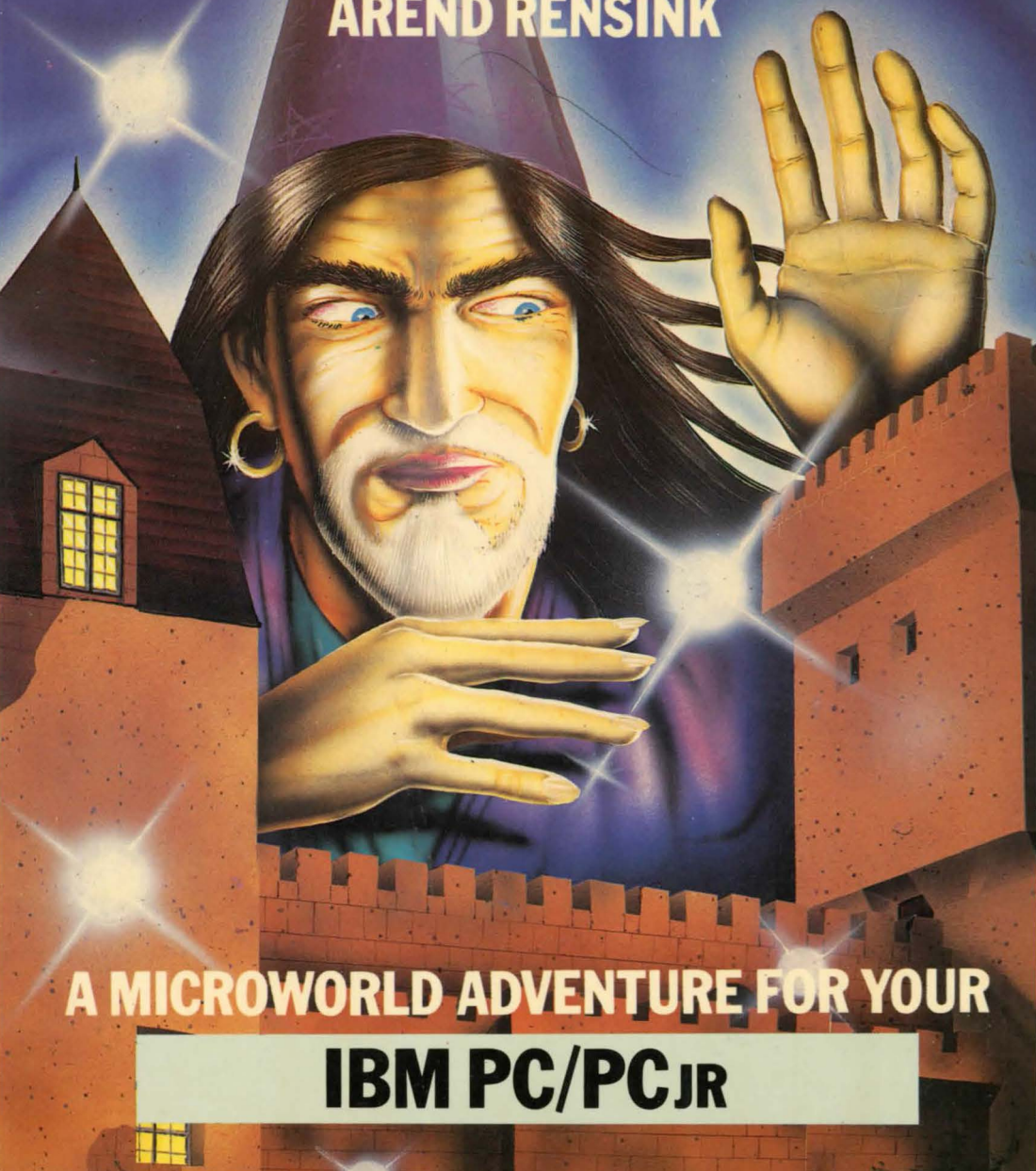# THE SECRET OF ARENDARVON CASTLE

HAL RENKO & SAM EDWARDS
AREND RENSINK

A MICROWORLD ADVENTURE FOR YOUR

IBM PC/PCjr

The Secret of
Arendarvon Castle

A Microworld Adventure for Your
IBM PC/PCjr

SYSTEM REQUIRED

Microcomputer:	IBM PC with at least one disc-drive
Memory:	64 KRAM
Operating system:	PC-DOS version 1.1
Language:	Disc BASIC

N.B. Commands are only accepted in uppercase.

The Secret of Arendarvon Castle

Hal Renko & Sam Edwards
Arend Rensink

The programs presented in this book have been included for their instructional value. They have been tested with care but are not guaranteed for any particular purpose. The publisher does not offer any warranties or representations, nor does it accept any liabilities with respect to the programs. **PRINTED IN HOLLAND.**

A New Adventure

The Secret of Arendarvon Castle is different. You play the role of a journalist who has mysteriously disappeared while investigating recent events at the Castle. An unfinished article suggests a fearful end. What was his fate? What *is* the Secret of Arendarvon Castle? It is your destiny to find out.
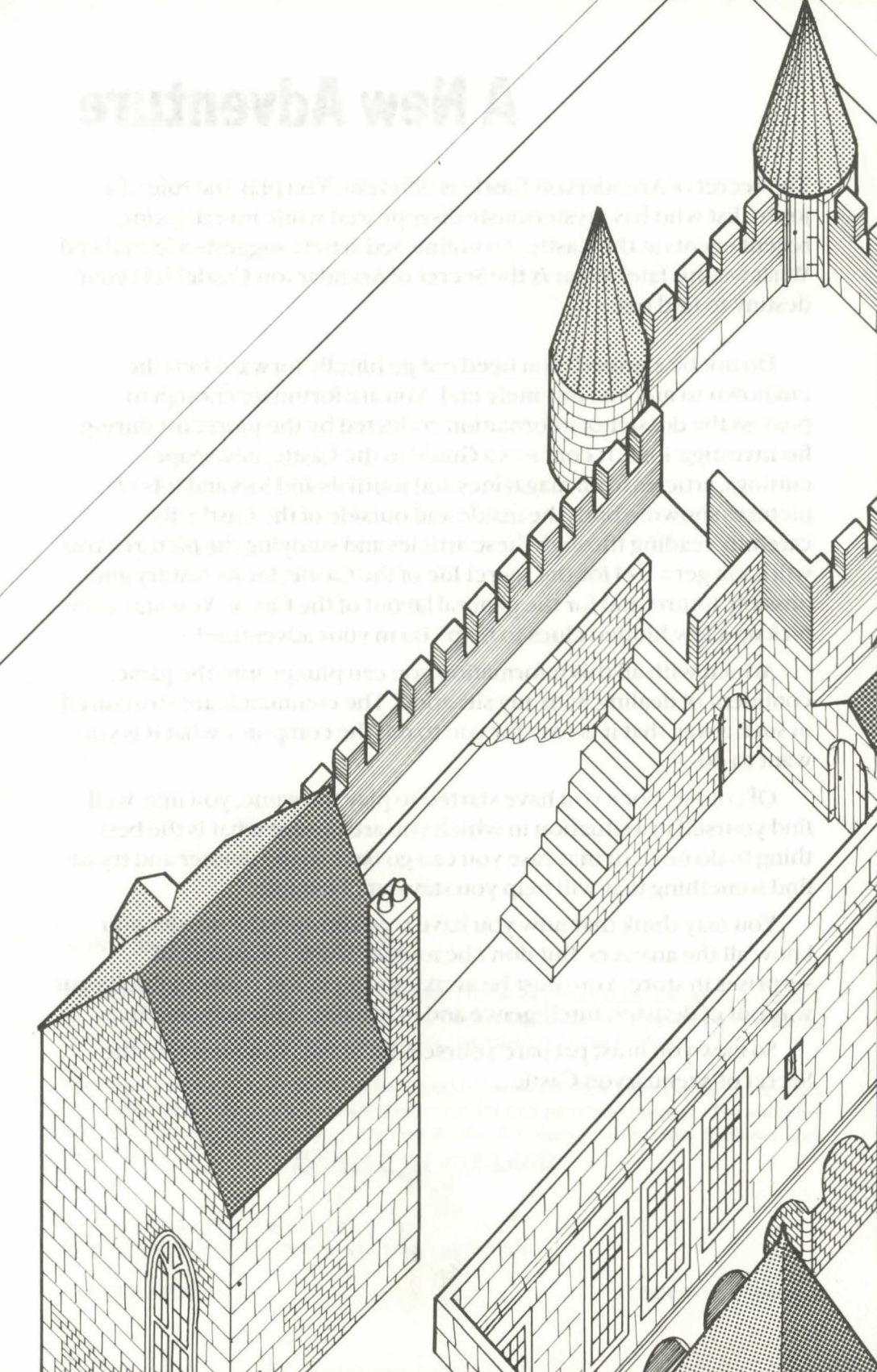
Do not be alarmed. You need not go blindly forward into the unknown to meet an untimely end. You are fortunate enough to possess the dossier of information collected by the journalist during his investigations. It contains a Guide to the Castle, newspaper cuttings, articles from magazines and journals and lots and lots of pictures showing both the inside and outside of the Castle. By carefully reading through these articles and studying the pictures you will soon get a feel for the secret life of the Castle, for its history and possible future, and for the general layout of the Castle. You may even pick up a few hidden clues to help you in your adventure!
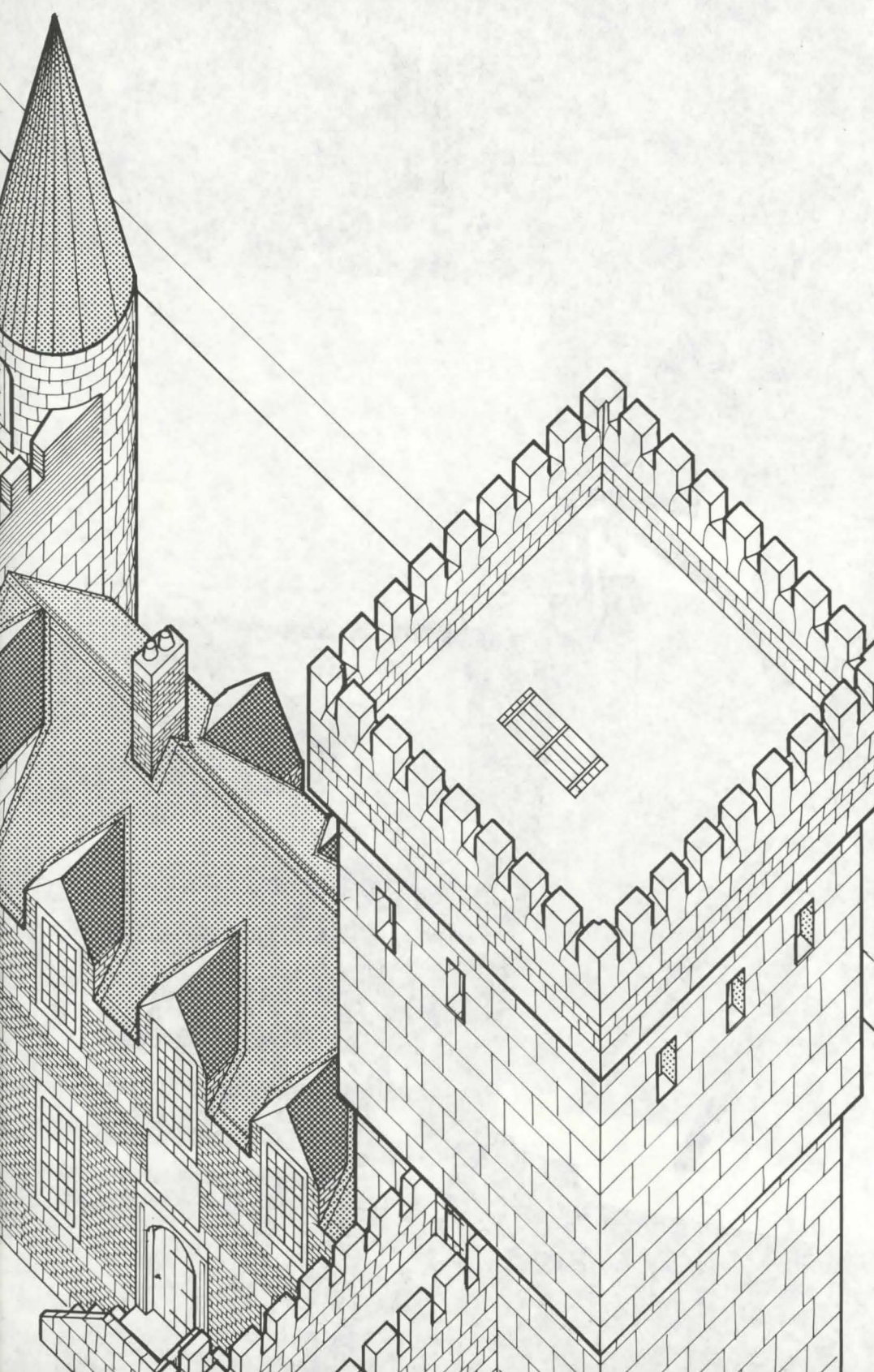
Armed with all this information you can plunge into the game, confident of dealing with any situation. The commands are structured in such a way that it is easy for you to tell the computer what it is you want to do.

Of course, once you have started to play the game, you may well find yourself in a situation in which you are unsure what is the best thing to do next. In that case you can go back to the dossier and try to find something that will help you stay out of trouble.

You may think that now you have read through the dossier you know all the answers. But don't be fooled! There are plenty of surprises in store. You must be awake and alert and ready to think your way out of disaster. Intelligence and originality will carry the day.

So now you must prepare yourself. Be brave. You must find the Secret of Arendarvon Castle...

A New Adventure

based on the details already available.

Situated in the far North-West of Scotland, set among the barren, desolate but wildly beautiful highlands, this castle is a perfect example of what most people imagine a castle to be: imposing, impregnable, invincible. A 'must' for every tourist wh ... ation takes them to that part of Scotland.
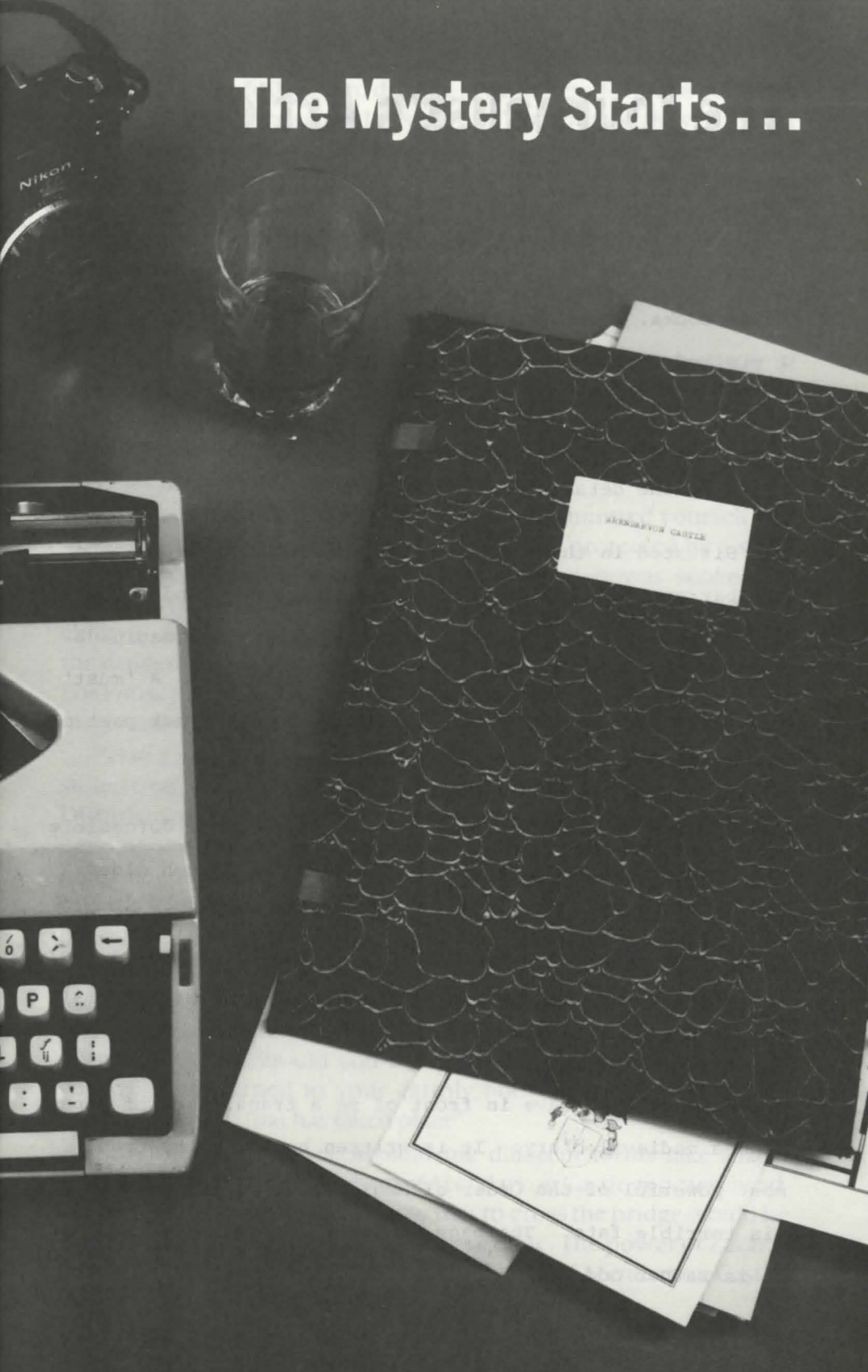
Arendarvon ...... ne of the largest true defensible castles in Scot... .... lt on the ruins of a much older, smaller 'towe' ..... this castle has been the refuge of barons, one ki... ...llection of alchemists, dukes, a whole regiment and ... ...y rats and the custodian of the small Castle Museum.

As I type, I have in front of me a translation of a page from a medieval diary. It is written by Zazar the Great, ... his terrible fate. The page finishes with a short riddle. It is rather odd. I can't resist speaking it aloud ....

...... of the Castle and have
...... mpletely locked off. Not
...... ft in the Order united
...... accomplish this feat, Soro-
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...... there is even more amiss than was
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The Mystery Starts...

The Journalist's Article

Writing articles about places of interest usually involves much detective work, locating relevant information. Often, there is little to be found, other than the usual local Guide Books. However, the case of Arendarvon Castle, which I visited earlier this month, is rather different. So many strange and fantastic stories are associated with the Castle that it would be quite possible to write several articles based on the details already available.

Situated in the far North-West of Scotland, set among the barren, desolate but wildly beautiful highlands, this castle is a perfect example of what most people imagine a castle to be: imposing, impregnable, invincible. A 'must' for every tourist whose vacation takes them to that part of Scotland.

Arendarvon Castle is one of the largest true defensible castles in Scotland. Built on the ruins of a much older, smaller 'tower house', this castle has been the refuge of barons, one king, a collection of alchemists, dukes, a whole regiment and now mainly rats and the custodian of the small Castle Museum.

As I type, I have in front of me a translation of a page from a medieval diary. It is written by Zazar the Great, most powerful of the Order of Magicians. In it, he describes his terrible fate. The page finishes with a short riddle. It is rather odd. I can't resist speaking it aloud ....

All around is confusion. I am drifting in a timeless, formless void. It is as though I have been sucked through the window of reality by a great rush of air. I am shaken but unhurt. I am alone. Wait. Something is taking form out of the limitless abyss. It is a tall man. Ancient beyond reckoning but not decrepit. Dressed in a fantastic cloak and a tall hat covered in magic pentacles, his keen blue eyes and flowing black hair suggest a hidden vitality beneath the white beard. He stands still, as if deep in a trance, unaware of my presence, but at the same time a rich, musical voice speaks softly in my ear:

"I am Zazar the Great, most powerful of the ancient Order of Magicians. You are now on the astral plane, a disembodied spirit. Do not fear. Your earthly body stands at the space-time junction at the point where you spoke the magic riddle. It will be held there, inviolate, until your return".

"By speaking aloud the riddle you have committed yourself to a quest beyond your imagining. The riddle was protected by a spell. The magic stored within was released when it was spoken by someone with the qualities of inner strength and the unconscious ability to handle magic spells. These will be necessary to overcome the dangers that now lie ahead and to complete the task successfully. For know that your task is this: To retrieve the all-powerful cube of magic and the subtle spells associated with it".

"Half a millenium ago, in an act of the darkest evil, the cube was stolen from the Order. Since then much mischief has been wrought. Disturbances have been created in the natural world. Uncomprehending mortals, in fear, call these supernatural. There is now a fundamental imbalance in the equilibrium between the simple laws of earth science and the higher laws of alchemy. The balance can only be restored by regaining the cube of magic. You are now committed to this task. You cannot refuse".

"All that you experience will have the appearance of reality. You may even die. But death on this plane is not final. A strong spirit may overcome death. Should you complete your mission successfully, you will be returned to your earthly body with only a dream to remind you of all that has taken place".

Now the image fades. Around me different forms take shape. Slowly, the solid, daunting, form of Arendarvon Castle appears ahead. Behind me is a drawbridge. I know that to cross the bridge would be to refuse my task. But it is not in me to decline. The power of Zazar is on me. I must go ahead. I must find The Secret of Arendarvon Castle!

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The Journalist's Dossier

ARENDARVON CASTLE

A
Guide
to
Arendarvon
Castle

NOTICE TO VISITORS

Since the publication of this guide, part of
the Castle has been closed as a result of
investigations which show it to be unsafe.
This includes the Chapel and all of the ram-
parts. The Armoury can be visited only on
request in groups of at least ten.

The custodian has the key of the lavatory.

A Guide to Arendarvon Castle

T HE CASTLE OF ARENDARVON is probably the best-preserved medieval castle in the whole of Great Britain. Since it never played an essential part in any war, it was never seriously damaged. That, no doubt, is why Arendarvon Castle can look back on a very particular and interesting history. It has been inhabited by many famous and powerful people.

The *Castle Museum* was founded in 1958. It is well known for its large collection of medieval objects, such as its armoury, and for the marvellous state of repair of the castle.

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13 . . . . *The Great Hall*
14 . . . . *The Library*
15 . . . . *The Chapel*
17 . . . . *The Sitting Room*

A Map of the Castle Museum is included separately.
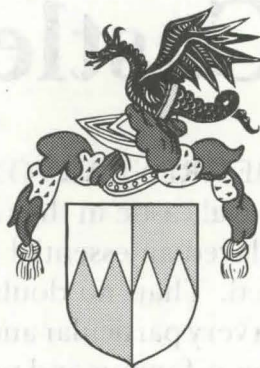
Coat of Arms

History

TO GAIN AN INSIGHT INTO the architecture and peculiarities of Arendarvon Castle, it is necessary to go back through the centuries, to the time when there was a need for large castles in order to live safely: the dark Middle Ages.

Castle building in medieval Scotland properly started with the coming of the Normans. They "imported" into Great Britain a special structure consisting mostly of wood and timber, called a *motte-and-bailey* castle. Of these very few now remain.

In the far North-West of Scotland, however, some castles can be found that are not Norman and are claimed to pre-date the Norman mottes. It is on the remains of one of these, probably Gaelic, castles that a Norman knight called *Darvon* built a stone castle in about 1150 AD. Darvon, it seems, had been invited to support the King of Scots in war, in return

for an estate in Scotland. There were many knights who rallied to this call: the Sinclairs and the Maxwells and many more came to Scotland at that time.

Darvon's castle was no more than a massive tower, an early example of the so-called tower-house that was to be the dominant type of castle for centuries. In 1300 the castle was destroyed in order to prevent the English from capturing it. Around 1320 a plague appears to have killed all of the Darvon family, and their name lives on only in the name of the county of Darvon.

A new castle was built by *Lord Manwryen*, whose name indicates a Welsh
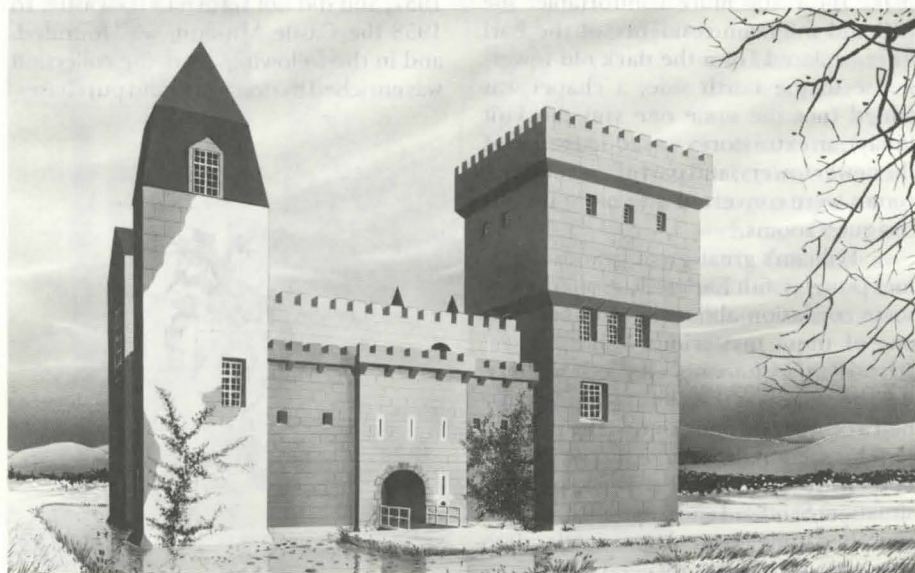
background, during the dangerous times when the weak kings Robert II and III reigned. Again, this castle consisted only of a single tower. This tower, though altered and embellished, is now the southeast tower of the castle. Although wars and feuds raged on during the fifteenth and sixteenth centuries, Arendarvon Castle, situated in a remote corner of Scotland, saw nothing of these.

In 1420 work was started on a great extension of the castle, giving it the appearance we see today. Notably, Arendarvon Castle is one of only two rectangular castles in the whole of Scotland (the other is Linlithgow in Lothian), whereas in England this was the most fashionable type of castle at that time. Shortly after the completion of this extension, Lord Manwryen was hanged for scheming against King James II of Scotland. The Manwryen family fled to France and the castle was confiscated by the King.

When he died, James left the castle to his most trusted nobleman, *Sir William Douglas*, who became first Earl of Darvon. This member of the famous Douglas family and his successors did a great deal to make the castle more comfortable: the hall and the main residence of the Earl were replaced from the dark old towerhouse to the north side; a chapel was added (not the same one you can visit today); an extra storey was added to two of the newer towers; and part of the soldiers" rooms were converted into more luxurious guest rooms.

William's great-great-grandson, James Douglas, 6th Earl of Darvon (there is some confusion about the number) was one of those mysterious Middle Ages" scientists, the *alchemists*. He died childless. The heritage was then left vacant, but for half a century no one claimed the property. This seemingly strange situation must be seen in the light of the changed political situation: Scotland and England had been re-united under James VI (of Scotland) so there was no longer any need other than

for prestige to have a castle, and castles were not the most comfortable of places to live in.

In 1680, however, the castle was claimed by a distant relative of Lord Manwryen, who built the castle. No one objected to his claim, backed by a fortune, and the castle returned to the Manwryen family, and remained in their possession until the 1930s.

The Manwryens added to the castle the magnificent 17th century chapel, replacing the old one built by the Douglas family, and later the large 19th century windows in the west wing.

Lord Manwryen IX was made a baron in 1820 for faithful service in the war against Napoleon, and the last Lord Manwryen received the Victoria Cross for great deeds in the service of his country in the First World War. When he died in 1932, he left the castle to the Crown on the understanding that it would become the lodgings of the *Second Regiment of Mountaineers* of which he had been the commander.

The regiment was decimated in the fight against the Malayan insurgents in 1957, and did not return to the castle. In 1958 the Castle Museum was founded, and in the following years the collection was enriched by donations and purchases.

The Exhibition

APART FROM THOSE ROOMS THAT have been restored almost exactly to their original condition and which will be described later, there is a small permanent exhibition of objects that are not strictly medieval. This exhibition is situated in a special room, formerly a living-room.

On entering the room, to the left is a collection of coins, ranging in age from medieval to the 20th century. There are some very fine rare coins, notably one silver coin with two heads of James III of Scotland and a coin of James VI with the emblems of both the Scottish and the English royal houses, indicating the union of Scotland and England under James VI.

The coins were a donation to the Museum by Sir Anton MacDonald, one of the founders of the Museum, in 1964. Some coins found in a secret safe in the main tower were added to the collection in 1967.

On the north wall there is a painting of the first Earl of Darvon, William Douglas, and two show-cases containing mostly household objects used by the Douglas family. These objects give an interesting insight into life in the Middle Ages. There are knives and spoons, but no forks; there are various gaming devices such as dice and cards, but there are absolutely no superfluous decorative items.

Also exhibited are some sculptures, which belonged to the Manwryens. These are decorative, and none is original. One is clearly in-

Lord Manwryen VII

Antique key

yard: a 16th century small cannon of the type that was popular for defending castles.

More weapons and armour can be found in the armoury, which is described below.

spired by the Venus of Milo. They are no more than two centuries old. To the right, some arms are displayed, meant to show the change in weaponry through the centuries. They range from a short bow to 19th century rifles. A very beautiful and well-kept piece can be seen in the court-
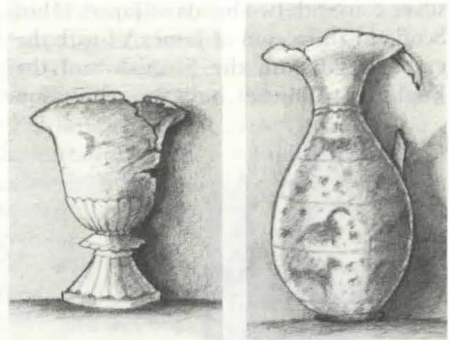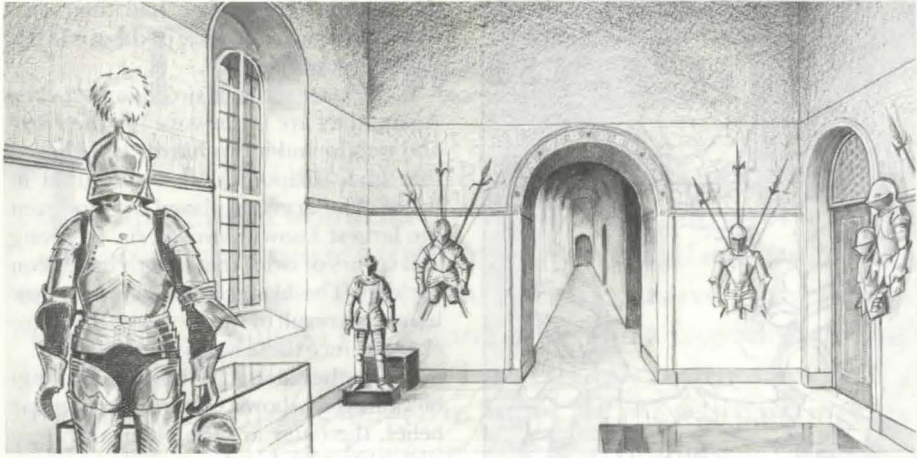

Antique crockery

Lord Manwryen IX(?)

