Instructions for Haunted House (1 player)

To Load for Old Basic.... use : Input 10 to Load

This game uses nine seperate programs to play. The first program gives you the introduction and instructions, and sets certain variables necessary to play the game. Use: Input 10 to load it, then follow the instrictions when they appear on the screen. The screen will blank during loading, so you cannot read the listings. This is done on purpose, so you do not lose any of the fun, by reading what can happen to you. When the program is done loading, it will start running automatically. When it does, turn off the tape recorder, and follow instructions on the screen. DO NOT RESET the computer at any time, until the game is over. If you run into any problems, and have to restart, hit "GOTO 200", "then "GO". ("Run" will not work.)

The object of the game, is to go through the eight rooms in the house, to find a way out. The way out will change every game. In each room, there are six different items. One of the items in one of the rooms will lead you out. You may examine an item by pressing its number and "Go". You may receive a clue from time to time also. When you are done in a room, and wish to change rooms, hit "G" on item #, and tell the computer which room you want to go to. Then start your tape recorder, and press "Go". The next program will automatically load. (Note - if you wish to go to a room # that is lower than the room you are in, you must rewind the tape first. For this reason, we suggest playing the game at first, by going through the rooms in order, starting with number one, and finishing in eight. Mark down the number on your tape recorder counter, for each program. (We've provided a spot on this sheet.) Then you will be able to find each program as you need it. Have Fun!

Note: We do not assume responsibility for any of the conny jokes used in this program!

Introduction	000			
Room #1		Room	#5	
Room #2		Room	#6	
Room #3		Room	#7	
Room #4		Room	#8	

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8 PRINT ; PRINT "YOU ARE IN THE ",; RETURN

