

July 17, 1982

AB

Dear Mr. Fabris

Enclosed is a program I have written titled "The Crown of Zeus". It is in AstroBasic and can possibly be altered to be run in Bally Basic but I have been unable to convert it satisfactorily, perhaps one of your friends has a way. I would like to enter it in the Arcadian contest for the August issue, however, if there is no contest that month please print it anyway as I would like to get the advertisement included in that issue. I am offering three additional modules for my game method that while similar to "The Crown" have many differences. I would like to know what the response rate is to the advertisement so I need to know what the readership of the Arcadian is. Please send this information along with any comments you may have on my program in the SASE enclosed.

To load the program from tape just use :INPUT. Make sure that you stop the tape after it is done loading as additional data is on the tape. You can now play the first 2 levels by RUNNING. When you reach a room with no exits you can either go on to the 3rd level or remain on level 2. To stay on level 2, press halt then type R=R-24;RUN GO. If you want to go on to level 3, press halt, type R=R-24;:INPUT @ (0),192 GO and press the play button on your recorder. This loads the level 3&4 data into the computer. Hope the listing won't need to be used as I have poor penmanship and my typewriter doesn't have half of the characters required. This program is largely my own efforts and not a copy of an existing program.

Sincerely,  
*Todd D. Johnson*  
Todd D. Johnson

~~Johnson~~ Johnson

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20 M=@(R)÷1000; P=RM÷10; T=RM×10;
   Q=@(R+1)÷10000
30 T=T÷Q; Z=RM÷100; A=RM; B=@(R+2)÷1000;
   C=RM÷10; F=RM×10
40 Q=@(R+3)÷10000; F=F+Q; U=RM÷100; D=RM
50 SM=0; CLEAR; PRINT "ROOM:-----",
   R÷4; PRINT "STRENGTH:--", S
60 PRINT "EXPERIENCE:", E; PRINT "ENEMY--:
   --", M
70 IF W=1 PRINT #14, "TRAP:", P
80 PRINT "Exits Lead:",
90 IF A=1 PRINT "N",
100 IF B=1 PRINT "S",
110 IF C=1 PRINT "E",
120 IF F=1 PRINT "W",
130 IF U=1 PRINT "U",
140 IF D=1 PRINT "D",
150 SM=2; CY=-40; PRINT; INPUT "ACTION?" N
160 IF N=1 GOTO 210
170 IF N=2 L=L+1; GOTO 350
180 IF Y>S S=S+Y÷5
181 IF M>0 PRINT "- ENEMY ATTACKS!";
   S=S-(Z÷4); GOTO 186
185 IF RND(9)=3 GOTO 200
186 GOSUB 700
190 GOTO 150
200 M=1; Z=S+E÷Z; GOTO 50
210 IF (M>0)+(T>0)=0 GOTO 50
211 IF E÷3+S>Z GOTO 240
220 I=Z; Z=Z-(E+S)÷5; S=S-I÷6;
   GOSUB 700; GOTO 150
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240 PRINT "ENEMY KILLED!"; S = S - Z ÷ 9;
    Z = 0; M = 0; E = E + 1; GOSUB 700
250 CY = -40; SM = 1; IF T > 0 PRINT "GET
    TREASURE?"; GOTO 260
255 GOTO 50
260 Q = KP; IF Q = 89 GOTO 280
270 GOTO 50
280 IF P > 0 GOTO 300
290 CY = -32; PRINT #5, "TREASURE: "; T
291 IF T = 1 W = 1
292 IF T = 2 S = S + 5; Y = Y + 5 IF T = 3 L = L + 5
293 IF T = 3 E = E + 5
294 IF T = 90; SM = 0; PRINT "THE CROWN
    OF ZEUS!!! _ _ _ _"; G = G + 500;
    GOTO 600
295 G = G + T; T = 0
296 GOTO 50
300 PRINT "TRAP!!! _ TYPE: "; P;
    S = S - P; P = 0; GOSUB 700
320 GOTO 290
350 PRINT "DIRECTION?"
351 @ (R) = (T ÷ 10) + P × 10 + M × 1000; @ (R + 1)
    = A + Z × 100 + RM × 10000; S = S - Z ÷ 6
360 Q = KP; GOTO 800 + Q × 2
500 CY = -24; PRINT "YOU'VE BEEN
    KILLED!"
600 SM = 0; PRINT "SCORE: "; G - L; STOP
700 CY = 32; CX = -11; PRINT S; IF S < 0
    GOTO 500
910
710 RETURN
936 IF D = 1 R = R + 24; GOTO 20
937 GOTO 1000

