

CHAPTER 6

JOURNEY

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10 DIM E(55):X=0
20 RESTORE 770:FOR B=1 TO 55:READ E(B)
):NEXT B
30 CLS:PRINT CHR$129"Do you want the
instructions(Y or N) ?";:Z$=GET$:IF Z$="
N" THEN 120 ELSE IF Z$="Y" THEN 40 ELSE
30
40 CLS:PRINT''CHR$130"You have escap
ed from the castle with a"CHR$130"valuab
le jewel which you keep hidden."
50 TIME=0:REPEAT UNTIL TIME>400
60 PRINT''CHR$131" You must escape as
quickly as possible"CHR$131"from the ar
ea around the castle,as your"CHR$131"tim
e is limited before Dracula's guards"CHR
$131"find you and then kill you."
70 TIME=0:REPEAT UNTIL TIME>500
80 PRINT''CHR$132" The computer has a
fairly large number"CHR$132"of commands
,so therefore if one command"CHR$132"doe
s not work then try another."
90 TIME=0:REPEAT UNTIL TIME>500
100 PRINT''CHR$133"The first three let
ters of each command"CHR$133"and object
need be typed in,although,if"CHR$133"des
ired,the full word may be entered."
110 TIME=0:REPEAT UNTIL TIME>500
120 CLS:A=1:R=0:S=0:T=0:W=0:SOUND &11,
0,0,0
130 RESTORE
140 ENVELOPE 1,1,-1,1,-1,0,15,30,0,0,0
,0,W/3,0
150 SOUND 1,1,W,1
160 W=W+1:IF POS=0 PRINT CHR$130;
170 IF W>34 AND W<70 PRINT"Guards have
discovered Dracula's death."
180 IF W>69 AND W<105 PRINT"They have
now been alerted to find you."
190 IF W>104 AND W<140 PRINT"Your pres
ence has been detected."
200 IF W>139 AND W<175 PRINT"You have
been noticed."
210 IF W>174 AND W<210 PRINT"The guard
s want to kill you."
220 IF W>209 AND W<245 PRINT"They are
closing round you."
230 IF W=245 PRINT"Dracula's guards ha
ve killed you.":GOTO 890
240 IF POS=0 PRINT CHR$130;
250 IF A=26 AND E(53)<>0 PRINT"You hav
e fallen down into a hole in the"CHR$130
"dark.":GOTO 890
260 IF A=42 AND E(31)<>-1 PRINT"The ai
r is too thin for you to breathe.":GOTO
890
270 IF A=8 AND E(20)=A AND E(15)=A E(1
5)=50:E(16)=A:PRINT"The anteater has eat
en the termites,and"CHR$130"has revealed
a harpoon."
280 IF E(31)<>50 AND S=1 AND A=43 PRIN
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T" Your air-cylinder has exploded in you
r" CHR$130"face.":GOTO 890
290 IF A=35 AND T=1 PRINT"You have bee
n stung by the scorpion.":GOTO 890
300 IF A=43 S=1
310 IF A=35 AND E(41)<>50 THEN T=1
320 IF E(51)=0 PRINT"You have sunk int
o the sinking sand.":GOTO 890
330 IF E(44)<>0 AND A=36 PRINT"The cob
ra has killed you.":GOTO 890:ELSE IF A=3
6 PRINT"The cobra keeps away from your g
arlic."
340 IF A=13 AND E(6)<>-1 PRINT"You hav
e sunk in the swamp.":GOTO 890
350 IF E(40)=0 AND E(39)<>51 PRINT"Dra
cula has killed you.":GOTO 890
360 IF E(47)<>-1 AND A=32 PRINT"The mi
notaur has killed you.":GOTO 890
370 IF A=21 AND E(26)<>50 PRINT"You ha
ve fallen down a pit.":GOTO 890
380 IF A=30 AND E(34)<>50 OR A=29 AND
E(34)=50 PRINT"You have drowned in the r
iver.":GOTO 890
390 IF A=11 AND E(19)<>-1 PRINT"A guar
d has killed you.":GOTO 890
400 IF POS=0 PRINT CHR$130;
410 FOR B=1 TO A:READ A$:NEXT B
420 VDU 31,0,3:PRINT CHR$130;A$
430 PRINT'CHR$131"Exits:- ";:RESTORE 7
00:FOR C=1 TO A:READ D:NEXT C:IF D<>0 PR
INT":North:";
440 RESTORE 710:FOR C=1 TO A:READ D:NE
XT C:IF D<>0 PRINT":South:";
450 RESTORE 720:FOR C=1 TO A:READ D:NE
XT C:IF D<>0 PRINT":East:";
460 RESTORE 730:FOR C=1 TO A:READ D:NE
XT C:IF D<>0 PRINT":West:";
470 PRINT'CHR$132"Objects:- ";
480 H=0:RESTORE 740
490 FOR G=1 TO 55:READ C$:IF E(G)<>A O
R H=6 NEXT G ELSE PRINT":";C$;":":H=H+1
:IF H<>2 AND H<>4 NEXT G ELSE PRINT'CHR$
132 " ";:NEXT G
500 PRINT'CHR$133"Inventory:- ";
510 F=0:RESTORE 740
520 FOR G=1 TO 55:READ C$:IF E(G)<>0 A
ND E(G)<>-1 OR F=6 NEXT G ELSE PRINT":";
C$;":":F=F+1:IF F<>2 AND F<>4 NEXT G EL
SE PRINT'CHR$133 " ";:NEXT G
530 VDU 31,0,15,134:PRINT"[-----
-----]"
540 VDU 31,0,19,134:PRINT"[-----
-----]":VDU 31,0,17
,135
550 IF A=49 THEN 2020
560 INPUT"Command? "B$
570 CLS:VDU 31,0,21,130
580 IF LEFT$(B$,3)="EXA" OR LEFT$(B$,3
)="WEA" OR LEFT$(B$,3)="EAT" OR LEFT$(B$
,3)="SHO" OR LEFT$(B$,3)="SPE" OR LEFT$(
B$,3)="STA" THEN 780
590 IF LEFT$(B$,1)<>"N" THEN 600 ELSE
RESTORE 700:FOR C=1 TO A:READ D:NEXT C:I
F D=0 THEN 640 ELSE 630
600 IF LEFT$(B$,1)<>"S" THEN 610 ELSE
RESTORE 710:FOR C=1 TO A:READ D:NEXT C:I
F D=0 THEN 640 ELSE 630
610 IF LEFT$(B$,1)<>"E" THEN 620 ELSE
RESTORE 720:FOR C=1 TO A:READ D:NEXT C:I
F D=0 THEN 640 ELSE 630

