY"
1396 IFB$="CACTUS"ANDL=44THENPRINT"YOU SEE NOTHING SPECIAL ABOUT IT"
1397 IFB$="SCORPION"ANDL=46THENPRINT"IT IS DEADLY POISONOUS!"
1398 IFB$="HELM"THENPRINT"IT IS MADE OF BRASS WITH MANY DESIGNS"
1399 IFB$="CLOAK"THENPRINT"IT IS A BRIGHT RED CLOAK"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1451 IFGS=1THENPRINT"SWORD"
1452 IFGF=1THENPRINT"FLUTE"
1453 IFGH=1THENPRINT"HELM"
1454 IFGM>0THENPRINT"CURRENCY="GM
1455 IFGK=1THENPRINT"CLOAK"
1456 IFGB=1THENPRINT"BOOK"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFB$="LADY"ANDL=8ANDHL=0THENPRINT"SHE THANKS YOU AND HANDS YOU 4 BILLS":GM=GM+4
1505 IFB$="LADY"ANDL=8ANDHL=0THENHL=1:GOTO850
1510 HC=INT(RND(0)*4)
1511 IFHC=0THENPRINT"TRY EXAMINING THINGS."
1512 IFHC=1THENPRINT"I DON'T KNOW WHAT TO DO EITHER!"
1513 IFHC=2THENPRINT"ASK A FRIEND!"

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1515 GOTO850
1600 IFB$="THIEF"ANDL=31ANDFT=0THENG$=1:GF=1:PRINT"YOU FIGHT HIM AND TAKE A SWORD"
1602 IFB$="THIEF"ANDL=31ANDFT=0THENPRINT"AND A FLUTE!":FT=1:GOTO850
1603 IFB$="THIEF"ANDL=31ANDFT=1THENPRINT"DON'T YOU THINK HE'S HAD ENOUGH?!?":GOTO850
1605 PRINT"SORRY, YOU CAN'T FIGHT "B$:GOTO850
1700 IFB$="KEEPER"ANDL=43ANDGM>=3THENPRINT"HE TAKES THE MONEY AND OPENS THE"
1702 IFB$="KEEPER"ANDL=43ANDGM>=3THENPRINT"GATEWAY TO OCEANEA":OG=1:GM=GM-3:GOTO850
1710 IFB$="KEEPER"ANDL=43ANDGM<3THENPRINT"YOU DON'T HAVE ENOUGH MONEY!":GOTO850
1720 IFB$="HELM"ANDL=4ANDGM>=4THENGM=GM-4:PRINT"OK, YOU HAVE THE HELM.":GH=1:GOTO850
1730 IFB$="CLOAK"ANDL=4ANDGM>=4THENGM=GM-4:PRINT"OK, YOU HAVE THE CLOAK":GK=1:GOTO850
1740 GOTO850
1800 IFB$="HELM"ANDGH=1ANDRB=1THENPRINT"YOUR VISIONS BECOME A BLUR AND SUDDENLY!"
1810 IFB$="HELM"ANDGH=1ANDRB=1THENL=23:GOTO850
1811 IFB$="HELM"ANDGH=1ANDRB=0THENPRINT"SOMETHING PREVENTS THE HELM FROM GOING ON!"
1812 IFB$="HELM"ANDGH=1ANDRB=0THENGOTO850
1820 IFB$="CLOAK"ANDGK=1THENPRINT"THE CLOAK RESTS UPON YOUR BACK":GOTO850
1830 PRINT"YOU CANNOT WEAR "B$:GOTO850
1900 IFB$="RIVER"ANDL=25THENL=26:PRINT"YOU CROSS THE RIVER":GOTO850
1910 IFB$="RIVER"ANDL=37THENL=38:PRINT"YOU CROSS THE RIVER":GOTO850
1920 PRINT"YOU CANNOT CROSS "B$:GOTO850
2000 IFB$="BOOK"ANDGB=1THENPRINT"YOU READ AND TRANSLATE THE GAELIC      SCRIPTURES";
2010 IFB$="BOOK"ANDGB=1THENPRINT" ON THE HELM. IT TELLS ABOUT  MAGICAL LANDS.":RB=1
2020 IFB$="BOOK"ANDGB=1THENGOTO1000
3000 IFB$="SWORD"ANDGS=1ANDL=12ANDKB=0THENGOSUB6000
3010 IFB$="SWORD"ANDGS=1ANDL=15ANDKG=0THENGOSUB6000
3020 IFB$="SWORD"ANDGS=1ANDL=17ANDKD=0THENGOSUB6000
3030 IFB$="SWORD"ANDGS=1ANDL=20ANDKR=0THENGOSUB6000
3035 IFB$="SWORJ"ANDGS=1ANDL=28THENPRINT"IT LUNGES TOWARDS YOU!!!!":GOTO4000
3040 IFB$="SWORJ"ANDGS=1ANDL=39ANDKS=0THENGOSUB6000
3045 IFB$="SWORD"ANDGS=1ANDL=46ANDKP=0THENGOSUB6000
3050 IFB$="FLUTE"ANDGF=1ANDL=28THENPRINT"THE COBRA CHARMS TO A TRANCE!":CC=1:GOTO850
3055 GOTO850

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4000 OG=0:FT=0:GS=0:GF=0:CC=0:KB=0:KG=0:KD=0:KR=0:KS=0:KP=0:L=1:GOTO850
6000 US=INT(RND(0)*3)
6010 IFUS=0THENPRINT"YOU MISSED!IT ATTACKS YOU AND KILLS YOU!":GOTO4000
6030 IFUS=1ANDL=12THENPRINT"YOU SLICE THE BALROG IN HALF!":KB=1:RETURN
6032 IFUS=2ANDL=12THENPRINT"YOU SLICE THE BALROG IN HALF!":KB=1:RETURN
6040 IFUS=1ANDL=15THENPRINT"THE GUARD LIES DEAD!":KG=1:RETURN
6042 IFUS=2ANDL=15THENPRINT"THE GUARD LIES DEAD!":KG=1:RETURN
6050 IFUS=1ANDL=17THENPRINT"THE DOGS DISPERSE!":KD=1:RETURN
6052 IFUS=2ANDL=17THENPRINT"THE DOGS DISPERSE!":KD=1:RETURN
6060 IFUS=1ANDL=20THENPRINT"THE RAT'S HEART PUMPS NO LONGER!":KR=1:RETURN
6062 IFUS=2ANDL=20THENPRINT"THE RAT'S HEART PUMPS NO LONGER!":KR=1:RETURN
6070 IFUS=1ANDL=39THENPRINT"THE DREADED ARACHNID HAS PERISHED!":KS=1:RETURN
6072 IFUS=2ANDL=39THENPRINT"THE DREADED ARACHNID HAS PERISHED!":KS=1:RETURN
6080 IFUS=1ANDL=46THENPRINT"YOU CRUSH THE SCORPION!":KP=1:RETURN
6082 IFUS=2ANDL=46THENPRINT"YOU CRUSH THE SCORPION!":KP=1:RETURN
20000 PRINTCHR$(147):PRINT:PRINT:PRINT:PRINT"LOAD"CHR$(34)"FORTRESS"CHR$(34)",8"
20005 PRINT:PRINT"PLACE THE CURSOR OVER THE 'L' AND PRESS <ENTER>":NEW
20010 PRINTCHR$(147):PRINT:PRINT:PRINT:PRINT"LOAD"CHR$(34)"BALROG"CHR$(34)",8"
20012 PRINT:PRINT"PLACE THE CURSOR OVER THE 'L' AND PRESS <ENTER>":NEW
20030 PRINT"LOADING FIREKEEP":LOAD"FIREKEEP",8
20040 PRINT"LOADING THUNDER MT.":LOAD"THUNDER MT.",8
20050 PRINT"LOADING STARGATE":LOAD"STARGATE",8
20060 PRINT"LOADING NORTHSTAR":LOAD"NORTHSTAR",8
20070 PRINT"LOADING GAUNTLET":LOAD"GAUNTLET",8
20080 PRINT"LOADING VISHTARI":LOAD"VISHTARI",8
20090 PRINT"LOADING SPIDER MT.":LOAD"SPIDER MOUNTAIN",8
20095 PRINT"LOADING TOWER":LOAD"TOWER",8
20099 PRINT"LOADING WEREWOLF WARS":LOAD"WEREWOLF WARS",8
30000 PRINT"LOADING DEADLY DUNGEON":LOAD"DEADLY DUNGEON",8
30010 PRINT"LOADING DRAGONQUEST":LOAD"DRAGONQUEST",8
30020 PRINT"LOADING BLUE-EYED THIEF":LOAD"BLUE-EYED THIEF",8

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# DRAGONQUEST

The Dragon Smaegor was old. His bones creaked with the weight of the years and his body ached with the scars of old wounds. He was tired. He wanted to lie down and sleep.

But the matters of Dragonkind pressed heavily upon him. He was, after all, Smaegor, Monarch of all Dragonkind, and there were duties to perform. From his lair, high in the caverns above the pillar, he stirred.

Men and Graylocks had plagued Dragonkind for many centuries. They sought out Smaegor's subjects and slew them outright when they could. And when they could not, they hounded them until they could do little else but flee. Where Dragons had once ruled the Delta River Valley, now only a very few remained.

Despite such persecution, Dragonkind were nevertheless still peaceful. But Smaegor had been informed of the loss of a grandling, a victim of Royal Guardsmen on a hunt. The grandling had been helpless, slain by the King's soldiers enjoying their sport.

So Smaegor stirred, and took to the skies over the River Delta. He descended on the Palace garden in a fit of fury and grabbed the King's only daughter in his main claw.

He rose in the air and circled the Palace. Far out of range of the volleys of arrows being loosed by the Guardsmen, he roared a challenge to the warm bloods below. It was a traditional challenge of personal combat which he knew one of the wise Elders would translate to the King. At sundown the Princess would be consumed in a ritual sacrifice to avenge the death of the grandling.

Smaegor vanished into the clouds and returned, unseen, to his cave to await his opponent.

The Fighter came to the Palace within moments of Smaegor's raid. He expressed sorrow at the loss of the Princess and asked the King what he might do to help.

"You must rescue her before sundown," said the King, who opened a passage leading to a storeroom. "Take what you need and save her please!"

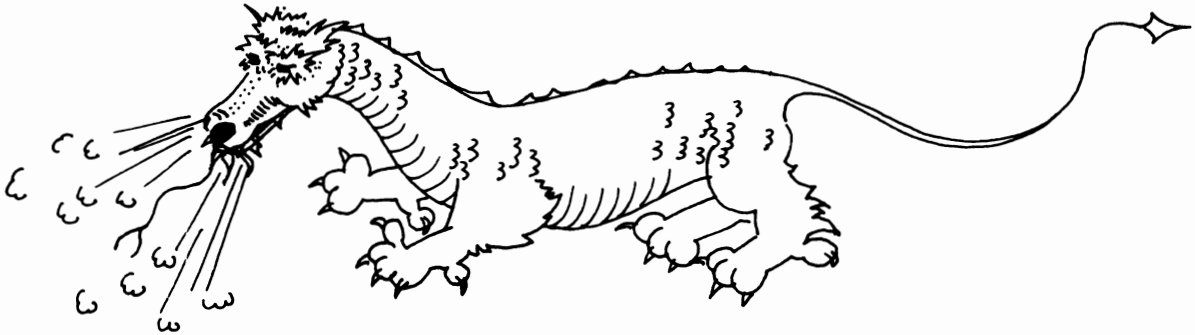
The Fighter knew the Delta River Valley well. He knew that there were things he would need if he were to defeat the mighty Smaegor and secure the return of the Princess.

There was the dark wood and the alchemist beyond. There was the River Delta and the dock where there was always a rowing-boat moored, ready for use by anyone who might need it. There was the Temple and a sword sunk into a stone. Even the river – that lazy muddy mass – held secrets.

The Fighter held a deity stone. With this he could ask for help to guide him. The gem, however, was flawed, so the advice wasn't always accurate. Then there was Old Smaegor himself, a tough, wizened old Dragon, waiting for the Fighter in his lair. Smaegor the angry, Smaegor the intelligent. What traps were laid in the caverns, the Fighter could not tell.

He shouldered his supplies from the King's storeroom and bid the monarch farewell.

"It's going to be a long day," he mused to himself. "And the Dragon awaits. . ."



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0 D$(1)="NORTH":D$(2)="SOUTH":D$(3)="EAST":D$(4)="WEST":D$(5)="UP":D$(6)="DOWN"
10 PRINT"{SC}";CHR$(14)
20 PRINT"DRAGONQUEST ADVENTURE"
21 PRINT"BY CHARLES FORSYTHE"
22 PRINT"(C) 1984 THE PROGRAMMER'S GUILD"
25 GOSUB 10000
29 Y1=1
30 O=27:R=26:V=41:N=35:LT=-1
31 DIM Z$(O),P(O),R$(R),RD(R,6),Y$(N),N(N),V$(V),V(V)
40 FOR T=1TO O:READ Z$(T),P(T):NEXT:FOR T=1TOR:READ R$(T):FORP=1TO6
41 READ RD(T,P):NEXT:NEXT
42 FORT=1TON:READ Y$(T),N(T):NEXT
43 FORT=1TOV:READ V$(T),V(T):NEXT
50 GOTO 100
60 PRINT:PRINT:IF NOT LT THENPRINT"IT IS TOO DARK TO SEE.":RETURN
61 PRINT"YOU ARE ";R$(Y1)". "
62 Q=0:PRINT"YOU SEE:":FORT=1TO O:IF P(T)=Y1 THENPRINT Z$(T):Q=1
63 NEXT:IF Q=0 THENPRINT"NOTHING SPECIAL"
64 Q=0:PRINT"OBVIOUS EXITS:":FORT=1TO6:IF RD(Y1,T) THENPRINT:PRINTD$(T):Q=-1
65 NEXT:IF NOT Q THENPRINT"{CL}\CL)\CL)\CL)\CL)\CL)\CL)\CL)\CL)\CL)\CL)\CL)\CL}"
66 PRINT
67 RETURN
100 GOSUB 60
110 INPUT I$
120 V$=LEFT$(I$,3)
121 IF LEFT$(I$,1)<>" " AND I$<>"" THENI$=MID$(I$,2):GOTO121
122 IF LEFT$(I$,1)=" " THENI$=MID$(I$,2):GOTO 122
123 Y$=LEFT$(I$,3)
130 FORT=1TOV:IF LEFT$(V$,LEN(V$(T)))<>V$(T) THENNEXT
131 IF T=(V+1) THENPRINT"I DON'T KNOW HOW TO DO THAT":GOTO110
132 V1=V(T)
139 IF Y$="" THEN N1=0:GOTO 149

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140 FORT=1TON:IF LEFT$(Y$,LEN(Y$(T)))<>Y$(T) THENNEXT
141 IF T=N+1 THENPRINT"I DON'T KNOW WHAT THAT IS":GOTO110
142 N1=N(T)
149 IF V1=13 THENGOSUB6300:GOTO155
150 ONINT(V1)GOSUB5100,5200,5300,5400,5500,5600,5700,5800,5900,6000,6100,6200
155 IF DEAD THENPRINT"THE ADVENTURE IS OVER. BETTER LUCK NEXT TIME!":END
160 IF Y1=27 THENY1=P(4)
161 IF Y1<>17 OR P(5)<>0 THEN 170
162 PRINT"AS YOU ENTER THE WIZARD SAYS:"
163 PRINT"IF YOU BRING ME A TREASURE, I MIGHT HAVESOMETHING TO HELP YOU!"
164 P(5)=17
170 IF Y1=17 AND P(6)=17 THENPRINT"THE WIZARD DROPS SOMETHING":P(2)=17:P(6)=0
171 IF P(12)<>0ANDY1<25ANDP(12)<>Y1THENPRINT"THE PRINCESS FOLLOWS...":P(12)=Y1
172 IF Y1=26 THENY1=Y2
173 IF (Y1=18 OR Y1=19) AND P(13)<>0 THENP(13)=Y1
180 IF Y1<>20 OR P(11)<>0 THEN190
181 PRINT"THE DRAGON ATTACKS!!!!"
182 IF P(2)<>1000 THENPRINT"YOU ARE KILLED BY HIS GREAT CLAW":DEAD=-1:GOTO155
183 PRINT"YOUR SHIELD DEFLECTS THE BLOW!!!!"
184 IFP(19)<>1000THEN 186
185 PRINT"YOUR SWORD GLOWS AND THE DRAGON FALLS":PRINT"ASLEEP!":P(11)=20:GOTO190
186 PRINT"THE DRAGON ATTACKS WITH HIS FIRE-BREATH AND KILLS YOU!!!"
187 DEAD=-1:GOTO155
190 IFY1<>21 OR P(12)<>0 THEN193
191 PRINT"THE PRINCESS SAYS:":PRINT"I'M SAVED! LEAD ME BACK TO THE CASTLE!"
192 P(12)=21
193 IFP(12)=1THEN20000
194 LT=-1:IF(Y1>17 AND Y1<22 ANDP(23)<>Y1AND P(23)<>1000)THENLT=0
199 GOTO 100
500 N2=N1:IF N1<19 THENRETURN
501 IF N1=22 AND P(3)<>0 THENN1=3
502 IF N1=22 AND P(24)=0 THENN1=25

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503 IF N1=22 THENN1=24
504 IF N1=21 AND P(22)=0 THENN1=23
505 IF N1=21 THENN1=22
506 IF N1=19 AND P(19)=0 THENN1=21
507 IF N1=20 AND P(20)=0 THENN1=21
510 RETURN

600 PRINT"THE DRAGON AWAKES AND CATCHES YOU OFF"
601 RETURN

610 PRINT"GUARD. YOU ARE KILLED!!!!":DEAD=-1:RETURN

1000 DATA KING OF THRONE,1
1001 DATA SHIELD,0
1002 DATA FLASK OF OIL,2
1003 DATA ROWBOAT,9
1004 DATA WIZARD,0
1005 DATA LARGE RUBY,0
1006 DATA COFFIN,24
1007 DATA SHALLOW GRAVE,0
1008 DATA SHOVEL,2
1009 DATA MERMAID,11
1010 DATA SLEEPING DRAGON,0
1011 DATA PRINCESS,0
1012 DATA ROPE LADDER,0
1013 DATA DOCK,8
1014 DATA STAIRS LEADING TO TEMPLE,12
1015 DATA CAVE ENTRANCE,13
1016 DATA SMALL HUT,16
1017 DATA 100 FT PILLAR,18
1018 DATA SILVER SWORD,0
1019 DATA STONE,0
1020 DATA SWORD STICKING OUT OF STONE,23
1021 DATA LAMP,2
1022 DATA GLOWING LAMP,0
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1023 DATA PUDDLE OF OIL,0  
 1024 DATA OIL COVERING SWORD,0  
 1025 DATA FLUTE,22  
 1026 DATA AMULET,0  
 2000 DATA IN THE MAIN HALL OF THE CASTLE,0,3,2,0,0,0  
 2001 DATA IN THE STORAGE ROOM,0,0,0,1,0,0  
 2002 DATA IN FRONT OF THE CASTLE,1,0,4,8,0,0  
 2003 DATA LOST IN THE WOODS,5,4,4,3,0,0  
 2004 DATA LOST IN THE WOODS,5,5,6,5,0,0  
 2005 DATA LOST IN THE WOODS,6,7,6,6,0,0  
 2006 DATA LOST IN THE WOODS,4,4,14,4,0,0  
 2007 DATA "ON THE BANKS OF THE RIVER DELTA",0,0,3,0,0,0  
 2008 DATA ON THE DOCK,0,0,8,0,0,0  
 2009 DATA IN THE ROWBOAT,0,0,27,0,0,0  
 2010 DATA "WADING IN THE RIVER DELTA",0,0,0,0,10,0  
 2011 DATA "ON THE BANKS OF THE RIVER DELTA. NEARBY IS THE TEMPLE",0,0,0,0,0,0  
 2012 DATA "ON THE BANKS OF THE RIVER DELTA",0,0,0,0,0,0  
 2013 DATA IN A GRASSY FIELD,16,15,0,7,0,0  
 2014 DATA IN A DREARY GRAVEYARD,14,0,0,0,0,0  
 2015 DATA IN A SMALL CLEARING IN THE WOODS,0,14,0,0,0,0  
 2016 DATA IN THE WIZARD'S HUT,0,16,0,0,0,0  
 2017 DATA IN A DARK CAVE,0,0,0,13,0,0  
 2018 DATA ON A LEDGE IN THE CAVE,0,0,20,0,0,0  
 2019 DATA IN THE DRAGON'S LAIR,0,0,21,19,0,0  
 2020 DATA IN A SMALL SIDE ROOM,0,0,0,20,0,0  
 2021 DATA AT THE ENTRANCE OF THE TEMPLE,0,0,0,23,0,12  
 2022 DATA IN THE TEMPLE,0,0,0,22,0,0  
 2023 DATA IN A SHALLOW GRAVE,0,0,0,0,15,0  
 2024 DATA FLOATING IN THE AIR,0,0,0,0,0,26  
 2025 DATA DUMMY ROOM,0,0,0,0,0,0  
 3000 DATA KIN,1,SHI,2,FLA,3,BOA,4,WIZ,5,RUB,6,COF,7,GRA,8,SHO,9,MER,10,DRA,11  
 3001 DATA PRI,12,LAD,13,DOC,14,STA,15,CAV,16,HUT,17,PIL,18,SWO,19,STO,20,LAM,21

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3002 DATA OIL,22,XAV,23,RIV,24,NOR,25.1,SOU,25.2,EAS,25.3,WES,25.4
3003 DATA LAR,6,ROP,13,ENT,16,AMU,27
3004 DATA UP,25.5,DOW,25.6,FLU,26
4000 DATA GO,1,GET,2,DRO,3,EXA,4,INV,5,RUB,6,SAY,7,KIL,8,DIG,9,FLY,10,ROW,11
4001 DATA ENT,1,RUN,1,WAL,1,TAK,2,PUL,2,PIC,2,GRA,2,GIV,3,PUT,3,LOO,4,REA,4,SEA
4002 DATA 4,OPE,12,CLI,1,BRE,12,PLA,13
4012 DATA YEL,7,NOR,1.1,SOU,1.2,EAS,1.3,WES,1.4,UP,1.5,DOW,1.6,N,1.1,S,1.2,E
4013 DATA 1.3,W,1.4,U,1.5,D,1.6,I,5
5100 IF V1=INT(V1) THEN 5150
5101 V1=V1*10-10
5110 IF RD(Y1,V1)<>0 THEN Y1=RD(Y1,V1):RETURN
5115 PRINT"YOU CAN'T GO ";D$(V1);" HERE.":RETURN
5150 IF INT(N1)<>N1 THENV1=N1*10-250:GOTO5110
5152 IF N1=4 AND P(4)=Y1 THENY1=10:RETURN
5153 IF N1=13AND P(13)=Y1 AND Y1=18 THENY1=19:PRINT"YOU CLIMB THE LADDER":RETURN
5154 IF N1=13 AND P(13)=Y1 THENY1=18:PRINT"YOU DESCEND THE LADDER":RETURN
5155 IF N1=14 AND Y1=8 THENY1=9:RETURN
5156 IF N1=15 AND Y1=12 THENY1=22:PRINT"YOU CLIMB UP THE STAIRS":RETURN
5157 IF N1=16 AND Y1=13 THENY1=18:RETURN
5158 IF N1=17 AND Y1=16 THENY1=17:RETURN
5159 IF N1=18 AND Y1=18 THENPRINT"YOU CLIMB 50 FEET AND FALL!!!":Y1=100:RETURN
5160 IF N1=24 AND Y1>7 AND Y1<14 AND Y1<>11 THENPRINT"SPLASH!!!":Y1=11:RETURN
5161 IF N1=8 AND P(8)=Y1 THENPRINT"OK":Y1=24:RETURN
5199 PRINT"YOU CAN'T GO THAT WAY":RETURN
5200 GOSUB500:IF N2=23 OR INT(N2)=25 THENPRINT"I DON'T UNDERSTAND":RETURN
5201 IF N1=21 THEN5250
5202 IF N2=24 AND Y1>7 AND Y1<14 THENPRINT"YOU CAN'T DO THAT!!!":RETURN
5203 IF N2=24 AND (Y1<8 OR Y1>13) THENPRINT"THAT'S NOT HERE.":RETURN
5204 IF P(N1)<>Y1 THENPRINT"THAT'S NOT HERE":RETURN
5205 IF N1=11 THEN600
5206 IFN1=2ORN1=3ORN1=6OR N1=9OR N1=19 THENPRINT"YOU GET THAT":P(N1)=1000:RETURN
5207 IFN1=22ORN1=23ORN1=26ORN1=27THENPRINT"YOU GET THAT":P(N1)=1000:RETURN

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5208 PRINT"YOU CAN'T GET THAT":RETURN
5250 IF P(N1)<>Y1 THENPRINT"THAT'S NOT HERE":RETURN
5251 IF P(25)=0 THENPRINT"ARG! IT'S STUCK!!!!":RETURN
5252 PRINT"IT SLIPS OUT!!!":P(21)=0:P(25)=0:P(24)=23:P(19)=1000:P(20)=23:RETURN
5300 GOSUB500:IF INT(N2)=25 OR N2=23 THENPRINT"I DON'T UNDERSTAND"
5301 IF P(N1)<>1000 THENPRINT"YOU DON'T HAVE THAT":RETURN
5302 P(N1)=Y1:PRINT"YOU DROP THAT":RETURN
5400 IF N1=23 OR INT(N1)=25 THENPRINT"I DON'T UNDERSTAND":RETURN
5401 IF N1=24 AND Y1>7 AND Y1<14 THENPRINT"THERE'S SOMETHING THERE...":RETURN
5402 GOSUB500:IF P(N1)<>Y1 AND P(N1)<>1000 THENPRINT"THAT'S NOT HERE":RETURN
5403 IF N1=22 THENPRINT"IT'S A BIT DUSTY.":RETURN
5404 IF N1=7 AND P(6)=0 THENPRINT"IT'S CLOSED":RETURN
5405 IF N1=8 THENPRINT"THERE'S SOMETHING THERE...":RETURN
5406 IF N1=27 THENPRINT"THERE'S AN ETCHING OF A MAN WITH WINGS ON IT.":RETURN
5407 PRINT"YOU SEE NOTHING SPECIAL ABOUT IT":RETURN
5500 PRINT"YOU HAVE":Q=0
5501 FOR T=1 TO Q:IF P(T)=1000 THENPRINT Z$(T):Q=1
5502 NEXT
5503 IF Q=0 THENPRINT"NOTHING"
5504 RETURN
5600 IF N1=11 AND P(11)=Y1 THEN600
5601 IF N1=24 OR N1=23 OR INT(N1)=25 THENPRINT"I DON'T UNDERSTAND":RETURN
5602 GOSUB500
5603 IF P(N1)<>Y1 AND P(N1)<>1000 THENPRINT"THAT'S NOT HERE":RETURN
5604 IF N2=1 OR N2=5 OR N2=12 OR N2=10 THENPRINT"YOU CAN'T DO THAT!":RETURN
5605 IF N1<>22 THENPRINT"NOTHING HAPPENS":RETURN
5606 PRINT"IT STARTS TO GLOW!!!":P(23)=P(22):P(22)=0:RETURN
5700 IF N1<>23 THENPRINT"OK, YOU SAY THAT":RETURN
5710 IF P(13)<>0 OR Y1<>19 THENPRINT"NOTHING HAPPENS":RETURN
5720 PRINT"A ROPE LADDER DROPS DOWN!!!":P(13)=19:RETURN
5800 IF N1=24 OR INT(N1)=25 THENPRINT"I DON'T UNDERSTAND":RETURN
5810 GOSUB500

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5811 IF N1<>1ANDN1<>5ANDN1<>10ANDN1<>11ANDN1<>12THENPRINT"I DON'T UNDERSTAND":RETURN
5812 IF N1=11 AND P(11)=Y1 THEN600
5813 PRINT"YOU WOULDN'T WANT TO DO THAT!!!!":RETURN
5900 IF N1<>0 THENPRINT"I DON'T UNDERSTAND":RETURN
5901 IF P(9)<>1000 THENPRINT"I THINK YOU NEED A SHOVEL!":RETURN
5910 IF Y1=10 THENPRINT"DON'T BE SILLY, IN A BOAT?":RETURN
5911 IF Y1=15 AND P(8)=15 THENPRINT"THAT WOULD BE OVERDOING IT A BIT":RETURN
5912 IF Y1<>15 THENPRINT"ARG... CAN'T DIG HERE, GROUND'S TO HARD!":RETURN
5913 PRINT"OK":P(8)=15:RETURN
6000 IF N1<>0 THENPRINT"I DON'T UNDERSTAND":RETURN
6005 IF P(27)<>1000 THENPRINT"NOTHING HAPPENS":RETURN
6010 Q=0:FORT=1TOO:IF P(T)=1000 THENQ=Q+1
6011 NEXT:IF Q>2 THENPRINT"YOU ARE TOO HEAVY!!!!":RETURN
6020 IF Y1=18 THENY1=19:PRINT"YOU FLY UP TO A LEDGE!":RETURN
6030 Y2=Y1:PRINT"YOU FLOAT UP!":Y1=25:RETURN
6100 IF N1<>25.5 AND N1<>25.6THENPRINT"ROW UPSTREAM OR ROW DOWNSTREAM":RETURN
6110 IF N1<25.5 THENPRINT"YOU CAN'T ROW THAT WAY":RETURN
6111 IF N1<>25.5 THEN 6150
6120 IF P(4)=12 THEN6190
6121 IF P(4)=9 THENP(4)=12
6122 IF P(4)=13 THENP(4)=9
6123 RETURN
6150 IF P(4)=13 THEN6190
6151 IF P(4)=9 THENP(4)=13
6152 IF P(4)=12 THENP(4)=9
6153 RETURN
6190 PRINT"YOU ARE KILLED IN THE RAPIDS!!!!":DEAD=-1:RETURN
6200 IF N1<>7 AND N1<>3 THENPRINT"I DON'T UNDERSTAND":RETURN
6201 IF N1=3 THEN 6250
6210 IF P(7)<>Y1 THENPRINT"THAT'S NOT HERE":RETURN
6220 IF P(6)<>0 THENPRINT"IT'S OPEN":RETURN
6230 PRINT"A GHOUL LEAPS OUT OF THE COFFIN!!!!"

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6231 IF P(27)<>1000THENPRINT"IT ATTACKS AND KILLS YOU!!!!":DEAD=-1:RETURN
6232 PRINT"IT RUNS AWAY FOR SOME REASON..."
6233 PRINT"IN IT'S LEAP OUT OF THE COFFIN, IT DROPS SOMETHING!!!!":P(6)=24:RETURN
6250 IF P(3)<>1000 THENPRINT"YOU DON'T HAVE THAT":RETURN
6252 P(24)=Y1:IF Y1=23 THENP(25)=23:P(24)=0
6253 P(3)=0:PRINT"THE FRAGILE FLASK BREAKS.":RETURN
6300 IF N1=0 THENPRINT"LATER! YOU'VE GOT WORK TO DO!!!!":RETURN
6310 IF N1<>26 THENPRINT"I DON'T UNDERSTAND":RETURN
6320 IF P(26)<>1000 THENPRINT"YOU DON'T HAVE THAT":RETURN
6330 PRINT"OK":IFP(10)<>Y1THENRETURN
6340 PRINT"THE MERMAID GRABS THE FLUTE AND HANDS"
6341 PRINT"YOU SOMETHING. THEN SHE SWIMS AWAY."
6342 P(10)=0:P(27)=1000:P(26)=0:RETURN
10000 REM"TITLE STUFF
10010 PRINT"WELCOME ADVENTURER!"
10020 PRINT"THE DRAGON SMAEGOR HAS KIDNAPPED"
10030 PRINT"THE PRINCESS!!! YOU MUST FIND HER AND"
10040 PRINT"LEAD HER BACK TO THE CASTLE! AS YOU"
10050 PRINT"STAND BEFORE THE KING, YOU REALIZE YOU"
10060 PRINT"ARE HIS LAST HOPE! GOOD LUCK!":RETURN
20000 PRINT"{SC}";
20001 PRINT"YOU HAVE SAVED THE PRINCESS!!!! YOU ARE A TRUE HERO!!!!":END

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# A TALE OF SPIDER MOUNTAIN

A cold desert wind whipped across the dunes. Iron Knife stirred under the coarse blanket, opened one eye just a little, then closed it again, determined to wring the last moment of sleep from the night.

As the light of the dawn grew brighter, the burdenbeast began to stir. The wind began to fade and the last wisps of smoke from the dying camp-fire hung over the camp like a shroud.

Iron Knife was awake, though his eyes were still closed. He thought about the legend that had brought him into this miserable outback, a story spun by the most gifted and respected of all the minstrels of Graylockland. It had been Freerover the Bard who'd been story-telling in that Belestrian market-place; his tale was that of a Wizard in recluse, a necromantic power so awesome that no one dare seek him out as long as he breathed.

But now he breathed no longer, according to the bard, and only stories guarded his treasure – and a spider called Shadow. Wealth beyond imagination, beyond dreaming, lay inside that mountain. Iron Knife opened his eyes to the day.

He rose quickly, grabbed the carriesacks he'd been using as a pillow, and slung them aboard the burdenbeast. "No dawdling today, you ill-tempered, foul-breathed creature," he thought, "for today is the day Iron Knife makes his mark on the world."

Beyond the edge of the outback, rising like a needle in the eye of the Gods, Spider Mountain protruded into the dawn sky. It stood, foreboding, yet beckoning, but whether it offered treasure or death, who could say?

Off in the distance, almost at the base of the mountain, lay a village. At an angle to the village, there was a hint of a road. Iron Knife chose the village. As he came into town, the shimmering desert heat had become overpowering. He trudged through the abandoned ruins, his eye catching a sign on an intact building. 'Tavern', it said, and seemed to invite him in.

Dusty, musty and smelling of time and neglect, it still felt good compared to the heat outside. Iron Knife allowed his eyes to play over the ruined interior: broken glass, shattered chairs, and on the only upright table there lay an unused torch. "What luck," he exclaimed, "a bottle of Ambrosia!"

He moved over to the shelf where the Ambrosia sat so invitingly. Caressing it appreciatively, he popped the cork and quaffed the contents in one mighty gulp. The room began to spin around, and he crashed to the floor.

He slept for a full day and night, and woke with a throbbing head that felt as if all the Royal Guardsmen were tramping through it. While his head cleared, he looked around. A box of assorted quarrels and darts lay in disarray on the floor; he had knocked them over as he fell. A lever had been pulled downwards, although he did not remember doing it. Beyond that, a trapdoor in the floor yawned open.

"The treasure of Spider Mountain," cried Iron Knife aloud, "lies beyond that doorway. I've discovered the secret, with no lost time."

On that note, he gathered up his carriesack, drew forth his dartshooter, and stepped boldly through the opening. The torch was on the table, leaving Iron Knife in the dark. Shadow struck with such lightning speed that Iron Knife had no time to cry out. He was dead even before the juices began to flow from his body into that of the spider.

\* \* \* \* \*

"And that," said the bard, "is a reason for caution, when seeking gold in that mountain. Beware of the spider, for she gets quite hungry and strikes without warning. . . Like this!!"

Freerover emphasized the last two words, and jumped towards the crowd of children in the square, sending them shrieking and scurrying in all directions. He laughed most heartily and began strumming his lute.

In the shadow of a tree, a young Adventurer pondered the information he had accumulated, shook the treasure dreams from his head and headed west towards the outback – the most desolate mountain in the kingdom, and a spider – to test his courage.

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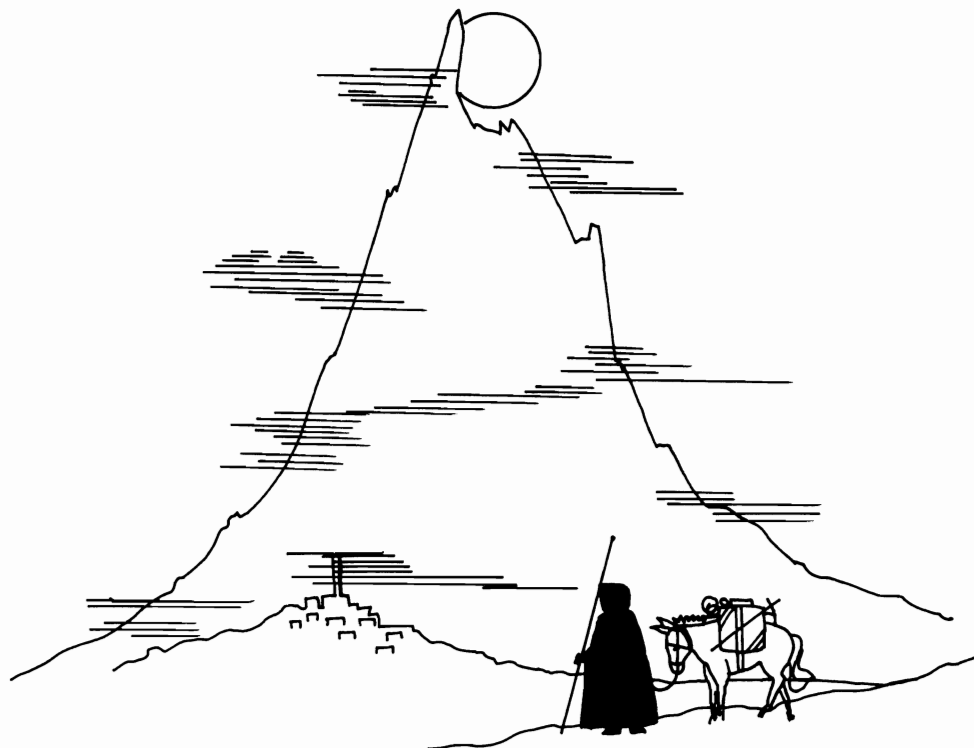
10 REM SPIDER MOUNTAIN
20 REM BY DAN AND ED CAGGIANI
30 REM COPYRIGHT (C) 1984
35 REM *****
90 X=18:Y=23
95 POKE53280,2:POKE53281,5:PRINT"{BK}"
100 DIM L$(X+100)
110 DIM LO$(Y+100)
120 DIM O$(Y+100)
130 DIM C$(30)
140 DIM T(4,X+100)
150 DIM C(30)
160 DIM O(Y+100)
170 RS=INT(RND(0)*2)
480 DATA IN THE NORTHERN REGION,IN A TROLL'S GARDEN,AT THE BASE OF SPIDER MT.
481 DATA AT NEEDLE'S EYE PASS,BY A CAVE ENTRANCE,IN A CAVE,AT A CAMPFIRE
482 DATA ON A DIRT PATH,ON A DIRT PATH,ENCLOSED IN A CELL,IN A SAND PIT
483 DATA IN THE VILLAGE,IN AN OLD TAVERN,IN A PASSAGE,IN AN UNDERGROUND PASSAGE
484 DATA IN A ROOM MADE OF GOLD,IN A DIMLY LIT AREA
485 DATA IN A GOLD AND SILVER FILLED ROOM
486 DATAAN EMERALD LODGED BETWEEN TWO ROCKS*,1,EVIDENCE OF RECENT DIGGING*,2
487 DATA THE MOUNTAIN AHEAD OF YOU*,3,A CAVE IN THE DISTANCE*,4
488 DATA THE CAVE*,5,WRITING ON THE WALL*,6,A SMALL DART-SHOOTER,SHOOTER,6
489 DATA THE GLARE OF THE RADIANT FIRE*,7,THE LONG AND WINDING PATH*,8
490 DATAA VILLAGE IN THE DISTANCE*,9,TREASURES,TREASURES,10,A LARGE RUBY,RUBY,11
491 DATA A LOCAL TAVERN NEARBY*,12,A BOX,BOX,13,A BLUE GLOW AHEAD*,14
492 DATA A POOL*,15,A SUCCUBUS*,15,FOUR POSSIBLE DIRECTIONS*,16
493 DATA SPIDER WEBS AROUND YOU*,17,A FORTUNE IN GOLD AND SILVER!,TREASURE,18
494 DATA A BURLAP SACK,SACK,4,A LANTERN,LANTERN,7,A SHOVEL,SHOVEL,6
505 DATA 0,2,0,0
506 DATA 0,5,0,0
508 DATA 0,9,4,0

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510 DATA 0,0,5,3
512 DATA 2,0,6,4
514 DATA 0,0,0,5
516 DATA 0,0,8,0
518 DATA 0,0,9,7
520 DATA 3,0,0,8
522 DATA 0,0,0,0
524 DATA 0,17,0,0
526 DATA 9,0,13,0
527 DATA 0,0,0,12
529 DATA 0,0,15,13
530 DATA 0,0,16,14
532 DATA 10,18,17,15
534 DATA 11,0,0,16
536 DATA 0,0,0,0

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660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,DIG,7,INSERT,8,SAY,9,PUSH,10,PULL,11,READ,12,USE,13,KISS,13
664 DATA Q,14,QUIT,14
670 FOR C=1 TO X:READ L$(C):NEXT C
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXT C
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C):NEXT C
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=22
720 FOR C=1 TO N:READ C$(C),C(C):NEXT C
730 L=7
735 PRINT CHR$(147)
850 FOR T=1 TO 2700:NEXT:PRINT CHR$(147):PRINT:PRINT "YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINT N$;
890 FOR C=1 TO Y:IF O(C)=L THEN N$=LO$(C):PRINT N$;";";

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900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
962 IFO(12)=1000ANDGK=1ANDO(11)=1000ANDO(20)=1000THENPRINT"YOU HAVE ALL THE ";
963 IFO(12)=1000ANDGK=1ANDO(11)=1000ANDO(20)=1000THENPRINT"TREASURES!":GOTO5000
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ONAGOTO1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000,3000,4000
1080 FORC=1TOY
1082 IFB$="BOX"THENO(14)=1000:GOTO1162
1083 IFB$="EMERALD"ANDL=1THENGOTO1163
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1162 PRINT"YOU SEE A LEVER BEHIND IT":GOTO1000
1163 PRINT"IT STARTS A HUGE AVALANCHE!!!!":GOTO4000
1170 FORC=1TOY
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP "B$:GOTO850

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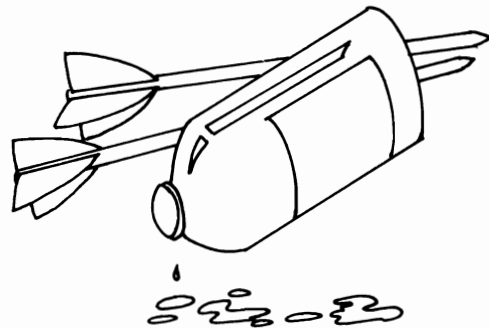
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFRS=0ANDL=16THENPRINT"YOU SEE A GIANT SPIDER APPROACHING!":GOTO1000
1242 IFRS=1ANDL=17THENPRINT"YOU SEE A GIANT SPIDER APPROACHING!":GOTO1000
1243 IFB$="CAVE"ANDL=5THENPRINT"OK":L=6:GOTO850
1244 IFB$="TAVERN"ANDL=12THENPRINT"OK":L=13:GOTO850
1245 IFB$="POOL"ANDL=15THENPRINT"YOU ARE UNABLE TO SWIM!":GOTO4000
1246 IFT(DR,L)=10ANDL=16THENPRINT"A STRANGE FORCE DOES NOT ALLOW THAT      DIRECTION"
1247 IFT(DR,L)=10ANDL=16THENL=16:GOTO850
1248 IFB$="VILLAGE"ANDL=9THENL=12:GOTO850
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="EMERALD"ANDL=1THENPRINT"IT'S STUCK!"
1342 IFB$="GARDEN"ANDL=2THENPRINT"YOU SEE MANY TURNIPS AND RADISHES"
1343 IFB$="MOUNTAIN"THENPRINT"IT STANDS TALL AMONGST ITS SURROUNDINGS"
1344 IFB$="CAVE"ANDL=4THENPRINT"IT LIES TO THE EAST"
1345 IFB$="ENTRANCE"ANDL=5THENPRINT"IT IS A SMALL DARK OPENING IN THE      MOUNTAIN
1346 IFB$="WRITING"ANDL=6THENPRINT"THE LIGHT HERE IS JUST ENOUGH TO READ IT"
1347 IFB$="SHOOTER"AND(7)=LORB$="SHOOTER"AND(7)=1000THENPRINT"IT SHOTS DARTS"
1348 IFB$="CAMPFIRE"ANDL=7ORB$="FIRE"ANDL=7THENPRINT"ITS HEAT IS VERY POWERFUL"
1349 IFB$="PATH"ANDL=8ORB$="PATH"ANDL=9THENPRINT"IT SEEMS TO HAVE BEEN USED BY MANY"
1350 IFB$="TREASURE"THENPRINT"THERE'S ENOUGH FOR YOU TO LIVE WELL!"
1351 IFB$="RUBY"AND(12)=LORB$="RUBY"AND(12)=1000THENPRINT"IT EMITS A GLOW"
1352 IFB$="ROOM"ANDL=10THENPRINT"IT ENCLOSES YOU!"
1353 IFB$="VILLAGE"ANDL=12THENPRINT"IT SEEMS ABANDONED"
1354 IFB$="TAVERN"THENPRINT"THERE IS STILL A STENCH OF LIQUOR IN THE AIR"
1355 IFB$="PASSAGE"ANDL=14THENPRINT"YOU FEEL THE PRESENCE OF EVIL!"
1356 IFB$="POOL"ANDL=15ANDGK=0THENPRINT"YOU SEE A KEY":GOTO1000

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1357 IFB$="KEY"ANDGK=1THENPRINT"IT IS MADE OF GOLD"
1358 IFB$="SUCCUBUS"ANDL=15ANDKS=0THENPRINT"IT SAYS:'KISS ME AND GET SOMETHING!'"
1359 IFB$="SUCCUBUS"ANDL=15ANDKS=0THENPRINT"YOU ALSO NOTICE ITS MUCUS COVERED LIPS!"
1360 IFB$="PASSAGES"ANDL=16THENPRINT"THERE ARE THREE, NOT MORE"
1361 IFB$="GOLD"THENPRINT"IT IS OF THE PUREST QUALITY!"
1362 IFB$="WEB"ANDL=17THENPRINT"IT SEEMS TO BELONG TO A VERY LARGE      SPIDER!"
1363 IFB$="BOX"ANDO(14)=1000ORB$="BOX"ANDO(14)=LTHENPRINT"IT'S FULL OF DARTS!"
1364 IFB$="GLOW"ANDL=14THENPRINT"IT IS BLUE"
1365 IFB$="SACK"ANDO(21)=1000THENPRINT"IT CONTAINS FLINT AND STEEL":FS=1
1366 IFB$="LANTERN"ANDO(22)=1000ORB$="LANTERN"ANDO(22)=LTHENPRINT"IT HAS KEROSENE"
1367 IFB$="SHOVEL"ANDO(23)=1000ORB$="SHOVEL"ANDO(23)=LTHENPRINT"IT IS STURDY"
1368 IFB$="FLINT"ANDFS=1THENPRINT"YOU SEE NOTHING SPECIAL ABOUT IT"
1369 IFB$="STEEL"ANDFS=1THENPRINT"YOU SEE NOTHING SPECIAL ABOUT IT"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1455 IFGK=1THENPRINT"KEY"
1456 IFFS=1THENPRINT"FLINT":PRINT"STEEL"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFL=2ANDO(23)=1000THEN DG=INT(RND(0)*2):GOSUB10000
1502 IFO(23)<>1000THENPRINT"YOU CAN'T DIG WITH YOUR HANDS!!!!"
1510 GOTO850
1600 IFB$="KEY"ANDGK=1ANDL=10THENPRINT"THE DOOR OPENS!":L=16:GOTO850
1610 PRINT"YOU CANNOT INSERT "B$!!!!":GOTO850
1700 IFB$="ABRETE"ANDL=16THENPRINT"A PASSAGE OPENS TO THE NORTH!":L=10:GOTO850
1710 IFB$="HOME"ANDL<>10THENPRINT"THE MAGICAL SPELL RETURNS YOU TO THE      CAMPFIRE!"
1720 IFB$="HOME"ANDL<>10THENL=7:GOTO850
1730 PRINTB$:GOTO850
1800 IFB$="LEVER"ANDL=13THENPRINT"THE LEVER LOCKS THE MECHANISM!":GOTO850
1810 PRINT"YOU CANNOT PUSH "B$:GOTO850
1900 IFB$="LEVER"ANDL=13THENPRINT"A PASSAGE OPENS TO THE EAST!":L=14:GOTO850

