

**20 Stories
To Read and Program
IN BASIC
On Your Home Computer**

THE SCIENCE FICTION COMPUTER STORYBOOK



BY STUART AND DONNA PALTROWITZ

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by

Stuart and Donna Paltrowitz

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Dedication



Dedicated to our parents Gladys & Larry Milman and Alice & Murray Paltrowitz for creating two original programs: us.

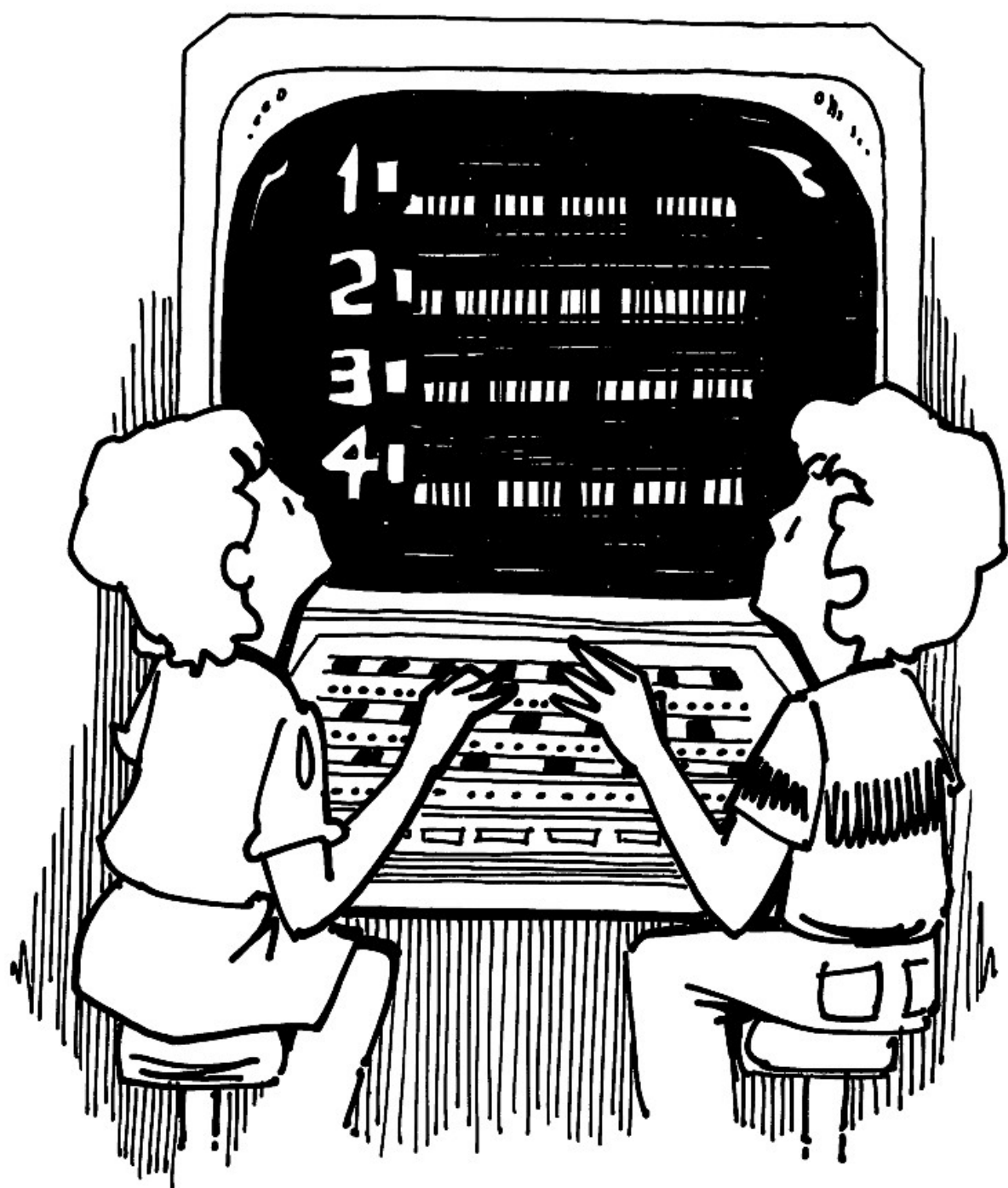
Introduction

Would you like to put a little more excitement in your life? You can become a private eye and solve all kinds of mysteries while using the computer.

Don't worry if you are not sure about some of the things you will be doing. THE SCIENCE FICTION COMPUTER STORYBOOK will show you step-by-step how to enter the programs onto your computer and help solve eerie events or follow adventures in fantasy.

THE SCIENCE FICTION COMPUTER STORYBOOK contains twenty-two stories. Within each story there are computer programs. You will be asked to type the programs into your computer and then answer some questions. The computer will "talk back" and respond to your answers. The computer's answers will surprise and amuse you.

We hope that you have lots of fun with THE SCIENCE FICTION COMPUTER STORYBOOK.



Instructions

THE SCIENCE FICTION COMPUTER STORYBOOK contains over 50 programs to play on your computer. They are written in BASIC language for the Timex Sinclair 1000, ZX 81, Apple, Commodore, Atari, TRS-80 and all other microcomputers.

Although the programs are all written in BASIC language, each company's microcomputer has features or differences in its BASIC language, which makes programming different from the others. The computer programs have been created to work on all popular microcomputers.

When you type

1. Type the lines exactly as they appear in the program.
2. At the end of each line press RETURN or ENTER.
3. After you type in the complete program, type RUN.
4. If something does not seem right, check your computer manual.
5. If you have a Timex, you'll notice that there is no apostrophe on your keyboard. So, when you see one in a program just leave a space.

INVERSE LETTERING

Inverse lettering or reverse lettering is that special black background that appears in a program. Each computer has a different way of using inverse lettering.

For Atari, press the Atari logo key.

For Commodore, hold down CTRL and press 9.

For TRS-80 go into the P mode and change the background color.

For Apple, type a line number and then the word INVERSE. After you are done with the INVERSE line, type a line number and NORMAL on the following line.

EXPERIMENT

Once you have mastered the programs, you may want to try a program of your own. That is a good idea. Depending on your computer, you can try lots of interesting things. You may even try colors and sounds.

Good luck and happy computing.

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The Grand Prize

You are a person who loves to collect insects. You take them live, and put them into glass jars. You have so many that you open an insect museum. Lots of people come to see the insects trapped in your glass jars.

One day you get a letter in the mail. You have won a prize — a trip to Papillon Island! You don't remember entering any contest, but you don't waste time wondering about it.

Now you are on a luxury liner, heading for an island in the Caribbean. You can see the palm trees and the white sand of the beach. You are very excited.

As you step onto the lush green island you see enormous flowers. Their sweet smell fills the air.

In the distance you see some unusual shapes glittering in the tropical sunlight.

Type in the program to see what the shapes look like. (Leave the computer on for the entire story.)

NEW

```

10 PRINT "          00000000"
15 PRINT "          1      1"
20 PRINT "          1      1"
25 PRINT "          1      1"
30 PRINT "          1      1"
35 PRINT "          0      0"
40 PRINT "          0      0"
45 PRINT "          0      0"
50 PRINT "          00000000000000"
55 PRINT "GO BACK TO THE STORY"
60 PRINT "TO FIND OUT"
65 PRINT "MORE ABOUT THESE OBJECTS"
70 PRINT "KEEP ON THE COMPUTER"

```

RUN

The objects are multi-sided glass containers. How strange they look in the middle of this tropical paradise! You wonder what they are used for. But the place is deserted. There is nobody around to answer your questions.

You get nearer to the huge glass objects. Suddenly you see that there are brightly colored insects crawling all around. They look like enormous caterpillars.

Tunnels dot the hillside around you. There is a curious buzzing sound. In amazement you see insects as large as giant helicopters fly out of the tunnels.

As you watch, you see that they are weaving a web. Suddenly they swarm around you. In seconds you are tangled in the web. The web is much too strong for you to break through it. Your future looks dim unless you can somehow get free. The insects lift your struggling body and place it in one of the glass containers. What will happen to you?



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NEW

```
130 PRINT " A LID COVERS YOU"  
140 PRINT " THE STAR-SHAPED HOLES IN THE LID"  
150 PRINT " LET YOU BREATHE"  
155 DIM A$(20)  
160 PRINT "WHAT DO THE INSECTS"  
165 PRINT "PLAN TO DO WITH YOU"  
170 INPUT A$  
175 PRINT "THAT IS POSSIBLE"  
180 PRINT "GO BACK TO THE STORY"  
185 PRINT "TO FIND OUT"  
190 PRINT "KEEP ON THE COMPUTER"
```

RUN

Now the insects lift the container and fly you into one of their tunnels. You are in a vast cave in the hillside. You are placed onto a moving shelf beside hundreds of other humans in jars. You wonder what your future is. This is what you see. Type in the program.

NEW

```
130 PRINT  
150 PRINT "WELCOME TO"  
160 PRINT "THE HUMAN MUSEUM"  
170 PRINT  
175 PRINT  
180 PRINT  
185 PRINT  
190 PRINT
```

RUN

You promise yourself that if you ever wake up from this nightmare, you will release all those insects you trapped in glass jars!

Eltrut Island

The last time your friend, Brynn, went sailing, she found a tiny island. Brynn told you about the unusual things she did there, but you didn't really believe her. Brynn was always imagining things — wasn't she? Still, you politely told her the fantasy sounded wonderful, so she decided to take you for a visit to her island.

Brynn takes out this map to show you the route to Eltrut Island. Look at the map and then return to the story. Here is the program. Type it in.

NEW

```

20  PRINT "          SSSSSSSSSS"
30  PRINT
40  PRINT "REYNOLDS    BUOY"
50  PRINT "          "
55  PRINT "          SSSSSSSSSS"
60  PRINT "CHANNEL    "
70  PRINT "S A N D    B A R  "
90  PRINT
100 PRINT "          ====="
110 PRINT "          ROCKAWAY  "
120 PRINT "          INLET    "
130 PRINT "          ====="
140 PRINT
150 PRINT "          0000  "
160 PRINT "          0      0  "
170 PRINT "           0      0  "
180 PRINT "            0      0  "
190 PRINT "             0      0  "
200 PRINT "              0      0  "
210 PRINT "               0      0  "
220 PRINT "00000000000000000000"

```

RUN

Although the waters seem choppy, you set sail at dawn when the tide is high. After two hours of sailing, there is no land in sight and you're getting hungry.

"Brynn, are you sure you didn't imagine this island of yours? I'm starving. Let's go home now," you say.

"We're almost there," answers Brynn. "The Eltrut leader will have something ready for us to eat. Give it about ten minutes more."

Since Brynn is only asking for ten minutes more, you decide you can wait. In the distance you can now see a golden, sandy beach and some flat rocks. "See, I told you Eltrut is here!" Brynn shouts. "There's the Eltrut leader waiting for us on the high rock!"

You sail onto the beach and are greeted by the leader. Brynn and you stretch out your hands in friendship. The leader guides you to a rocky cave, where dozens of Eltruts are munching on bowls of dalas. Brynn persuades you to taste some. "This tastes wonderful!" you say.

After the meal, Brynn and you follow the leader to the play area. One Eltrut wants you to play games. The Eltrut hands you an epor and tells you to pmuj. You don't understand what he means until you watch the others. Together you all play pmuj epor.

Now a bigger Eltrut motions for you to play another game. He calls it srekcehc. You get the black pieces and the Eltrut takes the other pieces. As you watch the Eltrut, you understand the game. You move slowly and carefully. You win the game. You have become the srekcehe champion of Eltrut Island!

Just when you're beginning to feel very important, Brynn tells you that you must set sail for home before the tide goes out. The Eltruts lead you to your boat and wave good-bye as you sail away.

"I guess Eltrut Island wasn't just in your imagination, after all," you tell Brynn.

"Of course not," answers Brynn, "it's part of YOUR fantasy world. I didn't see anything unusual."

"Oh come on, Brynn, we played all those unusual games and had unusual food," you say.

"We didn't do anything unusual at all. We ate the same food and played the same games as we do at home," says Brynn.

Type in the program to see what Brynn means about the games.

NEW

```
10 PRINT "WE PLAYED PMUJ EPOR"
20 PRINT "YESTERDAY. "
25 DIM C$(20)
28 DIM D$(20)
50 INPUT C$
65 LET E$ = "JOE PRUMO"
70 LET D$ = "JUMP ROPE"
```

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```
80  IF C$ = D$ THEN  GOTO 120
90  PRINT "WRITE THE LETTERS"
100 PRINT "BACKWARDS TO FIND"
110 PRINT "THE GAME."
120 PRINT "THAT IS RIGHT."
130 PRINT
140 PRINT "WE PLAYED SREKCEHC AT"
150 PRINT "HOME TOO."
155 DIM F$(10)
158 DIM G$(10)
160 PRINT "WHAT GAME IS IT?"
180 INPUT F$
195 LET H$ = "SEEK HER"
200 LET G$ = "CHECKERS"
210 IF F$ = G$ THEN  GOTO 240
220 PRINT "WRITE THE LETTERS"
230 PRINT "BACKWARDS TO FIND"
235 PRINT "THE GAME."
237 GOTO 160
240 PRINT "ABSOLUTELY RIGHT YOU
      ARE"
```

RUN

Now type in this program to see what she means about the food.

NEW

```
250 PRINT
260 PRINT "WE ATE DALAS AT HOME"
265 DIM H$(20)
267 DIM I$(20)
270 PRINT "WHAT FOOD IS IT?"
290 INPUT H$
305 LET J$ = "LADAS"
310 LET I$ = "SALAD"
320 IF H$ = I$ THEN  GOTO 350
330 PRINT "JUST WRITE THE"
340 PRINT "LETTERS BACKWARDS."
345 GOTO 270
```

```

350 PRINT "THAT IS RIGHT."
370 PRINT "HOW CAN YOU SAY YOU"
380 PRINT "HAVE NEVER SEEN AN"
390 PRINT "ELTRUT BEFORE?"
395 DIM K$(20)
397 DIM L$(20)
400 PRINT "WHAT IS AN ELTRUT?"
420 INPUT K$
440 LET M$ = "LETTUR"
450 LET L$ = "TURTLE"
460 IF K$ = L$ THEN GOTO 490
470 PRINT "ALL YOU DO IS WRITE"
480 PRINT "THE LETTERS"
485 PRINT "BACKWARDS."
487 GOTO 400
490 PRINT "GREAT WORK"

RUN

```

You start to think about what you've just done. Type in the program to see what you have learned.

NEW

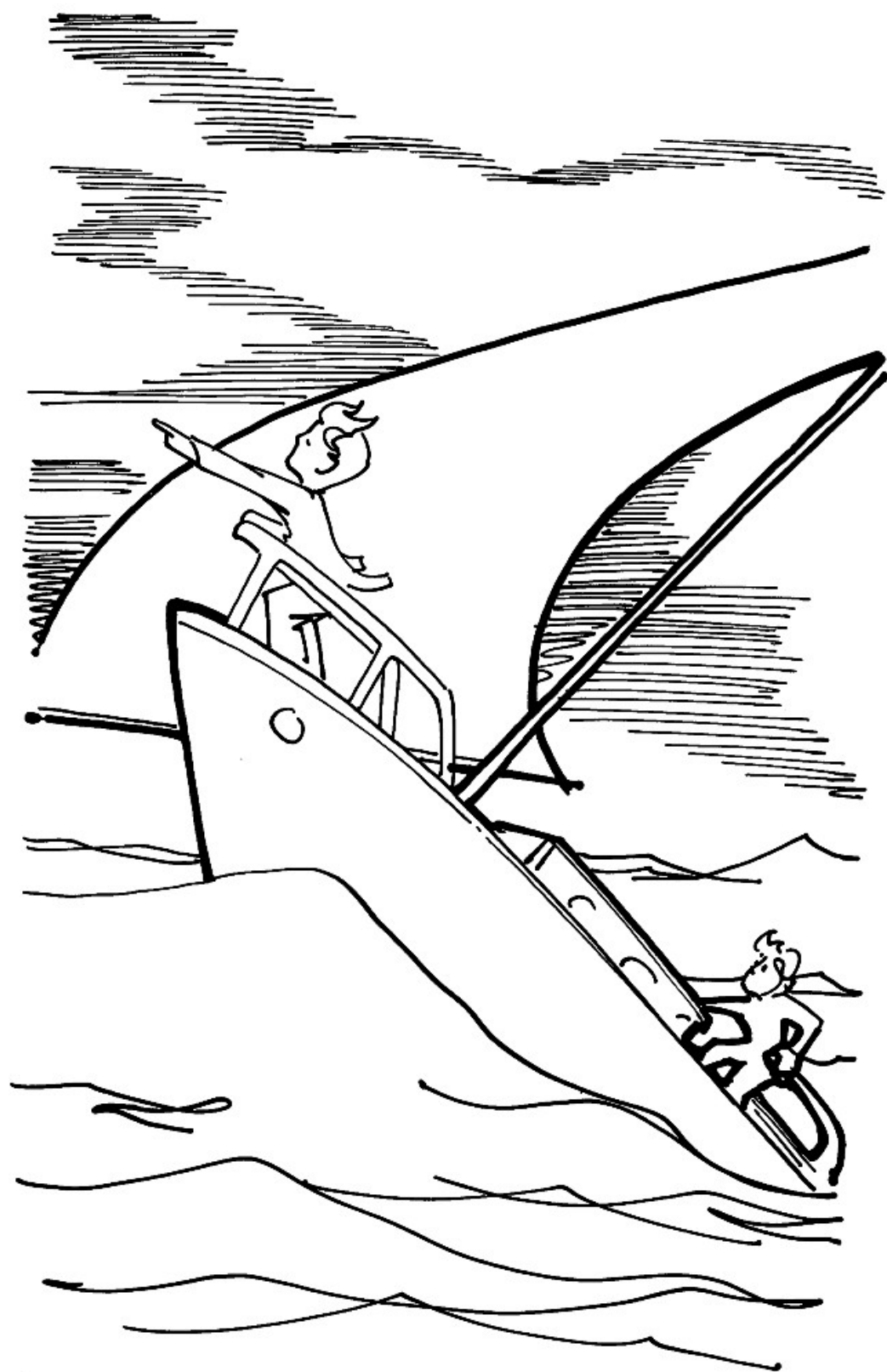
```

