

<pre> 10 REM Khandal II (return of a legend) 20 REM Written by Ian Grainger 30 REM Copyright 1987 40 : 50 CLEAR:SYMBOL AFTER 32 60 MEMORY &7FFF:LOAD "!data",&9000 70 GOSUB 1650 80 GOSUB 1740 90 GOSUB 940 100 GOSUB 1990:oni=-1 110 WHILE 1=1 120 GOSUB 1070:LOCATE 1,12:PRINT STRING\$(25,32):LOCATE 1,13:PRINT STRING\$(25,32):icn=13:pa=3:col=1:GOSUB 3440 130 room=12:dir=1:anim=1:wlk=1:carry=0 140 icon=0:scr=&C1AC:dat=&921B 150 lum=0:heat=0:door=0:shad=0:dead=0 160 starv=100:score=0 170 WHILE dead=0 180 REM Main Loop 190 CLS#2:fst=0:exit=0:starv=starv-1:GOSUB 2770 200 PAPER 0:PEN 1:LOCATE 9,10:PRINT STRING\$(12,131) 210 left=VAL(LEFT\$(rm\$(room),1)) 220 right=VAL(RIGHT\$(rm\$(room),1)) 230 up=VAL(MID\$(rm\$(room),2,2)) 240 down=VAL(MID\$(rm\$(room),4,2)) 250 IF up+down THEN GOSUB 810 260 PAPER 0:PEN 1 270 IF left THEN LOCATE 6,10:PRINT STRING\$(3,131) 280 IF right THEN LOCATE 21,10:PRINT STRING\$(3,131) 290 GOSUB 2770 300 lscr=&C000:IF left=0 THEN lscr=&C1A0 310 rscr=&FFFF:IF right=0 THEN rscr=&C1B3 320 GOSUB 2770 330 ctr=0:FOR f=1 TO 5 340 IF ch((f-1)*5+3)=room THEN ctr=f:CALL &8000,ch((ctr-1)*5+1),ch((ctr-1)*5+4),ch((ctr-1)*5+5),ch((ctr-1)*5+2) 350 NEXT 360 GOSUB 2770 370 GOSUB 720 380 obj=obrm(room) 390 IF obj>0 AND obj<100 THEN col=3:GOSUB 3390 400 IF starv=98 THEN mess\$="khandal is very strong and healthy.":CLS#1:GOSUB 2610 410 IF starv=50 THEN mess\$="you are very </pre>	<pre> strong.":CLS#1:GOSUB 2610 420 IF starv=70 THEN mess\$="khandal is getting weak.":CLS#1:GOSUB 2610 430 IF starv<60 THEN mess\$="khandal is exhausted.":CLS#1:GOSUB 2610:dead=1 440 IF dead=1 THEN exit=1 450 IF room=7 AND shad=0 THEN CLS#1:dead=1:mess\$="ahh glasshopper, the light is so blite in here. khandal's eyes have been burned out, and he has died of pain.":GOSUB 2610 460 IF room=16 AND lum=0 THEN CLS#1:dead=1:mess\$="you silly billy! it is too dark to see a thing. you reach for a light switch but put your finger into a 100 00 0V power supply. you die in e/vi seconds!":GOSUB 2610 470 IF room=19 AND heat=0 THEN CLS#1:dead=1:mess\$="brr...f...f...freezing in here. arghh, you have frozen to a space age snowman.":GOSUB 2610 480 WHILE exit=0 490 REM Keyboard Scan 500 press=0 510 IF INKEY(34)<>-1 AND scr>lscr THEN GOSUB 780:scr=scr-2:dat=spwk(2,anim):anim=anim+wlk:GOSUB 720:press=1:GOSUB 2770 520 IF INKEY(27)<>-1 AND scr<rscr AND press=0 THEN GOSUB 780:scr=scr+2:dat=spwk(1,anim):anim=anim+wlk:GOSUB 720:press=1:GOSUB 2770 530 IF