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620 IF LEFT$(B$,1)<>"W" THEN 780 ELSE
RESTORE 730:FOR C=1 TO A:READ D:NEXT C:IF
D=0 THEN 640 ELSE 630
630 A=A+D:GOTO 130
640 PRINT"No exit!":GOTO 130
650 DATA Outside of castle,Part of a p
ath,Entrance to outhouse,Woodcutter's hu
t,Cloakroom,Path beside a river,W.End of
corridor,Glade,Corridor,Bank of river,G
uards' quarters,E.End of corridor
660 DATA Swamp in forest,Fuel room,Foo
d room,Dense part of forest,Money room,S
tore room,Cleared area of forest,Supply
room,Lion pits,Large tree in forest,Cair
n in forest,Thin forestry,Clearing
670 DATA Mouth of a cave,Bear's cave,D
imly lit part of cave,Exit from cave,Ent
rance to a maze,Part of a maze with a le
ver,Minotaur's section of maze,Centre of
maze
680 DATA Thick undergrowth,Ditch in ma
ze,Area guarded by a cobra,Thick bushes
in maze,Exit from maze,Burnt area,Rubbis
h dump,Steep sides of a mountain
690 DATA Pass in a mountainous region,
Large valley,Sides of a lake,Rocky part
of a route,Sinking sand,Old windswept ro
ad,Outside of city gates,Home city
700 DATA 0,0,-1,0,0,-2,0,-2,0,-2,-2,3,
3,0,0,3,-3,0,2,0,0,0,0,-2,-1,-1,-1,1,0,0
,-1,1,1,0,1,1,0,1,0,0,0,-1,0,-1,0,0,1,0,
0
710 DATA 0,1,0,2,0,0,0,2,2,0,0,0,3,-
3,-3,0,0,-3,0,-2,2,0,1,0,1,0,0,-1,1,0,0,
-1,-1,0,-1,-1,0,-1,0,1,0,1,0,0,0,-1,0
720 DATA 0,-1,2,-2,2,0,2,0,3,0,0,0,-3,
0,0,0,0,-3,0,-2,0,-3,-2,0,0,0,1,0,1,0,1,
0,2,2,0,2,2,3,0,-3,0,0,-1,1,2,-2,0,1,0
730 DATA 1,2,0,0,-2,0,-2,0,-2,0,0,-3,0
,-3,3,0,0,2,3,0,2,0,0,0,0,0,-1,0,-1,0,
-1,0,0,-2,-2,-3,-2,-2,0,-3,1,0,2,-1,0,-2
,0,-1
740 DATA PARCHMENT,POST,WALL,MATCHES,C
HAIN-SAW,BOOTS,DOG,TERMITES,HARPOON,GLAS
SES,GUARD,TAPER,CANS,FOOD,TREES,SPADE,CH
EST,DUSTER,BOXING-GLOVE,ANTEATER,FUEL-TA
NK,OIL,LARGE-TREE,CUBE,RUSTY-KEY,LION,DO
OR,CORD,BEAR,SIGN,AIR-CYLINDER
750 DATA CRUCIBLE,LEVER,MINOTAUR,FOUNT
AIN,BULLET,UNDERGROWTH,GRAVE,DRACULA,CRO
SS,SCORPION,COBRA,BUSHES,GARLIC,SHOTGUN,
SPEAR,DIAMOND,SNOW,WHALE,WEREWOLF,SAND,G
ATES,LIT-TAPER,KEY,FLICK-KNIFE
760 DATA GET,DRO,WEA,EAT,REA,LIG,PAT,E
XA,TUR,FEE,DUS,OPE,PUN,PUL,FIL,CUT,DIG,H
IT,THR,CLI,MEL,KIL,SHO,SPE,STA
770 DATA 1,2,3,3,4,5,6,8,50,10,11,11,1
4,15,16,50,17,18,18,19,20,20,22,50,23,24
,25,25,27,27,28,30,31,32,33,50,34,50,50,
50,35,36,37,50,38,39,40,41,44,45,46,48,5
0,50,50
780 M=0:N=0:O=0:IF LEFT$(B$,3)="QUI" T
HEN 690
790 RESTORE 760:FOR I=1 TO 25:READ C$:
IF LEFT$(B$,3)=C$ M=I
800 NEXT I:IF M<>0 THEN 820
810 PRINT"I do not understand you.":GO
TO 130
820 RESTORE 740:D$=MID$(B$,3,4):FOR J=
1 TO 55:READ C$:C$=LEFT$(C$,3)