40 IF J+L=CCLEAR ; PRINT ; GOTO J+999

45 IF RND (N)=1CLEAR ; PRINT ; GOSUB J+8; GOTO 55

50 PRINT ; GOSUB J+14

55 FOR A=1TO 2500; NEXT A

200 M=(C+5)c6

250 NT=50; CLEAR ; CX=-35; CY=0; PRINT "HAUNTED HOUSE

R A=1TO 20; MU=RND (12)+32; NEXT A; NT=1

254 PRINT "

255 CLEAR ; PRINT "YOU HAVE JUST ENTERED THE HAUNTED HOUSE. TO WIN THE GAME, YOU MUST FIND A WAY TO GET OUT. (THE ".

COME ON IN!!!";FO

256 PRINT "DOOR HAS LOCKED BEHIND YOU.) YOU MAY ENTER ANY OF 8 ROOMS IN THE HOUSE! IN THE ROOMS

257 PRINT "YOU WILL HAVE THE CHANCE TO EXAMINE SIX DIFFERENT ITEMS. (PRESS A KEY)

258 K=KP; CLEAR ; PRINT "ONE OF THE ITEMS IN ONE OF THE ROOMS WILL LEAD YOU OUT. ALSO, AT TIMES YOU WILL

259 PRINT "RECIEVE CLUES, BUT AYOU_ HAVE TO FIGURE OUT WHAT THEY MEAN. (WE'RE NOT TELL-ING.)

260 PRINT ; CX=-42; PRINT "(PRESS A KEY)"; K=KP; CLEAR

281 PRINT ; PRINT "IF YOU WANT TO ENTER A NEWROOM, YOU MUST LOAD A NEW PROGRAM. (THERE IS A SEPER-

262 PRINT "ATE PROGRAM FOR EACH ROOM. WHEN THE COMPUTER ASKS YOUWHICH ITEM TO EX

263 PRINT "PRESS ZERØ, AND FØLLØW IN- STRUCTIØNS. (PRESS KEY)

264 K=KP;CLEAR ;PRINT "THE CORRECT PROGRAM WILL AUTOMATICALLY LOAD. aNOTE DO N

265 PRINT "SEE WRITTEN INSTRUCTIONS FOR MORE INFORMATION."; PRINT " PRESS ANY KEY TO START

266 K=KP; CLEAR ; GOTO 810

300 CLEAR ;GOSUB 8;GOSUB 7;PRINT "YOU SEE...";FOR A=1TO 6;PRINT #1,A,"-",;GOSUB A;NEXT A

310 PRINT "WHICH WOULD YOU LIKE TO "; INPUT "EXAMINE?" J; IF (J(0)+(J)6)CLEAR ; GOT 0 310

315 IF J=0CLEAR ; GOTO 810

320 CLEAR ; GOTO 40

810 INPUT "WHICH DOOR WOULD YOU LIKE TO ENTER?"B; CLEAR ; PRINT ; PRINT 'START TAP E AND PRESS "GO"

820 K=KP;: INPUT B; STOP

1100 FOR A=1TO 2000; NEXT A; PRINT ; PRINT "THANKS FOR PLAYING. GLAD YOU MADE IT 0

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BALLY BASIC

>SEPARATE

- 1 PRINT "BOWL OF GHOST TOASTIES"; RETURN
- 2 PRINT "GLASS OF CLEAR LIQUID"; RETURN
- 3 PRINT "STØVE"; RETURN
- 4 PRINT "REFRIGERATOR"; RETURN
- 5 PRINT "SLEEPING DØG"; RETURN
- 6 PRINT "PACKAGE"; RETURN
- 7 PRINT "KITCHEN"; RETURN
- 9 PRINT "THERE'S A MESSAGE IN THE BOWL.IT SAYS 'NO.#", #1, M; RETURN
- 10 PRINT "YOU SEE A CLOUDY NUMBER INTHE GLASS.NUMBER#",#1,M; RETURN
- 11 PRINT "IN THE STØVE IS A BIRTHDAYCAKE WITH ", #1, M, " CANDLES. "; RETURN
- 12 PRINT "YOU OPEN THE DOOR YOU SEE ",#1.M," PICKLES IN A JAR"; RETURN
- 13 PRINT "HE BARKS AT YOU ", #1, M, " TIMES"; RETURN
- 14 PRINT "THE LABEL SAYS-". #1.M. " ELM ST. "; RETURN
- 15 PRINT "YOU TASTE THEM & LIKE THEMSO YOU EAT THE WHOLE BOWL"; RETURN
- 16 PRINT "IT SMELLS BAD, SØ YØU PASS"; RETURN
- 17 PRINT "IT'S ØN.YØU TURN IT ØFF & A DEVIL YELLS FRØM INSIDE-'TURN IT BACK ØN!'M SLEEPING!":RETURN
- 18 PRINT "YOU OPEN IT.IT SMELLS LIKEROTTEN EGGS.YOU CLOSE IT. FAST!
 - 19 PRINT "HE WAKES UP,LØØKS AT YØU, AND DISAPPEARS";RETURN
 - 20 PRINT "YOU OPEN IT,A GHOST COMES OUT AND GIVES YOU A BIG FAT KISS"; RETURN
- 1000 PRINT "YOU SEE A PRIZE FROM THE BOX.IT'S A KEY.IT FITS THEFRONT DOOR.YOU'R E OUT!";GOTO 1100
- 1001 PRINT "YOU TRY TO TAKE A DRINK, SPILL THE GLASS, AND IT EATS A HOLE IN THE WALL.": GOTO 1100
- 1002 PRINT "A MUMMY COMES OUT OF IT, PICKS YOU UP, AND THROWS YOU OUTSIDE.YOU'RE OUT!":GOTO 1100
- 1003 PRINT "INSIDE IS A COKE.YOU DRINKIT,A VAMPIRE TELLS YOU TO TAKE THE BOTTLE BACK, AND LETS YOU OUT."; GOTO 1100
- 1004 PRINT "HE WAKES, AND LEADS YOU OUTA SECRET DOOR"; GOTO 1100
- 1005 PRINT "INSIDE IT IS A KEY.IT FITSTHE FRONT DOOR AND YOU'RE OUT!"; GOTO 1100

