

*Venture deep  
into the  
labyrinth of  
despair, beat  
the wizard and  
collect your reward in . . .*

# The Kingdom of Creal

**F**AR far away, beyond the Ice Mountains, lies the weird and wonderful Kingdom of Craal with its magnificent palace, crystal clear lake and enchanted forest.

It is a peaceful land, ruled for many happy years by King Meek who was respected by most of his subjects for his good nature and integrity – and his rather dishy, if inefficient, hand-maiden Jajut.

There was one character however who was not party to this overwhelming admiration – Vadham the evil wizard.

Many years ago, he was banished to the castle dungeons for trying to nick the king's gold plated penknife — the one with a special blade for taking

In his spare time when he was not mixing spells or playing Ghouls, he turned the dungeon into a labyrinth of despair, where only the brave had the courage to enter. Having said that, we haven't seen any of them come back yet.

You were born in Craal the handsome son of a cobbler and many years ago you decided to seek a fortune in far off lands.

You returned many times over the years to visit your old mum and dad and spend the occasional happy hour in the company of the king's daughter Andrea

What was once a childhood crush  
on his heir blossomed into love, and  
you have returned for good to claim  
your bride.

Alas on this last visit you found the

king dead and the palace in uproar. The wizard had taken a heaven sent opportunity and, as the king opened the door down to the dungeons to let out the castle moggie, he grabbed his magnificent gold crown and disappeared into his hidey hole in the depths – better than a knifepike no doubt, but not much use for getting things out of horseen hooves.

You, in your typical youthful manner, were only interested in your future wife — Andrea. The palace guards, the footmen, the courtesans and even Ethel the cleaner, however, were not impressed with your infatuation and by a unanimous decision volunteered your services to retrieve the crown.

They threw you head-over-heels down the dungeon steps with a warning that should you return empty-

