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10 REM *****
20 REM *****Spy Adventure*****
30 REM *****by*****
40 REM *****Victor Munro*****
50 REM ***** (c) 1986*****
60 REM *****
70 DEFINT p-z:DEFSTR a-o:MODE 1:INK 0,0:
INK 1,18:INK 2,15:INK 3,2:PEN 1:PAPER 0:
CLS:BORDER 13
80 sa=0:sb=0:sc=0:sd=0:se=0:sf=0:sg=0:sh
=2:si=0:sj=0:sk=0:sl=0:sm=0:sn=0:px=2:aa
="You can't go that way !!":ab="Don't be
so stupid !!":ac="O.K."
90 DATA 32,0,2,0,0,1,4,3,0,0,0,0,2,2,7,5
,0,0,0,0,4,0,0,0,0,4,0,0,9,0,0,0,0,0,7
,10,0,0,9,11,19,15,10,12,0,0,11,13,0,14,
12,0,13,0,0,0,11,0,0,0,0,17,0,0,16,0,0,0
,0,0,0,0,0,11,0,0
100 DATA 0,0,21,0,22,0,0,20,23,21,0,0,0,
22,0,0,0,25,0,0,24,0,28,0,0,0,0,0,0,0,
0,0,0,0,25,0,0,0,0,31,37,35,58,0,30,33,0

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,0,34,40,0,0,35,34,31,32,36,0,33,33,38,3
6,30,34,39,0,35,30,0,38,0,35,0,39,37,36,
0,0,38,0,0,41,32,0,0,0,40,43,0,44,41,59,
42,0,0
110 DATA 0,0,46,42,0,0,0,0,0,0,51,44,48,
0,0,0,49,47,0,0,0,48,0,0,0,0,0,0,52,0,
46,51,0,0,0,0,0,0,0,0,0,0,56,0,0,55,
0,0,0,56,0,0,0,0,0,30,0,0,43,0,0,0,59,0,
0,0,0,0,0,0,0,0,0,0,0,0,0
120 DATA in the kitchen of a small house
. There is a small iron stove in the no
rthern corner.,in a small hallway. An
iron spiral staircase lead upwards.
,in a small living room. A small
television is at the west wall.
130 DATA in a beautiful garden. It is we
ll kept and small beautiful flowers abo
und.,by a wooden garden shed. The wood s
eems to be rotten. An entrance lies to t
he East.,inside a grocers shop. There
is a large iron till on the counter.
140 DATA "by the side of a large black c
adillac. To the east the road goes on f
or miles, in the distance about 40 miles
away is a large black building.",in a ga
rden shed. There are a large assortm
ent of tools here. Most are not of much
note.
150 DATA in market street. To the north
is a grocers shop. On the window is
a large notice.,outside your own embass
y. There are two armed guards standing t
o either side of the doorway.
160 DATA at the intersection between mar
ket street and thunder road. To the
north the road leads to a travel agen
t to the south you can see two large iro
n gates.,in market street. To the north
is a gunsmiths.
170 DATA in a small private aerodrome. P
arts of various planes in different sta

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ges of construction are scattered all over the place., on a small runway. A private jet is sitting on the runway ready for take off.

180 DATA at the gates of a graveyard. There is a large notice on the gates. A chain hangs around one of the gates. A broken padlock lies on the ground., in a dark graveyard. There is an overpowering sense of evil through-out the whole area.

190 DATA by the edge of a freshly dug grave. It looks as if somebody has been buried here very recently. As you look down you see a shadowy figure flitting through the trees.

200 DATA "in a gun shop. There are various guns all around you, but not many of them are interesting.", in a small lane.

To the north is a travel agents shop.

210 DATA in a huge conference hall. There is a huge wooden table in the middle of the room., in the hall of the Quarz embassy. The door to the south is unlocked.

220 DATA in your office. Your desk and chair are against the west wall., in your chief's office. He looks very impressive sitting behind his desk., in the bathroom of your house. Nothing seems to be out of place here.

