



object descriptions that contain the same words, such as LARGE KNIFE should not be used.

```
5300 REM **** VALID OBJECT S/R ****
5310 NNS=NNS+ " ":LN=LEN(NNS):C=1:F=0
5315 FOR K=1 TO LN
5320 IF MID*(NNS,K,1)<>" " THEN NEXT K:RETURN
5325 WS=MID*(NNS,C,K-C):C=C+1
5330 LW=LEN(WS)
5335 FOR J=1 TO 3
5340 LI=LEN(IV$(J,1)):REM LENGTH OF OBJECT
5350 FOR I=1 TO LI-LW+1
5360 IF MID*(IV$(J,1),I,LW)=WS THEN F=J:I=LI:J=3:K=LN
5370 NEXT I,J,K
5380 RETURN
```

Having found a match, the routine sets the variable F to the inventory array element that corresponds to the object in the command. If no match is found, then the value of F will remain zero, indicating that no such object exists in the game.

### IS THE OBJECT PRESENT?

Once the array number of the object has been established by the validity test subroutine, the location of the object can easily be checked against the current location variable, P. The object to be picked up is in IV\$(F,1) and its location is in IV\$(F,2). Line 3760 of the TAKE routine in Haunted Forest checks this value against that of P. However, the error message generated — 'OBJECT is not here' — may not be strictly correct. The object may be present in the current location, but held by the player. Thus, a check should be made to see if the player is carrying the object in question before the error message is made. If so, a different error message (such as 'You already have the OBJECT') can be output. The following subroutine checks the main inventory and sets a flag, HF, to one if the object is being carried by the player. This condition is indicated by a -1 in the relevant element of the array.

```
5450 REM **** IS OBJECT HELD S/R ****
5460 HF=0
5470 IF IV$(OV,2)=-1 THEN HF=1
5480 RETURN
```

### CHECKING THE PLAYER'S LIST

These two related tasks of checking to see if the player's list is full and adding to the list can be combined. Using the array ICS() to hold the objects carried, a FOR...NEXT loop can be used to locate the first free space in the array so that the new object may be entered. In the rules of Haunted Forest, a player may carry two objects only at any one time. Thus, the FOR...NEXT loop used is executed twice only. If a free space is found then the new object name is entered; if not then a message to the effect that the player is already carrying two objects is output to the screen.

The final task is to delete the position marker of the object just picked up from the inventory. This is simply done by setting IV\$(F,2) to -1.

### THE LIST COMMAND

Now that the player has the ability to pick up objects, we can include another command. It is often useful for the player to be able to see what objects are being carried. For example, if the player comes across a locked door he may have

forgotten that he picked up a key 20 moves before. Allowing the player to list the objects carried serves as a useful memory jogger. The code required is simple: a FOR...NEXT loop is used to display the contents of the player's object inventory, ICS().

```
4100 REM **** LIST CARRIED INVENTORY ****
4110 PRINT "OBJECTS HELD:"
4120 FOR I=1 TO 2
4130 PRINT " ":ICS(I)
4140 NEXT I
4150 RETURN
```

### Digitaya Listings

```
5140 REM **** TAKE S/R ****
5145 IV$(F,1)=MID*(C,1,LEN(C)-1)
5150 CODES=CODES+MID*(C,LEN(C)-1,1)
5160 IF F=0 THEN PRINT "THERE IS NO "MID*(C,1,LEN(C)-1)
5170 REM ** IS OBJECT ALREADY TAKEN ? ****
5180 VS=(I TO I-LW+1)
5190 IF VS(I)=MID*(IV$(J,1),I,LW) THEN PRINT "YOU ALREADY HAVE THE "MID*(C,1,LEN(C)-1)
5200 RETURN
5210 REM ** IS OBJECT HERE **
5220 IF VS(I)=MID*(IV$(F,1),I,LW) THEN PRINT "IT IS NOT HERE"
5230 RETURN
5240 REM ** ADD OBJECT TO LIST **
5250 FOR K=1 TO 2
5260 IF ICS(K)=MID*(IV$(F,1),1,LEN(IV$(F,1))) THEN
5270 NEXT K
5280 RETURN
5290 REM ** CHECK FOR FULL QUOTA **
5300 IF VS(I)=MID*(IV$(F,1),1,LEN(IV$(F,1))) THEN
5310 PRINT "YOU TAKE THE "MID*(C,1,LEN(C)-1)
5320 VS(I)=MID*(IV$(F,1),1,LEN(IV$(F,1)))
5330 RETURN
5340 REM **** VALID OBJECT S/R ****
5350 NNS=NNS+ " ":LN=LEN(NNS):C=1:F=0
5360 FOR K=1 TO LN
5370 IF MID*(NNS,K,1)<>" " THEN NEXT K:RETURN
5375 WS=MID*(NNS,C,K-C):C=C+1
5380 LW=LEN(WS)
5390 FOR J=1 TO 3
5400 LI=LEN(IV$(J,1)):REM LENGTH OF OBJECT
5410 FOR I=1 TO LI-LW+1
5420 IF MID*(IV$(J,1),I,LW)=WS THEN F=J:I=LI:J=3:K=LN
5430 NEXT I,J,K
5440 RETURN
5450 REM **** IS OBJECT HELD S/R ****
5460 HF=0
5470 IF IV$(OV,2)=-1 THEN HF=1
5480 RETURN
5490 REM **** LIST INVENTORY S/R ****
5500 PRINT "OBJECTS HELD:"
5510 FOR I=1 TO 2
5520 PRINT " ":ICS(I)
5530 NEXT I
5540 RETURN
```

### Basic Flavours

#### Spectrum:

For the Haunted Forest listing make the following changes:

Replace SNS by SS, IV\$(,) by ICS() by IS() and NNS VS(,) by RS.

```
5320 IF RS(K TO K) <> " " THEN NEXT K:RETURN
5325 LET WS=RS(C TO K-1)
5360 IF VS(I TO I-LW+1)=WS THEN LET F=J: LET I=LI:LET J=3:LET K=LN
```

For the Digitaya listing, replace the same string variable names and make the same changes listed above, but for lines 5750, 5755 and 5790 respectively.