

GAMES

MYSTERY AT THE HOUSE

No-one has ever left the House of Treasure alive to tell of the fortune it conceals. Now Chris Davison's adventure beckons to you.

THE TROUBLE WITH most mini Adventure games in Basic is that they tend to suffer from one or more of the following:

- You find monsters, kill them and collect treasure indefinitely.
- You can move only forwards and to the sides — one cannot retrace one's steps.
- The adventure lacks any aim, and if it does have one, it is the same each time.
- They are very difficult to amend without a great deal of fuss and wasted time.

In my mini Adventure, I hope to overcome most of these problems. Without divulging too many secrets, let me first explain the objects of the game.

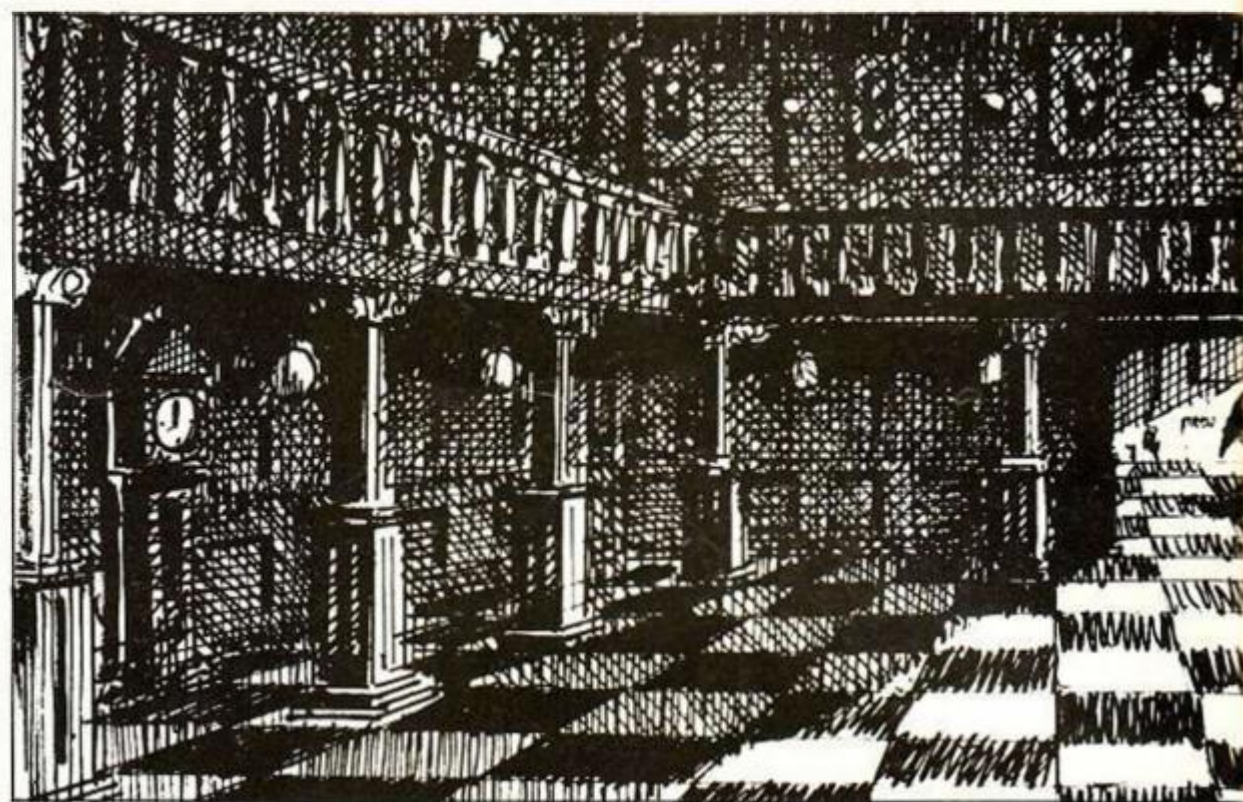
You are at the entrance of a very old house which is rumoured to contain a huge hoard of treasure. However, no-one has ever left it alive to tell the tale. This adventure is not as simple as it looks and took me almost a month to solve. I have succeeded only once since then. Your score is kept throughout and is calculated on treasure, monsters, strength, time, keys, lamps and so on.

I will try to explain how to delete, expand or otherwise alter the program to suit your needs.