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1910 PRINT"YOU CANNOT PULL "B$:GOTO850
2000 IFB$="WALL"ANDL=6THENPRINT"IT SAYS:'ABRETE' AND ALSO 'HOME':GOTO850
2010 PRINT"YOU CANNOT READ "B$:GOTO850
3000 IFB$="SHOOTER"AND(7)=1000ANDL=16ANDRS=0AND(14)=1000THENGOSUB11000
3002 IFB$="SHOOTER"AND(7)=1000ANDL=17ANDRS=1AND(14)=1000THENGOSUB11000
3003 IFB$="SUCCUBUS"ANDL=15ANDKS=0AND(12)=1000THENPRINT"IT THANKS YOU AND HANDS YOU
3004 IFB$="SUCCUBUS"ANDL=15ANDKS=0AND(12)=1000THENPRINT"A KEY":GK=1
3005 IFB$="SUCCUBUS"ANDL=15ANDKS=0AND(12)<>1000THENPRINT"IT REMOVES YOUR SOUL!"
3006 IFB$="SUCCUBUS"ANDL=15ANDKS=0AND(12)<>1000THENGOTO4000
3007 IFB$="LANTERN"AND(22)=1000ANDLL=0THENPRINT"IT IS UNIGNITED"
3008 IFB$="FLINT"ANDFS=1AND(22)=1000THENPRINT"THE FLINT RUBS AGAINST THE STEEL AND
3009 IFB$="FLINT"ANDFS=1AND(22)=1000THENPRINT"IGNITES THE LANTERN":LL=1
3010 IFB$="LANTERN"AND(22)=1000ANDLL=1THENPRINT"OK, EVERYTHING LOOKS BRIGHTER"
3400 GOTO850
4000 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICK AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5010 PRINT:PRINT"          YOU HAVE COMPLETED YOUR QUEST
5020 GOTO4004
10000 IFDG=0THENPRINT"A VERY MAD TROLL APPEARS AND KILLS YOU  FOR DIGGING HIS GARDEN
10001 IFDG=0THENGOTO4000
10002 IFDG=1THENPRINT"YOU MAKE IT TO ANOTHER CAVE!":L=1:RETURN
11000 PRINT"YOU FIRE A DART AND ";FD=INT(RND(0)*2)
11001 IFFD=0THENPRINT"MISS!!!":PRINT"THE SPIDER ATTACKS YOU AND KILLS YOU!":GOTO4000
11002 IFFD=1THENPRINT"KILL IT!!!":RS=INT(RND(0)*2):SS=1:RETURN

```



# ***THUNDER MOUNTAIN PASSAGE***

As heroes go, this one didn't quite measure up to the standard. He was not overly tall, or even terribly muscular. His horse was showing the effects of the ten-week journey from the far south. A great deal of desert lay between home and the northern foothills that bordered the high-cloud country. Both beast and rider were covered with layers of dust, giving them an apparitional appearance when seen from afar. This in fact was exactly how the thief observed their progress.

As heroic missions go, this horseman's quest required a titan, a fully-fledged swordsman, a man of steel. Taggar was the opposite. He was a farmer, a simple man, barely acquainted with weapons of war. He was driven not by politics or the lure of riches, but by love for his little daughter. So he pressed onwards towards an ancient Graylock stronghold protected by black witchcraft of such power that even the King's élite guardsmen shuddered and feared to advance.

Taggar was the unwitting guide through the trapfalls of Thunder Mountain Passage. The guardsmen followed him, their mission to restore the sword Deathtouch to the realm of the living.

But when the Captain had announced their probable destination, the élite guardsmen had mutinied. The thief, travelling in the company of the guardsmen, pitied the Captain but he had been hired to follow Taggar, and follow he would. . .

Taggar was no tracker, nor much of a hillsman for that matter, but he knew the Northstar path as surely as if he'd been a regular visitor to the hellish place. He knew it from the tales told round the camp-fires of his youth, long before his family had abandoned the nomad life for the uncertain existence of a southern grain farm. The Northstar legend was guaranteed to send small children scurrying in terror to the nearest wagon or loft, or whatever might be handy to hold back the night. Taggar pressed grimly onwards and upwards. The thief followed in the shadow of the evening sun.

Some two days journey ahead lay Castle Northstar, situated in a deep canyon between two impassable masses of sheer granite. Inaccessible save for a narrow, winding pathway hewn into the rock along the west face, Northstar was the ultimate stronghold.

On the northern shore of the natural lake that stood between an intruder and Castle Northstar, there was a lush meadow, enriched by the bodies of soldiers whose ambitious commanders had, for the last three centuries, led them here to capture the stronghold. And yet if they'd known the secret of Northstar's dungeons, they'd have surely turned tail and run.

Taggar made camp for the night in a small cave as shadows fell across the trail and the evening sky boiled into red. This was not a good place to be at nightfall without shelter or a fire at the very least, a fact that had not escaped the thief, strategically placed behind some boulders at firelight's edge. Taggar, warm and content in the safe glow of the fire, pondered his reasons for being so far from home.

In his mind there formed the image of a little girl wrenched from village and family by red-robed Vishtarian priests and taken to Northstar to be exchanged – with the Guardian of the Dead – for Deathtouch, a black, magical sword of outland origin. At least that was what one of the red dogs who'd been wounded and left behind had said before being clubbed to death by vengeful farmers.

That little girl was Taggar's daughter. He flinched at the thought of her in the hands of such men. Beads of sweat broke out on his brow at the thought of the Guardian of the Dead. His mission involved climbing down the stairs of Hellsgate and crossing the river. Who had ever returned from there? Taggar knew of no one, real or legendary.

Taggar's quest had come to the attention of the King's Prime Minister when it became obvious that he might actually

reach Northstar. Taggar's connections with the gypsy nomads had attracted the royal eye. Apparently there were gypsies (at least, this was Freerover's account) who had looted the Castle of some of its less important magical items and lived to tell the tale. Taggar had sought them out in the person of Moola, futureseer and tale-teller to the nomad nation. Armed with information on how to penetrate the Castle's outer defenses, Taggar set forth with a vengeance.

The thief had been employed to track Taggar, and had worked in the employ of the Monarch on other occasions. Bravery was not one of the thief's strong points, but greed was. When the guardsmen balked, three bags of gold and the promise of more motivated him onward.

The darkness deepened to an evil blackness. A light rain began to fall, penetrating the flimsy cloak which protected the thief. A wet chill soon racked his body and he began to shiver uncontrollably. The rain grew heavier, carried by a wind that howled above the peaks, echoing eerily among the ravines. The droplets pounded at him with such numbing ferocity that they soon beat him into unconsciousness. The last thing he remembered was a shadow against the firelight, driving rain and the feeling of being lifted and moved. Then everything was a blank.

When the thief's senses came back to him, he found his quarry bent over him with a cup of soup. The warmth of the fire had dried him; his convulsions were gone.

"Even the elements conspire against those who approach Northstar," said Taggar. "Past this cave there is only a footpath (half a day's climb upwards, half a day's climb downwards), a small meadow for the horse just beyond the boulders where I found you, and a dozen false paths leading into deadfall traps. I advise you to join me. You'll live a little longer."

The thief said nothing for a moment, then nodded in agreement. There was nothing in his arrangement with the Captain of Guardsmen that prevented this liaison. Indeed, this turn of fortune could only aid his mission – to secure Deathtouch for the King. The cave was warm; the fire was bright.

The fire flickered. Only the raindrops on the ground, and the rustle of the wind in the trees, broke the silence.

The thief spoke. "You saved my life," he said. "My name is Jerrel and some day I will repay this debt."

No further words were spoken. None were needed.

The next morning was grey and foggy. Taggar pastured the horses at first light, while Jerrel laid out the rope and pitons that would be needed for parts of the climb. From here on the journey would be on foot along a treacherous series of paths, ledges, and booby-trapped byways known as the Thunder Mountain Passage.

The going was slow for the first hour or so. Visibility was near zero. Taggar led the way and Jerrel was quite willing to follow behind. The fog clung to them in eerie gloom; there was not a breath of movement except their own.

Suddenly Taggar disappeared from sight. Jerrel peered through the mist and stepped forward. He felt the hole under him, and only his cat-like reflexes saved him from falling in. Somewhat shaken, he crept on hands and knees to the edge of the pit and peered in. There, some eight feet below, lay Taggar on a bed of wooden spikes, mortally wounded, but still conscious.

By the time Taggar could be rescued from the pit, he had lost a great deal of blood. He'd been pierced in several places by the sharp spikes at the bottom of the trap. He knew he was dying.

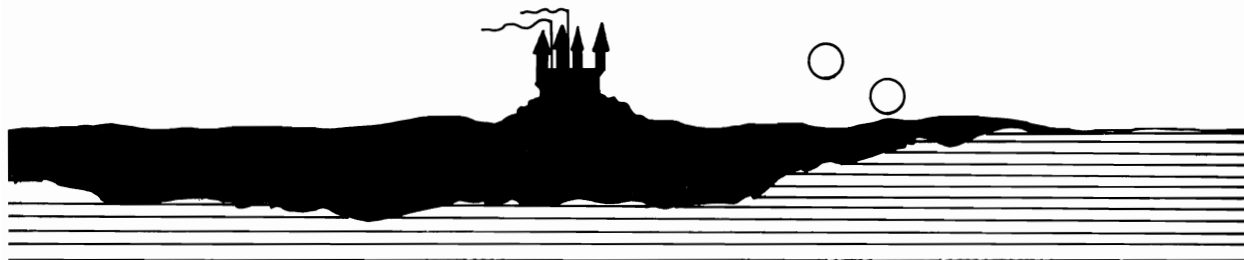
"You must press on," Taggar gasped. "You must rescue my daughter from the fiends who have imprisoned her."

Jerrel listened intently while Taggar repeated much of the instructions the gypsy had given him.

"I will dedicate my last breath to this task," said Jerrel. "She will be free or I will die in the trying."

In the swirling fog, the thief buried the farmer in the mountainside. Then he set himself to the task before him.

As heroes go, this one didn't quite measure up to the standard. He was not overly tall or muscular, though a thief's reflexes and lock-picking abilities might be useful. He was on his way to Northstar Castle to keep a promise. And the Thunder Mountain Passage, treacherous and unforgiving, waited for him to make a mistake. . .



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10 REM THUNDER MOUNTAIN PASSAGE
20 REM BY DAN AND ED CAGGIANI
30 POKE53280,6:POKE53281,15
31 PRINT"(BL)"
90 X=30:Y=28
100 DIM L$(X+100)
110 DIM LO$(Y+100)
120 DIM O$(Y+100)
130 DIM C$(30)
.40 DIM T(4,X+100)
150 DIM C(30)
160 DIM O(Y+100)
480 DATA BY A SMALL POND,NEAR A PILE OF RUBBLE,DOWN THE MOUNTAIN,NEAR A CLIFF
481 DATA SINKING IN QUICKSAND!,STILL IN THE WOODS,NEAR THE EDGE OF THE WOODS
482 DATA BY LARGE TREES,IN A SANDY AREA,IN A PUMA'S HIDE-AWAY
483 DATA NEAR THE EDGE OF THE WOODS,IN THE WOODS,IN A WOLF'S HOLE
484 DATA WITHIN THE DEPTHS OF THE CAVE,FURTHER IN THE CAVE
485 DATA NEAR THE MOUNTAIN'S LEDGE,ON A STEEP PART OF THE MOUNTAIN
486 DATA FURTHER IN THE WOLF'S HOLE,STILL IN THE CAVE,IN A JEWEL-LIT TUNNEL
487 DATA NEAR THE BASE OF THE MOUNTAIN,WITHIN THE FOREST,AT THE WOOD'S EDGE
488 DATA INSIDE THE CAVE,IN A DARK TUNNEL,STILL AT THE MOUNTAIN'S BASE
489 DATA AT THE BASE OF THE MOUNTAIN,INSIDE AN OLD SHACK,OUT OF THE CAVE
490 DATA NEAR THE CAVE'S END
491 DATA WATER,*,1,VARIOUS ROCKS,ROCK,2,AN OPEN FIELD,*,3,A LEDGE,*,4
492 DATA QUICKSAND,*,5,MANY TREES,*,6,LESS TREES,*,7,A CONDOR'S NEST,*,8
493 DATA AN OLD BUT STRONG SHOVEL,SHOVEL,9,A GRUESOME LOOKING PUMA,*,10
494 DATA TREES,*,11,TREES ALL OVER,*,12,A PACK OF HUNGRY WOLVES,*,13
495 DATA A FIERCE WILD DOG,*,15,AN INSCRIPTION ON A TREE,*,16,A SMALL STUMP,*,17
496 DATA AN OLD SCROLL,SCROLL,18,A PRECIOUS RUBY ON A PEDESTAL,*,20
497 DATA A SMALL LOG,LOG,22,A GIANT PYTHON,*,23,A CAVE IN THE DISTANCE,*,23
498 DATA WOODS,*,26,AN OLD HERMIT,*,28,A RUN-DOWN SHACK,*,29
499 DATA LIGHT TO THE WEST,*,30,A RAVINE,*,14,A GOLD MEDALLION,MEDALLION,4

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500 DATA MANY TREES AROUND YOU,\*,5  
528 DATA 31,31,2,31  
529 DATA 31,7,0,1  
530 DATA 32,31,31,31  
540 DATA 31,23,5,27  
544 DATA 31,10,31,4  
555 DATA 0,11,7,31  
557 DATA 2,31,8,6  
559 DATA 31,31,9,7  
561 DATA 0,31,10,8  
563 DATA 5,0,31,9  
564 DATA 6,0,12,31  
566 DATA 31,17,13,11  
568 DATA 0,18,31,12  
570 DATA 0,31,15,31  
572 DATA 0,20,31,14  
574 DATA 0,21,17,31  
576 DATA 0,22,31,16  
578 DATA 13,31,0,0  
580 DATA 23,24,20,0  
582 DATA 15,25,31,19  
584 DATA 16,26,0,31  
586 DATA 17,0,23,0  
588 DATA 0,0,0,22  
590 DATA 19,0,0,23  
592 DATA 20,30,31,0  
594 DATA 21,0,27,31  
596 DATA 0,31,0,26  
600 DATA 0,0,29,0  
602 DATA 0,0,30,0  
604 DATA 25,0,31,0  
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6

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662 DATA W,6,PUSH,7,SWING,8,SAY,9,READ,10,DIG,11,JUMP,12
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
701 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=18
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=27
735 PRINTCHR$(147)
850 FORT=1TO3100:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):PRINT:B$="":A$="":DR=0
880 N$="YOU SEE "
881 PRINTN$;
890 FORC=1TOY:IF O(C)=L THENN$=LO$(C):PRINTN$;",";
900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
967 REM WINNING ROUTINE
1000 PRINT"PROCEED HOW?-->":INPUTA$:REM REMEMBER BLUE LINE
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850

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1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000
1080 FORC=1TOY
1090 IFB$="DAGGER"ANDL=14ANDDD=1THENDG=1:GOTO1162
1091 IFB$="PYTHON"ANDO(20)=LANDPD=1THENO(20)=1000:O$(20)="PYTHON":GOTO1162
1092 IFB$="RUBY"ANDL=20THENGOTO1161
1093 IFB$="BRANCH"ANDL=5THENPRINT"THE BRANCH HELPS YOU TO ESCAPE":QS=1:GOTO850
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1161 PRINT"THE PEDESTAL UNBALANCES AND A HUGE BOULDER TUMBLES ON YOU!":GOTO4000
1162 PRINT"IT IS TAKEN":GOTO850
1170 FORC=1TOY
1190 IFB$="PYTHON"ANDO(20)=1000ANDL=13THENWS=1:GOTO1220
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1211 PRINT"SORRY, YOU DO NOT HAVE "B$:GOTO850
1220 PRINT"THE WOLVES BEGIN TO EAT THE SNAKE!":GOTO850
1230 RS=RS+1:FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1231 IFRS=4THENPL=0:PS=0:QS=0:SO=0:JP=0
1240 NEXTC:GOTO1335
1241 IFL=1ANDB$="UNDER"ANDO(27)=1000THENL=3:PRINT"YOU ARE IN A FIELD":GOTO850
1242 IFL=3ANDT(DR,L)=32THENPRINT"YOU ARE ON YOUR WAY TO CASTLE NORTHSTAR!"
1243 IFL=4ANDT(DR,L)=23THENPRINT"THE GROUND GIVES WAY AND YOU FALL IN A ROCKSLIDE!"
1244 IFL=4ANDT(DR,L)=27THENPRINT"OH NO! A ROCKSLIDE!"
1245 IFL=5ANDT(DR,L)=4ANDQS=0ORL=5ANDT(DR,L)=10ANDQS=0THENPRINT"YOU SUNK!":GOTO4000
1247 IFL=10ANDT(DR,L)=5ANDPM=0THENPRINT"THE PUMA SINKS HER TEETH INTO YOU!":GOTO4000
1248 IFL=12ANDT(DR,L)=11ANDPL=0THENPRINT"A LOG BLOCKS YOUR PATH":L=12:GOTO850
1249 IFL=13ANDT(DR,L)=18ANDWS=0THENPRINT"THE WOLVES EAT YOU OUT OF HUNGER!":GOTO4000
1250 IFL=15ANDT(DR,L)=14ANDWD=0THENPRINT"YOU RUN INTO THE HUNGRY DOG!":GOTO4000
1251 IFB$="PASSAGE"ANDL=17ANDPS=1THENL=12:GOTO850
1252 IFL=21ANDT(DR,L)=16ANDSO=0THENPRINT"POISON DARTS WERE RELEASED!":GOTO4000
1253 IFL=23ANDB$="CAVE"ANDPD=0THENPRINT"THE PYTHON SQUEEZES YOU TO DEATH!":GOTO4000

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1254 IFL=26ANDT(DR,L)=21ANDJP=0THENPRINT"YOU PLUNGE TO YOUR DOOM IN A PIT!":GOTO4000
1255 IFL=29ANDB$="SHACK"THENL=28:GOTO850
1256 IFL=30ANDB$="LIGHT"THENL=29:GOTO850
1257 IFL=23ANDPD=1THENPRINT"YOU ENTER THE CAVE":L=24:GOTO850
1258 IFL=3ANDT(DR,L)=32THEN FORT=1TO1500:NEXT:GOTO5000
1259 IFL=29ANDT(DR,L)=30THENL=30:GOTO850
1320 IFT(DR,L)>0ANDT(DR,L)<31THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1327 IFT(DR,L)=31THENPRINT"YOU FELL INTO A RAVINE!!":GOTO4000
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="WATER"ANDL=1THENPRINT"IT IS VERY CLEAR AND CALM AS WELL"
1342 IFB$="ROCK"AND(2)=LORB$="ROCK"AND(2)=1000 THENPRINT"CAN BE USED AS WEAPON
1343 IFB$="QUICKSAND"ANDL=5THENPRINT"IT IS DEEP AND DANGEROUS!"
1344 IFB$="WOODS"THENPRINT"THERE ARE MANY TREES IN THE WOODS"
1345 IFB$="NEST"ANDL=8THENPRINT"YOU SEE BABY CONDORS"
1346 IFB$="SHOVEL"AND(9)=LORB$="SHOVEL"AND(9)=1000THENPRINT"IT IS FOR DIGGING
1347 IFB$="PUMA"ANDL=10THENPRINT"SHE IS A VERY DANGEROUS FELINE"
1348 IFB$="LOG"ANDL=12THENPRINT"IT IS BLOCKING YOUR PATH":GOTO850
1349 IFB$="WOLVES"ANDL=13THENPRINT"SALIVA DRENCHES THEIR MOUTHS"
1350 IFB$="CAVE"ANDL=14THENPRINT"THE GROUND IS SOFT"
1351 IFB$="DOG"ANDL=15THENPRINT"YOU NOTICE THE ENORMOUS SIZE OF HIS TEETH"
1352 IFB$="TREE"ANDL=16THENPRINT"IT IS INSCRIBED"
1353 IFB$="STUMP"ANDL=17THENPRINT"IT IS A LONE MAN-CUT STUMP"
1354 IFB$="SCROLL"AND(17)=LORB$="SCROLL"AND(17)=1000THENPRINT"IT HAS WRITING ON IT
1355 IFB$="RUBY"ANDL=20THENPRINT"IT COULD BE WORTH A KING'S RANSOM!"
1356 IFB$="GROUND"ANDL=21THENPRINT"YOU SEE A STONE IN YOUR PATH"
1357 IFB$="LOG"AND(19)=LORB$="LOG"AND(19)=1000THENPRINT"IT IS STRONG":GOTO850
1358 IFB$="PYTHON"ANDL=23ANDPD=0THENPRINT"IT IS EXTREMELY LARGE"
1359 IFB$="PYTHON"ANDL=23ANDPD=1THENPRINT"IT IS DEAD"

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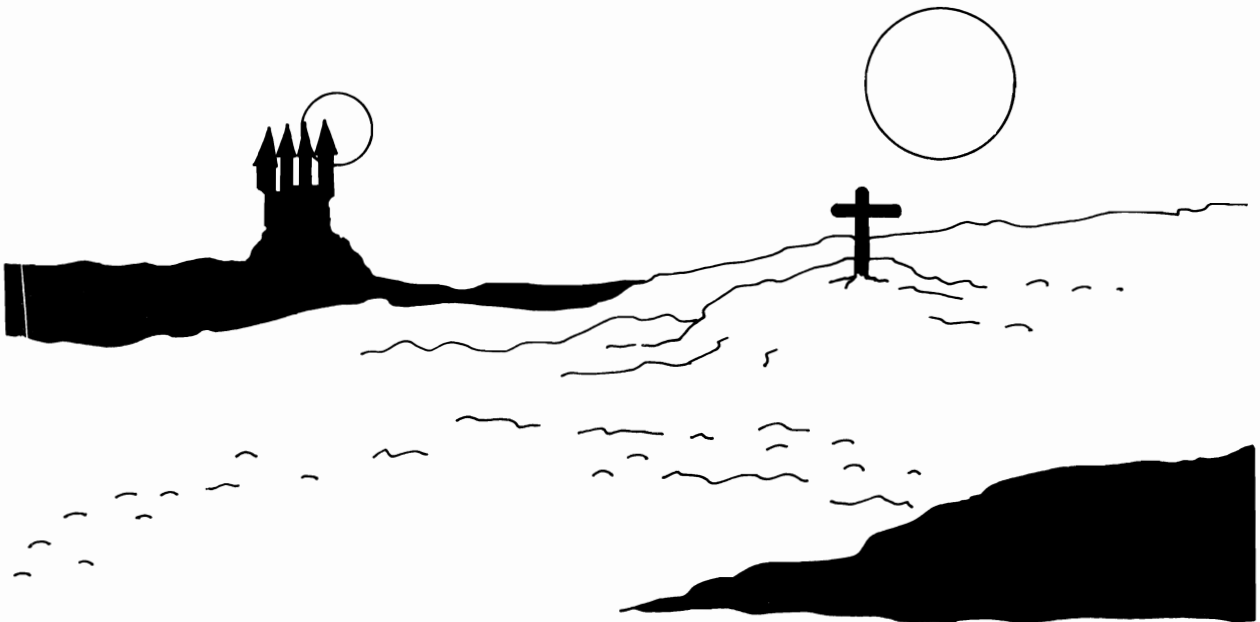
1360 IFB$="CAVE"ANDL=23THENPRINT"NOTHING SPECIAL"
1361 IFB$="PIT"ANDL=26THENPRINT"IT'S SPIKED AT THE BOTTOM"
1362 IFB$="HERMIT"ANDL=28THENPRINT"HE IS OLD, WEARY, AND PEACEFUL"
1363 IFB$="MEDALLION"ANDO(27)=1000ORB$="MEDALLION"ANDO(27)=LTHENPRINT"IT HAS A CHAIN
1364 IFB$="MEDALLION"ANDO(27)=1000ORB$="MEDALLION"ANDO(27)=LTHENPRINT"ON IT"
1365 IFB$="DAGGER"ANDDG=1THENPRINT"IT IS VERY SHARP"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:IFDG=1THENPRINT"DAGGER":GOTO850
1490 GOTO850
1500 IFB$="NEST"ANDL=8THENPRINT"THE MOTHER CONDOR ATTACKS YOU!":GOTO4000
1510 IFB$="PUMA"ANDL=10THENPRINT"SHE EMBARKS HER TEETH INTO YOU!":GOTO4000
1520 IFB$="LOG"ANDL=12THENPL=1:PRINT"REMOVAL CLEARS A PASSAGE"
1530 IFB$="WOLF"ANDL=13THENPRINT"IT IS ANGERED AND THUS ATTACKS YOU!":GOTO4000
1540 IFB$="DOG"ANDL=15THENPRINT"ITS FIERCE BITE DESTROYS YOU!":GOTO4000
1550 IFB$="STUMP"ANDL=17THENPS=1:PRINT"IT OPENS UP A PASSAGE THROUGH THE WOODS"
1560 GOTO850
1600 IFB$="ROCK"ANDO(2)=1000ANDL=23THENPRINT"THE PYTHON LIES DEAD":PD=1
1605 IFB$="ROCK"ANDO(2)=1000ANDL=15THENPRINT"IT'S TOO WEAK. HE ATTACKS!":GOTO4000
1610 IFB$="SHOVEL"ANDO(9)=1000ANDL=10THENPRINT"WEAK WEAPON,PUMA ATTACKS":GOTO4000
1620 IFB$="DAGGER"ANDDG=1ANDL=10THENPRINT"YOU HAVE SLAIN THE PUMA":PM=1
1630 IFB$="LOG"ANDO(19)=1000ANDL=15THENPRINT"THE DOG IS WOUNDED":WD=1
1640 GOTO850
1700 IFB$="HELLO"ANDL=28ORB$="HI"ANDL=28THENPRINT"HE SAYS:THE KEY TO NORTHSTAR
1705 IFB$="HELLO"ANDL=28ORB$="HI"ANDL=28THENPRINT"IS IN THE FORM OF JEWELRY."
1710 IFB$<>"HELLO"ORB$<>"HI"THENPRINTB$
1720 GOTO850
1800 IFB$="INSCRIPTION"ANDL=16ORB$="TREE"ANDL=16THENPRINT"IT SAYS: GO WEST"
1810 IFB$="SCROLL"ANDO(17)=LORB$="SCROLL"ANDO(17)=1000THENPRINT"WATER IS PORTCULLIS
1820 GOTO850

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1900 IFL=4AND(9)=1000THENPRINT"THE GROUND GIVES WAY! YOU SLIDE DOWN!":L=27
1910 IFL=14AND(9)=1000THENPRINT"YOU SEE A DAGGER":DD=1:GOTO1000
1920 GOTO850
2000 IFB$="QUICKSAND"ANDL=5THEN:PRINT"THAT IS NOT POSSIBLE"
2010 IFB$="LOG"ANDL=12THENPRINT"THE LOG IS TOO BIG"
2020 IFB$="STONE"ANDL=21THENS0=1:PRINT"YOU HAVE JUMPED THE STONE"
2030 IFB$="PIT"ANDL=26THENPRINT"YOU HAVE AVOIDED THE PIT":JP=1
2040 GOTO850
4000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICKLY AND PAINLESSLY"
4001 PRINT:PRINT"    SOMEONE WILL SOON COME TO TAKE YOUR":PRINT
4002 PRINT"                PLACE":PRINT
4003 PRINT"    VENTURE AGAIN Y OR N?":INPUTY$
4004 IFY$="Y"THENRUN
4005 IFY$="N"THENEND
4006 IFY$<>"Y"ORY$<>"N"THENGOTO4004
5000 PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER"
5001 PRINT:PRINT"    YOU HAVE COMPLETED YOUR QUEST":PRINT
5002 GOTO4003

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# STARGATE

“When I was a very young lad,” the bard began, “I fancied myself as an adventurer, a bladesman of rare talent and a hero of epic quality.”

He glanced round at the attentive faces of his audience. They were young, for the most part; firelight warriors who would not see the far edges of the fields they tilled year after year. But they’d come for a story and that much he would surely give them.

“During my earliest travels, I chanced to come across a gypsy caravan, led by a matriarchal old crone named Moola. She invited me for a taste of soup and a night of music – as is their custom with strangers – and offered, after the victuals were done, to read my future, for a few coins of course.

“After much hocus-pocus and ceremony, and after lightening my purse of several ducats, a crystal ball was brought forth. It was a stunning sight, larger than any ball I’d ever seen in my short life or, as I can now testify, in the seventy-odd years since then.

“She approached this crystal ball with much reverence and muttered several incantations over it. From where I sat, I could see inside it, a swirling mist of pattern and hue blended together in perpetual motion. I was fascinated.

“But my fascination turned to horror as the inside of the globe plunged into blackness. Moola recoiled as if slapped, and cried out in pain. But she returned to her vision at once and with renewed intensity peered at the images only she could see.

“At length she spoke, in a strange voice, different from the one I knew to be hers. ‘Henceforth, wanderer,’ she intoned, ‘you shall journey with purpose, you shall quest with a goal in your eye and you shall carry a song in your heart. You shall be minstrel to the masses. You shall carry word of great deeds and small failures from village to town, from mountain to desert. Your name shall be spoken of as bard to the world.’

“There had been wandering minstrels for as long as there had been Men and Graylocks struggling against each other and the evils of the land. I knew not a single song or a heroic story other than the boggy stories of my camp-fire days. Perhaps this gypsy Moola was mistaken.

“‘I see the North Mountains,’ she continued, ignoring my doubts. ‘I see Northstar Castle, a secret entrance. I see your destiny, Freerover the Bard, for that is your name now and you can accept no other.’

“And as I sat there, listening in disbelief to the journey that was to be my quest, I quaked in my boots. I was no hero, but rather a badly frightened boy, a long way from the safety of my father’s fire, charged with a task no sane warrior of the élite would have accepted. Until she mentioned The Book.

“In the depths of a special dungeon of Northstar, she told me, was a Key to other worlds. Fire and Water, Sand and Ice were these worlds in their turn. Each held secrets of incredible value, but one (she dare not tell me which) held the pedestal of all life upon which rested the First Book of Graylockland, a volume of history and chronicle concerning our world, stored there for safekeeping.

“And so I became Freerover, the shell of a bard – for who listens to a minstrel without tales? I listened to the deed stories of hero after hero, and remembered each in its turn. But as I travelled aimlessly throughout the Kingdom, I found myself drifting towards the North Mountains, drawn inexorably by the call of The Book.

“To look at me now, my friends, you’d not believe me a mountaineer, but there was strength in my body as a youth and as surely as I stand here I made the Northstar climb. I made the climb to the plateau of Thunder Mountain and negotiated the treacherous passage to the valley of the Castle Northstar. Moola’s instructions, though I swore I’d never use them, guided me through traps that generations of warriors had died to discover. In the end I was able to enter that part of the Castle known as the Guardian of the Gates.

“There was no treasure here – as always seems to be the case in such places – for though the Gods and Wizards like to

tease mortal men with wealth before striking them dead, this place seemed to be the work of neither. Though the stonework was smooth, gaily patterned and flawlessly seamed, it bore the unmistakable mark of the human hand. It was not the product of necromantic engineering such as I have seen in the Wizard's Tower of the Great Outback. Nor was it the product of slave labour. There was far too much attention to detail for any slave's hand to have touched this work.

"It seemed to me, as I wandered the corridors and side-rooms, that this place was cleaner than any guarded or unguarded structure I'd visited then, or since. And that seemed strange to me, as strange as the dull glow of light which chased away the gloom.

"After much exploration I came at length to a room filled with paintings of indescribable beauty. One depicted an aquatic scene in hues of blue and green, with schools of swimming fishes large enough to feed a village for a year. Another portrayed a fiery volcano and rivers of lava, fountains of fire bursting into the sky. A third showed a chilling winter scene, the frost-frozen lands covered with impassable snows. A fourth was simply black, like midnight in a cave, like death or undeath, a black such as I could not look at for too long lest it devour me. A fifth painting was deep sand rippled by timeless winds; a sixth was a mountain ledge. Each had a symbol inscribed underneath it on a gold plate, in a language I did not recognize. These other-worldly paintings were beautiful beyond all reason, and I drank them like upland wine before finally moving on.

"The room beyond contained wheels and pulleys of unusual shape, jewel-handled levers and glowing windows in which appeared other symbols from the same cryptic language. After some experimentation, which twice loosed lightning about me and nearly sent me to the Gods, I found a lever matching a plate upon which were engraved the symbols from the room of paintings. I chose the symbol from the Ice painting and moved the lever to that position. I could find no other similar symbols so I left the room and entered the one behind it.

"On a raised platform rested a large painting, higher than me and wider than the length of a spear. It was a reproduction of the Ice painting, but so much more lavish that I had to touch it to verify its reality. I am wiser about such touching now.

"I found myself in the midst of a howling blizzard. The wind sucked the very breath from my mouth and froze it to my cheeks. I looked behind me and saw nothing but ice and snow. Determined not to die while stupidly standing around, I pressed forward at a right angle to the wind. It was a fortunate choice of direction.

"I walked what I believe to be the length of this village when a cave came into view. Believing this luck to be too good to be just random, I made for it with all haste and entered without caution, believing that I was meant to be here. A great white bear plunged past me and out into the storm, frightening me so badly that I still jump at the thought of it.

"At the end of a long ice tunnel was a pedestal upon which rested a gigantic book. It was not bitterly cold in here, as I would have expected; the temperature, though high, did not seem to melt the ice. I approached the pedestal reverently.

" 'Who are you?' demanded a great booming voice. 'Why do you disturb my meditation?'

"I chose my words carefully, not wishing to offend such an obviously powerful demon. 'I am a humble minstrel, a bard of the Graylock South come to study from The Great Book,' I replied.

" 'If bard you be,' boomed the voice, 'then sing me a ballad such as would move me, for none of your kind have been here for many many years.'

"I unslung my lute and sang him the Dungeon Delver's Lament.

"Tread softly, oh my friend,  
For the ground is soft and danger lurks anon.  
Hold high the torch,  
For what you see one moment may the next be gone.  
Hand on your sword,  
For that which lurks strikes quickly in the gloom.  
Peace unto you,  
For fang, claw and blade conspire to seal your doom.  
Pity be to me,  
For in these depths I travel now alone.  
And that which claimed you,  
Prepares now to strike me to the bone.  
Treasure awaits  
For me if I can just prevail,  
And if I escape

Some bard will sing my name out in a hero's tale.

But I am trapped

And I shall die a dungeon delver's death.

Yet I will live on

In song and music to the last draw of legend's breath."

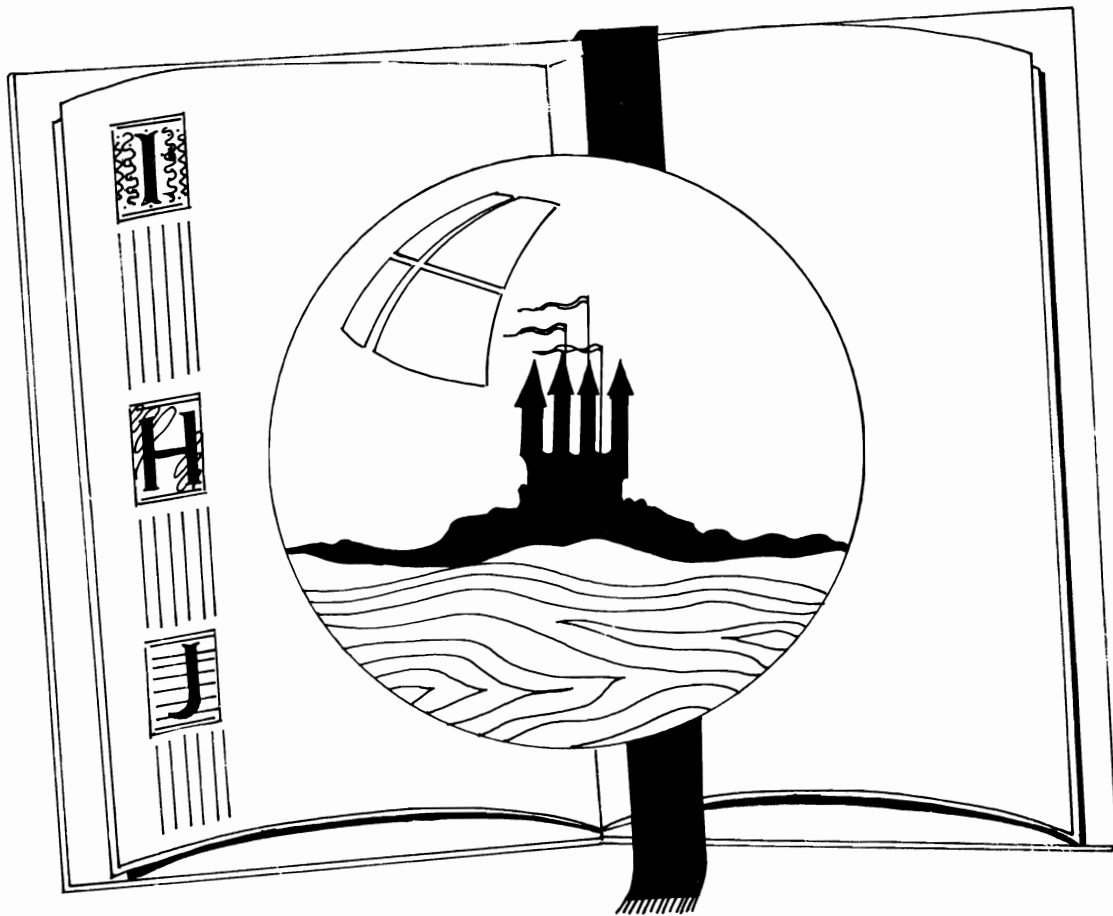
"From what seemed to be a great distance came a sobbing, an all too human sound that gave me pause to wonder. 'Your song has touched me,' said the voice, which now echoed rather than rumbled. 'You are a true poet and minstrel of the people. Come forward and drink of the Book of Life and History. Know of your heritage and the secret of existence.'

"So I fulfilled Moola's prophecy by standing on the pedestal, before the Book of Life. And, true to the promise, there were great truths contained therein. But much was sealed. That was the Book of the Future and, although I was permitted a small glance, it was deemed too dangerous for me to know too much."

Freerover studied the crowd, now quiet at the wonder of his tale. Then he spoke again.

"There are young people of the Kingdom who will drink of The Book," he said, "and those whose bones will litter Thunder Mountain for the trying. There are those who will stay and till the field and not be worse off for being where they are. To some this story is just a story, to others it is a clue, a puzzle in a larger puzzle. Here my story ends and your story begins."

And Freerover the Bard, spry of limb and nimble of finger – even after eighty-five summers – picked up his lute and began a song and dance which was quickly joined by all. By most, I should say, for one was deep in thought and another had already made up his mind.



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10 REM STARGATE
20 REM BY DAN AND ED CAGGIANI
30 POKE 53280,14:POKE 53281,6:PRINT "{WH}"
90 X=41:Y=40:TC=0
95 BN=INT(RND(0)*2)
96 IF BN=0 THEN BN=33
97 IF BN=1 THEN BN=35
98 IF BN=2 THEN BN=37
100 DIM L$(X+100)
110 DIM LO$(Y+100)
120 DIM O$(Y+100)
130 DIM C$(30)
140 DIM T(4,X+100)
150 DIM C(30)
160 DIM O(Y+100)
480 DATA ON A LEDGE OVERLOOKING NORTHSTAR,IN THE CASTLE MOAT,IN THE RAMPARTS
481 DATA IN A LONG CORRIDOR,STILL IN THE CORRIDOR,FURTHER INTO THE CORRIDOR
482 DATA OUTSIDE THE CASTLE,ON THE DRAWBRIDGE,IN THE CASTLE COURTYARD
483 DATA IN A HALLWAY,STILL IN THE HALLWAY,ON A NEVER-ENDING SLIDE
484 DATA IN THE MOAT,IN THE RAMPARTS,IN A TREASURE-FILLED ROOM,IN AN AVIARY
485 DATA IN A LARGE GALLERY,IN A MECHANICAL ROOM,IN A HUGE GATE ROOM
486 DATA IN THE ENTRANCE OF BLIZZARIA,IN THE GATEWAY OF AQUATORIA
487 DATA IN THE ENTRANCE OF MAGNAMARIA,IN THE PASSAGE TO ALABASTRIA
488 DATA ENTERING THE ARID DESERT,ON A MOUNTAIN LEDGE,IN DEEP SNOW
489 DATA FURTHER INTO BLIZZARIA,UNDERWATER,IN THE MIDST OF AQUATORIA
490 DATA IN MAGNAMARIA,COMPLETELY SURROUNDED BY SAND
491 DATA WITHIN THE DEPTHS OF BLIZZARIA,DEEP INTO THE SNOW-FILLED LAND
492 DATA IN DEEPER WATER,STILL WITHIN AQUATORIA,IN THE DEPTHS OF MAGNAMARIA
493 DATA IN A STEAM FILLED DOMAIN,IN THE DESERT,NEAR THE END OF SNOW,NEAR A CAVE
494 DATA NEAR A VOLCANO
495 DATA THE NORTHSTAR CASTLE,*,1,ALLIGATORS COMING TOWARDS YOU,*,2
496 DATA GUARDS BLOCKING ALL EXITS,*,3,A TORCH,TORCH,4,A SHINING RUBY,RUBY,5

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497 DATA AN OLD BOOK,BOOK,6,A DRAWBRIDGE,\*,7,TWO WOODEN LEVERS,\*,7  
 498 DATA THE COURTYARD IN THE DISTANCE,\*,8,GUARDS BY THE ENTRANCE,\*,9  
 499 DATA ROOMS SPEEDING PAST YOU!,\*,12,ALLIGATORS COMING TOWARDS YOU,\*,13  
 500 DATA GUARDS BLOCKING ALL EXITS,\*,14,A FORTUNE IN GOLD!,GOLD,15  
 501 DATA MANY BIRDS,\*,16,SIX PIECES OF ARTWORK,\*,17,MANY KNOBS AND LEVERS,\*,18  
 502 DATA SIX DOORWAYS,\*,19,A SNOW COVERED LAND,\*,20,WATER SURROUNDING YOU,\*,21  
 503 DATA LAVA FLOWING AROUND YOU,\*,22,TOTAL DARKNESS!,\*,23,SAND EVERYWHERE,\*,24  
 504 DATA A MOUNTAIN LEDGE,\*,25,DRIFTS OF SNOW,\*,26,SNOW AND ICE EVERYWHERE,\*,27  
 505 DATA A CAVE,\*,29,RED FLAMES,\*,30,THE SCORCHING SUN,\*,31  
 506 DATA MORE SNOW,\*,32,SNOW-DRIFTS,\*,33,MORE WATER,\*,34,2 PATHS TO FOLLOW,\*,35  
 507 DATA STEAM RISING FROM THE FLOOR,\*,36,A LAVA PIT,\*,37,MORE DESERT,\*,38  
 508 DATA A BIT OF GRASS,\*,39,A NEAR-BY VOLCANO,\*,40,A DARK LAVA TUBE,\*,41  
 509 DATA AN OLD CANTEEN,CANTEEN,25  
 510 IFBN=35THEN BK\$="TWO OLD BOOKS"  
 511 IFBN=33THEN BK\$="TWO OLD BOOKS"  
 512 IFBN=37THEN BK\$="TWO OLD BOOKS"  
 513 DATA 0,7,0,0:DATA 0,8,0,0:DATA0,9,0,0:DATA 0,0,5,0:DATA0,0,6,0  
 514 DATA 0,0,0,0  
 515 DATA 1,0,8,0  
 516 DATA 2,13,9,7  
 517 DATA 3,14,10,8  
 518 DATA 4,15,11,9  
 519 DATA 0,16,12,10  
 520 DATA 0,0,0,0  
 521 DATA 8,0,0,0  
 522 DATA 9,0,0,0  
 523 DATA 0,0,0,0  
 524 DATA 11,17,0,0  
 525 DATA 16,18,0,0  
 526 DATA 17,19,0,0  
 527 DATA 18,0,0,0  
 528 DATA 0,26,0,0

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529 DATA 0,28,0,0
530 DATA 0,30,0,0
531 DATA 0,42,0,0
532 DATA 0,31,0,0
533 DATA 0,1,0,0
534 DATA 20,32,27,0
535 DATA 0,33,0,26
536 DATA 21,34,29,0
537 DATA 21,35,19,28
538 DATA 22,36,0,0
539 DATA 24,38,0,0
540 DATA 26,39,33,0
541 DATA 27,0,0,32
542 DATA 28,0,35,0
543 DATA 29,0,0,34
544 DATA 30,40,37,0
545 DATA 0,41,0,36
546 DATA 31,0,0,0
547 DATA 32,0,19,0
548 DATA 36,0,0,0
549 DATA 37,0,19,0
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,READ,7,FILL,8,OPEN,9,DRINK,10,PULL,11,PUSH,11,Q,12,QUIT,12
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
701 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=20
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=1
735 PRINTCHR$(147)

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850 FORT=1TO2000:NEXT:PRINTCHR$(147):PRINT:B$="":A$="":DR=0
851 IFL=20THENPOKE53280,6:POKE53281,1:PRINT"(BK)"
852 IFL=21THENPOKE53280,5:POKE53281,6:PRINT"(WH)"
853 IFL=22THENPOKE53280,0:POKE53281,2:PRINT"(BK)"
854 IFL=23THENPOKE53280,0:POKE53281,0:PRINT"(CY)"
855 IFL=24THENPOKE53280,7:POKE53281,8:PRINT"(WH)"
856 IFL=25THENPOKE53280,14:POKE53281,6:PRINT"(WH)"
857 IFL=19THENPOKE53280,14:POKE53281,6:PRINT"(WH)"
858 IFRB=1ANDL=1THENPRINT"YOU HAVE GAINED THE GRAYLOCK KNOWLEDGE":GOTO5000
859 IFL=22AND(40)=1000ANDFC=1THENGM=1
878 PRINT"YOU ARE ";L$(L)
879 PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IF0(C)=L THENN$=LO$(C):PRINTN$;",";
900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
903 IFL=BN THENPRINTBK$;",";
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
967 IFL=12THEN FORT=1TO2000:NEXT:GOTO 9000
970 IFGM=1ANDL=22THENPRINT"THE SNOW IN YOUR CANTEEN MELTED"
1000 PRINT"PROCEED HOW?-->":INPUTA$:REM REMEMBER BLUE LINE
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON

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1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,4000
1080 FORC=1TOY
1090 IFB$="BOOKS"ANDL=BNTHENGOTO4000
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1170 FORC=1TOY
1190 REM DROP COMMAND
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU DO NOT HAVE "B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFL=2ANDT(DR,L)=8THENPRINT"THE ALLIGATORS EAT YOU!!!!":GOTO4000
1242 IFL=3ANDT(DR,L)=9THENPRINT"THE GUARDS WILL NOT ALLOW YOU!":L=3:GOTO850
1243 IFL=7ANDT(DR,L)=8AND DC=0THENPRINT"THE DRAWBRIDGE IS CLOSED!":L=7:GOTO850
1244 IFL=13ANDT(DR,L)=8THENPRINT"THE ALLIGATORS DEVOUR YOU!!!!":GOTO4000
1245 IFL=14ANDT(DR,L)=9THENPRINT"THE GUARDS WILL NOT ALLOW THIS!":L=14:GOTO850
1246 IFB$="DOOR"ANDL=19THENPRINT"WHICH ONE OF THE SIX?":GOTO850
1247 IFB$="DOOR 1"ANDL=19THENL=20:PRINT"YOU SPIN AROUND AND SUDDENLY...":GOTO850
1248 IFB$="DOOR 2"ANDL=19THENL=21:PRINT"YOU ENTER A NEW DOMAIN":GOTO850
1249 IFB$="DOOR 3"ANDL=19THENL=22:PRINT"NOW ENTERING THE LAND OF FIRE!":GOTO850
1250 IFB$="DOOR 4"ANDL=19THENL=23:PRINT"YOU ENTER THE REALM OF THE DEAD!":GOTO850
1251 IFB$="DOOR 5"ANDL=19THENL=24:PRINT"SAND BLOWS INTO YOUR FACE.":GOTO850
1252 IFB$="DOOR 6"ANDL=19THENL=25:PRINT"YOU BEGIN TO SEE MOUNTAINS.":GOTO850
1253 IFL=23ANDT(DR,L)=42THENPRINT"THE EVIL STENCH DESTROYS YOU!!!!":GOTO4000
1254 IFL=31ANDT(DR,L)=38ANDDW=0THENPRINT"YOU DIE OF THIRST!":GOTO4000
1255 IFL=31ANDT(DR,L)=38ANDDW=1ANDRB=1THENPRINT"YOU HAVE FINISHED!":GOTO5000
1256 IFL=8ANDT(DR,L)=9ANDPR=1THENPRINT"SAVAGE WILD DOGS ARE RELEASED!":GOTO4000

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1257 IFL=12THENGOTO1010
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="NORTHSTAR"THENPRINT"A MAGNIFICENT STRUCTURAL ACHIEVEMENT!"
1342 IFB$="ALLIGATOR"ANDL=2ORB$="ALLIGATOR"ANDL=13THENPRINT"THEY HAVEN'T BEEN FED!"
1343 IFB$="GUARDS"ANDL=3ORB$="GUARDS"ANDL=14THENPRINT"THEY WILL NOT LET YOU FREE!"
1344 IFB$="ROPE"ANDL=4THENPRINT"IT IS VERY STURDY"
1345 IFB$="RUBY"ANDL=5THENPRINT"IT EMITS A VALUABLE GLOW!"
1346 IFB$="BOOK"ANDL=6THENPRINT"IT IS COVERED WITH DUST"
1347 IFB$="DRAWBRIDGE"ANDL=7ANDDC=0THENPRINT"IT IS CLOSED"
1348 IFB$="DRAWBRIDGE"ANDL=7ANDDC=1THENPRINT"IT LEADS INTO THE CASTLE"
1349 IFB$="COURTYARD"ANDL=9ORB$="COURTYARD"ANDL=8THENPRINT"IT IS VERY SPACIOUS"
1350 IFB$="CORRIDOR"ANDL=10ORB$="CORRIDOR"ANDL=11THENPRINT"SEEMS TO BE ENDLESS"
1351 IFB$="GOLD"ANDL=15THENPRINT"YOU ARE RICH BEYOND YOUR WILDEST DREAMS!!!!!!!!!"
1352 IFB$="AVIARY"ANDL=16THENPRINT"IT IS FOR THE BIRDS"
1353 IFB$="GALLERY"ANDL=17THENPRINT"YOU SEE SIX PAINTINGS"
1354 IFB$="PAINTINGS"ANDL=17THENPRINT"ONE IS OF SNOW,ANOTHER OF WATER.NEXT IS"
1355 IFB$="PAINTINGS"ANDL=17THENPRINT"OF DESERT AND AFTER IS HOTTER. TWO ARE LEFT,"
1356 IFB$="PAINTINGS"ANDL=17THENPRINT"ONE WHICH IS ROCK, THE OTHER ONE HAS"
1357 IFB$="PAINTINGS"ANDL=17THENPRINT"NOTHING BUT NOT.":GOTO1000
1358 IFB$="DOORWAYS"ANDL=19THENPRINT"THERE ARE SIX DIFFERENT DOORS TO ENTER"
1359 IFB$="BOOKS"ANDL=33ANDBN=33THENPRINT"ONE IS OPEN AND ONE IS CLOSED"
1360 IFB$="BOOKS"ANDL=35ANDBN=35THENPRINT"ONE IS OPEN AND ONE IS CLOSED"
1361 IFB$="BOOKS"ANDL=37ANDBN=37THENPRINT"ONE IS OPEN AND ONE IS CLOSED"
1362 IFB$="GRASS"ANDL=39THENPRINT"IT IS THE ONLY WARM SPOT HERE"
1363 IFB$="SAND"ANDL=24ORB$="SAND"ANDL=31ORB$="SAND"ANDL=38THENPRINT"IT IS VERY HOT"
1364 IFB$="CANTEEN"AND(40)=LORB$="CANTEEN"AND(40)=1000THENPRINT"IT IS METAL"
1365 IFB$="LEVERS"ANDL=7THENPRINT"THEY SEEM TO CONTROL SOMETHING"

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1366 IFB$="SNOW"THENPRINT"IT IS EXTREMELY COLD"
1367 IFB$="DRIFTS"THENPRINT"THEY ARE VERY HIGH"
1368 IFB$="LAVA"THENPRINT"IT IS EXTREMELY TEPID"
1369 IFB$="VOLCANO"THENPRINT"LAVA SEEPS FROM THE TOP"
1370 IFB$="PIT"THENPRINT"IT IS FULL OF LAVA"
1371 IFB$="BIRDS"ANDL=16THENPRINT"THEY ARE RESTLESS CREATURES"
1372 IFB$="KNOBS"ANDL=18ORB$="LEVERS"ANDL=18THENPRINT"THEY ARE MADE OF WOOD"
1373 IFB$="GUARDS"ANDL=9THENPRINT"THEY GUARD THE CASTLE"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:GOTO850
1500 IFB$="BOOK"ANDL=33ANDBN=33THENPRINT"THE OPEN ONE READS: HISTORY OF GRAYLOCKLAND
1510 IFB$="BOOK"ANDL=35ANDBN=35THENPRINT"THE OPEN ONE READS: HISTORY OF GRAYLOCKLAND
1520 IFB$="BOOK"ANDL=37ANDBN=37THENPRINT"THE OPEN ONE READS: HISTORY OF GRAYLOCKLAND
1530 IFB$="HISTORY"ANDL=BNTHENPRINT"YOU HAVE ABSORBED THE GRAYLOCK KNOWLEDGE":RB=1
1540 IFB$="BOOK"ANDL=BNTHENPRINT"THE OTHER ONE IS TITLED: BOOK OF TIME TO COME"
1550 IFB$="FUTURE"ANDL=BNTHENPRINT"YOU ARE FORBIDDEN TO READ THAT!":GOTO4000
1560 IFB$="BOOK"ANDO(6)=LORB$="BOOK"ANDO(6)=1000THENPRINT"IT READS: THE INFINITE"
1570 IFB$="BOOK"ANDO(6)=LORB$="BOOK"ANDO(6)=1000THENPRINT"CORRIDOR"
1580 GOTO850
1600 IFB$="CANTEEN"ANDO(40)=1000ANDL=20THENPRINT"IT IS NOW FULL OF SNOW":FC=1
1610 IFB$="CANTEEN"ANDO(40)=1000ANDL=26THENPRINT"IT IS NOW FULL OF SNOW":FC=1
1611 IFB$="CANTEEN"ANDO(40)=1000ANDL=27THENPRINT"IT IS NOW FULL OF SNOW":FC=1
1612 IFB$="CANTEEN"ANDO(40)=1000ANDL=32THENPRINT"IT IS NOW FULL OF SNOW":FC=1
1613 IFB$="CANTEEN"ANDO(40)=1000ANDL=33THENPRINT"IT IS NOW FULL OF SNOW":FC=1
1614 IFB$="CANTEEN"ANDO(40)=1000ANDL=39THENPRINT"IT IS NOW FULL OF SNOW":FC=1
1615 IFB$="CANTEEN"ANDO(40)=1000ANDL=28THENPRINT"IT IS NOW FULL OF WATER":FW=1
1616 IFB$="CANTEEN"ANDO(40)=1000ANDL=29THENPRINT"IT IS NOW FULL OF WATER":FW=1
1617 IFB$="CANTEEN"ANDO(40)=1000ANDL=34THENPRINT"IT IS NOW FULL OF WATER":FW=1
1618 IFB$="CANTEEN"ANDO(40)=1000ANDL=35THENPRINT"IT IS NOW FULL OF WATER":FW=1

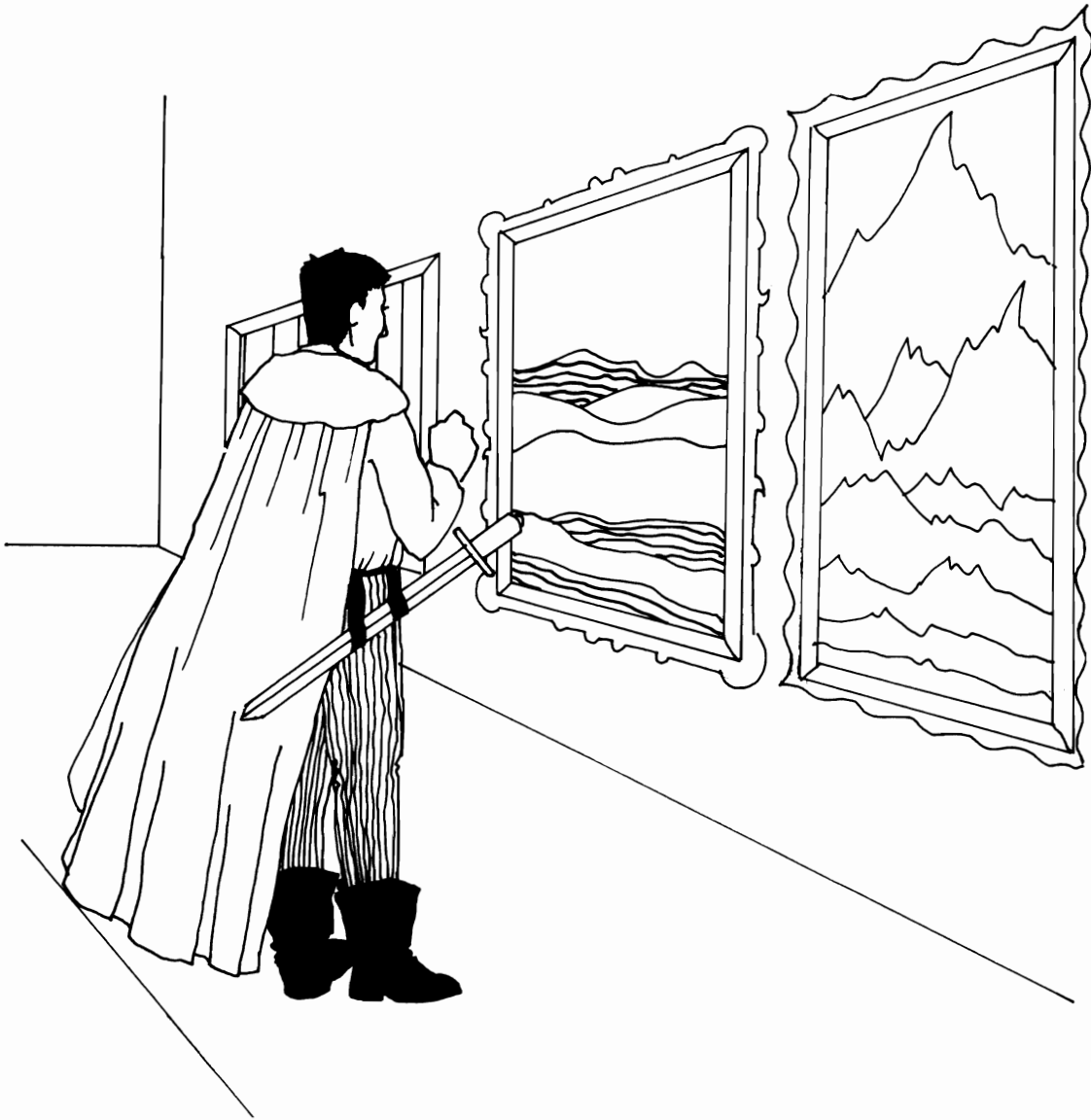
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1619 IFB$="CANTEEN"AND(40)=1000ANDL=21THENPRINT"IT IS NOW FULL OF WATER":FW=1
1620 GOTO850
1700 IFB$="BOOK"ANDL=BNTHENPRINT"YOU ARE FORBIDDEN TO OPEN BOOK OF TIME TO COME
1702 IFB$="BOOK"ANDL=BNTHENPRINT"YOU WILL BE PUNISHED! YOU WILL DIE!":GOTO4000
1704 IFB$="DRAWBRIDGE"ANDL=7THENPRINT"YOU CANNOT WITH YOUR BARE HANDS!"
1706 GOTO850
1800 IFB$="WATER"AND(40)=1000ANDFC=1ANDGM=1THENPRINT"AHH! THAT'S GOOD!":DW=1
1805 IFB$="WATER"AND(40)=1000ANDFW=1THENPRINT"AQUATORIA'S WATER IS UNDRINKABLE!"
1810 GOTO850
1900 IFB$="LEVER"ANDL=18THENPRINT"OK"
1910 IFB$="KNOB"ANDL=18THENPRINT"OK"
1920 IFB$="RIGHT LEVER"ANDL=7THENPRINT"THE DRAWBRIDGE OPENS":DC=1:PR=1
1930 IFB$="LEFT LEVER"ANDL=7THENPRINT"THE DRAWBRIDGE OPENS":DC=1:PL=1
1935 IFB$="LEVER"ANDL=7THENPRINT"WHICH ONE OF THE TWO?"
1940 GOTO850
4000 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICKLY AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5002 PRINT:PRINT"          YOU HAVE COMPLETED YOUR QUEST"
5004 GOTO4004
9000 PRINTCHR$(147)
9002 PRINT"I'M SLIDING!"
9004 PRINT:PRINT"          I'M SLIDING!"
9005 PRINT:PRINT"          I'M SLIDING!"
9006 PRINT:PRINT"          I'M SLIDING!"

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9007 PRINT:PRINT"           I'M SLIDING!"
9008 PRINT:PRINT"           I'M SLIDING!"
9009 PRINT:PRINT"           I'M SLIDING!"
9010 PRINT:PRINT"           I'M SLIDING!"
