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10 REM Khandal
20 REM Written by Ian Grainger
30 REM Copyright 1986
40 :
50 SYMBOL AFTER 180:MEMORY &5FFF:LOAD "data"
60 GOSUB 1270
70 GOSUB 2620
80 GOSUB 840
90 GOSUB 1170
100 GOSUB 1950
110 GOSUB 2120
120 GOSUB 2060
130 GOSUB 2220
140 GOSUB 1430
150 icon=1:i=1:GOSUB 1090
160 exit=0:str=str-1
170 IF MID$(ro$(room),2,1)="1" THEN GOSUB 2550
180 IF MID$(ro$(room),3,1)="1" THEN GOSUB 2550:GOSUB 2590
190 left=VAL(MID$(ro$(room),1,1)):right=VAL(MID$(ro$(room),4,1))
200 door=VAL(MID$(ro$(room),2,2))
210 f=rm(room):IF f>0 THEN 230
220 GOTO 250
230 IF f<6 THEN chs=200 ELSE chs=(f-6)*4+204
240 i=3:xo=24:yo=16:GOSUB 1520
250 REM Hello, are you enjoying all of the typing!
260 s1=scr:l1=4:h1=31:d1=da
270 r1=room:GOSUB 780
280 IF yes=1 THEN yes=0:GOSUB 550
290 scr=s1:le=l1:he=h1:da=d1
300 GOSUB 550
310 REM Main routine
320 WHILE INKEY(47)+INKEY(71)+INKEY(63)+INKEY(31)+INKEY(29)+INKEY(18)=-6:GOSUB 860:WEND
330 GOSUB 860
340 IF INKEY(71)<>-1 AND face=-1 THEN GOSUB 610:GOSUB 640
350 IF INKEY(63)<>-1 AND face=1 THEN GOSUB 610:GOSUB 710

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360 IF INKEY(71)<>-1 AND face=1 THEN face=-1:GOSUB 610:da=&6000:GOSUB 550
370 IF INKEY(63)<>-1 AND face=-1 THEN face=1:GOSUB 610:da=&6100:GOSUB 550
380 IF INKEY(29)<>-1 THEN i=3:GOSUB 1090:icon=icon+1:i=1:GOSUB 1090
390 IF INKEY(31)<>-1 THEN i=3:GOSUB 1090:icon=icon-1:i=1:GOSUB 1090
400 IF INKEY(18)<>-1 AND door>0 AND scr>&D431 AND scr<&D438 THEN GOSUB 860:GOSUB 2290
410 IF INKEY(47)<>-1 AND icon=1 THEN GOSUB 1660
420 IF INKEY(47)<>-1 AND icon=2 THEN GOSUB 1550
430 IF INKEY(47)<>-1 AND icon=3 THEN GOSUB 1760
440 IF INKEY(47)<>-1 AND icon=4 THEN GOSUB 1830
450 IF INKEY(47)<>-1 AND icon=5 THEN GOSUB 1860
460 IF INKEY(47)<>-1 AND icon=6 THEN GOSUB 2350
470 IF str<60 THEN dead=1:CLS#2:PRINT#2,"You fall to the ground gasping for air, exhaustion hits you hard, and you die!"
480 IF dead=1 AND room=24 AND obj=8 THEN PRINT#2,"You scored";str
490 IF dead=1 THEN dead=0:PRINT#2,"Press Space.":WHILE INKEY(47)=-1:GOSUB 860:WEND:GOSUB 1340:GOTO 100
500 IF exit=1 THEN GOSUB 860:GOSUB 610:scr=scr1:GOSUB 780
510 IF yes=1 THEN yes=0:GOSUB 610:scr=s1:le=l1:he=h1:da=d1
520 IF exit=1 THEN CLS#1:GOTO 160
530 GOTO 310
540 END
550 REM Print Sprite
560 POKE &803D,&7E:POKE &803F,&12
570 CALL &8000,scr,le,he,&7000
580 POKE &803D,&1A:POKE &803F,&77
590 CALL &8000,scr,le,he,da
600 RETURN
610 REM Remove Sprite