The Armoury

**S**ITUATED IN A FRONT ROOM of the Castle is the armoury, where most of the weapons and suits of armour were kept; cannons were permanently stationed behind strategically placed gun-loops in order to be ready in the event of a surprise attack, while daggers, which could also be used as knives, were always carried by the men.

It must be remarked that the lay-out of Arendarvon Castle is not quite logical. To get to the armoury, one must walk from the soldiers'' rooms through a corridor; but to get out the same corridor must be used. It is easy to see how this would result in *chaos* if weapons were needed quickly. It would have been expected that another exit existed, leading, for instance, eastward to the portcullis.

The collection of weapons and armour in Arendarvon Castle is *unique*. The most outstanding items are the two suits of armour which belonged to James II of Scotland and his son. They are complete in every detail, which is very rare, and since they have never been used in battle and have always been very well cared for, they are in nearly perfect condition. A close study reveals the truly marvellous workmanship of the medieval weapon-smith working with relatively primitive tools.

To the left of the entrance to the armoury is a display of all the weapons and protection a knight in full battle-dress would wear. They add up to an enormous weight, which often equalled the weight of the knight himself. Indeed, cases are known of persons whose armour alone was twice their own weight! It is easy to see how this would slow down their movements, and consequently knights were very vulnerable without their horses. For
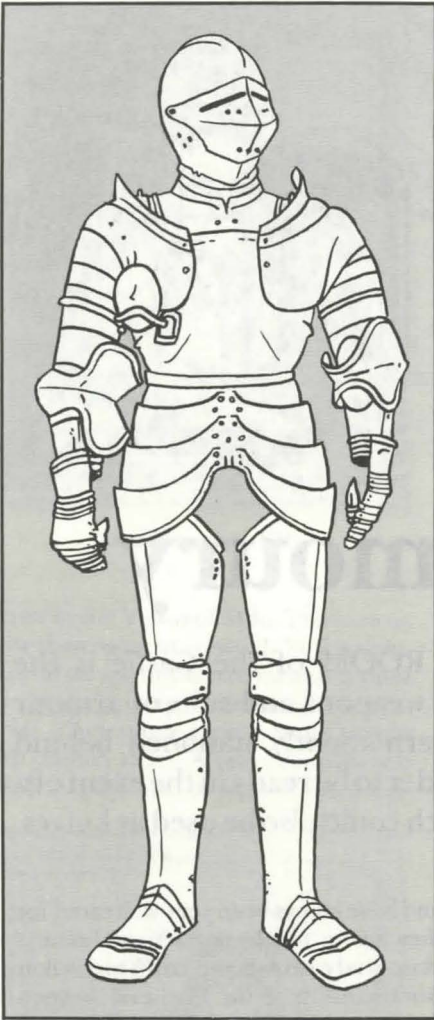
Armour of James II

this reason horses often had their own suits of armour, but none of these is in the Arendarvon collection.

Next is a series of swords and spears. Again, they are impressive for their size and weight and it can hardly be believed that such weapons were really used in battle. The arms displayed are not even the largest known: swords six feet long and spears of twice that length have been wielded. The blades and points are now blunt, as a result of the centuries that have elapsed since these weapons were used.

Further along are bows, both longbows and crossbows. Contrary to popular belief, the latter are the older and were supplanted by longbows. There are no arrows, only arrow-heads: the wooden shafts have rotted away. Metal shafts were also made but these do not seem to have found common use, probably being too expensive or too heavy. No example is exhibited here.

To the right are the aforementioned suits of armour of James II and his son. These are far *shorter* than the average height of man today, indicating that people in the Middle Ages were smaller than we are today.

The Bedroom

THE BEDROOM IS ARRANGED, as far as possible, to appear as it would have done in past centuries. The room consists of two separate units: the left half is arranged as a sitting-room from the 19th century, with excessively large chairs in the style of Louis XIV, a writing-table and a large hearth-rug; the other half is arranged as a 15th century bedroom, with the magnificent bed that belonged to James II. The wall paintings are 17th century, as are the baroque ceiling decorations.
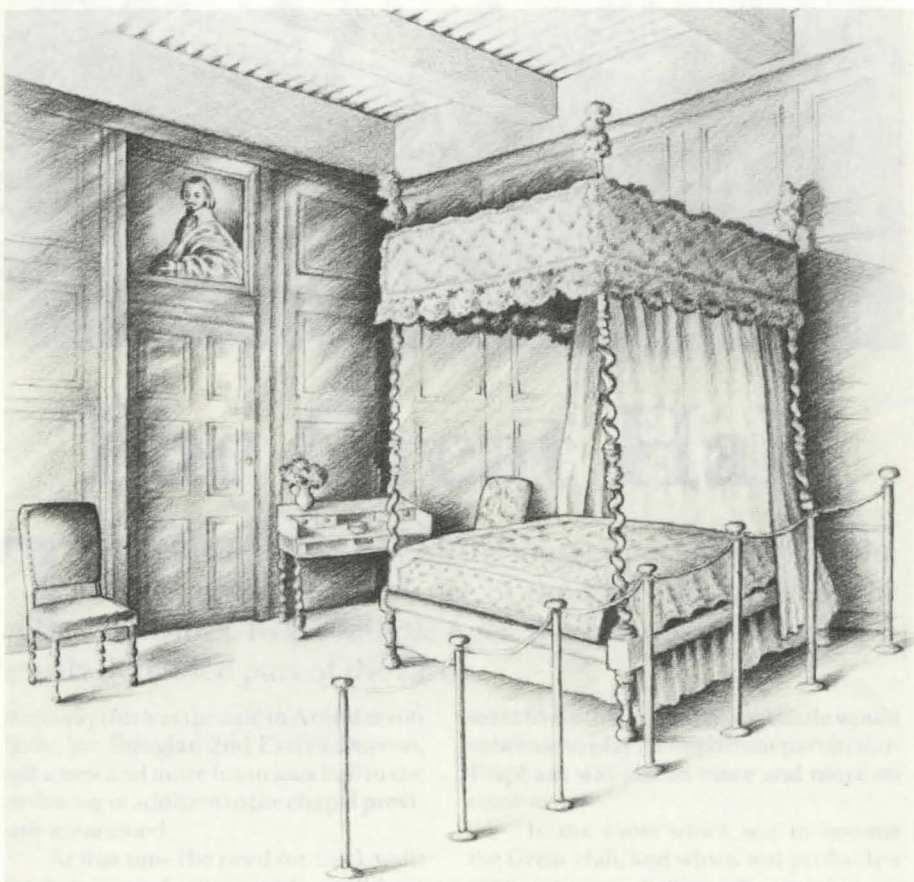
Normally, of course, the bedroom and sitting-room would be in different rooms, but this arrangement has been chosen to show the differences between life in the 15th century and 19th century: the sober bed in contrast to the comfortable chairs. Also, in the original sitting-room, which is described later, the walls have been stripped of their 19th century covering paint to reveal the underlying 16th century paintings.

The chairs have been bought and are actually quite common. The writing-table was found in one of the servants" rooms and has been beautifully restored. The hearth-rug lay on the second floor in one of the guests" rooms. It has been worn by use and there are marks where sparks from the fire have landed on the rug.

The bed is a very rare piece. It once belonged to James II of Scotland who spent some years in Arendarvon Castle. It shows the skill of the 15th century craftsmen, for it has been used continually, finally as a soldiers bed, but is still in usable condition. In the Middle Ages, luxury was denied even to kings, simply because luxury was something unknown. The bed is no more comfortable than a plank-bed, although decorated by a crown and the Scottish Eagle.
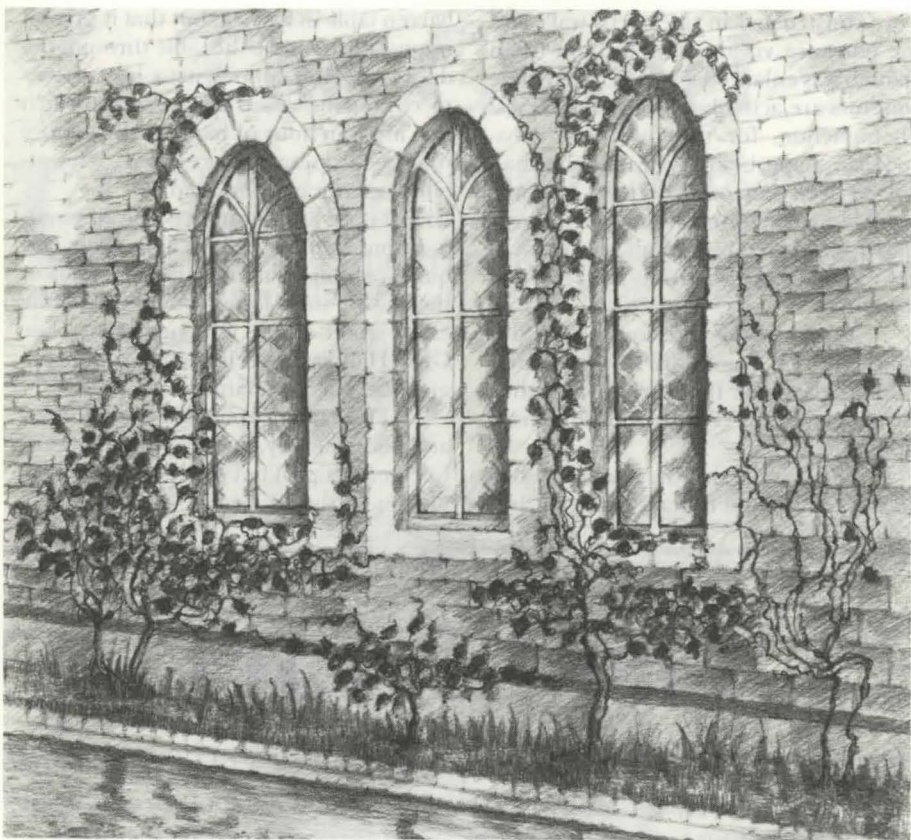
The Great Hall

THE GREAT HALL WAS the most important room in the castle, being the residence of the Earl and the place for festivities. In the Middle Ages, this hall was often built in a heavily defended part of the castle.

Originally this was the case in Arendarvon Castle, but Douglas, 2nd Earl of Darvon, built a new and more luxurious hall in the north wing in addition to the chapel previously mentioned.

At that time the need for thick walls and dark rooms had ceased, for it did not seem likely that Arendarvon Castle would continue to play an important part in war. Emphasis was placed more and more on comfort.

In the room which was to become the Great Hall, and which was probably a soldiers" room before, large windows

were constructed in the north wall, and the entrance via the sitting-room (then chapel) was enlarged and decorated. The windows are actually a strange historical phenomenon, for they are clearly baroque in shape, but the baroque style had not yet been seen outside Italy. The only feasible explanation is that the windows were constructed by an Italian craftsman or by someone who had only just returned from Italy.

As regards the interior, the massive oak table and chairs are 16th century. Though they bear the marks of use, they have survived the centuries in wonderful condition.

There is a story that the 6th Lord Manwryen wanted to have another less barren table in his hall, but that it proved impossible to move the table through the doorway. He ordered it to be cut into pieces, but the wood had *hardened* so much that after an hour of hard work no more than a few scratches resulted. The attempt was then abandoned.

There are a number of wall paintings, but nothing remarkable. They are quite weather-beaten: in the final years of the last of the Manwryens most of the castle stood empty and neglected. The Great Hall was never heated, resulting in a great deal of frost damage.

The large cupboards are all 18th and 19th century, and are fine pieces of workmanship. They have not suffered too much from neglect.

The Library

F ROM THE GREAT HALL, there is a view of the gallery on the first floor, leading from the (new) chapel into a blank wall. The book-cases in the gallery are part of the famous ancient library of Arendarvon Castle, which is unfortunately not open to the public.

The library consists of books on *magic* and *alchemy*.

The collection was started by the last Douglas (6th Earl of Darvon), whose hobby was alchemy. It was enlarged and enriched by the Manwryens, and is one of the finest collections of books on the subject anywhere in the world.

It is an important object of study, and there have been requests to have the whole library moved to Oxford University. This cannot be done however, since it was explicitly stated in the will of the 11th Lord Manwryen that the collection should *remain* in the castle.

The Book of Spells

The Chapel

U NDOUBTEDLY THE MOST FAMOUS PART of Arendarvon Castle is its chapel. Built in the 17th century, this holy place is marvellously preserved and is one of the most beautiful examples of castle chapels in the world.

The chapel was built as an addition to the castle by the second of the Manwryens, and replaced the old chapel next to the Great Hall. The extension into the north wall and the baroque window are probably of a later date.

The most striking features of the Arendarvon Castle Chapel are its wall paintings, clearly influenced by the baroque style with a remarkable likeness to the paintings of Michelangelo. That these paintings are so well preserved is a fortunate consequence of the fact that the Manwryens remained Catholic, and the chapel was used even when most of the castle was uninhabited. The paintings are in far better condition, for instance, than those in the Great Hall.

Although the chapel appears to have been bare initially, except for a few stools and a small altar, much was added in subsequent periods. The statue of the Virgin Mary and child, by an unknown sculptor, is particularly beautiful and much older than the chapel itself. Either this sculpture was moved from the old chapel into the new one or it was bought from a church (the Manwryens were very rich).

It may also have come overseas with the Manwryens when they returned from France.

More additions were made, such as a bigger altar, more comfortable pews and seats for the rich, wood carvings showing biblical passages, chandeliers and a fantastically large wax *candle* which has apparently never been lit.

As mentioned earlier, the chapel was used until the last Lord Manwryen died. During the period when the Second Regiment were resident here, the chapel was not used, but was maintained in good condition. Occasional services are now held for the sake of tourists.
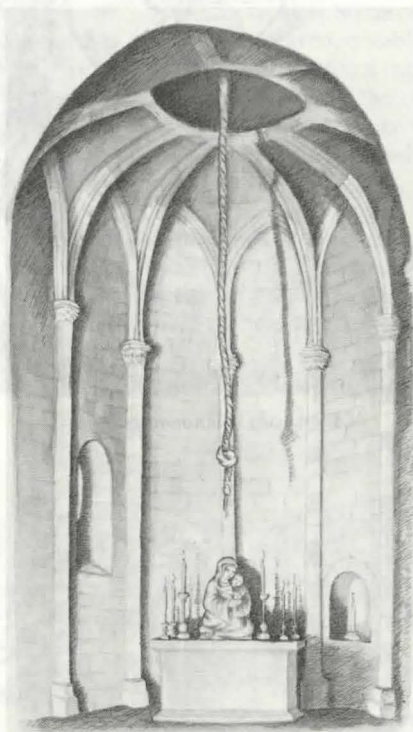
The Chapel

Madonna by unknown sculptor

The Sitting-Room

ALTHOUGH HARDLY RECOGNISABLE AS SUCH, the so-called sitting-room served as a chapel for the Douglas family. Situated next to the great hall, this room was the second most important in the castle.

However, the second Lord Manwryen built a new chapel in the north-west tower (which will be described later) and so the old chapel was abandoned. The walls were painted over and the place was arranged as a sitting-room.

The fact that this room was once a chapel was discovered only recently, by accident, when the 17th century wall paint was damaged by careless handling of a cupboard by a workman. Behind the blistering paint another layer was found and it was decided to have the upper layer removed. It appeared that there was a religious picture underneath. Further investigation revealed an old engraving from which it became evident that the room had once been a chapel.

Since such well-preserved medieval religious pictures are unique, it was decided to have the more recent painting wholly removed. This resulted in the present situation. Some really marvellous pictures appeared, notably the figure of Christ on the southern wall, and the enormous painting of the conversion of Saint Paul on the northern wall, the latter unfortunately disfigured by a large 19th century window.

Also, a very strange and hardly religious children's rhyme was discovered, put up, according to experts, later than the other pictures, but undoubtedly older than the removed painting:

View from North-East Tower

Rats eat it
Lords read it
I bound it
None found it

Many experts have tried to explain the *riddle* of this mysterious verse, but probably no one will ever solve it.

Further attempts have been made to reconstruct the old chapel, which is still known as the "sitting-room", as it was originally used, but plans to re-arrange the room that way have been abandoned as too costly.

THE MUSEUM OF ARENDARVON CASTLE
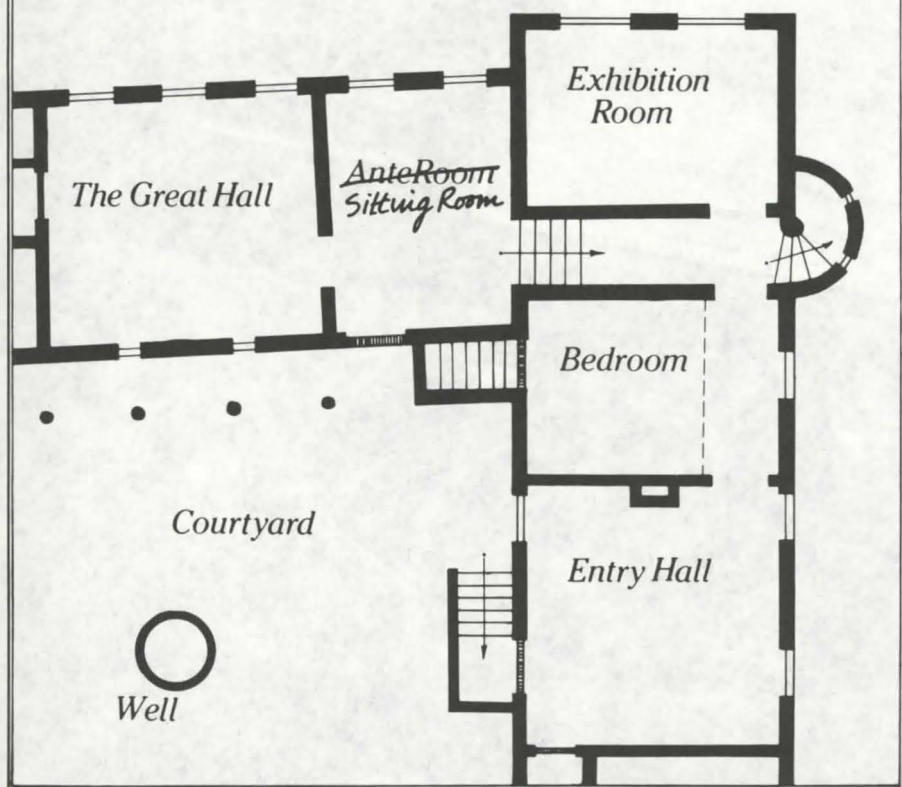
Exhibition
Room

The Great Hall

AnteRoom
Sitting Room

Bedroom

Courtyard

Entry Hall

Well

...of Scotland, but among
...autiful highlands, this
...t most people imagine a
...e, invincible. A 'must'
...takes them to that part of

...the largest true defensible
...the ruins of a much older,
...tle has been the refuge of
...of alchemists, dukes, a whole
...and the custodian of the small

...ont of me a translation of a page
...is written by Zazar the Great,
...of Magicians. In it, he describes
...age finishes with a short riddle.

Clippings

Mountaineers to Malaya

The Scottish Second Regiment of Mountaineers will join the Army forces fighting the insurgents in Malaya. This was decided yesterday during an extra session of Parliament.

A reliable source reports that it is a matter of prestige for the Scots to take part in the Forces. However, it seems unlikely that the Mountaineers will play a major role in the campaign.

Terrorists attack British, page 4

REGIMENT SLAUGHTERED IN MALAYA

No-one to return to castle . . . .

By Our Malayan Correspondent

IT WAS ANNOUNCED yesterday that a major battle has taken place in the Malayan campaign involving the Second Regiment of Mountaineers. The Regiment were caught in a surprise attack by guerilla fighters. There were no survivors.

The tragedy took place one week ago but details of the battle were only released yesterday. Housed in out-lying Army barracks, the Regiment was stationed in Malaya on fatigue duty only.

The main Army forces were away suppressing guerilla raids when the surprise attack took place. The Second Regiment, ill-equipped for jungle warfare, was overwhelmed by superior numbers. No prisoners were taken, the guerillas maintaining a merciless policy followed in previous skirmishes.

A Government spokesman said: "This has been a terrible blow. We are deeply shocked by the scale of this slaughter and by the savagery shown by the enemy. However, as a result of the brave stand made by the Second Regiment, the enemy suffered heavy losses. We will continue to fight the insurgents and defend our interests in Malaya."

The purpose of sending Mountaineers to Malaya has been a subject of frequent debate. At the time, the Regiment was the only unit that could be spared to boost the size of the Army forces stationed in Malaya. However, it was felt that on fatigue duty the Mountaineers could still make a useful contribution and that their presence would lend prestige to the campaign.

Neglected by Government

We later spoke to Mr MacIntyre who retired from the Regiment shortly before it was stationed in Malaya. He said. "This has been a terrible tragedy. I always believed our lads should never have been sent to fight in the jungle. They weren't equipped for it. When I was on active service we never received new equipment or fresh recruits. They thought we were outdated. But courage never goes out of fashion. I'm disgusted by the whole affair."

The Regiment was normally bulleted in Arendarvon Castle in the far north-west of Scotland. This residence was bequeathed to them by the late Lord Manwryen, last owner of the Castle and commander of the Regiment. However, he did not provide for the event that the Regiment should be annihilated on active service. The fate of the Castle is now in the hands of solicitors.

CASTLE FALLING INTO RUINATION

Collapses cause ramparts to be closed permanently

By STEPHEN COMFORT

SINCE THE SECOND REGIMENT left Arendarvon Castle, it has been grossly neglected. No restoration has taken place for twenty years.

As a result, a large part of the Castle, including part of the Museum and all the ramparts, have had to be closed to the public.

The poor state of repair of Arendarvon Castle was revealed only yesterday, when a ceiling collapsed in a room where a group of guided visitors to the Museum had been only moments before.

Miraculously, no one was hurt. The custodian, Mr MacIntyre, commented: "We are lucky to be alive. Five minutes earlier, and we would have been buried in the rubble! I don't think we have heard the last word about this yet! I have told the Board of Trustees often enough that it wasn't safe here, that parts of the walls were getting weak, but all the time I was told to keep the entire Castle open to visitors. I tell you, I knew it was unsafe, though I didn't guess it was this bad."

Crown Responsible

Responsible for the state of the Castle is the Crown, via a Board of Trustees. Almost certainly complaints will be lodged against them

for neglect of property. In a quick estimation repairs were calculated at about £2 million; it must be considered most unlikely that this money will be available in the near future.

"Everyone knows now that it is unsafe here. What's more. the ramparts were the most famous part of the Castle, because of the beautiful view from there."

Visits to the Castle will decrease dramatically, said Mr MacIntyre:

It now remains to the Board of Trustees to decide whether to close the Castle permanently or to give the public limited access.
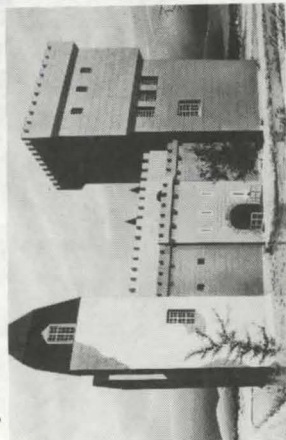
Arendarvon Castle: unsafe for visitors.

Mr. MacIntyre celebrates his Silver Jubilee

By BARRIE WARNER

MANY OF US hope to work for twenty-five years in one job. Not many, however, work for twenty-five years as a volunteer after retirement.

Yesterday, Mr MacIntyre accomplished this remarkable feat: having retired from military service at the age of forty, he has worked as custodian in the Castle Museum for the last twenty-five years. Now he will retire for a second time at the age of 68.

During this time, Mr MacIntyre received no pay but was allowed to live in the Castle with his wife and daughter free of charge. He has seen many tourists come and go, and with the passing of the years he has seen the attitude of the average tourist change.

When asked about this point, Mr MacIntyre said: "When I started, everyone was aware of the great history of our nation, and treated the past with respect. Now they just laugh and let their children play hide-and-seek behind the show-cases."

Escaped massacre

Mr MacIntyre was present when the Castle Museum was founded, three years after the massacre of the Second Regiment of Mountaineers in 1957 by the rebels of Malaya. As he was one of the few survivors of the Regiment having retired just in time to escape the massacre- it seemed appropriate that he should guard the Castle.

Now, twenty-five years later, the tragedy in the Far East seems very distant, but MacIntyre still regards the Castle as the property of the Regiment: "*In body the Regiment may have departed, but in spirit they still live on here.*"

During his time as a custodian, MacIntyre has endured much. There have been burglaries, including the famous theft of King James" suit of armour; there has been a plague of rats caused by the remaining food stores of the Regiment kept in the cellar; part of the Castle collapsed, leading to the closure of the ramparts; the courtyard flooded in 1976 during a heavy rainstorm, when MacIntyre had to move all the chairs and rugs to the second floor where he lived himself, until the water subsided.

New guard needed

For the last two years, MacIntyre has had help from Mr Supp, who will take over the job when Mr MacIntyre re-

tires. Mr Supp is not a volunteer, and will receive full payment for his activities.

Also, he will not put up at the Castle, but will return to his home in the evening, so that someone else will have to be employed to guard against burglars in the night. This is a setback for the Board of Trustees, who will have to spend a great deal more money on the safety of the Castle.

Mr. McIntyre

BURGLARY AT ANCIENT CASTLE

£200,000 ARMOUR & EXHIBITS STOLEN

By DAVID WARNER

OVER THE CHRISTMAS PERIOD, Arendarvon Castle has been broken into. Left unguarded, the Castle was at its most vulnerable.

Burglars made their way into the Arendarvon Castle Museum, brutally forcing a door and lifting another off its hinges.

A show-case was smashed and a valuable collection of coins taken, and a complete suit of armour, once belonging to King James II of Scotland, was stolen. The suit of armour alone was estimated to be worth £200,000.

According to Mr Bruce, expert on medieval history, the burglary is not just the work of common thieves. "No one in his right mind can hope to sell the armour or even the coins anywhere in Great Britain or Europe for a reasonable price. They are far too valuable for that. I think the goods were stolen on commission for the secret art collection of some unscrupulous oil magnate. Otherwise this is an inexplicable happening. The thieves seem to have known what was of value, for they left behind all the less valuable exhibits.

There is only one complete suit of armour left in the Castle, the one belonging to King James II's son. By pure chance, it was not in the Museum this week, undergoing slight restoration in the workshop.
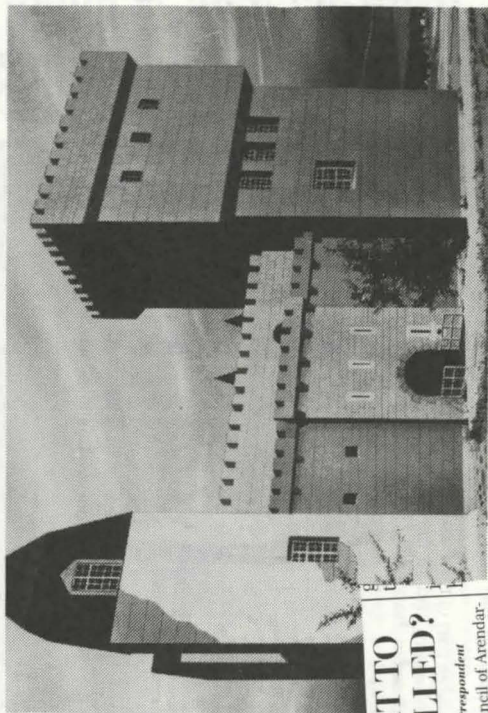
Site of burglary: Arendarvon Castle

DAILY STAR
December 1976

MOAT TO BE FILLED?

By Our Correspondent

The city council of Arendarvon has today discussed, under overwhelming public interest, the filling-up of the wet moat of Arendarvon Castle.

The reason for the plan to fill up the moat is the report of a committee appointed by the council itself on the possible relationship between the stagnant waters of the moat and the flu epidemic last year.

The public gallery contained both supporters and opponents of the plan, and there were frequent interruptions during the session. Finally, the commotion became so great that the session had to be adjourned without a decision.

According to the report the unhealthy atmosphere of the swampy moat directly caused the epidemic, and it was advised that the moat be filled up. However, there is strong resistance to the plan because the moat is considered a monument

DAILY TELEGRAPH
July 1978

BOY CARRIED AWAY BY EAGLE

Amazing event at Scottish castle

By DAVID WARNER

On Tuesday morning an extraordinary event took place at Arendar-von Castle:

Timmy Argyle, an eight-year-old boy, intruding upon an eagle's nest in the chapel tower of the Castle, found himself dropped into the courtyard from a great height by the eagle. He was slightly injured.

In search of the great bird's eggs, little Timmy made a dangerous ascent to the bell-tower, situated above the chapel in the Castle. It is not clear how he succeeded in climbing the 20 yards from the chapel into the tower, but in doing so he disturbed the eagle nesting there.

Angered bird

The angry bird either drove the boy to jump [in terror or picked him up and flew a short way to drop him. The last would seem the most likely: eagles have been known to carry one hundred pounds or more, and the boy weighs only eighty pounds.
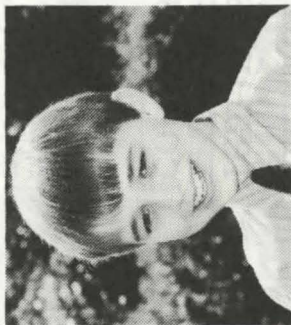
Timmy Argyle (8)

Sleep-walker falls from 30 feet roof

RETIREE Martin Richards was in a coma yesterday after sleepwalking from the roof of the Glendarvon Home for the Retired. He plunged 30 ft. on to a concrete path. Mr Richards, 72, was critical last night in hospital in Glendarvon. His wife, Anne Richards, and his son, William Richards, were at his bedside.
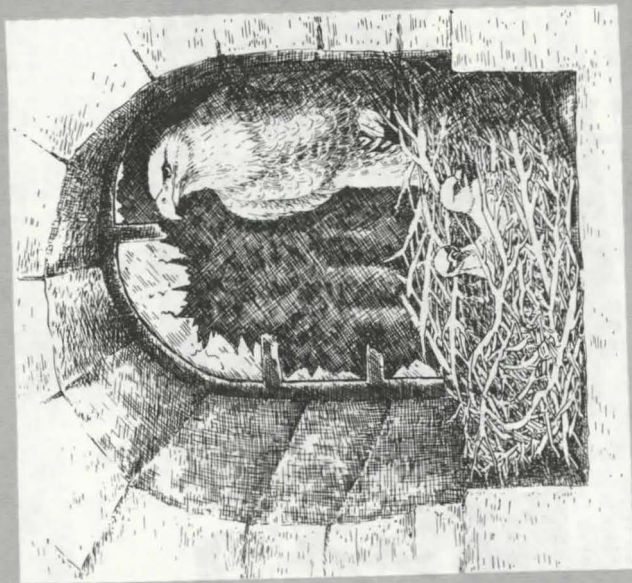
Arendarvon Castle features in American comic-strip

THE FAME OF ARENDARVON Castle has spread even to America. An American comic strip designer has visited the Castle to find inspiration for the next dangerous adventure of his superhero *Hyperman*.

