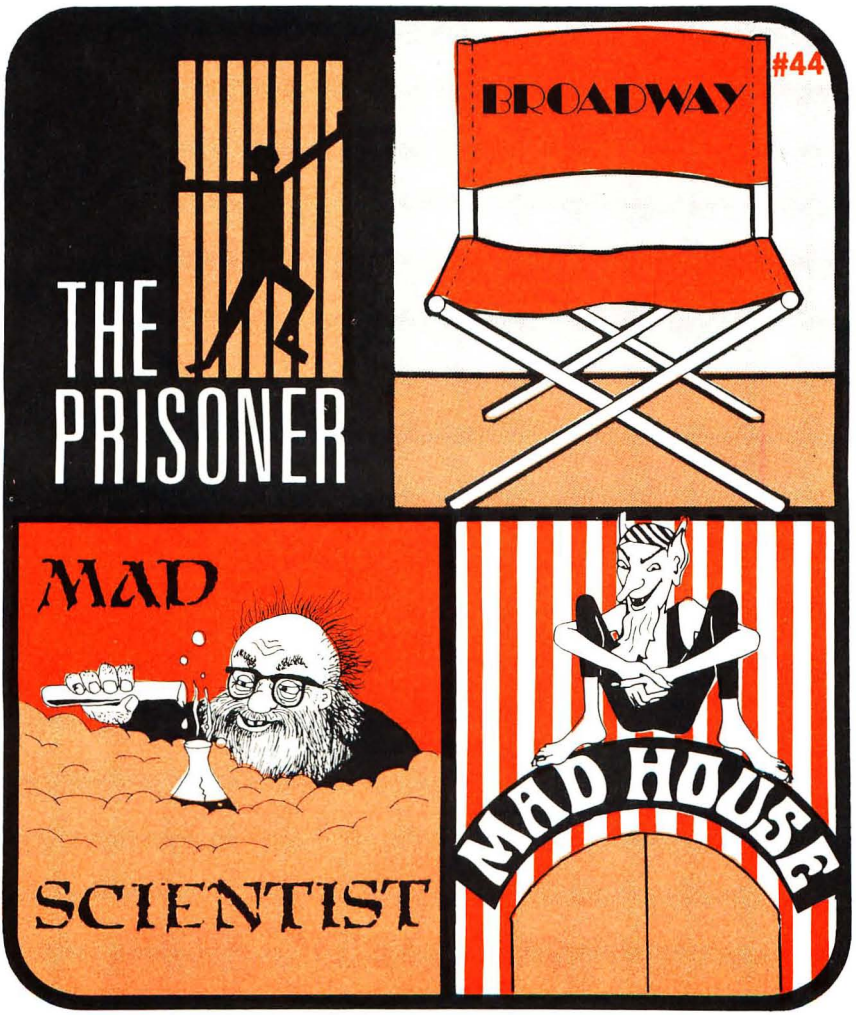
SoftSide® Selections



A product of **SoftSide** Publications, Inc.
10 Northern Blvd., Amherst, NH 03031

SoftSide™ Selections

Apple® is a registered trademark of The Apple Computer Company.

Index

FRONT RUNNER: Broadway
by Robert Saturn
Apple Version by William Morris and John Cope
The roar of the crowd and the hum of the silicon chip are irresistible attractions to the exciting world of the theatre **1**

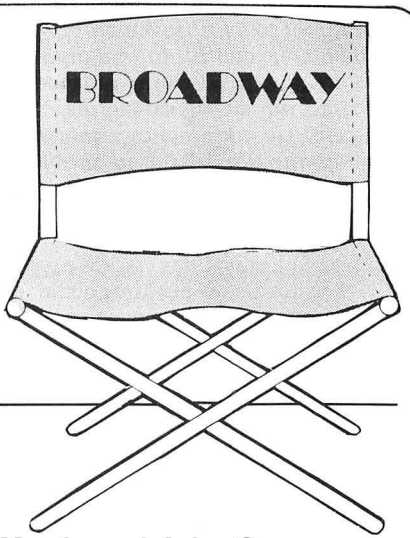
DV BONUS PROGRAM: The Prisoner
by Edu-Ware Services, Inc.
An Orwellian "Big Brother" computer exiles you to an impregnable island prison. You may even forget that escape is the goal of this spellbinding adventure, reminiscent of the TV series of the same name **15**

Mad Scientist
by Thomas Hanlin III
Apple Version by Fred Condo
This interactive fantasy pits you against a mad scientist at work in the bowels of his haunted house. You risk all... and no one will know of your bravery unless you tell them **21**

General Information and System Requirements **30**

Adventure Disk Bonus
SoftSide Adventure Series: Mad House
by Peter Kirsch
You find yourself committed to an insane asylum — by mistake. Guards patrol every entrance, lunatics stagger down the halls, and raving maniacs scream in the night **32**

This booklet prepared by the staff of SoftSide Publications, Inc.,
Entire contents copyright © 1983 by SoftSide Publications, Inc., 10 Northern Blvd., Northwood Executive Park, Amherst, NH 03031.



by Robert Saturn
Apple version by William Morris and John Cope

Broadway is a simulation for an Apple® with 48K RAM.

Broadway opens with a flashing marquee. To begin, the player (henceforth called the producer) names the production company. This name appears on the weekly report and on the closing notice at the end of the simulation. The program will accept any string (no commas, no double quotes) up to twenty characters and spaces.

After a basic introduction and some instructions, the producer attempts to raise $1,000,000 to produce the show. As in the real world, past performance (as shown by a randomly generated "track record") controls the ease with which you can raise the money. The names entered in this section have no bearing on the amount of money raised (that is controlled by a random number in conjunction with the "track record"), but using the names of friends and relatives adds to the fun of the simulation. If you fail to finance the show within eight tries, the simulation ends, but you can try again with a new "track record." In *Broadway,* should the producer acquire more than the requisite $1,000,000 the method used to lose the excess is as true-to-life as any.

Pre-Production

With the financial backing in hand, you begin to put the show together. The program asks the producer to hire one of three people for each of ten key jobs. As each person is hired, his respective fee is added to a running total that will be deducted before opening night, and his weekly salary is added to a running total that is deducted from the production company's funds each week. Each choice also assigns a certain number of quality points to another running total. These point values reflect the relative importance of each job. Choosing a high-priced employee tends to result in higher quality, but too large a payroll can bankrupt the producer. An employee at "Level #1" raises the quality point total, a #2 employee leaves it unchanged, and a #3 employee reduces the quality point total.

Next, the producer must choose a theatre. A larger theatre has a larger potential gross (if you can fill it), but also incurs greater expenses. Rent is

higher, and the theatre's more complex equipment requires a larger, more expensive crew.

Now the producer must make some decisions about sets, costumes, lighting, and so on. Each of your four designers has submitted three designs in his respective department. Each design differs in quality, and therefore in cost. The one-time fees (for items purchased) and the weekly costs (for items rented) are added to the applicable totals on opening night. The program compiles quality points for technical appearance as you make each selection.

Rehearsals and Opening Night

The rehearsal period is five weeks. The weekly payroll total is deducted for five weeks before opening. The one-time fees are deducted after the rehearsal period is over. At this point, the director has the option of calling for further rehearsals (a random function). Each extra week of rehearsals costs the producer one week's payroll. Here's where a high payroll and high technical expenses, coupled with a few extra weeks of rehearsal, can put the producer out of business. On opening night, you will get a report of the total weekly cost figures. These figures, of course, are minimums. Salary changes and advertising will add to the weekly costs.

The procedure for generating reviews is as follows: Each of the five reviewers has five reviews upon which to draw. They range from great to very poor. Simon, of *New York Magazine,* always gives a bad review (a little humor for those familiar with the New York theatre scene). To determine which of the five reviews to use, the program doubles the quality points earned for personnel, adds the quality points earned for technical appearance, and multiplies the total by a random number ranging from one to ten (this simulates the reviewer's mood). The process repeats for each of the five reviewers. Thus five different people can see the same show, yet write five different reviews, a frequent occurrence on Broadway. As each review appears, the show earns box office points. Better reviews earn more points. More points mean more ticket sales. Advertising also affects box office points (one point for each $10,000 spent per week), ticket price (high prices keep people away), aging of the show (the longer a show runs, the harder it is to get an audience), and random events that will be explained later.

The Run

After seeing the reviews, the producer has the option of closing the show, and returning what remains of the original $1,000,000 to the investors. Also, you may exercise this option after getting the report each week. If the show remains open, the producer must decide how much to spend on advertising each week. You can spend any amount, from zero to all the available funds after payroll expenses. The money used for advertising becomes part of the weekly expense only for the week in which it was allocated. Use no dollar signs or commas when you tell the computer how much to spend on advertising.

The current ticket price then appears on the screen, and you can increase or decrease it by any whole dollar amount. At this point, a random event may occur (usually every three or four weeks). Both good events and bad events are possible — and all will affect the box office action in one way or another. The two events dealing with pay raises increase your weekly payroll directly. The other events will increase or decrease your current total of box office points.

Then the weekly report appears. The program figures the number of tickets sold for the week, using a formula based on box office points, the original quality points of the show (before the critics influenced the public), a random number (to simulate the public mood), and the seating capacity of the theatre.

After multiplying the number of tickets sold by the current ticket price, it displays the gross and deducts the week's expenses, yielding the net profit. Any loss is deducted from previous profits. If the show has had no previous profits, the loss is deducted from what remains of the original $1,000,000. If the front money is exhausted, the producer is out of business. In addition, every thirteen weeks, you must pay the investors a quarterly payment of 98 percent of the current profits, before you buy advertising or attempt to cover losses.

You may close the show after any weekly report. When the producer closes the show, the program posts the closing notice, pays the salaries for the final two weeks (with the salary bonds posted before opening), and displays the final totals, which show, among other things, the percentage of return to the investors.

Good luck with your show — and break a leg!

Variables

A: Color for plotting intro banner.
A$, B$, C$: Contains the words for the marquee.
AA: Flag to indicate when to play music during marquee display.
AD: Advertising budget for the current week.
AI: Amount raised from investors.
AN$: Answers to yes-no questions.
B: Used in delay loops.
C: Counter for week number.
CP: Theatre capacity.
D: Used in computing popularity of play.
DY: Duration of tone.
F1, F2, F3: Initial fees.
FIT: Used to calculate IT.
FM: Amount of "front money" left.
H: A number from one to three, input from the user.
I: Determines investor's reaction.
I(*): Relative values of the different workers or other expenses.
I$: Name of investor.
IT: The quality of the company.
IU: The quality of the set, lights, sound, etc.
IV, IX: The overall quality of the production.
LA, LB: Number of periods to be added to A$ and B$, respectively.
LT: Length of text to be word-wrapped.
J: Miscellaneous loops.
J$: Job or expense name.
N: Counter.
NT, NY: Notes to be played.
P, P5: Total weekly expenses.
P8, P9: Popularity of play.
PROD$: Name of production company.
PX: Total start-up expenses.
PY: Temporary storage for a fraction of P.
R: Producer's "track record," the percentage of previous shows that have succeeded.
R1: Critic's rating of the production.
RT: Investor's percent return.
SD: Profit to be paid to investors.
SF: Total amount paid to investors.
SN: New ticket price.
SP: Current ticket price.
ST: Net profit or loss for the current week.
T$: Text passed to word-wrap routine.
TG: Current week's gross.
TI: Used in timer loops.
TR: Adjustment to investor's reactions based on player's track record.
TS: Number of tickets sold this week.
TX: Theatre's percentage of the gross.
W: Counter for weeks.
W1, W2, W3: Weekly royalties.
W(*): Weekly cost of a given employee or expense.
WA: Delay loop variable.
WK: Number of weeks the production has been playing.
X,ZZ: Miscellaneous loops.

BROADWAY

```
SS SS SS SS SS SS SS SS SS SS SS SS
SS                                SS
SS          Applesoft BASIC       SS
SS            'Broadway'          SS
SS       Author: Robert Saturn    SS
SS   Translators: William Morris  SS
SS             John Cope          SS
SS        Copyright © 1983        SS
SS   SoftSide Publications, Inc   SS
SS                                SS
SS SS SS SS SS SS SS SS SS SS SS SS
```

If you don't wish to type this program, it is available on Issue #44 SoftSide DV.

Initialization.

```
100  TEXT : PRINT  CHR$ (21): HOME
110  GOSUB 3110: GOSUB 3140: GOTO
     190
```

Music.

```
120 NY = 70:DY = 50: GOSUB 150:NT
     = 53:DY = 150: GOSUB 150:NT
     = 108:DY = 150: GOSUB 150:D
     Y = 50: GOSUB 150: GOSUB 150
130  FOR LOOP1 = 1 TO 2:NT = 72:D
     Y = 150: GOSUB 150:NT = 108:
     DY = 150: GOSUB 150:DY = 50:
      GOSUB 150: GOSUB 150: NEXT
     LOOP1
140 NT = 86:DY = 200: GOSUB 150: RETURN
150  IF VX = 0 THEN  & TNT,50 * D
     Y, INT (NT / 2): RETURN
160  IF VX = 1 THEN  POKE 927,NT:
      POKE 928,DY: CALL 929: RETURN
170  IF VX = 2 THEN  & SNT,40 * D
     Y,10: RETURN
180  END
```

Get the name of the production company.

```
190  HOME : VTAB 10: PRINT "WHAT
     WILL YOU NAME YOUR PRODUCTIO
     N": PRINT "COMPANY? (MAX. 20
      LETTERS)": PRINT
200  INPUT "NAME: ";PROD$: IF PRO
     D$ = "" THEN 190
210 PROD$ =  LEFT$ (PROD$,20)
220  PRINT "FROM NOW ON THIS COMP
     ANY WILL BE KNOWN  AS ": PRINT
230 PROD$ = PROD$ + " PRODUCTIONS
     "
240  INVERSE : HTAB (20 -  INT ( LEN
     (PROD$) / 2)): PRINT PROD$: NORMAL
:VX = 1: GOSUB 120:VX = 0
```

Ask if the player wants instructions.

```
250  PRINT : PRINT "DO YOU WANT I
     NSTRUCTIONS? ";
260  GET AN$: IF AN$ <  > "Y" AND
     AN$ <  > "N" THEN 260
270  IF AN$ = "N" THEN 380
```

