

# QUEST 1

by Brian Reynolds



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Apple translation by Rich Bouchard.

ATARI® translation by Alan J. Zett.

**“Quest 1” is a graphics dungeon game which will run in 16K RAM on the TRS-80®, or 24K RAM on the Apple or ATARI®.**

In “Quest 1” you become a strong warrior who journeys through an ancient maze in search of four huge sapphires and other treasures. These precious jewels are guarded by terrible Wraiths, Giants, Mummies, and other unpleasant monsters. To find the treasures, then, you must be very strong (to kill the monster), very dextrous (to kill the monster), very dextrous (to sneak around the monster and steal the treasure), or very intelligent (to list the program and cheat!).

When you begin your quest, a character will be created for you. He (or she) will be either an Elf, a Dwarf, or a Human. He will be given ratings in strength (3-20) and dexterity (3-20), and a percentage rating according to his wounds (100% = no wounds, 0% = a dead fighter). Being new to the field of questing, your warrior will not be much favored by the gods and will not have much magic to use. He will, however, have four different ways to fight: He will be given a random number of normal arrows, magic arrows, and holy water, plus his trusty sword. Some healing potions will also be given for restoring wounds.

After you have named your fighter, you will be teleported into a marketplace in a nearby town to bargain with a greedy merchant for more supplies. This usually takes only a short time, since the merchant will probably either sell to you quickly, or else refuse to sell at any kind of affordable price. After completing your bargaining, enter a “0” to begin your quest.

When you enter the dungeon, a text-graphics display will be created on the screen, showing all your statistics in the corners and a picture of your current location in the center. If you have an TRS-80® Model III, your character will look different depending on his/her gender. On the Model I and on the Apple, both male and female characters are represented by an “@” symbol. And in the ATARI® version, a specially-defined text character is used.



Treasure chests appear as asterisks (\*), while monsters are shown by the initial letter of their name.

You can attempt your quest through the 58 rooms of the dungeon simply by killing monsters, taking the treasures, and moving on. However, this is not advisable for two reasons. First, you must remember the way out of the dungeon, or you will surely perish. And second, wandering monsters abound in this dungeon; if a Wraith, for example comes up behind you, he will probably kill you in one good turn. You should also be aware that frequent trips back for supplies are not wise, since more monsters are added each time you re-enter the dungeon with more than 100 experience points.

Note that the greater your dexterity rating, the more SLOWLY the game will seem to move. This is because your higher dexterity, in effect, gives you more time to think and react relative to the pace of the game. As you accumulate experience points, however, the pace and difficulty of the game will increase.

When you find your way out of the dungeon, the computer will give you a list of all the treasures you retrieved, add in any arrows or potions you may have found, give you a chance to save the game, and let you quit if you want to. If you do quit, the computer will give you a list of all your fighter's abilities and possessions so that you can use him in a later game. If you elect to continue, you are teleported back into the marketplace to get more supplies and then to continue your quest.

Commands are entered with single keystrokes, as follows:

### **TRS-80® version**

The number keys are convenient if you have a numeric keypad:

- 8 or up-arrow: Move up.
- 4 or left-arrow: Move left.
- 6 or right-arrow: Move right.
- 2 or down-arrow: Move down.

### **Apple and ATARI® versions**

The keys form a diamond shape:

- W: Move up.
- A: Move left.
- D: Move right.
- X: Move down.

## All versions:

Any key other than above: Stop movement.

N: Shoot a normal arrow (not effective against Wraiths).

M: Shoot a magic arrow.

T: Toss a vial of holy water (affects only "undead" monsters: Skeletons, Zombies, Ghouls, Mummies).

F: Fight in close combat (not effective against Giants or Wraiths).

O: Open a treasure chest when you are next to it. (It will disappear and its contents will be displayed on the screen.)

H: Drink a healing potion. (This restores your wound rating to 100%.)

Below is a complete inventory of the monsters, with their wound ratings. These ratings represent the monster's strength, relative to your initial strength. If you are attacked, by a skeleton for example, it can inflict wounds of up to 20% on you with each hit. And, it takes more to kill a monster with a high rating than one with a low rating.

Skeleton: 20%

Orc: 30%

Zombie: 40%

Ghoul: 50%

Spider: 70%

Mummy: 80%

Giant: 90%

Wraith: 99%

## Variables

**A1:** Number of normal arrows.

**A2:** Number of magic arrows.

**DX:** Dexterity rating.

**EP(\*):** Experience value of each treasure.

**GP(\*):** Gold value of each treasure.

**HW:** Number of vials of holy water.

**M\$(\*):** Single-character monster identifier.

**M1(\*):** Type of monster in each room.

**M2(\*):** Number of monsters in each room.

**MN\$(\*):** Names of the monsters.

**MS(\*):** Standard wound value for each monster.

**NM\$:** Name of fighter character.

**OP:** Original price of an item at the market.

**P1:** Current price of an item at the market.



**PT:** Number of healing potions.  
**R1(\*):** Identifies each location as either a passage/intersection (= 1) or a chamber/room (= 2).  
**R2(\*,\*):** For each room, identifies what room you will enter by exiting up, down, left, and right respectively.  
**RC:** Race of fighter (0 = Human, 1 = Elf, 2 = Dwarf).  
**RM:** Current room number.  
**ST:** Player strength.  
**TS(\*):** Name of each treasure.  
**T1(\*):** Identifies type of treasure in each room.  
**TRS80MODEL:** Model number of computer (TRS-80® version).  
**TS(\*):** Quantity of each treasure type retrieved by player.  
**TX,TY:** X and Y coordinates of treasure.  
**W:** Wounds (multiply by 100 to get percentage).  
**WX,WY:** X and Y coordinates of monster.  
**X5,Y5:** X and Y coordinates of player.  
**YY\$:** Single-character identifier for player.

## Apple Version

By Rich Bouchard

Print title page.

```

0 D$ = CHR$(4): PRINT
1 PRINT D$;"NO MON C,I,0"
2 HOME : VTAB 6: HTAB 14: FLASH
  : PRINT "Q U E S T  1*: NORMAL

3 A$ = "          * * *
  * * * * * * * * Q U E S T
  1 W A S W R I T T E N
  B Y B R I A N R E Y N O
  L D S -- A P P L E T R A N S L A T I O N B
  Y R I C H B O U C H A R D * * * * * * *
  * * * * * (H A V E F U N ! ) *

4 FOR X = 1 TO LEN (A$) - 13: VTAB
  9: HTAB 14: PRINT MID$(A$,
  X,13);: FOR Y = 1 TO 75: NEXT
  Y: NEXT X

7 DEF FN A(X) = INT ( RND (1) *
  X + 1)

8 YY$ = "Q":K$ = "!@%Z&'*(:/<+)&#
  ":K$ = K$ + K$ + K$ + "####+
  +++ "
  
```

Data for monsters and treasures.

```

100 DATA WORTHLESS ODDS & ENDS
  ,0,0,A BAG FULL OF COPPER CO
  INS,1,3,A SMALL BRASS STATUE
  TTE,2,5,A BAG FULL OF VARIOU
  S COINS,3,7,A PURSE FULL OF
  GOLD COINS,5,12,3 GOLD NUGGE
  TS ,8,17,4 SMALL TURQUOI
  SES,7,15,A LARGE RUBY ,1
  5,30

105 DATA A *HUGE* SAPPHIRE,150,
  150,A HEALING POTION,10,0,A
  QUIVER OF 10 MAGIC ARROWS,15
  ,0,A QUIVER OF 10 NORMAL ARR
  OWS,10,0

110 DATA SKELETON,5,2,ORC,0,3,Z
  OMBIE,7,4,GHOUL,6,6,HUGE SPI
  DER,H,7,NUMMY,M,8,GIANT,G,9,
  WRAITH,W,9.9
  
```

Data for the rooms.

```

115 DATA 1,12,3,2,18,0,0,0
120 DATA 2,0,0,0,1,4,2,8
125 DATA 1,1,0,4,19,0,0,1
130 DATA 1,0,0,5,3,3,1,1
135 DATA 2,6,38,0,4,1,3,6
140 DATA 1,8,5,9,7,0,0,0
145 DATA 1,0,0,6,0,0,0,1
150 DATA 2,0,6,0,11,2,11,2
155 DATA 2,0,0,10,6,2,3,1
160 DATA 2,0,0,0,9,5,1,4
165 DATA 1,0,0,8,12,0,0,1
170 DATA 2,0,1,11,13,2,5,3
175 DATA 1,0,0,12,14,0,0,1
180 DATA 2,15,26,13,17,5,1,1
185 DATA 2,0,14,0,0,0,0,1
190 DATA 2,0,17,0,0,1,2,5
195 DATA 1,16,20,14,0,4,1,1
200 DATA 2,0,19,1,26,2,2,7
205 DATA 2,18,30,3,27,3,2,2
210 DATA 1,17,21,0,0,0,0,1
215 DATA 1,20,22,0,0,6,2,9
220 DATA 1,21,23,0,0,2,3,12
225 DATA 1,22,24,0,0,4,2,10
240 DATA 1,23,25,34,0,0,0,11
250 DATA 2,24,0,0,0,7,3,9
260 DATA 2,14,0,18,0,3,2,1
270 DATA 2,0,28,19,0,4,1,2
280 DATA 1,27,29,31,0,0,0,1
290 DATA 2,28,0,0,0,5,1,10
300 DATA 2,19,0,0,0,1,2,3
310 DATA 1,0,32,0,28,0,0,4
320 DATA 1,31,33,43,0,0,0,1
330 DATA 2,32,35,0,0,5,1,8
340 DATA 1,0,0,35,24,0,0,12
350 DATA 1,33,36,45,34,0,0,5
360 DATA 1,35,0,37,0,7,1,10
370 DATA 2,0,0,0,36,8,3,9
380 DATA 1,5,49,0,39,0,0,1
390 DATA 1,0,40,38,0,0,0,6
400 DATA 1,39,0,0,41,2,3,2
410 DATA 1,42,46,40,43,4,1,7
420 DATA 2,0,41,0,0,7,3,8
430 DATA 2,0,44,41,32,6,1,11
440 DATA 1,43,45,0,0,0,0,5
450 DATA 1,44,0,47,35,0,0,1
460 DATA 2,41,47,48,0,5,1,7

```

```

470 DATA 1,46,0,50,45,0,0,3
480 DATA 1,0,0,49,46,0,0,1
490 DATA 2,38,51,52,48,6,1,6
500 DATA 1,0,0,51,47,2,5,10
510 DATA 1,49,0,53,50,4,3,5
520 DATA 2,0,0,0,49,6,1,6
530 DATA 2,0,54,0,51,5,1,8
540 DATA 1,53,0,0,55,0,0,1
550 DATA 2,0,0,54,56,2,3,2
560 DATA 1,0,0,55,57,6,1,8
570 DATA 1,0,0,56,58,7,3,11
580 DATA 2,0,0,57,0,8,4,9

```

Initialize variables.

```

600 DIM MN$(8),M$(8),MS(8),R1(58
    ),R2(58,4),M1(58),M2(58),T1(
    58),T$(12),EP(12),GP(12),TS(
    12)
601 BELL$ = CHR$(7)
603 FOR X = 1 TO 12: READ T$(X),
    EP(X),GP(X): NEXT X
605 FOR X = 1 TO 8: READ MN$(X),
    M$(X),MS(X): NEXT X
610 FOR X = 1 TO 58: READ R1(X):
    FOR Y = 1 TO 4: READ R2(X,Y
    ): NEXT Y
615 READ M1(X),M2(X),T1(X): NEXT
    X
620 RM = 1

```

Use an old character?

```

800 IF B1 = 1 THEN GOSUB 20000
805 IF B1 = 1 THEN B1 = 0: GOTO
    900
810 HTAB 1: VTAB 13: INPUT "DO Y
    OU WANT TO USE AN OLD CHARAC
    TER?";A$: IF LEFT$(A$,1) <
    > "Y" THEN GOSUB 21000: GOTO
    900
812 PRINT : INPUT "NAME: ";NM$
815 INPUT "STRENGTH: ";A$:ST = VAL
    (A$): IF ST > 20 OR ST < 3 THEN
    815
820 INPUT "DEXTERITY: ";A$:DX =