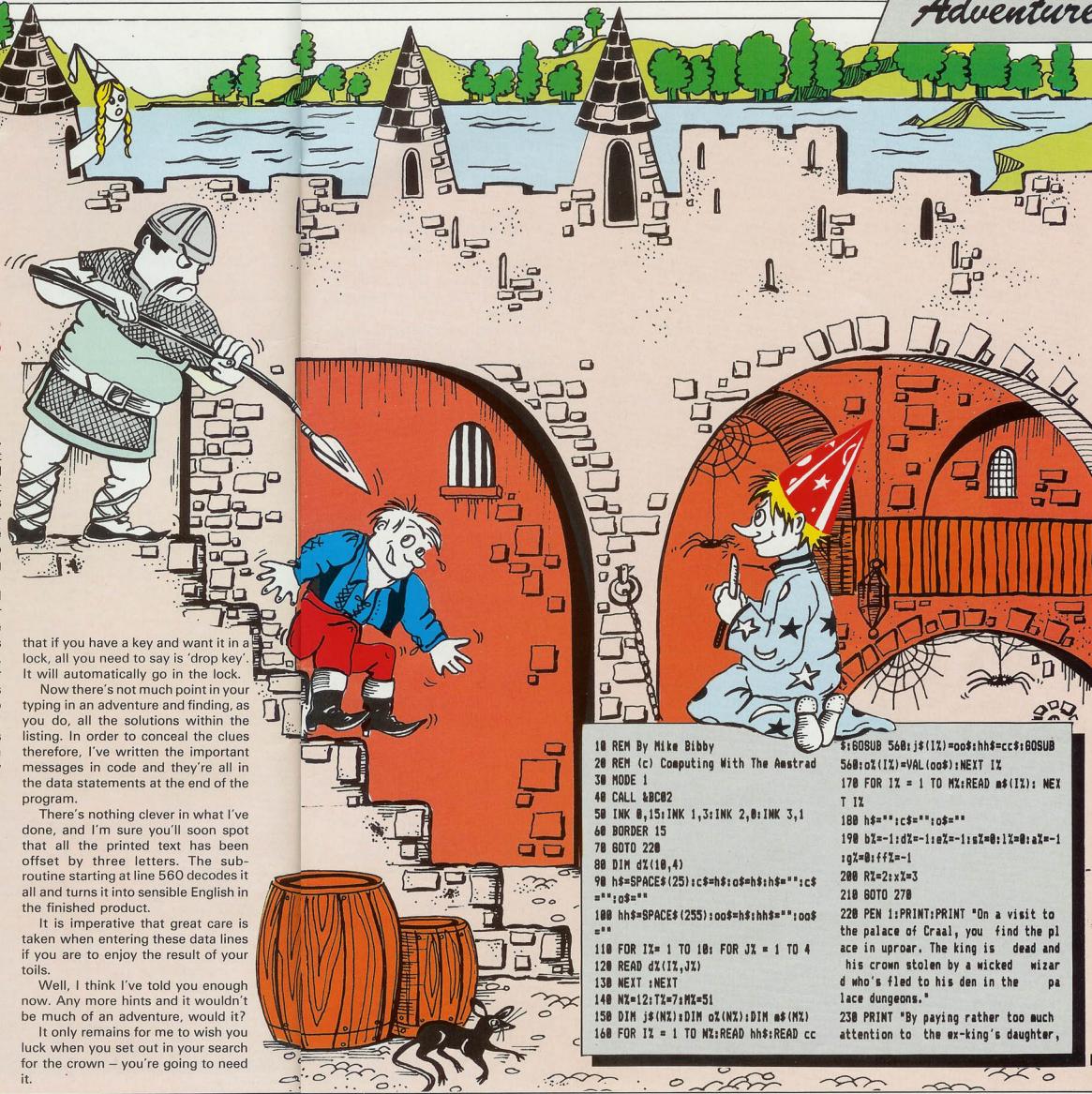
By MIKE BIBBY

handed all your beloved possessions will be forfeit, even your subscription to *Computing with the Amstrad* —

Well, you have your challenge and you don't really have much option but to accept it.

In this serious adventure you have at your disposal six single letter commands. These are n, s, e, w, l and i - for the four compass directions, look and inventory respectively.

The program will also accept other standard adventure commands such as take, drop, hit and say. These words are intelligent, which means