9020 PRINT:PRINT"           I'M SLIDING!"
9030 IF INT(RND(0)*6)=3THENPRINT"YOU RUN THROUGH A SPIDER WEB!":FORT=1TO999:NEXT
9040 IF INT(RND(0)*6)=2THENPRINT" YOU TOPPLE OVER A RAT!":FORT=1TO1000:NEXT
9050 IF INT(RND(0)*25)=15THENPRINT" YOU FALL ONTO KNIVES AT END OF SLIDE!":GOTO4000
10000 GOTO9002
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# CASTLE NORTHSTAR

The sword Deathtouch was alive. It sensed the darkness and the coolness of the stone. It was self-aware and in that awareness lay a sense of duty. The sword Deathtouch was Chaos incarnate. True to its name, no living creature could survive after being dealt a wound from its edge or point.

The sword Deathtouch was a prisoner in the Realm of the Dead, a fitting place for it. For what death could it deal to those beyond life? What torture could it inflict on those tortured beyond the grave? The sword Deathtouch had not tasted warm blood for a long time. But warm bloods were crossing the river. Soon the blade of Chaos would be among the living, and many would die.

The Priests of the Snake were nervous, as they had cause to be in this creepy sub-dungeon of Castle Northstar. And the High Priest, though outwardly confident, quivered in his robes at the misty waters of the river Styx. This was a spellbound place, the only place in the kingdom where the living joined the dead. The ferryman was Death's minion; and the Ruler of the Dead was a shade of evil—a shadow of Alabastria, the Black Kingdom beyond the doors of Stargate. He held the keys to unlocking the Demons of Chaos and, by the tongue of the Snake, those keys would ride the ferry in the pocket of a red cloak.

The girl was Human. She was too young to have reason for fright. The tall Priest spoke kindly to her and allowed no one near her but the two young guards. They never spoke at all. The Priest had given her a bracelet and promised her another if she was good. She missed her father but she did not cry. She'd seen many wonders on her journey and had not had time to think of her family.

She couldn't see much here because of the fog. She could hear strange sounds though, moaning in pain, softly whispering in agony through the mist. She was now a little frightened and moved closer to the High Priest, her protector. She wanted to cry but she could not. She could feel the tears within her but she could not cry. So the mist and the unseen voices cried for her, as though they knew her fate.

The ferry cut through the dark water and through the hovering mist, bumped into the shore and grounded. The Priests and the girl disembarked and moved away from the shore. The ferry backed away and turned into the mists, the single oar of the ferryman rippling the water very slightly. The ferry moved across the river as if its pilot could see through the mists. Maybe he could. It stopped on the opposite shore and awaited its next passenger.

The sword Deathtouch could sense the approaching Priests, warm bloods all. A deal had been struck that would return it to the upper world. Soon it would drink deep draughts and Law would be no more.

The Master of the Dead would have the girl. She would serve him and remind him of beauty in a realm of zombies and shades. Beauty was his weakness, his perversion. It had cost him his Alabastrian citizenship. He'd been expelled for being less than perfectly evil. But he'd have the girl. She would comfort him with her presence, yet torture him at the same time. For he could not touch her and she could not lay eyes on him. Even in the Land of the Dead, Law protects innocence. He did not wish a confrontation with the Law. In such a case even Deathtouch would not protect him. Besides, that sword was going into sunlight. A fine trade, was it not?

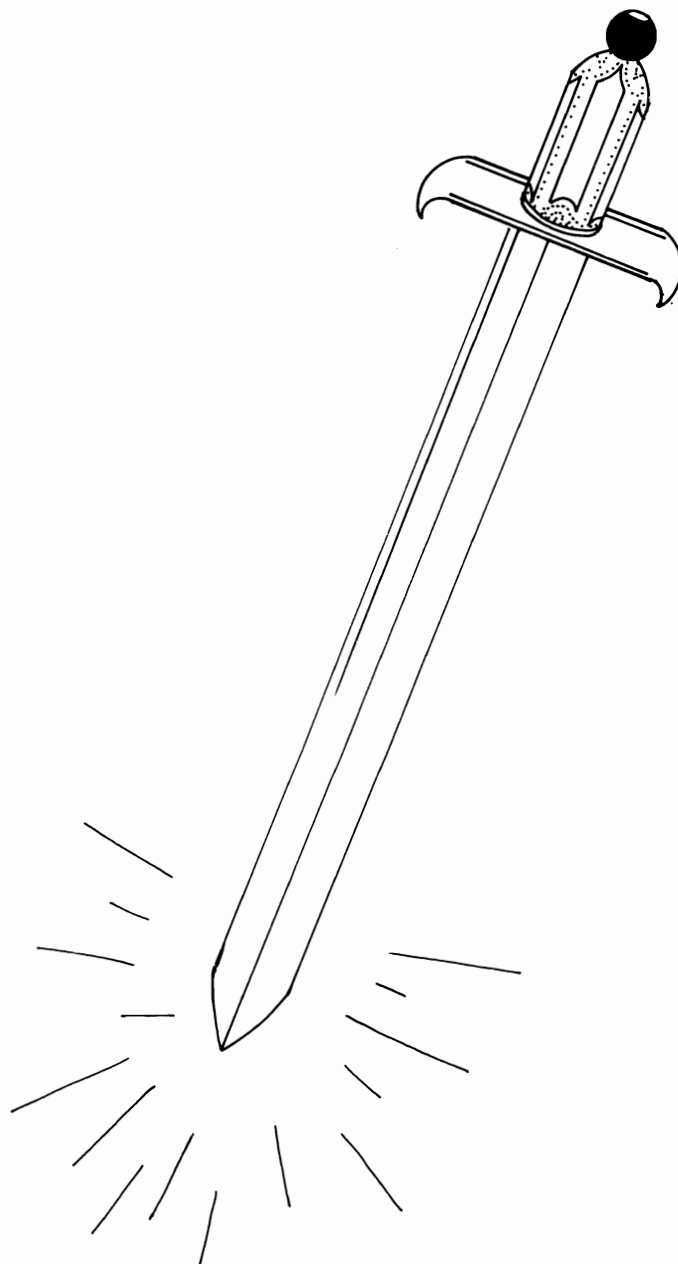
In the upper reaches of Northstar, a hero began his descent. He was canny and bold. But Northstar was a harsh obstacle, its traps cruel and deadly. The vermin of the upper levels hungered for the remains of the would-be heroes.

Above Northstar, the sky was as blue as ever, shading the valley lake and contrasting the greens, greys and snowcap whites of the surrounding countryside. A hawk soared, a drama played, a hero strove, a menace rose and in the end five Priests were slain and Deathtouch drank hero's blood. The Master of the Dead was safe, the sword was lost in the life-side of the dungeon and the world was no different for life, death or trying.

The girl is there still: never ageing, never crying, never knowing sky or flower. She awaits her rescuer and the sword Deathtouch awaits him also.

10 REM CASTLE NORTHSTAR  
 20 REM BY DAN AND ED CAGGIANI  
 30 REM COPYRIGHT (C) 1984  
 40 POKE53280,11:POKE53281,12:PRINT"{BL}"  
 90 X=39:Y=45  
 100 DIM L\$(X+100)  
 110 DIM LO\$(Y+100)  
 120 DIM O\$(Y+100)  
 130 DIM C\$(30)  
 140 DIM T(4,X+100)  
 150 DIM C(30)  
 160 DIM O(Y+100)  
 480 DATA IN A RECEPTION ROOM,IN AN ARMORY,IN THE MUSICIAN'S GALLERY  
 481 DATA IN THE RAMPARTS,IN A WITHDRAWING ROOM,IN THE WESTERN MAIN HALL  
 482 DATA IN THE EASTERN MAIN HALL,IN THE KITCHEN,IN THE OFFICES,IN A BEDROOM  
 483 DATA IN A LARGE BEDROOM,IN A HUGE RECEPTION ROOM,IN THE TORTURE CHAMBER  
 484 DATA IN THE DUNGEON CELL,IN THE DUNGEON CELL,IN THE GAOLER'S QUARTERS  
 485 DATA ON THE NORTHERN BANKS OF THE RIVER STYX,IN THE TUNNEL OF DARKNESS  
 486 DATA STILL IN THE TUNNEL OF DARKNESS,IN THE TUNNEL OF DARKNESS  
 487 DATA ON THE STYX RIVER,ON THE STYX RIVER,STILL ON THE RIVER,ON THE RIVER  
 488 DATA WITHIN THE RIVER,STILL ON THE RIVER STYX,ON THE STYX RIVER  
 489 DATA FLOATING ON THE STYX,STILL ON THE STYX,ON THE STYX RIVER  
 490 DATA STILL ON THE RIVER,ON THE SOUTHERN BANKS OF THE STYX  
 491 DATA IN THE MOUNTAINS OF LIMBO,IN THE LIMBO MOUNTAINS,ON LIMBO MOUNTAIN  
 492 DATA ON THE PLAINS OF LIMBO,ON THE LIMBO PLAINS,ON THE PLAINS AGAIN  
 493 DATA AT THE GATES OF HADES  
 494 DATA EIGHT SILVER PIECES,SILVER,1,LOTS OF ARMOR,\*,2,MANY INSTRUMENTS,\*,3  
 495 DATA THE MASONRY,\*,4,A DESK,\*,5,A GUARD,\*,7,FOOD ON THE TABLE,FOOD,8  
 496 DATA AN UGLY GUARD,\*,10,A BED,\*,10,A LARGE COLONIAL STYLE BED,\*,11  
 497 DATA AN IRON MAIDEN,\*,13,THE GAOLER,\*,16,A SILVER HARPIE,\*,17,OARS,OARS,17  
 498 DATA AN IRON HARPIE,\*,18,A GOLD HARPIE,\*,19,A PLATINUM HARPIE,\*,20  
 499 DATA A SMALL BOAT,\*,21,WATER,\*,22,WATER,\*,23,WATER,\*,24,WATER,\*,25

500 DATA WATER,\*,26,WATER,\*,27,WATER,\*,28,WATER,\*,29,WATER,\*,30,WATER,\*,31  
 501 DATA THE STYX RIVER,\*,32,MOUNTAINS,\*,33,MOUNTAINS,\*,34,A DARK CAVE,\*,35  
 502 DATA PLAINS,\*,36,GRASS,\*,37,MOUNTAINS IN THE DISTANCE,\*,38,CERBERUS,\*,39  
 503 DATA A VERY BEAUTIFUL MAIDEN,\*,39,THE LARGE HALL CONTINUING EAST,\*,6  
 504 DATA A LARGE MIRROR,\*,9,A BEDROOM TO THE WEST,\*,12,AN OLD SKELETON,\*,14  
 505 DATA COBWEBS ALL AROUND,\*,15,THE DUNGEON CELLS TO THE WEST,\*,16  
 506 DATA A PLATE OF FOOD,\*,7,A GLASS OF WINE,\*,7  
 511 DATA 0,5,2,0  
 512 DATA 0,0,3,1  
 513 DATA 0,7,4,2  
 514 DATA 4,4,4,3  
 515 DATA 1,9,6,0  
 516 DATA 0,10,7,5  
 517 DATA 3,0,8,6  
 518 DATA 0,12,0,7  
 520 DATA 5,0,10,0  
 522 DATA 6,10,11,9  
 524 DATA 0,11,12,10  
 526 DATA 0,16,0,11  
 527 DATA 13,13,14,13  
 529 DATA 14,14,15,13  
 530 DATA 15,15,16,14  
 532 DATA 12,16,16,15  
 534 DATA 0,21,18,0  
 536 DATA 0,0,19,17  
 538 DATA 0,0,20,18  
 540 DATA 13,0,0,19  
 542 DATA 17,28,28,28  
 543 DATA 99,29,26,99  
 544 DATA 0,26,30,22  
 545 DATA 0,31,0,27  
 546 DATA 99,29,99,28



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547 DATA 22,99,23,99
548 DATA 24,30,0,0
549 DATA 25,32,99,99
550 DATA 22,99,99,25
551 DATA 23,0,27,0
552 DATA 0,0,0,21
553 DATA 28,36,0,0
554 DATA 37,0,0,36
555 DATA 37,38,37,37
556 DATA 0,0,0,38
557 DATA 32,0,33,0
558 DATA 34,0,0,33
559 DATA 34,0,35,37
560 DATA 36,99,99,99
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,READ,7,WEAR,8,USE,9,OPEN,10,EAT,11,DRINK,12,RESCUE,13
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FORC=1TOX:READT(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=19
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=1
735 PRINTCHR$(147)
850 FORT=1TO2700:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IF O(C)=L THENN$=LO$(C):PRINTN$;" ";
900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"

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905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IF T(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IF C$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000,3000
1080 FORC=1TOY
1082 IF B$="SWORD"AND F5=1AND L=2AND G5=0THEN G5=1:GOTO1161
1083 IF B$="SAXOPHONE"AND F1=1AND L=3AND GX=0THEN GX=1:GOTO1161
1084 IF B$="FLUTE"AND F1=1AND L=3AND GF=0THEN GF=1:GOTO1161
1085 IF B$="CLARINET"AND F1=1AND L=3AND GC=0THEN GC=1:GOTO1161
1086 IF B$="TROMBONE"AND F1=1AND L=3AND GT=0THEN GT=1:GOTO1161
1087 IF B$="OBOE"AND F1=1AND L=3AND GB=0THEN GB=1:GOTO1161
1088 IF B$="TRUMPET"AND F1=1AND L=3AND GR=0THEN GR=1:GOTO1161
1089 IF B$="AMULET"AND F A=1AND L=4AND GA=0THEN GA=1:GOTO1161
1090 IF B$="GOLD"AND F G=1AND L=11AND GG=0THEN GG=1:GOTO1161
1091 IF B$="KEY"AND GG=2AND L=16OR B$="KEYS"AND GG=2AND L=16THEN GOTO1163
1130 IF B$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1161 PRINT"IT IS TAKEN":GOTO850
1162 PRINT"THE GAOLER TAKES THE GOLD AND HANDS YOU THE CELL KEYS!":GK=1:GOTO850

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1163 PRINT"YOU ALREADY HAVE THE KEYS!":GOTO850
1164 PRINT"THE SILVER HARPIE GRABS THE SILVER      PIECES!":GOTO850
1165 PRINT"THE IRON HARPIE IS NOW OCCUPIED BY      EATING!":GOTO850
1170 FORC=1TOY
1172 IFB$="GOLD"ANDGG=1ANDL=16THENGG=2:GOTO1162
1173 IFB$="SILVER"ANDO(1)=1000THENO(1)=1001:SS=1:GOTO1164
1174 IFB$="FOOD"ANDO(7)=1000THENO(7)=1001:II=1:GOTO1165
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP "B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFL=7ANDT(DR,L)=3ANDKG=0THENPRINT"THE GUARD ATTACKS AND KILLS YOU!!!":GOTO4000
1242 IFL=7ANDT(DR,L)=8ANDKG=0THENPRINT"THE GUARD ATTACKS AND KILLS YOU!!!":GOTO4000
1243 IFL=7ANDT(DR,L)=6ANDKG=0THENPRINT"THE GUARD ATTACKS AND KILLS YOU!!!":GOTO4000
1244 IFL=10ANDT(DR,L)=9ANDKV=0THENPRINT"YOU FEEL THE PAIN AS HIS SWORD CUTS YOUR ";
1245 IFL=10ANDT(DR,L)=9ANDKV=0THENPRINT"HEART IN TWO!":GOTO4000
1246 IFL=10ANDT(DR,L)=6ANDKV=0THENPRINT"THE GUARD SWINGS HIS AXE AT YOU!!!":GOTO4000
1247 IFL=10ANDT(DR,L)=11ANDKV=0THENPRINT"THE GUARD CHOPS YOUR HEAD OFF!!!":GOTO4000
1248 IFL=16ANDT(DR,L)=15ANDGK=0ANDOI=0THENPRINT"THE CELL DOOR IS LOCKED":GOTO850
1249 IFB$="MAIDEN"ANDL=13ANDOL=1THENPRINT"YOU ENTER THE MAIDEN!":L=20:GOTO850
1250 IFL=20ANDT(DR,L)=19ANDPP=0THENPRINT"THE PLATINUM HARPIE ATTACKS!":GOTO4000
1251 IFL=19ANDT(DR,L)=20ANDGH=0ORL=19ANDT(DR,L)=18ANDGH=0THENPRINT"AAAAH!":GOTO4000
1252 IFL=18ANDT(DR,L)=19ANDII=0THENPRINT"THE IRON HARPIE FEEDS ON YOU!!!":GOTO4000
1253 IFL=18ANDT(DR,L)=17ANDII=0THENPRINT"THE IRON HARPIE FEEDS ON YOU!!!":GOTO4000
1254 IFL=17ANDT(DR,L)=21ANDSS=0THENPRINT"HE MASHES YOUR HEAD TO THE FLOOR!":GOTO4000
1255 IFL=17ANDT(DR,L)=18ANDSS=0THENPRINT"HE MASHES YOU TO DEATH!!!":GOTO4000
1256 IFB$="BOAT"ANDL=21ANDIB=0THENPRINT"YOU ENTER THE BOAT":IB=1:GOTO850
1258 IFL=21ANDT(DR,L)=28ANDIB=0THENPRINT"YOU DROWN IN THE RIVER!":GOTO4000
1259 IFL=21ANDT(DR,L)=28ANDIB=1ANDO(14)<>1000THENPRINT"YOU NEED OARS!":L=21:GOTO850
1260 IFB$="CAVE"ANDL=35THENL=39:PRINT"YOU ENTER THE CAVE!":GOTO850
1261 IFL=39ANDT(DR,L)=99THENPRINT"YOU ENTER THE DEPTHS OF HADES!!!":GOTO4000

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1262 IF T(DR,L)=99 THEN PRINT "THE BOAT IS DESTROYED IN THE RAPIDS!!":GOTO4000
1263 IF L=16 AND T(DR,L)=15 AND GK=1 AND OI=0 THEN PRINT "THE CELL DOOR IS LOCKED!":GOTO850
1320 IF T(DR,L)>0 THEN L=T(DR,L):GOTO1330
1325 IF T(DR,L)<=0 THEN PRINT "YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT "TRY A DIRECTION.":GOTO850
1340 IF A$=A1$ THEN 850
1341 IF B$="SILVER" AND O(1)=1000 OR B$="SILVER" AND O(1)=L THEN PRINT "THEY ARE VERY OLD"
1342 IF B$="ARMOR" AND L=2 AND GS=0 THEN PRINT "YOU SEE A SWORD AMONG IT":FS=1:GOTO1000
1343 IF B$="SWORD" AND FS=1 AND L=2 OR B$="SWORD" AND GS=1 THEN PRINT "IT IS VERY HEAVY"
1344 IF B$="ARMORY" AND L=2 THEN PRINT "IT IS FULL OF ARMOR"
1345 IF B$="GALLERY" AND L=3 THEN PRINT "IT IS FULL OF MUSICAL INSTRUMENTS"
1346 IF B$="INSTRUMENTS" AND L=3 THEN PRINT "YOU SEE A SAXOPHONE,FLUTE,CLARINET, ";
1347 IF B$="INSTRUMENTS" AND L=3 THEN PRINT "TROMBONE,OBOE,AND TRUMPET":FI=1:GOTO1000
1348 IF B$="SAXOPHONE" AND FI=1 AND L=3 OR B$="SAXOPHONE" AND GX=1 THEN PRINT "IT LOOKS NEW"
1349 IF B$="FLUTE" AND FI=1 AND L=3 OR B$="FLUTE" AND GF=1 THEN PRINT "IT IS MADE OF SMOOTH WOOD
1350 IF B$="CLARINET" AND FI=1 AND L=3 OR B$="CLARINET" AND GC=1 THEN PRINT "IT'S MISSING A REED
1351 IF B$="TROMBONE" AND FI=1 AND L=3 OR B$="TROMBONE" AND GT=1 THEN PRINT "IT SLIDES WELL"
1352 IF B$="OBOE" AND FI=1 AND L=3 OR B$="OBOE" AND GB=1 THEN PRINT "THE REED IS BROKEN"
1353 IF B$="TRUMPET" AND FI=1 AND L=3 OR B$="TRUMPET" AND GR=1 THEN PRINT "IT NEEDS TRUMPET OIL"
1354 IF B$="RAMPARTS" AND L=4 AND GA=0 THEN PRINT "YOU SEE SOMETHING IN THE MASONRY"
1355 IF B$="MASONRY" AND L=4 AND GA=0 THEN PRINT "YOU SEE AN AMULET":FA=1:GOTO1000
1356 IF B$="AMULET" AND FA=1 AND L=4 OR B$="AMULET" AND GA=1 THEN PRINT "YOU HEAR A HUM FROM IT"
1357 IF B$="DESK" AND L=5 AND OD=0 THEN PRINT "IT'S CLOSED"
1358 IF B$="NOTE" AND OD=1 AND FM=1 THEN PRINT "WHY DON'T YOU READ IT?"
1359 IF B$="GUARD" AND L=7 AND KG=0 THEN PRINT "HE SLICES YOU IN TWO WITH AN AXE!":GOTO4000
1360 IF B$="GUARD" AND L=7 AND KG=1 THEN PRINT "HE LIES DEAD AT YOUR FEET!"
1361 IF B$="FOOD" AND O(7)=1000 OR B$="FOOD" AND O(7)=L THEN PRINT "IT'S CHICKEN AND CORN!"
1362 IF B$="TABLE" AND L=8 AND O(7)=L THEN PRINT "THERE IS FOOD ON IT!"
1363 IF B$="TABLE" AND L=8 AND O(7)<>L THEN PRINT "THERE IS NOTHING ON IT"
1364 IF B$="GUARD" AND L=10 AND KV=0 THEN PRINT "HE CHOPS YOUR HEAD OFF!!!":GOTO4000

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1365 IFB\$="BED"ANDL=10THENPRINT"IT IS A VERY LARGE BED MADE FOR ROYALTY"  
1366 IFB\$="BED"ANDL=11THENPRINT"YOU SEE A CHEST ON IT!":FC=1:GOTO1000  
1367 IFB\$="CHEST"ANDL=11ANDOC=0THENPRINT"IT'S CLOSED"  
1368 IFB\$="CHEST"ANDL=11ANDOC=1ANDGG=0THENPRINT"YOU SEE GOLD!":FG=1:GOTO1000  
1369 IFB\$="DESK"ANDL=5ANDOD=1THENPRINT"YOU SEE A NOTE IN IT":FM=1:GOTO1000  
1370 IFB\$="GOLD"ANDOC=1ANDFG=1ANDL=11ORB\$="GOLD"ANDGG=1THENPRINT"IT'S PRICELESS!"  
1371 IFB\$="MAIDEN"ANDL=13ANDOL=0THENPRINT"IT IS CLOSED"  
1372 IFB\$="MAIDEN"ANDL=13ANDOL=1THENPRINT"THERE IS A DIM LIGHT COMING FROM INSIDE"  
1373 IFB\$="GAOLER"ANDL=16ANDGK=0THENPRINT"HE HAS THE CELL KEYS!!"  
1374 IFB\$="HARPIE"ANDL=17ANDSS=0THENPRINT"IT LOOKS VERY MEAN!"  
1375 IFB\$="HARPIE"ANDL=17ANDSS=1THENPRINT"IT IGNORES YOU"  
1376 IFB\$="HARPIE"ANDL=18ANDII=0THENPRINT"IT LOOKS VERY HUNGRY!"  
1377 IFB\$="HARPIE"ANDL=18ANDII=1THENPRINT"IT IS CONTENT WITH THE FOOD GIVEN TO IT"  
1378 IFB\$="HARPIE"ANDL=19ANDGH=0THENPRINT"IT IS VERY STRONG!"  
1379 IFB\$="HARPIE"ANDL=19ANDGH=1THENPRINT"IT LIES DEAD AT YOUR FEET"  
1380 IFB\$="HARPIE"ANDL=20ANDPP=0THENPRINT"IT IS READY FOR A GOOD FIGHT!"  
1381 IFB\$="HARPIE"ANDL=20ANDPP=1THENPRINT"IT LIES IN PAIN, ON THE VERGE OF DEATH"  
1382 IFB\$="OARS"ANDO(14)=LORB\$="OARS"ANDO(14)=1000THENPRINT"THEY ARE MADE OF WOOD"  
1383 IFB\$="BOAT"ANDL=21ANDIB=0THENPRINT"IT IS IN GOOD CONDITION"  
1384 IFB\$="BOAT"ANDL=21ANDIB=1THENPRINT"YOU ARE IN IT!"  
1385 IFB\$="WATER"ANDIB=1THENPRINT"IT LOOKS VERY DEEP!"  
1386 IFB\$="RIVER"ANDL=21ORB\$="RIVER"ANDL=32THENPRINT"IT IS RATHER CALM"  
1387 IFB\$="MOUNTAINS"ANDL>32THENPRINT"THEY ARE VERY TALL"  
1388 IFB\$="PLAINS"ANDL>35THENPRINT"THEY ARE VERY FLAT"  
1389 IFB\$="CERBERUS"ANDL=39ANDCD=0THENPRINT"IT IS A THREE-HEADED DOG!!!"  
1390 IFB\$="CERBERUS"ANDL=39ANDCD=1THENPRINT"HE IS CALMED BY THE MUSIC OF THE FLUTE!"  
1391 IFB\$="MAIDEN"ANDL=39THENPRINT"SHE CALLS FOR YOUR HELP!"  
1392 IFB\$="GATES"ANDL=39THENPRINT"IT IS DARK AND GLOOMY HERE!"  
1393 IFB\$="MIRROR"ANDL=9THENPRINT"YOU SEE YOUR REFLECTION"  
1394 IFB\$="REFLECTION"ANDL=9THENPRINT"WHY, IT LOOKS JUST LIKE YOU!"  
1395 IFB\$="SKELETON"ANDL=14THENPRINT"IT LOOKS TO HAVE BEEN HERE FOR AGES!"  
1396 IFB\$="COBWEB"ANDL=15ORB\$="COBWEBS"ANDL=15THENPRINT"THEY'RE JUST REGULAR COBWEBS"

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1397 IFB$="CAVE"ANDL=35THENPRINT"YOU HEAR SOMETHING FROM INSIDE"
1398 IFB$="GRASS"ANDL=37THENPRINT"IT COVERS ALL OF THE PLAINS"
1399 IFB$="FOOD"ANDL=7THENPRINT"IT LOOKS AND SMELLS GREAT!!!"
1400 IFB$="WINE"ANDL=7THENPRINT"IT IS A VERY HIGH QUALITY RED WINE!"
1401 IFB$="GUARD"ANDL=10ANDKV=1THENPRINT"HE IS DEAD!"
1402 IFB$="GAOLER"ANDL=16ANDGK=1ANDGG=2THENPRINT"HE HAS LOTS OF GOLD!"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1451 IFGS=1THENPRINT"SWORD"
1452 IFGX=1THENPRINT"SAXOPHONE"
1453 IFGF=1THENPRINT"FLUTE"
1454 IFGC=1THENPRINT"CLARINET"
1455 IFGT=1THENPRINT"TROMBONE"
1456 IFGB=1THENPRINT"OBOE"
1457 IFGR=1THENPRINT"TRUMPET"
1458 IFGA=1THENPRINT"AMULET"
1459 IFGG=1THENPRINT"GOLD"
1460 IFGK=1THENPRINT"CELL KEYS"
1469 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFB$="NOTE"ANDFM=1THENPRINT"IT READS:WEARING AN AMULET WILL HELP YOU":GOTO850
1510 IFB$=<>"NOTE"THENPRINT"YOU CANNOT READ "B$:GOTO850
1520 GOTO850
1600 IFB$="AMULET"ANDGA=1THENPRINT"YOU FEEL REVIVED!":WA=1:GOTO850
1610 PRINT"SORRY, YOU CANNOT WEAR "B$:GOTO850
1700 IFB$="SWORD"ANDGS=1ANDL=7ANDKG=0THENGOSUB7000:GOTO850
1710 IFB$="SWORD"ANDGS=1ANDL=10ANDKV=0THENGOSUB7000:GOTO850
1720 IFB$="SWORD"ANDGS=1ANDL=17THENPRINT"THE SILVER HARPIE IS TOO STRONG!!!":GOTO4000
1730 IFB$="SWORD"ANDGS=1ANDL=18THENPRINT"THE IRON HARPIE IS TOO STRONG!!!":GOTO4000
1735 IFB$="SWORD"ANDGS=1ANDL=19THENGOSUB8000:GOTO850
1740 IFB$="SWORD"ANDGS=1ANDL=20THENGOSUB8000:GOTO850

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1745 IFB$="SWORD"ANDGS=1ANDL=39THENPRINT"CERBERUS IS TOO BIG FOR YOU!!!!":GOTO4000
1750 IFB$="FLUTE"ANDGF=1ANDL=39THENPRINT"CERBERUS CALMS INTO A TRANCE!":CD=1:GOTO850
1752 IFB$="CLARINET"ANDGC=1THENPRINT"YOU CAN'T WITHOUT A REED FOR IT!":GOTO850
1754 IFB$="OBOE"ANDGB=1THENPRINT"THE REED IS BROKEN! YOU CANNOT PLAY IT!":GOTO850
1755 IFB$="SAXOPHONE"ORB$="TRUMPET"ORB$="TROMBONE"THENPRINT"YOU PLAY NICELY":GOTO850
1760 PRINT"SORRY, YOU CANNOT USE "B$:GOTO850
1800 IFB$="CHEST"ANDFC=1ANDL=11ANDOC=0THENOC=1:PRINT"IT OPENS.YOU SEE SOMETHING"
1810 IFB$="DESK"ANDL=5ANDOD=0THENOD=1:PRINT"OK, THE DESK OPENS"
1820 IFB$="MAIDEN"ANDL=13ANDOL=0THENOL=1:PRINT"THE MAIDEN OPENS"
1830 IFB$="DOOR"ANDL=16ANDGK=1THENPRINT"YOU OPEN THE DOOR":OI=1:GOTO850
1835 IFB$="DOOR"ANDL=16ANDGK=0THENPRINT"YOU CAN'T WITHOUT THE KEY!"
1840 GOTO850
1900 IFB$="FOOD"ANDL=7THENPRINT"AHHHH! THE FOOD CONTAINED ARSENIC!!!!":GOTO4000
1910 IFB$="FOOD"ANDL=8THENPRINT"MMMM! THAT WAS GOOD!":O(7)=1001:GOTO850
1920 PRINT"YUCHHHH!! YOU CAN'T EAT A "B$;!!!!":GOTO850
2000 IFB$="WINE"ANDL=7THENPRINT"AHH!THE WINE WAS LACED WITH ACID!":GOTO4000
2010 IFB$="WATER"ANDL>21ANDL<32THENPRINT"AH! THAT'S GOOD!":GOTO850
2020 PRINT"YUCHHH!! YOU CAN'T DRINK "B$;!!!!":GOTO850
3000 IFB$="MAIDEN"ANDL=39ANDCD=1THENPRINT"" MY HERO!!!! "" :GOTO5000
3010 PRINT"YOU CANNOT RESCUE "B$:GOTO850
4000 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICK AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5010 PRINT:PRINT"          YOU HAVE COMPLETED YOUR QUEST
5020 GOTO4004

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7000 IF WA=1THENFF=INT(RND(0)*2)
7010 IF WA=0THENFF=INT(RND(0)*10)
7020 IFFF=0ANDL=7THENPRINT"GOOD SHOT! THE GUARD BLEEDS TO DEATH!":KG=1:RETURN
7030 IFFF=0ANDL=10THENPRINT"NICE SHOT! YOU KILLED THE GUARD!":KV=1:RETURN
7040 IFFF<>0THENPRINT"YOU MISSED! THE GUARD SWINGS HIS SWORD AND ";
7045 TT=INT(RND(0)*2)
7050 IF TT=1THENPRINT"ALSO MISSES!":RETURN
7060 IF TT=0THENPRINT"KILLS YOU!":GOTO4000
8000 IF WA=0THENHF=INT(RND(0)*10)
8010 IF WA=1THENHF=INT(RND(0)*2)
8020 IF HF=0ANDL=20THENPRINT"GREAT SHOT!THE HARPIE IS WOUNDED!":PP=1:RETURN
8030 IF HF=0ANDL=19THENPRINT"DIRECT HIT!THE GOLD HARPIE LIES DEAD!":GH=1:RETURN
8040 IF HF>0THENPRINT"YOU MISSED! THE HARPIE ATTACKS AND ";
8050 HH=INT(RND(0)*2)
8060 IF HH=0THENPRINT"ALSO MISSES!":RETURN
8070 IF HH=1THENPRINT"KILLSYOU!":GOTO4000
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# DEADLY DUNGEON

The youth was curious. He'd heard many tales told by wandering minstrels. They spoke of dark and deadly dungeons in whispered, cautioning tones, as if something dreadful awaited anyone entering those murky depths.

Yet it seemed to the youth that they were hiding something wonderful from him. He thirsted for treasure and his little-used blade hungered for the excitement of the storybook heroes, hungered for the blood of Notmen on its tip.

The youth had been born and raised on the lower Delta River plain. He'd wandered among the bullrushes and swum in the deep waters. He'd rafted the rapids below Smaegor's cavern and dared the upstream Temple. He'd even seen the Manatee once, but had swum away, very quickly.

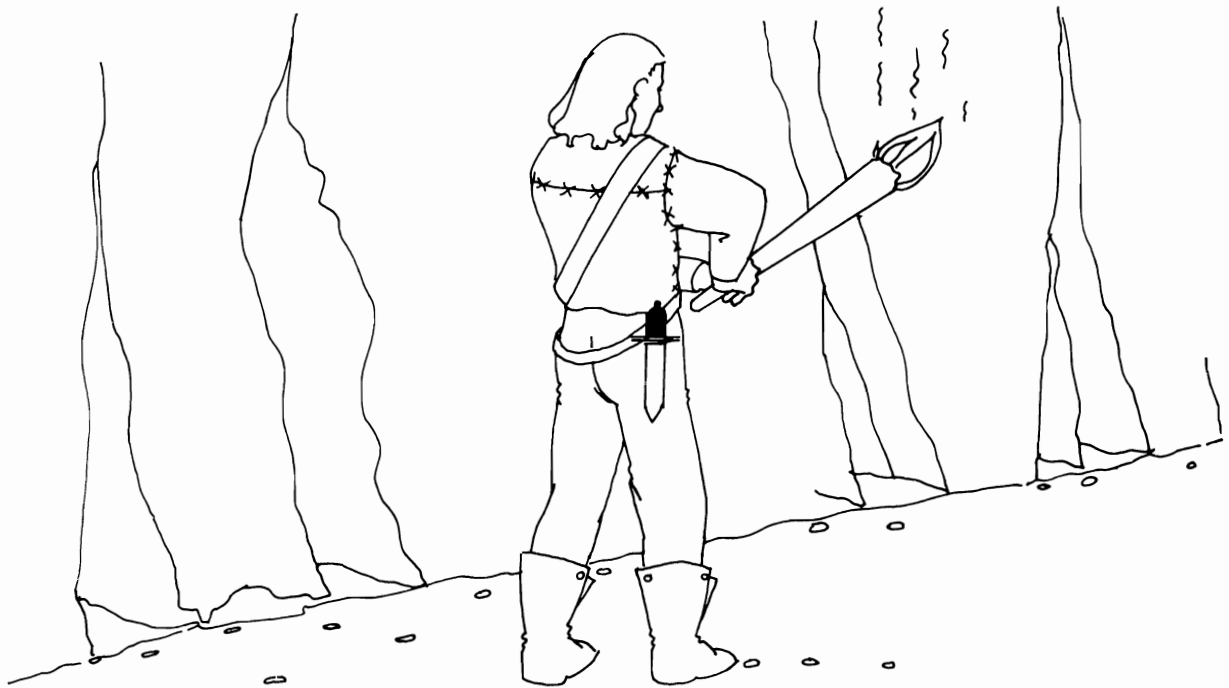
But not until now had he braved the Dungeon in the Glades. For there lay illusion, creatures and traps – according to one who'd returned to the youth's village and spoken of the horrors of his journey to the attentive firelight warriors.

Now the youth would show his mettle. He would brave the Deadly Dungeon and show the cowards of his village that he was now a man.

He entered the Dungeon and, though warned, continued onwards. The dank walls flickered in shadow caused by his torch. Something moved. The youth dodged, but not fast enough. He screamed in terror, and then screamed and screamed again until the sound died in his throat.

Dragged away in soundless panic, he was taken to the depths of the Dungeon.

His torch lay burning where it had been dropped on the floor, while the shadows danced in a silent epitaph to the death of a foolish youth.



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10 REM DEADLY DUNGEON
20 REM BY DAN AND ED CAGGIANI
30 REM COPYRIGHT (C) 1984
40 POKE53280,11:POKE53281,12:PRINT"{BL}"
90 X=39:Y=30
100 DIM L$(X+100)
110 DIM LO$(Y+100)
120 DIM O$(Y+100)
130 DIM C$(30)
140 DIM T(8,X+100)
150 DIM C(30)
160 DIM O(Y+100)
480 DATA IN A TRADER'S SHED,ON A PATH,ON A PATH,BY THE LAGOON'S EDGE,ON A BOAT
481 DATA BY THE LAGOON'S EDGE,NEAR THE ENTRANCE OF THE DUNGEON
482 DATA IN A GRAND HALLWAY,IN A DUNGEON CORRIDOR,AT THE TOP OF THE STAIRS
483 DATA IN AN ALCOVE,IN A TUNNEL,IN A DARK CAVE,IN THE LAGOON
484 DATA STILL IN THE LAGOON,IN A LONG HALLWAY,IN A SECRET PASSAGEWAY
485 DATA IN THE DEADLY DUNGEON,FURTHER INTO THE DUNGEON
486 DATA WITHIN THE DEPTHS OF THE DUNGEON,IN THE SECRET PASSAGEWAY
487 DATA IN A DIMLY LIT CORRIDOR,STILL IN THE DUNGEON,IN A LARGE ROOM
488 DATA IN A DARK CORRIDOR,IN A LARGE OPEN AREA,IN A SMALL ROOM
489 DATA IN A LARGE HALL,IN A SECRET PASSAGEWAY,ON THE STAIRCASE,DOWN THE STAIRS
490 DATA IN A SMALL ROOM,IN A DARKENED DOMAIN,IN THE LEFT-WING OF THE DUNGEON
491 DATA IN THE CENTRE OF THE DUNGEON,IN THE RIGHT-WING OF THE DUNGEON
492 DATA FURTHER INTO THE DUNGEON,NEAR THE END OF THE DUNGEON,IN A CORNER-ROOM
493 DATA AN OLD TRADER,*,1,THE SWAMP TO THE WEST,*,2,A BOAT ON THE LAGOON,*,4
494 DATA LAGOON WATER,*,5,A BOAT ON THE LAGOON,*,6,AN IMMENSE STEEL DOOR,*,7
495 DATA A VENUS FLYTRAP,*,8,A CHAIN HANGING FROM THE CEILING,*,8
496 DATA A TORCH,TORCH,9,A SPIRAL STAIRCASE,*,10,A GIANT,*,11,A DAGGER,DAGGER,12
497 DATA A DARK WESTERN TUNNEL,*,13,BLOODSUCKING LEECHES,LEECH,14
498 DATA A DARK ENTRANCE,*,15,A TREASURE CHEST,*,16,DARKENED WALLS,*,18
499 DATA AN ANGERED BLOODBLOB,*,19,A PAIR OF GLASSES,GLASSES,20

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500 DATA A RADIANT BLACK PEARL,\*,26,AN ENRAGED WEREWOLF,\*,27  
501 DATA A FEW MORE STEPS,\*,30,A SHADOW DEMON,\*,35,A GOLD PENDANT,PENDANT,36  
502 DATA A SPARKLING DIAMOND,DIAMOND,37,A JADE MEDALLION,MEDALLION,38  
503 DATA A SHINY BLACK PEARL,PEARL,32,A CAVE TO THE WEST,\*,14  
504 DATA AN EASTERN TUNNEL,\*,14,TREES AROUND THE PATH,\*,3  
505 DATA 98,98,2,0,0,0,0,0  
506 DATA 0,0,3,1,0,0,0,0  
508 DATA 0,0,4,2,0,0,0,0  
510 DATA 0,0,5,3,0,0,0,0  
512 DATA 0,0,5,5,0,0,0,0  
514 DATA 0,0,7,5,0,0,0,0  
516 DATA 0,0,0,6,0,0,0,0  
518 DATA 0,0,0,7,0,0,0,0  
520 DATA 0,16,0,8,0,0,0,0  
522 DATA 0,0,0,9,0,0,0,0  
524 DATA 0,0,12,0,0,0,0,0  
526 DATA 0,0,13,11,0,0,0,0  
527 DATA 0,0,14,12,0,0,0,0  
529 DATA 0,0,15,13,0,0,0,0  
530 DATA 0,18,0,14,0,0,0,0  
532 DATA 9,20,0,0,0,0,0,0  
534 DATA 10,21,0,0,0,0,0,0  
536 DATA 15,0,19,0,0,0,0,0  
538 DATA 0,23,20,18,0,0,0,0  
540 DATA 16,0,0,19,0,0,0,0  
542 DATA 17,25,0,0,0,0,0,0  
543 DATA 0,26,0,0,0,0,0,0  
544 DATA 19,27,24,0,0,0,0,0  
545 DATA 0,28,0,23,0,0,0,0  
546 DATA 21,29,0,0,0,0,0,0  
547 DATA 22,0,27,0,0,0,0,0  
548 DATA 23,0,28,26,0,0,0,0

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549 DATA 24,0,0,27,0,0,0,0
550 DATA 25,0,0,28,0,0,0,0
551 DATA 0,0,0,0,0,0,0,0
552 DATA 0,0,0,0,0,0,35,0
553 DATA 0,35,0,0,0,0,0,0
554 DATA 0,0,0,0,0,0,0,35
555 DATA 0,0,35,0,0,0,0,0
556 DATA 0,38,36,34,33,31,39,37
557 DATA 0,0,0,35,0,0,0,0
558 DATA 0,0,0,0,35,0,0,0
559 DATA 35,0,0,0,0,0,0,0
560 DATA 0,0,0,0,0,35,0,0
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,NE,6,NW,6,SE,6,SW,6,PULL,7,WEAR,8,TRADE,9,OPEN,10,USE,11,ROW,3
670 FOR C=1 TO X:READ L$(C):NEXT C
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXT C
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C),T(5,C),T(6,C),T(7,C),T(8,C):NEXT C
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST":T$(5)="NORTHEAST"
701 T$(6)="NORTHWEST":T$(7)="SOUTHEAST":T$(8)="SOUTHWEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W":X$(5)="NE":X$(6)="NW":X$(7)="SE"
705 X$(8)="SW"
710 N=22
720 FOR C=1 TO N:READ C$(C),C(C):NEXT C
730 L=1
735 PRINT CHR$(147)
850 FOR T=1 TO 2700:NEXT:PRINT CHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINT N$;
890 FOR C=1 TO Y:IF O(C)=L THEN N$=LO$(C):PRINT N$;" ";
900 NEXT C
902 IF N$="YOU SEE " THEN PRINT"NOTHING OF INTEREST"

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905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO8:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
967 IFWD=1ANDL=22ANDRG=0THENPRINT"YOU SEE A RING":GOTO1000
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900
1080 FORC=1TOY
1090 IFB$="RING"ANDL=27ANDWD=1THENRG=1:GOTO1161
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1161 PRINT"IT IS TAKEN":GOTO850
1170 FORC=1TOY
1190 IFB$="LEECH"ANDO(14)=1000THENGOTO1221
1192 IFB$="GLASSES"THENGW=0
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP "B$:GOTO850
1221 PRINT"THE LEECH SUCKS THE BLOODBLOB'S BLOOD!!!!":BB=1:O(14)=L:GOTO850
1230 FOR C=1TO8:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335

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1241 IFB$="LAGOON"ANDL=4ORB$="LAGOON"ANDL=6THENPRINT"OK":L=14:GOTO850
1242 IFB$="LAGOON"ANDL=5THENPRINT"IT'S TOO DEEP! YOU DROWN!":GOTO4000
1243 IFB$="DOOR"ANDL=7THENPRINT"IT IS CLOSED":GOTO850
1244 IFB$="DOWN"ANDL=10THENL=30:PRINT"YOU PROCEED DOWNWARD":GOTO850
1245 IFB$="DOWN"ANDL=30THENL=31:PRINT"YOU PROCEED DOWNWARD":GOTO850
1247 IFL=19ANDBB=0ANDT(DR,L)=20ORL=19ANDBB=0ANDT(DR,L)=23THENPRINT"AHHH!":GOTO4000
1248 IFL=27ANDWD=0THENPRINT"THE WEREWOLF CLAWS YOU TO DEATH!":GOTO4000
1249 IFB$="DOOR"ANDL=28THENL=29:GOTO850
1250 IFB$="UP"ANDL=31THENPRINT"YOU PROCEED UPWARD":L=30:GOTO850
1251 IFB$="UP"ANDL=30THENPRINT"YOU PROCEED UPWARD":L=10:GOTO850
1252 IFB$="DOOR"ANDL=35ANDGW=1ANDO(9)=1000THENL=32:GOTO850
1253 IFL=35ANDO(9)<>1000THENPRINT"THE DEMON CASTS IT'S SHADOW ON YOU!":GOTO4000
1254 IFDD=1THENGOTO1320
1255 IFL=35ANDO(9)=1000THENPRINT"THE LIGHT FROM TORCH KILLS THE DEMON!":DD=1
1256 IFL=5ANDA$="ROW EAST"THENRE=1:RW=0:L=5:PRINT"YOU ROW EAST":GOTO850
1257 IFB$="SHORE"ANDL=5ANDRE=1THENL=6:GOTO850
1258 IFL=5ANDA$="ROW WEST"THENL=5:RW=1:RE=0:PRINT"YOU ROW WEST":GOTO850
1259 IFB$="SHORE"ANDL=5ANDRW=1THENL=4:GOTO850
1260 IFB$="SHORE"ANDL=14THENL=4:GOTO850
1261 IFB$="CAVE"ANDL=14THENL=13:GOTO850
1262 IFB$="TUNNEL"ANDL=14THENL=15:GOTO850
1263 IFL=1ANDT(DR,L)=98THENPRINT"YOU ARE LOST IN THE SWAMP!":GOTO10000
1264 IFB$="TUNNEL"ANDL=13THENL=12:GOTO850
1265 IFL=5ANDT(DR,L)=5ANDA$="E"THENPRINT"YOU CANNOT WALK THAT WAY":L=5:GOTO850
1266 IFL=5ANDT(DR,L)=5ANDA$="W"THENPRINT"YOU CANNOT WALK THAT WAY":L=5:GOTO850
1267 IFB$="BOAT"ANDL=4THENPRINT"YOU ENTER THE BOAT":L=5:GOTO850
1268 IFB$="BOAT"ANDL=6THENPRINT"YOU ENTER THE BOAT":L=5:GOTO850
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850

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1340 IF A\$=A1\$THEN850

1341 IF B\$="LAGOON"ANDL=4OR B\$="LAGOON"ANDL=6THENPRINT"IT IS VERY SWAMPY"

1342 IF B\$="BOAT"ANDL=5THENPRINT"IT IS IN ONE PIECE"

1343 IF B\$="DOOR"ANDL=7THENPRINT"IT IS CLOSED"

1344 IF B\$="CHAIN"ANDL=8THENPRINT"IT IS SLIGHTLY RUSTED"

1345 IF B\$="FLYTRAP"ANDL=8THENPRINT"IT TAKES YOU AS PREY!!!":GOTO4000

1346 IF B\$="TORCH"AND O(9)=LOR B\$="TORCH"AND O(9)=1000THENPRINT"IT IS BURNING"

1347 IF B\$="STAIRCASE"ANDL=10THENPRINT"IT IS A SPIRAL STAIRCASE"

1348 IF B\$="STAIRCASE"ANDL=30OR B\$="STAIRCASE"ANDL=31THENPRINT"IT IS SPIRALED"

1349 IF B\$="GIANT"ANDL=11THENPRINT"IT IS ANGERED BECAUSE OF YOUR CURIOSITY!"

1350 IF B\$="GIANT"ANDL=11THENPRINT"IT ATTACKS YOU!!!!":GOTO4000

1351 IF B\$="DAGGER"AND O(12)=LOR B\$="DAGGER"AND O(12)=1000THENPRINT"IT IS MADE OF SILVER"

1352 IF B\$="LEECHES"ANDL=14OR B\$="LEECH"ANDL=14THENPRINT"THEY ARE BLOODTHIRSTY";

1353 IF B\$="LEECHES"ANDL=14OR B\$="LEECH"ANDL=14THENPRINT" AND SUCK YOURS!!!":GOTO4000

1354 IF B\$="LAGOON"ANDL=15THENPRINT"YOU SEE AN UNDERWATER ENTRANCE OF SOME SORT"

1355 IF B\$="ENTRANCE"ANDL=15THENPRINT"IT IS UNDERWATER"

1356 IF B\$="CHEST"ANDL=16THENPRINT"IT IS CLOSED AND TOO HEAVY TO CARRY"

1357 IF B\$="BLOODBLOB"ANDL=19THENPRINT"IT IS IMPERMEABLE"

1358 IF B\$="GLASSES"AND O(19)=LOR B\$="GLASSES"AND O(19)=1000THENPRINT"THEY ARE DARK"

1359 IF B\$="PEARL"ANDL=26THENPRINT"IT GLOWS AND IS THE SIZE OF A CRYSTAL BALL!"

1360 IF B\$="WEREWOLF"ANDL=27THENPRINT"IT IS A VERY HYPER CREATURE!"

1361 IF B\$="RING"AND R=1THENPRINT"IT HAS A JADE INLAY OF A CRESCENT MOON"

1362 IF B\$="HALL"ANDL=28AND FE=1THENPRINT"YOU SEE IT'S A SECRET DOOR":FE=0:GOTO850

1363 IF B\$="HALL"ANDL=28THENPRINT"YOU SEE SOMETHING":FE=1:GOTO850

1364 IF B\$="PEARL"AND O(27)=LOR B\$="PEARL"AND O(27)=1000THENPRINT"IT HAS NO FLAWS"

1365 IF B\$="DEMON"ANDL=35THENPRINT"IT CANNOT BE DESTROYED WITH FIGHTING WEAPONS!"

1366 IF B\$="PENDANT"AND O(24)=LOR B\$="PENDANT"AND O(24)=1000THENPRINT"IT'S OF GOLD"

1367 IF B\$="DIAMOND"AND O(25)=LOR B\$="DIAMOND"AND O(25)=1000THENPRINT"IT IS FINELY CUT"

1368 IF B\$="MEDALLION"AND O(26)=LOR B\$="MEDALLION"AND O(26)=1000THENPRINT"IT IS OF JADE"

1369 IF B\$="TRADER"ANDL=1THENPRINT"HE SAYS:BRING ALL TREASURES HERE AND TRADE";

1370 IF B\$="TRADER"ANDL=1THENPRINT" FOR GRAYLOCK DUCATS":GOTO1000

1372 IF B\$="DUNGEON"ANDL=35AND GW=1THENPRINT"YOU SEE A SECRET DOOR"

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1373 IFB$="SWAMP"THENPRINT"THE WATER IS QUITE MUCKY"
1374 IFB$="PATH"THENPRINT"IT IS MAN-MADE"
1375 IFB$="CAVE"THENPRINT"IT IS ABUNDANT IN MILDEW"
1376 IFB$="MILDEW"ANDL=14THENPRINT"IT IS GREEN IN COLOR"
1377 IFB$="TUNNEL"ANDL=14THENPRINT"IT LEADS TO AN ENTRANCE"
1378 IFB$="TUNNEL"ANDL=12ORB$="TUNNEL"ANDL=13THENPRINT"IT IS COLD"
1379 IFB$="LAGOON"ANDL=14THENPRINT"YOU ARE IN THE BROWN WATER"
1380 IFB$="ALCOVE"ANDL=11THENPRINT"IT IS THE GIANT'S LAIR!!"
1381 IFB$="DUNGEON"ANDL<>35THENPRINT"THE STENCH OF DEATH FILLS THE AIR"
1382 IFB$="WALLS"ANDL=18THENPRINT"THEY ARE DIRTY"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1452 IFRG=1THENPRINT"RING"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFB$="CHAIN"ANDL=8THENPRINT"ALL THE OXYGEN LEAVES THE ROOM AND YOU SUFFOCATE";
1510 IFB$="CHAIN"ANDL=8THENPRINT" TO DEATH!":GOTO4000
1520 PRINT"SORRY, YOU CANNOT PULL "B$:GOTO850
1600 IFB$="GLASSES"ANDO(19)=1000THENPRINT"OK, THE GLASSES ARE ON":GW=1:GOTO850
1605 IFB$="RING"ANDRG=1THENPRINT"YOU TURN INTO A WEREWOLF & SEEK THE SEA!":GOTO4000
1610 PRINT"SORRY, YOU CANNOT WEAR "B$:GOTO850
1700 IFL=1ANDO(24)=1000ANDO(25)=1000ANDO(26)=1000ANDO(27)=1000THENPRINT"THE TRADER";
1710 IFL=1ANDO(24)=1000ANDO(25)=1000ANDO(26)=1000ANDO(27)=1000THENPRINT" SAYS:YOU";
1720 IFL=1ANDO(24)=1000ANDO(25)=1000ANDO(26)=1000ANDO(27)=1000THENPRINT" HAVE ALL";
1730 IFL=1ANDO(24)=1000ANDO(25)=1000ANDO(26)=1000ANDO(27)=1000THENGOSUB9000
1740 IFL=1ANDTM=1THENGOTO5000
1750 IFL<>1THENPRINT"YOU CANNOT TRADE HERE":GOTO850
1760 IFL=1THENPRINT" TRADER SAYS: YOU DON'T HAVE ALL THINGS NEEDED":GOTO850
1800 IFB$="DOOR"ANDL=7THENPRINT"IT CANNOT BE DONE"
1810 IFB$="CHEST"ANDL=16THENPRINT"IT SEEMS TO BE LOCKED"
1820 GOTO850

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1900 IFB$="DAGGER"AND0(12)=1000ANDL=27THENPRINT"THE WEREWOLF DIES!!!":WD=1
1902 IFWD=1THENPRINT"YOU SEE A RING":GOTO1000
1905 IFB$="DAGGER"AND0(12)=1000ANDL=19THENPRINT"INEFFECTIVE; IT ATTACKS!!!":GOTO4000
1910 GOTO850
4000 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICK AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4000
5000 FORT=1TO5000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5010 PRINT:PRINT"          YOU NOW HAVE CURRENCY"
5020 GOTO4004
9000 PRINT" OF THE      OBJECTS NEEDED TO MAKE THE TRADE. HERE  IS YOUR MONEY."
9002 TM=1:RETURN
10000 FORT=1TO1000:NEXT
10010 PRINTCHR$(147)
10020 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
10025 FORT=1TO100:PRINT"  ARRRRGGGGGHHHHH!!!";
10026 FORG=1TO20:NEXT
10030 NEXT
10040 GOTO4000

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# ***THE TEMPLE OF VISHTARI***

The Novice wasn't doing badly. He'd entered the Great Canyon from the desert side and passed through the Corridor of the Seven Deadly Traps without a hitch. His training in disguises allowed him to blend in with the road traffic. To the farmers and peasants on the byway he looked just like one of them.

But he was not trying to escape their attentions; rather it was the guardsmen of the High Priest of Vishtari that the Novice did not want to meet. Discovery by the guards would be time-consuming and materially expensive. Better not to be noticed.

The road from the wall of the Great Canyon to the outer wall of the Shrine of Vishtari was a long and dusty hike. The Novice was grateful for the training that had moulded his finely-tuned athletic body. The sun overhead was merciless, as it had been when he'd crossed the Outback. There had been times when he'd believed he would not survive in the Graylock desert, but never a time when he doubted the purpose of his mission.

"The first ten miles from the Canyon wall are the most dangerous," his teacher had warned him. "The wall dwellers are bandits and villains, even by Vishtarian standards. If it becomes necessary to fight, do so as quickly and with the least amount of visible skill as possible, lest you be observed and your true mission ascertained."

"Good advice," the Novice mused silently, as he trudged along. The first bandits he'd encountered at the wall had to be soundly thrashed by means of kick boxing and flat hand blows that were part of his elementary training. The yelping curs had been dispatched with a minimum of skill and had not returned. He had acquired a sturdy sword from the fracas and its owner had showed no inclination to try and recover it.

In the distance, the dome of the Shrine could be seen. A gate barred the road into the city and there were armed guardsmen searching everyone. As he drew closer, the Novice could see evidence of just how careful the searches were: beside the gate lay a jumbled pile of swords, knives, chains and other weaponry that had been confiscated. In a smaller pile lay some of their owners.

Drawing the bandit sword from his belt, with two hands the Novice raised it above his head, a gesture of concession to the authority of the gate guardsmen. When he surrendered it, blade-first, to a burly gatekeeper, he was questioned:

"Tell me, why have you come here?" the keeper demanded.

"I am a humble minstrel," replied the Novice, "I seek a song, a tale and perhaps a ducat or two in return for my playing, which I will gladly share with the Priests of the Red Cloak in return for their indulgence and hospitality."

The Novice had cleverly referred to the red-cloaked minions of the Snake by their chosen name rather than one of the more colourful titles afforded them by the families and friends of children stolen in the name of Vishtari and the Red Magics.

"A strange possession for a man of word and lute," said the keeper as he took the sword.

"An unfortunate loss for the bandit who owns it," replied the Novice. "I suspect that he is the worse for it being here."

"Pass on," said the keeper, chuckling at the thought of so frail and weedy a lute strummer battling with a road thief for the blade. "Mind you, the penalty for misbehaviour is death."

"Indeed I shall not forget." The Novice made the traditional sign of health and prosperity and strode on through the gate.

The City of the Red Priests was a city of transients. There were a few taverns and inns, but except for those who attended the Temple, and the initiates to the Order, there was no resident population. Indeed, few Men or Graylocks possessed

courage enough to remain within these walls after sundown. Those who did – who did not enjoy the protection of the Order – simply vanished.

The Novice did not relish or need the protection of the Order. His purpose was the destruction of the Order, even the destruction of Vishtari, the Great Snake himself, if opportunity allowed. This was to be achieved through the theft and use of the Tooth of the Serpent, the legendary Sword of Vishtari.

“On the Graylock continent, there exists two magical swords,” the Novice’s teacher had told him. “Deathtouch, the blade of Chaos, and Tooth of the Serpent, the blade of Law. The blade of Chaos is in the possession of the Guardian of the Dead, the blade of Law is in the Temple of Vishtari. When these two swords were originally fashioned, it was decreed that their combined power would transcend life and death. That is true. If the two blades ever touch, the world will end and the combatants will fight in limbo for ever.”

This was the kind of historical data that initiates of his Order received routinely. But shortly after the Novice’s trial in the Maze of Darkness, he was summoned to the Master’s side.

“Minions of the Snake have struck a bargain with the Lord of the Dead,” he was told. “Deathtouch is about to be won by the Red Priests of Vishtari. A quest has been mounted but may fail. Therefore, you must go to Vishtari and obtain the Sword of Law. The Snake must not be allowed to possess both swords.”

Why another, more experienced, member of the Order had not been chosen for this task was explained simply:

“As a Novice, lad,” the Master had said, “you are flexible in decision-making. Each must have his first assignment in order to earn the rank of Guildsman. This one is yours.”

The sun began to wane. The shadow of the Great Canyon began to creep towards the walled city. Like rats abandoning a ship, the visitors to the city streamed towards the gate, each hurrying to avoid some real or imagined danger that the night would bring. The Novice moved like a ghost in the shadows against the flow, until at last he stood before the Grand Cathedral of Vishtari – the entrance to the Temple beyond.

“I, a Guildsman,” thought the Novice, rolling the concept around in his mind. A fitting one, he decided. Had he not trained since babyhood, learning the ways of the wire and the dart? Had he not honed every muscle in his body with the kick and the chop? He was no Journeyman Assassin, no Guildsman yet, but this night’s acts would decide his fate. He would write the song with the stealth of a thief, the daring of a fighter, the wit of a bard. Then he would sign it with the mark of the Assassins’ Guild, an agent of Law in the most feared Secret Society known to civilization.

“I am Novice no more,” he silently vowed, “the Sword is mine to take, and the life of the Devil Snake as well. I will puzzle, I will gather, I will fight – and deal Chaos a blow such as it has not received since before I was born.”

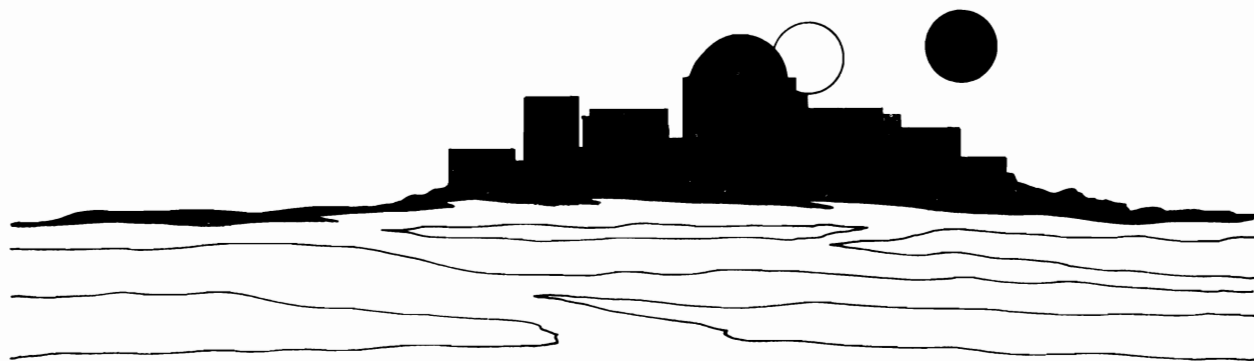
He moved swiftly, silently, up the Cathedral steps, keeping in the shadows. He moved around the wall to the Cathedral door, then through it.

At that instant he found himself face to face with a red-robed priest. He spat the dart he’d been clenching between his teeth; it hit the enemy’s left eye, penetrating into his brain. He staggered, took five steps and collapsed down the stairs in a rolling, tumbling heap.

So much for secrecy. They would be searching for him now. In the dim interior light, he turned his cloak inside out. The black lining would disguise him in the halls of the Temple.

Fleet of foot and nearly invisible, armed with darts and determination, the Novice – soon to be Journeyman – disappeared into the Temple of Vishtari.

Chaos and Law were at war once more.