230 DATA at the top of the iron staircase. To the east is your bedroom and the bathroom is to the north., on the roof of the Quarz embassy. There is a small skylight set into the roof.

240 DATA "on the roof of your house. To the west is another roof, but it is lower than the one you are on. It looks as if you might be able to leap the distance."

250 DATA in the bedroom of your house. You only have a small wooden bed. To the north is a small window., on a small balcony., in a forest., in a forest., in a forest., in a forest., in a forest., in a forest., in a forest.

260 DATA on a small road into the city., by a sentry post. You are now at the border to Zargul., on storm street. To the north is a large airport., outside the Zargul National Airport. You can see a lot of guards inside.

270 DATA on storm road. The Zargul National Bank lies to the south., in the bank. You can see no guards on duty.

280 DATA "in the city square. To the north is the Department of International Espionage (DINE for short). There are two guards, one either side of the door."

290 DATA in the hall of the Zargul embassy. The door to the south is open., in a hall. To the north is a large door., in the office of the Zargul Chief of Espionage., in a dark and dingy cellar. Small stone steps lead upwards out into a hallway.

300 DATA at the end of the road. There is a manhole cover in the center of the street., in the department of works. All types of tools and utensils are stored here., in a small private jet. The fuel gauge read <EMPTY>.

310 DATA inside your specially imported Cadillac., outside the Ladorfe Airport., inside the airport hall. The departure lounge is to the south. A lady behind one of the counters asks for your ticket.

320 DATA in the departure lounge. Your flight has just been called., in a clearing at the edge of a dense forest. Far to the east you can see Zargul.

330 DATA inside the airport hall. The departure lounge is to the north. A lady behind one of the counters asks for your ticket., in the departure lounge. Your flight has just been called.

340 DATA in a travel agents. The man behind the desk is selling a first class ticket., inside your specially imported Cadillac. You are parked outside the Ladorfe airport.

350 DATA in your small back garden. There is a small black cat sleeping on your back fence.

360 DATA a small television, 3, TELEVISION, some beautiful flowers, 4, FLOWERS, an iron till, 6, TILL, some money, 0, MONEY, a heavy axe, 8, AXE, a large spade, 8, SPADE, a leather wallet, 11, WALLET, a small pistol, 18, PISTOL, a set of car keys, 22, KEYS, a mirror, 24, MIRROR

370 DATA a small coil of rope, 8, ROPE, a guards uniform, 0, UNIFORM, a bag of coins, 0, COINS, a first class ticket, 61, TICKET, the files, 49, FILES, some vintage wine, 50, WINE, a manhole key, 52, "", a parachute, 53, PARACHUTE, a large black Cadillac, 7, CADILLAC

380 DATA a large black Cadillac, 55, CADILLAC, a rope hanging downwards, 0, "", a small window, 28, WINDOW, a skylight, 26, SKYLIGHT, a notice on the gate, 15, NOTICE, a large black coffin, 0, COFFIN, a sentry on duty, 41, SENTRY, a manhole cover, 51, MANHOLE

390 DATA a small black cat, 63, CAT, a card in the window, 9, CARD, a black stove, 1, STOVE, a cooked goose, 0, GOOSE, a teller, 45, TELLER

400 DATA a program about troubles between the Ladorfe government and the Zargul government., lovely, old, lots, very sharp, wide and flat, empty, only two bullets left, yours, "Hmmm, you need a shave", sturdy

410 DATA would fit you, heavy, expensive, top secret, very old, steel, new looking, hey man it's sharp, hey man it's sharp, securely tied but you will have to drop the last 10 foot., closed, closed, 'Do Not Enter', creepy, half asleep, closed, having a cat nap

