

BALLY'S ALLEY
John Collins
proprietary

4 .
5 :RETURN
6 GOTO 140
140 PRINT " 1=DIR,2=COMMAND,3=CARRING";INPUT " 4=SCORE"C;IF C=2GOTO 500
150 NT=0;IF C=4PRINT " SCORE=",B
170 IF C=3GOTO 320
180 PRINT " ENTER DIR CODE";PRINT " 1=N,2=S,3=E,4=W,5=UP,
190 INPUT " 6=DOWN,7=SW,8=NE,9=NW"L;IF (L<1)+(L>9)GOTO 140
200 G=@(A);M=0;J=0;IF G>9999 J=1
210 FOR I=1TO 4;K=-1;IF G=0GOTO 250
220 G=Gc10;K=RM;IF K=L M=I;I=4
250 NEXT I;IF M=0PRINT " DEAD END";GOTO 180
260 M=M-2;CLEAR ;IF M<1M=M-1
270 IF J=1IF M>0GOTO 500
280 A=A+M;BC=7;B=B-1
282 PRINT " YOU'RE AT ";IF (A<15)+(A=30)GOSUB 600+A;GOTO 290
284 IF A>30GOTO 645
286 BC=A+A;PRINT " COLOR MAZE
290 N=0;FOR I=90TO 99;IF @(I)=APRINT " HERE ISa ",;N=I;GOSUB 700+I
300 NEXT I;GOTO 140
320 FOR I=67TO 70;FOR J=90TO 99;IF @(I)=JPRINT I,;GOSUB J+700
330 NEXT J;NEXT I;GOTO 140
500 PRINT "ENTER COMMAND";FOR I=71TO 89;D=KP;@(I)=D
505 TV=D;IF D=13 I=89
510 NEXT I;IF @(71)=71IF N>0 GOTO 900
520 IF @(71)=68IF @(72)=82GOTO 930
530 IF @(71)=@(60)IF @(63)=@(74)IF @(66)=@(77)A=1;GOTO 282
540 IF @(91)<0IF A=14IF @(73)=76IF L=6 A=15
550 IF A=20IF L=6IF @(71)=70IF @(95)<0 A=30
560 IF A=35PRINT " SNILLOC";GOTO 280
570 GOTO 140
601 GOTO 608
602 PRINT "IN HOUSE";PRINT "DROP TRES HERE(LIVING RM)";RETURN
603 PRINT "KITCHEN";RETURN
604 PRINT "BEDROOM";RETURN
605 PRINT "GARAGE";RETURN
606 .
607 PRINT "GARDEN";RETURN
608 .
609 PRINT "BALLY'S ALLEY";RETURN
610 .
611 .
612 .
613 PRINT "ON LONG ROAD";RETURN
614 PRINT " WELL WITH";PRINT " LOCKED COVER";RETURN
630 PRINT " NO WAY UP! NEED MAGIC WORD";RETURN
645 &(21)=79;T=Ab3;FOR S=TT0 0STEP -1
650 MU=S;&(23)=S;&(19)=S;NEXT S;&(21)=0;GOTO 290
790 PRINT "KNIFE";RETURN
791 PRINT "KEYS";RETURN
792 PRINT "ROPE";RETURN
793 PRINT "LAMP";RETURN
794 PRINT "COINS";RETURN
795 PRINT "OIL";RETURN
796 PRINT "SILVER";RETURN
797 PRINT "GOLD";RETURN
798 PRINT "DIAMONDS";RETURN
799 PRINT "TREASURE CHEST";RETURN

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900 T=1;FOR I=67TO 70;IF @(I)=0IF A#2IF @(N)>0 @(I)=N;@(N)=-@(N);GOSUB 990
920 NEXT I;GOTO 140
930 INPUT " ITEM NUM",D;IF (D<67)+(D>70)GOTO 930
940 N=@(D);T=-1;IF (N<90)+(N>99)GOTO 500
950 @(N)=A;@(D)=0;IF A=2T=2
960 GOSUB 990;GOTO 140
990 B=B+Tb(N-89)b(N-89);I=70;RETURN
9000 NT=1;:PRINT ;LIST
9010 FOR Z=1TO 26;TV=Z+64
9020 PRINT #1,"=",%(20076+(Zb2));NEXT Z;FOR Z=0TO 99
9030 PRINT #1,"@(",Z,")=",@(Z);NEXT Z;PRINT "RUN

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Also Load:

A	1
B	0
C	0
D	13
E	0
F	0
G	0
H	0
I	0
J	0
K	1
L	1
M	1
N	90
O	0
P	0
Q	0
R	0
S	0
T	-1
U	0
V	0
W	0
X	0
Y	0
Z	26

$$p(0) = 0$$

1	100
2	5120
3	1000
4	1406
5	1603
6	1900
7	2302
8	144
9	4347
10	1047
11	603
12	872
13	270
14	1603 1603
15	1440
16	9830
17	370
18	7030
19	3004
20	10608
21	3604
22	5270
23	3810
24	3274
25	3814
26	5274
27	7014
28	6
29	8
30	8100
31	8320
32	8147
33	327
34	247
35	819
36	8474
37	302
38	107
39	620
40	50
41	0
42	
43	
44	
45	

46	
47	
48	
49	
50	
51	0
52	768
53	1024
54	1240
55	3840
56	5120
57	7168
58	7424
59	8704
60	83
61	78
62	73
63	76
64	76
65	79
66	67
67	0
68	
69	
70	
71	
72	
73	
74	
75	
76	
77	
78	
79	
80	
81	
82	
83	
84	
85	
86	
87	
88	
89	0
90	3
91	4
92	5
93	15
94	20
95	28
96	29
97	38
98	39
99	40

$$p(99) = 40$$

Bally's Alley (An Adventure Game)
By John Collins
1980

Availability

Bally's Alley was offered for sale on tape in the classified ads section of the ARCADIAN 2, no. 7 (May 19, 1980): 66.

Game Description

This game description is from an advertisement in the Summer 1982 issue of the Bally / Astro Professional Arcade Software and Hardware Sourcebook:

Bally's Alley - An adventure game; one player. Game can last for days or weeks; can save at any point for restart; can go in nine directions; find the ten treasures and return to house; can only carry four treasures at one time. Each move subtracts a point. A magic word-sound-color will be helpful.

Program Documentation by John Collins

This is the first in a series of adventure programs I hope to write. This program is a very complicated game. It may take days or even weeks to complete. However, it is designed to let you stop at any point in game- break the program- insert a new tape (be sure that it's a new tape so not to destroy the original tape)- type in GOTO 9000 -turn the recorder on to record and press GO. This will make a new tape-relisting of program and present values of the variables. To restart the game, just use the new tape.

When the game starts, you will see a menu. Enter one of the numbers 1, 2, 3, or 4 and press GO. If you enter 1, you will see a new menu for which directions you can go. If you had entered 2, you would be able to type in words which may have special meaning like- TAKE KEYS. If you had entered 3, it will identify which treasures you are carrying. You can carry a maximum of four treasures at one time. You get some points for picking up the treasure, but they will be subtracted if you do not drop the treasures in the right room. The fourth thing on the menu is the score. Each room you go into, each time, will cost you a point. However, the treasures are worth many points so do not be discouraged. When you see the menu for directions; you can go in one of nine directions (no southeast). Many times when you enter a location you cannot return in the opposite direction. Normally there are two directions forward and two directions backwards from a location. Some of the locations have the same name. A magic word - sound - color will be helpful.