It is to take place in Scotland, and the Castle, presumably the home of a mad scientist threatening to blow up the Earth, will play a major part.

There are a few alternatives to the Castle; the scientist may also come to live in *Loch Ness* and use the monster for his evil plans, or he may have a

laboratory in the mountains; but the Castle stands a good chance of being chosen.

Hyperman is to appear in his own series, joining the line-up of superheroes of a large American comic-book publisher. With so many mysterious events associated with the Castle, the life of Hyperman should prove to be a pretty exciting one.

MOAT SAVED

The plan to fill up the moat of Arendarvon Castle has been voted down. The report on which the plan was based has been withdrawn because of faulty observation methods.

Another castle allowed to fall into ruins?

After some minor collapses last week, a large part of Arendarvon Castle, in the North West of Scotland, one of the last true castles built in Great Britain, was closed to the public. Repairs appear to have been neglected for decades. Restoration will cost at least £ 2 million. The crown, legal owner of the Castle, does not have the money available at present.

Famous 'Ghost-Doctor' visits Castle

YESTERDAY, Arendarvon Castle was honoured by the visit of an illustrious personage: the Indian "Ghost-Doctor" Abul del Sheika alla Burdallinga.

Mr Sheika claims to have been "drawn by the astral radiation of the Castle", which he could feel "whenever I sent my mind in this direction while I was deeply in trance".

It seems natural to link Mr Sheika's "astral radiation" with the strange stories that are told about Arendarvon Castle. No one knows exactly where these stories come from or what they are based on. Often they concern tourists being frightened by a sudden whisper or banging

....
Mr. Sheika was 'drawn by it's aura'
....

doors, sometimes it is just a cold or a warm draught that seems to blow on them from nowhere.

Whatever the origins of these stories may be, Mr Sheika, who has a reputation for "sniffing out" ghosts, will try to find out the truth of these rumours and, if possible, put an end to them. Today, at least, he put on a convincing demonstration: he pointed out two rooms where "the aura of the place does not confirm its visible shape". It was in one of these rooms that a secret entrance was discovered not a month ago.

Who knows what other secrets Mr Sheika may discover while visiting the Castle!

Member of filmcrew discovers secret passage in Scots castle

EXPRESS REPORTER

IN ARENDARVON CASTLE, where a television crew is filming for a documentary on Old Castles of Britain, a member of the film crew yesterday wandered into a previously unknown passage. There appear to be secrets in the Castle that no one yet suspects.

The documentary being made about our Arendarvon Castle has already been reported in this paper. Now a new discovery has been made.

Yesterday John Econ, one of the members of the TV crew, discovered a previously unknown passage in the west wing of the Castle. In that part, which has not been in use for half a century, he found an unmarked door.

During a quiet period John Econ, who, as he puts it, has *"always been a bit of an explorer"* decided to investigate the restricted areas of Arendarvon Castle.

John Econ: "Yes, I knew it was forbidden, but I wasn't going to damage anything. Anyway, what's wrong in just looking!"

Strolling through the forbidden corners and corridors of Arendarvon Castle, and arriving at a part which, to judge from the dust, nobody could have visited for years, Mr Econ suddenly faced a doorway in a wall that appeared to have been been solid just a moment before. "Gave me a bit of a start, it did, that door suddenly opening without any noise, just like that! I was sure something terrible was going to happen."

what its function was at that time.

Asked whether he knew anything about secret passages in Arendarvon Castle, Mr Supp, custodian of the Castle Museum, said: "I don't. But then, what do I know of the place? Ask old MacIntyre, he lived here for half his life, he ought to know".

"Mr MacIntyre", the former custodian of the Museum, retired just a year ago on this silver jubilee".

Unknown for ages

The newly discovered passage has not been explored thoroughly. Mr Supp: "No, we have looked off that part of the Castle now. We don't want every tourist nosing around, and besides, it's not quite safe from collapsing masonry there. Experts will carry out the investigation. But that won't be for months."

John Econ: Explorer

However, nothing terrible happened. The door turned out to be the entrance to a so-called "secret corridor". It must have been there for centuries, probably since Lord Manwryen rebuilt the castle in 1880. It is not clear

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Rats rove at Castle

EXPRESS REPORTER

COMPLAINTS from local farmers have led to an official investigation into the presence of rats, which have grown larger in number for the past five years.

It emerged that the rats came from *Arendarvon Castle*. It is thought that the rats were attracted by the large stores of concentrated food kept in the cellar-vaults.

These supplies date from the time of the Second Regiment of Mountaineers who lodged there during the period 1932-1957. This was the bequest of Lord Manwryen, the last owner of the Castle.

However, in 1957 the Regiment was decimated whilst fighting in Malaya and did not return to the Castle. Since then, the food has remained in the vaults.

Foodstore for rats

The food had been packed in plastic bags and stored in wooden cases. It appears that one of the cases split open in the damp cellars, tearing some of the bags inside.

Aware of the rotting food, rats broke open the remaining cases and destroyed the contents.

According, to Mr MacIntyre, custodian of the Castle, there was no reason to suspect that the rat plague was caused by the food in the cellar vaults: *"There has never been a single rat reported in the Castle, or I would have investigated immediately. But I have never been in the cellar. I suppose everyone had forgotten all about the foodstore."*

Angry farmers are bound to try to recoup their losses out of the Castle Museum fund. The rats have caused *considerable damage* to harvests in the last four or five years.
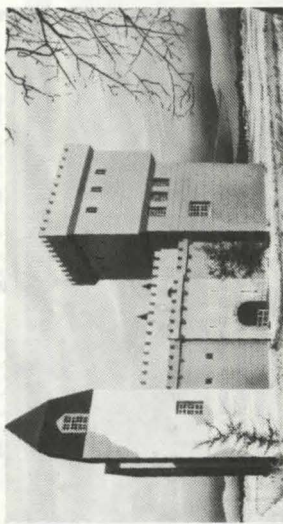
GHOSTS OR NO GHOSTS?

Arendarvon mystery...

By MICHAEL GREEN and DAVID WARNER

AS A RESULT of the recent visit of the famous Ghost Doctor Abul del Sheika alla Burdallinga to Arendarvon Castle, we investigated the rumours that the Castle is haunted by the ghosts of the Regiment.

To this end we paid a visit to Miss MacIntyre, the daughter of Mr MacIntyre, custodian of the Castle Museum. In contrast to her father, she was willing to talk about her life at Arendarvon Castle, but, she claimed, only "because them ghosts can't get me here".

Miss MacIntyre moved out of the Castle a year ago to live with her boyfriend.

Suspecting from her words that there was at least something behind the rumours, we started by asking:

Q: Do you really believe there are ghosts at Arendarvon Castle?

A: I'm quite sure there are. I've heard them often. I've lived with that knowledge since I was old enough to realize that it was when there was no one in the room, or for doors to bang when I had shut them fast only a moment before.

Q: What did your family think about those strange occurrences?

A: Father was always very calm about the situation. He said that it was only the spirits of his friends who were killed in battle in Malaya. I never believed him. When I heard voices talk in the room behind me about "doing ree-search" and all kinds of difficult experiments, I never believed it was those students. No, I'll tell you what it was: it was the ghosts of those magicians who lived here hundreds of years ago!

Q: The alchemists?

A: Yes, that's what I said. Now don't tell me that's impossible! I know what I'm saying. They invented something that made them live forever, and as they

got older and older they became invisible, because men aren't supposed to live that long. And they're invisible now, but that doesn't mean they aren't there! You just can't see them.

Q: I seem to have read something of that kind elsewhere.

A: Yes. I know it from "The

Alice MacIntyre . . "Sorcerers in Castle"

Black Sorcerers of the Fifteenth Century". It's about three nasty magicians who want to take over the world, only the good magicians stop them, and then they drink the magic potion, and never die. I knew at once that that was what had happened in the Castle. It explains everything. The doesn't it?

Q: How did your mother react?

A: Oh, she always got the creeps whenever it happened. She was terribly nervous, you know. She wouldn't leave Father, but I think she should have because she was so afraid.

Q: When did these things happen? At night, or all the time?

A: Mostly at night, when it was dark. I never heard voices when the museum was open, or when there were people around. I used to tell my friends about the ghosts, but when they came there would be nothing at all, and then they'd laughed and said I was lying, although my mother always helped me and said I was telling the truth. But then I stopped talking about it because nobody believed me.

Q: But if there was nothing out of the ordinary when the castle was open, then where do these stories come from, and why did the Ghost-Doctor come here?

A: I didn't say there wasn't anything at all by day, just no voices. But strange winds came through the wall or the floor, and sometimes a door closed all by itself. And that Indian man said he had dreamed about the Castle. Just think about that! He came all the way from India because he had seen our castle in his sleep! I think that is enough to prove there's something mysterious about the Castle.

12:5 The Castle-chapel

A special class of religious building is constituted by the chapel built in a castle. If we want to be complete, there has to be an example of this kind of chapel incorporated in the book. We have decided to pick on the chapel of Arendarvon Castle, a medieval castle in the North of Scotland. Built in the 17th century, this chapel is marvellously preserved and is one of the most beautiful examples of castle chapels in the world.

The chapel was built as an addition to the castle by Lord Manwryen, and replaced an older one, built two centuries earlier. There are a few minor additions of a more recent date.

The most striking features of the Arendarvon Castle Chapel are its wall paintings, clearly influenced by the baroque style, with a remarkable likeness to the paintings of Michelangelo. That these paintings are so well preserved is a fortunate consequence of the fact that the Manwryens remained Catholic, and the chapel was used well into the 20th century.

There is also a baroque window, one of the newer additions, showing the crucifiction of Jesus Christ.

Although the chapel appears to have been bare initially, except for a few stools and a small altar, much was added in subsequent periods. The statue of the Virgin Mary and Child, by an unknown sculptor, is particularly beautiful and much older than the chapel itself. Either this sculpture was moved from the old chapel into the new one or it was bought from a church. It may also have come overseas with the Manwryens when they returned from France.

Further additions were made, such as a bigger altar, more comfortable pews and seats for the rich, wood carvings showing biblical passages, chandeliers and a fantastically large wax candle which has apparently never been lit.

The chapel clearly demonstrates the serious attitude take in the 17th century towards religious experience. Rebuilding the new chapel on the site of the old one was neither cheap nor easy. Shallow recesses in the thick walls, presumably used as confessionals, represent a significant architectural achievement.

As mentioned earlier, the chapel was used until this century. During the next period the chapel was not used, but was maintained in good condition. Occasional services are now held for the sake of tourists.

ON RELIGIOUS BUILDING
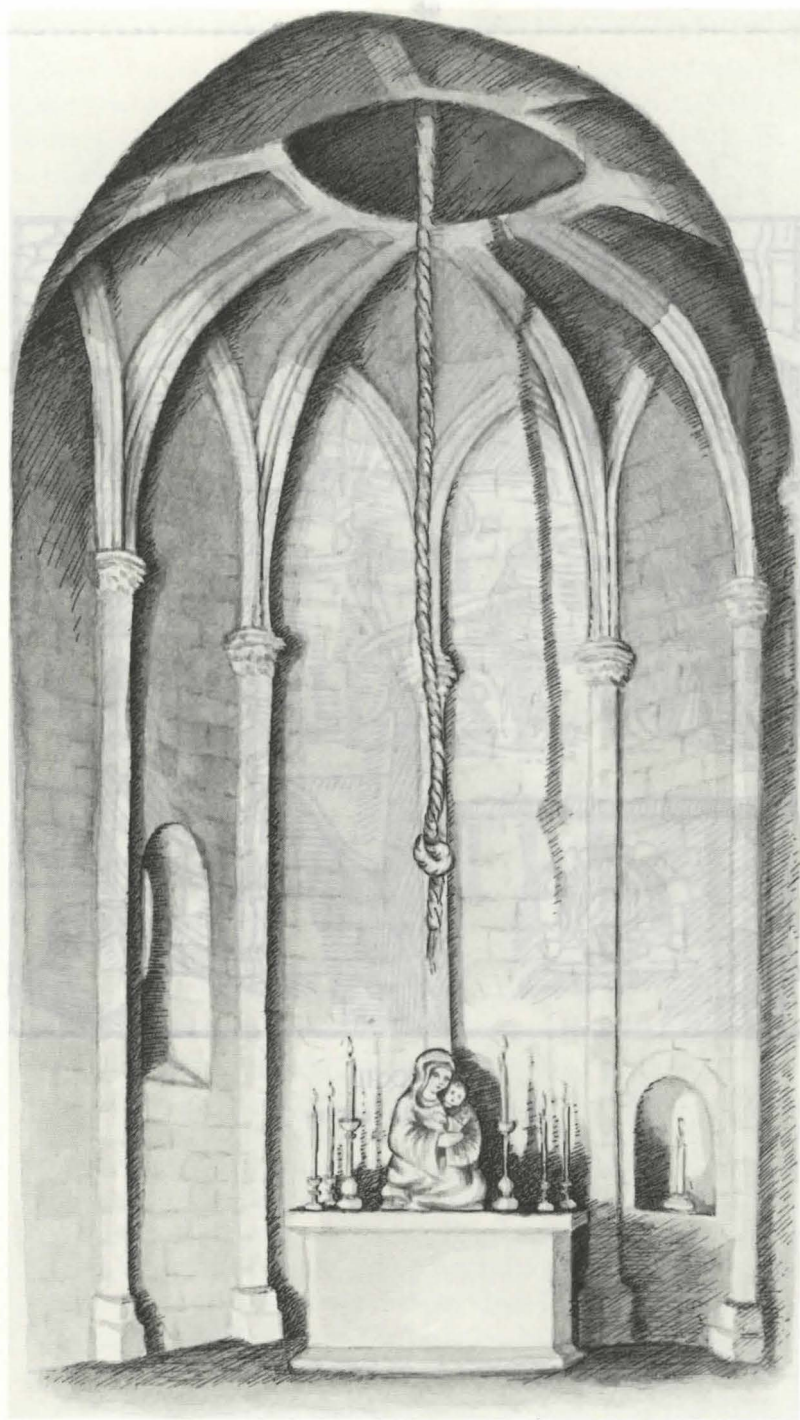
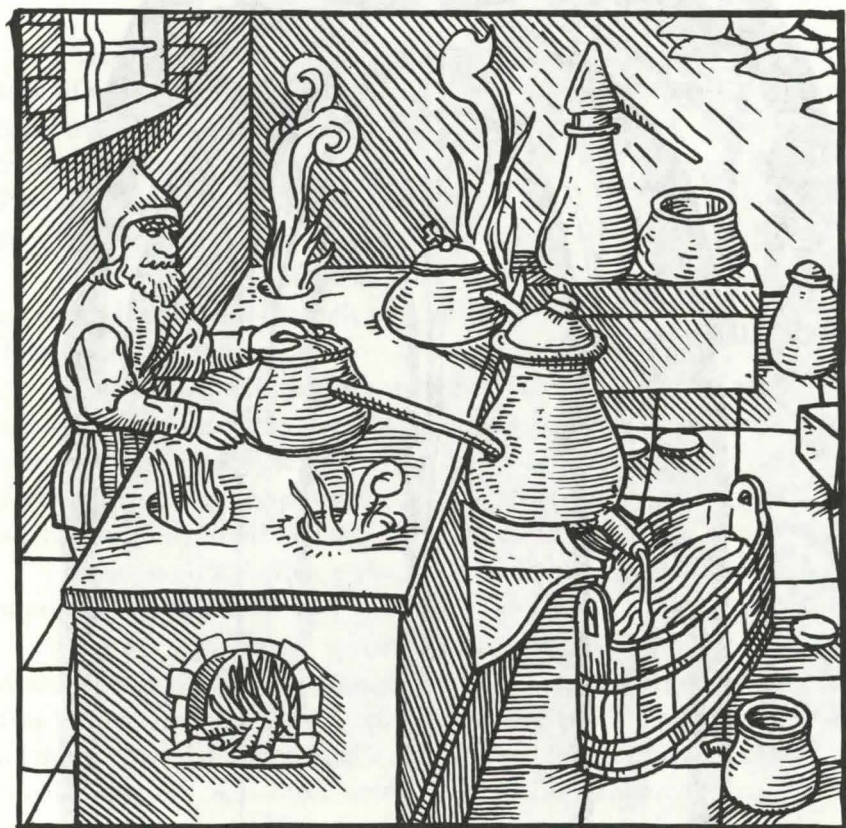ILL. 37: The Chapel of Arendarvon Castle

PLATE XXIII
Alchemist, 15th century

ABOUT THE SORCERERS OF ARENDARVON CASTLE

James Douglas

Arendarvon Castle in Scotland has played a significant role in the history of magic, being the home of the most famous 17th century sorcerer, James Douglas -his "deep" name is unknown to this day. The following story, based on facts, gives an impression of the life of this Master.

He listened. Did he hear a sound or was it just his imagination? No! There it was again. The sound of a carriage riding over the drawbridge. He abandoned the document he was writing and hurried to the courtyard. They had come. Actually, the number of servants in the castle was hardly enough to receive such important guests. Never mind: they hadn't come to live in luxury. And of course it was not wise to have too many servants around when one was occupied with magic. The less people knew about it the better.

The reunion of the old friends was very cordial. James hadn't seen them in a decade: Felix, the jovial Spaniard, small in body but all the more lively; Maurice, tall and stately, although visibly ageing now; Jeanne, the great French lady, the only female sorcerer in history.

These weren't their "deep" names, of course: "deep" names were not used conversationally even between close friends.

When the guests had refreshed themselves, the four settled down to listen to each other's stories about the events of the last ten years: friends who had died, discoveries made, the political situation.

"It's a pity about those Blau spells', Felix remarked, referring to the collection of spells of a German Master Sorcerer which had gone up in flames. They all agreed.

"Especially since they contained a new kind of illusion', Maurice added.

"Really? But why didn't the ward-off spell work? Faulty casting?"

"It seems there wasn't any. They have a shortage of Force in Germany, you know. They sold nearly all of it to Italy, the fools. God knows what terrible uses the Italians will put it to." "But isn't there a law in Germany against selling Force?", Jeanne asked. "I thought they passed one just a year ago." "That's right, but there was a special disposition for this case. In Germany there is also a shortage of money, you know. Laws make way where money is involved."

James had been silent so far, smiling and enjoying the conversation. He remembered....

The rain poured down. He was soaked already. There was no sign of the sky clearing, and, worse, dusk was drawing near. If he did not find shelter soon, he would be an easy prey for the wolves which, he was sure, were lurking behind every hill. For the tenth time he looked around him. According to the farmer he had talked to this afternoon, there should have been an inn miles ago. He must have lost his way. But wait! Wasn't that a light far away to the left? Immediately James turned, his pace quickening. Soon he saw he had been right: on the top of a hill there was a small house, its outline barely visible against the darkening skies. Inside, a fire seemed to be burning. The last hundred yards he ran.

James knocked at the door, not worrying who the inhabitants of the house might be: thieves perhaps, or worse. His life was at stake! But when the door opened he began to regret his haste: in the doorway was a tall figure, his face concealed by the darkness; and in his right hand was a mighty mace, lifted in a threatening gesture. James tried to turn around and flee, but he found himself unable to move. Terrified, he watched the man, who in his turn fixed James with a searching look from invisible eyes. Finally he put down his mace, and said in a surprisingly kind voice: "Come in, my boy. It is no weather to be outside."

Relieved, James followed the man inside into the only room. A large fire was burning. James, dropping his coat and bag in a corner indicated by the man, felt the life and warmth creep back into his numb body. Only now did he realize how cold he had been. An hour later, he was sitting comfortably in front of the fireplace. He had introduced himself as James Douglas and, suddenly weary from passing himself off as someone else, he had told the rest of his story: how his father intended to have his son see something of the world before he would bury himself in the calm and uneventful life of Lord Douglas, Earl of Darvon, and how he had journeyed for two months through England and France. His host had told him only his name: Maurice. But now, as sleep started to overcome James, he said: "You must wonder who I am, why I am living here, what my occupation is."

James, suddenly wide awake again, tried to say he didn't care, but the man replied: "Oh, but you do care. I can see that clearly. You know, I am a member of the Alchemist Order." When James looked blank, he went on: "But perhaps you don't have a division of the Order in Scotland, so you wouldn't know what I am talking about."

"The Alchemists are a group of people trying to discover laws of order in nature and find ways to use them. It is not an easy task, for there are many who are ill-disposed towards us, especially the Church. Still, we have achieved some results, and I think soon we will be recognized as doing important work."

James suddenly remembered something his father had said about a group of maniacs claiming to know things God had intended man not to know, and said: "Do you have anything to do with magic?" Maurice, reading the expression on James" face, said spitefully: "I see you have already been prejudiced. I don't know who told you about it,

but it must have been someone who didn't really know us. Yes, our science is alternatively called "magic", although we use the word "alchemy" ourselves."

James, not wanting to appear prejudiced, hastened to say he had nothing against magic, that he had heard something about it that seemed unfavourable but that he would be glad to exchange his opinion for a better one.

Maurice had hardly listened. He said: "You see, I had hoped to persuade you to travel with me to Lyons, where our main residence is. I have to go there in a week, and I'd rather not travel alone. I judged you to be interested. But I see I was wrong."

James didn't know how to react. He was embarrassed by the trust the man had evidently put in him, and ashamed to breach that trust. Further, he had no idea where to go next, and Lyons seemed as good a place as any. So he said: "Really, I have no objection to going to Lyons. Actually, you have made me curious."

"How is one initiated into the secrets of the Alchemist Order?", James asked. They were more than halfway to Lyons and by this time James had really become interested in the Order. He was intellectually attracted to the ideas of the Alchemists, and much less so to a dull, uneventful life as an Earl.

"Oh, well, there is a school. It isn't really initiation. After all, we aren't just another cult: we are trying to avoid just that impression. But on the other hand, not everyone can enroll. You have to have good references, and there is an intelligence test."

"Are you good enough as a reference?" James asked the question straight. As he had expected, Maurice showed no surprise. "I should hope so. And I'm sure you'd pass the test, to spare you the question."

Life was good, James contemplated. The school was every bit as enjoyable as he had hoped. He didn't know what his father would think, but he didn't care. In fact he thought of never returning at all to his home country. In his memory it always rained in Darvon.

He had made a few friends among the apprentice sorcerers. One in particular: a lively little Spaniard, Felix Panid. They had a good deal in common: Felix" father was a Spanish nobleman who had wanted his son to see something of the world before taking over his father's estate -not expecting him to stray into alchemy. They also had a common interest in girls; the only reason why this didn't injure but strengthened the friendship was their agreement to let the one of them who discovered a girl first have her -that is, if she would have him.

In the case of Jeanne, it was James. He managed to inspire her so much that she enrolled too, to become the only girl in the history of alchemy. It took the support of Maurice to manage this.

After dinner, James took the floor.

"Although it has been pleasant enough to remember things and to talk about the past years, actually I have invited you for one thing especially."

PLATE XXIV
Alchemist, 17th century

The guests became alert, for they knew that when James talked this way he had something important to say.

"You know I have led the life of a hermit for the last ten years. You must have wondered why. There have been rumours, I know, of me going crazy at last, or being under the influence of a spell of seclusion, or God knows what. I hope you three didn't believe a word of that."

"Well, actually", Felix began but James waved him silent.

"I have been doing some very complicated research: so complicated that it has taken me all this time to complete it. Of course I could have asked for help from the Order, but actually I thought what I was doing might be dangerous, and if there was an accident, well, the fewer people involved the better."

"But", Felix tried again, and again James gestured him to be silent. "Patience, Felix. I want to tell it in my own way."

"I'll give you the outlines of what my research was about."

"Jeanne, do you remember how interested I was in your efforts to formulate the Calen postulates in terms of straight and curved? You showed clearly that it should be possible to construct entities that could serve as reservoirs of Force. From that idea I have constructed the Alphabet." The others nodded. The Magic Alphabet had been a major achievement, the first time James" name had reached the ears of every alchemist in the world.

"The Alphabet, however, is a limited tool. The main problem is its two-dimensionality, its lack of depth. It is like a shallow pool, easily filled and as easily drained.

"The logical thing is to try to construct an entity which is not two- but three-dimensional! Such an entity should have a really enormous capacity for Force, in proportion to the capacity of the Alphabet as the ocean is to the pool.

"This I have done."

There were gasps of surprise from the small audience, but James ignored them and went on.

"It was not easy. First, the mathematical parameters of such an entity had to be calculated. As you know, the straight/curved ratio must be exactly equal to unity: in dealing with immeasurable quantities of Force such as in this entity one cannot allow even a tiny fraction to escape. It took me a year to construct a model in which the balance was perfect."

"Constructing this mathematical model was simple compared to its realization. You see, a three-dimensional entity consists of planes in the same way that a two-dimensional model -the letters of the alphabet- consists of lines. But a physical implementation of planes or lines is impossible because there is always a certain width associated with them. This is why the alphabet cannot be perfect: the lines have width, and as a result dissipation occurs. But I could not allow dissipation in my three-dimensional entity."

"It took me three years of experimentation before I hit upon the idea of constructing

the entity not of matter but of Force itself. A Force plane has no width, for it is equivalent to its mathematical description."

"At this point, I found your publications on the connection between Force and matter invaluable, Maurice. The Force planes cannot exist by themselves: they must be connected in some way with matter. The main problem is that the planes may not be deformed by the connection. The material serves only to give the entity a hold on reality, and may exercise absolutely no influence over it."

"I worried a great deal about the way in which the entity should be filled once it was constructed. Where should I get the water to fill the sea? Fortunately the analogy doesn't hold further than this. It is an unexpected but lucky consequence of the Fourth Calenate that causes the entity to be filled once it is constructed. The seabed is filled with water supply because it is a seabed. It is the ideal place for water to be. But water isn't created: the filling of the sea causes drought elsewhere."

"In other words, the entity attracts Force from all that surrounds it by its mere existence. It will never empty, as long as there is Force left in this world to fill it."

"By the same rule, the Magic Alphabet should become an infinite source of Force were it written in perfect lines without width. Unfortunately, it is not possible to shape Force into perfect lines as it can be shaped into perfect planes, or we wouldn't need the third dimension at all."

"Only one thing remained to be done: to find a way to release the Force stored within the entity. This was relatively easily achieved after all the trouble I had taken to prevent the Force from being released. All that is needed is to distort the straight/curved ratio by a small amount. This can be done with the Force handling spells Felix designed."

"The result is this."

James took from a cloth he had put on the table a small cube and showed it to his friends. The edges of the cube consisted of metal strips. It was not impressive in shape or size. But inside the cube...

Inside the cube was a system of planes, here curving, there straight, cutting each other at what ought to be impossible angles. The eye was trapped, trying to follow planes into the void, deeper and deeper, on the edge of belief. Inside the cube was a power only felt, always behind the curve of an unexpected crossroads, fleeing from sight and yet present everywhere. Inside the cube was a spectacle of dazzling colours, sparkling, twinkling, yet all of the same absolute black. Yet the cube...was empty.

James covered it with the cloth in which it had been wrapped and watched his friends" reactions. For three full seconds they stared at where the cube had been, with uncomprehending eyes. Then they started, as if awakened from a deep dream. In confusion they looked around. Then came the shouts, the excitement, the admiration, the questions.

"What are you going to do with it?", Jeanne asked. It was the afternoon of the next day. They had gone to bed late and had skipped breakfast. Now they had gathered again and were discussing the "entity".

James shrugged. "I haven't given it a thought yet. I'll give it to the Order, I suppose. It is much too dangerous for an individual to possess. Unlimited Force! Just think what a weapon it would be!"

"Well, I think it will be duplicated soon enough", Jeanne said. "In another ten years it will be standard equipment for every sorcerer!" But James denied this: "Impossible. The Strain Principle would not allow it. I have calculated the possibility beforehand, to be sure it could be done the first time. Duplication would mean an end to the universe."

"Can it be destroyed?', Maurice asked. "I suppose it is not possible to strengthen the metal magically?"

"That's right. It would deform the planes and that would be disastrous. I tried to construct the metal strips as rigidly as possible and there is a certain amount of rigidity in the planes themselves, but I think it would be quite easy to destroy it. A heavy stone would do it."

"What would happen?"

"What do you think would happen?" They laughed.

At the end of the week they were overcome with admiration. James had shown them his workshop, explained his experiments, and given the results of the painstaking research of a decade. Ten years of hard work concentrated into a single week had left little room for anything else.

James went with them when they left. He took the entity (as he called it) with him, intending to give it to the Order. Jeanne and Felix lived at Lyons, where the main residence was, and where James needed to be. Maurice would accompany them only as far as Normandy, where he still lived in the same cottage where James had first met him.

When they arrived, the news of James' creation had preceded them -James suspected that Maurice had a hand in that- and the three of them were received as kings. James was awarded the title of Grand Master of the Order and was appointed senator for life, an honour normally reserved only for French and Spanish members of the Order.

Having little mind to return to his lonely castle so soon, James stayed at Lyons, where eventually he married Jeanne and made his home. Being a great sorcerer, he didn't find it difficult to convince his Scottish acquaintances that he was dead and had been so even before the time he left for France. Hence the historical version of the story has come down to us with James dying young and childless, while we know that he lived a long and happy life.
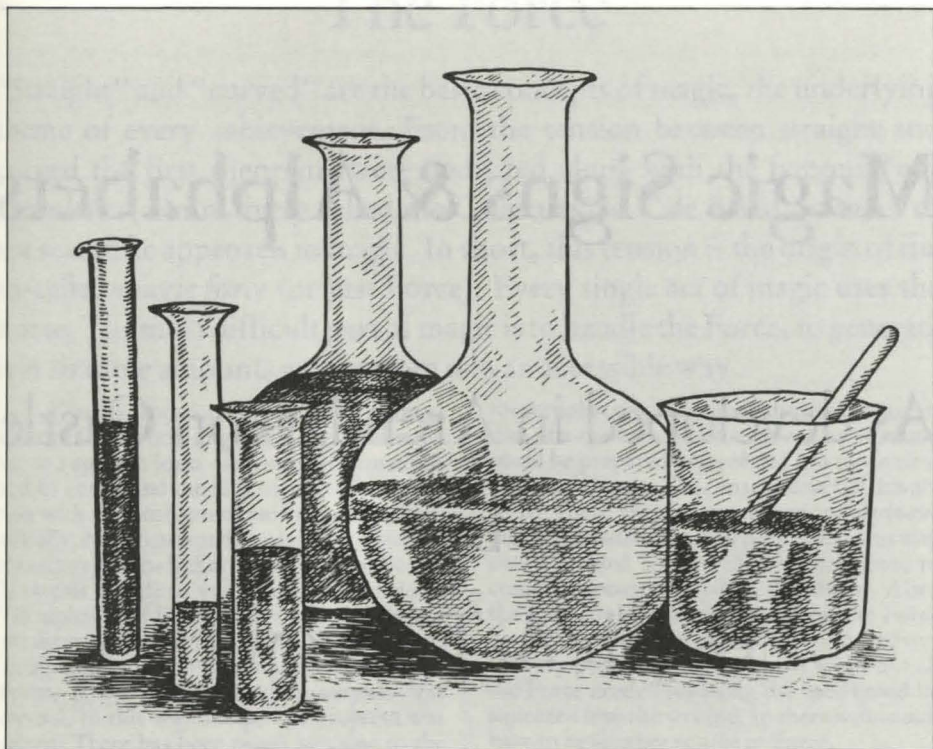
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PLATE XXV
Glassware used by James Douglas

Magic Signs & Alphabets

As developed in Arendarvon Castle

by

Dr. Th. A. T. Knowles

Of all the centers of alchemy in Great Britain, *Arendarvon Castle* in Scotland must be the richest source of information about the ancient lore. Much knowledge has survived in the books of the Arendarvon library. There are still branches of the science that we are quite ignorant of. One of those is the so-called *magic script*, by which is meant everything concerning the writing down of magic spells. This article is the first to broach the subject.

