Space Hunt

BY ANTHONY WOOD

Adventures have been around for almost as long as the microcomputer. *Colossal Caves,* one of the first, was created on a mainframe, and has since been translated for almost all micros. A man named Scott Adams happened to play this original adventure. He loved it so much that he decided to write an adventure for his TRS-80 Model I. Thus emerged Adventure International and the Scott Adams adventure series. Scott Adams' first release, *Adventure Land,* was a hit and led to many more great adventures.

More recently, the so called "second generation" adventures have emerged. These games, such as *Zork, Starcross,* and *Witness,* allow the player to enter sentences of more than two words, like "Put the glass on the table." The first adventures were limited to two-word sentences.

These new adventures also contain more detailed information and more complex plots. They take a very long time to solve—weeks or months. The first adventure could be solved in five hours by a good player.

Although the new games offer better storylines and easier command structures, I still prefer the old style. Those adventures were more of a puzzle to me—half the problem was figuring out what words to use. They also could be solved in one or two sittings—a feature I like.

In the tradition of the first series of adventures, I have written *Space Hunt.* Your mission is to find the treasure while staying alive; admittedly, an old theme, but an entertaining one. *Space Hunt* is fairly easy and short—it is designed for the beginning to intermediate player.

For those of you that have never played an adventure like this before, I will explain how it works. The computer will describe your location and obvious exits at the top of the screen. You can now enter a direction to move in, or a two word command.

Directions can be entered as north, south, east, west, or n, s, e, w. These are the obvious exits—other directions might be available. For example, you could say GO DOOR to go to a door.

Some possible words are QUIT, SAVE, LOAD, LOOK, or EXAMINE. To save a game to disk, you can enter SAVE or SAVE <filename>. To load a saved game, enter LOAD or LOAD <filename>. The description of your location can be reprinted in two ways—press SHIFT CLR or type LOOK.

Some other common commands are GET item, DROP item, or INVENTORY (or I) to show what you are carrying.

The program looks only at the first three letters of a word, so you could abbreviate SHOOT ALIEN as SHO ALI. Also, when you type in the program, some lines will not fit in 80 columns. You should be able to enter these lines by using a "?" instead of PRINT.

Good luck with *Space Hunt*—I hope it gets you started on some adventures of your own. □

SEE PROGRAM LISTING ON PAGE 100

All the programs in this issue of *Ahoy!* are available on disk or cassette. See page 33 for details.

ELECHECK

Electronic Checkbook Management for the C-64

Each year as that black day in April looms near, a mad scramble takes place in the attempt to find receipts, checks, and other information related to tax deductions. This program will allow the user to catalog checks in twelve preset categories (easily changeable), have monthly graphics comparisons, print out the entire file or one record with totals, and as an added bonus, print the monthly graphics comparisons.

After the checks are entered, the user can enter the checkbook balancing routine and reconcile his checkbook balances. The information asked for in the program is check number, check date, check payee, check purpose, and check amount. The user can examine the check file or one record.

Elecheck uses sequential files to store the information on disk. I felt that since the size of these files would not be extremely large, there was no need for relative files, as sequential files are just as fast in this size range. A word of caution: the files must be initialized before use, and each program as the initialization before use, and each program has the initialization routine in each menu. The prompts make the program easy to follow, with each module changing colors to further inform the user that a different routine has been entered.

Elecheck can easily be tailored for monthly budget planning. □ ***SEE PROGRAM LISTING ON PAGE 108***

