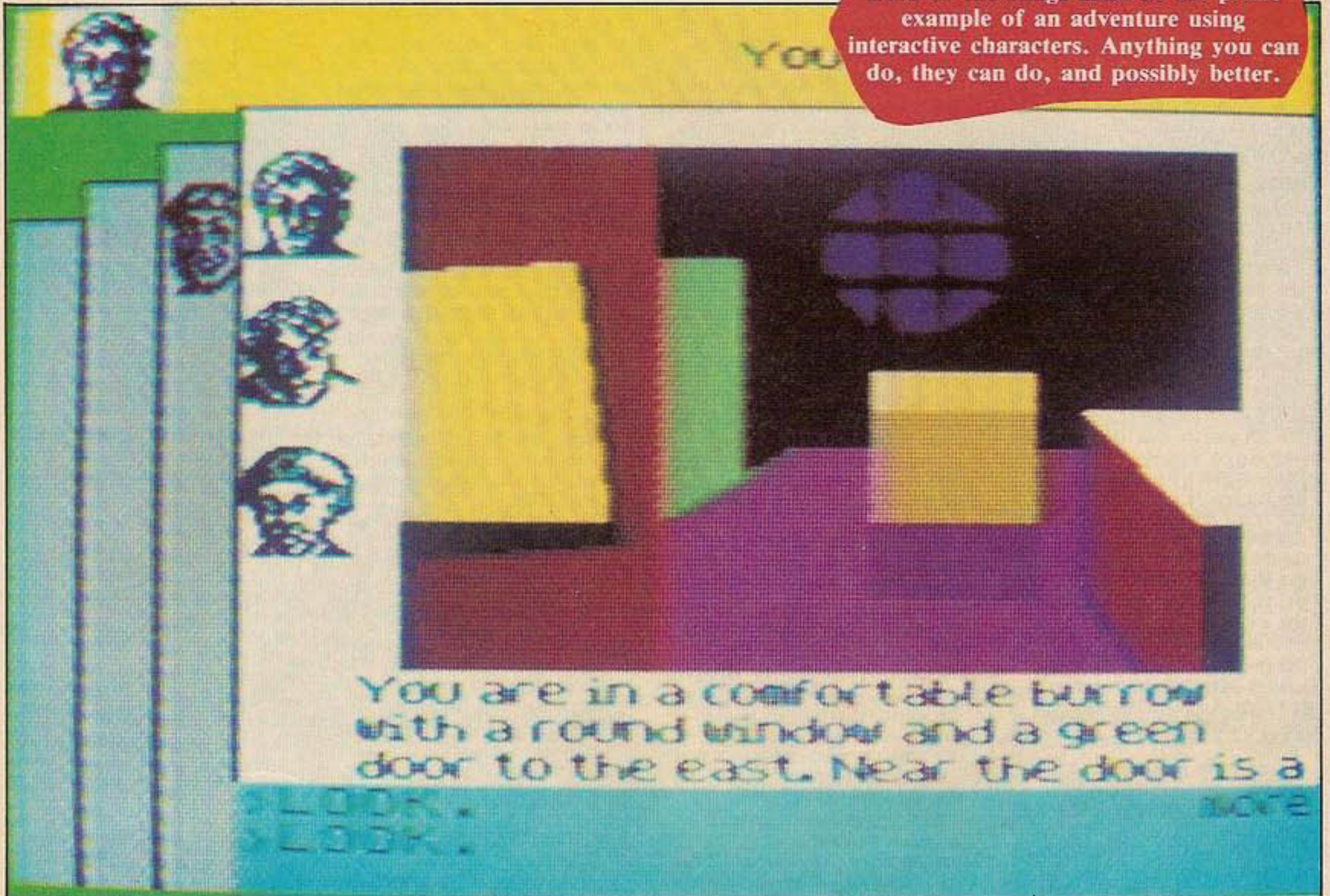


Lord of the Rings must be the prime example of an adventure using interactive characters. Anything you can do, they can do, and possibly better.