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420 DATA back in 10 mins,not very intere
sting,looks delicious,an old man countin
g coins
430 READ xed:DIM xmov(63,4),desc(63),obt
(xed),xob(xed),obj(xed),exa(xed),xin(xed
),inv(4),sta(xed)
440 FOR t=1 TO 63:FOR s=1 TO 4:READ z:xm
ov(t,s)=z:SOUND 1,t*5,1,15:NEXT s,t
450 FOR t=1 TO 63:READ a:desc(t)=a:NEXT
460 FOR t=1 TO xed:READ a,z,b:obt(t)=a:x
ob(t)=z:obj(t)=b:xin(t)=t:NEXT
470 FOR t=1 TO xed:READ a:exa(t)=a:NEXT
480 WHILE xob(15)<>23:GOSUB 560:WEND
490 REM *****End of Game*****
500 CLS:PRINT"          W E L L  D O N
E"
510 PEN 1:PRINT:PRINT" You are a credit
to your country. You have now saved
you countries top secret papers.":P
EN 3
520 PRINT: PRINT"          W E L L  D
O N E"
530 FOR x=100 TO 200:SOUND 1,x,5,15:SOUN
D 2,300-x,5,15:FOR t=1 TO 100:NEXT:NEXT
540 GOTO 1850
550 END
560 REM *****Main Game*****
570 PEN 1:PRINT CHR$(7);"You are:-":PEN
3:PRINT desc(px):PRINT
580 PEN 2:PRINT"You can go ";:PEN 3
590 c="":IF xmov(px,1)>0 THEN c="North"
600 IF xmov(px,2)>0 AND LEN(c)>0 THEN c=
c+",South" ELSE IF xmov(px,2)>0 THEN c="
South"
610 IF xmov(px,3)>0 AND LEN(c)>0 THEN c=
c+",East" ELSE IF xmov(px,3)>0 THEN c="E
ast"
620 IF xmov(px,4)>0 AND LEN(c)>0 THEN c=
c+",West" ELSE IF xmov(px,4)>0 THEN c="W
est"
630 IF px=5 OR px=7 OR (px=9 AND sc>0) O
R px=14 THEN c=c+",In"
640 IF (px=12 AND sb>0) OR px=15 OR px=1
9 OR px=44 OR px=55 THEN c=c+",In" ELSE
IF px=29 OR px=63 THEN c="In"
650 IF px=1 OR px=16 OR px=21 OR (px=28
AND st>0) OR px=45 OR px=47 THEN c=c+",U
ut" ELSE IF px=6 OR px=18 THEN c="Out"
660 IF px=8 OR px=53 OR px=54 OR px=61 O
R px=62 THEN c="Out"
670 IF px=2 OR px=29 THEN c=c+",Up" ELSE
IF px=50 THEN c="Up"
680 IF px=25 OR (px=51 AND sd>0) THEN c=
c+",Down" ELSE IF (px=26 AND sj>0) THEN
c="Down"
690 PEN 3:IF LEN(c)<=0 THEN PRINT"Nowher
e":PRINT ELSE PRINT c:PRINT
700 w=0:PEN 1:PRINT"You can see :-":PEN
3:FOR t=1 TO xed:IF xob(t)=px THEN PRIN
T obt(t):w=1
710 NEXT:IF w=0 THEN PRINT"Nothing"
720 IF px=59 AND sta(12)<>2 THEN PRINT"U
h! Uh! You made a fatal mistake, you e
ntered the airport and were recognised a
s an enemy spy. You were captured and e
xecuted.":PEN 2:CLS:GOTO 1830
730 PRINT:f="":PEN 2:PRINT"What do you w
ish to do?":PEN 3:INPUT f:f=UPPER$(f):
k=LEFT$(f,2):l=LEFT$(f,3):m=LEFT$(f,4):C
LS
740 PEN 2:IF (k="N" OR m="GO N") AND xmo
v(px,1)>0 THEN px=xmov(px,1):RETURN ELSE

