NEW

POSTER

No. 1

60p

PROGRAMS

FROM THE PUBLISHERS OF ZX COMPUTING

GIANT POSTER INSIDE

THE VALLEY OF ADVENTURE

ZX8i
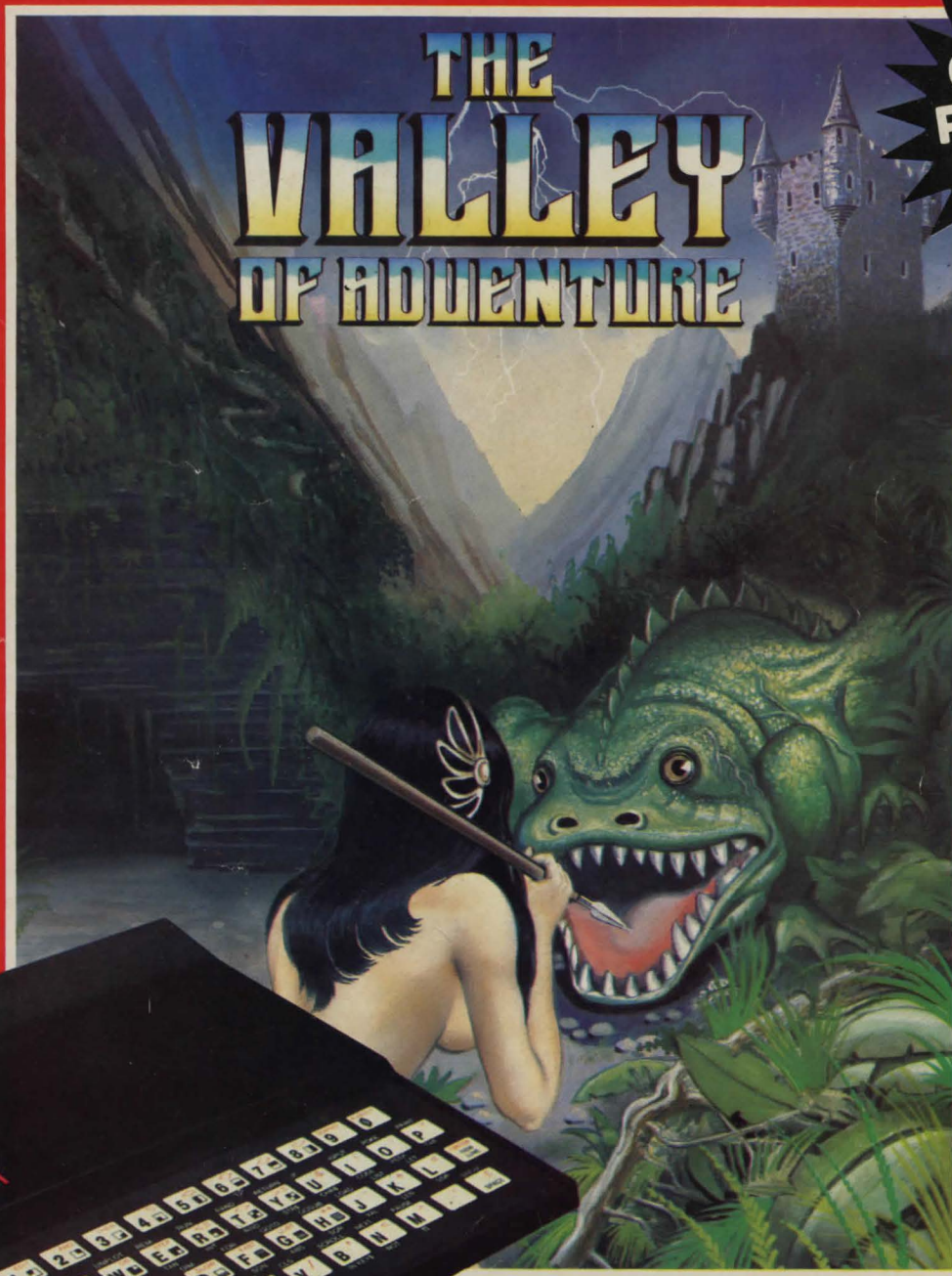
The Ultimate Graphic Adventure Game For The ZX81

THE VALLEY OF ADVENTURE

Written for the Sinclair ZX-81 with 16K Rampack,
this program offers you the chance to battle the forces of evil
from the comfort of your own living room!

Because the Valley is a full 16K program, it is right at the limit of what the ZX-81 can accept. (It is probably the largest program the computer can handle!). Putting in the Valley is a three part operation, and you should complete each part successfully before moving on.

Machine code is used to speed up the running of the game and this must be entered first. Five routines are used; to draw in the borders around the different displays, speed up the combat routine, check and display the character's status and to display the various ''hit and miss'' messages during a fight.

Getting machine code into a ZX-81 requires a separate routine, and several have been published in the computer magazines from time to time. If you have had your ZX-81 for a while, doubtless you have developed your own. If not, use the listing given in Program One. It is adapted from an article in ''ZX Computing'' magazine, amongst other places, and is as good as any. Those of you wishing to learn more about machine code on the ZX-81 are recommended to read ''Mastering Machine Code on your ZX-81'' by Toni Baker, for an excellent and clear explanation of what can be a confusing subject.

PROGRAM ONE

```
7000 LET X=16514
7010 LET G$=""
7020 IF G$="" THEN INPUT G$
7030 IF G$="S" THEN STOP
7040 IF CODE G$=25 THEN GOTO 710
0
7050 PRINT G$( TO 2);", ";
7060 POKE X,16*CODE G$+CODE G$(2
)-476
7070 LET X=X+1
7080 LET G$=G$(3 TO  )
7090 GOTO 7020
7100 LET G$=G$(2 TO  )
7110 PRINT G$(1);
7120 POKE X,CODE G$
7130 LET G$=G$(2 TO  )
7140 LET X=X+1
7150 IF CODE G$<>25 THEN GOTO 71
10
7160 LET G$=G$(2 TO  )
7170 GOTO 7020
```

Enter the program exactly as it stands, then type:

1 REM followed by thirty-six zero's

RUN the program and type in the following hex dump (Figure One).

FIGURE 1. Hex Dump

0E	06	2A	0C	40	06	20	23
71	10	FC	23	23	11	1F	00
06	0D	71	19	71	23	23	10
F9	11	DF	FF	19	06	1E	23
71	10	FC	C9			

Once you have it all in, type ''S'' to stop. SAVE the routine before running it, because if you have made any errors, once you RUN it you will lose it all!! It is worthwhile doing this for each of the five machine code routines.

Now change line 7000 to read LET X = 16556 Enter
2 REM followed by forty-two zero's
RUN the machine-code loader program and enter the hex dump in Fig.2.