Instructions.

```
280  HOME : PRINT : PRINT "HERE I
     S YOUR CHANCE TO PRODUCE A":
      PRINT "BROADWAY MUSICAL SHO
     W.  WHILE"
290  PRINT "THE SCENARIO IS SOMEW
     HAT SIMPLIFIED,": PRINT "YOU
      WILL FACE MANY OF THE SAME"
300  PRINT "PROBLEMS AND TAKE MAN
     Y OF THE SAME": PRINT "CHANC
     ES THAT ANY BROADWAY PRODUCE
     R": PRINT "DOES:"
310  PRINT "YOU WILL HAVE TO RAIS
     E THE FRONT": PRINT "MONEY W
     HICH WILL PAY YOUR EXPENSES"
320  PRINT "UNTIL THE SHOW OPENS,
      DECIDE WHO": PRINT "TO HIRE
      AND HOW MUCH TO PAY THEM,"
330  PRINT "ENDURE CRITICS AND FE
     EL THE INFLUENCE": PRINT "TH
     AT THEY HAVE, AND PLAY THE W
     EEK TO"
340  PRINT "WEEK GAME OF COUNTING
      THE AUDIENCE,": PRINT "THE
     TICKETS, THE MONEY AND THE P
     ROFITS"
350  PRINT "(OR LOSSES!!).": PRINT
     : PRINT "BREAK A LEG AND BRI
     NG IN A HIT BUT"
360  PRINT "REMEMBER:  THERE'S A
     BROKEN HEART": PRINT "FOR EV
     ERY LIGHT ON BROADWAY..."
370  GOSUB 3340
```

Raise the front money.

```
380 FM = 1000000:R =  INT ( RND (
    1) * 100) + 1:TR = R / 50:IT
     = 1:SP = 16:IU = 1: HOME
390 PRINT "FOR THE PURPOSES OF T
    HIS SIMULATION,": PRINT "YOU
     WILL GET 8 CHANCES TO RAISE
    "
400 PRINT "A TOTAL OF ";: INVERSE
    : PRINT "$1,000,000";: NORMAL
    : PRINT " TO FINANCE": PRINT
    "YOUR SHOW."
410 PRINT "YOUR TRACK RECORD ON
    PREVIOUS SHOWS IS  ";R;"%. T
    HIS WILL DETERMINE HOW EASY"
420 PRINT "IT IS FOR YOU TO RAIS
    E MONEY.":AI = 0:C = 1
430 PRINT : PRINT : PRINT "INVES
    TOR #: ";C
440 INPUT "WHOM WILL YOU ASK? ";
    I$:I = ( INT ( RND (1) * 25)
     + 1) * TR: HOME
450 IF I < 2 THEN T$ = I$ + " SA
    ID, " +  CHR$ (34) + "I'M SO
    RRY, BUT NO." +  CHR$ (34):I
     = 0: GOTO 560
460 IF I < 5 THEN T$ = I$ + " TH
    INKS YOU'RE CRAZY, BUT WILL
    INVEST": GOTO 560
470 IF I < 7 THEN T$ = I$ + ", W
    HO CAN'T REALLY AFFORD MUCH,
     WANTS TO HELP WITH": GOTO 5
    60
480 IF I < 10 THEN T$ = I$ + " N
    EEDS A TAX WRITE-OFF AND WIL
    L INVEST": GOTO 560
490 IF I < 12 THEN T$ = I$ + ",
    WHO IS STILL WORKING ON THAT
     FIRST MILLION, WILL INVEST"
    : GOTO 560
500 IF I < 15 THEN T$ = I$ + ",
    WHO INVESTS IN ANYTHING, THI
    NKS YOU HAVE A WINNER AND IN
    VESTS": GOTO 560
510 IF I < 17 THEN T$ = I$ + " L
    OVES TO THROW MONEY AWAY AND
     INVESTS": GOTO 560
520 IF I < 20 THEN T$ = I$ + " (
    WHO HAS NO TASTE) HAS FAITH
    IN YOU AND YOUR SHOW AND INV
    ESTS": GOTO 560
530 IF I < 22 THEN T$ = I$ + ",
    WHO HAS TURNED DOWN EVERY OT
    HER PRODUCER ON BROADWAY, SA
    YS 'YES' AND INVESTS": GOTO
    560
540 IF I < 24 THEN T$ = I$ + ",
    A NOTED PATRON OF THE ARTS,
    INVESTS": GOTO 560
550 T$ = I$ + ", WHO IS FABULOUSL
    Y WEALTHY, INVESTS"
560 I1 = I * 10000:T$ = T$ + " $"
     + STR$ (I1) + ".": VTAB 7:
     GOSUB 3290: PRINT :AI =  INT
    (AI + I1)
570 PRINT "SO FAR YOU HAVE RAISE
    D ";: INVERSE : PRINT "$";AI
    : NORMAL : IF AI >  = FM THEN
     GOTO 650
580 C = C + 1: IF C = 9 THEN  GOTO
    600
590 PRINT "YOU STILL NEED ";: INVERSE
    : PRINT "$";FM - AI: NORMAL
    : GOTO 430
600 PRINT : PRINT "SORRY, YOU CO
    ULDN'T RAISE THE MONEY.": PRINT
    "THAT'S SHOW BIZ!!!"
610 VTAB 21: HTAB 6: INVERSE : PRINT
    "WANT TO TRY AGAIN?";: NORMAL

620 GET AN$: IF AN$ <  > "Y" AND
    AN$ <  > "N" THEN 610
630 IF AN$ = "Y" THEN  PRINT : GOTO
    190
640 HOME : END
650 IF AI = FM THEN  PRINT : PRINT
    "YOU HAVE EXACTLY $1000000."
    : GOTO 690
660 PRINT : PRINT "THAT'S ";: INVERSE
    : PRINT "$"; INT (AI - FM);:
     NORMAL : PRINT " EXTRA!": FOR
    WA = 1 TO 1200: NEXT WA
670 PRINT : PRINT "YOU HAVE RAIS
    ED THE MONEY.": PRINT "YOUR
    GENERAL MANAGER WILL STEAL"
```

```
680 PRINT "THE EXTRA $"; INT (AI
    - FM)
690 GOSUB 3340: HOME : GOSUB 120
    : PRINT "NOW THAT YOU HAVE R
    AISED THE MONEY,": PRINT "YO
    U MUST DECIDE HOW TO SPEND I
    T. FOR"
700 PRINT "EACH OF THE MAJOR EXP
    ENSES PRESENTED": PRINT "TO
    YOU, DECIDE ON HOW MUCH TO S
    PEND"
710 PRINT "INITIALLY AND WEEKLY.
     DURING THE": PRINT "FIRST F
    IVE WEEKS (WHILE YOU ARE"
720 PRINT "REHEARSING) THERE WIL
    L BE NO INCOME,": PRINT "SO
    MAKE SURE THAT YOUR EXPENSES
     DO"
730 PRINT "NOT EXCEED $1,000,000
     OR YOU'LL HAVE": PRINT "NOT
    HING LEFT FOR DELAYED OPENIN
    GS,"
740 PRINT "ADVERTISING, ABSORBIN
    G A LOSS FOR": PRINT "A WEEK
     OR TWO, AND THE FACT THAT A
    "
750 PRINT "FULL HOUSE EVERY NIGH
    T WILL ONLY": PRINT "GROSS B
    ETWEEN $150,000 AND $225,000
    ."
760 PRINT "YOUR OBJECT, OF COURS
    E, IS TO SHOW A": PRINT "PRO
    FIT EACH WEEK. REMEMBER, OUT
     OF"
770 PRINT "YOUR FRONT MONEY YOU
    MUSTS PAY ALL": PRINT "OF YO
    UR PRE-OPENING EXPENSES (E.G
    ."
780 PRINT "SETS, COSTUMES, ETC.)
    "
790 GOSUB 3340
```

Fixed expenses.

```
800 HOME : PRINT : PRINT "... FI
    RST YOU MUST HIRE A COMPANY.
    "
810 PRINT "CERTAIN WEEKLY PAYROL
    L EXPENSES": PRINT "ARE ASSU
    MED:"
820 PRINT "$ 5,000 FOR CONTRACT
    STAGEHANDS": PRINT "$ 3,000
    FOR WARDROBE DEPT."
830 PRINT "$ 3,000 FOR CONTRACT
    MUSICIANS": PRINT "$  750 F
    OR PRESS REPS."
840 PRINT "$ 6,000 FOR MANAGEMEN
    T STAFF": PRINT "$ 2,500 FOR
     STAGE MANAGEMENT"
850 PRINT "$17,500 FOR NON-STARR
    ING ACTORS": PRINT "-------"
    : PRINT "$37,950":P = 37950
```

Negotiated salaries.

```
860 PRINT : PRINT "WE WILL NOW D
    EAL WITH THE SALARIES": PRINT
    "THAT CAN BE NEGOTIATED"
870 GOSUB 3340
880 HOME : VTAB 8: PRINT "FOR EA
    CH JOB YOU WILL BE GIVEN 3":
     PRINT "ALTERNATIVES.  IN GE
    NERAL THE MORE"
890 PRINT "YOU SPEND, THE HIGHER
     CALIBER OF": PRINT "PERSON
    YOU WILL HIRE AND THE BETTER
    "
900 PRINT "THE RESULTS (MAYBE).
    OF COURSE, THE": PRINT "MORE
     YOU SPEND, THE HIGHER YOUR"
910 PRINT "WEEKLY PAYROLL WILL B
    E.  SPEND THE ": PRINT "MONE
    Y WHERE YOU THINK IT'S IMPOR
    TANT"
920 GOSUB 3340
930 RESTORE : FOR ZZ = 784 TO 94
    9: READ N: NEXT ZZ
940 FOR C = 1 TO 12: HOME : READ
    J$,F1,W1,F2,W2,F3,W3,I1,I2,I
    3:I(1) = I1:I(2) = I2:I(3) =
    I3: PRINT "JOB-";J$: PRINT
950 VTAB 5: HTAB 7: INVERSE : PRINT
    "INITIAL FEE";: HTAB 20: PRINT
    "WEEKLY ROYALTY": NORMAL
960 VTAB 7: PRINT "1";: HTAB 7: PRINT
    "$";F1;: HTAB 20: PRINT "$";
    W1
970 VTAB 9: PRINT "2";: HTAB 7: PRINT
    "$";F2;: HTAB 20: PRINT "$";
    W2
```

```
980  VTAB 11: PRINT "3";: HTAB 7:
     PRINT "$";F3;: HTAB 20: PRINT
     "$";W3
990  VTAB 14: PRINT "WHICH ";J$;"
     WILL YOU HIRE? ": PRINT "(1
     , 2 OR 3) ";: GET H$:H =  VAL
     (H$)
1000  IF H = 1 THEN PX = PX + F1:
     P = P + W1: GOTO 1040
1010  IF H = 2 THEN PX = PX + F2:
     P = P + W2: GOTO 1040
1020  IF H = 3 THEN PX = PX + F3:
     P = P + W2: GOTO 1040
1030  PRINT : GOTO 990
1040 IT = IT * I(H): NEXT C:IT =
     IT / 1000
1050 FIT = 2 * (IT > 500) + 1.5 *
     (IT <  = 500 AND IT > 200) +
     1.1 * (IT <  = 200 AND IT >
     70)
1060 FIT = FIT + (IT <  = 70 AND
     IT > 1) + 0.75 * (IT <  = 1 AND
     IT >  = 0.1) + 0.5 * (IT < 0
     .1)
1070 IT = FIT: HOME : PRINT
```

Select the theatre.

```
1080  PRINT "YOU NOW HAVE A COMPA
     NY TO WORK WITH.": PRINT "NO
     W DECIDE ON YOUR OTHER EXPEN
     SES."
1090  PRINT "THE MOST IMPORTANT I
     S THE THEATRE.": PRINT "AGAI
     N WE HAVE A CHOICE OF THREE.
     "
1100  PRINT "THEY DIFFER IN CAPAC
     ITY AND THEREFORE": PRINT "I
     N COST. ASSUME A TICKET PRIC
     E OF $16"
1110  INVERSE : VTAB 8: PRINT "TH
     EATRE";
1120  HTAB 9: PRINT "SEATING";: HTAB
     17: PRINT "POSSIBLE";: HTAB
     26: PRINT "COST (% OF"
1130  HTAB 17: PRINT "WEEKLY";: HTAB
     26: PRINT "GROSS+HOUSE"
1140  HTAB 17: PRINT "GROSS";: HTAB
     26: PRINT "PAYROLL)": NORMAL
1150  VTAB 12: HTAB 3: PRINT "1";
     : HTAB 9: PRINT "1400";: HTAB
     17: PRINT "$179,200";
1160  HTAB 26: PRINT "22%+$19,000
     "
1170  VTAB 14: HTAB 3: PRINT "2";
     : HTAB 9: PRINT "1500";: HTAB
     17: PRINT "$192,000";
1180  HTAB 26: PRINT "25%+$20,000
     "
1190  VTAB 16: HTAB 3: PRINT "3";
     : HTAB 9: PRINT "1600";: HTAB
     17: PRINT "$204,000";
1200  HTAB 26: PRINT "28%+$21,000
     ": PRINT
1210  VTAB 19: PRINT "WHICH THEAT
     RE? (1, 2 OR 3) ";: GET H$:H
      = VAL (H$)
1220  IF H = 1 THEN CP = 1400:TX =
     0.22:PR = 19000: GOTO 1260
1230  IF H = 2 THEN CP = 1500:TX =
     0.25:PR = 20000: GOTO 1260
1240  IF H = 3 THEN CP = 1600:TX =
     0.20:PR = 21000: GOTO 1260
1250  PRINT : GOTO 1210
```

Other fixed expenses.

```
1260  HOME : PRINT "NOW DETERMINE
     YOUR OTHER PRE-OPENING": PRINT
     "EXPENSES"
1270  FOR C = 1 TO 5: READ J$,F1,
     W1,F2,W2,F3,W3,I1,I2,I3:I(1)
      = I1:I(2) = I2:I(3) = I3: INVERSE :
PRINT : PRINT "EXPENSE-";J$: PRINT
1280  VTAB 5: HTAB 10: PRINT "INI
     TIAL";: HTAB 20: PRINT "WEEK
     LY": NORMAL
1290  VTAB 7: HTAB 2: PRINT "1";:
      HTAB 11: PRINT F1;: HTAB 21
     : PRINT W1
1300  VTAB 9: HTAB 2: PRINT "2";:
      HTAB 11: PRINT F2;: HTAB 21
     : PRINT W1
1310  VTAB 11: HTAB 2: PRINT "3";
     : HTAB 11: PRINT F3;: HTAB 2
     1: PRINT W3
1320  VTAB 13: PRINT "WHICH DESIG
     N VERSION WILL YOU USE? ";: GET
     H$:H =  VAL (H$)
```

BROADWAY

```
1330  IF H = 1 THEN PX = PX + F1:
    PY = PY + W1: GOTO 1370
1340  IF H = 2 THEN PX = PX + F2:
    PY = PY + W2: GOTO 1370
1350  IF H = 3 THEN PX = PX + F3:
    PY = PY + W3: GOTO 1370
1360  PRINT : GOTO 1320
1370 IU = IU * I(H): HOME : NEXT
    C
1380 FU = 2 * (IU > 7) + 1.5 * (I
    U <  = 7 AND IU >  = 1) + 0.
    8 * (IU < 1):IU = FU
1390  HOME : VTAB 8: PRINT "THE R
    EST OF THE PRE-OPENING": PRINT
    "EXPENSES ARE AS FOLLOWS:"
1400  PRINT : PRINT "$33,000  TAK
    E IN AND SET UP SHOW": PRINT
    "$30,000  PREOPENING ADVERTI
    SING"
1410  PRINT "$ 5,000  OPENING NIG
    HT PARTY": PRINT "$ 3,000  T
    RAVELING EXPENSES"
1420  PRINT "$ 1,500  TICKET PRIN
    TING": PRINT "$ 3,000  REHEA
    RSAL SPACE"
1430  PRINT "$10,000  SALARY BOND
    S": PRINT "-------"
1440  PRINT "$85,500":PX = PX + 8
    5500: GOSUB 3340
```