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IF (k="N" OR m="GO N") THEN PRINT aa:RE
TURN
750 IF (k="S" OR m="GO S") AND xmov(px,2
)>0 THEN px=xmov(px,2):RETURN ELSE IF (k
="S" OR m="GO S") THEN PRINT aa:RETURN
760 IF (k="E" OR m="GO E") AND xmov(px,3
)>0 THEN px=xmov(px,3):RETURN ELSE IF (k
="E" OR m="GO E") THEN PRINT aa:RETURN
770 IF (k="W" OR m="GO W") AND xmov(px,4
)>0 THEN px=xmov(px,4):RETURN ELSE IF (k
="W" OR m="GO W") THEN PRINT aa:RETURN
780 IF k="I" OR l="INV" THEN GOSUB 1130:
RETURN
790 IF l="OUT" OR m="GO O" THEN GOSUB 85
0 ELSE IF k="IN" OR m="GO I" THEN GOSUB
910 ELSE IF l="SCO" THEN PEN 2:PRINT"Wha
t do you think this is. A game or som
ething."
800 IF l="GET" OR l="TAK" OR l="GRA" THE
N GOSUB 970 ELSE IF l="DRU" OR l="LEA" O
R l="PUT" THEN GOSUB 1190 ELSE IF l="WAT
" THEN GOSUB 2320 ELSE IF l="EAT" THEN G
OSUB 2360
810 IF l="WEA" THEN GOSUB 1250 ELSE IF l
="JUM" THEN GOSUB 1310 ELSE IF l="EXA" T
HEN GOSUB 1340 ELSE IF k="D" OR k="DO" O
R m="GO D" THEN GOSUB 1400 ELSE IF k="U"
OR k="UP" OR m="GO U" THEN GOSUB 1460 E
LSE IF l="REA" THEN GOSUB 2270
820 IF l="SHO" THEN GOSUB 1510 ELSE IF l
="BOA" THEN GOSUB 1590 ELSE IF m="DRIV"
THEN GOSUB 1660 ELSE IF l="TIE" THEN GOS
UB 1720 ELSE IF l="DIG" THEN GOSUB 2040
ELSE IF l="FUC" OR l="BAS" OR l="SHI" TH
EN GOSUB 2090
830 IF l="OPE" THEN GOSUB 1900 ELSE IF l
="BRE" OR l="SMA" THEN GOSUB 1990 ELSE I
F l="GIV" THEN GOSUB 1050 ELSE IF l="TAL
" THEN GOSUB 2150 ELSE IF m="DRIN" THEN
GOSUB 2230
840 RETURN
850 REM *****Out*****
860 PEN 2:IF px=6 THEN PRINT ac:px=9:RET
URN ELSE IF px=8 THEN PRINT ac:px=5:RETU
RN ELSE IF px=16 THEN PRINT ac:px=15:RET
URN
870 IF px=18 THEN PRINT ac:px=12:RETURN
ELSE IF px=21 THEN PRINT ac:px=10:RETURN
ELSE IF px=28 AND sf>0 THEN PRINT ac:px
=29:RETURN
880 IF px=45 THEN PRINT ac:px=44:RETURN
ELSE IF px=47 THEN PRINT ac:px=46:RETURN
ELSE IF px=1 THEN PRINT ac:px=63:RETURN
890 IF px=53 THEN PRINT ac:px=14:RETURN
ELSE IF px=54 THEN PRINT ac:px=7:RETURN
ELSE IF px=61 THEN PRINT ac:px=19:RETURN
ELSE IF px=62 THEN PRINT ac:px=55:RETUR
N
900 PRINT aa:RETURN