FIGURE 2 Hex dump

3E	80	2A	0C	40	23	23	06
16	23	77	10	FC	06	0C	11
0C	00	ED	5A	77	11	15	00
ED	5A	77	10	F2	11	0C	00
ED	5A	06	16	77	23	10	FC
C9						

Type ''S'' to stop. SAVE and then test the routine as before if you want to be certain.

Enter:-
3 REM followed by 239 zero's
Change line 7000 to read LET X = 16603
RUN the loader program and put in the hex from Fig.3.

FIGURE 3 Hex dump

NB. When the screen is full press: CONT/NEWLINE and continue entering code.

```
E1   7E   23   E5   FE   FF   C8   D7
18   F6   06   0A   3A   34   40   90
30   FD   80   3C   FE   01   20   11
CD   DB   40   ; IT MISSES ;        FF
01   00   00   C9   FE   02   20   1A
CD   DB   40   ; YOU AVOID THE BLOW ;   FF
01   00   00   C9   FE   03   20   14
CD   DB   40   ; IT HESITATES ;    FF
01   00   00   C9   FE   04   20   1C
CD   DB   40   ; IT STRIKES YOUR HEAD ;   FF
01   03   00   C9   FE   05   28   04
FE   06   20   1C   CD   DB   40
; YOUR CHEST IS STRUCK ;   FF   01   02   00
C9   FE   07   28   04   FE   08   20
17   CD   DB   40   ; YOUR ARM IS HIT ;
FF   01   01   00   C9   FE   09   20
13   CD   DB   40   ; A BODY BLOW ; FF
01   02   00   C9   CD   DB   40
; YOUR LEG IS HIT ;   FF   01   01   00   C9
```

Type "S" when you have finished. SAVE and then test. Note that you have to enter the ; before and after the actual words in the dump. The program lines 7040 and 7100 will deal with this and save you having to change each letter into code!

Now change line 7000 to LET X = 16849. Enter
4 REM followed by 103 zero's
RUN the loader program and enter the hex dump from Fig. 4.

FIGURE 4 Hex dump

```
06   09   3E   00   D7   10   FD   C9
CD   DB   40   ; GOLD = ;FF   CD   D1
41   CD   DB   40   ; COMBAT STR = [6 spaces]
SKILL = ;   FF   CD   D1   41   CD   DB
40   ; PSI. POWER = [6 spaces] TURNS = ;FF
CD   D1   41   CD   DB   40   ;STAMINA [3 spaces] = ;
FF   C9
```
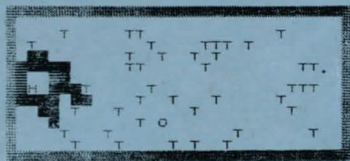
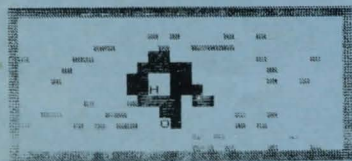**NB: Do not enter the square brackets shown, just the number of spaces indicated.**

ZAEXON/S TOWER,L=2

LINATH, THE BARBARIAN

```
GOLD  =272      COMBAT STR=35
SKILL =12       PSI.POWER =34
TURNS =27       STAMINA    =125
```

LOKI,THE CLERIC

```
GOLD  =0        COMBAT STR=28
SKILL =5        PSI.POWER =24
TURNS =12       STAMINA    =125
```

KIERON, THE BARBARIAN

YOUNIN/S LAIR
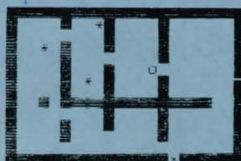
RAY LEWIS,THE THINKER

```
GOLD  =0        COMBAT STR=28
SKILL =5        PSI.POWER =24
TURNS =5        STAMINA    =125
```
```
GOLD  =0        COMBAT STR=30
SKILL =5        PSI.POWER =35
TURNS =9        STAMINA    =113
```

SOME SAMPLE DISPLAYS FROM THE VALLEY

Type "S" to stop and then SAVE to tape before you RUN it. There is only no need to test each routine out if you are absolutely certain that you have typed it in correctly. For safety's sake, get someone else to check your work.

Now change line 7000 to LET X = 16953. Enter
5 REM followed by 109 zero's
RUN the loader program and enter the hex dump from Fig. 5. Type "S" when you have finished
SAVE and test it out.

FIGURE 5 Hex dump

```
01   01   01   05   07   05   01   02
08   05   04   03   03   06   02   03
01   00   00   00   00   00   01   3A
34   40   90   30   FD   80   3C   C9
06   64   CD   50   42   06   32   90
38   04   06   11   18   02   06   09
CD   50   42   4F   FE   0F   28   07
FE   10   28   0E   06   00   C9   3A
4F   42   06   04   90   38   D9   06
00   C9   06   64   CD   50   42   06
32   90   38   CC   06   00   C9
```

If you've put it all in correctly up to now you'll have a five line program that will look like this on the screen when you list the program later: —

Now delete the loader program, **line by line.**

MEMORY SAVING

As a way of saving a lot of memory space (nearly 2K here!) this program uses variables to stand-in for numbers, in the usual ZX-81 manner. These are stored in the variable space of the ZX-81, not the user RAM, and thus occupy less memory.

Enter the following lines one by one, followed by NEWLINE each time. Once you have the program itself in, you must NEVER

start the game with RUN. use GOTO 10 all the time. RUN will clear out the variable space and you will lose these quantities, with the result that the game will not work. If someone does get to the RUN button, you will have to enter Figure 7 all over again!

```
LET O=PI-PI
LET H=PI/PI
LET B=INT PI
LET K=CODE "▓"
LET H1=CODE "▪"
LET R=CODE "*"
LET ZZ=16970
DIM D(4)
DIM G(33)
DIM P(9)
DIM N(9)
DIM S(5)
LET Z$="47364465360384355363
450636464749"

LET M$="▓  AUOLFEN:▓ AHOB-GOBLIN
▓ AORCE▓EFIRE-IMP: ( GROCK-TROL
L▓"£EHARPY▓* AOGRE( ;BBARROU-UIG
HT▓>:HLIZARD: ,=EFIRE-GIANT)M VTH
UNDER-LIZARDE7;CMINOTAUR▓ 2CURAI
TH▓8£FWYVERN▓M=BDRAGON? HCRING-U
RAITH▓MMABALROG$??LWATER-IMP▓M L
KRAKEN "
```

DIRECT ENTRY LINES

Variables O, H, H1, B, K and R now stand for 0,1,2,3,4 and 23 respectively. The two strings M$ and Z$ are the Monster data and the Tower drawing data respectively. (The character after "HARPY" in M$ is a graphic shifted "A" on the keyboard).

