

1 REM TRANSLATED FOR APPLE II BY

2 REM BY
3 REM MURRAY R. SUMMERS

4 REM

6 REM

7 REM

9 REM

10 TEXT : HOME : DIM A(425)

20 PRINT : PRINT

30 PRINT " TREASURE
HUNT"

35 REM BY LANCE MICKLUS

36 REM WINDOSKI VERMONT

40 PRINT

50 PRINT

60 DEF FN R(X) = INT (RND (1)
+ X) + 1

70 PRINT " THE MARPLE CAVES,
LOCATED IN MARPLETOWNSHIP,
PA, ARE SAID TO HAVE 20 HIDD
ENTREASURES IN THEM. FEW EX
PLORE THEM BECAUSE IT IS
SAID THAT PIRATES AND"

80 PRINT "DRAGONS LIVE THERE --
BESIDES, THERE ARE DEEP PITS
WHICH MANY HAVE FALLEN INTO
AND DIED!"

90 PRINT : PRINT " YOU, A SM
ART AND BRAVE HUMAN, AND I,
AM ALERT APPLE II, WILL EX
PLORE THE CAVES AND TRY TO F
IND THE TREASURE. I WILL B
E YOUR EYES AND EARS, AND WI
LL TELL YOU IF DANGER LUR
KS AHEAD."

100 PRINT

110 PRINT " I HOPE YOU BROUG
HT A MAP. IN CASE YOU DIDN'
T, YOU'LL HAVE TO MAKE ONE A
S WE EXPLORE.

PIRATES, PERIL AND PRICELESS PLUNDER . . .

120 PRINT : PRINT " HIT ANY
KEY TO CONTINUE"; CALL - 7
56

130 HOME

140 FOR I = 1 TO 3

150 N = 3 + FN R(88)

160 IF A(N) < > 0 THEN 150

170 A(N) = 2

180 NEXT

190 FOR I = 3 TO 9

200 N = 3 + FN R(88)

210 IF A(N) < > 0 THEN 200

220 A(N) = 1

230 NEXT

240 FOR I = 288 TO 304

250 N = FN R(94)

260 IF A(N) < > 0 THEN 250

270 A(N) = 1

280 NEXT

290 RESTORE

300 FOR N = 1 TO 23

310 READ A

320 NEXT

330 FOR N = 137 TO 421

340 READ A(N)

350 NEXT

360 M = 0; REM USER'S CAVE LOCA
TION

370 M = 0; REM BECOMES A 1 WHEN
CARRYING MAGIC CARPET

380 B = 200; REM BATTERY POWER
LEFT

390 D = 0; REM BECOMES A 1 AFTE
R INVISIBLE DOG FOUND

400 VTAB 4

410 PRINT " WELCOME TO THE M
ARPLE CAVES WHERE YOU'LL FI
ND MYSTERY, TREASURE AND
ADVENTURE."

420 PRINT

430 GOTO 500

440 REM

450 REM MAIN ROUTINE

460 REM -----

470 HOME

480 B = B - 1

490 IF B = 0 THEN 3740

500 IF M = 0 THEN 3140

510 REM

520 REM ;;;; CHANCE SITUATI
ONS ;;;;

530 REM

540 IF FN R(200) = 200 THEN GOSUB
1890

550 IF FN R(200) = 200 THEN GOSUB
2120

560 IF (D = 0) & (A(M) = 0) & (FN
R(50) = 50) THEN GOSUB 2580

570 IF (A(M) = 6) & (FN R(5) =
5) THEN 3570



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580 IF (M = 1) & (FW R(5) = 5) THEN
  GOSUB 2720
590 REM
600 REM      : : : : : SEE IF SPECIAL
      SITUATION : : : : :
610 REM
620 IF A(W) = 2 THEN 3440
630 IF A(W) = 4 THEN 2890
640 IF A(W) = 5 THEN GOSUB 1770