```

10 REM TEMPLE OF VISHTARI
20 REM BY DAN AND ED CAGGIANI
25 REM COPYRIGHT (C) 1984
26 REM *****
30 POKE53280,14:POKE53281,3
31 PRINT"{BK}"
90 X=15:Y=16
100 DIM L$(X+100)
110 DIM LO$(Y+100)
120 DIM O$(Y+100)
130 DIM C$(30)
140 DIM T(4,X+100)
150 DIM C(30)
160 DIM O(Y+100)
480 DATA IN A DIM ROOM,IN AN UNDERGROUND PASSAGE,IN VISHTARI'S CHAMBERS
481 DATA IN THE CHAMBER OF THE ASP,IN A DIMLY LIT PASSAGEWAY
482 DATA IN THE CHAMBER OF THE PYTHON,IN THE MAMBA'S CHAMBER,IN A LARGE CORRIDOR
483 DATA IN THE COBRA'S LAIR,UNDERNEATH THE TEMPLE,IN A LARGE HALL
484 DATA IN A DARK PASSAGE,IN A BRIGHT ROOM,IN A DIMLY LIT CORRIDOR
485 DATA IN A DARK HALLWAY
500 DATA AN ALTAIR,*,1,A DOOR TOWARD THE WEST,*,2
502 DATA THE EVIL VISHTARI LURKING AT YOU,*,3,A DANGEROUS LOOKING ASP,*,4
504 DATA A STEEL SWORD,SWORD,4,A STORAGE FACILITY,*,5,A DEADLY PYTHON,*,6
506 DATA A HUNGRY MAMBA SNAKE,*,7,WHAT SEEMS TO BE A PRAYER PILLOW,PILLOW,8
508 DATA A VICIOUS COBRA READY TO ATTACK,*,9,A RUSTY PIECE OF PIPE,FLUTE,13
510 DATA A GOLDEN TREASURE CHEST ON A STAND,*,15,A PASSAGEWAY SOUTH,*,10
511 DATA A CORRIDOR LEADING NORTH,*,11,A SOUTHERN HALLWAY,*,12,DARK WALLS,*,14
528 DATA 0,0,2,0
529 DATA 0,5,0,0
530 DATA 0,6,0,0
540 DATA 0,7,0,0
544 DATA 2,12,0,0

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555 DATA 3,9,0,0
557 DATA 4,0,8,0
559 DATA 0,11,9,7
561 DATA 6,0,0,8
563 DATA 0,13,0,0
564 DATA 8,0,0,0
566 DATA 0,15,0,0
568 DATA 10,0,14,0
570 DATA 0,0,0,13
572 DATA 12,0,0,14
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,CLEAN,7,USE,8,UNLOCK,9,SAY,10,MOVE,11,READ,12,OPEN,13
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
701 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=19
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=11
735 PRINTCHR$(147)
850 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
880 PRINT:PRINT:N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IFC(C)=L THENN$=LO$(C):PRINTN$;" ";
900 NEXTC
904 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT

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967 REM WINNING ROUTINE
1000 PRINT"PROCEED HOW?->":INPUTA$:REM REMEMBER BLUE LINE
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1900,2000,3000,3500
1080 FORC=1TOY
1090 IFB$="RING"ANDL=1ANDMA=1THEN:GR=1:GOTO1151
1091 IFB$="JAR"ANDL=5ANDSO=1THENGJ=1:GOTO1151
1092 IFB$="CROSSBOW"ANDL=15ANDOC=1THENGJ=1:GOTO1151
1093 IFB$="PILLOW"ANDL=8THENMP=1:GOTO1152
1094 IFB$="CHEST"ANDL=15THENPRINT"IT IS TOO HEAVY TO CARRY AWAY!!!!"
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC:GOTO850
1151 PRINT"IT IS TAKEN":GOTO850
1152 PRINT"YOU SEE A TRAPDOOR":O(9)=1000:GOTO850
1160 GOTO1060
1170 FORC=1TOY
1190 REM DROP COMMAND
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU ARE UNABLE TO DROP "B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFB$="DOOR"ANDL=2ANDUD=1THENL=1:GOTO850
1242 IFB$="PASSAGEWAY"ANDL=2THENL=8:GOTO850

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1243 IFB$="TRAPDOOR"ANDL=8ANDMP=1THENL=10:GOTO850
1244 IFB$="DOORWAY"ANDL=12THENL=5:GOTO850
1245 IFB$="DOOR"ANDL=14ANDDU=1THENL=15:GOTO850
1246 IFL=3ANDT(DR,L)=6THENPRINT"VISHTARI ATTACKS!!!!":GOTO4000
1247 IFL=4ANDT(DR,L)=7ANDII=0THENPRINT"THE ASP LUNGES TOWARDS YOU!":GOTO4000
1248 IFL=6ANDT(DR,L)=9ANDII=0THENPRINT"IT SQUEEZES YOU TO DEATH!":GOTO4000
1249 IFL=9ANDT(DR,L)=6ANDCA=0ORL=9ANDT(DR,L)=8ANDCA=0THENPRINT"IT ATTACKS!":GOTO4000
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="ALTAIR"ANDL=1THENPRINT"IT IS FAIRLY LARGE"
1342 IFB$="DOOR"ANDL=2THENPRINT"YOU NOTICE THAT IT IS VERY SOLID"
1343 IFB$="VISHTARI"ANDL=3THENPRINT"IT IS HUNGRY FOR BLOOD"
1344 IFB$="ASP"ANDL=4THENPRINT"SHE IS VERY POISONOUS"
1345 IFB$="SWORD"AND(5)=1000ORB$="SWORD"AND(5)=LTHENPRINT"IT'S OLD BUT STRONG"
1346 IFB$="STORAGE"ANDL=5ANDSO=1THENPRINT"HEY, THERE'S SOME OBJECT HERE"
1347 IFB$="OBJECT"ANDL=5ANDSO=1THENPRINT"THE OBJECT IS A JAR"
1348 IFB$="PYTHON"ANDL=6THENPRINT"IT IS A VERY STRONG SNAKE"
1349 IFB$="RING"ANDMA=1THENPRINT"IT IS INSCRIBED WITH A MESSAGE"
1350 IFB$="MAMBA"ANDL=7THENPRINT"IT STARES AT YOU WITH A DEADLY PASSION"
1351 IFB$="PILLOW"ANDL=8THENPRINT"IT REPRESENTS TRADITION OF THE VISHTARI"
1352 IFB$="COBRA"ANDL=9THENPRINT"IT'S HOOD IS FULLY FLARED"
1353 IFB$="PIPE"AND(11)=1000ORB$="PIPE"AND(11)=LTHENPRINT"IT HAS MANY HOLES ALONG
1354 IFB$="PIPE"AND(11)=1000ORB$="PIPE"AND(11)=LTHENPRINT"THE SIDE OF IT"
1355 IFB$="CHEST"ANDL=15ANDOC=1THENPRINT"YOU SEE A WEAPON"
1356 IFB$="WEAPON"ANDOC=1THENPRINT"IT IS A CROSSBOW WITH QUILLS"
1357 IFB$="PASSAGE"ANDL=14THENPRINT"THE WALLS ARE COVERED WITH FILTH"
1358 IFB$="FILTH"ANDL=14THENPRINT"FILTH IS FILTH AND THAT'S THAT!"
1359 IFB$="CHEST"ANDOC=0ANDL=15THENPRINT"IT'S CLOSED"

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1360 IFB$="PASSAGEWAY"ANDL=2THENPRINT"YOU SEE A SECRET PASSAGEWAY"
1361 IFB$="PASSAGEWAY"ANDL=12THENPRINT"YOU SEE A SECRET DOORWAY"
1362 IFB$="STORAGE"ANDL=5ANDSO=0THENPRINT"IT IS CLOSED"
1363 IFB$="DOOR"ANDL=14 THENPRINT"IT SEEMS TO BE CLOSED."
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC
1482 IFGR=1THENPRINT"RING"
1483 IFGJ=1THENPRINT"JAR"
1484 IFGC=1THENPRINT"CROSSBOW WITH QUILLS"
1490 GOTO850
1500 IFB$="WALL"ANDL=14THENPRINT"YOU SEE A DOOR":PC=1:GOTO850
1510 PRINT"YOU CANNOT CLEAN THAT":GOTO850
1600 IFB$="FLUTE"ANDL=9ANDO(11)=1000THENPRINT"THE MUSIC SOOTHES THE SNAKE":CA=1
1610 IFB$="SWORD"ANDO(5)=1000ANDL<>3THENPRINT"IT SWINGS":GOTO850
1620 IFB$="CROSSBOW"ANDGC=1ANDL<>3THENPRINT"IT FIRES A QUILL":GOTO850
1630 IFB$="SWORD"ANDO(5)=1000ANDL=3THENGOSUB6000
1631 IFB$="CROSSBOW"ANDGC=1ANDL=3THENGOSUB6000
1700 IFB$="DOOR"ANDL=2THENPRINT"THE TASK IS COMPLETED":UD=1
1710 IFB$="DOOR"ANDL=14ANDPC=1THENPRINT"OK":DU=1
1720 GOTO850
1900 IFL=3THENPRINT"VISHTARI IS ANGERED AND ATTACKS!":GOTO4000
1910 IFL=4THENPRINT"THE ASP HEARS YOUR VOICE AND LUNGES IN YOUR DIRECTION!":GOTO4000
1920 IFL=6THENPRINT"THE PYTHON SQUEEZES THE LIFE JUICES OUT OF YOU!":GOTO4000
1930 IFL=7THENPRINT"THE ANGERED MAMBA RELEASES IT'S DEADLY VENOM IN YOU!":GOTO4000
1940 IFL=9THENPRINT"THE COBRA BITES YOU OUT OF DEFENSE!":GOTO4000
1945 IFB$="LIGHTBEND"THENPRINT"YOU ARE NOW INVISIBLE":II=1
1950 PRINTB$:GOTO850
2000 IFB$="ALTAIR"ANDL=1THENMA=1:PRINT"YOU SEE A RING OF SOME SORT"
2010 IFB$="PILLOW"ANDL=8THENPRINT"YOU SEE A TRAPDOOR":MP=1

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2011 IFB$="SNAKE"THENPRINT"IT ATTACKS!":GOTO4000
2020 GOTO850
3000 IFB$="RING"ANDGR=1THENPRINT"L I G H T B E N D"
3002 GOTO850
3500 IFB$="DOOR"ANDL=2THENPRINT"IT IS LOCKED"
3501 IFB$="STORAGE"ANDL=5THENS0=1:PRINT"IT IS NOW OPEN"
3502 IFB$="TRAPDOOR"ANDL=8ANDMP=0THENPRINT"BUT I DON'T SEE A TRAPDOOR"
3503 IFB$="TRAPDOOR"ANDL=8ANDMP=1THENPRINT"IT IS NOW OPEN"
3504 IFB$="CHEST"ANDL=15THENS0=1:PRINT"IT IS NOW OPEN"
3505 GOTO850
4000 FORT=1TO1000:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICKLY AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THENGOTO4000
5000 PRINT"YOU HAVE SLAIN VISHTARI!!!":FORT=1TO2000:NEXT:PRINTCHR$(147)
5001 PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER"
5002 PRINT:PRINT"          YOU HAVE COMPLETED YOUR QUEST":GOTO4004
6000 IFGC=1AND0(5)=1000ANDGR=1THEN GOTO6008
6002 IFGC=1AND0(5)=1000ANDGR=0THEN GOTO7000
6004 IFGC=1AND0(5)<>1000ANDGR=1THENGOTO8000
6006 IFGC=0AND0(5)=1000ANDGR=0THENGOTO7000
6008 KV=INT(RND(0)*2)
6009 IFKV=0THENPRINT"YOU MISSED!":GOTO9000
6010 IFKV=1THENPRINT"DIRECT HIT!!!":GOTO5000
7000 KV=INT(RND(0)*10)
7001 IFKV>2THENPRINT"YOU MISSED!":GOTO9000
7003 IFKV<=2THENPRINT"DIRECT HIT!!!":GOTO5000

