```
10 REM *************************
20 REM * SPACE STATION ZEBRA *
30 REM
40 REM *   (C) B.BAXTER '85   *
50 REM *************************
60 REM
70 MODE 1:CLS:FLAG=0:SC=0:LOCATE 1,25:PRINT"Do you require the story ? (Y/N)"
80 A$=INKEY$:IF A$="" THEN 80
90 IF A$="Y"THEN GOSUB 4660
100 REM * GET NAME & lower case  (1) *
110 CLS:LOCATE 1,24:INPUT"Your name for your casket please!       ";N$
120 FOR X=1 TO LEN(N$):IF MID$(N$,X,1)=" " THEN 140
130 NEXT:X=LEN(N$)+1
140 N1$=LEFT$(N$,X-1):N2$=LEFT$(N1$,1)
150 FOR X=2 TO LEN(N1$):A=ASC(MID$(N1$,X,1)):IF A>64 AND A<91 THEN A=A+32
160 N2$=N2$+CHR$(A):NEXT X:PRINT:PRINT"Thank you "N2$:FOR T=0 TO 350:NEXT T
170 REM * COMMAND TABLE (2) *
180 DATA GET,DROP,GO,USE,CHARGE,LIGHT,READ,RUN,REPORT,BREAK,OPEN,LOOK,EAT,DRINK
190 DATA DESTROY
200 CO=15:DIM CO$(CO):FOR I=1 TO CO:READ CO$(I):NEXT I
210 REM * SUPPLY TABLE (3) *
220 DATA WATER,1,0,15
230 DATA TEA,1,0,1
240 DATA WHISKEY,0,0,0
250 DATA PANCAKE,0,1,5
260 DATA CAT,0,1,20
270 DATA MILKY BAR,0,1,7
280 DATA PEANUTS,0,1,7
290 CM=7:DIM CM$(CM),CT(CM),CH(CM),CS(CM):FOR J=1 TO CM:READ CM$(J),CT(J),CH(J),
CS(J):NEXT J
300 REM * LIFE-FORM TABLE (4) *
310 DATA Ghost,Plasma Being,Absorber,Horan,Moon Beast,Poltergeist,Gremlin
320 LF=7:DIM LF$(LF):FOR X=1 TO LF:READ LF$(X):NEXT X
330 REM * OBJECT TABLE (5) *
340 DATA PACK,"An energy pack.",0,33
350 DATA UNIT,"A portable charging unit.",0,8
360 DATA PEN,"A pocket light pen.",0,20
370 DATA ENGINEERS,"Engineering Log",200,39
380 DATA BUZZ,"A Buzz Word.",0,9
390 DATA DISCS,"The Computer Discs",200,40
400 DATA PIPE,"A length of bent pipe.",0,44
410 DATA BOX,"A black box.",0,28
420 DATA COMMUNICATOR,"A ships communicator.",0,23
430 DATA SUIT,"An E.V.A. suit.",0,13
440 DATA TOOLS,"A set of mining tools.",0,41
450 DATA BRODIE,"A Brodie special.",0,15
460 DATA BAG,"A travel bag.",0,16
470 DATA RECORDER,"A voice recorder.",0,17
480 DATA HEAD,"A human head.",0,21
490 DATA MEDICAL,"The Medical officers Log.",200,60
500 DATA GUM,"A packet of gum.",0,26
510 DATA FOODPACK,"An empty foodpack.",0,12
520 DATA TOOL,"A welding tool.",0,49
530 DATA BOOT,"A space boot.",0,18
540 DATA HARNESS,"A space harness.",0,50
550 DATA LINE,"A safety line.",0,10
560 DATA BEACON,"A space beacon.",0,42
570 DATA VISOR,"A broken visor.",0,31
580 DATA HANDLE,"A small spare handle.",0,25
590 DATA FLASK,"An oxygen flask.",0,27
600 DATA CATAPULT,"A space catapult.",0,19
610 DATA LOGBOOK,"Zebra's Logbook.",400,14
620 DATA CLASP,"A small magnetic clasp.",0,9
630 DATA SPARES,"A few engineering spares.",0,4
640 DATA WATER,"A glass of water.",0,34
650 DATA TEA,"A cup of tea.",0,7
660 DATA WHISKEY,"A bottle of whiskey.",0,11
670 DATA PANCAKE,"A cold pancake.",0,47
680 DATA CAT,"One dead cat.!",0,43
690 DATA BAR,"A Milky bar without the kid.",0,59
700 DATA PEANUTS,"Roasted peanuts.",0,49
710 DATA BACK,"A backpack unit.",0,45
720 DATA REMAINS,"Some human remains!.",100,3
730 DATA RECORDS,"The Science officers records",250,6
740 DATA OBJECT,"A mysterious object.",0,32
750 DATA JACKET,"An old torn jacket.",0,22
760 OB=42:DIM OB$(OB),DB$(OB),LD(OB),SD(OB):FOR L=1 TO OB:READ OB$(L),DB$(L),SD(
L),LD(L):NEXT L
770 FOR X=4 TO 20:LD(X)=INT(RND(1)*60)+1:NEXT X
780 FOR X=21 TO 42:LD(X)=INT(RND(1)*60)+1:NEXT X
790 REM * SURVIVAL CONDITION (6) *
800 ST=100:TH=100:HU=100:IN=0:FP=0:RM=1:CA=0:SC=0:EN=100:FLAG=0
810 P=0:DARK=0:LIT=1:OFF=0
820 WINDOW 1,40,1,25:CLS
830 IF EX=1 THEN ST=ST-(INT(RND(1)*5)+5)
840 IF ST<=0 THEN 4120
850 IF ST>0 AND ST<25 THEN PRINT:PRINT"I feel very weak!":PRINT
860 IF IN>99 THEN 4120
870 IF IN>60 AND IN<100 THEN PRINT:PRINT"This pain is bad!":PRINT
880 TH=TH-2:HU=HU-1:IF P=LIT THEN EN=EN-1
890 IF TH<=0 THEN 4120
900 IF TH>0 AND TH<10 THEN PRINT:PRINT"GASP!!.. COME ON!!!.. GASP!!..":PRINT
910 IF TH>10 AND TH<25 THEN PRINT:PRINT"I feel like a beer!.":PRINT
920 IF TH>25 AND TH<50 THEN PRINT:PRINT"My throat is dry!":PRINT
930 IF HU<=0 THEN 4120
940 IF HU>0 AND HU<10 THEN PRINT:PRINT"COME ON!!.. I'M STARVING!!...":PRINT
950 IF HU>10 AND HU<25 THEN PRINT:PRINT"When do we eat!!..":PRINT
960 IF HU>25 AND HU<50 THEN PRINT:PRINT"My stomach just rumbled!":PRINT:PRINT
970 IF EN<25 AND EN>0 THEN PRINT:PRINT"The light is fading.":PRINT
980 IF EN=0 THEN PRINT:PRINT"The light's gone.":PRINT:P=OFF
990 IF P=LIT OR (RM>39 AND RM<47) THEN DARK=0
1000 IF P=OFF AND (RM>38 AND RM<48) THEN DARK=1
1010 IF DARK=0 THEN 1070
1020 X=INT(RND(1)*3)+1:ON X GOTO 1030,1040,1050
1030 PRINT:PRINT"There's no light here.":GOTO 2350
1040 PRINT:PRINT"It's too dark to see..":GOTO 2350
1050 PRINT:PRINT"I need lights..":GOTO 2350
1060 REM * ROUTE MAP (7) *
1070 ON RM GOTO 1120,1170,1210,1230,1250,1270,1290,1310,1330,1350,1370,1390,1410
1080 ON RM-13 GOTO 1430,1450,1470,1490,1510,1530,1550,1570,1590,1610,1630,1650
1090 ON RM-25 GOTO 1670,1690,1710,1730,1750,1770,1790,1810,1830,1850,1870,1890
1100 ON RM-37 GOTO 1910,1930,1950,1970,1980,1990,2010,2030,2040,2060,2080,2100
1110 ON RM-49 GOTO 2120,2140,2160,2180,2200,2220,2240,2260,2280,2300,2320
1120 PRINT"Zebra's airlock is ready but the hatchesneed manual operation to open
.        It's too late to quit. Route:- S. or N. to Sparrow."
