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10 REM *THE DIAMOND RING*
20 MODE 1:INK 0,1:INK 1,26:INK 2,22:INK
3,25:BORDER 1:FOR X%=4 TO 6:PEN#X%,3:NEX
T X%:DIM B(4):FOR X%=1 TO 4:B(X%)=INT(RN
D*9)+1:NEXT X%:GOSUB 1900:GOSUB 1430:GOS
UB 1940:WINDOW#1,1,40,1,5:WINDOW#2,1,40,
7,7:WINDOW#3,1,40,9,19:WINDOW#0,1,40,21,
25
30 WINDOW#4,1,40,6,6:WINDOW#5,1,40,8,8:W
INDOW#6,1,40,20,20:FOR X=1 TO 6:PAPER#X,
0:PEN#X,1:NEXT:P=1:Z$=STRING$(40,154):PR
INT#4,Z$;:PRINT#5,Z$;:PRINT#6,Z$;
40 CLS#1:PRINT#1,S$(P):CLS#2:Q$="":IF V(
P,1)<>0 THEN Q$=Q$+"North,"
50 IF V(P,2)<>0 THEN Q$=Q$+"East,"
60 IF V(P,3)<>0 THEN Q$=Q$+"South,"
70 IF V(P,4)<>0 THEN Q$=Q$+"West":A=1
80 IF A=0 THEN Q$=LEFT$(Q$,LEN(Q$)-1)ELS
E A=0
90 PEN#2,2:PRINT#2,"You can go:":PEN#2,
1:PRINT#2,Q$:CLS#3:PEN#3,2:PRINT#3,"You
can see:":PEN#3,1:FOR X%=1 TO 20:IF P(X
%)=P THEN PRINT#3,T$(X%):A=1
100 NEXT X%:IF A=0 THEN PRINT#3,"Nothing
else"ELSE A=0
110 IF P<>12 AND F=1 THEN F=0
120 GOSUB 1330
130 IF P=12 AND F=0 THEN 1400
140 PEN 1:PRINT">":PEN 2:LINE INPUT IN$
:IF LEN(IN$)=1 THEN 410
150 FOR X%=1 TO LEN(IN$):IF MID$(IN$,X%,
1)=" "THEN IO$=LEFT$(IN$,X%-1):I1$=RIGHT
$(IN$,LEN(IN$)-X%):A=1:GOTO 170
160 NEXT X%
170 IF A=0 THEN IO$=LEFT$(IN$,3):GOTO 19
0 ELSE A=0
180 IO$=LEFT$(IO$,3):I1$=LEFT$(I1$,3)
190 IF IO$="POI"OR IO$="SCO"THEN PRINT#3
:PRINT#3,"Do you think this is PACMAN ??
":GOTO 130
200 IF IO$="SOU"OR IO$="NOR"OR IO$="WES"
OR IO$="EAS"THEN IN$=LEFT$(IO$,1):GOTO 4
10
210 IF IO$="HEL"THEN PRINT#3:PRINT#3,"Ma
ke a MAP!":GOTO 130
220 IF IO$="INV"THEN 480
230 IF IO$="LOO"THEN 40
240 IF IO$="GET"OR IO$="TAK"OR IO$="PIC"
THEN 510
250 IF IO$="DRO"THEN 620
260 IF IO$="EXA"OR IO$="REA"THEN 690
270 IF IO$="UNL"THEN 890
280 IF IO$="GO"OR IO$="RUN"THEN 1030
290 IF IO$="OPE"THEN 1040
300 IF IO$="USE"OR IO$="CLI"THEN 1100
310 IF IO$="QUI"OR IO$="STO"OR IO$="END"
THEN 1140
320 IF IO$="GIV"THEN 1170
330 IF IO$="EAT"THEN 1280
340 IF IO$="KIL"OR IO$="ATT"THEN PRINT#3

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:PRINT#3,"No killing in this adventure!"
