

009000

T H E
C A W E S

B y

James R. Surber

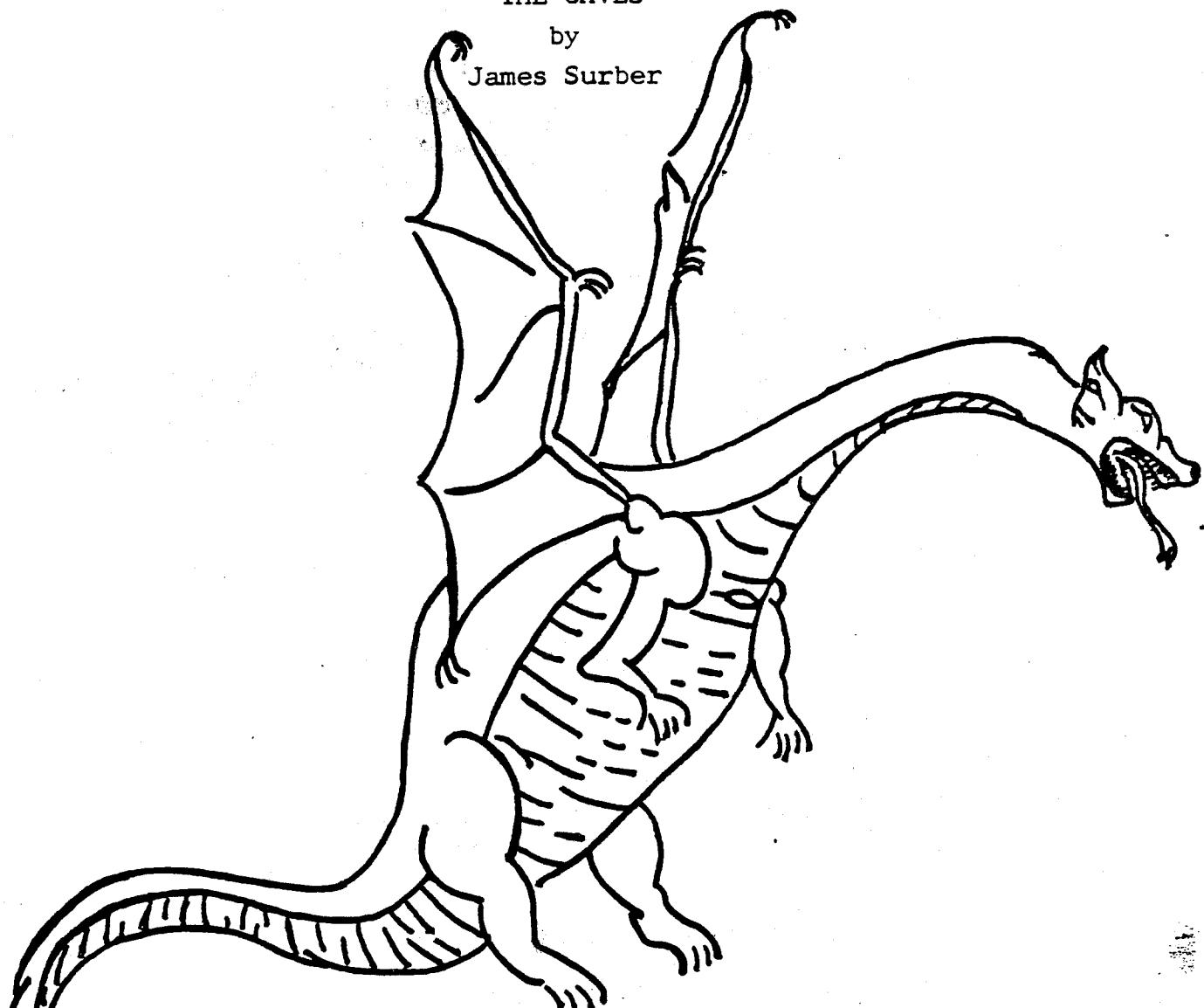
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"THE CAVES"

by

James Surber



"THE CAVES" is an adventure game in which the player moves about a series of 67 interconnected caves to pick up nine items to total 1200 without dying from the various hazards. If you like games, mazes and puzzles with magic you will love "THE CAVES".

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020

This is a full memory capacity program but because of the size it may be totally entered by the card reader or the wand, even if your system has individual memory modules. The fourth module must be in place to start the game. The printer is optional and uses flag 13 in the program. This causes the warnings and 'wizards' words to be in lower case print. "Auto off" is used if death occurs.

The game is simple to operate in that it prompts or gives you all information needed on the display or on the overlay. The board is easily imaged in the mind, or a list of 1 - 67 caves on paper is all that is needed to help remember hazardous caves.

The game has chance, skill and goal orientation in it to keep the player interested and active. Hazards and valuables are interconnected to the equipment present and the movement through the caves for skill. Loss of equipment and non-warned hazards with random selection of caves without warnings play the role of chance in "THE CAVES". Goal orientation is just getting through alive and scoring.

Some ideas and parts of the program were taken from the "Games Solution Book" by HP. I would also like to thank Scott Sowders for his help in the game "THE CAVES".



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Welcome to "THE CAVES". The Caves is an adventure game in which the player (a wizard) moves about a series of 67 caves to pick up nine items to total 1200 points without dying from the hazards. The construction of the caves is a single stranded helix with interconnecting tunnels. The even numbered caves have a tunnel going up seven caves, while the odd numbered caves have a tunnel going down seven caves. These tunnels and the tunnels going to the two immediate caves on either side make each cave connected to three adjacent caves.

Upon entering the caves you will begin at caves number 0 which will always be empty and "SAFE". Five pieces of equipment will be given to you before starting and three more pieces may be picked up while going through the game. All of these are to help you get through the hazards and pick up valuables. You will be given at the start of the game the following:

Keys, Water, Knife, Gloves, and a Lamp.

Only these five original pieces of equipment can be "SNATCHED" (taken) by the bats. These are coded to flags 0 - 4 and will show "set" on the display if present. The three pieces that are picked up along the way are immune to the bats due to a magical spell over them. These pieces are:

Wand, Magic Word, and a Cape.

If you lose any of the five original pieces of equipment the Wand will magically (PRESTO) return all lost pieces in one Wand usage. The Wand will work only twice after each visit to the Wand cave (not accumulative). The Magic Word "ABRAKADABRA" will take you out of the game "THE CAVES" at any time or place you wish to use it. The Cape will render

you invisible to any dragon you may find in a cave. If the Cape is lost along the way it may be gotten again by revisiting the Cape cave.