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1 PRINT "BOWL OF DOUGH": RETURN
       2 PRINT "KEYCHAIN"; RETURN
       3 PRINT "BIG MAC": RETURN
       4 PRINT "CUPBØARD": RETURN
       5 PRINT "POT OF STEW"; RETURN
       6 PRINT "GARBAGE CAN": RETURN
       7 PRINT "DINING ROOM"; RETURN
       9 PRINT "THERE IS ENOUGH FOR ", #1, M; PRINT "DØZEN CØØKIES"; RETURN
  10 PRINT "THERE ARE ".#1.M." KEYS ON IT.YOUTRY THEM ON THE FRONT DOORBUT THEY
    DØN' T FIT": RETURN
      11 PRINT "IT'S GOT ABOUT ", #1, M, " BITES OUTOF IT"; RETURN
      12 PRINT "IT HAS ",#1,M," DOORS"; RETURN
      13 PRINT "YOU DISH OUT ",#1,M," BOWLS AND EAT THEM ALL";NT=15;CY=0;CX=-24;PRI
    NT "BURRPP!":NT=1:RETURN
      14 PRINT "YOU OPEN IT AND SEE ",#1,M," BONES IN IT"; RETURN
     15 PRINT "IT IS SØ SLIMY, YØU SLICK YØUR HAIR DØWN WITH IT"; RETURN
      16 PRINT "THEY'RE SKELETØN KEYS! YØU TRY THEM ØN THE DØØR, BUT-NØ LUCK!";RE
TURN
       17 PRINT "THERE'S NO PICKLES ON IT. SO YOU DON'T EAT IT": RETURN
      18 PRINT "YOU OPEN A DOOR-A FLOCK OFBATS FLY OUT": FOR A=1TO 15:CX=RND (100)-50
     ;CY=RND (60)-40;PRINT "FLAP!";NEXT A;RETURN
      19 PRINT "YOU DON'T KNOW WHAT KIND OF MEAT IS IN IT, SO YOU PASS": RETURN
      20 PRINT "INSIDE IS THE MUMMY'S OLD BANDAGES!THEY DON'T SMELL TOO GOOD": RETURN
     1000 PRINT "THE DOUGH IS MONEY!YOU USEIT TO BUY YOUR WAY OUT FROM THE HEAD GH
     ØST"; GOTO 1100
     1001 PRINT "ONE OF THE KEYS FIT THE FRONT DOOR!YOU'RE OUT!";GOTO 1100
     1002 PRINT "YOU BITE INTO A PIECE OF PAPER.IT SHOWS A SECRET PASSAGE OUT": GOT
     0 1100
     1003 PRINT "YOU OPEN THE BOTTOM DOORS. THERE'S A TUNNEL!IT LEADS YOU OUT!"; GOTO 1
     100
     1004 PRINT "IT'S SO GOOD, YOU SIT DOWN AND FALL ASLEEP, WHEN YOU WAKE, YOU'RE OUT!
     ":GOTO 1100
     1005 PRINT "THE CAN IS FULL.DRACULA SAYS--TAKE IT OUT!IT'S TRASH DAY!
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1010 .