:GOTO 130
350 IF IO$="SAV"THEN 1310
360 IF IO$="LOA"THEN 1320
370 ON INT(RND*3)+1 GOTO 380,390,400
380 PRINT#3:PRINT#3,"I don't understand
you!":GOTO 130
390 PRINT#3:PRINT#3,"What do you try to
tell me?":GOTO 130
400 PRINT#3:PRINT#3,"Try again!":GOTO 13
0
410 PRINT#3:IF IN$="N"THEN IF V(P,1)<>0
THEN P=V(P,1):GOTO 40
420 IF IN$="E"THEN IF V(P,2)<>0 THEN P=V
(P,2):GOTO 40
430 IF IN$="S"THEN IF V(P,3)<>0 THEN P=V
(P,3):GOTO 40
440 IF IN$="W"THEN IF V(P,4)<>0 THEN P=V
(P,4):GOTO 40
450 IF IN$="I"THEN 480
460 IF IN$<>"N"AND IN$<>"E"AND IN$<>"S"AN
D IN$<>"W"THEN PRINT#3,"Sorry, but I do
n't understand you!":GOTO 130
470 PRINT#3,"You can't go that way, fool
!":GOTO 130
480 PEN#3,2:PRINT#3,"You have with you:"
:PEN#3,1:FOR X%=1 TO 19:IF P(X%)=0 THEN
PRINT#3,T$(X%):A=1
490 NEXT X%:IF A=0 THEN PRINT#3,"Nothing
!"ELSE A=0
500 GOTO 130
510 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
520 IF C=3 THEN PRINT#3,"Your hands are
full!":GOTO 130
530 IF S=15 THEN 590
540 IF S>7 THEN PRINT#3,"You can't do th
at!":GOTO 130
550 IF S=15 THEN 590
560 IF P(S)=0 THEN PRINT#3,"You are carr
ying it!":GOTO 130
570 IF P(S)<>P THEN PRINT#3,"You can't s
ee it here!":GOTO 130
580 PRINT#3,"O.K.":P(S)=0:C=C+1:GOTO 130
590 FOR X%=15 TO 18:IF P(X%)=P THEN 600
ELSE NEXT X%:PRINT#3,"You can't see a pi
ce of paper!":GOTO 130
600 D=P:GOSUB 820:D=0:IF A=1 THEN A=0:GO
TO 130
610 PRINT#3,"O.K.":P(B+14)=0:C=C+1:GOTO
130
620 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
630 IF S=15 THEN 670
640 IF S>7 THEN PRINT#3,"FOOL!!!!":GOTO
130
650 IF P(S)<>0 THEN PRINT#3,"You can't!"

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:GOTO 130
660 PRINT#3,"O.K.":P(S)=P:C=C-1:GOTO 130
670 GOSUB 820:IF A=1 THEN A=0:GOTO 130
680 PRINT#3,"O.K.":P(B+14)=P:C=C-1:GOTO
130
690 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
700 IF S=4 AND P(4)=0 THEN PRINT#3,"It's
a bottle of wine!":GOTO 130
710 IF S=10 AND P=9 AND P(8)=-1 THEN PRI
NT#3,"You look under the tarpaulin and y
ou find a ladder!":P(8)=P:GOTO 130
720 IF S=13 AND P(13)=P AND P(4)=-1 THEN
PRINT#3,"You examine the cabinet and yo
u find a bottle!":P(4)=17:GOTO 130
730 IF S=5 AND P(15)=-1 AND(P=P(5)OR P(5
)=0)THEN PRINT#3,"You find a pice of pap
er inside the box!":P(15)=P:GOTO 130
740 IF S=11 AND P(18)=-1 AND P=22 THEN P
RINT#3,"It's a pice of paper under it!":
P(18)=22:GOTO 130
750 IF S=6 AND P(17)=-1 AND(P=P(6)OR P(6
)=0)THEN PRINT#3,"Oh! You find a pice o
f paper!":P(17)=P:GOTO 130

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760 IF S=16 AND P=13 THEN PRINT#3,"It re