```

18 REM Welcome to the Hotel Horrabelle!
20 REM
30 REM Initialise
40 REM
50 GOSUB 1270
60 PRINT "Welcome to the Hotel Horrabelle ... "
70 PRINT "The guests include Margaret Thatcher, Godzilla, Hamlet, and others"
80 PRINT "Please wait while I call them from their rooms..."
90 DIM r$(4),r(4,4),b$(10),b(10),c$(6),c(6,11),t(7,35,4),d(50)
100 DIM s$(6)
110 DEF FN$(f$,g$,h$)=CHR$(34)+h$+CHR$(34)+f$ says "f$g$ to "g$
120 DEF FNq$(f$,g$)=CHR$(34)+g$+CHR$(34)+f$ says "f$g$
130 REM read in data
140 FOR n=1 TO 4: READ r$(n): FOR m=1 TO 4: READ r(n,m): NEXT m: NEXT n
150 FOR n=1 TO 10: READ b$(n),b(n): NEXT n
160 FOR n=1 TO 6: READ c$(n): FOR m=1 TO 11: READ c(n,m): NEXT m: NEXT n
170 FOR n=1 TO 6: READ s$(n): NEXT n
180 REM tree one
190 FOR n=1 TO 13: FOR m=1 TO 4: READ t(1,n,m): NEXT m: NEXT n
200 REM tree number two - object manipulation
210 FOR n=1 TO 27: FOR m=1 TO 4: READ t(2,n,m): NEXT m: NEXT n
220 REM tree number three - conversation
230 FOR n=1 TO 35: FOR m=1 TO 4: READ t(3,n,m): NEXT m: NEXT n
240 REM tree number four - love

```

```

250 FOR n=1 TO 21: FOR m=1 TO 4: READ t(4,n,m): NEXT m: NEXT n
260 REM tree number five - actions
270 FOR n=1 TO 31: FOR m=1 TO 4: READ t(5,n,m): NEXT m: NEXT n
280 REM
290 REM main loop
300 REM
310 a=1
320 GOSUB 1260: REM clear the screen
330 GOSUB 490: REM print location
340 GOSUB 510: REM print objects
350 GOSUB 600: REM print characters
360 GOSUB 450: REM check for keypress
370 IF p=0 GOTO 390: REM no keypress so carry on
380 a=p: GOSUB 1350: GOTO 330: REM change player location
390 GOSUB 2660: REM call the character handler
400 GOTO 360: REM carry on
410 REM
420 REM high level subroutines
430 REM
440 REM input
450 i$=INKEY$: IF i$="" THEN p=0: RETURN
460 IF (ASC(i$)<49) OR (ASC(i$)>52) THEN p=0: RETURN
470 p=ASC(i$)-48: RETURN
480 REM print location description
490 PRINT r$(a): GOSUB 1350: RETURN
500 REM print visible objects
510 m=0
520 FOR n=1 TO 10
530 IF b(n)<>c(c,1) THEN GOTO 560
540 IF n=0 THEN PRINT "You can see: a "; b$(n);: m=1: GOTO 560

```

```