510 PRINT "NOW, IF YOU TRY TO"
520 PRINT "TELL ANYONE THAT YOU"
530 PRINT "SAILED TO TURTLE"
540 PRINT "ISLAND, MUNCHED ON"
550 PRINT "SALAD AND PLAYED"
560 PRINT "JUMP ROPE AND "
570 PRINT "CHECKERS WITH A"
580 PRINT "BUNCH OF TURTLES,"
590 PRINT "EVERYONE WILL THINK"
600 PRINT "BRYNN JUST GOT YOU"
610 PRINT "MIXED UP WITH"
620 PRINT "ANOTHER OF HER"
630 PRINT "FANTASIES"

```

RUN

You decide that you'll keep quiet about Brynn and her fantasies from now on!



Cat Attack

You are waiting for the bus. Something furry brushes against your leg. It is a cat. As you bend over to stroke it, you get a strange, chilly sensation. The cat stares at you with cold, green eyes. Suddenly it hisses and leaps at you. You are knocked to the ground while the cat's claws dig into you. You pass out, thinking that there's something terribly sick about this cat.

When you wake up, you are in the emergency ward at the hospital. Someone had seen you lying there, scratched and bleeding, and had called the ambulance. You look at the claw marks on your arms and legs. They are very deep. The nurse cleans the wounds and covers them. "They will soon heal," she says. "Nothing to worry about." That's all she knows.

You know that something very strange has happened to you. You feel different, somehow. By the time you get home you feel really mean, as if you want to hurt someone.

You go to your room. Your body feels peculiar. You look in the mirror. Thick gray and white hair is sprouting all over your body!

You turn slowly around and see, with horror, that you have grown a tail! Now your back and neck tighten uncomfortably. It's hard to stay upright. You drop down onto all fours. You try to scream, but the sound that comes out is a strange growl.

In fact, you have turned into a large cat! Hardly believing what's happening, you leap out the window. You land neatly on your four cat feet. You growl again as someone approaches. You are a really mean cat. You attack the person, but she runs away. You lick the bloodstains from your furry paws.

When you wake up the next morning you are curled on the floor under your bedroom window. You can't remember anything about the night before. Quickly you get ready for school and grab your books. You pass a newsstand on your way to school and notice this. Type in the program.

NEW

```

10 PRINT "00000000000000000000"
20 PRINT "DAILY TRIBUNE"
30 PRINT "00000000000000000000"
35 PRINT "HUGE"
40 PRINT "      VICIOUS"
45 GOTO 60
50 PRINT "BUN SQUEEZES"
55 PRINT "HAMBURGER"
60 PRINT "      CAT"
65 GOTO 80
70 PRINT
75 PRINT "ASKS FOR YOU "
76 PRINT "BY NAME "
80 PRINT "      MAULS"
85 GOTO 100
90 PRINT
95 PRINT "BEACH BALLS"
100 PRINT "      WOMAN"
110 PRINT
120 PRINT "00000000000000000000"
130 PRINT
140 PRINT "RETURN TO THE BOOK"

```

RUN




```

145 PRINT
150 PRINT "ALL RIGHT, THEN SPEND"
155 PRINT "THE DAY IN YOUR CAGE."
160 PRINT
165 GOTO 190
170 PRINT "YOU ARE NOW IN THE"
175 PRINT "ANIMAL SHELTER."
180 PRINT
185 PRINT
190 PRINT "GO BACK TO THE STORY"

```

RUN

The veterinarian is amazed to see you inside a locked cage. Usually, she sees only cats. "Cats caught roaming the streets are shot with tranquilizer darts and kept here for adoption," she says. "I can't figure out how you got here!" But you know.

You tell the vet your theory that you turn into a large, vicious cat at night, but in the daytime you are a normal person. The vet listens kindly to your weird story and quickly calls up a doctor who may be able to help you.

The doctor believes the problem is in your blood. He thinks that some strange infection entered your bloodstream when you were attacked by a sick cat three days ago. The doctor thinks he can get you back to normal with the help of this. Type in the program to see if you agree.

NEW

```

10 PRINT "UUUUUUUUUUUUUUUUUUUUUUUUUU"
15 PRINT "BBBBBBBBBBBBBBBBBBBBBBBBBBB"
20 PRINT "00 00"
25 PRINT "00 00"
30 PRINT "    BLOOD MACHINE    "
35 PRINT "00 00"
40 PRINT "00 00"
45 PRINT "BBBBBBBBBBBBBBBBBBBBBBBBBBB"
50 PRINT "UUUUUUUUUUUUUUUUUUUUUUUUUU"

```

```
55 DIM R$(20)
60 DIM S$(20)
65 DIM T$(20)
70 PRINT "WILL YOU LET THE "
75 PRINT "DOCTOR USE IT ON YOU?"
80 INPUT R$
85 LET S$ = "YES"
90 IF R$ = S$ THEN GOTO 120
95 PRINT
100 PRINT "YOU WILL BE ARRESTED "
105 PRINT "AS THE CAT ATTACKER, "
110 PRINT "IF YOU DO NOT CHANGE YOUR MIND."
115 GOTO 70
120 PRINT "YOU WILL SOON SEE "
125 PRINT "HOW IT WORKS."
130 PRINT
135 PRINT "GO BACK TO THE BOOK"
```

RUN

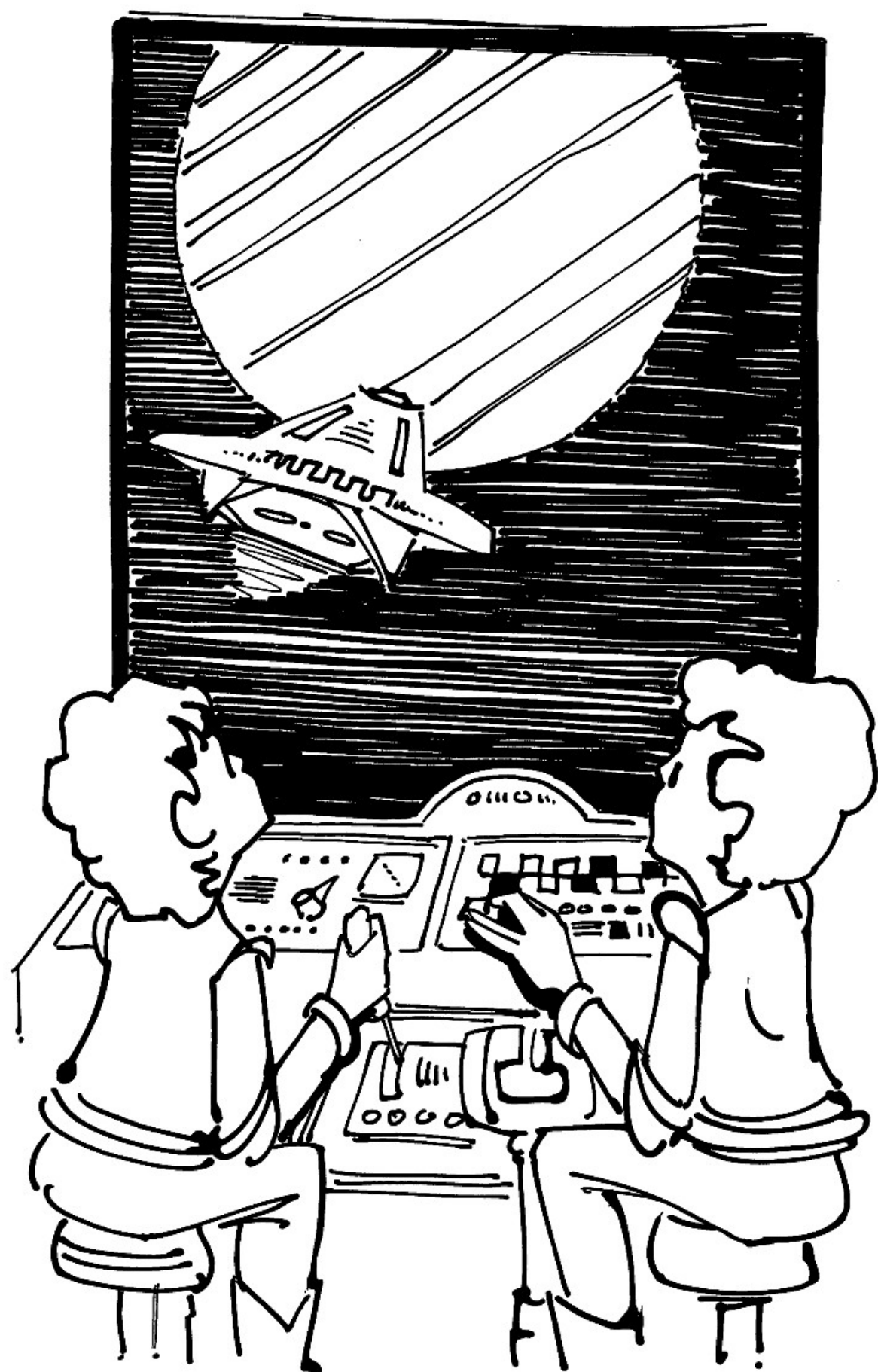
The doctor thinks that if your blood is replaced, you will return to being a normal person. You agree to try the experiment; after all, who wants to be a crazy cat?

Your body is hooked up to the blood machine for two days. Your old blood is removed and new blood takes its place. The doctor watches you very carefully. He decides you are normal. He and the vet will keep your secret about the cat attacks. And you never again get the urge to meow or growl or go out on late-night prowls. But sometimes you catch yourself purring.

Galaxy Travellers

“Welcome space trekkers to the third annual report meeting of the galaxy travellers. I will now call upon our newly elected president, Michelle Fine, to tell about her recent travels.”

“Thank you very much Captain Larry. Well boys and girls, my co-pilot, Max Small, and I started on our trip on stardate .082166 from the planet Jupiter. To see our flight path, type this program into your computer:



NEW

```

10 PRINT "-----"
20 PRINT "  E      O  "
30 PRINT "  ^      "
40 PRINT "  I      "
50 PRINT "  I      --  "
60 PRINT "  O      I  I"
70 PRINT "  ^      I  I"
80 PRINT "  I      I  I"
90 PRINT "  I  I      I"
100 PRINT "      O"
110 PRINT "      ^"
120 PRINT "      I"
130 PRINT "-----"
140 PRINT "E = EARTH"
150 PRINT "O = PLANET"
160 PRINT "^ = FLIGHT"
170 PRINT "I = PATH"

```

RUN

"After passing through our planet earth's galaxy, we went to the Alpha Centeria galaxy to pick up the well-known scientist Rich Bridges. From there we went to many different planets to help Dr. Bridges perform many experiments that will help all different kinds of sick people.

"During our travels we visited many famous places. We saw the Leaning Tower of Pluto, The Eye-Fill Tower—which is of course where some of the best eye surgery in the galaxy is performed—and to top our trip off we visited Dizzy Land Amusement Park.

"We all had a wonderful time on our trip and would suggest that all of you try and do it. But before you go, fellow earthlings, you had better take this little quiz on the planets in your galaxy—type in this program."

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NEW

```

10 PRINT "AS YOU PROBABLY ALREADY KNOW, THERE ARE"
14 GOTO 20
15 PRINT "HELLO, HOW ARE YOU?"
20 PRINT "NINE PLANETS IN THE EARTH'S SOLAR SYSTEM."
24 GOTO 30
25 PRINT "HELLO, HOW ARE YOU?"
30 PRINT "JUST TO MAKE SURE YOU KNOW THE NAMES OF"
33 GOTO 40
35 PRINT "HELLO, HOW ARE YOU?"
40 PRINT "ALL OF THEM, THE COMPUTER WILL GIVE YOU"
43 GOTO 50
45 PRINT "HELLO, HOW ARE YOU?"
50 PRINT "ALL NINE NAMES, EXCEPT THE LETTERS WILL"
53 GOTO 60
55 PRINT "HELLO, HOW ARE YOU?"
60 PRINT "BE MIXED UP. YOUR JOB IS TO WRITE THEM"
70 PRINT "DOWN, PROPERLY, ON A PIECE OF PAPER."
80 PRINT "THEN IF YOU WANT TO SEE IF YOU ARE "
90 PRINT "CORRECT, (OR IF YOU GIVE UP), JUST TYPE"
100 PRINT "IN THE WORDS 'ANSWERS PLEASE' NEXT TO"
110 PRINT "TO THE QUESTION MARK. HERE WE GO!:"
120 PRINT "          1. TULOP"
130 PRINT "          2. NETUFEN"
140 PRINT "          3. SURNAU"
150 PRINT "          4. SNRTUA"
160 PRINT "          5. REJITPU"
170 PRINT "          6. SARM"
180 PRINT "          7. RAHTE"
190 PRINT "          8. SENVU"
200 PRINT "          9. YREMCUR"
205 DIM D$(10)
210 INPUT D$
220 IF D$ = "ANSWERS PLEASE" THEN GOTO 240
230 GOTO 10
240 PRINT "HERE ARE THE ANSWERS:"
250 PRINT "          1. PLUTO"
260 PRINT "          2. NEPTUNE"
270 PRINT "          3. URANUS"
280 PRINT "          4. SATURN"
290 PRINT "          5. JUPITER"
300 PRINT "          6. MARS"
310 PRINT "          7. EARTH"
320 PRINT "          8. VENUS"
330 PRINT "          9. MERCURY"
340 END

```

RUN

The Chase

You have no idea why you are being chased, but it is happening. As you glance over your shoulder, a bull elephant stares at you. It has a crazed look in its eyes. There is no place for you to hide!

From the distance you notice its powerful trunk. You fear the elephant may wrap its trunk around your waist and toss you about. You start to run, but the elephant is only a few lengths behind you. You search for a way to escape, but there is none.

Quickly you turn around to see if the elephant is gaining ground. You brush against a Bengal tiger with its mouth wide open. You pull away before it can sink its teeth into you. The elephant is still just a short distance away.

It seems like something from a horror movie. Then out of the corner of your eye, you see the lean, muscular legs of a mountain lion leaping off the ground. The lion comes down again without making a sound. You wonder what its plans are.

Sensing danger all around, you search for a way to escape. You feel surrounded. Your life is threatened. Type in the program to make some quick plans.



NEW

```

90  DIM F$(20)
95  DIM G$(20)
100 PRINT "HOW DO YOU FEEL?"
120 INPUT F$
130 PRINT
140 PRINT "IF YOU FEEL THAT WAY"
150 PRINT "WHAT SHOULD YOU DO?"
165 INPUT G$
167 PRINT
170 PRINT "SUDDENLY EVERYTHING"
180 PRINT "CHANGES.THE ELEPHANT"
185 PRINT "AND THE TIGER "
190 PRINT "STOP CHASING YOU."
200 PRINT "THE MUSCULAR LEGS"
210 PRINT "OF THE LION COME TO"
220 PRINT "A HALT."
230 PRINT
240 GOTO 265
250 PRINT "I AM TAKING UP SPACE"
260 PRINT "YOU WAKE UP ON THE FLOOR."
265 PRINT
270 PRINT "JUMP OFF THE"
280 PRINT "MERRY-GO-ROUND AND"
290 PRINT "YOUR PROBLEMS WILL"
300 PRINT "BE OVER."
310 PRINT "YOU TAKE A FLYING"
320 PRINT "LEAP."
330 PRINT "GO BACK TO THE STORY"
340 PRINT "AND FIND OUT WHERE"
350 PRINT "YOU LAND"

```

RUN

Oops, you smashed your head into the dresser drawer. While rubbing your bruised head, your eyes spot the clock. It's three o'clock in the morning and you've had a nightmare. You just took a flying leap off your bed to escape a merry-go-round. Maybe tomorrow night you'll have sweeter dreams.

The Secret Liquid

All your life people have called you a troublemaker. Wherever there is mischief, you are usually in the middle of it. If something is missing, people ask you about it. They seem certain that you know of its whereabouts, and they are usually right, too.

You really don't see anything wrong with having a little fun and a few laughs. Nobody gets hurt. Why does everybody have to be so serious all the time? Wouldn't it be wonderful if you could find some way not to get blamed for everything that happens?

You sneak into the science laboratory to see what you can find. You accidentally knock over a test tube. Type in the program to see what you upset.

NEW

