


```

IF C(N30) < C(N27) + N4 THEN C(N30) = C(N27) + N4 : RETURN
185 RETURN
200 C(N55) = N1
203 C(N18) = (C(N28) - C(N29)) + N2 : C(N25) = (C(N31) - C(N30)) - N2 : IF C(N55) = N2 THEN C = N32 :
GOTO MOV + N20 - N5
205 ON KF GOTO MOV + N6, MOV + N7, MOV + N4 + N4, MOV + N4 + N5
206 C = N28 : GOTO MOV + N5 + N5
207 C = N31 : GOTO MOV + N5 + N5
208 C = N29 : GOTO MOV + N5 + N5
209 C = N30
210 C(N50) = C(N18) : C(N51) = C(N25)
215 COLOR C : PLOT C(N18) / N2, C(N25) / N2 : COLOR C - N5 : PLOT C(N18) / N2, C(N25) / N2 + N1 : RETU
RN
250 C(N55) = N2 : GOSUB MOV + N3 : RETURN
470 IF C(N34) = N12 THEN POKE C(57) + KR, N5 : POKE C(N36) + KR, N0
472 RETURN
475 AI = N0 : IF KR = C(N53 + N3) THEN AI = 0.1 * ID / N3 : PU = N16
480 IF RND(N1) > PU / N20 * 0.05 + AI THEN RETURN
481 IF C(N53 + N3) < 55 AND C(N53 + N3) = 5T THEN RETURN
482 GOSUB 490 : IF C(N34) = N12 THEN NB = N0 : GOSUB N38 - N1 : C(N34) = N0 : C(N3) = N36
485 POKE C(N53 + N4) + C(N53 + N3), N0 : POKE C(N53 + N4) + L, N5 : C(N53 + N3) = L : RETURN
490 L = INT(INT(SQR(C(N34 + N1) + RND(N1) * 365)) * 1.63) : RETURN
500 POSITION N25, N20 : ? " ? . . . " : FOR Z = N1 TO MOV + MOV
510 IF PEEK(764) < N250 + N5 THEN GOTO 550
520 NEXT Z : L = N0 : POSITION N25, N20 : ? " " : RETURN
550 Z = (PEEK(764) + 9) : L = N1 : C$ = CHR$(Z) : POKE 764, N250 + N5 : POSITION N25, N20 : ? " " : R
ETURN
600 GOSUB N250 : ON KF GOTO 606, 607, 608, 609
606 C = 118 - J9 : GOTO 610
607 C = 120 - J9 : GOTO 610
608 C = 120 - J9 : GOTO 610
609 C = 118 - J9
610 COLOR C : PLOT C(N18) / N2, C(N25) / N2 : COLOR C + N1 : PLOT C(N18) / N2, C(N25) / N2 + 1
611 FOR J9 = N1 TO N4 STEP N2 : SOUND N0, N14, N12, N7 : SOUND N1, N0, N4, N3 : SOUND N2, N4 + N4
, N14, N7 : NEXT J9
612 SOUND N0, N14, N12, N0 : SOUND N1, N0, N4, N0 : SOUND N2, N4 + N4, N14, N0 : RETURN
650 TA = TA - (ABS(M) / MM * (100 / CH(N5) + N5 - N5 * C(70) / CH(N5))) * (N1 + C(73) / C(74) * N3) / N2 + 11 :
IF TA > N50 + N50 THEN TA = N50 + N50
651 IF TA < N0 THEN TA = N0
660 C(N2) = N33 : C(N3) = N3 : Q$ = " " : J9 = N0 : GOSUB N75 : Q$ = STR$(INT(TA)) : C(N2) = N33 : C(N3
) = N3 : GOSUB N75 : RETURN
662 C(N2) = N33 : C(N3) = N4 : Q$ = " " : J9 = N0 : GOSUB N75 : C(N2) = N33 : C(N3) = N4 : Q$ = STR$(C(73)
) : GOSUB N75 : RETURN
664 I = PEEK(C(9) + L) : IF I > N0 THEN I = I + KA - 53 : IF PEEK(I) > N0 THEN POKE I, PEEK(I) - N1
665 RETURN
670 Y = C(N31) - PEEK(C(N25 - N2) + KR) - C(N27) : X = PEEK(C(N16) + KR) + V1 - C(N29) : FOR Z = N1 TO N
5 + N5 : GOSUB N38 : GOSUB N38 + N3 : RETURN
671 FOR Z = N1 TO N5 : COLOR N50 + N14
675 I = X : IK = Y : GOSUB N38 : GOSUB N38 + N3 : RETURN
679 IF PEEK(TR + KR) = N0 THEN RETURN
681 COLOR 97 : TPX = ((V3 - C(N29) + N2) / N2) + (PEEK(C(17) + KR)) / N2 : TPY = ((C(N31) - W4 - N2) / N2) -
(PEEK(C(N12 + N12) + KR)) / N2