anim<1 OR anim>3 THEN wlk=-wlk:anim=2 540 IF press=0 THEN GOSUB 2770 550 IF INKEY(67)<>-1 AND oni=1 AND icon>0 THEN icon=icon-1 560 IF INKEY(69)<>-1 AND oni=1 AND icon<3 THEN icon=icon+1 570 IF icon=3 AND carry=0 THEN icon=2 580 IF scr<&C19B THEN GOSUB 780:room=room-1:exit=1:scr=&C1B9 590 IF scr>&C1B9 THEN GOSUB 780:room=room+1:exit=1:scr=&C19B 600 IF INKEY(47)<>-1 THEN ON (icon+1) GOSUB 2860,2950,3130,3290 610 IF INKEY(18)<>-1 AND up+down>0 AND scr>&C1A8 AND scr<&C1AC THEN GOSUB 3470 620 IF dead=1 THEN exit=1 630 WEND 640 WEND 650 IF magic=1 THEN CLS#1:mess\$="magic knight pushes a button in the floor and you are sent off to your home in milton k </pre>	<pre> eynes.":GOSUB 2610:GOSUB 1870 660 mess\$="you scored "+STR\$(score)+"%":GOSUB 2610 670 mess\$="press space to play":GOSUB 2610 680 WHILE INKEY(47)=-1:GOSUB 2770:WEND:CLS#1 690 IF oni=-1 THEN GOSUB 2770 700 oni=1:WEND 710 END 720 REM Print Sprite 730 POKE &803D,&7E:POKE &803F,&12 740 CALL &8000,scr,4,32,&96B0 750 POKE &803D,&1A:POKE &803E,&77 760 CALL &8000,scr,4,32,dat 770 RETURN 780 REM Remove Sprite 790 CALL &8000,scr,4,32,&96B0 800 RETURN 810 REM Print door 820 GOSUB 2770 830 PAPER 0:PEN 1:LOCATE 13,5 840 PRINT CHR\$(176)STRING\$(2,177)CHR\$(178) 850 FOR f=1 TO 3 860 LOCATE 13,f+5 870 PRINT CHR\$(179)STRING\$(2,32)CHR\$(179+f) 880 NEXT 890 LOCATE 13,9 900 PRINT CHR\$(183)STRING\$(2,32)CHR\$(184) 910 IF up=1 OR down=1 THEN FOR f=1 TO 4:LOCATE 14,f+5:PRINT STRING\$(2,143):NEXT 920 GOSUB 2770 930 RETURN 940 REM Initialise 950 ENV 1,1,15,2,5,-3,4 960 ENV 2,1,15,1,4,-2,2,7,-1,4 970 ENV 3,1,15,1,15,-1,2 980 ENV 4,7,2,1,14,-1,4 990 ENV 5,7,-1,1 1000 ENV 6,5,2,1 1010 ENV 7,15,-1,5 1020 ENV 8,50,-1,40 1030 ENT 1,1,-100,1,5,25,3 1040 ENT 2,1,-75,1,4,25,3 1050 DIM in(9,4),tune(2,249),ic(12),ob\$(3,12),ch(25),rm\$(25),obrm(25),spwk(2,3) 1060 : 1070 REM Renew all variables 1080 RESTORE 3530 </pre>
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1090 FOR f=1 TO 9
1100 FOR n=1 TO 4
1110 READ in(f,n)
1120 NEXT n,f
1130 RESTORE 3730
1140 FOR f=1 TO 2
1150 FOR n=1 TO 249
1160 READ tune(f,n)
1170 NEXT n,f
1180 RESTORE 4990
1190 FOR f=1 TO 12
1200 READ ic(f)
1210 NEXT
1220 RESTORE 4680
1230 FOR f=1 TO 3
1240 FOR n=1 TO 12
1250 READ ob$(f,n)
1260 NEXT n,f
1270 RESTORE 5020
1280 FOR f=1 TO 25
1290 READ ch(f)
1300 NEXT
1310 RESTORE 5050
1320 FOR f=1 TO 25
1330 READ a
1340 rm$(f)=BIN$(a,6)
1350 NEXT
1360 RESTORE 5080
1370 FOR f=1 TO 25
1380 READ obrm(f)
1390 NEXT

