

Mystery At Marple Manor

John R. Prager

You've been summoned to Marple Manor on a dark and stormy night to investigate the unexpected demise of one of the dinner guests. Clues are everywhere, but can you discover who did it, to whom, how, and where? A mystery text-adventure for one to six players. Versions for the VIC and 64.

Searching through the study, you find a duelling pistol hidden under a cushion. Later, you discover the cook cowering in a closet. Upon unlocking the greenhouse door, you are aghast to find the body of the Duchess concealed among the potted ferns.

Your job is to find out "whodunit," and how, before the other detectives crack the case. They are a shifty lot, who might hide vital clues or steal pieces of evidence you are carrying, just to throw you off the track. There are over 15,000 possible solutions, but only one correct answer, chosen anew each time the program is run. It's a race against your fellow sleuths to find that unique answer.

"Mystery At Marple Manor" may be a departure from the computer games you're used to playing. Patient strategy, rather than quick reflexes, is of paramount importance to the successful detective. In many ways, the game resembles computer text-adventure games as well as familiar board games of logic and deduction.

For Sleuths Only

In order to solve the case, you must correctly identify the murderer, the victim, the weapon

used, and the room where the heinous deed was done. Before you arrived, the manor held ten people and twelve possible weapons; however, the murderer has fled to parts unknown with the weapon he or she used, leaving behind the body of the victim, eight living suspects, and only eleven weapons.

As you travel through the mansion, use paper and pencil to keep a careful record of all suspects and weapons you see. When you've located all the objects that remain in the house, use the process of elimination to identify the murderer and weapon used. The victim's body is also in one of the rooms; once you find it, you can record the victim's identity and the scene of the crime.

It sounds simple, but there are complications. At the outset, many of the suspects and weapons will be hidden in the various nooks and crannies of the manor. Players may have to search each room thoroughly, possibly several times, before all the concealed items are discovered. The detectives can even pick up and move items from room to room in the course of play. Suspects and the body of the victim cannot be moved, but, in the 64 version (Program 1), they can be hidden by detectives in the same room.

Marple Manor is a house of 14 rooms. To better assist you while maneuvering through the manor, refer to the floorplan with this article. Up to six people can play, and all players begin the game in the entry foyer at the southern end of the house. They alternate turns until either one player correctly solves the mystery, or until all players have made incorrect guesses and, consequently, have been eliminated from the game.

from the keyboard—numerals, letters, spaces, special symbols, or even function keys. Be sure to choose a code that you can recall easily, and bear in mind that the computer will recognize shifted keys and unshifted keys as different entries. On later turns, you must enter your secret code before going on. This prevents other players from illegally using your turn to gather information for themselves.

In the 64 version, the game begins with a title screen and a thunderclap. This gives contestants time to assign player numbers, organize teams (if desired), and ready their notepads. Type a number from 1 to 6 to enter the number of players, and the game begins.

At this point, all players except the first should position themselves so they can't see the screen. After all, each player will be acquiring information in the course of the game that he or she wishes to keep secret from the others for as long as possible. To help preserve secrecy, you will be asked to enter a secret code on your first turn. This password can be any two characters

After you type in your code, the computer reminds you of your current location and asks if you wish to move. If you answer yes, the computer lists all possible exits available to you. Type in the appropriate compass direction to move to a new room: N, S, E, or W. If you type in a direction that does not have a matching door—for example, if you try to move south from the foyer—your move will be blocked.

Your move may also be blocked if you attempt to move through a locked door. Eleven doors in Marple Manor can be fastened shut, and, at the start of the game, most of these doors

The floor plan shows a house with the following rooms and features:

- Legend:**
 - Lockable Door (square with a small black square inside)
 - Door (empty square)
- Rooms and Features:**
 - Garden:** Located at the top left, adjacent to the Pool and Garage.
 - Greenhouse:** Located at the top right, adjacent to the Kitchen and Hall.
 - Pool:** Located on the left side, adjacent to the Garden and Garage.
 - Garage:** Located at the bottom left, adjacent to the Pool and Corridor.
 - Pantry:** Located in the upper middle, adjacent to the Kitchen and Corridor.
 - Kitchen:** Located in the upper middle, adjacent to the Pantry and Dining Room.
 - Dining Room:** Located in the center, adjacent to the Kitchen and Foyer.
 - Foyer:** Located in the lower middle, adjacent to the Dining Room and Hall.
 - Hall:** Located on the right side, adjacent to the Dining Room, Foyer, and Bedroom.
 - Bedroom:** Located on the right side, adjacent to the Hall and Bathroom.
 - Bathroom:** Located at the bottom right, adjacent to the Bedroom.
 - Study:** Located at the bottom right, adjacent to the Hall and Bathroom.
 - Corridor:** Located in the center, adjacent to the Pool, Garage, Pantry, and Foyer.
 - Closet:** Located at the top right, adjacent to the Bedroom.
- Orientation:** A compass rose indicates North (N) is up, South (S) is down, East (E) is right, and West (W) is left.

are locked. (See the floorplan diagram.) To move through a locked door, you must possess a key which matches the lock; for example, the bedroom key will open any door that adjoins the bedroom. All of these keys are initially placed in the pantry. One special key, the skeleton key, can open any locked door but is powerless to lock doors; its starting location will vary from game to game.

Whether or not you move to a new room, the computer describes your surroundings. It tells you the room you are in; notes what item you carry, if any; lists all suspects, weapons, and keys in view; and names all the other players in the room.

Searching For Clues

Following the description, you are presented with a list of choices. Select from these options by pressing the appropriate key. One option is to take no action; this allows you to end your turn and readies the computer for the next player.

Searching is the most popular option. At the start of play, many suspects and items are hidden in various rooms. Additionally, players may use the *Hide* option to stow away even more clues. Searching is the only way to find these hidden objects. Each time a player searches in a given room, there is a 50% chance of finding each item hidden in that area. For this reason, a room may be searched several times before all the objects it contains are revealed. A searching player does not automatically take any item he finds.

The *Hide* option is the logical counterpart to the *Search*. You may choose to hide any one object in the room you occupy. This object may be a weapon, a suspect, a key, or the corpse. You may even hide the object you carry, if any. But you can't hide yourself or another player. Hiding items makes it more difficult for your opponents to locate the clues they need in order to win. Don't forget, of course, to record each clue in your notes before you hide it. Hidden objects may be discovered subsequently by any player searching in the room.

