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10 REM ----- ESPIONAGE -----
20 REM           By J.Metcalf
30 REM           Adapted by K.Goodman
40 REM (c)Computing with the Amstrad
50 REM ----- CPC -----
60 KEY 0,"pen 1:paper 0:speed key 30,2"+
CHR$(13):REM Press 0 on the keypad to r
estore normal key speed +pen/paper
70 REM ----- Title page -----
80 MODE 1:INK 0,1:INK 1,26:INK 2,24:INK
3,20
90 PAPER 0:BORDER 1:PEN 2:CLS
100 y=5:PEN 2:FOR j=1 TO 2:LOCATE 10,y:P
RINT STRING$(20,238):y=11:NEXT
110 PEN 3:LOCATE 16,8:PRINT"ESPIONAGE"
120 FOR dl=1 TO 100:NEXT

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130 GOSUB 690:REM Set variables
140 CLS:GOSUB 1450:REM Instructions
150 MODE 1:INK 0,26:INK 1,0:INK 2,17:INK
3,26
160 WINDOW 3,38,2,17:PAPER 3:PEN 1:CLS
170 WINDOW#1,2,39,19,20:PAPER#1,1:PEN#1,
0:CLS#1
180 WINDOW#2,2,39,21,24:PAPER#2,1:PEN#2,

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0:CLS#2
190 MOVE 12,12:DRAW 12,115,1:DRAW 627,11
5:DRAW 627,12:DRAW 12,12
200 PRINT CHR$(23)CHR$(1);:PEN 1:GOSUB 1
000
210 mins=15:secs=0:REM Max time allowed
220 PEN#1,3:LOCATE#1,10,1:PRINT#1,"TIME
LEFT mins;secs:EVERY 50 GOSUB 1210
230 REM ----- Main loop -----
240 WHILE mins>-1 AND ss=0 AND win=0
250 IF (NOT INKEY(47) OR NOT INKEY(76))
AND ((mx>304)*(mx<368)*(my>240)*(my<304)
) THEN GOSUB 1130
260 IF NOT INKEY(35) THEN CLS#2:PRINT#2,
m$(8)" "ob$(cc)
270 IF NOT INKEY(67) THEN PRINT CHR$(7);
:RUN
280 IF (INKEY(69)=0)+(INKEY(71)=0)+(INKE
Y(22)=0)+(INKEY(30)=0)+(JOY(0)<0) THEN
GOSUB 410
290 WEND:zz=REMAIN(0)
300 REM ----- Game over -----
310 FOR dl=1 TO 5000:NEXT
320 SOUND 1,50,50,15,0,1:SOUND 132,50,10
0,10,0,1
330 MODE 1:INK 0,1:INK 1,26:INK 2,24:INK
3,20
340 PAPER 0:PEN 2:CLS
350 IF win THEN LOCATE 14,8:PRINT"WELL D
ONE":LOCATE 5,12:PRINT"Your agent has go
t the formula":GOTO 370
360 LOCATE 16,8:PRINT"HARD LUCK":IF flag
4=2 AND ss=0 THEN LOCATE 5,12:PRINT m$(1
) ELSE IF flag4<>2 AND ss=0 THEN LOCATE
7,12:PRINT m$(2)
370 LOCATE 14,16:PRINT"Press M for more"
:LOCATE 14,18:PRINT"Press E to end
380 WHILE INKEY(38) AND INKEY(58):WEND
390 IF NOT INKEY(38) THEN RUN ELSE CLS:E
ND
400 REM ----- Move man -----
410 WHILE INKEY$<>" AND ss=0 AND mins>-
1
420 onx=mx:omy=my
430 IF NOT INKEY(30) OR NOT INKEY(74) TH
EN mx=mx+16*(mx>56):cb=210
440 IF NOT INKEY(22) OR NOT INKEY(75) TH
EN mx=mx-16*(mx<552):cb=208
450 IF NOT INKEY(69) OR NOT INKEY(72) TH
EN my=my-16*(my<360):cb=216
460 IF NOT INKEY(71) OR NOT INKEY(73) TH
EN my=my+16*(my>168):cb=216
470 nman$=CHR$(cb-(oman$=CHR$(cb)))
480 TAG:MOVE onx,omy:CALL 80D19:PRINT om
an$;:MOVE mx,my:PRINT nman$;:TAGOFF:oman