By Glenn Lumpkins

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IMPORTANT! Letters on white background are **Bug Repellent** line codes. **Do not enter them!** Pages 93 and 94 explain these codes and provide other essential information on entering ***Ahoy!*** programs. Refer to these pages **before** entering any programs!

```
RINT"[DOWN][DOWN]WITH ONLY";BJ;" JUMPS!" EE
·71 PRINT"[DOWN][DOWN]DO YOU WISH TO PLAY
[3" "]AGAIN,HERO?" CN
·72 PRINT"[DOWN][DOWN]IF SO,HIT ANY KEY." BD
·73 IFPEEK(197)<>64ANDPEEK(197)<>39THENRU
N90 HI
·74 GOSUB96 AF
·75 GOTO73 PC
·80 POKE52,28:POKE56,28:CLR:FORI=7168TO76
79:POKEI,PEEK(I+25600):NEXT:FORA=7168TO7
257 EH
·81 READB:POKEA,B:NEXT BN
·83 DATA60,126,219,255,231,126,66,60,24,2
55,189,189,60,36,36,102,126,90,126,255,1
29,195 FJ
·84 DATA102,60,24,153,189,255,126,255,36,
102,254,170,254,0,0,0,0,0,28,28,28,28,8,
62,28,8 FK
·85 DATA60,126,106,247,189,164,60,24,189,
254,120,60,124,71,33,96,222,127,30,60,62
,226,132 LK
·86 DATA6,56,126,221,245,245,221,126,56,1
12,65,127,248,248,127,65,112,0,0 FJ
·87 GOTO20 OK
·89 GT=0:POKE646,GT LE
·90 PRINT"[CLEAR]";:POKE36869,255:FORT=1T
0490:PRINT" ";:NEXT KJ
·91 PRINT"[HOME][3"[DOWN]"][22"D"][5"[DOW
N]"][22"D"]"; KM
·92 PRINT"[7"[DOWN]"][22"D"][3"[DOWN]"][2
2"D"]"; AK
·93 MZ=7:GOTO30 LD
·96 IFPEEK(197)=39THENGT=GT+1:POKE646,GT:
IFRR=2THEN58 AJ
·97 IFPEEK(197)=39ANDRR=1THEN69 IB
·98 IFGT>6THENGT=0 DD
·99 POKE646,GT:RETURN NO
```

Space Hunt

FROM PAGE 43

```
·10 REM ANTHONY WOOD OI
·20 REM 12739 GRAND CROSS LN. HI
·30 REM HOUSTON, TX 77072 MJ
·100 REM 6/18/84 AJ
·110 PRINTCHR$(142);"[CLEAR][WHITE][DOWN]
[DOWN][6" "][s U][s C][s C][s U][s C][s
I][s U][s C][s I][s U][s C][s I][c A][s
*] [c R] [c R][c A] [c S][s U][s I][c R
][c A][c R][c S]" NL
·120 PRINT"[6" "][s J][s C][s I][c Q][s C
][s K][c Q][s C][c W][s B] [c Q][s C]
[c Q][s C][c W][s B] [4"[s B]"] [s B] " KH
·130 PRINT"[6" "[3"[s C]"][s K][c E] [c
E] [c E][s J][s C][s K][c Z][s C] [c E]
[c E][s J][s C][s K][c E][s J][c X] [c
E] " PM
·140 PRINT"[DOWN][9" "](C) COPYRIGHT 1984
" DG
·150 PRINT"[12" "]ANTHONY WOOD" DF
·160 DIMD$(13),N(13),S(13),E(13),W(13),I(
13,10),IN(10),N$(20),T(12):NC=0 DO
·170 ER$="[s I] DON'T SEE ONE HERE!":UN$=
"[s I] DON'T UNDERSTAND." IF
·180 CG$="[s I] CAN'T GET THAT!" HH
·190 FORX=0TO13:READD$(X),N(X),S(X),E(X),
W(X),K:IFK=0THEN 210 GJ
·200 FORY=0TOK-1:READA$:GOSUB 2240:I(X,Y)
=NC:NEXT KM
·210 NEXT IA
·220 L=0:I(9,0)=7 IB
·230 PRINT"[16"[DOWN]"]PRESS RETURN TO ST
ART."; MH
·240 GETA$:IFA$<>CHR$(13)THEN 240 DL
·250 PRINT"[CLEAR]";CHR$(14); EK
·260 PRINT"[CLEAR][s I] AM ";D$(L):PRINT DM
·270 IFN(L)+S(L)+E(L)+W(L)=-4THEN 340 BE
·280 PRINT"EXITS: "; BH
·290 IFN(L)<>-1THENPRINT"NORTH. "; EB
·300 IFS(L)<>-1THENPRINT"SOUTH. "; HI
·310 IFE(L)<>-1THENPRINT"EAST. "; CD
·320 IFW(L)<>-1THENPRINT"WEST."; AC
·330 PRINT JJ
·340 S=0:FORX=0TO10:S=S+I(L,X):NEXT:IFS=0
THEN 380 GD
·350 PRINT:PRINT"[s I] CAN SEE:" NF
·360 FORX=0TO10:IFI(L,X)<>.THENPRINTN$(I(
L,X));". "; MK
·370 NEXT:PRINT FO
·380 PRINT"[40"[s *]"]" LA
·390 PRINT"[s W]HAT NOW? ";:GOSUB 2020 AL
·400 IFI$=""THEN 390 CJ
·410 IFI$="[CLEAR]"THEN 260 ML
·420 IFV$<>"I"ANDLEFT$(V$,3)<>"INV"THEN 4
60 MG
·430 S=0:FORX=0TO10:S=S+IN(X):NEXT:IFS=0T
HENPRINT"[s I]'M NOT CARRYING ANYTHING."
:GOTO 390 PH
·440 FORX=0TO10:IFIN(X)=0THENNEXT:GOTO 39
0 BC
·450 PRINTN$(IN(X)):NEXT:GOTO 390 JN
·460 IFV$="N"ORI$="NORTH"THENEX=N(L):GOTO
510 IE
·470 IFV$="S"ORI$="SOUTH"THENEX=S(L):GOTO
510 IA
·480 IFV$="E"ORI$="EAST"THENEX=E(L):GOTO
510 CL
·490 IFV$<>"W"ANDI$<>"WEST"THEN 530 FJ
·500 EX=W(L) EA
·510 IFEX=-1THENPRINT"[s I] CAN'T GO THAT
WAY!":GOTO 390 DO
·520 L=EX:LD=0:GOTO 260 NO
```