You will be given warnings of some of the hazards in the adjacent caves after you enter a new cave and have encountered any hazards present. These warnings appear after the word "SAFE" and do not have tones associated with them. Below is a list of the warnings and their hazards.

"FEEL DRAFT" a bottomless pit - the end of the game
(no score) HP shuts off
"YYEEEIIII THE PITS"

"SMELL DRAGON" if no Cape the dragon will eat you -
the end of the game (no score) HP shuts off
"CHOMP"

"HEAR SPLASH" cave is full of water and you will drown - end of the game (no score) HP shuts off
"ALL WASHED UP"

"DARK CAVE" if no lamp is present you will fall into a bottomless pit - the end of the game -
(no score) HP shuts off
"OOPS NO LAMP"
"YYEEEIIII THE PITS"

"HEAR SQUEEKS" bats will "SNATCH" one piece of your equipment
"SNATCH"
"BATS TOOK ()"

"HEAR VOICE" a "WIZARD" will tell you all that occupies the six closest caves (usually the three on either side). He does not see Stairs or Forks.

"SEE LIGHT" a tunnel out of "THE CAVES" will take you out - the end of the game (with score)
"END GAME".
"SCORE = ()"

There will be other surprises lurking in "THE CAVES" without warnings. These will only be inconvenient or lethal if there is equipment "SNATCHED".

There are caves with Stairs and Forks in them. The Stairs will display "UP OR DOWN ?". This will randomly place you either above (higher number) or below (lower number) the cave the Stairs are in presently. Once placed in a new cave you will suffer any new hazards and be given new warnings and adjacent caves. The Fork will randomly select two caves and display them with no warnings. You must choose between them and there suffer any new hazards and be given new warnings and adjacent caves. At each reentry into a cave with Stairs or Forks you will be given new random caves. You never know what you might find at the end of your tunnel.

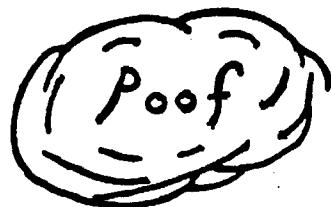
At any time you may go "BACK" and return to the last cave you were in. Using this function you may save key strokes to return whence you came. This function will also work with Stairs and Forks.

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A list of all valuables and their points is given below. After you have placed a valuable "IN PACK" it is removed from the cave and that cave will be empty upon reentry. When all valuables are found the HP - 41C will "beep" to tune you into the fact that you have finished.

DIAMONDS	100
IVORY	100
MING VASE	100
PEARLS	100
CRYSTAL (in one of the two "small caves")	100
RUBIES (in a locked chest)	150
SILK (in a locked chest)	150
AG (silver- too hot, use gloves)	200
AU (gold- too cold, use gloves)	200

Enter "THE CAVES" for an adventure into the Magical World
and
HAVE FUN!



WARNINGS, LIMITATIONS AND OPTIONS

The initialization of this program is done during the time the display is showing "THE CAVES". This process takes time to randomize the caves for your own personal game. Please be patient while the HP -41C is "thinking". The same seed will give you the same game each time you play.

Due to the size of the program the user assigned keys (A through J) may take a little time (for label searching) to start running.

After you have encountered a deadly hazard the HP - 41C will automatically shut off (use of the "off" function in the program). To restart a new game turn the HP -41C on and press the R/S button.

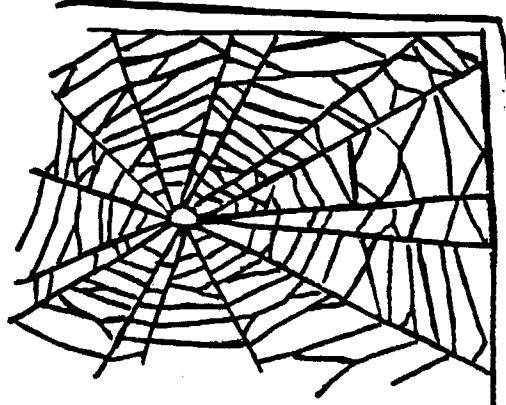
Flag 11 is used at one brief point in the program. If the HP -41C is shut off manually during the running of the program flag 11 may be set and will automatically start the game upon turning on. As long as you shut off during a prompt for a move flag 11 will not be a problem when bringing your system up (turning on) the next time.

If the optional printer is used all warnings and the wizards' wise words will be in lower case print.

This game is also available in "basic" computer language with graphics. Please notify the Author (Grand Wizard) for further details.

THE STORY OF THE CAVES (an example)

Once upon a time there was a wizard who set out to make his name in the wonderful world of wizardry and earn a fabulous fortune. The titillating trail that awaited him was the awesome task of traveling through the world of "THE CAVES". As he traveled down through this magically made maze he increased his strength to a new and higher order by receiving magical powers (the Wand, Magic word, and the Cape). With each power he gained his order was increased by one (thus he had three orders to achieve). His fortune was found by placing the nine valuables of the caves in his pack. These powers and valuables could make him the world's wealthiest wizard. To start his journey he planted a magical seed (a fractional number) to form his own personal puzzle. At this time he was given his equipment (Keys, Water, Knife, Gloves, and a Lamp). Three of his wise wizard friends entered to help him along his winding world of wonderment. The number he choose under considerable consultation and consideration from the "GRAND WIZARD" of "THE CAVES" was $\emptyset.741$. The following is the telling of the treacherous trek he took.



009000

09

KEYSTROKES :

DISPLAY :

[XEQ] [ALPHA] SIZE [ALPHA] Ø76

SEED ?

.741 [R/S]

THE CAVES

SAFE

NO WARNING

Ø* 1, 3, 5

1 [R/S]

MOVING TO 1

SMALL CAVE

CRYSTAL

CRYSTAL IN PACK

SCORE = 1ØØ

SAFE

NO WARNING

1* Ø, 2, Ø

2 [R/S]

MOVING TO 2

PEARLS

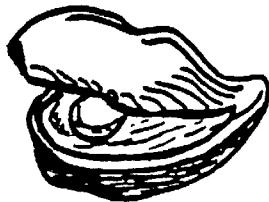
PEARLS IN PACK

SCORE = 2ØØ

SAFE

NO WARNING

2* 1, 3, 9



3 [R/S]

MOVING TO 3

SAFE

NO WARNING

3* 2, 4, Ø

KEYSTROKES:

4 [R/S]



DISPLAY:

MOVING TO 4

AU

TOO COLD

USE GLOVES

IN PACK

SCORE = 400

SAFE

NO WARNING

4* 3, 5, 11

5 [R/S]

MOVING TO 5

FORK

5* LT/RT, 45, 10

[I] (RT)