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620 CALL &8000,scr,le,he,&7000
630 RETURN
640 REM Move left
650 scr=scr-2
660 IF scr=&D422 AND left=0 THEN scr=scr+2
670 IF scr=&D422 AND left=1 THEN exit=1:r1=room:room=room-1:scr1=&D446
680 IF da=&6080 THEN da=&6000:GOSUB 550:GOTO 700
690 IF da=&6000 THEN da=&6080:GOSUB 550
700 RETURN
710 REM Move Right
720 scr=scr+2
730 IF scr=&D448 AND right=0 THEN scr=scr-2
740 IF scr=&D448 AND right=1 THEN exit=1:r1=room:room=room+1:scr1=&D426
750 IF da=&6180 THEN da=&6100:GOSUB 550:GOTO 770
760 IF da=&6100 THEN da=&6180:GOSUB 550
770 RETURN
780 REM Character print
790 IF c(1,1)=r1 THEN s1=scr:l1=le:h1=he:d1=da:scr=&D429:le=5:he=31:da=&6200:yes=1
800 IF c(1,2)=r1 THEN s1=scr:l1=le:h1=he:d1=da:scr=&D433:le=5:he=31:da=&6300:yes=1
810 IF c(1,3)=r1 THEN s1=scr:l1=le:h1=he:d1=da:scr=&D435:le=5:he=31:da=&63A0:yes=1
820 RETURN
830 REM Get notes
840 RESTORE 2620:DIM tune(300):FOR f=1 TO 281:READ tune(f):NEXT
850 RETURN
860 pitch=tune(note):IF pitch>2 THEN pitch=pitch/2
870 IF pitch>2 THEN SOUND 17,pitch,20,0,5:SOUND 10,pitch*2,20,0,5
880 IF beat=0 THEN GOTO 910
890 IF (pitch>2 AND (note/2<>INT(note/2))) AND (((note>24 AND note<33) OR note>56)) THEN SOUND 4,270,20,0,1,2,2:SOUND 4,

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270,10,0,1,2,2:SOUND 4,270,10,0,1,2,2
900 IF note<25 OR (note>32 AND note<57)
OR pitch<3 THEN SOUND 4,0,20,0
910 IF pitch=0 THEN p1=180:p2=2:p3=1:p4=
13:d=20
920 IF pitch=1 THEN p1=0:p2=0:p3=0:p4=0:
d=20
930 IF pitch=2 THEN p1=80:p2=1:p3=0:p4=1
0:d=20
940 IF pitch=-1 THEN p1=0:p2=4:p3=0:p4=1
:d=20
950 IF pitch=-2 THEN p1=270:p2=1:p3=2:p4
=2:d=10
960 IF pitch=-3 THEN p1=340:p2=1:p3=2:p4
=8:d=10
970 IF pitch=-4 THEN p1=390:p2=1:p3=2:p4
=15:d=10

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980 IF pitch=-5 THEN p1=440:p2=1:p3=2:p4
=20:d=10
990 loop=1:IF d=10 THEN loop=2
1000 IF pitch<3 THEN FOR x=1 TO loop:SOU
ND 3,p1,d,0,p2,p3,p4:NEXT
1010 note=note+1:IF note=281 THEN note=9
1020 RETURN
1030 REM Draw icon window
1040 ix=co(1,icon):iy=co(2,icon)
1050 RESTORE 2890:PLOT ix,iy,ii:FOR f=1
TO 28:READ a,b
1060 IF a=1000 THEN a=b:READ b:PLOT ix+8
,iy-8
1070 DRAWR a,b:NEXT:RETURN

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1080 RETURN
1090 REM Icon highlights
1100 IF icon=7 THEN icon=1
1110 IF icon=0 THEN icon=6:IF obj=0 THEN
icon=5
1120 IF obj=0 AND icon=6 THEN icon=1
1130 xo=p1(1,icon):yo=p1(2,icon):chs=p1(
3,icon)
1140 IF icon=6 THEN chs=(obj-6)*4+204:IF
obj<6 THEN chs=200
1150 GOSUB 1520
1155 GOSUB 860
1160 RETURN
1170 REM Machine code loader
1180 RESTORE 2930:add=&8000:li=60300
1190 FOR f=1 TO 12:READ a$:c=0
1200 FOR n=1 TO LEN(a$) STEP 2