Because the ZX-81 saves all the variables when SAVE to the tape is actioned, you can save the entire game onto tape and preserve your character at his/her present level for re-entry into the Valley of Adventure at a later date.

To do this simply BREAK and save "The Valley" in the normal manner. On restarting press "Y" to the question "Continue?" on the screen when you GOTO 10 to start the game. Remember, DON'T RUN the game!

It is not advisable to BREAK from anywhere other than a 'Safe Castle' at either end of the path. If you do, you're cheating and the program will hand you some nasty surprises when your character tries to go back in again! You **could** find yourself in the middle of a castle wall, with **no** way out — or even with a monster following you around! If either of these things happen, or any of the other cheat-killers we are **not** going to tell you about, then BREAK, GOTO 10, and continue? NO is the only way out! Bye bye character. Serves you right!

You can now enter the main program onto the end of your five line long machine-code listing. Take care with this as it is a very long program and it would be easy to make a mistake. Check every screen-full very carefully, and if possible get someone else to check it with you.

The screen printouts herein will give you an idea of what the game should look like at various stages. This may be helpful in de-bugging if you run into trouble. Make a second copy of your machine-code and store this away, re-entering from it each time you hit problems but NEVER recording over it!

Take your time and don't try and do it all in one evening. With patience and care it won't be long before you're in the Valley of Adventure!

PLAYING THE GAME

The Valley is a true real-time adventure. You enter your character's name, choose his type and away you go.

The basic lay-out of the Valley is shown in Fig. 6. The position of the Woods (W), Swamps (S) and Black Tower (T) will change each time. The Path is a safe area. Once on it you will not be attacked by anything, except fear.
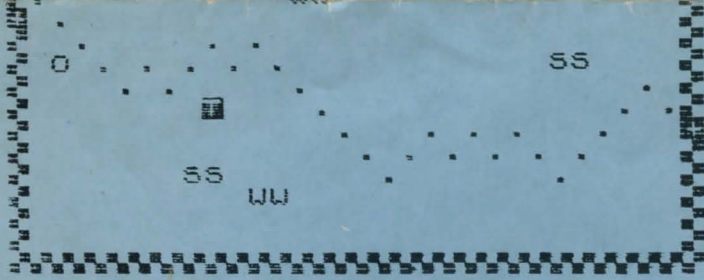
```
10 LET V=PEEK 16396+256*PEEK 1
6397
20 PRINT "CONTINUE ? Y/N"
30 GOSUB 600
40 IF G$="Y" THEN GOTO 240
50 LET EX=K+H
60 DIM T(B)
70 LET TS=0
75 LET TN=0
80 LET TM=B
85 LET CF=O
115 LET G(H)=0
116 LET S(H)=0
120 PRINT "WHO DARES THE VALLEY
?"
123 INPUT J$
126 CLS
130 PRINT "CHARACTER TYPE"
133 PRINT
140 PRINT "WIZARD...(1)"
145 PRINT "THINKER..(2)"
150 PRINT "BARBARIAN(3)","KEY 1
-5"
155 PRINT "WARRIOR..(4)"
160 PRINT "CLERIC...(5)"
161 PRINT
163 PRINT "        CHOOSE CAREF
ULLY"
185 GOSUB 600
186 IF CODE G$>CODE "9" THEN GO
TO 165
187 LET A=VAL (G$)
168 PRINT "MAY THY GOD PROTECT
THEE...."
170 IF A<>H THEN GOTO 180
172 LET P$="WIZARD"
174 LET P1=H1
175 LET P5=CODE "0"
176 LET C1=H/H1
178 LET C5=R+H
180 IF A<>H1 THEN GOTO 190
182 LET P$="THINKER"
184 LET P1=B/H1
185 LET C1=B/K
186 LET C5=R+B
188 LET P5=CODE ","
190 IF A<>B THEN GOTO 200
192 LET P$="BARBARIAN"
194 LET P1=H/H1
195 LET C1=H1
196 LET C5=CODE "0"
198 LET P5=R+H
200 IF A<>K THEN GOTO 210
202 LET P$="WARRIOR"
204 LET P1=H
205 LET C1=H+H/K
206 LET C5=CODE ","
208 LET P5=R+B
210 IF A<>K+H THEN GOTO 220
212 LET P$="CLERIC"
214 LET C1=H
215 LET C5=R-H
216 LET P1=H+H/K
218 LET P5=C5
220 IF A>O AND A<B+B THEN GOTO
230
222 LET P$="DOLT"
224 LET P1=H
225 LET C1=H
226 LET C5=R-H
228 LET P5=C5
235 LET C=CODE "▓"
236 LET RX=77-INT (H1*P1**2.5)
237 LET RY=INT (42*(P1+H)**LN (
P1**3.7))+75
238 LET RZ=125-INT (INT (P1)*12
.5)
250 POKE 16418,0
275 GOSUB 5000
285 GOSUB 380
290 GOTO 2000
300 LET TV=0
303 LET G$=""
305 FOR I=H TO R+H1
310 IF INKEY$="" THEN GOTO 330
315 LET G$=INKEY$
320 GOTO 350
330 NEXT I
```