The program is written in XTAL 2.2 Basic for the Sharp MZ-80K, and when run occupies about 14K — 13.2K to be exact. It should work with only minimal alterations on any micro running a Microsoft-type Basic. Graphics can be added very easily using a sub-routine which is called from the description routine.

Routines

- 0000 — 0060 Dims, call various set-up routines
- 0070 — 0200 Actual program — calls all other routines
- 1000 — 1250 Set up house details
- 1300 — 1396 Set up treasure, monsters and other variables
- 1400 — 1470 Options
- 1500 — 1530 Output of descriptions
- 1600 — 1650 Your choice — e.g., north south
- 1700 — 1810 Move, calculate position of walls, etc.
- 1900 — 1930 Explore
- 2000 — 2050 Open
- 2100 — 2160 Stairs
- 2200 — 2260 Trap
- 2300 — 2380 Key
- 2400 — 2460 Lamp
- 2500 — 2540 Trigger



- 2600 — 2650 Cellar entrance
- 2700 — 2780 Door
- 2900 — 2970 Desk
- 3000 — 3040 Cupboard
- 3100 — 3150 Clock
- 3200 — 3240 Piano
- 3300 — 3350 Dead
- 3400 — 3450 Clue
- 3500 — 3586 Comblock etc.
- 4000 — 4195 Monsters
- 4200 — 4330 Status
- 5000 — 5060 Kidnapped
- 5100 — 5270 Treasure
- 6000 — 6060 Strength
- 7000 — 7270 Treasure or trap
- 8000 — 8200 Instructions

As you can see from the list of routines, it is very much a modular program, and as such is very simple to alter to suit your needs. If you wished to change the piano for a wardrobe, you place your new routine at 3200-3240.

If you wish to plot the graphics for a wardrobe, you could do it within the routine or call a new routine to do so. This new routine could then be used as the base for all your other graphics routines.

Those with computers of limited storage could use this idea to fit the program into their available memory. The routines are reasonably self-explanatory; nevertheless, I have provided a list of variables and the details of the two main arrays.

Variables

- M(, ,) — House details
- T(, ,) — Treasure details

- D\$() — Descriptions
- MM\$() — Monsters
- A(), B() — Location of clues
- TI\$ — Time
- CL\$ — Clue in string form
- CH\$ — Your clue guess
- A\$ — General
- A,B,C,D,E,F — Numeric general workhorses
- XX, YY — Cellar exit
- X, Y — Your location
- Z — Your level — floor
- ST — Strength
- L — Lamp
- K — Key
- MK — Monsters killed
- SC — Score
- CC — Clues collected
- MO — Monster flag
- TF — Treasure flag

Both M() and T() have numeric terms which represent some description. These are used to access the routines as well as to calculate the walls, etc.

What the codes mean:

- | | M() | T() |
|----|---------------|-----------------|
| 0 | External wall | N/A |
| 1 | Hall | Trap |
| 2 | Locked door | Key |
| 3 | Open door | Lamp |
| 4 | Staircase | Trigger |
| 5 | Desk | Cellar entrance |
| 6 | Cupboard | Clue |
| 7 | Clock | Comblock |
| 8 | Piano | Treasure |
| 9 | Chair | N/A |
| 10 | Statue | N/A |
| 11 | Fireplace | N/A |
| 12 | Bookcase | N/A |

OF TREASURE



Each of the three main floors — expanded to as many as you like by re-dimensioning and incrementing the For-Next loops in the set-up routines — has a standard hall layout:

	X	H	X		
X		H		X	X
H	H	H	H	H	H
X		H		X	X
	X	H	X		
	X	H	X		

The data string gives the computer a random choice of places to put the doors which are marked with crosses in the diagram. These positions vary on each floor.

You may have noticed that there are no walls in $M(,,)$. They are calculated by the fact that if you are in a hall, you cannot see anything where $M(,,)$ exceeds three — clock, cupboard, etc. The same idea holds true when you are in a room — that is, you cannot see the hall. The treasure is distributed randomly. However, its position may depend on what is in the corresponding $M(,,)$ array.

