



# LOST IN THE JUNGLE

Welcome to the jungle! This issue we bring you the first part of an Adventure written by our Sharp expert Frank R. Rooney. You'll not want to miss what follows in future issues — otherwise you'll be lost forever — at the mercy of all those nasty wild animals! And there are more mysterious things in this jungle too! Like hidden cities and lost tribes of particularly nasty natives. Frank has written this Adventure with our younger readers in mind — but don't think it's going to be an easy one to solve just because of that. One problem about keying in Adventure listings is that you often know all the key words and locations when you've finished. So why not get a friend to help you key in the listing then you won't know too much about the game before you begin to play. Now turn the page and soon you'll be lost in the jungle . . .

BY FRANK R. ROONEY

RUNS ON A  
SHARP MZ80K



These words come from the pages of a diary found by the banks of a jungle pool...

It was the roar of some distant jungle beast that brought me back to my senses. Only then did I realise the danger I was in — alone, with miles of unexplored jungle between me and the nearest civilisation. Miles of jungle full of wild animals, deadly insects and reptiles and rife with legends of lost tribes of fierce cannibals.

Only a few short hours ago I had boarded the small light aircraft which was to fly me to exploration headquarters deep in the heart of this, the last uncharted jungle region. But soon after we crossed the river frontier of the jungle area the aircraft developed engine trouble. Suddenly smoke began to fill the cramped cockpit and we went into a steep uncontrollable dive. The aircraft smashed into the jungle canopy — and I must have been thrown clear, because I awoke some yards away from the wreckage. There was no sign of the pilot — just the sounds of some wild beast dragging something through the undergrowth...

Now the light is failing and the weird sounds of the jungle night are beginning to fill the air and I'm beginning to realise that I am well and truly lost in the jungle!



Enough of all this scene setting — what you need is some hard facts! You are lost in a jungle with only a gun — with six shots — a knife, a slingshot and two bottles of medicine.

Your aim is to find your way back to civilisation without getting killed — that's all!

You must try to keep up your energy by eating and drinking whenever possible — or you will quite simply die of exhaustion.

The jungle is 50 miles square and each move is the equivalent of one mile. Skilful judgement is required, but there are also random events that will make things even more interesting!

Will I ever be able to find my way back to civilisation? Luckily I have a small supply of emergency rations which I discovered among the wreckage of the aircraft — and water seems plentiful in this area of the jungle.

But what of the fierce natives and even fiercer jungle animals that I'll encounter on my trek through the unexplored undergrowth!

Will I be able to survive all the many dangers and hazards? Who knows! I have no choice but to attempt to find my way out of this vast jungle... otherwise I might just as well give myself up to the wild beasts now!

Don't miss next month's issue when we'll continue our exploration of Frank Rooney's weird and wonderful jungle. Don't get lost anywhere in the meantime will you!

#### PROGRAM NOTES:

- Line 30: calls title graphics & tune
- 40-150: bird-shoot routine (placed at beginning for speed of execution)
- 160-190: initialisation — start of game; (F & H determine random starting location in jungle — at least 10 miles into jungle from any direction); instructions called
- 200-240: random event selection
- 250: move a mile without incident
- 260-530: berry bush routine & graphics
- 540-800: quicksand routine
- 810-1370: wild animal routine
- 1360-1600: spider routine
- 1610-1850: pond routine & graphics
- 1860-2020: status & direction choice
- 2030-2060: success routine
- 2070-2080: sunlight routine
- 2090-2390: disease routine
- 2400-2680: river full of piranhas routine
- 2690-3080: coconut tree routine
- 3090-3760: bird routine
- 3770-4210: snake routine
- 4220-4520: coconut tree graphics
- 4530-4620: quicksand graphics
- 4630-4770: spider graphics
- 4780-5130: sunlight graphics
- 5140-5300: disease graphics
- 5310-5720: civilization graphics
- 5730-5850: piranha graphics
- 5860-6040: boat graphics
- 6050-6310: swimming graphics
- 6320-6470: lion graphics
- 6480-6630: wolf graphics
- 6640-6820: tree-climbing graphics

- 6830-6860: move mile graphics
- 6870-6950: instructions
- 6960-6980: jungle bird sounds
- 6990-7030: instructions cont.
- 7050-7240: failure music & graphics
- 7250-7280: option for new game
- 7290-7490: title graphics
- 7500-7540: title tune.

#### MAIN VARIABLES

- K = energy
- M = no. of bullets
- MM = no. of bottles of medicine
- SS = flag for slingshot
- KK = flag for knife
- F/H = position in jungle

#### NOTES ON SHARP BASIC

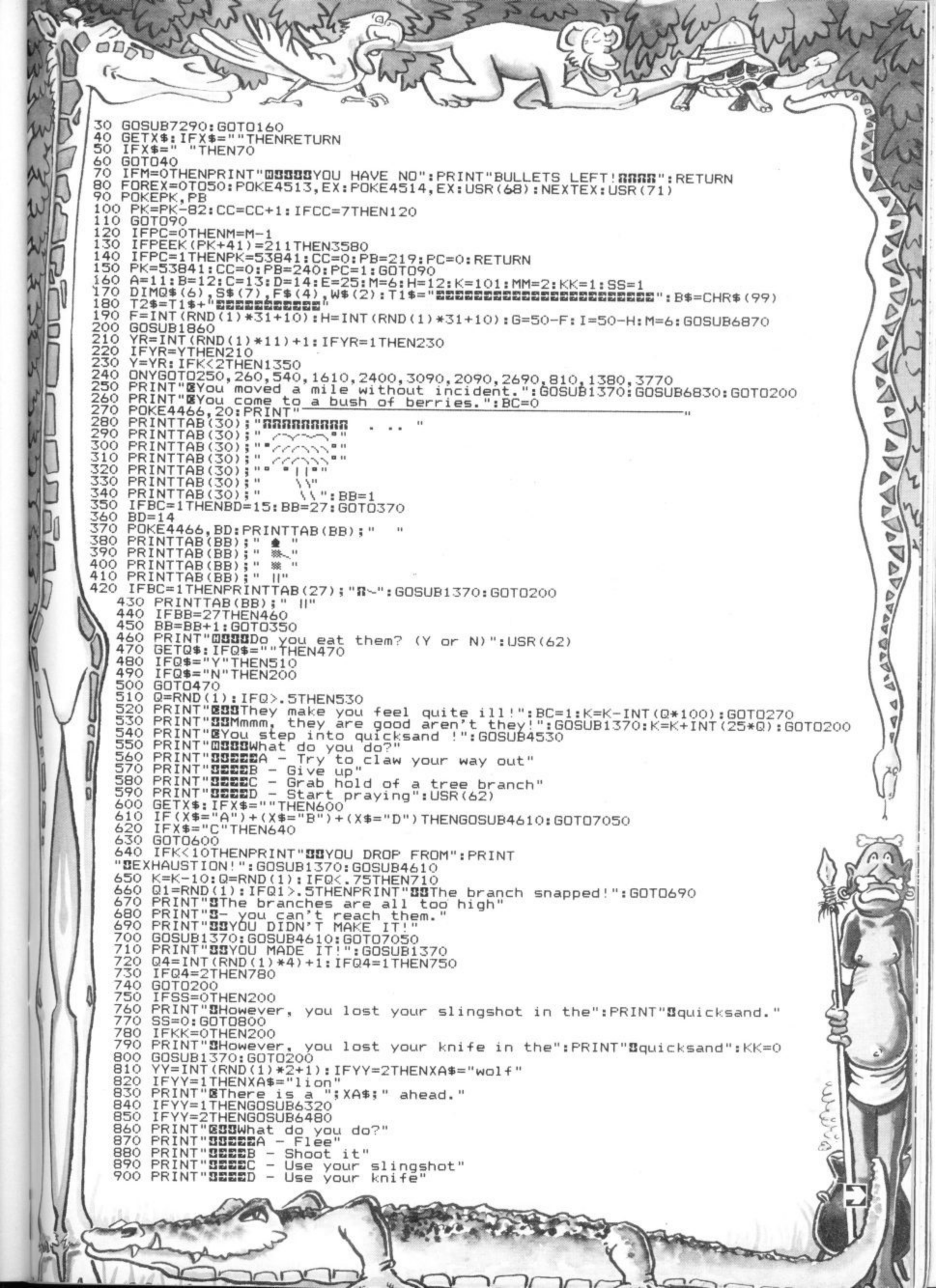
- The program has been written in normal SP-5025 basic and occupies about 23.5K of memory.
- POKE 53248 - POKE 54247 = Sharp screen locations
- POKE 4466, X prints X lines down the screen
- POKE 4465, Y prints Y columns across the screen
- POKE 4513 & POKE 4514 are used for sound effects which are switched on by USR(68) and switched off by USR(71)
- USR(62) sounds a bleep.