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10 REM By Mike Bibby
20 REM (c) Computing With The Amstrad
30 MODE 1
40 CALL LBCB02
50 INK 0,15:INK 1,3:INK 2,0:INK 3,1
60 BORDER 15
70 GOTO 220
80 DIM DX(10,4)
90 h$=SPACE$(25):c$=h$:o$c=h$h$="":c$="":o$c=""
100 hh$=SPACE$(255):oc$=h$hh$="":oo$c=""
110 FOR IX = 1 TO 10: FOR JX = 1 TO 4
120 READ DX(IX,JX)
130 NEXT :NEXT
140 NX=12:T2X=7:MX=51
150 DIM z$(NX):DIM D(MX):DIM a$(MX)
160 FOR IX = 1 TO NX:READ hh$:READ cc
170 FOR IZ = 1 TO MX:READ m$(IZ):NEXT IZ
180 h$="":i$c="":o$c=""
190 b$=1:i$=1:d$=1-e$=1-l$=1:z$=0:1%z=0:a$=-1
    i%z=0:iff=z-1
200 R1=2:i$=3
210 GOTO 270
220 PLEN 1:PRINT:PRINT "On a visit to
the palace of Craal, you find the pl
ace in uproar. The king is dead and
his crown stolen by a wicked wizar
d who's fled to his den in the pa
lace dungeons."
230 PLEN 4:"By paying rather too much
attention to the ex-king's daughter,
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you find yourself volunteered
to recover it."
248 PRINT "You are thrown into the du
neons and told not to come back w
ithout the crown."
250 PRINT "Here begins the adventure.
"
250 GOTO 80
270 WHILE NOT g%
280 IF RX <> x% THEN GOSUB 640
280 RX = R%
300 CX=0: WHILE CX=0:GOSUB 410:WEND
310 ON CS GO SUBS 840,880,910,960,1120,
640,1030,990,1060,1210
320 WEND
330 PRINT
340 IF o$(BX)=1 THEN GOTO 360 ELSE m=3
1:GOSUB 2200
350 =#32:GOSUB 2200:PRINT:GOTO 300
360 =#29:GOSUB 2200:PRINT
370 =#30:GOSUB 2200:END
380 PRINT:#1=GOSUB 2200
390 a$="" WHILE a$="" :a$=INKEY$:WEND
400 a$=UPPER(a$):IF a$="N" THEN END
ELSE RUN
410 PNT 2:PRINT:PRINT"What now?"
420 c$="" WHILE c$="" :INPUT "====> ",c$:
:WEND :c$=LOWERC(c$)
430 IF LEN(c$)<1 THEN 450
440 CX=INSTR("nsweil",c$): IF CX>0 B T
HEN RETURN ELSE PRINT" I don't recogni
se this single letter command - only
n,s,e,w,i,:":RETURN
450 SX2=INSTR(c$," "): IF SX2=0 THEN
PRINT "I don't understand - put a spa
ce between command and object, please
":CX=0:RETURN
460 verb$=LEFT$(c$,SX-1):o$="MID$(
$c,SX+1,1):WHILE LEFT$(o$,1)=" " :o$=R
IGHT$(o$,LEN(o$)-1):WEND
470 CX=INSTR("droptakesayhit",verb$)
480 IF CX<1 AND CX>5 AND CX<9 AND
CX>12 THEN PRINT "I don't understand
your command.":CX=0:RETURN
490 IF CX=1 THEN CX=7 ELSE IF CX=5 TH
EN CX=2 ELSE IF CX=12 THEN CX=10 ELSE
IF CX=9 THEN RETURN
500 z%=0:I%1=M%0:WHILE M%>1 AND IX
>N%+1
510 IF LEFT$(o$,4)=LEFT$(j$(I%),4) TH
EN M%1
520 IX=IX+1
530 WEND
540 IF M%1 THEN z%=IX-1 ELSE PRINT" I
don't understand the object you mean
":CX=0:RETURN
550 RETURN
560 o$=""
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ke that" ELSE o%(z%)=1
1820 RETURN
1830 IF o%(z%)=1 THEN o%(z%)=RZ ELSE
PRINT "You don't have it":RETURN
1840 ON RZ-1 TO RZ1 GOSUB 1280,1300,,1298,1
340,,1298,,1290,,1300,,1290,,1290
1850 RETURN
1860 h$="":FOR I% = LEN(o$) TO 1 STEP
-1
1870 h$h+MID$(o$,I%,1)
1880 NEXT I%
1890 IF o$=h$ THEN d%=-1:m#=50:GOSUB 2
200:RETURN
1900 PRINT"Okay,"+CHR$(34)+o$+CHR$(34)
) "
1110 RETURN
1120 PRINT"Your inventory contains:-
1130 FX#=
1140 FOR I%=T% TO NX%
1150 IF o%(IX%)< 1 THEN GOTO 1178 ELS
E FX%-=1
1160 60505U 1430
1170 NEXT IX%
1180 IF NOT FX THEN PRINT"Nothing at
all."
1190 PRINT
1200 RETURN
1210 IF o%(z%)<R% THEN PRINT"It wasn
't here to hit":RETURN
1220 IF o%(z%)<11% THEN m#=36:GOSUB 220
0:RETURN
1230 IF z%<4 AND z%>3 THEN PRINT "It
has no effect whatsoever."
1240 IF z%#6 AND a%#7 THEN a%:=8:a#=37:60
SUB 2200:PRINT:o(b)=0:RETURN
1250 IF z%#3 AND a%#7 THEN m#=38:60505U
2200:s%:=1:o(b)=2:RETURN
1260 IF z%#3 AND a%#1 THEN m#=39:60505U
B 2200:RETURN
1270 RETURN
1280 IF z%#8 AND e%#7 THEN m#=40:60505U
2200:o(z%)=0:e%#NOT e%:o%(11)=1
1290 RETURN
1300 IF z%#7 AND NOT b% AND 1% THEN a
=41:60505U 2200:PRINT:1%#=0
1310 IF z%#9 THEN m#=42:60505U 2200:o(%
z%)=0:o(12)=3
1320 IF z%#18 THEN d%#0
1330 RETURN
1340 IF o%(7)=5 AND o%(12)=5 THEN m#=4
3:60505U 2200:b#=o%(12)=0:o%(7)=1
1350 RETURN
1360 IF z%#18 THEN GOTO 1400
1370 IF d%#1X THEN m#=44:60505U 2200:g%#0
300
1380 IF (NOT 1X) OR (o%(7)<8 AND o%(
7)<1%) THEN m#=45:60505U 2200:g%#0 300
1390 IF o%(2)=#0 THEN m#=46:60505U 2200:

