

## Find The Hidden Treasure

### Source Code

```
getKey
SetUpEditor LFTHT
13→dim(LFTHT
SetUpEditor |
LFTHT(13→Z
If Z= $\sqrt[3]{(3^{-1}\pi)}$ :Then
12→dim(LFTHT
0→V:1001→X:100J→Y
If F:Then
SetUpEditor LTSMF,LTSMI
DelVar [F]DelVar [I]
{8,16→dim([F]
[F]→[I]
16→dim(LTSMF
ClrList LTSMF
32→dim(LTSMI
ClrList LTSMI
24→L:25→U:26→R:34→D:1→T:0→O:0→P:0→S:0→W:0→H
End
If M=0:Then
0→N
If F:Then
2→I:1→J
{40041410,11111011,40100010,11111110,14100010,101011,1101010,141140,41
01000,11101010,1014,11111011,410010,11111110,114010,10001000}→LTSMF
{38000053,3020300,53000100,3000302,3530100,100,20300,53,3530000,100030
2,100,2020300,100,3000302,1000100,3005300,530000,2020300,0,2020202,530
0,2020302,100,3000000,3000000,1000100,1000153,3000100,100,2020300,5300
0300,3000000}→LTSMI
If 1=LFTHT(1:Then:38000006→LTSMI(1:11101011→LTSMF(2:4→I:End
If 1=LFTHT(2:Then:03060000→LTSMI(9:40041400→LTSMF(1:6→I:End
If 1=LFTHT(3:Then:00060000→LTSMI(17:04001000→LTSMF(9:10→I:End
If 1=LFTHT(4:Then:00000600→LTSMI(21:00400010→LTSMF(13:5→J:11→I:End
If 1=LFTHT(5:Then:01000106→LTSMI(27:11111010→LTSMF(12:3→J:16→I:End
If 1=LFTHT(6:Then:06000300→LTSMI(31:00104010→LTSMF(15:7→J:13→I:End
If 1=LFTHT(7:Then:03000600→LTSMI(16:00141040→LTSMF(8:8→J:7→I:End
If 1=LFTHT(8:Then:00000006→LTSMI(8:00041040→LTSMF(8:4→I:End
If 1=LFTHT(9:Then:03060100→LTSMI(5:10111110→LTSMF(4:5→J:2→I:End
If 1=LFTHT(10:Then
06000100→LTSMI(3:2→I:1→J:10101011→LTSMF(2:03000100→LTSMI(2:End
Else
1→F
If 1=I and 1=J:1→O
If 1=I and 1=J:0→F
If 4=I and 1=J:1→M
If 6=I and 1=J:2→M
If 10=I and 1=J:3→M
If 11=I and 5=J:4→M
If 16=I and 3=J:5→M
If 13=I and 7=J:6→M
If 7=I and 8=J:7→M
If 4=I and 8=J:8→M
If 2=I and 5=J:9→M
If 1=I and 3=J:10→M
ClrHome
End
End
If FM:Then
```

**Comment [JK1]:**  
Setup Required Variables  
Resets the getKey value, Sets up  
any saved file and resets the list  
editor

**Comment [JK2]:**  
Enters Internal Subprogram  
But only if required.

**Comment [JK3]:**  
Sets Up Common "First Time"  
Variables

**Comment [JK4]:**  
Map Zero is the World Map

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```
SetUpEditor L TSMF, L TSMI
DelVar [F] DelVar [I]
ClrList L TSMF
ClrList L TSMI
{8,16→dim([F]
[F]→[I]
16→dim(L TSMF
32→dim(L TSMI
24→L:25→U:26→R:34→D:1→T:0→0:P:0→S:0→W:0→H