Right-hand partial column:
```
860 OUT
870 PRI
WER"
875 GOT
880 PRI
882 GOT
890 PRI
895 GOT
900 GOT
902 PRI
906 IF
907 GOS
908 PRI
910 LET
912 LET
914 LET
916 RET
918 LET
920 RET
922 IF
924 LET
925 GOT
928 IF
930 LET
932 GOT
940 PRI
942 GOT
950 IF
952 IF
954 GOS
956 GOT
966 LET
958 RET
959 RET
970 RET
972 RET
980 IF
TO 966
981 GOT
982 PRI
"::::"
983 IF
984 LET
N*RND))
985 IF
986 IF
987 IF
988 LET
989 IF
D/B))
990 GOT
991 PRI
MAGE"
992 IF
993 GOS
994 PRI
"
995 LET
996 LET
997 GOT
1000 LET
1005 IF
+H
1010 GOS
1025 GOS
1030 GOT
1040 PRI
1045 LET
1050 LET
1055 LET
1060 IF
1070 RET
1080 PRI
1090 LET
00)
1100 RET
1120 PRI
1125 LET
1140 PRI
R"
1150 LET
1160 LET
1170 LET
1180 RET
1505 POK
1506 LET
1507 POK
1508 LET
1510 LET
```

```
2350 PRINT "THERES NOTHING HERE"
2370 GOSUB 410
2380 GOTO 2020
3000 PRINT "BEWARE......."
3010 LET CF=H
3020 IF Q=CODE "█" OR PK=CODE "█" THEN GOTO 3050
3030 POKE 16975,FL
3040 LET F=USR 17040
3045 GOTO 3051
3050 LET F=INT (R-K-H+RND*H1)
3051 LET CX=H
3052 FOR I=H TO F-H
3053 LET CX=CX+CODE M$(CX)
3054 NEXT I
3110 LET K$=M$(CX+K TO CX+CODE M$(CX)-H)
3115 LET MS=CODE M$(CX+H)
3120 IF MS=0 THEN GOTO 3140
3130 LET MS=INT ((CS/B)+MS*FL**.2/(RND+H))
3140 LET N=CODE M$(CX+H1)
3145 IF N=0 THEN GOTO 3160
3150 LET N=INT (N*FL**.2/(RND+H))
3160 LET U=INT ((F+H)*(FL**(B/H1)))
3180 PRINT AT R,O;"AN EVIL ";K$
3190 LET E=39*LN (EX)/3.14
3195 GOSUB 480
3500 IF RND>.6 THEN GOTO 4000
3510 PRINT "ATTACK/RETREAT ?"
3520 GOSUB 300
3530 IF G$="R" THEN GOTO 3900
3540 IF TV=H THEN GOTO 3600
3550 IF G$<>"A" THEN GOTO 4000
3570 GOSUB 490
3575 PRINT AT R,K+B;"*STRIKE QUICKLY*"
3580 GOSUB 300
3590 IF TV=0 THEN GOTO 3620
3600 PRINT "TOO SLOW....TOO SLOW.."
3610 LET HF=0
3615 GOTO 3830
3620 IF G$="S" THEN GOTO 800
3640 IF MS=0 THEN PRINT "YOUR SWORD IS USELESS"
3645 IF MS=0 THEN GOTO 3830
3650 LET C=C-H
3660 IF C<=0 THEN PRINT "YOU ARE EXHAUSTED"
3665 IF C<=0 THEN GOTO 500
3670 LET F=RND*10
3675 LET Z=0
3680 IF G$="H" AND (F<5 OR CS>MS*K) THEN LET Z=H1
3690 IF G$="B" AND (F<7 OR CS>MS*K) THEN LET Z=H
3700 IF G$="L" AND (F<9 OR CS>MS*K) THEN LET Z=.3
3705 IF Z<>0 THEN GOTO 3730
3710 PRINT "YOU MISSED IT"
3720 LET HF=0
3725 GOTO 3830
3730 IF HF=0 THEN GOTO 3740
3732 LET D=MS+INT (RND*9)
3734 LET HF=0
3735 GOTO 3750
3740 LET D=INT (((((CS*50*RND)-(10*MS))+E)/100)*Z)
3745 IF D<0 THEN LET D=0
3750 IF CS>(MS-D)*K THEN LET HF=H
3760 LET MS=MS-D
3765 IF MS<=0 THEN LET MS=0
3770 PRINT "A HIT...";
3790 IF D<>0 THEN GOTO 3800
3792 PRINT "BUT NO DAMAGE"
3793 LET HF=0
3795 GOTO 3830
3800 PRINT D;" DAMAGE"
3802 GOSUB 390
3805 IF MS<=0 THEN GOTO 3860
3820 IF HF=H THEN PRINT "THE ";K$;" STAGGERS.."
3830 GOSUB 390
3840 IF HF=H THEN GOTO 3570
3850 GOTO 4000
3860 PRINT "....KILLING THE MONSTER"
3870 LET EX=EX+U
3875 LET HF=0
3876 LET CF=0
3890 GOTO 2370
3900 PRINT "KNAVISH COWARD"
3905 LET CF=0
3910 GOTO 2370
4000 GOSUB 490
4000 PRINT "THE CREATURE ATTACKS"
4010 GOSUB 360
4020 IF MS=0 THEN GOTO 4300
4030 IF MS<=N AND N>B+B AND RND<H/H1 THEN GOTO 4300
4040 LET MS=MS-H
4045 IF MS<=0 THEN GOTO 4240
4060 GOSUB 490
4070 LET Z=USR 16613
4080 IF Z=0 THEN GOTO 4280
4160 LET G=INT (((((MS*75*RND)-(10*CS)-E)/100)*Z)
4164 GOSUB 360
4165 GOSUB 490

4780 IF FL>K+K THEN LET FL=FL-K
4781 GOSUB 5000+(300 AND S=H1)+(310 AND S=B)+(500 AND S=K)+(510 AND S>=K+H)
4793 GOSUB 380
4795 GOTO 2000
5000 CLS
5001 POKE ZZ,H
5002 POKE ZZ+H,K+H
5003 POKE ZZ+H1,K
5004 POKE ZZ+B,K+B
5005 POKE ZZ+K,K+K
5006 LET S=H
5007 LET FL=H
5010 POKE 16515,6
5020 LET ZP=USR 16514
5040 IF G(H)<>0 THEN GOTO 5160
5050 LET M=H+(33*INT (11*RND+H))
5051 LET L=M
5052 LET MP=M
5053 LET W=M
5054 LET G(H)=M
5060 POKE M+V,149
5070 FOR I=B TO 33
5075 IF RND>H/H1 THEN GOTO 5090
5080 LET L1=L+34
5085 GOTO 5100
5090 LET L1=L-32
5100 IF L1<34 OR L1>396 THEN GOTO 5075
5110 LET G(I)=L1
5120 LET L=L1
5130 POKE G(I)+V,27
5140 NEXT I
5150 POKE G(33)+V,149
5155 GOTO 5200
5165 POKE G(H)+V,149
5170 FOR I=B TO 33
5175 POKE G(I)+V,27
5180 NEXT I
5190 POKE G(33)+V,149
5200 IF S(H)<>0 THEN GOTO 5250
5210 FOR I=H TO K+H
5220 LET S(I)=33*INT (H+RND*11)+INT (H1+RND*28)
5230 IF PEEK (S(I)+V)<>0 OR PEEK (S(I)+H+V)<>0 THEN GOTO 5220
5240 NEXT I
5250 POKE S(H)+V,60
5255 POKE S(H)+H+V,60
5260 POKE S(2)+V,60
5265 POKE S(2)+H+V,60
5270 POKE S(B)+V,56
5275 POKE S(B)+H+V,56
5280 POKE S(K)+V,56
5285 POKE S(K)+H+V,56
5290 POKE S(5)+V,185
5292 LET M=MP
5294 LET W=M
5297 RETURN
5300 POKE ZZ,H
5301 POKE ZZ+H,B+B
5302 POKE ZZ+H1,0
5303 POKE ZZ+B,0
5304 POKE ZZ+K,0
5307 LET PD=0
5308 LET PC=CODE "▄"
5309 GOTO 5320
5310 POKE ZZ,H
5311 POKE ZZ+H,H+K
5312 POKE ZZ+H1,B+B
5313 POKE ZZ+B,K+K
5314 POKE ZZ+K,0
5315 LET PC=CODE "T"
5320 LET PK=0
5325 CLS
5330 FOR I=H TO 50
5335 LET N=33*INT (H1+RND*11)+INT (H1+RND*28)
5340 POKE N+V,PC
5345 NEXT I
5350 PRINT AT X,Y;"██"
5355 PRINT AT X+H,Y-H;" "
5360 PRINT AT X+H1,Y-H1;" "
5365 PRINT AT X+B,Y-H1;" "
5370 PRINT AT X+K,Y-H;" "
5375 PRINT AT X+K+H,Y;" "
5380 PRINT AT X+B+B,Y+H1;" "
5385 POKE 16515,136
5390 LET ZP=USR 16514
5399 POKE 345+V,0
5400 LET W=345
5405 IF Q=CODE "X" THEN LET M=MW
5407 IF Q=CODE "X" THEN LET W=M
5410 RETURN
5500 POKE ZZ,H
5501 POKE ZZ+H,H+K
5502 POKE ZZ+H1,B
5503 POKE ZZ+B,B+K
5504 POKE ZZ+B,0
5505 GOTO 5515
5510 POKE ZZ,K+H
5511 POKE ZZ+H,H1
5512 POKE ZZ+H1,B
5513 POKE ZZ+B,0
5514 LET P(FL)=P(B)
5515 LET HX=N(FL)
5516 LET PK=0
5518 LET P=0
5520 CLS
5540 LET PZ=USR 16556
5560 LET L1=CODE "9"
5570 FOR J=H TO B
5575 IF P(FL)>32 THEN LET P(FL)=
```