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830 FOR K=4 TO 10:IF LEFT$(D$,1)<>" "
AND C$=MID$(D$,2,4) N=1
840 IF J=8 AND D$="STER" OR J=12 AND D
$="-TAP" OR J=28 AND D$="SCOR" K=10:N=0:
GOTO 860
850 IF C$=MID$(D$,2,3) O=J:K=10:J=55 E
LSE D$=MID$(B$,K,4)
860 NEXT K:NEXT J:IF O<>0 THEN 870 ELS
E PRINT"Pardon?":GOTO 130
870 IF N=1 PRINT"Learn to type."CHR$1
30;
880 ON M GOTO 940,990,1040,1080,1130,1
180,1220,1260,1300,1320,1360,1400,1450,1
480,1510,1570,1620,1680,1720,1780,1810,1
860,1890,1940,1980
890 VDU 23;11,0;0;0;0,31,6,10:PRINT"Pr
ess space to start again":IF INKEY$(50)=
" " VDU 23;11,255;0;0;0:GOTO 20 ELSE VDU
31,6,10:PRINT"
":IF INKEY$(50)=" " VDU 23;11,255;0;0;
0:GOTO 20 ELSE 890
900 PRINT"I cannot do that.":GOTO 130
910 PRINT"O.K.":GOTO 130
920 PRINT"I am not carrying it.":GOTO
130
930 PRINT"I do not see a place to put
it.":GOTO 130
940 IF O=3 OR O=7 OR O=8 OR O=11 OR O=
15 OR O=21 OR O=23 OR O=26 OR O=27 OR O=
29 OR O=30 AND E(29)=27 OR O=32 OR O=33
OR O=34 OR O=35 OR O=37 OR O=38 OR O=39
OR O=41 OR O=42 OR O=43 OR O=49 OR O=50
OR O=52 OR O=2 AND R=0 THEN 900
950 IF F=6 PRINT"I am carrying too muc
h.":GOTO 130
960 IF E(O)=A THEN 980
970 PRINT"I do not see it here.":GOTO
130
980 E(O)=0:GOTO 910
990 IF E(O)<>0 AND E(O)<>-1 THEN 920
1000 IF H=6 THEN 930
1010 IF O=22 OR O=13 AND E(22)=0 AND H=
5 OR O=5 AND E(22)=-1 AND H=5 OR A=20 AN
D H=5 THEN 900
1020 IF O=13 AND E(22)=0 OR O=5 AND E(2
2)=-1 E(22)=20
1030 E(O)=A:GOTO 910
1040 IF O<>6 AND O<>10 AND O<>19 AND O<
>31 THEN 900
1050 IF E(O)<>0 AND E(O)<>-1 THEN 920
1060 IF E(O)=-1 PRINT"I am already wear
ing it.":GOTO 130
1070 E(O)=-1:GOTO 910
1080 IF O<>14 AND O<>41 THEN 900
1090 IF O=41 AND A<>35 THEN 970
1100 IF O=14 AND E(O)<>0 THEN 920
1110 IF O=41 T=0
1120 E(O)=50:PRINT"Burp...that was good
.":GOTO 130
1130 IF O<>1 AND O<>30 THEN 900
1140 IF E(O)<>0 THEN 920
1150 IF O=1 PRINT" You must escape quic
kly before you are"CHR$130"caught by Dra
cula's guards.":GOTO 130
1160 IF E(10)<>-1 PRINT"It is necessary
for glasses to be worn "CHR$130"before
this sign may be read.":GOTO 130
1170 PRINT"It is dangerous to cross the
stream at "CHR$130"a point next to the
exit from the cave."