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1210 b\$=MID\$(a\$,n,2):c=c+VAL("&"+b\$)	1400 RESTORE 3460	0 1650	,ob\$(1,obj)
1220 POKE add,VAL("&"+b\$):ADD=ADD+1	1410 FOR f=1 TO 3:READ c(1,f):NEXT	1570 GOSUB 860:GOSUB 610	1700 IF c(1,2)=room THEN PRINT#2,"Karn d
1230 NEXT:READ a\$	1420 RETURN	1580 IF rm(room)>0 AND obj=0 THEN i=3:xo	osn't want the:-":PRINT#2,obj\$(1,obj)
1240 IF c(<>VAL("&"+a\$) THEN PRINT"DATA E	1430 REM Place all icons	=24:yo=16:chs=242:GOSUB 1520:GOTO 1610	1710 IF c(1,3)=room AND obj(<>6 THEN PRIN
RROR in line";li:PRINT CHR\$(7):END	1440 i=3:xo=4:yo=9:chs=180:GOSUB 1520	1590 IF obj<6 THEN chs=200 ELSE chs=(obj	T#2,"The Flymat doesn't want the:-":PRINT
1250 li=li+10:NEXT	1450 i=3:xo=4:yo=15:chs=196:GOSUB 1520	-6)*4+204	#2,obj\$(1,obj)
1260 RETURN	1460 i=3:xo=8:yo=4:chs=184:GOSUB 1520	1600 i=3:xo=24:yo=16:GOSUB 1520	1720 IF c(1,1)=room AND obj=9 THEN PRINT
1270 REM Set up Graphics	1470 i=3:xo=19:yo=4:chs=192:GOSUB 1520	1610 IF rm(room)<6 THEN chs=200 ELSE chs	#2,"Lustania says she loves you and give
1280 RESTORE 3060	1480 i=3:xo=31:yo=4:chs=188:GOSUB 1520	=(rm(room)-6)*4+204	s you a key.":obj=3:i=3:xo=35:yo=12:chs
1290 FOR ch=180 TO 245	1490 i=3:xo=35:yo=12:chs=242:GOSUB 1520	1620 i=3:xo=35:yo=12:GOSUB 1520	=200:GOSUB 1520
1300 READ a,b,c,d,e,f,g,h	1500 ii=3:FOR l=1 TO 6:icon=1:GOSUB 1030	1630 ob1=obj:obj=rm(room):rm(room)=ob1:6	1730 IF c(1,3)=room AND obj=6 THEN PRINT
1310 SYMBOL ch,a,b,c,d,e,f,g,h	:NEXT:obj=0	OSUB 550	#2,"The Flymat thanks you for being so k
1320 NEXT	1510 RETURN	1640 CLS#2:PRINT#2,"You pick up the:-":P	indand gives you a key.":obj=5:i=3:xo=35
1330 DIM ob\$(3,12),c(1,3),co(2,6),ro\$(24	1520 REM Print Object or Icon	RINT#2:PRINT#2,obj\$(1,obj)	:yo=12:chs=200:GOSUB 1520
),rm(24),pl(3,6)	1530 PEN i:LOCATE xo,yo:PRINT CHR\$(chs)C	1650 RETURN	1740 IF c(1,1)<>room AND c(1,2)<>room AN
1340 RESTORE 3230	HR\$(chs+1):LOCATE xo,yo+1:PRINT CHR\$(chs	1660 REM Give Object	D c(1,3)<>room THEN PRINT#2:PRINT#2,"The
1350 FOR f=1 TO 12:READ ob\$(1,f):NEXT	+2)CHR\$(chs+3)	1670 CLS#2:GOSUB 860	re's nobody here to give to."
1360 RESTORE 3250	1540 RETURN	1680 IF obj=0 THEN PRINT#2:PRINT#2,"Ther	1750 RETURN
1370 FOR f=1 TO 12:READ ob\$(2,f):NEXT	1550 REM Get object	e is nothing to give.":GOTO 1750	1760 REM Examine Object
1380 RESTORE 3380	1560 IF rm(room)=0 THEN CLS#2:PRINT#2:PR	1690 IF c(1,1)=room AND obj(<>9 THEN PRIN	1770 CLS#2:GOSUB 860
1390 FOR f=1 TO 12:READ ob\$(3,f):NEXT	INT#2,"There isn't anything to get!":GOT	T#2,"Lustania doesn't want the:-":PRINT#2	1780 IF obj=0 THEN PRINT#2:PRINT#2,"But