Partial left column (cut off at the page edge):
```
... 3575
...NT "IT IS BEYOND YOUR PO
...O 3830
...NT "NO SUCH SPELL"
...O 3830
...NT "THE SPELL FAILS"
...O 928
...NT "SLEEP YE BEAST"
...RND>H1 THEN GOTO 918
...UB 430
...NT "IT COLLAPSES"
...EX=INT (EX+U/H1)
...CF=0
...F=H
...URN
...F=S+B
...URN
...C<=21 THEN GOTO 966
...C=C-(R+B)
...O 982
...C<=6 THEN GOTO 966
...C=C-K-H
...O 902
...NT "MISSED IT.."
...O 3830
...MS<=0 THEN LET MS=0
...N<=0 THEN LET N=0
...O 991
...F=K
...URN
...F=H1
...URN
...PS<55 OR EX<2000 THEN GO
...O 922
...NT "BURN YE DAMNED BEAST
...RND<H/B THEN GOTO 918
...D=INT ((CS+PS*RND)-(10*
...D<=0 THEN GOTO 982
...MS=0 THEN LET N=N-D
...MS=0 THEN GOTO 990
...MS=MS-D
...D>10 THEN LET N=INT (N-(
...O 950
...NT "YOU INFLICT ";D;" DA
...MS+N>0 THEN GOTO 970
...UB 410
...NT "IT EXPIRES IN FLAMES
...EX=EX+U
...CF=0
...O 914
...F=INT (H+RND*6)
...F=M1 OR F=K THEN LET F=F
...UB 1020+(20*F)
...UB 390
...O 2020
...NT "CIRCLE OF EVIL"
...CS=CS+INT ((FL+H)/H1)
...PS=PS-INT ((FL+H)/H1)
...C=C-R+B
...C<=0 THEN GOTO 500
...URN
...NT "A HOARD OF GOLD"
...TS=TS+INT (FL*RND*100+1
...URN
...NT "A MAGICAL AREA"
...O 1150
...NT "AN ANCIENT POWER ARE
...PS=PS+H+H+INT (FL*P1)
...CS=CS+H+INT (FL*C1)
...C=C+R
...URN
...E M+V,0
...N=U
...PK=0
...E M+V,52
...RN=RND
...107
```

```
O                        SS
         SS
           WW
```

LINATH, THE BARBARIAN

```
GOLD  =0            COMBAT STR=31
SKILL =5            PSI.POWER  =26
TURNS =2            STAMINA    =125
```

FIGURE 6. THE BASIC VALLEY SCREEN

Once off it you will encounter a variety of monsters, all of which want nothing more than to kill you off as rapidly as possible. If you are offered the chance to retreat then hit "R" — fast! Only the blood thirst stay on to fight, especially when the creature is stronger than you.

In a fight you have four options:—

H: an attempt to hit your opponent on the head with your sword. If you succeed, huge amounts of damage *can* be caused. Easier for the creature to avoid, however.

B: a swing at the torso of the creature. A good chance of hitting but with less harm to the thing than going for the head!

L: limbs. Hitting in the extremities is fairly easy, even for a novice, but the damage that results will be small unless you are much stronger than your opponent.

S: spells. With this you will be prompted to choose Spell 1 (Sleep) or Spell 2 (Fire). Spell 1 anyone can attempt. If it succeeds you can escape with your life. If it fails . . . Spell 2 only the more experienced can use. You need PSI Power of 55 and a skill rating of 2000 before you have enough experience to get this to work.

Combat costs you stamina. A swing of the sword costs one point, the Sleep Spell five points and the Fire Curse twenty points. When your stamina hits zero — you're dead!

Killing creatures gains you skill rating (experience) and will eventually allow you to enter the more difficult areas, like the Temple and Vounim's Lair. As you get more and more skilled, combat gets easier and you can use the Fire Curse more effectively. Different character types gain Experience, Skill and PSI Power at different rates and in different amounts.

It requires different tactics to succeed in the Valley with different character types.

FINDERS KEEPERS

As you wander around, you will find gold, monsters and areas where the battle between Vounim and Evanna took place. Some of these will add to your wealth and strength, some will weaken you. Monsters are **always** hostile.

It is advisable to get yourself the Amulet of Alarian and the Six Stones as soon as possible. This will allow you to be resurrected if killed — and that is BOUND to happen sooner or later, probably sooner. The Amulet is in the Temple — somewhere. The Six Stones are on the top three floors of the Black Tower, again well hidden. When you enter these areas, if there are any magic finds present they show up as a star. Go get 'em — fast. It is no coincidence that these are the areas with the most hideous monsters. A novice character will not last long so be careful! Boldness wins you the game, stupidity gets you chopped up and fed to the Balrog.