682 PLOT TPX, TPY : RETURN
695 N = PEEK(C(N53 + N4) + KR) : L = N0
696 IF NB > N0 OR N = N0 OR ABS(C(N14) - PEEK(C(N16) + KR)) > N3 OR ABS(C(N20 + N1) - PEEK(C(N
20 + N3) + KR)) > N3 THEN RETURN
697 IF RND(N0) * 100 + N1 > PEEK(C(N4 + N4) + N) THEN RETURN
700 I = PEEK(C(N6) + N) : GOSUB 740
701 IF PEEK(C(N7) + N) > N0 THEN I = PEEK(C(N7) + N) : NB = N1 : GOSUB 4830 : XM = PEEK(C(N16) + KR)
: C(N22) = PEEK(C(23) + KR) : C(N3) = N36
702 IF PEEK(C(N7) + N) > N0 THEN C(N2) = N30 : C(N38) = XM : C(N39) = C(N22) : GOSUB N30 : GOTO 72
0
710 IF PEEK(C(N5 + N5) + N) > N0 THEN C(N32) = PEEK(C(N5 + N5) + N) : L = N1 : MD = N2 * C(N32)
715 IF PEEK(C(N6) + N) = N1 THEN GOSUB 899 : GOSUB 838 : L = N2
720 POKE C(N53 + N4) + KR, N0 : RETURN
740 RETURN
750 C(N3) = N16 : C(N2) = N25 : Q$ = "WHICH ONE" : J9 = N250 : GOSUB N75 : GOSUB N33 + N33 : RETURN
800 LL = KR : IF PEEK(KA - N51) = N1 THEN 55 = KR
810 IF PEEK(KA - (N50 + N2)) = N1 THEN 5T = KR
815 GOTO 850
820 IF RND(N1) < 0.6 OR PEEK(C(N36) + KR) > N0 THEN RETURN
821 I = N5 + N6 : GOTO 4830
825 GOSUB N36 + N1 : XM = N2 : C(N22) = N2 : IF RND(N1) > 0.5 THEN XM = V2 - N2
826 IF RND(N1) > 0.5 THEN C(N22) = C(N27) - N2
827 RETURN
829 IF ABS(C(N51) - C(N39)) > ABS(C(N50) - C(N38)) THEN 890
830 FP = (C(N50) - C(N38)) / N2
832 FP = ABS(C(N39) - C(N51)) / ABS(C(N38) - C(N50)) : S1 = N1 : IF C(N38) > C(N50) THEN S1 = -N1
833 S2 = N1 : IF C(N39) > C(N51) THEN S2 = -N1
834 C(N33 + N33) = C(N39) : FOR JJ = C(N38) TO C(N50) STEP S1 : C(N33 + N33) = C(N33 + N33) + (FP *
52) : COLOR 98
835 SOUND N0, INT(RND(N1) * MOV), N0, N4 + N4 : SOUND N1, INT(RND(N1) * (N50 + N50)), INT(RND(N
1) * (N5 + N5)), N4 + N4
836 PLOT C(65) / N2 + N1, C(66) / N2 + N1 : COLOR 227 : PLOT C(65) / N2 + N1, C(66) / N2 + N1 : COLOR N3
2 : PLOT C(65) / 2 + 1, C(66) / 2 + 1 : NEXT JJ
837 GOSUB 899 : GOSUB 838 : PLOT C(N38) / N2, C(N39) / N2 : COLOR N32 : RETURN
838 C(N3) = N16 : C(N2) = N30 : Q$ = "FIRE" : J9 = N250 : GOSUB N75 : IF I > N0 THEN C(N3) = N16 : C(N2)
= N30 : Q$ = "SINGE5" : J9 = N250 : GOSUB N75
839 RETURN
840 LL = LR
850 V3 = PEEK(C(N12) + LL) : V4 = PEEK(C(N12 + N1) + LL) : W3 = PEEK(C(N20 - N1) + LL) : W4 = PEEK(C(N20
) + LL)
853 IF LL < KR THEN RETURN
860 V1 = V3 : V2 = V4 : C(N27 - N1) = W3 : C(N27) = W4 : RETURN
880 K = N0 : MO = KA + 1125 : FOR Z = N1 TO C(N34) : L = PEEK(K + MO) : K = K + L + N1 : NEXT Z : K = K - L - N1
881 RETURN
890 FP = (C(N51) - C(N39)) / N2 : C(61) = C(N39) + FP : C(62) = C(61) + FP : C(63) = C(62) + FP
891 FP = ABS(C(N38) - C(N50)) / ABS(C(N39) - C(N51)) : S1 = N1 : IF C(N39) > C(N51) THEN S1 = -N1
892 S2 = N1 : IF C(N38) > C(N50) THEN S2 = -N1
893 C(65) = C(N38) : FOR JJ = C(N39) TO C(N51) STEP S1 : C(N34 + N31) = C(N34 + N31) + (FP * S2)
894 GOTO 836