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there is nothing to examine!":GOTO 1820
1790 PRINT#2,"You examine the ";obj$(1,obj
j):type=2
1800 IF obj=8 OR obj=12 THEN dead=1
1810 FOR f=1 TO LEN(obj$(type,obj)) STEP
38:PRINT#2,MID$(obj$(type,obj),f,38):FOR
n=1 TO 10:GOSUB 860:NEXT:NEXT
1820 RETURN
1830 REM Help
1840 CLS#2:PRINT#2,"Help! What on earth
for. I only      included this icon be
cause I thought itwas quite good!"
1850 RETURN
1860 REM Fight Character
1870 CLS#2:GOSUB 860
1880 IF c(1,1)<>room AND c(1,2)<>room AN
D c(1,3)<>room THEN PRINT#2:PRINT#2,"The
re's nobody here to fight!"
1890 IF c(1,1)=room AND str>chr(1) THEN
PRINT#2,"With one swift blow you crush L
ustaniasskull.":c(1,1)=0
1900 IF c(1,1)=room AND str<chr(1) THEN
PRINT#2,"Lustania hugs you, squeezing ev
ery      ounce of energy from you. You di
e      enjoyably!":dead=1
1910 IF c(1,2)=room AND str>chr(2) THEN
PRINT#2,"You take Karn from behind, stra
ngleing him with ease.":c(1,2)=0:rm(22)=
4:rm(13)=9:i=3:xo=24:yo=16:chs=216:GOSUB

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610:GOSUB 1520:GOSUB 550
1920 IF c(1,2)=room AND str<chr(2) THEN
PRINT#2,"Karn pulls a laser phaser on yo
u and      zaps you into oblivion. You are
dead!":dead=1
1930 IF c(1,3)=room THEN PRINT#2,"Bad de
cision if I may say so. The      Flymat
picks you up in one hand and      throws y
ou away. You die from head      injuries.
";:dead=1
1940 RETURN
1950 REM Initialise
1960 MODE 1:PAPER 0:BORDER 0:PEN 1
1970 INK 0,0:INK 1,26:INK 2,16:INK 3,6
1980 room=16:str=100:beat=0:obj=0:icon=1
:scr=&D446:da=&6000:face=-1
1990 RESTORE 3480:FOR f=1 TO 6:READ co(1
,f),co(2,f):NEXT
2000 chr(1)=85:chr(2)=95
2010 RESTORE 2910:FOR f=1 TO 24:READ a:r
o$(f)=BIN$(a,4):NEXT
2020 RESTORE 3500:FOR f=1 TO 24:READ rm(
f):NEXT
2030 RESTORE 3520:FOR f=1 TO 6:READ pl(1
,f),pl(2,f),pl(3,f):NEXT
2040 WHILE INKEY$<>"":WEND
2050 RETURN
2060 REM Stars
2070 FOR f=1 TO 500

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2080 x=RND*(620):y=RND*(400)
2090 PLOT x,y,1
2100 NEXT
2110 RETURN
2120 REM Start up Screen
2130 PRINT TAB(4)"Khandal Written by Ian
Grainger"
2140 PRINT:PRINT TAB(13)"Copyright 1986"
2150 LOCATE 9,10:PRINT"Press 'SPACE' to
Play"
2160 SOUND 135,0,0,0
2170 beat=1:note=1:WHILE INKEY(47)=-1
2180 GOSUB 860
2190 WEND
2200 beat=0:CLS
2210 RETURN
2220 REM Initialise Graphics Windows
2230 WINDOW#1,10,30,8,17:CLS#1
2240 PLOT 142,110:DRAW# 338,0:DRAW# 0,17
8:DRAW# -338,0:DRAW# 0,-178
2250 LOCATE 10,18:PEN 1:FOR f=1 TO 7:PRI
NT CHR$(240):CHR$(241):CHR$(240);:NEXT
2260 WINDOW#2,1,39,21,24:PAPER#2,3:PEN#2
,1:CLS#2
2270 PRINT#2," Welcome to Khandal by Ia
n Grainger.":PRINT#2,,"      I hope you
enjoy your game."
2280 RETURN
2290 REM Doors!