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910 REM *****In*****
920 PEN 2:IF px=5 THEN PRINT ac:px=8:RET
URN ELSE IF px=7 THEN PRINT ac:px=54:RET
URN ELSE IF px=9 AND sc>0 THEN PRINT ac:
px=6:RETURN
930 IF px=12 AND sb>0 THEN PRINT ac:px=1
8:RETURN ELSE IF px=14 THEN PRINT ac:px=
53:RETURN ELSE IF px=15 THEN PRINT ac:px
=16:RETURN
940 IF px=19 THEN PRINT ac:px=61:RETURN
ELSE IF px=29 THEN PRINT ac:px=28:RETURN
ELSE IF px=44 THEN PRINT ac:px=45:RETUR
N
950 IF px=55 THEN PRINT ac:px=62:RETURN
ELSE IF px=63 THEN PRINT ac:px=1:RETURN
960 PRINT aa:RETURN
970 REM *****Take*****
980 GOSUB 1780:IF p<1 THEN RETURN
990 w=0:FOR x=1 TO xed:IF xob(x)=px AND
xin(r)=x THEN w=1
1000 NEXT:IF w=0 THEN RETURN ELSE IF r=1
OR r=2 OR r=3 OR r=10 OR r=19 OR r=20 O
R r=22 THEN PRINT ab:RETURN ELSE IF r=14
AND sg<1 THEN PRINT"The travel agent wa
nts his money.":RETURN
1010 IF r=24 OR r=25 OR r=26 OR r=27 OR
r=29 OR r=30 THEN PRINT ab:RETURN ELSE I
F r=28 THEN PRINT"The cat wakes up and s
tarts to hiss and spit at you. After it
sinks it's claws into your arm, it calm
s down and goes back to sleep on the f
ence.":RETURN
1020 w=0:FOR x=1 TO 4:IF inv(x)="" THEN
inv(x)=obt(xin(r)):w=1:x=5
1030 NEXT:IF w=0 THEN PRINT"Hercules, I'
m not. I can't carry any more":RETURN
1040 xob(xin(r))=0:sta(r)=1:RETURN
1050 REM *****Give*****
1060 GOSUB 1780:IF p<1 THEN PRINT"Give W
hat ???":RETURN
1070 IF sta(r)<1 THEN PRINT"I haven't go
t it.":RETURN
1080 IF px=23 AND r=15 THEN xob(15)=23:R
ETURN
1090 IF px=56 AND r=14 THEN xmov(56,2)=5
7:PRINT"The lady says 'you may now go in
to the departure lounge'":sta(14)=0:FOR
x=1 TO 4:IF inv(x)=obt(14) THEN inv(x)=
"":xob(14)=49:x=5:RETURN ELSE NEXT
1100 IF px=59 AND r=14 THEN xmov(59,1)=6
0:PRINT"The lady says 'you may now go in
to the departure lounge'":sta(14)=0:FOR
x=1 TO 4:IF inv(x)=obt(14) THEN inv(x)=
"":xob(14)=0:RETURN ELSE NEXT
1110 IF px=61 AND r=4 THEN sg=1:sta(4)=0
:FOR x=1 TO 4:IF inv(x)=obt(r) THEN inv(

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x)="" :xob(4)=0:x=5:PRINT"The travel agen
t says you can take the ticket.":RETURN
ELSE NEXT
1120 PRINT"I can't give:-";obt(r);" away
"
1130 REM *****Inventory*****
1140 w=0:PEN 2:PRINT"You are carrying :-
":FOR x=1 TO 4:IF inv(x)<>"" THEN PRINT
inv(x):w=1
1150 NEXT:IF w=0 THEN PRINT"You don't ow
n anything.":RETURN
1160 IF sta(12)=2 THEN PRINT"You're wear
ing the uniform."
1170 IF sta(18)=2 THEN PRINT"You're wear
ing the parachute."
1180 PRINT:RETURN
1190 REM *****Drop*****
1200 GOSUB 1780:IF p<1 THEN PRINT"I don'
t have one.":RETURN
1210 w=0:FOR x=1 TO 4:IF inv(x)=obt(r) T
HEN inv(x)="" :w=1
1220 NEXT:IF w=0 THEN PRINT"I'm not carr
ying ";d:RETURN
1230 xob(xin(r))=px:sta(r)=0
1240 RETURN
1250 REM *****Wear*****
1260 GOSUB 1780:IF r<>18 AND r<>12 THEN
PRINT ab:RETURN
1270 IF sta(12)=0 AND sta(18)=0 THEN PRI
NT"I don't have it":RETURN ELSE IF (sta(
12)=2 AND r=12) OR (sta(18)=2 AND r=18)
THEN PRINT"I'm already wearing it.":RETU
RN
1280 IF r=12 THEN sta(12)=2:PRINT ac:RET
URN
1290 IF r=18 THEN sta(18)=2:PRINT ac:RET
URN
1300 RETURN
1310 REM *****Jump*****
1320 IF px<>27 THEN PEN 2:PRINT"O.K. I j
ump but nothing happens."
1330 px=26:RETURN
1340 REM *****Examine*****
1350 GOSUB 1780:IF p<1 THEN PRINT"I don'
t understand ";d:RETURN
1360 IF r=19 OR r=20 AND px=7 OR px=55 T
HEN PRINT exa(19):RETURN
1370 IF r=26 AND px=45 THEN PRINT exa(26
):RETURN
1380 IF xob(r)<>px AND sta(r)<1 THEN PRI
NT"I don't see:-";obt(r);" here":RETURN
1390 PRINT"You examine :-";obt(r):PRINT
exa(r):RETURN