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```
·530 L$=LEFT$(N$,3):IFL$="TRA"THENL$="PIL
":GOTO 650                                    DO
·540 IFL$="LOC"THENL$="EQU":GOTO 650          LA
·550 IFL$="TRU"THENL$="WOO":GOTO 650          FF
·560 IFL$="SUI"THENL$="PRE":GOTO 650          DD
·570 IFL$="SHI"THENL$="SPA":GOTO 650          DD
·580 IFL$="BUT"THENL$="RED":GOTO 650          AP
·590 IFL$="EQU"THENL$="LOT":GOTO 650          DF
·600 IFL$="BOA"THENL$="CON":GOTO 650          EB
·610 IFL$="TRE"THENL$="FAB":GOTO 650          EL
·620 IFL$="BOU"THENL$="LAR":GOTO 650          IO
·630 IFL$="STA"THENL$="AIR":GOTO 650          OL
·640 IFL$="DOO"AND(L=9ORL=7)THENL$="SPA"      MF
·650 V$=LEFT$(V$,3):IFL$="321"ORL$="DOW"T
HENNN=99:GOTO 710                             MA
·660 IFV$="LAY"ORV$="LIE"ORV$="SAV"ORV$="
LOA"THEN 710                                  HP
·670 IFV$="LOO"THEN 260                       EC
·680 IFV$="QUI"THENPRINT"[CLEAR][DOWN]TYP
E 'GOTO 250' TO RECOVER.":END                 ON
·690 FORNN=1TONC:IFL$=LEFT$(N$(NN),3)THEN
 710                                          KL
·700 NEXT:PRINTUN$:GOTO 390                   JK
·710 IFV$<>"EXA"ANDV$<>"SEA"THEN 910          DL
·720 GOSUB 2190:IFF=0THENPRINT"[s I] DON'
T SEE A ";N$;" HERE!":GOTO 390                NH
·730 IFL$="EQU"THENPRINT"[s I]T'S A METAL
 STORAGE LOCKER.":GOTO 390                    IF
·740 IFL$="LAR"THENPRINT"[s T]HERE SEEMS
TO BE SOMETHING UNDER HERE.":GOTO 390         OI
·750 IFL$="CON"THENPRINT"[s I] SEE A CALC
ULATOR TYPE KEYBOARD HERE.":GOTO 390          EF
·760 IFL$<>"PRE"THEN 800                      NH
·770 IFCC=1THEN 900                           EK
·780 CC=1:PRINT"[s I] FOUND A SCREW DRIVE
R HERE!":A$="SCREW DRIVER":GOSUB 2240         AD
·790 GOSUB 2270:GOTO 390                      KJ
·800 IFL$="SPA"THENPRINT"[s I] CAN SEE A
DOOR.":GOTO 390                               PC
·810 IFL$<>"WOO"THEN 840                      ND
·820 PRINT"[s I]T'S A WOODEN TRUNK.":IFLK
=0THENPRINT"[s I]T'S LOCKED."                 NM
·830 GOTO 390                                 CE
·840 IFL$<>"PIL"THEN 860                      LD
·850 IFKF=0THENPRINT"[s I] FIND A KEY HER
E!":A$="KEY":GOSUB 2240:GOSUB 2270:KF=1:
GOTO 390                                      FO
·860 IFL$<>"LOT"THEN 900                      OM
·870 IFPP=1THEN 900                           FI
·880 PRINT"[s T]HERE IS AN ACCESS PANEL S
CREWED DOWN  HERE.":A$="PANEL":GOSUB 224
0                                             FE
·890 GOSUB 2270:PP=1:GOTO 390                 GL
·900 PRINT"[s I] SEE NOTHING SPECIAL.":GO
TO 390                                        JB
·910 IFV$<>"OPE"THEN 1040                     AA