898 FOR Z = N0 TO N3 : COLOR N3 : PLOT C(N38) / N2, C(N39) / N2 : COLOR N32 : PLOT C(N38) / N2, C(
N39) / N2 : NEXT Z : RETURN
899 GOSUB 6050 : RETURN
3000 IF PEEK(KA + LR - N31) = N1 OR LR = N28 THEN RETURN
3001 GOSUB 840 : C(N18) = V4 - C(N29) : POKE KA + LR - N31, N1
3010 FOR K = N1 TO N3 STEP N2 : NN = LR + K * N30 : C(N25) = (C(N31) - W3) : IF N5 = K THEN 3014
3011 C(N55) = N1 : L = (W3 - W4) / N2 : IF PEEK(C(54) + NN) - PEEK(C(N53) + NN) + N4 = L THEN 3014
3012 GOSUB 99 : C(N55) = N2 - PEEK(NT + NN)
3013 IF C(N55) = N0 AND C(N55) < N2 THEN C(N25) = C(31) - W4 - PEEK(C(54) + NN) : L = (PEEK(C(5
4) + NN) - PEEK(C(N53) + NN)) / N4 : GOSUB 120
3014 C(N18) = V3 - C(N29) + N2 : NEXT K
3020 C(N25) = C(N31) - W3 : FOR K = N0 TO N2 STEP N2 : NN = LR + K * N30 : IF N5 = K THEN 3034
3025 C(N55) = N1 : C(N18) = V3 - C(N29) : L = (V4 - V3) / N2 : IF PEEK(C(54) + NN) - PEEK(C(N53) + NN) + N
4 = L / N2 THEN 3034
3030 GOSUB 140 : C(N55) = N2 - PEEK(NT + NN)
3032 IF C(N55) > N0 AND C(N55) < N2 THEN C(18) = V3 - C(N29) + PEEK(C(N53) + NN) : L = (PEEK(C(

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)M) -PEEK(C(N53)+N1)/4:GOSUB 150
3034 C(N25)=C(N31)-N4-N2:NEXT K:RETURN
4000 LR=KR:GOSUB 800:IF PEEK(KA+KR-N31)=N1 THEN 4006
4002 GOSUB N50+N30:C(N29)=N0:C(N31)=42
4004 C(N14)=C(N28)-V1:C(21)=C(N30)-C(27):IF PEEK(C(N36)+KR)>N0 AND PEEK(MN+KR)>N
0 THEN GOSUB 4500:NB=N1:GOTO 4006
4005 GOSUB 4800:NB=N0
4006 C(N2)=35:C(N3)=N1:Q$="" :J9=N0:GOSUB N75:C(N2)=35:C(N3)=N1:Q$=STR$(KR):GO
SUB N75:GOSUB 88:GOSUB 650:GOSUB 662
4007 GOSUB N75-N2
4010 IF NB>N0 THEN GOSUB N30
4020 N5=N5:IF IB=N3 THEN 4050
4030 FOR IR=N0 TO N3:I=KR+IR*N30:IF PEEK(NT+I)=N1 AND PEEK(NO+I)>N0 THEN LR=PEEK
(NO+I):GOSUB 3000
4040 NEXT IR
4050 LR=KR:GOSUB 3000:AQ=N0:GOSUB 679:RETURN
4500 C(N34)=PEEK(C(N36)+KR):C(37)=N0:C(N32)=PEEK(C(42)+C(N34)):MA=PEEK(C(N75)+C(
N34)):IF C(N34)>N12 THEN RETURN
4505 C(N33)=PEEK(C(43)+C(N34)):C(N34+N1)=PEEK(C(46)+C(N34))
4510 MD=PEEK(C(N20+N20)+C(N34)):MH=PEEK(C(N75+N1)+C(N34)):GOSUB 880:IH=N0
4520 IF C(N34)>N12 THEN RETURN
4525 XM=INT(RND(N1)*(V2-V1-N2))+N2:C(N22)=INT(RND(N1)*(C(N25+N1)-C(N27))-N2)+N2:
GOSUB N55
4530 JJ=C(N34):GOSUB 8010
4531 FOR J9=N14 TO N0 STEP -0.5:SOUND N0,240+J9,N2,J9:SOUND N1,240+J9,N14,J9:SOU
ND N2,N250,8,J9:SETCOLOR N1,N3,15-(N5-J9)
4532 NEXT J9:A$="" :C(N2)=N25:C(N3)=N16:J9=N250:GOSUB N75:SETCOLOR N2,N3,N0:SE
TCOLOR N1,N3,N5+N5
4550 MF=INT(RND(N1)*N4)+N1:RETURN
4800 L=RND(N1)*101:IF L>C(71) THEN NB=N0:RETURN
4810 L=INT(RND(N1)*100)+N1:L5=N0:NB=N1:FOR I=N1 TO C(58):L5=L5+PEEK(C(47)+I):IF
L<L5 THEN 4830
4820 NEXT I
4830 POKE C(N36)+KR,I:POKE MN+KR,N1:C(N34)=I:C(N32)=PEEK(C(42)+I):MA=PEEK(C(N75)
+I)
4840 C(N33)=PEEK(C(43)+I):C(N30+N5)=PEEK(C(46)+I):MD=PEEK(C(N20+N20)+I):MH=PEEK(C
(N75+N1)+I)
4841 GOSUB 880:IH=N0:GOSUB 4520:RETURN
4850 L=RND(N1)*101:IF L<C(71)/N6 THEN 4810