Part Two next month

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30 GOSUB7290:GOTO160
40 GETX$:IFX$=""THENRETURN
50 IFX$="" THEN70
60 GOTO40
70 IFM=0THENPRINT"#####YOU HAVE NO":PRINT"BULLETS LEFT!####":RETURN
80 FOREX=0T050:POKE4513,EX:POKE4514,EX:USR(68):NEXTEX:USR(71)
90 POKEPK,PB
100 PK=PK-82:CC=CC+1:IFCC=7THEN120
110 GOTO90
120 IFPC=0THENM=M-1
130 IFPEEK(PK+41)=211THEN3580
140 IFPC=1THENPK=53841:CC=0:PB=219:PC=0:RETURN
150 PK=53841:CC=0:PB=240:PC=1:GOTO90
160 A=11:B=12:C=13:D=14:E=25:M=6:H=12:K=101:MM=2:KK=1:SS=1
170 DIMQ$(6),S$(7),F$(4),W$(2):T1$="#####":B$=CHR$(99)
180 T2$=T1$+"#####"
190 F=INT(RND(1)*31+10):H=INT(RND(1)*31+10):G=50-F:I=50-H:M=6:GOSUB6870
200 GOSUB1860
210 YR=INT(RND(1)*11)+1:IFYR=1THEN230
220 IFYR=YTHEN210
230 Y=YR:IFK<2THEN1350
240 ONYGOTO250,260,540,1610,2400,3090,2090,2690,810,1380,3770
250 PRINT" You moved a mile without incident.":GOSUB1370:GOSUB6830:GOTO200
260 PRINT" You come to a bush of berries.":BC=0
270 POKE4466,20:PRINT"
280 PRINTTAB(30);"##### . . ."
290 PRINTTAB(30);"
300 PRINTTAB(30);"
310 PRINTTAB(30);"
320 PRINTTAB(30);"
330 PRINTTAB(30);"
340 PRINTTAB(30);" :BB=1
350 IFBC=1THENBD=15:BB=27:GOTO370
360 BD=14
370 POKE4466,BD:PRINTTAB(BB);" "
380 PRINTTAB(BB);" # "
390 PRINTTAB(BB);" * "
400 PRINTTAB(BB);" * "
410 PRINTTAB(BB);" ||"
420 IFBC=1THENPRINTTAB(27);" #~":GOSUB1370:GOTO200
430 PRINTTAB(BB);" ||"
440 IFBB=27THEN460
450 BB=BB+1:GOTO350
460 PRINT"#####Do you eat them? (Y or N)":USR(62)
470 GETQ$:IFQ$=""THEN470
480 IFQ$="Y"THEN510
490 IFQ$="N"THEN200
500 GOTO470
510 Q=RND(1):IFQ>.5THEN530
520 PRINT"###They make you feel quite ill!":BC=1:K=K-INT(Q*100):GOTO270
530 PRINT"###Mmmm, they are good aren't they!":GOSUB1370:K=K+INT(25*Q):GOTO200
540 PRINT" You step into quicksand !":GOSUB4530
550 PRINT"#####What do you do?"
560 PRINT"#####A - Try to claw your way out"
570 PRINT"#####B - Give up"
580 PRINT"#####C - Grab hold of a tree branch"
590 PRINT"#####D - Start praying":USR(62)
600 GETX$:IFX$=""THEN600
610 IF(X$="A")+(X$="B")+(X$="D")THENGOSUB4610:GOTO7050
620 IFX$="C"THEN640
630 GOTO600
640 IFK<10THENPRINT"##YOU DROP FROM":PRINT
"EXHAUSTION!":GOSUB1370:GOSUB4610
650 K=K-10:Q=RND(1):IFQ<.75THEN710
660 Q1=RND(1):IFQ1>.5THENPRINT"##The branch snapped!":GOTO690
670 PRINT" The branches are all too high"
680 PRINT" - you can't reach them."
690 PRINT"#####YOU DIDN'T MAKE IT!"
700 GOSUB1370:GOSUB4610:GOTO7050
710 PRINT"#####YOU MADE IT!":GOSUB1370
720 Q4=INT(RND(1)*4)+1:IFQ4=1THEN750
730 IFQ4=2THEN780
740 GOTO200
750 IFSS=0THEN200
760 PRINT" However, you lost your slingshot in the":PRINT"quicksand."
770 SS=0:GOTO800
780 IFKK=0THEN200
790 PRINT" However, you lost your knife in the":PRINT"quicksand":KK=0
800 GOSUB1370:GOTO200
810 YY=INT(RND(1)*2+1):IFYY=2THENXA$="wolf"
820 IFYY=1THENXA$="lion"
830 PRINT" There is a ";XA$;" ahead."
840 IFYY=1THENGOSUB6320
850 IFYY=2THENGOSUB6480
860 PRINT"#####What do you do?"
870 PRINT"#####A - Flee"
880 PRINT"#####B - Shoot it"
890 PRINT"#####C - Use your slingshot"
900 PRINT"#####D - Use your knife"

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910 PRINT"##### - Climb a tree":USR(62)
920 GETX$:IFX$=""THEN920
930 IFX$="A"THEN990
940 IFX$="B"THEN1070
950 IFX$="C"THEN1110
960 IFX$="D"THEN1160
970 IFX$="E"THEN1200
980 GOTO920
990 GOSUB1860:Z$=X$:K=K-10
1000 PRINT"#####The ";XA$;" is still after you.":GOSUB1370:GOSUB1860
1010 IFD$=Z$THEN1360
1020 Q=RND(1):K=K-INT(Q*.25):IFQ<.25THEN1040
1030 PRINT"#####WHEW!":PRINT"#####You escaped from the ";XA$:GOSUB1370:GOTO200
1040 PRINT"#####IT CATCHES YOU!":GOSUB1370
1050 Q=RND(1):K=K-INT(50*Q):IFK<3THEN7050
1060 PRINT"#####Now what do you do?":GOTO870
1070 IFM<1THENPRINT"#####You are out of bullets !":GOSUB1370:GOTO1060
1080 PRINT"#####BANG!!!":GOSUB6310:M=M-1:Q=RND(1):IFQ>.33THEN1300
1090 PRINT"#####YOU MISSED!":GOSUB1370:Q=RND(1):IFQ>.2THEN1060
1100 GOTO1180
1110 IFSS=0THENPRINT"#####You lost your slingshot - remember?"
1120 IFSS=0THENGOSUB1370:GOTO1060
1130 FORR7=1TO20:FORR8=150TO1STEP-1:POKE4514,R7:POKE4513,R8:USR(68):NEXT
1140 USR(71):Q=RND(1):IFQ>.33THEN1090
1150 GOTO1300
1160 IFKK=0THENPRINT"#####You lost your knife - remember?":GOSUB1370:GOTO1180
1170 Q=RND(1)*YY:IFQ>.5THEN1300
1180 PRINT"#####IT OVERPOWERS YOU!":K=K-INT(30*Q):GOSUB1370:IFK<5THEN7050
1190 GOTO1060
1200 GOSUB6640:IFYY=1THEN1280
1210 Q=RND(1):K=K-INT(25*Q)
1220 PRINT"#####The wolf does not leave for";INT(6*Q+1);
1230 IFINT(6*Q+1)=1THENPRINT" hour,":GOTO1250
1240 PRINT" hours."
1250 IFK<10THEN1350
1260 PRINT"#####Then you can climb down."
1270 GOSUB1370:GOTO200
1280 PRINT"#####LIONS CAN CLIMB TREES BETTER THAN"
1290 PRINT"#####PEOPLE !!!":GOSUB1370:GOTO7050
1300 PRINT"#####GOT IT !!!":PRINT"#####Do you eat it? (Y or N)":USR(62)
1310 GETX$:IFX$=""THEN1310
1320 IFX$="Y"THENK=K+20:GOTO200
1330 IFX$="N"THEN200
1340 GOTO1310
1350 PRINT"#####YOU DROP FROM EXHAUSTION!":GOSUB1370:GOTO7060
1360 PRINT"#####You just collided with the ";XA$:GOSUB1370:GOTO7050
1370 FORW=1TO1000:NEXTW:RETURN
1380 U9=INT(RND(1)*2+1):IFU9=1THENY$="Tarantula":GOTO1400
1390 Y$="Black Widow spider"
1400 PRINT"#####A ";Y$:PRINT"#####lands on your neck!":GOSUB4630
1410 PRINT"#####What do you do?"
1420 PRINT"#####A - Stay as still as possible"
1430 PRINT"#####B - Try to brush it off"
1440 PRINT"#####C - Shoot it"
1450 PRINT"#####D - Cry":USR(62)
1460 GETX$:IFX$=""THEN1460
1470 IF(X$="A")+(X$="B")THEN1570
1480 IFX$="D"THEN1580
1490 IFX$="C"THEN1510
1500 GOTO1460
1510 IFM<1THENPRINT"#####You are out of bullets!":GOSUB1370:PRINT"#####":GOTO1400
1520 M=M-1:PRINT"#####BANG!":GOSUB6310
1530 Q=RND(1):IFQ<.75THENPRINT"#####YOU JUST BLEW YOUR HEAD OFF!"
1540 GOSUB1370:GOTO7060
1550 PRINT"#####You are a good shot! You got it!"
1560 PRINT"#####However you wounded yourself.":K=K-15:GOSUB1370:GOTO200
1570 Q=RND(1):IFQ>.2THEN1600
1580 PRINT"#####IT BITES!"
1590 POKE4466,21:PRINTTAB(28);"<>":GOSUB1370:GOTO7050
1600 PRINT"#####IT CRAWLS OFF WITHOUT BITING":GOSUB1370:GOTO200
1610 PRINT"#####You come to a pond":ML=0
1620 POKE4466,15:PRINTTAB(25);"
1630 PRINTTAB(25);"
1640 PRINTTAB(25);"
1650 PRINTTAB(25);"
1660 PRINTTAB(25);"
1670 PRINTTAB(25);"
1680 PRINT"#####"
1690 IFML=1THENMJ=25
1700 MJ=1
1710 IFML=1THENPRINTTAB(25);"#####";CHR$(101):GOTO1850
1720 PRINTTAB(MJ);"#####";B$
1730 IFMJ=25THEN1750
1740 MJ=MJ+1:GOTO1720
1750 PRINT"#####Do you drink from it? (Y or N)":USR(62)
1760 GETX$:IFX$=""THEN1760