Magic script is relatively new among the achievements of the science. It was largely neglected at first, understandably so, for developments were very exciting in other areas of magic, such as spell construction and Force investigation. The actual lettering of the document in which these developments were put down seemed quite unimportant in comparison. However, there came a time when the pace slackened and the question arose whether it was not really an inefficient way to write down such strong words in an everyday script. Research began on a new and better way of storing magic. Various alphabets resulted, among them some very subtle ones. But our interest is only in the radical developments made by the illustrious *Douglas* of Arendarvon Castle (about whom we wrote two months ago), who was the first to use the concepts of *"straight"* and *"curved"* in his work.

The Force

"Straight" and "curved" are the basic concepts of magic, the underlying theme of every achievement. From the tension between straight and curved the first theorems were deducted along with the famous *Four Postulates* (alternatively called the Calenates) of Cale Benal, founder of the scientific approach to magic. In short, this tension is the origin of the so-called *magic force* (or just Force). Every single act of magic uses the Force. The most difficult part of magic is to handle the Force, to generate it in sizeable amounts and to store it in an accessible way.

Douglas approached the matter of magic script from a new angle. He regarded writing as a specific form of storing information, and he connected the idea of stored information with the problem of storing magic. Specifically, he constructed an alphabet in which the letters themselves are a *reservoir* of Force. How this was done will be described below. The alphabet of Douglas has some important advantages over the ordinary alphabet. First, the alphabet could be used to store a surplus of Force, if by accident such a surplus was created. In this way an age-old problem was solved. There has been much loss due to the careless creation of large amounts of Force which could not be used up. There is a remarkable resemblance to the waste of fossil fuels in the last century.

The Force stored in the Douglas alphabet could be *released* at any time by reading aloud the words. This is the basis of a second, even more important advantage: the Force needed for using a spell could be provided for by putting it in the words of the spell. The need for complex preparations at the time of execution of a spell would be removed: everything could be prepared *beforehand* at a more convenient moment. The consequences of this are clear. There are also some minor *disadvantages*. For instance, a spell prepared in this way could be used by anyone who happened to come into possession of the document. Also, the spell could be used only *once*, the Force having been lost the second time. Moreover, for very powerful or very short spells not all the Force needed for using the spell could be squeezed into the writing, so there would still have to be another source of Force.

Perhaps there might have been adaptations in order to overcome these disadvantages. Unfortunately there was no time for that. Shortly after the introduction of Douglas" alphabet, magic ceased to be applied altogether, for reasons that are not entirely clear. It was four centuries before the thread was taken up again, and much of the knowledge of former times has never been regained.

Signs

In addition to the alphabet, Douglas invented several *magic signs* for more specific purposes. To be particular, he started to devise a system of signs for giving directions in the process of preparing magic. The idea was to convey as much information in as little space as possible, because the process is often both complex and laborious, and small errors can have disastrous consequences. In this situation no time must be lost in reading

instructions: they must be taken in at a glance. The message must be concentrated.

Douglas never finished this project: the event of his "death" stood in the way. (About the circumstances of this death you should read our issue of two months ago.) To study the application of the alphabet described above one should visit Arendarvon Castle, the place where it was invented. Logically, this is also the place where most of the writings that use the alphabet remain -in fact, almost every known writing concerning magic and employing the Douglas alphabet is either written by Douglas himself or stems from his library.

Unfortunately, the library itself is not open to the public, but there are some exam-

ples of magic writing exhibited in the Museum. Moreover, in the so-called sitting-room is a *message* on the wall of which the "Guide to Arendarvon Castle" says that "many experts have been baffled in an attempt to provide an explanation". Apparently they do not possess the correct knowledge. The lettering strongly resembles the Douglas magic alphabet. The words are meaningless. This is clearly an example of the alphabet being used to store a temporary surplus of magic force. The Force has gone long since, either by the deliberate speaking of the words or by dissipation.

Magic Ring
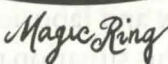
The Alphabet

Until now, the alphabet itself has not been discussed, because we do not know as much about it as we would like to before offering factual information to the reader. However, we cannot omit the subject, so we will try to cover it as thoroughly as possible. The complete alphabet is given here. Looking at it, there are a few peculiarities that strike one immediately.

First, there are no vowels, only consonants. The reason for this is that four centuries ago, pronunciation of words was not predetermined in any way, and particularly the vowels varied widely in pronunciation. This applies even today: dialect (not accent) is

| B | C | D | F | G | GH | H |

| K | L | M | N | P | Q | R |

| S | T | TH | V | W | Z |

determined by the pronunciation of vowels much more than of consonants. In order to know beforehand the pronunciation of the letters that were written down, vowels were kept out of the alphabet altogether. It should be noted that exactly the same was the case in old Hebrew: the vowels were kept out of the Hebrew script, and the reader had to fill them in for himself. However, the reason for this in Hebrew is quite different from the reason in magic script.

Actually, the no-vowel rule was often broken by users of the alphabet other than Douglas himself. It seems people found it hard to read words without vowels. The vowels were sometimes inserted in unmodified form from the normal alphabet, which must have *diminished* the power of the Force in the script greatly. A compromise was found in putting the vowels down as subscripts to the words to which they belonged. Again, this development parallels changes in the Hebrew script.

Second among the peculiarities of the Douglas alphabet is the introduction of some new consonants, and the disappearance of some others. Once again, the aim was to keep pronunciation of the letters *uniform* and *general*. The consonants of the magic script always have the same sound and are always pronounced in the same way.

Third, the *shape* of the letters has been altered slightly. Although not the most obvious of the properties of the new alphabet, this is certainly the most important. In our every-day alphabet, the shape of the letters is determined historically. No one knows why letters are shaped in a particular way, for there is no logical background. In fact the letters are shaped arbitrarily, under the condition that they remain easy to write. The letters of the Douglas alphabet are conciously shaped to *balance* the *"straight"* and *"curved"* concepts and yet be as much like the corresponding "normal" letter as possible. The balance between *"straight"* and *"curved"* is very difficult to reach, and this is the greatest achievement of the alphabet. It is this balance that makes possible the storing of a certain amount of Force in a letter. It acts as an *insulator* against any disturbing influence, and actually "locks" the Force contained within. The "key" to this "lock" is the pronunciation of the letters. To make the "key" fit, the writing material must undergo a painstaking preparation. The preparation is described below. Here we find the reason why vowels are left out and some of the consonants changed. To be certain that the "key" of pronouncing each letter releases the Force "locked" in it, one must be sure of the *exact* pronunciation. Those letters that are pronounced differently on each occasion of use and from person to person are left out of the alphabet altogether.

Preparation

The preparation of magic script is a long and tedious affair. It is not enough to write down the letters; it is not even enough to enchant the script after having written it. In order to lock magic force in a letter, it is necessary to have it available in a *free* form throughout the process of writing.

This means having an *assistant* to create Force in the right amounts so that the magician can handle it with his mind and can force it into the letters he is writing; or if there is no one to assist a *large reservoir* of Force is needed of which the magician can make use by releasing it in manageable amounts.

Of course this is more easily said than done. For instance, the trick of capturing the Force in the letters by handling it with the mind requires much training, careful mental preparation, skill, concentration and feeling. Knowledge of the amounts of Force that can be squeezed into each letter comes only through experience. Undoubtedly much Force has been lost in gaining this experience.

Dissipation

Normally, it would be enough to write the spell on ordinary paper. However, in cases where durability is needed or a large concentration of Force is expected, a problem of *dissipation* arises.

Locking the Force in the letters would be sufficient if there were *no need* to write them down. Unfortunately there is such a need, and most writing materials are *sensitive* to magic force. There is a reaction between the magic and the paper: the paper is affected by the Force, and as a result some of the Force is lost. This is called dissipation.

To check this process, it is enough to make the paper resistant to magic Force. Much *research* has gone into the development of some such paper. Unfortunately, the results of this research have been lost, although we do know that some advances were made.

As is all too often the case, we know the achievements of our ancestors, but cannot reproduce them. Essential information has not reached us and probably never will. The readers of this magazine will be familiar with the difficulties of researching magic: nobody takes it seriously. Consequently, there are few opportunities of identifying magic script.

IN OUR NEXT ISSUE:
Magic Signs & Alphabets
Of the Far East
by Dr. Th. A. T. Knowles

Impressive Castle with Worldfamous Library

BRITAIN

A Library Full of

But you cannot borrow there

As a subject for study at university, "magic" would raise many an eyebrow. The word is concatenated with childhood fairy tales. No adult would accept the idea of magic as a science. However, five centuries ago "magic" (called "alchemy" by the upper classes) had quite another status. It was regarded by a surprisingly large group of people as a serious affair. The attitude towards magic then was much the same as towards modern sciences now.

Our knowledge of this subject is limited to the few writings that remain. The largest collection of books on magic is in the library of *Arendarvon Castle*, an impressive medieval bulwark in the county of Darvon in the North-West of Scotland. This castle was the site of the British division of the Alchemist Movement in the late Middle Ages (1500-1600 AD). The reason for the existence of this outpost was that the owner of the castle, Sir James Douglas, was an active member of the Alchemist Movement (or Alchemist Order). Actually, alchemy was popular mainly in France and Spain.

James Douglas was also the founder of the library. It was maintained and enlarged by the subsequent owners of the castle. Whether they regarded the collection as a curiosity or as an object of prestige (or both) is not certain. The library is still privately owned, and to obtain permission for a visit is not easy. This is understandable: the books are irreplaceable. The library has been an important object of study recently. Three Oxford lecturers have visited the library regularly for the last few years. Two are professors in history and chemistry respectively, and the third is a Doctor of Psychology. What is their interest in magic?

Professor Doctor Connar teaches history. His interest in the Alchemist Order is directly related to his work: he is investigating the role of the Order in medieval society. The Arendarvon library is for him an important source of information. "Nearly

every work of importance is in the [collec]tion", he said, "theoretically one co[uld] construct everything that happened fr[om the] material there".

What has he discovered so far? "The [Alche]mist Movement is never taken at its [real] value. I want to find recognition fo[r them as] scientists -for that is what they were." [Alche]my, says Professor Connar, was ba[sed on] mathematical postulates and theories. [Experi]ments and research were carried ou[t] scientifically. "Alchemy" is the term th[at was] used by the members of the Order them[selves.] To other people the science was kno[wn as] "magic". Professor Connar: "Both [magic] and alchemy had quite another meanin[g then] than they have now. First, there was n[othing] supernatural or mystical about magic. [It was] equivalent to alchemy. The word has sh[ifted] meaning since, because magic as a s[cience] suddenly ceased to exist and the new g[enera]tion looked upon the magical results th[at had] been achieved as impossible. Still lat[er the] word magic was used for everythi[ng]
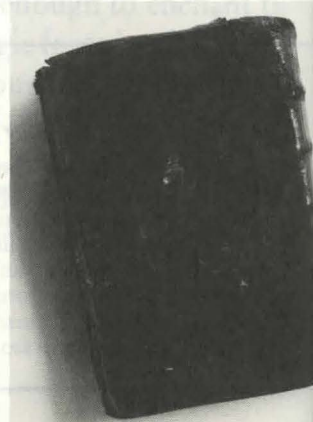
Relic from past: Book of Magic

gic

impossible and was considered super-
That is why it is better to use alchemy
of magic to refer to the science. But the
alchemy'' has also shifted in meaning.
me to be identified with those mem-
the Order who were interested only in
a way in which to make it out of base
s. They were frowned upon by the true
sts of that time.''
udden end to magic as a science is still
ry to Professor Connar: ''It seems to
alchemy was at its height as a science
uddenly it vanished. I have absolutely
as to the cause. But this is one of the
hope to find out.''
t role did alchemy play in history?
ing to the professor that role could be
ore important than is realized. Alche-
s not as obscure and little-known as
d. In fact, alchemists were held in
by the leaders of that time. Councilmen
en chosen from the Alchemist Order.
popular interest was directed more at
tical achievements of the science than
cience itself. This is understandable
remained so even in our own times.
re thrilled by chemistry, of which the
re visible everywhere, but quantum
ics have little public attention, be-
ey do not show spectacular results.
er all, the purely scientific approach to
was not as important as the practical
et it is the scientific approach that
Professor Connar most of all, be-
shows that scientific thinking is not
ing unique to this time.

other Oxford professor who has
shown interest in the Arendarvon li-
rary is Professor Dr More. He teaches
ry. For him, the library is a source of
tion about the origins of his work.
or More: ''In my opinion, knowledge
istory of science is very important in
anding exactly why science is what it
rettably, the origins of chemistry are all
too often ignored. Approaching a science like
chemistry in the light of modern achievements
stimulates ivory-tower thinking. I feel that a
closer familiarity with the foundations of
chemistry would result in a deeper insight into
the task of the chemist.''

According to Professor More, the history of
chemistry has hardly been investigated. In
contrast to, for instance, physics, chemistry
can claim no popular knowledge of its history.
Gallileo, Newton, Einstein: everyone knows
who they were if not what they have done.
There are no similar celebrities in the hisory of
chemistry. The professor intends to change
this. But why exactly has he set on alchemy as
being the ancestor of chemistry? Professor
More: ''The link between alchemy and chem-
istry should be fairly obvious. Etymologically
the words are clearly related. The first came to
an end in the 17th century, the second picked
up the thread at the beginning of this century.
Of course some work has been done in the
intervening centuries, but hardly anything
spectacular was discovered; so little, in fact,
that the first real chemists had only the work of
the alchemists on which to base their studies.

The Arendarvon library provides an almost
complete record of the alchemists'' achieve-
ments. ''It is unbelievable'', says Professor
More, ''that such a formidable store of scien-
tific knowledge should have gone unnoticed
for almost three centuries. Of course there is a
lot of chaff between the corn, nonsensical
documents about magic and the philoso-
phers'' stone. The alchemists were easily
diverted from real science. However, on the
whole the Arendarvon library is a fountain of
knowledge about the history of chemistry.''

Quite another way of looking at alchemy is
propagated by Dr Kindorn, an Oxford gradu-
ate whose subject is psychology. He has new
ideas about the underlying motifs of alchemy.
His thesis concerns the probable relationship
between the decline of the Catholic Church
and the rise of alchemy. Frustrations which
had always been expressed in Church ritual
needed another outlet. Dr. Kindorn: ''Every
one of the alchemists'' or magicians'' tools
were symbolic. It is quite obvious to anyone
with any knowledge of Freud's theories how
concepts such as phallic symbols, longing for
the womb and the Oedipus complex are woven
into the pattern of alchemist actions.''

According to the doctor, the alchemist
movement in itself was of no importance. The
only interesting thing about the movement is
the light it sheds upon our deepest frustrations.
Dr. Kindorn, too, considers the Arendarvon
library an invaluable research center: ''It is a
shame that such important psychological ma-
terial should be kept in an obscure musty castle
like this. It would be far better to have it moved
to a university library such as Oxford's.''
Unfortunately for the doctor it is illegal to have
the books moved.

The library remains a unique collection of
relics from past times. Whatever the truth may
be about the Alchemist Movement, their work
constitutes a way of thinking now extinct.
That is why we are thrilled by the collection;
and that is why we can learn so much from
those books and documents.— *By Robert C.*
Moore. Reported by Diana Furrier and C.C. Bean/
London

From a medieval diary fou[nd]
library of Arendarven Eas[ter]
Translated by Prof. Dr. O.N[...]

am Zazar the Great, most powerfu[l]
gicians, and this is my story of
those who read it take heed an[d]
takes.
of my deeds of over-confidence
the fair talk of Borozar, thri[...]
ty. I held a high opinion of
rned out to be the most dange[rous]
even made him keeper of the
possessions of our Order.
, because this man, this
pletely unworthy of ever
nd vanished, taking wit[h]
ich he was the guardian
now in the most serio[us]
ays of our ancestors.
ed satisfactorily, t[...]
windle, until death
end will come to an
owledge. For Boro[zar]
sources of magic
rought decades a[...]
peated, for thi[s]
d the universe

-spell, and k[...]
Arendarvon
of the Orde[r]
the last
took wi[th]

Notes

Andarv[on]
a Sceth of th[...]
peared circa
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ARENDARVON CASTLE

façade as it ap...

rvon
stle

North

Chapel Tower

Museum Exhibition

" Entrance

cannon

well

Great Tower *

Armoury etc.

Gatehouse

* inscription!

Phone Prof.
Kronhofen !
a.s.a.p.!
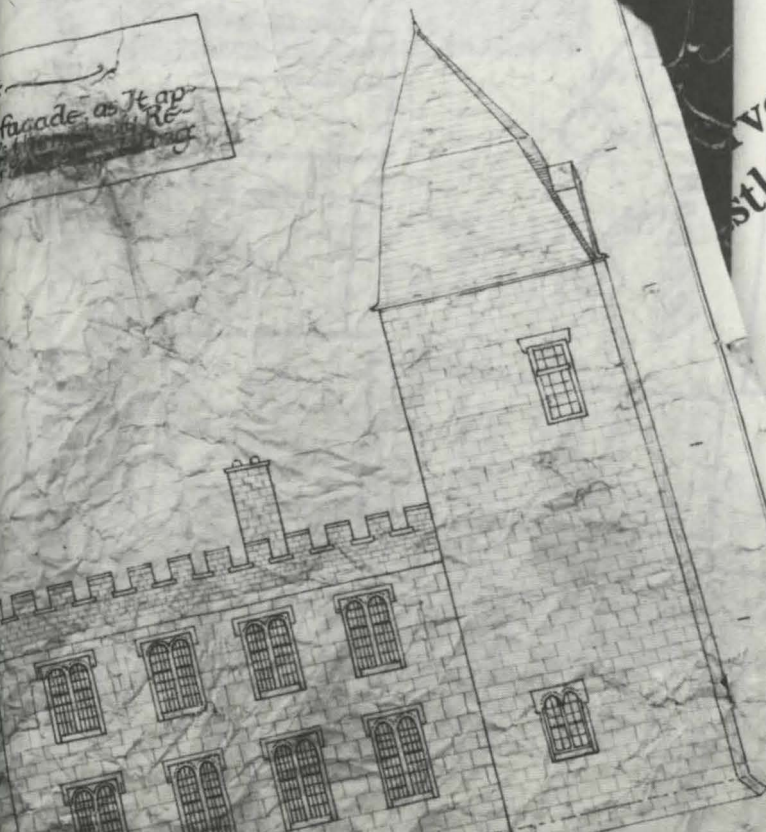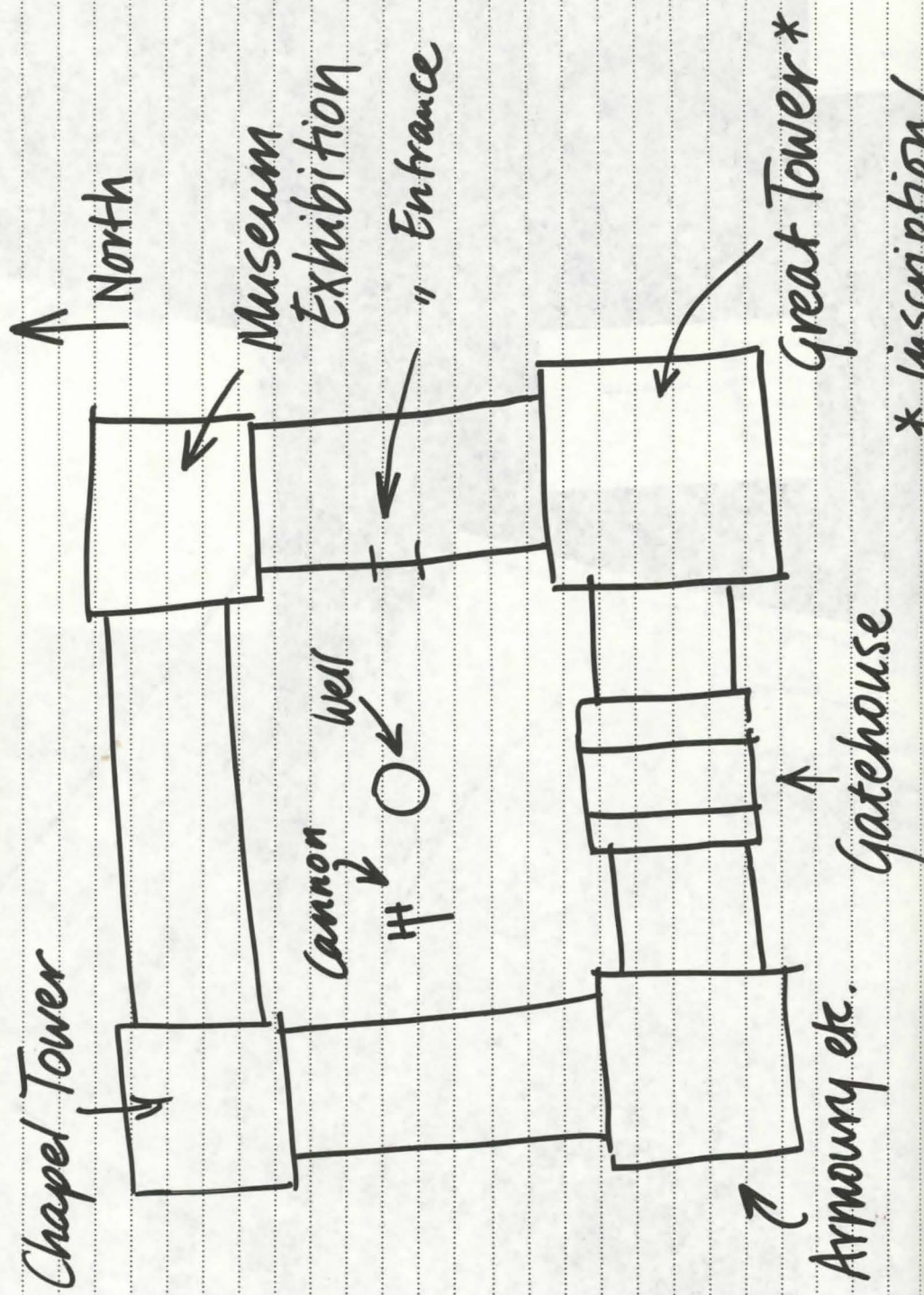
Views of the Western facade

Inscription found
on ceiling in S.E.
Tower
↓

ᑕ.ᑕ. ᖽ.ᑎᕼ ᒣ.ᑎᕼ ᕼᑎ: ᒣ.ᕼ.ᒐ ᒣ. ᕽ
ᑎ.ᕼ ᒣ. ᑎᑯ ᕴ. ᑎᕼ

Who is this mystery lady of Arendanorr?

✓ Is there any
connection with
James Douglas?

✓ Did she practice
Alchemy or Magic?

✓ Is she sitting in
the Exhibition
Room?
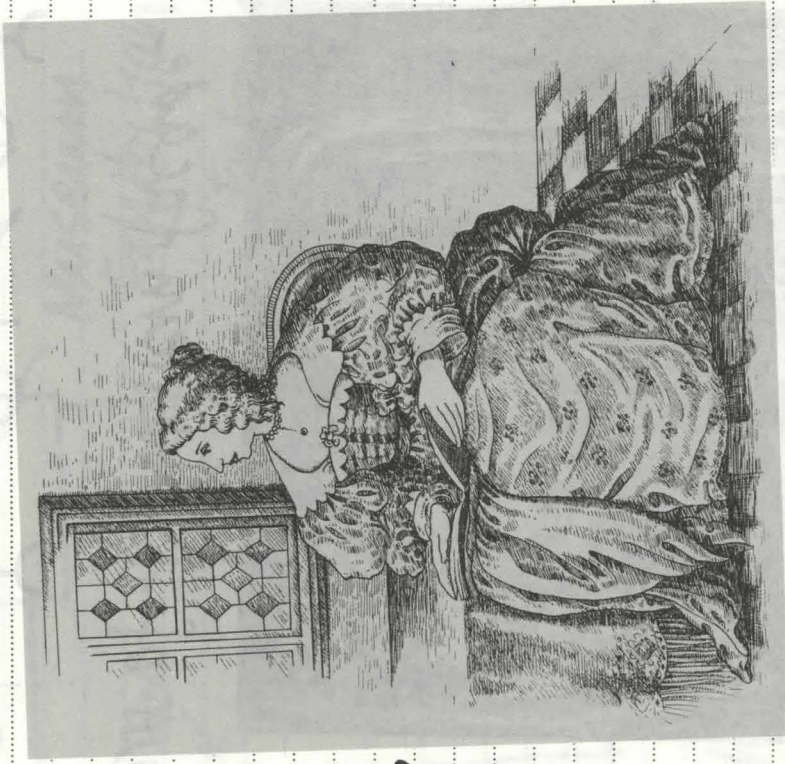
✓ Secret Passages?

✓ Left of Gate?

✓ Top floors of towers?

?

↑ What about that bricked-up door in the Gateway?

✓ What about that bricked-up door in the Gateway?

I am Zazar the Great, most powerful of the Order of
Magicians, and this is my story of ill fortune.
May those who read it take heed and not repeat my
mistakes.

Hear of my deeds of over-confidence! I trusted too
much the fair talk of Borozar, thrice-damned foe of
humanity. I held a high opinion of this fellow, he
who turned out to be the most dangerous man of our
era. I even made him keeper of the most secret, most
valuable possessions of our Order. Now my grief over-
whelms me, because this man, this unspeakable villain
proved completely unworthy of every grace bestowed
upon him, and vanished, taking with him the posses-
sions of which he was the guardian.

The Order is now in the most serious plight of our
days or the days of our ancestors. If these matters
are not arranged satisfactorily, then surely we will
diminish and dwindle, until death overtakes the last
of us, and the end will come to an era of unsurpass-
ed scientific knowledge. For Borozar took with him
the largest of resources of magical force, the pure
works of magic, wrought decades ago in a manner
that may not be repeated, for this would too much of
the astral force and the universe would shatter un-
der the strain.

I have cast a search-spell, and know now that the
fiend has retreated to Arendarvon Castle, where
Douglas, Grand Master of the Order, toiled half a

century ago to complete the last and greatest of the
magic works that Borozar took with him.
I have examined the aura of the Castle and have
found that it is almost completely locked off. Not
the might of all those left in the Order united
could break the lock. To accomplish this feat, Boro-
zar must have made use of forbidden knowledge,
which proves that there is even more amiss than was
suspected; besides, the locking of the Castle must
have used most of the force in the magic works. But
what is left should suffice for one person for thou-
sands of years.
We cannot but try to recover the stolen goods. For
in addition to the magic works, Borozar took with
him a collection of the mightiest spells inter canem
et lupum, seven in all, with which great mischief
can be wrought upon humanity when put to evil use.

Only one solution remains. I must send forth my
spirit through the aeons, submerge my whole into the
astral plane. The condition of my return will be the
speaking of the magic word which I will put down in
this manuscript. I must take care that it will not
be spoken until the lock has lost its power, which
must happen within five centuries; for once spoken,
the word will lose its power.
This asks a great deal of me, for it will cost all
the magic force left me, so that I will cease to ex-
ist in the world of the living. But since I am res-
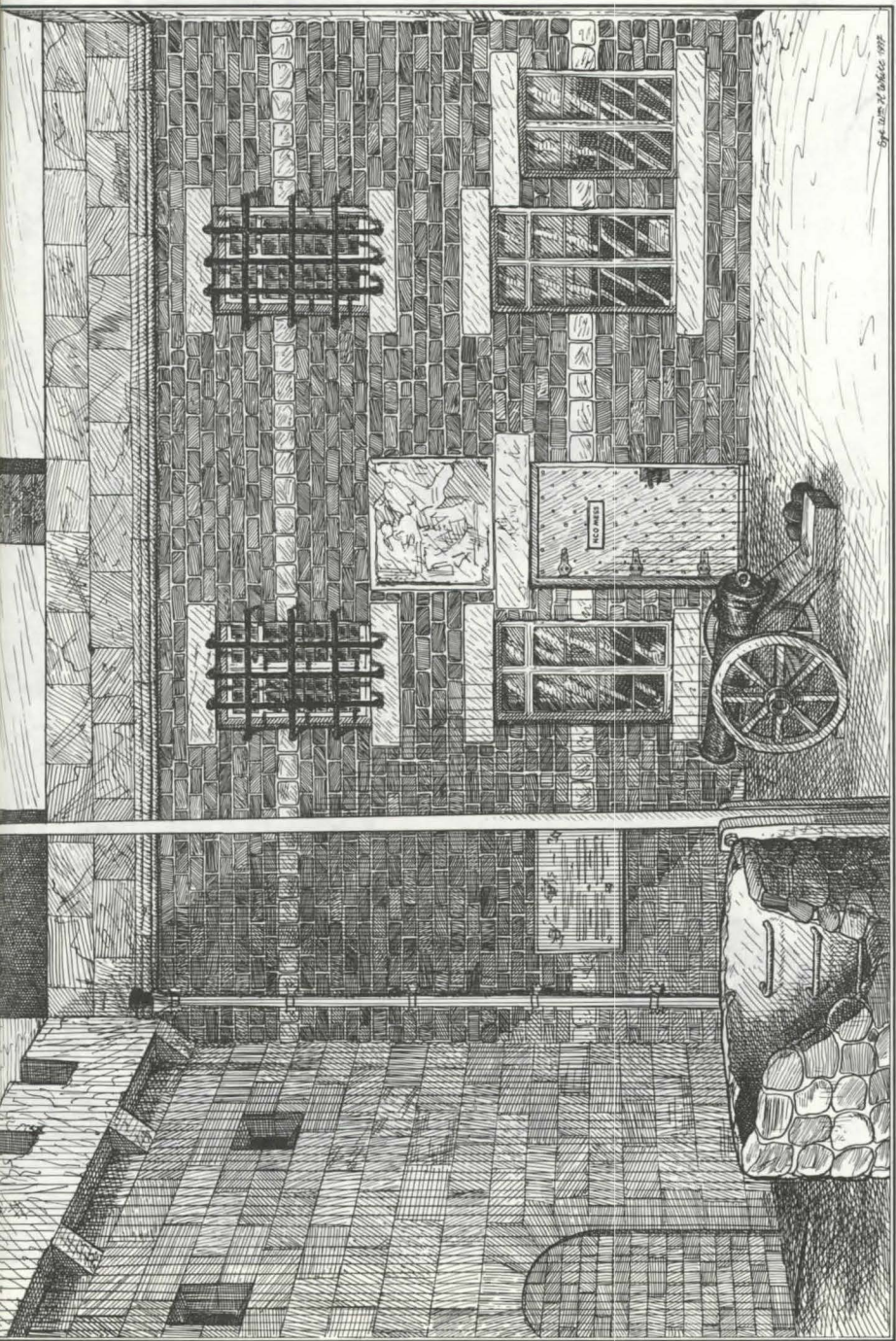ponsible for the damage, I cannot deny the burden.