ads: ONLY 500 YARDS TO BEN'S INN.":GOTO
130
770 IF S=9 AND E=1 AND P=21 AND T(3)=-1
THEN PRINT#3,"You find the ->DIAMOND RIN
G<-!":P(3)=21:GOTO 130
780 IF S=15 THEN 800
790 PRINT#3,"You see nothing special!":G
OTO 130
800 GOSUB 820:IF A=1 THEN A=0:GOTO 130
810 PRINT#3,"It reads: ";B;"-->";B(B);"!
":GOTO 130
820 IF D=P THEN 850
830 FOR X%=15 TO 18:IF P(X%)=0 THEN 850
840 NEXT X%:PRINT#3,"You don' have a pic
e of paper!":A=1:RETURN
850 Q$="":FOR X%=1 TO 4:IF P(X%+14)=D TH
EN Q$=Q$+STR$(X%)+", "
860 NEXT X%:Q$=LEFT$(Q$,LEN(Q$)-1):IF LE
N(Q$)=2 THEN B=VAL(Q$):RETURN
870 PRINT#3,"Whitch pice of paper (";Q$;
" )";:INPUT#3,"":B:PRINT#3:IF(B<1 OR B>
4)THEN PRINT#3,"No No No! FOOL!!!":A=1:
RETURN ELSE IF P(B+14)<>0 AND D=0 THEN P
RINT#3,"You don' have that pice of paper
!":A=1:RETURN
880 RETURN
890 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 13
0 ELSE PRINT#3
900 IF S=13 AND P=17 THEN PRINT#3,"It's
not locked!":GOTO 130
910 IF S=14 AND P=2 AND P(19)=P AND P(1)
=0 THEN PRINT#3,"You unlock the gate!":P
(19)=-1:P(14)=2:V(2,4)=15:GOTO 130
920 IF S=14 AND P=2 AND P(19)=P AND P(1)
<>0 THEN PRINT#3,"You haven't the key!":
GOTO 130
930 IF S=9 AND P=21 THEN 970
940 IF S<>13 AND S<>14 AND S<>9 THEN PRI
NT#3,"You can't!":GOTO 130
950 IF P(S)=P THEN PRINT#3,"It's open!":
GOTO 130
960 PRINT#3,"You can't see it here!":GOT
O 130

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970 IF E=1 THEN PRINT#3,"It's open!":GOT
O 130
980 PEN#3,2:PRINT#3,"TYPE IN THE CODE:":
PEN#3,1:FOR X%=1 TO 4
990 PRINT#3,TAB(2)"NUMBER: ";X%;"-->: ";:I
NPUT#3,I%:IF I%<1 OR I%>9 THEN PRINT#3,C
HR$(11);:GOTO 990
1000 C(X%)=I%:NEXT X%:FOR X%=1 TO 4:IF C
(X%)=B(X%)THEN NEXT X%:GOTO 1020
1010 PRINT#3,"Wrong code!":GOTO 130
1020 PRINT#3,"Correct code! The safe is
open.":E=1:GOTO 130
1030 IN$=LEFT$(I1$,1):GOTO 410
1040 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 1
30 ELSE PRINT#3
1050 IF S=5 AND(P(5)=P OR P(5)=0)THEN PR
INT#3,"You open the box!":GOTO 130
1060 IF S=13 AND P=17 AND P(4)=-1 THEN P
RINT#3,"You open the cabinet!":P(13)=17:
P(20)=-1:GOTO 130
1070 IF S=14 AND P(19)=P THEN PRINT#3,"T
ry to unlock it!":GOTO 130
1080 IF S=9 AND P=21 THEN 970
1090 GOTO 940

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1100 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 1
30 ELSE PRINT#3
1110 IF S<>8 THEN PRINT#3,"You can't do
that!":GOTO 130
1120 IF P<>9 OR P(8)<>9 THEN PRINT#3,"Yo
u can't see the ladder!":GOTO 130
1130 PRINT#3,"You climb the ladder!":P=1
0:WHILE INKEY$<>"":WEND:WHILE INKEY$=""
:WEND:GOTO 40
1140 PRINT#3:INPUT#3,"Are you sure (Y/N)
??";AN$:IF AN$="N"THEN 130
1150 IF AN$<>"Y"THEN 1140
1160 CALL &BBFF:CALL &BB4E:END
1170 GOSUB 1380:IF BB=1 THEN BB=0:GOTO 1
30 ELSE PRINT#3
1180 IF S=2 AND P=2 AND P(2)=0 THEN PRIN
T#3,"You give the cigarette to the garde
ner. He says 'Thank you' and gives you a
key.":P(1)=0:P(2)=-1:GOTO 130
1190 IF S=2 AND P=2 THEN PRINT#3,"You ha
ven't the sigarete!":GOTO 130
1200 IF P=2 THEN PRINT#3,"Nobody want's
it!":GOTO 130
1210 IF S=4 AND P=25 AND P(4)=0 THEN PRI
NT#3,"You give the bottle to the steward
. He says 'Thank you!' and gives you a
pice of paper.":P(16)=0:P(4)=-1:GOTO 13
0
1220 IF S=4 AND P=25 THEN PRINT#3,"You h
aven't got the bottle!":GOTO 130
1230 IF P=25 THEN PRINT#3,"Nobody here w
ant's it!":GOTO 130
1240 IF S=7 AND P=6 AND P(7)=0 THEN PRIN
T#3,"You give the food to the dog. It t
akes the food and lies down on the lawn.