4851 RETURN
5000 KF=N1:TA=N50+N50:C(N75-N1)=CH(N4)^2:PU=C(N75-N4):EC=N0:KR=N7:POKE (KA+KR-N3
1),N0:POKE 752,N1:POKE 756,120
5001 SETCOLOR N2,N3,N0:SETCOLOR N1,N3,N5+N5:POKE 559,46:ID=PEEK(1536):R5=N20:RM=
PEEK(1538)
5005 C(N28)=PEEK(KA+1241):C(N30)=PEEK(KA+1242):C(70)=CH(N5):POKE 559,46
5020 GOSUB 490:C(N53+N3)=L:POKE C(57)+C(N53+N3),N5:C(N28)=N20-N1:C(N30)=N4:KF=N1
:GOSUB 25000
5030 GOSUB 4000:S(N1)=C(N25+N1)-C(N27):S(N2)=V2-V1:S(N3)=N0:S(N4)=N0:FF=N0:GOSUB
MOV
5040 P(N1)=C(N28)-V1:P(N2)=C(N30)-C(N27)
5044 EC=EC+0.1:II=INT(EC):C(N2)=N31:C(N3)=N5+N5:Q$=STR$(II):J9=N0:GOSUB N75:IA=N
0
5045 GOSUB 475:GOSUB 91:GOSUB 500:M=N0:IF II>N30 THEN GOTO 11010
5046 IF ABS(II-EC)<0.1 THEN C(71)=PU+INT(EC/N5)+N2*ID-N2:IF PEEK(KA-46)>N0 THEN
GOSUB N50+N2
5047 IF L=N0 THEN GOTO MON5
5048 IA=N0:0$="" :('H!&$<9'':FOR I=N1 TO LEN(0$):IF C$=0$(I,I) THEN I=I-N1:GOTO 51
00
5049 NEXT I:0$="" :H6+A.F3 P0G4,rC'':FOR I=N1 TO LEN(0$):IF C$=0$(I,I) THEN GOTO 5
051
5050 NEXT I:GOTO MAIN
5051 ON I GOTO 5300,5350,5390,5390,5390,5390,5390,5390,5800,5700,5370,6400,6200,6300,
6140,6450,5600,5850
5052 GOTO MAIN
5100 IF TA<N1 THEN 5390
5110 M=I:M1=M:N=PEEK(C(N53+N4)+KR):IB=N0:ON KF GOTO 5120,5210,5164,5250
5120 IF C(N30)+M>C(N25+N1)-N1 THEN M=C(N25+N1)-N1-C(N30):IB=N1
5150 GOTO 5281
5164 M=-M:M1=M:IF C(N30)+M<C(N27)+N1 THEN M=C(N27)+N1-C(N30):IB=N1
5180 GOTO 5281
5210 IF C(N28)+M>V2-N1 THEN M=V2-N1-C(N28):IB=N1
5240 GOTO 5281
5250 M=-M:M1=M:IF C(N28)+M<V1+N1 THEN M=V1+N1-C(N28):IB=N1
5270 GOTO 5281
5279 IF NB>N0 THEN GOTO MON5
5280 GOTO MON5+N20
5281 IF IB=N0 THEN 5291
5282 C(N14)=C(N28)-V1:C(21)=C(N30)-C(N27):IF PEEK(NT+KR+KF*N30-N30)<>N1 THEN GOT
O 5291
5283 L=KR+KF*N30-N30
5284 IF P(KF)>PEEK(C(N53)+L) AND P(KF)<PEEK(C(N53+N1)+L) THEN GOSUB N36:GOSUB N5
0+N32:NB=N0:IN=N0:GOSUB 470
5285 IF P(KF)>PEEK(C(N53)+L) AND P(KF)<PEEK(C(N53+N1)+L) THEN KR=PEEK(NO+L):GOSU
B 800:IB=N2:M=ABS(M)+N4
5286 IF P(KF)>PEEK(C(N53)+L) AND P(KF)<PEEK(C(N53+N1)+L) THEN IF KR=N0 THEN GOTO
10000
5287 IF KR=N28 THEN I=N2:GOTO 11000
5288 IF IB=N1 THEN 5291
5290 IB=N3:S(N1)=C(N25+N1)-C(N27):S(N2)=V2-V1:M=M1
5291 GOSUB N250:GOSUB 679:IF KF=N1 OR KF=N3 THEN C(N30)=C(N30)+N2*M:GOTO 5293
5292 C(N28)=C(N28)+N2*M
5293 GOSUB MOV-N20:GOSUB MOV
5294 P(N1)=C(N28)-V1:P(N3)=P(N1):P(N2)=C(N30)-C(N27):P(N4)=P(N2):P(N0)=P(N2):IF
IB<>N3 THEN 5297
5295 LR=KR:GOSUB 4004:GOSUB 695:IB=N0:IF L=N1 THEN GOTO MON5+N20
5296 GOTO MAIN
5297 C(N14)=C(N28)-V1:C(N20+N1)=C(N30)-C(N27):GOSUB 695:IF L=N2 THEN GOTO MON5+N
50
5298 IF L=N1 THEN GOSUB 650:GOTO MON5+N20
5299 GOTO MON5
5300 GOSUB N250:KF=KF+N1:IF KF>N4 THEN KF=N1
5310 GOSUB MOV:GOTO MAIN
5350 GOSUB N250:KF=KF-N1:IF KF<N1 THEN KF=N4
5360 GOSUB MOV:GOTO MAIN
5370 GOSUB N250:KF=KF-N2:IF KF<N1 THEN KF=KF+N4
5380 GOSUB MOV:GOTO MAIN