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2300 IF door=1 THEN CLS#2:PRINT#2:PRINT#
2,"Ouch...!":PRINT#2,"You walked into a
locked door!":GOTO 2340
2310 exit=1:r1=room
2320 room=room+12:scr1=scr
2330 IF room>24 THEN room=room-24
2340 RETURN
2350 REM Use Object
2355 GOSUB 860
2360 IF obj=0 THEN CLS#2:PRINT#2,"You've
got nothing to use!":GOTO 2470
2370 IF obj<6 AND room=VAL(RIGHT$(obj$(2,
obj),2)) THEN GOTO 2480
2380 IF obj<6 AND door=0 THEN CLS#2:PRIN
T#2,"Where's the door? Clever!"
2390 IF obj<6 AND door=1 THEN CLS#2:PRIN
T#2,"The key doesn't fit this door."
2400 IF obj<6 AND door=10 THEN CLS#2:PRI
NT#2,"Why? The doors already open!"
2410 IF obj<6 THEN GOTO 2470
2420 CLS#2:GOSUB 860
2430 PRINT#2,"You use the ";obj$(1,obj)
2440 type=3:GOSUB 1810
2450 IF obj=11 THEN dead=1
2460 IF obj=10 THEN WHILE INKEY(47)=-1:G
OSUB 860:WEND:CLS#2:PRINT#2,"Hope you ha
d a nice rest!"
2470 RETURN

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2480 REM Open the door!
2490 ro$(room)=LEFT$(ro$(room),1)+"10"+RIGHT$(ro$(room),1)
2500 CLS#2:PRINT#2,"Hey presto!","The door opens and the key vanishes."
2510 chs=242:xo=35:yo=12:GOSUB 1520
2520 ii=3:GOSUB 1030:obj=0:door=10
2530 GOSUB 610:GOSUB 2550:GOSUB 550
2540 GOTO 2470
2550 REM Open door
2560 LOCATE#1,10,6:PEN#1,1:PRINT#1,CHR$(232)CHR$(233)CHR$(234)CHR$(235)
2570 FOR f=7 TO 10:LOCATE#1,10,f:PRINT#1,CHR$(236)" "CHR$(237):NEXT f
2580 RETURN
2590 REM Closed door
2600 FOR f=7 TO 10:LOCATE#1,11,f:PRINT#1,CHR$(238)CHR$(239):NEXT f
2610 RETURN
2620 REM Data for Music!
2630 ENV 1,1,15,2,5,-3,4
2640 ENV 2,1,15,1,4,-2,2,7,-1,4
2650 ENV 3,1,15,1,15,-1,2

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2660 ENV 4,7,2,1,14,-1,4
2670 ENV 5,7,-1,1
2680 ENT 1,1,-100,1,5,25,3
2690 ENT 2,1,-75,1,4,25,3
2700 RETURN
2710 DATA -2,-2,-3,-3,-4,-4,-5,-5,478,478,426,426,284,284,319,319,268,268
2720 DATA 268,268
2730 DATA 284,284,284,284,301,301,301,301,319,319,319,319,0,0,0,0,0,0,0,0
2740 DATA 478,478,379,379,319,319,284,284,4,268,268,284,284,319,319,379,379
2750 DATA 478,478,379,379,319,319,284,284,4,268,268,284,284,319,319,379,379
2760 DATA 319,319,319,319,638,638,319,319,9,358,358,358,358,716,716,319,319
2770 DATA 301,301,301,301,602,602,301,301,1,319,319,319,319,0,0,0,0,0,0,-1,-1
2780 DATA 0,-1,-1,0,2,2,2,2,0,0,2,2,0,0,-2,-2,-3,-3,-4,-4,-5,-5,0,0,0
2790 DATA 0,0,1,1,1,284,284,284,284,284,284,319,379,319,379,478,478,478
2800 DATA 478,478,478,319,319,319,319,31

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9,319,358,402,358,426,536,536,536
2810 DATA 536,536,536,358,358,358,358,358,402,451,402,478,602,602,602,602
2820 DATA 602,402,402,358,358,358,358,358,358,268,268,239,239,239,239,239
2830 DATA 239,402,402,358,358,358,358,358,358,402,402,478,478,478,478,478
2840 DATA 478,451,451,426,426,426,426,426,426,379,379,358,358,358,358,358
2850 DATA 358,319,319,379,379,379,379,379,379,379,426,426,478,478,478,478,478
2860 DATA 478,0,0,-2,-2,-3,-3,-4,-4,-5,-5,0,0,0,2,2,2,2,0,0,0,-5,-5,-4,-4
2870 DATA -3,-3,-2,-2,-3,-3,-4,-4,-5,-5
2880 REM Icon window
2890 DATA -16,-16,0,-8,16,-8,-16,-8,0,-8,16,-16,56,0,16,16,0,8,-16,8,16,8,0,8,-16,16,-56,0,1000,-12,-12,0,-4,-16,-8,16,-8,0,-4,12,-12,40,0,12,12,0,4,16,8,-16,8,0,4,-12,12,-40,0
2900 REM Room Data
2910 DATA 1,13,9,9,11,9,11,11,9,8,1,12,1,11,9,8,5,8,1,13,9,9,10,0