650 IF A(W) = 7 THEN PRINT : PRINT
: PRINT "THERE'S A SHY LITTL
E ELF IN HERE HIDING SOMETHI
NG."
660 IF A(W) = 8 THEN 2410
670 REM
680 REM      : : : : : WHERE YOU CAN
      GO NEXT : : : : :
690 REM
700 GOSUB 3350
710 Z = W
720 GOSUB 4120
730 FOR N = 134 TO 136
740 IF A(N) < 0 THEN 780
750 PRINT TAB(5); "CAVE "A(N);
760 IF A(N) = 0 THEN PRINT "- T
HE ENTRANCE";
770 PRINT
780 NEXT
790 REM
800 REM      : : : : : QUIT & BATTERY
      TEST : : : : :
810 REM
820 IF B > 190 THEN 880
830 IF W < > 0 THEN 880
840 INPUT "TO EXPLORE SOME MORE
TYPE 1, ELSE TYPE 2";J#
850 J = VAL (J#)
860 IF J = 2 THEN 3810
870 IF J < > 1 THEN 840
880 IF B = 50 THEN PRINT : PRINT
: I HOPE YOU BROUGHT MOR
E FLASHLIGHT BATTERIES."
890 IF B = 25 THEN PRINT : PRINT
: YOUR FLASHLIGHT IS STA
RTING TO DIM A LITTLE."
900 IF B = 8 THEN PRINT : PRINT
: YOUR FLASHLIGHT IS ALM
OST OUT. BETTER LEAVE RI
GHT NOW!!!"
910 IF A(W) = 3 THEN GOSUB 2290

920 REM
930 REM      : : : : : ADJACENT CAVE
      'S CONTENTS : : : : :

940 REM
950 K = 0
960 L = 0
970 FOR N = 134 TO 136
980 J = A(N)
990 IF J < 0 THEN 1090
1000 IF A(J) = 5 THEN 1090
1010 IF (A(J) > 0) & (A(J) < 10)
& (K = 0) THEN PRINT :K =
1

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1020 IF (A(J) = 2) & (L = 0) THEN
  PRINT " THERE ARE PITS
NEARBY. WATCH YOUR STEP." :L
= 1
1030 IF A(J) = 3 THEN PRINT "
CAREFUL. THERE'S A PIRAT
E NEARBY."
1040 IF A(J) = 4 THEN PRINT "
I HEAR A HUNGRY DRAGON WA
ITING FOR HIS SUPPER."
1050 IF A(J) = 6 THEN PRINT "
THERE'S A SIGN HERE THAT
SAYS :
>>> D A
W B E R <<<"
1060 IF A(J) = 7 THEN PRINT "
SOUNDS LIKE SOMEBODY IS S
INGING. MUST BE AN ELF."
1070 IF A(J) = 8 THEN PRINT "
THERE'S A STRANGE MIST IN
HERE."
1080 IF A(J) = 9 THEN PRINT CHR#
(34)"RUFF RUFF" CHR# (34)"
I HEAR A DOG BARKING."
1090 NEXT
1100 IF A(131) = 0 THEN 1200
1110 PRINT
1120 PRINT "YOU'RE CARRYING :
1130 FOR N = 131 TO 133
1140 IF A(N) < 100 THEN 1180
1150 Z = A(N)
1160 GOSUB 4040
1170 PRINT A#,
1180 NEXT
1190 PRINT
1200 IF A(W) < 100 THEN PRINT :
GOTO 1440
1210 REM
1220 REM      : : : : : TREASURE IN
      THIS CAVE : : : : :

1230 REM
1240 PRINT
1250 Z = A(W)
1260 GOSUB 4040
1270 PRINT " THIS CAVE HAS "
A# " IN IT."
1280 PRINT "DO YOU WANT TO TAKE
IT WITH YOU ?"
1290 INPUT "(Y OR N) ";J#
1300 IF J# = "N" THEN 1440
1310 IF J# < > "Y" THEN 1290
1320 IF Z = 290 THEN GOSUB 1630