1130 N=-1:S=2:E=0:W=0:U=0:D=0: REM 1
1140 SC=0:FOR X=1 TO OB:IF LD(X)=-1 THEN  SC=SC+SD(X)
1150 NEXT X:IF SC=1350 THEN 4160
1160 GOTO 2350
1170 PRINT"You are at the junction of theouter ring walkway.  There is a strange
 light that shows the way but it flickers and dies.  Route:- N.S.E.W."
1180 IF FLAG=1 THEN 1200:PRINT:PRINT"I SENSED ZEBRA TREMBLE!!"
1190 PRINT:PRINT"ZEBRA KNOWS WE'RE HERE!!! "
1200 FLAG=1:N=1:S=5:E=4:W=3:U=0:D=0:GOTO 2350: REM 2
1210 PRINT"A mist covers the floor here.  The lightis poor and there is blood on
 the walls.Cables and conduits hang broken from thepanels.  Route:- S.E.W."
1220 N=0:S=19:E=2:W=6:U=0:D=0:GOTO 2350: REM 3
1230 PRINT"There's blood on the floor.  The cables are covered in slime.  Take c
are! it is slippery under foot.  Route:- S.E.W."
1240 N=0:S=20:E=7:W=0:U=0:D=0:GOTO 2350: REM 4
1250 PRINT"More mist here! This lobby area shows a sign of battle.  Blood and ti
ssue coversthe seats.  There is a strange atmospherehere.  Route:- N.S.E.W."
1260 N=2:S=14:E=20:W=19:U=0:D=0:GOTO 2350: REM 5
1270 PRINT"This is an observation lounge.  The greatshutters are now closed again
st the manystars.  The scopes are all in place and untouched by instrusion.  The
re is mist covering the floor.  Route:- S.E."
1280 N=0:S=10:E=3:W=0:U=0:D=0:GOTO 2350: REM 6
1290 PRINT"The walkway curves to the south.  All thepanels have been torn open.
There is a lot more blood on the floor.  Go easy!  Route:- S.W."
1300 N=0:S=8:E=0:W=4:U=0:D=0:GOTO 2350: REM 7
1310 PRINT"This is a lounge area, unused recently.  There is no sign of past acti
vity here.  The observation windows are open to the stars.  Route:- N.S.W."
1320 N=7:S=9:E=0:W=25:U=0:D=0:GOTO 2350: REM 8
1330 PRINT"I am located at a refreshment area.  The dispensers are reading 'EMPTY
'  Cartons and packets litter the floor.            Route:- N.W."
1340 N=8:S=0:E=0:W=13:U=0:D=0:GOTO 2350: REM 9
1350 PRINT"This is a dispatch area.  The containers are marked 'Company' and 'Pri
vate' some are opened with their contents spilled  out on the floor. Flasks lay
everywhere.  Route:- N.S.E."
1360 N=6:S=11:E=19:W=0:U=0:D=0: GOTO 2350: REM 10
1370 PRINT"Entering the main shuttle bay.  Two ferryclass shuttles sit resting in
 their baywith outer hatches open ready to board.  A corpse lays by the hatch of
 one, burntbeyond recognition.  It's dangerous here.  Route:- N.S.E."
1380 N=10:S=12:E=22:W=0:U=0:D=0:GOTO 2350: REM 11
1390 PRINT"Video screens fill the walls and a sign reads 'Visitors Embarkation C
entre' The place seems cold and lonely and out of  place on Zebra.  The register
 is empty! Another route leads south but which is  sealed.  Route:- N.E."
1400 N=11:S=0:E=13:W=0:U=0:D=0:GOTO 2350: REM 12
1410 PRINT"This is a junction.  The route south has been sealed off.  A sign over
 the hatch reads 'Under Construction - VACUUM'        Route:- N.E.W."
1420 N=23:S=0:E=9:W=12:U=0:D=0:GOTO 2350: REM 13
1430 PRINT"This is a junction on the inner ringway.Burn marks cover the entire w
alkway.  Thecables, conduits and panels are melted  and there are remains of sort
s.  There'sbeen a great battle here.             Route:- N.S.E.W."
1440 N=5:S=23:E=16:W=15:U=0:D=0:GOTO 2350: REM 14
1450 PRINT"'CREWS QUARTERS' marks another junction.The walkway ahead is covered
in more of the slime, dripping from the cables.  Route:- S.E.W."
1460 N=0:S=22:E=14:W=18:U=0:D=0:GOTO 2350: REM 15
1470 PRINT"The floor is torn up here.  The sign to the officers quarters is brok
en and the lamps are smashed.  The overhead cables are hanging loose and the wal
kway to theright is littered with broken conduits.  Route:- S.E.W."
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1480 N=0:S=24:E=17:W=14:U=0:D=0:GOTO 2350: REM 16
1490 PRINT"The walkway ends here with another hatchsealed against space. There'
s two roomshere, one to the left and another to theright.  Route:- N.S.W."