```



```

      VAL (A$): IF DX > 20 OR DX <
      3 THEN 820
825 INPUT "WOUNDS: ";A$:W = VAL
(A$) / 100: IF W < .1 OR W >
1 THEN 825
830 INPUT "EXPERIENCE: ";A$:EP =
VAL (A$)
832 INPUT "GOLD: ";A$:GP = VAL
(A$)
835 INPUT "IS (S)HE AN ELF? ";A$
: IF LEFT$ (A$,1) = "Y" THEN
RC = 1
836 IF RC = 0 THEN INPUT "IS (S
)HE A DWARF? ";A$: IF LEFT$
(A$,1) = "Y" THEN RC = 2
840 INPUT "MAGIC ARROWS: ";A$:A2
= VAL (A$): INPUT "NORMAL
ARROWS: ";A$:A1 = VAL (A$)
845 INPUT "HEALING POTIONS: ";A$
:PT = VAL (A$)
846 INPUT "HOLY WATER: ";A$:HW =
VAL (A$)

```

#### Load in an old game?

```

850 PRINT : INPUT "DO YOU WANT T
O LOAD IN AN OLD GAME? ";A$:
IF LEFT$ (A$,1) < > "Y" THEN
900
852 INPUT "DISK OR CASSETTE ?";A
$
855 IF LEFT$ (A$,1) = "C" THEN
INPUT "HIT <RETURN> TO BEGI
N READ ";A$: PRINT : PRINT "
(WAIT FOR SIX BEEPS.)": RECALL
M1: RECALL M2: RECALL T1: GOTO
890
857 INPUT "ENTER FILESPEC >";A$
860 PRINT D$;"OPEN ";A$
865 PRINT D$;"READ ";A$
870 FOR X = 1 TO 58: INPUT M1(X)
: INPUT M2(X): INPUT T1(X): NEXT
X
875 PRINT D$;"CLOSE ";A$
890 PRINT "LOAD COMPLETE."

```

#### Marketplace and bargaining routine.

```

900 HOME : PRINT "GOLD: ";GP
901 PRINT : PRINT "YOU ARE AT TH
E MARKET. PRICES HERE ARE:"
903 PRINT " 1. MAGIC ARROW. .
. . . .2 GOLD"
904 PRINT " 2. FOUR NORMAL ARR
OWS . . .1 GOLD"
905 PRINT " 3. HEALING POTION
. . . .15 GOLD"
906 PRINT " 4. HOLY WATER . .
. . . .3 GOLD"
910 PRINT : PRINT "OK, ";NM$;",
WHAT ITEM WOULD": INPUT "YOU
LIKE? (ENTER NUMBER) ";A$:
IT = VAL (A$): IF IT > 4 OR
IT < 0 THEN PRINT BELL$;"I
DON'T SELL THAT!": GOTO 910
911 IF IT = 0 THEN 990
912 IF IT = 1 THEN P1 = 2
913 IF IT = 2 THEN P1 = 1
914 IF IT = 3 THEN P1 = 15
915 IF IT = 4 THEN P1 = 3
916 PRINT "AT ";P1;" GOLD APIECE
, HOW MANY WILL": INPUT "YOU
BUY? ";A$:NM = VAL (A$)
917 IF NM < 0 THEN PRINT BELL$;
"VERY FUNNY!!": PRINT "I DO
NOT BUY THINGS, I SELL THEM!
": GOTO 916
920 P1 = P1 * NM
921 OP = P1
925 PRINT "THE PRICE NOW COMES T
O ";P1;" GOLD."
930 PRINT "HOW MUCH WILL YOU GIV
E ME, ";NM$;: INPUT "? ";A$:
A = VAL (A$)
935 IF A < OP / 10 THEN PRINT "
FORGET IT!!!": GOTO 901
940 IF A < OP / 2 THEN PRINT "N
OT INTERESTED.": GOTO 901
941 IF A > = P1 THEN PRINT "YO
U GOT A DEAL!!!": GOTO 950
942 Y = A / P1:X = RND (1): IF X

```



```

    > Y THEN PRINT "NOT INTERE
STED":P1 = INT ((OP + P1) /
2): GOTO 930
945 P1 = INT ((P1 * 2 + A) / 3):
    IF (P1 < = A) THEN 941
947 PRINT "HOW ABOUT ";P1;" , ";N
M$;"?": GOTO 930
950 IF GP < P1 THEN PRINT BELL$
;"WHAT!! CAN'T PAY YER DEBT
S, ";NM$;"?", "YOU'LL BE THRO
WN IN PRISON FOR THIS!!!";BE
LL$: END
955 GP = GP - P1: PRINT "YOU NOW
HAVE ";GP;" GOLD, ";NM$;."
960 IF IT = 1 THEN A2 = A2 + NM
965 IF IT = 2 THEN A1 = A1 + NM *
4

```



```

970 IF IT = 3 THEN PT = PT + NM
975 IF IT = 4 THEN HW = HW + NM
980 GOTO 901

```

Enter dungeon; check for too many arrows.

```

990 PRINT "OK, ";NM$;", PRESS <R
ETURN> TO GO", "INTO THE DUNG
EON."
991 EL = 0
992 IF EP > 100 THEN EP = EP - 1
    00:EL = EL + 100: FOR X = 1 TO
58:M2(X) = M2(X) * 1.1: NEXT
: GOTO 992
993 EP = EP + EL
994 IF EL > 500 THEN FOR U = EL
    TO 500 STEP - 100: FOR X =
1 TO 58:M2(X) = M2(X) / 1.1:
NEXT : NEXT
995 INPUT A$: HOME
997 A3 = 0:A4 = 0
998 IF A2 > ST * 2 THEN A4 = A2 -
ST * 2:A2 = ST * 2: PRINT "M
ORE THAN ";ST * 2;" MAGIC AR
ROWS WOULD", "WEIGH YOU DOWN.
": FOR X = 1 TO 2000: NEXT X
999 IF A1 > ST * 2 THEN A3 = A1 -
ST * 2:A1 = ST * 2: PRINT "M
ORE THAN ";ST * 2;" ARROWS W
OULD", "WEIGH YOU DOWN.": FOR
X = 1 TO 2000: NEXT X

```

Upon entering a new room, draw it with its monsters and treasures. If this is room one, give option to leave.

```

1000 HOME : IF B1 = 0 THEN B1 =
1: GOTO 1005
1001 IF RM < > 1 THEN 1005
1002 INPUT "DO YOU WANT TO LEAVE
THE DUNGEON? ";A$
1003 IF LEFT$(A$,1) = "Y" THEN
800
1004 HOME
1005 ON R1(RM) GOSUB 10000,11000

```

```

1010 IF T1(RM) > 0 THEN TX = FN
A(9) + 15:TY = FN A(6) + 9:
HTAB TX: VTAB TY: PRINT "&"
;
1015 X5 = 20:Y5 = 13
1020 IF I$ = "W" THEN Y5 = 22
1022 IF I$ = "X" THEN Y5 = 2
1024 IF I$ = "D" THEN X5 = 2
1026 IF I$ = "A" THEN X5 = 39
1028 HTAB X5: VTAB Y5: FLASH : PRINT
YY$: NORMAL
1030 IF M2(RM) > = 1 THEN WX =
FN A(10) + 15:WY = FN A(6)
+ 9
1031 MS = MS(M1(RM)) / 10
1050 IF M2(RM) > = 1 THEN HTAB
WX: VTAB WY: PRINT M$(M1(RM)
);

```

Print player status, check for wandering monsters.

```

1055 HTAB 1: VTAB 2: PRINT "ARRO
WS:";A1;" "; HTAB 1: VTAB 1
: PRINT "M. ARROWS:";A2;" ";
1060 HTAB 1: VTAB 22: PRINT "ST=
";ST;" DX=";DX"; HTAB 1: VTAB
3: PRINT "WOUNDS:"; INT (W $
100 + .5);"%";" ";
1061 HTAB 1: VTAB 4: PRINT "ROOM
:";RM;" ";
1062 HTAB 33: VTAB 18: PRINT "PD
TIONS:"; HTAB 35: VTAB 19: PRINT
PT;" ";
1063 HTAB 33: VTAB 20: PRINT "HO
LY H2O"; HTAB 35: VTAB 21: PRIN
HW;" ";
1065 IF M2(RM) > = 1 THEN HTAB
28: VTAB 1: PRINT "MONSTER:"
; HTAB 30: VTAB 2: PRINT MM
$(M1(RM));
1070 IF M2(RM) < 1 THEN HTAB 28
: VTAB 1: PRINT SPC( 13); HTAB
30: VTAB 2: PRINT SPC( 11);

```

```

1075 IF M2(RM) > 1 THEN HTAB 28
: VTAB 3: PRINT "NUMBER:"; INT
(M2(RM));" ";
1077 IF M2(RM) < = 1 THEN HTAB
28: VTAB 3: PRINT SPC( 13);
1080 HTAB 1: VTAB 18: PRINT "EX:
"; INT (EP);" "; HTAB 35: VTAB
5: PRINT "W"; HTAB 34: VTAB
6: PRINT "A D"; HTAB 35: VTAB
7: PRINT "X";
1085 HTAB 1: VTAB 19: PRINT "GP:
";GP;" ";
1086 IF M2(RM) = 0 AND FN A(100
) = 1 THEN FOR X = 1 TO 10:
HTAB 5: VTAB 24: PRINT "WAN
DERING MONSTER!"; FOR Y = 1
TO 50: NEXT Y: HTAB 5: VTAB
24: PRINT SPC( 18); FOR Y =
1 TO 50: NEXT Y,X:M2(RM) = FN
A(3):M1(RM) = FN A(8): GOTO
1030

```

Accept a command from keyboard and call appropriate subroutines.

```

1090 A$ = "": FOR X = 1 TO DX $ 1
0 - EP: IF PEEK ( - 16384) >
128 THEN X = 9999
1091 NEXT X: IF X > 9000 THEN GET
A$
1093 IF T1(RM) > 0 THEN HTAB TX
: VTAB TY: PRINT "&";
1095 IF A$ = "" THEN A$ = I$: GOTO
1100
1097 I$ = A$
1100 IF I$ = "W" THEN GOSUB 151
00
1105 IF I$ = "X" THEN GOSUB 152
00
1110 IF I$ = "D" THEN GOSUB 153
00
1115 IF I$ = "A" THEN GOSUB 154
00
1120 IF I$ = "H" THEN I$ = "": IF

```

```

PT > 0 THEN PT = PT - 1:W =
1
1125 IF I$ = "M" AND A2 > 0 THEN
I$ = "":A2 = A2 - 1: GOSUB 1
5500
1130 IF I$ = "N" AND A1 > 0 THEN
I$ = "":A1 = A1 - 1: GOSUB 1
5600
1135 IF I$ = "F" THEN GOSUB 160
00
1140 IF I$ = "O" THEN GOSUB 170
00
1145 IF I$ = "T" AND HW > 0 THEN
I$ = "":HW = HW - 1: GOSUB 1
8000

```

If there is a monster in the room, move him and let him attack.

```

1200 IF M2(RM) < 1 THEN 1030
1201 IF MS < = 0 THEN FOR X =
1 TO LEN (K$): HTAB WX: VTAB
WY: PRINT MID$ (K$,X,1):; NEXT
X:M2(RM) = M2(RM) - 1:EP = E
P + MS(M1(RM)): GOTO 1030
1205 MX = SGN (X5 - WX)
1206 IF WX < X5 THEN MX = 1
1207 IF WX = X5 THEN MX = 0
1210 MY = SGN (Y5 - WY)
1215 HTAB WX: VTAB WY: PRINT " "
;
1220 IF SCRN( WX + MX - 1,WY *
2 - 2) + 16 * SCRN( WX + MX
- 1,WY * 2 - 1) = 160 THEN
WX = WX + MX
1225 IF SCRN( WX - 1,MY * 2 + W
Y * 2 - 2) + 16 * SCRN( WX -
1,MY * 2 + WY * 2 - 1) = 160
THEN WY = WY + MY
1230 IF ABS (WX - X5) > 1 OR ABS
(WY - Y5) > 1 THEN 1050
1235 X = RND (1): IF X > MS THEN
1050
1240 X = RND (1) * MS
1245 W = W - X: IF W < 0 THEN 500
0