550 PRINT " ", a ";b$(n);
560 NEXT n
570 IF m=0 THEN RETURN
580 GOSUB 1350: RETURN
590 REM print visible characters
600 m=0: FOR n=1 TO 6
610 IF c(n,1)<>a THEN GOTO 640
620 IF n=0 THEN PRINT "Also present: ";c$(n);: m=1: GOTO 640
630 PRINT " ", ";c$(n);
640 NEXT n
650 IF m=0 THEN PRINT "There's no-one here..."
660 GOSUB 1350: RETURN
670 REM move a character
680 y=0:r=5: GOSUB 1330: IF r(c(c,1),r)=0 THEN GOTO 680
690 IF c(c,1)=a THEN m=c$(c)+ " leaves the room...": l=1: GOSUB 750: y=1
700 c(c,1)=r(c(c,1),r)
710 IF c(c,1)=a THEN m=c$(c)+ " enters the room...": l=1: GOSUB 750: y=1
720 IF y=1 THEN GOSUB 600
730 RETURN
740 REM print a message if player present
750 IF c(c,1)<>a THEN m="": RETURN
760 PRINT m$;: IF l=1 THEN GOSUB 1350
770 l=0: m$="": RETURN
780 REM select a random character from a location
790 x=0: m=0
800 FOR n=1 TO 6
810 IF n=c THEN GOTO 850
820 IF c(n,1)<>c(c,1) THEN GOTO 850
830 r=6: GOSUB 1330: IF r=5 THEN x=n: n=6

```

```

840 m=1
850 NEXT n: IF m=0 THEN RETURN
860 IF x=0 THEN GOTO 800
870 RETURN
880 REM select a random object from a location
890 b=0: m=0
900 FOR n=1 TO 10
910 IF b(n)<>c(c,1) THEN GOTO 940
920 r=5: GOSUB 1330: IF r=4 THEN b=n: n=10
930 m=1
940 NEXT n: IF m=0 THEN RETURN
950 IF b=0 THEN GOTO 900
960 RETURN
970 REM check if object owner present
980 x=0: p=0: IF (c(c,2)=0) OR (c(c,2)>6) THEN RETURN
990 IF c(c(c,2),1)=c(c,1) THEN p=1: x=c(c,2)
1000 RETURN
1010 REM check if owned object present
1020 p=0: IF b(c)=c(c,1) THEN p=7: RETURN
1030 FOR n=1 TO 6
1040 IF (c(n,2)=c) AND (c(n,1)=c(c,1)) THEN p=c: n=6
1050 NEXT n: RETURN
1060 REM sort a tree
1070 j=1
1080 ON t(t,j,1) GOTO 1090,1110,1150,1180,1210
1090 j=t(t,j,(ABS(d(t(t,j,2)))+3)): IF j=0 THEN RETURN
1100 GOTO 1080
1110 IF t(t,j,2)=0 THEN GOTO 1130
1120 GOTO 1460

```

(continued on next page)

Make it live

(continued from previous page)

```
1138 IF t(t,j,4)=0 THEN RETURN
1140 m=c$(t(t,j,4)): l=1: GOSUB 1410: R
RETURN
1158 IF t(t,j,2)=0 THEN GOTO 1170
1160 j=t(t,j,4)+ABS(d(t(t,j,2))): GOTO 1
080
1170 r=t(t,j,3): GOSUB 1330: j=r+t(t,j,4
): GOTO 1080
1180 IF t(t,j,2)=0 THEN GOTO 1200
1190 GOSUB 2340: GOTO 1080
1200 m=c$(t(t,j,4)): l=1: GOSUB 1410: j
=t(t,j,3): GOTO 1080
1210 r=t(t,j,3): GOSUB 1330: IF r=1 THEN
j=t(t,j,4): GOTO 1080
1220 RETURN
1230 REM
1240 REM low level subroutines
1250 REM
1260 REM clear screen