·920 GOSUB 2190:IFF=0THENPRINTER$:GOTO 39
0                                             JP
·930 IFL$<>"EQU"THEN 990                      PL
·940 IFWS<>0THEN 970                          CK
·950 PRINT"[s A][s G][s G][s H][s H]!! [s
 I]'M ELECTROCUTED BY 10,[3"0"]":PRINT"V
OLTS THAT WAS WIRED TO THE LOCKER."           ND
·960 END                                      IC
·970 IFNT=1THENPRINT"[s I]T'S EMPTY":GOTO
 390                                          BJ
·980 NT=1:PRINT"[s I] FIND A NOTE HERE!":
A$="NOTE":GOSUB 2240:GOSUB 2270:GOTO 390      LC
·990 IFL$<>"WOO"THENPRINTUN$:GOTO 390         PH
·1000 IFLK=0THENPRINT"[s I]T'S LOCKED!":G
OTO 390                                       IJ
·1010 IFTE=1THENPRINT"[s I]T'S EMPTY.":GO
TO 390                                        NH
·1020 TE=1:PRINT"[s I] FOUND A PRESSURE S
UIT IN HERE!":A$="PRESSURE SUIT":GOSUB 2
240                                           FJ
·1030 GOSUB 2270:GOTO 390                     KJ
·1040 IFV$<>"UNL"THEN 1090                    BO
·1050 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                            JP
·1060 IFL$<>"WOO"THENPRINTUN$:GOTO 390        PH
·1070 A$="KEY":GOSUB 2430:GOSUB 2190:IFF=
0THENPRINT"[s I] NEED A KEY.":GOTO 390        KG
·1080 LK=1:PRINT"OK":GOTO 390                 NH
·1090 IFV$<>"WEA"THEN 1140                    BO
·1100 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                            JP
·1110 IFL$<>"PRE"THENPRINTUN$:GOTO 390        PH
·1120 IFF=1THENGOSUB 2310:GOSUB 2350          EI
·1130 PRINT"OK":WS=1:GOTO 390                 LA
·1140 IFV$<>"REA"THEN 1180                    OH
·1150 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                            JP
·1160 IFL$<>"NOT"THENPRINTUN$:GOTO 390        DF
·1170 PRINT"[s I]T SAYS '3212'":GOTO 390      CL
·1180 IFV$<>"PRE"ANDV$<>"PUS"THEN 1240        FD
·1190 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                            JP
·1200 IFL$<>"RED"THENPRINTUN$:GOTO 390        PH
·1210 IFWS=0THENPRINT"[s A][s G][s G][s H
][s H][3"!"] [s T]HE AIRLOCK CYCLES OUT.
 [s I]'M[4" "]DEAD!":END                      LC
·1220 IFW(L)=0THENW(L)=-1:E(L)=7:GOTO 260     JJ
·1230 W(L)=0:E(L)=-1:GOTO 260                 CK
·1240 IFV$<>"GO"ANDV$<>"ENT"THEN 1300         DP
·1245 IFL$="321"THEN 1430                     PI
·1250 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                            JP
·1260 IFL$="AIR"THENL=4:GOTO 260              FJ
·1270 IFL$="SPA"THENL=6:GOTO 260              FF
·1280 IFL$="TUN"THENL=12:GOTO 260             GG
·1290 PRINTUN$:GOTO 390                       MB
·1300 IFV$<>"GET"ANDV$<>"TAK"ANDV$<>"PIC"
THEN 1370                                     AM