```

10 PRINT "XXXXXXXXXXXXX "
15 GOTO 20
16 PRINT "A GOLFER WEARS AN"
17 PRINT "EXTRA PAIR OF PANTS"
18 PRINT "IN CASE HE GETS A"
19 PRINT "HOLE IN ONE."
20 PRINT "O          O  "
35 PRINT "O          O  "
40 PRINT "O          O  "
50 PRINT "O    SMILING O  "
57 GOTO 75
60 PRINT "A MAN GOT TOO CLOSE"
65 PRINT "TO THE LENS GRINDING"
66 PRINT "O    LIQUID O  "
70 PRINT "MACHINE AND MADE A "
72 PRINT "SPECTACLE OF HIMSELF."
75 PRINT "  +          +"
80 PRINT "  +          +  "
85 PRINT "    +        +  "
90 PRINT "    +  +    "
95 PRINT "      ++  "
100 PRINT
105 PRINT "GO BACK TO THE BOOK"
RUN

```

The test tube spills its liquid into an open jar. Just then the science teacher comes into the laboratory.

He sees you and the spilled test tube and opens his mouth to shout at you. But the fumes from the mixture have formed a dense mist around his head. His stern face relaxes and a wide grin appears.

You apologize for being careless and to your amazement the teacher says, "Don't be silly, it's my fault. I shouldn't have left the test tube on the shelf."

You can hardly believe your ears. You must try that smiling liquid again. When the teacher has left the lab, you take the jar and put a cork in it.

The next day the school bully threatens to turn you into a hamburger pattie. As he steps nearer, you pull the cork from the



jar. Fumes fill the air. You find the fist that he was about to use on your nose resting kindly on your shoulder. "No need to get upset, Buddy. I just wanted to tell you that you're okay," says the bully.

"If it works on him, it will work on the teachers," you think.

As usual, you haven't finished your English homework. When Mrs. Bumstead starts checking your homework assignment, you tell her that you didn't get it done. Quickly you pull the cork.

"That's all right today, dear," she says with a gentle smile, "just try to remember to do it tomorrow."

"This stuff is the greatest invention since holidays!" you think.

You return home from school and head for your room. When your father comes in he starts to complain about the mess in your room. Once again, you pull the cork. Your father's expression changes into a wide smile.

"Try to get this place cleaned up when you have a chance," he says cheerfully, swiping at a layer of dust on the bookshelf. Accidentally he drops a book onto your desk. It knocks over your jar. The smiling liquid spills all over the carpet and forms a thick mist. Smiling from ear to ear, your father skips out of the room.

There goes my secret liquid, you think. You must get to the lab for another jar. Sneaking in the lab window, you find these. Type in the program to see.

NEW

```

5  PRINT "EXPERIMENT CLOSET"
7  PRINT
10 PRINT "XXXXXXXXXXXXX"
30 PRINT "O          O  "
40 PRINT "O          O  "
50 PRINT "O  SMILING O  "
55 PRINT "O  LIQUID  O  "
75 PRINT "  +          +  "
80 PRINT "  +          +  "
85 PRINT "    +      +    "
90 PRINT "      +  +      "
95 PRINT "        ++      "
100 PRINT
105 PRINT "      VVVVVVVVVVVVVVVV"
110 PRINT "      V  VANISHING  V"
120 PRINT "      V   LIQUID   V"
130 PRINT "      VVVVVVVVVVVVVVVV"

```

```

180 PRINT
190 FOR X = 1 TO 2000
200 NEXT X
210 PRINT
220 PRINT
230 PRINT
240 PRINT
250 PRINT
260 PRINT
270 PRINT
280 PRINT "+++++++ $$$$$$$$ "
290 PRINT "JUMPING    DIZZY    "
300 PRINT "  JELLY    LIQUID    "
310 PRINT "+++++++ $$$$$$$$ "
320 PRINT
330 PRINT "===== GGGGGGGG "
340 PRINT "TASTELESS GREASE"
350 PRINT "      FOOD  REMOVER "
360 PRINT "===== GGGGGGGG "
370 PRINT
380 PRINT "GO BACK TO THE BOOK"

```

RUN

You see what you need on the shelf. Suddenly you hear the security guard. Quickly you turn off the lights and reach for the jar. As a security guard opens the door and turns on the light, you open the jar.

A mist fills the air around you, but the security guard doesn't grin or smile. He just turns to his partner and says, "No one here." They both go away.

You wonder what went wrong. Why didn't he say anything to you? You check the label on the jar you are holding. Type in the program to read it.

NEW

```

20 PRINT "VANISHING LIQUID"
25 PRINT
30 PRINT "THIS IS ONLY AN"
40 PRINT "EXPERIMENTAL    "
50 PRINT "FORMULA.DO NOT"

```



```

52  GOTO 60
55  PRINT "EAT WITH YOUR  "
56  PRINT "FINGERS.      "
60  PRINT "USE.WE HAVE NOT"
70  PRINT "DEVELOPED A WAY"
80  PRINT "TO MAKE THINGS"
82  GOTO 90
85  PRINT "STICK TOGETHER
90  PRINT "REAPPEAR.THIS"
100 PRINT "PRODUCT ALSO  "
110 PRINT "ELIMINATES ALL"
120 PRINT "NOISE,SOUND AND"
130 PRINT "SPEECH.      "
140 PRINT
145 PRINT
150 PRINT "GO BACK TO THE BOOK"
RUN

```

You look back at the jars on the shelf. There's the smiling liquid, still up there on the top shelf!

In the darkness you grabbed the one below it. Oops, you really did it this time! You opened the wrong jar. This liquid's mist has made you disappear. Now you know why the security guard didn't see you.

Type in the program to see how your life will change.

NEW

```

10  PRINT "FROM THIS DAY ON YOU"
20  PRINT "WILL NEVER HAVE TO"
30  PRINT "WORRY ABOUT PEOPLE"
40  PRINT "BLAMING YOU.YOU CAN"
50  PRINT "DO WHATEVER YOU WANT"
55  PRINT
60  PRINT "NO ONE WILL EVER KNOW"
70  PRINT
75  DIM S$(20)
80  PRINT "HOW DOES IT FEEL?"
100 INPUT S$
110 PRINT

```



```
120 PRINT "WE THOUGHT YOU "  
130 PRINT "WOULD SAY THAT.WE"  
140 PRINT "WILL BE SEEING YOU"  
150 PRINT "AROUND...BUT ONLY "  
160 PRINT "IF YOU WEAR A HAT."  
170 PRINT  
180 PRINT "THE END"  
RUN
```

The Creeping Vine

From the moment you first spot it at the garden center, it stands out from the others. You are strongly drawn toward it. Is it the healthy gleam of the leaves or the rich green color that attracts you? You are not sure, but you know that you are going to buy it. You must have it.

In the past, all the plants you have bought have faded and died soon after you brought them home. This vine seems different and much healthier from the start. There is a tag on the plant. Type in the program to read it.

NEW

```

10 PRINT "*****"
20 PRINT "* VINE CARE *"
30 PRINT "* WATER DAILY *"
40 GOTO 50
45 PRINT "* RAINY WEEKENDS *"
50 PRINT "* LOTS OF SUNLIGHT*"
60 PRINT "* GIVE ROOTS ENOUGH*"
70 PRINT "* ROOM TO GROW *"
72 GOTO 80
75 PRINT "* IF NO ONE LISTENS*"
78 PRINT "* WHEN YOU TALK *"
80 PRINT "* TALK TO YOUR VINE*"
90 PRINT "*****"
100 PRINT "GO BACK TO THE BOOK"

```

RUN

You water the vine and place it near the window. It thrives in the warm sunlight. The next morning you talk to the plant as you are having your breakfast. As you talk, the vine seems to sparkle. It bends over as if it is listening to you. A special bond is forming between you and the vine.

As the weeks go by, the vine grows and grows. It has become too large for its flowerpot, so you find a larger planter. Now the vine has more room to grow. Within two days it has grown so much that its tendrils are hanging over the sides of the planter. As you lean over it to water the vine, it seems to be turning toward you for help.

This time you buy a container about four times bigger than the last one. "There, now you've got lots of room to grow," you say to the plant.

And grow it does. You hardly believe your eyes. In just one day you find the vine creeping over the side of the container and along the floor. You feel strongly attached to the plant, but you must try to slow down its growth. You think that perhaps you should put it



in a closed container, away from the sunlight.

The garden center has no planters with lids. You look around in the basement for an old trunk. You find a large wooden box. It looks like this. Type in the program for a closer look.

NEW

```

100 PRINT "UUUUUUUUUUUUUUUUUUUU"
200 PRINT "U          U"
300 PRINT "U          U"
400 PRINT "U          U"
500 PRINT "UUUUUUUUUUUUUUUUUUUU"
600 PRINT "THE BOX IS LOCKED."
625 GOTO 675
650 PRINT "HICKORY DICKORY DOCK"
675 DIM A$(20)
700 PRINT "WHAT DO YOU THINK "
800 PRINT "IS INSIDE ?"
1000 INPUT A$
1100 PRINT "WHEN YOU UNLOCK IT"
1120 GOTO 1200
1150 PRINT "YOU FIND A FRISBEE"
1200 PRINT "YOU FIND A SKELETON"
1220 GOTO 1300
1250 PRINT "IN YOUR PAJAMAS"
1300 PRINT "INSIDE."
1400 PRINT "THE BOX IS AN OLD"
1500 PRINT "COFFIN."
1600 PRINT "GO BACK TO THE BOOK"

```

RUN

You drag the old coffin into your apartment and fill it with rich potting soil. Carefully you transplant the creeping vine into the coffin. Now you water the plant and gently lower the coffin lid.

For two days you leave the vine alone. But on the third day you begin to feel drawn toward it. You open the coffin lid. Some of the leaves seem to be dead.

Anxiously you lean over for a closer look. Suddenly the vine stretches toward you. You feel it clinging around your neck. It is pulling you into the coffin!

As the lid slams down, you know that you and your creeping vine will be with each other forever.

Underwater Explorers

It was Jonah Gage's first day in Seaport, Rhode Island and he was very lonely. After deciding to take a bike ride down to the beach, he discovered that Seaport had a very interesting club for young people. It is a club called the Underwater Explorers and it does just that; explores the ocean's depths.

Naturally Jonah, who is called "Buck" by everyone, was very interested in meeting somebody from this club to find out how he might be able to join. Just then, as if somebody was listening to him think, a boy in back of him said, "How would you like to join our club?"

Startled, Buck said "Yes!" "Then follow me," said the boy and turned and walked toward a wooded area near the beach. Once in the forest the boy walked to a tree stump, and to Buck's surprise, opened it and climbed down into it. As Buck reached the bottom of the ladder that was inside the tree trunk, the boy turned to him and said, "Okay, my name is rs-232. You are going to be tested two times before you can become a member of our club. Here is the first test. See that thing that looks like a calculator near the door? A



three digit number will open the door, when it is typed into it properly. Here is your only clue." Type this program in to see the clue and to see if you can get through the door.

NEW

```

10 PRINT "HERE IS THE CLUE THAT WAS ON THE PIECE"
20 PRINT "OF PAPER BUCK WAS HANDED."
30 PRINT "***** - **** "
40 PRINT "***** - **"
50 PRINT "***** - *"
55 DIM A$(10)
60 PRINT "WHAT IS THE 3 DIGIT NUMBER?"
70 INPUT A$
80 IF A$ = "639" THEN GOTO 100
90 PRINT "NOT FOR THIS DOOR IT ISN'T. TRY AGAIN"
95 GOTO 30
100 PRINT "WELL DONE ... MAYBE YOU COULD JOIN TOO.
      LET'S SEE."
110 PRINT "RETURN TO THE STORY"

```

RUN

Buck got through, did you?

After passing through the doorway, Buck walked into a long hallway with 'u' shaped bars in the ceiling and wires running down the floor. Again rs-232 turned and said, "Here is the second test. There are fifteen bars in the ceiling, and you must get all the way down the hallway without touching the floor. If you do touch the floor you will have failed the test and you cannot join the club. You have thirty seconds to do it. Go!

Buck was doing very well until the tenth bar when he started to get tired and slip, but now he was on the thirteenth bar and continued on. Time was running out as he reached the fourteenth. His arms gave way and he was falling to the floor. The next thing he knew, he was waking up, looking up from a chair with bells going off around him, listening to his teacher say "class dismissed!"

Strange Mission to Zircon

You are watching television and suddenly you see your name on the screen! A coded message tells you that you are needed on Planet Zircon.

The evil agent, Carfax, has kidnapped many of the planet's children and has taken them to unknown places. The emperor of Zircon desperately wants your assistance and you agree to help find the children.

The emperor of Zircon offers to supply you with a spacecraft. "It will be in an empty lot at Pluto Plaza," he says. "Make sure the craft has five stars on the bottom. Unless you see five stars, the evil Carfax may have made a switch."

When you arrive at Pluto Plaza, this is what you see. Type in the program and return to the story.

NEW

```

10  FOR Q = 1 TO 10
13  LET C = C + 1
16  PRINT "      **  "
19  PRINT "      *    *  "
22  PRINT "      *      *  "
25  PRINT "      VVVVVVVVVVV  "
28  PRINT "      V          V  "
31  PRINT "      V          V  "
34  PRINT "      V    Z    V  "
37  PRINT "      V    I    V  "
40  PRINT "      V    R    V  "
43  PRINT "      V    C    V  "
46  PRINT "      V    O    V  "
49  PRINT "      V    N    V  "
52  PRINT "      V          V  "
55  PRINT "      V          V  "
57  PRINT "      VVVVVVVVVVV  "
58  GOTO 76
61  PRINT "THE ROCK STAR "
64  PRINT "SPENT ALL DAY"
67  PRINT "IN BED."
70  PRINT "HE WANTED TO WRITE"
73  PRINT "SHEET MUSIC."
76  PRINT "      *      *"
79  PRINT "      *    *  "
82  PRINT "      **      "
85  NEXT Q

```

RUN

You board the spacecraft and prepare for the long journey to Planet Zircon. A light flashes on and off above the words, "Intergalactic Radio" on the control panel. You press a switch and a voice begins to speak to you.

"There is a list of directions in a package above the laser scanner," says the voice. "Open the package. Type its contents into the computer. Memorize our secret code. No one is to know the secret of your mission. When you have read the directions, your computer will destroy the program automatically."

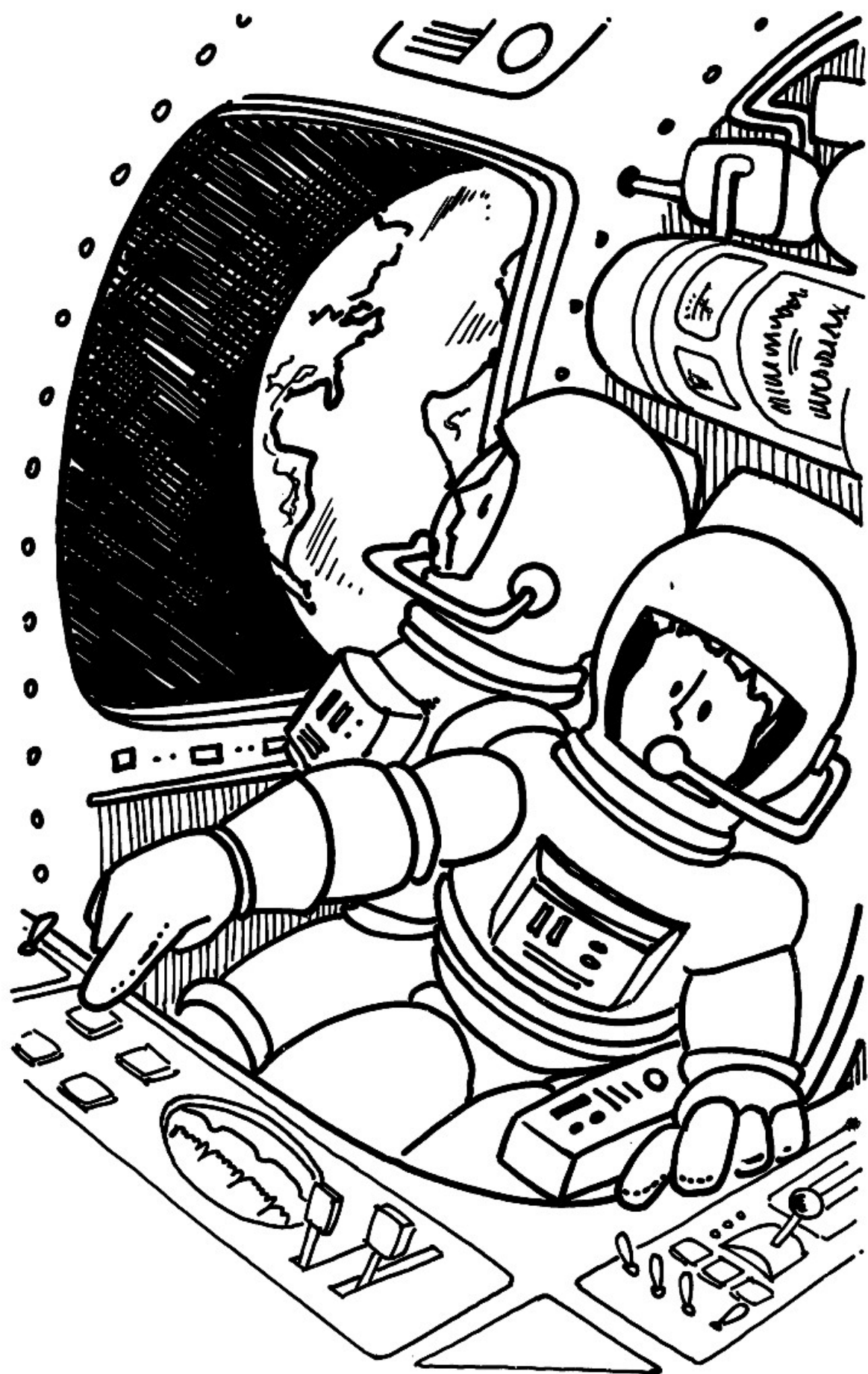
NEW