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1400 RESTORE 5110
1410 FOR f=1 TO 2
1420 FOR n=1 TO 3
1430 READ spwk(f,n)
1440 NEXT n,f
1450 RESTORE 5150
1460 FOR f=1 TO 5
1470 READ ch$(f)
1480 NEXT
1490 RETURN
1500 REM Play away!
1510 REM channel 1 (melody)
1520 en=5:IF tune(1,note)=0 THEN en=0
1530 SOUND 49,tune(1,note)*2+1,20,0,en
1540 REM channel 2 (drums)
1550 d=tune(2,note)
1560 SOUND 42,in(d,1),10,0,in(d,2),in(d,3),in(d,4)
1570 REM channel 3 (backing)
1580 en=6:IF tune(1,note)=0 THEN en=0
1590 SOUND 28,tune(1,note),10,0,en
1600 SOUND 4,tune(1,note)*efct,10,0,en
1610 note=note+1
1620 IF note=250 THEN note=1:efct=(efct+1) MOD 3
1630 RETURN
1640 REM Machine code loader
1650 RESTORE 3590:add=&8000:li=3600
1660 FOR f=1 TO 12:READ a$:c=0
1670 FOR n=1 TO LEN(a$) STEP 2
1680 b$=MID$(a$,n,2):c=c+VAL("&"+b$)

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1690 POKE add,VAL("&"+b$):add=add+1
1700 NEXT:READ a$
1710 IF c<>VAL("&"+a$) THEN PRINT"DATA ERROR in line";li:PRINT CHR$(7):END

1720 li=li+10:NEXT
1730 RETURN
1740 REM Get new character set
1750 RESTORE 4340
1760 s=48:l=10:GOSUB 1820
1770 s=65:l=26:GOSUB 1820
1780 s=240:l=12:GOSUB 1820
1790 s=186:l=52:GOSUB 1820
1800 s=176:l=9:GOSUB 1820
1810 RETURN
1820 FOR ch=s TO (s+1)-1
1830 READ a,b,c,d,e,f,g,h
1840 SYMBOL ch,a,b,c,d,e,f,g,h
1850 NEXT
1860 RETURN
1870 REM Finish game
1880 FOR f=1 TO 300
1890 da=INT(RND*1000)
1900 CALL &8000,scr,4,32,&9000+da
1910 NEXT
1920 CALL &8000,scr,4,32,&921B
1930 FOR f=1 TO 32
1940 CALL &8000,scr,4,f,&7000
1950 NEXT
1960 CLS#1

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1970 mess\$="well done! you have finished khandal ii. i hope you enjoyed it and u idn't find it too easy. khandal is now a lmost definatey at milton keynes unless the teleport sent him off course!!! wai t and see.":GOSUB 2610	x=396:GOSUB 2570	2290 FOR f=y+2 TO y+2+h:LOCATE x,f:PRINT STRING\$(1+4,143):NEXT
1980 RETURN	2120 WINDOW#2,5,24,3,10:PAPER#2,0:CLS#2	2300 LOCATE x,y+3+h:PRINT CHR\$(243)STRIN G\$(1+2,143)CHR\$(249)
1990 REM Set up screen	2130 x=64:y=366:x1=320:y1=128:GOSUB 2570	2310 LOCATE x,y+4+h:PRINT CHR\$(244)CHR\$(245)STRING\$(1,143)CHR\$(250)CHR\$(251)
2000 note=1:icon=0	2140 x=31:y=1:l=4:h=7:x1=488:y1=392:f1=1 40:f2=157:GOSUB 2250	2320 IF x=31 AND y=1 THEN PLOT 498,398,0 :DRAW 100,0
2010 MODE 1:CLS	2150 x=512:x1=64:y1=36:y=384:GOSUB 2570: y=342:GOSUB 2570:y=300:GOSUB 2570:y=256: GOSUB 2570	2330 x=x1:y=y1
2020 INK 0,3:BORDER 3:INK 1,3:INK 2,3:IN K 3,3	2160 POKE &B03E,&AE	2340 FOR f=1 TO f2
2030 col=3:x=2:y=15:l=34:h=5:x1=24:y1=16 8:f1=366:f2=383:GOSUB 2250	2170 FOR f=0 TO 2	2350 leave=0
2040 PLOT 48,150,1:DRAW 542,0:DRAW 0,- 110:DRAW -542,0:DRAW 0,110	2180 CALL &B000,ic(f*4+1),ic(f*4+3),ic(f *4+4),ic(f*4+2)	2360 PLOT x,y,1
2050 x=54:y=138:l=15:GOSUB 2450	2190 NEXT	2370 IF f<f1 AND TEST(x,y-2)=0 AND leave =0 THEN y=y-2:leave=1
2060 x=564:y=138:l=15:GOSUB 2450	2200 POKE &B03E,0	2380 IF f<f1 AND TEST(x+2,y)=0 AND leave =0 THEN x=x+2:leave=1