```

1250 GOTO 1050

End-routine for the "Great Dungeon in the Sky" ending.

```

5000 FOR X = 1 TO LEN (K$): HTAB
X5: VTAB Y5: PRINT MID$ (K$
,X,1):; NEXT X: FOR X = 1 TO
1000: NEXT X: HOME
5005 PRINT "WELCOME TO HEAVEN, "
;NM$;"!!!"
5010 PRINT "I HOPE YOU ENJOYED Y
OUR SHORT LIFETIME IN WHICH
YOU ACCUMULATED ";GP;" GOLD
"
5015 PRINT "AND ";EP;" EXPERIENC
E POINTS."
5020 PRINT : PRINT : INPUT "WOUL
D YOU LIKE TO BE REINCARNATE
D AS A NEW CHARACTER ?";A$:
IF LEFT$ (A$,1) = "N" THEN
STOP
5025 RUN

```

Subroutine to draw a passage/intersection.

```

10000 REM DRAW HALLWAY (TYPE #1)
10002 INVERSE
10005 X1 = R2(RM,1)
10010 IF X1 > 0 THEN FOR X = 1 TO
8: HTAB 15: VTAB X: PRINT "
";: HTAB 26: PRINT " ";: NEXT
X
10012 IF X1 < = 0 THEN HTAB 16
: VTAB 9: PRINT SPC( 10);
10015 X1 = R2(RM,2)
10020 IF X1 > 0 THEN FOR X = 16
TO 23: HTAB 15: VTAB X: PRINT
" ";: HTAB 26: PRINT " ";: NEXT
X
10022 IF X1 < = 0 THEN HTAB 16
: VTAB 16: PRINT SPC( 10);
10025 X1 = R2(RM,3)
10030 IF X1 > 0 THEN FOR X = 26
TO 40: HTAB X: VTAB 9: PRINT
" ";: HTAB X: VTAB 16: PRINT

```



```

" "; NEXT X
10032 IF X1 < = 0 THEN FOR X =
9 TO 16: HTAB 26: VTAB X: PRINT
" "; NEXT X
10035 X1 = R2(RM,4)
10040 IF X1 > 0 THEN FOR X = 1 TO
15: HTAB X: VTAB 9: PRINT "
"; HTAB X: VTAB 16: PRINT "
"; NEXT X
10042 IF X1 < = 0 THEN FOR X =
9 TO 16: HTAB 15: VTAB X: PRINT
" "; NEXT X
10045 NORMAL : RETURN

```

**Subroutine to draw a chamber/room.**

```

11000 REM DRAW CHAMBER(TYPE#2)
11002 INVERSE
11005 HTAB 9: VTAB 5: PRINT "
"; HTAB 26: PRINT "
";
11010 HTAB 9: VTAB 20: PRINT "
"; HTAB 26: PRINT "
";
11012 FOR X = 6 TO 9: HTAB 9: VTAB
X: PRINT " "; NORMAL : PRINT
SPC( 22); INVERSE : PRINT
" "; NEXT X
11014 FOR X = 16 TO 19: HTAB 9: VTAB
X: PRINT " "; NORMAL : PRINT
SPC( 22); INVERSE : PRINT
" "; NEXT X
11015 X1 = R2(RM,1)
11020 IF X1 > 0 THEN FOR X = 1 TO
4: HTAB 15: VTAB X: PRINT "
"; HTAB 26: PRINT " "; NEXT
X
11022 IF X1 < = 0 THEN HTAB 16
: VTAB 5: PRINT SPC( 10);
11025 X1 = R2(RM,2)
11030 IF X1 > 0 THEN FOR X = 21
TO 23: HTAB 15: VTAB X: PRINT
" "; HTAB 26: PRINT " "; NEXT
X
11032 IF X1 < = 0 THEN HTAB 16
: VTAB 20: PRINT SPC( 10);

```

```

11035 X1 = R2(RM,3)
11040 IF X1 > 0 THEN HTAB 32: VTAB
9: PRINT SPC( 9); HTAB 32:
VTAB 16: PRINT SPC( 9);
11042 IF X1 < = 0 THEN FOR X =
10 TO 15: HTAB 32: VTAB X: PRINT
" "; NEXT X
11045 X1 = R2(RM,4)
11050 IF X1 > 0 THEN HTAB 1: VTAB
9: PRINT SPC( 9); HTAB 1: VTAB
16: PRINT SPC( 9);
11052 IF X1 < = 0 THEN FOR X =
10 TO 15: HTAB 9: VTAB X: PRINT
" "; NEXT X
11055 NORMAL : RETURN

```

**Subroutines for moving player around screen.**

```

15100 IF Y5 = 1 THEN 15105
15102 M = SCRNI( X5 - 1, Y5 # 2 -
4) + 16 # SCRNI( X5 - 1, Y5 #
2 - 3) - 128: IF M < > 32 THEN
RETURN
15105 HTAB X5: VTAB Y5: PRINT "
";
15110 Y5 = Y5 - 1: IF Y5 < 2 THEN
RM = R2(RM,1): POP : GOTO 10
00
15120 HTAB X5: VTAB Y5: FLASH : PRINT
Y5; NORMAL : RETURN
15200 IF Y5 = 22 THEN 15205
15202 M = SCRNI( X5 - 1, Y5 # 2) +
16 # SCRNI( X5 - 1, Y5 # 2 +
1) - 128: IF M < > 32 THEN
RETURN
15205 HTAB X5: VTAB Y5: PRINT "
";
15210 Y5 = Y5 + 1: IF Y5 > 22 THEN
RM = R2(RM,2): POP : GOTO 10
00
15220 GOTO 15120
15300 IF X5 > 37 THEN 15305
15302 M = SCRNI( X5, Y5 # 2 - 2) +
16 # SCRNI( X5, Y5 # 2 - 1) -
128: IF M < > 32 THEN RETURN

```

```

15303 M = SCRN( X5 + 1, Y5 * 2 -
2) + 16 * SCRN( X5 + 1, Y5 *
2 - 1) - 128: IF M < > 32 THEN
RETURN
15305 HTAB X5: VTAB Y5: PRINT "
";
15310 X5 = X5 + 2: IF X5 > 39 THEN
RM = R2(RM, 3): POP : GOTO 10
00
15320 GOTO 15120
15400 IF X5 < = 2 THEN 15405
15402 M = SCRN( X5 - 2, Y5 * 2 -
2) + 16 * SCRN( X5 - 2, Y5 *
2 - 1) - 128: IF M < > 32 THEN
RETURN
15403 M = SCRN( X5 - 3, Y5 * 2 -
2) + 16 * SCRN( X5 - 3, Y5 *
2 - 1) - 128: IF M < > 32 THEN
RETURN
15405 HTAB X5: VTAB Y5: PRINT "
";
15410 X5 = X5 - 2: IF X5 < 1 THEN
RM = R2(RM, 4): POP : GOTO 10
00
15420 GOTO 15120

```

#### Normal arrow firing routine.

```

15500 GOSUB 15699
15505 X = RND (1) / 2: IF RC = 1
THEN X = X - .1
15506 IF RC = 2 THEN X = X + .1
15507 X = X - (EP / 1000)
15510 X = X - .2
15511 X = X - (DX / 100)
15515 IF X > W THEN RETURN
15520 X = RND (1): IF RC = 1 THEN
X = X + .2
15522 IF RC < > 1 THEN X = X +
.1
15523 IF RC = 2 THEN X = X + .1
15525 MS = MS - X: RETURN
15599 RETURN

```

#### Magic arrow firing routine.

```

15600 GOSUB 15699

```

```

15601 IF M1(RM) = 8 THEN RETURN
15605 X = RND (1) / 2: IF RC = 1
THEN X = X - .1
15606 X = X - (DX / 100)
15607 IF RC = 2 THEN X = X + .1
15608 X = X - (EP / 1000)
15610 IF X > W THEN RETURN
15620 X = RND (1): IF RC = 1 THEN
X = X + .1
15621 IF RC = 2 THEN X = X - .1
15625 MS = MS - X: RETURN
15698 RETURN

```

Calculate monster range, aim, and shoot arrow graphically.

```

15699 IF WX = 0 THEN WX = 31: IF
WY = 0 THEN WY = 8
15700 X6 = X5: Y6 = Y5 - 1: X7 = WX
: Y7 = WY - 1
15701 IF X6 = X7 THEN SL = 0: X8 =
X7: X9 = X6
15702 IF X6 < > X7 THEN SL = (Y
6 - Y7) / (X6 - X7): X8 = X6:
X9 = X7
15703 GOTO 15708
15705 IF X6 > X7 THEN SL = (Y6 -
Y7) / (X6 - X7): X8 = X6: X9 =
X7
15706 IF X7 > X6 THEN SL = (Y7 -
Y6) / (X7 - X6): X8 = X7: X9 =
X6
15707 IF X7 = X6 THEN SL = 0: X8 =
X7: X9 = X6
15708 Y8 = Y6: Y9 = Y7
15709 Y = Y8
15710 SL = SL * SGN (Y8 - Y9): IF
Y6 < Y7 THEN SL = - SL
15711 IF X6 > X7 THEN SL = - SL
15712 FOR X = X8 TO X9 STEP SGN
(X9 - X8 + .01): FOR XX = 1 TO
20: NEXT XX
15713 IF Y > 23 OR Y < 1 OR X >
40 OR X < 1 THEN NEXT X: GOTO
15750
15715 IF SCRN( X - 1, INT (Y) *

```

```

2 - 2) + SCRN( X - 1, INT (
Y) * 2 - 1) * 16 = 32 THEN X
9 = X - 1: GOTO 15750
15720 HTAB X: VTAB Y: PRINT "+";
:Y = Y + SL: NEXT X
15750 Y = Y8: FOR X = X8 TO X9 STEP
SGN (X9 - X8 + .01): HTAB X
: VTAB Y: PRINT " ";Y = Y +
SL: NEXT X
15760 RETURN

```

**Subroutine for close combat with a monster.**

```

16000 IF ABS (X5 - WX) > 1 OR ABS
(Y5 - WY) > 1 THEN RETURN
16001 IF M1(RM) = 8 THEN RETURN
16002 IF M1(RM) = 7 THEN RETURN
16003 IF M1(RM) = 6 THEN W = W -
.05
16005 X = RND (1): IF RC = 0 THEN
X = X - .1
16006 X = X - (DX / 100)
16007 IF RC = 2 THEN X = X - .3
16008 X = X - (EP / 1000)
16010 IF X > W THEN RETURN
16015 X = RND (1): IF RC = 0 THEN
X = X + .1
16016 X = X + (ST / 100)
16017 IF RC = 2 THEN X = X + .2
16020 MS = MS - X: RETURN

```

**Subroutine for obtaining a treasure.**

```

17000 IF ABS (TX - X5) > 1 THEN
RETURN
17005 IF ABS (TY - Y5) > 1 THEN
RETURN
17010 HTAB TX: VTAB TY: PRINT "
";
17011 TX = 0:TY = 0
17015 HTAB 8: VTAB 24: PRINT T$(
T1(RM));: FOR X = 1 TO 1000:

```

```

NEXT X
17020 FOR X = 8 TO 35: HTAB X: VTAB
24: PRINT " "; NEXT X
17021 IF T1(RM) = 10 THEN PT = P
T + 1: GOTO 17026
17022 IF T1(RM) = 11 THEN A2 = A
2 + 10: GOTO 17026
17023 IF T1(RM) = 12 THEN A1 = A
1 + 10: GOTO 17026
17024 TS(T1(RM)) = TS(T1(RM)) + 1
17025 GP = GP + GP(T1(RM))
17026 EP = EP + EP(T1(RM)):T1(RM)
= 0
17030 RETURN

```

**Subroutine to throw a flask of holy water.**

```

18000 M = M1(RM): IF M = 2 OR M =
5 OR M = 7 THEN RETURN
18005 GOSUB 15699: HTAB WX: VTAB
WY: PRINT " ";WA = WX:WB =
WY:WX = X5:WY = Y5: GOSUB 16
000:WX = WA:WY = WB: HTAB X5
: VTAB Y5: FLASH : PRINT YY$
:; NORMAL : RETURN