MOVING TO 10

HEAR SQUEEKS

SNATCH

BATS TOOK KNIFE

SAFE

HEAR SPLASH

10* 9, 11, 17

9 [R/S]

MOVING TO 9

SAFE

HEAR SQUEEKS

9* 8, 10, 2

8 [R/S]

MOVING TO 8

SAFE

SEE LIGHT

8* 7, 9, 15

KEYSTROKES :

DISPLAY :

15 [R/S]

MOVING TO 15
SAFE
SEE LIGHT
15* 14, 16, 8

16 [R/S]

MOVING TO 16
SAFE
HEAR SPLASH
16* 15 17 23

23 [R/S]

MOVING TO 23
DIAMONDS
DIAMONDS IN PACK
SCORE = 500
SAFE
NO WARNING
23* 22, 24, 16

24 [R/S]

MOVING TO 24
WEB
BATS TOOK KNIFE
GO BACK

[J] (BACK)

SAFE
NO WARNING
23* 22, 24, 16

22 [R/S]

MOVING TO 22
SAFE
HEAR VOICE
HEAR VOICE
22* 21, 23, 29

KEYSTROKES:

29 [R/S]



DISPLAY:

MOVING TO 29
HEAR VOICE
WIZARD
CAVE 26
LOCKED DOOR
CAVE 27 EMPTY
CAVE 28 EMPTY
CAVE 29
HEAR VOICE
CAVE 30
MAGIC WORD
CAVE 31
IVORY
CAVE 32
DARK CAVE
SAFE
NO WARNING
29* 28, 30, 22

[E] (EQUIP)

BATS TOOK KNIFE
SAFE
NO WARNING
29* 28, 30, 22

[D] (SCORE)

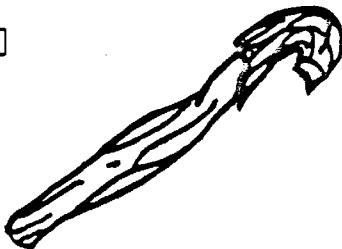
SCORE = 500
29* 28, 30, 22

30 [R/S]

MOVING TO 30
MAGIC WORD
SAFE
HEAR VOICE
30* 29, 31, 37

KEYSTROKES :

37 [R/S]



DISPLAY :

MOVING TO 37
MAGIC WAND
SAFE
HEAR VOICE
37* 35, 37, 30

36 [R/S]

MOVING TO 36
SAFE
NO WARNING
36* 35, 37, 43

35 [R/S]

MOVING TO 35
UGLY TROLL
BATS TOOK KNIFE
CHOMP
(HP 41C shuts off)

If this wizard had been wise he would have used his Magic Wand after he got it at cave 37. The Knife would have protected him against the Ugly Troll and he could have continued on to his fame and fortune. To reincarnate the wizard for another chance simply turn the HP-41C on and press R/S for a new prompt for a seed and a new game.

STEP	INSTRUCTIONS	KEYSTROKES	DISPLAY
1	Load program		
2	Assign "MOVE TO" (optional)	[ASN] ↗ [ENTER]	
3	Initialize	[XEQ] CAVES	SEED ?
4	Key in any fractional number (between 1 and 0)	# [R/S]	THE CAVES
5	To move to a new cave (only one of those listed on the display)	# of cave [R/S]	MOVING TO () (hazards or valuables) SAFE (warnings) (new adjacent caves) -* -, -, -
6	If "FORK displayed and "-* LT/RT, -, -	[H] (left) [I] (right)	Same as 5
7	If "STAIRS" displayed and "UP OR DOWN ?"	[F] (up) [G] (down)	Same as 5
8	If after "MAGIC WORD" was found in a cave and you wish to exit "THE CAVES" with a score (partial or total score)	[A] (abra)	ABRAKADABRA END GAME SCORE = ()
	If no "MAGIC WORD" was found		NO MAGIC (cave display)

STEP	INSTRUCTIONS	KEYSTROKES	DISPLAY
9	If you have found the "WAND" and the bats have "SNATCHED" some of your equipment the WAND will return all equipment taken If no "WAND" has been found or if the "WAND" has been used twice since last "WAND CAVE" visit (visits not accumulative)	[B] (wand)	PRESTO SAFE (warnings) (cave display of old caves) "NO WAND" SAFE (warnings) (cave display of old caves)
10	At any time you wish to review the warnings for the adjacent caves (this will not function when a Fork or Stairs is displayed)	[C] (warn)	(warnings) (cave display of old caves)
11	If you wish a review of the score to date	[D] (score)	SCORE = () (cave display of old caves)
12	If you wish a review of the equipment "SNATCHED" by the bats	[E] (equip)	BATS TOOK () (hazards or valuables) SAFE (warnings) (cave display of old caves)

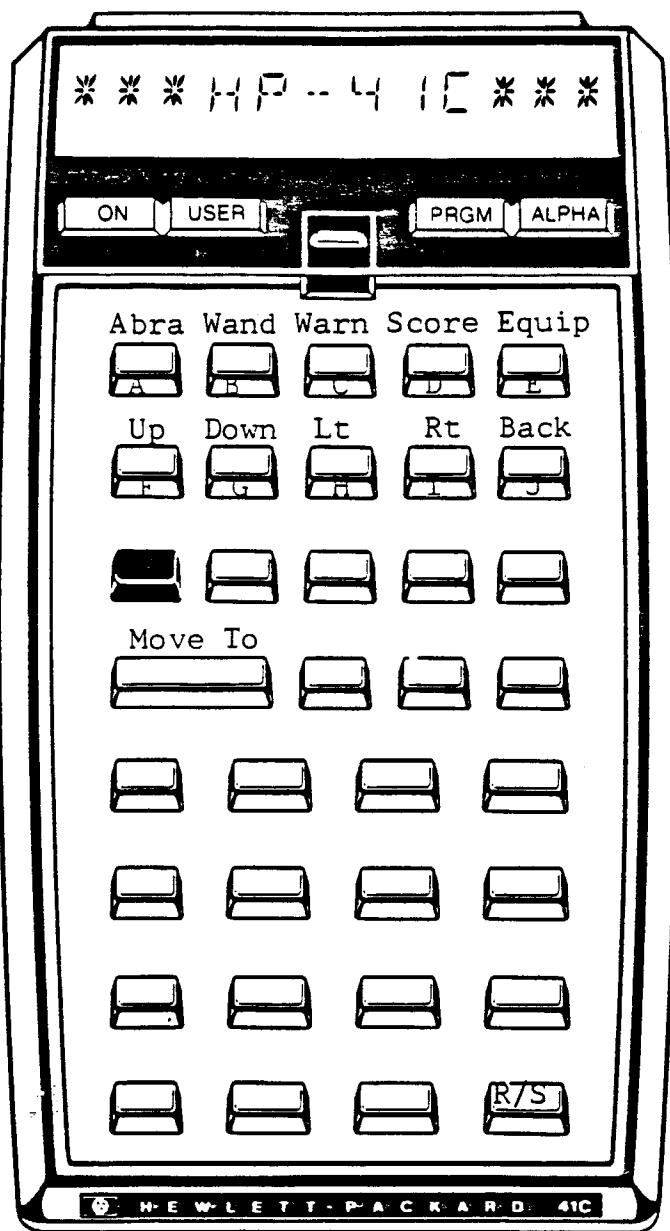
STEP	INSTRUCTIONS	KEYSTROKES	DISPLAY
13	If you wish or were instructed to "GO BACK" to the last cave (this will function with Forks and Stairs)	[J] (back)	Same as 5
14	If at anytime you stop midgame and turn your HP off you may recall your position and the game by simply recalling warnings (user mode on)	[C] (warn)	Same as 10
15	If you lose the game and the HP shuts off a new game may be started by simply turning the HP on and pressing R/S	[ON] [R/S]	SEED ?