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1180 IF O<>12 THEN 900
1190 IF E(O)<>0 THEN 920
1200 IF E(4)<>0 PRINT"I do not have any
matches.":GOTO 130
1210 E(O)=50:E(53)=0:GOTO 910
1220 IF O<>7 THEN 900
1230 IF A<>6 THEN 970
1240 PRINT"The dog lets you past it.":A
=8:GOTO 130
1250 PRINT"See what has been revealed."
:GOTO 130
1260 IF O<>3 AND O<>23 AND O<>35 AND O<
>37 AND O<>43 AND O<>52 THEN 900
1270 IF E(O)<>A THEN 970
1280 IF O=3 OR O=52 PRINT"This could be
climbed with some cord.":GOTO 130
1290 E(O)=50:E(O+1)=A:GOTO 1250
1300 IF O<>24 THEN 900
1310 IF E(O)<>0 THEN 920 ELSE PRINT"It
says:- (C) COPYRIGHT, IAN R. WATT":GOTO 1
30
1320 IF O<>26 THEN 900
1330 IF E(O)<>A THEN 970
1340 IF E(14)<>0 PRINT"I do not have an
y food.":GOTO 130
1350 E(O)=50:E(14)=50:PRINT" The lion d
isappeared after eating your"CHR$130"foo
d.":GOTO 130
1360 IF O<>25 AND O<>47 THEN 900
1370 IF E(O)<>0 THEN 920
1380 IF O=25 PRINT"The rust has been du
sted off your key.":E(O)=50:E(54)=0:GOTO
130
1390 PRINT"Your diamond is now a lethal
weapon.":E(O)=-1:GOTO 130
1400 IF O<>27 THEN 900
1410 IF A<>25 THEN 970
1420 IF E(25)=0 PRINT"The key does not
fit.":GOTO 130
1430 IF E(54)<>0 PRINT"I do not have a
key.":GOTO 130
1440 PRINT"You have passed through the
door.":A=26:GOTO 130
1450 IF O<>11 THEN 900
1460 IF A<>11 THEN 970
1470 PRINT"You have been thrown by the
guard into "CHR$130"an adjacent room.":A
=14:GOTO 130
1480 IF O<>33 THEN 900
1490 IF A<>31 THEN 970
1500 PRINT"You have pulled a lever,and
by doing so"CHR$130"have alerted Dracula
's guards.":GOTO 890
1510 IF O<>5 AND (O<>13 OR F=6) THEN 90
0
1520 IF E(O)<>0 THEN 920
1530 IF O=13 AND E(22)<>A THEN 970
1540 IF O=13 E(22)=0:GOTO 910
1550 IF E(22)<>0 PRINT"I have nothing t
o fill it with.":GOTO 130
1560 E(22)=-1:GOTO 910
1570 IF O<>15 THEN 900
1580 IF E(O)<>A THEN 970
1590 IF E(5)<>0 PRINT"I have nothing to
cut with.":GOTO 130
1600 IF E(22)<>-1 PRINT"I need some oil
in the chain-saw.":GOTO 130
1610 E(22)=20:E(O)=50:E(16)=A:GOTO 1250
1620 IF O<>2 AND (O<>38 AND H<>6) THEN
900