If you wish to add a new routine, there are one or two points you may wish to know: the routines are called by the On-Gosub at line 2010; should you wish to add a new treasure routine, there is a similar On-Gosub for treasure at line 1920.

```

0 REM *****
1 REM **
2 REM **      TREASURE HOUSE      **
3 REM **      by                  **
4 REM **      C.J.DAVISON         **
5 REM **
6 REM **      in XTAL 2.2 BASIC    **
7 REM *****
8 CLS
9 GOSUB 8000
10 REM      HOUSE MK I
20 DIM M(7,7,3),T(7,7,3),D$(12),MM$(30),A(4),B(4)
30 RESTORE
40 GOSUB 1000
50 GOSUB 1300
55 PRINT "HIT ANY KEY TO PLAY":J=INCH
56 TI$="000000"
60 CLS
70 GOSUB 1400
80 GOSUB 1600
90 IF INT(1+6*RND(8))=4 THEN GOSUB 4000
100 IF ST<1 THEN GOSUB 6000
110 IF Z=0 AND X=XX AND Y=YY THEN GOSUB 5000
200 GOTO 70
1000 REM      SET UP HOUSE DETAILS
1010 FOR B=1 TO 3:FOR A=1 TO 6
1020 M(A,3,B)=1:M(3,A,B)=1
1030 NEXT A,B
1040 A=INT(1+6*RND(7))
1050 FOR B=1 TO 3:M(A,3,B)=4:NEXT B
1060 DATA 2,2,1,1,2,3,4,1,5,2,6,2,3,1,4,2,5,2,6,1,4,5,4,6,5,4,6,4,9
1070 FOR F=1 TO 3:RESTORE
1080 READ A:IF A=9 THEN 1120
1090 B=INT(1+A*RND(9))
1100 FOR C=1 TO B:READ D,E:NEXT C:M(D,E,F)=INT(2+2*RND(5))
1110 IF B=A THEN 1080 ELSE READ D,E:B=B+1:GOTO 1110
1120 NEXT F
1130 FOR C=0 TO 3:FOR A=1 TO 6:FOR B=1 TO 6
1140 IF M(B,A,C)<>0 THEN 1180
1150 M(B,A,C)=INT(5+8*RND(3))
1180 NEXT B,A,C
1190 FOR D=1 TO 2
1200 A=INT(1+6*RND(7))
1210 B=INT(1+6*RND(7))
1220 C=INT(1+3*RND(5))
1230 IF M(A,B,C)<5 OR M(A,B,C)>8 THEN 1200
1240 IF D=1 THEN T(A,B,1)=5
1242 IF D=2 THEN T(A,B,C)=7
1245 NEXT D
1250 RETURN
1300 REM      OTHER BITS
1310 K=0:X=3:Y=6:Z=1:L=0:TF=0
1320 DATA HALL,DOOR,DOOR,STAIRCASE,DESK,CUPBOARD
1330 DATA CLOCK,PIANO,CHAIR,STATUE,FIREPLACE,BOOKCASE
1340 FOR A=1 TO 12:READ D$(A):NEXT A
1350 MO=0:ST=100:CL$=STR$(INT(1000+8999*RND(7))):CC=1
1360 FOR A=1 TO 6:FOR B=1 TO 6
1370 M(A,B,0)=INT(5+8*RND(8))
1380 NEXT B,A
1381 DATA TROLL,GHOST,IMP,BAT,GIANT,ZOMBIE,GROCKLE,HOUND,DEVIL,KOBOLD,RAT,XORN
1382 DATA GOBLIN,ORCUS,HYDRA,SERPENT,BASILISK,PHEONIX,MEDUSA,SALAMANDER
1383 DATA GARGOYLE,BEHOLDER,JUBILEX,GOLEM,VAMPIRE,HELL HOUND,GUARDIAN,ORC,ELF
1384 FOR T=1 TO 29:READMM$(T):NEXT T
1385 XX=INT(1+6*RND(8)):YY=INT(1+7*RND(7))
1386 FOR A=1 TO 6:FOR B=1 TO 6:FOR C=0 TO 3:IF T(A,B,C)<>0 THEN 1388
1387 IF INT(1+7*RND(7))=5 THEN T(A,B,C)=8
1388 IF INT(1+4*RND(7))=2 AND T(A,B,C)=0 THEN T(A,B,C)=INT(1+4*RND(8))
1389 NEXT C,B,A
1390 FOR A=1 TO 4
1391 B=INT(1+6*RND(8)):C=INT(1+6*RND(9)):D=INT(1+3*RND(6))
1392 IF T(B,C,D)<>0 OR M(B,C,D)<5 OR M(B,C,D)>8 THEN 1391
1393 T(B,C,D)=6
1394 NEXT A
1396 RETURN
1400 REM      OPTIONS
1401 PRINT
1410 M=M(X,Y-1,Z):A$="North "
1420 GOSUB 1500