The *Take* option allows you to pick up a weapon or key in the room you occupy. You may only carry one item at any time. If you choose the *Take* option while holding an object, you automatically drop the article currently held in favor of the new one. Alternatively, the *Drop* option allows you to discard an item without taking another. The usefulness of the *Take* option cannot be overstated: Carrying keys allows you to pass through locked doors, while weapons in your possession cannot be discovered by players who search. However, the *Pilfer* option allows a player to steal from another player in the same

room. The pilfering player drops any item carried, and receives the object the other player had held.

When you are certain you have the solution to the case, select the *Accuse* option. You will be asked to identify the murderer, the victim, the weapon, and the scene of the crime from lists of the possibilities. An incorrect guess eliminates you from further play. Give the correct solution, though, and you win the game.

VIC Version Notes

Gameplay for the VIC-20 version (Program 2) varies somewhat from the preceding description. Sound effects have been deleted from the game, and the introductory title and prompts throughout the game have been streamlined. Secret codes are not used. There are no keys or lockable doors; investigators may pass freely from one room to another in the manor. Finally, the *Hide* option has been removed, and the effectiveness of searching is increased to 60%. Even with these extensive modifications, less than 100 bytes of free memory remain when the program is running, so be sure not to add any spaces as you type in the program.

The net effect of these changes is to increase player interaction. It still retains the flavor and excitement of the larger version. Since players cannot hide objects in this version, and since there is no need to carry keys, players use the *Take* option to acquire weapons. Consequently, pilfering is more frequent in this version of the game, and more often useful to the player choosing that option.

If you wish to avoid typing in the entire listing, I'll make a copy of either version for you. Send \$3 and a blank disk, (sorry, no tapes) in a stamped, self-addressed disk mailer to:

John R. Prager
417 S. Johnson
Bay City, MI 48706

Be sure to specify whether you want the 64 or VIC version.

See program listings on page 154. 

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116 DATA7,14,15,18,00,00,00,00,00
      :rem 143
118 PRINTX$"{RVS}C{OFF}ONTINUE OR {RVS}R
{OFF}ERUN." :rem 239
120 GETZ$:IFZ$="R"THENRUN :rem 47
122 IFZ$<>"C"THEN120 :rem 101
124 GOSUB12 :rem 122
126 PRINTX$;:INPUT"{DOWN}NEW FILENAME";NF
$ :rem 154
128 IFV=1THENBL=2408:LL=2417:DT=5200
      :rem 105
130 IFV=2THENBL=2411:LL=2425:DT=5275
      :rem 104
132 IFV=3THENBL=4979:LL=5031:DT=7750
      :rem 124
134 POKEBL,BC:POKELL,LC:FORI=0TO15:POKEDT
+I,V(I):NEXTI :rem 245
136 IFDN=1THENPRINTX$"{DOWN}{RVS}PRESS ST
OP ON TAPE{OFF}" :rem 116
138 PRINTX$"{DOWN}INSERT DESTINATION
{2 SPACES}" :rem 145
140 PRINTX$D$ " TO HOLD" :rem 20
142 PRINTX$"MODIFIED SPEEDSCRIPT":rem 107
144 PRINTX$"AND PRESS {RVS}RETURN{OFF}."
      :rem 248
146 GETZ$:IFZ$<>CHR$(13)ANDZ$<>CHR$(14)T
HEN146 :rem 237
148 IFX=0ANDV$="V2"THENV=4 :rem 61
150 ONVGOSUB152,154,156,158:GOTO160:rem 3
152 HS=8:LE=162:HE=27:RETURN :rem 208
154 HS=8:LE=0:HE=40:RETURN :rem 100
156 HS=18:LE=108:HE=37:RETURN :rem 6
158 HS=18:LE=8:HE=38:RETURN :rem 168
160 PRINT"{CLR}PO43,1:PO44,"HS" :rem 136
162 PRINT"{2 DOWN}PO45,"LE":PO46,"HE"
      :rem 179
164 PRINT"{2 DOWN}SAVE"CHR$(34)NF$CHR$(34
)"", "DN" :rem 233
166 DATA19,13,13,13,33,131 :rem 36
168 POKE198,6:FORI=631TO636:READN:POKEI,N
:NEXT :rem 158

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(Article on page 104.)

BEFORE TYPING...

Before typing in programs, please refer to "How To Type COMPUTE!'s Gazette Programs," "A Beginner's Guide To Typing In Programs," and "The Automatic Proofreader" that appear before the Program Listings.

Program 1: 64 Version

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9 POKE53280,1:POKE53281,0:S=54272:FORJ=0T
O24:POKES+J,0:NEXT:POKES+24,15 :rem 35
12 PRINT"{CLR}{6 DOWN}"TAB(7)"[8]{RVS}[*]
{4 RIGHT}" :rem 121
13 PRINTTAB(7)"{RVS} [*]{2 RIGHT}" :PRI
NTTAB(7)"{RVS}{2 SPACES}[*]" :rem 238
15 PRINTTAB(7)"{RVS} B{2 SPACES}B ":PRIN
TAB(7)"{RVS} B{2 SPACES}B ":PRINT
{3 UP}"TAB(21)CHR$(142); :rem 153
24 GOSUB1713:PRINT"AT" :rem 82
27 PRINT"{DOWN}"TAB(12)"[5]{RVS}[*]