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BY FRANK ROONEY  
RUNS ON A SHARP MZ80K!

# LOST IN THE JUNGLE

Remember last issue when we left you high and dry in the jungle? Well, this issue we are going to help you get further back to civilisation! Frank Rooney, our Sharp programmer, is the man behind this fiendish graphic adventure. He is challenging you to find your way out of an unexplored jungle with only your wits — and a few other bits and pieces you'll pick up along the way — to help you. Dare you take up the challenge in part two of our Adventure special. Final part next month!

```
1770 IFX$="N"THEN200
1780 IFX$="Y"THEN1800
1790 GOTO6400
1800 Q=ROUND(1):IFQ>.5THEN1830
1810 PRINT"☹☹Actually, it tastes quite
good!":K=K+INT(Q*25)
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1820 GOSUB1370:GOTO200
1830 PRINT"☹☹IT MAKES YOU QUITE ILL"
1840 ML=1:MJ=25:GOTO1620
1850 K=K-INT(25*Q):GOSUB1370:GOTO200
1860 K=K-1:IFK<1THEN1350
1870 PRINT"☹ENERGY:";K; " BULLETS:
";M; " MEDICINE:";MM
```

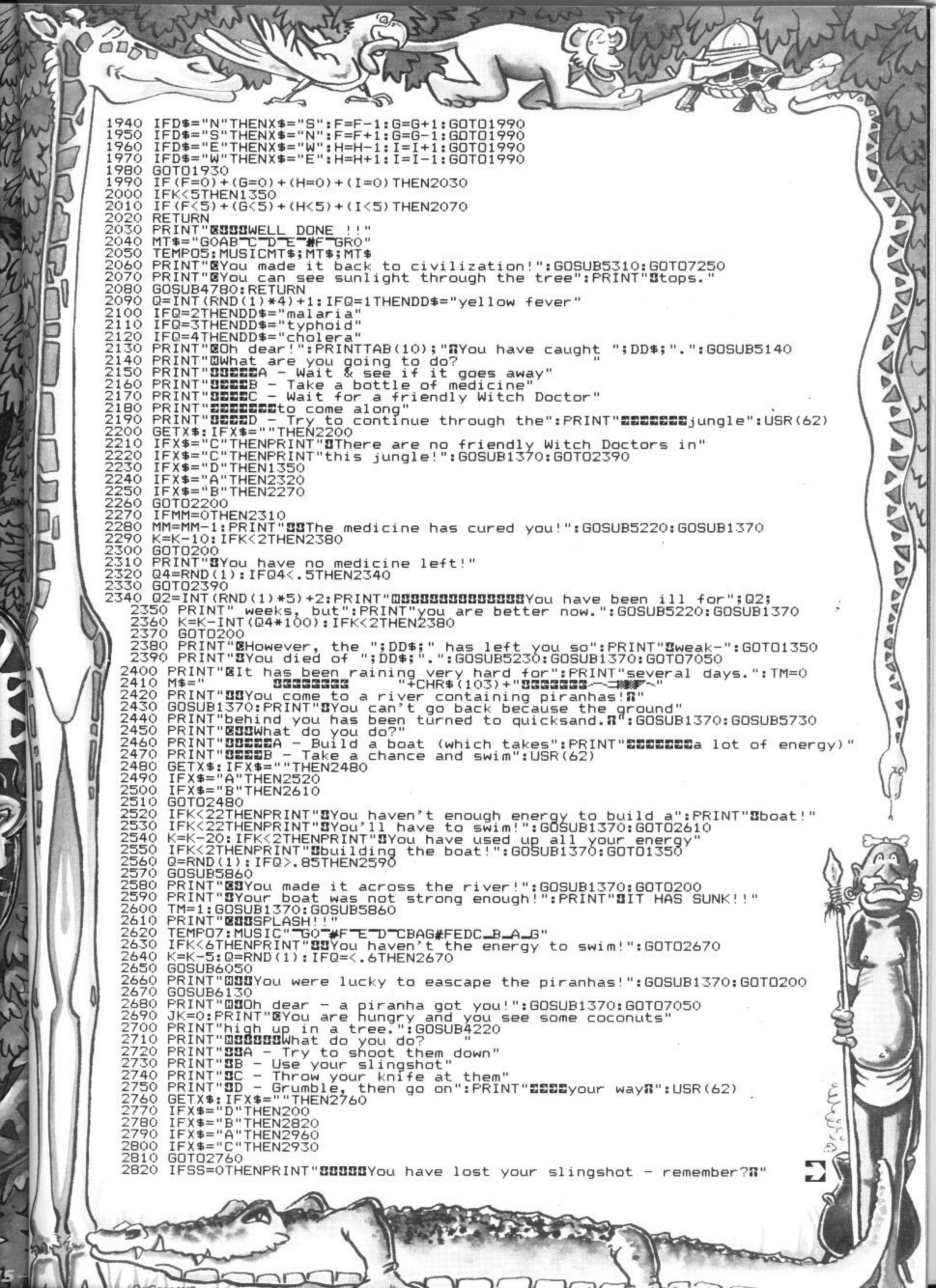
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1880 PRINT"☹☹Which way do you go?"
1890 PRINT"☹☹☹☹☹☹N - North"
1900 PRINT"☹☹☹☹☹☹S - South"
1910 PRINT"☹☹☹☹☹☹E - East"
1920 PRINT"☹☹☹☹☹☹W - West":USR(62)
1930 GETD$:IFD$=" "THEN1930
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1940 IFD$="N"THENX$="S":F=F-1:G=G+1:GOTO1990
1950 IFD$="S"THENX$="N":F=F+1:G=G-1:GOTO1990
1960 IFD$="E"THENX$="W":H=H-1:I=I+1:GOTO1990
1970 IFD$="W"THENX$="E":H=H+1:I=I-1:GOTO1990
1980 GOTO1930
1990 IF(F=0)+(G=0)+(H=0)+(I=0)THEN2030
2000 IFK<5THEN1350
2010 IF(F<5)+(G<5)+(H<5)+(I<5)THEN2070
2020 RETURN
2030 PRINT"#####WELL DONE!!"
2040 MT$="GOAB C D E F G R O"
2050 TEMPO5:MUSICMT$:MT$:MT$
2060 PRINT"#####You made it back to civilization!":GOSUB5310:GOTO7250
2070 PRINT"#####You can see sunlight through the tree":PRINT"#####Stops."
2080 GOSUB4780:RETURN
2090 Q=INT(RND(1)*4)+1:IFQ=1THENDD$="yellow fever"
2100 IFQ=2THENDD$="malaria"
2110 IFQ=3THENDD$="typhoid"
2120 IFQ=4THENDD$="cholera"
2130 PRINT"#####Oh dear!":PRINTTAB(10);"#####You have caught ";DD$;".":GOSUB5140
2140 PRINT"#####What are you going to do?"
2150 PRINT"#####A - Wait & see if it goes away"
2160 PRINT"#####B - Take a bottle of medicine"
2170 PRINT"#####C - Wait for a friendly Witch Doctor"
2180 PRINT"#####D - Try to continue through the"
2190 PRINT"#####jungle":USR(62)
2200 GETX$:IFX$=""THEN2200
2210 IFX$="C"THENPRINT"#####There are no friendly Witch Doctors in"
2220 IFX$="C"THENPRINT"#####this jungle!":GOSUB1370:GOTO2390
2230 IFX$="D"THEN1350
2240 IFX$="A"THEN2320
2250 IFX$="B"THEN2270
2260 GOTO2200
2270 IFMM=0THEN2310
2280 MM=MM-1:PRINT"#####The medicine has cured you!":GOSUB5220:GOSUB1370
2290 K=K-10:IFK<2THEN2380
2300 GOTO200
2310 PRINT"#####You have no medicine left!"
2320 Q4=RND(1):IFQ4<.5THEN2340
2330 GOTO2390
2340 Q2=INT(RND(1)*5)+2:PRINT"#####You have been ill for";Q2;
2350 PRINT"#####weeks, but":PRINT"#####you are better now.":GOSUB5220:GOSUB1370
2360 K=K-INT(Q4*100):IFK<2THEN2380
2370 GOTO200
2380 PRINT"#####However, the ";DD$;" has left you so":PRINT"#####I'm weak-":GOTO1350
2390 PRINT"#####You died of ";DD$;".":GOSUB5230:GOSUB1370:GOTO7050
2400 PRINT"#####It has been raining very hard for":PRINT"#####several days.":TM=0
2410 M$="#####"+CHR$(103)+"#####"
2420 PRINT"#####You come to a river containing piranhas!"
2430 GOSUB1370:PRINT"#####You can't go back because the ground"
2440 PRINT"#####behind you has been turned to quicksand.":GOSUB1370:GOSUB5730
2450 PRINT"#####What do you do?"
2460 PRINT"#####A - Build a boat (which takes":PRINT"#####a lot of energy)"
2470 PRINT"#####B - Take a chance and swim":USR(62)
2480 GETX$:IFX$=""THEN2480
2490 IFX$="A"THEN2520
2500 IFX$="B"THEN2610
2510 GOTO2480
2520 IFK<22THENPRINT"#####You haven't enough energy to build a":PRINT"#####boat!"
2530 IFK<22THENPRINT"#####You'll have to swim!":GOSUB1370:GOTO2610
2540 K=K-20:IFK<2THENPRINT"#####You have used up all your energy"
2550 IFK<2THENPRINT"#####building the boat!":GOSUB1370:GOTO1350
2560 Q=RND(1):IFQ>.85THEN2590
2570 GOSUB5860
2580 PRINT"#####You made it across the river!":GOSUB1370:GOTO200
2590 PRINT"#####Your boat was not strong enough!":PRINT"#####IT HAS SUNK!!"
2600 TM=1:GOSUB1370:GOSUB5860
2610 PRINT"#####SPLASH!!"
2620 TEMPO7:MUSIC"GO F E D C B A G#F E D C B A G"
2630 IFK<6THENPRINT"#####You haven't the energy to swim!":GOTO2670
2640 K=K-5:Q=RND(1):IFQ<.6THEN2670
2650 GOSUB6050
2660 PRINT"#####You were lucky to escape the piranhas!":GOSUB1370:GOTO200
2670 GOSUB6130
2680 PRINT"#####Oh dear - a piranha got you!":GOSUB1370:GOTO7050
2690 JK=0:PRINT"#####You are hungry and you see some coconuts"
2700 PRINT"#####high up in a tree.":GOSUB4220
2710 PRINT"#####What do you do?"
2720 PRINT"#####A - Try to shoot them down"
2730 PRINT"#####B - Use your slingshot"
2740 PRINT"#####C - Throw your knife at them"
2750 PRINT"#####D - Grumble, then go on":PRINT"#####your way":USR(62)
2760 GETX$:IFX$=""THEN2760
2770 IFX$="D"THEN200
2780 IFX$="B"THEN2820
2790 IFX$="A"THEN2960
2800 IFX$="C"THEN2930
2810 GOTO2760
2820 IFSS=0THENPRINT"#####You have lost your slingshot - remember?"