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1 PRINT "TØILET"; RETURN
      2 PRINT "LAUNDRY TICKET"; RETURN
      3 PRINT "DIRTY SHEETS"; RETURN
      4 PRINT "VANITY"; RETURN
      5 PRINT "BAR OF SOAP"; RETURN
      6 PRINT "CLØSED SHØWER CURTAIN"; RETURN
     7 PRINT "BATHROOM"; RETURN
     9 PRINT "YOU SEE ".#1,M," RED MARKS ON THEBACK"; RETURN
     10 PRINT "IT'S DATED JUNE ",#1,M; RETURN
     11 PRINT "THERE ARE ",#1,M," ØN THE PILE"; RETURN
     12 PRINT "YOU SEE ",#1,M," BOTTLES OF COL- OGNE"; RETURN
     13 PRINT "LOOKS LIKE IT'S BEEN USED ABOUT ",#1,M," TIMES"; RETURN
     14 PRINT "YOU OPEN IT. THERE ARE ", #1, M, " MICE RUNNING AROUND IN THEBOTTOM"; R
ETURN
15 PRINT "YOU SIT DOWN AND DO YOUR THING. MAYBE NOW YOU'LL BE ABLE TO CONCENTR
   ATE"; RETURN
     16 PRINT "IT'S FOR THE MUMMY'S DIRTYBANDAGES": RETURN
     17 PRINT "THEY BELONG TO THE GHOSTS.": RETURN
     18 PRINT "YOU LOOK IN THE MIRROR ANDSEE WOLFMAN STANDING NEXT TO YOU.HE'S SHAV
   ING! ": RETURN
     19 PRINT "YOU GO TO IT.AND IT MELTS INTO A BLOB"; RETURN
    20 PRINT "YOU OPEN IT AND SEE FRANK-ENSTIEN.HE YELLS AT YOU, AND SHUTS IT"; RE
   TURN
   1000 PRINT "YOU FLUSH IT, IT EXPLODES, & BLOWS A HOLE IN THE WALLYOU'RE FREE!"; GO
   TO 1100
   1001 PRINT "YOU TAKE A CLOSE LOOK, IT SAYS 'LOOK UP'. YOU SEE A HOLE IN THE CEIL
   ING!CLIMB ØUT!";GOTO 1100
   1002 PRINT "THEY RISE UP.THEY'RE GHOSTS! THEY FLY YOU OUT THE WINDOW & SET
   YOU DOWN"; GOTO 1100
   1003 PRINT "YOU LOOK IN THE MIRROR. A GHOST APPEARS & POINTS TO THE WINDOW.ITS 0
   PEN & YOU CLIMB OUT"; GOTO 1100
   1004 PRINT "YOU PICK IT UP. THERE'S A KEY UNDER IT. IT FITS THE FRONT DOOR!"; GOT
   0 1100
   1005 PRINT "YOU OPEN IT. VAMPIRA YELLS, DRACULA COMES IN AND KICKSYOU OUT!YOU'RE F
   REE!
   1010 .
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1 PRINT "BLACK BOOK"; RETURN
  2 PRINT "DESK"; RETURN
  3 PRINT "TRAP DOOR"; RETURN
  4 PRINT "WASTEBASKET": RETURN
  5 PRINT "BLACK CAT"; RETURN
  6 PRINT "LARGE JEWEL"; RETURN
  7 PRINT "LIBRARY"; RETURN
  9 PRINT "IT'S OPEN TO PAGE ", #1, M, ". THE PAGE SAYS...
"; RETURN
  10 PRINT "THERE ARE ".#1.M," DRAWERS IN IT"; RETURN
  11 PRINT "YOU HEAR ".#1.M." KNOCKS FROM UNDER IT"; RETURN
 12 PRINT "IT HAS THE NUMBER ", #1, M. " ON IT"; RETURN
  13 PRINT "HE HAS ", #1, M, " WHITE SPOTS ON HIS BELLY"; RETURN
 14 PRINT "IT WEIGHS ", #1, M, " KARATS"; RETURN
 15 PRINT "A WITCH FLIES IN, GRABS IT, KISSES YOU ON THE CHEEK, & DISAPPEARS"; RETU
RN
 16 PRINT "YOU OPEN A DRAWER, AND THE BLOB STICKS HIS TONGUE OUT(EVER SEE A BLOB
S' TØNGUE?YECCHH!":RETURN
17 PRINT "YOU OPEN IT, A GIANT FLY FLIES OUT. YOU GET THE GIANT FLYSWATTER
 & SWAT IT": RETURN
 18 PRINT "YOU SPILL IT, AND FIND 15 BROKEN COMBS. (THEY BELONG TO WOLFMAN)"; RET
URN
 19 PRINT "YOU STEP ON HIS TAIL & HE GIVES YOU A YELL & A DIRTYLOOK"; RETURN
20 PRINT "IT'S GLOWING RED!!":RETURN
1000 PRINT "YOU READ STRANGE LANGUAGESIN IT, PRONOUNCE TWO WORDS, & FIND YOURSELF
ØUTSIDE!":GOTO 1100
1001 PRINT "ON IT IS A PHONE. YOU CALL & ORDER A PIZZA. WHEN IT'S DELIVERED YOU SN
EAK OUT THE DOOR"; GOTO 1100
1002 PRINT "YOU OPEN IT-IT'S DARK. YOU TAKE 2 STEPS DOWN & SLIDE DOWN A CHUTE & L
AND ØUT- SIDE!":GOTO 1100
1003 PRINT 'IN IT IS AN OLD SAW & 264. YOU CUT IT IN HALF, PUT THEM TOGETHER. &
CRAWL OUT THE "WHOLE"'; GOTO 1100
1004 PRINT "HE LEADS YOU TO A SECRET DOOR. YOU OPEN IT AND YOU ARE OUT!"; GOTO 1
1005 PRINT "IT'S MAGIC!YOU GRAB IT & IT LIFTS YOU OUT THROUGH THE WINDOW!
1010 .
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- 1 PRINT "CANOPY BED"; RETURN
- 2 PRINT "DRESSER"; RETURN
- 3 PRINT "MAGAZINE"; RETURN
- 4 PRINT "BAN ROLL ON"; RETURN
- 5 PRINT "JEWELERY BOX "; RETURN
- 6 PRINT "CANDY WRAPPER"; RETURN
- 7 PRINT "MASTER BEDROOM"; RETURN