```

**Take care of "end of quest" procedures such as saving games and printing out information on the player's fighter.**

```

20000 INPUT "WOULD YOU LIKE TO SE
E THE TREASURES THAT YOU RET
RIEVED FROM THE DUNGEON ?";A
$: IF LEFT$(A$,1) = "Y" THEN
FOR X = 1 TO 9: PRINT T$(X)
; TAB( 30):TS(X): NEXT X
20010 FOR X = 1 TO 9:TS(X) = 0: NEXT
X
20011 A1 = A1 + A3:A2 = A2 + A4
20015 INPUT "WOULD YOU LIKE TO S
AVE THIS GAME ?";A$
20017 IF LEFT$(A$,1) < > "Y" THEN
20028

```



```

20018 INPUT "DISK OR CASSETTE ?"
;A$: IF LEFT$ (A$,1) = "C" THEN
INPUT "HIT <RETURN> TO BEGI
N SAVE ";A$: PRINT : PRINT "
(WAIT FOR SIX BEEPS.): STORE
R1: STORE M2: STORE T1: GOTO
20027

20019 IF LEFT$ (A$,1) < > "D" THEN
20018

20020 INPUT "ENTER FILENAME >";A
$

20021 PRINT D$;"OPEN ";A$
20022 PRINT D$;"DELETE ";A$
20023 PRINT D$;"OPEN ";A$
20024 PRINT D$;"WRITE ";A$
20025 FOR X = 1 TO 58: PRINT M1(
X): PRINT M2(X): PRINT T1(X)
: NEXT X

20026 PRINT D$;"CLOSE ";A$
20027 PRINT "SAVE COMPLETE."
20028 INPUT "WOULD YOU LIKE TO S
TOP NOW ?";A$: IF LEFT$ (A$
,1) < > "Y" THEN RETURN

20030 PRINT "OK. SO THAT YOU CA
N USE THIS CHARACTER AGAIN A
T A LATER TIME"

20035 PRINT "NAME: ";NM$;" RACE:
";: IF RC = 0 THEN PRINT "
HUMAN"

20036 IF RC = 1 THEN PRINT "ELF
"

20037 IF RC = 2 THEN PRINT "DWA
RF"

20040 PRINT "WOUNDS: ";W $ 100;"
%"

20045 PRINT "HEALING POTIONS: ";
PT

20046 PRINT "HOLY WATER: ";HW

20050 PRINT "ARROWS: ";A1;" MA
GIC ARROWS: ";A2

20055 PRINT "GOLD: ";GP;" EXPE
RIENCE: ";EP

```

```

20060 PRINT "STRENGTH: ";ST;"
DEXTERITY: ";DX

20065 INPUT "WOULD YOU LIKE TO T
RY AGAIN AS A $NEW$ CHARACT
ER ?";A$: IF LEFT$ (A$,1) =
"Y" THEN RUN

20099 PRINT : PRINT "COME QUESTI
NG AGAIN SOMETIME!!!": END

```

Subroutine to create new fighter characters.

```

21000 PRINT "OK, I'LL MAKE YOU O
NE.": FOR X = 1 TO 1000: NEXT
X

21005 GP = FN A(20) + 5:ST = FN
A(17) + 3:DX = FN A(17) + 3
:RC = FN A(3) - 1:A1 = 3:A2
= FN A(10):PT = FN A(3) +
1:HW = FN A(5):EP = 0:W = 1

21010 PRINT "STRENGTH: ";ST;"
DEXTERITY: ";DX

21015 PRINT "GOLD: ";GP;" HEALI
NG POTIONS: ";PT

21020 PRINT "HOLY WATER: ";HW;"
RACE: ";: IF RC = 0 THEN PRINT
"HUMAN"

21021 IF RC = 1 THEN PRINT "ELF
"

21022 IF RC = 2 THEN PRINT "DWA
RF"

21025 PRINT "ARROWS: ";A1;" MA
GIC ARROWS: ";A2

21030 INPUT "WHAT WILL YOU NAME
THIS CHARACTER ?";NM$:
PRINT "HAVE A FUN QUEST, ";
NM$;"!!!": FOR X = 1 TO 1000
: NEXT X: HOME

21040 RETURN

```

# ATARI® Version

By Alan J. Zett

NOTE: User must hit [SYSTEM  
RESET] prior to every "RUN" of  
"Quest 1" to reinitialize the character  
set.

```
1 GOSUB 30000: OPEN #3,4,0,"K"
```

Initialize character modification and  
print title page.

```
7 GOSUB 600: FOR X=1 TO 276: T$(X)=" ": N  
EXT X: FOR X=1 TO 88: MN$(X)=" ": NEXT X:  
YY$="0"  
8 FOR X=0 TO 9: TS(X)=0: NEXT X  
9 FOR X=1 TO 49: K$(X,X)=CHR$(INT(RND(0  
)*32)): NEXT X: K$(49)=" "
```

Data for monsters and treasures.

```
100 DATA Worthless odds and ends,0,0,A  
bag of Copper Coins,1,3,A small Brass  
Statuette,2,5
```

```
102 DATA A bag of various Coins,3,7,A  
purse of Gold Coins,5,12,3 Gold Nugget  
5,8,17
```

```
104 DATA 4 small Turquoises,7,15,A lar  
ge Ruby,15,30
```

```
106 DATA A HUGE Sapphire,150,150,A H  
ealing Potion,10,0
```

```
108 DATA 10 Magic Arrows,15,0,10 norma  
l Arrows,10,0
```

```
110 DATA SKELETON,S,2,ORC,0,3,ZOMBIE,Z  
,4,GHOUL,g,6
```

```
112 DATA HUGE SPIDER,H,7,MUMMY,M,8,GIA  
NI,6,9,WRAITH,W,9,9
```

Data for the rooms.

```
115 DATA 1,12,3,2,18,0,0,0  
120 DATA 2,0,0,0,1,4,2,8  
125 DATA 1,1,0,4,19,0,0,1  
130 DATA 1,0,0,5,3,3,1,1  
135 DATA 2,6,38,0,4,1,3,6  
140 DATA 1,8,5,9,7,0,0,0  
145 DATA 1,0,0,6,0,0,0,1  
150 DATA 2,0,6,0,11,2,11,2  
155 DATA 2,0,0,10,6,2,3,1  
160 DATA 2,0,0,0,9,5,1,4  
165 DATA 1,0,0,8,12,0,0,1  
170 DATA 2,0,1,11,13,2,5,3  
175 DATA 1,0,0,12,14,0,0,1  
180 DATA 2,15,26,13,17,5,1,1  
185 DATA 2,0,14,0,0,0,0,1  
190 DATA 2,0,17,0,0,1,2,5  
195 DATA 1,16,20,14,0,4,1,1  
200 DATA 2,0,19,1,26,2,2,7  
205 DATA 2,18,30,3,27,3,2,2  
210 DATA 1,17,21,0,0,0,0,1  
215 DATA 1,20,22,0,0,6,2,9  
220 DATA 1,21,23,0,0,2,3,12  
225 DATA 1,22,24,0,0,4,2,10  
240 DATA 1,23,25,34,0,0,0,11  
250 DATA 2,24,0,0,0,7,3,9  
260 DATA 2,14,0,18,0,3,2,1  
270 DATA 2,0,28,19,0,4,1,2  
280 DATA 1,27,29,31,0,0,0,1  
290 DATA 2,28,0,0,0,5,1,10  
300 DATA 2,19,0,0,0,1,2,3  
310 DATA 1,0,32,0,28,0,0,4  
320 DATA 1,31,33,43,0,0,0,1  
330 DATA 2,32,35,0,0,5,1,8  
340 DATA 1,0,0,35,24,0,0,12  
350 DATA 1,33,36,45,34,0,0,5  
360 DATA 1,35,0,37,0,7,1,10  
370 DATA 2,0,0,0,36,8,3,9  
380 DATA 1,5,49,0,39,0,0,1  
390 DATA 1,0,40,38,0,0,0,6  
400 DATA 1,39,0,0,41,2,3,2  
410 DATA 1,42,46,40,43,4,1,7
```



```

420 DATA 2,0,41,0,0,7,3,8
430 DATA 2,0,44,41,32,6,1,11
440 DATA 1,43,45,0,0,0,0,5
450 DATA 1,44,0,47,35,0,0,1
460 DATA 2,41,47,48,0,5,1,7
470 DATA 1,46,0,50,45,0,0,3
480 DATA 1,0,0,49,46,0,0,1
490 DATA 2,38,51,52,48,6,1,6
500 DATA 1,0,0,51,47,2,5,10
510 DATA 1,49,0,53,50,4,3,5
520 DATA 2,0,0,0,49,6,1,6
530 DATA 2,0,54,0,51,5,1,8
540 DATA 1,53,0,0,55,0,0,1
550 DATA 2,0,0,54,56,2,3,2
560 DATA 1,0,0,55,57,6,1,8
570 DATA 1,0,0,56,58,7,3,11
580 DATA 2,0,0,57,0,8,4,9
590 RESTORE :GOTO 603

```

**Initialize variables.**

```

600 DIM MN$(89),M$(8),MS(8),R1(58),R2(
58,4),M1(58),M2(58),T1(58),T$(277),EP(
12),GP(12),TS(9),YY$(1)
602 DIM X$(23),NM$(20),A$(5),K$(49),X1
$(2),I$(2):RETURN
603 FOR X=1 TO 12:READ X$,X1,X2:T$(X$(
23)-22)=X$:EP(X)=X1:GP(X)=X2:NEXT X:T$(
277)="#"
605 FOR X=1 TO 8:READ X$,X1$,X2:MN$(X
$11)-10=X$:M$(X)=X1$:MS(X)=X2:NEXT X:
MN$(89)="#"
610 FOR X=1 TO 58:READ X1:R1(X)=X1:FOR
Y=1 TO 4:READ X1:R2(X,Y)=X1:NEXT Y
615 READ X1:M1(X)=X1:READ X1:M2(X)=X1:
READ X1:T1(X)=X1:NEXT X
620 RM=1:A1=1000:A2=1000:W=1:P2=2:POKE
752,0

```

**Ask if you want to use an old character.**

```

800 IF B1=1 THEN GOSUB 20000
805 IF B1=1 THEN B1=0:GOTO 900
810 POSITION 2,12:? "Want to use an ol
d character ";;INPUT A$:? :IF A$(1,1)<
>"Y" THEN GOSUB 21000:GOTO 900
812 ? "NAME: ";;INPUT NM$
815 ? "STRENGTH: ";;INPUT ST:IF ST>20

```

```

OR ST<3 THEN 815
820 ? "DEXTERITY: ";;INPUT DX:IF DX>20
OR DX<3 THEN 820
825 ? "WOUNDS: ";;INPUT W:W=W/100:IF W
<0.1 OR W>1 THEN 825
830 ? "EXPERIENCE: ";;INPUT EP
832 ? "GOLD: ";;INPUT GP
835 ? "IS (S)HE AN ELF ";;INPUT A$:IF
A$(1,1)="Y" THEN RC=1
836 IF RC=0 THEN ? "IS (S)HE A DWARF "
;;INPUT A$:IF A$(1,1)="Y" THEN RC=2
840 ? "MAGIC ARROWS: ";;INPUT A2:? "ND
RMAL ARROWS: ";;INPUT A1
845 ? "HEALING POTIONS: ";;INPUT PT
846 ? "HOLY WATER: ";;INPUT HW

```

**Ask if you want to load in an old game.**

```

850 ? "Want to load in an old game ";;
INPUT A$:IF A$(1,1)<>"Y" THEN 900
860 ? "FROM CASSETTE OR DISK ";;INPUT
A$:IF A$(1,1)="C" THEN ? "HIT <RETURN>
WHEN READY " :GOTO 880
862 IF A$(1,1)<>"D" THEN 860
870 OPEN #2,4,0,"D:QUEST.DAT"
872 FOR X=1 TO 58:INPUT #2;X1:M1(X)=X1
:INPUT #2;X1:M2(X)=X1:INPUT #2;X1:T1(X
)=X1
874 GOTO 884
880 OPEN #2,4,0,"C:QUEST.DAT"
882 FOR X=1 TO 58:INPUT #2;X1:M1(X)=X1
:INPUT #2;X1:M2(X)=X1:INPUT #2;X1:T1(X
)=X1
884 NEXT X:CLOSE #2