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2920 REM Machine Code Data	,252,4,196,4,244,32,47,32,47,32,32,63,0,	3330 DATA "Wow! What a big one. Diamond
2930 DATA DD6601DD6E0022FA,3AB	4,244,4,4,52,4,252,0	that is! It will make someone very happy
2940 DATA 5FDD7E0432FD5FDD,429	3170 DATA 0,63,32,34,42,43,47,47,0,252,4	."
2950 DATA 7E0232FC5FDD6607,357	,4,132,132,196,228,47,47,39,39,39,39,32,	3340 DATA "An advert reads:-
2960 DATA DD6E0622FE5FC330,3C3	63,244,196,196,196,132,132,4,252	Get P.C.W. the best mag around.
2970 DATA 8000000000000000,80	3180 DATA 0,0,0,0,42,127,127,127,0,0,0,1	"
2980 DATA 0000000000000000,0	,131,254,254,254,127,42,0,0,0,0,0,0,254,	3350 DATA "Best before 22nd OCTOBER 1969
2990 DATA 2AFE5FED5BFA5FED,515	190,30,30,30,15,7,0	"
3000 DATA 4BFC5FC5E51A0077,3e1	3190 DATA 0,0,30,33,33,33,33,31,0,0,251,	3360 DATA "Whoops, on examination, you
3010 DATA 231310F9E1010008,229	4,4,4,255,0,0,0,223,32,32,32,255,0,0,0,1	accidentally pull the trigger and
3020 DATA 0930040150C009C1,218	20,132,132,132,132,248,33,33,33,30,33,33	shoot yourself in the foot. Your body e
3030 DATA 0D20EBC900000000,1DE	,33,30	rupts into a multitude of coloured
3040 DATA 0000000000000000,0	3200 DATA 132,132,132,120,132,132,132,12	particles. How invigorating, not to
3050 REM Graphics Data for Icons & Objec	0,109,109,109,109,109,109,109,109,182,18	mention beautiful! Of course, you are d
ts	2,182,182,182,182,182,182,2,34,123,255,2	ead!"
3060 DATA 1,5,5,21,21,21,53,63,0,64,96,9	55,255,255,255,0,72,254,255,255,255,255,	3370 REM Use data
6,96,108,108,252,63,63,63,63,63,31,31	255	3380 DATA "", "", "", "", ""
,248,248,248,240,240,240,224,224	3210 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,	3390 DATA "You can't. It isn't yours!"
3070 DATA 0,0,0,15,16,36,69,133,0,0,0,24	0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0	3400 DATA "You stand the tankard on your
0,8,36,162,161,132,67,32,16,15,0,0,0,33,	3220 REM Object data	head, but it doesn't do much for your
194,4,8,240,0,0,0	3230 DATA Key,Key,Key,Key,Key,Stamp Albu	image, so you stop."
3080 DATA 0,0,0,0,0,0,0,1,0,2,12,28,56,1	m,Pewter Tankard,Scroll,Diamond Ring,New	3410 DATA "You stand on the scroll, but
12,224,192,35,55,30,28,62,115,96,0,128,0	spaper,Cornflakes,Electro-Plasmic Ray Gu	it only makes it dirty!"