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```
8000 KV=INT(RND(0)*3)
8002 IFKV>0THENPRINT"YOU MISSED!":GOTO9000
8004 IFKV=0THENPRINT"DIRECT HIT!!!":GOTO5000
9000 KV=INT(RND(0)*10)
9010 PRINT"VISHTARI CHARGES AT YOU AND ";
9020 IFKV<=3THENPRINT"MISSES!":RETURN
9030 IFKV>3THENPRINT"KILLS YOU!!!":GOTO4000
```





# TOWER OF FEAR

Blackheart Firethrower was not lamented when he passed into the world of shadow. Indeed, there was much cause for celebration, since he was a dark cloud upon the blue skies of Graylockland.

He was a Wizard, and the Wizards were not native to Graylock soil; rather they came from the alien lands beyond the fabled stargates of Northstar Castle. They had been driven from their land by an uprising of so many dissidents that even the powers of necromancy could not stay the tide.

In Graylockland, the Wizards flourished – Blackheart with them – and, in time, they grew so powerful that no one dared oppose them. They built impregnable fortresses and fell to fighting among themselves.

Blackheart Firethrower was the most powerful of the outland Wizards, for he alone understood the secrets of immortality. With each reincarnation, he grew more and more powerful until eventually no other necromancer could withstand his attacks.

The other Wizards commissioned a youth of sixteen, who would not be suspected, to enter into the service of their adversary, Blackheart Firethrower. He would gain the trust of Firethrower and poison him with blood of Medusa obtained from Hiatia the serpent-seller. This was the only death from which there could be no awakening for the dreaded Blackheart Firethrower.

The boy did his job well, but so powerful was his victim that death was not immediate. Indeed, Blackheart employed his last strength to transform his assailant into a Cyclops who, when killed, became reincarnated. Thus began a living death.

The stricken Blackheart Firethrower then caused huge vines to grow, covering all the ground-level entrances to the Tower. He scattered his treasures in the mazes and corridors of the interior to confound and destroy anyone who might try and plunder it.

Then he laid back his head, rested a moment, and uttered a fearsome curse upon the plotters. Gathering strength from the looming darkness, he loosed a fireball, the likes of which were so devastating, as to level and melt the stone fortresses of his enemies.

His revenge complete, Blackheart died.

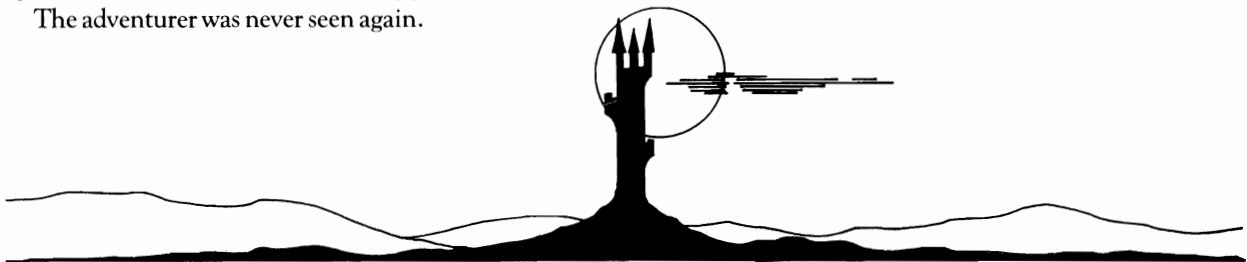
The historian, Freerover, outlined this tale in answer to the questions of a would-be explorer.

“Far from the city of Belestria, in Graylockland – where all adventurers equip their expeditions – lies, in the Great Outback, the Tower of Fear. The fortress of Blackheart Firethrower has been occupied only by Wraiths and Cyclops for the past three hundred years. Anyone who has dared to disturb the slumber of evil in that dank place has paid with their life.

“You, Sir Adventurer, shall enter the Wizard’s Tower, defeat all those Notmen who oppose you, and emerge victorious with treasure and glory. You shall be proclaimed a true hero, a man amongst men.

“But if you fail, the slimy slugs of the Dungeon shall feed upon your mortal remains while the Wraiths suck away your spirit. Do not fail, oh mortal, or surely you shall feel the hot breath of utter devastation upon your nape.”

The adventurer was never seen again.



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10 REM TOWER OF FEAR
20 REM BY DAN AND ED CAGGIANI
30 REM COPYRIGHT (C) 1984
33 REM *****
34 REM *****
35 POKE53281,0:POKE53280,0:PRINT"{GN}"
90 X=18:Y=21
100 DIM L$(X+100)
110 DIM LO$(Y+100)
120 DIM O$(Y+100)
130 DIM C$(30)
140 DIM T(4,X+100)
150 DIM C(30)
160 DIM O(Y+100)
480 DATA IN A DARK PASSAGE,IN WHAT SEEMS TO BE A COFFER ROOM
481 DATA IN A DIMLY LIT PASSAGE,IN A SECRET PASSAGE BEHIND THE BOOKCASE
482 DATA IN THE LIBRARY,IN A GIANT LIZARD'S LAIR,IN A VERY BRIGHT ROOM
483 DATA IN THE GLOOMY TOWER,CLIMBING THE TOWER,IN THE LOWER LEVEL OF THE TOWER
484 DATA IN THE HUMID UNDERGROUND,IN A LABORATORY
485 DATA IN A BARREN GRASSLAND,BY AN ARCHWAY LEADING TO THE TOWER
486 DATA IN FRONT OF THE TOWER,IN THE WOODS,IN A CYCLOP'S LAIR,IN THE COURTYARD
488 DATA THE STONE WALLS AROUND YOU,*,1,A SILVER RING,RING,2
489 DATA AN ARCHWAY TO THE NORTH,*,3,LIGHT ENTERING FROM THE LIBRARY,*,4
490 DATA AN OLD LADDER,LADDER,5,A LARGE LIZARD CREATURE,*,6
491 DATA A STRIP OF LEATHER,LEATHER,7,A DOOR,*,8,A WINDOW,*,8,AN OPEN WINDOW,*,9
492 DATA TWO CHAINS HANGING FROM THE CEILING,*,10,WALLS MADE OF STONE,*,11
493 DATA A VARIETY OF LAB EQUIPMENT,*,12,A FLASK OF LIQUID,*,12
494 DATA A DAGGER,DAGGER,13,A HUGE ARCHWAY TO THE SOUTH,*,14
495 DATA THE TOWER AHEAD OF YOU,*,15,AN OLD PATH,*,16,A CYCLOPS,*,17
496 DATA A STONE WALL,*,18,AN EMPTY BOOKCASE,*,5
504 DATA 3,3,2,12
505 DATA 0,0,0,1

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506 DATA 1,4,0,0
508 DATA 3,0,5,0
510 DATA 0,8,6,0
512 DATA 0,0,7,5
514 DATA 0,0,0,6
516 DATA 0,0,0,0
518 DATA 0,0,0,0
520 DATA 0,0,11,9
522 DATA 0,0,12,10
524 DATA 0,0,0,11
526 DATA 0,0,14,0
527 DATA 0,18,15,13
529 DATA 0,0,16,14
530 DATA 0,0,17,15
531 DATA 0,0,0,16
532 DATA 14,0,0,0
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,CLIMB,7,SAY,8,PULL,9,WEAR,10,USE,11,READ,12,CUT,13,Q,14,QUIT,14
670 FOR C=1 TO X:READ L$(C):NEXT C
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXT C
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C):NEXT C
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=20
720 FOR C=1 TO N:READ C$(C),C(C):NEXT C
730 L=15
735 PRINTCHR$(147)
850 FOR T=1 TO 2700:NEXT T:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FOR C=1 TO Y:IF O(C)=L THEN N$=LO$(C):PRINTN$;",";

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900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
962 IFO(2)=1000ANDGR=1ANDO(15)=1000ANDGS=1THENPRINT:PRINT"YOU'VE OBTAINED ALL OF THE"
963 IFO(2)=1000ANDGR=1ANDO(15)=1000ANDGS=1THENPRINT"TREASURES IN THE TOWER!":GOTO5000
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ONAGOTO1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000,3000,4000
1080 FORC=1TOY
1082 IFB$="SWORD"ANDL=17ANDCV=1THENGS=1:GOTO1162
1084 IFB$="RUBY"ANDL=18ANDGR=0ANDCL=1ANDPL=1THENGR=1:GOTO1162
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1162 PRINT"IT IS TAKEN":GOTO850
1170 FORC=1TOY
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP "B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241

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1240 NEXTC:GOTO1335
1241 IFB$="DOOR"ANDL=8ANDPC=0THENPRINT"THE DOOR IS LOCKED!":L=8:GOTO850
1242 IFB$="DOOR"ANDL=8ANDPC=1THENPRINT"YOU ENTER A NEW ROOM":L=5:GOTO850
1243 IFT(DR,L)=7ANDL=6ANDKL=0THENPRINT"THE LIZARD ATTACKS!!!":GOTO4000
1244 IFB$="WINDOW"ANDL=8THENPRINT"YOU ARE UNABLE TO":L=8:GOTO850
1246 IFB$="WINDOW"ANDL=9THENPRINT"YOU ENTER THE TOWER":L=8:GOTO850
1247 IFT(DR,L)=18ANDL=14ANDHS=0THENPRINT"YOU FALL INTO A PIT OF SPIKES!!!":GOTO4000
1248 IFT(DR,L)=16ANDL=17ANDCV=0THENPRINT"THE CYCLOPS DESTROYS YOU!!!":GOTO4000
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="PASSAGE"THENPRINT"THE DARKNESS FEELS EVIL!"
1342 IFB$="BOOKCASE"ANDL=5THENPRINT"IT IS COVERED WITH DUST AND COBWEBS"
1343 IFB$="LIBRARY"ANDL=5THENPRINT"IT SEEMS STRANGE THAT IT HAS NO BOOKS"
1344 IFB$="LAIR"ANDL=6ORB$="LAIR"ANDL=17THENPRINT"YOU SEE NOTHING SPECIAL ABOUT IT"
1345 IFB$="TOWER"THENPRINT"IT STANDS TALL, DARK, EERIE AND IS COVERED WITH IVY"
1346 IFB$="LABORATORY"ANDL=12THENPRINT"IT LOOKS AS IF IT HAS BEEN UNUSED FOR A WHILE"
1347 IFB$="GRASSLAND"ANDL=13THENPRINT"IT IS VERY DESOLATE"
1348 IFB$="ARCHWAY"ANDL=14THENPRINT"IT'S OPEN!"
1349 IFB$="WOODS"ANDL=16THENPRINT"THEY ARE NOT VERY EXTENSIVE"
1350 IFB$="COURTYARD"ANDL=18THENPRINT"YOU NOTICE YOUR SOLITUDE!"
1351 IFB$="WALLS"ANDL=1THENPRINT"THEY ARE MADE OF SOLID STONE"
1352 IFB$="RING"AND(2)=1000THENPRINT"IT HAS A JADE INLAY OF A CRESCENT MOON"
1353 IFB$="RING"AND(2)=LTHENPRINT"IT HAS A JADE INLAY OF A CRESCENT MOON"
1354 IFB$="ARCHWAY"ANDL=3THENPRINT"IT LOOKS WELCOMING!"
1355 IFB$="LADDER"AND(5)=1000ORB$="LADDER"AND(5)=LTHENPRINT"IT'S IN FAIR CONDITION"
1356 IFB$="LIZARD"ANDL=6ANDKL=0THENPRINT"IT IS READY TO FIGHT!"
1357 IFB$="LIZARD"ANDL=6ANDKL=1THENPRINT"IT LIES DEAD ON THE GROUND!"
1358 IFB$="LEATHER"AND(7)=1000ORB$="LEATHER"AND(7)=LTHENPRINT"THERE'S WRITING ON IT

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1359 IFB$="DOOR"ANDL=8ANDPC=0THENPRINT"IT'S CLOSED"
1360 IFB$="DOOR"ANDPC=1THENPRINT"IT'S OPEN"
1361 IFB$="WINDOW"ANDL=8THENPRINT"IT LEADS TO THE TOWER WALL"
1362 IFB$="WINDOW"ANDL=9THENPRINT"IT LEADS TO THE INSIDE OF THE TOWER"
1363 IFB$="CHAINS"ANDL=10THENPRINT"THERE IS A LEFT CHAIN AND A RIGHT CHAIN"
1364 IFB$="EQUIPMENT"ANDL=12THENPRINT"YOU SEE NOTHING SPECIAL ABOUT IT"
1365 IFB$="FLASK"ANDL=12THENPRINT"IT IS LABELED 'SULPHUR'"
1366 IFB$="DAGGER"ANDO(15)=1000ORB$="DAGGER"ANDO(15)=LTHENPRINT"IT IS FAIRLY SHARP"
1367 IFB$="CYCLOPS"ANDL=17ANDCV=0THENPRINT"IT IS VERY FIERCE!"
1368 IFB$="PATH"ANDL=16THENPRINT"IT LOOKS WORN BY TRAVELERS"
1369 IFB$="SWORD"ANDGS=1THENPRINT"IT IS OF A VERY HIGH QUALITY"
1370 IFB$="RUBY"ANDGR=1THENPRINT"IT HAS A SOFT RED GLOW"
1371 IFB$="CYCLOPS"ANDL=17ANDCV=1THENPRINT"IT LIES DEAD!"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1451 IFGS=1THENPRINT"SWORD"
1452 IFGR=1THENPRINT"RUBY"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFB$="TOWER"ANDL=15THENL=9:PRINT"YOU GRAB HOLD OF THE IVY AND CLIMB":GOTO850
1510 IFB$="DOWN"ANDL=9THENL=15:PRINT"YOU PROCEED DOWNWARD":GOTO850
1520 IFB$="IVY"ANDL=15THENL=9:PRINT"YOU GRAB HOLD OF THE IVY AND CLIMB":GOTO850
1530 IFB$="LADDER"ANDO(5)=LANDL<>18THENPRINT"OK, YOU'RE AT THE TOP":GOTO1000
1540 IFB$="LADDER"ANDO(5)=LANDL=18THENPRINT"YOU SEE A LEVER AND AN ACID VAT"
1542 IFB$="LADDER"ANDO(5)=LANDL=18THENCL=1:GOTO1000
1550 IFB$="TOWER"ANDL=9ORB$="IVY"ANDL=9THENPRINT"YOU CANNOT CLIMB ANYMORE!":GOTO850
1560 PRINT"YOU CANNOT CLIMB "B$:GOTO850
1600 IFB$="SESAME"ANDL=14THENPRINT"YOU HEAR A GRINDING SOUND!":HS=1:GOTO1000
1610 PRINTB$:GOTO850
1700 IFB$="CHAIN"ANDL=10THENPRINT"THE RIGHT OR THE LEFT CHAIN?":GOTO850
1710 IFB$="RIGHT CHAIN"ANDL=10THENPRINT"A BOTTOMLESS PIT OPENS UP!":GOTO4000

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1720 IFB$="LEFT CHAIN"ANDL=10THENPRINT"NOTHING APPARENTLY HAPPENS":PC=1:GOTO850
1730 IFB$="BOOKCASE"ANDL=5THENPRINT"IT OPENS A PASSAGEWAY!":L=4:GOTO850
1735 IFB$="LEVER"ANDL=18ANDCL=1ANDPL=0THENPRINT"THE VAT EMPTIES AND YOU SEE A RUBY!"
1736 IFB$="LEVER"ANDL=18ANDCL=1ANDPL=0THENPL=1:GOTO1000
1740 PRINT"YOU CANNOT PULL "B$:GOTO850
1800 IFB$="RING"AND(2)=1000THENPRINT"YOU HAVE A DESIRE TO GO TO SEA!":GOTO4000
1810 PRINT"YOU CANNOT WEAR THAT!!!!":GOTO 850
1900 IFB$="DAGGER"AND(15)=1000ANDL=17ANDCV=0THENPRINT"THE CYCLOPS DIES!"
1910 IFB$="DAGGER"AND(15)=1000ANDL=17ANDCV=0THENPRINT"HE DROPPED HIS SWORD!"
1912 IFB$="DAGGER"AND(15)=1000ANDL=17ANDCV=0THENCV=1:GOTO1000
1920 IFB$="SWORD"ANDGS=1ANDL=6ANDKL=0THENPRINT"THE REPTILIAN DIES!":KL=1:GOTO850
1930 PRINT"YOU CANNOT USE "B$:GOTO850
2000 IFB$="LEATHER"AND(7)=1000THENPRINT"IT READS:'RED RUBY-SESAME':GOTO1000
2002 IFB$="LEATHER"AND(7)=LTHENPRINT"IT READS:'RED RUBY-SESAME':GOTO1000
2010 PRINT"YOU CANNOT READ "B$
2020 GOTO850.
3000 IFB$="IVY"ANDGS=1ANDL=9THENPRINT"IT REVEALS A PASSAGE!":L=10:GOTO850
3010 IFB$="IVY"ANDGS=1ANDL=15THENPRINT"A FEW VINES FALL TO THE GROUND":GOTO850
3020 PRINT"YOU CAN'T CUT "B$:GOTO850
4000 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICKLY AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5010 PRINT:PRINT"          YOU HAVE COMPLETED YOUR QUEST
5020 GOTO4004

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# WEREWOLF WARS

*OH SING A TALE OF WEREWOLVES  
OF NAUTICALS CHAGRINED  
THOUGH EACH ONE CRAVES THE OCEAN NOW  
THEY ALL ONCE WERE MEN  
THE RING, SHE IS SO PRETTY  
ALL SILVERY AND JADE  
AND YOU ONLY KNOW BY WEARING IT  
THAT THE THING IS WEREWOLF MADE  
YOU SLIP IT ON YOUR FINGER  
AND OH SO VERY SOON  
YOU'RE HEFTING SAILS FOR CAPTAIN RED  
AND BARKING AT THE MOON.  
SO HOIST AWAY YE NAUTICALS  
SET THE TOPSAIL AND THE MAIN  
YE ARE THE WEREWOLF SAILORS  
AND THIS IS YOUR REFRAIN  
KISS THE SEA BREEZE, MATIES  
AND SING A SAILING TUNE  
YOU'RE CUTTIN' THE WAVES FOR CAPTAIN RED  
UNDER A WEREWOLF MOON*

FROM SONG OF THE RINGSNARED SAILOR (FREE OVER THE BARD)

The pilgrim entered the waterfront tavern with some trepidation. He'd never seen a Nautical before, only heard about them in the way most youths absorb the history of the Kingdom. The waterfront was dangerous in its own right, populated as it was with a mixture of Humans, Graylocks and Notmen. Only the Nauticals were a pure species and they alone held the power of the sea.

The pilgrim shuddered a little as he made his way to the bar. The casual observer who did not know about Nauticals would have been horror-stricken. The pilgrim's face was gaunt and stretched, ears pointed and blackening at the tips. The beginnings of lupine whiskers were forming on his cheeks, his teeth and nails had already lengthened. The pilgrim was becoming a werewolf.

Surrounded by Nauticals, the pilgrim/werewolf nervously sipped his drink. Amid the chattering, growling and occasional howling of the Nauticals around him, his thoughts drifted back three months, to the polymorph's silver ring and a magic – all too rare in these enlightened times – which had transforming powers. Then reality crept in again and the pilgrim quaffed his drink. He ordered another.

Captain Red watched the pilgrim at the bar with interest. He was not dressed like the ragtags he'd seen ringsnared in the past. This pilgrim was obviously a noble or the son of a noble. Captain Red was intrigued. Here was money to be made.

The erstwhile Captain was well known amongst the Nauticals as a rogue. But he was also known for his temper ashore.

The pilgrim had also heard of Captain Red. It was for that reason he'd chosen this particular tavern. He'd been told that Red, above all other Nautical officers, was the most competent seafarer there was, a rumour that he meant to test.

"I be Captain Red," growled a voice at the bar. "Be ye lookin' for me?"

It has been said that the extrasensory perception of a ringsnared being are multiplied tenfold. It has also been said that Captain Red had, in his pre-lupine existence, been a telepath of great talent. The meeting that followed was both inevitable and productive.

Midnight found the pilgrim at the harbour dockside, as arranged in the tavern. Captain Red had agreed to provide ship, crew and protection for the pilgrim and a safe passage to a certain Isle of Known across the Boiling Sea – an area of storminess with which Red was familiar. The pilgrim, now much lighter of purse, had chartered the ship for three months.

What the pilgrim didn't know was that Captain Red had no ship of his own, having been recently relieved of it in a fight that turned sour. The chartered vessel that they were now boarding in the dead of night was the property of the Rex Company, a prosperous and reputable shipping firm. The pilgrim had paid the Captain 300 ducats (nearly two pounds of gold) to charter a stolen ship and feed a shanghaied crew.

It is doubtful whether knowledge of Red's situation would have made much difference to one so determined as this pilgrim. The sea-fever burned within him; moreover, he had a plan. There existed, somewhere on the Isle of Known, a potion that would enable him to retrieve the charm that could release him from the spell of the polymorph's ring which had turned him into a werewolf. He knew that there had been a shipwreck, but not where. Perhaps the fabled Graveyard of Ships, which lay off Known, would be a clue to his salvation. He wasn't sure. But he did know that he had three months to complete his mission. After that the polymorph would have erased all trace of his former existence. He would be Nautical for the remainder of his life.

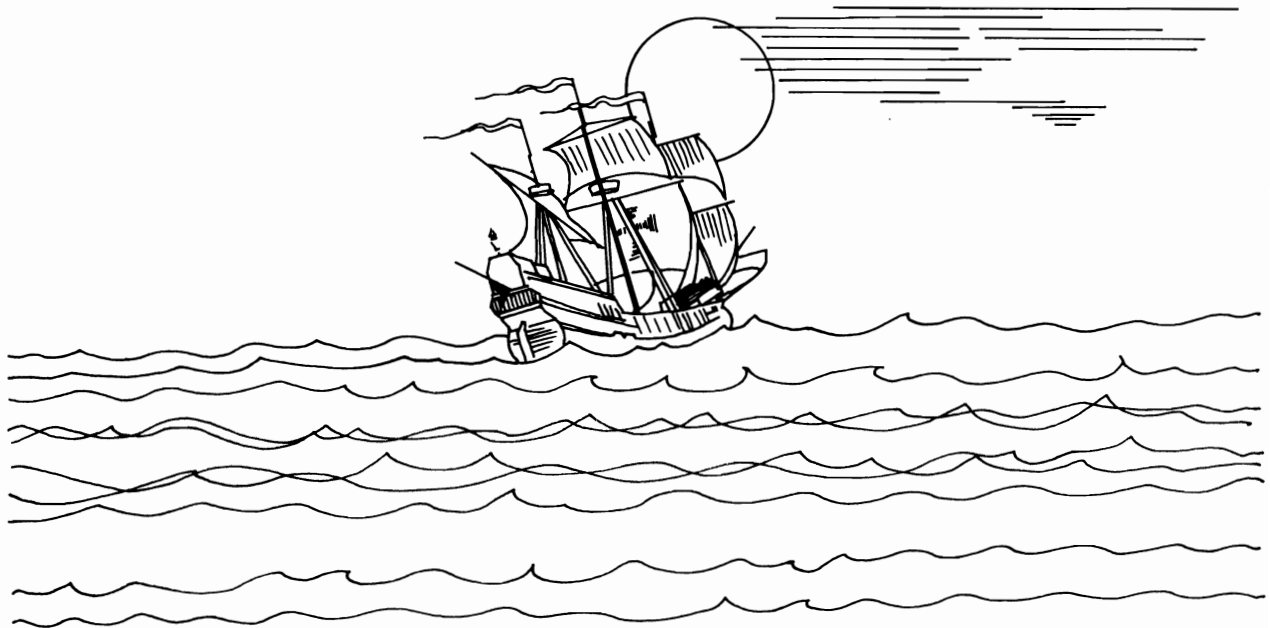
Now, as luck would have it, Captain Red had other plans. The ship was sturdy and capable of effective raiding. Though grudgingly deciding to honour his promises, Red's first love was piracy.

Ah yes, the pirate and the pilgrim. What material for a ballad, what colour for a tale. These at least were the thoughts of an old Human who had sneaked aboard in the confusion. There was always a welcome for a strummer of lutes, so Freerover had little to fear from stowing away aboard this vessel. He'd been to Known, though not to the Graveyard of Ships. There would be songs to sing on this voyage; and indeed this voyage would surely produce its own song. Freerover was as happy as Captain Red to see the deck of this ship tonight.

A light breeze rippled the water as the command to set sail passed amongst the crew. The rustle of unfurling canvas, the creaking of ropes, the slap of the waves on the planking, all these sounds indicated a stealthy departure.

In the bow the pilgrim dreamed of salvation. The Captain dreamed of booty at the wheel. The first and second mate, with three able-bodied seadogs, worked anchor and line. Below deck three dozen press-ganged drunks slept. And the old lute-strummer chuckled in undisguised glee at the adventure he knew was ahead.

As the lights of *Oceania* slipped into the fog, the sea waited with open arms.



10 REM WEREWOLF WARS  
20 REM BY DAN AND ED CAGGIANI  
30 REM COPYRIGHT (C) 1984  
90 X=29:Y=29  
95 POKE53280,6:POKE53281,3  
96 PRINT" (BL)"  
100 DIM L\$(X+100)  
110 DIM LO\$(Y+100)  
120 DIM O\$(Y+100)  
130 DIM C\$(30)  
140 DIM T(8,X+100)  
150 DIM C(30)  
160 DIM O(Y+100)  
480 DATA IN THE REEFS,BY AN ICEBERG,ON A SHIP,ON A WHALING SHIP,ON A SHIP  
482 DATA ON THE ISLE OF KNOWN,IN A HUT,ON A MOUNTAIN SIDE,STILL ON THE MOUNTAIN  
484 DATA ON THE HIGH SEAS,ON THE HIGH SEAS  
486 DATA ON THE HIGH SEAS,IN A CAVE,IN THE PORT OF OCEANEA  
488 DATA ON THE HIGH SEAS,ON THE HIGH SEAS,ON A SHIP  
489 DATA IN A DARK TUNNEL,ON THE HIGH SEAS  
490 DATA ON THE HIGH SEAS,ON THE HIGH SEAS  
491 DATA IN A LARGE ALCOVE,ON A MERCHANT SHIP,ON A LARGE SHIP,ON A SMALL VESSEL  
492 DATA SAILING ON THE HIGH SEAS,SAILING WITHIN THE GRAVEYARD OF SHIPS  
493 DATA SAILING INTO THE GRAVEYARD OF SHIPS,IN AN UNDERWATER SHIPWRECK  
495 DATA WATER SPLASHING OFF THE REEFS,\*,1,AN IMMENSE ICEBERG,\*,2  
496 DATA ANGERED SAILORS,\*,3,HYPERACTIVE WEREWOLVES,\*,4,WHALING ITEMS,HARPOON,4  
497 DATA STARTLED HANDS ON DECK,\*,5,A HUT AMONGST THE SANDY BEACH,\*,6  
498 DATA AN ELDERLY MAN,\*,7,RAVINES,\*,9,A SHIP IN THE DISTANCE,\*,10  
499 DATA WHAT LOOKS LIKE A SMALL WHALING SHIP,\*,11,A NEARBY SAILING VESSEL,\*,12  
500 DATA SPIDER WEBS HANGING FROM THE CEILING,\*,13  
501 DATA THE CRESCENT MOON IN THE HARBOR,\*,14,WATER IN ALL DIRECTIONS,\*,15  
502 DATA A WOODEN VESSEL APPROACHING,\*,16,BEWILDERED BALROGS,\*,17  
503 DATA A SHIP IN THE DISTANCE,\*,19,A SAILING SHIP IN THE WATER,\*,20

504 DATA AN ANCHORED VESSEL AHEAD OF YOU,\*,21,A DARK COLORED BOTTLE,BOTTLE,22  
505 DATA AN ANGERED CREW,\*,23,ALL WEREWOLVES ON DECK!,\*,24  
506 DATA APPROACHING BALROGS,\*,25,A SHADOW IN THE WATER,\*,26  
507 DATA A HUGE GREEN SEA-SERPENT!!,\*,27,ONLY THE THICK FOG,\*,28  
508 DATA THE WRECKAGE OF THE SHIP,\*,29,AN IVORY AMULET,AMULET,29  
528 DATA 0,0,0,0,0,0,3,0  
529 DATA 0,4,0,0,0,0,5,0  
530 DATA 0,0,0,0,0,1,10,14  
540 DATA 2,11,0,0,0,0,0,0  
544 DATA 0,0,6,0,0,2,0,12  
555 DATA 0,0,7,5,0,0,0,0  
557 DATA 0,0,8,6,0,0,13,0  
559 DATA 0,0,9,7,0,0,0,0  
561 DATA 0,0,30,8,0,0,0,0  
563 DATA 0,0,0,0,0,0,15,0  
564 DATA 0,15,0,0,0,0,0,0  
566 DATA 0,0,0,0,0,0,0,15  
568 DATA 0,18,0,0,0,7,0,0  
570 DATA 0,0,15,0,0,0,0,0  
572 DATA 11,20,16,14,12,10,21,19  
574 DATA 0,0,0,15,0,0,0,0  
576 DATA 0,0,0,16,0,0,0,0  
578 DATA 13,22,0,0,0,0,0,0  
580 DATA 0,0,0,0,15,0,0,0  
582 DATA 15,0,0,0,0,0,0,0  
584 DATA 0,0,0,0,0,15,0,0  
585 DATA 18,0,0,0,0,0,0,0  
586 DATA 0,0,0,0,19,14,0,0  
587 DATA 20,0,0,0,0,0,0,0  
588 DATA 0,28,0,24,0,21,0,0  
589 DATA 3,0,27,0,0,0,0,0  
590 DATA 0,0,28,26,0,0,0,0

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591 DATA 25,0,0,27,0,0,0,0
592 DATA 0,0,0,0,0,0,0,0
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,NE,6,NW,6,SE,6,SW,6,DRINK,7,READ,8,SHOOT,9,WEAR,10,SET,11,BOARD,12
663 DATA Q,13,QUIT,13
664 DATA USE,9
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FOR C=1 TO X:READ T(1,C),T(2,C),T(3,C),T(4,C),T(5,C),T(6,C),T(7,C),T(8,C)
691 NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST":T$(5)="  NORTHEAST"
702 T$(6)="NORTHWEST":T$(7)="SOUTHEAST":T$(8)="SOUTHWEST"
708 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W":X$(5)="NE":X$(6)="NW":X$(7)="SE"
709 X$(8)="SW"
710 N=25
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=14
735 PRINTCHR$(147)
850 FORT=1TO2500:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$=""":A$=""":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IF O(C)=L THENN$=LO$(C):PRINTN$;";";
900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO8:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
967 REM WINNING ROUTINE
1000 PRINT"PROCEED HOW?-->":INPUTA$:REM REMEMBER BLUE LINE

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1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000,4000
1080 FORC=1TOY
1090 IFL=3ANDKC=1ANDB$="MAP"THENG M=1:GOTO1161
1091 IFIB=1ANDES=1ANDB$="CROSSBOW"THENG C=1:GOTO1161
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1161 PRINT"IT HAS BEEN TAKEN":GOTO850
1170 FORC=1TOY
1190 REM DROP COMMAND
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU DO NOT HAVE "B$:GOTO850
1230 FOR C=1TO8:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFL=14ANDT(DR,L)=15ANDIB=1ANDSS=1THENGOSUB9040
1242 IFL=14ANDT(DR,L)=15ANDIB=0THENPRINT"YOU CANNOT GO EAST ON FOOT":L=14:GOTO850
1243 IFL=14ANDT(DR,L)=15ANDIB=1ANDSS=0THENPRINT"SHIP IS NOT PREPARED!":L=14:GOTO850
1244 IFL=14ANDT(DR,L)=15ANDIB=1ANDSS=1THENPRINT"YOU SET OFF":L=15:GOTO850
1245 IFL=1ANDT(DR,L)=3THENPRINT"YOUR SHIP CRASHES ON THE REEFS!!":GOTO4000
1246 IFL=2ANDT(DR,L)=4ORL=2ANDT(DR,L)=5THENPRINT"YOU COLLIDE WITH ICEBERG!":GOTO4000
1247 IFL=25ANDT(DR,L)=28ANDGM=0THENPRINT"WEATHER DOES NOT PERMIT IT!":L=25:GOTO850
1248 IFB$="UNDER"ANDL=26ANDDP=1THENPRINT"YOU APPROACH THE OCEAN FLOOR":L=29:GOTO850

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1249 IFB$="UNDER"ANDL=26ANDDP=0THENPRINT"YOU RUN OUT OF OXYGEN!!!":GOTO4000
1250 IFB$="UP"ANDL=29THENPRINT"YOU APPROACH THE SURFACE":L=26:GOTO850
1251 IFL=27ANDT(DR,L)=26ANDSD=0THENPRINT"THE SERPENT DESTROYS THE VESSEL!!!":GOTO4000
1252 IFL=27ANDT(DR,L)=28ANDSD=0THENPRINT"THE SERPENT DESTROYS YOUR SHIP!!!":GOTO4000
1253 IFL=9ANDT(DR,L)=30THENPRINT"YOU FALL INTO THE RAVINES!!!":GOTO4000
1254 IFB$="RAVINES"ANDL=9THENPRINT"YOU FALL TO YOUR DEATH!!!":GOTO4000
1255 IFB$="HUT"ANDL=6THENL=7:GOTO850
1256 IFB$="OUT"ANDL=7THENL=6:GOTO850
1257 IFL=3ANDT(DR,L)=1ANDKC=0ORL=3ANDT(DR,L)=10ANDKC=0THENPRINT"THEY KILL!!!":GOTO4000
1258 IFL=4ANDT(DR,L)=2ANDKC=0ORL=4ANDT(DR,L)=11ANDKC=0THENPRINT"THEY KILL!!!":GOTO4000
1259 IFL=5ANDT(DR,L)=2ANDKC=0ORL=5ANDT(DR,L)=12ANDKC=0THENPRINT"ATTACKED!!!":GOTO4000
1260 IFL=17ANDT(DR,L)=16ANDKC=0THENPRINT"THE CREW HAS ATTACKED!!!":GOTO4000
1261 IFL=23ANDT(DR,L)=14ANDKC=0ORL=23ANDT(DR,L)=19ANDKC=0THENPRINT"AHH!!!":GOTO4000
1262 IFL=24ANDT(DR,L)=20ANDKC=0THENPRINT"THE ANGERED HANDS KILL YOU!!!":GOTO4000
1263 IFL=25ANDT(DR,L)=21ANDKC=0ORL=25ANDT(DR,L)=28ANDKC=0THENPRINT"AHH!!!":GOTO4000
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="REEFS"ANDL=1THENPRINT"THEY ARE JAGGED"
1342 IFB$="ICEBERG"ANDL=2THENPRINT"IT LOOKS TO BE A POTENTIAL HAZARD!"
1343 IFB$="SAILORS"ANDL=3THENPRINT"THEY ARE MAD THAT YOU BOARDED THEIR SHIP!"
1344 IFB$="WEREWOLVES"ANDL=4THENPRINT"THEY ARE READY FOR A GOOD FIGHT!"
1345 IFB$="ITEMS"ANDL=4ORB$="ITEM"ANDL=4THENPRINT"YOU SEE A HARPOON"
1346 IFB$="HARPOON"ANDO(5)=LORB$="HARPOON"ANDO(5)=1000THENPRINT"IT IS READY TO FIRE"
1347 IFB$="HUT"ANDL=6ORB$="HUT"ANDL=7THENPRINT"IT IS MADE OF GRASS"
1348 IFB$="BEACH"ANDL=6THENPRINT"IT IS A PARADISE HERE"
1349 IFB$="MAN"ANDL=7THENPRINT"HE IGNORES YOU"
1350 IFB$="RAVINES"ANDL=9THENPRINT"THEY ARE VERY DANGEROUS!"
1352 IFB$="WEBS"ANDL=13ORB$="WEB"ANDL=13THENPRINT"A SPIDER LIES WITHIN IT"

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1353 IFB$="SPIDER"ANDL=13THENPRINT"IT IS WEAVING IT'S WEB"
1354 IFB$="MOON"ANDL=14THENPRINT"BUT THE MOON ISN'T OUT YET!"
1355 IFB$="CRESCENT MOON"ANDL=14THENPRINT"IT LOOKS LIKE A GOOD SAILING SHIP"
1356 IFB$="BALROGS"ANDL=17THENPRINT"THEY ATTACK! YOU WALK OFF THE PLANK!":GOTO4000
1357 IFB$="BOTTLE"ANDO(21)=1000ORB$="BOTTLE"ANDO(21)=LTHENPRINT"THERE IS WRITING"
1358 IFB$="SHADOW"ANDL=26THENPRINT"IT TAKES THE FORM OF AN 'X'"
1359 IFB$="SERPENT"ANDL=27THENPRINT"IT DOES NOT APPEAR TO BE FRIENDLY!"
1360 IFB$="WRECKAGE"ANDL=29THENPRINT"IT SEEMS TO HAVE BEEN HERE FOR DECADES"
1361 IFB$="AMULET"ANDO(29)=1000ORB$="AMULET"ANDO(29)=LTHENPRINT"IT EMITS A GLOW"
1362 IFB$="PORT"ANDL=14THENPRINT"MANY SHIPS DOCK HERE"
1363 IFB$="HARBOR"ANDL=14THENPRINT"MANY SHIPS DOCK HERE"
1364 IFB$="SEA"ORB$="WATER"THENPRINT"IT IS VERY DEEP"
1365 IFB$="CRESCENT MOON"ANDIB=1THENPRINT"YOU SEE A CROSSBOW":ES=1
1366 IFB$="CROSSBOW"ANDES=1THENPRINT"IT IS LOADED"
1367 IFB$="MAP"ANDGM=1THENPRINT"THERE IS WRITING ON IT"
1368 IFB$="BOTTLE"ANDO(21)=1000ORB$="BOTTLE"ANDO(21)=LTHENPRINT"ABOUT THIS POTION"
1369 IFB$="SHIP"ANDL=10ORB$="SHIP"ANDL=3THENPRINT"IT IS A LARGE CLIPPER SHIP"
1370 IFB$="SHIP"ANDL=11ORB$="SHIP"ANDL=4THENPRINT"YOU SEE THAT IT'S A WHALING SHIP"
1371 IFB$="SHIP"ANDL=12ORB$="SHIP"ANDL=5THENPRINT"IT IS A SMALL CARGO SHIP"
1372 IFB$="SHIP"ANDL=16ORB$="SHIP"ANDL=17THENPRINT"IT IS A MERCHANT'S SHIP"
1373 IFB$="SHIP"ANDL=19ORB$="SHIP"ANDL=23THENPRINT"IT IS A GOOD SAILING SHIP"
1374 IFB$="SHIP"ANDL=20ORB$="SHIP"ANDL=24THENPRINT"IT IS A SMALL CLIPPER SHIP"
1375 IFB$="SHIP"ANDL=21ORB$="SHIP"ANDL=25THENPRINT"IT IS A SMALL WOODEN SHIP"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1452 IFGM=1THENPRINT"MAP"
1453 IFGC=1THENPRINT"CROSSBOW"
1460 FORC=1TOY
1470 IF0(C)=1000 THENPRINT0$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFB$="WATER"THENPRINT"YUCK!! THIS SEA WATER IS TOO SALTY!":GOTO850
1510 IFB$="POTION"ANDO(21)=1000THENPRINT"YOU FEEL DIZZY & CANNOT BREATHE WELL":DP=1

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```
1511 IFB$="POTION"AND(21)=1000THENGOTO850
1515 PRINT"YOU CAN'T DRINK "B$"!!!!!!":GOTO850
1520 GOTO850

1600 IFB$="BOTTLE"AND(21)=LORB$="BOTTLE"AND(21)=1000THENPRINT"IT READS:SOUS LA MER
1605 IFB$="BOTTLE"AND(21)=LORB$="BOTTLE"AND(21)=1000THENGOTO850
1610 IFB$="MAP"ANDGM=1THENPRINT"IT READS THAT 'X' MARKS THE SPOT!":GOTO850
1620 PRINT"YOU CANNOT READ "B$:GOTO850
1630 GOTO850

1700 IFB$="HARPOON"AND(5)=1000ANDL=27THENGOSUB9000
1710 IFB$="HARPOON"AND(5)=1000ANDL<>27THENO(5)=1001:PRINT"IT LUNGES INTO THE SEA!"
1715 IFB$="CROSSBOW"ANDGC=1ANDL=3THENGOSUB10000
1720 IFB$="CROSSBOW"ANDGC=1ANDL=4THENGOSUB10000
1730 IFB$="CROSSBOW"ANDGC=1ANDL=5THENGOSUB10000
1740 IFB$="CROSSBOW"ANDGC=1ANDL=17THENGOSUB10000
1745 IFB$="CROSSBOW"ANDGC=1ANDL=23THENGOSUB10000
1748 IFB$="CROSSBOW"ANDGC=1ANDL=24THENGOSUB10000
1750 IFB$="CROSSBOW"ANDGC=1ANDL=25THENGOSUB10000
1751 IFB$="HARPOON"AND(5)=1000ANDL=3THENGOSUB10000
1752 IFB$="HARPOON"AND(5)=1000ANDL=4THENGOSUB10000
1753 IFB$="HARPOON"AND(5)=1000ANDL=5THENGOSUB10000
1754 IFB$="HARPOON"AND(5)=1000ANDL=17THENGOSUB10000
1755 IFB$="HARPOON"AND(5)=1000ANDL=23THENGOSUB10000
1756 IFB$="HARPOON"AND(5)=1000ANDL=24THENGOSUB10000
1757 IFB$="HARPOON"AND(5)=1000ANDL=25THENGOSUB10000
1770 GOTO850

1800 IFB$="AMULET"AND(29)=1000THENPRINT"THE AMULET REGAINS YOUR HUMANITY!":GOTO5000
1810 IFB$<>"AMULET"THENPRINT"BOY, YOU ARE REALLY WEIRD!!"
1820 GOTO850

1900 IFB$="SAILS"ANDL=14ANDIB=1THENPRINT"YOU ARE PREPARED FOR SAILING":SS=1:GOTO850
1910 IFB$="SAIL"ANDL=14ANDIB=1THENPRINT"YOU ARE PREPARED FOR SAILING":SS=1:GOTO850
1920 PRINT"SORRY, YOU CANNOT SET "B$
1930 GOTO850
```

```

2000 IFB$="SHIP"ANDL=10THENL=3
2010 IFB$="SHIP"ANDL=11THENL=4
2020 IFB$="SHIP"ANDL=12THENL=5
2030 IFB$="SHIP"ANDL=16THENL=17
2040 IFB$="SHIP"ANDL=19THENL=23
2050 IFB$="SHIP"ANDL=20THENL=24
2060 IFB$="SHIP"ANDL=21THENL=25
2065 IFB$="SHIP"ANDL=14THENPRINT"YOU BOARD YOUR SHIP":IB=1:GOTO850
2070 IFB$="SHIP"THENPRINT"YOU BOARD THE SHIP":GOTO850
2080 IFB$<>"SHIP"THENPRINT"YOU CANNOT BOARD "B$:GOTO850
4000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"DEATH COMES QUICK AND PAINLESSLY"
4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147)
5010 PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5020 PRINT:PRINT"  YOU HAVE COMPLETED YOUR QUEST":GOTO4004
9000 HP=INT(RND(0)*4)
9010 IFHP=1THENPRINT"THE SERPENT DIES!!!":SD=1
9020 IFHP>1ORHP=0THENPRINT"YOU MISSED!! THE SERPENT HAS ITS DINNER!!!":GOTO4000
9030 RETURN
9040 SW=INT(RND(0)*6)
9042 IFSW>0THENGOTO9090
9050 IFSW=0THENPRINTCHR$(147)
9051 FORT=1TO16:POKE53281,T:FORG=1TO90:NEXTG
9052 IF T=16THENPOKE53281,3:PRINT"{BL}"
9054 PRINTCHR$(147):PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT

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```
9055 PRINT"  U A   P T D I   S M!"
9060 PRINT"  O R   A U E   N   T R  !"
9070 PRINT"  Y   E C   R       A O   !"
9080 NEXT:FORE=1TO2000:NEXT:GOTO4000
9090 RETURN
10000 FC=INT(RND(0)*50)
10010 IFFC>-1ANDFC<17THENPRINT"IT FIRES AND MISSES! THEY ATTACK!!":GOTO4000
10020 IFFC>16ANDFC<33THENPRINT"IT FIRES AND MISSES! THEY ALSO MISS!!":RETURN
10030 IFFC>32ANDFC<50THENPRINT"YOU KILLED THEM!!":KC=1
10040 IFL=3THENPRINT"YOU SEE A MAP"
10045 IFB$="HARPOON"THENO(5)=1001
10050 RETURN
```





# GAUNTLET OF DEATH

The Barbarian moved silently through the streets of Belestria, his huge frame dwarfing the Graylock throngs that mingled and flowed from the side-streets. Humans were not an uncommon sight in the Trade City and this one, though larger than most, aroused little attention beyond the ordinary caution taken in the presence of an obviously dangerous being.

The Barbarian was called Thoran, which in his own language meant Wolf Slayer. He hailed from the mountains of the far north of the Great Outback, the refuge of the last tribes of Human nomads. He wore no Guildband or armour. Rather, he dressed in traditional loose desert garments. Although his hood partially concealed his features, his bulk betrayed his race to any who might care to examine him more closely.

He was intent on his mission. He moved through the streets of the Trade City as though he knew them well. He worked his way amongst merchants, beggars and thieves towards the Palace of the King. His mind and his body were concentrated on a single task. By the time he reached the square opposite the Palace gates he was so preoccupied with his mission that he failed to notice the quiet build-up of troops around him. Not until he heard the twang of a crossbow did he become aware of them.

Thoran spun like a cat, whirling to face the direction of the sound. His hand moved so fast it was a blur to the onlookers. He dropped to one knee. Then he rose to his feet again, stretched out his hand in the direction of a young soldier, and opened his clenched fist.

The youth who had fired the bolt was one of the youngest and least experienced of the King's garrison. He had done the unforgivable: fired without an order. Although the garrison soldiers didn't flinch, the youth took half a step backwards. In Thoran's outstretched hand was the very bolt that had been aimed at him!

Thoran shook the hood off his head, revealing decidedly Human features and a shaggy mane of jet-black hair. He moved towards the offending soldier until his outstretched arm was only inches from his face.

The air was electric with tension. By Graylock law, Thoran had a right to claim the youth's life for this unprovoked attack. A crowd had gathered by now, and each of the onlookers wondered what would be the outcome of this confrontation between a Human and a Royal Trooper – a rare occurrence in these times of stealth and assassins.

Thoran broke into a thunderous laugh; his mirth cracked through the air like a great whip. It was not a laugh of ridicule, but one of great amusement. He ripped away his desert garments to reveal the leather dressings of a Hekero, a northern warrior.

"I have no quarrel with anyone," he said, loud enough so that all could hear. And then, softly, for the youth's ears only, "But you'll not find me so generous after a second mistake." With this, he tossed the bolt back at his assailant and strode boldly through the gates and up the Palace steps, as if he'd been born there. The Troopers and the crowd were left to contemplate the worth of a being who could catch an arrow barehanded.

The Palace guards ushered him through to the inner chambers, on instructions from the Court, and the herald announced him as if he were a visiting royal. He strode between two lines of reposing courtiers and approached the King's throne. He clenched his right hand into a fist and slapped it against his left breast – a salute between equals.

The courtiers began to mutter at this audacity but the King motioned for them to be silent.

"We've been waiting for you, Thoran," His Highness said, his voice echoing throughout the room.

"I'll not waste words with you, Ruler of Child Snatchers," Thoran spat. "Where is the daughter of Broton, Chief of the Eagle Clan of Northmen, abducted by raiders on your orders?"

"She is uninjured and well looked after, my Barbarian friend, and you may return her to her sire after her ransom is paid."

"What treachery is this?" roared Thoran. "She is an innocent and by the law of the land cannot be bartered or detained."

"I am the law of the land!" thundered the King, leaping to his feet. "I alone will decide who is to be detained and what the ransom will be!" Then, more quietly, "For too long Humans have forgotten their place as guests in the Kingdom."

He turned his attention from Thoran to the court at large.

"To retrieve the freedom of she whom you seek," he proclaimed, "you must stand a test of courage and endurance. If you succeed you will win her release and the respect of the House of Royal for Humankind. If you fail you will die and the hopes of Humankind for equal citizenship will die with you."

"Then bring on the test," said Thoran softly, "and pray that I find no treachery in its conclusion. For if I do, your blood will stain an assassin's dagger before my breath escapes my body."

"Escort him to the Gauntlet," said the King. "Instruct him well. I want him to die more slowly than those before him."

"Surrender your weapons, sir," said the keeper, "for they will encumber you."

Without taking his eyes off the King, Thoran loosened his scabbard belt and handed over his sword. He saluted the King a second time in the same manner as before, and followed the keeper out of the throne room. The keeper began to speak of what awaited him.

"The rooms are filled with traps," the keeper was saying. "The corridors and cubby-holes are poorly lit. Be alert to any possibility, both mechanical and organic. The best defence against these chambers are the very wits and strengths by which you have survived thus far. Ahh, we are here."

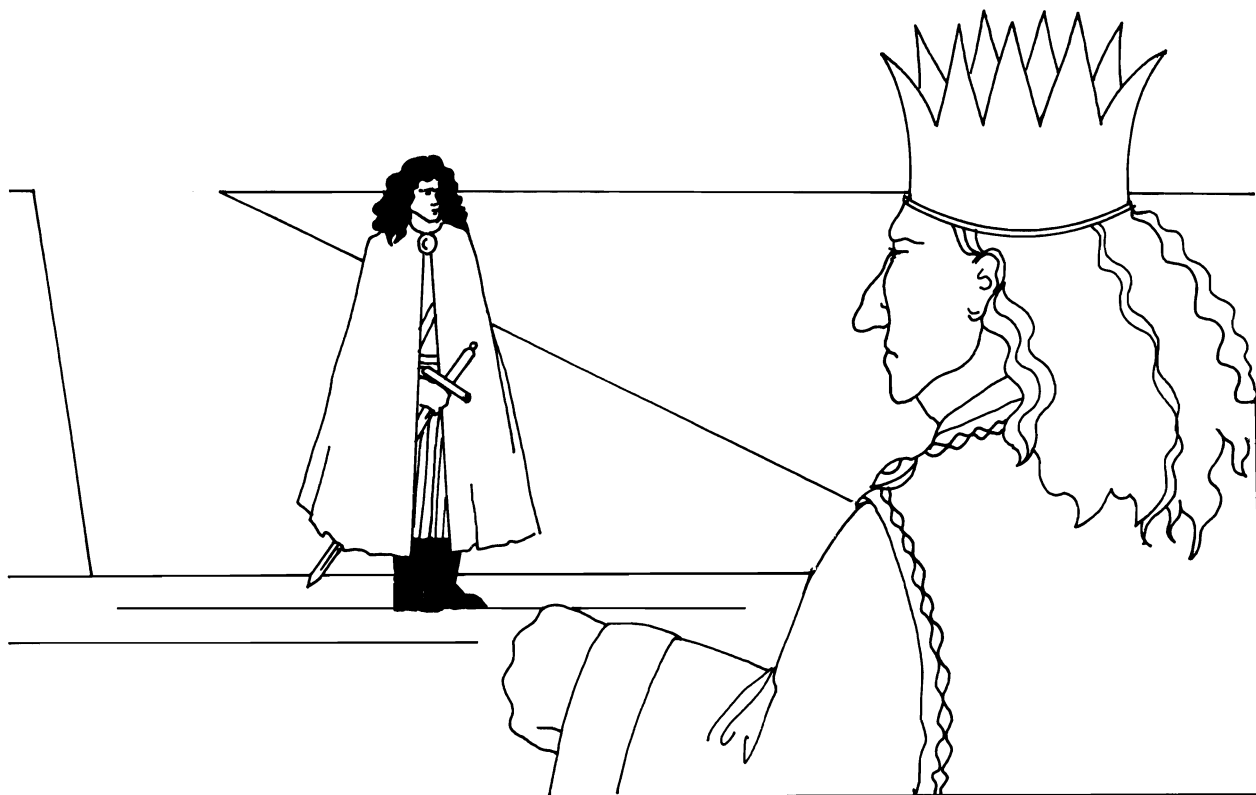
The keeper opened a door that led into a single narrow room. Above could be heard the tittering of the courtiers, who watched his moves out of harm's way. Thoran moved through the portal.

"Good luck," sighed the keeper, as he'd said before to a hundred other Men and Graylocks. And he closed the heavy door, barring it behind him.

Thoran crouched at the ready and took a single step. A dart flew past his face and the courtiers gasped, then applauded as he dodged it. Taking a deep breath, Thoran stepped forward once more.

Spiders lurked in the shadows. The machinery was set. The honour of Humankind was at stake. This then was the Gauntlet of Death – as told in lore and around camp-fires – from which no being had emerged alive.

Already Thoran was making plans to survive . . .



# ***FIREKEEP***

*AWAKEN NOW AND HARKEN TO THY DREAMS  
FOR WHAT STANDS BEFORE YOU IS NOT WHAT IT SEEMS  
A WIZARD'S DANGER HOVERS WHILE YOU SLEEP  
AND YE SHALL DIE WITHIN THE WALLS OF FIREKEEP*

The town of Skyshade was more than an odd name on a traveller's map. It was home to five inns, a weaponry shop, two general stores, six food shops, and twenty-one undertakers. Skyshade had the largest transient population in the land, sitting as it did squarely across the entrance to Lost Canyon (which, in turn, led to Firekeep).

Pilgrims from all over Graylockland – Humans, Graylocks, Halflings from the Forbidden Territories – came to Skyshade with only one thing on their minds – the treasures of Firekeep.

The Barbarian was no exception to this general rule. He'd heard of Firekeep during a recent stay in Belestria, the desert city. The lure of treasure was a powerful one and Thoran was more interested in pressing on than stopping; that is, until he heard music coming from the Dragon Inn. A vision of cool ale and comfort lured him off the road.

He took the table farthest from the door and sat with his back to the wall, waiting for the tankard promised him by the waitress. Although he didn't wish to draw attention to himself, his size, weight and fighter's countenance were difficult to disguise with a cloak and a stick.

Several locals took his measure and decided that they could do without broken bones and bruised heads. A couple of others – outlanders like Thoran – considered asking him to join their assault on Firekeep. But the scowl on his face and the thickness of his staff made them think twice.

It was a young pilgrim, a southboy, who came over to the Barbarian's table and politely asked if he could sit down. Not yet fully grown, this slight youth seemed to offer little in the way of danger. But he met Thoran's gaze unflinchingly, causing the giant warrior to agree to his company. The pilgrim moved his chair to the table, and seated himself as an equal. The crowd quietened. When no confrontation took place, they resumed their chatter. Thoran sipped his ale and smiled to himself at their wonder.

"I am the best swordsman in my village," said the youth, "I can slice a candle twelve times without dousing its flame."

Thoran considered this. "How many enemies have you killed?" the lad continued, pointing to the sword that just peeked out, handle first, through the Barbarian's cloak.

"I only kill friends," Thoran growled.

Some of the colour drained from the boy's face. "Why's that?" His voice almost betrayed his fear.

"Because no coward dares stand against me," explained Thoran. "I may fight only brave men. Since no man of courage may be my enemy, I fight only those who know my name. Since those who know my name respect me, they are my friends. Since no warrior can better me, they all die. I only kill my friends."

"Must I die to be your friend?"

"All do, sooner or later. Better you should drink and not ask my name."

The Barbarian and the southboy drank their ale in silence, each lost in thought.

Thoran was thinking of the compulsion that had led him to Skyshade and Firekeep – a powerful spell laid on him by the treacherous illusionist Thomas Dreamweaver, a spell that placed him in bondage to the Wizard of Firekeep. What sweet revenges would be his when he freed himself of this urge to go to Firekeep. How utterly dead Dreamweaver would be then.

The southboy too was lost in thought, but Thoran's thoughts intruded upon him. The southboy was a Sensitive, one of the gifted who could read the minds of others. He knew of the Barbarian's plight at the instant Thoran thought about it.