Rehearsal.

```
1450  HOME : VTAB 8: PRINT "YOU A
    RE NOW READY TO BEGIN THE FI
    VE": PRINT "WEEK REHEARSAL P
    ERIOD. YOUR PAYROLL"
1460  PRINT "EXPENSES WILL BE DED
    UCTED AFTER EACH": PRINT "WE
    EK OF REHEARSALS. AFTER THE
    LAST"
1470  PRINT "WEEK, THE OTHER PRE-
    OPENING EXPENSES": PRINT "WI
    LL BE DEDUCTED."
1480  GOSUB 3340
1490  HOME : FOR W = 1 TO 5: PRINT
    : PRINT "END OF WEEK ";W;" O
    F REHEARSAL"
1500  PRINT "EXPENSES THIS WEEK-"
    ;: INVERSE : PRINT "$";P: NORMAL
    :FM = FM - P: IF FM < 0 THEN
     FOR Z = 1 TO 3000: NEXT Z: GOTO
    2620
1510  PRINT "LEFT FROM FRONT MONE
    Y-";: INVERSE : PRINT "$";FM
    : NORMAL : FOR N = 1 TO 1000
    : NEXT N: NEXT W
1520  GOSUB 3340
1530  HOME :FM = FM - PX: IF FM <
    0 THEN 2620
1540  VTAB 8: PRINT "NOW THAT REH
    EARSALS ARE OVER AND": PRINT
    "YOUR PRE-OPENING EXPENSES A
    RE PAID"
1550  PRINT "YOU HAVE ";: INVERSE
    : PRINT "$";FM;: NORMAL : PRINT
    " LEFT IN AN": PRINT "EMERGE
    NCY ACCOUNT."
1560  GOSUB 3340
```

Possible extra week of rehearsal.

```
1570 R =  INT ( RND (1) * 10) + 1
    : IF R >  = 6 THEN 1630
1580  VTAB 13: HTAB 0: CALL  - 95
    8
1590  HOME : VTAB 9: PRINT "THE D
    IRECTOR WANTS ANOTHER WEEK O
    F": PRINT "REHEARSALS BEFORE
     OPENING"
1600 FM = FM - P: IF FM < 0 THEN
     GOTO 2620
1610  PRINT : PRINT "YOU NOW HAVE
     ";: INVERSE : PRINT "$";FM;
    : NORMAL : PRINT " LEFT": PRINT
    "IN AN EMERGENCY RESERVE."
1620  GOSUB 3340
```

Opening night.

```
1630  HOME : GOSUB 120
1640  FOR J = 1 TO 4: HOME : VTAB
    11: HTAB 18: PRINT "IT'S": VTAB
    13: HTAB 13: PRINT "OPENING
    NIGHT"
1650  FOR B = 1 TO 200: NEXT B: HOME
    : FOR B = 1 TO 70: NEXT B: NEXT
    J:P = P + PY
```

```
1660  VTAB 6: PRINT "WELL, HERE W
      E GO. LET'S HAVE A DRINK": PRINT
      "BEFORE THE REVIEWS COME IN.
      "
1670  PRINT : PRINT "BY THE WAY,
      YOUR REGULAR WEEKLY": PRINT
      "EXPENSES (INCLUDING THE WEE
      KLY"
1680  PRINT "TECHNICAL EXPENSES T
      HAT BEGIN": PRINT "TONIGHT)
      AND THE THEATRE RENTAL ARE:"
1690 P = P + PR: INVERSE : PRINT
      "$";P;: NORMAL : PRINT " PLU
      S ";: INVERSE : PRINT TX * 1
      00;"%";: NORMAL : PRINT " OF
       THE GROSS."
1700  GOSUB 3340
```

Reviews.

```
1710  HOME : PRINT : PRINT "HERE
      COMES THE PRESS AGENT WITH T
      HE": PRINT "REVIEWS": PRINT
      : PRINT
1720 IV = IT * IT + IU
1730 IX = 2 * (IV > 5) + 1.5 * (I
      V <  = 5 AND IV > 3) + 1.25 *
      (IV <  = 3 AND IV > 2) + 1.1
       * (IV <  = 2 AND IV > 1) +
      (IV <  = 1)
1740  GOSUB 2040: INVERSE : PRINT
      "KERR-THE TIMES-": NORMAL : ON
      R1 GOTO 1750,1760,1770,1780,
      1790
1750  PRINT "THE WORST THING I EV
      ER SAW.":P9 = P9 + 1: GOTO 1
      800
1760  PRINT "WEAK SHOW: POOR ACTI
      NG, POOR DIRECTION": PRINT "
      POOR, POOR INVESTORS.":P9 =
      P9 + 2: GOTO 1800
1770  PRINT "I LIKED IT--WITH RES
      ERVATIONS.":P9 = P9 + 3: GOTO
      1800
1780  PRINT "A THOROUGHLY ENJOYAB
      LE EVENING.":P9 = P9 + 4: GOTO
      1800
1790  PRINT "A FINE PIECE OF THEA
      TRE.":P9 = P9 + 5
1800  FOR N = 1 TO 1000: NEXT N: GOSUB
      2040: INVERSE : PRINT "BARNE
      S-THE POST": NORMAL : ON R1 GOTO
      1810,1820,1830,1840,1850
1810  PRINT "A TERRIBLE SHOW.":P9
       = P9 + 1: GOTO 1860
1820  PRINT "I WAS BORED DURING T
      HE FIRST ACT": PRINT "AND GO
      NE DURING THE SECOND.":P9 =
      P9 + 2: GOTO 1860
1830  PRINT "A PLEASANT EVENING."
      :P9 = P9 + 3: GOTO 1860
1840  PRINT "MUCH FUN--GO SEE IT!
      ":P9 = P9 + 4: GOTO 1860
1850  PRINT "A MUST SEE! RUN, DON
      'T WALK TO THIS.":P9 = P9 +
      5
1860  FOR N = 1 TO 1000: NEXT N: GOSUB
      2040: INVERSE : PRINT "WATT-
      THE NEWS-": NORMAL : ON R1 GOTO
      1870,1880,1890,1900,1910
1870  PRINT "THE WORST PLAY IN MY
       80 YEARS OF": PRINT "REVIEW
      ING":P9 = P9 + 1: GOTO 1920
1880  PRINT "THE LAST PLAY I SAW
      THAT WAS THIS": PRINT "BAD W
      AS IN 1904.":P9 = P9 + 2: GOTO
      1920
1890  PRINT "NICE. BROUGHT BACK M
      EMORIES OF THE": PRINT "BLAC
      K CROOK-":P9 = P9 + 3: GOTO
      1920
1900  PRINT "FUN FOR ALL AGES. BR
      ING YOUR": PRINT "GRANDPAREN
      TS.":P9 = 9 + 4: GOTO 1920
1910  PRINT "THE BEST THING I'VE
      SEEN THIS CENTURY.":P9 = P9 +
      5
1920  FOR N = 1 TO 1000: NEXT N: GOSUB
      2040: INVERSE : PRINT "SHALI
      T-NBC NEWS-": NORMAL : ON R1
       GOTO 1930,1940,1950,1960,19
      70
1930  PRINT "SHOULD NOT BE ALLOWE
      D ANY CLOSER TO": PRINT "NEW
       YORK THAN BOISE, IDAHO.":P9
       = P9 + 1: GOTO 1980
```

```
1940  PRINT "I'VE SEEN WORSE, BUT
      NOT MANY.":P9 = P9 + 2: GOTO
      1980
1950  PRINT "IT WON'T RUN ANY LON
      GER THAN DOLLY BUT": PRINT "
      MAYBE LONGER THAN KELLY.":P9
       = P9 + 3: GOTO 1980
1960  PRINT "A HOOT.":P9 = P9 + 4
      : GOTO 1980
1970  PRINT "IF YOU HURRY, YOU CA
      N GET TICKETS FOR": PRINT "L
      ATE IN 1985.":P9 = P9 + 5
1980  FOR N = 1 TO 1000: NEXT N: GOSUB
      2040: INVERSE : PRINT "SIMON
      -NEW YORK MAG-": NORMAL : ON
      R1 GOTO 1990,2000,2010,2020,
      2030
1990  PRINT "I HATED IT.":P9 = P9
       + 1: GOTO 2060
2000  PRINT "A TERRIBLE SHOW.":P9
      = P9 + 2: GOTO 2060
2010  PRINT "IT'S THE PITS.":P9 =
      P9 + 3: GOTO 2060
2020  PRINT "THE WORST THIS YEAR.
      ":P9 = P9 + 4: GOTO 2060
2030  PRINT "I COULDN'T STAND IT.
      ":P9 = P9 + 5: GOTO 2060
2040 R1 =  INT ( RND (1) * 10) +
      1:R1 = R1 * IV:R1 =  INT (R1
      / 9): FOR TI = 1 TO 200: NEXT
      TI
2050  RETURN
2060  GOSUB 3060
2070  HOME : VTAB 8: PRINT "ALL R
      IGHT, THE SHOW IS OPENED.": PRINT
      "AFTER EACH WEEK YOU WILL GE
      T A REPORT"
2080  PRINT "OF HOW MANY TICKETS
      WERE SOLD": PRINT "AND HOW M
      UCH MONEY WAS TAKEN IN. YOU"

2090  PRINT "WILL ALSO BE ASKED H
      OW MUCH YOU WANT": PRINT "TO
       SPEND ON ADVERTISING AND IF
       YOU"
2100  PRINT "WANT TO CHANGE THE T
      ICKET PRICE.": PRINT "REMEMB
      ER, CHEAPER PRICES = HIGHER"
2110  PRINT "VOLUME.": GOSUB 3340
```

Set advertising budget.

```
2120  HOME : PRINT : PRINT "YOU H
      AVE ";: INVERSE : PRINT "$";
      FM;: NORMAL : PRINT " LEFT I
      N": PRINT "FRONT MONEY ACCOU
      NT."
2130  PRINT : PRINT "HOW MUCH DO
      YOU WANT TO SPEND ON": INPUT
      "ADVERTISING THIS WEEK? ";AD
2140  IF AD < 0 THEN  VTAB  PEEK
      (37) - 2: CALL  - 958: GOTO
      2130
```

Change ticket price.

```
2150  PRINT : PRINT "THE CURRENT
      TICKET PRICE IS ": INVERSE :
       PRINT "$";SP: NORMAL : VTAB
      11: PRINT "DO YOU WANT TO CH
      ANGE THE TICKET": PRINT "PRI
      CE? ";
2160  GET AN$: IF AN$ <  > "Y" AND
      AN$ <  > "N" THEN 2160
2170  IF AN$ = "N" THEN  PRINT : GOTO
      2210
2180  PRINT : INPUT "CHANGE TO WH
      AT TICKET PRICE? ";SN
2190  IF SN = SP THEN  PRINT "THA
      T'S THE CURRENT TICKET PRICE
      ": GOTO 2150
2200 D = (SP - SN) * 2:P9 = P9 +
      D:SP = SN
2210 WK = WK + 1: IF WK / 3 =  INT
      (WK / 3) THEN P9 = P9 - 2
2220  IF WK / 10 =  INT (WK / 10)
       THEN P9 = P9 - 2
2230  IF WK / 18 =  INT (WK / 18)
       THEN P9 = P9 - 2
2240  IF WK / 13 <  >  INT (WK /
      13) THEN 2270
```

Distribute profits.

```
2250 SE = SE * 0.9:SD = SD - SE:S
      F = SF + SE: PRINT : PRINT "
      90% OF PROFITS DISTRIBUTED T
      O": PRINT "INVESTORS FOR 13
      WEEKS"
2260  FOR B = 1 TO 1000: NEXT B
```

```
2270 P9 = P9 + AD / 10000
```

Random events.

```
2280 R =  RND (1) * 10: IF R > 6 THEN
     R =  INT ( RND (1) * 12) + 1
     : ON R GOTO 2300,2310,2320,2
     330,2340,2350,2360,2370,2380
     ,2390,2400,2410
2290  GOTO 2420
2300  PRINT "STAR GETS SICK-MUST
     BE REPLACED.":P9 = P9 - 2: GOTO
     2420
2310  PRINT "UNIONS GET PAY HIKE.
     ":P =  INT (P * 1.03): GOTO
     2420
2320  PRINT "STAR'S CONTRACT ENDS
     -WANTS MORE $$$.":P =  INT (
     P * 1.03): GOTO 2420
2330  PRINT "SHOW WINS 3 TONYS":P
     9 = P9 + 2: GOTO 2420
2340  PRINT "FREE PUBLICITY DUE T
     O GOOD PRESS AGENT":P9 = P9 +
     1: GOTO 2420
2350  PRINT "SHOW WINS CRITIC CIR
     CLE AWARD.":P9 = P9 + 1: GOTO
     2420
2360  PRINT "HEAVY SNOW FOR FIVE
     WEEKS.":P9 = P9 - 1: GOTO 24
     20
2370  PRINT "NEWSPAPER STRIKE IN
     IT'S SECOND MONTH.":P9 = P9 -
     1: GOTO 2420
2380  PRINT "T.V. REPORTS ON HIGH
      CRIME IN": PRINT "BROADWAY
     AREA":P9 = P9 - 1: GOTO 2420
2390  PRINT "CITY REPORTS CONVENT
     ION BUSINESS UP.":P9 = P9 +
     1: GOTO 2420
2400  PRINT "GOOD WORD OF MOUTH O
     N THE SHOW":P9 = P9 + 1: GOTO
     2420
2410  PRINT "BAD WORD OF MOUTH ON
      THE SHOW.":P9 = P9 - 1
2420  VTAB 20: GOSUB 3340
2430  HOME : INVERSE : PRINT : HTAB
     (20 - ( LEN (PROD$) / 2)): PRINT
     PROD$: NORMAL : VTAB 4: HTAB
     13: PRINT "WEEKLY REPORT": PRINT
```