1430 M=M(X-1,Y,Z):A$="West "
1440 GOSUB 1500
1450 M=M(X+1,Y,Z):A$="East "
1460 GOSUB 1500
1462 M=M(X,Y,Z):A$="By the side "
1464 GOSUB 1500

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1466 M=M(X,V,Z)+1:Z=Z+1:IF Z=10 THEN GOTO 1468
1468 GOSUB 1500
1470 RETURN
1500 REM
1510 IF (M(X,V,Z)=1 OR M(X,V,Z)=4) AND M=1 OR M=0 THEN RETURN
1515 IF (M(X,V,Z)=2 OR M(X,V,Z)=3) AND (M=5 AND M=3) THEN RETURN
1516 IF M(X,V,Z)=2 AND M=4 THEN RETURN
1520 PRINT "As!" of you is a "DIE!"
1530 RETURN
1600 REM
1610 PRINT "B(1)move (2)explore (3)open (4)status"
1625 PRINT
1630 A=INCH-48:IF A<1 OR A>3 THEN GOSUB 4200:GOTO 1600
1640 ON A GOSUB 1700,1900,2000
1650 RETURN
1700 REM
1710 MOVE
1710 PRINT "(1)north (2)south (3)west (4)east"
1730 A=INCH-48:IF A<1 OR A>4 THEN 1730
1740 IF A=1 THEN C=-1:B=0
1750 IF A=2 THEN C=1:B=0
1760 IF A=3 THEN C=0:B=-1
1770 IF A=4 THEN C=0:B=1
1780 M=M(X+B,V+C,Z)
1781 IF M=0 THEN RETURN
1785 IF M(X,V,Z)=3 THEN GOSUB 2700:GOTO 1800
1786 IF M(X,V,Z)=2 THEN GOSUB 2700:IF M=4 THEN RETURN
1790 IF (M(X,V,Z)=1 OR M(X,V,Z)=4) AND M=4 OR M=0 THEN RETURN
1791 IF (M(X,V,Z)=2 OR M(X,V,Z)=3) AND (M=5 AND M=3) THEN RETURN
1792 IF M(X,V,Z)=2 AND M=4 THEN RETURN
1800 X=X+B:Y=Y+C
1810 RETURN
1900 REM
1910 EXPLORE
1910 IF M(X,V,Z)=4 THEN GOSUB 2100:GOTO 1930
1920 ON T(X,V,Z) GOSUB 2200,2300,2400,2500,2600,1250,1250,5100
1930 RETURN
2000 REM
2010 OPEN
2010 ON M(X,V,Z) GOSUB 1930,2700,2700,1930,2900,3000,3100,3200
2020 IF M(X,V,Z)=1 AND M(X,V,Z)=4 AND M=4 OR M=0 THEN 2050
2030 PRINT "I've never opened a ":(M(X,V,Z))
2040 PRINT "and i don't intend to start now!"
2050 RETURN
2100 REM
2110 STAIRS
2110 PRINT "Climb up or down?"
2120 PRINT "1 or 2"
2130 A=INCH-48:IF A<1 OR A>2 THEN 2130
2140 IF (A=1 AND Z=3) OR (A=2 AND Z=1) THEN PRINT "you can't!":GOTO 2130
2150 IF A=1 THEN Z=Z+1:ELSE Z=Z-1
2160 RETURN
2200 REM
2210 TRAP
2210 PRINT "CONGRATULATIONS,you've just found a trap"
2220 A=INT(20+30*RND(7)):PRINT A:"of you strength units are used up"
2230 ST=ST-A
2240 PRINT "You are lucky,you are still alive,but only just!"
2250 PRINT "Tread more carefully in future...."
2260 RETURN
2300 REM
2310 KEY
2310 PRINT "You have just found a key,however it may well be boobytrapped!"
2320 PRINT "Do you want it?":A=INCH
2330 IF A<89 THEN PRINT "NO,ok suit yourself":RETURN
2340 IF INT(1+9*RND(7))<3 THEN PRINT "The key's yours":K=1:T(X,V,Z)=0:RETURN
2350 PRINT "BOOMBOOMBOOM"
2360 PRINT "BOOBYTRAPPED!"
2370 GOSUB 2220
2380 RETURN
2400 REM
2410 LAMP
2410 PRINT "Ah ha,one lamp yours for the taking!"
2420 PRINT "Do you want it?":A=INCH
2430 IF A<89 THEN PRINT "NO!":RETURN
2440 IF INT(1+9*RND(8))<7 THEN L=1:PRINT "The lamp is yours":T(X,V,Z)=0:RETURN
