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1 rem murder at high ranch - (6/20/91)
2 rem
3 rem by steve c. morrow
5 dim ob(15), f(15)
6 forh=1to15:ob(h)=0:f(h)=0:next
10 print chr$(147):poke53280,0:poke53281
,0:x=1:y=x:it=y:gosub2040:i$="rake"
12 e$="grassy field":g$="e":h$="nothing"
:vi$="none":se$="nothing":d=646:ob(0)=1
13 ob$(0)="handcuffs":ob$(1)="rake":ob$(
2)="knife":ob$(3)="shoe":ob$(4)="axe"
14 ob$(5)="revolver"
15 vb$=",get,loo,use,mov,arr,inv,qui,rea
,cli,dro,ent"
16 n$="fiegrabarrakladdoofenshoknimuddit
haywinaxetundearevcrahanman"
18 i$(1)="rake":i$(2)="knife":i$(3)="non
e":i$(4)="none":i$(5)="none"
19 i$(6)="none":i$(7)="none"
20 print chr$(147):poke646,14:print "r y
ou're at:R^          ";e$
30 print "r you can go:R\          ";g$
40 print "r you can see:R.          ";h$
50 print "r visible items:Re          ";vi$
52 print:poke646,4:inputwh$:ifwh$=""then
20
53 forh=1tolen(g$):ifmid$(g$,h,1)=wh$ th
en 62
54 ifwh$="e"andmid$(g$,h,1)<>wh$then60
55 ifwh$="w"andmid$(g$,h,1)<>wh$then60
56 ifwh$="s"andmid$(g$,h,1)<>wh$then60
57 ifwh$="n"andmid$(g$,h,1)<>wh$orwh$="d
"andmid$(g$,h,1)<>wh$then60
58 if wh$="inv" then 2080
59 goto500
60 next h:print :print "_you can't do th
at!":gosub2010:goto2000
62 if wh$=chr$(69) then x=x+1:if x>6 the
n x=6
63 if wh$=chr$(87) then x=x-1:if x<1 the
n x=1
64 if wh$=chr$(78) then y=y-1:if y<1 the
n y=1
65 if wh$=chr$(83) or wh$=chr$(68) then
y=y+1:if y>6 then y=6
66 ifwh$="e"orwh$="w"orwh$="n"orwh$="s"o
rwh$="d"then69

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68 gosub 500
69 if y<1 then74
70 on x andy=1 goto 90,100,110,120,130,1
40
72 on y andx=2 goto 100,150,160
73 on y andx=3 goto 110,170
74 ify<1andx=4then180
75 ify<1andx=3then190
76 ify<1andx=5then200
80 goto2000
90 e$="grassy field":g$="e":h$="nothing"
:vi$="none":goto2000
100 e$="front of barn":g$="e,w,s":h$="no
thing":vi$="none":goto2000
110 e$="inside barn":g$="e,w,s":h$="noth
ing":vi$=i$(1):goto2000
120 e$="near haystack":g$="e,w":h$="ladd
er"+b$:vi$="none":goto2000
130 e$="back door of barn":g$="e,w":h$="
nothing":vi$="none":goto2000
140 e$="wide field":g$="w":h$="nothing":
vi$="none":goto2000
150 e$="near a fence":g$="n":h$="nothing
":vi$=i$(3):goto2000
160 e$="in a ditch":g$="?":h$="mud,tunne
l":vi$="none":goto2000
170 e$="back of barn":g$="n":h$="crate":
vi$=i$(2):goto2000
180 e$="attic of barn":g$="e,w,d":h$=se$
+b$(1):vi$="none":goto2000
190 e$="attic of barn":g$="e":h$="window
":vi$=i$(6):goto2000
200 e$="attic of barn":g$="w":h$="hay"+b
$(2):vi$=i$(5):goto2000
500 rem
510 f=0:for a=1 to len(vb$)
530 if left$(wh$,3)=mid$(vb$,a,3) then545
540 next a:goto899
545 f=(0):gosub700
550 if (a=2) then900:rem get
552 if (a=6) then730:rem look
555 if (a=10) then1240:rem use
560 if (a=14) then1150:rem move
570 if (a=18) then1250:rem arrest
580 if (a=22) then2080:rem inv
590 if (a=30) then1196:rem read
600 if (a=34) then1100:rem climb