Weekly statistics.

```
2440  PRINT "WEEK ";WK;": ";WK *
     8;" PERFORMANCES"
2450  PRINT "THEATRE CAPACITY (PE
     R PERFORMANCE): ";CP
2460  PRINT "TICKET PRICE: $";SP
2470  PRINT "MAXIMUM GROSS (PER W
     EEK): $";SP * CP * 8:P8 = P9
     : IF P9 < 0 THEN P9 = 0
2480  PRINT : PRINT "TICKETS SOLD
      THIS WEEK: ";:TS = 0:TS = (
     (IX * P8) / 60) * CP * 8: IF
     TS > CP * 8 THEN TS = CP * 8
2490  PRINT  INT (TS)
2500  PRINT "GROSS THIS WEEK: $";
     :TG = TS * SP: PRINT  INT (T
     G)
2510  PRINT "EXPENSES THIS WEEK:
     $";:P5 = P + (TG * TX) + AD:
      PRINT  INT (P5)
2520  PRINT :ST = TG - P5: PRINT
     "NET";: IF ST < 0 THEN  PRINT
     " LOSS";
2530  IF ST > 0 THEN  PRINT " PRO
     FIT";
2540  PRINT " THIS WEEK: $"; ABS
     ( INT (ST))
```

```
2550  IF ST < 0 THEN SD = SD + ST

2560  IF SD < 0 THEN FM = FM + SD
     :SD = 0
2570  IF ST > 0 THEN SD = SD + ST

2580  PRINT "NET PROFIT TO BE PAI
     D TO INVESTORS:": PRINT "$";
      INT (SD)
2590  PRINT "LEFT FROM FRONT MONE
     Y $"; INT (FM): IF FM < 0 THEN
      FOR Z = 1 TO 3000: NEXT Z: GOTO
     2620
2600  GOSUB 3060
2610  HOME : PRINT : GOTO 2130
```

Too much money spent.

```
2620  HOME : VTAB 8: PRINT "YOU H
     AVE SPENT MORE MONEY THAN YO
     U": PRINT "HAVE. THE STATE A
     TTORNEY GENERAL'S"
2630  PRINT "OFFICE WILL CONTACT
     YOU BY THE FIRST": PRINT "OF
      THE MONTH.  THEY ASK THAT B
     EFORE"
2640  PRINT "THEN YOU TAKE THE TI
     ME TO SEE": PRINT "'THE PROD
     UCERS' WITH ZERO MOSTEL TO"
2650  PRINT "SEE WHERE YOU WENT W
     RONG."
2660  PRINT : INVERSE : PRINT "SH
     OW-BIZ STILL IN YOUR BLOOD?"
     ;: NORMAL
2670  GET AN$: IF AN$ <  > "Y" AND
     AN$ <  > "N" THEN 2670
2680  IF AN$ = "Y" THEN  HOME : RUN
2690  HOME : END
```

Show is closed.

```
2700  HOME : INVERSE : VTAB 4: HTAB
     (20 - ( LEN (PROD$) / 2)): PRINT
     PROD$;: NORMAL :VX = 2: GOSUB
     120:VX = 0
2710  INVERSE : VTAB 6: HTAB 6: PRINT
     "C L O S I N G   N O T I C E
     ": NORMAL
2720  PRINT : PRINT "IT IS WITH G
     REAT REGRET THAT WE": PRINT
     "POST THIS NOTICE. WE WANT T
     O THANK"
2730  PRINT "ALL OF YOU FOR ALL O
     F YOUR HARD": PRINT "WORK. P
     LEASE BE ADVISED THAT THIS"
2740  PRINT "PRODUCTION WILL CLOS
     E TWO WEEKS FROM": PRINT "TO
     NIGHT.  AGAIN, THANK YOU."
2750  PRINT : PRINT : PRINT "SINC
     ERELY YOURS": INVERSE : PRINT
     : PRINT PROD$: NORMAL : PRINT
     : PRINT "YOUR FINAL TOTAL TO
      FOLLOW"
2760  GOSUB 3340
```

Final statistics.

```
2770  HOME : VTAB 3: HTAB 3: INVERSE
     : PRINT "FINAL TOTALS:": NORMAL
     : PRINT : PRINT "YOUR SHOW R
     AN FOR ";WK;" WEEK" CHR$ (83
      * (WK <  > 1)): PRINT "BEFO
     RE CLOSING."
2780  PRINT "THAT'S ";WK * 8;" PE
     RFORMANCES."
2790  PRINT "OUT OF YOUR ORIGINAL
      $1,000,000 YOU": PRINT "HAD
      $"; INT (FM);" LEFT WHICH H
     AS BEEN"
2800  PRINT "GIVEN BACK TO YOUR I
     NVESTORS.": PRINT "TOTAL AMO
     UNT PAID TO INVESTORS:": PRINT
     "$" INT (SD + SF + FM).";
2810  PRINT "THAT MAKES A "; INT
     (SD + SF + FM - 1E6) / 10000
     ;"% RETURN": PRINT "ON THEIR
      INVESTMENT."
2820  PRINT "(A 0% RETURN IS THE
     BREAK-EVEN": PRINT "POINT FO
     R YOUR INVESTORS."
2830  PRINT "A NEGATIVE RETURN IS
      A LOSS):": GOTO 2660
```

Machine language data.

```
2840  DATA 201,83,240,7,201,84,24
     0,55,76,201,222,32,132,3,138
     ,41,15,133,255,165,253,133,2
     51,198,251,208,25,173,48,192
     ,165
2850  DATA 253,133,251,164,255,23
     4,234,136,16,251,173,48,192,
     164,255,234,200,192,16,144,2
     50,160,10,136,208,253,32,143
     ,3,144,217,96
```

BROADWAY

```
3220  FOR N = 1 TO 100: IF  PEEK
      (49152) > 127 THEN 3280
3230  NEXT
3240 A$ =  MID$ (A$,2) +  LEFT$ (
      A$,1)
3250 B$ =  RIGHT$ (B$,1) +  LEFT$
      (B$,39):X =  PEEK (49152): IF
      X > 127 THEN 3280
3260 A = A + 1: IF A = 16 THEN A =
      1
3270  GOTO 3180
3280  POKE 49168,0: TEXT : HOME :
      RETURN
```

Word-wrap routine.

```
3290 LT =  LEN (T$): IF LT < 40 THEN
      PRINT T$: RETURN
3300  FOR X = 40 TO 1 STEP  - 1: IF
      MID$ (T$,X,1) = " " THEN 33
      20
3310  NEXT : PRINT  LEFT$ (T$,39)
      :T$ =  MID$ (T$,40): GOTO 32
      90
3320  PRINT  LEFT$ (T$,X - 1): IF
      X = LT THEN  RETURN
3330 T$ =  MID$ (T$,X + 1): GOTO
      3290
```

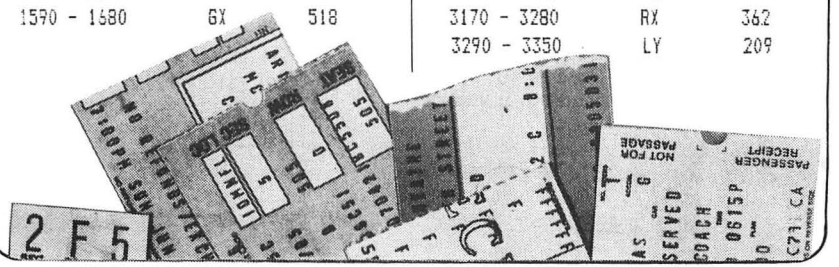
Wait for a keypress.

```
3340  PRINT : HTAB 6: INVERSE : PRINT
      "PRESS ANY KEY TO CONTINUE":
       NORMAL
3350  WAIT 49152,128: POKE 49168,
      0: RETURN
```

SWAT TABLE

For APPLE® BROADWAY

LINES	SWAT CODE	LENGTH	LINES	SWAT CODE	LENGTH
100 - 210	ZK	441	1690 - 1780	CB	534
220 - 310	JJ	542	1790 - 1870	DU	514
320 - 390	TT	530	1880 - 1950	TK	571
400 - 480	TY	536	1960 - 2070	QP	523
490 - 550	ZP	528	2080 - 2150	WA	533
560 - 670	EV	528	2160 - 2270	AB	423
680 - 740	IO	525	2280 - 2370	GG	528
750 - 830	NI	516	2380 - 2480	HQ	555
840 - 910	ZD	540	2490 - 2600	UZ	386
920 - 1030	LK	454	2610 - 2720	CW	572
1040 - 1130	MS	523	2730 - 2800	EY	543
1140 - 1250	OO	429	2810 - 2860	YL	593
1260 - 1370	WF	475	2870 - 2940	TT	530
1380 - 1460	TU	565	2950 - 3040	DC	509
1470 - 1580	VR	497	3050 - 3160	YS	427
1590 - 1680	GX	518	3170 - 3280	RX	362
			3290 - 3350	LY	209



```
2860  DATA 32,132,3,134,254,165,2
      53,133,251,165,254,133,252,1
      98,251,240,6,70,255,165,255,
      16,7,173,48,192,165,253,133,
      251,198,252,240,6,70,255,165
      ,255,16,7,173,48,192,165
2870  DATA 254,133,252,32,143,3,1
      44,217,96,32,245,230,134,253
      ,32,190,222,76,70,231,165,80
      ,208,8,165,81,208,2,56,96,19
      8,81,198,80,24,96
2880  DATA 0,0,173,48,192,136,208
      ,5,206,160,3,240,9,202,208,2
      45,174,159,3,76,161,3,96
```

Data for negotiable salaries.

```
2890  DATA DIRECTOR,15000,500,750
      0,250,2500,100,10,1,.25
2900  DATA "MALE STAR",0,20000,0,
      10000,0,2500,10,1,.5
2910  DATA "FEMALE STAR",0,16000,
      0,8000,0,2000,7,1,.75
2920  DATA "SET DESIGNER",10000,3
      00,5000,200,1500,50,3,1,.85
2930  DATA "COSTUME DESIGNER",100
      00,300,5000,200,1500,50,2,1,
      .9
2940  DATA "LIGHTING DESIGNER",80
      00,300,4000,200,1000,50,1.5,
      1,.8
2950  DATA "SOUND DESIGNER",4000,
      200,2000,100,750,25,2,1,.75
2960  DATA CHOREOGRAPHER,10000,30
      0,6000,150,2000,75,3,1,.75
2970  DATA COMPOSER,20000,800,100
      00,400,5000,150,8,1,.7
2980  DATA LYRICIST,15000,600,750
      0,300,3000,150,7,1,.8
2990  DATA "BOOK AUTHOR",15000,60
      0,7500,300,3000,150,7,1,.75
3000  DATA ARRANGER,8000,600,5000
      ,400,1500,100,4,1,.85
```

Data for additional expenses.

```
3010  DATA SETS,150000,200,75000,
      100,50000,75,2,1,.75
3020  DATA LIGHTS,3000,750,1500,5
      00,1000,200,2,1,.75
3030  DATA COSTUMES,100000,2000,5
      0000,1000,15000,250,2,1,.75
3040  DATA SOUND,3000,1000,1500,5
      00,1000,200,2,1,.75
3050  DATA PROPS,40000,1000,20000
      ,500,5000,150,1.75,1,.9
```

Check if the producer wishes to close the show.

```
3060  PRINT : PRINT "DO YOU WANT
      TO CLOSE THE SHOW? ";
3070  GET AN$: IF AN$ <  > "Y" AND
      AN$ <  > "N" THEN 3070
3080  IF AN$ = "Y" THEN  POP : GOTO
      2700
3090  RETURN
3100  END
```

Set up sound routine.

```
3110  POKE 1013,76: POKE 1014,16:
      POKE 1015,3
3120  FOR ZZ = 784 TO 949: READ N
     : POKE ZZ,N: NEXT
3130  RETURN
```

Introduction.

```
3140 A$ = "SOFTSIDE PRESENTS....B
     ROADWAY":C$ = A$:B$ = "PRESS
      ANY KEY TO START"
3150 LA = 20 -  LEN (A$) / 2: FOR
     N = 1 TO LA:A$ = "." + A$: NEXT
     N: FOR N = 1 TO 40 -  LEN (A
     $):A$ = A$ + ".": NEXT N
3160 LB = 20 -  LEN (B$) / 2: FOR
     N = 1 TO LB:B$ = "." + B$: NEXT
     N: FOR N = 1 TO 40 -  LEN (B
     $):B$ = B$ + ".": NEXT N
3170  GR :A = 1
3180  COLOR= A: HLIN 14,17 AT 10:
      VLIN 10,14 AT 14: HLIN 14,1
     7 AT 14: VLIN 14,21 AT 17: HLIN
     0,17 AT 21
3190  HLIN 21,25 AT 10: VLIN 10,1
     4 AT 21: HLIN 21,25 AT 14: VLIN
     14,23 AT 25: HLIN 0,25 AT 23
3200  IF A = 1 THEN AA = AA + 1: IF
     AA = 1 THEN VX = 2: GOSUB 12
     0:VX = 0
3210  VTAB 21: PRINT A$: VTAB 23:
      PRINT B$;: IF  MID$ (A$,LA +
     1, LEN (C$)) <  > C$ THEN 32
     40
```

THE PRISONER

DV BONUS

A Struggle For Information

The Prisoner is an intellectually challenging player versus machine game inspired by the British television series of the same name. You are one of the inhabitants of the Island from whom information is wanted. In particular, your captors wish to know why you resigned your job and will go to quite extreme means to extract from you that one piece of information — which is in the form of a three digit resignation code. Indeed, the entire Island is your own personal prison. Every building, path, person and supposed escape route appears to be part of a grand deception to throw you off your guard and reveal your private reasons for resigning.

Basically, this is a game of the power of the individual against the forces of oppression. As The Prisoner, a person of conscience and a strong sense of individuality, you are armed with this sense, your intelligence, your intuition and desperation. The Apple has, as does the Island itself, an arsenal of trickery, coercion, propaganda, lies, false clues, false escapes, ambiguity, inconsistency, allegory and frustration.

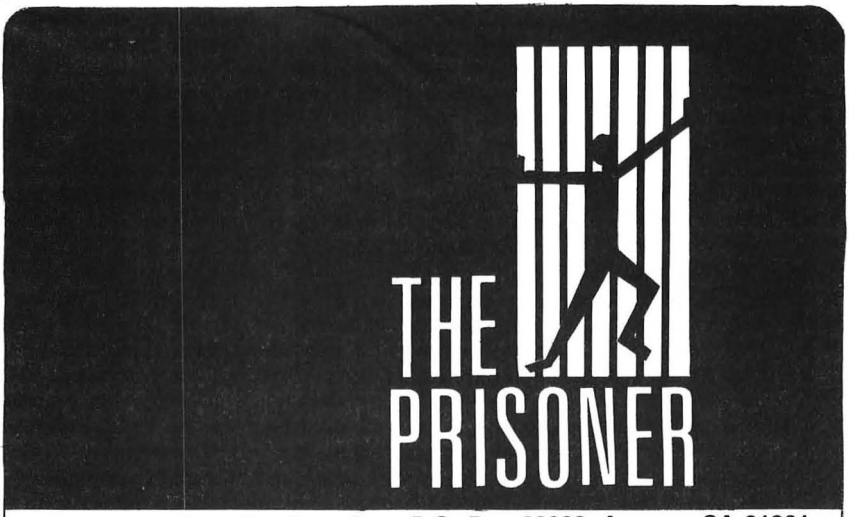
Both sides have a single objective that is simple in concept, but not in achievability. The player's goal is to escape from the Island; the computer's is to get the player to reveal his resignation code. Thus, this adventure is a struggle for information. The player possesses some very valuable (and perhaps dangerous) information that the authorities of the Island wish to uncover, while the player himself must in turn sift through what information the computer provides about the Island to discover the means for escape. It is also a struggle of the individual against society, for the authority sees the player's resignation and guarded reasons as rebellion and, through representations of various institutions of society, tries to convince the player that lack of cooperation and obedience to the will of the authority is disharmonious and against the best interests of the security, stability and preservation of the whole.