$=nman$
490 IF (mx>=552)*(my<296)*(my>232) AND (
rm(r) AND 2)=2 THEN chge=1:TAG:MOVE mx
,my:PRINT man$;:TAGOFF:GOSUB 850
500 IF (mx<=64)*(my<296)*(my>232) AND (r
m(r)<16 OR r=11) AND ((rm(r) AND 8)=8) T
HEN chge=3:TAG:MOVE mx,my:PRINT man$;:TA
GOFF:GOSUB 850
510 IF (my>=352)*(mx<364)*(mx>280)*(rm(r
)<16) AND ((rm(r) AND 1)=1) THEN chge=0:
TAG:MOVE mx,my:PRINT man$;:TAGOFF:GOSUB
850
520 IF (my<=172)*(mx<364)*(mx>280) AND (
rm(r) AND 4)=4 THEN chge=2:TAG:MOVE mx
,my:PRINT man$;:TAGOFF:GOSUB 850
530 WEND:RETURN
540 REM ----- Draw doors -----
550 LOCATE 16,1:PRINT CHR$(212)SPC(5)CHR
$(213)
560 IF r=11 AND rm(11)>15 THEN PEN 2:LOC

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ATE 16,1:PRINT STRING$(7,140):PEN 1
570 RETURN
580 LOCATE 35,6:PRINT CHR$(213):LOCATE 3
5,11:PRINT CHR$(214)
590 FOR j=7 TO 10:LOCATE 35,j:PRINT CHR$
(32)
600 NEXT:RETURN
610 LOCATE 16,16:PRINT CHR$(215)SPC(5)CH
R$(214)
620 RETURN
630 LOCATE 1,6:PRINT CHR$(212):LOCATE 1,
11:PRINT CHR$(215)
640 FOR j=7 TO 10:LOCATE 1,j:PRINT CHR$(
32):NEXT
650 IF (r=15 AND rm(15)>15) OR (r=31 AND
rm(31)>15) THEN PEN 2:FOR p=6 TO 11:LOCA
TE 1,p:PRINT CHR$(133):NEXT:PEN 1
660 IF (r=31 AND rm(31)>15) THEN PEN 2:FO
R p=6 TO 11:LOCATE 1,p:PRINT CHR$(133):N
EXT:PEN 1
670 RETURN
680 REM ----- Set variables -----
690 DEFINIT a-z:SYMBOL AFTER 32:SPEED KEY
1,1
700 DIM rm(35),ob(35),ob$(15),m$(29):oma
n$=CHR$(216):mx=320:my=286
710 FOR j=0 TO 35:READ rm(j):NEXT
720 FOR j=0 TO 35:READ ob(j):NEXT
730 FOR j=0 TO 15:READ ob$(j):NEXT
740 FOR j=1 TO 29:READ m$(j):NEXT
750 FOR j=1 TO 54:READ s,a,b,c,d,e,f,g,h
,chk1
760 SYMBOL s,a,b,c,d,e,f,g,h
770 chk2=s+a+b+c+d+e+f+g+h:IF chk1<>chk2
THEN 1840
780 NEXT
790 chk2=0:FOR j=1 TO 16:READ a,b,c,d
800 chk2=chk2+a+b+c+d
810 NEXT:READ chk1:IF chk1<>chk2 THEN 18
50
820 ENV 1,8,8,25:ENT -1,1,1,1:flag2=1
830 RETURN
840 REM ----- New room -----
850 IF (r=10)*(mx>544) THEN INK 2,17:INK
3,26:CLS ELSE INK 2,0:INK 3,0:CLS
860 IF chge=0 THEN my=176:r=r-6
870 IF chge=2 THEN my=336:r=r+6
880 IF chge=1 THEN mx=80:r=r+1
890 IF chge=3 THEN mx=544:r=r-1
900 GOSUB 1000:TAG:MOVE mx,my:PRINT oman
$;:TAGOFF:INK 2,17:INK 3,26
910 IF (r=11)*(cc<>1)*(rm(11)>15) THEN C
LS#2:PRINT#2,m$(4)
920 IF (r=11)*(cc=1)*(my>208) THEN rm(11)
=9:CLS#2:PRINT#2,m$(3):GOSUB 550:FOR k=1
500 TO 1 STEP -100:SOUND 3,k,3,15:NEXT
930 IF (r=31)*(cc<>5)*(rm(31)>15) THEN C
LS#2:PRINT#2,m$(4)
940 IF r=18 AND q=0 THEN GOSUB 1400
950 IF r=34 AND cc<>11 AND flag2 THEN GO
SUB 1380
960 IF r=28 AND cc<>11 AND flag2 THEN CL
S#2:PRINT#2,m$(5)
970 IF r=0 AND flag3=2 AND flag4>1 THEN
s=-1:win=-1
980 RETURN