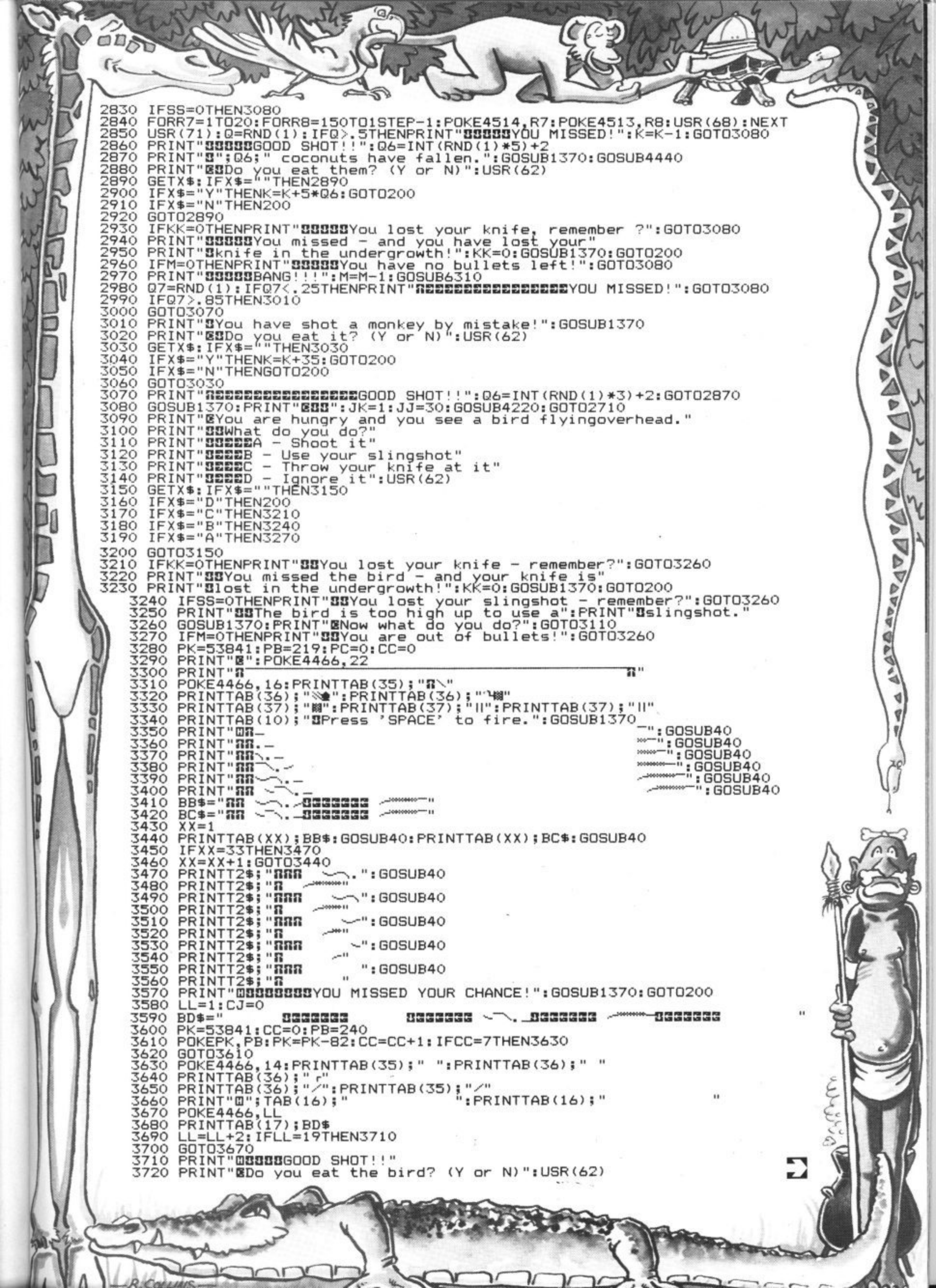
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2830 IFSS=0THEN3080
2840 FORR7=1TO20:FORR8=150TO1STEP-1:POKE4514,R7:POKE4513,R8:USR(68):NEXT
2850 USR(71):Q=RND(1):IFQ>.5THENPRINT"#####YOU MISSED!":K=K-1:GOTO3080
2860 PRINT"#####GOOD SHOT!!":Q6=INT(RND(1)*5)+2
2870 PRINT"Q":Q6;" coconuts have fallen.":GOSUB1370:GOSUB4440
2880 PRINT"QDo you eat them? (Y or N)":USR(62)
2890 GETX$:IFX$=""THEN2890
2900 IFX$="Y"THENK=K+5*Q6:GOTO200
2910 IFX$="N"THEN200
2920 GOTO2890
2930 IFKK=0THENPRINT"#####You lost your knife, remember?":GOTO3080
2940 PRINT"#####You missed - and you have lost your"
2950 PRINT"Qknife in the undergrowth!":KK=0:GOSUB1370:GOTO200
2960 IFM=0THENPRINT"#####You have no bullets left!":GOTO3080
2970 PRINT"#####BANG!!!":M=M-1:GOSUB6310
2980 Q7=RND(1):IFQ7<.25THENPRINT"#####YOU MISSED!":GOTO3080
2990 IFQ7>.85THEN3010
3000 GOTO3070
3010 PRINT"QYou have shot a monkey by mistake!":GOSUB1370
3020 PRINT"QDo you eat it? (Y or N)":USR(62)
3030 GETX$:IFX$=""THEN3030
3040 IFX$="Y"THENK=K+35:GOTO200
3050 IFX$="N"THENGOTO200
3060 GOTO3030
3070 PRINT"#####GOOD SHOT!!":Q6=INT(RND(1)*3)+2:GOTO2870
3080 GOSUB1370:PRINT"Q":JK=1:JJ=30:GOSUB4220:GOTO2710
3090 PRINT"QYou are hungry and you see a bird flyingoverhead."
3100 PRINT"QWhat do you do?"
3110 PRINT"#####A - Shoot it"
3120 PRINT"#####B - Use your slingshot"
3130 PRINT"#####C - Throw your knife at it"
3140 PRINT"#####D - Ignore it":USR(62)
3150 GETX$:IFX$=""THEN3150
3160 IFX$="D"THEN200
3170 IFX$="C"THEN3210
3180 IFX$="B"THEN3240