5390 IF TA>=N1 THEN IA=I-N2:IN=N0:KM=N0:ON IA GOTO 5400,5400,5400,5500,5490
5395 C(N2)=N25:C(N3)=N16:Q$="" :T00 TIRED'':J9=N250:GOSUB N75:GOTO MON5
5400 IF ABS(C(50)-C(38))>N3 OR ABS(C(39)-C(N51))>N2 THEN C(N2)=N25:C(N3)=N16:Q$=
"TOO FAR'':J9=250:GOSUB N75:GOTO MON5
5420 IF C(N34)>N0 THEN GOTO 6020
5421 IF M<>N0 THEN P=M/PEEK(C(46)+C(N34)+N1):IF PEEK(C(45)+C(N34))=N2 AND SM=N0
THEN
P=N50+N50
5430 M=N3*(N4-IA):K=N0:J9=N0:GOSUB 600:R=RND(N1)*(N20+N1)+(N4-IA)
5431 IF R<P OR C(N34)=N0 THEN C(N2)=N30:C(N3)=N16:Q$="SWISH'':J9=N250:GOSUB N75:T
A=TA
N2:GOTO 6990
5435 AK=(C(N6-N2*IA)-INT(ID*RND(N1))):TA=TA-(N4-IA):IF AK>WM THEN AK=WM

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4437 IF AK<MH THEN AK=MH
4440 C(N33)=C(N33)-AK+MH:IN=N0:GOTO 6990
4490 C(N55)=N5:KM=N5:MK=N5:IF RM<N0 THEN GOTO MON5
4495 RM=RM-N1:GOSUB N75-N1:GOTO 5505
4500 KM=N2:C(N55)=N3:MK=N3:IF R5<N0 THEN GOTO MON5
4505 R5=R5-N1:GOSUB N75-N2
4508 IF PEEK(C(N50-N5)+C(N34))=N2 THEN C(N55)=-N1
4505 AQ=N0:J9=N4:GOSUB 600:ON KF GOTO 5510,5550,5515,5555
4510 S=-N1:C=N20-N5:IF C(N51)-5*C(N55)<C(N31)-W3 THEN C(N55)=AB5(C(N51)-C(N31)-
W3-N2)
4511 GOTO 5520
4515 S=N1:C=N14:IF C(N51)-5*C(N55)>C(N31)-W4-N2 THEN C(N55)=AB5(C(N31)-W4-N2-C
(N51))
4520 FOR Z=N1 TO C(N55):IF Z=N2 THEN FOR A=N30 TO N0 STEP -N5: SOUND N0,A,N0,N4:N
EXT A: SOUND N0,N0,N0,N0
4521 COLOR C:PLOT C(N50)/N2,(C(N51)/N2)+(5*Z):COLOR N32:PLOT C(N50)/N2,(C(N51)/N
2)+(5*Z):NEXT Z:GOSUB MOV
4525 GOTO 5580
4550 S=N1:C=17:IF C(N50)/N2+(5*C(N55))>(V4-C(N29))/N2 THEN C(N55)=(V4-C(N29))/N
2-(C(N50)/N2)-N1
4551 GOTO 5560
4555 S=-N1:C=N16:IF C(N50)/N2+(5*C(N55))<(V3-C(N29)+N2)/N2 THEN C(N55)=C(N50)/N
2-(V3-C(N29)+N2)/N2-N1
4560 FOR Z=N1 TO C(N55):IF Z=N2 THEN FOR A=N30 TO N0 STEP -N5: SOUND N0,A,N0,N4:N
EXT A: SOUND N0,N0,N0,N0
4561 COLOR C:PLOT C(N50)/N2+(5*Z),C(N51)/N2:COLOR N32:PLOT C(N50)/N2+(5*Z),C(N
51)/N2:NEXT Z:GOSUB MOV
4580 IF AB5((C(N38)-C(N50))/N2<=MK AND AB5((C(N39)-C(N51))/N2<=MK THEN AK=INT(
RND(N1)*MK)+KM:GOTO 5437
4585 GOTO MON5
4600 K=KR+KF*N30-N30
4601 IF PEEK(NT+K)=N2 THEN IF P(KF)>PEEK(C(N53)+K)-N1 AND P(KF)<PEEK(C(N53+N1)+K
) THEN GOTO 6000
4603 GOSUB N75+N4:GOTO MON5
4605 LR=PEEK(N0+K):N5=KF+N1:IF N5>N3 THEN N5=N5-N4
4606 POKE NT+LR+N5*N30,N1:N5=N5:M=N2:GOSUB 3000
4608 GOSUB N250:GOSUB MOV-N20:I=N3:IF KF=N3 THEN I=N4
4609 GOTO 5100
4620 C(N18)=V2-C(N29)
4630 C(N25)=C(N31)-C(N27)-PEEK(C(54)+K):L=PEEK(C(54)+K)-PEEK(C(N53)+K):M=N5+N5:J
9=N2:GOSUB 99:GOSUB 120:RETURN
4640 C(N18)=V1-C(N29)+N2:GOTO 5630
4660 C(N25)=C(N31)-C(N25+N1)
4670 C(N18)=V1-C(N29)+PEEK(C(N53)+K):L=(PEEK(C(54)+K)-PEEK(C(N53)+K)):J9=N2:GOSU
B 150:IF KR=N7 THEN GOTO 10000
4671 RETURN
4680 C(N25)=C(N31)-C(N27)-N3:GOTO 5670
4700 K=KR+(KF-N1)*N30
4702 IF PEEK(K+NT)=N3 AND RND(N1)*(37+N4*ID)<CH(N2) THEN POKE K+NT,N2:RF(KF-N1)=
N1:GOTO 5720
4710 GOSUB N30+N33:GOTO MON5