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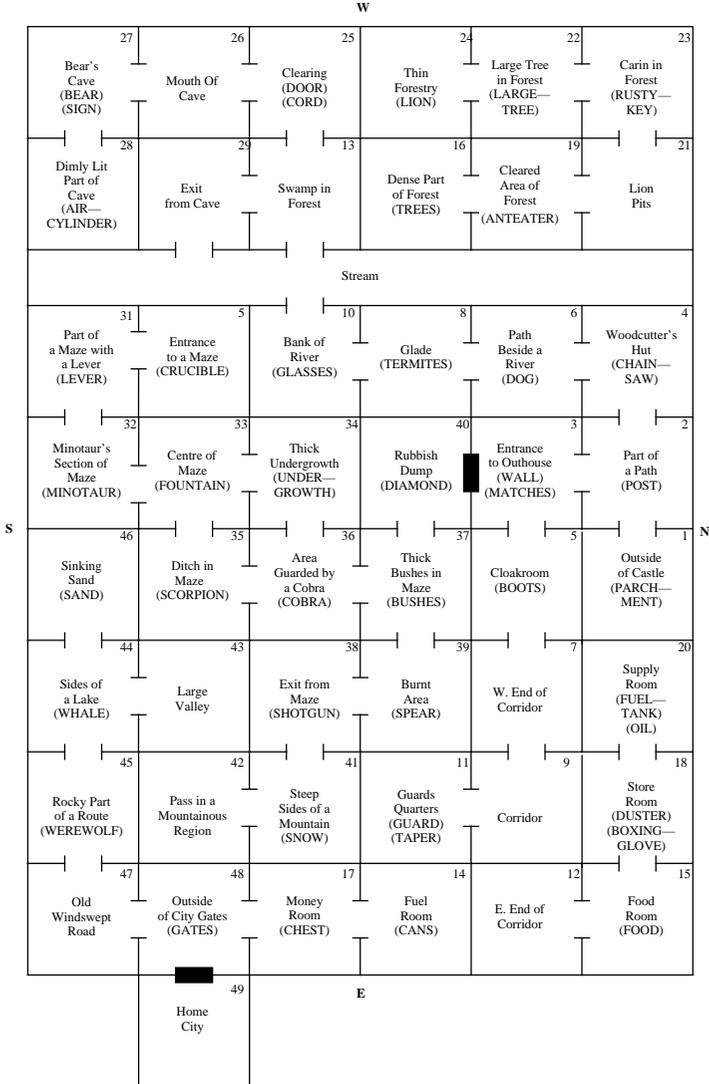
1630 IF E(O)<>A THEN 970
1640 IF E(16)<>0 PRINT"I have nothing t
o dig with.":GOTO 130
1650 IF O=38 E(39)=A:E(40)=A:PRINT"Drac
ula is here in an advanced state of"CHR$
130"reincarnation." 'CHR$130';GOTO 1250
1660 IF R=1 PRINT"I have already dug it
out.":GOTO 130
1670 R=1:GOTO 910
1680 IF O<>29 THEN 900
1690 IF E(O)<>A THEN 970
1700 IF E(2)<>0 PRINT"The bear kills yo
u.":GOTO 890
1710 E(O)=50:PRINT"The bear has run awa
y.":GOTO 130
1720 IF O<>9 AND O<>17 AND O<>28 AND O<
>31 OR O=9 AND A<>44 OR O=17 AND A<>10 O
R O=28 AND A<>3 AND A<>48 OR O=31 AND A<
>43 THEN 900
1730 IF E(O)<>0 AND E(O)<>-1 THEN 920
1740 IF O=9 PRINT"You have been assassi
nated by the 'save"CHR$130"the whale' or
ganisation.":GOTO 890
1750 IF O=17 PRINT"The chest acts as a
platform across the"CHR$130"river.":E(17
)=10:A=13:GOTO 130
1760 IF O=28 PRINT"It has caught onto s
omething.":E(O)=-1:GOTO 130
1770 PRINT"It has exploded in mid air."
:E(O)=50:GOTO 130
1780 IF O<>28 OR A<>3 AND A<>48 THEN 90
0
1790 IF E(O)<>-1 PRINT"It is not attach
ed to anything.":GOTO 130
1800 IF A=3 A=40:E(O)=0:GOTO 130:ELSE A
=49:E(O)=0:GOTO 130
1810 IF A<>30 OR O<>40 AND O<>48 THEN 9
00
1820 IF E(O)<>0 THEN 920
1830 IF O=40 AND E(48)<>50 PRINT"The cr
ucible is not clean.":GOTO 130
1840 IF O=48 PRINT"The crucible is now
clean.":E(O)=50:GOTO 130
1850 PRINT"A flick-knife has been forme
d.":E(O)=51:E(55)=0:GOTO 130
1860 IF O<>34 THEN 900
1870 IF E(O)<>A THEN 970
1880 PRINT"The force resulting from the
minotaur's"CHR$130"destruction has proj
ected you into the "CHR$130"next room.":
A=31:E(O)=50:GOTO 130
1890 IF O<>39 THEN 900
1900 IF E(O)<>A THEN 970
1910 IF E(45)<>0 PRINT"I have no shotgu
n.":GOTO 130
1920 IF E(36)<>0 PRINT"I have no bullet
.":GOTO 130
1930 PRINT"Dracula is really dead now."
:E(O)=51:E(36)=51:E(45)=51:GOTO 130
1940 IF O<>50 OR A<>45 THEN 900
1950 IF E(O)<>A THEN 970
1960 IF E(46)<>0 PRINT"I do not have a
pear.":GOTO 130
1970 E(50)=47:PRINT"It has run away wou
nded.":GOTO 130
1980 IF O<>50 OR A<>47 THEN 900
1990 IF E(O)<>A THEN 970
2000 IF E(55)<>0 PRINT"I do not have a
flick-knife.":GOTO 130
2010 E(50)=50:PRINT" It has shrivelled