,0,0,0,0,0,0	n	3420 DATA "It don't seem to fit yer fing
3090 DATA 0,15,31,31,31,15,7,7,6,6,140,1	3240 REM Examination data	er boy!"
40,156,156,252,248,15,31,63,63,55,55,55,	3250 DATA "Mmm. It says:- Room 14"	3430 DATA "You pause for a while to read
55,248,248,248,248,248,248,248	3260 DATA "Well dang gawn it! It says:-	the Newspaper- Press Space to resta
3100 DATA 0,3,7,14,4,0,1,3,0,248,255,15,	Room 7"	rt."
15,28,152,192,3,1,0,12,28,56,255,255,192	3270 DATA "On the side in red lipstick r	3440 DATA "You dip your hand into the pa
,128,0,8,24,56,240,224	eads:- With all my love, for room 5"	cket and eat a handfull of flakes. Oh bo
3110 DATA 0,0,0,0,0,0,0,127,0,0,0,14,17,	3280 DATA "By jove chaps. It says:- Room	y do you feel terrible. Argg...You Cho
17,17,241,255,127,16,56,56,40,40,0,241,2	23"	ke and die.Didn't you read the sell by
41,17,17,17,14,0,0	3290 DATA "Jumping Jalopies! It says:-	date?"
3120 DATA 224,152,134,129,153,153,129,12	Room 8"	3450 DATA "Pow, Pow, Pow.....Pow, Pow,P
9,7,25,97,141,141,129,177,177,177,177,12	3300 DATA "Inscribed on the front page i	ow, Pow, You fire the gun in all directi
9,177,177,134,152,224,129,141,141,129,12	s a message reading: If found, plea	ons but it don't do no good, so you put i
9,97,25,7	se return to The Flymat, Room 18, Th	t away!"
3130 DATA 0,0,0,31,31,31,31,31,0,0,12,25	e Complex."	3460 DATA 9,13,18
4,243,247,230,230,31,31,31,31,31,31,0	3310 DATA "Engraved on the side it says:	3470 REM Icon places
,230,230,230,230,236,248,224,0	- Presented to popular computing	3480 DATA 34,190,34,284,98,368,274,368,4
3140 DATA 0,3,4,8,8,8,8,8,0,252,10,18,30	weekly for all of their sterling work in	68,368,532,238
,16,16,16,8,8,8,8,63,32,64,63,16,16,16,1	the computer field."	3490 REM What objects in which rooms
6,200,72,144,224	3320 DATA "Congratulations! This scroll	3500 DATA 0,0,0,0,0,6,10,0,0,0,12,0,0,0,
3150 DATA 0,7,10,9,11,59,123,107,0,240,4	means you have finished your objective an	1,0,11,0,0,7,2,0,0,8
0,200,232,238,239,235,105,106,103,96,48,	d gained eternal life, unfortunately	3510 REM Icon Character Places
56,31,7,203,43,243,3,6,14,252,240	, you can't put this to good use until my	3520 DATA 4,15,196,4,9,180,8,4,184,19,4,
3160 DATA 0,63,32,47,32,47,32,47,0,252,4	next game appears! Anyway Well Done!"	192,31,4,188,35,12,242