```

**Marketplace and bargaining routine.**

```

900 ? CHR$(125);"GOLD: ";;GP
901 ? :? "You're at a market. Prices h
ere are:":?
903 ? "[1] MAGIC ARROW ..... 2
GOLD [2] FOUR NORMAL ARROWS ..... 1
GOLD"
905 ? "[3] HEALING POTION ..... 15
GOLD [4] HOLY WATER ..... 3
GOLD"
910 ? :? "OK, ";;NM$;", what do you need
";:INPUT A$:IT=VAL(A$)

```



```

911 IF IT>4 OR IT<0 THEN ? CHR$(253); "
I DON'T SELL THAT!";GOTO 910
912 IF IT=0 THEN 990
913 IF IT=1 THEN P1=2
914 IF IT=2 THEN P1=1
915 IF IT=3 THEN P1=15
916 IF IT=4 THEN P1=3
917 ? :? "At ";P1;" GOLD apiece,";? "h
ow many will you buy ";:INPUT A$:NM=VA
L(A$):PRINT
918 IF NM<0 THEN PRINT CHR$(253);"VERY
FUNNY!";PRINT "I DON'T BUY THINGS, I
SELL THEM!";GOTO 916
920 P1=P1*NM
921 OP=P1
925 ? :? "That comes to ";P1;" GOLD. "
;NM$
930 ? "How much will you give me ";:IN
PUT A:?
935 IF A<OP/10 THEN ? "FORGET IT!!!";G
OTO 901
940 IF A<OP/2 THEN ? "NOT INTERESTED."
;GOTO 901
941 IF A>=P1 THEN ? "YOU GOT A DEAL!";
GOTO 950
942 Y=A/P1;X=RND(0);IF X>Y THEN ? "Not
interested.";P1=INT((OP+P1)/2);GOTO 9
30
945 P1=INT((P1*2+A)/3);IF P1<=A THEN 9
41
947 ? "How about ";P1;",";NM$;"?":GOT
O 930
950 IF GP<P1 THEN ? :? "WHAT!! YA CAN'
T PAY YER DEBTS!";? "YOU'LL BE THROWN
INTO PRISON FOR THIS!";CHR$(253):END
955 GP=GP-P1:? "You now have ";GP;" GD
LD, ";NM$
957 IF IT=4 THEN HW=HW+NM
960 IF IT=1 THEN A2=A2+NM
965 IF IT=2 THEN A1=A1+NM*4
970 IF IT=3 THEN PT=PT+NM
980 GOTO 901

```

Enter dungeon; check for too many arrows.

990 ? "OK, ";NM\$;","; PRESS <RETURN> TO"

```

:? "ENTER THE DUNGEON!"
991 EL=0
992 IF EP>100 THEN EP=EP-100;EL=EL+100
:FDR X=1 TO 58:M2(X)=M2(X)*1.1:NEXT X:
GOTO 992
993 EP=EP+EL
994 IF EL>500 THEN FOR U=EL TO 500 STE
P -100;FOR X=1 TO 58:M2(X)=M2(X)/1.1:N
EXT X:NEXT U
995 INPUT A$:? CHR$(125):POKE 752,1
996 A3=0:A4=0
997 IF A2>ST*2 THEN A4=A2-ST*2:A2=ST*2
:? "MORE THAN ";ST*2;" MAGIC ARROWS WO
ULD":? "WEIGH YOU DOWN":?
998 IF A1>ST*2 THEN A3=A1-ST*2:A1=ST*2
:? "MORE THAN ";ST*2;" ARROWS WOULD":?
"WEIGH YOU DOWN":?
999 FOR X=1 TO 500:NEXT X

```

Upon entering a new room, draw it with its monsters and treasures. If this is room one, give option to leave.

```

1000 POKE 752,1:? CHR$(125):IF B1=0 TH
EN B1=1:GOTO 1005
1001 IF RM<>1 THEN 1005
1002 PRINT "Do you wish to leave the d
ungeon ";:INPUT A$
1003 IF A$(1,1)="Y" THEN 800
1004 ? CHR$(125)
1005 DN R1(RM) B0SUB 10000,11000
1010 IF T1(RM)>0 THEN TX=INT(RND(0)*9)
+16:TY=INT(RND(0)*6)+9:POSITION TX,TY:
PRINT "X";
1015 X5=20:Y5=11
1020 IF I$="W" THEN Y5=22
1022 IF I$="X" THEN Y5=2
1024 IF I$="D" THEN X5=2
1026 IF I$="A" THEN X5=38
1028 POSITION X5,Y5:? YY$;
1030 IF M2(RM)>=1 THEN WX=INT(RND(0)*9
)+16:WY=INT(RND(0)*6)+9
1031 MS=MS(M1(RM))/10
1050 IF M2(RM)>=1 THEN POSITION WX,WY:
PRINT M$(M1(RM),M1(RM));

```

Print player status; check for wandering monsters.

```

1055 POSITION 2,1:?"ARROWS:";A1;" ";
POSITION 2,0:?"M ARROWS:";A2;" ";
1060 POSITION 2,21:?"ST:";ST;" DX:";D
Y:";POSITION 2,2:?"WOUNDS:";INT(W#100+
0.5);" ";
1061 POSITION 2,3:?"ROOM:";RM;" ";
1062 POSITION 31,17:?"POTIONS:";:POSI
TION 33,18:?"PT;" ";
1063 POSITION 31,19:?"H WATER:";:POSI
TION 33,20:?"HW;" ";
1065 IF M2(RM)>=1 THEN POSITION 27,0:?"
MONSTER:";:POSITION 27,1:?" MN$(M1(R
M)#11)-10,M1(RM)#11)
1070 IF M2(RM)<1 THEN POSITION 27,0:?"
" ";:POSITION 27,1:?" "
";
1075 IF M2(RM)>1 THEN POSITION 27,2:?"
NUMBER:";INT(M2(RM));" ";
1077 IF M2(RM)<=1 THEN POSITION 27,2:?"
" ";
1080 POSITION 2,17:?"EX:";INT(EP);" "
";:POSITION 37,3:?"W:";:POSITION 36,4:?"
"A D:";:POSITION 37,5:?"X";
1085 POSITION 2,18:?"GP:";GP;" ";
1086 IF M2(RM)<>0 OR (INT(RND(0)#100)+
1)<>1 THEN 1090
1087 FOR X=1 TO 7:POSITION 4,23:?"WAN
DERING MONSTER!";:FOR Y=1 TO 40:NEXT Y
:POSITION 4,23
1088 ? " ";:FOR Y=1 T
O 15:NEXT Y:NEXT X:M2(RM)=INT(RND(0)#3
)+1:M1(RM)=INT(RND(0)#8)+1:GOTO 1030

```

**Accept a command from the keyboard and call appropriate subroutine.**

```

1090 A$="":FOR X=1 TO DX#10-EP:IF PEEK
(764)=255 THEN NEXT X:GOTO 1093
1091 GET #3,A:POKE 764,255:A$=CHR$(A)
1093 IF T1(RM)>0 THEN POSITION TX,TY:P
RINT "#";
1095 IF A$="" THEN A$=I$:GOTO 1100
1097 I$=A$
1100 IF I$="W" THEN GOSUB 15100
1105 IF I$="X" THEN GOSUB 15200
1110 IF I$="D" THEN GOSUB 15300
1115 IF I$="A" THEN GOSUB 15400

```

```

1120 IF I$="H" THEN I$="":IF PT>0 THEN
PT=PT-1:W=1
1125 IF I$="M" AND A2>0 THEN I$="":A2=
A2-1:GOSUB 15500
1130 IF I$="N" AND A1>0 THEN I$="":A1=
A1-1:GOSUB 15600
1135 IF I$="F" THEN GOSUB 16000
1140 IF I$="O" THEN GOSUB 17000
1145 IF I$="T" AND HW>0 THEN I$="":HW=
HW-1:GOSUB 18000

```

**If there is a monster in the room, move him and let him attack.**

```

1200 IF M2(RM)<1 THEN 1030
1201 IF MS<=0 THEN FOR X=1 TO LEN(K$):
POSITION WX,WY:?" K$(X,X);:NEXT X:M2(RM
)=M2(RM)-1:EP=EP+MS(M1(RM)):GOTO 1030
1205 MX=SGN(X5-WX)
1206 IF WX<X5 THEN MX=1
1207 IF WX=X5 THEN MX=0
1210 MY=SGN(Y5-WY)
1215 POSITION WX,WY:?" " ";
1220 LOCATE WX+MX,WY,A:POSITION WX+MX,
WY:?" CHR$(A);:IF A=32 THEN WX=WX+MX
1225 LOCATE WX,MY+WY,A:POSITION WX,MY+
WY:?" CHR$(A);:IF A=32 THEN WY=WY+MY
1230 IF ABS(WX-X5)>1 OR ABS(WY-Y5)>1 T
HEN 1050
1235 X=RND(0):IF X>MS THEN 1050
1240 X=RND(0)#MS
1245 W=W-X:IF W<0 THEN 5000
1250 GOTO 1050
5000 FOR X=1 TO LEN(K$):POSITION X5,Y5
:?" K$(X,X);:NEXT X:FOR X=1 TO 400:NEXT
X:?" CHR$(125)
5005 ? "WELCOME TO HEAVEN, ";NM$;"!!!"
5010 ? "I HOPE YOU ENJOYED YOUR SHORT
LIFETIME IN WHICH YOU ACCUMULATED ";GP;
" GOLD"
5015 ? "AND ";EP;" EXPERIENCE POINTS."
5020 ? :? :?"WOULD YOU LIKE TO BE REI
NCARNATED AS A NEW CHARACTER ";:INPUT
A$:IF A$(1,1)="N" THEN GRAPHICS 0:END
5025 POKE 106,PEEK(106)+5:GRAPHICS 0:R
UN

```









**Magic arrow firing routine.**

```

15600 GOSUB 15699
15601 IF M1(RM)=8 THEN RETURN
15605 X=RND(0)/2;IF RC=1 THEN X=X-0.1
15606 X=X-(DX/100)
15607 IF RC=2 THEN X=X+0.1
15608 X=X-(EP/1000)
15610 IF X>W THEN RETURN
15620 X=RND(0);IF RC=1 THEN X=X+0.1
15621 IF RC=2 THEN X=X-0.1
15625 MS=MS-X;RETURN
15698 RETURN

```

**Calculate monster range, aim, and shoot arrow graphically.**

```

15699 IF WX=0 THEN WX=31;IF WY=0 THEN
WY=8
15700 X6=X5;Y6=Y5-1;X7=WX;Y7=WY
15701 IF X6=X7 THEN SL=0;X8=X7;X9=X6
15702 IF X6<>X7 THEN SL=(Y6-Y7)/(X6-X7
);X8=X6;X9=X7
15703 GOTO 15708
15705 IF X6>X7 THEN SL=(Y6-Y7)/(X6-X7)
;X8=X6;X9=X7
15706 IF X7>X6 THEN SL=(Y7-Y6)/(X7-X6)
;X8=X7;X9=X6
15707 IF X7=X6 THEN SL=0;X8=X7;X9=X6
15708 Y8=Y6;Y9=Y7
15709 Y=Y8
15710 SL=SL*SGN(Y8-Y9);IF Y6<Y7 THEN S
L=-SL
15711 IF X6>X7 THEN SL=-SL
15712 FOR X=X8 TO X9 STEP SGN(X9-X8+0.
01);FOR XX=1 TO 5:NEXT XX
15713 IF Y>22 OR Y<1 OR X>37 OR X<3 TH
EN NEXT X;GOTO 15750
15715 LOCATE X,Y,A;IF A=38 THEN X9=X-1
;GOTO 15750
15720 POSITION X,Y:PRINT "+";Y=Y+SL;N
EXT X
15750 Y=Y8;FOR X=X8 TO X9 STEP SGN(X9-
X8+0.01);POSITION X,Y:PRINT " ";Y=Y+S
L;NEXT X
15760 RETURN

```

**Subroutine for close combat with a monster.**

```

16000 IF ABS(X5-WX)>1 OR ABS(Y5-WY)>1
THEN RETURN
16001 IF M1(RM)=8 THEN RETURN
16002 IF M1(RM)=7 THEN RETURN
16003 IF M1(RM)=6 THEN W=W-0.05
16005 X=RND(0);IF RC=0 THEN X=X-0.1
16006 X=X-(DX/100)
16007 IF RC=2 THEN X=X-0.3
16008 X=X-(EP/1000)
16010 IF X>W THEN RETURN
16015 X=RND(0);IF RC=0 THEN X=X+0.1
16016 X=X+(ST/100)
16017 IF RC=2 THEN X=X+0.2
16020 MS=MS-X;RETURN