SAMPLE GAME BOARD

00	36
01	37
02	38
03	39
04	40
05	41
06	42
07	43
08	44
09	45
10	46
11	47
12	48
13	49
14	50
15	51
16	52
17	53
18	54
19	55
20	56
21	57
22	58
23	59
24	60
25	61
26	62
27	63
28	64
29	65
30	66
31	67
32	
33	WAND
34	WORD
35	CAPE

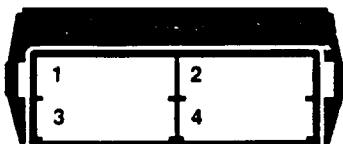
KEYBOARD

* Move To -
is an optional
assignment and
is duplicated
by the [R/S]
Function with-
out assignment.



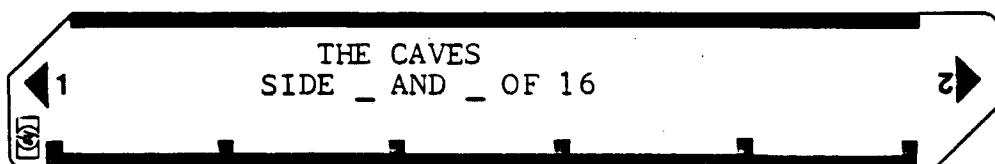
SYSTEM CONFIGURATION

equivalent of four
memory modules



*the printer
is optional
(with quad-
or HP-41CV)

CARD



LABELS

00	Safe	31	Bad Tones
01	Magic Wand	32	Good Tones
02	Magic Word	33	Aview
03	Cape	34	Store Points
04	Silk	35	Use Gloves
05	Rubies	36	Use Keys
06	Ag	37	Pack
07	Au	38	Cape
08	Crystal	42	CHOMP
09	Pearls	43	BATS TOOK
10	Ming Vase	44	Knife Routine
11	Ivory	45	End Game
12	Diamonds	46	GO BACK
13	Ugly Troll	47	Equipment
14	Web	48	SCORE = ()
15	Fire		
16	Locked Door	55	New Cave
17	Small Cave	56	Test Legality
18	Stairs	57	Out
19	Fork	58	Set Flags 0-4
20	Out (see light)	59	Clear Flag 5-13
21	Dark Cave		
22	Pits	66	Bottom Cave
23	Water	67	Top Cave
24	Dragons	68	Adjacent Caves
25	Bats		
26	Wizards	77	Cave Display
		78	Display Warnings
A	Abra		
B	Wand	84	Move To (from stairs)
C	Warnings		
D	Score	95	EMPTY
E	Equipment	96	Wizard Loop
F	Up	97	Loop
G	Down	98	Loop
H	Left	99	Random Number Generator
I	Right		
J	Back	↑	MOVE TO ()
		CAVES	Program Label & Start

FLAGS

00	Keys
01	Lamp
02	Water
03	Knife
04	Gloves
05	Wand
06	Word
07	Cape
08	(used)
09	Bats Took
10	First Wand Usage
11	Chest cave with Silk
12	(not used)
13	Warnings & Wizards