3190 IFX$="A"THEN3270
3200 GOTO3150
3210 IFKK=0THENPRINT"QYou lost your knife - remember?":GOTO3260
3220 PRINT"QYou missed the bird - and your knife is"
3230 PRINT"Qlost in the undergrowth!":KK=0:GOSUB1370:GOTO200
3240 IFSS=0THENPRINT"QYou lost your slingshot - remember?":GOTO3260
3250 PRINT"QThe bird is too high up to use a":PRINT"Qslingshot."
3260 GOSUB1370:PRINT"QNow what do you do?":GOTO3110
3270 IFM=0THENPRINT"QYou are out of bullets!":GOTO3260
3280 PK=53841:PB=219:PC=0:CC=0
3290 PRINT"Q":POKE4466,22
3300 PRINT" "
3310 POKE4466,16:PRINTTAB(35);" "
3320 PRINTTAB(36);" "
3330 PRINTTAB(37);" "
3340 PRINTTAB(10);"Press 'SPACE' to fire.":GOSUB1370
3350 PRINT" "
3360 PRINT" "
3370 PRINT" "
3380 PRINT" "
3390 PRINT" "
3400 PRINT" "
3410 BB$=" "
3420 BC$=" "
3430 XX=1
3440 PRINTTAB(XX);BB$:GOSUB40:PRINTTAB(XX);BC$:GOSUB40
3450 IFXX=33THEN3470
3460 XX=XX+1:GOTO3440
3470 PRINTT2$;" "
3480 PRINTT2$;" "
3490 PRINTT2$;" "
3500 PRINTT2$;" "
3510 PRINTT2$;" "
3520 PRINTT2$;" "
3530 PRINTT2$;" "
3540 PRINTT2$;" "
3550 PRINTT2$;" "
3560 PRINTT2$;" "
3570 PRINT"#####YOU MISSED YOUR CHANCE!":GOSUB1370:GOTO200
3580 LL=1:CJ=0
3590 BD$=" "
3600 PK=53841:CC=0:PB=240
3610 POKEPK,PB:PK=PK-82:CC=CC+1:IFCC=7THEN3630
3620 GOTO3610
3630 POKE4466,14:PRINTTAB(35);" "
3640 PRINTTAB(36);" "
3650 PRINTTAB(36);" "
3660 PRINT"Q";TAB(16);" "
3670 POKE4466,LL
3680 PRINTTAB(17);BD$
3690 LL=LL+2:IFLL=19THEN3710
3700 GOTO3670
3710 PRINT"#####GOOD SHOT!!"
3720 PRINT"QDo you eat the bird? (Y or N)":USR(62)

```

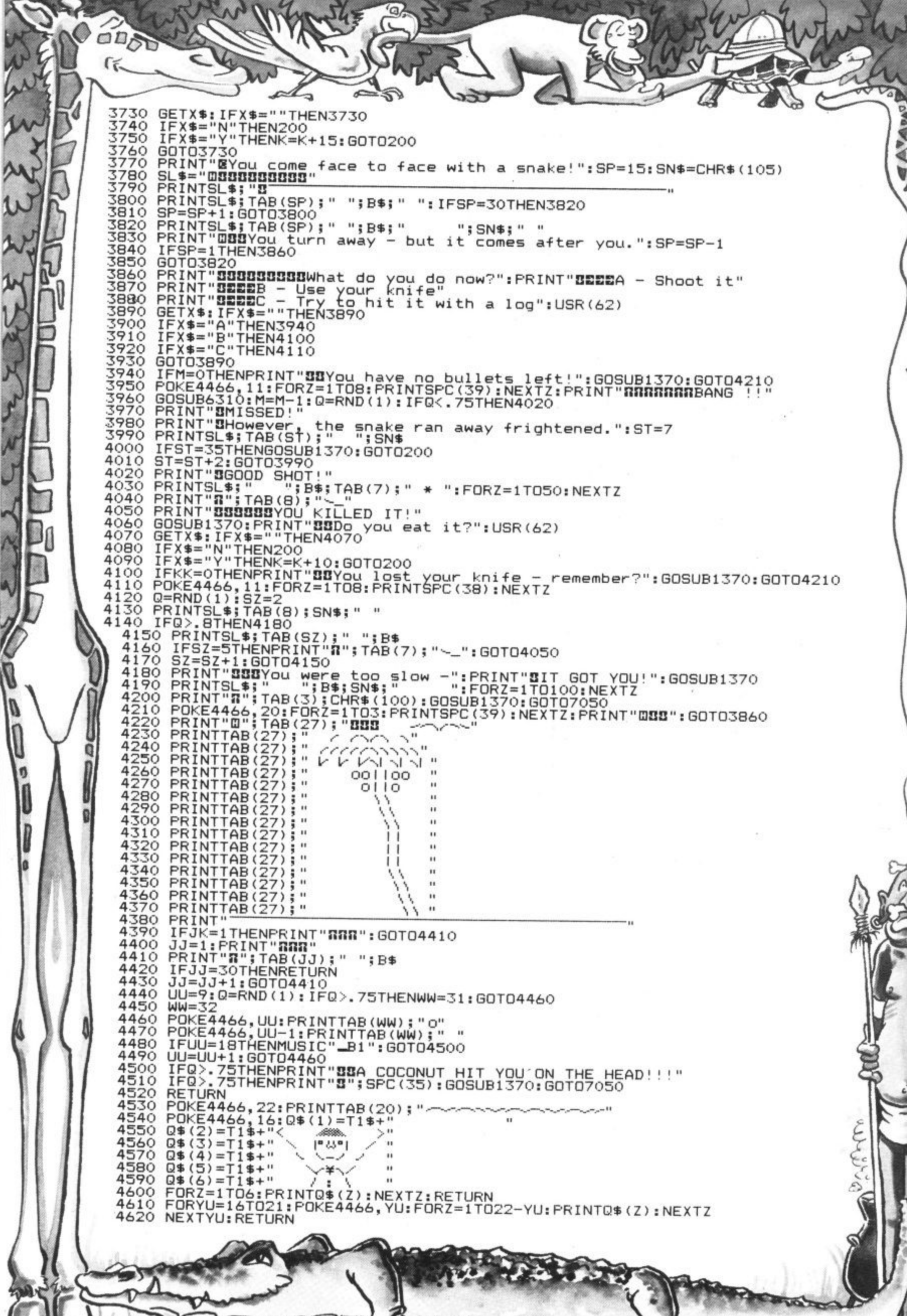