Cellular Structure

The Prisoner is actually an elaborate game system comprised of nearly 25 different games and adventures taking place on the Island. The player need only boot the disk to enter this exclusive resort, while the computer takes over the game management, error detection and control, and status files. The Island maintains tight control over the situation and knows how to handle its guests quite effectively.

Playing time is extensive. If you want a quick shoot-em-up, look elsewhere. This is a psychological assault, and such things take time. The adventures on the Island will capture you for many sessions of play since escape from this intricate prison is far from easy. When you need a reprieve, you may suspend the game at any point and save the game status until you are ready to try again by simply typing CTRL-C.

Stopping the game is a method the desperate may use to gain some clues on how to win the game, but at the cost of ten points for each clue given. The clues are given randomly and those with higher scores have a chance to get a better clue. A warning: Depending on your score and the random number generator you may get the same clue over and over, each time losing ten points. Even with a high score, the better clues may come up only rarely. Why should the keepers make things easier for the prisoners?



From Edu-Ware Services, Inc., P.O. Box 22222, Agoura, CA 91301. System requirements: Apple® II, II+ or IIe with Applesoft, 48K and disk drive. Apple IIe users make sure CAPS LOCK is down. The Prisoner occupies the entire back side of this issue's Apple DV.

Anger. Indignation. You are finally fed up with your line of work, with The Company, with the whole system in general. And they were so damned impersonal about accepting your resignation, too! How do you vent your anger at a machine, blinking coldly at you? What does the machine care about the thoughts that have been building up in your conscience over the last few months? Coldly and efficiently it reduced them to a computer-digestible three-digit "resignation code." Yet, considering the context of your oratory, it was appropriate.

Well, at last it is over. Your mind is calm, your conscience clear. Now you want only to get as far away from the Service and its repugnant secrets as possible. Where should you go for an escape? Paris is nice at this time of year. You've had some pleasurable assignments in Madrid. New York is always....

Drowsiness. Darkness. Drowsiness. Awake. What a sleep. Wait! Where are you? A glance out the window tells you that foul play has occurred. You have been abducted and imprisoned on "the Island," an isolated, self-contained community that is a bizarre perversion of society where sophisticated brain washing techniques, electronic survelliance devices, plots, counterplots, delusions, paradoxes and oppression abound.

Here, you can trust no one and no thing. Prisoners and keepers are indistinguishable, rules are vague and inconsistent, truth and falsehood are indeterminable. Even your own identity is at times in question. The only certainties are that you are the prisoner of someone known only as "the Caretaker for the Master," who seeks to know why you resigned and will go to any means to obtain that information. Your one consolation is that they don't want to damage you. At least not permanently.

You must escape, but clues are hard to come by and allies come even harder. Your tools are your intelligence, intuition and sense of individuality. Will you manage to escape, or will you be broken, absorbed into the system, and forever remain *The Prisoner?*

DV BONUS

The game has a liberal amount of visual stimulation. Over forty displays of text, low resolution, and high-resolution graphics, as well as sound effects, keep your attention and interest at a peak during even the most lengthy session of play. Many experiences and options are available. A generous helping of *random* events, play inputs and decisions, places, and adventures keep *The Prisoner* from being just another fixed-algorithm game. The Island is a complex environment, and you will not discover all its amenities even after many sessions.

You must learn the rules as you play, because, just as in real life, the rules are not laid out beforehand, but must be discovered as you go along. In fact, rules are not even consistent on the Island — keys that perform particular functions in one part of the game may have totally different functions in another section. Remember that your keepers are always in control and that they deliberately keep things vague and inconsistent to manipulate and frustrate you. Keep alert, be persistent, and don't be afraid to experiment.

Every decision is scored. The Island keeps you under constant surveillance and monitors your every movement. It increments or decrements your score based upon whether or not your actions are those of an individual. The more individualistic you are, the greater your score will be. This score is revealed only upon winning, losing or suspending the game, and is closely linked with your chances of escaping. Many doors are closed to you until your score reaches a high enough value. Since this score usually is invisible to you, weigh and verify your decisions to determine if they are in your own best interests. The authorities will give you no help.

The challenge is to your mind. Success in the game requires reading between lines, logical deduction, developing new and creative patterns of thinking, making intuitive moves and detecting trickery. This is not an easy game to win, and every sub-game is a challenge in itself, requiring different mental disciplines. You will find yourself at times frustrated, confused, discouraged, puzzled, perhaps even angry. Don't give in! The Island authorities want you in this condition so as to absorb you into the complacent, nonthinking, nonresisting masses. A sense of humor and a refusal to give in make for a strong shield against the manipulative and coercive forces of the Island.

Winning is both absolute and relative. The main object of the game is to escape from the Island. But for those of you who are numerically minded, or who have a tendency to reveal your resignation code too readily, the score provided at the end of the game lets you judge your performance.

A Note to Fans of the Series

While this game was inspired by the Patrick McGoohan's "The Prisoner" series, it is not meant to be an adaptation of it. Fans may recognize many elements of the show, which were retained to preserve the spirit and message, but they may be disappointed that certain other elements are missing or changed. Though we are great fans of the series, we are also "individuals" with creative concepts of our own.

Instructions

The Prisoner is a complex game to win, but not to operate. The game is a complete turn-key system, requiring you to do nothing other than to insert the disk and boot it. From then on, the computer takes over the maintenance of the program.

DV BONUS

DV BONUS

However, the task of operating the game is entirely up to the player; hence, these expertly crafted instructions. Although many software purchasers refuse to believe this, accompanying documentation is as important as the program itself. You will be severely handicapped and frustrated without these instructions. Read the opening section to get into the spirit of the game. Contrary to what many Orwellian authorities may wish you to think, ignorance is not strength. Only the most informed individual will be least duped and manipulated by the society.

Always leave your Prisoner disk in the drive and keep the drive door closed. This is a disk-intensive game (it accesses the disk *a lot*) and should not be disturbed until the session is finished. Don't worry if you accidentally remove the disk or open the door during play, for the error handling routines are quite forgiving and will just groan at you the next time you access the disk until the situation is remedied. The game will not be disturbed; nevertheless, it is annoying.

The game always begins with a brief representation of the prisoner's resignation and display of his three digit resignation code, even if you are continuing a previously suspended game. The resignation code is the heart of the game — the reason you have been imprisoned on the Island. You must either memorize it or write it down. Forgetting the code will not aid you. The authorities are trying to get you to enter your resignation code into the computer, and you might be tricked into doing so — even if you don't know the correct sequence of numbers. Under no circumstances reveal this number, because you will lose the game automatically. When you start a new game, you receive 500 Island credit units to spend.

The Castle

Following the display of your resignation code is your "abduction" to the Island. You will wind up in the Castle at the start of every session and the end of every unsuccessful escape attempt. Your arrival in the Castle represents a new day or adventure on the Island. Since this is your first experience after being captured we will give you this one bit of information: The Castle really is a maze, a prison within a prison from which to escape.

The Island

The Island has twenty different structures, each containing a different adventure or experience. Only four appear on the screen at any one time. Occasionally, you may see a gate to the outside world. At times you will discover that the buildings have been rearranged when you are sent back to the Castle. This disorientation is your penalty for escape. Nothing else is disturbed; this is frustrating enough.

Losing

The only way to lose is to reveal your resignation code deliberately or unintentionally. When you do so, the program resets the disk files to a new game status (your score is zero, you have 500 credits and your possessions are lost). You will receive your final score, and the game will end. No pardon is possible.

Winning

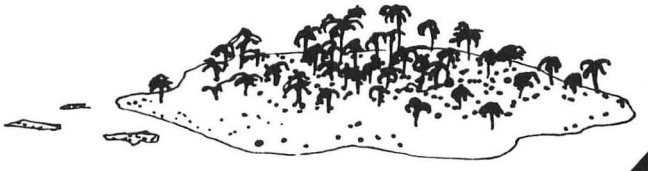
The only way to win the game is to escape (by the way, that may be escape literally, figuratively, physically or mentally) from the Island. And the way to escape is to.... Ah, but that would be telling. You may find one or several, or even no ways to escape; that is for you to discover and decide. As with losing, winning the game sets the disk files to a new game status so the next session has no record of the previously played game.

When you do discover a method for escaping, please keep it a secret (unless they threaten to do bodily harm to themselves or you in order to find out, and even then they might regret it). You have had your fun; don't ruin it for others. If someone tells you a way, remember that it might not work if your score isn't high enough, and that plenty of demanding things are still on the Island to master and discover.

Strategy

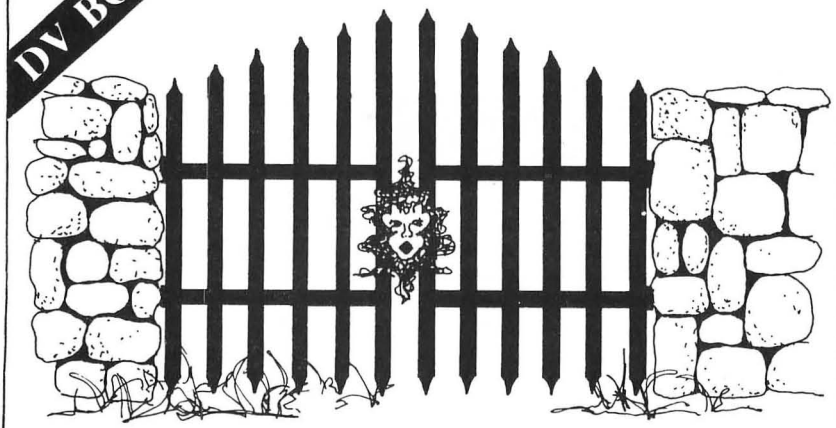
Just as with any other escape attempt, doing well in the game requires developing a strategy that takes into account both your prison and your keepers. Following are some points to consider:

- Keep pen and paper close at hand. You will have a number of objects and pieces of information to keep track of during the course of the game: buildings, credits, clues and the like. You must do all of your own bookkeeping. If this seems unneccesarily tedious, remember that the computer is not there to help you — it is your adversary.
- Use your keyboard. Not every input into the program has a prompt. If the program appears to stop or "hang," probably it is waiting for you to type something in and perhaps even measuring your response time. If you get impatient, do not wait for the computer. Take the initiative and try nudging the keyboard.
- A flashing cursor always indicates that the computer is waiting for you to type something. It may desire only a single keystroke response or several keystrokes followed by a RETURN. Be aware that sometimes the backspace key is disabled, and after an input reaches a certain length a RETURN is generated whether you pressed that key or not. Keep your eyes on the screen



DV BONUS

DV BONUS



and what you are typing. You will find that certain keys have a special function at one point in the program, but may not behave the same way in another. Consistency is not one of the attributes of the Island. Be open to change. Remember that the only means of communicating with your computer is through the keyboard. When in doubt, type something, anything. However, desirable results cannot always be guaranteed.

- Use your head. Few instructions are included within the program — and this is no accident. To get into the spirit of the game, you must place yourself into the prisoner's position, an uncertain pawn of imperceptible forces. When confronted with a problem, try different approaches, whether they be logical, intuitive, creative or desperate. Please do read the instructions that are presented, and then decide if you care to follow them.
- Explore the Island thoroughly. If you enter a building or other location that you do not understand or find uninteresting, leave and discover one that you find more appealing. But do not make hasty evaluation. Some buildings have special features that you must discover through experiment or luck. Try visiting different locations at different times and don't be afraid to break the rules.
- Don't let the game get to you. If you find yourself getting overly frustrated, stop the game for a while, and come back later with a fresh mind. It isn't meant to be played in one sitting. If you do find the authorities are beggining to rattle you, remember that that is exactly what they want. Keep your cool and sense of humor.
- If you think the program isn't working, try again. What you may at first believe to be an error may not be the case. A trick might have been played on you; certain possessions must be gained or tasks performed to get something to work; or the computer may be waiting for you to press certain keys or make certain responses. Don't be too quick to assume an error, and remember that CTRL-C can get you out of any section of the program.
- Above all, this is a game of psychology. While the Island is trying to psych you out, you must in turn try to psych out your keepers. From your knowledge of the Island, try to guess how its designers' minds work. Your one hope for escape is to second guess them.

MAD SCIENTIST

by Thomas Hanlin III
Apple version by Fred Pence

Mad Scientist is an adventure program for any Apple® computer.

Have you ever felt the urge to go adventuring, but were foiled by a severe deficiency of giants, dragons and mad scientists in your neighborhood? Well, here's your chance!

Your task is to enter the mad scientist's haunted house, rescue the fiend's beautiful daughter, and get out of the house before it's blown sky-high (after about 225 turns). It won't be easy! You cannot enter the daughter's room until a certain event has occurred. Secret passageways bar your path. Monsters pop up at inopportune moments and try to kill you, as is their custom. The directional compass in the lower corners of the screen won't show you everything!

You accomplish your tasks in this game by using one- or two-word commands such as "GO NORTH" and "SCORE". Finding these will be part of the fun. Let it be a challenge to you!

For further general information on adventure games, see the ***SoftSide*** **Adventure Series** on page 32.

Variables

A(*,*): Directions possible from room.
AR(*): Rooms with special happenings.
A$(*): Room descriptions.
BU: Fence on (1), Off (-1).
DA: Daughter flag (1-after gotten).
DD: Direction counter for valid directions.
OD$: Directions strings.
FLAG: Front door flag.
F2: Electric fence message diplayed flag.
F9: Escape flag (Player has daughter and fence is off).
GH$(*): Monster identifier.
GS: Monster key (0-Skeleton, 1-Ghost).
LF: Weapon flag (1-In room, 0-In possession).
M(*): Room direction available from secret passage.
MO(*): New room accessible from secret passage.
MO$: Object in move object.
MO$(*): Array of movable objects.
MV: Number of moves.
NR: Prospective next room or special message.
OE: Return to driveway without daughter flag.
OL: Room for repositioning player when running from monster.
RM: Present room.
RN: Number of moves remaining.
SG$(*): Monster killed messages.
SH: Number of uses of the weapon left.
WA$: First letter of direction in "GO" command.
WH$: Input string.
X, Y: Loop variables.

```
 SS SS SS SS SS SS SS SS SS SS SS
 SS                           SS
 SS      Applesoft BASIC      SS
 SS       'Mad Scientist'     SS
 SS Author:  Thomas Hanlin III SS
 SS   Translator: Fred Pence  SS
 SS     Copyright (c) 1983    SS
 SS SoftSide Publications, Inc SS
 SS                           SS
 SS SS SS SS SS SS SS SS SS SS SS
```

If you don't wish to type this program, it is available on Issue #44 SoftSide DV.