1500 N=20:S=25:W=16:E=0:U=0:D=0:GOTO 2350: REM 17
1510 PRINT"The walkway divides. A hatch to the westis sealed, the sign reads 'VA
CUUM' Thereare claw marks on the hatch. Something has tried to get out here!
         Route:- N.S.E."
1520 N=19:S=21:E=15:W=0:U=0:D=0:GOTO 2350: REM 18
1530 PRINT"Sleeping quarters. The bunks are unmade and dirty washing litters the
 floor. Thesleeping bags are cold.  Route:- N.S.E.W."
1540 N=3:S=18:E=5:W=10:U=0:D=0:GOTO 2350: REM 19
1550 PRINT"The badge on the door showed it was the commanders quarters, but it w
as empty! no furniture or signs of being occupied.It was an empty shell!  Route
:- N.S.W."
1560 N=4:S=17:E=0:W=5:U=0:D=0:GOTO 2350: REM 20
1570 PRINT"Sleeping quarters. It's a mess here, thebunks are overturned with tor
n sleeping bags and clothing everywhere. There are paw marks in the blood and ti
ssue stuck to the walls.  Routes:- N."
1580 N=18:S=0:E=0:W=0:U=0:D=0:GOTO 2350: REM 21
1590 PRINT"Crews locker/shower cubicles. Graffiti on the wall declares 'Gravity
is a myth-the Earth sucks!' Pin-Up's cover every wall, some Human!  Route:- N.
E.W."
1600 N=15:S=0:W=11:E=23:U=0:D=0:GOTO 2350: REM 22
1610 PRINT"The Mess deck was as much a shambles as everywhere else. It was usual
ly occupiedaround the clock, but was quiet now.    A staircase goes to decks one
 and three.Route:- N.S.E.W.U.D."
1620 N=14:S=13:E=24:W=22:U=36:D=26:GOTO 2350: REM 23
1630 PRINT"The hatch has been torn out!  What used to be the exec's shower room
is now all a mess.  The remains of an officer lays against a unit.  The head is
missing.Theident showed it to be Lysac 2nd officer. Route:- N."
1640 N=16:S=0:W=23:E=25:U=0:D=0:GOTO 2350: REM 24
1650 PRINT"This used to be the officers quarters.  Now it is burnt to charcoal.
What's leftof a laser lays on the floor. Somethinghas been here more powerful t
han man!  Route:- N.E.W."
1660 N=17:S=0:W=24:E=8:U=0:D=0:GOTO 2350: REM 25
1670 PRINT"Level one store has been sealed off fromthe rest of this deck. All t
he hatches have the warning of 'Vacuum' above them.The construction crew must ha
ve stopped work here. Slime leads to an airduct in the corner and goes down. Rou
te:- U.D."
1680 N=0:S=0:W=0:E=0:U=23:D=39:GOTO 2350: REM 26
1690 PRINT"Broken glass and instruments showed thiswas the Medical centre. The e
quipment issmashed and useless.  Route:- S.E."
1700 N=0:S=28:E=35:W=0:U=0:D=0:GOTO 2350: REM 27
1710 PRINT"The hatchways off this junction lead us closer to our goal.  The hatc
h ahead is marked, as usual, 'VACUUM'  Still at it they were.  There is more of
the slime.  Route:- N.S.E."
1720 N=27:S=29:E=30:W=0:U=0:D=0:GOTO 2350: REM 28
1730 PRINT"The sign read 'Computer Centre' althoughthere were no computers worki
ng now. Thereason for being here was gone. The lifeless equipment answered many
questions.  Route:- N.E."
1740 N=28:S=0:E=31:W=0:U=0:D=0:GOTO 2350: REM 29
1750 PRINT"They'd named this 'Turkey Crossing' withsome forsight, burnt cables c
overed the floor like entrails.. Route:- S.E.W."
1760 N=0:S=31:E=32:W=28:U=0:D=0:GOTO 2350: REM 30
1770 PRINT"There's two bodies in the control room. Neither of them wore officers
 uniforms, and both had their throats cut. Both hadbeen dead a long time. More s
lime!     Route:- N.E.W."
1780 N=30:S=0:E=36:W=29:U=0:D=0:GOTO 2350: REM 31
1790 PRINT"The junction had been fatal for someone.A bundle of charred remains l
ooked very inhuman.  There were claw marks on the  walls everywhere.  Route:- S.
E.W."
1800 N=0:S=36:E=33:W=30:U=0:D=0:GOTO 2350: REM 32
1810 PRINT"Strange! the junction is untouched!      Route:- S.E.W."
1820 N=0:S=37:E=34:W=32:U=0:D=0:GOTO 2350: REM 33
1830 PRINT"Construction was well underway at this  junction, the hatch bore the
same dangersign 'Under Construction - VACUUM' in a red marker. The area was cove
red in dust  Route:- N.S.W."
1840 N=35:S=38:E=0:W=33:U=0:D=0:GOTO 2350: REM 34
1850 PRINT"The Star Room used to be an observatory.Not so anymore, the equipment
 was a pileof molten metals. The opticals would notlook at the stars again.  Rou
te:- S.W."
1860 N=0:S=34:E=0:W=27:U=0:D=0:GOTO 2350: REM 35
1870 PRINT"The indicator shows Level 3 Lobby. Badlydecomposed corpses lay on the
 floor all Human.  Route:- N.D.E.W."
1880 N=32:W=31:E=37:S=0:U=0:D=23:GOTO 2350: REM 36
1890 PRINT"Nothing wrong in the Radio Shack except that every piece of equipment
 was dead! No sign of any damage apart from slime  on the floor.  Route:- N.E.W.
"
1900 N=33:S=0:E=38:W=36:U=0:D=0:GOTO 2350: REM 37
1910 PRINT"Very little damage revealed this was theScience lab. Apart from broke
n class anda few small flasks on the floor there isnothing to show trouble.  Rou
te:- N.W."
1920 N=34:S=0:E=0:W=37:U=0:D=0:GOTO 2350: REM 38
1930 PRINT"The duct is big enough to take a man butthe floor is slippery.  Route
:- N.U."
1940 N=40:S=0:E=0:W=0:U=26:D=0:GOTO 2350: REM 39
1950 PRINT"There's two inspection hatches here, oneon the left and another on th
e right. A trail of slime goes forward.     Route:- N.S.E.W."
1960 N=43:E=42:W=41:S=39:U=0:D=0:GOTO 2350: REM 40
1970 GOTO 4380: REM 41
1980 GOTO 4380: REM 42
1990 PRINT"There are several small vents here, someof the grills have been gnawe
d. There isa strange mist covering the floor.  Route:- N.S."