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610 if (a=38) then2001:rem drop
620 if (a=42) then1180:rem enter
700 for b=1 to len(wh$)
710 if mid$(wh$,b,1)=" " then b=b+1:goto
  722
715 next b
720 if wh$<>chr$(32) then print :print "
r_you can't do that!":gosub2010:goto2000
722 for c=1 to len(n$)
723 if mid$(n$,c,3)=mid$(wh$,b,3) then725
724 next c
725 return
730 ifx=1andy=1anda=6andc=1thenpoked,9:g
osub5000:goto2000
740 ifx=2andy=1anda=6 and c=7 then poked
,9:gosub5010:goto2000
750 ifx=4andy=1anda=6 and c=13 then poke
d,9:gosub5020:goto2000
760 ifx=5andy=1anda=6 and c=16 thenpoked
,9:gosub5030:goto2000
770 ifx=2andy=2anda=6 and c=19 then poke
d,9:gosub5040:goto2000
780 ifx=4andy=1anda=6 and c=28 and f(4)
thenpoked,9:gosub5050:goto2000
790 ifx=4andy<1anda=6andc=34thengosub510
0:goto2000
800 ifx=5andy<1anda=6andc=34thengosub510
0:goto2000
810 ifx=3andy<1anda=6andc=37andf(6)<1the
npoked,9:gosub5110:goto2000
820 ifx=4andy<1anda=6 and c=46 thenpoked
,9:gosub5160:goto2000
830 ifx=5andy<1anda=6andc=49orob(5) anda=
6andc=49thenpoked,9:gosub5170:goto2000
840 ifx=3andy<1anda=6andc=40orob(4) anda=
6andc=40thenpoked,9:gosub5180:goto2000
850 ifx=3andy=1anda=6andc=10orob(1) anda=
6andc=10thenpoked,9:gosub5190:goto2000
860 ifx=3andy=2anda=6andc=25orob(2) anda=
6andc=25thenpoked,9:gosub5200:goto2000
870 ifx=3andy=2anda=6 and c=52 thenpoked
,9:gosub5210:goto2000
880 ifx=4andy=1anda=6 and c=34 thenpoked
,9:gosub5220:goto2000
890 ifx=4andy=1anda=6 and c=58 and f(2)
thenpoked,9:gosub5230:goto2000
899 ifa=6thenpoked,3:print :print "i don

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't see that here!":gosub2010:goto2000
900 ifx=3andy=1anda=2 and c=10 thenpoked
,9:gosub6000:goto2000
910 ifx=3andy=2anda=2 and c=25 thenpoked
,9:gosub6010:goto2000
920 ifx=2andy=2anda=2 and c=22 and f(7)<
1 thenpoked,9:gosub6020:goto2000
930 ifx=3andy<1anda=2 and c=40 thenpoked
,9:gosub6030:goto2000
940 ifx=5andy<1anda=2 and c=49 thenpoked
,9:gosub6040:goto2000
998 ifa=2thenpoked,3:print :print "you c
an't get that!":gosub2010:goto2000
1100 ifx=4andy=1anda=34andc=13thenpoked,
9:gosub5060:goto2000
1150 ifx=4andy=1anda=14andc=34thenpoked,
9:gosub5070:goto2000
1160 ifx=4andy<1anda=14andc=34thenpoked,
9:gosub5080:goto2000
1170 ifx=5andy<1anda=14andc=34andf(5)<1t
henpoked,9:gosub5090:goto2000
1180 ifx=4andy=1anda=42andc=43andf(3)the
npoked,9:gosub5120:goto2000
1190 ifx=4andy=1anda=42andc=31andf(4)the
npoked,9:gosub5130:goto2000
1195 ifx=4andy=1anda=34andc=31thenpoked,
9:gosub5140:goto2000
1196 ifx=5andy=1anda=30andc=16thenpoked,
9:gosub5150:goto2000
1200 ifa=14thenprint:print"rUyou can't m
ove that!":gosub2010:goto2000
1210 ifa=34thenprint:print"rWyou can't c
limb that!":gosub2010:goto2000
1220 ifa=42thenprint:print"rWyou can't g
o in there!":gosub2010:goto2000
1230 ifa=30thenprint:print"rAyou can't r
ead that!":gosub2010:goto2000
1240 ifx=4andy=1anda=10 and c=55 andf(2)
then6100
1250 ifx=4andy=1anda=18 and c=58 andf(2)
then6100
1260 ifa=10thenprint:print"r.you can't u
se that!":gosub2010:goto2000
2000 print chr$(147):wh$="":goto20
2001 forh=0to5:o$=mid$(wh$,b,3):ifob(h)<
>1then2004
2002 ifleft$(ob$(h),3)=o$thenprint:print