2450 PRINT "Oh dear this lamp wasn't for sale! you've got trouble...."
2460 GOSUB 2500:RETURN
2500 REM
2510 TRIGGER
2510 IF M=1 THEN RETURN
2510 PRINT "WELL DONE.....IDiot"
2520 PRINT "you've just disturbed all the 'orrible little buggs!!!"
2530 PRINT "Believe me your in for fun now!":M=1
2540 RETURN
2600 REM
2610 CELLAR ENTRANCE
2610 IF Z<1 THEN RETURN
2610 PRINT "Well well well look what you've found"
2611 PRINT "Yes the cellar entrance!"
2615 PRINT "DO YOU WANT TO GO IN?":A=INCH
2620 IF A<89 THEN PRINT "OK!":RETURN
2630 IF L=0 THEN PRINT "Tough,you'll need a lamp!":RETURN
2640 Z=0:PRINT "Good luck!":GOSUB 2530
2650 RETURN
2700 REM
2710 DOOR
2710 IF M(X,V,Z)=3 THEN PRINT "ok the door is open":RETURN
2720 PRINT "the door is locked"
2730 IF K<1 THEN PRINT "you will need a key to open it":RETURN
2740 PRINT "do you wish to unlock it?":A=INCH
2750 IF A<89 THEN PRINT "suit yourself!":RETURN
2760 M(X,V,Z)=3:PRINT "the door is open"
2770 IF INT(1+9*RND(7))=3 THEN PRINT "the key is jammed in the lock!":K=0
2780 RETURN
2900 REM
2910 DESK
2910 IF INT(1+5*RND(8))<2 THEN 2950
2920 PRINT "The desk is jammed,do you wish to force it?":A=INCH
2930 IF A<89 THEN RETURN
2940 ST=ST-INT(1+10*RND(8)):PRINT "UGGGGH, opened it!"
2950 IF T(X,V,Z)=0 THEN PRINT "waste of time,it's empty":RETURN
2960 ON T(X,V,Z) GOSUB 1250,2300,2400,2500,2600,3400,3500
2970 RETURN
3000 REM
3010 CLIPBOARD
3010 IF L=0 THEN PRINT "It's too dark to see,you need a lamp":RETURN
3020 IF INT(1+9*RND(2))=4 THEN PRINT "Your lamp's blown out!":L=0:RETURN
3030 GOSUB 2950
3040 RETURN
3100 REM
3110 CLOCK
3110 PRINT "Creeeeeek,the door is stiff and this weakens you"
3120 ST=ST-INT(1+5*RND(9))
3130 IF INT(1+9*RND(8))=4 THEN GOSUB 4000
3140 GOSUB 2950
3150 RETURN
3200 REM
3210 PIANO
3210 PRINT "Congratulations,you have found a KEY"
3220 IF T(X,V,Z)<2 THEN PRINT "But then damn most pianos have keys!!!"
3230 GOSUB 2950
3240 RETURN
3300 REM
3310 END
3310 PRINT
3310 PRINT "HA HA...THE HOUSE HAS CLAIMED ANOTHER BODY!!!"
3320 PRINT "THE TREASURE LIES HIDDEN,YOU HAVE FAILED"
3330 PRINT "YOUR FINAL STATUS IS....."
3340 GOSUB 4220
3350 GOTO 4300
3400 REM
3410 CLUE
3410 PRINT "YOU HAVE FOUND A CLUE..."
3420 CC=CC+1:IF CC=5 THEN PRINT "THE LAST ONE YOU'LL NEED!"
3430 PRINT "THE NUMBER IS...:INT(4*(CL+CC+1))" REMEMBER IT"
3440 T(X,V,Z)=0
3450 RETURN
3500 REM
3510 COMBLOCK
3510 PRINT "YOU HAVE FOUND THE PLACE TO DEPOSIT YOUR CLUES"
3520 PRINT "ARE YOU READY TO TRY?":A=INCH
3530 IF A<89 THEN RETURN
3540 PRINT "ENTER THE CODE,AND AFTER CHECKING PRESS (CR)"
3550 INPUT "*****":CH=CHR$(CH)
3560 IF CH=CL THEN PRINT "WRONG...YOU HAVE FAILED..NOW DIE!":GOTO 3300