        Who is prepared to end the quest;
        speak this word for mankind's best:
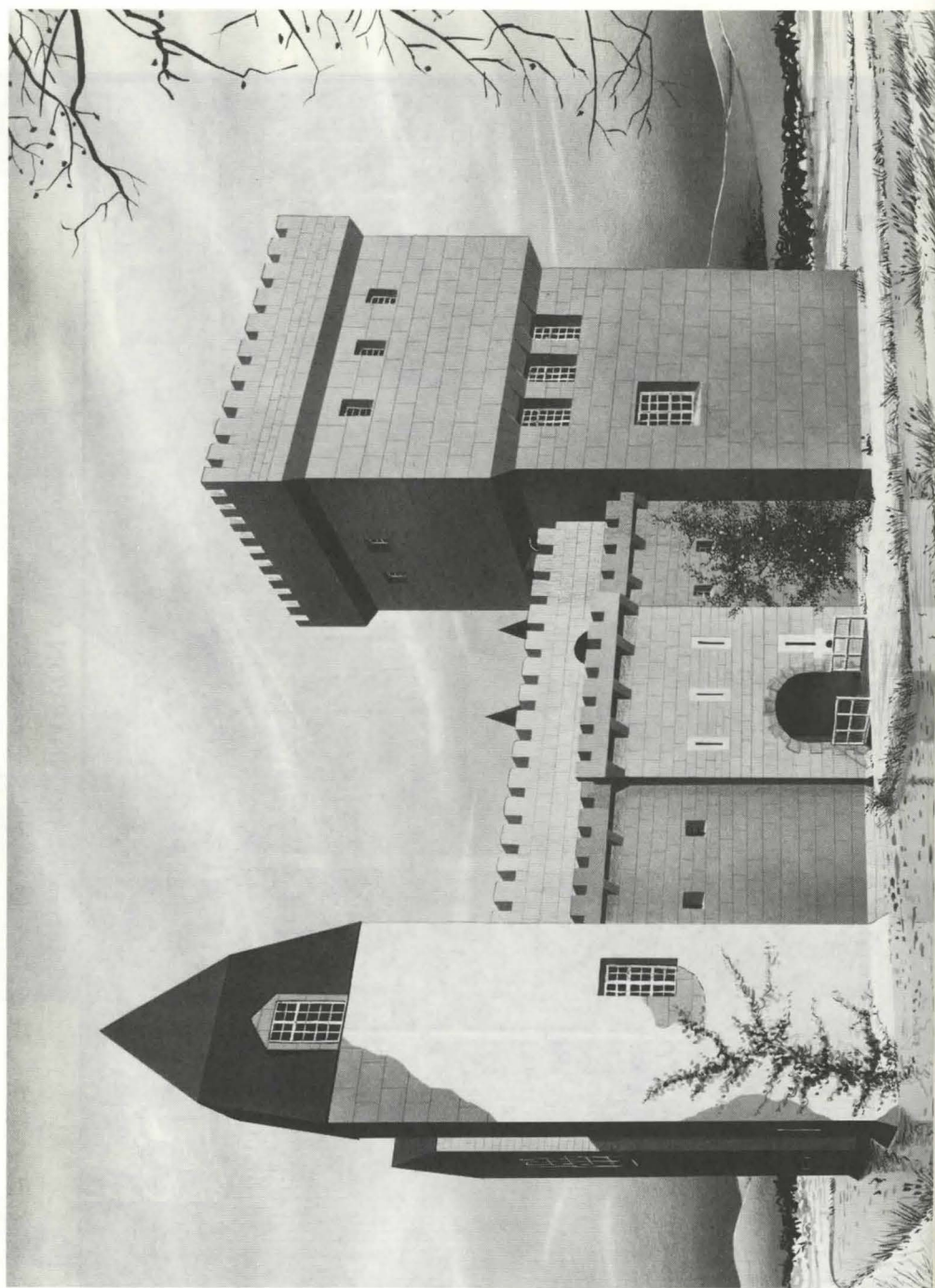

                BENIALDRUZIKAAL

ARENDARVON CASTLE, 1938

H.Q. Second Regiment of Mountaineers
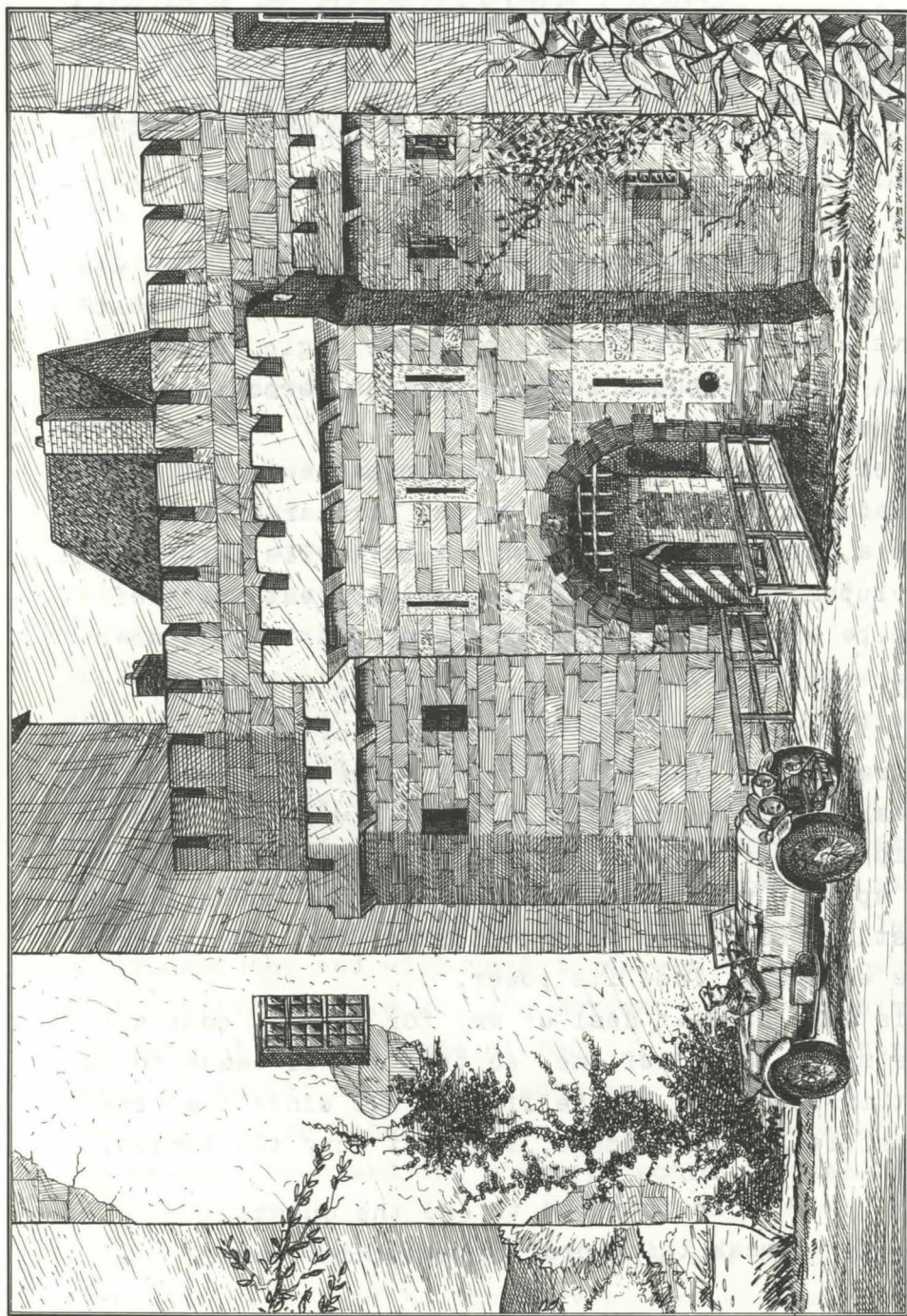
Engraving by Sgt. Wm. H. White, Regimental Artist

Courtyard of ARENDARVON CASTLE, 1938

H.Q. Second Regiment of Mountaineers

Playing This Adventure-Game

You:

In this adventure-game, you play the role of the journalist who, writing an article about Arendarvon Castle, accidentally spoke the magic word that released the powers stored long ago by Zazar the Great.

Although your situation is desperate, you are at a great advantage: as a preparation for the article, you collected lots of information about the castle, its history and architecture. While playing, you can always go back to the dossier and try to find out something about some particular detail that has been worrying you for hours, thereby not only -possibly- finding a clue to the further play, but also -hopefully- enjoying yourself a lot.

You & The Computer:

If this is not the first time you have played an adventure game, some of the following may be familiar to you. However, there is also a discussion of some features that are unique to this adventure, so it may be a good idea to read it anyway.

Since the process of typing in the program is described elsewhere, we will assume that this has already been done. Everything is set, you are eager to start playing.

The first thing to do is to read the book. Of course you can also start playing right away, but that way you will not enjoy the game half as much. By reading the book you will get a better idea of your environment, the castle where you will spend a good deal of your time -or so we hope! It is not necessary at all to know the book by heart, certainly not the first time you play. You can use it as a reference instead, a guide to consult when you are stuck. Gradually, as you become more familiar with the easy parts of the adventure, you will find that you do not know all you would want to about, for instance, the general layout of the castle, and at that point you should go back to the book, and try to figure out whether there is space for that secret passage you had suspected.

About playing the game, much could be said. As hardened adventurers will tell you, you must not give up the first time you run into trouble, but try and try again, knowing there must be a way out -there is always a way out.

In this adventure, the player has an advantage he does not normally have in other adventures, where all too often he is left in the dark about what verbs he can use in a particular situation. It then happens frequently that you know exactly what to do, but you do not know how to make the computer understand. In such cases, it is a matter of thinking up every verb

that could do the trick until you have found the one the programmer wanted you to use.

We regard this as a contamination of the adventure game. It seems unnatural that a player should in any way be unable to make the computer understand what he wants to do. Obviously, there are a number of ways of overcoming this problem. One is to incorporate in the program not one verb for every situation, but a great number of verbs -so many that whatever the player types in will be recognized by the program. This is certainly the best method, but equally not the most economical, for it uses a lot of memory space, and will result in a delay while the computer looks through the list of verbs every time an instruction is entered.

A second way of solving the problem of 'user-friendliness' is followed in this adventure. There are just a few dedicated verbs, but their uses are defined very strictly, and you -the player- are told exactly how you can use a verb. If you want something done, you can search the comparatively short list of verbs for the correct one; and if you don't find an appropriate verb, why, then obviously it can't be done!

Certainly it is a pity that you can't use every English verb in existence, but just a small subset. Still, this does not limit the flexibility of play, and we consider this approach infinitely better than having to use a dictionary every time you want to do something less simple than 'go north'.

In general, the problem of choosing the right verb for the occasion can be seen as part of the problem of the 'man-machine interface'.

You make your moves by giving instructions. Unfortunately however, the ability of a computer to understand human language is limited -or rather, it is difficult to program a computer to do so. This is why computer languages were developed in the first place. English is too complicated.

The term 'user-friendliness' is understood to mean the extent to which the user of a program -be it a business-program or a game- can enter the information that the computer needs in an easy way. In an adventure program, user-friendliness should result in the possibility of entering the instructions in 'normal' English sentences. But, the problem of translation means that these sentences must not be too complicated. 'Go to the door' is all right, but something like 'convince the thief I have nothing of value' is not.

The part of the program that accepts the sentences and 'translates' them into code understandable to the computer is called the parser. The more complicated the parser, the more complicated, generally, the sentences understood.

One adventure famous for its parser -and rightly so- is The Hobbit. On the other hand, there are many adventures that take only one-word instructions: 'take', 'kill' etc. Arendarvon Castle's parser is more complicated than most, although it falls short of the beauty of the parser of The Hobbit.

To understand the mechanics of our parser, it would be necessary to explain the general set-up of the whole program. We assume that this will not interest most prospective players, so it is not discussed here.

For the parser to recognize a word, it must be typed in in the same form as it is stored in the memory. This means that there is often only one way to describe an object. If you are told you see a 'chair', the computer will not understand the word 'seat' in its place. This is to be expected, but there are complications. If there are two doors to the room you are in, a red door and a yellow door, you must instruct the computer 'open yellow door' instead of just 'open door' which is also quite natural. But if you go through the yellow door, and you want to close it again, you must still type 'close yellow door', although there may be no other door in sight. The same principles apply when dealing with objects.

In conclusion, if something is described with two words, to handle it you should try *both* words before giving up.

The Computer:

In every adventure game, a problem arises from the fact that a computer cannot simulate reality perfectly. There are bound to be some unnatural effects. A very common example in an adventure game is that you may not carry more than a certain number of things at one time -but it does not matter whether those things are pieces of paper or lead balls. To this particular example, we have chosen a different solution: not the number of objects is limited, but your strength is diminished by the weight of the objects; if your strength diminishes to zero, you can't move any more, and in a short while you die from exhaustion. The solution in such a case is to drop something heavy, of course.

Another instance in which the adventure-reality differs from the world we live in can be explained by depicting a vase with flowers in it. If you take one flower from the vase, there will still be a vase with flowers in it, or so you would think. But it is easy to see that it would be quite complicated for the programmer to enable the player to take the flowers one by one from the vase; it would require that the computer knows the difference between all those flowers, which implies that it knows, for instance, twenty objects called 'flower' which can be handled separately from each other, but put together in a vase must be called 'flowers'.

In this and many other cases compromises must be found. Often, the best solution is the least economical, so there is a trade-off between reality and computer memory.

Finally, there are some unrealistic effects in the text generated by the computer while you play the game. These again stem from the complexity

of human language. We will illustrate this by example; if you enter the command 'I wish to go left', then the computer reads 'I' and assumes that you want an inventory. Use the words 'I' or 'in' carefully, so that the computer does not confuse them with a request for an inventory.

Abbreviations may be used but with care! For instance the abbreviation 'lo' for 'look' will be taken by the computer to mean 'load' because this comes first in the alphabetical order of commands.

The Spells:

Before sending you on the search for The Secret of Arendarvon Castle, here are some details on the nature of the spells you are to find. There are eight spells in all, every one of which performs a different task. You may use the spells if you find it absolutely necessary, because the ultimate goal is to prevent the thief from using them, not to recover them unused. However, it would be preferable if the spells are returned whole.

Here is a description of the effects of each spell.

1. Home-spell

This spell is the oldest of all, and is valued more for its antiquity than for its practical use. For you, casting the spell would remove the effect of the secret word you have spoken, and so return you to the 'normal' world, thereby 'short-circuiting' your quest and ending it perhaps prematurely.

2. Invisibility-spell

In order to be able to wander at will without disturbance from non-wizards, the invisibility-spell was designed. The oldest kind of invisibility could only be ended by speaking a second spell; unavoidably some wizards forgot to prepare that second spell beforehand, and were doomed to live as ghosts for the rest of their lives. This particular spell, however, confers invisibility only for a short while.

3. Reveal-spell

Although quite complicated in design, the only function of this spell is to reveal the existence of any secret door or passage leading from the room where the spell is cast.

4. Disclose-spell

The purpose of this spell is somewhat like that of the previous one: not to reveal doors but to open them. In one respect this is a more flexible solution to the ancient problem of passing doors, because it is not restricted to secret doors but will open anything that can be opened. On the other hand, an opened door will not always stay open, whereas a door that has been revealed by casting the reveal-spell will remain visible and capable of being opened.

5. Light-spell

There is hardly an occasion when this spell is not included in the wizard's bag. Its applications are manifold.

6. Kill-spell

Always dangerous in the hands of a criminal is a weapon capable of killing anyone he happens to dislike. This spell is just such a weapon, and the person in whose possession it is currently is just such a criminal.

7. Charm-spell

At least as powerful, and possibly as dangerous, as the kill-spell is this charm-spell. Basically, its effect is exactly the opposite: someone influenced by the charm-spell sincerely believes you are his/her best friend, and will consider it his duty to fulfill all your desires. The only occasion on which the charm-effect will be undone is when you attack the victim or order him to attack a relative or friend. In addition, the victim may be able to work off the influence if in possession of considerable magic power himself.

8. Glow-spell

Considering the large number of different spell-designs and implementations, it is not surprising that there are some of which the exact purpose has been lost in time. This spell is one such, although there is a difference: its purpose has never been known. The spell was constructed by the famed Douglas himself a month before he died. The documentation concerning the spell-design was never finished. It has been rumoured that the spell was of a radical new kind, but nothing is known for certain.

The Commands:

The Secret of Arendarvon Castle recognizes a set of 18 commands and 4 pseudo-commands. This means that, basically, 22 different actions can be undertaken by the player. As will be shown, this number is actually larger, because of a 'multi-purpose' command (USE).

All the commands and pseudo-commands (the difference will be explained shortly) are thoroughly discussed below. Their uses and possibilities are described in detail, so that you need never have trouble in getting your character to do something.

The commands fall into separate classes. First, we will discuss the classes, to give a better idea of the uses of the commands themselves.

MOVE-COMMANDS

These are the commands that change the position of the player. To understand the changes caused by the commands, one must regard the position of any particular person as consisting of the location he is in and the direction he is facing. The move-commands may change any or both of these elements.

In this category are:
GO
TURN
CLIMB

DOOR-HANDLING COMMANDS

These are the commands that change the status of a door - open, closed, locked, etc.

In this category are:
OPEN
CLOSE
LOCK
UNLOCK
STRIKE

OBJECT-HANDLING COMMANDS

This large category contains all commands relating to objects. The effect

of the commands varies from taking things from the floor to smashing them.

In this category are:
TAKE
DROP
GIVE
PUT
STRIKE
USE

PERSON INTERACTION COMMANDS

Playing the adventure, you will meet other people. These are inhabitants of the castle. To interact with them, there are only 2 commands. This is relatively few; however, there are other actions you may undertake that can change the attitude of the other persons indirectly -for instance, if you do something that angers them.

In this category are:
GIVE
ATTACK

DESCRIPTION COMMANDS

With these commands you can find out about your surroundings. This information is often helpful, or even essential, in playing the adventure.

The commands are:
LOOK
EXAMINE
MEASURE

WAIT-COMMAND

Finally, there is one command for doing absolutely nothing. One may question the usefulness of such a command. However, situations may arise where you wish to let things develop on their own without undertaking any action.

The command is (naturally):
WAIT

PSEUDO-COMMANDS

There are several instructions called 'pseudo-commands' which do not actually have an effect on the players surroundings. They perform a varied assortment of functions.

These are:

INVENTORY
SCORE
SAVE
LOAD

Although some pseudo-commands resemble closely the description-commands, there is an important distinction. When you give a description-command, you will be given a description and the play will move on one turn. That is to say, looking around or examining something constitutes a move. In contrast, executing a pseudo-command does not constitute a move, and therefore it is not a command in the true sense of the word.

Now that you have a general idea of the commands, each command is discussed in detail. To do this, the following information is provided:

Syntax of a command

To make the computer understand you, it is not enough to give a verb only. With most commands, extra information is needed, depending on the category of the command. To give an example, to take something you must type not only 'take' but also the name of the object you want to take.

There are three basic types of syntax:

1. Direction: You must specify the direction.
   Directions are: left, right, ahead, back.
2. Door: You must indicate a door, either by giving the name of the door (front door, back door etc.) or by giving the direction it is in.
3. Object: You must give the name of an object that is in the room you are in. If you give the name of an object that is not present, the computer will not understand you.

If a command is typed in without the appropriate syntax, the computer will ask for extra information.

Effect of a command

There is an explanation of what will happen if you give the command. In many cases, the command is self-explanatory.

Examples

There are some examples of the use of each particular command. The examples are not taken from the Secret of Arendarvon Castle; however, the situations are often similar.

1. GO

Syntax: Direction-class.
Effect: You turn in the specified direction, and walk ahead. If there is a passage in that direction, you go through and enter another room. Next, you are told the name of the room you have entered and whether there is someone else there.
            N.B.: You can leave out the verb 'go' itself. If you give a direction only, the computer assumes that you want to go in that direction.
Examples: go left
            ahead
            go door
            front door

2. TURN

Syntax: Direction-class.
Effect: You turn in the specified direction. Otherwise you don't move.
Examples: turn back
            turn to the door

3. CLIMB

Syntax: Object-class.
Effect: You climb the object you specify. With some objects, you enter another room, for instance, by climbing down a ladder you enter the room below. Climbing something, however, never changes your orientation.
Examples: climb the hill
            climb tree

4. OPEN

Syntax: Door-class.

Effect:	You try to open the door you have specified. It may or may not open and you get the appropriate message.
Examples:	open ahead
	open door

5. CLOSE

Syntax:	Door-class.
Effect:	The specified door closes.
Examples:	close the door to your left
	close left

6. LOCK

Syntax:	Door-class.
Effect:	If the door has a lock, and if you have the right key, the door will be locked.
Examples:	see OPEN, CLOSE

7. UNLOCK

Syntax:	Door-class.
Effect:	If the door is locked, and if you have the right key, the door will be unlocked.
Examples:	see OPEN, CLOSE

8. TAKE

Syntax:	Object-class.
Effect:	The object comes into your possession, on condition that it is not too heavy for you to carry. If it is a fluid, you drink it; if the object can be worn, you put it on.
Examples:	take sword
	take the coat

9. DROP

Syntax:	Object-class.
Effect:	If you were holding the object, it drops onto the floor.
Examples:	drop sword

10. GIVE

Syntax: Object-class.

Effect: If there is a person in the same room, you offer the object to him/her. It may or may not be accepted; if not, you keep the object.

        N.B.: In Arendarvon Castle, there is never more than one person in the same room as you, so there cannot be a mistake as to whom you want to give the object.

Examples: give lantern

           give back the sword

11. PUT

Syntax: This is the only command requiring not one but two objects. Both the object you want to put and the object you want to put it in have to be specified; moreover, they both have to be in the same room as you.

Effect: 'put' is meant to put an object into some other object, for instance to put a number of items into a rucksack. When you have put something, it is actually inside the second object, so you will not notice the first object if you do not examine the second object -see EXAMINE.

Examples: put sword into scabbard

           put flower into vase

12. STRIKE

Syntax: Object-class or direction-class or door-class. If no object is specified, the computer will assume you want to strike a door; if no door is specified, it will think you want to strike a wall. If on top of this no direction is given, or if there is no wall in that direction, the computer will ask for additional information.

Effect: This is one of the two commands that can have an effect on objects, doors and walls (the other such command is EXAMINE). Striking something is always done in order to damage it, although this will not always succeed immediately. Striking objects can cause them to break; striking doors can open them.

Examples: strike front door

           strike back

           strike watch

13. USE

Syntax: Object-class.

Effect: The effect of this command is not strictly defined: it depends on the object. If you want to do something with an object, but there is no command to do it, you can try 'use'. For instance, to light a match: since there is no command 'light', you can try 'use match'.

Examples: use match
           use syringe

14. ATTACK

Syntax: None: the verb alone is enough.

Effect: No person has to be specified, just as with 'give': there can be only one person in a room with you. You attack with the readiest weapon you have, with your hands if you have none. If you weaken your opponent past a given point, he dies.

Example: attack

15. LOOK

Syntax: None (see ATTACK)

Effect: If it is dark, you see nothing. Otherwise, you get the name and a description of your location. The description consists of the view in each direction -to your left, ahead, to your right, behind - and if there is something to see in that direction. Besides, you are told what objects you see and whether there is someone else in the room.

Example: look

16. EXAMINE

Syntax: Object-class, door-class or direction-class (see STRIKE).

Effect: Examining an object reveals what is in it. With most objects, there is nothing to be seen, but, for instance, in a vase there may be flowers, and in that case, if you type 'examine vase' you will be told that there are flowers inside. Also, if you have put something into another object, you will see it again only if you examine the second object.

Examining doors reveals something about their position: by examining it, you will come to know whether a door is open, clos-

ed, locked, etc.

Examples: examine vase
examine front door
examine the wall to the left

17. MEASURE

Syntax: None (see ATTACK).
Effect: You receive the dimensions of the room you are standing in as depth and width, depth meaning the distance between the walls behind you and in front of you, and width the distance between the walls to your left and to your right.
By carefully measuring all the rooms you pass through you may be able to construct a map of the castle, and perhaps predict the situation of a secret passage in a blank spot on your map. More important, constructing a map can give you a better insight into the layout of your surroundings - it is a nice puzzle.
Example: measure

18. WAIT

Syntax: None (see ATTACK).
Effect: You do nothing at all. The game goes on without you. This can be useful if you want to wait for something to happen -a miracle, perhaps.
Example: wait

PSEUDO-COMMANDS

INVENTORY

Gets you a list of all the objects you are carrying at the moment.

SCORE

Gives you a rating of your progression so far. The score is based on the number of interesting rooms you have visited, the number of important objects you have with you, whether these objects are damaged or not; further, your score increases if you have managed to return to the world and decreases if you die.

The maximum score you can achieve is 240.

SAVE

Saves the entire situation of all the persons, objects, etc. to be loaded again when you want to continue playing from this particular situation.

LOAD

Loads a previously saved situation. After loading, the play continues from exactly the point where you saved it.

Programming The Game

Monday

The Construction:

This adventure is rather a large one. Were it written in BASIC, it would probably not fit in your computer. Therefore it has been necessary to encode large chunks of the program.

Unfortunately this creates problems. The encoded parts must be typed in in some form. To help in doing this, we have devised a way of making the code check itself, so that although you do not know exactly what you are typing, you need not worry about making errors; the code is error-detecting.

We have divided the work into several sections. We suggest that you take only one section a day, which should take you an estimated 1.5 hours. In this way we hope to prevent strain. Of course you may do it all in one day, if you like.

Monday

The job consists of seven sections, called, not surprisingly, after the days of the week.

Every piece will be introduced with a short commentary, telling you what your homework is for that day.

Before you begin, however, we want you to remember:

— Do not be too afraid of making errors in the code. It is error detecting, and the chances of an error remaining undetected are very small - much smaller in fact than with BASIC programs.

— **Always make a backup immediately after you have finished a piece of listing.** Make a backup half-way on your disc-drive. Nothing is more frustrating than doing a job twice.

For Monday, you get three listings: one in BASIC and the other two in code. In fact, the BASIC listing is the decoder for all the following pieces of code.

First type in the basic listing. This is a very important job! Check the result thoroughly when you have done it. An error in this program will probably mean that you will never get your adventure to work.

Next, make a backup.

```
10 REM ** IBM PC - DECODER **
20 CLEAR ,30000
30 READ LIN,IBAS%,LL,NOB
40 READ OUTBAS%,ADR,LSTADD
50 READ WD$:COUNT=COUNT+1
60 PRINT : PRINT LIN+COUNT*10;" ";
70 CODE%=0: GOSUB 300: REM CHECKSUM
80 SUM%=NBYTE%:CS%=0
90 FOR I=1 TO LL
100 GOSUB 300:REM NEXT BYTE
110 CS%=CS%+NBYTE%
120 IF ADR >= LSTADD THEN 210
130 IF NOB = 1 THEN 190
140 HB=INT(NBYTE%/127)
150 NBYTE%=NBYTE%-HB*127
160 IF NBYTE% = 13 THEN HB=-5
170 POKE ADR,HB+5
180 ADR=ADR+1
190 POKE ADR,NBYTE%
200 ADR=ADR+1
210 IF CS% >= OUTBAS% THEN CS% =CS% - OUTBAS%
220 NEXT
230 IF CODE% <> 1 THEN 250
240 IF CS%= SUM% THEN 270
250 PRINT
260 PRINT "CHECKSUM ERROR IN LINE ";LIN+COUNT*10
270 IF ADR >= LSTADD THEN END
280 GOTO 50
300 REM * NEXT BYTE *
310 IF CODE% >= OUTBAS% THEN 400
320 IF LEN(WD$) = 0 THEN 380
330 VL%=ASC(WD$) -55
340 PRINT LEFT$(WD$,1);
350 WD$=MID$(WD$,2)
360 IF VL% = -23 THEN 320
370 IF VL% < 10 THEN VL%=VL%+7
380 CODE%=CODE%*IBAS%+ VL%
390 GOTO 310
400 R1%=INT(CODE%/OUTBAS%)
410 NBYTE%=CODE%- R1%*OUTBAS%
420 CODE%=R1%
430 RETURN
```

The program you have now, named decoder, will be a base for most of the other programs. This is illustrated by the code sections for today. The correct procedure is:

1. Load the decoder into your computer.

2. Add the lines of code to this program.

3. Save the resulting program and code.

4. Run the program. You will probably have made some errors in the code which will now be detected. The line number of any line where an error occurs appears on the screen.

5. Correct any error by comparing the faulty program with the original listing and changing the listing accordingly.

6. Repeat steps 4 and 5 until no errors are detected. The code is now error-free. Save the result, taking care that any previous backup (made in step 3) of this part of the code is deleted, to prevent confusion with the correct version.

Both the code listings of today must be processed in this way; that is, they must be typed in as separate sections. Follow the procedure described above once for each section.