4720 C(N2)=N25:C(N3)=N16:Q$="SECRET DOOR":J9=N250:GOSUB N75:C(N55)=N0:LR=KR:ON K
F GOSUB 5660,5620,5680,5640
4721 FF=N1:GOTO MON5
4800 N=PEEK(TR+KR)
4801 IF N=N0 OR AB5(N2*TPX-C(N50))>N3 OR AB5(N2*TPY-C(N51))>N3 THEN GOSUB 79:GOT
O MON5
4802 POKE TR+KR,N0:C(N2)=N25:C(N3)=N16:Q$="TREASURE # ":A$=STR$(N):J9=N250:GOSUB
N75:POKE KA+N-43,PEEK(KA+N-43)+N1
4803 EX=EX+N3:C(N75-N2)=C(N75-N2)+PEEK(C(N5+N6)+N):GOSUB 662:IN=N0:COLOR N32:PLO
T TPX,TPY
4804 I=PEEK(C(N5+N4)+N):IF I=N0 THEN GOTO MON5
4805 IF I=N3 THEN 5820
4810 I=KA-N53+I:POKE I,PEEK(I)+N1:GOTO MON5
4820 C(N2)=N25:C(N3)=N16:Q$="A MAGIC SWORD!":J9=N250:GOSUB N75:PU=N16:SM=N4-ID:P
U=N16:PB=PB-SM
4821 WM=INT(CH(N4)*(N7)/(N5+N5)+0.5)
4822 GOTO MON5
4850 GOSUB 750:IF L<N6+N7 AND L>N0 THEN I=PEEK(KA+L-43):IF PEEK(C(N4+N5)+L)=N3 T
HEN GOSUB N75+N4:GOTO MON5
4853 COLOR N32:PLOT C(N50)/N2+N1,C(N51)/N2+N1
4855 IF I>N0 THEN POKE KA+L-43,I-N1:C(73)=C(73)-PEEK(C(N6+N5)+L):GOSUB 662:GOSUB
664:IF PEEK(TR+KR)=N0 THEN 5910
4860 GOTO MON5
4910 POKE TR+KR,L:POKE C(N14+N3)+KR,C(N14):POKE C(N25-N1)+KR,C(N20+N1):GOTO MON5
6000 IF AB5(P(KF-N1)-5(KF))<N6 THEN POKE NT+K,N1:C(N55)=N1:AQ=KF:ON KF GOSUB 566
0,5620,5680,5640:GOTO 5605
6001 GOTO 5603
6020 P=PB-(CH(N3)-9)/N3*EXP(-N2*C(70)/CH(N5))-ZA(IA)+10/PEEK(C(43)+C(N34)/N6+C(N
32)/N4-PEEK(C(43)+C(N34))+N1)
6023 P=P/N5-N1-N4/(PEEK(C(46)+C(N34))+N1):IF PEEK(C(N50-N5)+C(N34))=N2 AND SM=N0
THEN P=N50+N50
6025 GOTO 5430
6030 MD=N1:POKE KA-(N50-N2),N0:POKE KA-37,N0:C(N33)=C(N33)-N2-RND(N1)*(N5+N4):GO
TO MON5+N50
6050 FOR A=N20-N5 TO N0 STEP -N1: SOUND N0,A,N0,A:COLOR N18:PLOT C(N50)/N2,C(N51)
/N2
6051 SOUND N1,255-A,N0,A:COLOR N32:PLOT C(N50)/N2,C(N51)/N2:NEXT A
6052 I=PEEK(KA-49):K=INT((N3+RND(N1)*MD+N1)/(I+N1)):GOSUB MOV:RETURN
6065 FOR A=N1 TO N3 STEP N2:IF PEEK(NT+LR+A*N30+N30)=N1 THEN COLOR N5+N6:PLOT L1
/N2+N2,NY/N2
6067 NEXT A:RETURN
6070 FOR A=N2 TO N4 STEP N2:IF PEEK(NT+LR+A*N30+N30)=N1 THEN COLOR 13:PLOT I/N2,
(L1/N2)+N1:COLOR 12:PLOT I/N2,L1/N2
6071 NEXT A:RETURN
6080 FOR J9=N12 TO N0 STEP -N2: SOUND N0,N3*N33,N0,J9:FOR A=N1 TO N6:NEXT A:NEXT
J9:RETURN
6110 GOSUB N50+N2:GOTO MON5
6140 IF PEEK(1537)>N0 THEN POKE 1537,PEEK(1537)-N1:C(N5)=INT(RND(N1)*N7)+N1:GOTO
6110
6150 C(N2)=N25:C(N3)=N16:Q$="NONE LEFT":J9=N250:GOSUB N75:GOTO MAIN
6200 GOSUB 750:IF L>N12 OR L<N1 THEN GOTO MAIN
6205 IF PEEK(KA-43+L)=N0 THEN GOSUB N75+N4:GOTO MON5
6210 L=PEEK(C(N4+N5)+L):IF L=N6 THEN C(N2)=N25:C(N3)=N16:Q$="HE;5 IN":A$=STR$(C(
56)):J9=N250:GOSUB N75:GOTO MON5
6211 IF L=N5 THEN GOSUB 8070:GOSUB 898:GOSUB 37:I=MD:MD=N4+N4:GOSUB 899:GOTO 603
0
6212 IF L=N12 THEN GOSUB 8100
6215 IF L=N4+N4 THEN C(71)=N50+N20:GOTO MON5
6220 GOSUB N30+N33:GOTO MON5
6300 IF PEEK(C(N53+N4)+KR)=N0 AND RND(N1)*(N31+N3*ID)<CH(N2) THEN GOSUB 670:GOTO
MON5
6310 GOSUB N30+N33:GOTO MON5