3570 PRINT "BRILLIANT YOU HAVE DONE WELL MY FRIEND"
3580 IF=1
3590 GOSUB 7000
3595 GOSUB 4200
3596 GOTO 4300
4000 REM
4010 MONSTERS
4010 IF M=0 THEN RETURN
4020 A=INT(1+29*RND(8)):B=A+INT(1+4*RND(8))
4030 PRINT "Q you have just been confronted by a "
4040 PRINT "M"R"PRINT "What do you wish to do?"
4050 PRINT "1) Retreat 2) Attack 3) Gobble"
4060 C=INCH-48:IF C<1 OR C>3 THEN 4050
4070 ON C GOTO 4080,4120,4160
4080 IF INT(1+3*RND(8))<2 THEN PRINT "Escaped":RETURN
4090 PRINT "a "M"R" does not like chickens"
4100 PRINT "he attacks,good luck"
4110 PRINT "The "M"R" has "B"hat points"
4120 PRINT "What's your punch factor?":U=INCH-48:IF U<1 OR U>9 THEN 4125
4126 PRINT
4130 ST=ST-U
4135 U=U+INT(1+5*RND(7)):B=B+U
4140 PRINT "Your punch leaves the "M"R" only "B"
4145 PRINT "strength units!"
4150 C=INT(1+10*RND(8))
4152 B=B-C:IF B<1 THEN ST=ST-B:PRINT "you win...":M=M-K:RETURN
4154 ST=ST-C:PRINT "his hit leaves you with "ST"points"
4156 IF ST<1 THEN RETURN:ELSE 4125
4160 A=INT(1+20*RND(6)):PRINT A:"Hit points are at stake"
4170 PRINT "Choose a number between 1 and ":(20-A):INPUT B
4180 IF B=INT(1+(20-A)*RND(8)) THEN ST=ST-A:PRINT "YOU WIN...":RETURN
4190 PRINT "HA HA YOU LOSE!":ST=ST-A
4195 RETURN
4200 REM
4210 STATUS
4210 PRINT "YOUR CURRENT STATUS IS....."
4215 PRINT "ST"
4220 PRINT "STRENGTH....."ST
4230 PRINT "MONSTERS KILLED....."M
4235 PRINT "TREASURE....."TR
4240 PRINT "KEY....."K
4250 PRINT "LAMP....."L
4260 PRINT "CLUES....."CC
4270 PRINT "LEVEL....."Z
4280 PRINT "COORDINATES....."X,Y
4290 PRINT "TIME....."LEFT(T/60):"MID(T/60,3,2):"RIGHT(T/60,2)
4300 SC=M*100+TR+10*(K+L)+10*ST+VAL(LEFT(T/60,4))
4310 IF CC=5 THEN SC=SC+2
4320 IF TF=1 THEN SC=SC+2
4330 PRINT "YOUR SCORE IS "SC"
4340 RETURN
4350 PRINT "DO YOU WANT ANOTHER GO?":
4360 A=INCH:IF A=89 THEN RUN
4370 CLS
4380 END
5000 REM
5010 KIDNAPPED
5010 PRINT "oooooooooooooh you've just found a travel agent!"
5020 PRINT "And you have been kidnapped and released somewhere,but where?"
5030 X=INT(1+6*RND(8))
5040 Y=INT(1+6*RND(8))
5050 Z=INT(1+3*RND(7))
5060 RETURN
5100 REM
5110 TREASURE
5110 A=INT(1+900*RND(9))
5120 PRINT "You have found "A:"pieces of gold"
5130 PRINT "Do you want them?":B=INCH
5140 IF B<89 THEN RETURN
5150 TR=TR+A:ST=ST-INT(A/40)
5155 T(X,V,Z)=0
5160 IF INT(1+9*RND(8))<2 THEN RETURN
5165 PRINT "You have also found!"
5170 A=INT(1+9*RND(8))
5180 IF A=1 THEN PRINT "a sword":ST=ST+INT(1+20*RND(7))
5190 IF A=2 THEN PRINT "bad luck!":M=1
5200 IF A=3 THEN PRINT "a motion":ST=ST+INT(1+20*RND(8))-5
5210 IF A=4 THEN PRINT "an axe":ST=ST+7
5220 IF A=5 THEN PRINT "a lamp":L=1
5230 IF A=6 THEN PRINT "a key":K=1
5240 IF A=7 THEN PRINT "a time warp":T=80000