1270 CLS: RETURN
1280 REM beep
1290 PRINT CHR$(7): RETURN
1300 REM test for a keypress
1310 i=INKEY$: RETURN
1320 REM generate a variable random numb
er
1330 r=INT(RND(1)*r): RETURN
1340 REM print a blank line
1350 PRINT: PRINT: RETURN
1360 REM convert first letter of word to
caps
1370 IF ASC(LEFT$(p$,1))<97 OR ASC(LEFT$(
p$,1))>123 THEN oops=6175: GOTO 3850
1380 a=LEFT$(p$,1): b=RIGHT$(p$,LEN(p$
)-1): a=CHR$(ASC(a$)-32)
1390 p=a$b: RETURN
1400 REM print a message regardless
1410 PRINT m$: IF l=1 THEN GOSUB 1350
1420 l=0: m="": RETURN
1430 REM
1440 REM action jumpblock
1450 REM
1460 ON t(t,j,2) GOTO 1500,1530,1540,155
0,1560,1580,1600,1610,1640,1660
1470 ON (t(t,j,2)-10) GOTO 1680,1690,171
0,1730,1740,1760,1770,1790,1810
1480 ON (t(t,j,2)-19) GOTO 1830,1850,187
0,1910,1930,1940,1960,1990,2010
1490 ON (t(t,j,2)-28) GOTO 2030,2050,207
0,2090,2110,2150,2170,2230,2250,2270
1500 c(c,10)=c(c,11): IF c(c,7)=0 GOTO 1
520
1510 m=c$(c)+ " loses interest in the co
nversation and walks off.": GOSUB 750
1520 c(c,7)=0: c(c,8)=0: c(c,6)=0: GOSUB
680: RETURN
1530 t=2: RETURN
1540 c(c,7)=0: c(c,8)=0: c(c,6)=0: t=2:
RETURN
1550 r=5: GOSUB 1330: t=r+3: RETURN
1560 GOSUB 890: IF b=0 THEN RETURN
1570 c(c,2)=b: b(b)=0: m=c$(c)+ " picks
up a "+b$(b): l=1: GOSUB 750: RETURN
1580 m="I think this is your "+b$(c(c,2
))
1590 m=FNS$(c$(c),c$(c,2),m$): l=1:
GOSUB 750: RETURN
1600 m=c$(c)+ " is carrying a "+b$(c(c,2
)): l=1: GOSUB 750: RETURN
1610 m=c$(c)+ " drops a "+b$(c(c,2)): b(
c(c,2))=c(c,1)
1620 c(c,2)=0: l=1: GOSUB 750
1630 RETURN
1640 m=c$(c)+ " has got the "+b$(c(c,2))
+ " belonging to "+c$(x): l=1
1650 GOSUB 750: RETURN
1660 c(x,2)=c(c,2): c(c,2)=0: m=c$(c)+ "
gives the "+b$(c(c,2))+ " to "+c$(x)
1670 l=1: GOSUB 750: RETURN
1680 m=c$(c)+ " is arguing with "+c$(c(
,5)): l=1: GOSUB 750: RETURN
1690 m=c$(c)+ " is winning an argument w
ith "+c$(c(c,5)): l=1: GOSUB 750
1700 RETURN
1710 m=" sees "+c$(x)+ " talking to "+c$
```

```
(c(x,5))+ " and fumes with jealousy"
1720 m=c$(c)+m$: l=1: GOSUB 750: RETURN
1730 m=c$(c)+ " tries to interrupt "+c$(
x): l=1: GOSUB 750: RETURN
1740 m=c$(c)+ " gazes lovingly into "+c$(
x)+ "s eyes...": l=1: GOSUB 750
1750 RETURN
1760 m="Love blossoms between "+c$(c)+ "
and "+c$(x): l=1: GOSUB 750: RETURN
1770 m=FNS$(c$(c),c$(x), "Why don't you
talk about "+s$(c))
1780 l=1: GOSUB 750: RETURN