·1310 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                            JP
```


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```
•1320 IFF=2THENPRINT"[s I]'M ALREADY CARR
YING IT!":GOTO 390                          EM
•1330 IFL$="EQU"ORL$="PIL"ORL$="LOT"ORL$=
"TUN"ORL$="CON"THENPRINTCG$:GOTO 390        FL
•1340 IFL$="SPA"ORL$="LAR"ORL$="AIR"THENP
RINTCG$:GOTO 390                            EH
•1350 IFL$="FAB"THENPRINT"** [s C]ONGRATU
LATIONS **[3" "][s Y]OU HAVE FOUND  THE
TREASURE!":END                              KH
•1360 GOSUB 2350:GOSUB 2310:PRINT"OK":GOT
O 390                                       NO
•1370 IFV$<>"DRO"ANDV$<>"PUT"THEN 1420      BK
•1380 GOSUB 2190:IFF<>2THENPRINTER$:GOTO
390                                         DK
•1390 IFL$="PRE"ANDL>6THENPRINT"[s A][s U
][s G][s G][s H][s H]!! [s I]'M SPACED!"
:END                                        BE
•1400 IFL$="PRE"THENWS=0                    AH
•1410 GOSUB 2390:GOSUB 2270:PRINT"OK":GOT
O 390                                       BD
•1420 IFV$<>"TYP"THEN 1470                  AI
•1430 IFL<>6THENPRINT"[s I] CAN'T DO THAT
 HERE!":GOTO 390                            OL
•1440 IFL$<>"321"THENPRINT"[s N]OTHING HA
PPENS.":GOTO 390                            CM
•1450 IFS(L)=9THENPRINT"[s N]OTHING HAPPE
NS.":GOTO 390                               ED
•1460 S(L)=9:PRINT"[s T]HE SHIP TAKES OFF
, AND WE SOON LAND[4" "]ELSEWHERE.":GOTO
390                                         HJ
•1470 IFV$<>"UNS"THEN 1540                  AH
•1480 IFL<>5THENPRINT"[s I] CAN'T DO THAT
 HERE!":GOTO 390                            PG
•1490 A$="SCREW DRIVER":GOSUB 2430:GOSUB
2190:IFF<>0THEN 1510                        FP
•1500 PRINT"[s I] NEED A SCREW DRIVER!":G
OTO 390                                     MK
•1510 IFPA=1THENPRINT"[s I]T'S ALREADY UN
SCREWED.":GOTO 390                          GH
•1520 PA=1:PRINT"OK":PRINT"[s I] FOUND A
BLASTER HERE!":A$="BLASTER":GOSUB 2240      CH
•1530 GOSUB 2270:GOTO 390                   KJ
•1540 IFV$<>"BLA"ANDV$<>"SHO"THEN 1610      PO
•1550 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                          JP
•1555 Z=NN:A$="BLASTER":GOSUB2430:GOSUB21
90:IFF=0THENPRINT"[s I] NEED A ";A$:GOTO
390                                         PD
•1560 IFL$="BLA"THENPRINT"AT WHAT?":GOTO
390                                         BE
•1570 IFL$<>"LAR"THENPRINT"[s I] CAN'T SH
OOT THAT!":GOTO 390                         AK
•1580 IFLD=0THENPRINT"[s A][s G][s G][s H
][s H]! [s S]TANDING UP LIKE THIS, I'M H
IT[3" "]BY ROCKS!":END                      AI
•1590 PRINT"[s K][s A][s A][s B][s O][s O
][s M]!!  [s A] TUNNEL WAS UNDER THE[7"