```
10 PRINT "SPECIAL DIRECTIONS"  
20 PRINT  
30 PRINT "LAUNCH CRAFT WITH"  
40 PRINT "FLICKER SWITCH."  
45 PRINT  
50 PRINT "MAKE ADJUSTMENTS ON"  
60 PRINT "RADIO TELESCOPE"  
65 PRINT  
70 PRINT "MEMORIZE CODE."  
80 PRINT "ACTIVATE VOICE "  
90 PRINT "SYNTHESIZER."  
95 PRINT  
100 PRINT "DESTROY SECRET "  
105 PRINT "INSTRUCTIONS"  
110 PRINT  
115 PRINT "ESCAPE THROUGH MAZE."  
120 PRINT  
125 PRINT "RETURN TO THE BOOK"
```

RUN

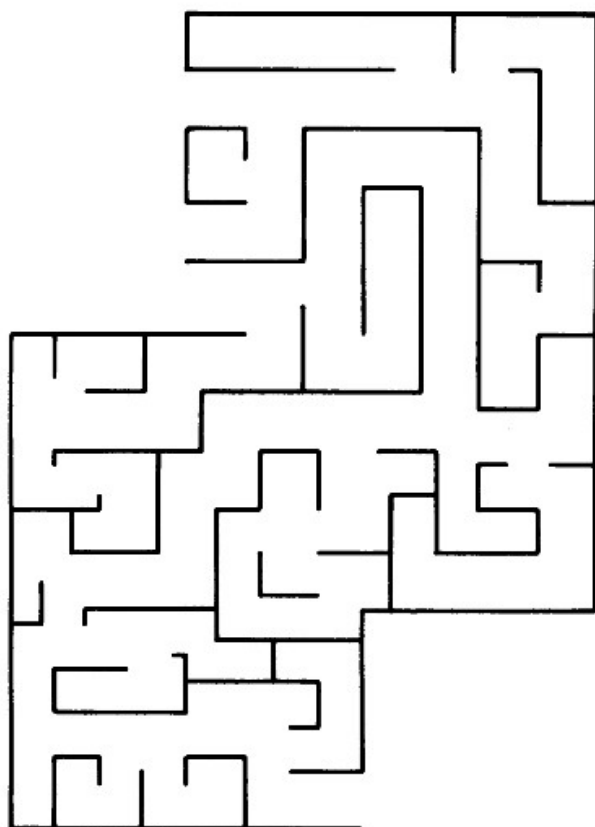
Type in NEW. Now you have destroyed the secret directions. You have memorized the code and the directions, and you know what you are expected to do. You launch the spacecraft and head for Zircon.

Shortly after leaving earth's orbit, you receive a signal on the intergalactic switchboard. Using the code you have memorized, you learn that Carfax knows of your mission. He is trying to capture you!



To avoid the evil Carlux, you must escape from this space maze to get to a five-star region.

Your
Escape Route



You have successfully made your way through the maze if you come out at the five-star region.

Now you see another spacecraft. You hope it's a guide to lead you to Planet Zircon. You receive a signal to link up with the craft and enter it.

Type in the program to see what happens to you.

NEW

```
100 PRINT "AS YOU ENTER YOU ARE"

105 GOTO 120
110 PRINT "TAKEN BY A MOOSE"
115 PRINT "TOLD TO TAKE A BATH."

120 PRINT "SEIZED BY TWO STRANGE
      MEN."
125 PRINT "ONE OF THE STRANGERS
      "
130 GOTO 140
140 PRINT "IS THE EVIL CARLAX"
145 PRINT "YOU ARE TAKEN TO THE"

150 PRINT "PLANET SERTNEC,WHICH"

155 PRINT "IS IN ANOTHER GALAXY.
      "
160 PRINT "IT MAY BE LIGHT YEARS
      "
165 GOTO 180
170 PRINT "UNTIL YOU GO FOR IT."

175 PRINT "UNTIL YOU GET RID OF"

177 PRINT "THOSE UGLY PIMPLES."
180 PRINT "BEFORE ANYONE LEARNS"

185 PRINT "WHERE YOU ARE."
190 PRINT "SERTNEC IS A PLANET "

195 PRINT "THOUGHT TO BE "
200 PRINT "WITHOUT LIFE ....."
205 PRINT "UNTIL NOW."
210 PRINT "THANKS TO YOU-IT NOW"

215 PRINT "HAS ONE LIVING BEING"

220 PRINT ".....YOU"
222 PRINT
```

RUN

Where did you go wrong?

Check back to the maze.

Did you see a five-star region?

No, you did not. You were so happy to get out of the maze and to see another spacecraft that you got into the spacecraft without careful checking.

Too bad! Now the missing kids from Planet Zircon will have to wait for a more alert rescuer!

The Safety Tour

“I am the tour guide for the Thames Nuclear Facility. I’d like to explain to you all the many safety measures we have here. I hope that in this year, 2025, everyone who complains that we spend too much money here will understand that it’s for protection. Money is spent to protect people and to maintain safety standards. Here is a floor plan of the facility.”

Type in the program for a closer view of the Thames Nuclear Facility.

NEW

```

5  PRINT "      THAMES  "
10 PRINT "NUCLEAR FACILITY"
15 PRINT
17 PRINT "00000000000000"
20 PRINT "0              0"
30 PRINT "0    BELL    0 "
40 PRINT "0 CAPSULE  0 "
75 PRINT "  +              +  "
80 PRINT "    +              +    "
85 PRINT "      +          +      "
90 PRINT "        +      +        "
95 PRINT "          ++          "
100 PRINT
105 PRINT "      VVVVVVVVVVVVVVVV"
110 PRINT "          PIPELINES
120 PRINT
130 PRINT "      VVVVVVVVVVVVVVVV"
140 PRINT
145 FOR X = 1 TO 2000
146 NEXT X
150 PRINT "+++++++ $$$$$$$$ "
160 PRINT "    +++    CONTROL  "
170 PRINT "    +++    ROOM    "
180 PRINT "+++++++ $$$$$$$$ "
190 PRINT "NUCLEAR    "
200 PRINT "CHAMBER  ====="
210 PRINT "+++++++    WATER  "
220 PRINT "          METERS"
230 PRINT "          ====="
240 PRINT
250 PRINT "GO BACK TO THE BOOK"

```

RUN

"On each door you will notice an instruction sheet. The printed directions will give you a broader idea of the function of each capsule. As we tour the facility I will try to answer any questions you may have.

"This is the Bell Capsule. The bells are warning signals. When the water levels drop too quickly, the bells ring. As a matter of fact, the bells have rung several times, but we have found no emergency. The problems, whatever they are, just seem to correct themselves, thanks to our excellent precision machinery

— and of course, our expert staff!

“Now we come to the Water Meters. These are watched constantly by the Electric Eyeball. Its only job is to give complete attention to the meters. An expensive machine, but absolutely necessary for our protection.

“This capsule stores all the Pipelines. Each pipeline is bound inside three layers of steel and surrounded by an airtight glass compartment. Our minute-by-minute chart checks the gauges to be sure that less than .001% of the fumes ever escape into the glass compartment.

“The largest area of the facility is this nuclear chamber. It is enclosed in thick plastic to keep the environment free from dust. It is absolutely airtight and therefore, of course, soundproof.

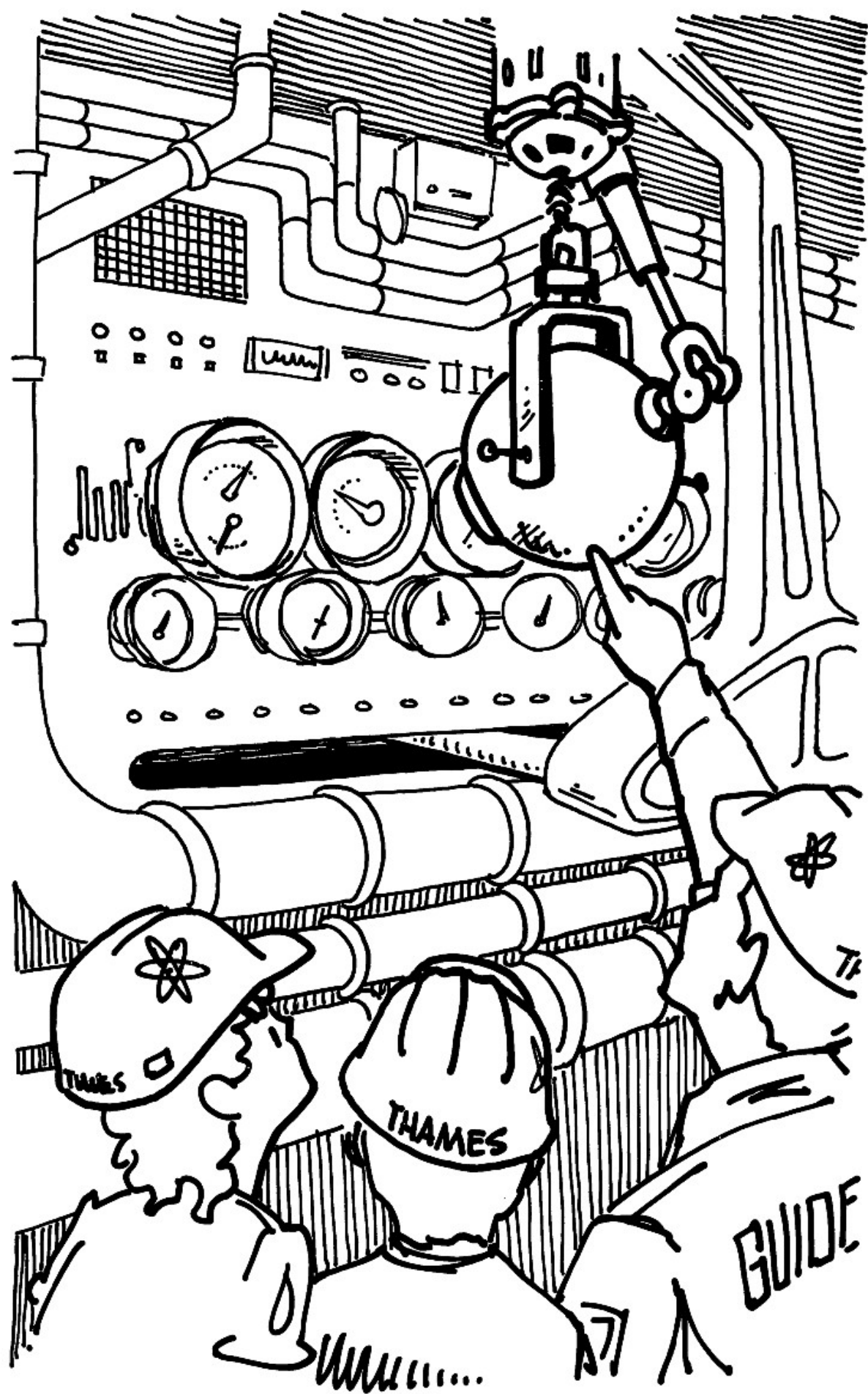
“Our facility pets live here. I’m sure you’ve noticed our facility pets? No one around here remembers how or why they became part of the Thames Nuclear Facility. Nevertheless, they are quite popular with the workers and are treated well. These creatures may seem quite unusual to you, but I can assure you that they are friendly. If you decide to touch them, remember that their skins are rough and might scratch you a little.

“Everyone always wants to feed the pets. The creatures like human food and will beg for it. The workers have tried giving them dog food or other ‘pet food,’ but they won’t touch it. The mechanics usually bring extra lunches for them. Some pets like tuna, others prefer cheese or bacon, or lettuce and tomato. But they all seem to hate stale leftovers.

“These pets seem to know the facility better than any supervisor. Although they eat and rest in the nuclear chamber, they roam freely throughout the system. They know every ladder, stairway, and pipe.

“Two of the pets once saved my life. I fell asleep on that bench. There was a leak in the heated-water pipeline. The entire area would have been filled with boiling water if they hadn’t awakened me. It was as though they could read the pressure gauge! Because they can’t make sounds, they used their claws to scratch my skin until I awoke. They got me up in time to notify the mechanics.

“Now we come to the control room. It’s off-limits to the public. It is operated entirely by machines. Occasionally, I have heard, a



worker may sneak off for a nap inside. Are there any questions from anyone?"

Do you think anyone asked questions? Type in the program to find out.

NEW

```

30  DIM A$(20)
35  PRINT "DO YOU THINK ANYONE"
37  PRINT "ASKED QUESTIONS?"
40  INPUT A$
50  PRINT
60  PRINT "NO ONE DID, SO YOU"
70  PRINT "HAVE SOME EXTRA TIME."
75  DIM B$(20)
80  PRINT "WHAT SHOULD YOU DO"
90  PRINT "AROUND HERE?"
110 INPUT B$
120 PRINT
130 PRINT "YOU DECIDE TO SNEAK"
140 PRINT "INTO THE CONTROL"
150 PRINT "ROOM FOR A NAP. JUST"
160 PRINT "WHEN YOU FIND A GOOD"
170 PRINT "PLACE TO CURL UP, YOU"
180 PRINT "HEAR THOSE BELLS"
190 PRINT "RING, SUDDENLY A BIG"
200 PRINT "BURST OF WATER"
210 PRINT "SPURTS OUT FROM A"
220 PRINT "RADIOACTIVE CONTAINER."
230 PRINT "YOUR SKIN IS "
240 PRINT "CHANGING."
245 FOR X = 1 TO 2000
246 NEXT X
250 PRINT "YOU TRY TO SCREAM."
260 PRINT "NO ONE CAN HEAR"
270 PRINT "YOU."
280 PRINT "YOU ARE TURNING"
290 PRINT "INTO A "
300 PRINT "FACILITY PET!"
310 PRINT "THAT WILL TEACH YOU"
320 PRINT "TO TAKE NAPS ON"
330 PRINT "THE JOB."

```

52 • *SCIENCE FICTION*

```
340 PRINT "TOO BAD YOU"  
350 PRINT "CAN'T WARN THE"  
360 PRINT "NEXT TOUR GUIDE!"
```

RUN

Termitron

Each summer, thousands of visitors used to come to enjoy the beach at Freeport. But this year it is deserted except for a few residents. As you enter the town after a long absence you see that many of the houses seem to be falling apart. "Termites," you think. You know that these small, antlike creatures can destroy houses by eating away at their wooden frames.

People tell you that they tried to get rid of the pests by spraying their houses with chemicals. Some of the chemicals made the termites swarm in large formations and fly away. But the termites always came back, sooner or later.

Pretty soon the chemicals started to make people sick. Some people died. Use of the chemicals was banned. The company that made the chemicals was banned. The company that made the chemicals buried them in barrels near Freeport Beach. That was more than three years ago.

One day a strange creature appears on the beach. It has emerged from the spot where the chemicals were buried. The

creature is about fifty feet long. It has an unusual, angular shape. Take a look at it by typing in the program.

NEW

```

10 PRINT "      0000  "
15 PRINT "      0000  "
20 PRINT "      0 0  "
25 PRINT "      0 0  "
30 PRINT "      0 0  "
35 PRINT "      0 0  "
40 PRINT "      0 0  "
45 PRINT "  00000 00000  "
50 PRINT "  00000 00000  "
55 PRINT "  00000 00000  "
60 PRINT "  00000 00000  "
65 PRINT "  00000 00000  "
70 PRINT "  00000 00000  "
75 PRINT "  00      00  "
80 PRINT "  00      00  "
85 PRINT "  00      00  "
90 PRINT "  00      00  "
95 PRINT "  00      00  "
97 PRINT "  00      00  "
105 PRINT "KEEP TERMITRON"
110 PRINT "ON THE SCREEN"
115 PRINT "GO BACK TO THE BOOK"

```

RUN

People start to call the creature Termitron because it has the same appetite for wood as small termites. But this giant insect requires an enormous amount of food.

As it walks along Sunset Roadway, people scream and panic. Termitron is headed for Colony Park homes. It begins to eat the houses, one by one. In a few hours, Colony Park is nothing but a heap of rubble.

There seems to be no way to stop Termitron. Guns, bombs, fire, and water have no effect on the monster. Termitron continues to gobble houses and everything else in sight. The

scientists are desperate. They must create a chemical potion that will stop the creature but not be deadly to humans.

At last they are ready to try a strong potion on Termitron. They load special bullets with the chemical and give them to the police. On the radio you hear that Termitron is heading for the ambush where the police are hidden with their deadly bullets.

Termitron continues to munch on every house and tree in its path. As it comes nearer, the shots are fired. Termitron staggers. It begins to lose its balance. It falls on its back.

You rush over to Termitron. Type in the program to see what the bullets have done to Termitron.

NEW

```

10 PRINT
15 PRINT "          0000"
20 PRINT "          0  0"
25 PRINT "          0  0"
30 PRINT "          0  0"
35 PRINT
40 PRINT
45 PRINT "      00000  00000"
50 PRINT "      00000  00000"
55 PRINT
60 PRINT
65 PRINT "      00000  00000"
70 PRINT
75 PRINT "      00      00"
80 PRINT "      00      00"
85 PRINT "      00      00"
90 PRINT
95 PRINT
100 PRINT
105 PRINT "KEEP TERMITRON"
110 PRINT "ON THE SCREEN"
115 PRINT "GO BACK TO THE BOOK"

```

RUN



You see that Termitron seems to be dissolving into small bubbles. You watch with horror as the giant creature changes into a swarm of thousands of tiny termites. The termites get into formation. They zoom off into the sky. Type in program to see what the termite swarm looks like.

NEW

```

10  FOR C = 1 TO 10
15  LET C = C + 1
20  PRINT "          0000"
25  PRINT
30  PRINT
35  PRINT "          0  0"
40  PRINT "      00000  00000"
45  PRINT
50  PRINT
55  PRINT "      00          00"
60  PRINT
65  PRINT
70  PRINT "      0          0"
75  NEXT C

```

RUN

The termite swarm has disappeared before anyone else comes near. Nobody is sure if Termitron was only injured by the bullets or if it was lying dead somewhere. But you know. With your own eyes, you saw what happened. And you know that one day, Termitron will return — with thousands of others.

The Stopwatch

You unwrap the present. It is a watch. You really don't need another watch. You've only got two wrists, yet you already own three watches. The gift card says that this is "a very special watch." It looks like an ordinary watch to you. But you'll soon find out how very special it is.

Wearing your new watch, you ride your bicycle to the park. Your friends decide to race. You offer to time them with your new watch.

"Ready, set, go!" you say as you press the top button.

To your amazement, your friends stand motionless. Passersby stop dead. Traffic comes to a halt. You press the stopwatch button again, and everyone continues on as if nothing had happened.

The next day you see the newspaper headlines. Type in the program to see what happened.



NEW