1790 m=FNS$(c$(c),c$(x), "You're talking
nonsense")
1800 l=1: GOSUB 750: RETURN
1810 m=FNS$(c$(c),c$(x), "Ridiculous, bu
t I agree entirely")
1820 l=1: GOSUB 750: RETURN
1830 m=FNS$(c$(c),c$(x), "I think "+s$(c
)+ " is more important")
1840 l=1: GOSUB 750: RETURN
1850 m=c$(c)+ " tries to join in the dis
cussion between "+c$(x)
1860 m=m$+ " and "+c$(c(x,5)): l=1: GOSU
B 750: RETURN
1870 m=c$(c)+ " talks to "+c$(x)+ " about
"+s$(c(c,8)): l=1: GOSUB 750
1880 IF c(c,8)=c THEN GOTO 1900
1890 m=c$(c)+ " however, does not appear
to be enjoying the conversation"
1900 l=1: GOSUB 750: RETURN
1910 m="A brisk discussion begins betwe
en "+c$(c)+ " and "+c$(x)
1920 m=m$+ " on the subject of "+s$(c(c,
8)): l=1: GOSUB 750: RETURN
1930 m=c$(c)+ " and "+c$(x)+ " talk about
"+s$(c(c,8)): l=1: GOSUB 750: RETURN
1940 m=c$(c)+ " desperately tries to att
ract the attention of "+c$(x)
1950 m=m$+ " by indulging in small talk"
: l=1: GOSUB 750: RETURN
1960 IF c(x,9)=c THEN RETURN
1970 m="I think there's something going
on between "+c$(x)+ " and "
1980 m=m$+c$(c(x,9)): m=FNS$(c$(c),m$)
: l=1: GOSUB 750: RETURN
1990 m=c$(c(x,9)): m=FNS$(c$(c),c$(x),
"I don't know what you see in "+m$)
2000 l=1: GOSUB 750: RETURN
2010 m=c$(x)+ "s affection for "+c$(c(x
,9))+ " dampens the ardour of "+c$(c)
2020 l=1: GOSUB 750: c(c,9)=0: RETURN
2030 m=c$(c)+ " is suddenly overcome wit
h love for "+c$(x): l=1: GOSUB 750
2040 c(c,9)=x: RETURN
2050 m=c$(c(c,9)): m=FNS$(c$(c), "Where
is my beloved "+m$)
2060 l=1: GOSUB 750: RETURN
2070 m=c$(c)+ " goes down before "+c$(c(
,9))+ " and pleads everlasting love..."
2080 l=1: GOSUB 750: RETURN
2090 m="Absence cools the passion of "+
c$(c)+ " for "+c$(c(c,9))
2100 l=1: GOSUB 750: c(c,9)=0: RETURN
2110 m=c$(c)+ " suddenly jumps upon "+c$(
x)+ " and sinks his teeth into "
2120 IF (x=3) OR (x=4) THEN m=m$+ "her "
: GOTO 2140
2130 m=m$+ "his "
2140 m=m$+ "neck": l=1: GOSUB 750: c(x,4
)=c(x,4)-1: RETURN
2150 m=FNS$(c$(c), "Alas, poor Yorick...
"): m=m$+ " holding up the skull"
2160 l=1: GOSUB 750: RETURN
2170 m=c$(c)+ " thinking she is back ho
me, threatens everyone with exile"
2180 m=m$+ " to Siberia.": l=1: GOSUB 75
0: m="The room empties rapidly..."
2190 l=1: GOSUB 750
2200 FOR n=1 TO 6: IF n=3 THEN GOTO 2220
2210 c(n,10)=0
2220 NEXT n: RETURN
2230 m=c$(x)+ " swayed by the logic of t
he Iron Lady, agrees to buy."