":P(7)=-1:C=C-1:V(6,1)=7:GOTO 130
1250 IF S=7 AND P=6 THEN PRINT#3,"You do
n't have the meat!":GOTO 130
1260 IF P=6 THEN PRINT#3,"The dog growls
at you!":GOTO 130
1270 PRINT#3,"It's nobody here to give i
t to!":GOTO 130
1280 GOSUB 1380:IF S=7 AND P(7)=0 THEN P
RINT#3,"Eat DOG FOOD!":GOTO 130

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1290 IF S=7 THEN PRINT#3,"You haven't go
t the food!":GOTO 130
1300 PRINT#3,"You can't eat that!":GOTO
130
1310 OPENOUT"RINGDATA":SPEED WRITE 1:PRI
NT#9,P,C,D,E,F:FOR X%=1 TO 4:PRINT#9,B(X
%):NEXT X%:FOR X%=1 TO 20:PRINT#9,F(X%):
NEXT X%:FOR X%=1 TO 28:FOR Y%=1 TO 4:PRI
NT#9,V(X%,Y%):NEXT Y%,X%:CLOSEOUT:CLS:GO
TO 130
1320 OPENIN"RINGDATA":INPUT#9,P,C,D,E,F:
FOR X%=1 TO 4:INPUT#9,B(X%):NEXT X%:FOR
X%=1 TO 20:INPUT#9,F(X%):NEXT X%:FOR X%=
1 TO 28:FOR Y%=1 TO 4:INPUT#9,V(X%,Y%):N
EXT Y%,X%:CLOSEIN:CLS:GOTO 40
1330 PRINT#3:IF P=2 THEN PRINT#3,"The ga
rdener is standing beside you!":RETURN
1340 IF P=25 THEN PRINT#3,"The steward i
s standing beside you!":RETURN
1350 IF P=6 AND P(7)=-1 THEN PRINT#3,"Th
e dog is eating the food!":RETURN
1360 IF P=6 THEN PRINT#3,"The dog growls
at you!":RETURN
1370 RETURN
1380 FOR X%=1 TO 16:IF I1$=S0$(X%)THEN S
=X%:RETURN
1390 NEXT X%:PRINT#3:PRINT#3,"You can't
do that!":BB=1:RETURN
1400 PRINT#3:IF P(3)<>0 AND F=0 THEN PRI
NT#3,"A man says to you: 'Fool! Find the
ring otherwise.....':F=1:GOTO 130
1410 IF F=1 THEN 130
1420 PRINT#3,"A man says to you: 'You mad
e it!' You give the ring to him and he
gives you some money.":PRINT#3:PRINT
#3:PRINT#3:PRINT#3,"YOU HAVE REA
CHED THE END OF THIS ADVENTURE.
LOOK OUT FOR THE NEXT!":END
1430 DIM S$(28),V(28,4),T$(20),P(20),S0$
(16):RESTORE 1450:FOR X%=1 TO 28:READ S$
(X%):NEXT X%:RESTORE 1730:FOR X%=1 TO 28
:FOR Y%=1 TO 4:READ V(X%,Y%):NEXT Y%,X%:
RESTORE 1830:FOR X%=1 TO 20:READ T$(X%):
NEXT X%:RESTORE 1860:FOR X%=1 TO 20:READ
P(X%)
1440 NEXT X%:RESTORE 1870:FOR X%=1 TO 16
:READ S0$(X%):NEXT X%:RETURN
1450 DATAYou are on a very big lawn. Fa
r away can you see the house.