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{4 RIGHT}" :PRINTTAB(12)"{RVS} [*]
{2 RIGHT}" :rem 42
28 PRINTTAB(12)"{RVS}{2 SPACES}[*]" :rem 102
{2 SPACES}{OFF} ARPLE"
30 PRINTTAB(12)"{RVS} B{2 SPACES}B ":PRIN
TTAB(12)"{RVS} B{2 SPACES}B " :rem 129
33 PRINT"[UP]"TAB(17)"[4]{RVS}[*]
{4 RIGHT}" :PRINTTAB(17)"{RVS} [*]
{2 RIGHT}" :PRINTTAB(17)"{RVS}
{2 SPACES}[*]" :rem 167
36 PRINTTAB(17)"{RVS} B{2 SPACES}B ":PRIN
TTAB(17)"{RVS} B{2 SPACES}B " :rem 145
39 GOSUB1713 :rem 184
42 FORJ=1TO1000:NEXT :rem 226
45 POKES+5,15:POKES+6,0:POKES+4,129
      :rem 57
50 J=1:FORI=1TO15:POKE53281,J:POKE53280,1
-J :rem 31
51 POKES+1,INT(RND(1)*60)+5 :rem 2
53 J=1-J:FORP=1TO30:NEXT:NEXT :rem 110
56 POKES+4,0 :rem 168
100 DEFFNR(X)=INT(RND(1)*X)+1:J=RND(-TI)
      :rem 108
103 DIMP(50),S$(22),R$(14),C$(6),V$(3),V
(3),D$(10,2) :rem 56
112 FORJ=1TO10:P$(J)=FNR(11)+3:NEXT
      :rem 46
115 FORJ=11TO22:P$(J)=FNR(13)+1:NEXT
      :rem 101
118 FORJ=24TO31:P$(J)=4:NEXT :rem 169
121 P$(23)=FNR(8)+6 :rem 204
124 J=FNR(10):P$(35)=J:P$(34)=P$(J):P$(J)
=0 :rem 16
127 J=FNR(10):IFP$(J)=0THEN127 :rem 200
130 P$(32)=J:P$(J)=0:J=FNR(12):P$(33)=J:P
$(J+10)=0 :rem 136
133 FORJ=1TO22:IFRND(1)<=.75THENP$(J)=-P$
(J) :rem 56
136 READS$(J):NEXT :rem 65
139 FORJ=1TO14:READR$(J):NEXT :rem 36
142 FORJ=0TO10:READD$(J,1),D$(J,2):IFRND(
1)<.9THEND$(J,0)=-1 :rem 122
143 NEXT :rem 215
145 FORJ=0TO3:READV$(J):NEXT :rem 242
148 P=2049:I=0:FORJ=4000TO7000STEP1000
      :rem 188
151 IFJ=PEEK(P+2)+PEEK(P+3)*256THEND(I)=
P:I=I+1:GOTO157 :rem 54
154 P=PEEK(P)+PEEK(P+1)*256:GOTO151
      :rem 11
157 NEXT :rem 220
172 PRINT"{HOME}{21 DOWN}{BLK}{6 SPACES}H
OW MANY PLAYERS (1-6) ?" :rem 218
175 GETA$:IFA$<"1"ORA$>"6"THEN175 :rem 75
178 I=VAL(A$):P$(49)=I :rem 178
181 FORJ=1TOI:P$(35+J)=1:NEXT :rem 233
190 PRINT"{CLR}{2 DOWN}[4]ALL PLAYERS EXC
EPT PLAYER #1 MUST LEAVE"CHR$(14)
      :rem 7
192 PRINT"THE ROOM AT THIS POINT.":PRINT
{DOWN}{3 SPACES}PLAYER # 1: PRESS
{RVS} RETURN {OFF}" :rem 152
193 PRINT"[7 SPACES]TO BEGIN THE GAME!"
      :rem 146
194 GETA$:IFA$<>CHR$(13)THEN194 :rem 14
196 POKE53280,12:POKE53281,15:Q=1 :rem 87
200 PRINT"{CLR}{2 DOWN}{BLK}PLAYER #"Q"--
-----[4]{DOWN}" :rem 120
203 IFC$(Q)<>" "THEN212 :rem 175