```

10 PRINT "XXXXXXXXXXXXXXXXXXXXX"
20 PRINT " DOVER DAILY TIMES"
30 PRINT "XXXXXXXXXXXXXXXXXXXXX"
50 PRINT "WORLD COMES TO"
60 PRINT "TEN MINUTE HALT"
70 PRINT
75 DIM F$(20)
80 PRINT "DO YOU THINK YOU"
90 PRINT "STOPPED THE WORLD?"
110 INPUT F$
120 PRINT "IT HAPPENED EXACTLY"
130 PRINT "AT THE TIME YOU"
140 PRINT "PRESSED THE BUTTON"
150 PRINT "ON YOUR STOP WATCH."
155 DIM G$(20)
160 PRINT "WILL YOU TRY AGAIN?"
180 INPUT G$
200 PRINT "YOU MAY BE HEADED "
210 PRINT "FOR BIG TROUBLE."
220 PRINT "RETURN TO THE STORY"
230 PRINT
240 PRINT "NOW"

```

RUN

You're beginning to wonder if your "special" stopwatch had anything to do with this mysterious happening. But you don't have time to think about it right now. You're off to see the championship soccer game. You've waited a long time to get your ticket and you wouldn't want to miss one play.

But now you're disappointed. Your favorite team seems to be losing. Just when it looks as if the other team is going to score a goal against your favorite team, you have an idea. You press the stopwatch button. Sure enough, everybody freezes in mid-action. You are able to move the ball to a winning position for your team. Then you press the button again. The game goes on, and your team wins.

The next day you smile as you see the newspaper headlines:

"SOCCER CHAMPIONSHIP TAKES SURPRISE TURN!"

You think of a way to use your stopwatch to get rich.

You will buy a bingo ticket. When they start to spin the barrel with the numbered balls, you will press the stopwatch when your number comes up. Everything in the world will stop. But when it gets moving again, you will be rich! You will be famous! You will be able to help everyone around you! You start to make lists of all the things you will do. You feel tired already. Type in the program to collect your money.

NEW

```

10 PRINT "YOU REACH OUT TO"
20 GOTO 40
30 PRINT "PICK UP YOUR SHORTS."
40 PRINT "COLLECT YOUR MONEY."
50 PRINT "SUDDENLY THE WATCH"
60 GOTO 80
70 PRINT "SLIPS ON A BANANA."
80 PRINT "SLIPS FROM YOUR HAND."
90 PRINT "IT SHATTERS ON THE"
100 PRINT "FLOOR INTO ABOUT ONE"
110 PRINT "HUNDRED PIECES."
120 PRINT "YOU JUST STOPPED"
130 GOTO 150
140 PRINT "IN A PUDDLE."
150 PRINT "THE WORLD FOR THE"
160 PRINT "LAST TIME."
165 DIM A$(20)
170 PRINT "HOW DOES IT FEEL?"
190 INPUT A$
200 PRINT
210 PRINT "NOW YOU DO NOT HAVE"
220 PRINT "TO WORRY ABOUT"
230 PRINT "BECOMING RICH ANY"
240 PRINT "MORE."
250 PRINT " THE END"

```

RUN

The Kitchen Magician

Everyone in the apartment building knows her as “the kitchen magician.” As she drags boxes of wires, machines, and software into her apartment, she speaks about creating “the perfect system.” Then for months neighbors hear about her computer system that peels potatoes, chops onions, and grates carrots.

Soon her computer is preparing casseroles, pizza, and pancakes. The computer prints out her weekly shopping lists, orders groceries, has them delivered, and prepares checks for the messenger.

It isn't long before the woman has the computer system doing household chores. Through connectors, the sink, dishwasher, refrigerator, and washing machine have become part of the computer operation. Meals are planned and prepared, and afterward dishes, pots, and counters are cleared and cleaned —

automatically. Even the number of ice cubes per glass is regulated by the machine.

The only thing the system can't control is its own noise level. Occasionally, Steven Walters, the neighbor downstairs, tries to control the noise. He has an old-fashioned but effective technique. He bangs his golf club on the ceiling until the computer is shut off.

Once when the kitchen magician seems to ignore his golf-club message, Steven Walters rushes up the stairs and bangs on her door.

"I'm very sorry," says the kitchen magician. "The ice-cube maker has gone wrong. It's dropping ice cubes on the floor every two seconds!"

Steven Walters helps the pretty kitchen magician fix the ice-cube system and goes back to his apartment.

After a while the kitchen magician becomes rather bored with the mechanics of the computer system. She starts thinking about the apparent lack of emotions of the computer. She tries to program her computer to understand sadness, joy, and jealousy. Soon the system can respond to emotions so well that the woman gives her computer a name. She calls it HOWARD.

HOWARD becomes so humanlike that he has hobbies. One of his favorites is learning about the latest computer equipment and gadgets. HOWARD usually stores information to share with the kitchen magician. One day, HOWARD receives some startling information through the terminal. Type it in quickly, because HOWARD is about to erase it.

NEW

```
110 PRINT "2001 IT'S SCOTTY"
130 PRINT "THE SENSITIVE COMPUTER"
140 PRINT "THIS IS A COMPLETE"
150 PRINT "SYSTEM OF ALL"
154 GOTO 160
155 PRINT "FRUITS AND NUTS"
160 PRINT "HOUSEHOLD OPERATIONS"
```

```

170 PRINT "WHICH REDUCE NOISE"
180 PRINT "LEVELS.HE REACTS"
182 GOTO 190
185 PRINT "TO YOUR MOTHER"
187 PRINT "AND GETS SICK"
190 PRINT "TO MOST HUMAN"
200 PRINT "SITUATIONS AND IS"
210 PRINT "SENSITIVE TO HUMAN"
220 PRINT "ENVIRONMENTS.SCOTTY"
230 PRINT "IS PROGRAMMED AS A"
240 PRINT "FAMILY PROBLEM SOLVER"
250 PRINT "RETURN TO THE BOOK"
RUN

```

Before HOWARD can erase the input about Scotty, the kitchen magician sees it. She is fascinated. "Order it, HOWARD," she says.

HOWARD mixes up the order week after week. Finally the kitchen magician puts in an order for Scotty herself.

HOWARD makes strange beeping moans and keeps typing out this message:

NEW

```

100 PRINT
200 PRINT "HOWARD IS JEALOUS"
300 PRINT "OF SCOTTY"
400 GOTO 800
500 PRINT "HIS MOTHER IS A"
600 PRINT "TOASTER AND HIS "
700 PRINT "FATHER IS A BLENDER"
750 PRINT
800 PRINT "ANOTHER COMPUTER"
850 GOTO 900
875 PRINT "WAS SHOT BECAUSE"
885 PRINT "BECAUSE IT COULD NOT"
890 PRINT "RUN"
900 PRINT "IS NOT NECESSARY"

```



```
1000 PRINT "HOWARD CAN BE JUST"  
1100 PRINT "AS GOOD AS 2001."  
1200 PRINT "CANCEL YOUR ORDER"  
1300 PRINT "RETURN TO THE BOOK"
```

RUN

But the kitchen magician ignores HOWARD'S printouts. She doesn't really believe that HOWARD, a machine, can feel jealousy. The kitchen magician has a lot to learn.

One day a messenger brings Scotty, "The Sensitive Computer" to the door. The kitchen magician goes to answer the doorbell, but HOWARD'S system jams the lock. The magician runs for a screwdriver to pry open the lock, but HOWARD has sealed off the toolbox. Now all the appliances begin to move; the stove and the dishwasher roll toward the woman until she is cornered.

Now the ice-cube maker starts popping cubes every thirty seconds. Soon the woman is up to her waist in ice. The messenger at the door gives up trying to deliver the new computer.

Jealous HOWARD has made the woman a prisoner!

Downstairs, Steven Walters gives up banging on the ceiling with his golf club. He rushes upstairs and starts banging on the kitchen magician's door with his golf club. Suddenly he hears the woman's screams above the noise made by all the appliances and the fall of ice cubes. He smashes open the door.

To his astonishment, Steven sees the kitchen magician up to her neck in ice cubes and surrounded by her appliances. He smashes the computer, beating it again and again until its wires are exposed. He rips out the wires. Then he helps the kitchen magician out of her ice-cube cell.

"Your computer almost erased you," says Steven. "You'd be frozen in ice cubes if I hadn't smashed it to bits."

"Oh thank goodness you got here in time!" says the kitchen magician. "I'm through with computers. Maybe a human friend would be better."

Those are the last words that HOWARD hears as his broken electronic heart stops beating.

The Beating Heart

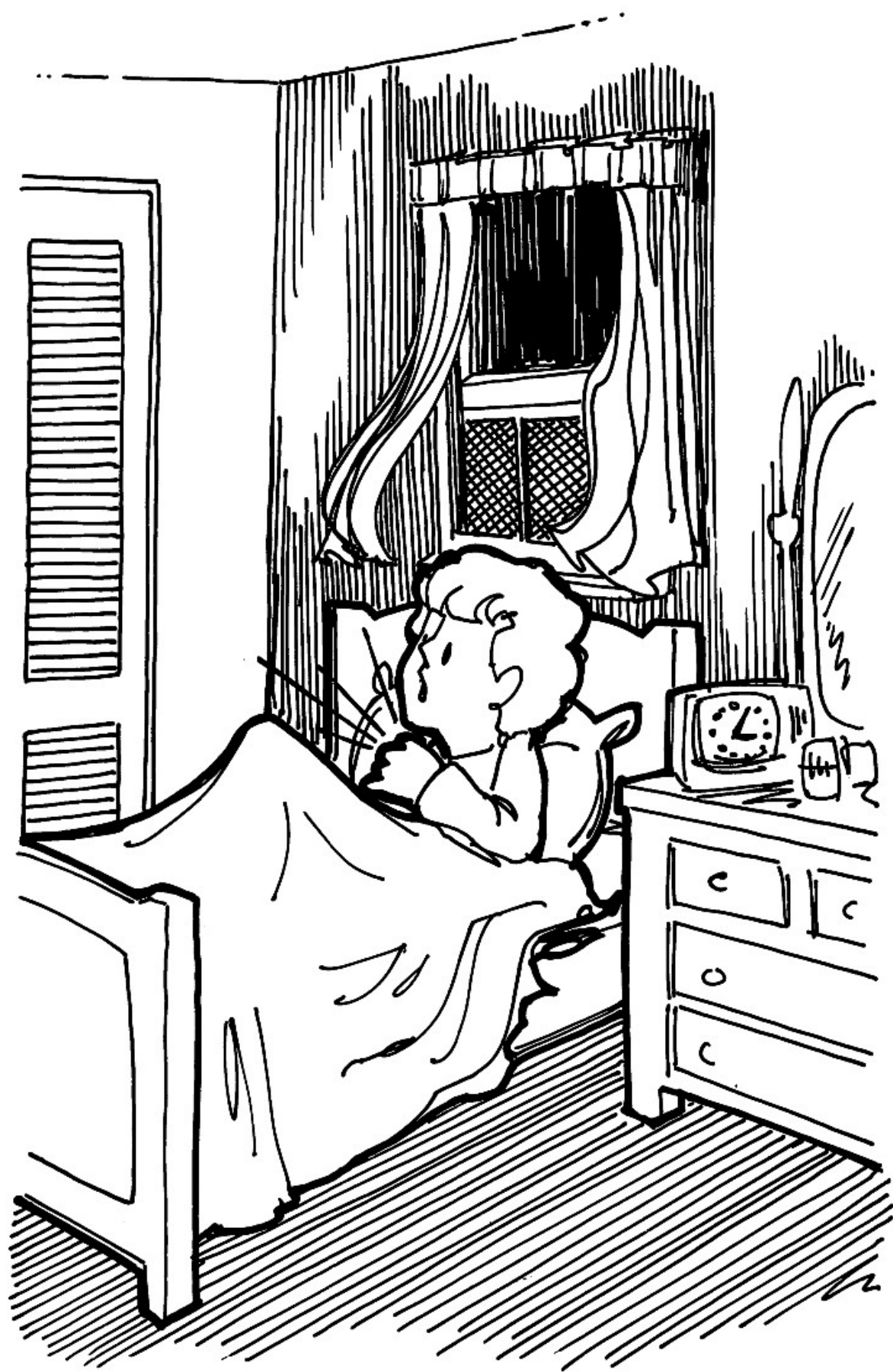
On your way home you notice a piece of gleaming jewelry outside a basement window ledge. You are curious. You pick it up to examine it.

The piece is heart shaped and studded with real gems. It looks very valuable to you. You wonder how it got there and why nobody else has snatched it. You look around to see if anyone is watching. It's night and the streets are deserted.

As you finger the jewel you think of all the things you could do with the money if you nabbed the jewel and sold it. Once again you look around, but there's no one in sight. You pocket the jewel and walk quickly away.

You hide the heart under your mattress. But for some reason you are unable to sleep. Throughout the night, there's a strange, loud beating in your chest. The noise keeps you awake.

You are worried. Your heart has never made those sounds before. You visit your doctor for a heart check. She finds you in good health and with a normal heart. You feel relieved, but you



can't get the jeweled heart out of your mind.

You take it out of your pocket and examine it. Type in the program and take a look.

NEW

```

200 PRINT "      X  X  "
300 PRINT "      X  X X  X  "
400 PRINT "      X              X"
500 PRINT "      X    XXX  X  "
600 PRINT "      X    X  "
700 PRINT "      X  "
800 PRINT
900 PRINT "GO BACK TO THE BOOK"

```

RUN

As you walk along the street the loud beating starts in your chest again. You step into a movie to relax, but the loud beating of your heart makes people turn around and stare at you. You are so embarrassed that you leave.

At the video arcade the beating becomes even louder. Your body begins to shake with each beat. Why is this happening to me? you wonder, feeling very sorry for yourself. You cast your mind back and remember that the trouble started when you stole the jewel from the window ledge. You decide you must get rid of it.

The jeweler offers you only about half of what you think the heart is worth. With an angry snarl you put the jewel back in your pocket and turn to leave. But you get such a sharp pain in your chest that you double over. The jeweler is alarmed. Nervously, you tell him, "It must be something I ate." You place the heart on the counter and tell him you'll accept his offer, after all. You take the money and put it in your pocket.

At first you feel happy to have the money and even happier to be rid of the heart. Suddenly you feel that terrible pounding in your chest again. The pain is coming from under the shirt pocket where the money is. You run home and hide the money under

your mattress, hoping that now your nightmare is over.

But still you cannot sleep. You toss and turn all night.

Finally you figure out that although you got rid of the jeweled heart, you still have the money you got when you sold it. You cannot bear the pain in your chest any longer.

You dress quickly, grab the money, and make a return visit to the jeweler. With your heart pounding painfully, you ask him to please give you back the heart. You place the money on the counter. The jeweler, looking at you strangely, presses the jeweled heart into your hand. "Take it away and don't bring it back!" he says.

Now that you have the heart back again, you feel as if your chest will explode. The pain is unbearable. You run to the place where you found the heart. Carefully you place it on the window ledge.

Immediately the pounding in your chest stops and you breathe a sigh of relief. Now that you are calmer, you notice that there are letters engraved on the window ledge. They look as if they have been there for a long time. You examine them closely and run your fingers over each letter. Type in the program to find out what the words say. Then go back to the story.

NEW

```

100 PRINT "THE CURSE"
150 PRINT
200 PRINT "BLESSED YOU WILL BE"
250 PRINT
300 PRINT "IF YOU ADMIRE MY STONES"
350 PRINT
400 PRINT "BUT IF YOU STEAL MY HEART"
450 PRINT
500 PRINT "I WILL POUND YOUR BONES"

```

RUN

Now you understand why no one had stolen the heart! An old woman appears at the window. She smiles at you. "You may take it home if you want to," she says. You shake your head and back away. "I always offer it, but for some strange reason, even in our modern world, people believe the ancient curse," says the old woman. "I just stopped to admire it," you say. You leave hastily and go home for a good night's sleep.

The Frozen Experiment

For many years people have wondered how certain animals stay alive in the Antarctic. In some places, temperatures drop to 100° below zero. Still, certain creatures can survive below-zero temperatures. If you can learn the secret of the survival of these creatures, you could become rich and famous.

You travel to Antarctica. Once there, you record daily temperature changes. During one cold spell you see that most animals move out or freeze when temperatures drop below zero. But then you discover a tiny, wingless insect known as Belgica Antarctica. The little creature becomes totally inactive at sub-zero temperatures. But when the temperature rises, it becomes lively again.

You capture some of these strange insects for study. Your goal is to find out what they have in their bodies that helps them to

survive sub-freezing temperatures. For this task you must use a most unusual, flaglike instrument. Type in the program to see its four sides.

NEW

```

10 PRINT
15 PRINT "*****"
20 PRINT "* PROBING SQUARE  *"
25 PRINT "*****"
30 PRINT "***"
35 PRINT "*****"
40 PRINT "*** NEEDLE      ***"
45 PRINT "*****"
50 PRINT "*** "
55 PRINT "*****"
60 PRINT "                ***"
65 PRINT "*****"
70 PRINT "* TISSUE POINTER  *"
75 PRINT "*****"
80 PRINT "                ***"
85 PRINT "*****"
90 PRINT "* MUSCLE RELAXER  *"
95 PRINT "*****"
100 PRINT
105 PRINT "RETURN TO THE BOOK"