```

**Subroutine for opening a treasure chest.**

```

17000 IF ABS(TX-X5)>1 THEN RETURN
17005 IF ABS(TY-Y5)>1 THEN RETURN
17010 POSITION TX,TY:" ";
17011 TX=0;TY=0
17015 POSITION 12,23:T$(T1(RM)*23)-
22,T1(RM)*23);FOR X=1 TO 120:NEXT X
17020 FOR X=12 TO 34:POSITION X,23:" "
";NEXT X
17021 IF T1(RM)=10 THEN PT=PT+1;GOTO 1
7026
17022 IF T1(RM)=11 THEN A2=A2+10;GOTO
17026
17023 IF T1(RM)=12 THEN A1=A1+10;GOTO
17026
17024 TS(T1(RM))=TS(T1(RM))+1
17025 GP=GP+GP(T1(RM))
17026 EP=EP+EP(T1(RM));T1(RM)=0
17030 RETURN

```

**Subroutine to throw a flask of holy water.**

```

18000 M=M1(RM);IF M=2 OR M=5 OR M=7 TH
EN RETURN
18005 GOSUB 15699:POSITION WX,WY:" "
";WA=WX;WB=WY;WX=X5;WY=Y5;GOSUB 16000;
WX=WA;WY=WB:POSITION X5,Y5:YY$;RETR
RN

```

**Take care of "end of quest" procedures such as saving games and printing out information on the player's fighter.**



```

20000 PRINT "WOULD YOU LIKE TO SEE THE
TREASURES YOU RETRIEVED FROM THE DU
NGEON";:INPUT A$
20005 IF A$(1,1)="Y" THEN FOR X=1 TO 9
:? STR$(X);". ";T$((X*23)-22,X*23);CHR
$(127);TS(X):NEXT X
20010 FOR X=1 TO 9:TS(X)=0:NEXT X
20011 A1=A1+A3:A2=A2+A4
20015 ? :? "WOULD YOU LIKE TO SAVE THI
S GAME ";:INPUT A$
20017 IF A$(1,1)<>"Y" THEN 20028
20018 ? "CASSETTE OR DISK ";:INPUT A$:
IF A$(1,1)="C" THEN ? "HIT <RETURN> WH
EN READY ":GOTO 20024
20019 IF A$(1,1)<>"D" THEN 20018
20020 OPEN #2,8,0,"D:QUEST.DAT"
20021 FOR X=1 TO 58:PRINT #2;M1(X):PRI
NT #2;M2(X):PRINT #2;T1(X)
20022 GOTO 20027
20024 OPEN #2,8,0,"C:QUEST.DAT"
20025 FOR X=1 TO 58:PRINT #2;M1(X):PRI
NT #2;M2(X):PRINT #2;T1(X)
20027 NEXT X:CLOSE #2:? "SAVE COMPLETE
."
20028 ? "Would you like to stop now ";
:INPUT A$:IF A$(1,1)<>"Y" THEN RETURN
20030 ? "OK. So that you can use this
character again at a later time:"
20035 ? "NAME: ";NM$;" RACE: ";:IF RC=
0 THEN ? "HUMAN"
20036 IF RC=1 THEN ? "ELF"
20037 IF RC=2 THEN ? "DWARF"
20045 ? "HEALING POTIONS: ";PT
20046 ? "HOLY WATER: ";HW
20050 ? "ARROWS: ";A1;" MAGIC ARROWS
:";A2
20055 ? "GOLD: ";GP;" EXPERIENCE: ";
EP
20060 ? "STRENGTH: ";ST;" DEXTERITY:
";DX
20065 ? :? "Would you like to try agai
n":? "as a $NEW$ character ";:INPUT A$
:IF A$(1,1)="Y" THEN 5025
20099 GRAPHICS 0:? "COME QUESTING AGAI
N SOMETIME!":END
21000 ? "OK, I'll make you one.":FOR X

```

```

=1 TO 100:NEXT X:GP=INT(RND(0)*20)+6:S
T=INT(RND(0)*17)+4:DX=INT(RND(0)*17)+4
21005 RC=INT(RND(0)*3):A1=3:A2=INT(RND
(0)*10)*1:PT=INT(RND(0)*3)+2:HW=INT(RN
D(0)*5)+1:EP=0:W=1
21010 ? "STRENGTH: ";ST;" DEXTERITY:
";DX
21015 ? "GOLD: ";GP;" HEALING POTION
S: ";PT
21020 ? "HOLY WATER: ";HW;" RACE: ";
:IF RC=0 THEN ? "HUMAN"
21021 IF RC=1 THEN ? "ELF"
21022 IF RC=2 THEN ? "DWARF"
21025 ? "ARROWS: ";A1;" MAGIC ARROWS
:";A2
21030 ? :? "What will you name this ch
aracter":INPUT NM$:? :? "HAVE A FUN QU
EST, ";NM$;"!!!!"
21040 FOR X=1 TO 200:NEXT X:? CHR$(125
):RETURN

```

Redefines "&" to be a red block and  
"@ " to be a man character.

```

30000 POKE 106,PEEK(106)-5:GRAPHICS 0:
? "INITIALIZING . . .":SETCOLOR 2,7,0
30010 START=(PEEK(106)+1)*256
30020 FOR X=0 TO 1023:POKE START+X,PEE
K(57344+X):NEXT X:RESTORE 30050
30030 POKE 756,START/256
30040 FOR X=0 TO 7:POKE X+START+48,85:
NEXT X:FOR X=0 TO 7:READ X1:POKE X+STA
RT+256,X1:NEXT X:RETURN
30050 DATA 152,216,255,27,25,60,102,23
1

```





# TRS-80® Version

By Brian Reynolds

Print title page.

```
1 CLS: CLEAR400: IFPEEK(664)=58 AND PEEK(665)=16 THEN TRS80MODEL=3 ELSE
  TRS80MODEL=1
2 PRINT@476,"QUEST 1";: IF TRS80MODEL=3 THEN POKE16420,1
3 A$="          * * * * * * * * * *   Q U E S T   1   W
  A S   W R I T T E N   B Y   B R I A N   R E Y N O L D S   * * *
  * * * * * * *   ( H A V E   F U N ! )   "
4 FORX=1 TO LEN(A$)-14: PRINT@537,MID$(A$,X,14);: FORY=1 TO 30: NEXT: NE
  XT: PRINT
5 ON ERROR GOTO 30000
6 FORX=1 TO 1000: NEXT
7 PRINT
8 IF TRS80MODEL=1 THEN YY$="@" ELSE IF TRS80MODEL=3 THEN YY$=CHR$(253)
```

Data for monsters and treasures.

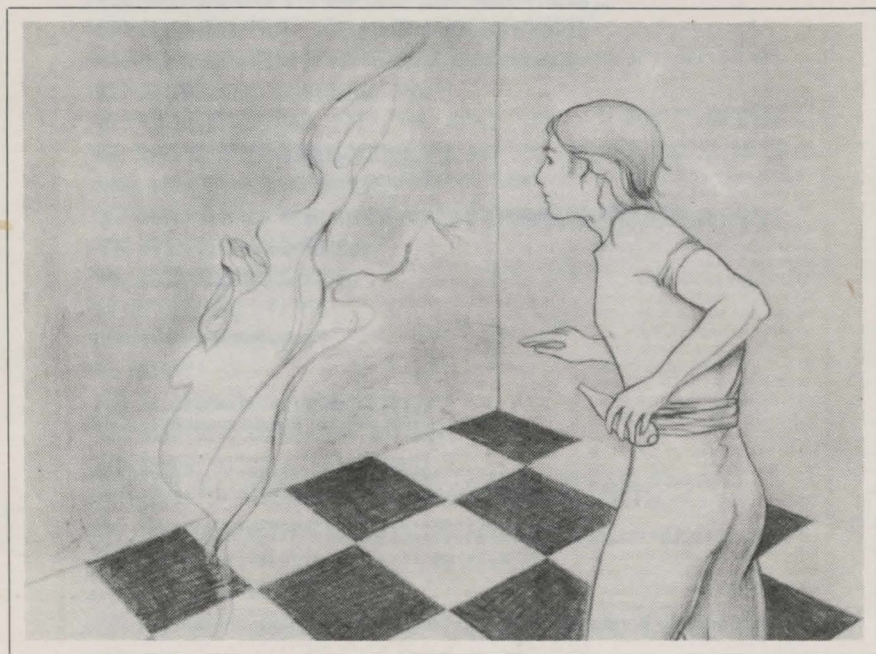
```
100 DATA "WORTHLESS ODDS & ENDS",0,0,"A BAG FULL OF COPPER COINS
  ",1,3,"A SMALL BRASS STATUETTE",2,5,"A BAG FULL OF VARIOUS COINS
  ",3,7,"A PURSE FULL OF GOLD COINS",5,12,"3 GOLD NUGGETS      ",8,
  17,"4 SMALL TURQUOISES",7,15,"LARGE RUBY          ",15,30
105 DATA "A *HUGE* SAPPHIRE",150,150,"A HEALING POTION",10,0,"A
  QUIVER OF 10 MAGIC ARROWS",15,0,"A QUIVER OF 10 NORMAL ARROWS",1
  0,0
110 DATA "SKELETON", "S",2,"ORC", "O",3,"ZOMBIE", "Z",4,"GHOUL", "G",
  6,"HUGE SPIDER", "H",7,"MUMMY", "M",8,"GIANT", "G",9,"WRAITH", "W",9
  .9
```

Data for the rooms.

```
115 DATA 1,12,3,2,18,0,0,0
120 DATA 2,0,0,0,1,4,2,8
125 DATA 1,1,0,4,19,0,0,1
130 DATA 1,0,0,5,3,3,1,1
135 DATA 2,6,38,0,4,1,3,6
140 DATA 1,8,5,9,7,0,0,0
145 DATA 1,0,0,6,0,0,0,1
150 DATA 2,0,6,0,11,2,11,2
155 DATA 2,0,0,10,6,2,3,1
160 DATA 2,0,0,0,9,5,1,4
165 DATA 1,0,0,8,12,0,0,1
```

170 DATA 2,0,1,11,13,2,5,3  
175 DATA 1,0,0,12,14,0,0,1  
180 DATA 2,15,26,13,17,5,1,1  
185 DATA 2,0,14,0,0,0,0,1  
190 DATA 2,0,17,0,0,1,2,5  
195 DATA 1,16,20,14,0,4,1,1  
200 DATA 2,0,19,1,26,2,2,7  
205 DATA 2,18,30,3,27,3,2,2  
210 DATA 1,17,21,0,0,0,0,1  
215 DATA 1,20,22,0,0,6,2,9  
220 DATA 1,21,23,0,0,2,3,12  
225 DATA 1,22,24,0,0,4,2,10  
240 DATA 1,23,25,34,0,0,0,11  
250 DATA 2,24,0,0,0,7,3,9  
260 DATA 2,14,0,18,0,3,2,1  
270 DATA 2,0,28,19,0,4,1,2  
280 DATA 1,27,29,31,0,0,0,1  
290 DATA 2,28,0,0,0,5,1,10  
300 DATA 2,19,0,0,0,1,2,3  
310 DATA 1,0,32,0,28,0,0,4  
320 DATA 1,31,33,43,0,0,0,1  
330 DATA 2,32,35,0,0,5,1,8  
340 DATA 1,0,0,35,24,0,0,12  
350 DATA 1,33,36,45,34,0,0,5