To complete the Quest you need the Helm of Evanna. To find it you must have the Amulet and the Six Stones **and** be at least the equal of "Demon Killer" (rating No 26). It can only be in

```
340 LET TV=H
350 GOSUB 490
355 RETURN
360 FOR I=H TO K+K
365 NEXT I
370 RETURN
380 PRINT AT R-K-H,0;
385 LET PZ=USR 16857
390 IF CS>RX THEN LET CS=RX
395 IF PS<K+B THEN LET PS=K+B
400 IF PS>RY THEN LET PS=RY
410 IF C>RZ THEN LET C=RZ
420 PRINT AT R-B-K,B+B;J$;",THE
  ";PS
425 IF T(H)=H THEN PRINT "AMULE
T+";T(2)
430 PRINT AT R-K-H,0;TAB B+B;TS
,TAB B+B;CS;"    ",TAB B+B;EX,TAB R
+B;PS;"    ",TAB B+B;TN,TAB R+B;C;"
460 IF CF=H THEN GOTO 480
465 PRINT AT R-H,0;S$
475 GOTO 490
480 PRINT AT R-H,0;K$;" STR.=";
MS;"M";N;
490 PRINT AT R,0;S$
495 PRINT AT R,0;
499 RETURN
500 IF T(H1)<>B+B THEN GOTO 520
505 PRINT AT R,0;"THE AMULET PR
OTECTS YOU"
510 GOTO 60
520 GOSUB 550
525 GOSUB 490
530 LET G$="GO MEET YOUR GOD"
533 LET F$=G$(H)
535 LET D$=G$(H1 TO )
536 LET G$=D$+F$
537 PRINT AT R,K;G$
540 GOTO 533
550 LET XR=INT (.067*(EX+TS/B)*
*(H/H1)+LN (EX/((TN+H)*(B/H1)))
)
560 PRINT AT R-H,0;S$;AT R-H,K;'
"YOUR RATING IS  ";XR
570 RETURN
600 LET G$=INKEY$
605 IF G$="" THEN GOTO 600
610 RETURN
650 PRINT AT R,0;"SAFE CASTLE:Q
UIT(Y/N)"
660 IF CS<R+H1 THEN LET CS=R+H1
670 POKE M+V,PK
680 LET PK=PEEK (W+V)
690 LET M=W
700 POKE M+V,EX
710 GOSUB 650
720 GOSUB 600
730 IF G$="Y" THEN GOTO 780
740 LET C=CODE "■"
750 PRINT AT R,0;"REFRESHED AND
READY  "
760 GOSUB 390
770 GOTO 2020
780 CLS
782 PRINT "SAVE GAME TO SAVE CH
ARACTER"
784 PRINT
786 PRINT "GOTO 10 TO PLAY AGAI
N"
788 STOP
800 GOSUB 490
805 PRINT "SPELL NO.1 OR 2"
810 GOSUB 600
815 IF TV=H THEN GOTO 3600
820 IF CODE G$>CODE "2" THEN GO
TO 880
825 GOSUB 900+(80 AND G$="2")
830 GOSUB 390
833 IF C<=0 THEN GOTO 3660
835 GOTO 830+(10*F)
840 GOTO 2020
850 GOTO 3830
```

Vounim's Lair — the most evil segment of the entire Valley! A full ratings table is given below.