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206 PRINT"PRESS ANY TWO KEYS TO ESTABLISH
    YOUR" :rem 37
207 PRINT"SECRET CODE. WITH THIS CODE, NO
    OTHER" :rem 211
209 PRINT"PLAYER CAN STEAL YOUR TURN!":PR
    INT"{DOWN}ENTER YOUR CODE NOW!" :rem 214
210 GOSUB1700:C$(Q)=A$:GOTO218 :rem 206
212 PRINT"{DOWN}ENTER YOUR SECRET CODE!":
    GOSUB1700 :rem 72
215 IFC$(Q)<>A$THENI=0:GOSUB1710:GOTO200
    :rem 124
218 PRINT"{CLR}{2 DOWN}{BLK}PLAYER #"Q"--
    -----[4]{DOWN}" :rem 129
221 R=P$(35+Q):PRINT"YOU ARE IN THE "R$(R
    )" :rem 49
224 PRINT"DO YOU WISH TO LEAVE THIS ROOM
    {SPACE}[Y/N] ?" :rem 6
227 GETA$:IFA$="N"THENPRINT"NO":GOTO330
    :rem 3
230 IFA$<>"Y"THEN227 :rem 106
233 I=1:J=R:GOSUB1730:FORJ=0TO3:READV(J):
    NEXT :rem 85
236 PRINT"YES":PRINT"{DOWN}DOORS FROM THI
    S ROOM ARE FOUND TO THE:" :rem 187
239 FORJ=0TO3:IFV(J)<>0THENPRINTTAB(4);V$(
    J) :rem 222
242 NEXT:PRINT"{DOWN}TYPE {RVS}{BLK} N
    {OFF} , {RVS} S {OFF} , {RVS} E {OFF}
    ,[4]OR {RVS}{BLK} W {OFF}[4] TO MOVE
    I":I=3 :rem 227
245 GETA$:IFA$=""THEN245 :rem 89
248 A=ASC(A$)OR128:I=0:IFA<197ORA>215THEN
    245 :rem 62
251 IFA=ASC(V$(I))THEN260 :rem 168
254 I=I+1:IFI<4THEN251 :rem 15
257 GOTO245 :rem 114
260 PRINT"GO "V$(I) :rem 147
261 IF V(I)<1THENPRINT"NO DOOR THIS WAY.
    {SPACE}YOU CAN'T MOVE.":GOTO1910
    :rem 154
263 IFV(I)<100THENR=V(I):PRINT"MOVING TO
    {SPACE}NEW ROOM.":FORI=1TO1000:NEXT:G
    OTO330 :rem 166
266 Z=V(I)-100:IFD$(Z,0)=0THEN300 :rem 75
269 PRINT"THAT DOOR IS LOCKED":GOSUB1760
    :rem 45
270 IFA=0THENPRINT"YOU DON'T HAVE A MATCH
    ING KEY.":PRINT"NO MOVE.":GOTO1910
    :rem 65
272 PRINT"YOUR KEY OPENS THE DOOR.":GOSUB
    1770:PRINT"MOVING TO NEW ROOM." :rem 200
300 I=D$(Z,1):IFI=RTHENI=D$(Z,2) :rem 82
303 R=I:GOSUB1760:IFA<>1THEN330 :rem 112
306 PRINT"DO YOU WANT TO LOCK THIS DOOR B
    EHIND[4 SPACES]YOU{2 SPACES}[Y / N] ?
    " :rem 96
309 GETA$:IFA$="N"THENPRINT"NO":GOTO330
    :rem 4
312 IFA$<>"Y"THEN309 :rem 108
315 PRINT"YES":GOSUB1770:PRINT"DOOR LOCKE
    D." :rem 3
330 P$(Q+35)=R:PRINT"{DOWN}{CLR}{5 DOWN}Y
    OU ARE IN THE "R$(R)" :rem 43
333 PRINT"YOU CARRY ";I=P$(Q+41):GOSUB17
    80:PRINT" :rem 205
336 J=0:PRINT"YOU SEE THE FOLLOWING HERE:
    " :rem 168
339 FORI=1TO31:IFP$(I)=RTHENJ=J+1:PRINT"
    {3 SPACES}";:GOSUB1780:PRINT" :rem 16
342 NEXT:FORI=1TO6:IFI<>QANDP$(35+I)=RTHE
    NPRINT"{3 SPACES}PLAYER #"I"." :J=J+1
    :rem 252
345 NEXT:IFP$(34)=RTHENPRINT"{3 SPACES}TH
    E BODY OF THE "S$(P$(35))"." :J=J+1
    :rem 180
348 IFJ=0THENPRINT"NOTHING OF INTEREST."
    :rem 173
351 PRINT"{DOWN}PRESS {RVS}{BLK} RETURN
    {SHIFT-SPACE}{OFF}[4] FOR OPTIONS....
    " :rem 158
354 GETA$:IFA$<>CHR$(13)THEN354 :rem 10
375 PRINT"{CLR}" :rem 3
376 PRINT"{4 DOWN}{BLK}{3 SPACES}>>>> TU
    RN{SHIFT-SPACE}OPTIONS <<<<<[2 DOWN]"
    :PRINT" [4]{RVS}A{OFF} ACCUSE THE MUR
    DERER!" :rem 129
377 PRINT"{SHIFT-SPACE}{RVS}D{OFF} DROP A
    N ITEM.":PRINT" {RVS}H{OFF} HIDE AN I
    TEM OR SUSPECT." :rem 224
379 PRINT" {RVS}N{OFF} NO ACTION.":PRINT"
    {RVS}P{OFF} PILFER FROM ANOTHER PLAY
    ER." :rem 240
381 PRINT" {RVS}S{OFF} SEARCH THE ROOM FO
    R HIDDEN ITEMS.":PRINT" {RVS}T{OFF} T
    AKE AN ITEM." :rem 143
384 PRINT"{2 DOWN}ENTER LETTER FOR ACTION
    DESIRED!{3 DOWN}" :rem 89
387 GETA$:IFA$<"A"ORA$>"T"THEN387:rem 131
390 PRINT"{CLR}":A=ASC(A$):ONA-64GOTO700,
    387,387,800 :rem 36
393 IFA$="H"THEN970 :rem 43
396 IFA$<"N"THEN387 :rem 53
400 ONA-77GOTO450,387,880,398,387,930,820
    :rem 165
450 PRINT"{2 DOWN}PRESS {RVS}{BLK} RETURN
    {OFF}[4] TO END YOUR TURN!" :rem 119
453 GETA$:IFA$<>CHR$(13)THEN453 :rem 10
456 I=0:PRINT"{BLK}{CLR}{4 DOWN}PLAYER #"
    Q"===== END TURN":GOSUB1710
    :rem 142
459 Q=Q+1:IFQ>P$(49)THENQ=1 :rem 86
462 IFP$(Q+35)=0THEN459 :rem 19
465 GOTO200 :rem 106
700 PRINT"{CLR}{DOWN}{BLK}{3 SPACES}*****
    MAKE AN ACCUSATION *****[DOWN][4]" :I
    =1 :rem 112
703 FORJ=1TO10:PRINTJ"{LEFT}:"TAB(5)"THE
    {SPACE}";S$(J)".":NEXT :rem 163
706 PRINT"{3 DOWN}ENTER NUMBER OF MURDER
    {SPACE}VICTIM ";:INPUTJ :rem 231
709 IFJ<>P$(35)THENI=0 :rem 6
712 GOSUB1900 :rem 228
715 FORJ=1TO10:PRINTJ"{LEFT}:"TAB(5)"THE
    {SPACE}";S$(J)".":NEXT :rem 166
718 PRINT"{3 DOWN}ENTER NUMBER OF MURDERE
    R ";:INPUTJ :rem 53
721 IFJ<>P$(32)THENI=0 :rem 253
724 GOSUB1900 :rem 231
727 FORJ=1TO12:PRINTJ"{LEFT}:"TAB(5)"THE
    {SPACE}";S$(J+10)".":NEXT :rem 252
730 PRINT"{3 DOWN}ENTER NUMBER OF MURDER
    {SPACE}WEAPON ";:INPUTJ :rem 226
733 IFJ<>P$(33)THENI=0 :rem 1
736 GOSUB1900 :rem 234
739 FORJ=1TO14:PRINTJ"{LEFT}:"TAB(5)"THE
    {SPACE}";R$(J)".":NEXT :rem 116
742 PRINT"{3 DOWN}ENTER NUMBER OF MURDER
    {SPACE}ROOM ";:INPUTJ :rem 88
745 IFJ<>ABS(P$(34))THENI=0 :rem 44
746 PRINT"{CLR}{5 DOWN}SUMMONING THE POLI