990 REM ----- Draw room -----
1000 DI:y=1:FOR j=1 TO 2:LOCATE 1,y:PRIN
T STRING$(35,143);:y=16:NEXT
1010 x=1:FOR j=1 TO 2:FOR k=1 TO 16:LOCA
TE x,k:PRINT CHR$(143):NEXT:x=35:NEXT
1020 FOR p=0 TO 3:IF (rm(r) AND 2)p) THE
N ON (p+1) GOSUB 550,580,610,630
1030 NEXT:IF r=0 AND NOT flag1 THEN TAG:
PLOT 1000,1000,2:MOVE mx,my:PRINT oman$;
:TAGOFF:flag1=-1:GOTO 1050
1040 GOSUB 1080:REM Print the object

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1050 CLS#2:PEN#2,2:PRINT#2,CHR$(18)m$(6)
" "ob$(ob(r))
1060 EI:RETURN
1070 REM ----- Draw object -----
1080 IF ob(r)=0 THEN a=32:b=32:c=32:d=32
:LOCATE 19,7:PRINT CHR$(a)CHR$(b):GOTO 1
100
1090 RESTORE 1810:FOR j=1 TO ob(r)+1:REA
D a,b,c,d:NEXT
1100 LOCATE 19,8:PRINT CHR$(a)CHR$(b):LO
CATE 19,9:PRINT CHR$(c)CHR$(d)
1110 RETURN
1120 REM ----- Pick up object -----
1130 FOR z=1 TO 10:SOUND 1,20+INT(RND*20
),10:SOUND 2,20+INT(RND*20),10:NEXT
1140 v=ob(r):IF v=0 THEN RETURN ELSE ON
v GOSUB 1170,1250,1170,1170,1170,1170,13
30,1360,1170,1310,1170,1290,1170,1170,14
20
1150 RETURN
1160 REM ----- Select message -----
1170 ob(r)=0:GOSUB 1080:ob(r)=cc:cc=v:GO
SUB 1080
1180 TAG:MOVE mx,my:PRINT oman$;:TAGOFF
1190 CLS#2:PRINT#2,m$(7)" "ob$(ob(r)):RE
TURN
1200 REM ----- Clock -----
1210 PEN#1,3:secs=secs-1:IF secs=-1 THEN
secs=59:mins=mins-1:IF mins=-1 THEN RET
URN
1220 LOCATE#1,20,1:PRINT#1,CHR$(18)mins;
secs;
1230 RETURN
1240 REM ----- Message control -----
1250 IF cc=4 AND flag4=0 THEN CLS#2:PRIN
T#2,m$(9)" "RIGHT$(ob$(4),13);m$(10):fla
g4=1:RETURN
1260 IF cc=3 AND flag4=1 THEN flag4=2:CL
S#2:PRINT#2,m$(11)" "RIGHT$(ob$(3),4);m$
(12):mins=1:secs=0:RETURN
1270 IF cc=3 AND flag4=1 THEN flag4=3:RE
TURN
1280 GOTO 1320
1290 IF r=31 AND cc=5 AND flag5=0 THEN r
m(31)=10:flag5=1:CLS#2:PRINT#2,m$(13)" "
RIGHT$(ob$(5),12)" "m$(14):FOR dl=1 TO 4
000:NEXT:GOSUB 1000:TAG:MOVE mx,my:PRINT
man$;:TAGOFF:RETURN
1300 CLS#2:PRINT#2,m$(15):RETURN
1310 IF flag2 THEN CLS#2:PRINT#2,m$(16):
flag2=0:RETURN
1320 CLS#2:PRINT#2,m$(17):RETURN
1330 IF cc=6 AND flag3=0 THEN flag3=1:CL
S#2:PRINT#2,m$(18)" "RIGHT$(ob$(7),7)m$(
19):RETURN
1340 IF cc=13 AND flag3=1 THEN flag3=2:C
LS#2:PRINT#2,m$(20):RETURN
1350 CLS#2:PRINT#2,m$(21):RETURN
1360 IF q=1 THEN 1300 ELSE IF cc=9 THEN
q=1:CLS#2:PRINT#2,m$(22);RIGHT$(ob$(9),1
2):RETURN
1370 CLS#2:PRINT#2,m$(23):RETURN
1380 WHILE INKEY$<>" :WEND:CLS#2:PRINT#2
,m$(24)" "ob$(ob(r))" "m$(25)
1390 ss=-1:SOUND 1,25,300,15:SOUND 2,27,
300,15:SOUND 4,29,300,15:FOR dl=1 TO 200
0:NEXT:RETURN
1400 CLS#2:PRINT#2,m$(26);:ss=99:SOUND 1
,50,-2,15,1:SOUND 2,55,-2,15,1
1410 CLS#2:PRINT#2,m$(26);:RETURN