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1330 IF Z = 290 THEN 1440
1340 IF Z = 291 THEN M = 1
1350 IF Z = 294 THEN GOSUB 1990

1360 IF Z = 1 THEN 1440
1370 IF Z = 295 THEN 3650
1380 FOR N = 131 TO 133
1390 IF A(N) = 0 THEN A(N) = A(W)
: A(N) = 0; GOTO 1430
1400 NEXT
1410 PRINT " YOU CAN'T PICK
IT UP NOW. YOU'RE CARRYING
TOO MUCH."
1420 GOTO 1440
1430 PRINT "O.K. YOU'VE GOT "A#
"
1440 IF A(W) = 7 THEN A(W) = 307

1450 REM
1460 REM      : : : : : WHERE TO NEX
      T : : : : :

1470 REM
1480 INPUT " WHAT CAVE DO YO
U WANT TO EXPLORE NEXT ? "
:J
1490 FOR N = 134 TO 136
1500 IF A(N) = - 1 THEN 1520
1510 IF J = A(N) THEN W = J; GOTO
470
1520 NEXT
1530 IF (M = 1) & (J > = 0) & (
J < = 94) & (INT (J) = J) THEN
W = J; GOTO 470
1540 PRINT " SORRY, BUT YOU
CAN'T GO THERE FROM HERE."
1550 GOTO 1480
1560 REM
1570 REM
1580 REM      SPECIAL SITUATION
      SUBROUTINES
1590 REM -----
1600 REM -----
1610 REM      : : : : : LOCK BOX : : : : :
:
1620 REM
1630 FOR N = 131 TO 133
1640 IF A(N) = 289 THEN 1680
1650 NEXT
1660 PRINT "YOU CAN'T TAKE IT.
IT'S TOO HEAVY."
1670 RETURN
1680 PRINT " THE BOX WAS TOO
HEAVY SO I OPENED IT WITH
YOUR KEYS. BY THE WAY, THER
E IS A RUBY IN IT THAT YOU CA
N TAKE."
1690 A(W) = 308
1700 Z = 308
1710 GOSUB 4040
1720 RETURN
1730 REM
1740 REM      : : : : : VENDING MACHI
      NE : : : : :
1750 REM
1760 VTAB 4

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1770 PRINT "THERE'S A VENDING MA
CHINE HERE."
1780 FOR N = 131 TO 133
1790 IF A(N) = 288 THEN 1820
1800 NEXT
1810 RETURN
1820 PRINT " I'LL GET SOME B
ATTERIES WITH ONE OF YOUR GOL
D COINS."
1830 B = 200
1840 A(N) = 0
1850 RETURN
1860 REM
1870 REM "!!!! EARTHQUAKE !!!
!!!
1880 REM
1890 FOR N = 1 TO 10
1900 Z = 3 + FN R(88)
1910 GOSUB 3950
1920 NEXT
1930 VTAB 6
1940 PRINT " GUESS WHAT ? W
E JUST HAD AN EARTH-QUAKE.
BUT I'M O.K.."
1950 RETURN
1960 REM
1970 REM "!!!! MAGIC WAND RO
UTINE !!!!!!
1980 REM
1990 FOR N = 131 TO 133
2000 IF A(N) = 293 THEN 2040
2010 NEXT
2020 PRINT " IT'S STUCK IN T
HE ROCKS AND CAN'T BE PULLE
D OUT."
2030 Z = 1: RETURN
2040 PRINT " LET ME USE YOUR
MAGIC WAND A SEC. ";
2050 FOR Z = 0 TO 2000: NEXT
2060 PRINT: PRINT "HOCUS, POCUS
..."
2070 FOR Z = 0 TO 2000: NEXT
2080 A(N) = 310: Z = 0
2090 RETURN
2100 REM
2110 REM "!!!! BATS SHOW UP
!!!!
2120 VTAB 6: PRINT ""
2130 PRINT " A SUPER BAT JUS
T FLEW INTO THE CAVE AND PICK
ED YOU UP."
2140 IF A(131) < > 0 THEN PRINT
"YOU DROPPED ALL OF YOUR TR
EASURES."
2150 FOR N = 131 TO 133
2160 IF A(N) = 0 THEN 2180
2170 A(0) = A(N): A(N) = 0: Z = 0: GOSUB
3950
2180 NEXT
2190 M = FN R(94)
2200 IF A(N) < > 0 THEN 2190
2210 M = N
2220 PRINT " THE BAT JUST DR
OPPED YOU INTO CAVE "M" !!!"