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CE TO MAKE AN":PRINT"ARREST....."
                                :rem 244
748 POKES+14,5:POKES+18,16:POKES+3,1:POKE
S+24,143:POKES+6,240:POKES+4,65:A=538
9                                :rem 163
751 FORJ=1TO200:R=A+PEEK(S+27)*3.5:POKES,
RAND255:POKES+1,INT(R/256):NEXT
                                :rem 131
754 FORJ=0TO24:POKES+J,0:NEXT:POKES+24,15
                                :rem 44
757 FORJ=1TO2500:NEXT          :rem 37
760 IFI=0THEN772               :rem 177
763 I=3:PRINT"YOUR SOLUTION IS CORRECT!":
GOSUB1710                      :rem 2
769 PRINT"{2 DOWN}PLAYER #\"Q\"HAS CRACKED
{SPACE}THE CASE!":GOTO787      :rem 158
772 I=2:PRINT"NO!...THAT WAS A FALSE ARRE
ST!":GOSUB1710                :rem 232
775 GOSUB1800:P%(35+Q)=0:P%(50)=P%(50)+1:
PRINT"YOU'RE OUT OF THE GAME!":rem 85
778 IFP%(50)<P%(49)THEN450     :rem 151
781 RESTORE:GOSUB1713:FORJ=1TO500:NEXT:GO
SUB1713                        :rem 90
784 PRINT"{DOWN}ALL PLAYERS HAVE GIVEN IN
CORRECT":PRINT"SOLUTIONS TO THE CRIME
!!"                            :rem 85
785 PRINT"{DOWN}NOBODY WINS !" :rem 51
787 PRINT"HERE IS THE CORRECT SOLUTION:":
PRINT"THE "S$(P%(32))         :rem 192
789 PRINT"KILLED THE "S$(P%(35)):PRINT"IN
THE "R$(ABS(P%(34)))",      :rem 19
791 PRINT"USING THE "S$(P%(33)+10)".
{2 DOWN}":END                :rem 254
800 PRINT"{2 DOWN}{BLK}{3 SPACES}*** DROP
AN ITEM ***[4]":GOSUB1800     :rem 36
803 IFI=0THENPRINT"{DOWN}YOU WEREN'T CARR
YING ANYTHING !":GOTO450     :rem 88
806 PRINT"{DOWN}YOU DROP ";:GOSUB1780:PRI
NT":":GOTO450                :rem 60
820 PRINT"{2 DOWN}{BLK}{3 SPACES}*** TAKE
AN ITEM ***[4]":J=1:PRINT"{DOWN}THESE
E ITEMS ARE AVAILABLE:":      :rem 175
823 FORI=1TO31:IFP%(I)<>RTHEN829:rem 233
826 PRINTJ": ";:GOSUB1780:PRINT":":POKE90
0+J,I:J=J+1                  :rem 70
829 NEXT:IFJ=1THENPRINT"NO ITEMS.":GOTO45
0                             :rem 60
832 PRINT"{DOWN}ENTER NUMBER TO TAKE AN I
TEM, OR":PRINT"ENTER ZERO TO TAKE NOT
HING."                        :rem 111
835 INPUT"WHAT ITEM DO YOU WANT";A:IFA<00
RA>=JTHEN835                  :rem 137
838 IFA=0THENPRINT"{DOWN}NO ITEM TAKEN.":
GOTO450                      :rem 234
841 GOSUB1800:IFI<>0THENPRINT"YOU DROP ";
:GOSUB1780:PRINT":":         :rem 82
844 I=PEEK(900+A):P%(I)=100+Q:P%(Q+41)=I
                                :rem 155
845 PRINT"YOU TAKE ";:GOSUB1780:PRINT":":
GOTO450                      :rem 30
880 PRINT"{2 DOWN}{BLK}{3 SPACES}*** PILF
ER FROM ANOTHER ***[4]":J=0 :rem 46
881 PRINT"{DOWN}THESE PLAYERS ARE ALSO IN
THE ROOM..."              :rem 226
883 FORI=1TO6:IFP%(35+I)=RANDI<>QTHENPRIN
T"{3 SPACES}PLAYER #\"I\"":J=J+1
                                :rem 141
886 NEXT:IFJ=0THENPRINT"NO OTHER PLAYERS
{SPACE}ARE IN THE ROOM!":GOTO450
                                :rem 222
889 PRINT"{DOWN}WHICH PLAYER WILL YOU STE
AL FROM ?"                   :rem 108
890 PRINT"ENTER NUMBER, OR PRESS ZERO."
                                :rem 1
892 INPUT"PILFER FROM PLAYER #";A:IFA<0OR
A>P%(49)THEN889              :rem 250
893 IFA=0THENPRINT"NO THEFT.":GOTO450
                                :rem 179
895 IFA=QTHENPRINT"YOU CAN'T STEAL FROM Y
OURSELF!":GOTO892            :rem 43
898 IFP%(35+A)<>RTHENPRINT"PLAYER #\"A\"IS
{SPACE}NOT HERE !":GOTO889   :rem 129
901 GOSUB1800:IFI<>0THENPRINT"YOU DROP ";
:GOSUB1780:PRINT":":         :rem 79
904 I=P%(A+41):IFI=0THENPRINT"PLAYER #\"A\"
CARRIED NO ITEM!":GOTO450    :rem 33
907 P%(Q+41)=I:P%(A+41)=0:P%(I)=100+Q
                                :rem 158
908 PRINT"YOU TAKE ";:GOSUB1780:PRINT":":
GOTO450                      :rem 30
930 PRINT"{2 DOWN}{BLK}{3 SPACES}*** SEAR
CH THE ROOM ***[4]":J=0:PRINT"{DOWN}Y
OU FIND THE FOLLOWING:":      :rem 125
933 FORI=1TO31:IFP%(I)<>RTHEN942:rem 227
936 IFRND(1)>.5THEN942         :rem 6
939 J=J+1:PRINTTAB(4);:GOSUB1780:PRINT":
:P%(I)=R                      :rem 203
942 NEXT:IFP%(34)<>-RORRND(1)>.5THEN948
                                :rem 73
945 J=1:PRINT"{4 SPACES}THE BODY OF THE "
S$(P%(35))":":P%(34)=R      :rem 200
948 IFJ=0THENPRINT"{2 SPACES}-----NOTHI
NG !"                        :rem 177
951 GOTO450                   :rem 113
970 PRINT"{2 DOWN}{BLK}{3 SPACES}*** HIDE
ITEM OR SUSPECT ***[4]":J=1 :rem 57
971 PRINT"{DOWN}THESE CAN BE HIDDEN:":
                                :rem 187
973 FORI=1TO31:IFP%(I)<>RTHEN979:rem 196
976 PRINTJ": ";:GOSUB1780:PRINT":":POKE90
0+J,I:J=J+1                  :rem 76
979 NEXT:I=P%(Q+41):IFI=0THEN985:rem 163
982 PRINTJ": ";:GOSUB1780:PRINT"(YOU CAR
RY IT)":POKE900+J,Q+41:J=J+1 :rem 77
985 IFP%(34)=RTHENPRINTJ": THE BODY OF TH
E "S$(P%(35))":":POKE900+J,34:J=J+1
                                :rem 211
988 IFJ=1THENPRINT"NOTHING HERE CAN BE HI
DDEN!":GOTO450               :rem 221
991 PRINT"{DOWN}ENTER NUMBER OF ITEM TO H
IDE, OR":PRINT"ENTER ZERO TO HIDE NOT
HING."                        :rem 101
994 INPUT"WHAT WILL YOU HIDE";A:IFA<0ORA>
=JTHEN994                    :rem 235
997 IFA=0THENPRINT"NOTHING HIDDEN.":GOTO4
50                            :rem 99
1000 I=PEEK(900+A):IFI>34THEN1009:rem 114
1003 P%(I)=-R:IFI=34THENPRINT"YOU HIDE TH
E BODY.":GOTO450             :rem 37
1006 PRINT"YOU HIDE ";:GOSUB1780:PRINT":
:GOTO450                     :rem 57
1009 I=P%(Q+41):PRINT"YOU HIDE THE OBJECT
YOU CARRY...":GOSUB1780:PRINT":
                                :rem 42
1012 P%(Q+41)=0:P%(I)=-R:GOTO450 :rem 233
1700 GETA$:IFA$=""THEN1700    :rem 179
1703 GETB$:IFB$=""THEN1703    :rem 187
1706 A$=A$+B$:RETURN          :rem 128
1710 J=1:GOSUB1730            :rem 6
1713 READW,I,J:POKES+2,I:POKES+3,J:READI,
J:POKES+5,I:POKES+6,J       :rem 129
1716 READZ:IFZ<0THENRETURN    :rem 227

```