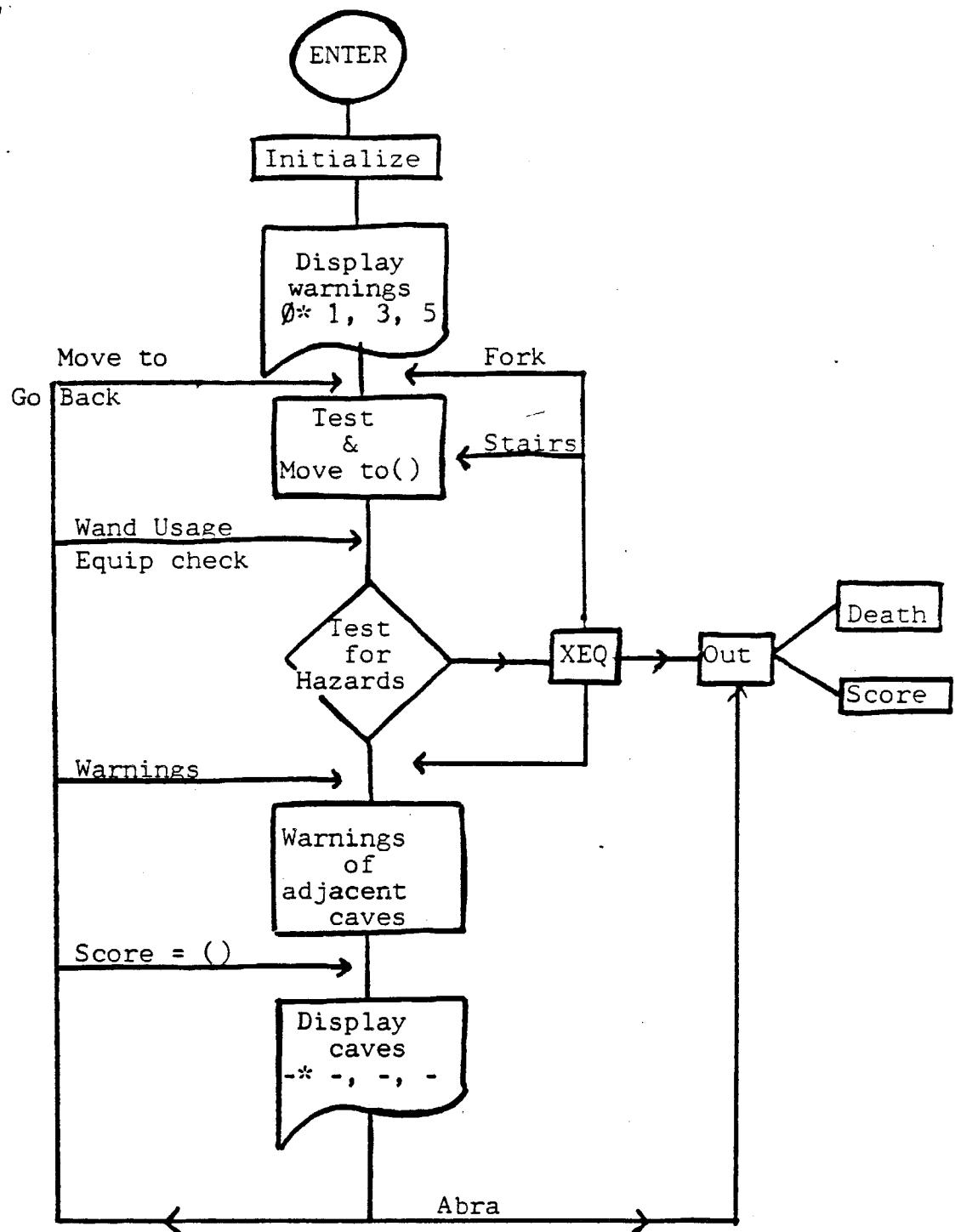
REGISTERS

00-67	Caves
68	
69	Adjacent Caves
70	
71	Last Cave
72	Points Total
73	Position
74	Seed
75	Used (loop controls)

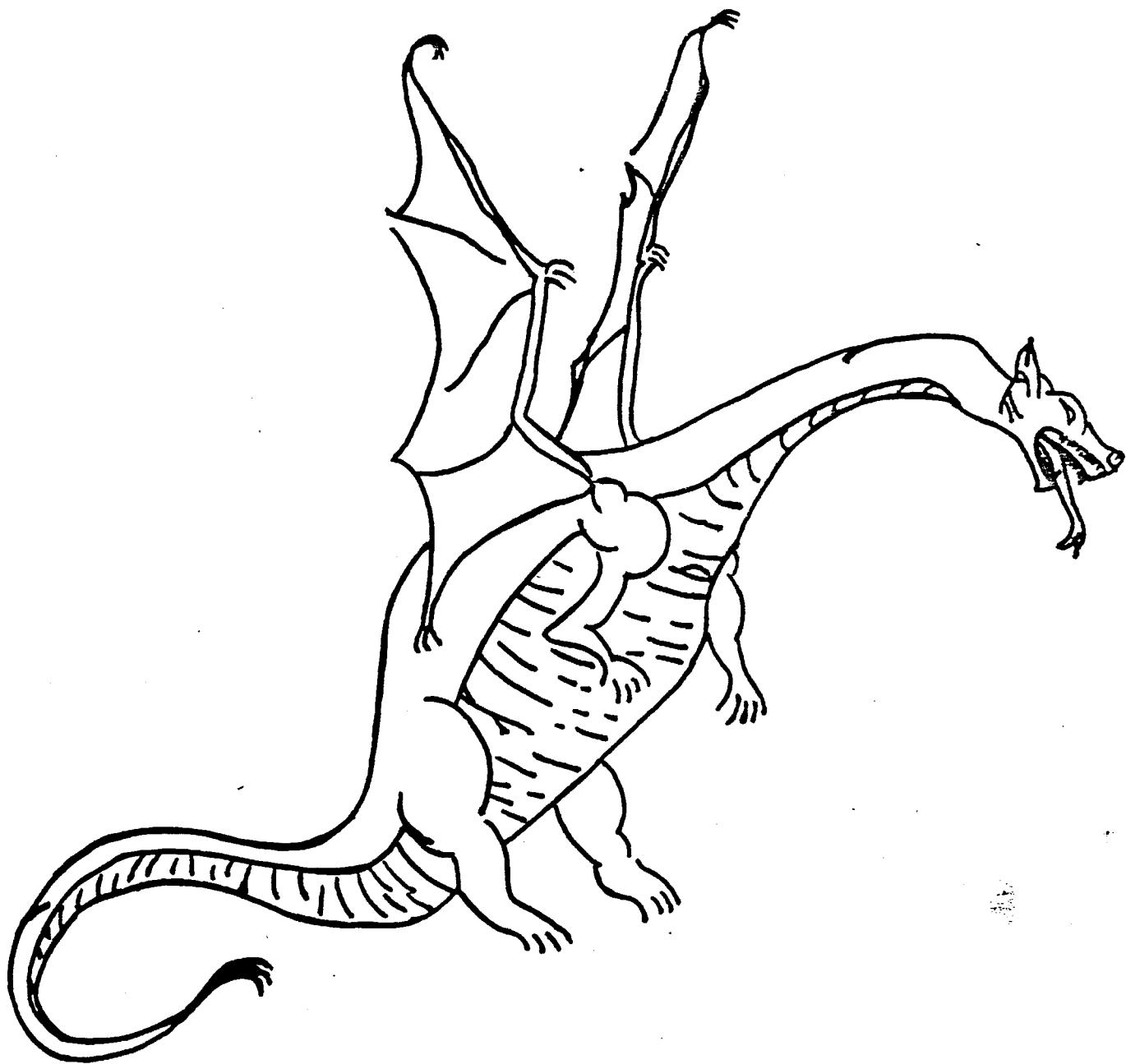
INFORMATION

70	Labels used
579	Steps
1700	(appox) Bytes
076	Size
319	Register used
14	Flags
16	card sides

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CHOMP



Invisible To Dragon

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REGISTERS, STATUS, FLAGS, ASSIGNMENTS