- 9 PRINT "IT HAS ", #1, M, " PILLOWS ON IT"; RETURN
- 10 PRINT "THERE ARE ", #1, M, " BOOKS ON TOP"; RETURN
- 11 PRINT "IT'S DATED ",#1,M,"-81"; RETURN
- 12 PRINT "THE PRICE ON IT IS \$1.0", #1, M; RETURN
- 13 PRINT "THERE ARE ",#1,M," RINGS IN IT"; RETURN
- 14 PRINT "IT SAYS=NET WT. ", #1, M, " OUNCES"; RETURN
- 15 PRINT "YOU SIT ON IT & ACCIDENT- ALLY SIT ON THE INVISIBLE MAN"; RETURN
- 16 PRINT "YOU OPEN THE TOP DRAWER & IT'S EMPTY. (GHOSTS DON'T WEAR SOCKS OR UN DERWEAR)"; RETURN
 - 17 PRINT "IT'S TITLED 'BOO-TER HOMESAND GARDENS' "; RETURN
- 18 PRINT "YOU TRY IT, BUT IT WORKS BACKWARDS. YOU DISAPPEAR & THE SMELL STAYS" :RETURN
 - 19 PRINT "IT'S EMPTY. (EVER SEE A GHØST WEAR JEWELERY?)"; RETURN
- 20 PRINT "YOU THROW IT IN THE FIRE- PLACE, IT VANISHES IN A PUFF OF SMOKE"; RETURN
- 1000 PRINT "YOU SIT DOWN, THE CANOPY FALLS ON YOU. YOU GET UP, &THE GHOSTS THINK YOU'RE"; GOTO 1010
- 1001 PRINT "YOU SEE AN OPENING BEHIND IT.YOU PUSH IT ASIDE & CRAWL THROUGH.IT LEADS YOU OUT"; GOTO 1100
- 1002 PRINT "THERE'S A NOTE STUCK IN ITIT SAYS 'LOOK BEHIND THE DRESSER'.YOU DO"
- 1003 PRINT "YOU SMELL SOMETHING FUNNY ON THE WALL, SO YOU ROLL ITON. IT EATS A HOL
- E IN IT.YOU'RE ØUT!";GOTO 1100 1004 PRINT "YØU PICK UP A RUBY,IT SHØØTS A RAY THRØUGH THE WALL AND MAKES A
- HOLE!"; GOTO 1100
 - 1005 PRINT "IT HAS A KEY WRAPPED IT ITIT FITS THE FRONT DOOR!";GOTO 1100 1010 PRINT "ONE OF THEM.THEY LET YOU OUT
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1 PRINT "BUNK BED"; RETURN
     2 PRINT "TV SET"; RETURN
     3 PRINT "DIRTY SØCKS"; RETURN
     4 PRINT "JACK-IN-THE-BOX"; RETURN
     5 PRINT "HOLE IN WALL"; RETURN
    6 PRINT "CLØSET": RETURN
     7 PRINT "BEDROOM"; RETURN
    9 PRINT "THERE ARE ", #1, M, " BLANKETS ON IT"; RETURN
    10 PRINT "IT'S ON CHANNEL ", #1, M; RETURN
    11 PRINT "THERE ARE ", #1, M, " PAIR THERE"; RETURN
    12 PRINT "HE POPS UP WITH ", #1, M. " KEYS IN HIS HAND. THEY DON'T FIT"; RETURN
    13 PRINT "YOU LOOK IN & HEAR ",#1,M," MOANS"; RETURN
    14 PRINT "INSIDE ARE ".#1,M," LØNG BLACK CAPES"; RETURN
    15 PRINT "IN THE TOP BUNK, A CREATUREIS SLEEPING. HE REMINDS YOUOF YOUR BROTHER
  IN LAW": RETURN
    16 PRINT "A BUNCH OF GOBLINS ARE WATCHING 'THE MUNSTERS' "; RETURN
    17 PRINT "THEY SMELL"; RETURN
   18 PRINT "HE POPS UP & STICKS HIS TONGUE OUT AT YOU"; RETURN
    19 PRINT "YOU TRY TO DIVE IN, BUT IT IS JUST PAINTED ON!"; RETURN
    20 PRINT "YOU OPEN IT & A SKELETON SAYS='KNOW A GOOD SKIN SPECIALIST?' ":RE
TURN
  1000 PRINT "UNDER THE MATTRESS IS A MAGIC KNIFE.YOU USE IT TO CUT YOUR WAY OUT
  THE WALL":GOTO 1100
  1001 PRINT "IT'S ON CHANNEL ONE. THE SCREEN GIVES YOU DIRECT- IONS TO A SECRET
   WAY ØUT": GOTO 1100
  1002 PRINT "INSIDE ONE IS A BAG OF POWDER.YOU OPEN IT AND...."; FOR A=1TO 999;
  NEXT A: GOTO 1010
  1003 PRINT "HE POPS UP WITH A KEY IN HIS MOUTH.IT FITS THE FRONT DOOR!":GOT
  0 1100
  1004 PRINT "IT LEADS YOU TO THE BED- ROOM, WHERE A GHOUL PICKS YOU UP & THROWS
  YØU ØUT!";GOTO 1100
  1005 PRINT "YOU OPEN THE DOOR & IT'S NOT A CLOSET, BUT A SECRET DOOR OUT!"; GOTO
  1100
  1010 CLEAR ; CY=0; CX=-18; PRINT "P00F!!": FOR A=1TO 999; NEXT A; PRINT ; PRINT "
  YØU'RE ØUT!!!
  XLIST 1002
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1 PRINT "PIANO"; RETURN
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- 2 PRINT "BALLY": RETURN
- 3 PRINT "CHEST"; RETURN
- 4 PRINT "STEREØ": RETURN
- 5 PRINT "C.B.SET"; RETURN
- 6 PRINT "BØX WITH SWITCH"; RETURN
- 7 PRINT "PARLOR"; RETURN
- 9 PRINT "YOU PLAY ", #1, M, " NOTES & DIS- COVER IT'S OUT OF TUNE"; RETURN
- 10 PRINT 'YOU TYPE"PRINT SZ", IT SAYS ', #1, M; RETURN
- 11 PRINT "THERE ARE ".#1.M." LOCKS ON IT"; RETURN
- 12 PRINT "YOU SEE ", #1, M, " RECORDS ON IT"; RETURN
- 13 PRINT "YOU GET ON CHANNEL ".#1.M." AND CALL FOR HELP. NO ANSWER