"]BOULDER!":NN=Z                            GB
•1600 GOSUB2310:A$="TUNNEL":GOSUB 2240:GO
SUB 2270:GOTO 390                           HI
•1610 IFV$<>"FIR"THEN 1650                  BI
•1620 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                          JP
•1630 IFL$<>"BLA"THENPRINTUN$:GOTO 390      NL
•1640 PRINT"TRY SHOOT [4"."]":GOTO 390      IC
•1650 IFV$<>"LAY"ANDV$<>"LIE"THEN 1680      IC
•1660 IFL$<>"DOW"ANDL$<>""THENPRINTUN$:GO
TO 390                                      EN
•1670 PRINT"OK":LD=1:GOTO 390               LM
•1680 IFV$<>"SAV"THEN 1780                  CF
•1690 F$=N$+".ADV":OPEN15,8,15,"I0":PRINT
#15,"S0:"+F$:OPEN2,8,2,F$+",S,W"            NC
•1700 INPUT#15,E,ER$,Z,Z:IFE<>0THENPRINTE
R$:CLOSE2:CLOSE15:GOTO 390                  DD
•1710 PRINT#2,NC:FORX=1TONC:PRINT#2,N$(X)
:NEXT:FORX=0TO13:FORY=0TO10                 MI
•1720 PRINT#2,CHR$(I(X,Y));:NEXT:NEXT       HM
•1730 FORX=0TO10:PRINT#2,CHR$(IN(X));:NEX
T:PRINT#2,CHR$(L);CHR$(CC);CHR$(PP);        CJ
•1740 PRINT#2,CHR$(NT);CHR$(TE);CHR$(LK);
CHR$(WS);CHR$(PA);CHR$(LD);CHR$(KF);        KN
•1750 IFW(4)=-1THENPRINT#2,CHR$(1);:GOTO
1770                                        NN
•1760 PRINT#2,CHR$(0);                      IK
•1770 PRINT#2,CHR$(S(6));:CLOSE2:CLOSE15:
PRINT"OK":GOTO 390                          AD
•1780 IFV$<>"LOA"THEN 1890                  DB
•1790 F$=N$+".ADV":OPEN15,8,15,"I0":OPEN2
,8,2,F$+",S,R":INPUT#15,E,ER$,Z,Z           BD
•1800 IFE<>0THENPRINTER$:CLOSE2:CLOSE15:G
OTO 390                                     CM
•1810 INPUT#2,NC:FORX=1TONC:INPUT#2,N$(X)
:NEXT:FORX=0TO13:FORY=0TO10                 PI
•1820 GET#2,A$:I(X,Y)=ASC(A$+CHR$(0)):NEX
T:NEXT:FORX=0TO10:GET#2,A$                  DE
•1830 IN(X)=ASC(A$+CHR$(0)):NEXT:FORX=0TO
11:GET#2,A$:T(X)=ASC(A$+CHR$(0)):NEXT       MK
•1840 L=T(0)                                NF
•1850 CC=T(1):PP=T(2):NT=T(3):TE=T(4):LK=
T(5):WS=T(6):PA=T(7):LD=T(8):KF=T(9)        EJ
•1860 S(6)=T(11):IFT(10)=0THENE(4)=-1:W(4
)=0:GOTO 1880                               FK
•1870 E(4)=7:W(4)=-1                        EJ
•1880 CLOSE2:CLOSE15:GOTO 260               JO
•1890 IFV$<>"USE"THEN 1950                  AJ
•1900 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
90                                          JP
•1910 IFL$="BLA"THENPRINT"[s T]RY SHOOT [
3"."]":GOTO 390                             OO
•1920 IFL$<>"KEY"THENPRINTUN$:GOTO 390      OD
•1930 A$="WOODEN TRUNK":GOSUB 2430:GOSUB
2190:IFF<>0THEN 1080                        OH
•1940 PRINT"[s I] CAN'T DO THAT HERE!":GO
TO 390                                      MC
•1950 IFV$<>"MOV"ANDV$<>"ROL"THENPRINTUN$
:GOTO 390                                   CL
```