```

3730 GETX$: IFX$="" THEN 3730
3740 IFX$="N" THEN 200
3750 IFX$="Y" THEN K=K+15: GOTO 200
3760 GOTO 3730
3770 PRINT "You come face to face with a snake!": SP=15: SN$=CHR$(105)
3780 SL$="0000000000"
3790 PRINT SL$: " "
3800 PRINT SL$: TAB(SP); " "; B$; " ": IF SP=30 THEN 3820
3810 SP=SP+1: GOTO 3800
3820 PRINT SL$: TAB(SP); " "; B$; " "; SN$; " "
3830 PRINT "You turn away - but it comes after you.": SP=SP-1
3840 IF SP=1 THEN 3860
3850 GOTO 3820
3860 PRINT "0000000000What do you do now?": PRINT "0000A - Shoot it"
3870 PRINT "0000B - Use your knife"
3880 PRINT "0000C - Try to hit it with a log": USR(62)
3890 GETX$: IFX$="" THEN 3890
3900 IFX$="A" THEN 3940
3910 IFX$="B" THEN 4100
3920 IFX$="C" THEN 4110
3930 GOTO 3890
3940 IF M=0 THEN PRINT "You have no bullets left!": GOSUB 1370: GOTO 4210
3950 POKE 4466, 11: FOR Z=1 TO 8: PRINT SPC(39): NEXT Z: PRINT "00000000BANG !!!"
3960 GOSUB 6310: M=M-1: Q=RND(1): IF Q<.75 THEN 4020
3970 PRINT "MISSED!"
3980 PRINT "However, the snake ran away frightened.": ST=7
3990 PRINT SL$: TAB(ST); " "; SN$
4000 IF ST=35 THEN GOSUB 1370: GOTO 200
4010 ST=ST+2: GOTO 3990
4020 PRINT "GOOD SHOT!"
4030 PRINT SL$: " "; B$; TAB(7); " * ": FOR Z=1 TO 50: NEXT Z
4040 PRINT " "; TAB(8); " "
4050 PRINT "000000YOU KILLED IT!"
4060 GOSUB 1370: PRINT "Do you eat it?": USR(62)
4070 GETX$: IFX$="" THEN 4070
4080 IFX$="N" THEN 200
4090 IFX$="Y" THEN K=K+10: GOTO 200
4100 IF K=0 THEN PRINT "You lost your knife - remember?": GOSUB 1370: GOTO 4210
4110 POKE 4466, 11: FOR Z=1 TO 8: PRINT SPC(38): NEXT Z
4120 Q=RND(1): SZ=2
4130 PRINT SL$: TAB(8); SN$; " "
4140 IF Q>.8 THEN 4180
4150 PRINT SL$: TAB(SZ); " "; B$
4160 IF SZ=5 THEN PRINT " "; TAB(7); " ~_": GOTO 4050
4170 SZ=SZ+1: GOTO 4150
4180 PRINT "You were too slow -": PRINT "IT GOT YOU!": GOSUB 1370
4190 PRINT SL$: " "; B$; SN$; " ": FOR Z=1 TO 100: NEXT Z
4200 PRINT " "; TAB(3); CHR$(100): GOSUB 1370: GOTO 7050
4210 POKE 4466, 20: FOR Z=1 TO 3: PRINT SPC(39): NEXT Z: PRINT "000": GOTO 3860
4220 PRINT " "; TAB(27); "000"
4230 PRINT TAB(27); " "
4240 PRINT TAB(27); " "
4250 PRINT TAB(27); " "
4260 PRINT TAB(27); " "
4270 PRINT TAB(27); " "
4280 PRINT TAB(27); " "
4290 PRINT TAB(27); " "
4300 PRINT TAB(27); " "
4310 PRINT TAB(27); " "
4320 PRINT TAB(27); " "
4330 PRINT TAB(27); " "
4340 PRINT TAB(27); " "
4350 PRINT TAB(27); " "
4360 PRINT TAB(27); " "
4370 PRINT TAB(27); " "
4380 PRINT " "
4390 IF JK=1 THEN PRINT "000": GOTO 4410
4400 JJ=1: PRINT "000"
4410 PRINT " "; TAB(JJ); " "; B$
4420 IF JJ=30 THEN RETURN
4430 JJ=JJ+1: GOTO 4410
4440 UU=9: Q=RND(1): IF Q>.75 THEN WW=31: GOTO 4460
4450 WW=32
4460 POKE 4466, UU: PRINT TAB(WW); "o"
4470 POKE 4466, UU-1: PRINT TAB(WW); " "
4480 IF UU=18 THEN MUSIC "_B1": GOTO 4500
4490 UU=UU+1: GOTO 4460
4500 IF Q>.75 THEN PRINT "COCONUT HIT YOU ON THE HEAD!!!"
4510 IF Q>.75 THEN PRINT " "; SPC(35): GOSUB 1370: GOTO 7050
4520 RETURN
4530 POKE 4466, 22: PRINT TAB(20); " "
4540 POKE 4466, 16: Q$(1)=T1$+" "
4550 Q$(2)=T1$+" "
4560 Q$(3)=T1$+" "
4570 Q$(4)=T1$+" "
4580 Q$(5)=T1$+" "
4590 Q$(6)=T1$+" "
4600 FOR Z=1 TO 6: PRINT Q$(Z): NEXT Z: RETURN
4610 FOR YU=16 TO 21: POKE 4466, YU: FOR Z=1 TO 22-YU: PRINT Q$(Z): NEXT Z
4620 NEXT YU: RETURN

```





BY FRANK ROONEY  
 RUNS ON A SHARP MZ80K

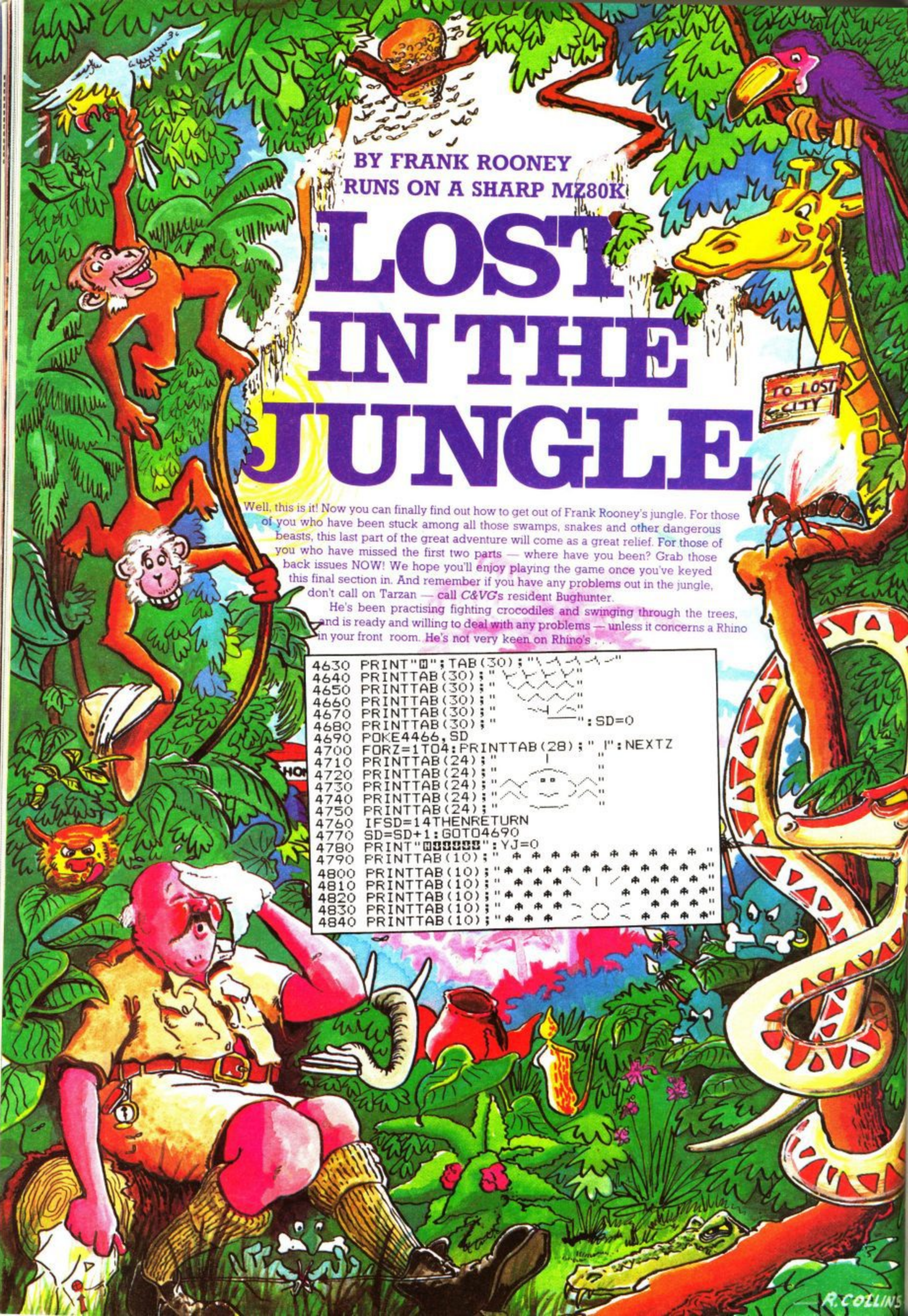
# LOST IN THE JUNGLE

Well, this is it! Now you can finally find out how to get out of Frank Rooney's jungle. For those of you who have been stuck among all those swamps, snakes and other dangerous beasts, this last part of the great adventure will come as a great relief. For those of you who have missed the first two parts — where have you been? Grab those back issues NOW! We hope you'll enjoy playing the game once you've keyed this final section in. And remember if you have any problems out in the jungle, don't call on Tarzan — call C&V's resident Bughunter.

He's been practising fighting crocodiles and swinging through the trees, and is ready and willing to deal with any problems — unless it concerns a Rhino in your front room. He's not very keen on Rhino's...