360 DATA 1,35,0,37,0,7,1,10  
370 DATA 2,0,0,0,36,8,3,9  
380 DATA 1,5,49,0,39,0,0,1  
390 DATA 1,0,40,38,0,0,0,6  
400 DATA 1,39,0,0,41,2,3,2  
410 DATA 1,42,46,40,43,4,1,7  
420 DATA 2,0,41,0,0,7,3,8  
430 DATA 2,0,44,41,32,6,1,11  
440 DATA 1,43,45,0,0,0,0,5  
450 DATA 1,44,0,47,35,0,0,1  
460 DATA 2,41,47,48,0,5,1,7  
470 DATA 1,46,0,50,45,0,0,3  
480 DATA 1,0,0,49,46,0,0,1  
490 DATA 2,38,51,52,48,6,1,6  
500 DATA 1,0,0,51,47,2,5,10  
510 DATA 1,49,0,53,50,4,3,5  
520 DATA 2,0,0,0,49,6,1,6  
530 DATA 2,0,54,0,51,5,1,8  
540 DATA 1,53,0,0,55,0,0,1  
550 DATA 2,0,0,54,56,2,3,2  
560 DATA 1,0,0,55,57,6,1,8  
570 DATA 1,0,0,56,58,7,3,11  
580 DATA 2,0,0,57,0,8,4,9



### Initialize variables.

```
600 DIM MN$(8),M$(8),MS(8),R1(58),R2(58,4),M1(58),M2(58),T1(58),
T$(12),EP(12),GP(12)
603 FORX=1TO12:READT$(X),EP(X),GP(X):NEXTX
605 FORX=1TO8:READMN$(X),M$(X),MS(X):NEXT
610 FORX=1TO58:READR1(X):FORY=1TO4:READR2(X,Y):NEXTY
615 READM1(X),M2(X),T1(X):NEXTX
620 RM=1:A1=1000:A2=1000:W=1:PT=2
625 IFTRSBOMODEL=3THENPOKE16409,1
```

### Use an old character?

```
800 IFB1=1THENGOSUB20000
805 IFB1=1THENB1=0:GOTO900
810 INPUT"DO YOU WISH TO USE AN OLD CHARACTER";A$:IFLEFT$(A$,1)
<>"Y"THENGOSUB21000:GOTO900
811 IFTRSBOMODEL=3THENPOKE16409,0
812 INPUT"NAME ";NM$
813 IFTRSBOMODEL=3THENPOKE16409,1
815 INPUT"STRENGTH ";ST:IFST>20ORST<3THENB15
820 INPUT"DEXTERITY ";DX:IFDX>20ORDX<3THENB20
825 INPUT"WOUNDS ";W:W=W/100:IFW<.1ORW>1THENB25
830 INPUT"EXPERIENCE ";EP:INPUT"GOLD ";GP
835 INPUT"IS (S)HE AN ELF";A$:IFLEFT$(A$,1)="Y"THENRC=1
836 IFRC=0THENINPUT"IS (S)HE A DWARF";A$:IFLEFT$(A$,1)="Y"THENRC
=2
840 INPUT"MAGIC ARROWS ";A2:INPUT"NORMAL ARROWS ";A1
845 INPUT"HEALING POTIONS ";PT
846 INPUT"HOLY WATER ";HW
847 IFTRSBOMODEL=3THENINPUT"Is this character female";A$:IFLEFT$(
A$,1)="Y"THENYY%=CHR$(254)
```

### Load in an old game?

```
850 INPUT"Do you wish to load in an old game";A$:IFLEFT$(A$,1)<>
"Y"THEN900
860 INPUT"From cassette or disk ";A$:IF LEFT$(A$,1)="C"THENINPUT
"PRESS ENTER TO BEGIN LOAD ";A$:GOTO880
862 IF LEFT$(A$,1)<>"D"THEN860
870 OPEN"I",1,"QUEST/DAT"
872 FORX=1TO58:INPUT#1,M1(X),M2(X),T1(X):NEXT
876 CLOSE:GOTO900
880 FORX=1TO58:INPUT#-1,M1(X),M2(X),T1(X):NEXT
```

### Marketplace and bargaining routine.



```

900 CLS:PRINT"Gold: ";GP
901 PRINT"You are at the market. Prices here are:"
902 PRINT
903 PRINT"1. Magic Arrow -----
-- 2 gold"
904 PRINT"2. 4 Normal arrows -----
-- 1 gold"
905 PRINT"3. Healing potion -----
- 15 gold"
906 PRINT"4. Holy water -----
-- 3 gold"
910 PRINT" Ok, ";NM$;", what item would you like (number)";:INPU
TIT:IFIT>4ORIT<OPRINT"I don't sell THAT.":GOTO910
911 IFIT=0THEN990
912 IFIT=1THENP1=2ELSEIFIT=2THENP1=1ELSEIFIT=3THENP1=15ELSEIFIT=
4THENP1=3
915 PRINT" At ";P1;" gold apiece, how many will you buy";:INPUTN
M:IFNM<1THENPRINT"Very funny. I do not BUY things, I SELL them."
:GOTO915
920 P1=P1*NM
921 OP=P1
925 PRINT"The price now comes to ";P1;" gold."
930 PRINT"How much will you give me, ";NM$;:INPUTA
935 IFA<(OP/10)THENPRINT"FORGET IT!!!!":GOTO901
940 IFA<OP/2THENPRINT"Not interested.":GOTO901
941 IFA>=P1THENPRINT"You got a deal!!!":GOTO950
942 Y=A/P1:X=RND(0):IFX>YTHENPRINT"Not interested":P1=INT((OP+P1
)/2):GOTO930
945 P1=INT((P1*2+A)/3):PRINT"How about ";P1;", ";NM$;?":GOTO930
950 IFGP<P1THENPRINT"What!!! Can't pay yer debts??? You'll be th
rown in prison for this, ";NM$;!!!!":END
955 GP=GP-P1:PRINT"You now have ";GP;" gold, ";NM$;."
960 IFIT=1THENA2=A2+NM
965 IFIT=2THENA1=A1+NM*4
970 IFIT=3THENPT=PT+NM
975 IFIT=4THENHW=HW+NM
980 GOTO901

```

**Enter dungeon; check for too many arrows.**

```

990 PRINT"Ok, ";NM$;", Press <ENTER> to go into the dungeon."
991 EL=0
992 IFEP>100THENEP=EP-100:EL=EL+100:FORX=1TO58:M2(X)=M2(X)*1.1:N
EXT:GOTO992
993 EP=EP+EL
994 IFEL>500THENFORU=ELTO500STEP-100:FORX=1TO58:M2(X)=M2(X)/1.1:
NEXT:NEXT

```

```

995 INPUTA$:CLS
997 A3=0:A4=0
998 IFA2>ST#2THENA4=A2-ST#2:A2=ST#2:PRINT"MORE THAN ";ST#2;" MAG
IC ARROWS WOULD WEIGH YOU DOWN.":FORX=1T01000:NEXT
999 IFA1>ST#2THENA3=A1-ST#2:A1=ST#2:PRINT"MORE THAN ";ST#2;" ARR
OWS WOULD WEIGH YOU DOWN.":FORX=1T01000:NEXT

```

**Upon entering a new room, draw it with its monsters and treasures. If this is room one, give option to leave.**

```

1000 CLS
1001 IFB1=0THENB1=1ELSEIFRM=1THENINPUT"Do you wish to leave the
dungeon";A$:IFLEFT$(A$,1)="Y"THENB00ELSECLS
1005 DNR1(RM)GOSUB10000,11000
1010 IFT1(RM)>0THENTX=RND(39-23)+23:TY=RND(4)+5:PRINT@TX+64*TY,"
#";
1015 X5=31:Y5=8
1020 IFI$="8"THENY5=14ELSEIFI$="2"THENY5=1ELSEIFI$="6"THENX5=1EL
SEIFI$="4"THENX5=62
1025 PRINT@X5+64*Y5,YY$;
1030 IFM2(RM)>=1THENWX=RND(39-23)+23:WY=RND(4)+5
1031 MS=MS(M1(RM))/10
1050 IFM2(RM)>=1THENPRINT@WX+64*WY,M$(M1(RM));

```

**Print player status, check for wandering monsters.**

```

1055 PRINT@0,"ARROWS: ";A1;:PRINT@192,"M. ARROWS: ";A2;
1060 PRINT@960,"ST=";ST;" DX=";DX;:PRINT@64,"WOUNDS: ";LEFT$(STR
$(W#100),6);"% ";
1061 PRINT@128,"ROOM: ";RM;
1062 PRINT@832,"HEALING POTIONS: ";PT;
1063 PRINT@896,"HOLY WATER: ";HW;
1065 IFM2(RM)>=1THENPRINT@42,"MONSTER: ";MN$(M1(RM));
1070 IFM2(RM)<1THENPRINT@42,STRING$(64-42,12B);
1075 IFM2(RM)>1THENPRINT@42+64,"NUMBER: ";INT(M2(RM));:ELSEPRINT
@42+64,STRING$(20,12B);
1080 PRINT@704,"EX POINTS: ";INT(EP);•
1085 PRINT@768,"GOLD: ";GP;
1086 IFM2(RM)=0ANDRND(100)=1THENFORX=1T010:PRINT@42,"Wandering M
onster!";:FORY=1T050:NEXT:PRINT@42," ";:FORY=
1T050:NEXT:NEXT:M2(RM)=RND(3):M1(RM)=RND(8):GOTO1030

```

**Accept a command from keyboard and call appropriate subroutines.**

```

1090 FORX=1T0(DX#10)-EP:A$=INKEY$:IFA$=""THENNEXTELSEX=3550:NEXT
1093 IFT1(RM)>0THENPRINT@TX+64*TY,"#";

```

```

1095 IFA$(">")THENIFA$="["THENI$="B"ELSEIFA$=CHR$(10)THENI$="2"EL
SEIFA$=CHR$(9)THENI$="6"ELSEIFA$=CHR$(8)THENI$="4"ELSEI$=A$
1100 IFI$="B"THENGOSUB15100
1105 IFI$="2"THENGOSUB15200
1110 IFI$="6"THENGOSUB15300
1115 IFI$="4"THENGOSUB15400
1120 IFI$="H"THENI$="":IFPT>0THENPT=PT-1:W=1
1125 IFI$="N"ANDA2>0THENI$="":A2=A2-1:GOSUB15500
1130 IFI$="N"ANDA1>0THENI$="":A1=A1-1:GOSUB15600
1135 IFI$="F"THENGOSUB16000
1140 IFI$="O"THENGOSUB17000
1145 IFI$="T"ANDHW>0THENI$="":HW=HW-1:GOSUB 18000

```

**If there is a monster in the room, move him and let him attack.**

```

1200 IFM2(RM)<1THEN1030
1201 IFMS<0THENFORX=191TO128STEP-1:POKE15360+WX+(64*WY),X:NEXT:
M2(RM)=M2(RM)-1:EP=EP+MS(M1(RM)):GOTO 1030
1205 IFWX>X5THENMX=-1ELSEIFWX<X5THENMX=1ELSEMX=0
1210 IFWY>Y5THENMY=-1ELSEIFWY<Y5THENMY=1ELSEMY=0
1215 PRINT@WX+64*WY," ";
1220 IFPEEK(15360+WX+MX+64*WY)=128ORPEEK(15360+WX+MX+64*WY)=32TH
ENWX=WX+MX
1225 IFPEEK(15360+64*(WY+MY)+WX)=128ORPEEK(15360+64*(WY+MY)+WX)=
32THENWY=WY+MY
1230 IF(ABS(WX-X5)>1)OR(ABS(WY-Y5)>1)THEN1050
1235 X=RND(0):IFX>MSTHEN1050
1240 X=RND(0)*MS
1245 W=W-X:IFW<0THEN5000
1250 GOTO 1050

```

**End-routine for the "Great Dungeon in the Sky" ending.**

```

5000 FORX=191TO128STEP-1:POKE15360+X5+64*Y5,X:NEXT:FORX=1TO1000:
NEXT:CLS
5005 PRINT"WELCOME TO HEAVEN, ";NM$;"!!!"
5010 PRINT"I hope you enjoyed your short lifetime in which"
5015 PRINT"You accumulated ";GP;" gold and ";EP;" experience poi
nts."
5020 PRINT:PRINT:INPUT"Would you like to be reincarnated as a ne
w character";A$:IFLEFT$(A$,1)="N"THENENDELSERUN