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2230 PRINT " IF YOU'RE ALRIG
HT HIT * CHR$ (34)*RETURN* CHR$
(34): CALL - 756
2240 HOME
2250 RETURN
2260 REM
2270 REM "!!!! PIRATE HERE :
!!!!
2280 REM
2290 PRINT: PRINT " THERE W
AS A PIRATE IN HERE."
2300 IF A(131) < > 0 THEN PRINT
" HE JUST STOLE ALL YOUR
TREASURES !"
2310 FOR N = 131 TO 133
2320 A(N) = 0
2330 NEXT
2340 Z = M
2350 GOSUB 3950
2360 PRINT " HE'S GONE NOW."
2370 RETURN
2380 REM "!!!! MAGICIAN ROUT
INE !!!!!!
2390 REM
2400 HOME
2410 VTAB 6: PRINT ""
2420 PRINT " THERE'S A MAGIC
IAN IN THIS CAVE. HE SAYS
HE LOST HIS MAGIC BOOK. HE
SAYS HE'D GIVE YOU A GOLDEN H
ARP IF YOU'LL TELL HIM WHE
RE IT IS. TYPE IN THE CAVE
NUMBER. IF YOU DON'T KNOW,
THEN JUST *
2430 PRINT "TYPE * CHR$ (34)*99*
CHR$ (34)*."
2440 PRINT
2450 INPUT "WHERE'S HIS MAGIC BO
OK ? "; J$
2460 J = INT ( VAL (J$))
2470 IF (J < 0) + (J > 95) THEN
2520
2480 IF A(J) < > 295 THEN 3840
2490 A(N) = 309
2500 A(J) = 0
2510 GOTO 470
2520 Z = M
2530 GOSUB 3950
2540 GOTO 470
2550 REM
2560 REM "!!!! INVISIBLE MAN
ROUTINE !!!!!!
2570 REM
2580 VTAB 6: PRINT ""
2590 PRINT " THE INVISIBLE M
AN IS HERE LOOKING FOR HIS
INVISIBLE DOG. HE SAYS HE'L
L GIVE YOU A $1000 REWARD
IF YOU CAN TELL HIM WHERE HI
S DOG IS. IF YOU DON'T KNOW
THEN GUESS."
2600 PRINT
2610 INPUT "WHAT CAVE IS THE INV