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938 IF C = 1 R = R + 4; Goto 20

939 Goto 1000

956 IF A = 1 R = R - 48; Goto 20

957 Goto 1000

966 IF B = 1 R = R + 48; Goto 20

967 Goto 1000

970 IF U = 1 R = R - 24; Goto 20

971 Goto 1000

974 IF F = 1 R = R - 4; Goto 20

~~975 Goto 1000~~

1000 PRINT "NOT AN EXIT"; GOTO 150

This is a listing of the @ (A) array. Please print out this list from your computer by using a program such as:

For A=0 to 191; PRINT A, @ (A); NEXT A

You need to do this for level 3+4 data set too.

1 of 6

Levels 1+2

@ (0) = 0	@ (32) = 0
@ (1) = 0	@ (33) = 0
@ (2) = 0	@ (34) = 1010
= 0	= 10000
= 3001	= 7001
= 2000	= 1500
= 10	= 1010
= 0	= 10000
= 0	etc = 3000
= 0	800
= 1010	10
etc. = 10000	10000
11011	0
2800	0
10	1000
10000	10000
18000	0
23200	0
10	1010
10000	0
0	9000
0	3000
1000	0
10000	10001
0	0
0	1
1010	1000
0	0
8000	0
0	0
10	0
10000	0



3 of 6

$\textcircled{128} = 14071$

$\textcircled{160} = 2000$

1 31900  
 1 10  
 1 10000  
 1 3001  
 etc 21400  
 1000  
 10000  
 0  
 0  
 1010  
 0  
 13000  
 11701  
 1000  
 10000  
 0  
 0  
 0  
 0  
 0  
 15056  
 23401  
 10  
 0  
 0  
 0  
 10  
 10000  
 407  
 22401  
 10  
 10000

1 1801  
 0  
 10000  
 0  
 etc 0  
 0  
 0  
 10001  
 1201  
 10  
 0  
 13002  
 1201  
 0  
 10000  
 0  
 0  
 0  
 0  
 0  
 12020  
 32201  
 10  
 0  
 8000  
 1201  
 10  
 10000  
 2202  
 1801  
 0  
 00001 = 10000

$\textcircled{191} = 10000$

# Levels 374

<p>@(0) = 19050</p> <p>  23000</p> <p>  1010</p> <p>  0</p> <p>  24005</p> <p>  3000</p> <p>etc 10</p> <p>10000</p> <p>4023</p> <p>4000</p> <p>10</p> <p>10000</p> <p>23006</p> <p>5000</p> <p>1000</p> <p>10000</p> <p>6001</p> <p>24500</p> <p>1010</p> <p>0</p> <p>9001</p> <p>4500</p> <p>0</p> <p>10001</p> <p>26000</p> <p>27500</p> <p>1010</p> <p>0</p> <p>23008</p> <p>5500</p> <p>10</p> <p>10001</p>	<p>@(32) 25086</p> <p>  7200</p> <p>  10</p> <p>  10000</p> <p>  21008</p> <p>etc 6500</p> <p>10</p> <p>10000</p> <p>23065</p> <p>6000</p> <p>10</p> <p>10000</p> <p>9000</p> <p>5000</p> <p>1000</p> <p>10100</p> <p>0</p> <p>1</p> <p>1000</p> <p>0</p> <p>9000</p> <p>22001</p> <p>1010</p> <p>10000</p> <p>15013</p> <p>23500</p> <p>10</p> <p>0</p> <p>18000</p> <p>24521</p> <p>1010</p> <p>10001</p>
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5ef6

@(64) = 20035

6001

1010

10000

20007

5500

etc

1000

10000

23005

6000

10

0

29058

8500

10

10000

28060

29000

1010

10000

27030

28500

10

10000

23008

7000

1001

10000

23004

6201

1001

0

@(96) = 10052

1

22501

1

1010

1

0

1

5000

1

3000

etc

0

10000

0

0

0

0

0

0

1

1000

0

19046

4801

1010

0

24008

25001

0

10000

21048

7001

1000

0

0

0

0



Note: This cassette contains 4 complete copies of "The Crown of Zeus" with the tape counter locations of each part of the program listed on Side A.

Use the :INPUT@ (0), 192 Command to get the level 3+4 data to load

Ted Johnson

:TO print out the level 1+2 data, load the program normally, then immediately print out the array from @ (0) to @ (191). Then input the level 3+4 data and print it out too. (from @ (0) to @ (191))  
Any questions? Call 509-334-3342