```

1719 POKES+1,INT(Z/256):POKES,ZAND255:REA
DZ:POKES+4,W :rem 61
1722 FORJ=1TOZ*100:NEXT:POKES+4,0:GOTO171
6 :rem 85
1730 P=DA(I):IFJ=1THEN1736 :rem 248
1733 FORI=1TOJ-1:P=PEEK(P)+PEEK(P+1)*256:
NEXT :rem 209
1736 P=P-1:POKE66,INT(P/256):POKE65,PAND2
55:RETURN :rem 62
1760 A=0:I=P%(41+Q):IFI<23ORI>31THENRETUR
N :rem 49
1763 IFI=23THENA=-1:RETURN :rem 112
1766 I=I-17:IFI=D%(Z,1)ORI=D%(Z,2)THENA=1
:rem 111
1769 RETURN :rem 183
1770 IFD%(Z,0)=0THEND%(Z,0)=-1:RETURN
:rem 143
1773 D%(Z,0)=0:RETURN :rem 201
1780 IFI=0THENPRINT"NO ITEM":RETURN
:rem 54
1783 IFI<23THENPRINT"THE "S$(I):RETURN
:rem 147
1786 IFI=23THENPRINT"THE SKELETON KEY":R
ETURN :rem 212
1789 PRINT"THE "R$(I-17)" KEY":RETURN
:rem 50
1800 I=P%(Q+41):IFI=0THENRETURN :rem 132
1803 R=P%(Q+35):P%(I)=R:P%(Q+41)=0:RETURN
:rem 69
1900 PRINT"{CLR}{DOWN}{BLK}{3 SPACES}****
* MAKE AN ACCUSATION *****{DOWN}{4}"
:RETURN :rem 204
1910 FORI=1TO2200:NEXT:GOTO330 :rem 82
2000 DATA17,0,0,0,240,14435,1,12860,1,144
35,7,0,4 :rem 122
2005 DATA12860,1,11457,1,10814,1,9634,1,9
094,6,9634,8,0,8,-1 :rem 196
2020 DATA17,0,0,0,240,7217,1,6430,1,7217,
8,0,7 :rem 236
2025 DATA5407,6,5728,6,4547,6,4817,24,-1
:rem 247
3000 DATA"COOK","BUTLER","GARDENER","CHAU
FFER","DUKE","DUCHESS","NANNY"
:rem 131
3005 DATA"OPERA STAR","AMBASSADOR","PRIME
MINISTER","CARVING KNIFE","ROPE"
:rem 9
3010 DATA"BOX OF WEED KILLER","ANTIQUE MA
CE","DUELLING PISTOL","FENCING FOIL"
:rem 216
3015 DATA"ICE PICK","PLASTIC BAG","CHAIN
{SPACE}SAW","HEDGE TRIMMERS","POLO M
ALLET" :rem 208
3020 DATA"GARDEN SPADE","ENTRY FOYER","CO
RRIDOR","HALL","PANTRY","DINING ROOM"
:rem 97
3025 DATA"KITCHEN","STUDY","BEDROOM","BAT
HROOM","CLOSET","GREENHOUSE","GARDEN"
:rem 187
3030 DATA"POOL","GARAGE",2,13,2,14,3,7,3,
8,3,11,7,9,8,9,8,10,11,12,12,13,13,1
4 :rem 163
3035 DATA"NORTH","EAST","SOUTH","WEST"
:rem 7
4000 DATA33,0,0,88,89,1804,6,2025,3,2145,
6,2703,3 :rem 149
4005 DATA2408,1,2551,1,2408,1,2551,1,2408
,1,2551,1,2408,1,2551,1,2703,8,-1
:rem 81
5000 DATA5,3,0,2 :rem 45
5005 DATA4,1,101,100 :rem 240

```