1420 IF cc=14 AND rm(r)>128 THEN CLS#2:P
RINT#2,m$(27)" "RIGHT$(ob$(ob(r)),9)" "m
$(28):rm(r)=rm(r)-128:FOR dl=1 TO 4000:N
EXT:GOSUB 1000:TAG:MOVE mx,my:PRINT man$
;:TAGOFF:RETURN

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1430 CLS=2:PRINT=2,S(29):RETURN
1440 REM ----- Instructions -----
1450 LOCATE 11,3:PRINT"ESPIONAGE by J.Me
tcalfe":PRINT TAB(11)"-----"
-----
1460 PRINT"MISSION : Steal enemy formula
and blow":PRINT TAB(11)"up base to cove
r all traces-"
1470 PRINT TAB(11)"and return to startin
g place":PRINT TAB(11)"before guards com
e on duty"
1480 PRINT TAB(11)"in 15 minutes - GOOD
LUCK!"
1490 PEN 2:PRINT:PRINT"CONTROLS :/"SPC(4
)"- Left":PRINT TAB(11)"\SPC(4)"- right
"
1500 PRINT TAB(11)"A"SPC(4)"- up":PRINT
TAB(11)"Z"SPC(4)"- down"
1510 PRINT TAB(11)"I"SPC(4)"- inventory"
:PRINT TAB(11)"Q"SPC(4)"- restart"
1520 PRINT TAB(11)"SPACE- pick up/use ob
ject"
1530 PRINT:PRINT TAB(11)"OR USE JOYSTICK
"
1540 PEN 1:LOCATE 11,23:PRINT"Press SPAC
E to continue"
1550 WHILE INKEYS<>"":WEND:WHILE INKEYS<
>CHR$(32):WEND:CLS:RETURN
1560 DATA 4,6,10,12,4,4,7,9,4,3,11,137,5
,4,3,138,14,12,3,15,14,14,9,5,2,9,5,5,6,
9,2,138,9,1,3,8
1570 DATA 0,0,9,0,3,6,0,0,7,0,0,0,8,11,0
,15,0,1,0,0,0,0,0,4,0,14,0,0,0,13,12,0
,5,10,2
1580 DATA nothing,a key,a bomb,a book,a
monkey wrench,a plastic card,a floppy di
sc,a CPC6128,a burglar alarm,some wire c
utters
1590 DATA a sonic emitter,some ear muffs
,a security computer,some encoded docume
nts,a cassette,an oscilloscope with tape
deck
1600 DATA You didn't get out in time and
you were blown up by the bomb,You have
run out of time!!,You unlock the door wi
th the key,This door is locked
1610 DATA You can see nothing - but a no
ise coming from the room to the sout
h is hurting your ears,You can see ,You
can see ,You have ,You fix the bomb wit
h the , - Now attend to the keyboard bel
ow
1620 DATA You switch on the bomb using t
he code in the , - it will go off in 1 mi
nute,You insert the , into the slot and
the door opens
1630 DATA This machine is fastened to th
e floor - it cannot be taken,You kick it
until it turns itself off,It is too hea
vy to pick up
1640 DATA You insert the translation pro
gram into the,- now find something to
translate,The formula is translated as
 $e=mc^2$ ,Nobody has left any games to play
1650 DATA You immobilise the alarm with
the ,It has a force-field round it and
can't be touched,There is , in this r
oom - you are now totally deaf and ea
sily captured
1660 DATA You have set the alarm off!!,T
he recording on the, opens the door,You
speak into the microphone but nothing
happens
1670 DATA 160,31,24,28,24,31,24,24,24,37