End

If M=1:Then
  If F:Then
    2→I:2→J
    {11111111,12000000,11111111,10000000,10111111,10000100,12010001,111111
    11,11111111,2000001,11111101,3101,11111101,1000101,10001,11111111}→L TS
    MF
    {3020202,1000000,3020202,1000000,3030202,1010000,1000001,3020203,20202
    02,0,2020202,0,2030202,10000,1,2020203,2020202,0,2020202,0,2030202,100
    00,1,2020203,2020203,1,2030001,5010001,2030001,10001,1,2020203}→L TSMI
  Else
    If I=2 and J=2
      Then
        "YOU ARE 'I' AND YOU MOVE LEFT, RIGHT, UP, AND DOWN BY USING
        THE DIRECTIONAL ARROW KEYS. (PRESS '2ND' OR 'ENTER' TO STOP
        READING)→Str1:1→W:0→[F](2,2

      End

      If I=10 and J=2:Then
        "CAN YOU SEE THE + OVER THERE? THAT MARKS THE
        TREASURE!!!→Str1:1→W:0→[F](2,10

      End

      If I=2 and J=7:Then
        "NOT EVERYTHING IS AS IT SEEMS... (GO UP!!!)→Str1:1→W:0→[F](7,2

      End

    End
  End
End

If M=2:Then
  If F=1:Then
    2→I:2→J
    {11111111,10023010,11111111,0,1111110,20010,10202010,11111111,11111111
    ,1041,10100011,11111111,14002001,11111101,1,11111111}→L TSMF
    {3020202,1000000,3020202,1000000,3020202,1000000,1000000,3020202,20203
    02,5000100,2020302,0,2020300,100,100,2020302,2020202,0,3000100,3020302
    ,1300000,3020202,0,2020202,3020203,1003001,101,2020303,1,2030001,1,202
    0203}→L TSMI
  Else
    If I=4 and J=2:Then
      1→Q:1→W:Y+7→J
      "VOICE: OI! WHAT ARE YOU DOING? GO TO JAIL!→Str1
      End
      If (I=3 and J=7) or (I=4 and J=6) or (I=5 and J=7):Then
        1→W
        0→[F](7,3
        0→[F](6,4
        0→[F](7,5
        "YOU SEEM TO BE TRAPPED...→Str1
        End
        If I=13 and J=5:Then
          1→W
          0→[F](5,13
          "THAT LOOKS LIKE A SWITCH! GO STAND ON IT AND PRESS '2ND' OR
          'ENTER'→Str1
          End
          If I=10 and J=5:Then
            1→W
            0→[F](5,10
            0→[F](4,10
            0→[I](4,10
            "[CLICK]→Str1
```

**Comment [JK5]:**  
Sets Up Common "First Time"  
Variables  
For most maps

**Comment [JK6]:**  
Map # 1

**Comment [JK7]:**  
If First Time (Resets Map)

**Comment [JK8]:**  
If Not First Time (Special)

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```
End
If I=15 and J=2:Then
  0→[F](2,15
  0→[F](2,7
  0→[I](2,7
  Output(2,7,"
End

End
End
If M=3:Then
  If F:Then
    2→I:2→J
    {11111111,10210000,12100000,11000001,10000010,11110111,10200201,111111
    11,11111111,21000411,10000121,1201,20011111,100201,1020001,11111111}→L
    TSMF
    {3020202,1000604,1060400,1040000,4000000,3020202,1000600,3020202,40202
    02,0,0,4,400,2020203,60001,2020203,2020402,6040000,4000000,0,6000004,4
    00,40006,4020202,2020203,300401,40601,4060001,2020203,60001,1,2020203}
    →LTSMI
  Else
    If I=3 and J=2:Then:X+6→I:Y+7→J:1→H:1→Q:0→S:End
    If I=2 and J=3 and S:Then:X+15→I:1→H:1→Q:0→S:End
    If I=3 and J=7 and S:Then:X+14→I:Y+6→J:1→H:1→Q:0→S:End
    If I=6 and J=7 and S:Then:X+3→I:Y+2→J:1→H:1→Q:0→S:End
    If I=15 and J=3 and S:Then:X+2→I:1→H:1→Q:0→S:End
    If I=14 and J=4 and S:Then:X+12→I:Y+7→J:1→H:1→Q:0→S:End
    If I=14 and J=6 and S:Then:X+3→I:Y+7→J:1→H:1→Q:0→S:End
    If I=12 and J=7 and S:Then:X+14→I:Y+4→J:1→H:1→Q:0→S:End
    If I=9 and J=2 and S:Then:Y+5→J:1→H:1→Q:0→S:End
    If I=9 and J=5 and S:Then:Y+2→J:1→H:1→Q:0→S:End
    If I=14 and
    J=2:Then:0→[F](J,I:3→[F](4,5:5→[I](4,5:0→S:Output(4,5,"+":End
  End
End
If Q:Then
  If I≤16:X+I→I
  If J≤8:Y+J→J
End
If max(M={4,5,6,7,8,9,10:Then
  "SORRY, THIS MAP DOES NOT EXIST YET→Str1
  2→W:0→M:1→F:1→V:0→T
End
If F and not(V:Then
  0→F
  Output(8,1,"LOADING MAP: 00
  For(Y,1,8
    LTSMF(Y→Z
    For(X,1,8
      iPart(10fPart(Z/10^(X→[F](Y,9-X
    End
    LTSMF(Y+8→Z
    For(X,1,8
      iPart(10fPart(Z/10^(X→[F](Y,17-X
    End
    LTSMI(Y→Z
    For(X,1,4
      iPart(100fPart(Z/100^X→[I](Y,5-X
```