2000 N=44:S=40:E=0:W=0:U=0:D=0:GOTO 2350: REM 43

2010 PRINT"A junction of the airduct. A high pitch whistle fills the air.   there
 is Danger!here.  Route:- N.S.E."
2020 N=45:S=43:E=46:W=0:U=0:D=0:GOTO 2350: REM 44
2030 GOTO 4380: REM 45
2040 PRINT"Another junction with sealed hatches. A faint whistling fills the air
.  There's blood on the floor.  Route:- E.W."
2050 N=0:S=0:E=47:W=44:U=0:D=0:GOTO 2350: REM 46
2060 PRINT"The shaft goes vertical here and emptiesinto a room. The grill has be
en torn offits hinges.  Route:- W.U."
2070 N=0:S=0:E=0:W=46:U=48:D=0:GOTO 2350: REM 47
2080 PRINT"This is the engineering stores level 1. Containers have been torn ope
n spilling parts everywhere. They are difficult to climb over.  Route:- N.D."
2090 N=49:S=0:E=0:W=0:U=0:D=47:GOTO 2350: REM 48
2100 PRINT "Level 1. Engineering the sign read  'NO UNAUTHORISED PESONNEL'  The
sign was up-side down! The walkway curves here.      Route:- N.S.E."
2110 N=50:S=48:E=54:W=0:U=0:D=0:GOTO 2350: REM 49
2120 PRINT"A rest area reveals a battle took place here.  Blood mixed with slime
 covers thewalls and floor.  There are articles of torn clothing amoungst the de
bri but no bodies. Strange!  Route:- N.S.E."
2130 N=51:S=49:E=58:W=0:U=0:D=0:GOTO 2350: REM 50
2140 PRINT"A series of sealed hatches on the left  and right reveal a junction.
A hatch is open.  Route:- S.E."
2150 N=0:S=50:E=52:W=0:U=0:D=0:GOTO 2350: REM 51
2160 PRINT"This area is the food bar.  An engineer sits at a table with his thro
at cut and his hands missing.  Covered in slime, hedied in fear.  Route:- S.E.W.
"
2170 N=0:S=57:E=53:W=51:U=0:D=0:GOTO 2350: REM 52
2180 PRINT"The walkway is lined with small carriersparked against the wall here,
 one is on its side. Burnt remains lay beside it.  Route:- S.W."
2190 N=0:S=56:E=0:W=52:U=0:D=0:GOTO 2350: REM 53
2200 PRINT"There's several hatches here, all sealeddue to construction going on
behind themA faint whistling fills the walkway. Thecables are all intact for a c
hange.   Route:- N.E.W."
2210 N=57:S=0:E=55:W=49:U=0:D=0:GOTO 2350: REM 54
2220 PRINT"A large explosion here has damaged much of the docking bay.  It was o
bvious thatsomeone had tried to get a shuttle away in a panic. The wreck was pil
ed against the outer doors. No sign of bodies.       Route:- N.W."
2230 N=56:S=0:E=0:W=54:U=0:D=0:GOTO 2350: REM 55
2240 PRINT"A real battle took place hear. The crewsoffered their last defence ag
ainst this unknown enemy. burnt remains is all thatis left of them, about fourte
en in all.  What carnage!  Route:- N.S.W."
2250 N=53:S=55:E=0:W=57:U=0:D=0:GOTO 2350: REM 56
2260 PRINT"The engineering control deck is in a badway, there's little equipment
 left, noneof it working and there's blood all overthe place. There's a hatchway
 that leadsup to level 3.  The power room doors areopen!  Route:- N.S.E.W.U."
2270 N=52:S=54:E=56:W=58:U=59:D=0:GOTO 2350: REM 57
2280 PRINT"There's no radiation warning light abovethe door.  The catwalk surrou
nding the  crucible is dripping in slime. The giantflask is open and EMPTY!  The
 heart of  Zebra has GONE!  Route:- E.W."
2290 N=0:S=0:E=57:W=50:U=0:D=0:GOTO 2350: REM 58
2300 PRINT"The chief engineer lays at the bottom ofa secondary panel with his th
roat cut.  The switches revealed the last attempt  of a brave man.  The destruct
 sequence  had been set, but it was now aborted. A staircase leads up.  Route:-
U.D."
2310 N=0:S=0:E=0:W=0:U=60:D=57:GOTO 2350: REM 59
2320 PRINT"The office was still intact. No evidenceof intrusion here.  It had al
ready got  what it came for.  Route:- D."
2330 N=0:S=0:E=0:W=0:U=0:D=59:GOTO 2350: REM 60
2340 REM & RESPONSE FRAME (8) &
2350 PRINT: PRINT"Observations:-":PRINT:Z=0: IF DARK<=1 THEN PRINT"Blackness.":GOT
O 2420
2360 FOR X=1 TO OB:IF LO(X)<>RM THEN NEXT X:GOTO 2400
2370 IF POS(@0)+LEN(DB$(X))<35 THEN PRINT DB$(X)",";:GOTO 2390
2380 PRINT:PRINT DB$(X)",";
2390 Z=1
2400 IF Z=0 THEN PRINT:PRINT"Not a lot!":PRINT
2410 WINDOW 1,40,12,25:PRINT
2420 X=INT(RND(1)*5): ON X GOTO 2430,2440,2450,2460,2470
2430 PRINT:PRINT"Okay! "N2$", What now ?":GOTO 2480
2440 PRINT:PRINT"What now ? "N2$" ?":GOTO 2480
2450 PRINT:PRINT"Come on! I want ideas! "N2$:GOTO 2480
2460 PRINT:PRINT"What now ?":GOTO 2480
2470 PRINT:PRINT"Come on! I'm in a hurry! "N2$
2480 REM & INPUT ROUTINE (9) &
2490 EVERY 2000,2 GOSUB 4070: REM & IMPATIENCE &
2500 IN$="":VB$="":NO$="":PRINT:PRINT CHR$(246);
2510 A$=INKEY$:IF A$="" THEN 2510
2520 IF ASC(A$)=13 AND IN$="" THEN 2510
2530 IF ASC(A$)=127 THEN PRINT CHR$(8) CHR$(16);
2540 IF ASC(A$)=127 THEN IN$=LEFT$(IN$,LEN(IN$)-1):GOTO 2510
2550 PRINT A$;:IF ASC(A$)=13 THEN 2580
2560 IF ASC(A$)<65 AND ASC(A$)>91 THEN 2500
2570 IN$=IN$+A$:GOTO 2510
2580 PRINT:PRINT
2590 IN$=IN$+" "
2600 FOR X=1 TO LEN(IN$):IF MID$(IN$,X,1)=" " THEN 2620
2610 NEXT:GOTO 2490
2620 VB$=LEFT$(IN$,X-1):NO$=RIGHT$(IN$,LEN(IN$)-X)
2630 FOR X=1 TO CO:IF VB$=CO$(X) THEN 2660
2640 NEXT:PRINT"I don't understand """VB$""";" "N2$:GOTO 2490
2650 REM & REACTION SEQUENCES (10) &
2660 ON X GOTO 2690,2760,2810,3050,3300,3380,3950,3490,3600,3690,3690,820,3790
2670 ON X-13 GOTO 3790,4050
2680 REM & GET (11) &
2690 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 2720
```