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```
•1960 GOSUB 2190:IFF=0THENPRINTER$:GOTO 3
 90                                        JP
•1970 IFL$<>"LAR"THENPRINT"[s I]'M NOT MA
 KING MUCH PROGRESS.":GOTO 390             FP
•1980 PRINT"[s I]T'S TOO HEAVY.":GOTO 390  MH
•1990 REM                                  JD
•2000 REM INPUT ROUTINE                    EB
•2010 REM                                  JD
•2020 I$=""                                HD
•2030 PRINT"[cEP]";                        MK
•2040 GETA$:IFA$=""THEN 2040               KE
•2050 IFA$="[CLEAR]"THENI$=A$:RETURN       GP
•2060 PRINT"[LEFT] [LEFT]";A$;:IFA$=CHR$(
 13)THEN 2090                              DJ
•2070 IFA$=CHR$(20)ANDI$<>""THENI$=LEFT$(
 I$,LEN(I$)-1):GOTO 2030                   BG
•2080 I$=I$+A$::GOTO 2030                  GG
•2090 IFI$=""THENRETURN                    CG
•2100 FORS=1TOLEN(I$):IFMID$(I$,S,1)<>" "
 THENNEXT:V$=I$:N$="":RETURN               MK
•2110 V$=LEFT$(I$,S-1):N$=RIGHT$(I$,LEN(I
 $)-S)                                     PL
•2120 RETURN                               IM
•2130 REM                                  JD
•2140 REM SEARCH FOR NN                    NH
•2150 REM F=0 IF NOT FOUND                 EK
•2160 REM F=1 IF IN ROOM                   LD
•2170 REM F=2 IF IN INVENTORY              DM
•2180 REM                                  JD
•2190 FORX=0TO10:IFI(L,X)=NNTHENF=1:RETUR
 N                                         LC
•2200 IFIN(X)=NNTHENF=2:RETURN             PH
•2210 NEXT:F=0:RETURN                      LL
•2220 REM                                  JD
•2230 REM ADD A$ TO NOUN LIST. NN=POS      AO
•2240 NC=NC+1:N$(NC)=A$:NN=NC:RETURN       KJ
•2250 REM                                  JD
•2260 REM ADD NN TO ROOM                   ND
•2270 FORX=0TO10:IFI(L,X)=0THENI(L,X)=NN:
 RETURN                                    DM
•2280 NEXT:PRINT"ERROR!":RETURN            AJ
•2290 REM                                  JD
•2300 REM DELETE NN FROM ROOM              FJ
•2310 FORX=0TO10:IFI(L,X)=NNTHENI(L,X)=0:
 RETURN                                    KK
•2320 NEXT:PRINT"ERROR!":RETURN            AJ
•2330 REM                                  JD
•2340 REM ADD NN TO INVENTORY              FJ
•2350 FORX=0TO10:IFIN(X)=0THENIN(X)=NN:RE
 TURN                                      MN
•2360 NEXT:PRINT"ERROR!":RETURN            AJ
•2370 REM                                  JD
•2380 REM DELETE NN FROM INVE              FA
•2390 FORX=0TO10:IFIN(X)=NNTHENIN(X)=0:RE
 TURN                                      CD
•2400 NEXT:PRINT"ERROR!":RETURN            AJ
•2410 REM                                  JD
•2420 REM SET NN TO NO. FOR A$             OI
•2430 FORNN=1TONC:IFN$(NN)=A$THENRETURN    MB
•2440 NEXT:NN=99:RETURN                    FC
•2450 DATA "IN THE ENTRANCE CHAMBER OF A
 LUNAR[HOME][DOWN]SPACE STATION.",-1,1,4,
 -1,1                                      NM
•2460 DATA "EQUIPMENT LOCKER"              EJ
•2470 DATA "IN A NARROW HALLWAY THAT RUNS
 [HOME][DOWN]NORTH-SOUTH.",0,3,2,-1,0      JC
•2480 DATA "IN A LONG DESERTED BUNK ROOM.
 ",-1,-1,-1,1,1,"WOODEN TRUNK"             EP
•2490 DATA "IN A RECTANGULAR ROOM THAT SM
 ELLS[HOME][DOWN]MUSTY AND OLD.",1,-1,-1,
 -1,1                                      HA
•2500 DATA "PILE OF TRASH"                 IL
•2510 DATA "IN A SPACE STATION AIRLOCK.",
 -1,-1,-1,0,1,"RED BUTTON"                 NK
•2520 DATA "IN A SPACE SHIP'S ENGINE ROOM
 .",-1,-1,6,-1,1                           MO
•2530 DATA"LOTS OF COMPLICATED EQUIPMENT"  FF
•2540 DATA "IN A SPACE SHIP CONTROL ROOM.
 ",-1,7,-1,5,1,"CONTROL BOARD"             KK
•2550 DATA "ON AN OPEN LUNAR PLAIN.",-1,-
 1,-1,-1,2,"SPACE SHIP"                    OC
•2560 DATA "AIRLOCK TO SPACE STATION"      LD
•2570 DATA "IN AN ASTEROID CRATER.",-1,9,
 -1,11,0                                   EL
•2580 DATA "ON AN ASTEROID PLAIN.",8,-1,-
 1,10,0                                    KO
•2590 DATA "ON AN ASTEROID PLAIN.",11,-1,
 9,-1,1,"LARGE BOULDER"                    AI
•2600 DATA "IN THE HILLS ON AN ASTEROID."
 ,-1,10,8,-1,0                             CH
•2610 DATA "IN A SLOPING TUNNEL.",10,13,-
 1,-1,0                                    GH
•2620 DATA "IN THE UNDERGROUND TREASURE R
 OOM.",-1,-1,-1,-1,1                       MB
•2630 DATA "FABULOUS TREASURE"             BL
```

BOOTER

FROM PAGE 41 **C-64 VERSION**