**Comment [JK9]:**  
**Draw Character Only Variable**  
Sets up necessary code for the  
“Draw Character Only” function

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```
End
LTSMI(Y+8→Z
For(X,1,4
iPart(100fPart(Z/100^X→[I](Y,9-X
End
LTSMI(Y+16→Z
For(X,1,4
iPart(100fPart(Z/100^X→[I](Y,13-X
End
LTSMI(Y+24→Z
For(X,1,4
iPart(100fPart(Z/100^X→[I](Y,17-X
End
Output(8,14,iPart(Y/8*100
End
DelVar LTSMF
DelVar LTSMI
End
Return
End

12→dim(LFTH
" !-+/?π:','()[\]{}~( ^.>=<≠×√° ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789iLn▶Dec xor
ΣInt(ΔList(→Str0
24→L:25→U:26→R:34→D
DelVar [F]DelVar [I]:{8,16→dim([F]:[F]→[I] |
ClrHome
Output(1,4,"WELCOME TO
Output(5,3,"VERSION: 1.0
Output(8,2,"BY JAMES KANJO
" FIND THE HIDDEN TREASURE!
Repeat getKey
Output(3,1,sub(Ans,1,16
sub(Ans,2,length(Ans)-1)+sub(Ans,1,1
If dim(rand(5
End
Goto MM |
Lb1 PY
0→M:1→F:0→S:0→W:0→P:0→O:0→H:0→Q:LFTH(11→0
While not(0
Repeat not(V
3√(3-1π→LFTH(13
If F or S:prgmTREASURE
0→LFTH(13
If P=3:Then
2→W:1→V:1→LFTH(M:0→M:1→F
"HOORAY! YOU HAVE FOUND THE HIDDEN TREASURE!→Str1
End |
If W:Then
" "+Str1→Str1
Str1+" "→Str1
While length(Str1)<16
Str1+" "→Str1
End |
Output(3,1,"-----
length(Str1)-1→X
Repeat max(K={21,105
getKey→K
Str1
Output(4,1,sub(Ans,1,16
sub(Ans,2,X)+sub(Ans,1,1)→Str1
If 0:If dim(rand(0
End |
```

**Comment [JK10]:**  
Decompress Map Function

**Comment [JK11]:**  
Returns to program's mainframe

**Comment [JK12]:**  
End of Internal Subprogram

**Comment [JK13]:**  
Setup Variables  
Stores the display string, any saved file, the default values for the directional arrow variables, Resets the Map Floor and Image Matrix

**Comment [JK14]:**  
Welcome Screen  
Displays screen with a scrolling marquee of the program name, until the user presses a button, and takes the user to the Main Menu

**Comment [JK15]:**  
Play  
Sets up variables before entering loop

**Comment [JK16]:**  
While Game-Not-Over Loop  
Continues to loop the game until the game is over (when the "O" variable is set to zero)

**Comment [JK17]:**  
Do Until "Reload" Is "Off" Loop  
Reloads map data if necessary when the Reload "V" variable is turned on. If it is, then it skips the "Character Movement Control" code, and repeats.

**Comment [JK18]:**  
"Run Subprogram" Variable  
Sets up variables before entering loop

**Comment [JK19]:**  
Load Necessary Map Data  
Whether it be to start a map, or manipulating a map

**Comment [JK20]:**  
Erase "Run Subprogram" Variable  
Prevents internal subprogram from accidentally executing

**Comment [JK21]:**  
If The Treasure Has Been Found  
Sets a display message and sets display variable to not redraw map

**Comment [JK22]:**  
Automatic String Repairer  
If the string is not long enough to produce a proper marquee, then empty spaces are added at the end of the string until there is enough