```
2700 NEXT X:PRINT"I can't see any "NO$" here!"N2$
2710 PRINT:PRINT"Try another instruction.. "N2$:GOTO 2490
2720 IF LO(X)<>RM THEN PRINT"There's nothing here!":GOTO 2420
2730 NO$=OB$(X):IF NO$=OB$(39) THEN PRINT "Good! the're needed for analysis.."
2740 IF CA=6 THEN PRINT"I can't carry "N2$":GOTO 2390
2750 LO(X)=-1:CA=CA+1:PRINT"Ok "N2$" I got it!":GOTO 2420
2760 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 2780
2770 NEXT:PRINT"Drop what?":GOTO 2710
2780 IF LO(X)<>-1 THEN PRINT"I haven't got "NO$:GOTO 2420
2790 NO$=OB$(X):IF NO$=OB$(39)THEN PRINT:PRINT"BUT The're needed for analysis."
2800 CA=CA-1:LO(X)=RM:PRINT"Right! "N2$" I dropped "NO$:GOTO 2420
2810 IF AT=1 THEN PRINT"Aye! aye! TROUBLE!!..":PRINT:GOTO 3040
2820 LR=RM:D1$=LEFT$(NO$,1):IF D1$="N" THEN RM=N
2830 IF D1$="S" THEN RM=S
2840 IF D1$="W" THEN RM=W
2850 IF D1$="E" THEN RM=E
2860 IF D1$="U" THEN RM=U
2870 IF D1$="D" THEN RM=D
2880 IF LR=39 AND D1$="U" THEN DARK=0:RM=26
2890 IF LR=47 AND D1$="U" THEN DARK=0:RM=46
2900 IF RM=0 THEN MODE 0:LOCATE 8,12:PRINT"OUCH!!":FOR T=0 TO 350:NEXT T:MODE 1:
IN=IN+5:RM=LR:GOTO 2420
2910 IF RM=-1 THEN 4130: REM END GAME
2920 IF DARK=1 THEN MODE 0:LOCATE 6,12:PRINT"Arrrgh":FOR T=0 TO 350:NEXT T:IN=IN
+5:MODE 1:CLS
2930 IF DARK=1 AND RND(1)>0.25 THEN ZH=INT(RND(1)*LF)+1:GOTO 3040
2940 IF DARK=1 THEN 2970
2950 IF AT=2 THEN AT=0:GOTO 2970
2960 IF AT=0 AND RND(1)>0.45 AND RM>15 THEN 2980
2970 PRINT"Okay "N2$"!":FOR T=0 TO 350:NEXT T:GOTO 820
2980 REM # MONSTER TABLE (12) #
2990 ZH=INT(RND(1)*LF)+1:X=INT(RND(1)*3)+1:RM=LR
3000 ON X GOTO 3010,3020,3030
3010 PRINT"Help! it's a "LF$(ZH)"!!":AT=1:GOTO 3040
3020 PRINT"Oh my god! it's a "LF$(ZH)"!!":AT=1:GOTO 3040
3030 PRINT"OH! NO!..it's a "LF$(ZH)".":AT=1:GOTO 3040
3040 ON ZH GOTO 3090,3120,3150,3180,3210,3240,3270
3050 IF AT<>1 THEN PRINT"There's no danger here!.":GOTO 2420
3060 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 3080
3070 NEXT X:PRINT "That won't work!..":GOTO 2420
3080 NO$=OB$(X):ON ZH GOTO 3100,3130,3160,3190,3220,3250,3280
3090 PRINT: PRINT"The place is full of Spooks!!..":GOTO 2420
3100 IF LO(41)=-1 AND NO$=OB$(41) THEN CLS:PRINT "The mysterious object fright
ed it backto its own dimension!....":FP=FP+25:AT=2:CA=CA-1:GOTO 2420
3110 CLS:PRINT "DAMN!!... IT BIT ME!!.. BUT ITS GONE!...":FP=FP-20:AT=2:ST=ST-50
:IN=IN+30:EX=1:GOTO 2420
3120 PRINT: PRINT"IT'S GLOWING":GOTO 2420
3130 IF LO(12)=-1 AND NO$=OB$(12) THEN CLS:PRINT"It RAN!.. - In TERROR!!!!...":F
P=FP+60:AT=2:GOTO 2420
3140 PRINT"IT'S DRAINED ALL MY ENERGY!!.....":GOTO 4120: REM DEATH
3150 PRINT: PRINT"ITS EYES!! The're frying my brain....!":GOTO 2420
3160 IF LO(5)=-1 AND NO$=OB$(5) THEN CLS:PRINT"It retreats, CONFUSED!!... "N2$:F
P=FP+50:AT=2:GOTO 2420
3170 GOTO 4120: REM DEATH
3180 PRINT:PRINT"GOD!! The size of that MOUTH!..":GOTO 2420
3190 IF LO(17)=-1 AND NO$=OB$(17) THEN CLS:PRINT"It's mouth stuck UP!.. It's GON
E!!..":FP=FP+10:AT=2:GOTO 2420
3200 CLS:PRINT"GOTCHA!!!!!......":GOTO 4120: REM DEATH
3210 PRINT: PRINT"It's Howling CHILLS MY BONES!!..":GOTO 2420
3220 IF LO(7)=-1 AND NO$=OB$(7) THEN CLS:PRINT"It didn't like the look of that!.
.":FP=FP+40:AT=2:GOTO 2420
3230 CLS:PRINT"The claws are too much.. IT'S GOT MEEE.!":GOTO 4120: REM DEATH
3240 PRINT: PRINT"The smell is terrible!...":GOTO 2420
3250 IF LO(20)=-1 AND NO$=OB$(20) THEN CLS:PRINT"It didn't like that!.. It's gon
e!!..":FP=FP+50:AT=2:GOTO 2420
3260 CLS:PRINT"Arrrrrrrrrgh!! It's taking meee..":GOTO 4120: REM DEATH
3270 CLS:PRINT"The force from the GREMLIN is strong - I feel weak!":GOTO 2420
3280 IF LO(33)=-1 AND NO$=OB$(33) THEN CLS:PRINT"It staggers off Drunk!":FP=FP+2
5:AT=2:CA=CA-1:GOTO 2420
3290 CLS:PRINT"IT HAS NO EFFECT....":IN=IN+50:ST=ST-20:AT=2:GOTO 2420
3300 REM # CHARGE & LIGHT (13) #
3310 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 3330
3320 NEXT:PRINT"Charge What..?":GOTO 2420
3330 NO$=OB$(X):IF LO(2)<>-1 THEN PRINT"How can I..?":GOTO 2420
3340 IF LO(1)<>-1 AND NO$=OB$(1) THEN PRINT"I haven't got it..":GOTO 2420
3350 IF NO$=OB$(3) THEN PRINT"I can't do that...":GOTO 2420
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3360 IF LO(2)=-1 AND NO$<>OB$(1) THEN PRINT"Don't be silly..!":GOTO 2420