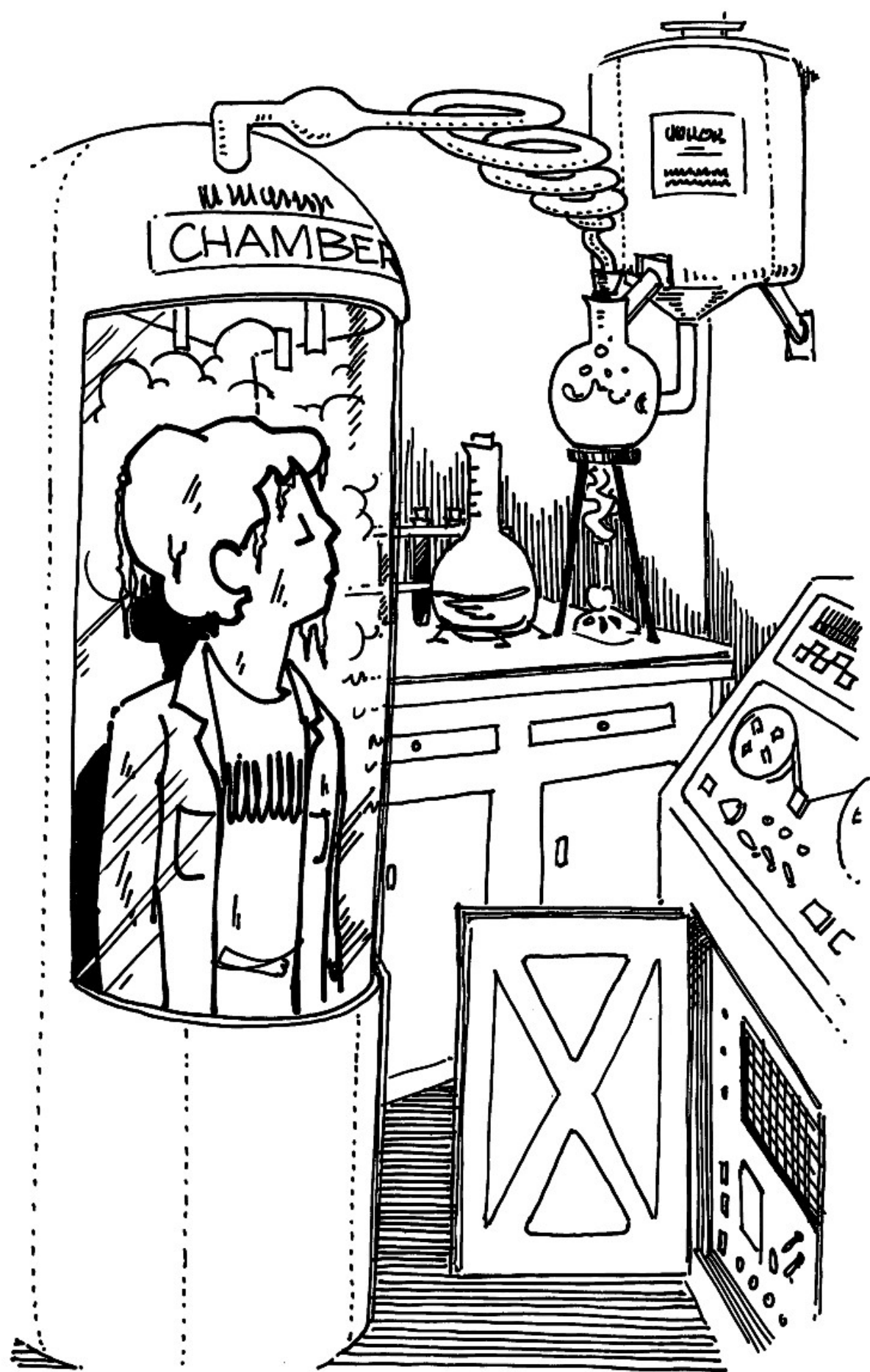
```

RUN

You place a group of insects in temperatures at ten degrees below zero. Without harming the Belgica Antarctica, you extract some of its blood. You discover that there is a type of "anti-freeze" chemical in its blood that keeps the tissues of the body from freezing.

Another group of these insects is placed in a container with a temperature of twenty degrees below zero. You discover that as the temperature drops, more anti-freeze is made by the insect's body.

The last group is placed in a container and the temperature is



lowered to forty degrees below zero. The insects appear to die. Under a scanning microscope you see ice forming in the insect's blood. But the anti-freeze agent prevents the ice from forming as quickly as would be normal in other creatures. And when the temperature is raised, the ice in the insect's blood begins to melt.

After further experiments, you believe that you have found the formula of the insect's anti-freeze chemical. You think that you are ready to make the first experiments on human beings. Type in the program, take a look, and return to the book.

NEW

```

1  FOR B = 1 TO 5
2  LET B = B + 1
10  PRINT "TTTTTT"
15  PRINT "TT      TTTT      TT"
20  PRINT "TT      TTTT      TT"
30  PRINT "TT      TTTT      TT"
40  PRINT "TT      TTTT      TT"
50  PRINT "TT      TTTT      TT"
60  PRINT "TTTTTT"
70  GOTO 100
80  PRINT "WHEN DAD GOT LOCKED"
90  PRINT "IN THE FREEZER WE"
95  PRINT "GOT AN ICE POP."
100 PRINT "      TTTT "
110 NEXT B

```

RUN

What you see is thick-walled, soundproof transformation chamber. You fill the tube system with the anti-freeze solution you have developed. You hook yourself into the tubes. The door locks automatically and the transformation chamber equipment goes into action.

You hear a whirring sound and see flashing lights. The chamber mechanism shuts off after about fifteen minutes and the door opens automatically. Nervously, you step out.

In the mirror you look exactly the same as before. The experiment in the chamber has proved that you can survive temperatures well below freezing. You have become the first Belgicoid, human in form, but with the blood of a Belgica!

It seems that you have made a discovery that will benefit mankind, and at the same time may make you a little extra pocket money!

You are so excited that you pack up and return quickly to your own country. You place this advertisement in the newspaper:

DAILY TIMES
Daring explorers wanted to participate
in far-out experiments. There may be
profits and fame for you!

In a great hurry, you arrange for groups of people to travel to your laboratory in Antarctica. You screen each explorer carefully before you allow him or her to enter the transformation chamber to become a Belgicoid.

On emerging from the chamber, each Belgicoid is able to adjust its body temperature to its surroundings. People will now be able to live in all but the very coldest regions of Antarctica. Plans are made to bring business to Antarctica. The companies that come and build must share their profits with you and your pioneer Belgicoids. People who build houses must pay rent to your company.

Thousands and thousands of people are eager to sign up for a new life in Antarctica. Using the transformation chamber you are able to change the structure of plants as well as animals. Foods that were never able to grow in cold climates will now be able to thrive in Antarctica.

You are the talk of the world. Reporters come from all over to hear your amazing story. You are very excited about being rich and famous.

Then one day, something strange happens. You discover some Belgicoids lying frozen in the snow. You check their identification. You find they were the last group to become Belgicoids. Their bodies had not been able to withstand the icy temperatures. Something must be wrong with the transformation chamber!

You go into the transformation chamber. You turn up the controls of the chamber to the utmost limit to check that the anti-freeze is working properly. You check for leaks to make sure that there are no cracks or openings in the thick chamber walls. You find none. Type in the program to find out what happens.

NEW

```

5  DIM R$(20)
7  DIM S$(20)
10 PRINT "DO YOU THINK THE"
20 PRINT "PROBLEM IS IN THE"
30 PRINT "OUTSIDE TUBES?"
50 INPUT R$
70 LET S$ = "YES"
80 IF R$ = S$ THEN GOTO 110
90 PRINT "CHECK THEM AGAIN"
100 GOTO 120
110 PRINT "GO OUT TO CHECK THEM"
120 PRINT "YOU PREPARE TO LEAVE"
130 PRINT "THE CHAMBER, AS YOU"
140 PRINT "DO, A LIGHT RAY"
150 PRINT "KNOCKS YOU OVER"
160 DIM T$(20)
170 PRINT "WHAT SHOULD YOU DO?"
190 INPUT T$
200 PRINT
210 PRINT "THERE IS NO WAY OUT,"
220 PRINT "AS YOU SCREAM FOR"
230 PRINT "HELP"
235 DIM U$(20)
240 PRINT "WHO HEARS YOU?"
260 INPUT U$
270 PRINT "THE CHAMBER IS"
280 PRINT "SOUNDPROOF, NO ONE"
290 PRINT "HEARS YOU . . . NOT EVER."
300 PRINT "IT IS THE END OF"
310 PRINT "YOUR EXPERIMENT."

```

RUN

You decide that if ever you get out of your deep-freeze trap, you'll take more time and trouble with your next far-out experiment.

The Strange Chamber

You've taken the short cut home a few times before, but never at night. You feel nervous about the dark pathway. As you enter the graveyard grounds, you get goose bumps on your arms. You have the feeling that you are not alone. Someone — or something — is nearby. Maybe it's a cat or a dog. Maybe it's not. Something is watching you.

You begin to walk faster. Are you going in the right direction? You reach nervously for your pocket compass. You look at it with your flashlight. Something unusual is happening! The needle on the compass is spinning wildly, round and round!

And suddenly you are surrounded by floating objects.

Type in the program to watch the spinning objects. Then return to the book.

NEW

```

400 FOR C = 1 TO 20
450 LET C = C + 1
500 PRINT "GREEN"
600 PRINT "          GOLD"
700 PRINT "          BLUE"
800 PRINT "          YELLOW"
900 NEXT C

```

RUN

These flying rectangles shine green, red, blue, and yellow. You'd never seen such bright lights before. Suddenly the earth around you seems to be moving. Your body feels as if it's being pulled. You feel as if you are falling.

What is happening to you? There are dazzling lights everywhere. They seem to be coming from a towering object. Type in the program to see the shape of the object. Then go back to the book.

NEW

```

10 FOR B = 1 TO 10
20 LET B = B + 1
30 PRINT "          000000000000000000"
40 PRINT "          00                      00"
50 PRINT "          00                      00"
60 PRINT "          00                      00"
70 PRINT "          00                      00"
80 PRINT "          000000000000000000"
90 PRINT "          00                      00"
100 NEXT B

```

RUN

Now you are inside this triple-decked chamber. Some men appear. They grab you and strap you into a big, iron chair. They speak to each other in a language you don't understand. Their voices sound strange to your ears.

One man reaches down into a large, striped object. Type in the program and see what the object looks like.

NEW

```

10 PRINT
15 PRINT "          XXXXX  "
20 PRINT "          X    X  "
25 PRINT "          X    X  "
30 PRINT " 00000000          00000000"
35 PRINT " 0                                0"
40 PRINT " 0SSSSSSSSSSSSSSSSSSSSSSSS0"
45 PRINT " 0                                0"
50 PRINT " 0SSSSSSSSSSSSSSSSSSSSSSSS0"
55 PRINT " 0                                0"
60 PRINT " 0SSSSSSSSSSSSSSSSSSSSSSSS0"
65 PRINT " 0                                0"
70 PRINT " 0SSSSSSSSSSSSSSSSSSSSSSSS0"
75 PRINT
80 DIM A$(20)
85 DIM B$(20)
90 PRINT "HOW DO YOU FEEL?"
95 INPUT A$
100 PRINT "I WOULD, TOO."
105 PRINT
110 PRINT "WHAT DO YOU THINK HE WILL DO TO YOU?"
115 INPUT B$
120 PRINT "RETURN TO THE BOOK"
125 PRINT "YOU MAY BE RIGHT."

```

RUN



You scream as one of the strangers rolls up the sleeve of your shirt. He takes a sharp, pointed object from the striped bag. He jabs a needle into your arm. The needle doesn't hurt, but it seems to be staying in for a long time. You look down and see that the plastic bag is filling up with blood — *your* blood!

Who are these people?

As the man takes the needle from your arm, some blood splatters on your right shoe.

Now another man comes up to you with a bottle of black liquid. He sprays it into your mouth. Poison! you think. You try not to swallow. The men leave the room and you spit out the liquid.

You start to struggle. You kick an iron plate at the bottom of your chair. There's a click, and the strap that holds your arm loosens. You are free!

You walk toward the chamber wall. You feel dizzy. The wall seems to be changing shape. Type in the program and look at it closely. Then return to the book.

NEW

```

10  FOR B = 1 TO 10
20  LET B = B + 1
30  PRINT "          0000          0000"
40  PRINT "          00           00"
50  PRINT "          00           00"
60  PRINT "          00           00"
70  PRINT "          00           00"
80  PRINT "          0000          0000"
90  PRINT "          00           00"
100 NEXT B

```

RUN

A panel has slipped, leaving an opening in each of the three chambers.

Quickly, before the men return, you slip through an opening and start to run.

You try to run faster and faster, but you seem to be stuck in the same spot. Everything starts to spin around. You take two small steps and then fall. You don't have the energy to get up. You feel very, very sleepy. Your hands have fallen on to a rough, hard surface. You run your fingers over it and feel that lines have been cut into it. Making a great effort, you open your eyes to look at the marks. You see a large stone. Type in the program to find out what is on the stone.

NEW

```

10 PRINT " (((((((((((((((((((((((((((("
20 PRINT " (          SPACE          ("
30 PRINT " (          SCIENTISTS      ("
40 PRINT " (          AT WORK        ("
50 PRINT " (          KEEP OUT        ("
60 PRINT " (((((((((((((((((((((((((((("
70 PRINT " YOU HEAR FOOTSTEPS"
80 PRINT "THEY SOUND CLOSER"
100 PRINT "ARE THE STRANGE MEN COMING BACK?"
110 INPUT A$
115 PRINT
120 PRINT "NOW SOMEONE IS SLAPPING"
130 PRINT "YOUR FACE AND YELLING "
140 PRINT "HEY, WAKE UP!!"
150 PRINT "HAVE YOU BEEN DREAMING?"
155 PRINT
160 PRINT "AS YOU STAND UP YOU SEE"
170 PRINT "THAT YOUR RIGHT SHOE"
180 PRINT "IS STAINED WITH BLOOD"
190 PRINT "SO IT WAS NOT A DREAM"

```

RUN

Here's what really happened:

You fell in the dark, hit your head on a stone, and saw colored lights. Some scientists from outer space wanted a sample of your earthling blood.

They took you aboard their ship.

They spoke to each other in an alien language. They sprayed your mouth with a liquid to put you to sleep.

But you didn't swallow enough to pass out.

You escaped through a sliding panel the spacemen had deliberately left open.

Where are you now?

There is no sign of the towering chamber or of the spacemen.

Is that a spaceship floating away in the distance?

Or is it a bright star?

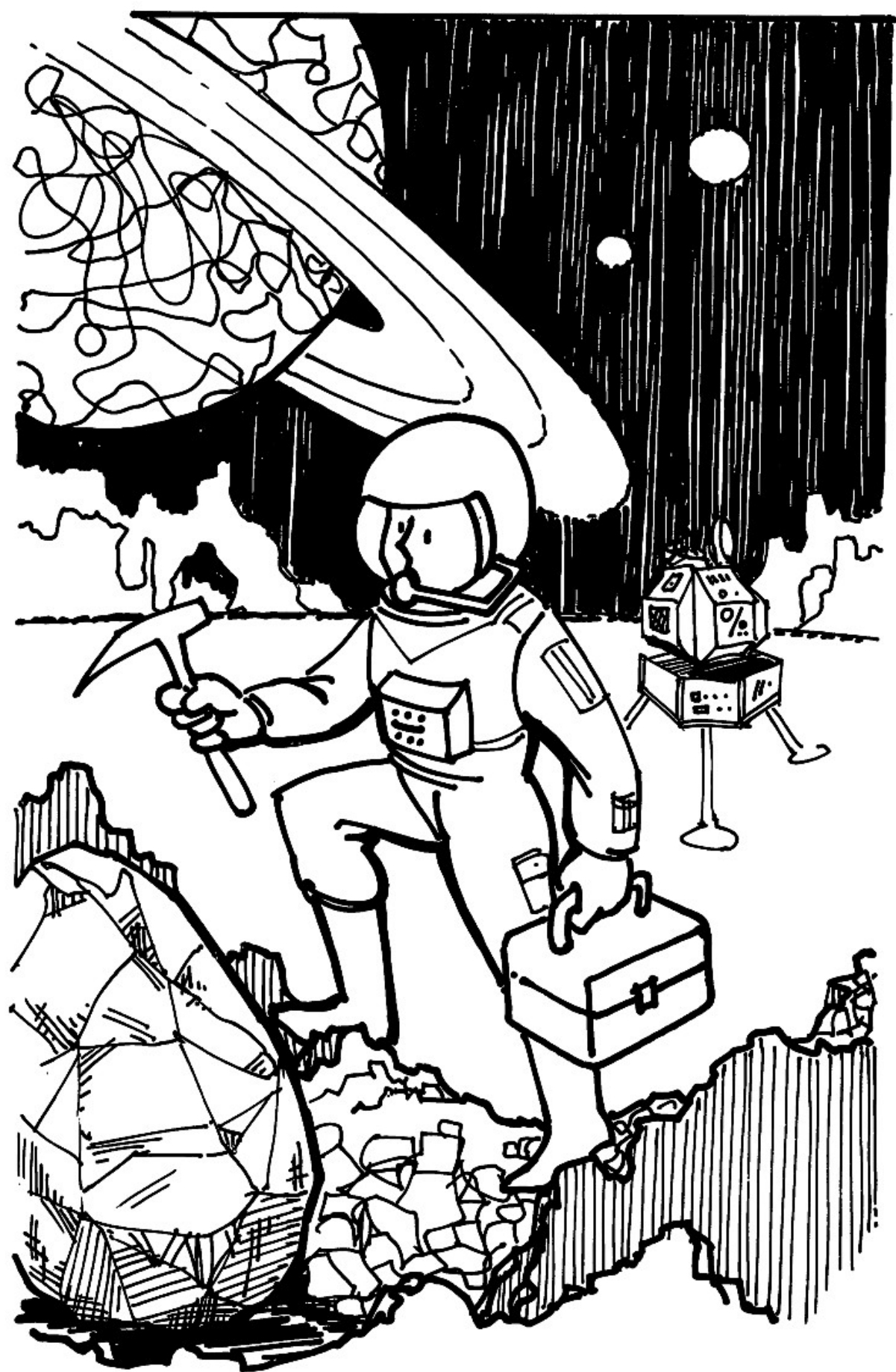
You decide you'd better go home — fast!

Planet Dinos

Although your government has attempted three missions to Planet Dinos, all have failed. It is not known if there is life on Planet Dinos. Your mission is to search for signs of life and to collect samples from the planet's surface.

Now you are on the launching pad. As the countdown begins, you wonder if your mission to Dinos will be more successful than the previous ones. The computers direct a perfect liftoff. It takes only one hour before you are out of earth's atmosphere and into the blackness of outer space.

The days pass slowly as you stare out at nothingness. At last you see a large rock formation ahead. It is Planet Dinos. Type in the program to see for yourself how it looks.



NEW