**Comment [JK23]:**  
Display Marquee String  
Until "ENTER" or "2nd" is pressed

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```

        If W=1:Then
            For(Y,3,5
                For(X,1,16
                    Output(Y,X,sub(Str0,[I](Y,X)+1,1
                End
            End
            If not(Q:Output(J,I,"I
        End
    0→W
End

If Q:Then
    0→Q
    iPart(100fPart(I/100²→X
    iPart(100fPart(J/100²→Y
    iPart(100fPart(I/10²→I
    iPart(100fPart(J/10²→J
    Output(Y,X,sub(Str0,[I](Y,X)+1,1
    Output(J,I,"I
End

If T:Then
    For(Y,1,8
        For(X,1,16
            Output(Y,X,sub(Str0,[I](Y,X)+1,1
        End
    End
    Output(J,I,"I
    0→T
End

End
While PH or max(P={0,1,5
    getKey→K
    If max(K={24,25,26,34:Then
        If K=24:Then
            L→K
        Else
            If K=25:Then
                U→K
            Else
                If K=26:Then
                    R→K
                Else
                    If K=34:D→K
                End
            End
        End
    End

    I-(K=24 and I>1)+(K=26 and I<16→X
    J-(K=25 and J>1)+(K=34 and J<8→Y
    [F](Y,X→P
    If P≠1:Then
        Output(J,I,sub(Str0,[I](J,I)+1,1
        X→I:Y→J:0→H
        Output(J,I,"I
    End
End
[F](J,I→P
If P=4:5→P
If P=5 and max(K={105,21:4→P
If 0:6→P
End

If P=2 or P=4:Then
    1→S:0→P
End

End

Lb1 MM
ClrHome
Menu("MAIN MENU      ", "LOAD", LD, "NEW GAME", NG, "", MM, "HELP", HP, "SCROLL
SPEED", SS, "QUIT", QT
Lb1 NG
ClrList LFTHT

```

### Comment [JK24]:

#### Re-Draw Map

Redraws the map where the marquee message had superimposed itself

### Comment [JK25]:

#### Marquee Message

Displays the string stored in variable "Str1" as a marquee

### Comment [JK26]:

#### Re-Draw Character Only

Redraws the map tile where the character was, and superimposes the character where it is

### Comment [JK27]:

#### Transmute

Transmutes into the map loaded in the current Image Matrix, and draws the character's position

### Comment [JK28]:

#### End Of Loop

End of Do Until "Reload" Is "Off" Loop. Skips the "Character Movement" section if the "Reload" variable ("V") is "On"

### Comment [JK29]:

#### If Key Pressed Is An Arrow

Performs movement function if applicable

### Comment [JK30]:

#### Configures Direction

Stores the current direction value assigned to the key pressed

### Comment [JK31]:

#### Position Mover & Validator

Moves the character's position if it isn't exceeding a boundary  
Top = Moves Left or Right  
Bottom = Moves Up or Down

### Comment [JK32]:

#### Wall Checker

Checks if the position the user is heading is a wall. If so, the character remains in its current position

### Comment [JK33]:

#### Special or Over Checker

Sets variables if special. If Game is Over, loop ends.