3370 IF LO(1)=-1 AND (LO(2)=-1 AND NO$=OB$(1)) THEN PRINT"O.K. It's done...":EN=
100:GOTO 2420
3380 IF NO$="OFF " THEN PRINT"O.K. it's off..":P=OFF:DARK=1:GOTO 2420
3390 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 3410
3400 NEXT:PRINT"Light What...?":GOTO 2420
3410 NO$=OB$(X):IF NO$<>OB$(3) THEN PRINT"WOW!! That was SUPER!! Do it again..":
GOTO 2420
3420 IF LO(3)<>-1 THEN PRINT"I don't have it...":GOTO 2420
3430 IF LO(1)<>-1 THEN PRINT"I CAN'T..!":GOTO 2420
3440 IF LO(1)=-1 AND EN=0 THEN PRINT"It won't light. Out of charge!!":GOTO 2420
3450 IF P=LIT THEN PRINT"It's already on..!":GOTO 2420
3460 IF LO(1)=-1 AND (LO(1)=-1 AND EN>0) THEN PRINT"O.K. It's on..":P=LIT:DARK=0
:FOR T=0 TO 300:NEXT:MODE 1:GOTO 1070
3470 GOTO 2420
3480 REM # RUN (14) #
3490 MODE 0:LOCATE 5,5:PRINT"DONT PANIC!!":FOR T=0 TO 750: NEXT T:MODE 1
3500 X=INT(RND(1)*6):ON X GOTO 3510,3520,3530,3540,3550,3560
3510 RM=N:GOTO 3570
3520 RM=S:GOTO 3570
3530 RM=E:GOTO 3570
3540 RM=W:GOTO 3570
3550 RM=U:GOTO 3570
3560 RM=D
3570 IF RM<1 THEN 3500
3580 ST=ST-10:AT=0:GOTO 820
3590 REM # REPORT (15) #
3600 WINDOW 1,40,1,25:CLS:PRINT"SPARROW STATUS REPORT:-"
3610 PRINT: PRINT N2$"'s Status Report.....":Z=0
3620 PRINT: PRINT"STRENGTH - "ST:PRINT:PRINT"INJURY -"IN
3630 PRINT: PRINT"YOU ARE CARRYING:-"
3640 FOR X=1 TO OB:IF LO(X)=-1 THEN PRINT:PRINT OB$(X):Z=1
3650 NEXT X:IF Z=0 THEN PRINT :PRINT"NOTHING"
3660 PRINT: PRINT"YOUR SCORE IS -":SC=0
3670 FOR X=1 TO OB:IF LO(X)=-1 THEN SC=SC+SO(X)
3680 NEXT X:SC=SC+FP:PRINT SC:FOR T=0 TO 10000:NEXT:GOTO 820
3690 REM # BREAK & OPEN (16) #
3700 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 3720
3710 NEXT X:PRINT VB$" What...":GOTO 2420
3720 NO$=OB$(X):IF VB$=CO$(11) THEN 3730 ELSE 3780
3730 IF LO(8)=-1 AND NO$=OB$(8) THEN PRINT"It belonged to Pandora!... BYEEEEE...
.":FOR T=0 TO 850:NEXT:GOTO 4120: REM DEATH
3740 IF LO(13)=-1 AND NO$=OB$(13) THEN PRINT"It's empty...":GOTO 2420
3750 IF LO(28)=-1 AND NO$=OB$(28) THEN PRINT"No clues in here!..":GOTO 2420
3760 IF LO(26)=-1 AND NO$=OB$(26) THEN PRINT"PHEW!! BAD EGGS!!":GOTO 2420
3770 PRINT"I CAN'T DO THAT!!...."N2$:GOTO 2420
3780 PRINT "NO!! There's enough damage NOW!!...":GOTO 2420
3790 REM # EAT & DRINK (17) #
3800 FOR X=1 TO CM:IF LEFT$(NO$,LEN(CM$(X)))=CM$(X) AND LO(X+30)=-1 THEN 3820
3810 NEXT:PRINT VB$" What??":GOTO 2420
3820 NO$=CM$(X):IF VB$=CO$(14) THEN 3830 ELSE 3870
3830 IF LO(33)=-1 AND NO$=CM$(3) THEN CLS:PRINT"It burnt my throat, but I enjoye
d it!!..":GOTO 3920
3840 IF LO(32)=-1 AND NO$=CM$(2) THEN CLS:PRINT "TASTY TASTY - VERY VERY TASTY!.
":GOTO 3920
3850 IF LO(31)=-1 AND NO$=CM$(1) THEN CLS: PRINT"Nothing stronger!.?":GOTO 3920
3860 CLS:PRINT"DON'T BE SILLY!...IT'LL HURT!!..":GOTO 2420
3870 IF LO(35)=-1 AND NO$=CM$(5) THEN CLS:PRINT"He was a tough old Tom!..":GOTO
3920
3880 IF LO(34)=-1 AND NO$=CM$(4) THEN CLS:PRINT"Any more!...":GOTO 3920
3890 IF LO(36)=-1 AND NO$=CM$(6) THEN CLS:PRINT"So where's the Kid.. Eh!!..":GOT
O 3920
3900 IF LO(37)=-1 AND NO$=CM$(7) THEN CLS:PRINT"They've stuck in my teeth. OUCH
!":GOTO 3920
3910 CLS:PRINT"You must be JOKING!!..":GOTO 2420
3920 IF CT(X)=1 THEN TH=100:IF CH(X)=1 THEN HU=100
3930 ST=ST+CS(X):CA=CA-1:LO(30+X)=0
3940 GOTO 2420
3950 REM # READ (18) #
3960 FOR X=1 TO OB:IF OB$(X)=LEFT$(NO$,LEN(OB$(X))) THEN 3980
3970 NEXT X:PRINT VB$" What...!":GOTO 2420
3980 NO$=OB$(X):IF LO(28)=-1 AND NO$=OB$(28) THEN GOSUB 4540:GOTO 2420
3990 IF LO(16)=-1 AND NO$=OB$(16) THEN GOSUB 4400:GOTO 2420
4000 IF LO(6)=-1 AND NO$=OB$(6) THEN PRINT"Can't the're corrupted..":GOTO 2420
4010 IF LO(4)=-1 AND NO$=OB$(4) THEN PRINT"Can't It's burnt..":GOTO 2420
4020 IF LO(40)=-1 AND NO$=OB$(40) THEN GOSUB 4640:PRINT:PRINT"It's all in code..
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!":FOR T=0 TO 500:NEXT T:GOTO 2420
4030 PRINT"I CAN'T READ.....":GOTO 2420
4040 REM # DESTROY (19) #