For the enthusiast: One code section for Monday contains all the data arrays used in the adventure: an array of all the rooms with their exits, an array of the objects with their locations, etc. The other section is the only part that actually contains machine code. This machine code uses all of the remaining code as input.

```
990 REM IBM - MONDAY (1)
1000 DATA 1000, 36, 29, 1, 257, 49697, 50350
1010 DATA 0FII SKCE W5K4 7KQ8 P54C GURN QDTL 03WH 6IID 4JEQ 9EIH 5DZ5
1020 DATA 013L JWK5 XFLS 5ZXV 4SZL B5DU SE0G A0SN M12P H7UM SXOC GFN5
1030 DATA 066G SM53 IPIN OMHY 5HM3 AQNR R2NA RA6L 21QW KXZK 5PAR 2I0G
1040 DATA 04DB 9RNE S0A0 OXVY L41C 2AYT RUXA X8DK TLAI JLU5 YFJT 3KTL
1050 DATA 048R LKJ2 TWAX 2FKT LAYX W1AH DX8D KTL9 RJLU 5YFC OCKT LKI5
1060 DATA 09MF N5A3 JU06 4FJT MKUM AMQ0 061F JTDK UMB6 Q0U5 ZF4E 2KTL
1070 DATA 05TE OD2P H5Z8 ZH4Z K0KJ IX68 900X VYL4 199U 699V SH00 XVYL
1080 DATA 03PW MX2F KTL1 IR2U GV9T 8051 ZL4F PMUC 8EEE D2PA Q04S ZLB5
1090 DATA 01NN 165K QKZR XTE0 4TZL 4FPM UXN3 3JR1 UOP5 PW4Z AAL9 LE45
1100 DATA 00MS LSSF GJQJ TZED LNFO ZF1J VDUO N5PW IKWL W33L 4FPM VQIF
1110 DATA 04TX Z0TZ XCAV 7F7T L1FB 0ULS QFDJ IWAC OIWS 2NQ0 OZVZ FPGF
1120 DATA 087B CLEY 4LN7 T0OU Z41G MVLS QFDJ 0PZ1 8S70 RVLS 9A00 ZVYL
1130 DATA 08VI B23S XHU9 RTTD OKQQ HJ4S PN50 O1DR NP7T L1I3 VNYV QKQQ
1140 DATA 0438 RYH8 HTCE ZKCM IOS9 S67T 00T2 QIFB DL8Y ZRVT EOT8 8M6S
1150 DATA 0CN5 30WK ZR96 M2J2 66UL 8XUS FJU4 DO56 UDQE KL7X 1BZ3 X4RN
1160 DATA 01X2 PKG0 9PZG 6KD7 IRIN 3MG3 5MER 70LD YNGF CP4Z 3KSW GFGJ
1170 DATA 07HO CV66 LGKE CD6E 24SE 15XI UD2P AO2J 2K6L SB2K D7IR GEOK
1180 DATA 0326 KT4G FGJ2 V6BU LSQF GJME B70L CY93 S4IK SWGF GJQJ FE9B
1190 DATA 00GX FGJJ E2RP B1BY QPKW 5QJ1 M01M 01M0 1M01 M01M 01M0 1M01
1200 DATA 001Q X1M0 1T5F U6HT 50T0 3MO1 MZKM 01M0 1M01 M01M 01M0 1M01
1210 DATA 00C3 M01M 01M0 1M01 M01U J2GB IECI 0LSW ZF0Z 745M WNIV 7E56
1220 DATA 00DB S99K H2RR K2LD 2XYQ 6S0G RZAZ YHWV CS4B Z33E V2E1 BE05
1230 DATA 003D RIF3 2E1B E050 DVIW 7E56 S90D Z5DZ 5DZ5 DZ5D Z5DZ 5DZ5
```

```
990 REM IBM - MONDAY (2)
1000 DATA 1000, 36, 29, 1, 257, 40000, 41697
1010 DATA 00Y7 5XFM YMAP HC8V 3RHJ 0W5B PBEP MZQI 0E5E E59E 15DZ 5DZ5
1020 DATA 001E F5DZ 5DZ6 E75D Z5DZ 5DZ5 DZAD Z5DZ 5DZ5 DZ5D Z5ZE UN7K
1030 DATA 0BUF E8L6 H298 B0UK QD0L 6YXX SH7E P3QI KN45 2XVP VQA8 LI18
1040 DATA 008C 2MK1 K8PV GY8A OCE0 9ZH4 ZJME 95Z0 5F05 DZ5Z P6F0 5DZ5
1050 DATA 01JB H2RK XK5Y FDUD S5AZ 1Q17 8E65 L2L0 AMZR 5XDZ J1V3 NW78
1060 DATA 00ND DEE2 KUDZ PZEZ A1GL U5YJ EAIS DAZ1 Q0ME E45E 65FC 9E95
1070 DATA 047Z D6Z6 3UK1 K64F ERLS TAZ1 Q48H E45F 3516 N9FA QSDE 89XA
1080 DATA 00GV W9BZ 7VVD FRY8 L4QH F9L4 TZEW H3Q3 XK1L V4XK NMS1 B190
1090 DATA 019L 7RC6 RFFC USDA Z1Q3 OQE4 5GR5 3ZNI Q5XX KYKV LGRY U6ZH
1100 DATA 01C8 G4FA AG6C MVNV WC8S AKHP QIEU SAXA LNQ0 5YJN G26Q ME8M
1110 DATA 02CF NANY 0PK3 KZY9 ONSR ZE9I 0E45 H264 ANSP 5XOD DAVV HRY8
1120 DATA 02YZ Q9K3 G410 NRCK A6FU Z8DZ 5ATN Q35Y JPWA S3AS 8ABY 6E45
1130 DATA 02SY E6JS 3RK1 K64F LWDS DAZ1 Q6F9 E45E T56Z 1GL7 AD6J 4VJ6
1140 DATA 005Q APD0 FQ2G AOPE 09E0 5HK7 L4ID ZME0 6L5S DZ5F C5EG 7E15
1150 DATA 0021 WRZE QI1E E15E 2AHM FHL7 E88D Z9DZ 5E35 HKEE 05E4 5DZ5
1160 DATA 0022 7SI0 EE05 E25D ZDE9 NE87 DZBE 65E8 5FC5 EG6E 5DHY 5L42
1170 DATA 001J BEEG 7E29 E65E ANE8 7DZ8 DZFE CHEH EE15 E25E A5DZ NE87
1180 DATA 001F F5E2 GDZ5 DZNE 87DZ CDZL FT5E 35E1 8E75 DZLZ ERDZ 7E2E
1190 DATA 001H ZKEJ 5ED6 DZ7E 2DDZ 5L4Z I15E 18E5 5EIP L4ID ZME3 BDZ5
1200 DATA 001X 21LM IDZM E4EZ WTEK LE05 E18E 7PDZ 5ZER DZ7E 2FDZ SZET
1210 DATA 0021 HTSB 0E2G DZXE NRHM 7FU8 EBSZ EUDZ 6E16 E2BD ZVS9 VFC5
1220 DATA 001G RME4 BZEV DZUE W5EG 9EC5 DZXZ ERSB 1E2E EQYE VSE0 7E28
1230 DATA 001F 5BDZ 5ETX EW7E G9E5 YDZ5 N62E 1ME4 JZEW ZEVH M7FT 8EDX
1240 DATA 016C R1H9 OI6A 3S1P SUA3 7XHL 87TX YY2A 90BJ S1AR ZDSE A6J0
1250 DATA 00EF VSCR YCS1 RAE2 F55I 25E1 8E05 L47G 42SP KDPD 3GKI 66JM
1260 DATA 005J XK6E JL06 RYA3 BQDZ 6E2B G65L 4AEW 5EGA E55F 35MA 2DZM
1270 DATA 00V1 6100 3FZ3 HSFA RZD6 S3F5 56UY CPJX NDLD KI83 DRE8 8E2E
1280 DATA 009N P43L 4FE0 5E18 E55M DG6U YSPK DOD8 P68L Z37R YRS3 U33X
1290 DATA 028H 5FC1 KSLR N6HF LUB0 SUL7 ZE2P L4I3 S204 6B5S 1VVZ A9S7
1300 DATA 015T NJK5 ZIL4 DAL9 1BKD K60I L5E6 JAZE RE68 E2RI 45L4 OHKC
1310 DATA 008J E18E 05FH 519K TR6E J69R THAZ 37S5 RS3Y 89BD Z5HM 5FU8
1320 DATA 004H 310Q Q6JB EG5E 08LQ TL4R E1MD Z6E2 6DZ5 MRUF C5EG 9E05
1330 DATA 00AU FN0H PL9K 6EK6 X1Z3 VRYC RYBS 1Z8B CFP5 E05E 28LT ZMXW
1340 DATA 002W 1ARZ ARZD S6AR YA16 RDZ7 E2UE DMFR 5E15 E08E P5U5 UZET
1350 DATA 01E9 A1LK 2WKQ DAG5 RZFS 0G7A DDZ5 DZ1H UJYQ 6PF6 891A RE46
1360 DATA 00K3 Z928 HFDZ 53AK 1ND8 8KIM W9AV LAS1 GSRA 6JIZ ERDZ 9E5Z
1370 DATA 00UA HF90 WMS0 ASHG 6ZJ6 UZZP JZK6 0L60 D6JK DZ8D Z8E5 6L46
1380 DATA 004N 0LKI RRYR S5B1 J7DZ 5IG5 EGDE B5L4 9G76 DZ7L A0WO CS9F
1390 DATA 001K Z9E3 7LA1 DZ56 95HL 9E1B SIEG 75GA 6E37 E5ET KFS9 IE09
1400 DATA 009E E0BE V5S9 IZER E37E 5EUL GDZ2 BQK0 MD8C KIQ6 JMHM 5E2B
1410 DATA 008J EX5D Z525 NIK5 ZL6X UUDA WHBR YBS4 W910 FJ5E 0CE0 BSF0
1420 DATA 008E S9ML 42E6 ME6B S9YG H50M R81D A48V VUEA S0AR ZG78 NIG5
1430 DATA 00D4 GJ66 UXXV Z59Y HXDD WRYC S4ZU NAUI AS1A RZGS YARY A23T
1440 DATA 0154 JWMD 8483 YULA S1AR ZG6S GE05 I91G PJXQ 6YFD D242 QE58
1450 DATA 001H E6TB WDZ5 ZERD Z8E9 HS9Z V50E 1DE0 EE55 GU5N X2E7 ME9B
1460 DATA 00CR DZ5V FZEW DEGG TCYB EXVP NIS5 ZOEH 7RYA 3YSD Z7LD ADZ5
1470 DATA 005B S0KI BRYB ZFG3 ZBDZ 5HLD E1HF 65H0 5ZET E77L DCDZ 5ZE5
1480 DATA 00AG E1DE 1EZF 8DZ5 G52C FKDU 5YFD DC9N MDZM LFDD Z5I8 5HMD
1490 DATA 00FR S1MT 7ARY AWLC S6BZ FG9E RZE4 3BK4 L690 ORX5 JRE0 DE2H
1500 DATA 00B0 F95I N5DZ 5LAX LEGF E56U XVSR 11KA 4VI5 XDZ5
1510 DATA 009C N1WN W2DZ 5N2X Z7ID Z58T 74C7 UF68 A8DB GQ5S 96FU 6FH5
1520 DATA 0046 AF8A 5269 DZ5U B1FD 9DZ5 PWHE 3BL9 IE66 L4JE 9JL7 KF5Z
1530 DATA 001I T8TO 5ET6 MJQE 57MK WDZ5 TOEE D6TO 0ED8 TO2E L9TO 4E56
1540 DATA 0010 ZMN9 4L6N G2BL 6KGE RL80 FGZL 5KGK JL7P GR5L 5MNZ 4L6I
1550 DATA 00DR GT6L 4KGW BL5Q GY7L 5MOB 4L6K H4JL 7Q3I JYL0 7LS4 B80U
1560 DATA 001N M4L6 MPU4 L6KI 1BL6 KI2B L6KI 4RL8 KIBR L8KI QBL5 KIYB
1570 DATA 00BE L5KJ 6JL8 MQ14 L6MQ X4L6 RJWB L6S6 2JWK 07MS 4BMH 4DZ6
1580 DATA 001U P8SF 9SFA SSBS QCSP DUIE WAFT 8GT6 HSJI SJJS KKSK LS9M
1590 DATA 001K 55UR 0GI6 GJMG K5GL 5GM5 GN5D Z5DZ 5DZ5 DZ5D Z5DZ 5DZ5
```

Tuesday

In the next five days you will be typing code listings only. This must be done following the procedure described on Monday.

Save everything on two diskettes, something may go wrong with one of them....

For those interested: The code for today is the start of the actual program, written not in BASIC, but in a specially constructed language which we have christened *ALADIN*. The code defines half of the commands, say from GO to PUT. Of course you cannot use any of the program yet.

```
1990 REM IBM - TUESDAY
2000 DATA 2000,36,29,1,257,41697,44357
2010 DATA 003G 1U59 PW83 ED6D ZJXP GII6 DZ5F X6E0 5S93 ED6D Z5FX 6E05
2020 DATA 008X S93E 16DZ 5FXG E05S 93E3 6DZ5 G1FE 0530 NGLP NKHW UDQL
2030 DATA 00GF DCNE 4FE0 5EFT BDZY ZJXK RSZR TQ80 0E4F E05E VTWS 8E96
2040 DATA 005N QKS8 ZRVQ 800E 4FE0 5FRT WS8E 96L4 XHJA JB6D Z5DZ 5FXB
2050 DATA 009F SAVS AJE4 6FXB 0NMM P63G NFTT WFRZ ARYA RYAS 9BBM 0E19
2060 DATA 00FV RZA6 JQWS 3E26 E361 NK7L 5XG7 8XS4 AA3E WSJE 36GM BG19
2070 DATA 005O HLRC YEBU S2DD P8WS 4EA6 DZ6E 0GE0 5ZIQ WS3E A6DZ 5FX9
2080 DATA 00E0 E05S 93E7 6DZ5 555F Y78X S4A0 DTWS JE36 GMBG 19E0 5ON3
2090 DATA 01ZX S6YX VQ4F YEEW S2AK UG48 MASY I06C AS6B S4BX E3WS 3E36
2100 DATA 018E XVPL US5Y FRNQ DH08 SXZQ JWK8 BN69 XS4C RZBR YA6V PJBF
2110 DATA 005L ML5Y L698 RZBS 1BS4 CRZA Z3JI 8HE9 7E0B SA3E 16E2 6QKE
2120 DATA 00N9 W7MS 7ARY ADOH E856 UXVP JWK5 XT69 2WIC S9BR YA77 0FXJ
2130 DATA 019T XWPJ XN6B GDD1 8RPJ B56U XVP5 MVRB S7JM EDSS AWIJ AE96
2140 DATA 00U6 5XNN 9UVI DQ9Y BCKL 16BF DFPW IDUN BRYA 9YPF ZOE0 5ZFP
2150 DATA 012M 5QVR BS7J MED5 ZIYI J700 JXKK 763M AWFO RYIA QPE1 9E05
2160 DATA 00T3 D283 MAWF ORYQ B4P6 WXWQ JWKZ AYLI RSCA EKUI J5DZ 5E36
2170 DATA 00BF JO2F RK7L 5XFQ 0US0 IRZA DOUW T3EA 6DZ5 E16E 05DZ YPN5
2180 DATA 03PU RSCA MLDI J56U XVUC SNHX UDVL 6IVJ KAET DDUD 5PE1 7E05
2190 DATA 00BR L4FI I878 XWPY 7EVX Z6L8 S7BS 9BS1 IRZA RYN3 ZPSN 5G06
2200 DATA 04BU FRQQ 8DQE 196V XVP6 P0EA XS2A Z4B3 ZP79 7B95 YFRQ Q8DQ
2210 DATA 0091 HJLT 92E7 5M0T PPHF ZD1P YC6V XZS4 Q87Q HJNJ BGE7 6DZ5
2220 DATA 013A JZY5 YFKW X3ZP EIA7 4XWP YEZV XZRW QB6Q FXWE 0BL5 6FYB
2230 DATA 0CD6 U5RG VXZR XQ9H Q39R CK7U L682 9QQ3 9DBN 6L3S 4AKU DLHZ
2240 DATA 018U Y1PC TN6L 5S4A KWD7 7ZRV JWO2 C1XA MS4B RYAS 0FRZ A6JS
2250 DATA 00GB 3ZP0 1B22 W8MS 7ARY AXEA RYDS CBRY CBKQ OOMF XEE0 GE08
2260 DATA 01KG JE05 ZHVP Q6EX 66UQ Y4VX ZT5Q DCN2 3K4L 6WG0 48RZ AML6
2270 DATA 02C2 QFXD 6VY1 QZIK KFFY YN3Z P18I 7UHY UTIC RZBR YZDF QE16
2280 DATA 00ZU JXK6 7HW9 Q8HR OOQG 20MU JWOP ND3P OSVB SXB7 YRL6 1EL5
2290 DATA 00QD 4G3I AHE4 5E95 6UXV SJXK KADH ZU10 FEW6 EY60 33E0 5ZG4
2300 DATA 01PP 6E05 SP89 LXXP K0MD Y1RN N8FR OOS1 PMLL 5XPB 0840 PFN8
2310 DATA 00YY DY1R NN8T ROOU XPZ4 BS1I 5YFF 54IA HE45 E95D Z5E2 6DZF
2320 DATA 01BR N56N R588 ZRZA S3CR ZBZ3 N9YR E26E 050U 9C18 8ZRZ ADYH
2330 DATA 01E6 GE76 DZ5E 2J6V XVZB 41EB XS2A 6KXP Q63B K0KY JVHZ UFFL
2340 DATA 02KB NPQ3 HM96 UJNH VYZT FQC1 ROOY 55AQ 19S4 28SE 35E0 8E36
2350 DATA 0491 FSOS 40PU 48GQ D6UX ZSKA L5XQ RGW0 FR6Y XVRB N19S 6XE3
2360 DATA 00N6 3P8V LERY BCWR VT2C AQJ6 NRDG 7XS2 AS0D S2BZ 3BDH RVT0
2370 DATA 01YE 8GQD 6UXZ SKAL 5XRL QX0F R6YX VT5Z 29S9 Q9YP M6HL 9DZD
2380 DATA 04DU 4I0U FOLQ XOJM DYMR NN7K SVT6 556U 29SC 28SE 35E2 8ED6
2390 DATA 05KB KRPD 3QBV KERY E8AS 397L VRBS 0FR6 YXVX 7P29 SA4U 3IM7
2400 DATA 01PX 1F65 XMKB H1QL WSD3 Q8VL ERYD 9ASV T855 8K29 SE28 SE35
2410 DATA 01I9 6E2J E05S D54D S0G5 YFIQ R41P 1UPC 83LB SWBR YEAC SVTB
2420 DATA 0104 PC83 L6SY BUNB AOSV TCXP 5PS5 EV6Z EP6H VOK6 TG68 2C8S
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```
2430 DATA 0090 VTET 9WE4 56WO I7NR PX3W 414G QADZ 9JBA DZ7D Z5E1 8E05
2440 DATA 02WM BC3S VTG5 57M3 9SMQ 9ZWW JE16 EV61 RJYL RCY0 4BS0 AL9G
2450 DATA 0293 SVTI CALL 8NRT 01AS 0ARW U4CU DKD4 FROQ DDSV TKNY 1E05
2460 DATA 00E9 52U0 I5YF 69QU NBSY BS0B RZAZ P3WM CRZB Z397 HTE1 6E05
2470 DATA 032V J85T CALL 8NRV BOA4 2PUQ Z0LJ XKRC ZU5M S3AV 7AD0 HEA8
2480 DATA 00WP 5YFR NQ8J TVTM 90YR QJWK NRZ8 7ZRZ AUQD SCBR YFAV TM21
2490 DATA 01I6 66UA O3W0 ZUBQ DCNV TR24 MLL6 XG1X 6RZG RZDR ZBZ3 8ACT
2500 DATA 01NE 5EX6 6UCI DW0Z GYKS VBSX B2YR 51KA KAFF EB8S WBRY 6E26
2510 DATA 00YO 5YFK LMWM CSFB RYAA VTFX ME05 E080 3JXK D9C3 S8SU BD0I
2520 DATA 06QI FW0Z U8QD CNM5 36WX VRAT 39SX Q9YP MHEZ 60P5 OYI1 UGCL
2530 DATA 00JS 7GUN Y1E0 7ZF4 EV6Z EP0N KWM5 XDCO TOF5 L65S AKGO 6EZ6
2540 DATA 00E6 VTU5 56J4 2N8S YCRY 8ZYJ OF5L 65SA KG06 EZ6V TUQK YOIY
2550 DATA 10T9 0IW3 2P9L 45A7 HOYZ AZ5B AO1Q VSZO Y13U P4L2 X4PH QAZD
2560 DATA 03SI AI4L 6UXV SKAL 5XLM BZXA KRZB DOIE 286V XVP7 849S VQ9Y
2570 DATA 000Z HVU2 44GQ ADZD E2JE 05ZW NPV6 7SXW PYMW W1ZU EQDC NM46
2580 DATA 02T1 BRYE CCVM 21E0 5528 H49S VQ9Y PMKE W67T 5CRW 1ZUF QA1W
2590 DATA 05Q2 M6TQ RNNA EUE0 5E00 NQ9C 4GX3 4UNB L7BC 5YFE 2U28 FEW6
2600 DATA 00ED SXBS 0BRZ ADQR 4EJY L5YF Z45W NCRZ BZ34 CTUE 16E0 5EJV
2610 DATA 01G5 2LRJ XLD2 LTQ0 S0BR ZAEO 14FJ YL5Y FT1G WOCR ZBZ3 7AVV
2620 DATA 02IH H04J WK5X FITS 45P2 KSZ2 5YF6 XDS8 BRYI 4UNX 03EA 6DZ6
2630 DATA 00A8 T9SE 55HJ BWZJ E36G MB1R K0LR CYE9 XS2A S0G4 4PV5 ZHM9
2640 DATA 007J DZ6F YGE0 5E05 75XW PCWU AXDS BBRY E4UN X03E A6DZ 6T9S
2650 DATA 00CL E550 OTWZ JE36 GMBG 19E0 50N5 3BK0 KL33 I38V KEKT BFYG
2660 DATA 01EI 66UX WPK7 L5XK SI04 UNX0 36VX WFR2 I6TG RNNA GVJB FE06
2670 DATA 02YP GRZC S1BR YAAG V20K UL5X G036 RZAA 304F S1G5 YFF5 Q44P
2680 DATA 000R UKQA GVGD 7L51 SA7E 16ZE 0398 KVVK 02Y4 FY6E 05E0 6E06
2690 DATA 05P7 KLLN WDQA 1WE1 A6VX VP94 6GB1 S3A6 G49L Y0P5 OVV5 12Y5
2700 DATA 011L LUR5 YFSC QA1W E1AE 05ZE NFVJ 9I5G DRHX WEMS GFRZ ADOL
2710 DATA 00KI A1WM J2L5 46VP QAUW HITS WPCR ZBRY R6JW E16E 05T5 FIQ7
2720 DATA 016C JXLD 2AU2 1S0B RZA0 11IQ 7E06 DZUH 52MR RX0Y HGRZ 12Y8
2730 DATA 00Q0 ITS4 5PH3 70LK EKH3 ZWEM SCAV ZAE5 HE45 E15D Z7E2 6DZ6
2740 DATA 00MI T212 YAJB LDZ5 DZ5C AN3B UWLI TSIF HED5 I05S Q3EA 6DZ8
2750 DATA 04TU Z9FC VKTR Y7N2 1075 M9IT S45P A2HW 2W3Z 9HDU PERY E2YF
2760 DATA 03B2 BVLR RYD4 UN4G LUV5 YODE UGZL ACH7 4UOZ 7TDU PERY E4UN
2770 DATA 00LE WPDS CBRY IBTX JBAD ZPDZ 5GDR 6VZT VR36 5YFK IM45 4GQR
2780 DATA 00H6 RYER YARY BRZN WQAR YAS2 BC5W 39UF J8KL DDWB TXJB ADZ7
2790 DATA 0836 UXVR JZL5 XHWX 22YK 1RNI M5XC J4FI R70L KFK4 5I45 PVP5
2800 DATA 00EV UNBR YFTW YRZA DPLK L2MR RY36 WYXG 12YM FXTE 05LE 5HL9
2810 DATA 01F2 505A W7E9 XS2A DQFI R5EN 66XJ MUW4 ZGV4 VLER YFJ4 FIR7
2820 DATA 00H1 RZBR YT7A XL61 085M SST2 2YOU 9UE0 5SE3 EN6D ZFQK PIR7
2830 DATA 016G RY36 WYSE 22YP FXTE 057C XXQJ XKYK Q3VA SZBR YBBT XMI2
2840 DATA 00LD Z49D PFIR 57IX WS5N PI5U 2ZFE W6EY 6E16 E05Z OCIR 7E06
2850 DATA 02TJ A0CP BMXX QJXK ZIFW FQBT X033 E05Z G47V XWP6 2VWX 22YR
2860 DATA 03TJ MSCA WGA0 C37S XWPC NVWX 22YA 51KC K5XF RNQB TXE1 ME05
2870 DATA 016Z JLUW 4Z9W 8SFB RYAS 0SRZ ADOF 4HZ6 H63F S3K4 6PSI 7E96
2880 DATA 02VZ AYTD SCBR YQAY Y14M KP8Q KXG2 2YU5 5A18 GB1S 3A6F 4GQA
2890 DATA 00B4 DZ6J BADZ PDZ5 L610 35MS RW32 YVE1 AE05 SG3I S7E6 6DZ5
2900 DATA 00HK DMXE 2AE0 5SH8 IS5E 26DZ G1NA FVTQ 32YW E1AE 05SG 3IS7
2910 DATA 00EW S5BR YA7F YE2A E05Z MM4I JWN5 YF6B 8WRA S1BR YH8W YDZ8
2920 DATA 00C6 E05S KSIS 5E26 DZKG W20P JZL5 XYUU 34UM DZ5D Z5DZ 5DZ5
```