### Comment [JK34]:

#### Character Movement

Repeats if the "Halt" or "Position" variables are more than zero, or if the position equals nothing, a wall, or a "Special on Selection" tile

### Comment [JK35]:

#### Main Menu

Allows options to Load a saved file, Reset the game, View help instructions, modify the marquee scroll speed and an option to Quit

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```
12→dim(LFTHT
 $\sqrt[3]{(3^{-1}\pi)}\rightarrow Z$ 
Z→LFTHT(12 |
Lb1 SS
Output(1,1,"SELECT THE WORD SCROLLING SPEED
Output(3,3,"1 2 *3 4 5
3→0:8→Y:0→0
Repeat 0
    Repeat max(Ans={21,24,26,105:getKey:End
    Ans→K

    If K=24 and 1<0:0-1→0
    If K=26 and 0<5:0+1→0
    Output(3,Y,"
    If 0=1:2→Y
    If 0=2:5→Y
    If 0=3:8→Y
    If 0=4:11→Y
    If 0=5:14→Y
    Output(3,Y,"*
    If max(K={21,105:1→0

End
2(5-0→LFTHT(11

If Z≠ $\sqrt[3]{(3^{-1}\pi)}$ :Goto MM |

Lb1 LD
If  $\sqrt[3]{(3^{-1}\pi)}$ =LFTHT(12:Goto PY
Output(1,1,"NO FILE TO LOAD!
Repeat getKey:End
Goto MM |

Lb1 HP
Output(1,1,"USE THE ARROW BUTTONS TO NAVIGATE AROUND THE MAZE AND (HOPEFULLY)
FINDTHE HIDDEN TREASURE WHICH IS MARKED BY +
Repeat getKey:End
Goto MM |

Lb1 QT
DelVar [F]DelVar [I]DelVar Str1

If  $\sqrt[3]{(3^{-1}\pi)}$ =LFTHT(12:Then
    Output(1,2,"DO YOU WANT TO SAVE THE GAME?
    Output(4,4,"*YES NO"
    Output(7,2,"USES 132 BYTES OF MEMORY
    1→0
    Repeat max(K={21,105
        getKey→K
        If max(K={24,26:-0→0
        If 0=1:Then
            Output(4,4,"*
            Output(4,10,"
        Else
            Output(4,4,"
            Output(4,10,"*
        End
    End
End

End
ClrHome
Output(1,1,"FIND THE HIDDEN TREASURE GAME
" -JAMES KANJO→Str0
Output(8,1,Str0
rand(50
ClrHome
If  $\sqrt[3]{(3^{-1}\pi)}$ =LFTHT(12:Then
    If 0=-1:DelVar LFTHT
    If 0=1:Archive LFTHT

End
Output(1,1,"
```

### Comment [JK36]: New Game

Resets all variables for the game, and prepares the "Scrolling Speed" section to play the game instead of returning to the "Main Menu"

### Comment [JK37]: Return To Main Menu

If the user started a "New Game", then they are not returned to the "Main Menu", and progress to the "Load" code

### Comment [JK38]: Scrolling Speed

Allows user to change the word-scrolling speed during marquees

### Comment [JK39]: Load Code

Checks whether there is in fact a file to load. If there is, the user is forwarded to the "Play" section, otherwise the user is told that there is "NO FILE TO LOAD!" and is returned to the "Main Menu"

### Comment [JK40]: Help

Gives instructions to aid the user in playing the game

### Comment [JK41]: Quit

Erases all used variables. If a load file exists, then it asks if the user wants to keep the saved file, and informs the user as to how much memory it will use. Displays credits to James Kanjo and deletes or archives the load file depending on the user's choice. The screen is then cleared and the game is shut down.