DATA REGISTERS		STATUS		
00	CAVES	SIZE 076 TOT. REG. 319 USER MODE		
67		ENG	FIX 0 SCI	ON X OFF
68		DEG	RAD GRAD	
69	ADJACENT CAVES	FLAGS		
70		#	INIT S/C	SET INDICATES
71	LAST CAVE	0	S	KEYS PRESENT
72	POINTS TOTAL	1	S	LAMP PRESENT
73	POSITION	2	s	WATER PRESENT
74	SEED	3	S	KNIFE PRESENT
75	LOOP CONTROLS	4	S	GLOVES PRESENT
		5	C	WAND PRESENT
		6	C	WORD PRESENT
		7	C	CAPE PRESENT
		8	c	USED
		9	C	BATS TOOK NOTHING/ BATS TOOK ()
		10	C	1 ST WAND USAGE WAND USAGE USED
		11	C	CHEST WITH SILK CHEST WITH RUBIES
		12	C	NOT USED
		13	c	TEST WARNINGS XEQ HAZARD
		25	S	NORMAL WARNING FORK WARNINGS
		27	S	USER MODE ON
		29	C	NO DECIMAL POINT
ASSIGNMENTS				
FUNCTION	KEY	FUNCTION	KEY	
ABRA	A			
WAND	B			
WARNINGS	C			
SCORE	D			
EQUIPMENT	E			
UP	F			
DOWN	G			
LEFT	H			
RIGHT	I			
BACK	J			

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PROGRAM LISTING

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
01	LBL "CAV			47	X≠0?		
ES				48	GTO 98		
02	CLRG			49	RCL 75		
03	"SEED ?"		Seed	50	INT		
04	PROMPT			51	STO IND		
05	STO 74			Z			
06	"THE CAV			52	RTN		
ES				53	LBL 97		
07	AVIEW		INITIALIZATION	54	XEQ 98		CONTROL
08	CF 29		OF	55	ISG 75		LOOP
09	SF 27		REGISTERS	56	GTO 97		
10	XEQ 59		&	57	RTN		
11	FIX 0		FLAGS	58	LBL J		
12	1.026			59	RCL 71		GO BACK
13	STO 75			60	GTO 84		
14	XEQ 97			61	LBL I		
15	18.026			62	RCL 70		
16	STO 75			63	GTO "↑"		GO RIGHT
17	XEQ 97			64	LBL H		
18	24.026			65	RCL 69		GO LEFT
19	STO 75			66	LBL "↑"		
20	XEQ 97			67	"MOVING		
21	TONE 9			TO	"		MOVING TO ()
22	LBL 66			68	ARCL X		
23	1			69	AVIEW		
24	STO 68		STORE	70	XEQ 56		
25	3			71	LBL 84		
26	STO 69		ADJACENT CAVES	72	X<> 73		
27	5		TO Ø	73	STO 71		STORE LAST
28	STO 70			74	RCL 73		CAVE
29	GTO 55			75	X=0?		
30	LBL 99			76	GTO 66		
31	RCL 74			77	67		
32	9821		RANDOM	78	X=Y?		
33	*			79	GTO 67		
34	.21137		NUMBER	80	RCL 73		
35	+		GENERATOR	81	1		FIND
36	FRC			82	-		
37	STO 74			83	STO 68		ADJACENT
38	*			84	2		CAVES
39	INT			85	+		
40	RTN			86	STO 69		
41	LBL 98			87	2		ODD OR
42	66		STORAGE	88	MOD		EVEN
43	XEQ 99			89	X≠0?		
44	X=0?		LOOP	90	GTO 68		
45	GTO 98			91	RCL 73		
46	RCL IND			92	7		

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
93	-		ODD	138	LBL	C	
94	0		LOWER CAVE	139	SF	13	FIND
95	X<Y?			140	RCL	68	
96	X<>Y			141	XEQ	78	WARNINGS
97	STO 70			142	RCL	69	
98	GTO 55			143	XEQ	78	
99	LBL 68			144	RCL	70	
100	RCL 73			145	XEQ	78	
101	7		EVEN	146	CF	13	
102	+		UPPER CAVE	147	"NO WARN ING"		NO WARNINGS
103	67			148	FC?C	08	
104	X>Y?			149	AVIEW		
105	X<>Y			150	PSE		
106	STO 70			151	LBL	77	
107	GTO 55			152	CLA		DISPLAY
108	LBL 67			153	ARCL	73	
109	62			154	"F* "		CAVES
110	STO 68		STORE	155	ARCL	68	
111	64		ADJACENT	156	"F, "		
112	STO 69			157	ARCL	69	
113	66		CAVES TO 67	158	"F, "		
114	STO 70			159	ARCL	70	
115	GTO 55			160	PROMPT		
116	LBL 56			161	GTO	"↑"	
117	RCL 68			162	LBL	78	
118	X=Y?		TEST	163	SF	25	
119	RTN		IF	164	RCL	IND	
120	X<>Y			X			DISPLAY
121	RCL 69		LEGAL	165	FC?	25	
122	X=Y?			166	GTO	77	
123	RTN		MOVE	167	20		
124	X<>Y			168	X>Y?		
125	RCL 70			169	RTN		
126	X=Y?			170	SF	08	
127	RTN			171	XEQ	IND	
128	"ILLEGAL CAVE"			Y			
129	XEQ 33			172	RTN		
130	RCL 73			173	LBL	01	
131	GTO 00			174	"MAGIC W AND"		MAGIC WAND
132	LBL 55		XEQ HAZARDS	175	FS?	13	
133	RCL IND 73		& VALUABLES	176	GTO	33	
134	GTO IND X			177	XEQ	32	
135	LBL 00			178	SF	05	
136	"SAFE"		SAFE	179	SF	10	
137	XEQ 33			180	GTO	00	
				181	LBL	B	

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
182	FC? 05			226	FS? 13		
183	"NO WAND		USE MAGIC WAND	227	GTO 33		CAPE
"				228	XEQ 32		
184	FS? 05			229	"INVISIB		
185	"PRESTO"			LE TO"			
186	XEQ 32			230	"I DRAGO		
187	FC? 05			N"			
188	GTO E			231	XEQ 33		
189	FC?C 10			232	SF 07		
190	CF 05			233	GTO 00		
191	XEQ 58			234	LBL 04		
192	GTO 00			235	SF 11		SILK
193	LBL 59			236	LBL 05		RUBIES
194	CF 13			237	"LOCKED		
195	CF 10		INITIALIZE	CHEST"			
196	CF 08		&	238	XEQ 33		LOCKED CHEST
197	CF 07			239	FS? 13		ROUTINE
198	CF 06		RESET FLAGS	240	CF 11		
199	CF 05			241	FS? 13		
200	LBL 58			242	RTN		
201	SF 04		RESET FLAGS	243	SF 08		
202	SF 03		FOR	244	XEQ 36		
203	SF 02			245	CF 08		
204	SF 01		WAND & GAME	246	FC? 00		
205	SF 00			247	GTO 00		
206	CF 09			248	FC? 11		
207	RTN			249	"RUBIES"		
208	LBL 02			250	FS?C 11		
209	"MAGIC W		MAGIC WORD	251	"SILK"		
ORD"				252	XEQ 33		
210	FS? 13			253	150		
211	GTO 33			254	GTO 34		
212	XEQ 32			255	LBL 06		
213	SF 06			256	"AG"		
214	GTO 00			257	XEQ 33		AG (SILVER)
215	LBL A			258	FS? 13		
216	FC? 06			259	RTN		
217	"NO MAGI			260	"TOO HOT		
C"			USE MAGIC	"			
218	FS? 06		WORD	261	GTO 35		
219	"ABRAKAD			262	LBL 07		
ABRA"				263	"AU"		AU (GOLD)
220	XEQ 33			264	XEQ 33		
221	FC? 06			265	FS? 13		
222	GTO 77			266	RTN		
223	GTO 57			267	"TOO COL		
224	LBL 03			D"			
225	"CAPE"			268	LBL 35		