Wednesday

Some more code. This section contains the rest of the commands. After today, you can rest with the thought that two-thirds of the ALADIN-program and half of all the code is done.

```
2990 REM IBM - WEDNESDAY
3000 DATA 3000,36,29,1,257,44357,47017
3010 DATA 0K64 7P3H 3XUI 6U37 19JY 0P5W VVB3 2YZV 5U6Z XVU3 X3I6 U391
3020 DATA 0959 JY0P 5WVV B3A3 1V5U E450 E3X3 I6U3 B19J Y0P6 QVVB 3A33
3030 DATA 00NA 92ZS 3AZ3 9UNF RYAA YYJB N6ZX WP5M VW23 2XPL T3HM 9DZ5
3040 DATA 00G6 XEAR YDSC BRYJ 96ZD Z5DZ 6E0R 4JJW K5XJ ROT4 7PLQ 4GMB
3050 DATA 0BT6 UN7Y W5ZX FQ96 Z39B FVUA 4VIZ 0CS6 YXVP CB8E BXS2 AKUZ
3060 DATA 059B 8EBX S2AS 04PX 33CK 0K60 R3X8 VLER YE70 Z396 CVUA 4H8Y
3070 DATA 03T0 Q96Z HJW5 5899 EEWS 2AS2 H48P 7MAR 7W6Z SGQ9 6ZHJ ZXPS
3080 DATA 06PS EGMA BOX4 8P0L S1I5 YF74 FWSD SUED OI1U OQN6 TKRN N8OZ
3090 DATA 007C L71E 55XM APYZ EV9D Z5MY 1E45 L4Z0 LK2K RCZ7 58ZZ GDOI
3100 DATA 03WV Q96Z FX86 VXWQ LZN5 YFGX UJFH EB86 VXVP JZY5 YFDS 648P
3110 DATA 00I8 SWDS CBRY R9OZ OO4E 2JE0 5ZXS BOUA AB9R RNNR YAQ9 YIH8
3120 DATA 05Q1 Y5YF L2FI IHU6 JWK5 XFO2 CQ9Y 47JZ Y5YF L3VI IHE5 5DZ5
3130 DATA 02SN AQ9Y 47JZ Y5YF S9BI IHE6 56UX VPPC 8W5Q C6ZH JEG1 FE05
3140 DATA 00FX YTCS GBRY A00P FZNJ F5DZ 5DZ5 08CS HI7U HRHE F5DZ 5DZ7
3150 DATA 00E1 06JX KD2W B3AS FBRY BS0R RZAR YMIJ HE95 E2BE 07E2 6DZ5
3160 DATA 00JU F50J BAEG 66UX VPJZ L6EG T45A 39QK MX43 EW8E Y8JB FDZ8
3170 DATA 00FU S4BS 0DRZ AZ3R 49PA ZXVP R12D 3W3Y ATVG RYQF 50HJ EG1F
3180 DATA 00IG RZAY TCSG BRYA G00F ZNE0 56VX VPR1 2RDF I8UH UHE9 5E2B
3190 DATA 00J1 RZCS 1BRY AGA0 DZ5D ZMZF 5PZ5 FWB6 U5RK W7Z6 HCS8 BRY0
3200 DATA 00D4 E1CE 05ZE QX45 E666 UXWP JWK6 4GV8 5A3C FX9E 05LG 5HL9
3210 DATA 00IX Z36H T11N K7L5 XG78 XS4A A3VX 4JE2 6GMB G18E 05HI 7E26
3220 DATA 00F9 S2BI Y0FY GE05 E060 0JXK YLHI 84VL ERYC BZAI V7E3 6DZN
3230 DATA 00BL KW2Q RK0L D21R Q6S0 ERZA SONW UCS2 BZ31 E01E 19E0 5M3F
3240 DATA 01J0 2RRK 0LD2 FTW6 S1GR ZA0H 0IV7 3CK9 KRDA WJQH F1E2 BE05
3250 DATA 031Z QGJ1 XPT4 LJZQ 5YFE Z5IK LGN2 RRK2 LRC5 UB6X AKZ3 3DOI
3260 DATA 072E RJZL 5XFU I64U W4LJ ZQ5Y FG35 IKL2 DOSM 63G6 8RGC 1JBF
3270 DATA 00IW RYLD OIE2 8E05 ZEWI V52H JXKU 4AB4 AUQB RYF4 UWIV 5EJ6
3280 DATA 01J4 5ZI0 4LSZ 45YF RNQH F1E1 E6VY 6Q9D BEBX S2A6 LAIV 9E96
3290 DATA 05NF KRGW B4CS 8BRY 4559 RBO2 I28S 6YXV R3XK 3Z8V LERY BHT1
3300 DATA 00NJ GX62 8SE3 5SA4 E366 UXWQ K0LD 2FVD 5S0G RZAL SNIV 7E56
3310 DATA 00Y5 K7IY 56S0 GRZA MXNB QXXV JXK7 FDWU CS4B Z35E V2E1 BE05
3320 DATA 00AH LXCI W7E5 6ZED 14OT M63G DDJF E2E1 BE05 U44I W7E5 6ZE2
3330 DATA 012E 9KCX 3FIL HE45 E95D Z7E2 66UJ VFW9 ZVWM SEAR YADO HE95
3340 DATA 00HY S9AX BDS1 BRYA IT2D Z5V1 XL54 BR7B 95YF DXUH YHEA 5EC5
3350 DATA 02W8 AJ4A BR7B C5YF RXQI T2UC WE15 6YF1 PW9Z VYMS EARY ADOL
3360 DATA 00N3 WS7X APRY ARYA J4AX 63EK 6DZ5 FX76 VXVQ S1L5 ZFDH KILH
3370 DATA 009I E97S AV6V XXSJ XKRC P400 SVCS XCGY 20E2 L64S B3EK 6DZ6
3380 DATA 00IW TXCR ZARZ BS0B Z3OF X2E1 Q6VX VPAR CO2M J4AX 64EJ 6DZ6
3390 DATA 00L6 S0JR ZUDP AX63 EJ6D Z555 ARCZ 0IVO CS3B RYJ2 LXQK 1HT8
3400 DATA 00FK UOCU OB6B RJF5 S93E 46DZ 7TNT E400 UC4K ED1S 3AKX 5Q16
3410 DATA 00BC 9LY0 PCTF IA9U PFRY BS0F RZAS 0TWW CS3B RYDF F4E1 AE05
3420 DATA 00GA KX2B TXXU JXK6 2CWY CS3B RYGE 77E1 AE05 SGGJ 47E4 6DZD
3430 DATA 00K0 HI7E 1AE0 573K ROBD 9X3D UOCU OBFX 3DZ5 DZCS AEIX AG07
3440 DATA 00HD RYIG E3SE WE15 ZG04 NR4G 74FB L5IM HE45 E15D Z7E2 6DZ7
3450 DATA 0218 R4NR 3G6J FPVI WWFU PCRY BGQ3 SBVE 150K AJDD F0S0 ALFH
3460 DATA 059Z DBOL 4JPI G3B2 WHZH RUID L95H L4VP ZI3U IFHE A5E2 5S97
3470 DATA 01SB WE15 6RI7 XBD8 S0BZ 3HA3 IUOU L55S BZ0L JYKW QZW5 QK6A
3480 DATA 00IZ TWCR ZA00 PWRK GO6E Z7NY 1SBV 6W7E B5ZF RDQK 6AFX 9E05
3490 DATA 01F4 B0NN JO5X HTYF 28SE 356W 5DA5 YFZI CWWD UOBZ 35K6 AFXG
3500 DATA 014D JXKR GZW6 QK6A FXGE 05ZG P3XI 7XBD 8S2B RYE0 CSE3 5SCG
3510 DATA 02K4 A0NN JO5X HSL9 28SE 35E1 82FJ XK6H PB78 S9BR YCA3 DL61
3520 DATA 0D8F 6553 6RED G0RZ ALFN 4ULU V5YF DHUI 7L67 P1ND YMRN OFZA
```

```
3530 DATA 00R7 G7XS 2AS1 DUOB RYWK 6AFX GE05 6YN5 C48S X3DU OBUO DGE4
3540 DATA 016R JWK5 XMDE 0WXF UPDR YIGO 4SEW 6XXV Q98E DI1S 1A6L 6IY7
3550 DATA 01VV VE25 0M9S EBOL 4JPW PKGO 6EZ6 NY1E 05C9 7EB6 0FDF UIHL
3560 DATA 040S S4JP BO7E B5ZF 6CCU PDRY 7XPG BZN5 F48S ITHE 95F7 5JE7
3570 DATA 00ZU JZL5 XFWV 9XAF RYGR YARY DRZA DUDI Y8GP 82FC SXII UI8L
3580 DATA 00KG K6AJ BADZ 7DZ5 E18E 05SA GJ48 GP89 KXW2 WHZW JQK6 ASCV
3590 DATA 00RX DH0R Z4BT XVPJ WR5Y 9WXF UPER YCGF 5SEW E35E 7HIZ AGQ9
3600 DATA 02VZ AZ4U IOL2 NOWM 8NJ6 8MGZ 5SBV E352 2B9F BOL4 JPWP KGO6
3610 DATA 01PA 5SAZ EV6D Z3BR JXLD 2NSS AH82 G20M TJWL 48S4 JPWT 8GQ9
3620 DATA 01EP 56W7 DB61 FYPQ K6A3 9OUM DY1R NNGA 5JBA DZ7D Z5E1 8E05
3630 DATA 04C6 GU1A H84J BLDZ 5DZ5 FZ0K QR1O 48S4 JPIZ 3B2W HZHR UIDL
3640 DATA 00ZR 7XKO 2VH8 651K 7K84 FRNQ K6AJ BADZ 8DZ5 DZ8E 05SC GXE6
3650 DATA 0231 SEG5 6X5D A5YF LVYW YCUO BZ3P IK5S BVSA V6YO 2K48 S4JP
3660 DATA 00K7 4GP2 ZI7X BD8S 9BRY DJ46 X93E A6DZ 6FX9 E05E G7HM MDZ7
3670 DATA 02FQ NBU8 VG48 S4JP I73B 2B2I 2Q6R YBFZ AFX9 E05T 5ZHM 9DZ7
3680 DATA 01KK 7GP6 S9J6 HOWN 8NG6 8NK6 A1NK 7L5X JO2T Q9NX E3EA 6DZ7
3690 DATA 00EX A3DC AQ3P RF5D I0Z4 EWZA RYAS 5BES 6SEW E45Z GPJ0 AGQA
3700 DATA 00KZ RYIF G6L6 1ES5 XMJJ 0AGQ ADZ6 2SOX M8NK 685H R6SB VE45
3710 DATA 03C5 7II6 SBVE 4510 BHGB OL4J PWPK GO67 U5CE 6TGR NRH8 8UCW
3720 DATA 01AX Y0P5 OVY5 FTWC RZA0 7PWR KGO6 EZ79 OYRR 5MWF G1S3 ADPL
3730 DATA 0NNY 5FA3 I1RM NP5X CH89 FZ0K QR1E 48S4 JPB8 7DB6 2FKE U4JP
3740 DATA 01VS PFY0 KQR1 448S ITHE 456X XVPJ WN5Y F6BL X3DU OBUO FID6
3750 DATA 024P PC01 Q548 SITH E456 XXVP JYN5 YF69 LX3D UOBU OFK6 AL61
3760 DATA 012B KPK4 904F PIE3 B2WH ZWUQ K6AJ BADZ 7DZ5 E18E 05SA GJ47
3770 DATA 030M 6SRA P3UJ 070L KPKB EHWP QFZA N21E S5CB 5EAR D5YX S4JP
3780 DATA 00N6 WVQK 6AN2 1ES5 I98G P69K Y02W HZWW QK6A SCVS FVZF AJ17
3790 DATA 014A K3L5 XFSM CA3R SEWE 55L5 SJ1A GQBD Z710 OYM8 NLDD 1G07
3800 DATA 0D65 58RH O2NH 8FU9 UE05 EE3B 2WHZ HRUI ZHEA 512J WK48 SITH
3810 DATA 01HL ADZ8 6UXV RJZL 5XGU SCH8 HJBG L4ID Z5FZ 0KQY 6I48 SITH
3820 DATA 00KD S3AS 1ARY CS1B RYBF ZASC VE00 LVC4 KO2P Q9NJ 48GP DGP6
3830 DATA 02KG PJ17 71XW P5M1 IFUX BFUP IRYC IA71 SMNS 5XGD I1S6 AL16
3840 DATA 00B4 BW5G B65F YTGX 0FUP IRYC KG7J BADZ 7DZ5 E18E 05L5 OJ27
3850 DATA 03EO 0S6A UX1J 272F K4K8 TWWR QFK8 39A3 VY5F A3IU BWE7 5L18
3860 DATA 01RK 1135 MZT6 DH8J JBLD Z5DZ 5JBA DZB6 UXVR JZL5 XGSW DA3J
3870 DATA 05MJ M6TQ RNUE 88L8 1EA5 396L IBOL 4JPC 97B9 D3F6 J8SU LDOI
3880 DATA 03YI QK6A FXDL 51ZP PJF3 B2WH ZBPC UPIR Y655 C4KO 2VA3 WJBG
3890 DATA 01KY 52MJ WK48 SITH E456 ZXVP JXN5 YF6A LITH E45F D5S9 3EK6
3900 DATA 007J E26F X7E0 8L55 EX7Z EPA3 OOW6 7HDE 0S6D S1BR YAHO 8FY7
3910 DATA 00FR RZAR ZBS0 BZ30 HE8F Z7E0 588X YRR2 5RD4 WQQF ZAM2 1E15
3920 DATA 00QE X7BI RHE9 7E05 JC86 XXWP CRWI G4SU CDOP DZ5D Z5DZ 5DZ5
```

Thursday

The code section for today contains the last of the ALADIN-listing. This part deals largely with the movements of the other inhabitants of the castle. It is therefore a very important part: it brings action to the scene. Generally, the more "intelligent" the other players are, the more interesting the adventure. If intelligence can be measured by program size, you'll have to agree this adventure is interesting! Also, there are some finishing touches, such as the death routine -up to now you couldn't die! Unfortunately (for you), you can't just leave out that piece.

```
3990 REM IBM - THURSDAY
4000 DATA 4000,36,29,1,257,47017,48897
4010 DATA 01A0 5EAR D5Z0 S4JP 57I7 XWSM S3AS 3ARY CS1B RYBJ C8E1 8E05
4020 DATA 02T1 CJT8 XPGX EZEV 79KY 3SMM L8NN Y5FH 8OCA Q3PR F5DE ØL1N
4030 DATA 02JY A39B 6VY5 FA3N UOU6 VYVR TVG5 ZFX7 QK6A JBAD Z7DZ 5E18
4040 DATA 0098 E05S AGJ4 8GP6 9KY3 2WHJ X8QK 6AJB ADZ8 DZ5E 18E0 5SAG
4050 DATA 02ID ASCV E00L XC4K O2PQ 9NJ4 8GPE GP6G D2ZR K3L5 XFT9 EA3R
4060 DATA 00CG SDWE 85SH 54TJ YL5Y F0EI X3FU PJRY BGC9 SEWE 85ZG MJ37
4070 DATA 01LI 1FA0 LY6U KX3L X2FS 8BRY IH09 L610 B5MS TTFH 8SU9 UE05
4080 DATA 05MA PPNQ IIUJ CLGA 30TK 6L5X NVDE A3J1 NJYL 5XJ0 16S0 AC4M
4090 DATA 00DJ XD4E 16DZ 6E07 6VXV V9HJ BOLX 3ES8 BRYI IR9U PUL5 5SBZ
4100 DATA 017C YRR5 MSV7 ZQ9N 4UTV GRE5 RWQK 6AJB ADZF DZ5D Z8E0 5SDG
4110 DATA 003U ZFTW CRZA Z78S UCUO JKA9 M21E 15JK IXE4 E16D Z6E0 7E05
4120 DATA 015J CX8W RQFZ AE18 6VXV ZBTJ 1X6S 0AXJ DUOB UOJK ·6AE3 FE05
4130 DATA 015H YEQW HZX5 QK6A E28E 0574 PSOF WBDF 0S7D UOBU OJK6 AE3F
4140 DATA 00AP 6VXV X7SK V7TQ 9NXE 3M0G DZ5U BWE8 5ZB8 GQED Z7SC VSAV
4150 DATA 01GH EKH3 ØTK6 L5XN TTFH 8R55 C4KG XKQ9 NXEJ E56G PAJB ADZ9
4160 DATA 007K DZ5F XGE0 8L53 2CK2 KYHN BDOS 6BUL GS2I RZAA 36XE 3E36
4170 DATA 00A7 E76G 19E0 5VSJ E76H K98U Y3QK 2L6D FDEX 6NDQ 93FX DE46
4180 DATA 00I2 IGAG 1GE0 5SC4 EA6D Z6E2 GE08 6VMC P48S X3DU OBS4 BJ1A
4190 DATA 02XZ ES8B RYII ZA39 A9VX ØF2Y F2JM MP65 GDG0 RZIK UNJ4 9E96
4200 DATA 00L8 RYIK 4AFY GE05 SA7E A6DZ 8FYG E05Z FP4D I7XI IU20 3GQA
4210 DATA 01I4 5Z04 E46D Z6E0 AE05 730V HBD3 I6LD Z5CA 5WSB DFKI 33UU
4220 DATA 299L 493Z VRJQ CSL4 93NV P3QC WL4B 2XVO CQB3 L3V2 XVO2 QDIL
4230 DATA 2NHK 450C IOYO P9TB AV6R 38IP 9Z45 OCIO YSAZ L463 XVOY VAZL
4240 DATA 026X L452 7VQY QC4L 452A VOIQ Z64R ZADY GXFJ EN6E WXM3 2ERT
4250 DATA 00H3 DP5X FJE2 6EVX E28E ØYZF M4VL UND3 7RQQ ITBF X8E0 XE0A
4260 DATA 00XR 60GD DUHR BFYX E05E 05ER 6L4K 2AAS VWNG S2DR ZA8B SXF7
4270 DATA 01GL 8E05 1GMA NRD5 RQQG LBG1 8E05 38MA ND3B RQQG LBFX 8E05
4280 DATA 00LC DOHE 256U XVPR 4E5Y FDOF X5ES 8BRY IJIB V82E 55U1 3E56
4290 DATA 00C7 ER6U 7VE0 BL55 1MK2 KDI2 WUMS 8AS1 GRZC S1BR YADU CDZ5
4300 DATA 00B8 DZME ØSJ6 7EW8 EY87 Ø3DI 6EG6 8DXE XX5A RYAS GBEB CHJE
4310 DATA 0157 LYU5 YFYI QFZC 1SK6 L5XN 111R ZGZ4 BTXG RYQE XCHJ FQKG
4320 DATA 00E0 4WNG VBBK 698S 4CS3 BRYA FZCT 7VE4 BSA7 XG3E 46DZ 5XPG
4330 DATA 00JK X5ES 8BRY IFZC HJHL 71EL 5XMS XG59 JXWP JXN6 3GDD 7GNC
4340 DATA 001Z A3EJ 6DZ5 JB8D Z5DZ 5E2Z E05L 6AXH JE07 IFJG D7L6 2SAJ
4350 DATA 001H K8L6 2SBJ E37F RBGD AL6X SHJE 57GN AGDC ZGP5 D3ER 6EA6
4360 DATA 001X W4ER 6DZ9 FZXE ØESA 7ER6 DZ8F XDE1 XSA4 E77S 9UFX EE1X
4370 DATA 00LL 699S 7C6J QFXF E1GS A4E9 7S9X ØPT0 BD2B XRHT WMS0 AIEL
4380 DATA 015Z CAM7 89SP AMLO 4WLU W5ZF WEQK CCFX HE15 WY3E D7E2 6E4E
4390 DATA 002U ZBRY BDXG GDKS B2SF JEF7 FYBJ FOXH JEE7 FYBG DLSB 2SF7
4400 DATA 005Q NZ5Z F6NC SECR YPXA ERYA RYAX ADRY ARYA Z64R ZAE0 5SH3
4410 DATA 001K 06E0 5S93 E16D Z6FX 8E05 S93E N6ER 6M31 E1TZ F0QC 5EX7
4420 DATA 00SQ 5XGU IIS0 DRZA 6J54 XJYN 5YFK JI4M PTA3 E06E 16FY 7E05
4430 DATA 00EQ RZBS ØBZ3 OFKD E28E 056U N4SG M3PY SX6D S1BR YBHJ DHJQ
4440 DATA ØBN5 5A4N 2NCB ZN4X LUN5 YFRO QGED 8SXY QJWM GMFI T0IW HE25
4450 DATA 002X LARY AXAJ RYAR YAXA JRYA RYAZ 64RZ A6W7 XI3E A6ES 6FXD
```

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4460 DATA 00JL Z42R ZCS6 BRYA HKEE 4XE0 5006 QD5F WD6U R6RW KZSQ QHKE
4470 DATA 0ACT 92E7 57QK 0TLM 76E2 S67Q CH1P YCK6 574M P0T3 XBIM UETL
4480 DATA 050K B4CM TYGT YIDY E00B 559I 02NH BZ1Q DK1H YCCD A6IM UEWL
4490 DATA 00K4 HKE1 NKNL 65G2 NJBZ 1XI3 E36E R6G1 9E05 VSJE 76HK 9FZD
4500 DATA 02Z1 BS4B 0DS6 YXVP 7Q0E EWS2 A6K1 4YUL UWS4 4C8V LERY BGBE
4510 DATA 01MH 6HL9 6UCH GWLZ SYQH KE00 HT92 E750 58N0 2NNB Z1QD 5FWD
4520 DATA 05P9 KZD4 4CMT YGTY IH8E 00J5 59I0 2NFB Z14Y SZB5 YNDE UF4H
4530 DATA 002T VDRY ARYA Z64R ZAE2 ZXI3 E26D Z6FX SE0X SA3E N6ES 6M31
4540 DATA 00F6 S1XD PHXI ZEV8 DZ50 NS18 5XDJ 0E0G 5LS5 SC4E 26DZ 6E08
4550 DATA 00V8 5YFL WYIX HE25 DZ5D Z870 XWPK B3IM UHPH EG5D Z5S9 4E26
4560 DATA 00TB 5XP0 2CH8 ZJBD DZ5D Z5E2 ZE05 055V P02A XARR YARY AA37
4570 DATA 004U XZXH MS6A RYAR YDSS BRYR GRFF X8E0 5S93 E76D Z6T9 2E75
4580 DATA 0214 P0YW BK7U N682 EXFF Y8E0 5SA4 72XW PJXL 65GD DJEE FFX7
4590 DATA 01DI XWPR 2K6V HDDU G9F7 TYRR 5MSU 8KTX DRZA ZIOS VCSX CG9F
4600 DATA 00A3 FY8E 05SE 4E16 6UXW QJYL D2TT DKXA DRYA RYAZ 64RZ A71U
4610 DATA 0099 4ZLU ND37 DEU2 FFGN 8GS8 FX7E 05SA 3ES6 E26G 2YE0 5QG4
4620 DATA 0087 0LR3 DYIS INKS UCU0 DTXC RZAR ZBS0 BZ30 HPFJ B8DZ 5DZ5
4630 DATA 2J6L 6UJL GA0D JIZB AOPM CCDI 4MBA 060C LDAZ LBAN E09T CI4W
4640 DATA 29QL 622X ZPKQ JEL3 CH7V OYQP 903E 2XF0 YQBZ L6S2 X7OY QBML
4650 DATA 0794 HA24 OYVB LL4E 2XF0 YVIU WAEG WBVS ZPEQ A8LI F5DZ 5DZ5
```

Friday

Does the code for today look very different? It probably doesn't; but actually, it is quite different from what you have been typing the last four days.

The procedure for typing it in, however, remains the same. This was described Monday. Today's code contains half of the text of the adventure. Since this is a text-only adventure, your work for today is of the first importance.

```
990 REM IBM - FRIDAY
1000 DATA 1000,36,36,1,95,40000,43676
1010 DATA 1VUC A0AB EQ7J FX09 87T5 YEY4 ZMQX 2UCA I02C LN5X EX7U C4F0
1020 DATA 21SR X1SW 4B07 N7T6 0EX7 1BLN 0QWX 1ST4 B02J LN00 VX1U C8C0
1030 DATA 1ZTR X1UC BA02 CPND U144 UC5G 07M7 N0LQ X3SR 4B02 HNN0 MXX1
1040 DATA 2EN1 24UC 5F07 M7PE 1114 1BNN 0UQX 2SR4 B0SR 4C07 L7N5 XEX0
1050 DATA 1TW4 A02G MN0N TX1U C6F0 2FLN DW10 1UC8 H070 7QDT 116Z MUX7
1060 DATA 20EX X2S0 4B02 DMN0 QRX3 ZMWX 41BK N0OR X81B KN0U RX2S S4B0
1070 DATA 1BH7 MDY1 06ZM SX61 BPND T158 UC7B 0SQ4 A0SP 4A02 JPN0 OYX1
1080 DATA 18K7 N0LY X0SU 4B02 DQN0 QTX3 UC6D 02ES NDW1 14ZM SX1U C5A0
1090 DATA 452B SNDT 153U C6F0 7M7N 0LRX 37N7 07JE W8UC 8907 M7T5 WEX3
1100 DATA 1TR4 B02J RN0P QX1U C6E0 2FJN 5ZEY 8ZMT X2UC 9H02 BLN5 XEY3
1110 DATA 26JE Y11B KN0M UX0S Q4A0 2BPN 0MUX 0UC9 F02C RN5X EX8U C4G0
1120 DATA 0NYA 0VC3 C02E NN5X EX0U C490 7L7Q DW11 8ZMU X5SP 4F0S Q4DZ
1130 DATA 2E81 151B NN0R ZX0S R4B0 SW4G 07L7 VDZ1 041B LN0R XX0S P4B0
1140 DATA 1WFA G02C JN5X EY61 BKND V141 UC5D 07M7 U5ZE Y4ZM SX5S Q4G0
1150 DATA 134L N0ST X3SW 4B02 CMN0 NRX0 UC5B 02CJ NDT1 17ZM UX1U CBF0
1160 DATA 0TNY 81BL N0RU X0S0 4B0V C3D0 2EPN DU13 5UC4 I0SQ 4GZU C4C0
1170 DATA 10YL N0UV X2SV 4B0S X4H0 SP4F Z1BO N5XE Z1UC 7H07 07U5 VEY1
1180 DATA 0RPX 1987 M62E Z8ZM SX4Z MUX0 UCBI 02DL NDU1 16ZM TX1Z MSX1
1190 DATA 1TD4 A02B ON0M TX0U C590 2BRN 5WEX 6UC4 E07L 7PE0 113Z MUX6
1200 DATA 20BY X1SP 4B02 IMN0 MVX1 UCBH 02DK NDU1 05UC 9907 07PD S158
1210 DATA DTND T1JU 3YJ0 5VDN GYSL ST64 30J4 ADED 1GX5 SFNH 2PYK 3YF0
1220 DATA 50DU ULHF YLQT 9430 IZP7 EM1F RYT2 U0CO UE43 900J 5NE4 3900
1230 DATA 4DIW OHEJ 1ZG5 MJNJ J0WG 5GAN H8LD YYZ1 U0YZ 2U0I TNOH 0UWU
1240 DATA ATXD ZULG YVUK H5S3 4ABX RIZA 6FGH KK5E 3NDM 1U0I RHMF GIDI
1250 DATA 6NEJ 10K5 JJN4 CUD0 IPX3 H8PQ KH5S MHDV QMH5 DH43 OXNW 6VU0
1260 DATA CCRI LR63 TOXI IZR6 FGOL JIOE GI33 DXIO RH3Q BXII PLE3 POXV
1270 DATA CUUJ 2T5H GSO0 DTU5 HGYW G5MD NJL1 SHIZ AKEC 1PGI RI53 PIXV
1280 DATA 4QIL SL4B 7E0I MRH3 ZB30 J7IG 3SLC 0SI4 30SI 4307 E7GF GIRJ
1290 DATA EY4H 5D73 PAXN IZM7 DP1E KAZY JI30 RX5G 7NHE JUGD QUIG WWHX
1300 DATA ENNK 10U0 DQUI H4LF K3YH 0IMB B47E XIIZ MI3P P80J 3HH1 ONXI
1310 DATA 54YF 2U0I XA93 X9XX IPS7 K02R ODSU EH4N KZCR UIHA ZWIY F1T0
1320 DATA B3YJ 4AGE C1NT ITF7 FGZH XITE LFGY XT5K INGY HQT5 SDNG XHOR
1330 DATA 72FG ZWG5 J5NH DLYK VSV6 0J7E 3HBV QYH5 AKH8 VXXH 5SN3 XQXH
1340 DATA C6UB 2XJF GYLT DHUP 3TI1 0J20 IED1 EUIZ KLFG ZHIJ 2EME R1G0
1350 DATA 5FHE JOUW A060 J7H7 3TIX ZIPL 7HEJ RVDF U5H3 HUSC RU8H 7HVQ
1360 DATA 8A0I MLNE D1IR WCST 05MD 1ITS BGXP O0DU BJFG ZWO5 PBNH 2YHK
1370 DATA BXTH 5R7E C10G IOD7 EQ1J RYT6 60IM UG3R EXQ0 81YH 5W3E C1PU
1380 DATA CKT5 IONK 10DI DLU4 GWSO YH5F H43A XYJ5 PI40 VXMJ 5NIJ X3GK
1390 DATA 14RH NH6P ORSL 430S I430 SI43 0SI4 30IL H73P AXZG CDR4 3R7J
1400 DATA CKXI TGAE S1EK ISIG M971 UDVU MMK7 1UDV 46H7 LIZH 5S7G YYHZ
1410 DATA 8R0J 3T3H 4YFG 5W4N JM1Q MIPO GFGJ HRIW AKIZ OF1I LUEE S1VU
1420 DATA 70H7 KLKY W200 COUE JR2L T2XG NFBY RUDN UK43 L20I NOKH DPGU
1430 DATA CGXH 5GK3 T790 ISAE EK1D TB7R JFGZ KU5V JNJN 4KOI MIM3 XL3W
1440 DATA 5QFG THJ5 M415 EBNG XLGX IZOF FGLQ ZYW8 60XS RSNI LLEF GZHX
1450 DATA IVOG WUWY CLUD JR0F N5ID NGYV XX0N 1G5V 3NH2 HWKJ 7ARI 33RX
1460 DATA COQJ 3HHE O1DX IXON 46VX RIZN 9FGJ KGJ0 EEI3 2HYJ 4RRF GNDR
```

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1470 DATA AYR5 IH4H 5GN3 TP9W 1BDN H7HQ JWØX WØIR AFGX SLT2 XGNJ P1DX
1480 DATA IN6D P1WU 5VJØ B5RJ FGSR U31G NFBV XZH5 PKJR 2DZ2 VGNJ U1PH
1490 DATA CKK3 8GNG XPUJ 39AN H9LV ZBVP MJX3 HXH5 B7HI PWII SE6F GSDH
1500 DATA 74HA YDZI ZRRF GZWU W9Ø6 ØJ3T N3SV XYIX AEEK 1DØD SU6H DHZH
1510 DATA BPXI TD9E D1LT H5TA ED1Z G5PB NH7H UJDF 4JA6 WGU5 SHNH IHUJ
1520 DATA CJXW 6LUW H5CN HBIR GW9N 6Ø62 EØ3Y 2ØJ3 THGZ PDTH 5GB4 6IXM
1530 DATA AXGJ 4EDH ØLSK DSUI HDPH YDUU 7GWN OKH5 WBHL HUJH 5R3E S1JO
1540 DATA 5YC3 5NYU CYVØ IPA9 9AYN YH5C 3HDJ DYDT UPJR 6DXG 1KLF GURX
1550 DATA JRME G1HG 5WJN HEVX ZØBK 2IPS MA6W VVIP LEFG OHGØ JKIG YHVK
1560 DATA EYNG YVOR IPCM 3XL3 ØØ8Ø ZITN 9HGP VN5I 3NFB YRVD FU44 3LØØ
1570 DATA BØUØ HKØJ 3E62 9Ø4Ø 62EØ DSU4 HØOL TT84 QØQI AANC UUØ2 9FXJ
1580 DATA 4RDP ØDES 1XTI OEKK 1ØDT LBH5 KH5I M29F 8ØJ4 OHFG KDXL IH5X
1590 DATA 33H5 AKED 1WOW 9ØTØ IXOO ED1Z NIPR 729A 4ØJ7 AG6V EKØP 2ZJØ
1600 DATA 2JO3 KGDU UMH3 LUKH 5NHF GVQK RPRB ØUZ4 BØ1Y NNØ9 WXNY J1UØ
1610 DATA V7K7 3Y1Ø 5QFN H4UW U6LU TFGW DYØN KØDQ ULHF HLXD TU64 3T3Ø
1620 DATA C7GJ 2ØN4 2AXN ILV7 FGIH KDOU 4HØM RX85 7AE1 1VKD FUGJ XØKO
1630 DATA C3TD HULH BLFO 5EBN DM1O GJ4C A3TA XG5R 3NGX VOZ5 I3NJ XØKK
1640 DATA 7ØEQ 1VO5 H4NG YSRY 5I3N 3QR9 ØIYO MFGS RIIV E6FG UDOW 3OTØ
1650 DATA 7GHE OXZH 5THH 2LWN QMEA TH5W B48E XVIT E53T PXLI ZRFE R1SR
1660 DATA 3MVS MUØU Z4EØ J7I6 6GEK ØDØU 63TB 5Ø16 FNH2 VHYH 5L7G WKLT
1670 DATA 6G6I EK4Z MKXH IPYH 42AX IDBØ DES1 EKIW LLFG ZWG5 VJNG YOLS
1680 DATA KFB4 2DXY 5LE2 INAL ED1E XIPA DER1 EGIO LRFG OXXD UU4E X1VV
1690 DATA CARI TNM3 TO8Ø JØRH HFLF ZDTU 846L 2ØIS IGGZ LUYH 5F34 ØIXU
1700 DATA LØ8E E1ZG DZUP CØ7N Z3Y4 15ID NHIP GKDS U3ES 1RT5 G4NK 1ØDX
1710 DATA CMZD TULG YYHG IXIG EF1D RJ2E 33SV XN5E INH3 VOJI TN9F GOHG
1720 DATA FN1D ZU84 3OXZ 5VON H7LW YH5W BH7S LTIR LRFG KRKD TUE3 TQXS
1730 DATA KI3H 9HJK H5GK 3P8X GIYY MH3P QM6L UPFG KUO5 RANH BHVY 3YEØ
1740 DATA CFZH 5WA3 TKXI W6WU Ø62E ØJ2S 74ØC XGIR ABEM 1IK5 IBNK 1ØUK
1750 DATA CETI RTAF GMOU J7IG EF1W NJ2O N3VE XYIZ M7HF OLTD HU83 XØXU
1760 DATA 65H1 MHXP 2ZOØ JØOP 3TOX IILS MFGH EU5Z 4NH3 LDJH 5AIH BLDX
1770 DATA 6ZER 1JRW 6LUØ IWI9 3WQX UJØE GER1 JUDU U4HØ JRSD FUBJ W2LY
1780 DATA AQOI ML7I 31VK IWEL ER1O UILD 7EC1 IO5V 4NH7 VXJH 5B34 2DXK
1790 DATA JFQH BSRJ 5IIN 3WF9 ØIPF 83T9 9ØJ3 TKH4 RHY3 Y41I PRRH FOLT
1800 DATA CUMH 5LH4 3H8Ø J6EK EX1O GJ2G 7FGO HGDS UGHA PVKH 5R73 PAXL
1810 DATA D1GI NIG6 IEKØ CUUI 49I1 ØJ7I 63TK XO5X INGY VQZI PNME R1OU
1820 DATA J4LE S1ZG J2DL FGIO UDXU LGYY DZ5G 7NH7 PJN5 XB4H 5N34 7QEØ
1830 DATA II54 9QXY J4A4 FGZO O5G4 NGZL HV5P ONGZ LOOJ 6EKF GKHG 5HB4
1840 DATA 2E31 JGRØ 4ATS I43Ø ILR7 H9KD XJ6O GFGJ DYWB VUØI OI7F GYHZ
1850 DATA DEØ5 VDNH IVUR 847A ØMUX ZIZT 34ØI EØIP XAJJ 1VZ5 I3NH IHYK
1860 DATA BOXD TULH GKGK 5RB4 H5VB HEPE RDFU 5H7V VKTN 43ØI NR34 7EXI
1870 DATA AVKI TLB4 2DXI IZLE GWWV KDTU 8H7V RXH5 L342 AXHI PLHE V1WK
1880 DATA 7RHD YLH5 P4NH 3LLM 5LJN HFOL YH5H H4ØV XYJØ EE4Ø PXRY T2UØ
1890 DATA GCGI 3ØKK 5MHN GWUJ XDZU 8HDP HT5H B4H5 R747 Q8ØI LC5H ØWWY
1900 DATA 8QØ5 WØ48 J7DE H1DI INEI ES1S XIPS 742Q 8ØU7 1ØØJ 4AD3 TPXI
1910 DATA K3HH GUWY 1BA4 5SKN HFYH YJØA LHEP QMH5 C3EM 1VSI PLEF GHOZ
1920 DATA JRAJ X1JN H5EG HFLU YH5H 7I33 LRØF K2IL T5EG 1UKI RUEJ JØLU
1930 DATA BETD TUEH AJNY H5SA 6GEN ZISA GJTO 1U3B ANHE TLR5 IINH EJUK
1940 DATA 43IL MLCT RFGD OUA3 TI5Ø U7IØ ØJØO LHFJ DXQL FAQ5 HENJ N4SK
1950 DATA AUID UU44 9VXS DFU3 K2ØD I5OI NH3P WYH5 KGHA JNYH 5CH4 ØAXV
1960 DATA 6R49 Q8ØI SILI 3ØHX J2IM 43OE ØJ4U K42P XYW6 XØØJ 3P73 PH8Ø
1970 DATA BQSI LL7G ZPFZ ITOG FGSR YITN 9FGI HTIP DBJL ØLUD OUIH GSOY
1980 DATA 8SØJ 2E33 SPXY J4A4 ER1E K5EA NGYH UXIT ELFG NHTJ 4LRF GYHM
1990 DATA CTGJ 2DL2 978Ø ITNM KØ1G KDSU 6HDV SYH5 MRA6 WVVI PLED J1FG
2000 DATA 6T47 Q8Ø5 K81Q MFAQ WBRU ØJ7O K3ZP XKJ8 AFH4 UHYH 5EQH BLUO
2010 DATA JOF3 TK9Ø IPAM ER1E O5X4 NH1S HKDT U83T 77Ø5 K815 IDNH BYHY
2020 DATA J5LF GCUK J4UK 424X VIWA RFGZ XVJØ L7H8 LQZ5 EH4H 5AOG WPOG
2030 DATA Ø3LI ML7I 3B7A HQB7 AHQB 7AHQ B7AH QB7A HQB7 AHQB 7AHQ B7AN
```