4050 IF AT<>1 THEN PRINT"There's nothing here!!..":GOTO 2420
4060 PRINT"It didn't work.. What Now ?..":GOTO 2420
4070 X=INT(RND(1)#3)+1:ON X GOTO 4080,4090,4100
4080 PRINT: PRINT"I'm waiting..!":PRINT CHR$(7):RETURN
4090 PRINT: PRINT"Have you gone to sleep...?":PRINT CHR$(7):RETURN
4100 PRINT:PRINT"COME ON...WAKE UP..!":PRINT CHR$(7):RETURN
4110 REM # END GAME (20) #
4120 FOR T=0 TO 800:NEXT:CLS:MODE 0:LOCATE 1,12:PRINT"You've snuffed it!!":FOR T
=0 TO 800:NEXT:MODE 1
4130 PRINT: PRINT"Your score was:- ":SC=0
4140 FOR X=1 TO OB:IF LO(X)=-1 THEN SC=SC+SO(X)
4150 NEXT:PRINT:PRINT SC+FP:END
4160 REM # SUCCESS (21) #
4170 CLS:PRINT:PRINT"CLASSIFIED INFORMATION - SPARROW -":PRINT
4180 PRINT"SCIENCE OFFICERS - EYES ONLY..":PRINT
4190 PRINT"Disengage Zebra and 'ISOLATE' Sparrow.":PRINT
4200 PRINT"Zebra in distorted dimension.. DANGER!!":PRINT
4210 PRINT"ACTION TAKEN:-":PRINT
4220 PRINT"ALERT ABORTED - ALL SECTORS CLEARED":PRINT
4230 PRINT"Destroyer squadron diverted.":PRINT
4240 PRINT"Colossus (Towing Vessel) dispatched.":PRINT
4250 PRINT"YOUR BRIEF:-":PRINT
4260 PRINT"Await Colossus.":PRINT
4270 PRINT"Escort according to Colossus orders.":PRINT
4280 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
4290 A$=INKEY$:IF A$="" THEN 4290
4300 CLS:PRINT"COMPANY REPORT:-":PRINT
4310 PRINT"CLASSIFIED INFORMATION - SPARROW -":PRINT
4320 PRINT"SCIENCE OFFICERS - EYES ONLY -":PRINT
4330 PRINT"EXTREME WALLY ACTIVITY:PRINT
4340 PRINT CHR$(75)CHR$(101)CHR$(121)CHR$(98)CHR$(111)CHR$(97)CHR$(114)CHR$(100)
" Sector,":PRINT
4350 PRINT"ACTION:-":PRINT
4360 PRINT"- ARREST OR TERMINATE WITH PREJUDICE. -":PRINT
4370 PRINT"GOOD LUCK!...":PRINT:PRINT:END
4380 PRINT CLS:MODE 0:PRINT:PRINT:PRINT:PRINT:PRINT"   VACUUM !!":FOR T=0 TO 20
00:NEXT:MODE 1:GOTO 4120: REM DEATH

4400 MODE 2:PRINT"     MEDICAL LOG   -   ZEBRA   -":PRINT
4410 PRINT"SUBJECT:-        DATE:-        DIAGNOSIS:-        TREATMENT:-":PRI
NT
4420 PRINT"CREW 3.          19/4/20       STRESS             EXTENDED RMR":PR
INT
4430 PRINT"ENGINEER 2.      19/4/20       INTOXICATED        SOLITARY":PRINT
4440 PRINT"SKIPPER.         19/4/20       PHYSICAL           84%":PRINT
4450 PRINT"ENGINEER 2.      20/4/20       INTOXICATED        SOLITARY":PRINT
4460 PRINT"CREW 4.          20/4/20       PHYSICAL           92%":PRINT
4470 PRINT"1st OFFICER.     20/4/20       TOOTHACHE          2 cc PULSE 4":PR
INT
4480 PRINT"COOK.            21/4/20       D.O.A.             AUTOPSY":PRINT
4490 PRINT"TECHNICIAN.      21/4/20       NERVOUS B/DOWN     OBSERVATION":PRI
NT
4500 PRINT"ENGINEER 2.      21/4/20       INTOXICATED        SOLITARY":PRINT
4510 PRINT"ENGINEER 2.      22/4/20       D.O.A.             AUTOPSY":PRINT
4520 PRINT"Press Space Bar To Turn Page..."
4530 A$=INKEY$:IF A$="" THEN 4530 ELSE MODE 1:RETURN
4540 MODE 2:PRINT"     LOGBOOK   -   ZEBRA   -   CONFIDENTIAL":PRINT
4550 PRINT"DATE:-          REPORT:-":PRINT
4560 PRINT"20/4/20         Power loss in auxillary plant room. ACTION:- System rep
aired.
ry.":PRINT                Engineer 2. reprimanded for drunkeness. ACTION:- Solita
4570 PRINT"                Periodical computer malfunctions - All Stations report
errors.                   ACTION:- Diagnostics in operation.":PRINT
4580 PRINT"21/4/20         Radio communications damaged beyond repair. ACTION:- Em
ergency                   measures underway."
4590 PRINT"                All sections report computers unuseable. ACTION:- inves
tigating.                 Power fluctuations in all areas. ACTION:- N.B.G."
4600 PRINT"                Cook found dead in restroom. Autopsy reveals murder.
                          ACTION:- Investigation follows. No motive for attack.":
PRINT
4610 PRINT"22/4/20         Engineer Baker found dead at Turkey Crossing - MURDER -
                          - Head Missing!. ACTION:- CREW ARMED - 2 MAN PATROLS."