```

```
2240 l=1: GOSUB 750: c(x,2)=c(c,2): c(c,
2)=0: RETURN
2250 m=FNS$(c$(c), "This hat is my proud
est possession!"): l=1: GOSUB 750
2260 RETURN
2270 m=FNS$(c$(c), "Urk...Gurk...Banana
!!"): l=1: GOSUB 750: RETURN
2280 m=c$(c)+ " collapses from loss of b
lood.": l=1: GOSUB 750
2290 m="The hotel staff rush in and rem
ove the body...": l=1: GOSUB 750
2300 c(c,7)= " the body of "+c$(c): c(c,1)
=0: RETURN
2310 REM
2320 REM procedure jumpblock
2330 REM
2340 ON t(t,j,2) GOTO 2360,2370,2390,242
0,2440,2460,2470,2480,2500,2530
2350 ON (t(t,j,2)-10) GOTO 2550,2570,259
0,2610
2360 c(c,10)=c(c,10)-1: j=6: RETURN
2370 c(c,7)=c(c,7)-1: IF c(c,7)=0 THEN G
OSUB 1210
2380 j=13: RETURN
2390 IF c(c,7)=0 THEN GOTO 2410
2400 m=c$(c)+ " is discussing "+s$(c(c,8
))+ " with "+c$(c,6): l=1: GOSUB 750
2410 j=11: RETURN
2420 GOSUB 980: IF p=0 THEN j=9: RETURN
2430 j=10: RETURN
2440 IF c(x,2)=0 THEN j=24: RETURN
2450 j=26: RETURN
2460 c(c,3)=(c(c,3)-1) MOD 5: j=4: RETUR
N
2470 c(c,3)=(c(c,3)+1) MOD 5: j=7: RETUR
N
2480 GOSUB 790: IF x=0 THEN j=10: RETURN
2490 GOSUB 2760: j=11: RETURN
2500 c(c,5)=x: c(x,5)=c: r=3: GOSUB 1330
: c(c,7)=r+1: c(x,7)=r+1
2510 IF d(11) THEN c(c,8)=c: c(x,8)=c: j
=29: RETURN
2520 c(c,8)=x: c(x,8)=x: j=29: RETURN
2530 GOSUB 790: IF x=0 THEN j=21: RETURN
2540 GOSUB 2760: j=3: RETURN
2550 GOSUB 790: IF p=0 THEN j=8: RETURN
2560 j=9: GOSUB 2760: RETURN
2570 GOSUB 790: IF p=0 THEN j=14: RETURN
2580 j=15: GOSUB 2760: RETURN
2590 GOSUB 790: IF p=0 THEN j=19: RETURN
2600 j=21: GOSUB 2760: RETURN
2610 m=c$(c)+ " in order to further pri
vatization, tries to sell "
2620 m=m$+ "the "+b$(c(c,2))+ " to "+c$(x
): l=1: GOSUB 750: RETURN
2630 REM
2640 REM character handler
2650 REM
2660 FOR c=1 TO 6: REM process each char
acter
2670 IF c(c,4)=0 THEN GOSUB 2280
2680 t=1: REM start with tree one
2690 GOSUB 2760: z=t: GOSUB 1070: IF z=t
THEN GOTO 2730: REM endif no transfer
2700 IF t<6 THEN GOTO 2720
2710 GOTO 2730
2720 GOSUB 2760: GOTO 2690: REM traverse
next tree
2730 NEXT c
2740 RETURN
2750 REM conditions
2760 d(1)=(c(c,1)=0): d(2)=(c(c,4)=0): d
(3)=(c(c,10)=0): d(4)=(c(c,7)=0)
2770 d(5)=(c(c,2)=0): d(6)=1: d(7)=(c(c,
2)=c): d(8)=(c(c,8)=c)
2780 d(9)=(c(x,7)=0) AND (c(x,7)<c): d(
10)=(c(c,9)=x): d(11)=(c(c,4)<c(x,4))
2790 d(12)=(c(x,9)=c): d(13)=(c(c,9)=0):
d(14)=(c(x,9)=0)
2800 d(15)=(c(c(x,9),1)=c(c,1)): d(16)=c
(c(c,9),1)=c(c,1)
2810 d(17)=c-1: d(18)=(c(x,2)=0)
2820 RETURN
2830 REM
```

```
2840 REM data
2850 REM
2860 REM location descriptions
2870 DATA "The Lobby. Guests crowd round