5250 IF A=8 THEN PRINT "a ruseet":TR=TR+INT(1+800*RND(8))
5260 IF A=9 THEN PRINT "a good luck charm":M=0:ST=ST+10
5270 GOTO 5160
6000 REM
6010 STRENGTH
6010 IF TR<30 THEN GOTO 3300
6020 PRINT "BOOMBOOM"
6030 PRINT "HMMM you seem to be out of energy"
6040 PRINT "a grand score of "ST:"you need help!"
6050 PRINT "Since you have "TR:"items of treasure"
6060 PRINT "I feel i do a deal with you"
6070 A=INT(9+20*RND(8)):B=INT(1+4*RND(8))
6080 PRINT "I'll sell you one unit of energy for every "A
6090 PRINT "pieces of treasure you give me...OK!":B=INCH
6100 IF B=89 THEN ST=ST+INT(1+4*RND(8)):TR=TR-A:RETURN
6110 IF INT(1+4*RND(8))=3 THEN PRINT "FOOL!":GOTO 3300:ELSE 6020
7000 REM
7010 BOOBYTRAP
7010 PRINT "The previous owner of the treasure made"
7020 PRINT "sure that his secret would remain hidden"
7030 PRINT "Bfor a long time,he also gave the finder"
7040 PRINT "one final test,if you win,the treasure"
7050 PRINT "is yours...if you lose DEATH"
7060 PRINT "do you want to take the chance?":A=INCH
7070 IF A<89 THEN PRINT "OK..YOU HAVE DONE WELL":RETURN
7080 PRINT "GOOD LUCK"
7090 PRINT "The chest has a lock on it"
7100 PRINT "To open it you must crack the code HIT (CR) TO CONTINUE":A=INCH
7110 FOR X=1 TO 4:FOR Y=1 TO 4:IF X=RND(4)+1 AND Y=RND(4)+1 THEN 7120
7120 FOR X=1 TO 4:FOR Y=1 TO 4:IF X=Y THEN 7130
7125 IF A(X)=A(Y) THEN U=1
7130 NEXT Y,X:IF U=1 THEN U=0:GOTO 7110
7140 PRINT "3 point will be give if you choose right number in right place"
7150 PRINT "1 point for right number wrong place"
7155 S=0
7160 PRINT "Ok type in your guess"
7170 FOR X=1 TO 4:B(X)=INCH-48:NEXT X
7180 FOR X=1 TO 4:IF B(X)=A(X) THEN S=S+1
7182 NEXT X
7190 FOR X=1 TO 4:FOR Y=1 TO 4
7200 IF X=Y THEN 7220
7210 IF B(Y)=A(Y) THEN S=S+1:CALL 62
7220 NEXT Y,X
7230 FOR X=1 TO 4:PRINT B(X):NEXT X
7240 PRINT "ALL DONE!":TR=TR+INT(9999+9999*RND(8)):RETURN
7250 IF S=12 THEN PRINT "ALL DONE!":TR=TR+INT(9999+9999*RND(8)):RETURN
7260 IF INT(1+10*RND(8))=4 THEN PRINT "TIMES UP!":GOTO 3300
7270 S=0:GOTO 7170
8000 REM
8010 INSTRUCTIONS
8010 PRINT "TREASURE HOUSE"
8020 PRINT "
8030 PRINT "
8040 PRINT "You are in a large old house"
8050 PRINT "When the old man who lived there died"
8060 PRINT "he hid all his worldly goods in the "
8070 PRINT "house.He also hid a hoard of treasure (valued at $2M!)"
8080 PRINT "To find this treasure you must find various clues and,more"
8090 PRINT "importantly,the place to put them..."
8100 PRINT "BE WARNED,he also left traps for the unwary,so be carefully!"
8110 PRINT "also,things are not always as they seem,SO CAREFULLY MY FRIEND,AND GOOD LUCK"
8120 RETURN
8200 REM *****THE-END*****
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