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up, disappearing into "CHR$130" the ground.
":GOTO 130
2020 W=245-W:IF W>X X=W
2030 VDU 31,0,17,130:PRINT "Score=" ; W ; "
Best Score=" ; X:GOTO 890

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In the plan on the previous page, the room number is given in the top right hand corner, and the room name is given at the top of the room square. Any objects in a room at the beginning of the game are in brackets below the room name. A stream separates the western side of the plan from the larger eastern side, but does not act as a room — it is fatal to fall into the stream. At the two instances where  is encountered, the two rooms on either side are separated by an obstacle which must be climbed with the cord.

DOCUMENTATION

A list of all the variables — along with comments beside them — that have not been previously encountered, are listed below:

Numerical Variables

1) R — This variable concerns whether a post has, or has not been dug out of the ground. If “R” equals zero then the post is still in the ground, and therefore cannot be picked up. On the other hand, if “R” equals one, then the post will no longer be in the ground. The adventurer would then be able to “GET” it.

2) S — The state of stability of an air-cylinder is controlled by this variable. When “S” equals zero there is no chance of the air-cylinder exploding, but “S” is set equal to one when the player enters the “Large valley”, and it must be thrown away immediately, or else it will explode in the player’s face. It is necessary to carry this object at this stage since the adventurer would otherwise die in the thin air in the “Pass in a mountainous region”, which is encountered prior to entering the “Large valley”. The logic behind the air cylinder exploding, is that the drop in altitude makes it unstable (it is pressurised).

3) T — If this variable equals one, then a scorpion is in a position to kill the adventurer the next time a move is made, if this move is the incorrect one. “T” will equal zero when it has been removed from the game, or if it has not yet been encountered. When it is encountered, “T” is set equal to one, and the one way to render it harmless, is to “EAT” it.

4) POS — This variable contains the number of the column which the cursor is in.