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ISIBLE DOG IN ? "; J$
2620 HOME
2630 J = INT ( VAL (J$))
2640 IF (J < 0) + (J > 95) + ( INT
(J) < > J) + (A(J) < > 9) THEN
RETURN
2650 A(N) = 305
2660 A(J) = 0
2670 D = 1
2680 RETURN
2690 REM
2700 REM "!!!! MAGIC CARPET
DISAPPEARS !!!!!!
2710 REM
2720 FOR N = 131 TO 133
2730 IF A(N) = 291 THEN 2770
2740 NEXT
2750 M = 0
2760 RETURN
2770 A(N) = 0
2780 IF N = 133 THEN 2830
2790 FOR J = N TO 132
2800 A(J) = A(J + 1)
2810 A(J + 1) = 0
2820 NEXT
2830 PRINT " POOF !!! YO
UR MAGIC CARPET JUST DISAPPEA
RED."
2840 M = 0
2850 RETURN
2860 REM
2870 REM "!!!! DRAGON ROUTIN
E !!!!!!
2880 REM
2890 FOR N = 131 TO 133
2900 IF A(N) = 292 THEN 2930
2910 NEXT
2920 GOTO 3500
2930 VTAB 6
2940 PRINT "YIKES !!!! THERE'S
A DRAGON IN HERE."
2950 PRINT "GIVE ME YOUR GUN, QU
ICK !!!"
2960 FOR N = 0 TO 2000: NEXT
2970 HOME
2980 FOR N = 1 TO 5
2990 VTAB FN R(23): HTAB FN R(
25): PRINT "B A N G ! ! ! "
3000 FOR J = 0 TO 500: NEXT: HOME
3010 NEXT
3020 PRINT TAB( FN R(30)): "POO
F !!!"
3030 FOR J = 0 TO 500: NEXT: HOME
3040 PRINT " INCREDIBLE ???
THE DRAGON JUST VANISHED
WHEN I SHOT HIM RIGHT BETWE
EN THE EYES."
3050 PRINT: PRINT " BUT LOO
K AT THIS. HE LEFT BEHIND
HIS LITTLE BLACK BOOK WITH T
HE ADDRESS AND PHONE NUMBER
S OF EVERY BEAUTIFUL PRIN
CESS IN PENNSYLVANIA."

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3060 PRINT
3070 PRINT " HIT THE * CHR#
      (34)*RETURN* CHR# (34)* KEY
      WHEN YOU CATCHYOUR BREATH.*;
      : CALL - 756
3080 A(M) = 306
3090 B = B + 1
3100 GOTO 470
3110 REM
3120 REM "::::: AT ENTRANCE R
      OUTINE :::::
3130 REM
3140 IF A(131) = 0 THEN 3210
3150 FOR N = 131 TO 133
3160 IF A(N) = 0 THEN 3200
3170 J = 96
3180 IF A(J) < > 0 THEN J = J +
      .1: GOTO 3180
3190 A(J) = A(N)
3200 NEXT
3210 IF A(96) = 0 THEN 3270
3220 PRINT " SO FAR, YOU'VE F
      OUND THESE TREASURESIN THE C
      AVES !"
3230 FOR N = 96 TO 130
3240 IF A(N) = 0 THEN 3270
3250 Z = A(N): GOSUB 4040: PRINT
      A$, " : IF PEEK (36) > 28 THEN
      PRINT
3260 NEXT
3270 FOR N = 131 TO 133: A(N) = 0
      : NEXT
3280 PRINT : PRINT
3290 PRINT : PRINT " YOU'RE
      AT A CAVE ENTRANCE THAT
      LEADS TO !"
3300 B = B + 1
3310 GOTO 710
3320 REM
3330 REM "::::: IN ROUTINE ::
      :
3340 REM
3350 PRINT : PRINT : PRINT "
      YOU'RE IN CAVE "M" WHICH LE
      ADS TO !"
3360 RETURN
3370 REM
3380 REM
3390 REM END OF PROGRAM RO
      UTINES
3400 REM -----
      -----
3410 REM
3420 REM "::::: FELL INTO A P
      IT :::::
3430 REM
3440 VTA6: PRINT **: PRINT "
      SORRY, BUT I TRIED TO WAR
      N YOU."
3450 PRINT "YOU FELL INTO A DEEP
      PIT AND KILLED YOURSELF
      !!!"
3460 END
3470 REM