```

4630 PRINT"□";TAB(30);"
4640 PRINTTAB(30);"
4650 PRINTTAB(30);"
4660 PRINTTAB(30);"
4670 PRINTTAB(30);"
4680 PRINTTAB(30);"
4690 POKE4466,SD
4700 FORZ=1TO4:PRINTTAB(28);" |":NEXTZ
4710 PRINTTAB(24);"
4720 PRINTTAB(24);"
4730 PRINTTAB(24);"
4740 PRINTTAB(24);"
4750 PRINTTAB(24);"
4760 IFSD=14THENRETURN
4770 SD=SD+1:GOTO4690
4780 PRINT"000000";YJ=0
4790 PRINTTAB(10);" * * * * * "
4800 PRINTTAB(10);" * * * * * "
4810 PRINTTAB(10);" * * * * * "
4820 PRINTTAB(10);" * * * * * "
4830 PRINTTAB(10);" * * * * * "
4840 PRINTTAB(10);" * * * * * "
  
```

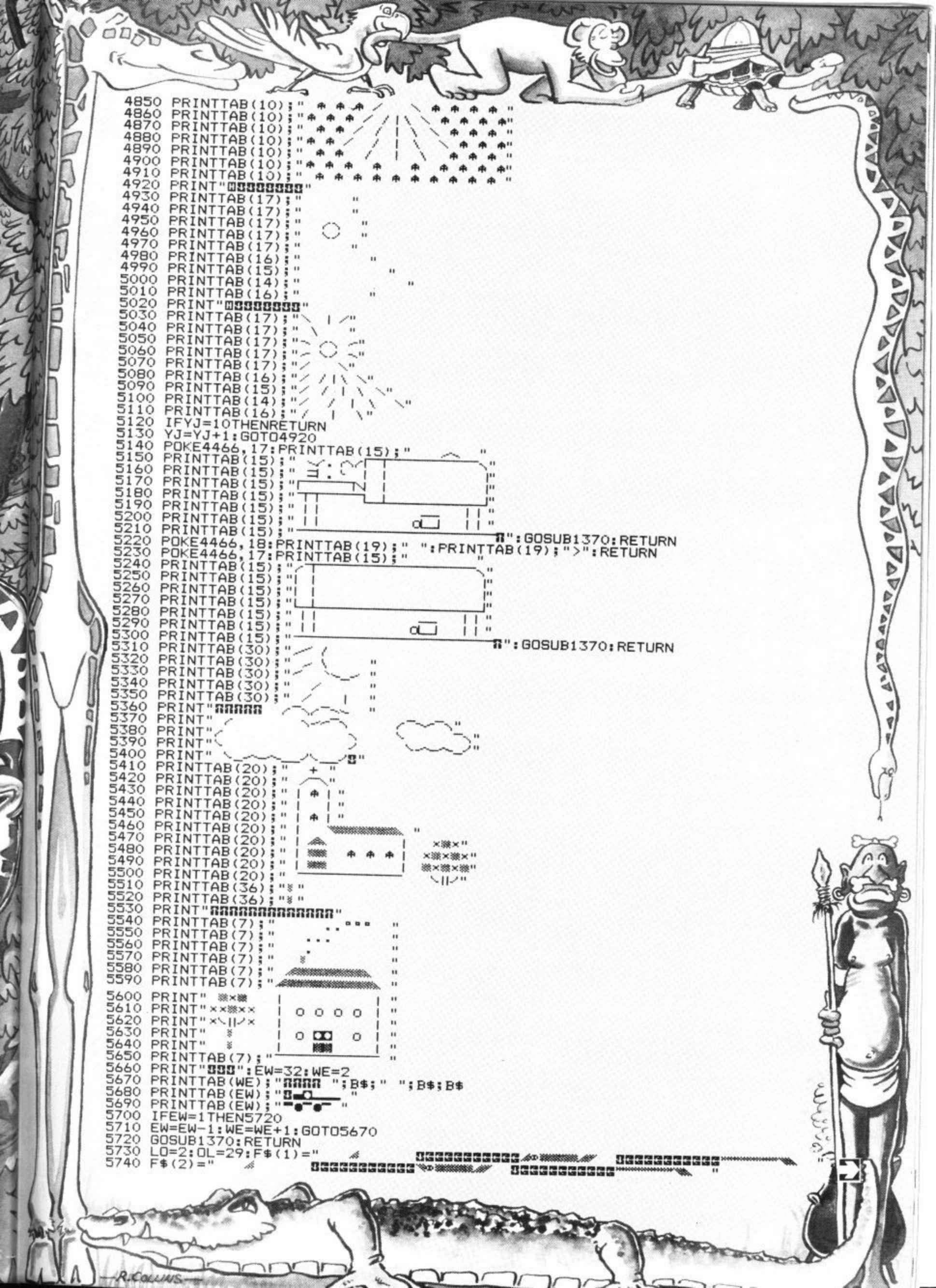




```

4850 PRINTTAB(10) " * * * * * "
4860 PRINTTAB(10) " * * * * * "
4870 PRINTTAB(10) " * * * * * "
4880 PRINTTAB(10) " * * * * * "
4890 PRINTTAB(10) " * * * * * "
4900 PRINTTAB(10) " * * * * * "
4910 PRINTTAB(10) " * * * * * "
4920 PRINT "00000000"
4930 PRINTTAB(17) " "
4940 PRINTTAB(17) " "
4950 PRINTTAB(17) " "
4960 PRINTTAB(17) " "
4970 PRINTTAB(17) " "
4980 PRINTTAB(16) " "
4990 PRINTTAB(15) " "
5000 PRINTTAB(14) " "
5010 PRINTTAB(16) " "
5020 PRINT "00000000"
5030 PRINTTAB(17) " "
5040 PRINTTAB(17) " "
5050 PRINTTAB(17) " "
5060 PRINTTAB(17) " "
5070 PRINTTAB(17) " "
5080 PRINTTAB(16) " "
5090 PRINTTAB(15) " "
5100 PRINTTAB(14) " "
5110 PRINTTAB(16) " "
5120 IF YJ=10 THEN RETURN
5130 YJ=YJ+1:GOTO4920
5140 POKE4466,17:PRINTTAB(15);"
5150 PRINTTAB(15) " "
5160 PRINTTAB(15) " "
5170 PRINTTAB(15) " "
5180 PRINTTAB(15) " "
5190 PRINTTAB(15) " "
5200 PRINTTAB(15) " "
5210 PRINTTAB(15) " "
5220 POKE4466,18:PRINTTAB(19);" " :GOSUB1370:RETURN
5230 POKE4466,17:PRINTTAB(15);" " :PRINTTAB(19);">":RETURN
5240 PRINTTAB(15) " "
5250 PRINTTAB(15) " "
5260 PRINTTAB(15) " "
5270 PRINTTAB(15) " "
5280 PRINTTAB(15) " "
5290 PRINTTAB(15) " "
5300 PRINTTAB(15) " "
5310 PRINTTAB(30) " " :GOSUB1370:RETURN
5320 PRINTTAB(30) " "
5330 PRINTTAB(30) " "
5340 PRINTTAB(30) " "
5350 PRINTTAB(30) " "
5360 PRINT "kkkkk"
5370 PRINT " "
5380 PRINT " "
5390 PRINT " "
5400 PRINT " "
5410 PRINTTAB(20) " "
5420 PRINTTAB(20) " "
5430 PRINTTAB(20) " "
5440 PRINTTAB(20) " "
5450 PRINTTAB(20) " "
5460 PRINTTAB(20) " "
5470 PRINTTAB(20) " "
5480 PRINTTAB(20) " "
5490 PRINTTAB(20) " "
5500 PRINTTAB(20) " "
5510 PRINTTAB(36) " "
5520 PRINTTAB(36) " "
5530 PRINT "kkkkkkkkkkkkkkkkkk"
5540 PRINTTAB(7) " "
5550 PRINTTAB(7) " "
5560 PRINTTAB(7) " "
5570 PRINTTAB(7) " "
5580 PRINTTAB(7) " "
5590 PRINTTAB(7) " "
5600 PRINT " * * * "
5610 PRINT " * * * * * "
5620 PRINT " * * * * * "
5630 PRINT " * "
5640 PRINT " * "
5650 PRINTTAB(7);" "
5660 PRINT "000":EW=32:WE=2
5670 PRINTTAB(WE);"kkkkk":B$;" " :B$;B$
5680 PRINTTAB(EW);"kkkkk":B$;" " :B$;B$
5690 PRINTTAB(EW);"kkkkk":B$;" " :B$;B$
5700 IF EW=1 THEN 5720
5710 EW=EW-1:WE=WE+1:GOTO5670
5720 GOSUB1370:RETURN
5730 LO=2:OL=29:F$(1)="
5740 F$(2)="

```

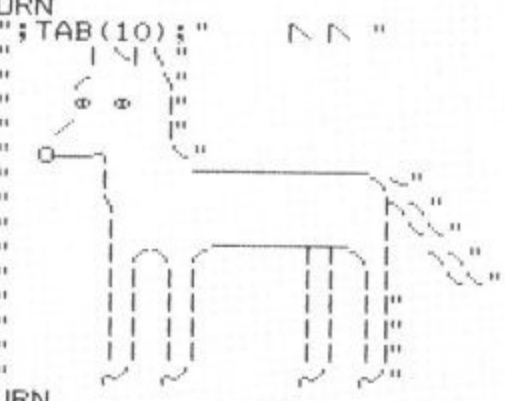