```

5010 DATA104,103,102,1 :rem 81
5015 DATA0,6,2,0 :rem 49
5020 DATA6,0,1,0 :rem 44
5025 DATA0,0,5,4 :rem 51
5030 DATA102,105,0,0 :rem 239
5035 DATA0,107,106,103 :rem 94
5040 DATA106,0,0,105 :rem 244
5045 DATA0,0,0,107 :rem 148
5050 DATA0,0,104,108 :rem 246
5055 DATA0,108,109,0 :rem 0
5060 DATA109,100,0,110 :rem 86
5065 DATA101,110,0,0 :rem 242
6000 DATA65,255,0,9,0,1804,6,1804,4.4,180
4,1.5,1804,6,2145,4.5,2025,1.5
:rem 202
6005 DATA2025,4.5,1804,1.5,1804,4.5,1804,
1.5,1804,12,-1 :rem 177
7000 DATA33,0,0,88,89,2408,4,3215,12,3608
,1.33,2408,1.33,3608,1.33 :rem 223
7005 DATA4050,4,4050,4,4050,4,4050,1.33,4
291,1.33,3215,1.33 :rem 116
7010 DATA4050,6,3608,2,3215,8,-1 :rem 77

```

Program 2: Mystery At Marple Manor —VIC Version

```

5 POKE36879,29:PRINT"{CLR}{BLK}{5 DOWN}
{2 RIGHT}MYSTERY AT"CHR$(14):PRINTTAB(7
)"{2 DOWN}MARPLE" :rem 159
10 PRINTTAB(12)"{2 DOWN}MANOR" :rem 220
100 D$="NESW":T$="EC@BDANMKHGA@FB@F@A@@@E
DCI@@@JICH@@G@@@H@@CL@KM@LB@NBM@@@
:rem 210
105 DEFFNR(X)=INT(RND(1)*X)+1:J=RND(-TI):
DIMP%(39) :rem 183
110 FORJ=0TO21:P%(J)=FNR(13)+1:NEXT:J=FNR
(10)-1 :rem 228
115 P%(25)=J+1:P%(24)=P%(J):P%(J)=0
:rem 17
120 I=FNR(10)-1:IFI=JTHEN120 :rem 106
125 P%(22)=I+1:P%(I)=0:J=FNR(12):P%(23)=J
:P%(9+J)=0 :rem 188
130 FORJ=0TO21:IFRND(1)<.8THENP%(J)=-P%(J
) :rem 194
135 NEXT:PRINT"{DOWN}{3 RIGHT}{2 DOWN}
{BLU}PLAYERS (1-6)?" :rem 80
140 GETA$:J=VAL(A$):IFJ<1ORJ>6THEN140
:rem 215
145 P%(38)=J:FORI=1TOJ:P%(25+I)=1:NEXT:Q=
1 :rem 210
200 PRINT"{CLR}{BLK}{3 DOWN}PLAYER #"Q:PR
INTCHR$(142)"---PRESS {RVS}RETURN"
:rem 244
205 GETA$:IFA$<>CHR$(13)THEN205 :rem 0
210 R=P%(Q+25):PRINT"{DOWN}YOU ARE IN":PR
INT"THE ";X=R+22:GOSUB3000 :rem 167
215 PRINT"LEAVE? [Y/N]" :rem 163
220 GETA$:IFA$="N"THEN275 :rem 163
225 IFA$<>"Y"THEN220 :rem 103
230 C$=MID$(T$,4*R-3,4):PRINT"EXITS ARE T
O THE:{DOWN}" :rem 219
235 FORI=1TO4:X=I+36:IFMID$(C$,I,1)>"@TH
ENGOSUB3000 :rem 64
240 NEXT:PRINT"{DOWN}TYPE {RVS}N{RIGHT}S
{RIGHT}E{OFF} OR {RVS}W":I=0 :rem 241
245 GETA$:IFA$<"E"THEN245 :rem 157
250 FORJ=1TO4:IFMID$(D$,J,1)=A$THENI=J
:rem 1
255 NEXT:IFI=0THEN245 :rem 36
260 X=36+I:PRINT"MOVING ";:GOSUB3000:A$=M
ID$(C$,I,1) :rem 1

```