6400 FOR I=N1 TO N5:IF I<>KR THEN NEXT I:GOTO MAIN
6401 I=I+N1:M=N6+N3
6410 KR=I:J9=N0:GOSUB 32000:KF=INT(RND(N1)*N4)+N1:S=N1:GOSUB 650:GOSUB 800:M=N0:
IB=N2:FF=N1:GOTO MAIN-N14

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4450 FOR I=N2 TO N6:IF I<>KR THEN NEXT I:GOTO MAIN
4451 I=I-N1:M=N2:GOTO 6410
6990 K=N1:GOSUB MOV
7000 GOSUB 650:IF NB>N0 THEN GOTO MON5+N5
7001 GOSUB 4850:IF NB<>N0 THEN GOTO MAIN
7002 IF RND(N1)<1.0E-03 AND C(N53+N3)=KR THEN NB=N1:I=N5+N6:GOSUB 4830
7004 GOTO MAIN
7005 IF IN>N0 THEN 7500
7007 IF C(N34)=N1 THEN GOSUB 829:GOTO MON5+N50
7010 C(68)=MA:IF AB5(C(N38)-C(N50))>N3 OR AB5(C(N39)-C(N51))>N3 THEN 7295
7015 IF C(N34)<>N12 THEN GOTO MON5+N18
7016 IF RND(N1)<0.2 THEN GOSUB 825:GOTO 7490
7017 GOTO 7295
7018 C(68)=C(68)-N1:IF C(68)<N1 THEN 7250
7019 IF C(N34)=N2 THEN GOSUB 829:GOTO 7040
7020 C(N3)=N16:P=C(69)-ZD(IA):R=INT(RND(N1)*(N4*ID)+N1)
7023 IF R<N4 THEN C(N2)=N25:Q$="IT MISSED":J9=N250:GOSUB MON5+N18
7030 IF R<N4+N4 THEN C(N2)=N25:C(N3)=N16:Q$="SHIELD HIT!":J9=N250:GOSUB MON5+N18
7040
7035 C(N2)=N25:C(N3)=N16:Q$="STRUCK THEE!":J9=N250:GOSUB MON5+N18:K=N0
7040 K=K+INT(INT(MD*(R-P))/(N5+N5)):IF K<N1 THEN K=N1
7050 C(N50+N20)=C(N50+N20)-K:IF C(N50+N20)<N1 THEN GOTO 11000
7060 GOSUB N50+N38:IF NB>N0 THEN GOTO MON5+N18
7070 GOTO MAIN
7100 IF J9=N0 THEN RETURN
7101 GOSUB 8100:FOR J9=MOV-N20 TO MOV:POKE 704,J9:POKE 705,J9:NEXT J9
7102 POKE 704,MOV-N20:POKE 705,MOV-N20:GOSUB 8110:RETURN
7250 IF NB=N0 THEN GOTO MAIN
7255 GOSUB N36+N1:L=N2:ON INT(RND(N1)*N4+N1) GOTO 7260,7270,7280,7290
7260 C(N22)=C(N22)+L:GOTO LAST
7270 XM=XM-L:GOTO LAST
7280 C(N22)=C(N22)-L:GOTO LAST
7290 XM=XM-L:GOTO LAST
7295 IF C(N34)=N12 THEN GOSUB 829:GOTO MON5+N50
7300 GOSUB N36+N1:GOSUB 679:C(N18)=C(N14)-XM:C(N25)=C(21)-C(N22):IF AB5(C(N18))<
AB5(C(N25)) THEN 7306
7301 IF C(N18)>N0 THEN MF=N2
7302 IF C(N18)<=N0 THEN MF=N4
7304 GOTO 7310
7306 IF C(N25)>N0 THEN MF=N1:GOTO 7310
7307 MF=N3
7310 L=C(35):ON INT(RND(N1)*N4+N1) GOTO 7320,7360,7400,7440
7320 IF C(N22)+L>C(21)-N3 THEN C(N22)=C(21)-N3:GOTO LAST
7330 C(N22)=C(N22)+L:GOTO LAST
7360 IF XM+L>C(N14)-N3 THEN XM=C(N14)-N3:GOTO LAST
7370 XM=XM+L:GOTO LAST
7400 IF C(N22)-L<C(21)+N3 THEN C(N22)=C(21)+N3:GOTO LAST
7410 C(N22)=C(N22)-L:GOTO LAST
7440 IF XM-L<C(N14)+N3 THEN XM=C(N14)+N3:GOTO LAST
7450 XM=XM-L
7490 GOSUB N55:GOSUB N30
7500 IF C(N33)<N1 AND NB>N0 THEN GOSUB N30+N7:GOSUB 43:C(N2)=N25:C(N3)=N16:J9=N2
50:Q$="MONSTER SLAIN":GOTO 7530
7505 IF C(N34)=N12 AND C(N33)<N1 THEN GOTO 12000
7510 IF C(N33)<N1 THEN NB=N0:C(N3)=N20
7520 GOTO MAIN
7530 GOSUB N75:M=PEEK(MN+KR):IF M>N0 THEN POKE MN+KR,M-N1
7531 IF M>N0 THEN GOSUB 4500:C(N2)=N25:C(N3)=N16:Q$="ANOTHER COMES":J9=N250:GOSUB
N75:GOSUB N30
7532 GOTO 7505
8000 DATA SALAMANDER,112,FIRE ELEMENT,42,HOUND,104,DIRE WOLF,38,VAMPIRE BAT,40,0