2070 x=26:y=136:GOSUB 2510:y=64:GOSUB 25 10:y=102:GOSUB 2510	2210 INK 1,26:INK 2,16:INK 3,5	2390 IF f<f1 AND TEST(x+2,y+2)=0 AND lea ve=0 THEN x=x+2:y=y+2:leave=1
2080 x=602:y=136:GOSUB 2510:y=64:GOSUB 2 510:y=102:GOSUB 2510	2220 mess\$=" KHANDAL II BY IAN GRAINGER ...THE LEGEND CONTINUES...":GOSUB 26 10	2400 IF f>f1 AND TEST(x-2,y)=0 AND leave =0 THEN x=x-2:leave=3
2090 WINDOW#1,6,35,17,22:PAPER#1,2:PEN#1 ,0:CLS#1	2230 mess\$=" COPYRIGHT 1987":GOSU B 2610	2410 IF f>f1 AND TEST(x-2,y-2)=0 AND lea ve<2 THEN x=x-2:y=y-2:leave=3
2100 x=2:y=2:l=22:h=5:x1=24:y1=376:f1=27 0:f2=287:GOSUB 2250	2240 RETURN	2420 IF f>f1 AND TEST(x,y-2)=0 AND leave <2 THEN y=y-2:leave=3
2110 x=32:y=360:x1=16:y1=112:GOSUB 2570:	2250 REM Information window	2430 NEXT
	2260 PEN col	2440 RETURN
	2270 LOCATE x,y:PRINT CHR\$(240)CHR\$(241) STRING\$(1,143)CHR\$(246)CHR\$(247)	2450 REM Vents
	2280 LOCATE x,y+1:PRINT CHR\$(242)STRING\$((1+2,143)CHR\$(248)	

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2460 FOR f=1 TO 1
2470 PLOT x,y,1:DRAWR 20,0:y=y-4
2480 PLOT x,y,0:DRAWR 20,0:y=y-2
2490 NEXT
2500 RETURN
2510 REM Rivet
2520 RESTORE 4660
2530 FOR f=1 TO 5:READ a$:FOR n=1 TO 5
2540 PLOT x,y,VAL(MID$(a$,n,1)):x=x+2
2550 NEXT:y=y-2:x=x-10:NEXT
2560 RETURN
2570 REM Holes
2580 PLOT x,y,0:DRAWR x1,0:DRAWR -x1,0:D
DRAWR 0,-y1
2590 PLOT x,y-y1,1:DRAWR x1,0:DRAWR 0,y1
2600 RETURN
2610 REM Message centre
2620 PRINT#1
2630 mess$=UPPER$(mess$)+" @"
2640 GOSUB 2770
2650 clm=1:ed=0
2660 WHILE ed=0
2670 sp=INSTR(mess$," ")
2680 wrd$=LEFT$(mess$,sp):mess$=RIGHT$(m
ess$,LEN(mess$)-sp)
2690 clm=clm+LEN(wrd$)
2700 IF clm>30 THEN clm=LEN(wrd$)
2710 PRINT#1,wrds:
2720 IF mess$="@" THEN ed=1
2730 GOSUB 2770
2740 WEND
2750 clm=1
2760 RETURN
2770 REM Icon indication
2780 POKE &B03E,&AE
2790 IF icon<3 THEN CALL &B000,ic(icon*4
+1),ic(icon*4+3),ic(icon*4+4),ic(icon*4+
2)
2800 POKE &B03E,0
2810 oni=-oni
2820 GOSUB 1500
2830 pass=0:IF icon=3 AND icn=13 THEN ic
n=carry:pa=3:col=1:GOSUB 3440:pass=1
2840 IF icon=3 AND icn=carry AND pass=0
THEN icn=13:GOSUB 3440
2850 RETURN
2860 REM Examine routine
2870 GOSUB 2770:CLS#1:no=1
2880 IF carry=0 THEN no=0:mess$="you can
't examine an object you do not possess"
:GOSUB 2610
2890 WHILE no
2900 GOSUB 2770
2910 mess$="examine "+ob$(1,carry)+": "+
ob$(2,carry):GOSUB 2610
2920 no=0:WEND
2930 IF carry=3 THEN WHILE INKEY(4/)=1:
GOSUB 2770:WEND
2940 RETURN
2950 REM Get routine
2960 GOSUB 2770:CLS#1:no=1:fst=1
2970 IF obj=0 OR obj>00 THEN no=0:mess$
="there don't seem to be any objects pre
sent in this room.":GOSUB 2610
2980 IF obj=8 THEN obj=13:GOSUB 3390:obj
=0:obrm(room)=obj:LOCATE 5,12:PRINT CHR$
(214)CHR$(215):LOCATE 5,13:PRINT CHR$(21
6)CHR$(217):mess$="you now have the biot
hermic plate: "+ob$(2,8):GOSUB 2610:no=0
:heat=1:score=score+10
2990 IF obj=11 THEN obj=13:GOSUB 3390:ob
j=0:obrm(room)=obj:LOCATE 8,12:PRINT CHR
$(226)CHR$(227):LOCATE 8,13:PRINT CHR$(2
28)CHR$(229):mess$="you now have the sun
shades: "+ob$(2,11):GOSUB 2610:no=0:sha
d=1:score=score+10
3000 IF obj=7 THEN obj=13:GOSUB 3390:obj
=0:obrm(room)=obj:LOCATE 11,12:PRINT CHR
$(210)CHR$(211):LOCATE 11,13:PRINT CHR$(