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
269	XEQ	33		312	TONE	0	
270	FS?	04		313	GTO	33	
271	"USE "			314♦LBL	32		
272	FC?	04	USE GLOVES	315	TONE	1	GOOD TONES
273	XEQ	43	ROUTINE	316	TONE	3	
274	"-GLOVES			317	TONE	5	
	"			318♦LBL	33		
275	XEQ	33		319	AVIEW		AVIEW
276	FC?	04		320	PSE		
277	GTO	00		321	RTN		
278	CLA			322♦LBL	13		
279	200			323	"UGLY TR		
280	GTO	34		OLL"			UGLY
281♦LBL	09			324	FS?	13	
282	"PEARLS"		PEARLS	325	GTO	33	TROLL
283	GTO	37		326	XEQ	31	
284♦LBL	10			327	XEQ	44	
285	"MING VA			328	FS?	03	
SE"				329	GTO	00	
286	GTO	37		330	GTO	42	
287♦LBL	11			331♦LBL	14		
288	"IVORY"			332	"WEB"		
289	GTO	37	IVORY	333	FS?	13	WEB
290♦LBL	12			334	GTO	33	
291	"DIAMOND			335	XEQ	31	
S"			DIAMONDS	336	XEQ	44	
292♦LBL	37			337	FS?	03	
293	XEQ	33		338	GTO	00	
294	FS?	13		339	GTO	46	
295	RTN			340♦LBL	15		
296	100			341	"FIRE"		
297♦LBL	34			342	FS?	13	
298	"- IN PA			343	GTO	33	FIRE
CK"				344	XEQ	31	
299	XEQ	33		345	FS?	02	
300	ST+	72		346	"USE "		
301	RCL	72		347	FC?	02	
302	1200			348	XEQ	43	
303	X=Y?			349	"-WATER"		
304	BEEP			350	XEQ	33	
305	XEQ	48		351	FS?	02	
306	0			352	GTO	00	
307	STO	IND		353	GTO	46	
73				354♦LBL	16		
308	GTO	00		355	"LOCKED		
309♦LBL	31			DOOR"			
310	TONE	5		356	FS?	13	LOCKED
311	TONE	3		357	GTO	33	DOOR

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
358	XEQ	31		401	XEQ	99	
359	LBL	36		402	X>Y?		
360	FS?	00		403	GTO	F	
361	"USE "		USE KEY	404	GTO	84	
362	FC?	00		405	LBL	G	
363	XEQ	43	ROUTINE	406	RCL	73	
364	"KEY"			407	67		DOWN
365	XEQ	33		408	XEQ	99	
366	FS?	08		409	X>Y?		
367	RTN			410	GTO	G	
368	FS?	00		411	GTO	84	
369	GTO	00		412	LBL	19	
370	LBL	46		413	FS?	13	
371	"GO BACK			414	RTN		
"			PROMPT FOR GO BACK	415	"FORK"		
372	PROMPT			416	XEQ	33	FORK
373	GTO	J		417	67		
374	LBL	08	CRYSTAL	418	XEQ	99	
375	SF	08		419	STO	69	
376	LBL	17		420	67		
377	"SMALL C			421	XEQ	99	
AVE"			SMALL CAVES	422	STO	70	
378	XEQ	33		423	"LT/RT"		
379	FS?	13		424	ASTO	68	
380	CF	08		425	GTO	77	
381	FS?	13		426	LBL	20	
382	RTN			427	"SEE LIG		
383	"DROP BI			428	FS?	13	SEE LIGHT
G CAPE"				429	GTO	33	
384	FS?C	07		430	XEQ	32	
385	XEQ	31		431	LBL	57	
386	FC?C	08		432	"END GAM		
387	GTO	00		433	XEQ	33	
388	"CRYSTAL			434	XEQ	48	
"				435	PROMPT		
389	GTO	37		436	GTO	45	
390	LBL	18		437	LBL	D	
391	FS?	13	STAIRS	438	XEQ	48	
392	RTN			439	GTO	77	
393	"STAIRS"			440	LBL	48	
394	XEQ	33		441	"SCORE =		
395	"UP OR D			"			
OWN ?"				442	ARCL	72	
396	PROMPT			443	XEQ	32	
397	GTO	18		444	RTN		
398	LBL	F		445	LBL	21	
399	RCL	73					
400	67		UP				

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
446	"DARK CA			485	XEQ 33		
YE"				486	TONE 1		END GAME TONES
447	FS? 13			487	TONE 0		
448	GTO 33			488	OFF		
449	XEQ 33			489	GTO "CAV		
450	CLA			490	ES"		
451	XEQ 31			491	LBL 44		
452	PSE			492	FS? 03		
453	"USE LAM			493	"USE "		
P"				494	FC? 03		
454	FS? 01			495	XEQ 43		KNIFE ROUTINE
455	XEQ 33			496	"HKNIFE"		
456	FS? 01			497	XEQ 33		
457	GTO 00			498	RTN		
458	"OOPS NO			499	LBL 25		
LAMP"				500	"HEAR SQ		
459	XEQ 33			501	UEEKS"		
460	LBL 22			502	XEQ 33		
461	"FEEL DR			503	FS? 13		
AFT"				504	RTN		BATS
462	FEEL DRAFT			505	TONE 9		
463	GTO 33			506	504		
464	XEQ 31			507	TONE 9		
465	"YYEEEEII			508	CF IND X		
II"				509	SF 09		
466	"H THE P			510	"SNATCH"		
ITS"				511	XEQ 33		
467	GTO 45			512	LBL E		
468	LBL 23			513	XEQ 43		
469	"HEAR SP			514	LBL 47		
LASH"				515	FC? 00		
470	FS? 13			516	"HKEY "		
471	GTO 33			517	SF 09		
472	XEQ 31			518	"FLAMP "		
473	"ALL WAS			519	FC? 02		
HED UP"				520	"H-WATER		
474	GTO 45			521	"H-KEY		EQUIPMENT
475	LBL 24			522	FC? 03		
476	"SMELL D			523	"H-FLAMP		
RAGON"				524	FC? 04		
477	FS? 13			525	"H-WATER		
478	GTO 33			526	"H-FLASH"		
479	XEQ 31						
480	FS? 07						
481	GTO 03						
482	LBL 42						
483	"CHOMP"						
484	LBL 45						
			WATER				
			DRAGONS				
			CHOMP				