FIGURE 7. RATINGS TABLE

No	Rating	No	Rating
1	Monster Food	14	Champion
2	Peasant	15	Necromancer
3	Cadet	16	Loremaster
4	Cannon Fodder	17	Paladin
5	Path Walker	18	Superhero
6	Novice Adventurer	19	Dragon Slayer
7	Survivor	20	Knight of the Valley
8	Adventurer	21	Master of Combat
9	Assassin	22	Dominator
10	Apprentice Hero	23	Prince of the Valley
11	Giant Killer	24	Guardian
12	Hero	25	War Lord
13	Master of the Sword	26	Demon Killer
		27	Lord of the Valley
		28	Master of Destiny

```
=B+B AND RN>.95 AND T(H       4175 IF G=0 THEN PRINT "...SAVED      5580 LET D(J)=VAL Z$(P(FL))
)=0 THEN GOTO 1580                 BY YOUR ARMOUR"                   5585 LET P(FL)=P(FL)+H
=K+H AND RN>.85 AND T(H        4177 IF G=0 THEN GOTO 4280            5590 IF D(J)<>9 THEN GOTO 5595
   GOTO 1590                   4180 LET C=C-G                        5592 LET P(FL)=H
=K AND RN>.7 AND T(H           4190 IF G>9 THEN LET CS=INT (CS-      5593 LET D(J)=B
1)<B+B AND FL>T(H1) THEN        G/5)                                 5595 LET P=P+H
00                             4210 PRINT "YOU TAKE ";G;" DAMAG      5600 NEXT J
RN>.43 THEN PRINT "A WOR       E"                                   5610 FOR I=0 TO HX
STONE"                         4220 IF CS<=0 OR C<=0 THEN GOTO       5615 LET PC=CODE "■"
TNE>.43 THEN GOTO 1650         500                                  5620 LET L=L1+(33*I)
NT "A PRECIOUS STONE.."        4230 GOTO 4280                        5625 IF L>336 THEN GOTO 5720
0 1630                         4240 PRINT AT R,0;"IN ITS DYING       5630 IF I=H THEN LET PC=0
T(B)=H                         ATTEMPT"                             5640 IF D(H)=0 THEN LET PC=CODE
NT "THE HELM OF EVANNA"        4250 LET EX=INT (EX+U/H1)             "■"
0 1650                         4255 LET CF=0                         5645 IF D(H)=0 THEN GOTO 5660
T(H)=H                         4270 GOTO 2370                        5650 POKE L+D(H)+V,PC
NT "AMULET OF ALARIAN."        4280 GOSUB 390                        5655 LET PC=CODE "■"
0 1630                         4290 GOTO 2370                        5660 IF I=B THEN LET PC=0
N AN AMULET STONE";            4300 PRINT AT R,0;"HURLING A LIG      5670 POKE L+D(H)+V,PC
RN>.85 THEN PRINT ♥ WRON       HTNING BOLT"                         5675 LET PC=CODE "■"
RN>.85 THEN GOTO 1640          4310 LET G=INT (((180*N*RND)-(PS      5680 IF I=K THEN LET PC=0
NT " IT FITS."                 +E))/100)                            5690 POKE L+D(H)+D(H1)+D(B)+V,PC
T(H1)=T(H1)+H                  4313 LET N=N-K-H                      5695 LET PC=CODE "■"
TS=TS+100*(T(H)+T(H1)+T        4315 IF G>9 THEN LET N=N-INT (G/      5700 NEXT I
0 2370                         5)                                   5710 LET L1=L1+(33*HX)+33
M=U                            4320 GOSUB 360                        5715 GOTO 5610
PK=PEEK (W+V)                  4325 GOSUB 490                        5720 LET L1=CODE "9"
E M+V,CODE "O"                 4330 IF N<=0 THEN LET N=0             5730 FOR J=H TO K
C=C+K+B+B                      4335 IF N>0 THEN GOTO 4240            5740 LET L=L1+(33*J*(HX+H))
UB 490                         4340 IF RND<H/K THEN GOTO 4410        5750 FOR I=H TO R-K
PK=CODE "." THEN GOTO 20       4350 IF G<=0 THEN LET G=0             5760 IF L>353 THEN GOTO 5810
NT "WHICH DIRECTION ?"         4355 IF G=0 THEN GOTO 4400            5770 IF I=H1 OR I=B*HX OR I=R-B-
-2050                          4360 PRINT "IT STRIKES HOME "         B THEN GOTO 5790
NT "ON THE PATH: WHICH W       4370 GOSUB 390                        5780 POKE L+I+V,PC
UB 600                         4380 LET C=C-G                        5790 NEXT I
CODE G$>CODE "9" THEN GO       4385 IF G>9 THEN LET PS=INT (PS-      5800 NEXT J
A=VAL G$                       G/K)                                 5810 IF S=K+H OR S=B+B THEN GOTO
0 THEN GOTO 2050               4390 GOTO 4210                        584?
A>B THEN LET A=A-B             4400 PRINT "YOUR PSI SHIELD PROT      5820 IF FL/H1=INT (FL/H1) THEN P
A>B THEN GOTO 2070             ECTS YOU"                            OKE 418+V,R-B
W=M+A-H1-33*(INT ((VAL         4405 GOTO 4280                        5825 IF FL/H1=INT (FL/H1) THEN G
B)-H)                          4410 PRINT "MISSED YOU"              OTO 5840
TN=TN+H                        4415 GOTO 4280                        5830 POKE 36+V,R-B
UB 490                         4500 IF Q=CODE "H" AND PK=CODE "      5840 IF FL=H1 OR S=K+H OR S=B+B
QX=CODE "O"                    ■" THEN GOTO 2020                    THEN POKE 446+V,61
Q=PEEK (W+V)                   4510 FOR I=B TO K+K                   5850 IF XP=0 THEN LET W=413
Q=0 OR Q=K+K+H THEN GOTO       4520 LET N(I)=INT (K+RND*5)           5855 LET XP=H
Q=CODE "■" THEN GOTO 650       4530 IF N(I)=K+H THEN GOTO 4520       5860 PRINT AT K=B+H1,H;
5>B AND Q=CODE "■" THEN        4540 NEXT I                          5865 IF S=K+H THEN GOTO 5930
Q=B+B OR Q=K+K OR Q=CODE       4550 IF S=H THEN LET MP=N             5870 IF S=B+B THEN GOTO 5910
N LET TN=TN-H                  4560 LET P(B)=INT (R*RND+H1)          5880 PRINT "ZAEXON/S TOWER,L=";F
Q=B+B OR Q=K+K OR Q=CODE       4650 LET C=C-K-B-B                    L-H
N GOTO 2030                    4660 POKE M+V,QX                      5890 GOTO 5940
Q=CODE "U" OR Q=CODE "■"       4670 POKE W+V,QX                      5910 PRINT "VOUNIM/S LAIR"
DE "5" OR Q=CODE "H" THE       4680 IF Q=CODE "■" THEN LET S=H       5920 GOTO 5960
500                            4685 IF Q=CODE "■" THEN LET FL=H      5930 PRINT "Y/NAGIOTH TEMPLE"
Q=CODE "X" OR Q=CODE "■"       4690 IF Q<>CODE "X" THEN GOTO 47      5940 LET P(FL+H)=P(FL)+P
TO 4600                        20                                   5960 IF FL<K OR RND<.3 THEN RETU
Q=R-B THEN GOTO 6000           4693 IF S=K THEN LET S=H             RN
Q=CODE "■" OR (G$="5" AN       4695 IF S=K THEN LET FL=H             5970 FOR I=H TO INT (RND*5+H1)
E "■") THEN LET QX=CODE        4700 IF S=K+H OR S=B+B THEN LET       5980 LET N1=33*INT (H+RND*12)+IN
Q=CODE "■" OR (G$="5" AN       S=S-B                                T (K+RND*17)
"■") THEN LET C=C-R+B          4705 IF S=K+H OR S=B+B THEN LET       5992 IF PEEK (V+N1)<>0 THEN GOTO
C<=0 THEN GOTO 500             FL=FL-K                              5980
Q=R THEN GOTO 1500             4710 IF S=K+H OR S=B+B THEN LET       5993 POKE N1+V,23
E M+V,PK                       M=MW                                 5995 NEXT I
PK=PEEK (W+V)                  4715 LET XP=0                         5997 RETURN
M=W                            4720 IF Q=CODE "S" THEN LET S=H1      6000 POKE W+V,52
E M+V,QX                       4725 IF Q=CODE "S" THEN LET FL=S      6010 POKE M+V,0
PK=CODE "." THEN GOTO 23       4730 IF Q=CODE "W" THEN LET S=B       6020 PRINT AT R,0;"STAIRS U/D ?"
F=RND                          4735 IF Q=CODE "W" THEN LET FL=B      6030 LET TV=FL
UB 490                         4740 IF Q=CODE "W" OR Q=CODE "S"      6040 GOSUB 600
F<H/(H+K) THEN GOTO 3000       THEN LET X=INT (H+5*RND)             6050 IF G$="U" THEN LET FL=FL+H
F>B/K THEN GOTO 1000           4745 IF Q=CODE "W" OR Q=CODE "S"      6055 IF G$="U" THEN GOTO 6070
                               THEN LET Y=P(B)                      6056 IF G$<>"D" THEN GOTO 6040
                               4750 IF Q=CODE "■" THEN LET S=K       6060 LET FL=FL-H
                               4755 IF Q=CODE "■" THEN LET FL=H      6070 IF FL>K+B OR FL<H1 THEN GOT
                               1                                    O 6090
                               4760 IF Q<>CODE "H" THEN GOTO 47      6080 GOTO 4780
                               80                                   6090 PRINT AT R,0;"IT/S BLOCKED"
                               4763 LET S=S+B                        6092 GOSUB 360
                               4765 LET FL=FL+K                      6095 LET FL=TV
                               4770 LET MW=M                         6099 GOTO 6020
```