212)CHR$(213):mess$="you now have the lu
minous rod: "+ob$(2,7):GOSUB 2610:no=0:l
um=1:score=score+10
3010 IF obj=2 AND door=2 THEN obj=13:GOS
UB 3390:obj=0:obrm(room)=obj:LOCATE 14,1
2:PRINT CHR$(190)CHR$(191):LOCATE 14,13:
PRINT CHR$(192)CHR$(193):mess$="you now
have the door pass: "+ob$(2,2):GOSUB 261
0:no=0:door=1:score=score+20
3020 WHILE no
3030 GOSUB 2770
3040 IF obj=2 THEN door=1
3050 mess$="you've just picked up the "+
ob$(1,obj)+".":obi=obj:obj=13:GOSUB 3390
:obj=obi:icn=obj:pa=3:col=1:GOSUB 3440
3060 IF carry>0 THEN mess$=mess$+" also
you have dropped the "+ob$(1,carry)+".":
obi=obj:obj=carry:GOSUB 3390:carry=obj:ob
j=obi:drop=1
3070 obi=carry:carry=obj:obj=obi:obrm(roo
m)=obj
3080 GOSUB 2610
3090 IF drop=1 AND obj=2 THEN drop=0:door
=0
3100 no=0:WEND
3110 fst=0
3120 RETURN
3130 REM Give routine
3140 GOSUB 2770:CLS#1:no=1
3150 IF carry=0 THEN mess$="you have no
object to give away.":GOSUB 2610:no=0
3160 IF carry>0 AND ctr=0 THEN mess$="th
ere is nobody else in the room!":GOSUB 2
610:no=0
3170 WHILE no
3180 GOSUB 2770:take=0
3190 mess$="you give the "+ob$(1,carry)+
" to "+ch$(ctr)+".":GOSUB 2610
3200 IF ctr=1 AND carry=3 THEN obrm(room
)=carry+100:carry=10:take=1:score=score+
10
3210 IF ctr=2 AND carry=6 THEN obrm(room
)=carry+100:carry=1:take=1:score=score+1
0
3220 IF ctr=3 AND carry=5 THEN obrm(room
)=carry+100:carry=6:take=1:score=score+1
0
3230 IF ctr=4 AND carry=4 THEN obrm(room
)=100:carry=5:take=1:door=2:score=score+
10
3240 IF ctr=5 AND carry=1 THEN obrm(room
)=carry+100:carry=0:magic=1:col=1:pa=3:ic
n=13:GOSUB 3440:dead=1:score=score+10
3250 IF take=0 AND magic=0 THEN mess$=ch
$(ctr)+" examines the "+ob$(1,carry)+" a
nd returns it.":GOSUB 2610
3260 IF take=1 THEN take=0:mess$=ch$(ctr
)+" gives you the "+ob$(1,carry)+" in re
turn.":GOSUB 2610:icn=carry:pa=3:col=1:G
OSUB 3440
3270 no=0:WEND
3280 RETURN
3290 REM Use routine
3300 GOSUB 2770:CLS#1:no=1
3310 IF carry=0 THEN mess$="you cannot u
se an object you do not have!":GOSUB 261
0:no=0
3320 WHILE no
3330 mess$="use "+ob$(1,carry)+": "+ob$(
3,carry):GOSUB 2610
3340 IF carry=8 THEN starv=starv-10
3350 IF carry=9 THEN starv=99:icn=13:col
=1:pa=3:GOSUB 3440:icn=0:carry=0:oni=1
3360 IF carry=12 THEN starv=starv-20
3370 no=0:WEND
3380 RETURN
3390 REM Print Object
3400 GOSUB 2770:IF fst=1 THEN GOSUB 780
3410 PAPER 0:FEN 3:LOCATE 18,8:PRINT CHR
$(182+(obj*4))CHR$(183+(obj*4)):LOCATE 1
8,9:PRINT CHR$(184+(obj*4))CHR$(185+(obj
*4))
3420 GOSUB 2770:IF fst=1 THEN GOSUB 720:
fst=1
3430 RETURN
3440 REM Icon object
3450 PAPER pa:FEN col:LOCATE 34,10:PRINT
CHR$(182+(icn*4))CHR$(183+(icn*4)):LOCA
TE 34,11:PRINT CHR$(184+(icn*4))CHR$(185
+(icn*4))
3460 RETURN
3470 REM Door interigation!
3480 GOSUB 2770
3490 IF door=0 AND up+down=1 THEN CLS#1:
mess$="the door is locked, you need the
door pass.":GOSUB 2610
3500 IF door=1 AND up+down=1 THEN CLS#1:
mess$="you insert the pass and the door
slides open.":GOSUB 2610:room=room-(up*5
):room=room+(down*5):exit=1
3510 IF up+down=10 AND exit=0 THEN CLS#1
:mess$="you walk through the open door."