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STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS	STEP/ LINE	KEY ENTRY	KEY CODE (67/97 only)	COMMENTS
527	GTO	00		571	GTO	96	
528	LBL	43		572	CF	13	
529	"BATS TO		BATS TOOK	573	GTO	00	
OK	"			574	LBL	95	
530	RTN			575	X<Y		DISPLAY
531	LBL	26		576	X=Y?		EMPTY
532	"HEAR VO			577	"F	EMPTY	
ICE"				578	RTN		
533	FS?	13		579	.END.		END
534	GTO	33					
535	XEQ	33	WIZARDS				
536	TONE	4					
537	TONE	5	WIZ. TONES				
538	TONE	6					
539	"WIZARD"						
540	XEQ	33					
541	SF	13					
542	RCL	73					
543	3		SET BOUNDS				
544	-		OF				
545	1		WIZARD				
546	X<Y?						
547	X<>Y						
548	STO	75					
549	6						
550	+						
551	67						
552	X>Y?						
553	X<>Y						
554	1000						
555	/						
556	ST+	75					
557	LBL	96					
558	"CAVE"		TEST				
559	ARCL	75	CAVE CONTENT				
560	RCL	IND					
75							
561	0						
562	XEQ	95					
563	18						
564	XEQ	95					
565	19						
566	XEQ	95					
567	XEQ	33					
568	X≠0?						
569	XEQ	IND					
X							
570	ISG	75					
				00			



ROW 1 (1 : 3)



ROW 2 (3 : 6)



ROW 3 (6 : 11)



ROW 4 (11 : 15)



ROW 5 (15 : 18)



ROW 6 (18 : 24)



ROW 7 (24 : 31)



ROW 8 (31 : 35)



ROW 9 (36 : 43)



ROW 10 (44 : 50)



ROW 11 (51 : 56)



ROW 12 (57 : 63)



ROW 13 (63 : 67)



ROW 14 (67 : 70)



ROW 15 (70 : 76)



ROW 16 (76 : 83)



ROW 17 (84 : 92)



ROW 18 (93 : 100)



ROW 19 (101 : 108)



ROW 20 (109 : 115)



ROW 21 (115 : 123)



ROW 22 (124 : 128)



ROW 23 (128 : 132)



ROW 24 (132 : 137)



ROW 25 (137 : 143)



ROW 26 (143 : 147)



ROW 27 (147 : 151)



ROW 28 (152 : 156)



ROW 29 (157 : 162)



ROW 30 (162 : 168)



ROW 31 (169 : 174)



ROW 32 (174 : 177)



ROW 33 (178 : 183)



ROW 34 (183 : 185)



ROW 35 (185 : 190)



ROW 36 (191 : 196)



ROW 37 (197 : 203)



ROW 38 (203 : 209)



ROW 39 (209 : 212)



ROW 40 (212 : 217)



ROW 41 (217 : 219)



ROW 42 (219 : 222)



ROW 43 (222 : 226)



ROW 44 (227 : 229)



ROW 45 (229 : 230)



ROW 46 (230 : 236)



ROW 47 (237 : 237)



ROW 48 (238 : 244)



ROW 49 (244 : 249)



ROW 50 (249 : 252)



ROW 51 (252 : 257)



ROW 52 (257 : 261)



ROW 53 (261 : 267)



ROW 54 (267 : 269)



ROW 55 (270 : 274)



ROW 56 (274 : 277)



ROW 57 (277 : 282)



ROW 58 (282 : 285)



ROW 59 (285 : 288)



ROW 60 (288 : 291)



ROW 61 (291 : 297)



ROW 62 (297 : 299)



ROW 63 (299 : 305)



ROW 64 (305 : 312)



ROW 65 (312 : 318)



ROW 66 (318 : 323)



ROW 67 (323 : 327)



ROW 68 (327 : 332)



ROW 69 (333 : 337)



ROW 70 (338 : 342)



ROW 71 (342 : 346)



ROW 72 (346 : 349)



ROW 73 (350 : 355)



ROW 74 (355 : 356)



ROW 75 (357 : 361)



ROW 76 (361 : 365)



ROW 77 (365 : 371)



ROW 78 (371 : 375)



ROW 79 (376 : 377)



ROW 80 (378 : 383)



ROW 81 (383 : 384)



ROW 82 (385 : 388)



ROW 83 (388 : 393)



ROW 84 (393 : 395)



ROW 85 (395 : 398)



ROW 86 (399 : 404)



ROW 87 (404 : 410)



ROW 88 (410 : 415)



ROW 89 (415 : 420)



ROW 90 (421 : 424)



ROW 91 (425 : 427)



ROW 92 (427 : 432)



ROW 93 (432 : 434)



ROW 94 (434 : 439)



ROW 95 (440 : 442)



ROW 96 (443 : 446)



ROW 97 (446 : 451)



ROW 98 (451 : 454)



ROW 99 (454 : 458)



ROW 100 (458 : 460)



ROW 101 (461 : 462)



ROW 102 (463 : 465)



ROW 103 (465 : 466)



ROW 104 (466 : 469)



ROW 105 (469 : 472)



ROW 106 (473 : 473)



ROW 107 (473 : 476)



ROW 108 (476 : 479)



ROW 109 (479 : 483)



ROW 110 (484 : 489)



ROW 111 (489 : 492)



ROW 112 (493 : 496)



ROW 113 (496 : 499)



ROW 114 (499 : 503)



ROW 115 (504 : 509)



ROW 116 (509 : 513)



ROW 117 (513 : 517)



ROW 118 (517 : 519)



ROW 119 (519 : 522)



ROW 120 (522 : 525)



ROW 121 (525 : 528)



ROW 122 (528 : 530)



ROW 123 (531 : 532)



ROW 124 (533 : 538)



ROW 125 (538 : 541)



ROW 126 (542 : 551)



ROW 127 (552 : 558)



ROW 128 (558 : 563)



ROW 129 (563 : 568)



ROW 130 (569 : 574)



ROW 131 (575 : 579)



ROW 132 (579 : 579)