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1400 REM *****Down*****
1410 PEN 2:IF px=25 THEN PRINT ac:px=2:R
ETURN
1420 IF px=26 AND sj>0 THEN PRINT ac:px=
21:RETURN
1430 IF px=27 THEN PRINT ac:px=29:RETURN
1440 IF px=51 AND sd>0 THEN PRINT ac:px=
50:RETURN
1450 PRINT ab:RETURN
1460 REM *****Up*****
1470 PEN 2:IF px=2 THEN PRINT ac:px=25:R
ETURN
1480 IF px=29 THEN PRINT ac:px=27:RETURN
1490 IF px=50 THEN PRINT ac:px=47:RETURN
1500 PRINT ab:RETURN
1510 REM *****Shoot*****
1520 PEN 2:IF sta(8)=0 THEN PRINT"I have
n't anything to fire":RETURN ELSE IF sh<
=0 THEN PRINT"The gun is empty":RETURN
1530 IF sh=2 THEN exa(8)="one bullet lef
t" ELSE IF sh=1 THEN exa(8)="empty"
1540 IF px=10 THEN PRINT"You shoot at th
e guards and kill one butthe other one k
ills you before you can kill him.":GOTO
1830
1550 IF px=41 THEN PRINT"You kill the se
ntry. You can now pass byhim. His Uniform
may come in handy.":xob(12)=41:xmov(41
,3)=42:sh=sh-1:obt(26)="a dead body":obj
(26)="BODY":exa(26)="quite dead":RETURN
1560 IF px=45 THEN PRINT"You kill the ba
nk teller. Unluckly all the money he ha
d was in coins.":so=1:xob(13)=45:sh=sh-1
:obt(32)="a dead teller":exa(32)="with y
our morbid streak you would make a good u
ndertaker":RETURN
1570 PRINT"There is nothing really here.
But you fire the pistol.":sh=sh-1
1580 RETURN
1590 REM *****Board*****
1600 IF px=57 AND sta(18)=0 THEN PRINT"Y
ou board the plane. But Ladorfe and Z
argul are at war and the plane you are i
n has been shot down. You die in the p
lane crash.":GOTO 1830
1610 IF px=57 AND sta(18)=2 THEN PRINT"Y
ou board the plane. But Ladorfe and Z
argul are at war and the plane you are i
n has been shot down. You bail out withy
our parachute, and land in a clearing i
n the ladorfe forest.":px=58:xob(18)=0:s
ta(18)=0
1620 IF px=58 AND sta(18)=0 THEN FOR x=1
TO 4:IF inv(x)=obt(18) THEN inv(x)="":x
=5:RETURN ELSE NEXT
1630 IF px=57 AND sta(18)=1 THEN PRINT"Y
ou better put your parachute on.":RETURN
1640 IF px=60 THEN PRINT"You board the p
lane. You get home safelyon the return j
ourney":xmov(56,2)=0:px=56:RETURN
1650 PRINT"You can't board anything.":RE
TURN
1660 REM *****Drive*****
1670 IF sta(9)<1 AND sk<>1 THEN PRINT"Yo
u need some keys to drive the car.":RETU
RN
1680 IF sta(9)=1 THEN sta(9)=0:sk=1:FOR
x=1 TO 4:IF inv(x)=obt(9) THEN inv(x)="
":inv(x)="":x=5:xob(9)=0:obj(9)="":obj(17
)="KEY":PRINT"You insert your keys and s
tart the engine." ELSE NEXT
1690 IF px=54 THEN px=62:PRINT"You drive
eastwards towards the black building.