:GOSUB 2610:up=up MOD 9:down=down MOD 9:
room=room-(up*5):room=room+(down*5):exit
=1
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3520 RETURN
3530 REM Music envelopes
3540 DATA 0,4,0,1,80,1,0,1,180,2,1,13
3550 DATA 270,1,2,2,340,1,2,8
3560 DATA 390,1,2,15,440,1,3,20
3570 DATA 135,1,2,2,0,0,0,0
3580 :
3590 REM Machine Code Data
3600 DATA DD6601DD6E0022FA,3A8
3610 DATA 7FD07E0432FD7FDD,469
3620 DATA 7E0232FC7FDD6607,377
3630 DATA DD6E0622FE7FC330,3E3
3640 DATA 8000000000000000,80
3650 DATA 0000000000000000,0
3660 DATA 2AFE7FED5BFA7FED,555
3670 DATA 4BFC7FC5E51A0077,401
3680 DATA 231310F9E1010008,229
3690 DATA 0930040150C009C1,218
3700 DATA 0D20EBC900000000,1DE
3710 DATA 0000000000000000,0
3720 :
3730 REM Music data
3740 DATA 239,239,239,239,253,253,253
3750 DATA 253,190,190,190,190,190,190
3760 DATA 142,159,190,190,190,190,190
3770 DATA 000,000,000
3780 DATA 239,239,239,239,253,253,253
3790 DATA 253,190,190,190,190,190,190
3800 DATA 142,159,190,190,190,190,190
3810 DATA 169,159,190,169,169,169,169
3820 DATA 000,000,000
3830 DATA 239,239,253,253,319,319,319
3840 DATA 319,159,159,159,159,169,169
3850 DATA 169,169,190,190,169,169,159
3860 DATA 159,142,142,127,127,159,159
3870 DATA 169,169,169,169,169,169,169
3880 DATA 169,179,179,179,179,239,239
3890 DATA 179,179,190,190,213,213,239
3900 DATA 239,319,319,284,284,284,284
3910 DATA 239,239,239,239,213,213,213
3920 DATA 213,000,000,000,000,000,000
3930 DATA 000,000,000,000,000,000,000
3940 DATA 000,000,000,000,000,190,190
3950 DATA 190,190,159,159,159,159,239
3960 DATA 239,239,239,239,239,239,239
3970 DATA 179,179,179,179,142,142,142
3980 DATA 142,213,213,213,213,213,213
3990 DATA 213,213,190,190,213,213,239
4000 DATA 239,319,319,284,284,284,284
4010 DATA 239,239,239,239,213,213,213
4020 DATA 213,213,213,213,213,190,190
4030 DATA 213,213,239,239,319,319,142
4040 DATA 142,142,142,159,159,159,159
4050 DATA 119,119,119,119,119,119,119
4060 DATA 119,000,000,000,000,000,000
4070 DATA 000,000,000,000,000,000,000
4080 DATA 000,000,000,000,000,000,000
4090 DATA 000,000,000,000,000,000,000
4100 DATA 000,000,000,000,000,000
4110 :
4120 REM Drum data
4130 DATA 3,9,9,3,3,9,9,9,3,9,3,3,9
4140 DATA 9,9,3,9,9,2,2,2,9,9
4150 DATA 3,9,9,3,3,9,9,9,3,9,3,3,9
4160 DATA 9,9,9,9,9,9,9,9,9,9,9,9,9
4170 DATA 2,2,9,4,4,6,9,4,4,6,9,4,4,6
4180 DATA 9,4,4,6,9,4,4,6,9,4,4,6,9,4
4190 DATA 4,6,9,4,4,6,6,4,4,6,6
4200 DATA 7,7,6,9,7,7,6,9,7,7,6,9,7,7
4210 DATA 6,9,7,7,6,9,7,7,4,4,2,2,2
4220 DATA 4,9,8,8,8,8,4,2,2,4,4,9,4,9
4230 DATA 4,9,4,9,6,6,6,9,6,6,6,9,6,6
4240 DATA 6,9,6,6,6,9,9,4,6,9,4,6,9,4
4250 DATA 6,9,3,3,3,3,3,3
4260 DATA 6,6,5,9,6,6,5,9,6,6,5,5,6,6
4270 DATA 5,5,6,6,4,4,2,2,2,2
4280 DATA 4,4,3,3,4,4,3,3,4,4,3,3,4,4
4290 DATA 3,3,4,4,3,3,4,4,4,4
4300 DATA 8,8,8,8,4,4,4,4,2,2,2,2,4,4
4310 DATA 4,4,8,8,4,4,2,2,4,4,6,6,6,6
4320 DATA 9,9,9,9
4330 :
4340 REM Character set data
4350 DATA 126,102,110,118,102,102,126,0,
16,48,16,24,24,24,126,0,126,2,2,126,96,9