Initializations.

```
10  DIM MO$(64),MO(64),A$(64),A(6
    4,6),AR(64),M(20),M$(42)
20  TD$ = "Z GIZK WLLI LKVMH FK YV
    MVZGS BLFI UVV6! BLF'IV UZOO
    RMT WLDM Z XSFGV.":FLAG = 2:
    OD$ = "LKVM WLLI":AR(4) = 1:
    AR(8) = 1:AR(12) = 1:AR(14) =
    1
30  GH$(1) = "GSV TSLH6":GH$(0) =
    "LOW YLMB"
40  HOME : VTAB 10: PRINT "
     M A D  S C I E N T I S T":
    PRINT : PRINT "         BY
    THOMAS HANLIN III": PRINT : PRINT
    : PRINT : PRINT : PRINT
50  PRINT "        (APPLESOFT TRA
    NSLATION :": PRINT "       A
    NN-CAROL AND FRED PENCE)"
```

```
60 EF$ = "BLF WLM'G DZMG GL TL GS
     ZG DZB - GSVIV'H Z VOVXGIRUR
     VW UVMXV!"
70 DD$ = "MVHDFW"
80 RN = 150 + 150 *  RND (1):M(1)
     = 6:M(11) = 6:M(15) = 3:MO$
     (15) = "YLLPXZHV":NM$ = "MVE
     VI NRMW; RGH Z ILZW NZK LU G
     IZMHBO-  EZMRZ.":LF = 1:MO$(
     1) = "GZYOV":MO(1) = 24
90 M(18) = 3:MO(15) = 19
100  FOR X = 1 TO 64: READ A$(X):
      FOR Y = 1 TO 6: READ A(X,Y)
     : NEXT Y,X:RM = 51:MO$(18) =
     "KZRMGRMT":MO(18) = 20:MO$(1
     1) = "XZIKVG":MO(11) = 31:AR
     (18) = 1:AR(29) = 1:AR(35) =
     1:AR(4) = 1
110  FOR X = 1 TO 42: READ M$(X):
      NEXT X
120  VTAB 22: HTAB 12: INPUT "INS
     TRUCTIONS ? ";WH$: IF  LEFT$
     (WH$,1) = "Y" THEN  GOSUB 15
     60
130 SG$(1) = "AAAAZK!  GSV TSLHG
     WRHZKKVZIH RM Z XOLFWLU HGVZ
     N.":SG$(0) = "AAALIX5!  GSV
     HPVGOVGLM GFIMH RMGL Z    KR
     OV LU ZHSVH.":BU = 1
```

Draw direction compasses.

```
140  HOME : VTAB 1: HTAB 3: PRINT
     "-": VTAB 2: HTAB 1: PRINT "
     - + -": VTAB 3: HTAB 3: PRINT
      "-": VTAB 1: HTAB 38: PRINT
     "-": VTAB 2: HTAB 38: PRINT
     "+": VTAB 3: HTAB 38: PRINT
     "-"
150  FOR X = 1 TO 6: IF A(RM,X) >
     0 THEN  ON X GOTO 170,180,19
     0,200,210,220
160  GOTO 230
170  VTAB 1: HTAB 3: PRINT "N";: GOTO
     230
180  VTAB 2: HTAB 5: PRINT "E";: GOTO
     230
190  VTAB 3: HTAB 3: PRINT "S";: GOTO
     230
200  VTAB 2: HTAB 1: PRINT "W";: GOTO
     230
210  VTAB 1: HTAB 38: PRINT "U";:
      GOTO 230
220  VTAB 3: HTAB 38: PRINT "D";
230  NEXT
240  VTAB 2: HTAB 10: PRINT "<--D
     IRECTIONS POSSIBLE-->": VTAB
     4: HTAB 1: PRINT "----------
     ----------
     -"
```

Display current room description.

```
250  VTAB 5: HTAB 1:P$ = A$(RM): GOSUB
     1530: PRINT : IF RM = 26 THEN
      PRINT : HTAB 5: FLASH :P$ =
     M$(1): GOSUB 1530: PRINT : NORMAL
260  IF RM = 12 AND LF = 1 THEN  FOR
     X = 2 TO 3:P$ = M$(X): GOSUB
     1530: PRINT : NEXT
270  IF DA = 0 AND RM = 29 THEN P
     $ = M$(4): GOSUB 1530
280  IF RM = 4 AND DA = 1 AND BU =
     1 THEN P$ = M$(5): GOSUB 153
     0
290  IF RM = 14 THEN NR = 1: GOTO
     1240
300  IF RM = 8 AND FLAG = 1 THEN
     P$ = M$(6): GOSUB 1530:FLAG =
     0:OE = 1
310  IF RM = 4 AND F2 = 0 THEN  FOR
     X = 7 TO 9:P$ = M$(X): GOSUB
     1530: PRINT :F2 = 1: NEXT X
320  IF RM = 35 THEN  FOR X = 1 TO
     1200: NEXT X: GOTO 1270
330  IF RM = 18 THEN 1460
340  IF RM = 4 AND F9 = 1 THEN P$
      = M$(10): GOSUB 1530
```

Get player's command and execute "GO" commands.

```
350  PRINT : INPUT "WHAT WILL YOU
      DO ? ";WH$:P$ = WH$: GOSUB
     1540:WH$ = P1$: IF  LEFT$ (W
     H$,3) = "TL " AND  LEN (WH$)
      > 3 THEN WA$ =  MID$ (WH$,4
     ,1): GOTO 380
360  IF  LEN (WH$) > 1 THEN 570
370 WA$ = WH$
380 DD = 0: FOR X = 1 TO 6: IF WA
     $ =  MID$ (DD$,X,1) THEN NR =
     A(RM,X):DD = 1
390  NEXT X: IF DD = 1 THEN 420
```

```
400  PRINT "SAY WHAT ? ! ? !"
410  GOTO 1240
420 MV = MV + 1: IF MV <  = RN THEN
     450
430  HOME : VTAB 10: FOR X = 11 TO
     14:P$ = M$(X): GOSUB 1530: PRINT
     : NEXT : VTAB 23
440  END
450  IF NR >  - 1 THEN 520
460  IF NR =  - 1 THEN P$ = EF$: GOSUB
     1530: GOTO 1240
470  IF NR =  - 2 THEN  PRINT "YO
     U CAN'T GO THAT WAY.": GOTO
     1240
480  IF NR =  - 3 THEN  PRINT "TH
     E DOOR IS SHUT.": GOTO 1240
490  IF NR =  - 4 THEN  PRINT "TH
     E DOOR IS LOCKED.": GOTO 124
     0
500  IF NR =  - 5 THEN  PRINT "DO
     N'T BE A CHICKEN!  THE GATE
     IS TO THE": PRINT "SOUTH.": GOTO
     1240
510  IF NR =  - 6 THEN  PRINT "YO
     U'RE OUT OF YOUR MIND.": GOTO
     1240
520  IF  INT (31 *  RND (1)) = 30
      GOTO 1280
530  IF RM = 17 AND 10 *  RND (1)
      < 7 THEN  HOME : GOTO 140
540 RM = NR
550  IF RM = 4 AND DA = 1 AND BU =
      - 1 THEN A(4,1) = 35:F9 = 1
560  GOTO 140
```

Interpret and execute commands other than "GO" commands.

```
570  IF RM = 18 AND (WH$ = "UORK
     HDRGXS" OR WH$ = "KFHS HDRGX
     S" OR WH$ = "GFIM HDRGXS") THEN
     BU =  - BU: GOTO 1460
580  IF WH$ = "OLLP" THEN 140
590  IF WH$ = "JFRG" THEN  HOME :
      VTAB 10: FOR X = 15 TO 17:P
     $ = M$(X): GOSUB 1530: PRINT
     : NEXT : VTAB 23: END
600  IF RM <  > 29 THEN 640
610  IF RM = 29 AND DA = 0 AND WH
     $ = "TVG WZFTSGVI" THEN P$ =
     M$(18): GOSUB 1530:DA = 1: GOTO
      1240
620  IF RM = 29 AND WH$ = "TVG WZ
     FTSGVI" THEN P$ = M$(19): GOSUB
     1530
630  GOTO 1240
640  IF  LEFT$ (WH$,5) = "NLEV " THEN
      IF MO$(RM) = "" THEN  PRINT
     "THERE'S NOTHING HERE YOU CA
     N MOVE.  TRY  SOMETHING ELSE
     .": GOTO 1240
650  IF WH$ = "TVG NZK" OR WH$ =
     "IVZW NZK" OR WH$ = "VCZNRMV
      NZK" OR WH$ = "OLLP NZK" THEN
     P$ = NM$: GOSUB 1530: GOTO 1
     240
660  IF  LEFT$ (WH$,4) = "NLEV" AND
      LEN (WH$) < 6 THEN  PRINT "
     MOVE WHAT? ";: GOTO 1240
670  IF  LEFT$ (WH$,4) <  > "NLEV
     " THEN 720
680 MO$ =  RIGHT$ (WH$, LEN (WH$)
      - 5): IF MO$ = MO$(RM) THEN
     A(RM,M(RM)) = MO(RM): PRINT
     : PRINT "THE ";:P$ = MO$: GOSUB
     1530: PRINT " IS MOVED.":P$ =
     M$(20): GOSUB 1530: GOTO 700
690  PRINT "I CAN'T MOVE THE ";:P
     $ = MO$: GOSUB 1530: PRINT "
     .";: GOTO 1240
700  IF RM = 1 THEN A$(1) = "BLF'
     IV RM Z ILLN DRGS XLOW TIVVM
      UOZNVH WZMXRMT ZILFMW BLF."
     : GOTO 1240
710  GOTO 1240
720  IF  LEFT$ (WH$,5) = "HXLIV" THEN
      PRINT "YOU'VE GONE ";MV;" M
     OVES SO FAR.": GOTO 1240
730  IF (WH$ = "TVG OZHVI" OR WH$
     = "TVG TFM") AND RM = 12 AND
     LF = 1 THEN LF = 0:P$ = M$(2
     1): GOSUB 1530:SHOTS = 5: GOTO
     1240
740  IF WH$ = "TVG OZHVI" AND LF =
     0 THEN  PRINT "YOU'VE ALREAD
     Y GOT IT, SILLY!": GOTO 1240
750  IF SH > 0 AND  LEN (WH$) > 5
      AND  LEFT$ (WH$,5) = "HSLLG
     " AND LF = 0 THEN P$ = M$(22
     ): GOSUB 1530:SH = SH - 1: PRINT
     "YOU HAVE ";SH;":P$=M$(23):G
     OSUB 6100:GOTO 610
```

```
760 IF LEFT$ (WH$,5) = "HSLLG" AND
    LF = 0 AND SHOTS > 0 THEN P$
     = M$(24): GOSUB 1530: GOTO
    1240
770 IF LEFT$ (WH$,5) = "HSLLG" AND
    LF = 0 THEN P$ = M$(26): GOSUB
    1530: GOTO 1240
780 IF LEFT$ (WH$,5) = "HSLLG" THEN
    P$ = M$(26): GOSUB 1530: GOTO
    1240
790 IF WH$ = GM$ AND RM = 16 THEN
    P$ = NM$: GOSUB 1530: GOTO 1
    240
800 IF RM = 29 AND DA = 1 THEN 1
    40
810 IF LEFT$ (WH$,3) = "IFM" THEN
    P$ = M$(27): GOSUB 1530: GOTO
    1240
820 IF OE = 1 AND DA = 0 AND RM =
    4 THEN PRINT "HEY! YOU CAN
    'T LEAVE WITHOUT THE GIRL.":
     PRINT "GO BACK!": GOTO 1240
830 IF RM = 38 AND WH$ = OD$ THEN
    A(38,3) = 8:FLAG = 1: PRINT
    "DOOR OPENED.": GOTO 1240
840 IF RM = 8 AND (WH$ = OD$ OR
    WH$ = "FMOLXP WLLI") THEN PRINT
    "THE DOOR WON'T OPEN.": GOTO
    1240
850 IF RM = 38 AND WH$ = "FMOLXP
     WLLI" THEN PRINT "IT ISN'T
     LOCKED.": GOTO 1240
860 IF ( LEFT$ (WH$,7) = "VCZNRM
    V" OR LEFT$ (WH$,4) = "OLLP
    ") AND (RM = 1 OR RM = 11 OR
    RM = 15 OR RM = 18) THEN P$ =
    M$(29): GOSUB 1530: GOTO 124
    0
870 IF LEFT$ (WH$,3) = "TVG" AND
    (RM = 1 OR RM = 15 OR RM = 1
    1 OR RM = 18) THEN P$ = M$(2
    9): GOSUB 1530: PRINT :P$ =
    M$(30): GOSUB 1530: GOTO 124
    0
880 IF WH$ = "KFOO IRMT" OR WH$ =
    "TIZY IRMT" AND RM = 22 THEN
    P$ = TD$: GOSUB 1530:NR = 18
    : GOTO 1240
890 IF WH$ = "UORK HDRGXS" THEN
     PRINT "WHAT SWITCH?": GOTO
    1240
900 IF WH$ = "KFOO IRMT" THEN PRINT
    "WHAT RING?": GOTO 1240
910 IF LEFT$ (WH$,3) = "TVG" THEN
     PRINT "YOU CAN'T GET THE";:
    P$ = RIGHT$ (WH$, LEN (WH$)
     - 3): GOSUB 1530: PRINT "!"
    : GOTO 1240
920 PRINT "I DON'T KNOW HOW!": GOTO
    1240
```

Room descriptions and direction data.

```
930 DATA "BLF'IV OBRMT LM Z GZYO
    V. XLOW TIVVM UOZNVH WZM
    XV ZILFMW BLF.",-2,-2,-2,-2,
    -2,-2,"BLF'IV HFIILFMWVW YB
    SVMYZMV, ZXLMRGV ZMW YVOOZ
    WLMMZ. GSRH NFHG YV ZM SVIY
       TZIWVM.",-1,3,-2,-1,-2,-2
940 DATA "GSRH RH GSV UILMG OZDM
    . GSV DRMWLDH LU GSV SLFHV
    ZKKVZI GL YV DZGXSRMT BLF.",
    -1,4,-2,2,-2,-2,"BLF'IV LM Z
     OLMT, XLYYOVW WIREVDZB.",-1
    ,5,38,3,-2,-2
950 DATA "GSRH RH Z TIZEVBZIW. G
    SVIV ZIV GLNY- HGLMVH OBR
    MT ZYLFG, ZMW RM GSV NRWWDV
    LUGSV KOLG GSVIV RH Z NZFHLO
    VFN.",-1,-1,-2,4,-2,-2
960 DATA "GSRH RH GSV ORERMT ILL
    N. Z SFNZM HPFOO SZMTH LEVI
     GSV URIVKOZXV, DSRXS RH GSV
      LMOB HLFIXV LU ROOFNRMZGRL
    M RM GSV ILLN.",-2,7,11,-2,-
    2,-2
970 DATA "LEVIHGFUUVW XSZRIH ZIV
     HXZGGVIVW ZILFMW GSV ILLN.
     GSRH NFHG YV GSV KZIOLI.",-
    2,8,-2,6,-2,-2
980 DATA "BLF'IV QFHG RMHRWV GSV
     WLLIDZB.",-4,9,-2,7,-2,-2,"
    BLF'IV ZG GSV YLGGLN LU Z OL
    MT HGZRIDZB.",-2,-2,-2,8,10,
    -2,"BLF'IV LM Z OZMWRMT YVGD
    VVM UOLLIH.",-2,-2,-2,-2,22,
    9
```