the reception desk...",0,4,2,0
2880 DATA "The Restaurant. There are a
number of empty tables...",1,3,0,0
2890 DATA "The Bar...propped up by numer
ous travelling salesman.",4,0,0,2
2900 DATA "The Reading Room. Newspapers
everywhere and a haze of tobacco smoke"
2910 DATA 0,0,3,1
2920 REM object descriptions
2930 DATA "coffin",0,"skull",0,"sword",0
,"dole cheque",0,"cowboy hat",0
2940 DATA "banana",0,"carving knife",3,"
bloody Mary",4
2950 DATA "bottle of Bull's Blood",4,"pi
nt of bitter",4
2960 REM character descriptions
2970 DATA "Count Dracula",1,1,5,5,0,0,0,
0,0,10,10
2980 DATA "Hamlet Prince of Denmark",4,2
,5,5,0,0,0,0,6,15
2990 DATA "Catherine the Great",4,3,5,5,
0,0,0,0,5,14
3000 DATA "Margaret Thatcher",1,4,5,5,0,
0,0,0,0,8,19
3010 DATA "Ronald Reagan",2,5,5,5,0,0,0,
0,0,12,15
3020 DATA "Godzilla",3,6,5,5,0,0,0,0,0,2
0,8
3030 DATA "leeches", "the meaning of life
", "Russian history"
3040 DATA "politics", "cowboys", "grape pi
cking"
3050 GOSUB 1290: PRINT "Error in line ";
oops: STOP
3060 REM tree number one
3070 DATA 1,1,2,0,1,2,3,0,1,3,5,4,2,1,0,
0,4,1,0,0,1,4,12,7,4,2,0,0
3080 DATA 2,2,0,0,2,2,0,0,4,3,0,0,2,2,0,
0,2,3,0,0,3,0,2,8
3090 REM object tree data
3100 DATA 3,0,2,2,4,0,0,1,5,7,5,1,6,0,
0,5,0,3,6,2,5,0,0,1,7,0,15
3110 DATA 4,4,0,0,5,0,0,3,13,3,0,4,11,1,6,
0,0,2,6,0,0,3,0,2,22,3,0,3,19
3120 DATA 5,0,2,16,3,0,2,17,2,7,0,0,2,0,
0,0,2,9,0,0,1,6,0,0,4,5,0,0
3130 DATA 1,6,0,0,2,0,0,0,5,0,2,25,2,10,
0,0,5,0,4,27,2,11,0,0
3140 REM conversation tree
3150 DATA 1,4,9,2,1,0,3,6,4,6,0,0,5,0,4,
5,2,11,0,0,4,7,0,0,5,0,4,8
3160 DATA 2,12,0,0,4,0,0,0,1,6,0,0,1,9,1
2,15,1,10,16,13,2,13,0,0
3170 DATA 4,9,0,0,1,10,14,18,1,11,23,17,
2,14,0,0,1,12,33,19,3,0,3,20
3180 DATA 2,15,0,0,2,16,0,0,1,6,0,0,3,13
,0,24,2,17,0,0,2,18,0,0
3190 DATA 2,19,0,0,2,20,0,0,2,21,0,0,3,0
,3,30,2,22,0,0,2,23,0,0
3200 DATA 2,24,0,0,3,0,2,34,1,6,0,0,2,25
,0,0
3210 REM tree number four - falling in 1
ove
3220 DATA 1,13,14,2,4,10,0,0,1,14,4,12,1
,15,7,5,5,0,4,6,2,26,0,0
3230 DATA 3,0,2,0,5,0,6,10,5,0,2,11,2,27
,0,0,2,28,0,0,5,0,4,13
3240 DATA 2,29,0,0,1,16,15,18,3,0,2,16,2
,30,0,0,5,0,3,28,5,0,6,19
3250 DATA 2,31,0,0,2,32,0,0,1,6,0,0
3260 REM tree number 5 - actions
3270 DATA 3,17,0,2,4,11,0,0,1,7,11,12,4,
12,0,0,1,5,18,17,1,7,26,27
3280 DATA 1,7,29,30,1,6,0,0,5,0,5,18,2,3
3,0,0,1,6,0,0,5,0,3,13
3290 DATA 2,34,0,0,1,6,0,0,5,0,3,16,2,35
,0,0,1,6,0,0,5,0,3,20,1,6,0,0
3300 DATA 4,13,0,0,1,18,22,23,1,6,0,0,4,
14,0,0,5,0,2,25,2,36,0,0
3310 DATA 1,6,0,0,5,0,3,28,2,37,0,0,1,6,
0,0,5,0,3,31,2,38,0,0
```