1460 DATAYou are standing on a gravelway
. To the west can you see a gate and far
away to the east a big house.
1470 DATAYou are standing on a gravelway
. To the east can you see a big house.
1480 DATAYou are standing at a hill.
1490 DATAYou are outside the house.
1500 DATAYou are standing on a lawn outs
ide the house. A dog lies in front of
you.
1510 DATAYou are at a hill. To the west
can you see an old shed.
1520 DATAYou are inside the shed. You c
an smell mould.
1530 DATAYou are standing beside a high
wall. To the east can you see an old she
d.
1540 DATAYou are standing outside the wa
ll.
1550 DATAYou are walking on a dusty high
road.
1560 DATAYou are inside the inn.
1570 DATAYou are walking on a dusty high
road. At the side at the road can you se
e a sign.

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1580 DATAYou are walking on a dusty high
road.
1590 DATAYou are standing outside the ga
te.
1600 DATAYou are in a corridor inside th
e house.
1610 DATAYou are in a very big hall. Yo
u can see a cabinet in the corner.
1620 DATAYou are in a big room.
1630 DATAYou are in the dining-room.
1640 DATAYou are in a long corridor.
1650 DATAYou are in a dark and cold room
.
1660 DATAYou are in the spare room.
1670 DATAYou are in a little room.
1680 DATAYou are in the kitchen. It sme
lls well.
1690 DATAYou are in the stewards room.
1700 DATAYou are in a very big bedroom.
1710 DATAYou are in the cooks room.
1720 DATAYou are inside a dark and cold
room.
1730 DATA0,0,2,0,1,3,0,0,0,5,0,2
1740 DATA0,0,3,0,6,16,0,3,0,0,5,4
1750 DATA0,0,6,8,0,7,0,9,0,8,0,0
1760 DATA0,0,0,11,0,10,13,0,0,13,0,0
1770 DATA11,0,14,12,13,15,0,0,0,2,0,14
1780 DATA17,0,0,5,18,20,16,0,0,19,17,0
1790 DATA0,24,0,18,0,0,21,17,20,26,22,0
1800 DATA21,0,0,0,0,0,24,0,23,27,25,19
1810 DATA24,0,0,0,0,28,0,21,0,0,0,24
1820 DATA0,0,0,26
1830 DATAA key,A cigarette,The diamond r
ing,A bottle,A box,A bucket
1840 DATASome food,A ladder,A safe,A tar
paulin,A bed,A dog,An open cabinet,An op
en gate,A piece of paper marked->1
1850 DATAA piece of paper marked->2,A pic
e of paper marked->3,A piece of paper mar
ked->4,A locked gate,A closed cabinet
1860 DATA-1,27,-1,-1,18,28,24,-1,21,9,22
,6,-1,-1,-1,-1,-1,-1,2,17
1870 DATAKEY,CIG,RIN,BOT,BOX,BUC,FOO
1880 DATALAD,SAF,TAR,BED,DOG,CAB,GAT
1890 DATAPAP,SIG
1900 RESTORE 1910:FOR X%=1 TO 26:READ Y%
:KEY DEF Y%,1,X%+64,X%+64,X%+64:NEXT X%:
RETURN
1910 DATA69,54,62,61,58,53,52,44,35
1920 DATA45,37,36,38,46,34,27,67,50
1930 DATA60,51,42,55,59,63,43,71
1940 CLS:LOCATE 7,3:PEN 3:PRINT"Welcome
to the Diamond Ring":PEN 1:LOCATE 1,8
1950 PRINT" In this adventure game y
ou are a famous detective and your t
ask is to find the diamond ring in th
e house. When you have got the ring,
should you go to the inn and give the
ring to your boss.":LOCATE 17,20:PEN
2
1960 PRINT"<ENTER>"
1970 IF INKEY$=CHR$(13)THEN 1970
1980 IF INKEY$<>CHR$(13)THEN 1980
1990 CLS:RETURN
2000 REM
2010 REM THE DIAMOND RING
WRITTEN BY F. NORDBAKKE
GAMLE BREVIK VEI
1555 SON
NORWAY

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