Dimensioned Variables

As usual, the objects corresponding to each value in “E” are different from those already encountered, so the list for this adventure is given below:

- E(1) —PARCHMENT
- E(2) —POST

E(3) —WALL
E(4) —MATCHES
E(5) —CHAIN-SAW
E(6) —BOOTS
E(7) —DOG
E(8) —TERMITES
E(9) —HARPOON
E(10) —GLASSES
E(11) —GUARD
E(12) —TAPER
E(13) —CANS
E(14) —FOOD
E(15) —TREES
E(16) —SPADE
E(17) —CHEST
E(18) —DUSTER
E(19) —BOXING-GLOVE
E(20) —ANTEATER
E(21) —FUEL-TANK
E(22) —OIL
E(23) —LARGE-TREE
E(24) —CUBE
E(25) —RUSTY-KEY
E(26) —LION
E(27) —DOOR
E(28) —CORD
E(29) —BEAR
E(39) —SIGN
E(31) —AIR-CYLINDER
E(32) —CRUCIBLE
E(33) —LEVER
E(34) —MINOTAUR
E(35) —FOUNTAIN
E(36) —BULLET
E(37) —UNDERGROWTH
E(38) —GRAVE
E(39) —DRACULA
E(40) —CROSS
E(41) —SCORPION
E(42) —COBRA
E(43) —BUSHES
E(44) —GARLIC
E(45) —SHOTGUN
E(46) —SPEAR
E(47) —DIAMOND
E(48) —SNOW

E(49) —WHALE
E(50) —WEREWOLF
E(51) —SAND
E(52) —GATES
E(53) —LIT-TAPER

String Variables

As in ‘Dracula’s castle’, there are no additions to the list of string variables from the model adventure. This points towards a fixed list, which will apply to any adventure which you may try and write.

Line Number Analysis

I feel that there is again a need to analyse line numbers in this adventure, so that the structure of a third adventure may be compared with two others, and thus allow a greater understanding for other adventures to be written from the information within the chapters of this book. The line numbers or groups of line numbers, are given below with comments alongside them:

1) *LINES 10–120* — Initialisation of the numerical variables, and the values in the dimensioned variable of ‘E’. The option for instructions is given, and the screen is cleared in line 120, ready for the display format.

2) *LINE 130* —Resetting of the data pointer.

3) *LINES 140–150* — Lines which develop the sound and produce it. The sound is updated every move in both pitch and volume, with the changing value of the variable ‘W’.

4) *LINE 160* — Incrementing of the variable ‘W’, an checking to see if the cursor is in the first position on the line, and if so, the character concerning the colour is printed at this location.

5) *LINES 170–230* — Checking for various ranges which ‘W’ may be within, and printing of the appropriate message which corresponds to the value in ‘W’. Line 230 checks for ‘W’ reaching its maximum value, and hence the death of the player.

6) *LINE 240* — Concerns the setting of the text colour, depending on the position of the cursor in columns along the screen.

7) *LINES 250–390* — Various deaths which may occur, depending on what is being carried by the adventurer, and the situation encountered by him/her. The messages printed on the screen are not always to do with the player’s death, and may be messages resulting from escaping death, or from dropping something in a room and revealing something else. Variables are also defined through the above criterion.

8) *LINE 400* —This is to do with the text colour.

- 9) *LINES 410–420* — Extracting of the room name of the room in which the adventurer is situated, from the list of room names in the data lines. The room name is then printed out on the screen in the chosen colour.
- 10) *LINES 430–460* — Printing out on the screen of the exits from the room. As usual, there is the provision for any configuration of “North”, “South”, “East”, and “West”.
- 11) *LINES 470–490* — Lines for the screen format of the objects in the room. Remember that in an adventure of this size, six objects per room, and six objects carried at any one time are allowed.
- 12) *LINES 500–520* — Lines for the “Inventory” of what the player is carrying. Like the lines for the “Objects”, the data is read from the list of objects in the adventure.
- 13) *LINES 530–560* — Setting of the display for the player’s input. Line 550 checks to see if the player is in the last room and therefore the adventure is completed. The computer would then jump to line 2020 for the score obtained by the adventurer in that particular game. Line 560 asks for the input.
- 14) *LINE 570* — Clearing of the screen and setting of the display for the response to the entered command.
- 15) *LINE 580* — Checking for those commands which start with any of the letters which would produce a movement in one of the four directions.
- 16) *LINES 590–640* — Checking for a request for movement in any direction, and seeing if this is possible — if this is so, then the value that must be added to “A” to land in the required room, is stored in “D”. “D” would then be added to “A” in line 630. On the other hand, if the desired movement is not possible, then “No exit” would be printed out in line 640.
- 17) *LINES 650–690* — Lines of data which correspond to the names of all the forty-nine rooms in the adventure.
- 18) *LINES 710–730* — Lines of data for the movement in the four directions which may chosen.
- 19) *LINES 740–750* — Data for all the fifty-five object names in the adventure.
- 20) *LINE 760* — Data for the first three letters of each of the commands which may be used while playing the game.
- 21) *LINE 770* — Data for the positions of all the objects at the beginning of each game.
- 22) *LINE 780* — Defining of the variables “M”, “N”, and “O”. A check is made to see if the player wishes to “QUIT” the present game.
- 23) *LINES 790–800* — Finding of the number corresponding to the