0,161,24,24,60,66,129,66,36,24,590,162,2

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48,36,63,255,255,63,36,248,1366,163,0,0,
248,252,252,248,0,0,1163
1680 DATA 164,95,117,63,53,63,53,63,31,7
02,165,254,65,213,65,255,107,255,254,163
3,166,124,130,173,129,145,129,130,188,13
14,167,62,65,169,129,145,129,126,188,118
0
1690 DATA 168,124,127,130,243,243,27,230
164,1456,169,102,38,38,38,38,102,56,
619,170,7,12,10,10,8,10,12,7,246,171,254
3,169,41,129,169,3,254,1193

1700 DATA 172,255,143,143,255,255,252,24
9,251,1975,173,255,252,255,255,255,63,15
9,223,1890,174,251,249,252,255,254,254,2
54,255,2198,175,223,159,63,251,127,127,1
27,255,1507
1710 DATA 176,3,30,28,52,52,103,99,192,7
35,177,254,3,1,1,1,255,254,0,946,178,223
240,144,149,144,149,240,31,1498,179,255
1,1,85,1,85,1,255,863
1720 DATA 180,127,212,212,255,212,212,25
5,62,1727,181,252,254,137,169,163,137,24
9,249,1791,182,68,165,129,153,165,165,67
63,1157,183,255,243,201,133,133,134,198
252,1732
1730 DATA 184,240,12,3,0,0,3,12,240,694,

185,124,97,127,240,240,127,97,124,1361,1
86,80,172,132,255,64,123,106,122,1240,18
7,0,0,0,227,39,191,191,191,1026
1740 DATA 188,64,127,64,85,64,127,34,119
872,189,63,231,39,44,60,236,4,0,866,190
31,39,72,144,144,144,144,80,988,191,248
228,18,9,9,9,9,17,738
1750 DATA 192,56,68,130,130,131,195,63,5
6,1021,193,28,34,65,65,67,99,63,28,642,1
94,127,88,223,218,223,218,223,218,1732,1
95,252,6,255,171,255,171,255,171,1731
1760 DATA 196,223,216,251,219,179,217,12
0,63,1684,197,255,3,27,251,251,243,2,252
1481,198,48,200,168,159,128,166,180,166
1413,199,12,19,21,249,1,77,65,77,720
1770 DATA 200,128,183,165,183,192,127,0,
0,1178,201,1,97,89,97,3,254,0,0,742,202,
255,223,140,220,255,192,191,127,1805,203
255,251,49,59,255,3,253,254,1582
1780 DATA 204,0,28,20,28,8,12,30,63,393,
205,0,0,0,0,56,40,252,553,206,109,255,
238,213,187,127,63,16,1414,207,246,227,1
19,63,149,254,252,8,1525
1790 DATA 208,24,24,16,254,16,28,116,70,
756,209,24,24,16,254,16,208,112,24,887,2
10,24,24,8,127,8,56,46,98,601,211,24,24,
8,127,8,11,14,24,451
1800 DATA 216,90,90,126,24,24,126,66,66,
828,217,24,24,126,153,24,24,24,36,652
1810 DATA 0,0,0,0,160,0,161,0,162,163,16
4,165,166,167,0,0,168,0,169,0,170,171,0,
0,172,173,174,175
1820 DATA 176,177,178,179,180,181,182,18
3,184,185,0,0,186,187,188,189,190,191,19
2,193,194,195,196,197
1830 DATA 198,199,200,201,202,203,0,0,20
4,205,206,207,8808
1840 MODE 1:LOCATE 12,10:PRINT'ERROR IN
DATA':LOCATE 12,13:PRINT'Check line'1670
+INT(j/4+1)*10:END
1850 MODE 1:LOCATE 12,10:PRINT'ERROR IN
DATA':LOCATE 7,13:PRINT'Check lines 1820
to 1840':END