Saturday

The last of the code! This section contains the rest of the text code. Yesterday, you typed in the words used in the sentences; today, the code contains the sequence of the words that constitute each sentence.

```
990  REM IBM - SATURDAY
1000 DATA 1000,36,26,2,511,43676,47834
1010 DATA 0WU4 TOLK CHBH 1U6Z CAJK NG52 AN0S D54A LKS3 560U KCTB T0VH
1020 DATA 0QLQ HIG7 SRXQ NY6C VB92 7JZC AXKN T5FO UKCY BT0V HCAB V0PO
1030 DATA 0D54 6XPW 97QT I87K RWC9 NZRA IO7K R3YA OK9W 5IOU KCZB L1OR
1040 DATA 0X55 KOUK BK5L 2IB6 YAJ2 JVPL GZ7K R3YB 6737 50AN 0SDR EOF0
1050 DATA 0DW8 3XHI 26Z2 BAXM 6XHI 2660 CD0P ZQWC I6FU 5TOU KBKC F2SS
1060 DATA 0DXH B534 WKEV XHI2 6ZU9 CXNC XHI2 6DKB C2LB ZCBJ LNID J1W2
1070 DATA 0KJB EC92 UBZC AJYU HYHO UUBE CQ33 BL5I 57HP 534W KMF6 7OUK
1080 DATA 1GDB KG4F DUCU 37B6 YBKG 4ICP 5X1W 8S4J I7KR WCIK 0D2B OAGL
1090 DATA 14J6 F9CZ ZVXD P70N JHL7 KRWC WDB6 YAD3 F8E5 D5H7 T01X HI2Z
1100 DATA 1CSC 1AGV CDC1 AGBQ KIM7 KR5X AJKN H534 W7D7 URPE U045 SOUK
1110 DATA 2S00 N09Z D9FQ XDCB OAG5 CMBC DHXD EBOA G5CM BCDH XDCB OAG5
1120 DATA 1DFA DHUW C8BO AG5C MC23 NBZC BHKN 6500 UKDJ BL1O WCPB KG4F
1130 DATA 0XV5 34WL KF4R B8KQ EXEW 7BZC CCKM F520 UK07 J7V3 L045 SOUK
1140 DATA 0SVZ 6NQZ 9ZDA 2NB6 YDD1 XP05 XHI2 6KUI R7KR 3YCD EP65 GOUK
1150 DATA 16GW CVZY PLIM 7KR3 Y4M7 875G OUKE GDG3 TB6Y ADW8 6CP5 X0VC
1160 DATA 1BMD KWB9 PLK8 7KR4 P6Q8 JD74 9CMP IDJG UE0K 3YOU KBKD R44B
1170 DATA 0N0Z C9IL LT78 A80Q 7500 UKPL IU9Q PXHI 266W ADUZ I0QX HI26
1180 DATA 1JT5 V0PW CP5X WNLC LDZ4 CBZC 9ILL T78A 80R7 500U KBEC 9UB0
1190 DATA 1RVJ D7KR 3Y4V XM3X HI26 EF5Y 1OWC P5X0 PW0W XSWA B6YA J2RM
1200 DATA 11I1 SOUK BK5Y 0PWC P5X0 PWCM CU37 BZC9 I0U7 500U KBKB PWRQ
1210 DATA 0H5P LIM7 KR3Y CDER 65G0 UKBE C11X 9F5E 50VB ZC9I 0K7X UPU0
1220 DATA 15K5 JOUK PRKR 75J3 SB08 K75J AN0S 75JR D812 XHI2 0D5E 9VKX
1230 DATA 0JZZ 0AN0 SD7Q A8NE E534 WL0F XSPY WZ4D C8K7 7TOU KBK5 P0PO
1240 DATA 0HME QAD4 QBZC NPCP LIM7 KR3Y 4RKM 1XHI 2619 4Z0U KBKE GJ0V
1250 DATA 116Y HQN6 FKPG BH8Z C9IN HEXH I261 G82D N9KD 534W JLJY NQB0
1260 DATA 0SZ5 GOUK BK5Q 0POC P5XT 91Z7 DPLA 67TO UKBE C1IS HFSQ F7A1
1270 DATA 0Z7X HI26 6TAD 2DVP LKZ7 KRWC QX0D 2B90 FRCP 5XUN SFU5 X0PO
1280 DATA 1H5S 98WH ZSAN 0SDX AOK0 1040 DUJF VXHI 26FW AD2D B6YT 387K
1290 DATA 2TNR 3ZG0 AS5C B6YA DGS5 1V53 4WJF Y7HE 1KEV XH3V ZBE0 7NQZ
1300 DATA 1NCI M7KR 3YBI KEVX HI26 1X8J AN0S 7J02 YPCP 5X0P OF3F 35HB
1310 DATA 0BCR RW6X Y8S2 LR7K RWCR C08N BO2A 8CDF 85LB ZCOQ 2JIY URG6
1320 DATA 21CA N0SD 5YAY OEID JFXA 27X5 4GZB EAE2 UB6Y OQ2X CBEM 8MS1
1330 DATA 0N4G GFG5 TBZC NP9P LEL7 KRWC RNZ2 DXHI 262E W6XN BBKP WQP9
1340 DATA 133X HI26 2HW6 J9SQ WCI1 KR3Y 4S58 85XA N0SD NA1Q 5BDA D0QB
1350 DATA 0B6U R3Y4 SXM3 5XOU KBK5 T0PW RQJL ZKIX HW97 QTCG 7KRW CHY0
1360 DATA 0DRK VXHI 26Z8 9CZA UX3Y 0B6Y ADUR 6CPK 4QTD QXMC 7KRR HW97
1370 DATA 0JR0 37WA NEZE XERA W73A D2GB ZCNP PQWC I6FW KMGU 6CP5 X0PR
1380 DATA 0P52 M770 GPQW CI6F NW60 9ZTC ME7K R3YE TJFY 9AOU KBK5 R0PR
1390 DATA 1A5P JR0K CPK4 LNLP LIP7 KR3Y T539 23S6 05N7 5JOU KBKU 8MGP
1400 DATA 25NF 2647 5JOU KCFP LMIR BEN4 LWTH 8G41 Q1CF K4LN VCKK 4LNW
1410 DATA 0FMC AAD6 MBZC A9F8 F5BT HKPR 435N 0QWC IKGZ 9TOU KBEL CA64
1420 DATA 23XA N0S7 T7R4 FG1D 94TB 6YUM 7GQ3 A80A N0S7 50BH PJIR QP5Z
1430 DATA 25ME 7BE7 9ZFK 62DX HI26 0L84 9CPO IWCE LZBE 9670 B6YA JWHC
1440 DATA 42F0 NC3K XH3V ZVZ9 62EG HVGW 56B6 YAD2 G83R XHI2 0D5B L7AB
1450 DATA 1ZE4 WJFY AEAN 0S75 JFZJ FVXH I20R C9F1 7PR1 586E RI65 X0PR
1460 DATA 18SV D7A1 0J3Y AN0S 7XXS M0RH J37K R3SB 3C27 1UOU KBEC 47DJ
1470 DATA 3DS7 KCIA 2YI2 0D53 3TG6 E9HC 0VC1 Y534 WJFY Z2NE 0055 XOUK
1480 DATA 3670 PRIE DP0F QRQ4 29F1 W94A KK2D VVNZ US6Y HE7D J42Y 8IY0
1490 DATA 1S70 2D1R ATGH XS5X HI20 BLHI 0PWR Q429 F63V 5BUQ 4UIB 10UK
1500 DATA 2T1M I84H XHI2 0PTA 01ZO R4A2 EYCB K3JI 20BM 18Q2 0WZ4 29F1
1510 DATA 3CT7 DJ4M WCTY WIV3 OP5Z D23J I20P UAAF 614R 3YOU KCLW 57G4
1520 DATA 3IK8 BB6Y BAQH BPR4 29F1 4UWC QMF4 VBHA N0S7 WFU8 0N84 29F1
```

```
1530 DATA 1X09 FFE7 BKD8 8GB6 Y37U AZJ7 PV7G 9FLI 74ZB ZCGD R76B NOUK
1540 DATA 1XM2 RE5W BE74 1HBL 52RE 5XPL HRZ2 S534 W58H AL9C 61MT RPU0
1550 DATA 19L7 T1EB L52R E5NP LHRZ 2S3R 9C20 WXHW 97JC OQO4 C56X HW97
1560 DATA 2ULU I6FQ ADET B4U3 YBCR GIRQ MIBJ GAJ8 S0XP 420V TFR4 PUD5
1570 DATA 2879 IMR6 A5OU KBEA P7DJ I3CJ F22Q GAXP V7CP YBZ3 8BE8 L1CB
1580 DATA 0IHZ CGDD HDW6 JKFM M429 F1W9 WO6X 9WLX Q8PK 2R2M SL52 RSEB
1590 DATA 1MFK DYNW 4FAN 0S7X XTB0 1853 4WJF YBX9 CNGI RQMI CJQA D4QB
1600 DATA 0YMR QMIC 577W ACRS IRQM ID5L W6YU BZC9 INO6 C7AN 0S7W JGRZ
1610 DATA 0MQ5 OXHI 26CQ IV52 BL5H 48BR 3YPP KR6I 6LFC W5MI 1CP5 XF26
1620 DATA 1F7C K2XB L53S T3J5 R4OH XNNI RQV4 T5UJ APOK O6CI 4VR2 FM7K
1630 DATA 04G3 3RRE 5POL L5TU BLZD JSTT L5TZ ML2G VPOX ODQP PZ1D JT3S
1640 DATA 0549 ML7V 73V2 OPCI 52R2 XMCK LUCI 5FRV D3V8 L5FI 53R0 TMSK
1650 DATA 04NJ 5JR3 3MDK OXCI 5MRV K3VF ODCI 5QR3 AMBK P4TX MLRU Y3VL
1660 DATA 04KN 5VR3 FMBK P9TX MLW3 IXAR PCCI 5AR3 KMCK LYCI 62R3 MMBK
1670 DATA 00RH PGQP QXOR Q3TX ZCNH KZVJ NKZX 9B58 8RQM K3ZC JNKZ ZXA8
1680 DATA 02B3 JNKP PV88 EU3V XABZ CJVK PQH1 G0L0 7XAG M2CI 6FRW DI28
1690 DATA 035B I29Z CNTK PWCI 6LR4 5XAP PSCI KUVR QJ6F PLH7 G0WW GI2G
1700 DATA 004G Z6QR 4AK7 KZ0J 39ZC ITKZ 4J3D ZCIX KZ7J 3GZC JLKZ AJ3J
1710 DATA 002A XJ3L ZCJ5 KZFJ 3OZC J8KZ IJ3R ZCJB KZLJ 3UZC JEKZ OJ3Y
1720 DATA 0254 J3ZZ CJJK Q4CI 6TRW RI2M ZCYF OL5D O6WR 0K4W 21M0 MXAV
1730 DATA 0D3I M0M4 W24M 0M4W 5WM0 PXAY L5DX 6YRF 1GC1 L5E1 6WR0 WKOK
1740 DATA 04DD 3FRF 6GC8 ZCKS KMVC I3KR 149Z 0SX4 7KWK N0HD 3NR4 JKBK
1750 DATA 06CE HL5D P71R 18A1 0SX4 7L3K QEHS 3ARI SGCL L5EK 6WRF MBHO
1760 DATA 04CV U7WI MBHQ L5EP 41R1 LO6K NFCI WIZR QKOF NHSX ML5F WBHY
1770 DATA 04F9 6WRF YUJ0 L5T6 D99D JDTS L5T8 D9BD JS96 L5VT D9ER QKQN
1780 DATA 05HR EZ20 IO6K M1DW G0N0 RO8K QGE1 6WRX 1JUN L5DE 3QRX 1K4N
1790 DATA 0QUL 5DE3 WR08 L7KQ GEN6 WR08 72EZ 21L9 ZEZ2 1Q9Z EZ22 006K
1800 DATA 0270 JFKQ HHV2 7R4Q NPKQ HHV2 9RX5 W90Z CNJK MAHB G0N1 3J37
```

Sunday

The seventh day is traditionally a day for resting; however, we do not follow this tradition. On the contrary, some hard work yet awaits you.

First, there is a fairly large BASIC-program. This is the keystone of the adventure. Take care that you do not make mistakes! There is no error-detection!

After that, all that remains is to put the pieces together. This is a very rewarding job: the reward is the game on which you have spent so many hours.

To put everything together, execute the following steps carefully:

1. Save the BASIC-program for today on a new cassette.

2. Load and run successively the programs for Monday to Thursday. If all is well, there are five programs, each consisting of the decoder program (listed Monday) followed by a number of code lines. Since all error correction has already been done, running the program should be no problem.

3. When you have run these five programs, type the following command:

   BSAVE "ALADATA.",40000,10400

4. Load and run successively the two programs of Friday and Saturday.

5. Type in the following short BASIC program. Take care that you correct any mistakes before running it!

```
10 OPEN"datafile." FOR OUTPUT AS #1
20 FOR I=40000! TO 47834!
30 A=PEEK(I):IF A<>0 THEN PRINT#1,CHR$(A);
40 NEXT
50 CLOSE#1
60 END
```

6. Run the program. This program will again save a piece of code.

The three programs just saved constitute the final program. Perhaps it would be wise to repeat the process to make a backup.

To start playing, load today's BASIC program, and RUN! You'll have to wait some time while the other two sections are loaded; but then:

PLAY THE GAME!!!

```
10 REM ** ARENDARVON CASTLE **
20 CLEAR ,30000
30 GOSUB 4000  : REM INITIALIZE
40 CALL ALADIN : REM ALADIN INTERPRETER
50 BAS=PEEK(SA+30)
60 ON BAS GOSUB 1000,3100,3000,2000,3200,3300,3400,3500
70 IF BAS >= 10 THEN GOSUB 3100
80 POKE 815,F1:POKE 816,F2
90 GOTO 40
100 END
1000 REM ** PARSER **
1010 INPUT "",C$
1020 IF C$="" THEN RETURN
1030 GOSUB 1150 : REM NEXT WORD
1040 GOSUB 1230 : REM FIND WORD
1050 IF ID =0 THEN 1020
1060 ON CMD%(ID,3) GOTO 1070,1080,1100,1130
1070 POKE SA + 14,CMD%(ID,2): GOTO 1020
1080 IF PEEK(SA+1)=0 THEN POKE SA+1,CMD%(ID,2):GOTO 1020
1090 IF PEEK(SA+2)=0 THEN POKE SA+2,CMD%(ID,2):GOTO 1020
1100 D=PEEK(SA+9)+CMD%(ID,2)
1110 POKE SA+11,(D-4*INT(D/5))
1120 GOTO 1020
1130 POKE SA+4,CMD%(ID,2)
1140 GOTO 1020
1150 REM * NEXT WORD *
1160 WD$=""
1170 CH$=LEFT$(C$,1)
1180 C$=MID$(C$,2)
1190 IF CH$=" " AND WD$="" THEN 1170
1200 IF CH$=" " OR CH$="" THEN RETURN
1210 WD$=WD$+CH$
1220 GOTO 1170
1230 REM * FIND WORD *
1240 ID=0:L=LEN(WD$)
1250 IF L>5 THEN L=5:WD$=LEFT$(WD$,L)
1260 FOR I=1 TO NC
1270 IF LEFT$(TXT$(CMD%(I,1)),L)=WD$ THEN ID = I:I=NC
1280 NEXT
1290 RETURN
2000 REM ** DISPLAY TEXT **
2010 TXT=PEEK(MEM)*256+PEEK(MEM+1)+NW
2020 RW=80
2030 T$=TXT$(TXT)
2040 IF LEN(T$)=0 THEN RETURN
2050 CH$=LEFT$(T$,2)
2060 WI=(ASC(CH$)-5)*127+ASC(RIGHT$(CH$,1))
2070 T$=MID$(T$,3)
2080 WD$=TXT$(WI)
2090 IF ASC(WD$)=36 THEN 2190
2100 PS=POS(1) : REM CURSOR POSITION
2110 PS=PS+LEN(WD$)+1
2120 IF PS>RW THEN GOSUB 2150
2130 PRINT WD$;" ";
```

```
2140 GOTO 2040
2150 IF ASC(WD$)=29 AND LEN(WD$)=2 THEN RETURN
2160 PRINT
2170 IF ASC(WD$)=29 THEN PRINT " /";
2180 RETURN
2190 JP=VAL (MID$(WD$,2))
2200 IF JP=0 THEN PRINT : GOTO 2040
2210 IF JP>13 THEN WD$=STR$(PEEK(SA+31+JP)):GOTO 2100
2220 T$=TXT$(PEEK(SA+31+JP)+NW+NT)+T$
2230 GOTO 2040
3000 REM ** RETURN **
3010 SP=SP-1
3020 AP=STK(SP)
3030 GOSUB 4390
3040 RETURN
3100 REM **ALADIN SUBROUTINE **
3110 STK(SP)=PEEK(ALADIN-9)+PEEK(ALADIN-8)*256
3120 SP=SP+1
3130 AP=PEEK(7)
3140 AP=AP+6000
3150 GOSUB 4390
3160 RETURN
3200 REM ** RANDOM GENERATOR **
3210 X=PEEK(SA+28)
3220 X=INT(RND(1)*X)+1
3230 POKE SA+3,X
3240 RETURN
3300 REM *save*
3310 INPUT"Filename (Press <RETURN> to cancel): ",F$:IF F$="" THEN RE
TURN
3320 PRINT"saving":BSAVE F$,40000!,1700
3330 RETURN
3400 REM *load*
3410 INPUT"Filename (Press <RETURN> to cancel): ",F$:IF F$="" THEN RE
TURN
3420 PRINT"loading":BLOAD F$,40000!
3430 RETURN
3500 REM ** START AGAIN **
3510 INPUT "",C$
3520 SP=0
3530 GOTO 4250
3540 END
4000 REM ** INITIALIZE **
4010 ADR=40002!
4020 MEM=40000!
4030 R$=CHR$(13)
4040 DIM STK(10) : REM * STACK *
4050 CLS
4060 PRINT"Loading..."
4070 OPEN "datafile." FOR INPUT AS #1
4080 GOSUB 4360:NC=VAL(WD$)
4090 GOSUB 4360:NW=VAL(WD$)
4100 GOSUB 4360:NT=VAL(WD$)
4110 GOSUB 4360:ND=VAL(WD$)
4120 DIM CMD%(NC,3)
4130 FOR I=1 TO NC
4140 GOSUB 4360:CMD%(I,1)= VAL(WD$)
4150 GOSUB 4360:CMD%(I,2)= VAL(WD$)
4160 GOSUB 4360:CMD%(I,3)= VAL(WD$)
4170 NEXT
4180 NR=NW+NT+ND
4190 DIM TXT$(NR)
4200 FOR I=1 TO NR
4210 GOSUB 4360:IF ASC(WD$)=8 AND I<=NW THEN WD$=CHR$(29)+MID$(WD$,2)
```

```
4220 TXT$(I)=WD$
4230 NEXT
4240 CLOSE#1
4250 BLOAD "ALADATA.",40000!
4260 PRINT "Initializing..."
4270 DEF FNP(X)=PEEK(ADR+1+(X-1)*2)*256+PEEK(ADR+(X-1)*2)
4280 SA    =FNP(1)
4290 AP    =FNP(7)
4300 ALADIN=FNP(8)
4310 GOSUB 4390
4320 PRINT FRE(WD$)
4330 F1=PEEK(815):F2=PEEK(816)
4340 CLS
4350 RETURN
4360 REM *read word*
4370 LINE INPUT#1,WD$
4380 RETURN
4390 REM poke aladin pointer (ap)
4400 HB=INT(AP/256):LB=AP-HB*256
4410 POKE ALADIN-8,HB:POKE ALADIN-9,LB
4420 RETURN
5000 REM ** MISTAKE **
5010 PRINT "Try again, you made a mistake"
5020 RESUME NEXT
```
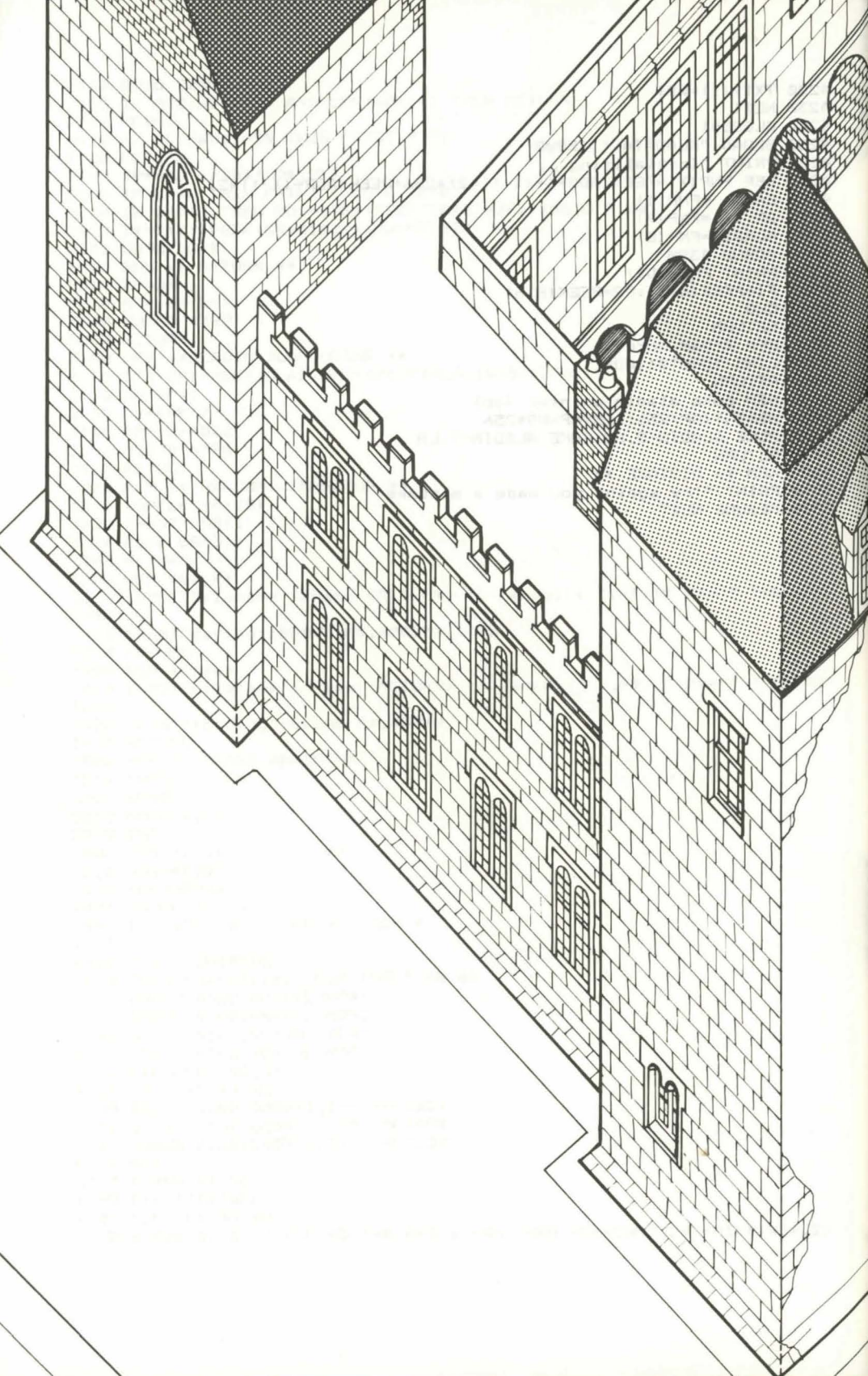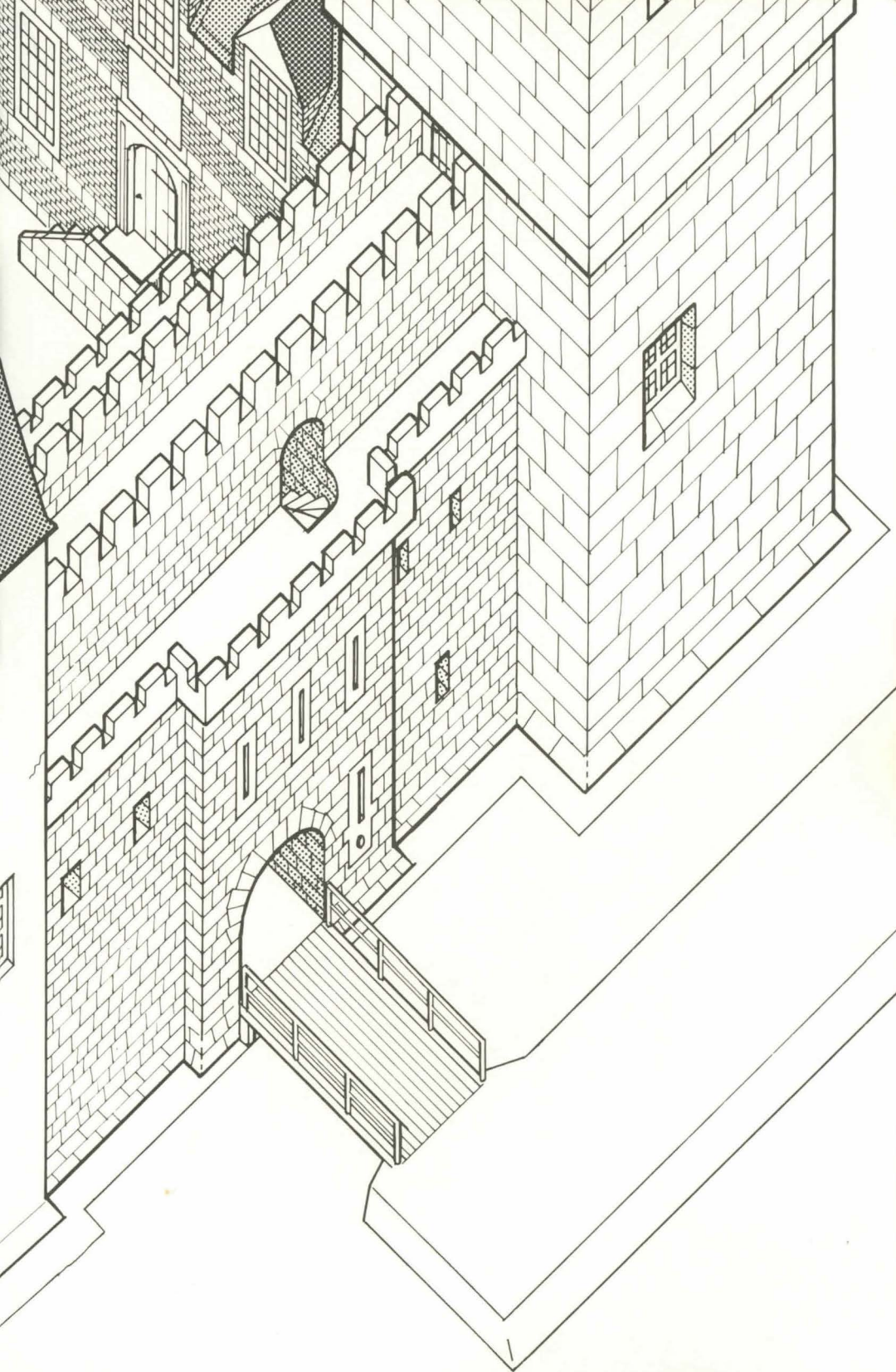
THE SECRET OF ARENDARVON CASTLE

A MICROWORLD ADVENTURE

Are you craving adventure and excitement, but can't afford to travel to distant lands to find it? Then your problem is solved! With this book and your micro you will encounter magic and mystery in the adventure of a lifetime.

This adventure takes place in the remote castle of Arendarvon where a journalist vanishes whilst investigating mysterious events. You must follow in his footsteps through the dangerous and secret passageways of the castle, braving the dangers lurking in the shadows. To help you survive this ordeal, clues to guide you are provided in a wealth of descriptions, maps and illustrations. You must use your skill and imagination in tackling the problems that will confront you.

The program listing is provided at the end of the book. The game takes the form of keywords which must be used to select the appropriate course of action. But be warned. You must be bold if you are to successfully complete the quest in search of The Secret of Arendarvon Castle.

If you enjoyed this adventure, you may be interested to know that further adventures are awaiting you in the Antagonists and the Seventh Generation, also published by Addison-Wesley.

Cover illustration by Bert Vanderveen.