```

**Subroutine to draw a passage/intersection.**

```

10000 REM
10005 X1=R2(RM,1)

```



```

10010 IFX1>0THENFORX=0T0320STEP64:PRINT@X+23,CHR$(191);:PRINT@X+
40,CHR$(191);:NEXTELSEPRINT@343,STRING$(18,188);
10015 X1=R2(RM,2)
10020 IFX1>0THENFORX=640T0960STEP64:PRINT@X+23,CHR$(191)+STRING$(
16,128)+CHR$(191);:NEXT:ELSEPRINT@663,STRING$(18,143);
10025 X1=R2(RM,3)
10030 IFX1>0THENFORX=41T063:PRINT@320+X,CHR$(188);:PRINT@640+X,C
HR$(143);:NEXT:ELSEFORX=384T0576STEP64:PRINT@X+40,CHR$(191);:NEX
T
10035 X1=R2(RM,4)
10040 IFX1>0THENFORX=0T022:PRINT@320+X,CHR$(188);:PRINT@640+X,CH
R$(143);:NEXT:ELSEFORX=384T0576STEP64:PRINT@X+23,CHR$(191);:NEXT
10045 RETURN

```

#### Subroutine to draw a chamber/room.

```

11000 REM
11005 PRINT@192+16,CHR$(191)+STRING$(7,143)+STRING$(16,128)+STRI
NG$(7,143)+CHR$(191);
11010 PRINT@768+16,CHR$(191)+STRING$(7,188)+STRING$(16,128)+STRI
NG$(7,188)+CHR$(191);:FORX=192T0320STEP64:PRINT@X+16,CHR$(191);:
PRINT@X+47,CHR$(191);:NEXT:FORX=640T0768STEP64:PRINT@X+16,CHR$(1
91);:PRINT@X+47,CHR$(191);:NEXT
11015 X1=R2(RM,1)
11020 IFX1>0THENFORX=0T0128STEP64:PRINT@X+23,CHR$(191)+STRING$(1
6,128)+CHR$(191);:NEXT:ELSEPRINT@192+24,STRING$(16,143);
11025 X1=R2(RM,2)
11030 IFX1>0THENFORX=832T0960STEP64:PRINT@X+23,CHR$(191)+STRING$(
16,128)+CHR$(191);:NEXT:ELSEPRINT@768+24,STRING$(16,188);
11035 X1=R2(RM,3)
11040 IFX1>0PRINT@320+48,STRING$(16,188);:PRINT@640+48,STRING$(1
6,143);:ELSEFORX=384T0576STEP64:PRINT@X+47,CHR$(191);:NEXT
11045 X1=R2(RM,4)
11050 IFX1>0PRINT@320,STRING$(16,188);:PRINT@640,STRING$(16,143)
;:ELSEFORX=384T0576STEP64:PRINT@X+16,CHR$(191);:NEXT
11055 RETURN

```

#### Subroutines for moving player around screen.

```

15100 IFY5=0THEN15105ELSEM=PEEK(15360+X5+((Y5-1)*64)):IFM=320RM=
128THEN15105ELSERETURN
15105 PRINT@X5+64*Y5," ";
15110 Y5=Y5-1:IFY5<1THENRM=R2(RM,1):GOTO1000
15120 PRINT@X5+64*Y5,YY$;:RETURN
15200 IFY5=15THEN15205ELSEM=PEEK(15360+X5+((Y5+1)*64)):IFM<>32AN
DM<>128THENRETURN

```

```

15205 PRINT@X5+64*Y5, " ";
15210 Y5=Y5+1:IFY5>14THENRM=R2(RM,2):GOTO1000
15220 PRINT@X5+64*Y5,YY#;;RETURN
15300 IFX5>61THEN15305ELSEM=PEEK(15360+X5+1+64*Y5):IFM<>32ANDM<>
128THENRETURN
15301 M=PEEK(15360+X5+2+64*Y5):IFM<>32ANDM<>128THENRETURN
15305 PRINT@X5+64*Y5, " ";
15310 X5=X5+2:IFX5>61THENRM=R2(RM,3):GOTO1000
15320 PRINT@X5+64*Y5,YY#;;RETURN
15400 IFX5<2THEN15405ELSEM=PEEK(15360+X5-1+64*Y5):IFM<>32ANDM<>1
28THENRETURN
15401 M=PEEK(15360+X5-2+64*Y5):IFM<>32ANDM<>128THENRETURN
15405 PRINT@X5+64*Y5, " ";
15410 X5=X5-2:IFX5<2THENRM=R2(RM,4):GOTO1000
15420 PRINT@X5+64*Y5,YY#;;RETURN

```

#### Normal arrow firing routine.

```

15500 GOSUB15699
15505 X=RND(0)/2:IFRC=1THENX=X-.1
15506 IFRC=2THENX=X+.1
15507 X=X-(EP/1000)
15510 X=X-.2
15511 X=X-(DX/100)
15515 IFX>WTHENRETURN
15520 X=RND(0):IFRC=1THENX=X+.2ELSEX=X+.1
15521 IFRC=2THENX=X-.1
15525 MS=MS-X:RETURN
15599 RETURN

```

#### Magic arrow firing routine.

```

15600 GOSUB 15699
15601 IFM1(RM)=8THENRETURN
15605 X=RND(0)/2:IFRC=1THENX=X-.1
15606 X=X-(DX/100)
15607 IFRC=2THENX=X+.1
15608 X=X-(EP/1000)
15610 IFX>WTHENRETURN
15620 X=RND(0):IFRC=1THENX=X+.1
15621 IFRC=2THENX=X-.1
15625 MS=MS-X:RETURN
15698 RETURN

```

Calculate monster range, aim, and shoot arrow graphically.

```

15699 IFWX=0THENWX=31:IFWY=0THENWY=8
15700 X6=X5*2-1:Y6=Y5*3:X7=WX*2-1:Y7=WY*3
15701 IFX6=X7THENSL=SGN(Y7-Y6):X8=X7+1:X9=X6+1ELSESLP=(Y6-Y7)/(X
6-X7):IFX6>X7THENXB=X6:X9=X7+4ELSEIFX7>X6THENXB=X6+4:X9=X7
15705 IFX6=X7THEN IF Y7<Y6 THEN Y7=Y7+3:Y6=Y6-2 ELSE IF Y7>Y6 TH
EN Y7=Y7-2+Y6=Y6+3
15706 Y2=y7:IF ABS(WY-Y5)=1 THEN Y2=Y2+SGN(SLP)*3
15707 YB=Y6:Y9=Y7:Y=YB
15709 IFX6>X7THENSLP=-SLP
15710 FORX=XBTOX9+.1STEPSGN(X7-X6)
15711 IFY>47ORX<0ORX>127ORX<0THENNEXT:GOTO15750
15715 IFPOINT(X,Y)=-1THENX9=X-1:GOTO15750
15720 SET(X,Y):Y=Y+SLP:IF X9<>X8 THEN NEXTX ELSE IF Y<>Y2 THEN N
EXTX
15750 Y=YB:FORX=XBTOX9+.1STEPSGN(X7-X6):RESET(X,Y):Y=Y+SLP:IF X9
<>X8 THEN NEXTX ELSE IF Y<>Y2 THEN NEXTX
15760 RETURN

```

#### Subroutine for close combat with a monster.

```

16000 IFABS(X5-WX)>10RABS(Y5-WY)>1THENRETURN
16001 IFM1(RM)=8THENRETURN
16002 IFM1(RM)=7THENRETURN
16003 IFM1(RM)=6THENW=W-.05
16005 X=RND(0):IFRC=0THENX=X-.1
16006 X=X-(DX/100)
16007 IFRC=2THENX=X-.3
16008 X=X-(EP/1000)
16010 IFX>WTHENRETURN
16015 X=RND(0):IFRC=0THENX=X+.1
16016 X=X+(ST/100)
16017 IFRC=2THENX=X+.2
16020 MS=MS-X:RETURN

```

#### Subroutine for opening a treasure chest.

```

17000 IFABS(TX-X5)>1THENRETURN
17005 IFABS(TY-Y5)>1THENRETURN
17010 PRINT@TX+64*TY," ";
17011 TX=0:TY=0
17015 PRINT@B32+41,T$(T1(RM));:FORX=1TO1000:NEXT
17020 FORX=41TO63:PRINT@B32+X," ";:NEXT
17021 IFT1(RM)=10THENPT=PT+1:GOTO17026ELSEIFT1(RM)=11THENA2=A2+1
0:GOTO17026ELSEIFT1(RM)=12THENA1=A1+10:GOTO17026
17024 TS(T1(RM))=TS(T1(RM))+1
17025 GP=GP+GP(T1(RM))

```



```
17026 EP=EP+EP(T1(RM)):T1(RM)=0
17030 RETURN
```

**Subroutine to throw a flask of holy water.**

```
18000 M=M1(RM):IFM=2ORM=5ORM=7THENRETURN
18005 GOSUB15699:PRINT@WX+(64*WY)," ";WA=WX:WB=WY:WX=X5:WY=Y5:G
OSUB16000:WX=WA:WY=WB:PRINT@X5+(64*Y5),YY$;:RETURN
```

**Take care of "end of quest" procedures such as saving games and printing out information on the player's fighter.**

```
20000 INPUT"Would you like to see the treasures you retrieved";A
$:IFLEFT$(A$,1)="Y"THENFORX=1TO9:PRINTT$(X),"Number retrieved: "
;TS(X):NEXT
20010 FORX=1TO9:TS(X)=0:NEXT
20011 A1=A1+A3:A2=A2+A4
20015 INPUT"Would you like to save this game";A$:IFLEFT$(A$,1)<
```



```

"Y"THEN2002B
20018 INPUT"To cassette or disk ":A$:IF LEFT$(A$,1)="C"THENINPUT
"PRESS ENTER TO BEGIN SAVE ":A$:GOTO20024
20019 IFLEFT$(A$,1)<>"D"THEN20018
20020 OPEN"O",1,"QUEST/DAT"
20021 FORX=1TO58:PRINT#1,M1(X);M2(X);T1(X);NEXT
20022 CLOSE:GOTO20027
20024 FORX=1TO58:PRINT#-1,M1(X),M2(X),T1(X);NEXT
20027 PRINT"SAVE COMPLETE"
20028 INPUT"Would you like to stop now";A$:IFLEFT$(A$,1)<>"Y"THE
NRETURN
20030 PRINT"Ok. So that you can use this character again:"
20035 PRINT"Name: ";NM$;" Race: ";:IFRC=0THENPRINT"Human":ELSEIF
RC=1THENPRINT"Elf":ELSEPRINT"Dwarf"
20040 PRINT"Wounds: ";W#100;"%"
20045 PRINT"Healing potions: ";PT;" Holy water: ";HW
20050 PRINT"Arrows: ";A1;" Magic Arrows: ";A2
20055 PRINT"Gold: ";GP;" Experience: ";EP
20060 PRINT"Strength: ";ST;" Dexterity: ";DX
20065 INPUT"Would you like to try again as a $NEW$ character";A$
:IFLEFT$(A$,1)="Y"THENRUN
20099 PRINT:PRINT"Come Questing again sometime!!!":END

```

#### Subroutine to create new fighter characters.

```

21000 PRINT"Ok, I'll make you one.":FORX=1TO1000:NEXT
21005 GP=RND(20)+5;ST=RND(17)+3;DX=RND(17)+3;RC=RND(3)-1:A1=3:A2
=RND(10):PT=RND(3)+1;HW=RND(5):EP=0;W=1
21010 PRINT"Strength: ";ST;" Dexterity: ";DX
21015 PRINT"Gold: ";GP;" Healing potions: ";PT
21020 PRINT"Holy water: ";HW;" Race: ";:IFRC=1THENPRINT"Elf"ELS
EIFRC=2PRINT"Dwarf"ELSEPRINT"Human"
21025 PRINT"Arrows: ";A1;" Magic arrows: ";A2
21027 IFTRSBOMODEL=3THENINPUT"Is this character female";A$:IFLEF
T$(A$,1)="Y"THENYY$=CHR$(254)
21028 IFTRSBOMODEL=3THENPOKE16409,0
21030 INPUT"What will you name this character";NM$:PRINT"Have a
fun Quest, ";NM$;"!!!":FORX=1TO1000:NEXT:CLS
21035 IFTRSBOMODEL=3THENPOKE16409,1
21040 RETURN

```

#### Error-handling routine (for arrow-shooting FC errors).

```

29999 END
30000 IFERL=15750THENRESUME15760ELSEIFERL=4096THENRESUMENEXTELSE
PRINTERL,ERR/2+1:FORX=1TO1000:NEXT:RESUMENEXT

```





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