- ": RETURN
 - 14 PRINT "YOU TURN IT ON, IT BEEPS ", #1, M, " TIMES"; RETURN
 - 15 PRINT "IT'S PLAYING BY ITSELF.& IT'S NOT A PLAYER PIANO!":RETURN
 - 16 PRINT "FØUR GREEN MEN ARE PLAYING' SPACE INVADERS' ": RETURN
 - 17 PRINT "IN THE CHEST IS A PILE OF DUST WITH CLOTHES ON"; RETURN
 - 18 PRINT "IT", ; PRINT "' ", ; PRINT 'S PLAYING "MONSTER MASH"'; RETURN
 - 19 PRINT "YOU TURN IT ON & A VOICE SAYS-'10-4 GOOD BODY!!"; RETURN
 - 20 PRINT "YOU TURN IT ON.' THING' COMES OUT & TURNS IT OFF!"; RETURN
- 1000 PRINT "YOU PLAY 'TAKE ME TO ST. LOUIS'. & A GHOST APPEARS & DOES"; GOTO 110 0
- 1001 PRINT "YOU SEE A TAPE.LOAD IT.ANDIT PRINTS A WAY TO A SEC- RET EXIT"; GOTO 1 100
- 1002 PRINT "YOU OPEN IT & THERES A PASSAGEWAY TO THE FRONT YARD"; GOTO 1100
- 1003 PRINT "YOU PICK UP THE HEADPHONESTHE MUSIC PUTS YOU TO SLEEP, & WAKE UP
- ØUTSIDE": GOTO 1100
- 1004 PRINT "IT'S ON YOU PUT OUT A CALLFOR HELP & A MONSTER COMESBACK & TELLS YOU WHERE THEKEY IS": GOTO 1100
- 1005 PRINT "YOU FLIP IT & A HOLE BLOWSIN THE WALL 1010 .