```
•0 REM 'C64 BOOTER' COPYRIGHT 1984 GEORGE
  JONES * FOR C-64                         EC
•1 CLR:DV=PEEK(186)                        LJ
•2 BS%=692:FI%=512:CS%=93:SR%=735:RN%=733
 :LM%=702:PO%=723:IM%=770:MX=65535         CJ
•3 S%=679:E%=771:POKE808,234:REM DISABLE
 RUN/STOP RESTORE                          IE
•4 GOSUB62:REM TITLE                       EA
•5 GOSUB18:REM INPUT DISK,ID & PROG NAME
 STRING                                    DK
•6 GOSUB47:REM FORMAT DISK                 OG
•7 PRINT"[CLEAR]":PRINT"[RIGHT][5"[DOWN]"
 ][BLACK][s T]HE [s B][s O][s O][s T] WIL
```


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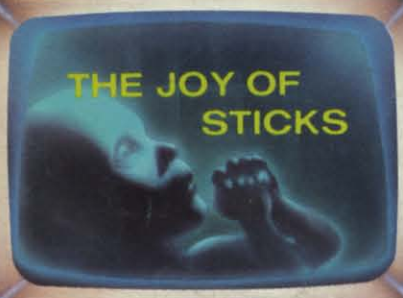
COMMODORE MAIL ORDER SECTION
PAGES 64-81



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