"I shall help you, Thoran," the southboy said.

Thoran instantly stood to his full height and clouted the lad soundly across the ear, sending him crashing across several tables.

"Do not speak my name again," he roared. "I want no more blood on my hands. The only way to help me is to defeat me in armed combat. You cannot. I want no more blood on my hands."

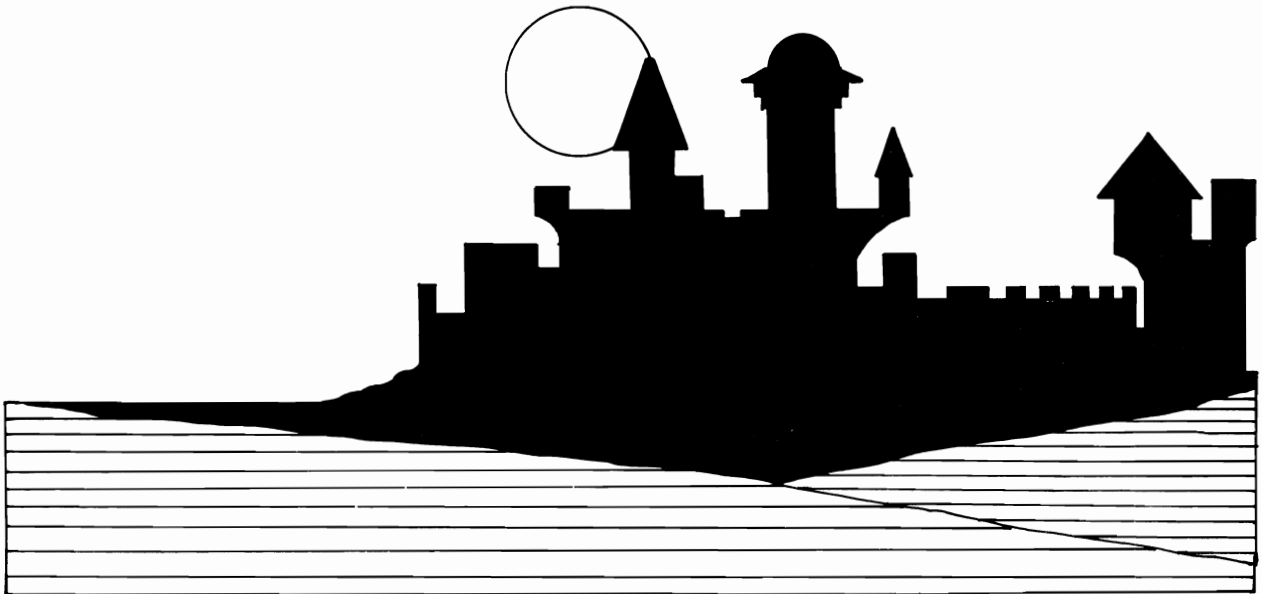
So saying, he strode through the door of the Dragon Inn and out on to the Lost Canyon road.

The much chastised southboy bought himself another tankard and sat down again at the abandoned table. Sipping cool ale, he studied an old parchment that had been provided for him by his employer, the White Wizard of the South.

Old Wilgus' words came back to him. "At any cost you must see that the Barbarian Thoran comes to Crystal Hall. The future of life depends on it. You must free him of the bondage he faces at Firekeep and bring him here. It is up to you."

The southboy downed his pint, pocketed his map, gathered up his resolve and set off for Firekeep, the captive warrior, and the Wizard who held him prisoner.

It was going to be a long, long day. . .



```
10 REM *****FIREKEEP*****
15 REM *****
20 REM BY DAN AND ED CAGGIANI
30 REM COPYRIGHT (C) 1984
40 POKE 53280,2:POKE 53281,3:PRINT "{BL}"
90 X=56:Y=49
100 DIM L$(X+200)
110 DIM LO$(Y+200)
120 DIM O$(Y+200)
130 DIM C$(30)
140 DIM T(4,X+200)
```

150 DIM C(30)  
 160 DIM O(Y+200)  
 170 DATA IN THE RAMPARTS,IN THE NORTH END OF THE CASTLE,IN THE COFFER ROOM  
 172 DATA RIGHT OUTSIDE CASTLE FIREKEEP,WEST OF THE CANYON  
 174 DATA AT THE NORTH END OF THE CANYON,ON THE CANYON TOP  
 176 DATA IN WHAT SEEMS TO BE A TORTURE CHAMBER,IN A DARK CORRIDOR  
 178 DATA IN THE PASSAGE OF NORTH,ON THE DRAWBRIDGE,IN A WIND TUNNEL!!  
 180 DATA IN THE CANYON,OVER THE CANYON,IN A SOUTHWEST CORRIDOR  
 182 DATA IN A STORAGE FACILITY,IN WHAT SEEMS TO BE A CHILD'S ROOM  
 184 DATA IN THE CASTLE'S LOBBY,IN THE FIRE MONSTER'S DOMAIN  
 186 DATA IN THE CENTER OF THE LOST CANYON,ON A STEEP LEGDE  
 188 DATA IN A SOUTHERN PASSAGE,IN A LONG HALLWAY,IN A LONG HALLWAY  
 190 DATA IN A ROOM FILLED WITH SET WIRES,IN THE LAIR OF THE LIGHTNING BEAST  
 192 DATA STILL IN THE CANYON,ON THE TOP OF THE CANYON,IN A PUB,IN A PUB  
 194 DATA IN A TAVERN,IN A LOCAL PUB,AT THE OTHER END OF THE CANYON  
 196 DATA AT THE BOTTOM EAST OF THE LOST CANYON,OVERLOOKING THE LOST CANYON  
 198 DATA IN A LOCAL TAVERN,ON A STREET IN SKYSHADE,IN THE STREET  
 200 DATA IN THE STREET,IN THE STREET,STILL IN THE STREET,IN THE STREET  
 202 DATA IN THE OUTFITTER'S SHOP,ON SKYSHADE STREET  
 204 DATA IN THE MARKET,AT THE UNDERTAKER'S OFFICE,AT THE WEAPONS EMPORIUM  
 206 DATA IN THE MARKET,AT AN OUTFITTER'S SHOP,IN THE UNDERTAKER'S OFFICE  
 208 DATA WALKING THE STREETS,ON SKYSHADE SOUTH STREET,ON THE STREET  
 210 DATA ON THE STREET,IN THE STREET,ON THE STREET  
 220 DATA THORAN THE BARBARIAN,\*,1,A SMALL OPENING THROUGH THE FLOOR,\*,2  
 222 DATA A GOLD LINED CHEST,\*,3,A WOODEN DRAWBRIDGE,\*,4,A DARK CAVE,\*,5  
 224 DATA THE ENTIRE CANYON TO THE SOUTH,\*,6,THE CANYON BELOW,\*,7  
 226 DATA A RACK;CHAINS;IDLE ARMS AND AN IRON MAIDEN,\*,8  
 228 DATA A STRANGE RING,RING,10,DARK CLOUDS ABOVE YOU,\*,11,THE CANYON BELOW,\*,14  
 230 DATA ONLY TWO EXITS,\*,15,A DARK COLORED CLOAK,CLOAK,16  
 232 DATA VARIOUS DOLLS ABOUT,DOLLS,17,NEEDLES ON THE FLOOR,NEEDLES,17  
 234 DATA THE DARKENED WALLS OF FIREKEEP,\*,18,THE MISTY WIND ATTACK YOU!!,\*,12  
 236 DATA THE ANGERED FIRE MONSTER!!!,\*,19,THE CANYON WALLS TO EACH SIDE,\*,20

238 DATA THE BEUTIFUL CANYON BELOW,\*,21,A GOLDEN STAFF,STAFF,22  
240 DATA WHAT SEEMS TO BE VARIOUS WIRES,\*,25,THE LIGHTNING BEAST!!!!,\*,26  
242 DATA NOTHING BUT THE CANYON,\*,28,THE BARKEEP AND THE BAR,\*,29  
244 DATA A SMOKE-FILLED ENVIRONMENT,\*,30,NO ONE BUT THE BARKEEP,\*,31  
246 DATA AN ABANDONED TAVERN,\*,32,THE CANYON BELOW,\*,35,A GANG OF FIGHTERS!,\*,36  
248 DATA TWO SIGNS OUTSIDE EACH ESTABLISHMENT,\*,37,A NORTHERN PUB,\*,38  
250 DATA A BAR TO THE NORTH,\*,39,MANY GARMENTS ABOUT,GARMENTS,43,A TAILOR,\*,43  
252 DATA AN OUTFITTER'S SHOP,\*,44,FOOD EVERYWHERE!,FOOD,45,AN UNDERTAKER,\*,46  
254 DATA A MAN AT THE DESK,\*,47,FOOD SCATTERED ABOUT,FOOD,48  
256 DATA CLOTHES EVERYWHERE,CLOTHES,49,AN UNDERTAKER,\*,50,AN ESTABLISHMENT,\*,51  
258 DATA A LARGE MARKET,\*,52,AN ESTABLISHMENT,\*,53,A WEAPON'S EMPORIUM,\*,54  
260 DATA A MARKET TO THE NORTH,\*,55,A STREET TO THE WEST AND A SHOP,\*,56  
261 DATA A MAN ON THE SIDEWALK,\*,53  
270 DATA 0,8,0,0  
271 DATA 0,0,3,0  
273 DATA 0,10,0,2  
274 DATA 0,11,0,0  
276 DATA 0,12,0,0  
278 DATA 0,13,0,0  
280 DATA 0,14,0,6  
282 DATA 0,0,9,0  
284 DATA 0,16,0,8  
286 DATA 3,17,0,0  
288 DATA 4,18,0,0  
290 DATA 5,19,13,0  
292 DATA 6,20,0,12  
294 DATA 7,21,0,13  
296 DATA 0,22,16,0  
298 DATA 9,0,0,15  
300 DATA 10,0,18,0  
302 DATA 11,25,0,17  
304 DATA 12,0,0,0

306 DATA 13,27,0,0  
308 DATA 14,28,0,20  
310 DATA 15,0,23,0  
312 DATA 0,0,24,22  
314 DATA 0,0,25,23  
316 DATA 18,0,0,24  
318 DATA 0,33,27,0  
320 DATA 20,0,0,26  
322 DATA 21,35,0,27  
324 DATA 0,0,30,0  
326 DATA 0,37,0,29  
328 DATA 0,38,0,0  
330 DATA 0,39,0,0  
332 DATA 26,0,34,0  
334 DATA 0,0,0,33  
336 DATA 28,0,0,34  
338 DATA 0,0,37,0  
340 DATA 30,44,38,36  
342 DATA 31,0,39,37  
344 DATA 32,0,40,38  
346 DATA 0,0,41,39  
348 DATA 0,0,42,40  
350 DATA 35,0,0,41  
352 DATA 0,0,44,0  
354 DATA 37,51,0,43  
356 DATA 0,52,0,0  
358 DATA 0,53,0,0  
360 DATA 0,54,0,0  
362 DATA 0,55,0,0  
364 DATA 0,56,0,0  
366 DATA 0,0,51,0  
368 DATA 44,0,52,50

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370 DATA 45,0,53,51
372 DATA 46,0,54,52
374 DATA 47,0,55,53
376 DATA 48,0,56,54
378 DATA 49,0,0,55
660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,HELP,7,WEAR,8,USE,9,READ,9,INSERT,9,MUG,10,BUY,11,SAY,12
664 DATA QUIT,13,OPEN,14,EAT,14
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FORC=1TOX:READT(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=23
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=56
735 PRINTCHR$(147)
850 FORT=1TO2855:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IF O(C)=L THENN$=LO$(C):PRINTN$;" ";
900 NEXTC
902 IF N$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)

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1012 IF MID$(A$,C,1)=" " THEN GOTO 1030
1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ONAGOTO1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900,2000,4000,2500
1080 FORC=1TOY
1081 IFB$="GARMENTS"ANDO(34)=LTHENPRINT"THE STORE OWNER THROWS YOU OUT FOR ";
1082 IFB$="GARMENTS"ANDO(34)=LTHENPRINT"SHOPLIFTING!":L=44:GOTO850
1083 IFB$="CLOTHES"ANDO(41)=LTHENPRINT"YOU'RE THROWN OUT FOR STEALING!":L=56:GOTO850
1084 IFB$="FOOD"ANDO(40)=LTHENPRINT"YOU'RE KICKED OUT FOR STEALING!":L=55:GOTO850
1085 IFB$="FOOD"ANDO(37)=LTHENPRINT"YOU ARE THROWN OUT FOR STEALING!":L=52:GOTO850
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1170 FORC=1TOY
1171 IFB$="FOOD"ANDBH=1ORB$="HONEY"ANDBH=1THENL=1:PRINT"THE BEAR TAKES IT!":GOTO850
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP "B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFB$="OPENING"ANDL=2THENL=56:PRINT"OK.":GOTO850
1242 IFB$="TRAPDOOR"ANDL=2THENL=56:PRINT"OK.":GOTO850
1243 IFL=4ANDT(DR,L)=11ANDCB=0THENPRINT"THE DRAWBRIDGE IS CLOSED":L=4:GOTO850
1244 IFB$="CAVE"ANDL=5ANDGH=0THENPRINT"THE BEAR CLAWS YOU TO DEATH!":GOTO4000
1245 IFB$="CAVE"ANDL=5ANDGH=1THENPRINT"THE BEAR LETS YOU BY":L=4:GOTO850
1246 IFL=7ANDT(DR,L)=6THENPRINT"YOU FALL INTO THE CANYON!":GOTO4000
1247 IFB$="DOWN"ANDL=7THENL=6:PRINT"YOU CLIMB DOWN THE CANYON":GOTO850
1248 IFB$="MAIDEN"ANDL=8THENPRINT"YOU ENTER THE MAIDEN!":L=1:GOTO850

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1249 IFL=12ANDT(DR,L)=5ANDKW=0THENPRINT"THE WIND TAKES ITS TOLL!":GOTO4000
1250 IFL=12ANDT(DR,L)=19ANDKW=0THENPRINT"THE WIND CREATURE KILLS YOU!":GOTO4000
1251 IFL=14ANDT(DR,L)=13THENPRINT"YOU FALL INTO THE CANYON!":GOTO4000
1252 IFB$="DOWN"ANDL=14THENL=13:PRINT"YOU CLIMB DOWN THE CANYON":GOTO850
1253 IFL=19ANDT(DR,L)=12ANDKF=0THENPRINT"THE FIRE CREATURE SPREADS ON YOU!":GOTO4000
1254 IFL=21ANDT(DR,L)=20THENPRINT"YOU FALL INTO THE CANYON!":GOTO4000
1255 IFL=25ANDT(DR,L)=24THENPRINT"YOU ACTIVATE A TRIP STRING WHICH SHOOTS ";
1256 IFL=25ANDT(DR,L)=24THENPRINT"MANY CREAM PIES IN YOUR FACE!HAHAHA!":L=24:GOTO850
1257 IFL=26ANDT(DR,L)=33ANDKL=0THENPRINT"YOU ARE STRUCK BY LIGHTNING!":GOTO4000
1258 IFL=26ANDT(DR,L)=27ANDKL=0THENPRINT"YOU ARE STRUCK BY LIGHTNING!":GOTO850
1259 IFB$="DOWN"ANDL=21THENL=20:PRINT"YOU CLIMB DOWN THE CANYON":GOTO850
1260 IFL=28ANDT(DR,L)=27THENPRINT"YOU FALL INTO THE CANYON BELOW!":GOTO4000
1261 IFB$="DOWN"ANDL=28THENL=27:PRINT"YOU CLIMB DOWN THE CANYON":GOTO850
1262 IFL=35ANDT(DR,L)=34THENPRINT"YOU FALL INTO THE CANYON!":GOTO4000
1263 IFB$="DOWN"ANDL=35THENL=34:PRINT"YOU CLIMB DOWN THE CANYON":GOTO850
1264 IFL=42ANDT(DR,L)=35ANDBH=0ANDGS=0THENPRINT"YOU AREN'T PREPARED FOR WHAT LIES!";
1265 IFL=42ANDT(DR,L)=35ANDBH=0ANDGS=0THENPRINT" AHEAD.":L=42:GOTO850
1266 IFL=42ANDT(DR,L)=35ANDGS=1ANDBH=0THENPRINT"YOU'RE NOT READY!":L=42:GOTO850
1267 IFL=42ANDT(DR,L)=35ANDGS=0ANDBH=1THENPRINT"YOU'RE NOT PREPARED!":L=42:GOTO850
1268 IFL=42ANDT(DR,L)=35ANDGS=1ANDBH=1THENL=35:GOTO850
1269 IFL=53ANDT(DR,L)=52ANDUD=0THENPRINT"THE MAN WILL NOT LET YOU PASS":L=53:GOTO850
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="THORAN"ANDL=1THENPRINT"HE MUST BE FOUGHT"
1342 IFB$="OPENING"ANDL=2THENPRINT"IT SEEMS TO BE A TRAPDOOR OF SOMEKIND"
1343 IFB$="CHEST"ANDL=3ANDCC=0THENPRINT"IT SEEMS TO BE CLOSED"
1344 IFB$="CHEST"ANDL=3ANDCC=1THENPRINT"THE OLD 'JACK IN THE CHEST' IS OUT!!  HAHA
1345 IFB$="DRAWBRIDGE"ANDCB=0ANDL=4THENPRINT"THE PASSAGE TO FIREKEEP IS CLOSED"

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1346 IFB\$="DRAWBRIDGE"ANDCB=1ANDL=4THENPRINT"THE WOODEN BRIDGE SEEMS STURDY TO CROSS  
1347 IFB\$="CAVE"ANDL=5THENPRINT"A BIG BLACK BEAR STALKS THIS AREA!"  
1348 IFB\$="CANYON"THENPRINT"THE CANYON IS FILLED WITH BEAUTY AS WELL AS DANGER!"  
1350 IFB\$="CHAMBER"ANDL=8THENPRINT"MANY ITEMS OF TORTURE ARE PRESENT HERE."  
1352 IFB\$="RACK"ANDL=8THENPRINT"THERE ARE SOME OLD BONES ON IT"  
1353 IFB\$="BONES"ANDL=8THENPRINT"THEY ARE OF HUMAN ORIGIN!!"  
1363 IFB\$="CHAINS"ANDL=8THENPRINT"THEY SEEM TO HAVE BEEN FOR HANGING PEOPLE!!"  
1364 IFB\$="IRON MAIDEN"ANDL=8ORB\$="MAIDEN"ANDL=8THENPRINT"THERE ARE SPIKES ON IT!"  
1365 IFB\$="RING"ANDO(9)=LORB\$="RING"ANDO(9)=1000THENPRINT"IT HAS A JADE INLAY.."  
1366 IFB\$="INLAY"THENPRINT"IT IS OF A CRESCENT MOON"  
1367 IFB\$="CLOUDS"ANDL=11THENPRINT"THE CLOUDS REPRESENT THE EVIL OF THE CASTLE."  
1368 IFB\$="CLOAK"ANDO(13)=LORB\$="CLOAK"ANDO(13)=1000THENPRINT"IT COULD HAVE MAGICAL"  
1369 IFB\$="CLOAK"ANDO(13)=LORB\$="CLOAK"ANDO(13)=1000THENPRINT"PROPERTIES!!!!"  
1370 IFB\$="DOLLS"ANDO(14)=LORB\$="DOLLS"ANDO(14)=1000THENPRINT"THEY APPEAR TO BE..."  
1371 IFB\$="DOLLS"ANDO(14)=LORB\$="DOLLS"ANDO(14)=1000THENPRINT"KACHINA DOLLS!?!"  
1372 IFB\$="NEEDLES"ANDO(15)=LORB\$="NEEDLES"ANDO(15)=1000THENPRINT"THEY ARE VERY"  
1373 IFB\$="NEEDLES"ANDO(15)=LORB\$="NEEDLES"ANDO(15)=1000THENPRINT"SHARP AND HURT.."  
1374 IFB\$="WALLS"ANDL=18THENPRINT"THE DARKNESS IS OF AN EVIL ORIGIN"  
1375 IFB\$="WIND"ANDL=12ANDKW=0THENPRINT"ITS ANGER IS LASHED OUT AT YOU!":GOTO4000  
1376 IFB\$="MONSTER"ANDL=19ANDKF=0ORB\$="FIRE"ANDL=19ANDKF=0THENPRINT"THE BEAST BURNS"  
1377 IFB\$="MONSTER"ANDL=19ANDKF=0ORB\$="FIRE"ANDL=19ANDKF=0THENPRINT"YOU!":GOTO4000  
1378 IFB\$="WALLS"ANDL=20THENPRINT"THE ROCK FORMED WALL SURROUNDS YOU ON EACH SIDE  
1379 IFB\$="STAFF"ANDO(20)=LORB\$="STAFF"ANDO(20)=1000THENPRINT"IT'S WARM TO THE TOUCH  
1380 IFB\$="WIRES"ANDL=25THENPRINT"THEY SEEM BE TIGHT AS GUITAR STRINGS WOULD"  
1381 IFB\$="BEAST"ANDL=26ANDKL=0THENPRINT"IT LASHES OUT LIGHTNING BOLTS!":GOTO4000  
1382 IFB\$="BARKEEP"ANDUD=0ANDL=29THENPRINT"THE BARKEEP THROWS YA OUT!":L=37:GOTO850  
1383 IFB\$="BAR"ANDL=29ORB\$="BAR"ANDL=30THENPRINT"THERE ARE A COUPLE OF CUSTOMERS"  
1384 IFB\$="BAR"ANDL=29ORB\$="BAR"ANDL=30THENPRINT"IN THE CORNER OF THE SLEEZY BAR"  
1385 IFB\$="BARKEEP"ANDUD=1ANDL=29THENPRINT"HELLO,MY NAME IS AL,THE BARKEEP."  
1386 IFB\$="BARKEEP"ANDUD=1ANDL=29THENPRINT"IS THERE SOMETHING YOU WANT?":GOTO1000  
1387 IFB\$="CUSTOMERS"ANDL=29ORB\$="CUSTOMERS"ANDL=30THENPRINT"THEY SEEM TO BE DRUNK!"  
1388 IFB\$="SMOKE"ANDL=30THENPRINT"THE SMOKE LINGERS AS FOG DOES IN LONDON"

1389 IFB\$="BARKEEP"ANDL=31ANDUD=1THENPRINT"HE IS ANNOYED BECAUSE OF THE LACK OF"

1390 IFB\$="BARKEEP"ANDL=31ANDUD=1THENPRINT"BUSINESS AND KICKS YA OUT!":L=38:GOTO850

1391 IFB\$="TAVERN"ANDL=32THENPRINT" THERE IS MUCH DISORDER,WITH CHAIRS FLUNG AROUND"

1392 IFB\$="TAVERN"ANDL=32THENPRINT"AND BROKEN TABLES SCATTERED ABOUT"

1393 IFB\$="GANG"ANDL=36THENPRINT"THE GANG TAKES OFFENSE TO YOUR CURIOSITY AND"

1394 IFB\$="GANG"ANDL=36THENPRINT"REVEAL LARGE SWITCH BLADES TOWARDS YOU!":GOTO4000

1395 IFB\$="SIGN"ANDL=37ORB\$="SIGNS"ANDL=37THENPRINT"THEY ARE BEAUTIFULLY COLORED"

1396 IFB\$="SIGN"ANDL=37ORB\$="SIGNS"ANDL=37THENPRINT"WITH LARGE CALLIGRAPHIC LETTERS"

1397 IFB\$="PUB"ANDL=38THENPRINT"THE ENTRANCE SEEMS INVITING TO YOU"

1398 IFB\$="BAR"ANDL=39THENPRINT"THE AROMA OF ALCOHOL DOMINATES THE COOL AIR"

1399 IFB\$="GARMENTS"ANDO(34)=LORB\$="GARMENTS"ANDO(34)=1000THENPRINT"THEY'RE WEARABLE"

1400 IFB\$="TAILOR"ANDL=43THENPRINT"YOU NOTICE THAT HE IS A BIT EFFEMINATE!"

1401 IFB\$="SHOP"ANDL=44THENPRINT"THE SHOP HAS A SMALL WINDOW IN FRONT ANDTHE STORE";

1402 IFB\$="SHOP"ANDL=44THENPRINT" ITSELF IS NOT VERY BIG"

1403 IFB\$="WINDOW"ANDL=44THENPRINT" THERE IS A SMALL DISPLAY OF CLOTHING HERE"

1404 IFB\$="FOOD"ANDO(37)=LORB\$="FOOD"ANDO(37)=1000THENPRINT"IT IS PURE SWEET HONEY"

1405 IFB\$="UNDERTAKER"ANDL=46ANDUD=1THENPRINT"HE LOOKS AS IF HE SHOULD BE A CLIENT!"

1406 IFB\$="MAN"ANDL=47ANDUD=1THENPRINT"HE IS CLEANING ONE OF HIS NEW SWORDS"

1407 IFB\$="FOOD"ANDO(40)=LORB\$="FOOD"ANDO(40)=1000THENPRINT"IT IS PURE SWEET HONEY"

1408 IFB\$="CLOTHES"ANDO(41)=LORB\$="CLOTHES"ANDO(41)=1000THENPRINT"IT'S YOUR STYLE!"

1409 IFB\$="UNDERTAKER"ANDL=50ANDUD=0THENPRINT"HE THROWS YOU OUT BECAUSE HE SAID YOU

1410 IFB\$="UNDERTAKER"ANDL=50ANDUD=0THENPRINT"WERE INDECENT!":L=51:GOTO850

1411 IFB\$="ESTABLISHMENT"ANDL=51THENPRINT"YOU NOTICE THAT IT IS A MORGUE"

1412 IFB\$="MARKET"ANDL=52THENPRINT"IT HAS MANY FOOD ITEMS ON SALE!"

1413 IFB\$="ESTABLISHMENT"ANDL=53THENPRINT"THE SIGN OUTSIDE SAYS:FUNERAL PARLOR"

1414 IFB\$="EMPORIUM"ANDL=54THENPRINT"YOU NOTICE VARIOUS WEAPONS AROUND THE STORE"

1415 IFB\$="MARKET"ANDL=55THENPRINT"IT IS A VERY SMALL CORNER GROCER"

1416 IFB\$="SHOP"ANDL=56THENPRINT"THROUGH THE WINDOW YOU SEE A TAILOR STITCHING"

1417 IFB\$="MAN"ANDL=47ANDUD=0THENPRINT"THE MAN IS ANGERED AT YOUR EXPOSURE!HE ";

1418 IFB\$="MAN"ANDL=47ANDUD=0THENPRINT" KICKS YOU OUT OF HIS STORE!":L=54:GOTO850

1419 IFB\$="MONEY"ANDMM=1ANDGM<>0THENPRINT"YOU HAVE"GM;"DUCATS."

1420 IFB\$="MAN"ANDL=53ANDMM=0THENPRINT"HE IS WELL DRESSED"

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1421 IFB$="MAN"ANDL=53ANDMM=1THENPRINT"HE IS LYING ON THE GROUND AND BLEEDING!"
1422 IFB$="WEAPONS"ANDL=47THENPRINT"YOU SEE A SWORD,CROSSBOW,AND BOOK":GOTO1000
1423 IFB$="STAFF"ANDO(21)=LORB$="STAFF"ANDO(21)=LTHENPRINT"IT IS RED"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1451 IFGM<>0THENPRINTGM;"DUCATS"
1452 IFBF=1THENPRINT"PURE HONEY":O(40)=1001
1453 IFBH=1THENPRINT"REALLY GOOD HONEY":O(37)=1001
1454 IFGS=1THENPRINT"SWORD"
1455 IFGC=1THENPRINT"CROSSBOW"
1456 IFGB=1THENPRINT"BOOK"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFL>45ANDUD=0THENPRINT"WELL,MAYBE YOU'RE NOT PROPERLY ATTIRED":GOTO850
1510 IFL=26ANDKL=0THENPRINT"SWORDS AND STONES WILL NOT SURPASS THE EVILS OF THE ";
1511 IFL=26ANDKL=0THENPRINT"LIGHTNING'S WRATH!":GOTO850
1514 IFL=19ANDKF=0THENPRINT"FIGHTING WEAPONS AREN'T ENOUGH. YOU MUSTHAVE MAGIC ";
1515 IFL=19ANDKF=0THENPRINT"TO BE TOUGH.":GOTO850
1517 IFL=12ANDKW=0THENPRINT"THE WIND IS STRONG, IT IS NOT PLEASANT, FOR WHAT YOU ";
1518 IFL=12ANDKW=0THENPRINT"NEED IS MAGIC PRESENT!":GOTO850
1520 IFL=5ANDGH=0THENPRINT"THIS BEAR IS HUNGRY, BUT NOT FOR MONEY, FOR WHAT HE ";
1522 IFL=5ANDGH=0THENPRINT"WANTS IS GOOD, PURE":GOTO850
1530 HR=INT(RND(0)*6)
1535 IFHR=0THENPRINT"TRY EXAMINING THINGS.":GOTO850
1536 IFHR=1THENPRINT"THERE IS NO HELP AVAILABLE AT THIS TIME.":GOTO850
1537 IFHR=2THENPRINT"HEY, WHAT IF YOU MAP IT OUT?":GOTO850
1538 IFHR=3THENPRINT"I DON'T KNOW WHAT TO DO EITHER!":GOTO850
1539 IFHR=4THENPRINT"REMEMBER THAT TWO HEADS ARE BETTER THAN ONE!":GOTO850
1540 IFHR=5THENPRINT"REMEMBER ALL CLUES!":GOTO850
1600 IFB$="RING"ANDO(9)=1000THENPRINT"YOU SUDDENLY TURN INTO A WEREWOLF AND HAVE ";
1605 IFB$="RING"ANDO(9)=1000THENPRINT"AN UNCONTROLLABLE URGE TO GO TO SEA!":GOTO4000

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1610 IFB$="CLOAK"AND(13)=1000THENPRINT"GOBLINS ARREST YOU FOR INDECENT EXPOSURE"
1611 IFB$="CLOAK"AND(13)=1000THENGOTO4000
1615 IFB$="GARMENTS"ANDUD=0ANDBG=1THENPRINT"OK,THEY'RE ON":UD=1:GOTO850
1616 IFB$="GARMENTS"ANDUD=1THENPRINT"YOU'RE ALREADY DRESSED":GOTO850
1618 IFB$="CLOTHES"ANDUD=0ANDBC=1THENPRINT"OK,THEY'RE ON":UD=1:GOTO850
1620 IFB$="CLOTHES"ANDUD=1THENPRINT"YOU'RE ALREADY DRESSED!":GOTO850
1630 PRINT"YOU CANNOT WEAR "B$;"!!!!":GOTO850
1700 IFB$="STAFF"AND(21)=1000THENPRINT"IT SHOOTS A FIREBALL WHICH BOUNCES BACK ";
1702 IFB$="STAFF"AND(21)=1000THENPRINT" TOWARDS YOU BURNING YOU TO DEATH!":GOTO4000
1704 IFB$="CLOAK"AND(13)=1000THENPRINT"YOU SUDDENLY TURN INVISIBLE!":IC=1:GOTO850
1705 IFB$="BOOK"ANDGB=1THENPRINTCHR$(147):GOSUB7000:GOTO850
1706 IFB$="SIGN"ANDL=37THENPRINT"THE SIGN TO THE NORTH SAYS 'THE PEOPLES PUB' AND";
1707 IFB$="SIGN"ANDL=37THENPRINT" THE SIGN TO THE WEST SAYS'BUD'SBEER BAR!":GOTO1000
1710 IFB$="NEEDLES"AND(15)=1000AND(14)=1000THENPRINT"YOU FEEL PAIN!THE DOLL WAS";
1720 IFB$="NEEDLES"AND(15)=1000AND(14)=1000THENPRINT" REPRESENTING YOU!":GOTO4000
1730 IFB$="NEEDLE"AND(15)=1000AND(14)=1000THENPRINT"YOU FEEL PAIN! THE DOLL WAS";
1735 IFB$="NEEDLE"AND(15)=1000AND(14)=1000THENPRINT" REPRESENTING YOU!":GOTO4000
1736 IFB$="SWORD"ANDGS=1ANDL=1THENGOSUB8000:GOTO850
1737 IFB$="CROSSBOW"ANDGC=1THENPRINT"IT FIRES.":GOTO850
1740 GOTO850
1800 IFB$="MAN"ANDL=53ANDMM=0THENPRINT"YOU GIVE HIM A GOOD BEATING AND TAKE";
1810 IFB$="MAN"ANDL=53ANDMM=0THENPRINT"      239 FROM HIM":MM=1:GM=239:GOTO850
1820 PRINT"YOU CANNOT MUG "B$;"!!!!":GOTO850
1900 IFUD=0ANDL<>49THENPRINT"THEY WON'T LET YOU BUY ANYTHING":GOTO850
1901 IFB$="CLOTHES"ANDL=49ANDBC=0ANDGM>40THENGM=GM-40:PRINT"IT COST YOU";
1910 IFB$="CLOTHES"ANDL=49ANDBC=0ANDGM>40THENPRINT"40":O(41)=1000
1911 IFB$="CLOTHES"ANDL=49ANDBC=0ANDGM>40THENBC=1:GOTO850
1920 IFB$="GARMENTS"ANDL=43ANDBG=0ANDGM>85THENGM=GM-85:PRINT"IT COST YOU";
1922 IFB$="GARMENTS"ANDL=43ANDBG=0ANDGM>85THENPRINT"85":O(34)=1000
1924 IFB$="GARMENTS"ANDL=43ANDBG=0ANDGM>85THENBG=1:GOTO850
1930 IFB$="FOOD"ANDL=48ANDBF=0ANDGM>30THENGM=GM-30:PRINT"IT COST YOU 30"
1932 IFB$="FOOD"ANDL=48ANDBF=0ANDGM>30THEN O(37)=1000:BF=1:GOTO850

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1940 IFB\$="FOOD"ANDL=45ANDBH=0ANDGM>19THENGM=GM-19:PRINT"IT COST 19":BH=1:GOTO850  
1941 IFB\$="BOOK"ANDL=47ANDGB=0ANDGM>99THENGM=GM-99:PRINT"IT COST 99":GB=1:GOTO850  
1942 IFB\$="SWORD"ANDL=47ANDGS=0ANDGM>80THENGM=GM-80:PRINT"IT COST 80":GS=1:GOTO850  
1943 IFB\$="CROSSBOW"ANDL=47ANDGC=0ANDGM>81THENGM=GM-81:PRINT"COST81":GC=1:GOTO850  
1944 IFB\$="BEER"ANDL=29ANDGM>5THENGM=GM-5:PRINT"IT COST YOU 5":GOTO850  
1945 IFB\$="BOOK"ANDL=47ANDGB=0ANDGM<99THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1946 IFB\$="SWORD"ANDL=47ANDGS=0ANDGM<80THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1947 IFB\$="CROSSBOW"ANDL=47ANDGC=0ANDGM<81THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1948 IFB\$="BEER"ANDL=29ANDGM<5THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1950 IFB\$="CLOTHES"ANDL=49ANDBC=0ANDGM<40THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1952 IFB\$="GARMENTS"ANDL=43ANDBG=0ANDGM<85THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1954 IFB\$="FOOD"ANDL=48ANDBF=0ANDGM<30THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1955 IFB\$="FOOD"ANDL=45ANDBH=0ANDGM<20THENPRINT"YOU NEED MORE MONEY!":GOTO850  
1960 GOTO850  
2000 IFB\$="DELPHIA RIVEL"ANDL=19ANDKF=0THENPRINT"DARK CLOUDS APPEAR FOLLOWED ";  
2001 IFB\$="DELPHIA RIVEL"ANDL=19ANDKF=0THENPRINT"BY HEAVY RAINS!":KF=1:GOTO850  
2002 IFB\$="FORCELUS"ANDL=12ANDKW=0THENPRINT"YOU ARE SHIELDED FROM THE DEADLY WIND!"  
2004 IFB\$="FORCELUS"ANDL=12ANDKW=0THENPRINT"THE CREATURE VANISHES!":KW=1:GOTO850  
2006 IFB\$="BEGONUS"ANDL=26ANDKL=0THENPRINT"YOU ARE PROTECTED FROM THE LIGHTNING!"  
2007 IFB\$="BEGONUS"ANDL=26ANDKL=0THENPRINT"ONE OF IT'S BOLTS DEFLECTS BACK ON TO ";  
2008 IFB\$="BEGONUS"ANDL=26ANDKL=0THENPRINT"ITSELF, KILLING IT!":KL=1:GOTO850  
2010 IFB\$="DELPHIA RIVEL"ANDL<>19THENPRINT"IT RAINS FOR A WHILE THEN STOPS":GOTO850  
2020 IFB\$="FORCELUS"ANDL<>12THENPRINT"YOU ARE SHIELDED AGAINST NOTHING, ";  
2021 IFB\$="FORCELUS"ANDL<>12THENPRINT" THEREFORE THE SPELL DISAPPEARS!":GOTO850  
2030 IFB\$="BEGONUS"ANDL<>26THENPRINT"THERE ARE NO DANGERS TO BE SHIELDED BY":GOTO850  
2040 PRINTB\$":GOTO850  
2500 IFA\$="OPEN CHEST"ANDL=3THENCC=1:PRINT"OK, THE CHEST IS OPEN.":GOTO850  
2501 IFA\$="OPEN DRAWBRIDGE"ANDL=4THENPRINT"THE DRAWBRIDGE OPENS":CB=1:GOTO850  
2502 IFA\$="EAT FOOD"ANDBF=1THENPRINT"THAT WAS GOOD BUT YOU'RE THIRSTY":BF=0:GOTO850  
2503 IFA\$="EAT FOOD"ANDBH=1THENPRINT"THAT WAS GOOD BUT YOU'RE THIRSTY!":BH=0:GOTO850  
2504 GOTO850  
4000 FORT=1TO2500:NEXT:PRINTCHR\$(147):PRINTTAB(244);"DEATH COMES QUICK AND PAINLESSLY"

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4001 PRINT
4002 PRINT"  SOMEONE WILL SOON COME TO TAKE YOUR"
4003 PRINT:PRINT"          PLACE"
4004 PRINT:PRINT"          VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5010 PRINT:PRINT"          YOU HAVE COMPLETED YOUR QUEST
5020 GOTO4004
7000 PRINT:PRINT:PRINT"{BK}":PRINT"*****SPELLS*****"
7010 PRINT"1. WATER SUMMONING":PRINT""
7020 PRINT"TO CALL UPON THE WATER GODS YOU MUST    UTTER THEIR NAMES--(BL)DELPHIA RIVEL
7025 PRINT"{BK}"
7030 PRINT""
7040 PRINT"2. SHIELDING":PRINT"":PRINT"TO HAVE A PROTECTIVE SHIELD AROUND ";
7045 PRINT"    YOURSELF YOU MUST SAY--(BL)FORCELUS"
7050 PRINT"{BK}"
7055 PRINT""
7060 PRINT"3. REFLECTIVE SHIELDING":PRINT""
7065 PRINT"A REFLECTIVE SHIELD SPELL DEFLECTS MOST ANY NATURAL ELEMENTAL.";
7066 PRINT" THIS SPELL IS    EXECUTED BY";
7067 PRINT" SAYING--(BL)BEGONUS";PRINT"{RD}":PRINT"PRESS <RETURN>":INPUT
7069 PRINT"{BL}":RETURN
8000 KT=INT(RND(0)*20)
8006 IFKT>8ANDKT<10THENPRINT"YOU KILLED HIM! YOU SHOULD NOT HAVE DONETHAT":GOTO4000
8007 IFKT>-1ANDKT<9THENPRINT"YOU HAVE DEFEATED THORAN!":GOTO5000
8008 IFKT>9ANDKT<20THENPRINT"YOU MISSED! THORAN SWINGS HIS SWORD AND ";
8009 KK=INT(RND(0)*2)
8010 IFKK=0THENPRINT"ALSO MISSES!":RETURN
8015 IFKK=1THENPRINT"KILLS YOU!":GOTO4000

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# REVENGE OF BALROG

There were Notmen loose on the Northern Steppes. Creatures who were intelligent, yet lived a life ruled by fang and claw, roamed the high mountain meadows and haunted the caves of the cliffs. There were dragons. Though they lived under the rule of Smaegor the King they were not peace-loving as he was. They extracted blood from the shepherds and from the tent gypsies who lived off the land.

Balrog was the most terrible of these Notmen. For he, with his demonspawn powers, was invincible and roamed where he felt like it, unopposed.

Seerson had an itch to reach the far side of the hill. He'd travelled the Delta Valley and the bleak desert Outback with his mother and the Clan. They pitched camp either on the sands outside Belestria or, just as easily, on the grass in the Highlands. Always there was the Crystal to reveal the future to his mother.

So when Seerson struck out over the grassy hillocks in search of his fortune, his mother didn't weep. For the Crystal revealed the landscapes of his journey in advance. She could neither warn him, nor stay with him. What would be, would be. And yet she trembled. For the Crystal did not reveal all.

She saw Balrog, a dark and evil apparition, looming overhead like a great scavenger bird. She saw the youth collecting the things he would need for his journey. She even saw a glimpse of his destination, a great Fortress in the valley of Time-Stands-Still. But no matter how she stirred the smoke, or how intently she muttered the incantations, she could not cajole the Crystal into revealing the outcome of the battle she knew was inevitable. She could not know if Balrog would slay her child.

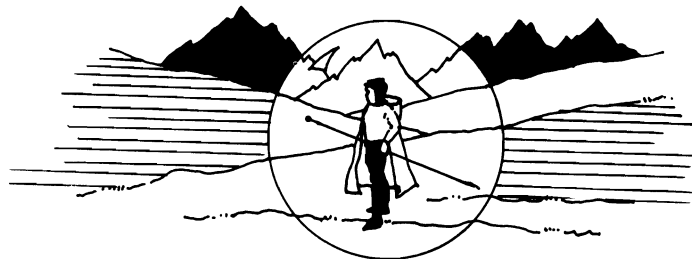
The Spirit-of-the-Sky hovered above the Northern Steppes, alien to this world, yet knowing the Law. It would not intercede in combat or change the course of events, even though it possessed absolute power. But it would make the Sword easier for Seerson to find, as he struggled for success on the grass below. The Spirit-of-the-Sky had no vested interest in Seerson's quest, only a curiosity in events as they unfolded and a distaste for Balrog's advantage.

In the end, a cosmic dice roll decided Seerson's fate. The Spirit-of-the-Sky watched as the battle drew the last ounce of strength from both combatants. Balrog had superior strength, but Seerson had greater agility. Balrog was the most fearsome looking of the Notmen, but Seerson was not intimidated for he had the Sword. Balrog had raw ferocity, Seerson had cunning. The dice rolled.

Seerson slew Balrog and his mother breathed relief over the Crystal, which unfolded the events as they occurred.

The Spirit-of-the-Sky drifted benignly above the battleground, pleased with its restraint.

Seerson gathered all that he had accumulated and started off towards the Fortress and the Valley of Time-Stands-Still.