MAD SCIENTIST

```
990  DATA "GSVIV'H Z YVZFGRUFO KV
     IHRZM XZIKVG       XLEVIRMT G
     SV UOLLI ZMW Z OZITV GZKVHGI
     B RH LM GSV DVHG DZOO.",6,12
     ,15,-2,-2,-2
1000  DATA "BLF ZIV RM GSV DVHG V
     MW LU ZM VMLINLFH  OZYLIZGLI
     B.  YVZPVIH LU YFYYOB, YFYYO
     RMTORJFRWH ZMW IVGLIGH HFIIL
     FMW BLF.",-2,13,-2,11,-2,-2
1010  DATA "BLF ZIV RM GSV NRWWOV
      LU Z OZYLIZGLIB.  Z SFTV XL
     MGIZKGRLM DRGS YORMPRMT ORTS
     GH ZMW DSRIORMT GZKV IVVOH G
     ZPVH FK ZM VM- GRIV DZOO.  R
      GSRMP RGH HLNV PRMW LU    H
     LKSRHGRXZGVW SR-UR HBHGVN.",
     -2,14,17,12,-2,-2
1020  DATA "LS LS!  GSV NZW HXRVM
     GRHG RH SVIV!       (HVIEVH B
     LF IRTSG ULI HMLLKRMT ZILFMW
        SRH OZYLIZGLIB).  SV AZKH
      BLF ZMW        XZIIRVH BLF L
     UU.",-2,-2,-2,13,-2,-2
1030  DATA "GSVIV'H Z YLLPXZHV ZG
      GSV HLFGS VMW LU  GSV ILLN.
     ",11,-2,-2,-2,50,-2,"ZSZ!  G
     SVIV'H Z NZK RM GSV NRWWOV L
     U GSVILLN.",-2,17,-2,-2,-2,-
     2
1040  DATA "GSV UOLLI RH XLEVIVW
      DRGS HORKKVIB TLL! RG NZB Y
     V SZIW GL TVG LFG LU SVIV.",
     13,-2,-2,16,-2,-2,"GSVIV'H Z
      OZITV KZRMGRMT LM GSV HLFGS
        DZOO.  MVCG GL GSV KZRMGR
     MT RH Z HDRGXS DRGS ZM O.V.W
     . IVZWLFG ZYLEV RG.",-2,-2,-
     2,-2,-2,-2
1050  DATA "BLF'IV RM Z OLMT, WZI
     P SZOODZB.",15,42,-2,-2,-2,-
     2
1060  DATA "BLF'EV TLMV WLDM Z WZ
     IP SZOO.",-2,-2,-2,43,-2,-2,
     "BLF'IV LM Z XIVZPRMT YZOXLM
     B LEVIOLLPRMTGSV TIZEVBZIW.
      WZMP TSLHG-ORPV NRHGH   HDR
     IO ZILFMW GSV TIZEVHGLMVH.",
     24,-2,-2,64,-2,-2
1070  DATA "BLF'IV ZG GSV GLK LU
     Z OLMT HGZRIXZHV.  Z YILMAV
     IRMT RH VNYVWWVW RM GSV UOLL
     I  MVCG GL BLFI UVVG.",-2,-2
     ,23,30,-2,10
1080  DATA "BLF'IV ZG GSV ULLG LU
      Z HGZRIDZB.",22,-2,-2,-2,36
     ,-2,"GSRH RH GSV YVOUIB.  Z
     XZIKVG LU YZGH   XORMTH GL G
     SV XVRORMT."
1090  DATA 36,-2,21,25,-2,-2,"Z
     KOZXZIW LM GSV MLIGS DZOO K
     ILXOZRNH   GSRH GL YV 'GSV Y
     ZG ILLN'.",41,24,-2,26,-2,-2
     ,"NLLM ILLN.  Z HRTM IVZWH:
     ",-2,25,-2,61,-2,-2
1100  DATA "BLF URMW BLFIHVOU ZG
     GSV ULLG LU Z HGZRIXZHV.",29
     ,-2,-2,49,37,-2
1110  DATA "BLF URMW BLFIHVOU RM
      GSV XLNKFGVI ILLN. ZNLMT LG
     SVI GSRMTH, GSRH ILLN XLMGZR
     MH  Z 48P ZKKOV RR KOFH, DRG
     S 2 WRHP WIREVH,QLBHGRXPH, T
     IZKSRXH GZYOVG, ORTSG KVM
     ZMW Z NLWVN.  L.P.,  JFRG WI
     LLORMT ZMW  NLEV ZOLMT."
1120  DATA 30,-2,44,-2,-2,-2,"BLF
      ZIV RM Z YVWILLN.",-2,30,27
     ,52,-2,-2,"BLF'IV RM Z HFM I
     LLN.",-2,22,28,-2,-2,-2,"BLF
     'IV RM (SRGSVIGL-HVXIVG) KZH
     HZTVDZB.",33,-2,-2,-2,11,-2,
     "BLF URMW BLFIHVOU RM Z WZIP
      ILLN.",-2,39,-2,33,-2,-2
1130  DATA "BLF URMW BLFIHVOU RM
     Z WZIP ILLN.",-2,32,31,-2,-2
     ,-2
1140  DATA "GSRH OLLPH ORPV GSV V
     MW LU GSV KZHHZTV- DZB.  Z U
     ZRMG ORTSG UROGVIH RM UILN
        ZYLEV.",-2,-2,40,-2,5,-2,
     "BLF'EV NZWV RG!  MRXV QLY!"
     ,-2,-2,-2,-2,-2,-2,"BLF ZIV
     ZG GSV SVZW LU Z HGZRIDZB.",
     -2,-2,24,-2,-2,23
1150  DATA "BLF'IV ZG GSV GLK LU
     GSV HGZRIH.",-2,-2,26,-2,-2,
     27,"BLF'IV ZG GSV VMGIZMXV."
     ,4,-2,-3,-2,-2,-2
```

```
1160  DATA "GSRH ILLN RH WZIP.  B
      LF HGFNYOV LEVI ZM LYQVXG RM
       GSV NRWWOV LU GSV ILLN.",-2
      ,40,-2,32,-2,-2,"BLF'IV RM Z
       WZIP ILLN.  RG ZKKVZIH
       HORTSGOB ORTSGVW GL GSV MLI
      GS.",34,-2,-2,39,-2,-2
1170  DATA "GSV ILLN IVVPH LU RMX
      VMHV.  GSVIV'H Z  KVMGZTIZN
       VMTIZEVW LM GSV UOLLI, ZMW
         DVRIW URTFIVH ZIV KZRMGVW
       LM GSV DZOOH.",-2,-2,25,-2,
      -2,-2
1180  DATA "GSV YOLLWHSLG VBVH LU
       Z KZRMGRMT ZYLEV  GSV URIVK
      OZXV HVVN GL YV ULOOLDRMT BL
      F.",-2,43,-2,19,57,-2,"Z YOZ
      XP XZG DZOPH HVWZGVOB ZXILHH
       BLFI  KZBS."
1190  DATA -2,20,-2,42,-2,-2,"GSR
      H RH Z HFKKOB ILLN.  QZIH LU
       XSVNR-  XZOH, TOZHH, ZMW IF
       YYVI GFYRMT, YLCVH LUIVHRHGL
      IH, XZMH LU GLZWHGLLO HLFK Z
      MW  YZOVH LU YZG UFI ORMV G
      SV DZOOH.",28,-2,45,-2,-2,-2
1200  DATA "GSRH RH ZMLGSVI HFKKO
      B ILLN.  YOZMP     WRHPVGGVH
      , EZIRLFH GLLOH ZMW Z DLOU S
      RWVZWLIM GSV DZOOH.  KRXPOVW
       KVLKOV KRVXVH ZIV RM QZIH Y
      B GSV XLIMVI.",44,55,-2,46,-
      2,-2
1210  DATA "GSRH ILLNH RH UFOO LU
       XOLXPH ZMW DZGXSVHLU ZOO PR
      MWH - ZOO IFMMRMT YZXPDZIWH.
      ",-2,45,-2,47,-2,-2,"HGIZMTV
       GRXPRMT MLRHVH XZM YV SVZIW
       GL  GSV VZHG.",48,46,56,-2,
      -2,-2
1220  DATA "GSVIV'H Z SLOV RM GSV
       HLFGSDVHG XLIMVI  LU GSV UO
      LLI!",49,53,47,-2,-2,50,"NFU
      UOVW HMLIRMT MLRHVH ZIV XLNR
      MT UILN  GSV VZHG.",-2,-2,48
      ,-2,-2,-2
1230  DATA "BLF'IV KIVXZIRLFHOB K
      VIXSVW ZGLK Z YLLP-XZHV.",-2
      ,-2,-2,-2,48,15,"BLF'IV Z6 G
      SV TZGV LU GSV SLFHV.",-5,-5
      ,4,-5,-2,-2
```

Update room and check for player visiting special room.

```
1240  GOSUB 1500: IF NR > 0 THEN
      RM = NR
1250  IF RM = 1 THEN A(26,1) = 37
1260  GOTO 140
```

Winning game routine.

```
1270  HOME : VTAB 8: PRINT "
          YOU'VE WON THE GAME.": PRINT
      : PRINT : PRINT : PRINT "
        C O N G R A T U L A T I O
      N S!": VTAB 22: PRINT "
          IT TOOK YOU "MV" MOVES.
      ": END
```

Monster appearances.

```
1280 P$ = M$(31): GOSUB 1530
1290 GS = 1: IF  RND (1) < .5 THEN
      P$ = M$(32): GOSUB 1530: GOTO
      1310
1300 P$ = M$(33): GOSUB 1530:GS =
      0
1310 P$ = M$(34): GOSUB 1530: PRINT
      :P$ = M$(35): GOSUB 1530: PRINT
      : PRINT "WHAT WILL YOU DO";:
       INPUT WH$:P$ = WH$: GOSUB 1
      540:WH$ = P1$
1320  IF ((WH$ = "HSLLG TSLHG" AND
      GS = 1) OR (WH$ = "HSLLG HPV
      OVGLM" AND GS = 0)) AND LF =
      0 AND SHOTS < 1 THEN P$ = M$
      (36): GOSUB 1530: GOTO 1240
1330  IF  LEFT$ (WH$,3) = "IFM" THEN
      P$ = M$(37): GOSUB 1530:P$ =
      GH$(GS): GOSUB 1530:P$ = M$(
      38): GOSUB 1530: PRINT :P$ =
      M$(39): GOSUB 1530: PRINT :P
      $ = M$(40): GOSUB 1530: PRINT
      :GS = 0: GOTO 1360
1340  IF ((WH$ = "HSLLG TSLHG" AND
      GS = 1) OR (WH$ = "HSLLG HPV
      OVGLM" AND GS = 0)) AND LF =
      0 THEN SH = SH - 1:P$ = SG$(
      GS): GOSUB 1530: PRINT " YOU
       HAVE ";SH;:P$ = M$(23): GOSUB
      1530:GS = 0: GOTO 1240
```

MAD SCIENTIST

```
1350 P$ = GH$(GS): GOSUB 1530: FOR
     X = 41 TO 42:P$ = M$(X): GOSUB
     1530: PRINT : NEXT X: VTAB 2
     3: END
```

Place player in a random location when running from a monster.

```
1360 OL = RM
1370 RM =  INT (64 *  RND (1) + 1
     ): IF RM = OL OR (RM > 1 AND
     RM < 6) OR RM = 35 OR RM = 2
     9 OR RM = 38 OR RM = 12 OR R
     M = 18 OR RM = 51 THEN 1370
```

New room update.

```
1380 NR = RM: GOTO 1240
```

Additional room description and direction data.

```
1390  DATA "BLF'EV VMGVIVW Z YZGS
     ILLN.  Z OLMV YZG  SZMTH UIL
     N GSV XFIGZRM ILW.",-2,29,-2
     ,-3,-2,-2,"DSZG Z NZXZYIV TZ
     NV ILLN.  RG RH ORGVI- ZOOB
     HGIVDM DRGS RNKOVNVMGH UILN
     GSFNY- HXIVDH GL ZM 'RILN NZ
     RWVM'.",-2,-2,-2,48,-2,-2
1400  DATA "Z KLLO (!) LU YIZXPRH
     S DZGVI XLEVIH NLHGLU GSV IL
     LN.  Z KZRI LU YVZWB VBVH ZM
     W ZYOFMG HMLFG ZIV ERHRYOV Q
     FHG ZYLEV GSV  DZGVI.",-6,-2
     ,55,-2,-2,-6,"GSV ILLN HNVOO
     H HGIZMTVOB HDZNKB.",54,-2,5
     9,45,-2,-2
1410  DATA "GSV UOLLI, DZOOH, ZMW
      XVRORMT LU GSRH  ILLN ZIV
     XLEVIVW DRGS NRIILIH.",47,57
     ,-2,-2,-2,-2,"HVEVIZO YLZIWH
      ORV ZILFMW Z OZITV SLOV  RM
      GSV UOLLI.",-2,58,-2,56,-2,
     42
1420  DATA "HGZRIH XLRO FK UILN G
     SV XLIMVI LU GSV  ILLN.",-2
     ,59,-2,57,64,-2
1430  DATA "LWW, NFWWB GIZXPH OVZ
     W MLIGS.",55,-2,-2,58,-2,-2,
     "GSV BZIW RH ERHRYOV UZI YVO
     LD GSILFTS  GSV MLIGS DRMWL
     D.",-2,-2,61,-2,-2,-2
1440  DATA "Z TRTTORMT SVZW ZKKVZ
      IH RM GSV XVMGVI LUGSV ILLN
      ZMW HOLDOB UZWVH LFG ZH BLF
        DZGXS.",60,26,62,-2,-2,-2
1450  DATA "Z TLZG HPFOO RH MZROV
     W LEVI GSV MLIGS  WLLI.",61
     ,63,-2,-2,-2,-2,"GSV UOLLI R
     H XLEVIVW DRGS Z KVLKOV-SZRI
      IFT.",-2,64,-2,62,-2,-2,"Z
     HKRIZO HGZRIXZHV DRMWH WLDM
     RMGL GSV  SLFHV.",-2,21,-2,6
     3,-2,58
```

Electric fence status sign display routine.

```
1460  PRINT : HTAB 14: INVERSE : IF
     BU > 0 THEN  PRINT " FENCE O
     N ";
1470  IF BU < 0 THEN  PRINT " FEN
     CE OFF ";
1480  NORMAL : PRINT : PRINT : PRINT
1490  GOTO 350
```

Pause routine.

```
1500  VTAB 24: HTAB 13: INVERSE :
     PRINT " HIT ANY KEY ";: NORMAL
1510  IF  PEEK ( - 16384) < 128 THEN
     1510
1520  POKE  - 16368,0: RETURN
```