command entered, and storing of this number in the variable ‘M’.

24) *LINE 810* — Printing out of a message if the command entered is not within the computer’s vocabulary.

25) *LINES 820–860* — Finding of the object entered along with the command, and giving it a number which is stored in the variable ‘O’. If the object is not within the vocabulary, then ‘Pardon?’ is printed out in line 860. Line 840 checks for any other object being accepted instead of the object typed in — when typed out in full, an object may contain letters which appear as the first three letters in the same order as in the other object. The method for checking this is as follows: the object that is being taken in preference is checked for, along with D\$ equalling the four characters in that object name which have the second, third, and fourth characters equalling the first three letters of the object that is not accepted. The first letter in the string that D\$ is checked against, is the letter in the accepted name which precedes the other three characters. For example, the object, ‘CORD’, could be mistaken for a ‘SCORPION’ — therefore ‘J’ is checked for equalling ‘28’, which corresponds to the ‘SCORPION’, along with D\$ equalling ‘SCOR’. The second, third, and fourth letters correspond to the first three letters in ‘CORD’; ‘S’ precedes ‘COR’ in ‘SCORPION’.

26) *LINE 870* — If a space is missed out between the command and the object, then ‘N’ will equal one, and so ‘Learn to type’ will be printed on the screen.

27) *LINE 880* — List of the line numbers to which the computer may jump to depending on the value of ‘M’, the command number.

28) *LINE 890* — Line where the computer requests the player to start again.

29) *LINES 900–930* — Four lines containing messages which the machine may have to jump to quite often.

30) *LINES 940–980* —‘GET’ statement.

31) *LINES 990–1030* —‘DROP’ statement.

32) *LINES 1040–1070* —‘WEAR’ statement.

33) *LINES 1080–1120* —‘EAT’ statement.

34) *LINES 1130–1170* —‘READ’ statement.

35) *LINES 1180–1210* —‘LIGHT’ statement.

36) *LINES 1220–1250* —‘PAT’ statement.

37) *LINES 1260–1290* —‘EXAMINE’ statement.

38) *LINES 1300–1310* —‘TURN’ statement.

39) *LINES 1320–1350* —‘FEED’ statement.

- 46) *LINES 1360–1390* —“DUST” statement.
- 41) *LINES 1400–1440* —“OPEN” statement.
- 42) *LINES 1450–1470* —“PUNCH” statement.
- 43) *LINES 1480–1500* —“PULL” statement.
- 44) *LINES 1510–1560* —“FILL” statement.
- 45) *LINES 1570–1610* —“CUT” statement.
- 46) *LINES 1620–1670* —“DIG” statement.
- 47) *LINES 1680–1710* —“HIT” statement.
- 48) *LINES 1720–1770* —“THROW” statement.
- 49) *LINES 1780–1800* —“CLIMB” statement.
- 50) *LINES 1810–1850* —“MELT” statement.
- 51) *LINES 1860–1880* —“KILL” statement.
- 52) *LINES 1890–1930* —“SHOOT” statement.
- 53) *LINES 1940–1970* —“SPEAR” statement.
- 54) *LINES 1980–2100* —“STAB” statement.
- 55) *LINES 2120–2030* —Working out of the adventurer’s score.

This program is a sequel to “Dracula’s castle”, the objective being to return to your home city again with the jewel, and without being killed. Like “Dracula”, it takes up virtually the full amount of memory, and so you may need to make a few adjustments if you have a 16K machine.

The plan, along with the necessary documentation, should be sufficient to give you an idea of what is happening in the program. After all, you always have Chapter Two and the Appendices to refer to if you have any queries about either the structure or the content of the program.