```

10 PRINT "          X      X      "
20 PRINT "        X X    X X    "
30 PRINT "      X      XX      X    "
40 PRINT "    X  PLANET  X  "
50 PRINT "  X      DINOS  X"
60 PRINT " X                      X "
70 PRINT " 000000000000000000 "
80 PRINT " III                      III"
90 PRINT " III                      III"

```

RUN

Your space capsule is guided down to a perfect landing on Planet Dinos.

Wearing your spacesuit, you are the first to leave the capsule. As you set out to explore Dinos, you find the surface slippery as you try to walk. The surface seems like soft, mushy clay. You move slowly, clinging tightly to your rope lifeline.

You collect samples of the sparkling rocks and the red, mushy surface material. Now you see what looks like a large, white rock. When you touch it, it doesn't seem to be as hard as a stone. When you lift it, it isn't as heavy as an earth rock of that size would be.

You pause to consider. You had planned to bring back only tiny samples from Dinos, but this object seems so unusual you decide to take a closer look. Type in the program and decide if it's worth bringing back.

NEW

```

100 PRINT "      X  "
200 PRINT "    X    X  "
300 PRINT "  X      X  "
350 GOTO 400
370 PRINT "I THREW A CLOCK"
380 PRINT "OUT OF THE WINDOW"
390 PRINT "TO SEE TIME FLY"
400 PRINT "  X              X"
500 PRINT "    X          X  "
600 PRINT "      X    X  "
700 PRINT "        X  "
800 PRINT
850 DIM B$(20)
900 PRINT "WHAT DOES IT LOOK"
1000 PRINT "LIKE TO YOU?"
1200 INPUT B$
1300 PRINT "IT MIGHT BE A "
1400 PRINT "DIAMOND SHAPED EGG"
1500 PRINT "GO BACK TO THE STORY"
1600 PRINT "AND FIND OUT"
1650 PRINT
1700 PRINT "FOR SURE. "

```

RUN

You pull the giant egg into the space capsule laboratory. You examine it. There is a loud cracking sound as the egg begins to shatter into large pieces.

You are afraid to move as a baby dinosaur comes smashing out of its shell. With a mighty roar it throws itself against the cabin wall.

You hear even louder roars outside. Looking out of the capsule window, you see two enormous dinosaurs. They are breathing fire and smoke at the space capsule. They seem to know that their baby dinosaur is inside.

When you hurriedly release the latches of the capsule door, the cabin fills with smoke. The baby dinosaur thrashes wildly. It pounds against the door, and the door opens.

When the smoke clears, the baby dinosaur has gone.

Through the capsule window you see two large dinosaurs walking beside the baby.

Your mission is complete now. You can return to Earth. you have discovered life on Planet Dinos — but it's not exactly the kind you'd want as next-door neighbors.

Computer Graduate 2001

You know how to play computer games so well that you are now an expert. On the screen, you have helped giant moths devour the enemy. Huge apes have been controlled by your touch on the joystick. No computer game has been invented that you cannot play, but you are always looking for new challenges.

At the computer store you learn more about computer equipment. There is a special telephone device that can be connected to your computer. It is called a modem. To write out what is on the computer there is a printer. To help speak with other computers in a humanlike voice there is a voice synthesizer.

One magazine article explains things you can do when you interface: that means, when you talk to other computers. Through your computer you can receive new computer games, stories, and all kinds of news reports.

Another article explains how you may protect your student rights. With the modem connected to your school's computer,

you can make sure that your school records are accurate. You can see that no teacher or school secretary makes a mistake by giving you a D when you earned an A.

Carefully you study how to break the secret code of your school. You follow the instructions. Type in the program to see what appears on your computer screen.

NEW

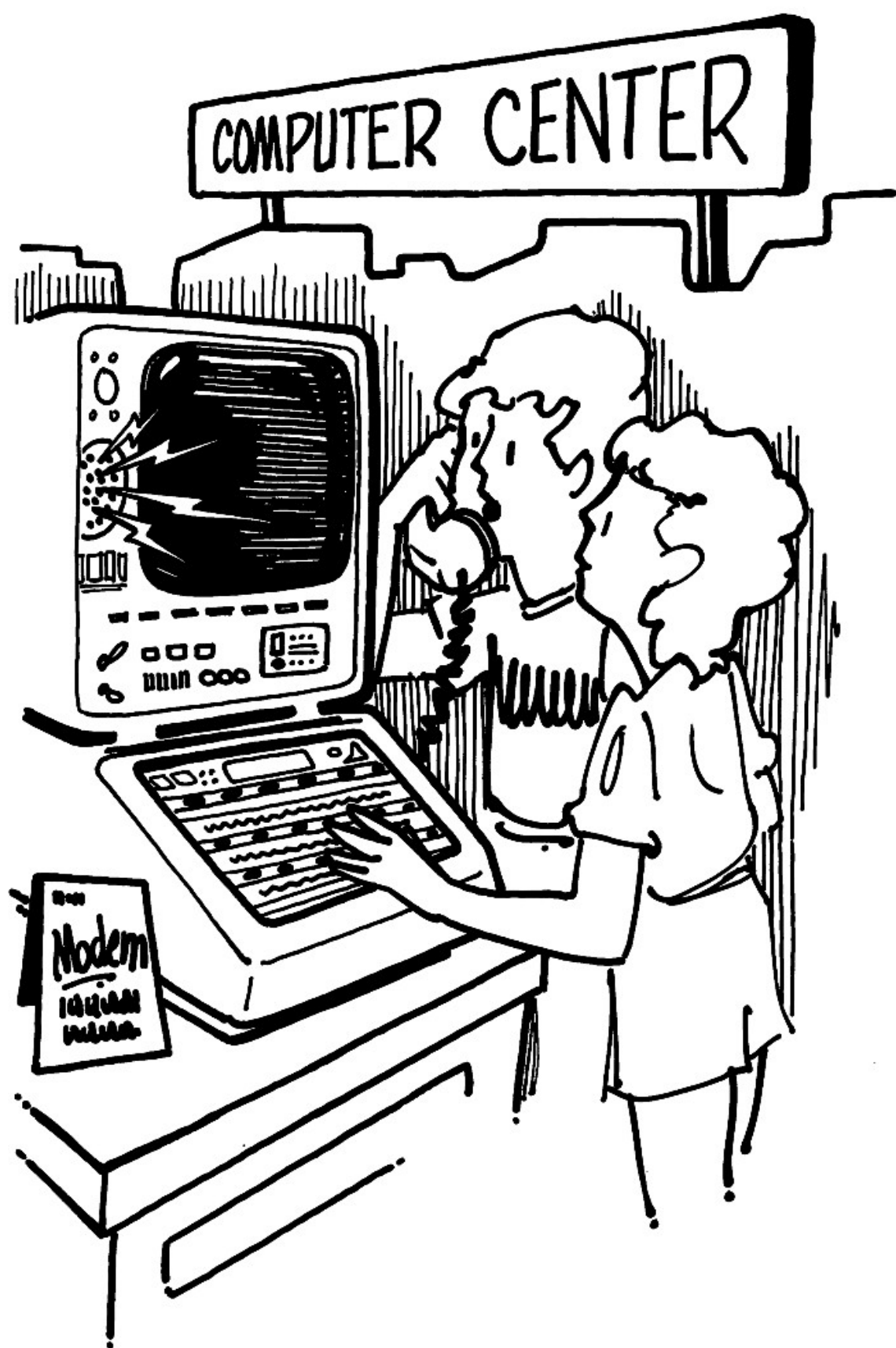
```

10 PRINT "STUDENT RECORDS"
12 PRINT
13 PRINT "GRADUATE 2001"
15 PRINT
20 PRINT "HISTORY D "
25 PRINT
30 PRINT "ENGLISH B "
35 PRINT
40 PRINT "MATHEMATICS C "
45 PRINT
50 PRINT "GEOGRAPHY C "
55 GOTO 75
65 PRINT "CHICKEN BEAKS A "
70 PRINT
72 PRINT "BIRD BRAINS B "
75 PRINT
80 PRINT "MUSIC C "
85 PRINT
90 PRINT "SCIENCE B "
95 PRINT
100 PRINT "RETURN TO THE BOOK"

```

RUN

You are surprised your grades are not better. After all, you are a computer whiz! An idea strikes you. You'll play a joke on your school. That D in History might hurt your chances of getting into college. You will change it to a B. You type in the change, and it looks good. You change the B in English to an A. You also change your Mathematics grade to an A. Before you are through with the computer, you have an A average.



You keep your computer tricks to yourself. As soon as the grades come in every semester, you change them through your computer terminal. Your trick works like a dream. Each semester your name is placed on the list of honor members. Nobody really knows you well at this huge school, so nobody asks you questions. You plan to keep it that way.

Now it is graduation time. You graduate with honors — of course! You receive this letter. Type it in.

NEW

```

10 PRINT "DEAR STUDENT 2001"
20 PRINT "I DON'T RECALL EVER"
30 PRINT "MEETING WITH YOU"
50 PRINT "BEFORE.USUALLY I"
60 PRINT "KNOW ALL MY TOP"
70 PRINT "STUDENTS.I DON'T"
80 PRINT "KNOW HOW WE HAVE"
90 PRINT "MISSED EACH OTHER"
100 PRINT "FOR SO LONG.STILL,"
110 PRINT "YOUR AVERAGE IS THE"
120 PRINT "HIGHEST WE'VE EVER"
130 PRINT "HAD AT THIS SCHOOL."
140 PRINT "WE HAVE CHOSEN YOU"
150 PRINT "TO DELIVER OUR "
160 PRINT "GRADUATION SPEECH AS"
170 PRINT "TOP HONOR GRADUATE."
180 PRINT "GOOD LUCK "
190 PRINT "THE PRINCIPAL"
200 PRINT "RETURN TO THE BOOK"

```

RUN

Universities around the country write to you offering scholarships. You begin to panic. What if someone finds out you are a fake?

You decide not to answer the letters and not to risk making the graduation speech. You try to think of a way out of your panic. Through your computer's modem you break into your school file

once again. This time you erase some of the A's and replace them with B's. Now when you press the "enter" key, your name doesn't appear on the list of graduates. Something has gone wrong! Once again you try typing in your name, but the computer immediately wipes it from the list. You try again and again, but it is erased each time. The computer refuses to enter you into its memory bank.

Within a few days you receive letters from universities saying that unfortunate errors have been made and that the scholarship offers have been withdrawn. The principal of your school sends a message saying, "Sorry, we really don't want you to be a speaker at graduation, after all."

You feel, "Well, at least the pressure is off!"

When you go to the graduation ceremony, the principal doesn't give you a diploma or shake your hand. You go to him afterwards and ask for your diploma. The school secretary checks the school's computer printout. But none of your school records can be found. And there is nobody who seems to remember seeing you at school. The principal looks at you sternly.

"We knew all along that you were tampering with the school's records. We're not that easy to fool! It's stupid and tacky to try to cheat. If you want to graduate, you'll have to do that year all over again -- with no cheating!"

You go home and try to erase the memory of that nightmare graduation from your own memory bank.

You definitely pressed the wrong buttons that time!

The Magic Pencil

Lying there in the old school lot, it looked like any other pencil. When you first saw it, you almost passed it by, as everyone else was doing. But something made you pick it up.

The pencil is coated with mud. You clean it carefully as you walk home.

You get out your sketch pad and use the pencil to draw a picture of yourself. In the picture, you give yourself beautiful new clothes. You use your crayons to color the clothes.

Suddenly you find yourself wearing the brand-new clothes you've just drawn!

Your mother walks into the room.

"Where did you get those clothes?" she asks. "I didn't give you any money! What I should do is . . ."

Before she can finish her sentence, you draw a picture of your mother wearing a big smile. And suddenly your mother is smiling. "What I should do is buy you new shoes to match that outfit," she says.

This is really a magic pencil! It has worked for you. Now you want it to do something for the whole family. You draw a beautiful house with your family grouped around it.

A few minutes later there is a knock on the door. Your mother has just received this telegram. Type in the program to read it.

NEW

```

100  PRINT "EASTERN ONION"
150  PRINT "XXXXXXXXXXXXXXXXXXXXX"
200  PRINT " CONGRATULATIONS "
300  PRINT "YOUR NAME HAS JUST"
400  PRINT "BEEN CHOSEN IN THE"
500  GOTO 700
600  PRINT "HARRY THE HORSE"
650  PRINT "LOOK-ALIKE CONTEST."
700  PRINT "EATER'S DIGEST"
800  PRINT "SWEEPSTAKES. YOU"
900  PRINT "HAVE WON THE FIRST"
1000 GOTO 1200
1100 PRINT "DANCE WITH AN APE."
1200 PRINT "PRIZE. A BEAUTIFUL"
1300 GOTO 1500
1400 PRINT "SNAKE CRAWLED INTO"
1450 PRINT "YOUR BED."
1500 PRINT "FIFTEEN ROOM HOUSE"
1600 PRINT "IS YOURS. HERE IS"
1700 PRINT "THE KEY."
1750 PRINT "XXXXXXXXXXXXXXXXXXXXX"

1800 PRINT "RETURN TO THE BOOK"
```

RUN

Within a week your family is packed and waiting to go to the new house. As you wait for the movers to finish loading the truck, you doodle with the magic pencil. You draw flowering fruit trees, and place an expensive looking car in the driveway of the new house.



That afternoon, you arrive at the new house. It looks exactly like the one in your drawing! There are fruit trees around the house and there's a sleek-looking limousine in the driveway.

In a flash you run to your new room and take the magic pencil from your pocket. "A water bed! I must have a water bed!" Carefully, you draw a picture of a wonderful bed.

Your brother comes to watch you. He decides he needs a water bed, too, but you think it's more important for you to get a telephone and a television set first. Your brother disagrees with you. He grabs the pencil. You pull it back. Type in the program to find out what happens.

NEW

```

5  DIM B$(20)
10 PRINT "WHAT DO YOU THINK"
20 PRINT "HAPPENED TO THE"
30 PRINT "MAGIC PENCIL?"
50 INPUT B$
60 PRINT "SUDDENLY THERE WAS A"
70 PRINT "LOUD SNAP.THE PENCIL"
80 PRINT "BROKE INTO TWO PARTS"
85 DIM C$(10)
90 PRINT "DO YOU THINK THAT"
100 PRINT "BOTH PARTS COULD"
110 PRINT "WRITE?"
130 INPUT C$
140 PRINT "BOTH PARTS CAN WRITE"
150 PRINT "BUT THERE IS STILL "
160 PRINT "A BIG PROBLEM. "
170 PRINT "GO BACK TO THE BOOK"
180 PRINT "TO FIND THE PROBLEM. "
```

RUN

Although the pencil is broken, it is still usable. But there's a problem. Your brother draws a large water bed, but when it

appears in the room, it has a leak in it. Water floods the room and his half of the pencil gets carried away.

You draw a telephone. It appears, but it is broken and won't work. Your television set won't work, either. Because the pencil is broken, everything it draws is broken, too. Angrily, you throw your piece of pencil out the window.

But the pencil doesn't fall at once. It floats in the air and turns into a sparkling dust that settles on the ground. Beautiful flowers spring up in the dust.

Every time you look around you are reminded of the wonderful magic pencil and the good things it did for you.

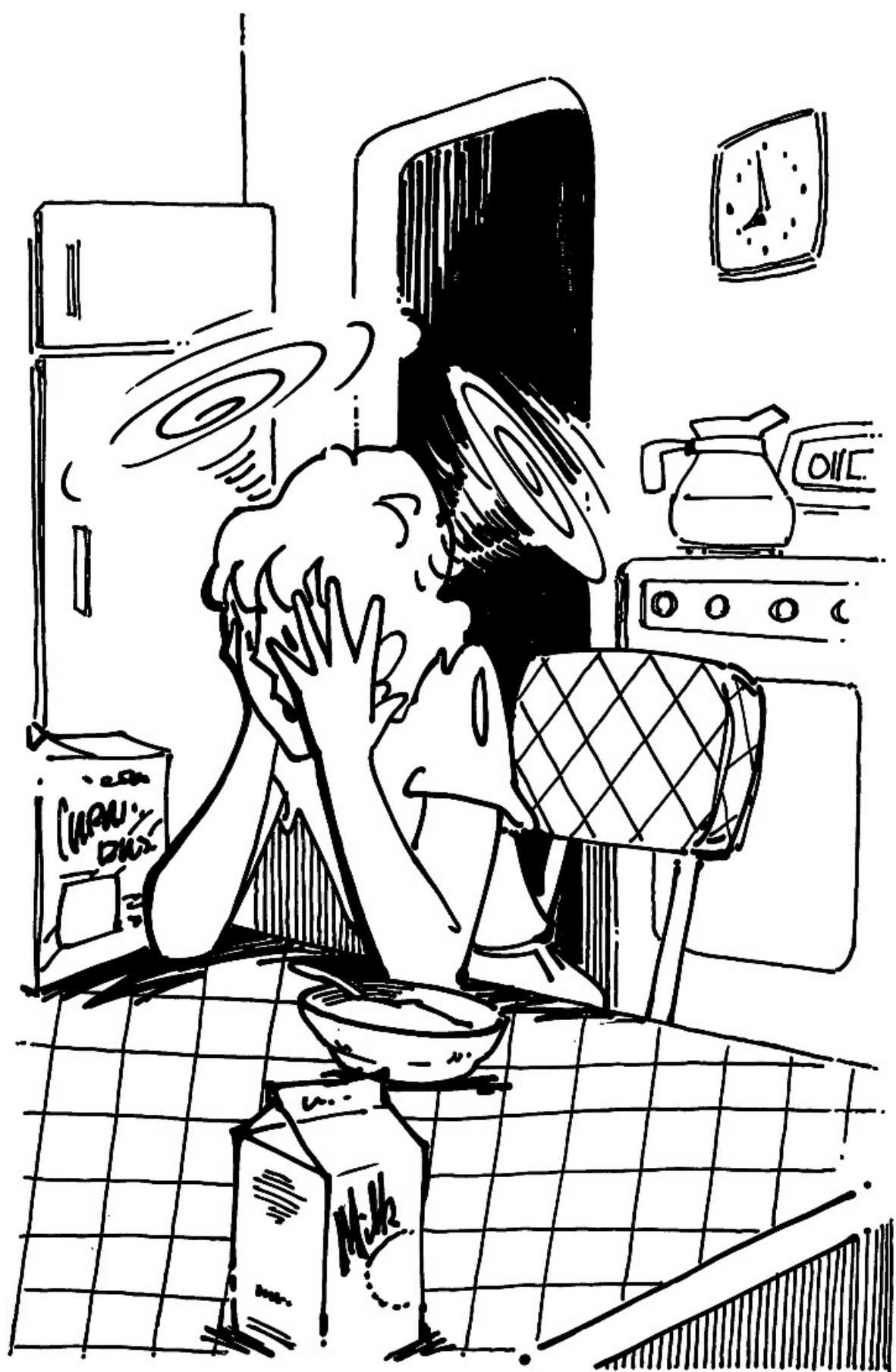
Special Powers

Ever since the car accident you have been getting terrible headaches. For a reason that nobody can explain or understand, you seem to be able to predict the future. You believe that you have special powers. Your predictions are nearly always right on target.

When the telephone rings, you know who is calling. Sometimes you know why your friends are calling even before they speak. Often you can guess what people are thinking, but not saying. Having this special power is quite frightening, but it certainly makes you feel important.

One rainy Tuesday you awake with a horrible headache. You feel as though you are on the spin cycle of your washing machine. When your head begins to clear, some words float through your mind.

Type in the words to see if you can make sense of them. Then go back to the story.



NEW