LEVELS OF EVIL

Generally speaking the Valley itself is the easiest part of the land to stay alive in. The Woods and Swamps are harder with the monsters getting bigger and more able to defeat you. If you enter the lake area which surrounds the Temple and Vounim's Lair (and you will HAVE to cross it) you will find your stamina going down and some VERY nasty creatures coming after you! Don't stay long. (You can't enter either the Temple or the Lair from the water, by the way, so don't waste time trying. Get onto land first).
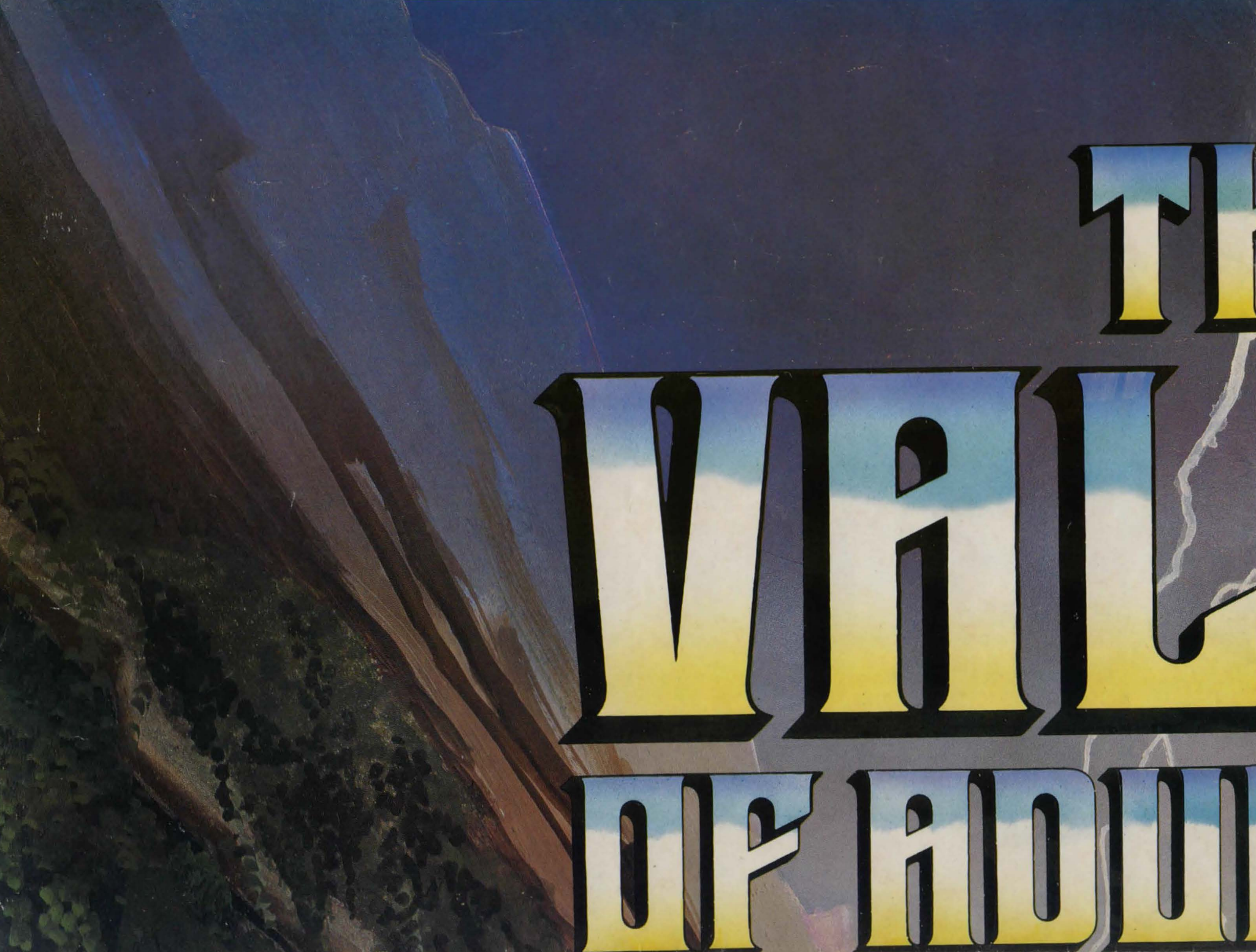
MOVEMENT

Your character is moved around the Valley by use of the nine number keys. They work as follows:-

```
7 8 9
4 5 6
1 2 3
```

i.e. "5" keeps you where you are and "7" moves you diagonally up and left. This is easy to get used to and very simple to control once you have!

The other messages in the game are self-explanatory. "Strike Quickly" is your cue to do battle. You don't have all day to decide what to do, so do SOMETHING quickly, even if it's only pray!

All that stands between you and the Valley of Adventure now is the keying in of the program, so the sooner you start, the sooner you walk out of the Castle into the gathering gloom with a sword in your hand and an uncanny feeling you're being watched. . .

THE VALLEY
OF ADVENTURE

THE VALLEY ADVENTURE

THE VALLEY OF ADVENTURE

THE VALLEY OF ADVENTURE offers you a Quest. The land of Tybollen is best by evil. Long ago the Princess Evanna fought and defeated the Warlock Vounim in the Valley. The battle was a magical one and left the area scarred and the creatures living there hideously changed.

Vounim was banished into chaos by Evanna's desperate spells, but his servants and creatures remained and have been working to release their Black Lord ever since. Only one thing can defeat their efforts and finish Vounim forever — the Helm of Evanna. Who ever recovers that from Vounim's Lair saves the Land and becomes a true "Master of Destiny".

Like all good Quests this one is nowhere near as simple as it sounds! The Helm is **only** to be found in Vounim's Lair, surrounded and protected by the nastiest set of nightmares you ever imagined. Dragons are the least of your worries here. In Vounim's Lair there are things that make dragons look like pet poodles . . .

To help you, you have a powerful Sleep Spell, which has a good chance of stunning just about anything you meet. Beware, however, because magik is unreliable at the best of times, and with Vounim working against you your spells **might** just fail! As you get more and more experienced you will become able to use a much more powerful magik — the Curse of Fire — to annihilate your foes.

In addition there has been planted in the dark depths of the most eldritch places to be found in the Valley, a powerful Amulet, which will grant you reincarnation after mortal death, but only at a cost! The Amulet will only work when you have fitted into it the Six Stones — and you can only find THEM in the unbelievably fatal Black Tower! The Amulet itself is to be found in the Temple (along with a whole lot more nasties!).

Of course, you can always use your sword, but be sure your aim is true, because if you miss, the monsters might *not* miss you!

Vounim's Lair and the Temples are to be found in the middle of the woods and swamps which are somewhere in the worst parts of the Valley of Adventure. To get there you will have to cross the Valley itself and once you venture off the Path (which is safe) you are fair game for all the 'nasties' which inhabit the area.

As you progress through the game, saving your character on tape, the program will give you a rating expressed as a number. 28 equates to Master of Destiny. 1 stands for Monster Food — which you will be when you first start. The chart inside gives you the full list. See how far **you** can get — before THEY get you!