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1 PRINT "OLD WORKBENCH"; RETURN
  2 PRINT "PILE OF COAL"; RETURN
  3 PRINT "FRUIT CELLAR"; RETURN
  4 PRINT "DARK CORNER": RETURN
  5 PRINT "SPIDER"; RETURN
  6 PRINT "SLEEPING GØRILLA"; RETURN
  7 PRINT "CELLAR"; RETURN
  9 PRINT "THERE ARE ", #1.M, " RUSTY TOOLS ONIT"; RETURN
 10 PRINT "THERE'S ABOUT ".#1.M."00 LBS IN THE PILE"; RETURN
 11 PRINT "INSIDE ARE ", #1, M, " JARS OF PICK-LES"; RETURN
 12 PRINT #1.M." MICE RUN ØUT ØF IT"; RETURN
 13 PRINT "HE SPINS A WEB ABOUT ", #1, M, " INCHES LONG"; RETURN
  14 PRINT "YOU TIPTOE UP.HE HAS ". #1.M." FINGERS MISSING"; RETURN
 15 PRINT "DRACULA HAS BEEN USING IT TO BUILD A NEW COFFIN"; RETURN
 16 PRINT "YOU LOOK AT IT. SOMETHING MOVES! IT'S A BLACK CAT ON THE OTHER SIDE. H
E GØES TO SLEEP"; RETURN
 17 PRINT "IT'S FULL.. JARS ØF PICKLEDPEØPLE!": RETURN
  18 PRINT "STRANGE NOISES ARE COMING OUT OF IT.OH! NO, IT'S YOURSTOMACH"; RETURN
 19 PRINT "HE LANDS ON YOUR NOSE. TICKLES IT, & MAKES YOU SNEEZE!"; RETURN
 20 PRINT "HE WAKES UP, LOOKS AT YOU, LAUGHS UNCONTROLLABLY, & ROLLS OVER. ZZZZ!
": RETURN
1000 PRINT "ON IT IS A NAIL.YOU USE ITTO PICK THE FRONT DOOR LOCK":GOTO 1100
1001 PRINT "UNDER THE COAL IS A TRAP DOOR. YOU OPEN IT AND IT LEADS YOU TO THE
FRØNT YARD"; GOTO 1100
1002 PRINT "INSIDE IS A JAR OF JELLY. YOU OPEN IT AND IT'S THE BLOB!HE EATS A H
ØLE IN THEWALL FOR YØU"; GOTO 1100
1003 PRINT "YOU GO OVER AND STEP IN A HOLE. YOU SLIDE DOWN A CHUTE THAT LEADS
ØUTSIDE":GOTO 1100
1004 PRINT "HE DROPS DOWN, GIVES YOU A BIG GRIN, & POINTS TO A SECRET STAIRWAY
ØUT"; GOTO 1100
1005 PRINT "YOU WAKE HIM UP.HE GIVES YOU A BIG HUG, (YOU REMIND HIM OF A RELATIV
E).AND
1010 PRINT "BREAKS DOWN THE FRONT DOORTO LET YOU OUT!
BALLY BASIC
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