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6,126,0,126,2,2,30,6,6,126,0
4360 DATA 96,96,96,96,104,126,8,8,126,64
,126,6,6,6,126,0,126,64,64,126,98,98,126
,0,126,2,4,62,16,32,64,0
4370 DATA 126,66,66,126,66,66,126,0,126,
66,66,126,6,6,6,0
4380 DATA 126,66,66,126,98,98,98,0,126,6
6,66,126,98,98,126,0,126,64,64,96,96,96,
126,0,254,66,66,98,98,98,254,0
4390 DATA 126,64,64,120,96,96,126,0,126,
64,64,120,96,96,96,0,126,64,64,102,98,98
,126,0,66,66,66,126,98,98,98,0
4400 DATA 60,16,16,24,24,24,60,0,126,8,8
,24,24,24,120,0,68,68,68,120,100,100,100
,0,64,64,64,96,96,96,126,0
4410 DATA 126,74,74,98,98,98,98,0,98,82,
74,102,98,98,98,0,126,66,66,98,98,98,126
,0,126,66,66,126,96,96,96,0
4420 DATA 126,66,66,98,98,106,126,4,126,
66,66,126,104,100,98,0,126,64,64,126,6,6
,126,0,126,16,16,24,24,24,24,0
4430 DATA 66,66,66,98,98,98,126,0,66,66,
66,66,66,36,24,0,66,66,66,98,106,106,126
,0,102,102,36,24,36,102,102,0
4440 DATA 66,66,126,16,24,24,24,0,126,4,
8,16,32,64,126,0
4450 DATA 0,0,0,3,31,31,63,63,0,15,255,2
55,255,255,255,255,127,127,127,127,255,2
55,255,255
4460 DATA 255,255,255,255,127,127,127,12
7,63,63,31,31,15,3,0,0,255,255,255,255,2
55,255,255,15
4470 DATA 0,240,255,255,255,255,255,255,
0,0,0,192,240,240,248,248,252,252,252,25
2,254,254,254,254
4480 DATA 254,254,254,254,252,252,252,25
2,255,255,255,255,255,255,255,240,248,24
8,240,240,192,0,0,0
4490 DATA 0,0,0,1,2,4,14,31,0,64,160,16,
168,84,162,84,63,127,63,31,15,7,2,0,136,
208,224,192,128,0,0,0
4500 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,127,85,106,85,106,85,127,0,254,126,254
,126,254,126,254,0
4510 DATA 0,127,64,95,95,64,90,64,0,254,
7,250,250,7,250,170,88,61,92,61,91,64,12
7,0,250,234,170,250,250,2,254,0
4520 DATA 0,3,7,15,31,60,120,240,0,224,2
48,252,124,120,48,0,240,224,248,252,124,
120,51,0,0,0,4,24,96,128,0,0
4530 DATA 0,1,1,1,3,3,15,10,0,0,0,128,12
8,192,224,80,10,10,10,13,13,13,13,15,80,
80,80,176,176,176,176,240
4540 DATA 0,0,0,7,156,255,252,255,0,0,0,
192,56,254,1,254,252,123,120,124,124,124
,120,48,56,192,0,0,0,0,0,0
4550 DATA 0,0,0,0,8,4,34,16,0,0,0,128,14
4,40,80,160,9,2,101,10,20,40,18,2,76,128
,32,16,136,64,32,0
4560 DATA 0,0,0,63,64,78,81,64,0,0,0,248
,4,4,20,228,78,81,64,78,81,64,64,63,4,20
,228,4,20,228,4,248
4570 DATA 0,0,0,0,0,0,0,1,0,0,0,0,0,0,22
4,240,3,7,15,31,31,31,15,7,248,248,248,2
40,224,192,128,0
4580 DATA 0,3,1,1,7,15,25,49,0,192,128,1
28,224,240,24,12,49,49,48,48,48,24,15,7,
12,12,140,76,44,24,240,224
4590 DATA 0,0,0,0,8,20,36,64,0,0,0,0,16,
40,36,2,60,102,123,122,126,126,60,0,60,1
02,250,122,126,126,60,0
4600 DATA 0,0,0,1,0,0,0,1,0,0,192,32,144
,72,228,212,3,7,14,28,56,112,32,0,136,0,
0,0,0,0,0,0
4610 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
4620 DATA 0,0,3,4,8,16,17,18,0,0,255,0,0
,0,255,0,0,0,192,32,16,8,136,72,18,18,18
,18,18,18,18,18,72,72,72,72,68,68,68
4630 DATA 82,90,65,89,89,65,89,65,65,65,
65,65,65,65,65,65,18,18,18,18,18,18,3
0,65,65,65,65,65,65,127
4640 :