```

5750 F$(3)="
5760 F$(4)="
5770 W$(1)="
5780 W$(2)="
5790 POKE4466,10:PRINTB$:PRINT"┌"
5800 PRINT"
5810 PRINT"
5820 PRINT"
5830 PRINT"
5840 IFOL=3THENRETURN
5850 LO=LO+2:OL=OL-2:GOTO5790
5860 PRINT"
5870 POKE4466,9
5880 PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
5890 S$(1)="
5900 S$(2)="
5910 S$(3)="
5920 S$(4)="
5930 S$(5)="
5940 S$(6)="
5950 S$(7)="
5960 S$=""
5970 S$=S$+"
5980 S$=S$+"
5990 POKE4466,2:PRINTTAB(IP);S$
6000 IFTM=1THEN6030
6010 IFIP=29THENRETURN
6020 IP=IP+1:GOTO5990
6030 GOSUB1370:FORSB=3TO8:POKE4466,SB:FORZ=1TO9-SB:PRINTTAB(IP);S$(Z):NEXTZ
6040 FORZZ=1TO100:NEXTZZ:NEXTSB:PRINT"
6050 PRINT"
6060 POKE4466,9:PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
6070 PRINT"
6080 PRINT"
6090 PRINT"
6100 IFOL=1THENRETURN
6110 WQ=WQ+2:LO=LO+2:OL=OL-2:GOTO6060
6120 GOSUB1370:GOTO2660
6130 PRINT"
6140 POKE4466,9:PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
6150 PRINT"
6160 POKE4466,14:PRINTTAB(OL);F$(1):PRINT"
6170 PRINT"
6180 IFWQ=9THEN6200
6190 WQ=WQ+2:LO=LO+1:OL=OL-1:GOTO6140
6200 M$=""
6210 POKE4466,8:PRINTSPC(20):PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
6220 IFIK=1THEN6250
6230 POKE4466,HD:PRINTTAB(11);M$
6240 POKE4466,HD+1:PRINTTAB(11);
6250 POKE4466,14:PRINTTAB(OL);F$(1):PRINT"
6260 PRINT"
6270 IFHD=13THEN6290
6280 HD=HD+1:LO=LO+2:OL=OL-2:GOTO6210
6290 IFOL=3THENRETURN
6300 LO=LO+2:OL=OL-2:IK=1:GOTO6210
6310 FOREX=0TO50:POKE4513,EX:POKE4514,EX:USR(68):NEXTEX:USR(71):RETURN
6320 PRINT"
6330 PRINTTAB(9);
6340 PRINTTAB(9);
6350 PRINTTAB(9);
6360 PRINTTAB(9);
6370 PRINTTAB(9);
6380 PRINTTAB(9);
6390 PRINTTAB(9);
6400 PRINTTAB(9);
6410 PRINTTAB(9);
6420 PRINTTAB(9);
6430 PRINTTAB(9);
6440 PRINTTAB(9);
6450 PRINTTAB(9);
6460 PRINTTAB(9);
6470 GOSUB1370:RETURN
6480 PRINT"
6490 PRINTTAB(10);
6500 PRINTTAB(10);
6510 PRINTTAB(10);
6520 PRINTTAB(10);
6530 PRINTTAB(10);
6540 PRINTTAB(10);
6550 PRINTTAB(10);
6560 PRINTTAB(10);
6570 PRINTTAB(10);
6580 PRINTTAB(10);
6590 PRINTTAB(10);
6600 PRINTTAB(10);
6610 PRINTTAB(10);
6620 PRINTTAB(10);
6630 GOSUB1370:RETURN
6640 PRINT"

```





```

6650 PRINT "      xxxxxxxx"
6660 PRINT "      xxxxxxxxxx"
6670 PRINT "      xxxxxxxx"
6680 PRINT "      |"
6690 PRINT "      |"
6700 PRINT "      |"
6710 PRINT "      |"
6720 PRINT "      |"
6730 VD=32:B#=CHR$(99):B2#=CHR$(101)
6740 PRINT "  "
6750 PRINTTAB(VD);"  ";B#;"  "
6760 IFVD=7THEN6780
6770 VD=VD-1:GOTO6750
6780 PRINTTAB(7);"  ";B2#
6790 PRINTTAB(7);"  ";B2#;PRINTTAB(7);"  "
6800 PRINTTAB(7);"  ";B2#;PRINTTAB(7);"  "
6810 PRINTTAB(7);"  ";B#;PRINTTAB(7);"  "
6820 PRINTTAB(7);"  ";B#;PRINTTAB(7);"  "
6830 MW=9:POKE4466,18:PRINTTAB(10);"/":RETURN
6840 POKE4466,17:PRINTTAB(MW);"  ";CHR$(99)
6850 IFMW=29THENRETURN
6860 MW=MW+1:GOTO6840
6870 PRINT "  ";TAB(10);"LUST IN THE JUNGLE":PRINTTAB(9);"
6880 PRINT "  You are lost in a jungle. You have a gun"
6890 PRINT "  with 6 bullets, a knife, a slingshot,"
6900 PRINT "  and 2 bottles of medicine."
6910 PRINT "  Your aim is to find your way back to"
6920 PRINT "  civilization without getting yourself  skilled."
6930 PRINT "  You must try to keep up your energy or"
6940 PRINT "  you will die of exhaustion."
6950 PRINT "  PRESS ANY KEY TO CONTINUE"
6960 V5=INT(RND(1)*40+1):V6=INT(RND(1)*255+1)
6970 V7=INT(RND(1)*50+1):V8=INT(RND(1)*50+1):FORV9=1TOV5
6980 FORV4=V6TOV7STEP-V8:POKE4514,V9:POKE4513,V4:USR(71)
6990 GETA#:IF A#=""THEN6960
7000 PRINT "  Each move is one mile."
7010 PRINT "  The jungle is 50 miles square.":USR(62)
7020 PRINT "  PRESS ANY KEY TO START"
7030 GETX#:IF X#=""THEN7030
7040 PRINT "  ":RETURN
7050 PRINT "  SORRY"
7060 TEMPO4:MUSIC "E1R0_E1R0_E1R0_C6_C1"
7070 PRINT "  "
7080 PRINTTAB(3);"  "
7090 PRINTTAB(3);"  "
7100 PRINTTAB(3);"  "
7110 PRINTTAB(3);"  "
7120 PRINTTAB(3);"  "
7130 PRINTTAB(3);"  "
7140 PRINTTAB(3);"  "
7150 PRINTTAB(3);"  "
7160 PRINT "  "
7170 PRINT "  "
7180 PRINT "  "
7190 PRINT "  "
7200 PRINT "  "
7210 PRINT "  "
7220 PRINT "  "
7230 PRINT "  "
7240 PRINT "  "
7250 PRINT "  Do you want to try again?":USR(62)
7260 GETX#:IF X#=""THEN7260
7270 IF X#="Y"THENCLR:GOTO160
7280 PRINT "  THANK YOU FOR PLAYING.....":END
7290 PRINT "  ":KP=108:KW=53248
7300 FORLP=0TO39:POKEKW+LP,KP:NEXTLP
7310 FORLP=79TO999STEP40:POKEKW+LP,KP:NEXTLP
7320 FORLP=998TO960STEP-1:POKEKW+LP,KP:NEXTLP
7330 FORLP=920TO40STEP-40:POKEKW+LP,KP:NEXTLP
7340 PRINT "  ";TAB(10);"  "
7350 PRINTTAB(10);"  "
7360 PRINTTAB(10);"  "
7370 PRINTTAB(10);"  "
7380 PRINTTAB(10);"  "
7390 PRINTTAB(10);"  "
7400 PRINTTAB(10);"  "
7410 PRINTTAB(8);"  "
7420 PRINTTAB(8);"  "
7430 PRINTTAB(8);"  "
7440 PRINTTAB(8);"  "
7450 PRINT "  "
7460 PRINT "  "
7470 PRINT "  "
7480 PRINT "  "
7490 PRINT "  "
7500 MU#="BOR0_LZBZA2GZRUA3R1A3R1"
7510 MV#="AOR0B2A2G2F2R0G3R1G3R1"
7520 MW#="DIR0E4R0G4R0F3R1F3R1"
7530 MR#="DIR0E4R0F4R0G5"
7540 TEMPO5:MUSICMU#;MV#;MW#;MR#:RETURN

```