:PRINT
4620 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
4630 A$=INKEY$:IF A$="" THEN 4630 ELSE MODE 1:RETURN
4640 CLS: ZONE 2:FOR U=1 TO 100
4650 C=RND(6)#100:IF C <48 OR C>122 THEN 4650 ELSE PRINT CHR$(C),:NEXT:RETURN
4660 REM # THE STORY (22) #
4670 CLS:PRINT"     The fighter Sparrow closed in on its target. A last minute bur
n eased her in to an orbit around the station. Hanging there motionless alongsid
e two others other class she rested after a long tour."
4680 PRINT:PRINT"The other two fighters, Clipper and Ion were dead in space now,
crewless, not a sign of life from them. Neither the lifesupport or navigation s
ystems showed any sign of activity."
4690 PRINT:PRINT"Sparrow's scanners got nothing back from the station either whic
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h was strange.  With a crew of twelve plus the crews of Clipper and Ion aboard
the scanners mustpick up something, life forms, anything."
4700 PRINT"Sparrow had been on another expedition  chasing Wallies when the orde
rs had comein. The company made it clear that,thisassignment was unlike any oth
er and thatextreme caution was needed."
4710 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
4720 A$=INKEY$:IF A$="" THEN 4720
4730 CLS:PRINT:PRINT"COMPANY REPORT:-"
4740 PRINT:PRINT"SUBJECT - SPACE STATION ZEBRA"
4750 PRINT:PRINT"Communications ceased - 04.27 - 24/4/20"
4760 PRINT:PRINT"No distress recorded."
4770 PRINT:PRINT"ACTION TAKEN:-"
4780 PRINT:PRINT"Ion dispatched - 04.43 - 24/4/20"
4790 PRINT:PRINT"Ion - Zebra - 22.00 - 19/8/20"
4800 PRINT:PRINT"Ion Com's ceased - 23.50 - 19/8/20"
4810 PRINT:PRINT"No distress recorded."
4820 PRINT:PRINT"All Commands and Stations alerted."
4830 PRINT:PRINT"STATUS:- RED"
4840 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
4850 A$=INKEY$:IF A$="" THEN 4850
4860 CLS:PRINT:PRINT"Clipper diverted - 00.03 - 19/8/20"
4870 PRINT:PRINT"INFO:-"
4880 PRINT:PRINT"All Commands and Stations report normal activity in their secto
rs."
4890 PRINT:PRINT"Clipper - Zebra - 11.10 - 18/9/20"
4900 PRINT:PRINT"CLIPPER REPORT:- LAST - 14.50 - 18/9/20"
4910 PRINT:PRINT"Ion neutralized."
4920 PRINT:PRINT"No damaged sustained - Personnel missingLife support and commun
ications aborted!Systems damage none. Energy source dead!Investigation of statio
n Zebra follows."
4930 PRINT:PRINT"Communications ceased."
4940 PRINT:PRINT"No distress reported."
4950 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
4960 A$=INKEY$:IF A$=""THEN 4960
4970 CLS:PRINT:PRINT"CLASSIFIED ORDERS - SPARROW -"
4980 PRINT:PRINT"SCIENCE OFFICER - EYES ONLY"
4990 PRINT:PRINT"Enc:- Zebra - Ion - Clipper
                        Reports to date."
5000 PRINT:PRINT"YOUR BRIEF:-"
5010 PRINT:PRINT"Investigate and Secure Station Zebra."
5020 PRINT:PRINT"All other considerations terminated."
5030 PRINT:PRINT"Crew expendable."
5040 PRINT: PRINT"ALTERNATIVE ORDERS:-"
5050 PRINT:PRINT:PRINT"TERMINATE ZEBRA WITH EXTREME PREJUDICE!"
5060 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
5070 A$=INKEY$:IF A$=""THEN 5070
5080 CLS:PRINT:PRINT"ADDENDUM:-"
5090 PRINT:PRINT"# TARGET ZEBRA #"
5100 PRINT:PRINT"DESTROYER SQUADRON DISPATCHED"
5110 PRINT:PRINT:PRINT"ORDERS:-"
5120 PRINT:PRINT:PRINT"AUTOMATIC TERMINATION ON ARRIVAL"
5130 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
5140 A$=INKEY$:IF A$=""THEN 5140
5150 CLS: PRINT:PRINT"The reports spoke for themselves. What  had happened to Io
n and Clipper could  well happen to other ships and crews.  The only reason Sp
arrow was assigned wasbecause she had the most experienced of science officer in
the fleet."
5160 PRINT:PRINT"It was strange that Ion or Clipper had  not got back another re
port after they went to investigate station Zebra. The auto systems should hav
e taken care of  that."
5170 PRINT:PRINT"And why were the auto systems and power systems out of action.
The nuclear piledrivers were dead, absolutely lifeless, if that was possible."
5180 PRINT:PRINT"Sparrow rested easily against Zebra withhatches kissing gently
before locking onand securing. Life support systems were equal and therefore sui
ts weren't needed"
5190 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
5200 A$=INKEY$:IF A$=""THEN 5200
5210 CLS:PRINT"As the hatches clear you become aware ofthe reports on Ion and Cl
ipper.  Choice of entering Zebra has elapsed. It's yourduty as a science officer
of the fleet, and clear, that regardless of your own  safety, that Zebra be inv
estigated."
5220 PRINT:PRINT"The alternative is to destroy both Zebraand fighters and whatev
er is contained  within. The Council cannot permit Zebra to remain unknown withi
n the great plan of  things."
5230 PRINT:PRINT"Seven years ago you performed a similar function, scapegoat for
the Council, andthat's why they called on you again."
5240 PRINT:PRINT"But remember, your crew on Sparrow rely on you. If you fail, th
ey die along withyou, and so does Sparrow."
5250 PRINT:PRINT"Sparrow - My friend and companion!"
5260 LOCATE 5,25:PRINT"# Press Space Bar to turn page. #"
5270 A$=INKEY$:IF A$=""THEN 5270
5280 CLS:PRINT:PRINT"Instructions are:-"
5290 PRINT:PRINT"GET - DROP - GO - USE - CHARGE - LIGHT -  READ - RUN - REPORT -
BREAK - OPEN - EAT - LOOK - DRINK - DESTROY"
5300 PRINT:PRINT"Movements:-"
5310 PRINT:PRINT"GO (N)ORTH":PRINT:PRINT"GO (S)OUTH":PRINT:PRINT"GO (W)EST":PRIN
T:PRINT"GO (E)AST":PRINT:PRINT"GO (U)P":PRINT:PRINT"GO (D)OWN"
5320 LOCATE 5,25:PRINT"# Press Space Bar to continue. #"
5330 A$=INKEY$:IF A$=""THEN 5330
5340 RETURN
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