4650 REM Rivets!
4660 DATA 31113,00011,00101,01001,30003

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4670 :
4680 REM Object data
4690 DATA TELEPORT PASS,DOOR PASS,GALACT
IC GAZETTE,TELEPHONE,OIL,LASER GUN,LUMIN
OUS ROD,BIOTHERMIC PLATE,SYNTHETIC FOOD
TABLET,WATCH,SUN SHADES,TELECOMUNICATOR
4700 :
4710 REM Examination data
4720 DATA "WRITTEN ON THE PASS CARD IS Y
OUR NAME AND A VALID TRANSPORT NUMBER."
4730 DATA "THERE IS WHAT LOOKS LIKE AN I
DENTIFICATION NUMBER ON THE CARD."
4740 DATA "YOU PAUSE TO READ THE PAPER,
AN ADVERT FOR KHANDAL III CATCHES YOUR E
YE. PRESS SPACE TO RESTART."
4750 DATA "IT'S NOT FOR YOUHOOO..."
4760 DATA "A MANUFACTURERS STICKER READS
, HIGH PERFORMANCE ROBOT REFRESHMENT."
4770 DATA "IT LOOKS POWERFULL, MAYBE IT'
S FOR A POWERFULL MACHINE."
4780 DATA "WHAT CAN I SAY. IT'S LUMINOUS
!"
4790 DATA "IT COULD BE TOO HOT TO HANDLE
."
4800 DATA "ROAST TURKEY FLAVOUR, MMMM."
4810 DATA "MUM... IT HAS 103Y FUNCTIONS
INCLUDING MINI TV, VIDEO, HI-FI, AND
D INDUSTRIAL SUCTION PUMP."
4820 DATA "AREN'T THEY JUST THE COOLEST.
"
4830 DATA "IT'S GREEN, DISPOSABLE, AND G
IVES A CLOSER SHAVE..."
4840 :
4850 REM Use data
4860 DATA "YOU TRY TO FOLD THE CARD INTO
THE SHAPE OF A PAPER AEROPANE BUT YOU
CAN'T, SO YOU RETURN IT TO YOUR POCKET."
4870 DATA "IT'S NOT THE ACE OF SPADES YO
U KNOW!"
4880 DATA "YOU USE THE PUBLICATION TO PR
ACTICE YOUR ORIGAMI."
4890 DATA "YOU CAN'T PHONE HOME, YOU'VE
BEEN DISCONNECTED."
4900 DATA "NOT YOUR USUAL BEDDERANT TYPE
, BUT IT WILL DO."
4910 DATA "POW, POW, POW, PUT, PUT, PUT.
.... OUT OF POWER."
4920 DATA "IT CERTAINLY SEEMS TO BRIGHTEN
THE PLACE UP."
4930 DATA "SSSSST, YOU SEEM TO HAVE SIN
GED YOUR FINGER!"
4940 DATA "MMMM, BOOTIFUL, REAL BOOTIFUL
."
4950 DATA "YOU CAN'T, THE BATTERIES ARE
FLAT."
4960 DATA "YOU CASUAL HIPSTER PERSON YOU
!"
4970 DATA "YOU CUT YOUR TONGUE OFF, HA,
IT'S A BIC DISPOSABLE RAZOR! THAT'LL TEA
CH YOU TO EXAMINE THINGS!"
4980 :
4990 REM Icon control
5000 DATA &CB91,&9329,6,14,&F931,&93D1,6
,13,&DA21,&9380,6,13
5010 :
5020 REM Character data
5030 DATA &D1F1,&9519,12,5,22,&DA03,&942
2,11,4,21,&E9A2,&9635,3,4,27,&E19F,&958A
,21,6,28,&D964,&9485,25,4,37
5040 :
5050 REM Room codes
5060 DATA 5,33,33,34,2,17,33,34,9,40,4,1
,41,33,34,17,36,3,37,40,1,49,40,17,32
5070 :
5080 REM Object positions
5090 DATA 0,106,0,0,9,0,0,11,3,0,101,110
,2,8,0,0,4,12,0,0,105,7,0,0,0
5100 :
5110 REM Khandal walk
5120 DATA &9194,&921B,&92A2
5130 DATA &9000,&9086,&910D
5140 :
5150 REM Character names
5160 DATA LLOYD,DUNCAN,CPR23002,ETA,MAG1
& KNIGHT

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