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10 REM *****
11 REM * THE REVENGE OF BALROG      *
12 REM * (C) 1981 BY DONALD L      *
13 REM *           & FRED A L BONER *
14 REM * TRANSLATED FOR COMM64 BY  *
15 REM *           ANDREW SWANSON  *
16 REM *****
18 M$(0)="THE REVENGE OF BALROG":M$(1)="BY DON & FRED A BONER"
19 M$(2)="TRANSLATED FOR THE COMM64":M$(3)="BY ANDREW SWANSON":CL$=CHR$(147)
20 POKE53281,12:POKE53280,12:PRINTCHR$(147)CHR$(142);
21 FORX=0TO15:POKE646,X:PRINTCHR$(19):IF X=12THENNEXT
42 M0$="I DON'T SEE IT.":M1$="DON'T BE RIDICULUS!"
43 M2$="YOU MIGHT TRY EXAMINING THINGS...":M3$="I SEE NOTHING UNUSUAL."
50 M4$=" THAT'S BEYOND MY POWER ":M5$="I CAN'T ":M6$="OK.":GOTO1840
60 GOSUB 270:GOSUB160:IF NO<9ANDNO<>0AND(VB=0 OR VB=4)THENVB=1
70 IF VB<9THEN110
80 IFVB=17ORVB=18ORVB=25THEN110
90 IFOB(21,0)=-1 AND OB(22,0)=-1THENBB=2:GOTO100
95 BB=1
100 IFVB>0 AND LEN(N1$)>0 AND NO=0THEN 105
101 GOTO110
105 PRINT"I DON'T KNOW WHAT "CHR$(34)N1$CHR$(34)" IS. ":GOTO60
110 IF N1$=""AND (VB>8 OR VB=2)AND VB<19 THEN115
111 GOTO120
115 PRINT"PLEASE SUPPLY AN OBJECT":GOTO60
120 IFCP=6THENDE=DE+1
130 IFCP=11THENCB=CB+1
140 IFCP=25THENED=ED+1
150 GOTO 400
160 IF CP=9 OR CP=13 OR CP=15 OR CP=36 THEN2400
170 T=T+1:PRINT"WHAT SHOULD I DO";:INPUTCM$
180 VB$="":NO$="":VB=0:NO=0

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190 LC=LEN(CM$):FORI=1TOLC:A$=MID$(CM$,I,1):IFA$<>" "THENVB$=VB$+A$:NEXTI
200 IF LEN(VB$)+1>=LEN(CM$)THENNO=0:GOTO220
210 NO$=RIGHT$(CM$,LC-I)
220 N1$=NO$:V1$=VB$:VB$=LEFT$(VB$,3):NO$=LEFT$(NO$,3)
222 FORI=1TONV:IFVB$=VB$(I)THENVB=I:GOTO250
225 NEXTI:VB=0
230 IFN1$=""THENNO$=VB$
240 VB=0:GOTO260
250 IFVB$=CM$THENNO=0:NO$="":RETURN
260 FORI=1TONN:IFNO$=NO$(I)THENNO=I:RETURN
265 NEXTI:NO=0:NO$="":RETURN
270 PRINT:II=0
280 P$="I'M "+P$(CP)
290 PRINTCHR$(17)P$."":K=0:FORI=1TOLO:IFOB(I,0)<>CPTHEN330
300 IF K=0 THEN PRINT:PRINT"VISABLE ITEMS:"
310 IF 3+POS(0)+LEN(OB$(I))>40 THEN PRINT
320 PRINTOB$(I)". ";;K=K+1
330 NEXTI:IFK>0THENPRINT
340 IFCP=4ORCP=9ORCP=13ORCP=15ORCP=18ORCP=26ORCP=36ORCP=39ORCP=40ORCP=42THEN346
345 GOTO350
346 GOSUB2440:FORX=0TO79:PRINT"?":NEXT:RETURN
350 K=0:PRINT:PRINT"OBVIOUS EXITS ARE:";
355 FORI=0TO3:IFP(CP,I)=0THEN380
360 IFK>0THENPRINT",";
370 PRINTD$(I);K=K+1
380 NEXTI:PRINT","
390 GOSUB2440:FORX=0TO79:PRINT"?":NEXT:RETURN
400 IFDE=>2THEN2400
410 IFCB>3THEN2410
420 IFEP>3THEN2410
425 IFVB>14THEN435
426 IF VB=0 THEN 440

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430 ONVBGOTO450,450,640,640,760,760,790,790,1020,1090,1130,1130,1160,1180
435 IFVB=28ORVB=27THEN ON (VB-26) GOTO 1310,1680
436 ON(VB-14)GOTO1300,1370,1470,1470,1480,1500,1560,1562,1700,1750,1810,1820
440 PRINT"I DON'T KNOW HOW TO "CHR$(34)V1$CHR$(34)" SOMETHING.":GOTO60
450 IFNO=0THENPRINT"I NEED A DIRECTION.":GOTO60
460 IFNO>8THEN540
470 IFCP=25THEN600
480 IFCP=38THEN620
490 IFCP=11THEN580
500 IFNO>4THENNO=NO-4
510 NO=NO-1:IFP(CP,NO)=0THENPRINT"I CAN'T GO THAT WAY!":GOTO60
520 PRINT"OK, I WENT ";D$(NO)".":CP=P(CP,NO):GOTO60
530 PRINTM1:GOTO60
540 IFCP=4 THEN PRINT"TRY EXIT TENT":GOTO60
550 IFCP=18 THEN PRINT"TRY EXIT INN":GOTO60
560 IFCP=42 THEN PRINT"TRY CLIMB DOWN":GOTO60
570 PRINT"I DON'T UNDERSTAND YOU":GOTO60
580 IF OB(51,0)<>0 THEN PRINT"YOU MUST FIGHT THE GIANT!":GOTO60
590 GOTO500
600 IFOB(27,0)<>0 THEN PRINT"YOU MUST FIGHT THE ORC!":GOTO60
610 GOTO500
620 IFOB(41,0)<>0THENPRINT"YOU MUST FIGHT THE GAURD!":GOTO60
630 GOTO500
640 IFNO=18ORNO=21ORNO=22ORNO=40ORNO=43ORNO=47THEN720
650 IFNO=11ORNO=16ORNO=41ORNP=33THENPRINT"TRY FIGHT":GOTO60
660 IFNO=45ANDCP=2THEN665
664 GOTO670
665 PRINT"A VENOMOUS SNAKE JUMPS FROM THE ROCK ANDBITES ME":GOSUB2380
666 PRINT"YOU ARE DEAD":GOTO1760
670 IFNO=38ANDCP=37THENPRINTM5$" TRY MOVE":GOTO60
680 IFNO=42ANDCP=39THENPRINTM5$" TRY UNTIE":GOTO60
690 IFNO=20ANDCP=18THENPRINTM5$" IT'S TOO HEAVY":GOTO60

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700 IF CP=6 THEN PRINT"THE DRAGON WON'T LET ME !":GOTO60
710 PRINTM4$" TO GET THE "CHR$(34)N1$CHR$(34):GOTO60
720 IF CP<>OB(NO,0) THEN PRINTM0$:GOTO60
730 IF ZZ+1>4 THEN PRINT"I'M CARRYING TOO MUCH !":GOTO60
740 ZZ=ZZ+1:OB(NO,0)=-1:PRINTM6$:GOTO60
750 PRINTM1$:GOTO60
760 IF OB(NO,0)<>-1 THEN PRINTM1$:GOTO60
770 ZZ=ZZ-1:PRINTM6$:OB(NO,0)=CP
780 GOTO 60
790 IF NO=10 OR NO=43 THEN PRINT"TRY READ":GOTO60
800 IF NO=44 AND CP=2 THEN PRINTM6$:OB(45,0)=CP:GOTO60
810 IF NO=12 AND CP=3 THEN PRINT"SOMETHING'S INSIDE":GOTO 60
820 IF NO=13 AND CP=4 THEN PRINTM6$"LOOK!":OB(21,0)=CP:OB(22,0)=CP:GOTO 60
830 IF NO=15 AND CP=12 THEN PRINT"SOMETHING'S INSIDE":GOTO 60
840 IF NO=17 AND CP=16 THEN PRINTM6$"LOOK!":OB(18,0)=CP:GOTO 60
850 IF NO=18 AND OB(18,0)<>-1 THEN PRINT"I DON'T HAVE IT!":GOTO 60
860 IF NO=18 AND OB(18,0)=-1 THEN PRINTM6$:OB(43,0)=CP:GOTO 60
870 IF NO=20 AND CP=18 THEN PRINTM6$:OB(47,0)=CP:GOTO60
880 IF NO=14 AND CP=23ORCP=24 THEN 885
882 GOTO890
885 PRINT"THE NORTH SIDE OF THE TREE IS COVERED WITH MOSS.":GOTO 60
890 IF CP>26 AND CP<33 AND CP<>29 THENPRINT"I CAN'T TELL WHATS GOING ON!":GOTO 60
900 IF NO=14 AND CP=37 THEN PRINTM6$:OB(38,0)=CP:GOTO 60
910 IF NO=29 AND CP=40 THEN PRINT"CLIMB IT":GOTO 60
920 IF NO=39 AND CP=37 THEN PRINTM6$:OB(40,0)=CP:GOTO 60
930 IF NO=40 AND CP=37 THEN PRINTM6$" IT'S THE MAGICAL SWORD ":GOTO 60
940 IF NO=0 THEN 1000
950 IF NO>8 THEN 1000
960 IF NO> 4 THEN NO = NO-4
970 NO=NO-1:IF CP=42 THEN 990
980 IF P(CP,NO)=0 THEN PRINTM1$:GOTO60
990 PRINT"OKAY, I SEE SOMETHING TO THE "D$(NO):GOTO 60

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1000 IF NO=38 AND CP=37 THEN PRINT"SOMETHING IS UNDER IT":GOTO 1005
1001 GOTO 1010
1005 GOSUB 2380:PRINT"MAYBE I SHOULD MOVE IT!": GOTO 60
1010 PRINTM3$:GOTO 60
1020 IF NO=12 AND CP=3 THEN PRINTM6$:CP=4:GOTO 60
1030 IF NO=15 AND CP=12 THEN PRINTM6$:CP=13:GOTO 60
1040 IF NO=26 AND CP=17 THEN PRINTM6$:CP=18:GOTO 60
1050 IF NO=19 AND CP=17 THEN PRINTM6$:CP=18:GOTO 60
1060 IF NO=9 AND CP=1 THEN PRINTM6$:CP=2:GOTO 60
1070 IF NO=9 AND CP=10 THEN PRINTM6$:CP=11:GOTO 60
1080 PRINTM4$:GOTO 60
1090 IF NO=12 AND CP=4 THEN PRINTM6$:CP=3:GOTO 60
1100 IF NO=26 AND CP=18 THEN PRINTM6$:CP=19:GOTO 60
1110 IF NO=19 AND CP=18 THEN PRINTM6$:CP=19:GOTO 60
1120 PRINTM4$:GOTO 60
1130 IF NO=28 AND (CP=26 AND OB(47,0) <>-1 )THEN 1135
1132 GOTO 1140
1135 PRINT"I DON'T HAVE THE KEY!":GOTO 60
1140 IF NO=28 AND CP=26 THEN PRINTM6$:CP=27:GOTO 60
1150 PRINTM1$:GOTO 60
1160 IF NO=16 OR NO=11 OR NO=41 OR NO=33 THEN PRINTM5$"TRY FIGHT":GOTO 60
1170 PRINTM4$:GOTO 60
1180 IF CP<>25 THEN 1220
1190 IF NO=16 AND BB<>2 THEN PRINTM6$" THE ORC IS OVERPOWERING ME":GOTO1195
1191 GOTO 1200
1195 GOSUB 2380:PRINT"YOU ARE DEAD!":GOTO1760
1200 IF NO=16 THEN D=INT(RND(1)*15):IF D<>7 THEN PRINTM6$:GOTO1205
1201 GOTO1210
1205 PRINT"YOU SEEM TO HAVE SOME MAGICAL POWER AND KILLED THE ORC!":OB(27,0)=0
1206 GOTO 60
1210 "YOU ATTACK THE ORC":GOSUB 2380:PRINT"OH NO":GOSUB 2390:PRINT"YOU ARE DEAD"
1211 GOTO 1760

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1220 IF CP<>38 THEN 1250
1230 IF NO=41 AND OB(40,0) <>-1 THEN PRINTM6$:GOTO1235
1231 GOTO1240
1235 PRINT"THE PALACE GUARD IS PREPARED FOR BATTLE":GOSUB2300
1236 PRINT"YOU ARE DEAD": GOTO1760
1240 IF NO=41 THEN PRINTM6$:PRINT"YOU THRUST YOUR SWORD AT THE GUARD":GOTO 1245
1241 GOTO1250
1245 GOSUB 2380:PRINT"HE IS DEAD":OB(41,0)=0:GOTO 60
1250 IF CP<>11 THEN 1280
1260 IF NO=33 AND BB<>2 THEN PRINT"I HAVE NOTHING TO FIGHT WITH":GOTO 1265
1263 GOTO 1270
1265 PRINT"THE GIANT RIPPED ME IN HALF!":GOSUB 2390:PRINT"YOU ARE DEAD!"
1266 GOTO 1760
1270 IF NO=33 THEN 1275
1271 GOTO1280
1275 PRINT"THE GIANT VANISHED INTO A GREEN CLOUD OF SMOKE":OB(51,0)=0:GOTO60
1280 IF NO=37 AND CP=19 THEN PRINT"I THINK YOU SHOULD LEAVE HIM ALONE!":GOTO 60
1290 PRINTM5$"FIGHT IT ":GOTO 60
1300 PRINTM4$" TRY DROP ":GOTO 60
1310 IF NO=14 AND CP=8 THEN PRINTM6$:CP=42:GOTO 60
1320 IF NO=14 THEN PRINT"I CAN'T DO THAT HERE":GOTO 60
1330 IF CP=42 AND NO=31 THEN PRINTM6$:CP=8:GOTO 60
1340 IF NO=29 AND CP=40 THEN 1345
1341 GOTO 1350
1345 PRINTM6$:PRINT"I'LL TRY TO":GOSUB2380:PRINT"I'M CLOSE TO THE TOP NOW"
1346 CP=41:GOTO 60
1350 IF NO=24 AND CP=10 THEN 1355
1352 GOTO 1360
1355 PRINTM5$" "V1$" THE "N1$:GOSUB2380:PRINT"TRY WALKING NORTH":GOTO60
1360 PRINTM1$:GOTO 60
1370 IF NO=10ANDCP=2THENPRINTM6$:PRINT"IT SAYS: BEWARE THE TREES, THE DRAGON,"
1371 IF CP<>2 THEN 1380

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1375 PRINT"AND THE STREAM":GOTO 60
1380 IF CP<>16 THEN 1410
1390 IF NO=43 AND OB(43,0)<>-1 THEN PRINTM5$" IT'S IN THE BOTTLE":GOTO 60
1400 IF NO=43 THEN PRINTM6$:PRINT" IT SAYS: TO LET NATURE LEAD YOU OUT":GOTO 60
1410 IF NO=10 AND CP=17 THEN PRINTM6$:PRINT"IT SAYS: WILD STALLION INN":GOTO 60
1420 IF NO=10 AND CP=35 THEN PRINTM6$:PRINT"IT SAYS: ****KEEP OUT**** ":GOTO 60
1430 IF NO=10 AND CP=39 THEN1440
1435 GOTO1460
1440 PRINTM6$:PRINT"CONGRATULATIONS. YOU HAVE RESCUED THE  PRINCESS":GOSUB 2380
1450 PRINT"BUT BALROG IS INSIDE THE CASTLE WITH THENECKLACE."
1452 PRINT"TO ENTER THE CASTLE AND RECOVER THE  NECKLACE:"
1454 PRINTTAB(8)"PLAY"CHR$(34)"FORTRESS AT TIME'S END"CHR$(34):GOSUB 2380
1455 GOTO 1760
1460 PRINTM5$" I SEE NOTHING TO READ":GOTO 60
1470 PRINT"OKAY...."N1$:GOTO60
1480 INPUT"DO YOU REALLY WANT TO QUIT NOW";X$:IFLEFT$(X$,1)="Y"THEN1490
1485 PRINT"I DIDN'T THINK SO":GOTO 60
1490 PRINT"{SC}":END
1500 IF CP=6 THEN PRINT"LEAVE AT ONCE":GOTO60
1510 IF CP=8 THEN PRINT"I DON'T LIKE THE LOOKS OF THIS PLACE":GOTO 60
1520 IF CP>20 AND CP<25 THEN PRINT"I'M JUST AS CONFUSED AS YOU ARE":GOTO 60
1530 IFCP>26 AND CP<33 AND CP<>29 THEN PRINT"I KNOW OF NO EASY WAY OUT":GOTO 60
1540 IF CP=42 THEN PRINT"CLIMB DOWN":GOTO 60
1550 PRINTM2$:GOTO 60
1560 OP=0:GOTO 1565
1562 OP=1
1565 PRINT"TAPE OR DISK [ T/D ] ?"
1567 GET A$:IF A$<> "T" AND A$<>"D" THEN 1567
1570 IF A$="T" THEN D=0:DV=1:GOTO 1580
1575 D=1:DV=8
1580 ON (D+2*OP+1) GOTO 1582,1585,1587,1589
1582 GOSUB 1650:OPEN1,1,1,"BALROGSAVE":GOTO 1590

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1585 OPEN15,8,15;PRINT#15,"S0:BALROGSAVE":CLOSE15:OPEN8,8,8,"0:BALROGSAVE,S,W"
1586 GOTO 1590
1587 GOSUB 1650:OPEN1,1,0,"BALROGSAVE":GOTO1590
1589 OPEN8,8,8,"0:BALROGSAVE,S,R"
1590 FOR I=1 TO LO
1595 IF OP THEN INPUT#DV,OB(I,0):GOTO 1605
1600 PRINT#DV,OB(I,0);CHR$(13)
1605 NEXT I
1610 IF OP THEN INPUT#DV,CP,ZZ,T,BB:GOTO1630
1620 PRINT#DV,CP;CHR$(13);ZZ;CHR$(13);T;CHR$(13);BB;CHR$(13)
1630 CLOSE DV
1640 GOTO 60
1650 PRINT"PRESS ANY KEY WHEN TAPE IS READY"
1655 GET A$:IFA$=""THEN1655
1660 RETURN
1670 GOTO 60
1680 IF NO=38 AND CP=37 THEN PRINTM6$:OB(38,0)=0:OB(39,0)=CP:GOTO 60
1690 PRINTM4$:GOTO 60
1700 IF ZZ=0 THEN PRINT"NOTHING!":GOTO 60
1710 PRINT"CURRENTLY I'M CARRYING :--"
1715 FOR I=1 TO LO:IF OB(I,0)<>-1 THEN 1740
1720 IF 3+POS(0)+LEN(OB$(I))>39 THEN PRINT
1730 PRINTOB$(I);" ,";
1740 NEXT I:PRINTCHR$(20):GOTO 60
1750 PRINT"IN THIS ADVENTURE";:GOSUB 2390:PRINT" THERE IS NO SCORE.":GOTO 60
1760 PRINT:PRINT:PRINT"PLAY AGAIN (Y/N)
1770 GETA$:IF A$="Y" OR A$="N" THEN 1790
1780 GOTO 1770
1790 IF A$="Y" THEN RUN
1800 PRINTCHR$(147):END
1810 PRINT"I DON'T KNOW WHERE "CHR$(34)N1$CHR$(34)" IS":GOTO 60
1820 IF NO<>42 THEN PRINTM1$:GOTO 60

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1830 IF CP=39 THEN PRINTM6$:OB(42,0)=0:GOTO 1835
1831 GOTO 1840
1835 PRINT"THE PRINCESS IS FREE!":OB(50,0)=CP:GOTO 60
1840 GOTO 1950
1850 PRINTCL$
1860 PRINT"***ADVENTURE VERSION 3.2 COPYRIGHT 1981***"
1870 PRINT"BY DON & FREDA BONER"
1874 PRINT"TRANSLATED FOR COMM64"
1876 PRINT"BY ANDREW SWANSON"
1880 PRINT:PRINT"WELCOME TO THE EXCITING WORLD OF          ADVENTURE!!!!!"
1890 PRINT
1900 PRINT"THE EVIL BALROG OF TRIAD HAS KIDNAPPED"
1902 PRINT"PRINCESS CELESTE, GRANDDAUGHTER OF THE"
1903 PRINT"GREAT WHITE WIZARD WILGUS,AND TOOK THE"
1904 PRINT"MAGICAL NECKLACE. YOU MUST FIND THEM!"
1910 PRINT"I'LL BE YOUR EYES AND HANDS.DIRECT ME"
1911 PRINT"WITH ORDINARY ONE OR TWO WORD SENTENCES.";
1912 PRINT"SOME EXAMPLES ARE:"
1913 Q$=CHR$(34)
1914 PRINTQ$"GO NORTH"Q$","Q$"FIGHT GUARD"Q$ ","Q$"INVENTORY"Q$
1915 PRINT"AND "Q$"GET HAT"Q$"."
1920 PRINT"IF THIS ADVENTURE IS TAKING TOO LONG TO"
1921 PRINT"SOLVE YOU MAY SAVE THE GAME BY TYPING"
1922 PRINTQ$"SAVE"Q$". TO LOAD A PREVIOUSLY SAVED GAME"
1923 PRINT"TYPE "Q$"LOAD"Q$"."
1930 PRINT"PRESS SPACE BAR TO BEGIN...."
1940 GETA$:IFA$=""THEN1940
1945 PRINTCL$:RETURN
1950 CP=1:NN=48:LO=52:P=42:NV=28:DIMNO$(NN),OB$(LO),OB(LO,0),P$(P),P(P,3)
1955 DIM VB$(NV)
1960 PRINTCL$:A$=" THE REVENGE OF BALROG"
1965 FORX=0TO9:PRINTCHR$(17)CHR$(29)CHR$(29)CHR$(29)::NEXT

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1966 FOR I=LEN(A$)TO1 STEP -1:PRINTMID$(A$,I,1)CHR$(157)CHR$(157);
1967 FORD=0TO99:NEXTD:NEXTI:PRINT
1970 P$(1)="OUTSIDE THE VILLAGE IN THE RELM OF      FLOWERS"
1971 P$(2)="NEAR THE MARSHES":P$(3)="AT AN OLD ORC ENCAMPMENT"
1980 DATA 2,0,0,0,5,0,0,3,0,0,0,7
1990 P$(4)="INSIDE THE TENT":P$(5)="IN THE DARK MARSH":P$(6)="IN THE OPEN FIELD"
2000 P$(7)="AT THE THREE FORKS IN THE PATH"
2005 DATA 0,0,0,0,6,0,0,10,0,5,0,0,10,8,3,5
2010 P$(8)="IN THE ROCKY TERRAIN":P$(9)="SURROUNDED BY TREES AND EYNTS"
2015 P$(10)="AT THE BOTTOM OF THE MOUNTAIN"
2020 P$(11)="HALF WAY UP THE MOUNTAIN"
2025 DATA 7,9,0,0,0,0,0,0,11,7,0,8,12,0,0,0
2030 P$(12)="NEAR THE TOP AT A NARROW LEDGE":P$(13)="INSIDE A CAVE"
2035 P$(14)="PAST THE MOUNTAIN":P$(15)="FALLING FROM A CLIFF"
2040 DATA 0,0,0,14,0,0,0,0,0,16,0,15,0,0,0,0
2050 P$(16)="IN DELTA VALLEY":P$(17)="IN THE VILLAGE OF IIACKS"
2055 P$(18)="INSIDE THE WILD STALLION INN"
2060 P$(19)="OUTSIDE THE VILLAGE"
2065 DATA 0,17,0,0,0,21,0,6,0,0,0,0,0,20,0,21
2070 P$(20)="IN A FIELD WITH HIGH WEEDS":P$(22)=P$(21):P$(23)=P$(21)
2075 P$(24)=P$(21)
2080 DATA 0,0,0,21,0,0,0,22,21,23,0,0,24,0,22,22,25,21,22,23
2090 P$(25)="JUST OUTSIDE THE FOREST":P$(26)="AT THE EDGE OF TIME"
2100 P$(27)="IN SOME KIND OF TIME TUNNEL":P$(28)=P$(27)
2105 DATA 26,21,0,0,0,0,0,0,28,0,29,0,30,0,29,27
2110 P$(29)=P$(27):P$(30)=P$(27):P$(31)=P$(27):P$(32)=P$(27)
2115 DATA 0,27,0,28,28,0,31,29,29,27,28,32,33,30,29,28
2120 P$(33)="MOVING THROUGH A LIGHT AND ENERGY FIELD"
2125 P$(34)="AT THE EDGE OF DARKNESS":P$(35)="AT THE MISTY MOOR"
2130 P$(36)="IN THE COUNTRYSIDE"
2135 DATA 34,0,0,0,35,0,0,27,36,0,0,37,0,0,0,0
2140 P$(37)="PAST THE MOOR":P$(38)="NEAR THE CASTLE GROUNDS"

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2150 P\$(39)="AT THE FORTRESS AT TIME'S END"  
 2155 DATA 40,0,0,0,39,0,0,0,0,0,0  
 2160 P\$(40)="AT THE BOTTOM OF A HIGH CLIFF"  
 2165 P\$(41)="AT THE TOP OF THE CLIFF":P\$(42)="UP IN A TREE"  
 2170 P\$(42)="UP IN A TREE"  
 2175 DATA 0,0,0,0,27,9,15,38,0,0,0,0  
 2180 DATA "A PATH SURROUNDED BY WEEDS"  
 2181 DATA "A SIGN"  
 2182 DATA "A DRAGON TRYING TO ATTACK"  
 2185 DATA "A LARGE TENT","A SMALL TABLE"  
 2190 DATA "SOME SMALL TREES","A LARGE TREE","STALACTITES ON THE CIELING"  
 2195 DATA "A RIVER","A BOTTLE"  
 2200 DATA "A BUILDING WITH A SIGN","A LARGE BOX","A HAT"  
 2202 DATA "A WAR KNIFE","A LARGE TREE"  
 2205 DATA "A LARGE TREE"  
 2210 DATA "A LARGE TREE","A LARGE TREE","AN ORC READY FOR BATTLE","A LOCKED GATE"  
 2215 DATA "A LARGE GREY ROLLING JET STREAM"  
 2220 DATA "A FLASHING ORANGE AND RED LIGHT-RAY"  
 2230 DATA "OBJECTS MOVING PAST ME SO FAST THEY ARE BLURRED"  
 2235 DATA "A ROLLING DEEP PURPLE CLOUD","A BRIGHT LIGHT UP AHEAD"  
 2236 DATA "A SIGN TO THE NORTH"  
 2240 DATA "A FIRE BREATHING DRAGON","SOME TREES","A FOUL SMELL IN THE AIR"  
 2250 DATA "A LARGE CANVAS","A DEAD SOLDIER","THE SWORD OF VISHTARI"  
 2255 DATA "THE EVIL PALACE GUARD","THE PRINCESS TIED TO A TREE"  
 2256 DATA "A LETTER"  
 2260 DATA "A STREAM","A GLOWING ROCK","SOME GOLD NUGGETS","A KEY"  
 2265 DATA "A PATH GOING NORTH INTO THE MOUNTAINS"  
 2266 DATA "THE FORBIDDEN MOUNTAIN","A SIGN"  
 2270 DATA "THE STORM-CAP GIANT","A DEFORMED NOTMAN"  
 2280 DATA 1,2,6,3,4,8,12,13,16,0,17,18,0,0,21,22,23,24,25,26,27,28,29,30,32,35  
 2285 DATA 36,37,37,0,0,0,38,39,0,2,0,6,0,10,10,0,11,19  
 2290 D\$(0)="NORTH":D\$(1)="SOUTH":D\$(2)="EAST":D\$(3)="WEST"

```

2300 FORI=1TOP:FORJ=0TO3:READ P(I,J):NEXTJ:NEXTI
2310 FORI=9TOLO:READ OB$(I):NEXTI:FORI=9TOLO:READOB(I,0):NEXTI
2320 DATA "NOR","SOU","EAS","WES","N","S","E","W","PAT","SIG","DRA"
2325 DATA "TEN","TAB","TRE","CAV","ORC","RIV","BOT","BUI","BOX","HAT","KNI"
2326 DATA "CAS","MOV","FIE","INN","MAR","GAT","CLI","LIG"
2330 DATA "DOW","CLO","GIA","FOR","WRI","VIL","NOT","CAN","SOL","SWO"
2335 DATA "GUA","PRI","LET","STR","ROC","GOL","KEY","STA"
2340 FORI=1TONN:READNO$(I):NEXTI
2350 DATA "GO","WAL","GET","TAK","LEA","DRO","LOO","EXA","ENT","EXI","OPE"
2355 DATA "INL","HIT","FIG","THR","REA","SAY","YEL","QUI","HEL","SAV","LOA"
2356 DATA "INV","SCO","FIN","UNT","CLI","MOV"
2360 FOR I=1 TO NV:READ VB$(I):NEXTI
2370 GOSUB 1850: GOTO 60
2380 FORAA=1TO1500:NEXT:RETURN
2390 FORAA=1TO500:NEXT:RETURN
2400 PRINT:FORX=0TO39:PRINT"*";NEXTX:PRINT
2405 IF CP=13 THEN PRINT"YOU HAVE DISTURBED THE REST OF THE":GOTO 2407
2406 GOTO2410
2407 PRINT"FEARED ALABASTRIAN BATMAN!":GOSUB 2380:PRINT"HE EATS YOU!":GOTO1760
2410 PRINT"*** WATCH OUT ":GOSUB 2380:PRINT
2411 IF CP=6 OR CP=11 OR CP=25 THEN PRINT"YOU HAVE WAITED TOO LONG":GOSUB 2390
2412 PRINT"YOU ARE DEAD ":GOTO 1760
2420 PRINT"YOU ARE DEAD ":GOTO 1760
2430 FORXY=0TOX*1.8:PRINT" ";NEXT:RETURN
2440 PRINT:RW=PEEK(214):BR=25-RW:IF CP=1 THEN RETURN
2450 FORX=1TOBR+10:PRINT:NEXT
2460 POKE214,11:PRINT:RETURN

```



# THE FORTRESS AT TIME'S END

The Fortress was both ancient and new; in the valley of Time-Stands-Still time was not. The sun froze at midday, for there was no night. The battlefields were strewn with freshly slain soldiers of two forgotten armies. Death hovered above the Fortress at Time's End, and chuckled at the cosmic joke. The dead could not die, because to do so would be to advance in time a kitten's breath, an instant – and, of course, that could not happen because time was frozen.

Legend has it that the two great armies, squabbling over some forgotten cause, entered the valley from opposite ends, each thinking to surprise the other. They clashed in the middle of the valley, within sight of the Fortress, oblivious to it, each hoping to slay the other before turning their energy towards the unexpected prize.

The battle raged on for weeks, but neither side could gain advantage over the other. The expense to life was staggering. Finally, one of the two Kings enlisted the help of a powerful Black Wizard, whose task was to slay the opposing army leaving no soul alive. But spies from the camp of the intended victims discovered the impending necromancy, and the second King enlisted a Black Wizard of his own.

In the Fortress lived Sreptula, a Sorcerer whose power was greater than any living magic-maker of the time. He was reclusive and therefore indignant at the intrusion of these quarrelling Barbarians. He was offended, but took no action until he sensed the presence of the two opposing Wizards.

Sreptula was a master of the art of illusion and projected an image of such horror as to frighten all but the most strong-willed of the combatants. But the two Wizards dismissed these illusions and calmed their troops, each returning to his preparations for mass slaughter.

Twice more Sreptula tried to frighten the two armies with illusions, and twice more they were calmed by the Wizards.

Finally the opposing Wizards were ready and each led his army into conflict against the other. One Wizard let loose a plague, the swiftness and deadliness of which has never since been surpassed. The other unleashed a wall of heat lightning designed to wipe out everything in its path.

As each of these spells were being executed, Sreptula enacted a spell of his own. He initiated a timespell, freezing time within the confines of the valley. In defiance of Law, it held the fabric of life and death in suspended animation. The sun froze at midday and the valley of Time-Stands-Still became both a reality and a legend.

The Sorcerer Sreptula was never heard from again.

Law allowed time to be frozen in the valley, but outside the valley time flowed on like a river round an island.

From that river came Seerson – as had explorers and Adventurers before him – seeking the key that would unlock the Fortress, releasing the secrets contained within.

The Spirit-of-the-Sky hovered above the valley, as did Death, each waiting to see what would become of Seerson. These two cosmic entities eyed each other warily, while below Seerson tackled the puzzle.

The cosmic dice rolled once more. . .



```

10 REM *****
20 REM * THE FORTRESS AT TIME'S END *
22 REM * BY DONALD L. BONER AND *
24 REM * FREDA L. BONER *
26 REM * TRANSLATED FOR COMM64 *
28 REM * BY ANDREW SWANSON *
30 REM *****
40 U=RND(-TI):PRINTCHR$(147)CHR$(144):POKE53280,11:POKE53281,11
50 GOSUB2710
60 M0$="I DON'T SEE IT!":M1$="TRY SOMETHING ELSE"
65 M2$="YOU MIGHT TRY EXAMINING THINGS."
70 M3$="I SEE NOTHING UNUSUAL!":M4$="THAT'S BEYOND MY POWER,":M5$="I CAN'T,"
75 M6$="OKAY,":GOTO 1950
80 GOSUB370:GOSUB230:IF NO<13 AND NO>0 AND (VB=0)THEN VB=1
90 IF VB=27 THEN 500
100 IF VB<5 THEN 160
110 IF VB=17 OR VB=18 OR VB=25 THEN 160
120 IF VB =7 OR VB=8 THEN 160
130 IF VB=29 OR VB=27 OR VB=26 THEN 170
140 IF OB(56,0)=-1 AND FT>2 THEN BB=2:GOTO 150
145 BB=1
150 IF VB>0 AND LEN(N1$)>0 AND NO=0 THENGOTO155
151 GOTO 160
155 PRINT"I DON'T KNOW WHAT A "CHR$(34)N1$CHR$(34)" IS.":GOTO 80
160 IF N1$="" AND (VB>8 OR VB=2) AND (VB<19 OR VB=26 OR VB=27 OR VB=28) THEN 165
161 GOTO 170
165 PRINT"PLEASE SUPPLY AN OBJECT.":GOTO 80
170 IF CP=23 THEN A=1
180 IF CP=24 THEN B=1
190 IF CP=33 AND OB(41,0)=-1 THEN A=5
200 IF CP=20 THEN DB=0
210 IF CP>12 AND CP<20 THEN DB=DB+1

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220 GOTO 500
230 IF AB=1 AND CP=1 THEN GOSUB 2400:VB=23:GOTO 530
240 IF CP=12 AND BB=2 THEN GOSUB 2440
250 IF A=5 AND CP=34 THEN CP=31:GOTO 2670
260 IF CP=40 THEN GOSUB 2640:GOTO 2490
270 T=T+1:INPUT"WHAT SHOULD I DO";CM$:GOSUB 2920
280 VB$="":NO$="":VB=0:NO=0
290 LC=LEN(CM$):FORI=1 TO LC:A$=MID$(CM$,I,1):IFA$<>" "THENVB$=VB$+A$:NEXTI
300 IF LEN(VB$) +1 >= LEN(CM$) THEN NO=0:GOTO 320
310 NO$= RIGHT$(CM$,LC-I)
320 N1$=NO$:V1$=VB$:VB$=LEFT$(VB$,3):NO$=LEFT$(NO$,3)
325 FOR I=1 TO NV:IF VB$=VB$(I)THENVB=I:GOTO 350
326 NEXT I:VB=0
330 IF N1$="" THEN NO$=VB$
340 VB=0:GOTO360
350 IF VB$=CM$THEN O=0:NO$="":RETURN
360 FOR I=1 TO NN:IF NO$=NO$(I) THEN NO=I:RETURN
365 NEXTI:NO=0:NO$="":RETURN
370 PRINT:I=0
380 P$="I'M "+P$(CP)
390 PRINTP$".":K=0:FOR I=1 TO LO:IFOB(I,0)<>CP THEN 430
400 IF K=0 THEN PRINT"VISABLE ITEMS: ";
410 IF 3 + POS(0) + LEN(OB$(I)) >40 THEN PRINT
420 PRINT OB$(I)".":K=K+1
430 NEXTI:IFK>0 THEN PRINT
440 IF CP=1 OR CP=7 OR CP=12 OR CP=20 ORCP=26 OR CP=35 OR CP=38 OR CP=39 THEN445
442 IF CP=40 OR CP=41 THEN 445
443 GOTO 450
445 FORX=0TO38:PRINT"?":NEXT:PRINT:RETURN
450 K=0:PRINT"OBVIOUS EXITS ARE: ":FORI=0 TO5
455 IF P(CP,I)=0 THEN 480
460 IF K>0 THEN PRINT ",";

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470 PRINTD$(I):: K=K+1
480 NEXT I:PRINT
490 FORX=0TO38:PRINT"?":NEXT:PRINT:RETURN
500 IF DB>9 THEN GOSUB 2420
510 IF CP=12 AND VB<>5 OR VB<>6 THEN 530
520 IF CP=12 AND NO<>56 THEN 2670
530 ON VB GOTO 550,550,690,690,810,810,910,910,1200,1290,1320,1320,1390,1400
535 IF VB=0 THEN 540
536 ON VB-14 GOTO 1470,1490,1560,1560,1580,1600,1680,1683,1830,1890,1940,810
537 ON VB-26 GOTO 1480,1810,890
540 PRINT"I DON'T KNOW HOW TO "CHR$(34)V1$CHR$(34)" SOMETHING.":GOTO80
550 IF NO=0 THEN PRINT"I NEED A DIRECTION.":GOTO80
560 IF NO>12 THEN 630
570 IF CP=25 THEN 640
580 IF CP=3 THEN 670
590 IF NO>6 THEN NO=NO-6
600 NO=NO-1:IF P(CP,NO)=0 THEN PRINT"I CAN'T GO THAT WAY.":GOTO 80
610 PRINT"OK, I WENT "D$(NO)".":CP=P(CP,NO):GOTO 80
620 PRINTM1$:GOTO 80
630 PRINTM5$" GO "N1$:GOTO 80
640 IF NO=2 OR NO=8 THEN 590
650 IF A<>1 AND B<>1 THEN PRINTM5$"YET":GOTO 80
660 GOTO 590
670 IF CP=3 AND OB(38,0)<>0 THEN PRINT"ZAP-O-REE ":GOSUB 2650:GOTO675
671 GOTO 680
675 PRINT"MY HAT VANISHED AND THE SWORD TURNED INTO A PIPE":OB(38,0)=0
676 OB(40,0)=0:OB(56,0)=-1:ZZ=2:VB=23:GOTO 530
680 GOTO 590
690 IF NO=17 OR NO=36 OR NO=39 OR NO=41 OR NO=43 OR NO=47 OR NO=54 THEN 770
695 IF NO=56 THEN 770
700 IF NO=18 OR NO=23 OR NO=34 OR NO=42 OR NO=45 OR NO=46 THEN 705
701 GOTO 710

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705 PRINTM5$" IT'S TOO HEAVY": GOTO 80
710 IF CP=6 AND NO=19 THEN PRINT LEFT$(M6$,4):GOTO 2670
720 IF CP=11 AND NO=22 THEN NO=41:PRINT" YOU MEAN THE WINE!":GOTO 770
730 IF CP>12 AND CP<16 THEN 735
733 GOTO 740
735 PRINTM1$:PRINT"IT'S BETTER TO LEAVE SUCH THINGS ALONE":GOTO80
740 IF CP=16 AND NO=28 THEN PRINTLEFT$(M6$,4):GOTO 2670
750 IF CP>16 AND CP<20 THEN 755
752 GOTO 760
755 PRINTM1$:PRINT"IT'S BETTER TO LEAVE SUCH THINGS ALONE":GOTO 80
760 PRINTM4$"TO GET THE "CHR$(34)N1$CHR$(34):GOTO 80
770 IF CP<> OB(NO,0) THEN PRINTM0$:GOTO 80
780 IF ZZ+1>4 THEN PRINT"I'M CARRYING TOO MUCH!":GOTO 80
790 ZZ=ZZ+1:OB(NO,0)=-1:PRINTLEFT$(M6$,4):GOTO 80
800 PRINTM1$:GOTO 80
810 IF NO=22 THEN NO=41
820 IF NO=41 THEN A=0
830 IF OB(NO,0)<>-1 THEN PRINTM1$:GOTO 80
840 ZZ=ZZ-1:PRINTLEFT$(M6$,4):OB(NO,0)=CP
850 IF NO=41 AND CP<>30 THEN 2670
860 IF NO=17 AND CP=20 THEN OB(33,0)=CP
870 IF CP=12 AND NO=56 THEN OB(24,0)=CP
880 GOTO 80
890 IF CP<> 30 THEN PRINT M1$:GOTO 80
900 PRINTM1$"CAN DO!":GOSUB2650:GOTO2670
910 IF CP<>OB(NO,0) THEN 1050
920 IF NO=14 THEN PRINTM6$"IT'S A PORTRAIT OF BNAI T' LOTH,"
925 IF NO=14 THEN PRINT"THE RED WARLOCK OF DEATH":GOTO 80
930 IF NO=15 THEN PRINTM6$"BUT I DON'T THINK I SHOULD TELL":GOTO935
931 GOTO 950
935 PRINT"YOU WHAT I SEE":GOSUB 2650:PRINT"IT'S NOT A "CHR$(34)"G"CHR$(34);
936 PRINT" RATED STATUE.":GOSUB 2640

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940 PRINT"WAIT A MINUTE...THERE IS A PLAQUE ON THESTATUE----"
945 PRINT"AND IT SAYS, APHRODITE WILL TEMPT YOU.  ABOVE ALL";
950 IF CP=4 THEN PRINT" REMEMBER...FOLLOW":GOTO 80
960 IF NO=16 THEN PRINTLEFT$(M6$,4):OB(17,0)=CP:GOTO 80
970 IF NO=18 THEN PRINT"MAYBE YOU SHOULD OPEN IT.":GOTO 80
980 IF NO=32 THEN PRINTM6$"THERE IS WRITING ON IT.":GOTO 80
990 IF NO=34 THEN PRINTLEFT$(M6$,4):OB(35,0)=CP:GOTO 80
1000 IF NO=35 THEN PRINT"W H A T !!!":GOSUB 2640:OB(36,0)=CP:GOTO 80
1010 IF NO=42 THEN PRINT LEFT$(M6$,4):OB(43,0)=CP:GOTO 80
1020 IF NO=28 THEN PRINT M6$"COULD THAT COME IN HANDY?": GOTO 80
1030 IF CP>12 AND CP<20 THEN PRINT"I DON'T LIKE ANY OF THIS":GOSUB2650:GOTO1035
1031 GOTO 1040
1035 PRINT"IT'S BEST TO LEAVE SUCH THINGS ALONE.": GOTO 80
1040 PRINTM3$: GOTO 80
1050 IF CP=30 AND NO=32 THEN PRINTM6$"IT'S A FEAST FIT FOR A KING---":GOTO 1055
1051 GOTO 1060
1055 PRINT"EXCEPT THERE IS NO WINE":GOTO 80
1060 IF CP=31 AND NO=13 THEN PRINTLEFT$(M6$,4):OB(47,0)=CP:GOTO 80
1070 IF CP=11 OR CP=1 OR CP=31 OR CP=33 OR NO=33 OR NO=>12 THEN 1080
1075 GOTO 1190
1080 IF CP=11 AND NO=16 THEN PRINTLEFT$(M6$,4):OB(41,0)=CP:GOTO80
1090 IF NO=48 OR NO=24 THENPRINT"TRY READ":GOTO 80
1100 IF NO=33 OR NO=50 THEN PRINT"TRY ENTER":GOTO 80
1110 IF NO>12 THEN PRINTM0$:GOTO 80
1120 IF NO=0 THEN PRINTM0$:GOTO 80
1130 IF NO>12 THEN 1180
1140 IF NO>6 THEN NO=NO-6
1150 NO=NO-1
1160 IF P(CP,NO)=0 THEN PRINTM1$:GOTO 80
1170 PRINT"OKAY, I SEE SOMETHING TO THE ";D$(NO):GOTO 80
1180 PRINTM3$:GOTO 80
1190 PRINTM0$:GOTO 80

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1200 IF CP=1 AND OB(13,0)<>0 THEN PRINTM5$"YET":GOTO 80
1210 IF CP=1 AND NO=13 THEN PRINT LEFT$(M6$,4):CP=2:GOTO 80
1220 IF CP=12 AND NO=33 THEN PRINT LEFT$(M6$,4):CP=13:GOTO 80
1230 IF CP=20 AND OB(33,0)=CP THEN PRINT LEFT$(M6$,4):CP=21:GOTO 80
1240 IF CP=26 AND NO=33 THEN PRINT LEFT$(M6$,4):CP=27:GOTO 80
1250 IF CP=25 AND OB(49,0)<>0 THEN PRINT M5$:GOTO 80
1260 IF CP=35 AND OB(50,0)=CP THEN PRINT LEFT$(M6$,4):CP=36:GOTO 80
1270 IF CP=38 AND NO=51 THEN PRINT LEFT$(M6$,4):CP=39:GOTO 80
1280 PRINT M1$:GOTO 80
1290 IF CP=27 AND NO=33 THEN PRINT LEFT$(M6$,4):CP=3: GOTO 80
1300 IF CP=39 AND NO=51 THEN PRINT LEFT$(M6$,4):CP=38: GOTO 80
1310 PRINT LEFT$(M4$,22):GOTO 80
1320 IF CP=6 AND NO=18 THEN PRINT LEFT$(M6$,4):OB(19,0)=CP:GOTO 80
1330 IF NO=22 OR NO=41 THEN PRINTM6$"I AM THIRSTY":CP=31:GOTO 2670
1340 IF CP=7 AND NO=20 THEN PRINTM6$"IT'S SOME STAIRS GOING DOWN": GOTO 1345
1341 GOTO 1350
1345 GOSUB 2650:PRINT"ILL SEE WHERE IT TAKES ME.":CP=8:GOTO 80
1350 IF CP=12 AND OB(24,0)=CP THEN GOTO 1355
1352 GOTO 1360
1355 PRINT"IT'S A NARROW, DARK HALL GOING DOWN.":GOTO 80
1360 IF CP=35 AND OB(36,0)<>-1 THEN PRINT M5$:GOTO 80
1370 IF CP=35 AND NO=49 THEN PRINTLEFT$(M6$,4):OB(49,0)=0:OB(50,0)=CP:GOTO 80
1380 PRINTLEFT$(M4$,22):GOTO 80
1390 PRINTM4$"TRY FIGHT":GOTO 80
1400 IF CP<>41 THEN PRINTM1$:GOTO 80
1410 IF OB(47,0)<>-1 THEN PRINT"I HAVE NOTHING TO FIGHT WITH!":GOTO 2670
1420 D=INT(RND(1)*8)
1422 PRINT"THE BALROG IS WEAK."
1423 IF D=3 THEN PRINT"SOMETHING IS WRONG.":GOTO 1430
1424 PRINT"THE BALROG'S SWORD CUT OFF YOUR LEFT EAR";
1430 IF D=2 THEN PRINT"YOUR SWORD CUT OFF THE BALROG'S LEFT ARM!";GOTO 1440
1435 PRINT"HE IS HURT."

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1440 IF D=3 THEN2670
1445 PRINT"I CAN BARELY SEE..BLOOD IS IN MY EYES."
1450 IF D=1 OR D=5 THEN PRINT"HE IS DEAD!!!":GOTO 1460
1455 GOTO 80
1460 OB(54,0)=CP:OB(55,0)=CP:OB(53,0)=0:GOTO 80
1470 PRINT M5$"TRY DROP":GOTO 80
1480 GOTO 1560
1490 IF CP=32 AND NO=38 THEN PRINTM6$"IT SAYS:":GOTO 1495
1492 GOTO 1500
1495 PRINT"IF YOU HAVE LEFT THE DINING ROOM,GO WESTAND I WILL HELP YOU":GOTO 80
1500 IF CP=20 AND NO=24 THEN PRINTM6$"IT SAYS:":GOTO 1505
1502 GOTO 1510
1505 PRINT"TO LEAVE THIS HELLISH HOLE AND FIND"
1506 PRINT"FIND PEACE, REMOVE WHAT YOU DON'T NEED.":GOTO 80
1510 IF CP=23 AND OB(43,0)=-1 THEN PRINTM6$"IT SAYS:":GOTO 1515
1512 GOTO 1520
1515 PRINT"TO MOVE ON, TRY READING":GOTO 80
1520 IF CP=41 AND OB(53,0)=0 THEN 1525
1522 GOTO 1530
1525 PRINT"YOU HAVE CONQUERED THE EVIL FORCE AND ARE THE WINNER!!!!":GOTO 1900
1530 IF CP=39ANDNO=48 THEN PRINTM6$CHR$(34)"SAY"CHR$(34)" THE PASSWORD.":GOTO 80
1540 PRINTM0$: GOTO 80
1550 PRINTM5$"I SEE NOTHING TO READ":GOTO 80
1560 PRINT"OKAY..."N1$:IF CP=39 AND NO=52 THEN CP=40
1570 GOTO 80
1580 INPUT"DO YOU REALLY WANT TO QUIT NOW";X$
1581 IF LEFT$(X$,1)="Y"THEN 1590
1582 PRINT"I DIDN'T THINK SO":GOTO 80
1590 PRINTCHR$(147):END
1600 IF CP=1 THEN PRINTM6$"YOU HEAR A GREAT CREAKING SOUND":GOTO 1605
1601 GOTO 1610
1605 GOSUB 2650:PRINT"THE DRAWBRIDGE COMES CLATTERING DOWN. THUD!"

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1606 OB(13,0)=0:GOTO 80
1610 IF CP=12 THEN PRINT"JUST LOOK AROUND":GOTO 80
1620 IF CP=30 THEN PRINT"IDON'T KNOW ABOUT YOU, BUT I WOULD LIKE":GOTO 1625
1622 GOTO 1630
1625 PRINT"EAT NOW!":GOTO 80
1630 IF CP=39 THEN PRINT"I CAN'T ";;GOSUB 2650:PRINT"REMEMBER!":GOTO 80
1640 IF CP=32 THEN PRINT "GO EAST AND I MAY HELP":GOTO 80
1650 IF CP=31 AND OB(41,0)<>-1 THEN PRINT" THERE IS A TRAP DOOR HERE SOMEWEHRE":GOTO 80
1660 IF CP>12 AND CP<20 THEN GOTO 1665
1662 GOTO 1670
1665 PRINT"IF I WERE YOU I WOULD GO:"
1666 FOR X=1 TO 3:NO=INT(RND(1)*7):PRINTD$(NO);;IF X<>3 THEN PRINT", OR TRY ";
1667 NEXT X:PRINT:GOTO 80
1670 PRINTM2$:GOTO 80
1680 IF CP>7 AND CP<21 THEN GOTO 1685
1682 OP=0:GOTO 1690
1683 OP=1:GOTO 1690
1685 PRINTM5$"YOU MUST GET OUT OF THIS MAZE FIRST!":GOTO 80
1690 PRINT"TAPE OR DISK [ T/D ] ?"
1695 GET A$:IFA$<>"T" AND A$<>"D" THEN 1695
1697 IF A$="T" THEN D=0:DV=1:GOTO 1700
1698 D=1:DV=8
1700 ON (D+2*OP+1) GOTO 1702,1705,1707,1709
1702 GOSUB 1780:OPEN 1,1,1,"FORTSAVE":GOTO 1710
1705 OPEN 15,8,15:PRINT#15,"S0:FORTSAVE":CLOSE 15:OPEN 8,8,8,"0:FORTSAVE,S,W"
1706 GOTO 1710
1707 GOSUB 1780:OPEN 1,1,0,"FORTSAVE":GOTO 1710
1709 OPEN 8,8,8,"0:FORTSAVE,S,R"
1710 FOR I=1 TO LO
1720 IF OP THEN INPUT#DV,OB(I,0):GOTO 1740
1730 PRINT#DV,OB(I,0);CHR$(13);
1740 NEXT I

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1750 IF OP THEN INPUT#DV,CP,ZZ,T,BB:GOTO 1770
1760 PRINT#DV,CP;CHR$(13);ZZ;CHR$(13);T;CHR$(13);BB;CHR$(13)
1770 CLOSE DV
1775 GOTO 80
1780 PRINT"PRESS ANY KEY WHEN TAPE IS READY"
1790 GET A$:IFA$=""THEN 1790
1800 RETURN
1810 IF CP<>31 THEN PRINTLEFT$(M4$,22):GOTO 80
1820 IF NO=13 THENPRINTM6$"I'LL TRY":GOSUB 2650:GOTO 1825
1822 GOTO 1830
1825 PRINT"SUPER! IT'S A SECRET PASSAGE":GOSUB 2650
1826 PRINT"LET'S SEE WHERE IT LEADS."
1827 CP=33: GOTO 80
1830 IF ZZ=0 THEN PRINT"NOTHING!":GOTO 80
1840 PRINT"CURRENTLY, I'M CARRYING:":FOR I=1 TO LO:IF OB(I,0)<>-1 THEN 1870
1850 IF 3+POS(0)+LEN(OB$(I))>39 THEN PRINT
1860 PRINTOB$(I)",";
1870 NEXT I:PRINTCHR$(20):IF CP=1 THEN GOSUB 2640
1880 GOTO 80
1890 PRINT"IN THIS ADVENTURE":GOSUB 2650:PRINT"THERE IS NO SCORE"
1895 GOSUB 2640:GOSUB 2650:GOTO 80
1900 PRINT:PRINT:PRINT"PLAY AGAIN? [ Y/N ]"
1910 GETA$:IF A$="Y" OR A$="N" THEN 1920
1915 GOTO 1910
1920 IF A$="Y" THEN RUN
1930 PRINTCHR$(147):END
1940 PRINT"I DON'T KNOW WHERE "CHR$(34)N1$CHR$(34)" IS.":GOTO 80
1950 GOTO 2010
1960 PRINTCHR$(147);
1970 PRINT"ADVENTURE VERSION 4.2 COPYRIGHT (C) 1981"
1980 PRINT:PRINTTAB(10)"BY DON & FRED A BONER"
1982 PRINT:PRINTTAB(10)"TRANSLATED FOR COMM64"

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1984 PRINT:PRINTTAB(10)"BY ANDREW SWANSON 1984"
1990 PRINT:PRINT:PRINT"PRESS THE SPACE BAR TO BEGIN..."
2000 GETA$:IFA$<>" THEN 2000
2001 PRINTCHR$(144):RETURN
2010 CP=1:NN=56:LO=56:P=41:NV=29
2015 DIM NO$(NN),OB$(LO),OB(LO,0),P$(P),P(P,5),VB$(NV)
2020 PRINTCHR$(147);
2022 FORX=0TO13:PRINTCHR$(17)CHR$(29)CHR$(29);:NEXT
2023 A$="THE FORTRESS AT TIME'S END"
2025 FOR I=LEN(A$)TO1 STEP-1:PRINTMID$(A$,I,1)CHR$(157)CHR$(157);
2026 FOR D=0TO199:NEXT:NEXT
2029 AB=1:FT=12:R=10:BB=2
2030 P$(1)="OUTSIDE A RUINED CASTLE,THE FORTRESSAT TIME'S END."
2035 P$(2)="JUST INSIDE THE CASTLE"
2040 P$(3)="IN A WARPED HALLWAY"
2045 DATA 0,0,0,0,0,0,0,3,1,0,0,4,0,0,3,0,0,5,3,5,0,0,0
2050 P$(4)=P$(3):P$(5)=P$(3):P$(6)=P$(3):P$(7)=P$(3)
2053 P$(8)="IN AN ENORMOUS WINE CELLAR"
2055 DATA 4,4,6,3,0,0,5,4,7,5,0,0,3,4,5,6,0,0,9,0,1,0,0,0
2060 P$(9)=P$(8):P$(10)=P$(8):P$(11)=P$(8):P$(12)=P$(8)
2065 DATA 10,8,0,0,0,0,11,0,0,8,0,0,0,9,12,10,0,0,0,0,0,0,0,0
2070 P$(13)="IN A TWISTED MAZE OF TORTURE          CHAMBERS."
2072 FORX=14 TO 19:P$(X)=P$(13):NEXT
2080 DATA 14,15,0,0,0,17,13,17,0,13,18,15,14,0,13,14,18,16,18,20,0,13,0,19,14
2085 DATA 0,16,15,18,19,17,0,13,14,15,16
2090 P$(20)="IN A SMALL ROOM BEYOND THE MAZE":P$(21)="IN THE ALCOVE"
2100 P$(22)="IN THE CENTER HALL"
2105 DATA 15,0,0,18,16,0,0,0,0,0,0,22,0,0,0,0,0,25,21,23,24,0,0
2110 P$(23)="IN THE PALOR":P$(24)="IN THE CAMBER ROOM"
2120 P$(25)="AT THE BOTTOM OF THE GREAT STIARCASE"
2125 DATA 0,0,0,22,0,0,0,0,22,0,0,0,22,0,0,26,0
2130 P$(26)="AT THE TOP OF THE STAIRS":P$(27)="IN THE SECOND FLOOR HALLWAY"

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2135 P\$(28)="IN THE KITCHEN"  
 2140 P\$(29)="IN THE BREAKFAST ROOM"  
 2145 DATA 0,0,0,0,0,25,28,30,31,32,0,0,30,27,29,0,0,0,27,28,0,28,0,0  
 2150 P\$(30)="IN THE DINING ROOM":P\$(31)="IN THE LIBRARY"  
 2155 P\$(32)="IN THE LIVING ROOM"  
 2160 P\$(33)="ON THE WINDING STAIRCASE"  
 2165 DATA 27,28,0,29,0,0,0,0,27,0,0,0,0,31,27,0,0,0,0,0,34,0  
 2170 P\$(34)=P\$(33):P\$(35)=P\$(33):P\$(36)="IN A TIGHT PASSAGE"  
 2180 P\$(37)="IN THE GUEST ROOM"  
 2185 DATA 0,0,0,0,35,33,0,0,0,0,0,34,37,0,0,0,0,35,38,36,36,38,0,0  
 2190 P\$(38)="IN THE SMALL BEDROOM":P\$(39)="INSIDE THE CLOSET"  
 2195 P\$(40)="UP IN THE TOWER"  
 2200 P\$(41)="AT THE EVIL TOWER OF DEATH"  
 2205 DATA 0,0  
 2210 DATA "A CLOSED DRAWBRIDGE","A PAINTING","A MARBLE STATUE"  
 2223 DATA "A HAT RACK","A WAR HAT","AN OLD CHEST","LOTS OF GOLD","A CLOSED DOOR"  
 2224 DATA "SOME BROKEN BOTTLES"  
 2230 DATA "COBWEBS AND BROKEN BOTTLES","A LARGE WINE RACK"  
 2233 DATA "A SMALL DOOR","A HUMAN SKELETON","A RAWHIDE WHIP"  
 2240 DATA "SOME WOODEN STOCKS","THE ANCIENT DEATH MASK","A BODY RACK"  
 2250 DATA "SOME IRON RINGS","A GUILLOTINE","A TABLE","THE HALL GOING UP"  
 2255 DATA "A CLAY PLANT POT","JUST SOME DIRT","A KEY"  
 2260 DATA "A CHANDELIER","A HAT","A WAR KNIFE","THE SWORD OF VISHTARI"  
 2265 DATA "A BOTTLE OF WINE","AN OLD COUCH"  
 2270 DATA "A NOTE","A HALL","A LARGE DINNING ROOM TABLE","A BOOK CASE"  
 2280 DATA "A SWORD","A SIGN","A LOCKED GATE","A PASSAGE","A CLOSET","A SIGN"  
 2285 DATA "THE EVIL BALROG READY FOR BATTLE"  
 2290 DATA "THE RUBY NECKLACE","A SIGN","A LONG PIPE"  
 2300 DATA 1,3,4,5,0,6,0,7,8,10,11,0,13,14,15,16,17,18,19,20,0,21,0,0,22,0,0,0,0  
 2305 DATA 23,0,26,30,31,0,0,35,0,38,39,41,0,0,0  
 2310 D\$(0)="NORTH":D\$(1)="SOUTH":D\$(2)="EAST":D\$(3)="WEST":D\$(4)="UP"  
 2315 D\$(5)="DOWN"

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2320 FORI=1TOP:FORJ=0TO5:READ P(I,J):NEXTJ:NEXTI
2330 FOR I=13 TO LO:READ OB$(I):NEXTI:FORI=13TOLO:READOB(I,0):NEXTI
2340 DATA "NOR","SOU","EAS","WES","UP","DOW","N","S","E","W","U","D"
2345 DATA "CAS","PAI","STA","RAC","HAT","CHE","GOL","DOO","BRI","BOT","COB"
2346 DATA "WRI","SKE","WHI","STO","MAS","BOD","RIN","GUI","TAB","HAL","POT"
2350 DATA "DIR","KEY","CHA","EVI","KNI","SAL","WIN","COU","NOT","FEA","FOO"
2355 DATA "PEA","SWO","SIG","GAT","PAS","CLO","FOL","BAL","NEC","STO","PIP"
2360 FOR I=1TONN:READ NO$(I):NEXTI
2370 DATA "GO","WAL","GET","TAK","LEA","DRO","LOO","EXA","ENT","EXI","OPE"
2375 DATA "UNL","HIT","FIG","THR","REA","SAY","YEL","QUI","HEL","SAV","LOA"
2376 DATA "INV","SCO","FIN","REM","FOL","MOV","EAT"
2380 FOR I=1TONV:READ VB$(I):NEXTI
2390 GOSUB 1960:GOTO 80
2400 AB=0:ZZ=3:OB(38,0)=-1:OB(40,0)=-1:RETURN
2410 PRINT"--:":RETURN
2420 GOSUB2410:PRINT"THERE IS VERY LITTLE AIR IN THE CHAMBER AND YOU ARE BREATHING";
2425 PRINT"IT UP!":GOSUB 2650
2430 R=R-1:PRINT"YOU HAVE ONLY"R"MINUTES OF AIR LEFT":IF R=<0 THEN 2670
2435 RETURN
2440 GOSUB 2410:FT=FT-2:IF FT=2 THENGOTO2445
2442 GOTO 2460
2445 PRINT"TELL ME WHAT TO LEAVE THAT WILL STOP THE WALLS FROM CRUSHING ME!"
2446 BB=0
2450 RETURN
2460 PRINT"THE WALLS ARE CLOSING IN.":GOSUB2650
2465 PRINT"NOW THEY ARE ONLY"FT"FEET APART."
2470 FT=FT-2:PRINT"WHAT CAN I DO?":GOSUB 2650:PRINT"THEY ARE ONLY"FT"FEET AWAY"
2475 GOSUB 2650:PRINT"HELP!!!!":IF FT=<4 THEN FT=4
2480 GOTO 2440
2490 GOSUB 2410
2500 PRINT"THE BALROG IS TRYING TO TAKE OVER!":PRINT:GOSUB 2510:GOTO 2570
2510 FOR I=1 TO 15

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2515 PRINTCHR$(19);FORX=0TO18:PRINT:NEXTX:FORX=0TO15:PRINT" ";;NEXTX
2516 FOR D=0TO99:NEXT
2520 PRINT"D A N G E R{SS}"
2525 PRINTCHR$(19);FORX=0TO18:PRINT:NEXTX:FORX=0TO15:PRINT" ";;NEXTX
2526 FOR D=0TO99:NEXT
2530 PRINT"          "
2540 NEXTI
2550 RETURN
2560 FOR II=1 TO 50:NEXTII:RETURN
2570 PRINT"HE IS TAKING";GOSUB 2650:PRINT"OVER THE";GOSUB 2650
2575 PRINT" CO";GOSUB 2650:PRINT"M";GOSUB 2650:PRINT"P";GOSUB 2640
2576 PRINTCHR$(147)
2580 FOR QQ=0TO1000
2590 VV=RND(1)*26+65
2600 PRINTCHR$(VV);
2610 IF RND(1)>.5THENPRINTCHR$(14);
2620 IF RND(1)>.5THENPRINTCHR$(142);
2625 NEXT:PRINTCHR$(14)
2630 CP=41:GOTO 80
2640 FORAA=1TO1500:NEXT AA:RETURN
2650 FORAA=1TO500:NEXT AA:RETURN
2660 FORAA=2TO3:NEXT ZZ:RETURN
2670 PRINT:FORX=0TO38:PRINT"?";NEXT:PRINT
2673 IF CP=30 OR CP=31 THEN PRINT"THE BOTTLE OF WINE JUST EXPLODED!!"
2680 IF CP=6 OR CP=41 THEN PRINT"A SWORD PENETRATES YOUR BODY":GOTO 2685
2683 GOTO 2690
2685 GOSUB 2640:PRINT"YOUR HEART IS CUT IN HALF"
2690 IF CP=16 THEN PRINT"A FORCE OF EVIL HAS ENTERED THE ROOM":GOTO 2700
2695 PRINT" IT IS TOO LATE NOW!"
2700 PRINT:PRINT"YOU ARE  DEAD":GOTO 1900
2710 FORX=0TO15:IF X=11THEN NEXT
2720 PRINTCHR$(19)CHR$(142):POKE646,X

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2910 NEXT:PRINT .HR$(144):RETURN
2920 FOR RW=0TO24:IF PEEK(40*RW+1024)=63THEN2940
2930 NEXT:RETURN
2940 PRINT:RW=PEEK(214):BR=25-RW
2950 FORX=1TOBR+10:PRINT:NEXT
2960 POKE214,11:PRINT:RETURN
```