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As you approach you realise itis an air
port.":RETURN
1700 IF px=62 THEN px=54:PRINT"You drive
westwards and stop outside thehouse.":R
ETURN
1710 PRINT"You can't drive anywhere with
out a car":RETURN
1720 REM *****Tie*****
1730 GOSUB 1780:IF r<>11 THEN PRINT"Tie
What ???":RETURN
1740 IF px<>26 THEN PRINT"You can't do t
hat here.":RETURN
1750 IF px=26 THEN FOR x=1 TO 4:IF inv(x
)=obt(r) THEN inv(x)="":sj=1:x=5:xob(11)
=0:xob(21)=26:sta(11)=0 ELSE NEXT
1760 obj(11)="":obj(21)="ROPE"
1770 PRINT ac:RETURN
1780 REM *****Get object from string****
1790 d="":xx=INSTR(f," "):r=0:p=0:d=RIGH
T$(f,(LEN(f)-xx))
1800 IF LEN(d)<2 THEN RETURN
1810 FOR x=1 TO xed:IF LEFT$(obj(x),LEN(
d))=d THEN p=1:r=x
1820 NEXT:RETURN
1830 REM *****Dead*****
1840 PEN 3:LOCATE 15,12:PRINT"You are de
ad !!!"
1850 PRINT:PRINT" Do you Wish to try a
gain,(Y/N)"
1860 a=INKEY$:IF a="" THEN 1860
1870 a=UPPER$(a):IF a="Y" THEN CLEAR:RUN
1880 IF a="N" THEN END
1890 GOTO 1860
1900 REM *****Open*****
1910 GOSUB 1780:IF px=28 AND r=22 AND sf
<1 THEN sf=1:exa(22)="open":PRINT"You op
en the window":RETURN
1920 IF px=1 AND r=30 AND sn<1 THEN sn=1
:xob(31)=1:PRINT"inside is a well done f
owl. Oh! Oh! it looks as if your goose
has been cooked.":exa(30)=exa(30)+" and
it is open":RETURN
1930 IF px=6 AND r=3 AND si<1 THEN si=1:
xob(4)=6:PRINT"Inside is some money":RET
URN
1940 IF px=26 AND r=23 AND se<1 THEN se=
1:exa(23)="you can see a long drop to th
e floor of the Quarz embassy.You may nee
d somethingto climb down.":PRINT"You ope
n the skylight":RETURN
1950 IF px=51 AND sta(17)>0 AND r=27 AND
sd<1 THEN sd=1:PRINT"You open the manho
le cover with the key.":exa(27)="open":R
ETURN
1960 IF px=17 AND xob(25)=17 AND r=25 TH
EN PRINT"You open the coffin. Inside is
a body, you look down at the face and w
ith a start you realise that it is yo
u. Your heart suddenly stops, and you f
all into your own grave."