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"you'll never see it again!":goto2007
2004 next:ifit>0andc<>0thenprint:print"r
^drop what?":gosub2010:goto2000
2006 goto2000
2007 it=it-1:ifit<1thenit=0
2008 ob(h)=0:gosub2010:goto2000
2010 rem
2020 for h=1 to 2010:next
2030 h=(0):return
2040 forh=1to7:print:next:print tab(8)".
murder _at r.high ranchR"
2050 print:print tab(11)"\by .steve morr
ow"
2060 print:print:print:print tab(9)"eany
key to start..."
2070 wait197,64,64:print chr$(147):retur
n
2080 print :print "Ayou're holding:":pok
e 646,6:print:p=1
2085 if it<1 then print:print "nothing":
gosub 2010:goto2000
2090 forh=0to5:ifob(h)=1 then printob$(h
):next
2100 next h:gosub2010
2110 rem
2120 goto2000
5000 print:print "it's really large.":go
sub 2010:return
5010 print:print "it's red and has huge
doors on it.":gosub 2010:return
5020 print:print"it descends upward.":go
sub2010:return
5030 print:print"there's a message writt
en in blood.":gosub2010:return
5040 print:print"there's a shoe by the b
ase."
5042 vi$="shoe":i$(3)="shoe":gosub2010:r
eturn
5050 print:print"you see a pile of wet m
ud.":gosub2010:return
5060 print:print"ok.":y=y-1:e$="attic of
barn":g$="e,w,d":vi$=i$(4)
5062 se$="hay":h$=se$:gosub 2010:return
5070 print:print"you found something.":g
osub2010:b$=",tunnel":h$="ladder"+b$
5072 f(3)=1:return
5080 print:print"you found something.":g

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osub2010:b$(1)=",dead person"
5082 h$="hay"+b$(1):return
5090 print:print"you found something.":g
osub2010:b$(2)=",revolver":f(5)=1
5092 h$="hay"+b$(2):return
5100 poked,9:print:print"you see a pile
of hay.":gosub2010:return
5110 print:print"you found something.":g
osub2010:i$(6)="axe":f(6)=1
5112 vi$=i$(6):return
5120 print:print "ok.":gosub 2010:f(1)=f
(1)+1:if f(1)>2 then f(1)=1
5122 if f(1)=1 then e$="in a ditch":g$="
?":h$="mud,tunnel":vi$="none":f(4)=1
5123 if f(1)=1 then return
5125 if f(1)=2 then e$="near haystack":g
$="e,w":h$="ladder,tunnel":vi$="none"
5128 f(4)=0:return
5130 print:print"ok.":gosub2010:f(2)=1
5132 e$="deep in a ditch":g$="?":h$="evi
l man":vi$="none":return
5140 print:print"ok.":gosub2010:f(2)=0
5142 e$="in a ditch":g$="?":h$="mud,tunn
el":vi$="none":return
5150 print:print"it says, 'death be to h
e who finds me.'":gosub2010:return
5160 print:print"there's only one shoe o
n the body.":f(8)=1:gosub2010:return
5170 print:print"it looks like its been
used.":f(10)=1:gosub2010:return
5180 print:print"it looks like an ordina
ry axe.":gosub2010:return
5190 print:print"there appears to be mud
on it.":f(9)=1:gosub2010:return
5200 print:print"it's very sharp.":gosub
2010:return
5210 print:print"you see a dusty crate."
:gosub2010:return
5220 print:print"it's just a haystack.":
gosub2010:return
5230 print:print"he looks like a very si
nister man.":gosub2010:return
6000 print:print "ok.":ob(1)=1:it=it+1:i
$(1)="none":vi$="none":gosub2010:return
6010 print:print "ok.":ob(2)=1:it=it+1:i
$(2)="none":vi$="none":gosub2010:return
6020 print:print "ok.":ob(3)=1:it=it+1:i

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$ (3) = "none":vi$ = "none":f (7) = 1
6022 gosub2010:return
6030 print:print "ok.":ob (4) = 1:it = it + 1:i
$ (6) = "none":vi$ = "none":gosub2010:return
6040 print:print "ok.":ob (5) = 1:it = it + 1:i
$ (8) = "none":vi$ = "none":b$ (2) = ""
6042 h$ = "hay"+b$ (2):gosub2010:return
6100 if ob (1) and ob (3) and ob (5) and f (6) and f (
8) and f (9) and f (10) then f (11) = 1
6105 if not (f (11)) then print:print "\you
don't have it solved yet!"
6106 if f (11) < 1 then gosub2010:goto2000
6110 if f (11) then print chr$ (147):poke
53280,6:poke53281,1
6120 if f (11) then print:print "the crim
inal was placed in jail and this"
6130 if f (11) then print "game is over fo
r now.":clr:end
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