

Commands

IN
UP
DROP
GET

Treasures of Cathy Map (Very rough)

Game by John Collins (1982) draft)

For Astrocade

Version 1.2

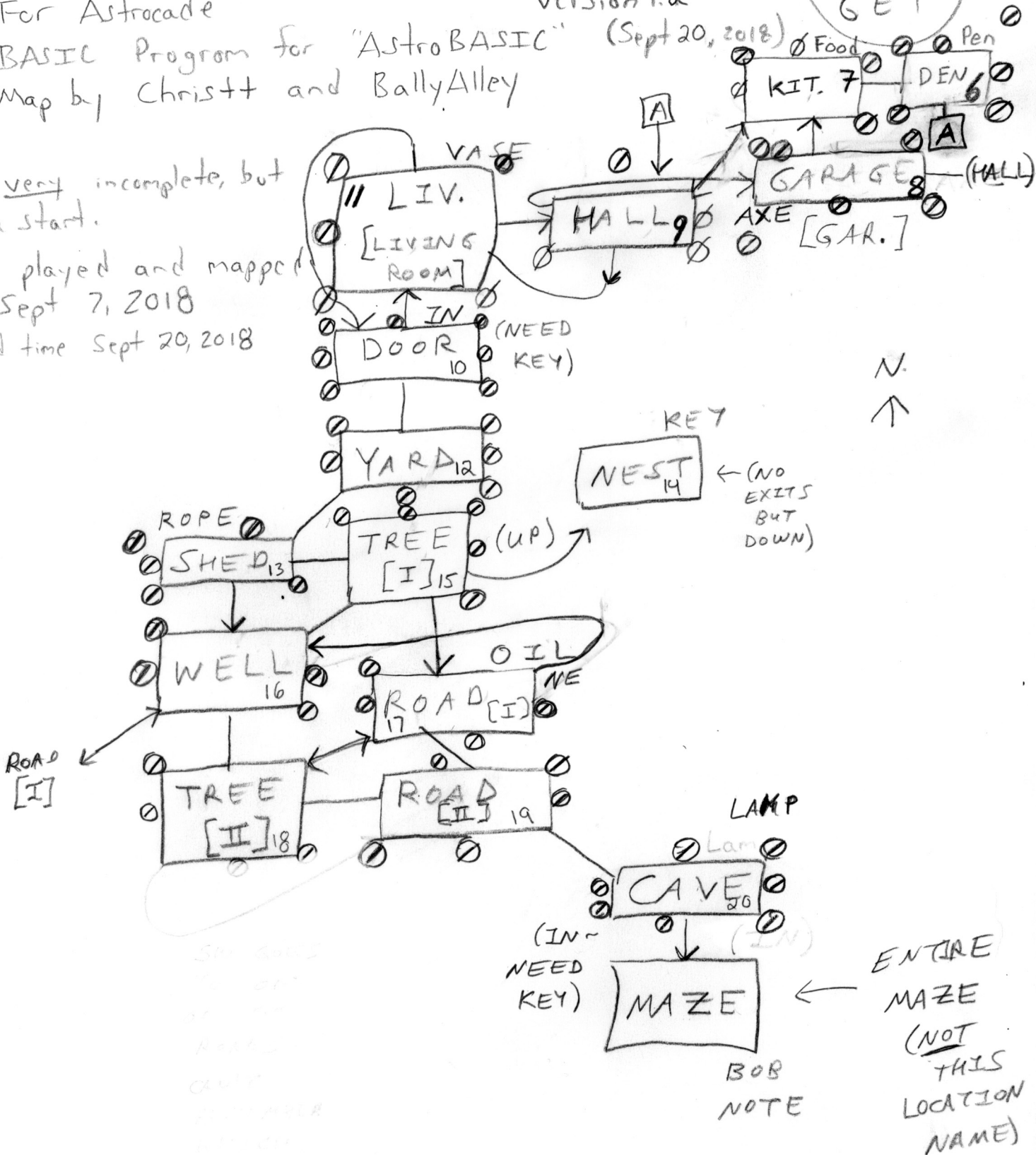
BASIC Program for "AstroBASIC" (Sept 20, 2018)

Map by Christt and BallyAlley

Map very incomplete, but
it's a start.