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TREASURE HUNT



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3480 REM "::::: EATEN BY THE
      DRAGON :::::
3490 REM
3500 VTA6: PRINT **
3510 PRINT " SORRY, BUT I TR
      IED TO TELL YOU ABOUT TH
      AT SOUND. SUPPER IS NOW BEI
      NG SERVED HERE IN THE DRAGO
      N'S CHAMBER..."
3520 PRINT : PRINT : FOR I = 1 TO
      500: NEXT : INVERSE : PRINT
      "AND YOU ARE THE SUPPER !!!"
      : NORMAL
3530 END
3540 REM
3550 REM "::::: ROOF FELL IN
      :::::
3560 REM
3570 VTA6: PRINT **
3580 PRINT " THE ROOF JUST F
      ELL IN AND BURIED YOU ALIV
      E. TOO BAD I DON'T HAVE A
      SHOVEL OR I'D DIG YOU OU
      T."
3590 PRINT
3600 PRINT "SEE YAH LATER."
3610 END
3620 REM
3630 REM "::::: PICKED UP MAG
      IC BOOK :::::
3640 REM
3650 HOME
3660 VTA6: PRINT **
3670 PRINT " I DON'T THINK Y
      OU SHOULD HAVE DONE THAT. T
      HE MAGICIAN WHO OWNS THAT MA
      GIC BOOK PUT A SPELL ON IT.

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      ANYBODY THAT TRIES TO PIC
      K IT UP TURNS INTO A FROG."
3680 PRINT
3690 PRINT "EXCUSE ME WHILE I LO
      OK FOR SOME FLIES."
3700 END
3710 REM
3720 REM "::::: BATTERIES WEN
      T DEAD :::::
3730 REM
3740 VTA6: PRINT **
3750 PRINT " NOW LOOK WHAT Y
      OU DID. YOUR FLASH-LIGHT ME
      NT OUT AND YOU FELL INTO A P
      IT AND KILLED YOURSELF. TO
      O BAD. ESPECIALLY A
      FTER YOU WERE DOING SO WELL.
      "
3760 END
3770 REM
3780 REM "::::: USER QUITs ::
      :
3790 REM
3800 VTA6
3810 PRINT " THE TREASURES A
      RE YOURS TO KEEP. GOOD LUC
      K !!!"
3820 END
3830 REM "::::: MAGICIAN UPSE
      T :::::
3840 VTA6
3850 PRINT " YOU'VE MADE THE
      MAGICIAN VERY ANGRY.CAVE "J
      " DOESN'T HAVE A MAGIC BOOK
      IN IT."
3860 FLASH : PRINT "TO PUNISH YO
      U, THE MAGICIAN CASTS A
      SPELL ON YOU AND NOW YOU'RE
      ONLY TWO INCHES TALL." : NORMAL
3870 PRINT " WORSE YET, THE
      MAGICIAN PUT YOU INTO A S
      MALL JAR. IF YOU EVER GET O
      UT OF THIS MESS, LET ME KNO
      W."
3880 END
3890 REM
3900 REM UTILITY SUBROUTIN
      ES
3910 REM -----
      -----
3920 REM
3930 REM "::::: MOVE ITEM TO
      NEW CAVE LOCATION :::::

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3940 REM
3950 Y = 3 + FN R(88)
3960 IF A(Y) < > 0 THEN 3950
3970 IF (Y = M) + (Y = Z) THEN 3
950
3980 A(Y) = A(Z)
3990 A(Z) = 0
4000 RETURN
4010 REM
4020 REM      ***** MAKE A# NAME
      OF TREASURE *****
4030 REM
4040 RESTORE
4050 FOR X = 0 TO Z - 288
4060 READ A#
4070 NEXT
4080 RETURN
4090 REM
4100 REM      *****SET UP CONNECT
      ING CAVE NUMBERS *****
4110 REM
4120 FOR X = 0 TO 2
4130 A(134 + X) = A(137 + X + (Z +
3))
4140 NEXT
4150 RETURN
4160 REM
4170 REM
4180 REM      TREASURE LIST
4190 REM      -----
9910 DATA "GOLD COINS"
9911 DATA "SOME KEYS"
9912 DATA "A LOCK BOX"
9913 DATA "A MAGIC CARPET"
9914 DATA "AN OLD GUN"
9915 DATA "A MAGIC WAND"
9916 DATA "A SWORD"
9917 DATA "A MAGIC BOOK"
9918 DATA "AN OLD CLOCK"
9919 DATA "FURS"
9920 DATA "A SILVER BELL"
9921 DATA "A NECKLACE"
9922 DATA "A PEARL"
9923 DATA "A DIAMOND"
9924 DATA "A GOLD WATCH"
9925 DATA "AN EMERALD"
9926 DATA "JEWELRY"
9927 DATA "A $1000 BILL"
9928 DATA "A BLACK BOOK"
9929 DATA "SOME ELF FOOD"
9930 DATA "A RUBY"
9931 DATA "A GOLDEN HARP"
9932 DATA "A SWORD"
9997 REM
9998 REM      DATA FOR CONNECTI
      NG CAVES
9999 REM      -----
10000 DATA 1,94,-1

