

instruction was recognised and obeyed, in which case we should loop back for the next instruction. If  $Vf <> 1$  then the command is not one of the normal commands. Having dealt with the normal command possibilities we can add new commands to this routine. In this case, two such instructions are included: ENTER, to go into the tunnel, and RETREAT, to move one location away from the tunnel entrance. As this routine is designed to work for both entrances to the tunnel, the RETREAT command must take account of which end of the tunnel the player is negotiating — this is indicated by P taking the value 1 or 4. P can, therefore, be reset accordingly before leaving the routine so that a change of location is made on re-entry to the main program loop.

The special perils that await the adventure player once inside the tunnel are the subject of the next instalment.

## Digitaya Listings

```

1190 GOSUB2670:REM IS P SPECIAL
1200 IF SF=1 THEN 1250:REM NEXT LOOP

2360 REM ** DROP S/R **
2370 GOSUB5730:REM IS OBJECT VALID
2380 IF F=0 THEN PRINT"THESE IS NO " :IWF:RETURN
2390 I
2400 REM ** IS OBJECT HELD ? **
2410 OV=F:GOSUB5830
2420 IFHF=0THENPRINT"YOU DO NOT HAVE THE "+IV*(F,1)
>:RETURN
2430 I
2440 REM ** DROP OBJECT **
2450 SN#="YOU DROP THE "+IV*(F,1):GOSUB5880
2460 IV*(F,2)=STR$(P):REM UPDATE OBJ POSITION
2470 I
2480 REM ** DELETE FROM HELD OBJ LIST **
2490 FORJ=1TO4
2500 IF IC*(J)=IV*(F,1)THENIC*(J)="":J=4
2510 NEXTJ
2520 RETURN

2670 REM **** IS P SPECIAL S/R ****
2680 SF=0:REM UNSET SPECIAL FLAG

2710 ON P GOSUB 2850,2960,3450,3830,4180,4550,5150
2720 RETURN

2850 REM **** TV OUTLET S/R ****
2860 SF=1
2870 SN#="YOU HAVE ENTERED THE TV OUTLET AND THERE
IS NO ESCAPE."
2880 SN#-SN#+ "YOU ARE DOOMED FOREVER TO BE A TV CH
AT SHOW HOST"
2890 GOSUB 5880:REM FORMAT PRINT
2900 PRINT
2910 PRINT"WELCOME TO THE SHOW....."
2920 FORJ=1TO500:NEXTJ
2930 GOTO 2910
2940 END

3830 REM **** JOYSTICK PORT ****
3840 SF=1
3850 SN#="A USER WITH RED-RIMMED EYES ZAPS HIS LAS
ER AT YOU REPEATEDLY."

3860 GOSUB5880:REM FORMAT
3870 I
3880 REM ** INSTRUCTIONS **
3890 RD=RND(1):IF RD>.65THEN 4110:REM HIT
3900 PRINT:INPUT"INSTRUCTIONS":IS#
3910 GOSUB1700:GOSUB1900:REM ANALYSE INSTRUCTION
3920 IFMF=1THENMF=0:PRINT"YOU CAN'T MOVE...YET":GO
TO3880
3930 IFVF=1THEN3880:REM NEXT INSTRUCTION
3940 IFVB*(<)"USE"THENPRINT"I DON'T UNDERSTAND":GOT
O3880
3950 GOSUB5730:REM IS OBJECT VALID
3960 IFF=0THENPRINT"THESE IS NO " :IWF:GOTO3880:REM
NEXT INSTRUCTION
3970 I
3980 REM ** IS OBJECT LASER SHIELD **
3990 IF F=3 THEN4020:REM OK
4000 SN#="YOUR "+IV*(F,1)+" IS NO USE":GOSUB5880:G
OTO3880
4010 I
4020 OV=3:GOSUB5830:REM IS LASER SHIELD CARRIED
4030 IFHF=0THENSN#="YOU DO NOT HAVE THE "+IV*(3,1)

```

```

:GOSUB5880:GOTO3880
4040 I
4050 REM ** SAVED **
4060 SN#="YOU USE THE LASER SHIELD TO PROTECT YOUR
SELF. A BLAST KNOCKS"
4070 SN#-SN#+ "YOU OUT OF THE JOYSTICK PORT AND BA
CK INTO THE MACHINE."
4080 GOSUB5880:REM FORMAT
4090 P=INT(RND(1))*40+7:MF=1:RETURN
4100 I
4110 REM ** HIT **
4120 SN#="YOU ARE HIT BY THE LASER AND YOU ARE ONL
Y DIMLY AWARE THAT"
4130 SN#-SN#+ "YOUR ATOMS HAVE BEEN DISTRIBUTED TO
THE FOUR CORNERS"
4140 SN#-SN#+ "OF THE UNIVERSE"
4150 GOSUB5880:REM FORMAT
4160 END

5150 REM **** GATEWAY TO MEMORY S/R ****
5160 SF=1
5170 SN#="AN USHER GREETES YOU BUT TELLS YOU THAT Y
OU CANNOT BE ADMITTED"
5180 SN#-SN#+ "UNLESS YOU GIVE AN ADDRESS":GOSUB58
80
5190 REM ** INSTRUCTIONS **
5200 PRINT:INPUT"INSTRUCTIONS":IS#
5210 GOSUB1700:GOSUB1900:REM ANALYSE
5220 IF MF=1 THEN RETURN:REM MOVE OUT
5230 IF VF=1 THEN 5200:REM NEXT INSTRUCTION
5240 IF VB*(<)"GIVE"THENPRINT"I DON'T UNDERSTAND":G
OTO 5200
5250 I
5260 GOSUB5730:REM IS OBJECT VALID
5270 IFF=0THENPRINT"THESE IS NO " :IWF:GOTO5200:REM
NEXT INSTRUCTION
5280 I
5290 REM ** IS OBJECT ADDRESS **
5300 IF F=1 THEN5330:REM OK
5310 PRINT"HE NEEDS YOUR ADDRESS":GOTO5200
5320 I
5330 OV=1:GOSUB5830:REM IS ADDRESS CARRIED
5340 IF HF=1 THEN 5370
5350 SN#="YOU DON'T HAVE THE "+IV*(1,1):GOSUB5880:
GOTO5200
5360 I
5370 REM ** OK PASS THROUGH **
5380 SN#="THE USHER LOOKS AT YOUR ADDRESS AND ALLO
WS YOU TO PASS"
5390 SN#-SN#+ "THROUGH":GOSUB5880
5400 P=4:MF=1:RETURN

```

## Basic Flavours

### Spectrum:

In both programs use these alternatives for the variable names: SS for SNS, RS for NNS, VS(,) for IVS(,), IS() for IC\$(,), TS for ISS, BS for VBS.

Substitute the following lines in the Haunted Forest listing:

```

2720 IF P=1 THEN GOSUB4590
2722 IF P=2 THEN GOSUB4690
2724 IF P=3 THEN GOSUB4790
2726 IF P=4 THEN GOSUB4590

```

Substitute the following lines in the Digitaya listings:

```

2710 IF P=1 THEN GOSUB2850
2711 IF P=2 THEN GOSUB2960
2712 IF P=3 THEN GOSUB3450
2713 IF P=4 THEN GOSUB3830
2714 IF P=5 THEN GOSUB4180
2715 IF P=6 THEN GOSUB4550
2716 IF P=7 THEN GOSUB5150
3890 LET RD=RND(1)
4090 LET P=INT(RND(1)*40+7)

```

### BBC Micro:

Substitute the following lines in the Digitaya listings:

```

3890 RD=RND(1)
4090 P=RND(40)+7

```