Listing 1

```
10 MODE 2:FOR add=&6000 TO &6440 STEP 16
20 PRINT"Enter line :";HEX$(add,4);": ";
:INPUT he$
30 IF LEN(he$)<>32 THEN PRINT "Wrong amo
unt of data. Try again.":GOTO 20
40 INPUT "Enter checksum ";ch$
50 ch=0:FOR f=1 TO LEN(he$) STEP 2
60 by=VAL("&" +MID$(he$,f,2)):ch=ch+by
70 POKE add+(f/2)-1,by:NEXT
80 IF ch<>VAL("&" +ch$) THEN PRINT "Total
ks incorrect. Try again.":GOTO 20
90 NEXT:PRINT "Insert cassette to save d
ata after main program."
100 SAVE "data",b,&6000,1088
```

Listing 2

```
6000 : 00030F0000070F0B00430F0C00E10F0E = 18C
6010 : 00A10F0E06A10F0E0F4B0F0E0F0F0F0E = 234
6020 : 070D0F0C000B1E0C00077B0B00BBF000 = 293
6030 : 00FFFF0000FBF0B00070F0B00070B0B0 = 7E6
6040 : 0070D0B000F0D0C000F0E0C000F0E0C0 = 960
6050 : 00F0E0C000F0E0C00070E0C00077EF0C = 8A2
6060 : 0070E10B0070F0B00030F0000030F000 = 579
6070 : 0000E0000000E0000011EE0000000000 = 2BF
6080 : 00030F0000070F0B00430F0C00E10F0E = 18C
6090 : 00A10F0E06A10F0E0F4B0F0E0F0F0F0E = 234
60A0 : 070D0F0C000B1E0C00077B0B00BBF000 = 293
60B0 : 00FFFF0000FBF0B00070F0C00070D0E0 = 8A6
60C0 : 0070E0F000F0F07000C30BE000C37BB0 = 7F6
60D0 : 00F00B4000F0F0C00070F0C00077FFCC = 83A
60E0 : 0070D0B00070D0B000F0B0B000F070F1 = 7F1
60F0 : 10E030F110C000F133CC001100000000 = 4E2
6100 : 000F0C00010F0E00030F2C00070F7B00 = 105
6110 : 070F5B00070F5B06070F2D0F070F0F0F = 168
6120 : 030F0B0E03B70D0001E10E0000F0D100 = 373
6130 : 00FFFF0010F0F10010F0E00010D0E000 = 7BF
6140 : 10B0E00030B0F0003070F0003070F000 = 690
```

```
6150 : 3070F0003070F0003070E000037FEE00 = 610
6160 : 017BE00010F0E00000F0C00000F0C000 = 699
6170 : 00700000007000000077BB0000000000 = 1DF
6180 : 000F0C00010F0E00030F2C00070F7B00 = 105
6190 : 070F5B00070F5B06070F2D0F070F0F0F = 168
61A0 : 030F0B0E03B70D0001E10E0000F0D100 = 373
61B0 : 00FFFF0010F0F10030F0E00070B0E000 = 7EF
61C0 : F070E000E0F0F00070013C0010E13C00 = 6DA
61D0 : 2001F00030F0F00030F0E00033FFEE00 = 741
61E0 : 10B0E00010B0E00010D0F000FBE0F000 = 7DB
61F0 : F8C070B0FB0030B0BB0033CC00000000 = 5D7
6200 : 00330000000077BB000000CCBB000000 = 286
6210 : CCB800000099CC000011BBEE000011BA = 50E
6220 : 0A000011BB06000011BB0E000011010C = 174
6230 : 000000471F000011FFFFCC0033FFFFEE = 660
6240 : 0077FFFFFF00FFBBEEFFB84C33EE110B = 929
6250 : 0B10C0000B0033EE00000077FF000000 = 377
6260 : FFFFBB0000FFFFBB0000FFFFBB000077 = 809
6270 : FF000000070700000007070000000306 = 124
6280 : 00000003060000000306000000020200 = 16
6290 : 00002623000000CC11BB00000071FFE8 = 406
62A0 : 00F9FFF911FEFFF733FFF6FF77FFF9BB = C47
62B0 : 7777FF99EE77FF994C33FFCC0B33FFCC = 9D3
62C0 : 0071FFCC0070F0C00031FFCC003399CC = 7F0
62D0 : 003399CC003300CC007700EE007700EE = 561
62E0 : 007700EE006600660066006600060006 = 309
62F0 : 000E0007010C00030000000000000000 = 25
6300 : 00000E000000010F0000000105000000 = 24
6310 : 010B000000010B000000000E00000011 = 37
6320 : 1F00000071FFE80000F9FFF90011FEFF = 776
6330 : F78B33FFF6FF8B77FFF9BBCC7777FF99 = BAA
6340 : CCEE77FF99CC4C33FFCCCC0B33FFCCBC = A3D
6350 : 0071FFCC040070F0C0000031FFCC0000 = 65C
6360 : 3399CC00003399CC00003300CC000077 = 4A6
6370 : 00EE00007700EE00007700EE00006600 = 41E
6380 : 660000660066000006000600000E0007 = 153
```

6390 : 00010C00030B000000000000000000 = 1B

63A0 : 00070F0E00000F0F0F00010F0F0F0B03 = 8A

63B0 : 3C0FC30C037B96E10C037B96E10C037B = 591

63C0 : 96E10C034B96210C034B96210C033C0F = 3ED

63D0 : C30C030F0F0F0C030F0F0F0C010E0007 = 15D

63E0 : 0B110F0F0FBB33BF0F1FCC77FFFFFFFFEE = 6EC

63F0 : FFFF99FFFFFFFF99FFFFEEFFFFFFFF77EE = E7A

6400 : FF99FF77EE7799EE77EE33FFCC77FF77 = B4A

6410 : FFEEFFFF77FFEEFF7777FFEEEE77BBFF = D4B

6420 : DDEE33DDFFBBCC11BB99DDBB003300CC = 92A

6430 : 00003300CC00000F090F000000000000 = 126

6440 : 000000000000000000000000000000 = 0