10001 DATA 0,2,3
10002 DATA 1,4,5
10003 DATA 1,6,7
10004 DATA 2,8,9

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10005 DATA 2,10,11
10006 DATA 3,12,13
10007 DATA 3,14,15
10008 DATA 4,16,17
10009 DATA 4,18,19
10010 DATA 5,20,21
10011 DATA 5,22,23
10012 DATA 6,24,25
10013 DATA 6,26,27
10014 DATA 7,28,29
10015 DATA 7,30,31
10016 DATA 8,32,33
10017 DATA 8,34,35
10018 DATA 9,36,37
10019 DATA 9,38,39
10020 DATA 10,40,41
10021 DATA 10,42,43
10022 DATA 11,44,45
10023 DATA 11,46,47
10024 DATA 12,48,49
10025 DATA 12,50,51
10026 DATA 13,52,53
10027 DATA 13,54,55

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10054 DATA 27,53,75
10055 DATA 27,56,75
10056 DATA 28,55,76
10057 DATA 28,58,76
10058 DATA 29,57,77
10059 DATA 29,60,77
10060 DATA 30,59,78
10061 DATA 30,62,78
10062 DATA 31,61,79
10063 DATA 31,32,79
10064 DATA 32,33,80
10065 DATA 34,35,80
10066 DATA 36,37,81
10067 DATA 38,39,81
10068 DATA 40,41,82
10069 DATA 42,43,82
10070 DATA 44,45,83
10071 DATA 46,47,83
10072 DATA 48,49,84
10073 DATA 50,51,84
10074 DATA 52,53,85
10075 DATA 54,55,85
10076 DATA 56,57,86

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10028 DATA 14,56,57
10029 DATA 14,58,59
10030 DATA 15,60,61
10031 DATA 15,62,63
10032 DATA 16,63,64
10033 DATA 16,34,64
10034 DATA 17,33,65
10035 DATA 17,36,65

10036 DATA 18,35,66
10037 DATA 18,38,66
10038 DATA 19,37,67
10039 DATA 19,40,67
10040 DATA 20,39,68
10041 DATA 20,42,68
10042 DATA 21,41,69
10043 DATA 21,44,69
10044 DATA 22,43,70
10045 DATA 22,46,70
10046 DATA 23,45,71
10047 DATA 23,48,71
10048 DATA 24,47,72
10049 DATA 24,50,72
10050 DATA 25,49,73
10051 DATA 25,52,73
10052 DATA 26,51,74
10053 DATA 26,54,74

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10077 DATA 58,59,86
10078 DATA 60,61,87
10079 DATA 62,63,87
10080 DATA 64,65,88
10081 DATA 66,67,88
10082 DATA 68,69,89
10083 DATA 70,71,89
10084 DATA 72,73,90
10085 DATA 74,75,90
10086 DATA 76,77,91
10087 DATA 78,79,91
10088 DATA 80,81,92
10089 DATA 82,83,92
10090 DATA 84,85,93
10091 DATA 86,87,93
10092 DATA 88,89,94
10093 DATA 90,91,94
10094 DATA 0,92,93

65000 REM *** TREASURE HUNT
65000 REM *** BY LANCE NICKLUS
65000 REM *** TRANSLATED FOR
65000 REM *** APPLE II

65000 REM *** BY
65000 REM *** MURRAY R. SUMMERS

65000 REM *** SPRINGFIELD, PA

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