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1438 IF I%1=0 THEN I%2=2:GOSUB 8
1400 IF Z%7=0 AND NOT b%2 THEN I%2=1:m=2
1408 GOSUB 2200:PRINT
1418 IF Z%9=0 OR Z%12 THEN m=4:GOSUB 2200
2200:PRINT;m=4:GOSUB 2200:GOTO 380
1428 RETURN
1438 IF I%1=1 THEN m=10:GOSUB 2140
1440 IF I%2=1 THEN m=11:GOSUB 2140
1458 IF I%3=3 AND NOT s%1 THEN m=12:GOSUB 2140
1468 IF I%3=3 AND s%1 THEN m=14:GOSUB 2140
1478 IF I%4=4 THEN m=15:GOSUB 2140:b=m-1
16:GOSUB 2200:a=17:GOSUB 2200
1488 IF I%5=5 THEN m=18:GOSUB 2140
1498 IF I%6=6 THEN m=19:GOSUB 2140
1508 IF I%7=7 AND NOT b%1 AND NOT 1%TH
EN=m+21:GOSUB 2140
1518 IF I%7=7 AND NOT b%2 AND 1%THEN m
=22:GOSUB 2140
1528 IF I%7=7 AND b%2 THEN m=23:GOSUB 2
148
1538 IF I%8=8 THEN m=28:GOSUB 2140
1548 IF I%9=9 THEN m=24:GOSUB 2140
1558 IF I%10=10 AND d%2 THEN m=25:GOSUB
2140
1568 IF I%10=10 AND NOT d%2 THEN m=28:GOSUB 2140
1578 IF I%11=11 AND NOT a%2 THEN m=26:GOSUB 2140
1588 IF I%11=11 AND a%2 THEN crip$="A "+
jg$(I%1):PEN 3:PRINT crip$
1598 IF I%12=12 THEN m=27:GOSUB 2140
1600 PRINT
1610 RETURN
1620 DATA iluh,,;sloh#ri@dvkhv,j,yhgg
lqj@pqfklqh,,pluru,j,wuroo,B,gzdui,
";,,odps,j,frlq,j,sdrukphq,7,fkwdlq
,,y,vrzq,j,3,yrxkhuj,3
1630 DATA "#dewukhuv@advuh, #qjulhago
##urpr@zlkwh#hdssuqh@o:lh@{solfd
ech@##v@#qg@Duxpru@#rq@wkh@h2doal"
1640 DATA "#dw@#f@#dyhu@#zlk@#odudjh
##@srro@r@#zdwu@#D@sdw@#hdgv@#dr@q@j
lw@##fhjh@"
1650 DATA "#dqh@#uhwpho:#wljk@, #Hdvw@#
##Zhw@#xq@qho@"
1660 DATA "#dvkr@#Ryh@#wh@#frxqwhu@#l
@#dyv@#q@#ehqghh@#u@#Hqhsuhs@hv@"
1670 DATA "#d@vdyo@#fkdpheu@, #lw@#zdoov
##@ulgh@#fqh@#zlk@#vsdunlq@#fu@#vdav
@,vdhy@#r@h@"
1680 DATA "#d@udwkh@#jorr@#f@dyh, @@@@#
##@bqlg@lv@#qh@#r@og@#ph@#zr@unlj@v@"
1690 DATA "#zdw@#rn@r@vn@#nlh@#d@###@#####
##@khuphi@#@#f@ho@"
1700 DATA "#dqh@#gq@#u@#f@kdpheu@#wdw
##@rrn@#v@#bdw@#egh@#o@#l@#h@#r@#d