# *THE BLUE-EYED THIEF*

The guards at the gates are men-mountains. They carry curved steel swords in their belts and they eye each passer through the gates as if they are thief or beggar, which of course many are. Every once in a while they stop a cart and poke their tridents into the hay. Sometimes a howling, wounded miscreant bursts forth to be dragged to the King's dungeon for initiation into the ways of the rack and firebrand.

And I—thief, low-born wanderer, created from the sodden union of a Human father and a Graylock wench—walk past the gate guards, ignoring their comments about the blue eyes branded into my face. Though I have no business to conduct in the city before gate-close, I walk as though the King himself spends gold at my stall in the market-place. Indeed, my purse shall jingle before gate-close. The tavern-keeper in the square shall attest to my personal worth. But it shall be a fat merchant who fills my belly with good Human wine from the west, and he shall not miss his coinage until I am away from him.

I am Wahid, pickpocket, halfling. No mere gate may keep me from the fat wallets of the city. A smile escapes me as I move into the market-place.

The sands of the desert are harsh, but the laws of the city are unforgiving. My mother's second son was executed in the square two years ago for stealing the purse of a noble. Bah, the government stinks! Soldiers racing back and forth across the land, burning villages. I too am unforgiving. They killed my mother. My father was one of them—a stinking western mercenary! The Human eyes he gave me doomed me from birth. I fight my own way! And the fat merchants pay for the misdeeds of their protectors.

It is dark. The lights in the great house are gone out. And I, master of the cat, creep silently into the house under cover of the wing of the great raven. I know these places. The rich all live the same—in the walled city, on the hills overlooking the sea. It matters not, for I am the master of the cat. They cannot hear me or see me. What is theirs is mine and I take what I can. A bite to eat. My belly growls. I take some dates, a bit of bread. I go.

The sun is my enemy. The blue eyes can only betray me in the light of day. They shout my name over silent lips. It is Wahid the bastard, they say, for what Graylock woman would marry a Human. Wahid the thief? No, they do not say that to the keepers of the gate, as I walk with arrogance. I have business in the sand, says my gait. Do not disturb me!

“Hold on, my friend,” says a cultured voice. “How have I offended you that you take leave without saying farewell?”

I do not speak, instead I stare, my knees knocking in fear. It is the owner of the house; I carry his gold and jewels concealed in my pockets.

“Surely,” he continues, “you will allow me to make amends by offering you a noon meal. Please say I can make things right with you.” He pleads in such a voice that others begin to notice. My blue eyes begin to register in the memories of the gate guards. Mine will soon be a face to remember.

“Of course,” I hear myself say, “how thoughtless of me to allow you to bear such guilt. I will accompany you so that we may come to an understanding by which we may part more amicably.”

I am Wahid, honoured house-guest. My host has presented most succulent dates and the finest wine. I am well treated, far beyond that which stolen gold may buy. I have witnessed supple dancers, decked in golden bands and jewelled silks, smile through their gyrations. I have shared in the very wealth from which I have stolen—freely given from the victim to the thief. I am Wahid, unrespected by myself.

There is no repentance in me for the life I live. And yet I cry out for forgiveness and beg for there to be an end to this undeserved graciousness.

“I have stolen these things from you,” I hear this unknown Wahid say, “and I am sorry that I have done this. Never before in this life have I met anyone who did not serve only himself. But you, I think, possess qualities I desire in myself. I

am better for confessing and shall steal no more!"

So saying, I place my life in his hands, not wishing to continue as Wahid the thief. I return the coins and jewelled objects which he must have seen me take. He had my measure all along, just wanting me to realize I could be better than I am.

An expert in gold and jewels, I am now Wahid the merchant, having long since departed from my benefactor. I am widely known for my honesty and my astute sense of bargaining. It is well known that my skill in precious stones was acquired as a thief. But aren't all merchants thieves at heart? If you would believe the moaning customer in the market-place, we are.

I am Graylock, it is true, though my eyes betray my Human blood. No thief comes to my house at night. No beggar departs from me empty-handed.

And when I stride past the gate guards I am Wahid! They know me! I need hide nothing. When I walk the streets of Belestria I am known. Wahid the thief no more! Wahid the bastard no more! In this place I am Wahid. A smile escapes my lips. I am Wahid, citizen, merchant – not fat, mind you. But that is good enough. . .



10 REM THE BLUE-EYED THIEF

20 REM BY DAN AND ED CAGGIANI

30 REM COPYRIGHT (C) 1984

40 REM \*\*\*\*\*

90 X=16:Y=16

95 POKE53281,15:PRINT"{}(RD)"

100 DIM L\$(X+100)

110 DIM LO\$(Y+100)

120 DIM O\$(Y+100)

130 DIM C\$(30)  
 140 DIM T(4,X+100)  
 150 DIM C(30)  
 160 DIM O(Y+100)  
 170 DATA IN THE LIBRARY,AT THE NORTH END OF THE VILLA,ON A SLIDE TRAP  
 180 DATA IN A FOUL-SMELLING POOL,FALLING THROUGH A DARK PIT  
 190 DATA IN A CHAMBER (AND IN A STICKY SITUATION),IN THE EAST WING OF THE VILLA  
 192 DATA IN A MIRROR ROOM,IN A WRESTLING RING!,STILL IN THE LUDICROUS VILLA  
 194 DATA BY A CHAIN GANG,IN THE SOUTHEASTERN SECTION OF THE VILLA  
 196 DATA IN A SECRET ROOM(SO DON'T TELL ANYONE!!),A FREE AND LUCKY PERSON!  
 198 DATA IN AN IMMENSE VILLA,IN THIS VERY SPOT (\*) HA HA (GET IT?)  
 200 DATA ONLY ONE BOOK IN THE LIBRARY,BOOK,1,A SILVER RING,RING,2  
 202 DATA CHOCOLATE EVERYWHERE,\*,3,NO WATER BUT PIGEON DROPPINGS IN THE POOL,\*,4  
 204 DATA A LARGE ARENA BELOW!,\*,5,RASPBERRY JAM FILLING THE ROOM!,\*,6  
 206 DATA A CLOAK OF SOME SORT,CLOAK,7,MIRRORS EVERYWHERE!,\*,8  
 208 DATA A HUGE WEREWOLF READY TO WRESTLE YOU!,\*,9,A SET OF LOCK PICKS,PICKS,10  
 210 DATA A COUPLE OF THEM HANGING AROUND,\*,11,A WOODEN CLUB,CLUB,12  
 212 DATA -WELL-ACTUALLY-I CANNOT SAY YET BECAUSE IT'S A SECRET!! HAHA!!,\*,13  
 214 DATA THAT YOU ARE STILL IN ONE PIECE,\*,14,ONLY ONE POSSIBLE DIRECTION,\*,15  
 215 DATA A STRANGE GLOWING CRYSTAL,CRYSTAL,16  
 524 DATA 0,0,2,0  
 526 DATA 0,6,3,1  
 527 DATA 0,7,0,2  
 529 DATA 0,8,0,0  
 530 DATA 0,0,6,0  
 532 DATA 2,10,0,5  
 534 DATA 2,0,0,0  
 536 DATA 4,12,0,0  
 538 DATA 0,0,0,0  
 540 DATA 6,0,11,0  
 542 DATA 0,15,12,10  
 543 DATA 8,0,13,11

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544 DATA 0,16,0,12
545 DATA 0,0,15,0
546 DATA 11,0,0,0
547 DATA 13,0,0,0

660 DATA TAKE,1,GET,1,DROP,2,GO,3,EXAMINE,4,EXAM,4,INVENTORY,5,I,5,N,6,S,6,E,6
662 DATA W,6,WRESTLE,7,READ,8,SAY,9,PULL,10,WEAR,11
670 FOR C=1 TO X:READ L$(C):NEXTC
680 FOR C=1 TO Y:READ LO$(C),O$(C),O(C):NEXTC
690 FORC=1TOX:READT(1,C),T(2,C),T(3,C),T(4,C):NEXTC
700 T$(1)="NORTH":T$(2)="SOUTH":T$(3)="EAST":T$(4)="WEST"
704 X$(1)="N":X$(2)="S":X$(3)="E":X$(4)="W"
710 N=17
720 FORC=1 TO N:READ C$(C),C(C):NEXTC
730 L=15
735 PRINTCHR$(147)
850 FORT=1TO2700:NEXT:PRINTCHR$(147):PRINT:PRINT"YOU ARE ";L$(L):B$="":A$="":DR=0
855 PRINT:PRINT:PRINT
880 N$="YOU SEE "
882 PRINTN$;
890 FORC=1TOY:IF O(C)=L THENN$=LO$(C):PRINTN$;" ";
900 NEXTC
902 IFN$="YOU SEE "THENPRINT"NOTHING OF INTEREST"
905 PRINT:PRINT:PRINT:PRINT:PRINT
940 PRINT"OBVIOUS EXITS: ";
950 FORC=1TO4:IFT(C,L)>0THENPRINTT$(C);" ";
960 NEXTC
962 IF O(7)=1000AND O(10)=1000AND O(12)=1000AND O(16)=1000THENGOTO13000
965 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
1000 PRINT"PROCEED HOW?-->":INPUTA$
1010 FORC=1 TO LEN(A$)
1011 IF MID$(A$,C,1)=" " THEN A1$=LEFT$(A$,C-1):B$=MID$(A$,C+1,LEN(A$)-C)
1012 IF MID$(A$,C,1)=" " THEN GOTO 1030

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1013 IF MID$(A$,C,1)<>" " THEN NEXT C
1020 A1$=A$
1030 FORC=1TON
1040 IFC$(C)=A1$THEN A=C(C):GOTO1070
1050 NEXT C
1060 PRINT" I DO NOT UNDERSTAND.":FORT=1TO600:NEXT:GOTO850
1070 ON A GOTO 1080,1170,1241,1340,1450,1230,1500,1600,1700,1800,1900
1080 FORC=1TOY
1130 IFB$=O$(C)AND O(C)=L AND O$(C)<>"*"THEN O(C)=1000:PRINT"IT IS TAKEN":GOTO850
1150 NEXTC
1160 GOTO1060
1170 FORC=1TOY
1200 IF B$=O$(C)AND O(C)=1000THEN O(C)=L:PRINT"THE OBJECT HAS BEEN DROPPED":GOTO850
1210 NEXTC
1220 PRINT"SORRY, YOU CANNOT DROP "B$:GOTO850
1230 FOR C=1TO4:IFA$=X$(C)THEN DR=C:GOTO1241
1240 NEXTC:GOTO1335
1241 IFT(DR,L)=3THENGOSUB12000:GOTO850
1242 IFL=5THENPRINT"AHHHHH!":L=9:GOTO850
1243 IFL=12ANDT(DR,L)=13ANDOP=0THENPRINT"YOU CAN'T FOR SOME STRANGE REASON!":L=12
1244 IFL=12ANDT(DR,L)=13ANDOP=0THENGOTO850
1320 IFT(DR,L)>0THEN L=T(DR,L):GOTO1330
1325 IFT(DR,L)<=0THENPRINT"YOU CANNOT GO THAT WAY.":GOTO850
1330 REM
1332 GOTO850
1335 PRINT"TRY A DIRECTION.":GOTO850
1340 IFA$=A1$THEN850
1341 IFB$="LIBRARY"ANDL=1THENPRINT"IT'S ALMOST EMPTY"
1342 IFB$="VILLA"THENPRINT"THE VILLA IS A REAL THRILLA!"
1343 IFB$="CHOCOLATE"ANDL=3THENPRINT"IT IS AS SWEET AS YOU ARE, MAYBE!"
1344 IFB$="POOL"ANDL=4THENPRINT"THE DROPPINGS ARE GROSS!"
1345 IFB$="CHAMBER"ANDL=6THENPRINT"YOU SEE A SIGN WHICH READS:'WELCOME TO THE ";

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1346 IFB$="CHAMBER"ANDL=6THENPRINT"JAM-BOREE!"
1347 IFB$="MIRROR"ANDL=8ORB$="MIRRORS"ANDL=8THENPRINT"ALL YOU SEE IS AN UGLY"
1348 IFB$="MIRROR"ANDL=8ORB$="MIRRORS"ANDL=8THENPRINT"REFLECTION OF...OOPS!HAHAHAHA!"
1349 IFB$="RING"ANDL=9THENPRINT"YOU ARE PLACED AGAINST THE MIGHTY WEREWOLF!"
1350 IFB$="GANG"ANDL=11THENPRINT"GANG?!? I DON'T SEE ANYBODY HERE!"
1351 IFB$="CHAINS"ANDL=11THENPRINT"THERE ARE TWO (RIGHT AND LEFT)"
1352 IFB$="CHAIN"ANDL=11THENPRINT"THERE ARE TWO (RIGHT AND LEFT)"
1353 IFB$="BOOK"AND(1)=1000ORB$="BOOK"AND(1)=LTHENPRINT"THE TITLE READS:'SPELLS'"
1354 IFB$="RING"AND(2)=1000ANDL<>9ORB$="RING"AND(2)=LANDL<>9THENPRINT"IT HAS A ";
1355 IFB$="RING"AND(2)=1000ANDL<>9ORB$="RING"AND(2)=LANDL<>9THENPRINT"JADE INLAY ";
1356 IFB$="RING"AND(2)=1000ANDL<>9ORB$="RING"AND(2)=LANDL<>9THENPRINT"OF A CRESCENT
1357 IFB$="RING"AND(2)=1000ANDL<>9ORB$="RING"AND(2)=LANDL<>9THENPRINT"MOON"
1358 IFB$="DROPPINGS"ANDL=4THENPRINT"THEY SMELL LIKE...WELL, YOU KNOW!"
1359 IFB$="ARENA"ANDL=5THENPRINT"YOU SEE A CRESCENT MOON IMPRINTED ON IT"
1360 IFB$="JAM"ANDL=6THENPRINT"ITS REALLY GOT YOU IN A JAM THIS TIME!HAHAHAHA!"
1361 IFB$="CLOAK"AND(7)=1000ORB$="CLOAK"AND(7)=LTHENPRINT"WEAR THIS AND DIS--P--R"
1362 IFB$="WEREWOLF"ANDL=9THENPRINT"HE'S A LEAN, MEAN, FIGHTIN' MACHINE!"
1363 IFB$="PICKS"AND(10)=1000ORB$="PICKS"AND(10)=LTHENPRINT"THEY'VE NEVER BEEN USED
1364 IFB$="CLUB"AND(12)=1000ORB$="CLUB"AND(12)=LTHENPRINT"YOU NOTICE ";
1365 IFB$="CLUB"AND(12)=1000ORB$="CLUB"AND(12)=LTHENPRINT"THAT IT'S COVERED WITH"
1366 IFB$="CLUB"AND(12)=1000ORB$="CLUB"AND(12)=LTHENPRINT"BACTERIA. IT MUST BE A";
1367 IFB$="CLUB"AND(12)=1000ORB$="CLUB"AND(12)=LTHENPRINT" CULTURE CLUB!"
1368 IFB$="CRYSTAL"AND(16)=1000ORB$="CRYSTAL"AND(16)=LTHENPRINT"IT'S GLOWING!"
1430 PRINT:GOTO850
1450 PRINT"YOU HAVE:"
1460 FORC=1TOY
1470 IFO(C)=1000 THENPRINTO$(C)
1480 NEXTC:FORT=1TO1000:NEXT:GOTO850
1500 IFB$="WEREWOLF"ANDL=9THENGOSUB10000:GOTO850
1510 PRINT"YOU CANNOT WRESTLE "B$:GOTO850
1600 IFB$="BOOK"AND(1)=1000THENGOSUB11000:GOTO850
1610 PRINT"YOU CANNOT READ "B$:GOTO850

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1700 IFB$="GUCCI"THENPRINT"ALL OF A SUDDEN YOU TURN INTO A LADY'S PURSE!":GOTO4000
1710 IFB$="FLOWEREW"THENPRINT"YOU HAVE AN UNCONTROLLABLE URGE TO GO TO SEA!"
1715 IFB$="FLOWEREW"THEN PRINT"YOU MAY PLAY 'WEREWOLF WARS OR START AGAIN"
1716 GOTO4004
1720 IFB$="TORTA EN CARA"THENPRINT"A PIE IS THROWN INTO YOUR FACE!":GOTO850
1730 IFB$="CHICANDIA"THENPRINT"CHICKENS FLOCK AND THROW EGGS AT YOU!":GOTO850
1740 PRINTB$:GOTO850
1800 IFB$="CHAIN"ANDL=11THENPRINT"WHICH ONE ?":GOTO850
1810 IFB$="RIGHT CHAIN"ANDL=11THENPRINT"THE CHAIN RELEASES WATER ON YOU!":GOTO850
1820 IFB$="LEFT CHAIN"ANDL=11ANDOP=0THENPRINT"YOU HERE A SOUND!":OP=1:GOTO850
1830 PRINT"YOU CANNOT PULL "B$:GOTO850
1900 IFB$="RING"ANDO(2)=1000THENPRINT"YOU HAVE AN UNCONTROLLABLE URGE TO GO TO SEA!"
1910 IFB$="RING"ANDO(2)=1000THEN LOAD"WEREWOLF WARS",8
1920 IFB$="CLOAK"ANDO(7)=1000THENPRINT"ITS SPECIAL POWERS WILL NOT WORK HERE!"
1930 IFB$="CLOAK"ANDO(7)=1000THENGOTO850
1940 PRINT"BOY, YOU HAVE STRANGE TASTE!":GOTO850
4000 PRINTCHR$(147):PRINT:PRINT:PRINT:PRINT:
4001 PRINT"OH WELL, YOU CANT GO ON NOW!":GOTO4004
4004 PRINT:PRINT"      VENTURE AGAIN Y OR N?"
4005 INPUTY$
4006 IFY$="Y"THEN RUN
4007 IFY$="N"THEN END
4008 IFY$<>"Y"ORY$<>"N"THEN GOTO4005
5000 FORT=1TO3000:NEXT:PRINTCHR$(147):PRINTTAB(244);"CONGRATULATIONS YOUNG ADVENTURER!"
5010 PRINT:PRINT"      YOU HAVE COMPLETED YOUR QUEST
5020 GOTO4004
10000 WW=INT(RND(0)*2)
10010 IFWW=0THENPRINT"THE MIGHTY WEREWOLF DEFEATS YOU!":GOTO4000
10020 IFWW=1THENPRINT"YOU MANAGE TO PIN HIM!":L=14:RETURN
11000 PRINTCHR$(147):PRINT:PRINT:PRINT"(RD)"
11002 PRINT"*****SPELLS*****"
11010 PRINT"1. SAY GUCCI":PRINT

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11020 PRINT"2. SAY FLOWEREW":PRINT
11030 PRINT"3. SAY TORTA EN CARA":PRINT
11040 PRINT"4. SAY CHICANDIA":PRINT
11050 PRINT"PRESS <RETURN> TO RESUME GAME":INPUT
11060 RETURN
12000 PRINTCHR$(147)
12010 PRINT"YOU'RE SLIDING!"
12020 PRINT:PRINT"    YOU'RE SLIDING!"
12025 PRINT:PRINT"        YOU'RE SLIDING!"
12027 PRINT:PRINT"            YOU'RE SLIDING!"
12030 PRINT:PRINT"                YOU'RE SLIDING!"
12032 PRINT:PRINT"                    YOU'RE SLIDING!"
12035 PRINT:PRINT"                        YOU'RE SLIDING!"
12040 PRINT:PRINT"                            YOU'RE SLIDING!"
12042 IFS=1THENPRINT"{BL}":PRINT"    YOU'RE COVERED IN CHOCOLATE!":FORT=1TO2660:NEXT
12043 IFS=1THENPRINT"{RD}"
12045 S=S+1
12046 IFS=4THENPRINT"{BL}":PRINT"    YOU END UP IN A FEATHER PILE!":FORT=1TO2660:NEXT
12047 IFS=4THENPRINT"{RD}":L=7:S=0:RETURN
12050 GOTO12010
13000 PRINT:PRINT:PRINT"YOU'VE COLLECTED ALL OF THE TREASURES    NEEDED!":GOTO5000
```

# ***THE BRASS HELM EPILOGUE***

When Frankie woke, it was morning. The brass helm lay on the edge of his bed, where it had toppled during the night. The sun streamed through his window, warming his face.

The memories of his dreams the night before hung in Frankie's mind like a vivid film. The growling of the werewolves, the laughter echoing through the corridors of the Thief's Dungeon were as real as if he'd been there. He could taste the hot breath of the spider and feel the overwhelming presence of the great dragon Smaegor. The geography of the Kingdom was indelibly etched on his mind; the mountains, the rivers, the boiling sea, were places he could touch.

Even after a full night's sleep, Frankie was strangely tired. He felt a soreness in his muscles as if he'd been running, playing soccer or stacking wood. His arms and legs ached, but hurt less when he remembered the cause of his soreness.

The sound of his mother's voice brought Frankie fully awake. She was calling him to breakfast. He stirred in his bed and as he did so came into contact with cold steel. He jumped a foot, then pulled back the covers.

He recognized the sword the instant he laid eyes on it. It was the Sword of Law, the nemesis to Deathtouch. The jewelled handle glittered in the sunbeams, the sculptured blade gleamed, reflecting on to the ceiling. Strangely, the grip was boy-sized. Why? It was partially unsheathed from its golden scabbard and there was a note attached:

FRANKIE,

AN OLD GUY CAME IN TO THE SHOP AFTER YOU LEFT  
AND DROPPED THIS OFF. SAID IT GOES WITH THE  
HELM AND CLOAK. YOUR MUM SAID SHE'D GIVE IT TO YOU.

KELLY

Frankie bolted out of bed and leapt into clean jeans and T-shirt. He took helm, sword and cape with him as he clattered down the stairs. Wolfing down eggs and toast, he burst out into the Saturday sunshine at a hard run.

The Game would never be the same again. . .



# PROGRAM NOTES AND HINTS

- 1. THE BRASS HELM** – Frankie, by means of the brass helm, can enter and explore Graylockland. The game sees what Frankie sees as he explores the far reaches of the Kingdom. The directions the player can go, and the things he can do, will eventually bring him to one of the other games in this volume. The player may choose to go on to the game he has reached, or replay 'The Brass Helm' in order to explore the Kingdom further.

**GAME OBJECT:** Explore the Kingdom.

- 2. DRAGONQUEST** – The player assumes the role of fighter against the Monarch of Dragons, who has taken the Princess prisoner. It is necessary to explore the Delta River thoroughly and to gather the tools necessary to do the job properly. This game is quite a brain-teaser, requiring logical application of Adventure principles.

**GAME OBJECT:** Rescue the Princess and vanquish Smaegor.

- 3. SPIDER MOUNTAIN** – Iron Knife's plight in the story gives the player a clue as to how the game must be played. There are some magical aspects to 'Spider Mountain' that must be ascertained in playing. The spider will kill, though there are other deaths that can occur – so watch out!

**GAME OBJECT:** Obtain treasure within the Mountain and escape with it all, without being trapped or killed.

- 4. THUNDER MOUNTAIN PASSAGE** – The key to survival in this module is to remember where the traps are once you hit them. Make a map for 'Thunder Mountain Passage', as it is complex and dangerous. It is advisable, but not mandatory, that the game be played before 'Castle Northstar' or 'Stargate' in order to retain the geographical integrity of the overall game.

**GAME OBJECT:** Survival. 'Thunder Mountain Passage' acts as a gateway to 'Stargate' and 'Castle Northstar'. Simply navigate from one end of the passage to the other without dying.

- 5. STARGATE** – Retracing the footsteps of the bard, the player attempts to navigate the corridors to find the Room of Doors, which serves as a gateway to other worlds. This game is fraught with traps and devices to destroy the player. There are objects to manipulate and places to visit, each with its own danger. This game needs a map or, at the least, a notepad.

**GAME OBJECT:** Find and read the Book of Graylocks to become a wiser denizen of the Kingdom.

**6. CASTLE NORTHSTAR** – The player assumes the role of hero in an attempt to negotiate the extremely dangerous life-side dungeon in search of the sword Deathtouch. Then he must cross over the black River Styx and rescue the kidnapped girl being held by the Ruler of the Dead. Map-making here is absolutely essential.

**GAME OBJECT:** Recover Deathtouch and rescue girl, take whatever other useful items you can find, and live to tell the tale.

**7. DEADLY DUNGEON** – Explore the dungeon and extract from it all you can. Return recovered items to the swamp-trader in order to score points. Beware of getting lost. There are false trails everywhere in this dungeon.

**GAME OBJECT:** Gold and glory, and defiance of death.

**8. THE TEMPLE OF VISHTARI** – Inside the Temple of Vishtari dwells the deadly Snake God. There is much to see and do here, there are also many traps and deadly creatures.

**GAME OBJECT:** Kill Vishtari and obtain the Sword of Law.

**9. TOWER OF FEAR** – Tough puzzles and a tough maze make this a particularly difficult game. Decipher the clues in the story and see if you can find all the treasures.

**GAME OBJECT:** Gold and glory.

**10. WEREWOLF WARS** – The player, about to become werewolf Nautical, finds himself on a pirate's quest, forced to go to any lengths to obtain what is needed to restore him to Human form. This game has an octo-directional movement code, with hidden locations, so a great deal of care should be taken when mapping and playing.

**GAME OBJECT:** Attack and raid shipping and find the Isle of Known to obtain clues to the Graveyard of Ships; here may lie the device that can restore you to Human form.

**11. GAUNTLET OF DEATH** – The player's job is to keep Thoran alive until he can escape from the Gauntlet. This is the original Trapmaze, so stay alert for fiendish devices.

**GAME OBJECT:** Survival.

**12. FIREKEEP** – Thoran has been captured and serves as a combatant in the Castle. The player must free him from his bondage by defeating him in combat without killing him. To do this, much exploration of the game is needed, as is clever application of what you find there.

**GAME OBJECT:** Gather materials and free Thoran.

**13. REVENGE OF BALROG** – The Northern Steppes are dangerous at best, but there is treasure for the taking. First one must get past Balrog and a host of other Notmen.

**GAME OBJECT:** Explore the Steppes and obtain what is needed to enter the 'Fortress at Time's End', the companion to this game.

**14. FORTRESS AT TIME'S END** – Explore the passages and dungeons of the Castle that time forgot. Try to solve the mystery surrounding this most unusual structure in Graylockland.

**GAME OBJECT:** Exploration and object manipulation, puzzle-solving and experience.

**15. BLUE-EYED THIEF** – Wahid the thief is no more, but out of respect for his former profession he has outfitted a lower dungeon in his villa with the latest in thief gadgets. To protect these valuable assets, he has devised a diabolical trapmaze, the like of which can only be attributed to a bizarre practical joke. So Wahid the merchant issues a challenge to the Thieves' Guild – basically, can you survive?

**GAME OBJECT:** Steal what you can and get out with your dignity intact.



# GRAPHICS CHARACTER APPENDIX

The graphics character Appendix is designed to show the programmer what to do in the case of unidentifiable characters within the line listing. All one needs to do is to match the offending character in the listing with the same character in the appendix, then enter it from the Commodore 64 keyboard.

The appendix will also serve as a handy reference guide when translating to other machines. You should find few problems when converting these programs, although care should be taken with the graphics, the character string references, and the string-handling.

CHARACTER STRING SENT	LISTING SYMBOL	SYMBOL DEFINITION
CHR\$(1)	"(\$1)"	UNKNOWN CHARACTER VALUE
CHR\$(2)	"(\$2)"	UNKNOWN CHARACTER VALUE
CHR\$(3)	"(\$3)"	UNKNOWN CHARACTER VALUE
CHR\$(4)	"(\$4)"	UNKNOWN CHARACTER VALUE
CHR\$(5)	"(WH)"	WHITE
CHR\$(6)	"(\$6)"	UNKNOWN CHARACTER VALUE
CHR\$(7)	"(\$7)"	UNKNOWN CHARACTER VALUE
CHR\$(8)	"(DS)"	DISABLE SHIFT/COMMODORE KEY
CHR\$(9)	"(ES)"	ENABLE SHIFT/COMMODORE KEY
CHR\$(11)	"(\$11)"	UNKNOWN CHARACTER VALUE
CHR\$(12)	"(\$12)"	UNKNOWN CHARACTER VALUE
CHR\$(14)	"(SL)"	SHIFT TO LOWER CASE
CHR\$(15)	"(\$15)"	UNKNOWN CHARACTER VALUE
CHR\$(16)	"(\$16)"	UNKNOWN CHARACTER VALUE
CHR\$(17)	"(CD)"	CURSOR DOWN
CHR\$(18)	"(RV)"	REVERSE ON
CHR\$(19)	"(HM)"	HOME CURSOR
CHR\$(20)	"(DL)"	DELETE
CHR\$(21)	"(\$21)"	UNKNOWN CHARACTER VALUE
CHR\$(22)	"(\$22)"	UNKNOWN CHARACTER VALUE
CHR\$(23)	"(\$23)"	UNKNOWN CHARACTER VALUE
CHR\$(24)	"(\$24)"	UNKNOWN CHARACTER VALUE
CHR\$(25)	"(\$25)"	UNKNOWN CHARACTER VALUE
CHR\$(26)	"(\$26)"	UNKNOWN CHARACTER VALUE
CHR\$(27)	"(\$27)"	UNKNOWN CHARACTER VALUE
CHR\$(28)	"(RD)"	RED
CHR\$(29)	"(CR)"	CURSOR RIGHT
CHR\$(30)	"(GN)"	GREEN
CHR\$(31)	"(BL)"	BLUE
CHR\$(128)	"(\$128)"	UNKNOWN CHARACTER VALUE
CHR\$(129)	"(OR)"	ORANGE

## CHARACTER STRING SENT LISTING SYMBOL SYMBOL DEFINITION

CHR\$(130)	“(\$130)”	UNKNOWN CHARACTER VALUE
CHR\$(131)	“(\$131)”	UNKNOWN CHARACTER VALUE
CHR\$(132)	“(\$132)”	UNKNOWN CHARACTER VALUE
CHR\$(133)	“(F1)”	F1 FUNCTION KEY
CHR\$(134)	“(F3)”	F3 FUNCTION KEY
CHR\$(135)	“(F5)”	F5 FUNCTION KEY
CHR\$(136)	“(F7)”	F7 FUNCTION KEY
CHR\$(137)	“(F2)”	F2 FUNCTION KEY
CHR\$(138)	“(F4)”	F4 FUNCTION KEY
CHR\$(139)	“(F6)”	F6 FUNCTION KEY
CHR\$(140)	“(F8)”	F8 FUNCTION KEY
CHR\$(141)	“(SR)”	SHIFTED RETURN
CHR\$(142)	“(SU)”	SHIFT TO UPPER CASE
CHR\$(143)	“(\$143)”	UNKNOWN CHARACTER VALUE
CHR\$(144)	“(BK)”	BLACK
CHR\$(145)	“(CU)”	CURSOR UP
CHR\$(146)	“(RO)”	REVERSE OFF
CHR\$(147)	“(SC)”	SCREEN CLEAR/HOME CURSOR
CHR\$(148)	“(IN)”	INSERT
CHR\$(149)	“(BR)”	BROWN
CHR\$(150)	“(LR)”	LIGHT RED
CHR\$(151)	“(G1)”	GREY 1
CHR\$(152)	“(G2)”	GREY 2
CHR\$(153)	“(LG)”	LIGHT GREEN
CHR\$(154)	“(LB)”	LIGHT BLUE
CHR\$(155)	“(G3)”	GREY 3
CHR\$(156)	“(PU)”	PURPLE
CHR\$(157)	“(CL)”	CURSOR LEFT
CHR\$(158)	“(YL)”	YELLOW
CHR\$(159)	“(CY)”	CYAN
CHR\$(160)	“(SS)”	SHIFTED SPACE





The following programmers have worked out *Castles and Kingdoms* for you. They are: Daniel Caggiani and Eddie Caggiani, aged 14 and 15; Andrew Swanson, a factory worker, who translated two programs from the TRS-80, originally written by Don and Freda Boner, (a father and daughter team); and Charles Forsythe, an engineering student at university.

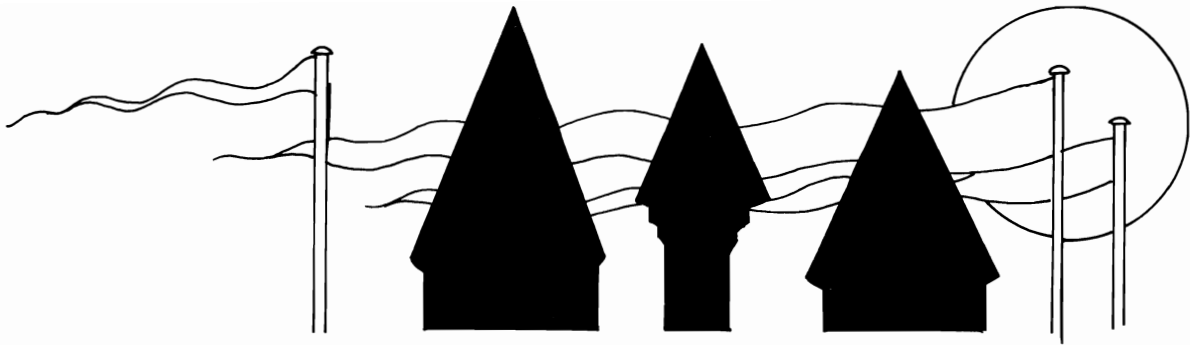
The programs have been written in such a way that you can enter them, with only minor alterations, into almost any computer. Typing these Adventures into the Commodore CBM 64 will require no special programming skills. However, care should be taken to ensure that (at least on the 64) they are typed verbatim.

Due to the simplicity of the programming format, even novice users will be able to modify the programs, and you are encouraged to do this. By learning what each portion of the program does, you will soon be able to create your own Adventures using the structure in this book.

The programmers and author wish you the very best Adventuring possible.

Bob Liddil  
Peterborough  
New Hampshire, USA  
March 1985





If you want to save your aching fingers and obtain a cassette copy of all fifteen adventures in this book, then send the form below, together with a cheque or postal order for £3.50, to Virgin Books, 328 Kensal Road, London W10 5XJ.

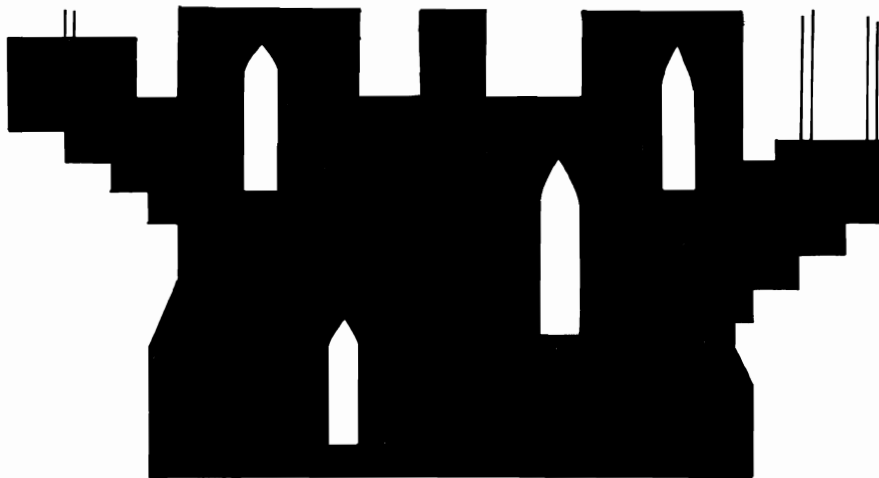
NAME: .....

ADDRESS: .....

.....  
.....

OTHER COMPUTERS OWNED: .....

WHERE BOOK PURCHASED: .....







# CASTLES & KINGDOMS

Bob Liddil

Enter the fantasy realm of the Graylocks  
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