```

265 I=ASC(A$)-64:IFI<1THENPRINT"NO DOOR":
PRINT"NO MOVE":GOSUB4050:GOTO275
                                :rem 10
270 R=I:P%(Q+25)=I
                                :rem 218
275 GOSUB4050
                                :rem 231
276 PRINT"{CLR}{2 DOWN}YOU ARE IN":PRINT"
THE ";X=R+22:GOSUB3000
                                :rem 229
280 PRINT"YOU HAVE";X=P%(31+Q)+1:IFX=1TH
ENPRINT" NO ITEM":GOTO290
                                :rem 1
285 PRINT" THE ";:GOSUB3000
                                :rem 9
290 P=0:PRINT"YOU SEE:":FORI=0TO21:rem 84
295 IFP%(I)=RTHENX=I+1:PRINT"THE ";:GOSUB
3000:P=1
                                :rem 210
300 NEXT:IFP%(24)=RTHENX=I+1:GOSUB3100:P=1
                                :rem 193
305 FORJ=1TO6:IFJ<>QANDP%(J+25)=RTHENPRIN
T"PLAYER"J:P=1
                                :rem 1
310 NEXT:IFP=0THENPRINT"NOTHING!":rem 145
315 INPUT"{DOWN}PRESS {RVS}RETURN{WHT}";A
$
                                :rem 162
400 PRINT"{CLR}{DOWN}{BLK}{3 SPACES}OPTIO
NS:{2 SPACES}"
                                :rem 255
401 PRINT"{DOWN}{BLU}1 ACCUSE":PRINT"2 DR
OP":PRINT"3 TAKE":PRINT"4 SEARCH"
                                :rem 69
405 PRINT"5 PILFER":PRINT"6 NO ACTION":PR
INT"{DOWN}{BLK}CHOOSE NOW!":rem 127
415 GETA$:I=VAL(A$):ONIGOTO600,700,750,80
0,850,500
                                :rem 0
420 GOTO415
                                :rem 105
500 INPUT"{DOWN}PRESS {RVS}RETURN{WHT}";A
$
                                :rem 158
505 Q=Q+1:IFQ>P%(38)THENQ=1
                                :rem 76
510 IFP%(Q+25)=0THEN505
                                :rem 4
515 GOTO200
                                :rem 102
600 P=1:W=0:Z=10:GOSUB3200:INPUT"{DOWN}VI
CTIM";J:IFJ<>P%(25)THENP=0
                                :rem 25
605 GOSUB3200:INPUT"{DOWN}MURDERER";J:IFJ
<>P%(22)THENP=0
                                :rem 141
610 W=10:Z=12:GOSUB3200:INPUT"{DOWN}WEAP
O N";J:IFJ<>P%(23)THENP=0
                                :rem 81
615 W=22:Z=14:GOSUB3200:INPUT"{DOWN}SCENE
";J:IFJ<>ABS(P%(24))THENP=0
                                :rem 39
650 IFPTHENPRINT"{CLR}{3 DOWN}THAT'S RIGH
T!":PRINT"YOU WIN!":GOTO670
                                :rem 177
655 PRINT"{CLR}{2 DOWN}WRONG SOLUTION!":P
RINT"{DOWN}YOU LOSE!":rem 190
660 P%(25+Q)=0:P%(39)=P%(39)+1:GOSUB3300:
IFP%(39)<P%(38)THEN500
                                :rem 149
665 PRINT"{DOWN}ALL PLAYERS HAVE LOST!":
                                :rem 3
670 PRINT"{DOWN}{RED}THE SOLUTION:":PRINT
"{BLK}{DOWN}THE ";X=P%(22):GOSUB3000
                                :rem 113
673 PRINT"KILLED THE ";X=P%(25):GOSUB300
0
                                :rem 187
675 PRINT"IN THE ";X=22+ABS(P%(24)):GOSU
B3000
                                :rem 84
678 PRINT"WITH THE ";X=P%(23)+10:GOSUB30
00:END
                                :rem 226
700 GOSUB3300:IFX=0THENPRINT"DROP NO ITEM
":GOTO500
                                :rem 116
705 PRINT"YOU DROP THE ";:GOSUB3000:GOTO5
00
                                :rem 64
750 P=1:PRINT"AVAILABLE:":FORI=10TO21:IFP
%(I)=RTHENX=I+1:GOSUB3400
                                :rem 11
760 NEXT:IFP=1THENPRINT"NO ITEMS":GOTO500
                                :rem 138
765 INPUT"CHOOSE";Z:IFZ<0ORZ>=PTHEN765
                                :rem 242
770 IFZ=0THENPRINT"TAKE NOTHING":GOTO500
                                :rem 56
775 GOSUB3300:IFX>0THENPRINT"DROP THE ";:
GOSUB3000
                                :rem 70
780 I=PEEK(900+Z):P%(I)=100+Q:P%(Q+31)=I:
X=I+1:PRINT"YOU TAKE THE ";:GOSUB3000
:GOTO500
                                :rem 244
800 P=0:PRINT"{DOWN}YOU FIND:":FORI=0TO21
:IFP%(I)<>-RORRND(1)>.6THEN810
                                :rem 232
805 P=1:PRINT"THE ";X=I+1:GOSUB3000:P%(I
)=R
                                :rem 75
810 NEXT:IFP%(24)=-RORRND(1)>.6THENP=1:G
OSUB3100:P%(24)=R
                                :rem 194
820 IFP=0THENPRINT"--NOTHING"
                                :rem 87
825 GOTO500
                                :rem 109
850 P=0:PRINT"{DOWN}NOW HERE:":FORI=1TO6:
IFP%(25+I)=RANDI<>QTHENPRINT"PLAYER #
" I:P=1
                                :rem 138
860 NEXT:IFP=0THENPRINT"NOBODY!":GOTO500
                                :rem 87
865 INPUT"STEAL FROM WHOM";W:IFW<0ORW>P%(
38)THEN865
                                :rem 182
870 IFP%(25+W)<>RTHENPRINT"NOT HERE!":GOT
O865
                                :rem 245
875 GOSUB3300:IFX>0THENPRINT"DROP THE ";:
GOSUB3000
                                :rem 71
880 P=P%(W+31):IFP=0THENPRINT"NOTHING TAK
EN":GOTO500
                                :rem 241
885 P%(Q+31)=P:P%(W+31)=0:P%(P)=100+Q:X=P
+1:PRINT"YOU TAKE THE ";:GOSUB3000:GO
TO500
                                :rem 14
3000 FORJ=1TOX:READX$:NEXT:PRINTX$:RESTOR
E:RETURN
                                :rem 99
3100 X=P%(25):PRINT"THE BODY OF":PRINT"TH
E ";:GOSUB3000:RETURN
                                :rem 243
3200 PRINT"{CLR}{BLK}":FORI=1TOZ:X=I+W:PR
INTITAB(4)": THE ";:GOSUB3000:NEXT:R
ETURN
                                :rem 62
3300 I=P%(Q+31):X=0:IFI=0THENRETURN
                                :rem 127
3305 P%(I)=R:P%(Q+31)=0:X=I+1:RETURN
                                :rem 68
3400 PRINTPTAB(4)":THE ";X=I+1:GOSUB3000
:POKE900+P,I:P=P+1:RETURN
                                :rem 10
4000 DATACOOK,BUTLER,GARDENER,DOCTOR,DUKE
,DUCHESS,NANNY,"FILM STAR"
                                :rem 129
4005 DATASENATOR,JUDGE,KNIFE,ROPE,POISON,
MACE,PISTOL,SWORD,"ICE PICK"
                                :rem 5
4010 DATABOMB,RAZOR,LAMP,CLUB,SHOVEL,FOYE
R,CORRIDOR,HALL,PANTRY,"DINING ROOM"
                                :rem 92
4015 DATAKITCHEN,STUDY,BEDROOM,BATHROOM,C
LOSET,GREENHOUSE,GARDEN,POOL:rem 197
4020 DATAGARAGE,NORTH,EAST,SOUTH,WEST
                                :rem 197
4050 FORI=1TO1200:NEXT:RETURN
                                :rem 96

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80-Columns

(Article on page 48.)

BEFORE TYPING...

Before typing in programs, please refer to "How To Type COMPUTE's Gazette Programs," "A Beginner's Guide To Typing In Programs," and "The Automatic Proofreader" that appear before the Program Listings.

Program 1: Screen-80

49152 :011,008,000,000,158,050,227
49158 :048,054,049,000,000,000,157