GRE,100,GOLEM,36,GOLEM,110
8001 DATA LIVING ARMOR,106,CREEPING CRUD,102,GENIE,108,255MORLOC255,6
8010 RESTORE :FOR J9=N1 TO JJ:READ Q$:READ CM:NEXT J9:RETURN
8050 FOR J9=N1 TO N0: SOUND N0,N250+N5,N14,J9: SOUND N1,N250,N14,N5+N5:FOR Z=N1 TO
N5:NEXT Z
8051 SETCOLOR N2,N3,J9:NEXT J9:FOR J9=15 TO N0 STEP -0.3:SETCOLOR N2,N3,J9: SOUND
N0,N250,N14,J9: SOUND N1,N250+N5,10,J9:NEXT J9
8052 SOUND N0,N0,N0,N0: SOUND N1,N0,N0,N0:RETURN
8055 FOR J9=N0 TO N5+N5 STEP 0.4: SOUND N0,N250,N12,J9: SOUND N1,255,8,J9:SETCOLOR
N2,N4,J9:SETCOLOR N1,N4,N5+N5-J9:NEXT J9
8056 SOUND N0,N0,N0,N0: SOUND N1,N0,N0,N0:FOR J9=N1 TO N2:NEXT J9:SETCOLOR N1,N0,
N0:SETCOLOR N2,N0,N0
8057 SETCOLOR N1,N0,N14:SETCOLOR N2,N0,N14: SOUND N0,255,N4+N4,N20-N5: SOUND N1,N2
50+N5,N4+N4,15:FOR J9=15 TO N0 STEP -0.3
8058 SOUND N0,255,N0,J9: SOUND N1,255,N0,J9:SETCOLOR N2,N0,J9:NEXT J9:SETCOLOR N2
N3,N0:SETCOLOR N1,N3,N5+N5:RETURN
8060 FOR J9=N1 TO N14:SETCOLOR N2,N3,J9:NEXT J9:FOR J9=N20-N5 TO N0 STEP -0.5: SO
UND N0,N250+N5,N4+N4,J9:NEXT J9
8061 FOR J9=N14 TO N3 STEP -0.5:SETCOLOR N2,N3,J9:NEXT J9:RETURN
8070 FOR J9=N1 TO N20: SOUND N0,N250+N5,N4+N4,N20-N5: SOUND N1,N250,N4+N4,N20-N5: S
ETCOLOR N2,N0,N20-N5
8072 SOUND N2,N250-N5,N4+N4,15: SOUND N3,240,N4+N4,N20-N5:SETCOLOR N2,N0,N0:NEXT
J9
8073 FOR J9=15 TO N5 STEP -0.5:SETCOLOR N2,N3,J9: SOUND N0,N0,N0,J9: SOUND N1,N0,N
0,J9: SOUND N2,N0,N0,J9: SOUND N3,N0,N0,J9:NEXT J9
8074 FOR J9=N5 TO N0 STEP -0.2: SOUND N0,N0,N0,J9: SOUND N1,N0,N0,J9: SOUND N2,N0,N
0,J9: SOUND N3,N0,N0,J9:NEXT J9:SETCOLOR N2,N3,N4
8075 RETURN
8100 SOUND N1,N250+N1,N5+N5,N5: SOUND N2,N250,N5+N5,N5:RETURN
8110 FOR A=N1 TO N20: SOUND N1,MOV-N30,N5+N5,N5: SOUND N2,169,N5+N5,N5: SOUND N3,16
8,N14,N5:NEXT A
8120 SOUND N1,N0,N0,N0: SOUND N2,N0,N0,N0: SOUND N3,N0,N0,N0:RETURN
10000 GOSUB 31000: ? " THOU LEAVEST THE DUNJON":ST=N0:GOTO 12020
11000 GOSUB 31000: ? " THOU ART SLAIN!":IF N30<>N12 OR C(N33)>N0 THEN 12020
11010 GOSUB 31000: ? " THY TIME IS UP":GOTO 12020
12000 GOSUB 31000: ? " END OF QUEST " : ? " WORLOCK SLAIN " :ST=50000/EC^2+3
00:FOR JJ=N1 TO 10: ? :NEXT JJ
12020 ? : ? "THY SCORE: ";INT(ID*(ST+EC+EX))
12030 ? : ? "HIT D TO PLAY AGAIN"
12040 GOSUB N250+N250:IF C$<>"C" THEN 12040
12050 RUN "D:LESSMORE.001"
225000 POSITION N25,N1: ? "ROOM NO.": ? :POSITION N25,N2: ? "WOUNDS:":POSITION N25,N3:
? "FATIGUE:":POSITION N25,N4: ? "WEIGHT:":POSITION N25,N6
25001 ? "ARROWS:":POSITION N25,N7: ? "MAG ARROWS:":POSITION N25,N5+N5: ? "TIME:":R
ETURN
31000 JJ=N20-N5:GOSUB 32000:RETURN
32000 COLOR N32:Z=INT(((N25-N1)+JJ)/N2):FOR J9=N0 TO Z:PLOT Z-J9,N0:DRAWTO Z-J9,
N25-N2
32020 PLOT Z+J9,N0:DRAWTO Z+J9,N25-N2:NEXT J9:JJ=N0
32030 SOUND N0,N0,N0,N0: SOUND N1,N0,N0,N0: SOUND N2,N0,N0,N0: SOUND N3,N0,N0,N0:RE
TURN
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