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```

#@!vdsdshuv!lqiqurwqdr!@rxu@h@l@v!
2000 DATA "Wkh@hyhgqj@#pdflkh@vkdwnh
uv@#frlq@#qqw@rwxr!x"
2004 DATA "Judwin@lxrxwv@ylrqhfghrvq-
@khos@#qj@r@"
2020 DATA "Wkh@frlq@idoov@lqr@#kh@tvo
rw@#qk@kh@#@@#h@qglj@#pdflkh@!rx@#du
@h@jy@qdk@vzr@ug@#Kwdw@v@z@!@#w@v#dcoo
hq@kh@#uprurus@!x"
2038 DATA "Xqirinxqxdwhoi,@!rxu@#odps@j
rhv@rwxr!x"
2048 DATA "Lqwhh@wlqj@#@Rphmklqj@sv@k
dshqlqj@#w@#kkh@#sdut@kphqk@!#dh@#o
rnl@!l@"
2056 DATA "#vxy@j@r@#qhdz@#odps@"
2060 DATA "#Mkh@#uhmld@#iduhv@xs!@rx
@gh@l@q@#kh@#oed@h)@"
2078 DATA "#mknl@#qdyg@#qwdqjh@r@i@kh@#hv
ggh@#soxqjh@#o@#r@#gdunghv@,#kh@#dh@#
i@iurp@qh@#wgrrr@frph@v@q@#dqg@sr@lvk
h@#r@#r@#l@"
2084 DATA "#Mkh@#iluh@#jrhv@rwx!@rx@vh
@#d@frlq@l@#vvvd@kh@"
2090 DATA "#Rxu@#odps@#ojkw!@"
2108 DATA "#Lw@#bxw@#lqwr@#iodph@"
2110 DATA "#rxv@#vgghq@#uhdul@vh@#kde@#
@#wzd@#ywdo@#vr@#wk@#jdph@#ry@#yfph@#
lwk@#juhi,@!rx@#o@#nlco@#rxu@#hoi@"
2120 DATA "#Mkh@#pl@#uuru@#vryroh@#dqg@#
@#rlqg@##@#rr@#q@#rxu@#hoi@#sxoh@#ukrxjk
@#wk@#jd@#e@#w@#v@#v@#ohi@#lqr@#wk@#h@#l@#dug
@#v@#urpl@"
2134 DATA "#Zkdw@#kdph@#0d@#dqg@#rx@#zu
@#grlqj@#v@##@#zooh@#wrr@#G@#r@#rx@#dqg@#
qrwkh@#jr@#B@#('20')
2140 hhs@#=(@#60SUB 560
2150 PEN 1
2160 cri@#="You are in "+oo@#;IF in TH
EN PRINT@#;PRINT cri@#
2172 IF NOT in THEN cri@#="A "+$@!(%)
+" *od@#PEN 3;PRINT cri@#
2188 in@#
2190 RETURN
2208 hhs@#=(@#60SUB 560;PEN 1;PRINT@#
PRINT oo@#
2210 RETURN

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Give your fingers a rest...

All the listings from this month's issue are available on cassette. See our special offer on Page 55.



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