```

5  FOR C = 1 TO 5
7  LET C = C + 1
10 PRINT "QUAKE"
15 PRINT
20 PRINT "      MARCH"
25 PRINT
30 PRINT "              6TH"
35 PRINT
40 GOTO 80
50 PRINT "      EARTH "
55 PRINT "      POWER"
65 PRINT
70 PRINT "              IN LONDON"
75 PRINT
80 PRINT "              IN GREENWICH"
100 GOTO 120
110 PRINT "TEA BISCUITS"
120 NEXT C

```

RUN

From your past headaches you know that you must unscramble these words before you feel better. Can you figure out what the message means?

Now the message becomes clear. It takes the form of newspaper headlines. Type in the program to see if you have unscrambled it correctly.

NEW

```

10 PRINT "XXXXXXXXXXXXXXXXXXXXX"
15 PRINT "      DAILY TIMES"
20 PRINT "XXXXXXXXXXXXXXXXXXXXX"
25 PRINT "EARTHQUAKE STRIKES"
30 PRINT
35 PRINT "GREENWICH"
40 PRINT
45 GOTO 65

```

```

50 PRINT "ON TOP OF OLD SMOKY"
55 PRINT "GREENWICH SAYS OUCH"
60 PRINT
65 PRINT "ON MARCH 6TH."
70 PRINT
75 PRINT "SKYSCRAPERS COLLAPSE"
80 PRINT "
85 GOTO 110
90 PRINT "LONDON BRIDGE IS"
95 PRINT
100 PRINT "FALLING DOWN"
105 PRINT
110 PRINT "AS THOUSANDS OF"
115 PRINT
120 PRINT "PEOPLE ARE TRAPPED."
125 PRINT "GO BACK TO THE BOOK"

```

RUN

You try to tell the police about your premonition, but they won't take you seriously. They say they get ten calls a day from crazy people like you.

But sure enough, on March 6 there is an earthquake in Greenwich. Your premonition was right.

As you watch the pictures of the earthquake on television, another throbbing headache comes on. You close your eyes and see two people approaching you. You hear heavy footsteps. The taller person holds what looks like a wooden club; the other carries a black case. Inside the case there is something ticking. You are terrified; you run to the door and lock it.

Type in the program to see if you did the right thing.

NEW

```

5 DIM A$(20)
10 PRINT "WHAT DO YOU THINK IS"
20 PRINT "TICKING?"
40 INPUT A$
50 PRINT "YOU MAY BE RIGHT.THE"

```

```
60 PRINT "DOORBELL RINGS.YOU"  
70 PRINT "HEAR HEAVY FOOTSTEPS"  
80 PRINT "ON THE PORCH.IT IS"  
90 PRINT "VERY DARK.PEEKING"  
100 PRINT "THROUGH THE WINDOW"  
110 PRINT "YOU SEE TWO PEOPLE."  
120 PRINT "ONE IS CARRYING A "  
130 PRINT "CLUB.THE OTHER HAS A"  
140 PRINT "SMALL CASE."  
145 DIM B$(20)  
150 PRINT "ARE YOU STILL VERY"  
160 PRINT "FRIGHTENED?"  
180 INPUT B$  
190 PRINT  
195 DIM C$(20)  
200 PRINT "DO YOU WANT TO OPEN"  
210 PRINT "THE DOOR?"  
230 INPUT C$  
240 PRINT  
250 PRINT "YOU REALLY SHOULD."  
260 PRINT "YOUR GRANDPARENTS"  
270 PRINT "ARE HERE.LET THEM IN."  
280 PRINT "THE WOODEN CLUB"  
285 PRINT "IS A STICK THAT"  
290 PRINT "HELPS GRANDFATHER"  
300 PRINT "WALK AND GRANDMOTHER"  
310 PRINT "ALWAYS CARRIES A"  
320 PRINT "TRAVEL ALARM IN HER"  
330 PRINT "SUITCASE."  
340 PRINT "YOUR SPECIAL POWERS"  
350 PRINT "MISSED THE TARGET"  
360 PRINT "THIS TIME."
```

RUN

The Force

There was no way you could have known you were being sent to Planet Earth as a crime-stopper. But as your body floated into Earth's atmosphere, you realized that you had **THE FORCE**, and that soon you would have to use it on your first assignment.

You take an undercover job pumping gas at a service station, and you wait for trouble. You will be warned when your mobile trouble-sensor changes its direction. You must go where its arrow points, for the sensor detects evil and you have **THE FORCE** that stops evil.

Although you seem no stronger than most ordinary people, your forefinger has the power to stop people, cars, and even bullets! Point at any object or person and **THE FORCE** takes over. Sometimes, when you think no one sees you, you practice using **THE FORCE**. One day, by mistake, you stop a car right in front of the gas station. Two men get out and take a look at the car. They find nothing wrong with it. They stare at you

suspiciously before they drive off. You tell yourself that you must be more careful.

Criminals throughout the world fear THE FORCE. They are tired of being stopped from doing evil deeds. A group of criminals has even hired scientists to create a weapon against THE FORCE. Newspapers have reported that experiments are in progress, but no one seems to know where, or if the weapon or chemical has yet been perfected.

Suddenly your trouble-sensor spins around. Following its arrow, you arrive at this place. Type in the program to see it.

NEW

```

100 PRINT
105 PRINT "      0000000000000000"
110 PRINT "      BARKLEY BANK"
120 PRINT
130 PRINT "      0000000000000000"
140 PRINT
150 PRINT "+++++++ $$$$$$$$ "
160 PRINT "      TELLER  "
170 PRINT " VAULT    WINDOW  "
180 PRINT "+++++++ $$$$$$$$ "
190 PRINT
200 PRINT "===== GGGGGGGG "
210 PRINT " BENCH      TABLE  "
220 PRINT
230 PRINT "===== GGGGGGGG "
240 PRINT

```

RUN

Two gangsters have taken the people in the bank as hostages. They are the same men you saw in the car. You offer yourself in exchange for the hostages. The men quickly accept your offer.

You figure they must know about THE FORCE because they tie your hands behind your back. They must have seen you stretch out your hand that day you stopped their car. Now they

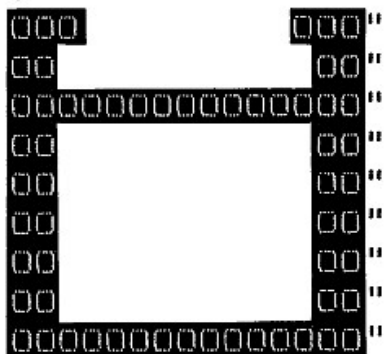
take you for a long drive in their car. Will they bring you to the place where the anti-FORCE experiments are taking place? Type in the program and see where they take you.

NEW

```

10  FOR D = 1 TO 5
15  LET D = D + 1
20  PRINT "      000      000"
25  PRINT "      00      00"
30  PRINT "      0000000000000000"
35  PRINT "      00      00"
40  PRINT "      00      00"
45  PRINT "      00      00"
50  PRINT "      00      00"
55  PRINT "      00      00"
60  PRINT "      0000000000000000"
65  NEXT D

```


RUN

You find yourself in a modern laboratory. Perhaps this is where the scientists have been working on their anti-FORCE weapon. In a few moments you will know.

The men strap you into a chair and leave the room. You can hear them talking outside the closed door. Working rapidly, you manage to free one hand. You keep it behind you.

When the men come back into the room, one is carrying something that looks like a ray gun. The other is holding a test tube full of a cloudy liquid. Will one of these weapons destroy you? You try to remain calm.



Grinning, the men walk toward you. You wait until they are within arm's length. Then you stretch your hand forward and you point THE FORCE toward each of them in turn.

Instantly, the men are lifted from the ground. They float out the window and up toward the sky. The gun and the test tube fall harmlessly and dissolve. You smile.

Now you remember that the same thing happened to you once. You know that they will soon be on your planet, being trained in the use of THE FORCE. The next time they come to Earth, the ex-criminals will be fighting evil with THE FORCE. You've done a good job!

The Formula

As you lie on the operating table, the monitor shows that life is slowly leaving your body. Your brain is almost dead, but your heart is still beating. Dr. Richard Glass feels that his new formula NK-335 is the only chance you have to live. The problem is that NK-335 has never been tested on humans before.

As he injects the formula your brain instantly responds. The needle on the monitor jumps about. You awake to a room full of people staring at you. As you try to stand, these strangers rush at you. One of them has a long, thin needle. Others try to strap you into a straightjacket. You don't want to be held down so you push the strangers away and run out of the operating room. Type in the program to find if there's an exit from the hospital.

NEW

```

10 PRINT "IIIIIII IIIIIIIIIII"
15 PRINT "I I"
20 PRINT "I MAINI IEMERGENCYI"
25 PRINT "I DESKIEI ROOM I"
30 PRINT "I IXI I"
35 PRINT "I III I"
40 PRINT "I ITI I"
45 PRINT "IIIIIII IIIIIIIIIII"
50 PRINT "ILOBBYI I LOUNGE I"
55 PRINT "I I I I"
60 PRINT "IIIIIII IIIIIIIIIII"
65 PRINT " I"
70 PRINT " IOPERATINGI"
75 PRINT "IIIIIII I ROOM I"
80 PRINT "IIIIIII IIIIIIIIIII"
85 PRINT
90 DIM A$(20)
95 DIM B$(20)
100 PRINT "HOW MANY EXITS"
105 PRINT "DO YOU SEE?"
110 PRINT "WRITE IT AS A WORD."
115 INPUT A$
120 LET B$ = "ONE"
125 IF A$ = B$ THEN GOTO 145
130 PRINT "THE FORMULA MUST BE"
135 PRINT "AFFECTING THE EYES"
140 GOTO 100
145 PRINT "THAT IS THE ONE YOU"
150 PRINT "MUST GET TO."
155 PRINT "GO BACK TO THE STORY"

```

RUN

You sneak past many people as you head for the exit. Now you feel strong again. In fact, you feel stronger than ever before.

You begin to search for the car mechanic who fixed your brakes. You think he caused your accident on purpose.

As you walk into his office, the mechanic picks up a wrench to strike you. Somehow you knock the tool from his hand and he smashes into the wall. You feel frightened and leave quickly.

The next morning you pass the newsstand. On the front page there is a photograph of the mechanic who fixed your brakes. Under the picture there is a story. Type in the program to read what it says.

NEW

```

10  PRINT "-----"
15  PRINT "MERRICK GAZETTE"
20  PRINT "-----"
25  PRINT
30  PRINT "A HUMAN MONSTER"
35  PRINT
40  PRINT "BREAKS INTO THE"
45  PRINT
50  GOTO 75
55  PRINT "CHINESE TAKE-OUT"
60  PRINT
65  PRINT "MAKES EGG ROLL"
70  PRINT
75  PRINT "METRO SERVICE"
80  PRINT
85  PRINT "STATION AND ATTACKS"
90  PRINT
95  PRINT "THE OWNER, MONSTER"
100 PRINT
105 PRINT "APPEARS TO HAVE"
110 PRINT
115 GOTO 130
120 PRINT "BROKEN COOKIE"
125 PRINT
130 PRINT "SUPERHUMAN STRENGTH"
135 PRINT
140 PRINT "RETURN TO THE BOOK"

```

RUN

The newspaper article seems to be about you. There is even a description of how you look. You are not a killer. You were just trying to defend yourself. To set the record straight, you decide to explain this to the newspaper people who printed the story.



The security patrol at the Merrick Gazette point their guns at you. As you start to explain why you are there, they try to seize you. When you try to pass them, they pump bullets into you. Bleeding, you fall to the ground. You think it's the end of you and so do they.

But you feel changes going on inside you. You open your jacket to examine your wounds. You see that the wounds are closing up. They are beginning to heal. The bleeding stops within minutes.

You call the doctor who treated you at the hospital. As you start to explain what just happened, he interrupts and says, "Then my formula works on humans, too. It's a miracle drug!"

It is Dr. Richard Glass who warns the police not to harm you. At a press conference, Dr. Richard Glass is being interviewed and you have become the live specimen. You're in the newspapers. Type in the program and see for yourself.

NEW

```

5  PRINT
10  PRINT "WORLDWIDE NEWS"
15  PRINT
20  PRINT "DR. RICHARD GLASS"
25  PRINT "DISCOVERS NEW WONDER"
30  PRINT "DRUG THAT REPAIRS"
35  PRINT "BODY TISSUES INSTANTLY."
40  PRINT "  MOVIE COMPANIES"
45  PRINT "OFFER FORTUNES TO"
50  PRINT "PHOTOGRAPH THE LIVING"
55  PRINT "SPECIMEN."
60  DIM A$(20)
62  DIM B$(20)
65  PRINT "WILL YOU TAKE THE"
70  PRINT "JOB AND POSE FOR"
75  PRINT "THE PHOTOS ?"
85  INPUT A$
95  LET B$ = "YES"
100 LET C$ = "CHEESE"
105 IF A$ = B$ THEN GOTO 135
110 PRINT "TOO BAD, YOU JUST"
115 PRINT "MISSED A GREAT JOB."

```

```
120 PRINT "IF YOU CHANGE YOUR"  
125 PRINT "MIND, LET US KNOW."  
127 PRINT  
130 GOTO 65  
135 PRINT "CONGRATULATIONS, YOU"  
140 PRINT "WILL BE A PERFECT"  
145 PRINT "MODEL. WITH ALL THOSE"  
150 PRINT "CAMERAS AROUND, YOU"  
155 PRINT "WILL HAVE TO STAY"  
160 PRINT "AWAY FROM TROUBLE."  
165 PRINT "OTHERWISE DR. GLASS"  
170 PRINT "WILL NOT GIVE YOU"  
175 PRINT "ANY MORE NK-335."  
180 PRINT "GOOD LUCK. IT IS THE"  
185 PRINT "START OF A NEW JOB."  
190 PRINT "THIS STORY HAS"  
195 PRINT "COME TO"  
200 PRINT "THE END"
```

RUN

**STORIES AND COMPUTER PROGRAMS
THAT WORK TOGETHER — IT'S BASIC
WITH
THE SCIENCE FICTION
COMPUTER STORYBOOK**

It's challenging, exciting, *and* educational! This book contains 20 stories and over 50 programs that can be used on Apple, Atari, Timex, Commodore or other home computers. So simple to understand, even an eight-year-old can program the computer—and become absorbed in an exciting story at the same time. THE SCIENCE FICTION COMPUTER STORYBOOK is loaded with clues that the child programs into the computer. He is rewarded with exciting graphics (UFO's, sliding secret panels, flashing lights) that will unravel the sequence of eerie sci-fi events. These stories combine text and computer programs to create a variety of fun, interesting plots. Programs that are simple enough for an eight-year-old, stories challenging enough for a twelve-year-old—that's how the SCIENCE FICTION COMPUTER STORYBOOK introduces your child to the wonders of the computer *and* keeps him interested in reading.

The authors, Stuart and Donna Paltrowitz, are the creators of the *Mystery Maze* and *Close Escapes* series of computer software.

Illustration and Cover Design by Peggy Walker

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