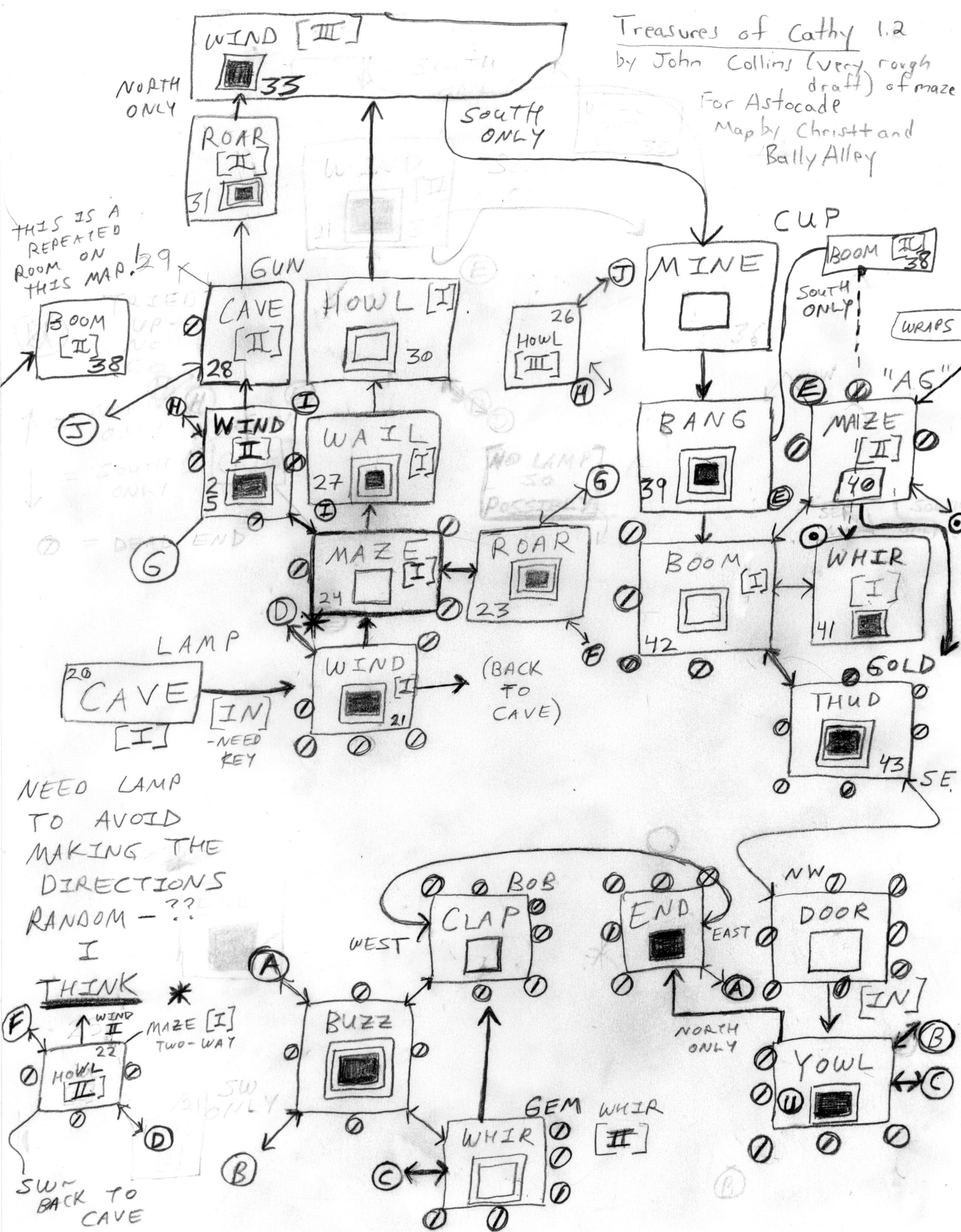
Game played and mapped
on Sept 7, 2018

Third time Sept 20, 2018



by John Collins (very rough
draft) of maze
For Astocade
Map by Christt and
Bally Alley

by John Collins (very rough
draft) of maze
For Astocade
Map by Christt and
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Name = Room #

✓ Yard = 12
 ✓ Shed = 13
 ✓ Door = 10
 ✓ Tree [I] = 15
 ✓ Well = 16
 ✓ Tree [II] = 18
 ✓ Road [II] = 19
 ✓ Road [I] = 17
 ✓ Nest = 14
 ✓ Cave = 20
 ✓ Wind [I] = 21
 ✓ Maze [I] = 24
 ✓ Roar = 23
 ✓ Wail = 27
 ✓ Howl I = 30
 ✓ Wind [III] = 33
 ✓ Mine = 36
 ✓ Bang = 39
 ✓ Boom = 42
 ✓ Whir [I] = 41
 ✓ Maze [II] = 40
 ✓ Thud = 43
 ✓ Door = 44
 ✓ Yowl = 45
 ✓ End = 48
 ✓ Buzz = 47
 ✓ Whir [II] = 46
 ✓ Clap = 49

✓ Liv. = 11
 ✓ Hall = 9
 ✓ Kit. = 7
 ✓ Den = 6
 ✓ Gar. = 8
 ✓ Howl II = 22
 ✓ Wind [II] = 25
 ✓ Howl [III] = 26
 ✓ Cave (II) = 28
 ✓ Roar II = 31
 ✓ Wail (II) = 35
 ✓ mist = 32
 ✓ Howl [IV] = 34

Current
 A = Room Number?
 T = Inventory count??