Message decoding routine.

```
1530  FOR P = 1 TO  LEN (P$):I1 =
      ASC ( MID$ (P$,P,1)): PRINT
      CHR$ ( ABS ((155 * (I1 > 64
     )) - I1));: NEXT : RETURN
```

Message encoding routine.

```
1540  IF  LEN (P$) = 0 THEN  GOTO
     350
1550 P1$ = "": FOR J = 1 TO  LEN
     (P$):I1 =  ASC ( MID$ (P$,J,
     1)):P1$ = P1$ +  CHR$ ( ABS
     ((155 * (I1 > 64)) - I1)): NEXT
     : RETURN
```

Instructions.

```
1560  HOME : VTAB 5: PRINT "  IT
      IS YOUR MISSION TO RESCUE T
     HE MAD": PRINT "SCIENTIST'S
     BEAUTIFUL DAUGHTER FROM HIS"
     : PRINT "HAUNTED MANSION.  T
     HERE ARE MANY HIDDEN"
```

```
1570  PRINT "PASSAGEWAYS (OF COUR
      SE!) WHICH MAY BE": PRINT "F
      OUND ALL OVER THE HOUSE. ALS
      O HIDDEN"
      OTHER WAYS."
1600  PRINT : PRINT "   TWO WORD
      COMMANDS SUCH AS 'GET DOG'
      OR 'MOVE ROCK' GENERALLY ARE
       RECOGNIZED."
1610  GOSUB 1500: HOME : VTAB 6
1620  PRINT "   THE TOP CORNERS O
      F THE SCREEN GIVE": PRINT "Y
      OU THE OBVIOUS DIRECTIONS YO
      U CAN MOVE.";: PRINT "(USE '
      GO SOUTH' OR JUST 'S'.)  HID
      DEN": PRINT "PASSAGEWAYS ARE
       NOT SHOWN, BUT YOUR"
1630  PRINT "INGENUITY SHOULD HEL
      P YOU."
1640  PRINT : PRINT "   'LOOK' WI
      LL RESTORE THE DIRECTION": PRINT
      "COMPASSES FOR YOU IF THEY A
      RE NOT ON": PRINT "THE SCREE
      N."
1650  GOSUB 1500: HOME : VTAB 7
1660  PRINT : PRINT "   'SCORE' T
      ELLS YOU THE NUMBER OF": PRINT
      "MOVES YOU HAVE USED (YOU HA
      VE ABOUT 225": PRINT "TURNS.
      )  THE DAUGHTER CANNOT BE RE
      ACHED"
1670  PRINT "UNTIL A CERTAIN ROOM
       IN THE HOUSE HAS": PRINT "B
      EEN VISITED."
1680  PRINT : PRINT "   BEWARE OF
      GHOSTS AND GOBLINS, AND": PRINT
      "THE MAD SCIENTIST, BUT MOST
       OF ALL YOU": PRINT "MUST RE
      SCUE THE DAUGHTER."
1690  PRINT
1700  PRINT : PRINT "          G O
      O D   L U C K !!"
1710  GOSUB 1500: RETURN
```

Encoded message data.

```
1720  DATA "YVZFGRUFO WZFTSGVI MV
      ZIYB!","GSVIV'H Z OZHVI TFM
      LM GSV GZYOV RM","UILMG LU B
      LF","GSV WZFTSGVI RH SVIV!",
      "GSV UVMXV RH HGROO LM.","GS
      V WLLI HOZNH HSFG YVSRMW BLF."
1730  DATA "GSV TZGV XORXPH HSFG
      YVSRMW BLF, ZMW","BLF SVZI Z
       HLUG SFN ZH GSV UVMXV RH","
      VOVXGIRURVW.","GSV UVMXV RH
      ML OLMTVI VOVXGIRURVW."
1740  DATA "BLF HSLFOW SZEV NLEVW
       UZHGVI!","GSV NZW HXRVMGRHG
       HORKKVW DRGS LMV LU","SRH K
      LGRLMH ZMW YOVD GSV DSLOV SL
      FHV","RMXOFWRMT BLF, LUU GSV
       NZK!"
1750  DATA "L.P., BLF ZMW GSV YVZ
      FGRUFO WZFTSGVI","YLGS KVIRH
      S ZH GSV NZW LOW HXRVMGRHG",
      "YOLDH FK GSV SLFHV.","L.P.,
       BLF'EV TLG GSV WZFTSGVI. OV
      G'H TL."
1760  DATA "BLF'EV ZOIVZWB TLG SV
      I, HGFKRW.","RG XLEVIVW Z HV
      XIVG KZHHZTVDZB!","BLF'EV TL
      G GSV OZHVI.","AAAAAZGG!!","
       HSLGH OVUG","HSLLG DSZG?","
      BLF'IV LFG LU ZNNL"
1770  DATA "BLF WLM'G SZEV ZMBGSR
      MT GL HSLLG DRGS.","DSZG RH
      GSVIV GL IFM UILN?","GSVIV'H
       HLNVGSRMT RMGVIVHGRMT GSVIV
      .","BLF XZM'G TVG RG YFG GSV
      IV HVVNH GL YV"
1780  DATA "HLNVGSRMT RMGVIVHGRMT
       SVIV."
1790  DATA "FS LS! Z","  TSLHG ","
       HPVOVGLM ","QFHG KLKKVW LFG
      RM","UILMG LU BLF!","BLF'IV
       LFG LU ZNNL","TLLW DLIP.  B
      LF LFGIZM ",".  (FM-","ULIGF
      MZGVOB, BLF TLG OLHG RM GSV
      KIL-","XVHH!)"
1800  DATA "TLG BLF!  GLL YZW.  Y
      FG YVGGVI","OFXP MVCG GRNV!"
```

MAD SCIENTIST

SWAT TABLE

For **APPLE® MAD SCIENTIST**

LINES	SWAT CODE	LENGTH
10 - 40	DM	323
50 - 80	DS	308
90 - 130	IF	367
140 - 180	BU	179
190 - 230	BG	87
240 - 280	FR	258
290 - 330	MJ	159
340 - 380	DK	208
390 - 430	ZU	117
440 - 480	RJ	132
490 - 530	XU	207
540 - 580	YS	155
590 - 630	HF	190
640 - 680	DH	379
690 - 730	XO	292
740 - 780	WG	328
790 - 830	ZK	239
840 - 880	ZM	365
890 - 930	OA	392
940 - 960	DS	434
970 - 990	TZ	394
1000 - 1010	OR	352
1020 - 1030	IU	303
1040 - 1060	SY	475
1070 - 1090	HU	405
1100 - 1120	SC	511
1130 - 1150	SM	373
1160 - 1170	FE	335
1180 - 1190	IP	349
1200 - 1210	FB	345
1220 - 1250	JQ	315
1260 - 1300	ED	225
1310 - 1340	QX	435
1350 - 1390	SE	383
1400 - 1410	GK	376
1420 - 1440	ZB	316
1450 - 1490	TE	283
1500 - 1540	DJ	152
1550 - 1580	LY	422
1590 - 1620	QG	336
1630 - 1670	PZ	342
1680 - 1720	ZL	344
1730 - 1750	QU	429
1760 - 1770	LM	314
1780 - 1800	ZF	273

General Information

These are the standard procedures for the programs published in **SoftSide Selections.** Sometimes, a particular program does not lend itself to these procedures. Always read the specific instructions accompanying a program. They will instruct you if there are any variances from the following procedures. Also, back issues of **SoftSide** may differ in some details.

SWAT TABLE

At the conclusion of each program listing in **SoftSide Selections**, we include a **SWAT (Strategic Weapon Against Typos)** Table. **SWAT** for the Apple appeared in **SoftSide** Issue #30. If you missed Issue #30, we'll send you a free reprint of **SWAT.** Send a self-addressed, stamped envelope to: **SoftSide** Publications, Inc.
Department **SWAT**
10 Northern Blvd.
Northwood Executive Park
Amherst, NH 03031

Be sure to tell us that you have an Apple computer.

Magnetic Media

Disks are in 16-sector format, created under DOS 3.3. A menu program runs automatically when you boot your disk. Simply select the program you wish to use from the menu. Always read the documentation first!

SoftSide Selections disks are duplicated on reliable, professional equipment. Bad copies are exceedingly rare. Nevertheless, the trip through the mail occasionally results in damage to the sensitive magnetic media. If, after a reasonable number of attempts on well-adjusted, clean equipment, you are unable to load a program, return it to us along with an exact explanation of your problem. We will send you a replacement.

SoftSide Selections media are not copy protected. We urge you to make an archival backup copy of your disk or tape as soon as you receive it, as our replacement policy is valid only for 30 days. Please resist the urge to give away copies of copyrighted material.

Line Listings

The line listings in this booklet are in standard Applesoft® format, and they appear exactly as they should on your screen when you type LIST. Things to watch out for when typing are:

- REM and DATA statements: Applesoft always LISTs an extra space after the keyword. Therefore, you should type one space less than what appears in the listing.
- Spaces between quotes: Applesoft is a bit eccentric about how it LISTs these. Just LIST the line after you type it, and compare it to the printed listing.

Also, be sure to use **SWAT** on your program. Get the free reprint if you don't have **SWAT.**

System Requirements

The necessary memory and other equipment you need to run a program are listed in the introductory paragraph of the article for each program. (Also see the **SoftSide Adventure Series** elsewhere in this booklet.)

SoftSide™ ADVENTURE SERIES

Issue 44 Adventure:
Mad House

Unjustly committed to an insane asylum, you must wend your way past guards and the real inmates, with their vivid delusions. Escape will be no problem for you — or will it?

SoftSide Adventure Series

What would you say to a program that asks, "What do you want to do?" Well, you might say, "GET APPLE" or "KILL SPIDER", because that's how the ***SoftSide*** *Adventure Series* works.

Each issue, the latest Adventure takes you to another world of fantasy, puzzles and thrills. Your first task is often simple survival — and even that basic feat can be daunting until you figure out the *right* way to do it. You'll have to be ingenious and persevering, and your rewards will be great.

To *"win"* a fantasy/adventure game, you must solve the author's devious puzzles, and overcome the obstacles that confront you — whether they be dragons, desperadoes — or grade-point averages. Death, should it come, is transitory — just re-run the program to live again!

Experienced adventurers make detailed maps of each world as an aid to effecting a solution, but you can omit this exercise if your memory is exceptional. Express your wishes with one- or two-word commands, like "LOOK", "DROP SCALPEL", or "GET FROG". Use "I" to get an inventory of your possessions. The introduction to each Adventure explains this more fully.

To start up the Adventure, just run the program called "INTRO", "INTRO/BAS", or "INTRO.BAS" on your disk, or select the Adventure from the DV menu. On cassette, the INTRO program is the one just before the Adventure.

The Adventure runs in any Apple with at least 48K RAM.

Here are the encrypted hints for *High School,* the Adventure in Issue 43.

The first three hints are of a general nature, and you should use them first. The three hints listed for each class will tell you the specific activities that you must accomplish there to get an "A" in the course. Don't use the last few hints unless you are totally stumped.

A couple general hints:
ORHGVM XZIVUFOOB GL BLFI VOWVIH.
BLF XZM YVORVEV ZOO GSV TIZUURGR BLF IVZW.

Trouble with a locked door: BLF XZM FHV VRGSVI Z PVB LI Z SZNNVI GL LKVM GSV OLXPPVW WLLI.

History Class:
1. IVXRGV KIVZNYOV.
2. WIZD NZK.
3. DIRGV GVINKZKVI (DRGS KZKVI ZMW LI KVMXRO).

Typing class:
1. OVZIM PVBYLIW.
2. GBKV KZKVI (DRGS KZKVI).
3. GBKV OVGGVI (DRGSKZKVI).

English class:
1. IVXRGV NZXYVGS — BLF NFHG SVEV URIHG.
2. IVZW VCLWFH — BLF NFHG SZEV RG URIHG.
3. DIRGV HGLIB DRGS KZKVI ZMW KVM.

Algebra class:
1. HLDEV VJFZGRLMH.
2. UZXGLI GIRMLNRZOH.
3. OVZIM WVURMRGRLMH.

Geometry class:
1. OVZIM GSVLIVN.
2. NZPV KILLU DRGS KZKVI ZMW KVM LI KVMXRO.
3. OVZIM WVURMRGRLMH.

Computer lab:
1. WIXD UOLDXSZIG.
2. OLZW Z KILTIZN UILN BLFI XZHHVGGV.
3. HZEV Z KILTIZN LM BLFI XZHHVGGV.

Gym class:
1. KOZB ELOOVBYZOO.
2. KOZB YZHPVGYZOO.
3. KOZB YZWNRMGLM.

French class:
1. OVZIM ELXZYFOZIB.
2. IVXRGV WRZOLTFV.
3. WL SLNVDLIP DRGS KZKVI ZMW KVM LI KVMXRO.

Band class:
1. XLFMG GRNV.
2. KOZB BLFI UOFGV.
3. IVZW BLFI NFHRX.

Biology lab:
1. WRHHVXG UILT.
2. WRHHVXG DLIN.
3. WL BLFI SLNVDLIP DRGS KZKVI ZMW KVM LI KVMXRO.

Use these hints only if you are desperate:
FHV GSV XLNNZMW ORHG EVIYH GL HVV ZOO GSV KLHHRYOV EVIYH GSV ZWEVMGFIV FMWVIHGZMWH.

To graduate: KZHH HRC XOZHHVH; KZB BLFI ORYIZIB URMV; KZB BLFI TIZWFZGRLM UVV; DVZI BLFI XZK ZMW TLDM; TL GL GSV ZFWRGLIRFN.

How to use your money:
YFB KZKVI DRGS XLRMH XSVXP LI NLMVB.
KZB URMV DRGS XLRMH XSVXP LI NLMVB.
KZB UVV DRGS XSVXP LI NLMVB LMOB.

SoftSide® Selections

Here's **SoftSide Selections,** the handy, pull-out booklet with program listings for your Apple II, II+ or IIe computer. This issue, **SoftSide Selections** for the Apple II family features:

- **Broadway** — "There's a broken heart for every light on Broadway." Here's your chance to produce and direct a Broadway play. Can you get financing? Will it be a hit, or will the critics pan it? Time to get investors!

- **Mad Scientist** — In this interactive fantasy, you, as the hero of the story, must rescue the mad scientist's beautiful daughter before her insane parent blows up the house.

- **Apple DV Bonus: The Prisoner**

The Prisoner is a huge, deliberately frustrating adventure, in which you must escape the totalitarian "Island," a bizarre prison camp for spies, like you, who know too much. This enormous game occupies the entire second side of a special, two-sided disk. Based on the British television program of the same name.

- **The SoftSide Adventure Series — Issue 44 Adventure: Mad House**

Unjustly committed to an insane asylum, you must wend your way past the guards and the colorful inhabitants, who include most of the major figures of history — or so they say...

SOFTSIDE PUBLICATIONS, INC.
Amherst, New Hampshire