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1970 IF px=17 AND xob(25)=17 AND r=25 TH
EN PRINT"You should not have entered the
":PRINT:PRINT SPC(12);"TWILIGHT ZONE":GO
TO 1830
1980 PRINT ab:RETURN
1990 REM *****Smash*****
2000 IF px=9 AND sc<1 AND sta(5)>0 THEN
sc=1:PRINT"You smash the door in with th
e axe.":RETURN
2010 IF sta(5)<1 THEN PRINT"You have not
hing suitable.":RETURN
2020 IF px=12 AND sb<1 AND sta(5)>0 THEN
sb=1:PRINT"You smash the door in with t
he axe.":RETURN
2030 PRINT"Not here.":RETURN
2040 REM *****Dig*****
2050 IF px=17 AND sta(6)>0 THEN PRINT"Yo
u start to dig and you uncover a largewo
oden coffin. You start to feel very un
easy.":xob(25)=17:RETURN
2060 IF px=63 AND sta(6)>0 THEN PRINT"Yo
u're quite good at gardening, but do yo
u think we could get back to the ad
venture":RETURN
2070 IF sta(6)=0 THEN PRINT"Dig with wha
t ???":RETURN ELSE IF px<>17 THEN PRINT"
You can't dig here."
2080 RETURN
2090 REM *****No Swearing Allowed*****
2100 sl=sl+1:IF sl=3 THEN GOSUB 2130:RET
URN
2110 IF sl=1 THEN PRINT"Tut Tut such lan
guage is terrible.":RETURN
2120 PRINT"Now I wouldn't say that again
OR I might get MAD!!!!!! Ha Ha Haaaa":RE
TURN
2130 PRINT"I warned you now you will fee
l my wrath. I will switch myself off."
:FOR x=1 TO 4000:NEXT:BORDER 0:INK 1,0:INK
2,0:INK 3,0:CLS:FOR x=1 TO 5000:NEXT:
INK 1,18:INK 2,15:INK 3,2:PRINT"Ha!! Ha!
! Ha!! Only kidding. I'll let you off
this time."
2140 sl=0:BORDER 13:RETURN
2150 REM *****Talk*****
2160 IF px=10 OR px=46 THEN PRINT"They d
on't want to talk to you !!!":RETURN
2170 IF px=41 THEN PRINT"He says 'What's
the Password'":RETURN
2180 IF px=17 THEN PRINT"Huh the things
people do. Very strange.":RETURN
2190 IF px=63 THEN PRINT"The cat wakes u
p, says 'Meeoowwww' and goes to sleep a
gain.":RETURN

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2200 IF px=23 THEN PRINT"The chief says
'An enemy agent raided our embassy a f
ew weeks ago, some of our files were stol
en. You must go to the DINE headquarte
rs in Zargul and get my file back."
2210 IF px=23 THEN PRINT"You will have t
o use your car to drive to the airport.
The big black building to the west.":
RETURN
2220 PRINT"There's nobody to talk to":RE
TURN
2230 REM *****Drink*****
2240 GOSUB 1780:IF r=16 AND (sta(16)=1 O
R xob(16)=px) THEN PRINT"Mmmm!!! The win
e is terrific, but it doesn't really h
elp in the adventure.":IF xob(16)=px THE
N xob(16)=0:RETURN
2250 IF sta(16)=1 THEN sta(16)=0:FOR x=1
TO 4:IF inv(x)=obt(16) THEN inv(x)="" :x
=5:RETURN ELSE NEXT
2260 PRINT ac:RETURN
2270 REM *****Read*****
2280 GOSUB 1780:IF p<1 THEN RETURN
2290 IF r<>15 AND r<>24 AND r<>29 THEN P
RINT"It's impossible to read that!":RETU
RN
2300 IF px<>15 AND px<>9 AND px<>xob(15)
AND sta(15)<1 THEN PRINT"It's not here"
:RETURN
2310 PRINT"You read:-";obt(r):PRINT exa(
r):RETURN
2320 REM *****Watch*****
2330 GOSUB 1780:IF p<1 THEN PRINT"What?":
RETURN
2340 IF r=1 AND px=3 THEN PRINT'exa(1):R
ETURN
2350 PRINT"You can't watch that.":RETURN
2360 GOSUB 1780:IF p<1 THEN PRINT"What?"
:RETURN
2370 IF (r=31 AND px=xob(31)) OR (r=31 A
ND sta(31)>0) THEN PRINT"You sit down an
d eat the goose. Hey what about me,
you never left me any!!! I wanted some."
2380 IF (r=31 AND sta(31)>0) THEN FOR x=
1 TO 4:IF inv(x)=obt(31) THEN inv(x)=""
:x=5:sta(31)=0:RETURN ELSE NEXT
2390 IF (r=31 AND px=xob(31)) THEN xob(3
1)=0:RETURN
2400 PRINT"You can't eat that.":RETURN

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