

HP-41C Ghost Town Adventure by Doug Hansen
PPC Calculator Journal V10 N3 P34 Apr 1983

```
01 LBL "MA"      ;Main Program
02 XEQ "I2"      ;Initialize R7-R17 (Line 12)
03 LBL 00
04 FS?C 06
05 XEQ "LOOK"    ;Look at Node (Line 40)
06 XEQ "VE"      ;Verb Entry (Line 31)
07 XEQ "HE"      ;Hermit Encounter (Line 408)
08 XEQ "WI"      ;Win Determination (Line 448)
09 1
10 ST+ 03
11 GTO 00
12 LBL "I2"      ;Initialize R7-R17
13 CF 00
14 CF 01
15 CF 02
16 CF 03
17 CF 04
18 CF 05
19 CF 07
20 CF 08
21 CLS          ;CLS(igma)
22 19
23 STO 02
24 "D2 CARD"
25 AVIEW        ;Prompt for data card D2
26 7.017
27 XROM 30,03   ;RDTAX (remove if using D1 routine)
28 AON
29 SF 06
30 RTN
31 LBL "VE"      ;Verb Entry Routine
32 "COMMAND?"
33 PROMPT       ;Enter a command
34 ASTO 00
35 SF 25
36 XEQ IND 00
37 FC?C 25
38 GTO "IL"     ;Illegal Action (Line 507)
39 RTN
40 LBL "LOOK"    ;Look at Node Routine
41 "YOU ARE IN A"
42 AVIEW
43 RCL 02
44 17
45 +
46 RCL IND X
47 STO 00
48 LBL 03
49 CLA
50 ARCL IND 00
51 ISG 00
52 GTO 08
53 GTO 07
54 LBL 08
55 ARCL IND 00
56 ISG 00
57 GTO 09
58 GTO 07
59 LBL 09
60 ARCL IND 00
61 ISG 00
62 GTO 10
63 GTO 07
64 LBL 10
65 ARCL IND 00
66 LBL 07
67 AVIEW
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68 ISG 00
69 GTO 03
70 XEQ "SR"      ;Special Features of Rooms (Line 465)
71 RCL 02
72 LBL "OP"      ;Object Print Routine
73 STO 01
74 7.017
75 STO 00
76 LBL 04
77 RCL IND 00
78 RCL 01
79 X#Y?
80 GTO 05
81 "THERE IS"
82 FS? 09
83 "YOU HAVE"
84 FS? 10
85 "BAG HAS"
86 ">" A"
87 AVIEW
88 CLA
89 RCL 00
90 59
91 +
92 ARCL IND X
93 AVIEW
94 PSE
95 FS? 09
96 GTO 05
97 FS? 10
98 GTO 05
99 "HERE"
100 AVIEW
101 LBL 05
102 ISG 00
103 GTO 04
104 CF 09
105 CF 10
106 RCL 01
107 LBL "SO"      ;Special Features of Objects Routine
108 RCL 07
109 X#Y?
110 GTO 33
111 CLA
112 ARCL 66
113 ">" IS "
114 FS? 02
115 ">"NOT "
116 ">"EMPTY"
117 AVIEW
118 PSE
119 LBL 33
120 RDN
121 RCL 15
122 X#Y?
123 RTN
124 CLA
125 ARCL 74
126 ">" IS "
127 FC? 03
128 ">"NOT "
129 ">"LIT"
130 AVIEW
131 RTN
132 LBL "GET"     ;Get Object Routine
133 2
134 RCL 04
135 X>Y?
136 GTO "IL"      ;Illegal Action (Line 507)
137 XEQ "OB"      ;Object Name Entry (Line 487)

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138 RCL 02
139 X#Y?
140 GTO "IL" ;Illegal Action (Line 507)
141 99
142 STO IND T
143 1
144 ST+ 04
145 RTN
146 LBL "DROP" ;Drop Object Routine
147 XEQ "OB" ;Object Name Entry (Line 487)
148 99
149 X#Y?
150 GTO "IL" ;Illegal Action (Line 507)
151 RCL 02
152 STO IND T
153 1
154 ST- 04
155 RTN
156 LBL "OPEN" ;Open Doors Routine
157 23
158 RCL 02
159 X=Y?
160 GTO 32
161 24
162 X#Y?
163 GTO "IL" ;Illegal Action (Line 507)
164 99
165 RCL 16
166 X#Y?
167 GTO "IL" ;Illegal Action (Line 507)
168 SF 01
169 1
170 XEQ "DR" ;Door Status (Line 179)
171 RTN
172 LBL 32
173 99
174 RCL 17
175 X#Y?
176 GTO "IL" ;Illegal Action (Line 507)
177 SF 00
178 0
179 LBL "DR" ;Door Status Routine
180 CLA
181 X=0?
182 "TRAP"
183 >"DOOR"
184 FS? IND X
185 >"OPEN"
186 FC? IND X
187 >"LOCKED"
188 AVIEW
189 RTN
190 LBL "LIGHT" ;Light Torch Routine
191 RCL 11
192 990
193 X#Y?
194 GTO "IL" ;Illegal Action (Line 507)
195 RCL 08
196 X#Y?
197 GTO "IL" ;Illegal Action (Line 507)
198 RDN
199 RCL 15
200 X#Y?
201 GTO "IL" ;Illegal Action (Line 507)
202 SF 03
203 RDN
204 XEQ "SO" ;Special Features of Objects (Line 107)
205 RTN
206 LBL "DIG" ;Dig for Water or to Clean Tunnel Routine
207 99

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208 RCL 14
209 X#Y?
210 GTO "IL" ;Illegal Action (Line 507)
211 22
212 RCL 02
213 X#Y?
214 GTO 34
215 SF 04
216 XEQ "SR" ;Special Features of Rooms (Line 465)
217 RTN
218 LBL 34
219 19
220 X#Y?
221 GTO "IL" ;Illegal Action (Line 507)
222 SF 05
223 XEQ "SR" ;Special Features of Rooms (Line 465)
224 RTN
225 LBL "FILL" ;Fill Bottle with Water Routine
226 19
227 RCL 02
228 X#Y?
229 GTO "IL" ;Illegal Action (Line 507)
230 FC? 05
231 GTO "IL" ;Illegal Action (Line 507)
232 RCL 07
233 99
234 X#Y?
235 GTO "IL" ;Illegal Action (Line 507)
236 SF 02
237 XEQ "SO" ;Special Features of Objects (Line 107)
238 RTN
239 LBL "PUT" ;Put Object in Bag Routine
240 3
241 RCL 05
242 X>Y?
243 GTO "IL" ;Illegal Action (Line 507)
244 99
245 RCL 12
246 X#Y?
247 GTO "IL" ;Illegal Action (Line 507)
248 XEQ "OB" ;Object Name Entry (Line 487)
249 99
250 X#Y?
251 GTO "IL" ;Illegal Action (Line 507)
252 98
253 STO IND T
254 99
255 STO 12
256 1
257 ST+ 05
258 ST- 04
259 RTN
260 LBL "TAKE" ;Take Object from Bag Routine
261 99
262 RCL 12
263 X#Y?
264 GTO "IL" ;Illegal Action (Line 507)
265 2
266 RCL 04
267 X>Y?
268 GTO "IL" ;Illegal Action (Line 507)
269 XEQ "OB" ;Object Name Entry (Line 487)
270 98
271 X#Y?
272 GTO "IL" ;Illegal Action (Line 507)
273 99
274 STO IND T
275 1
276 ST- 05
277 ST+ 04

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278 RTN
279 LBL "INVEN" ;Inventory of Objects Routine
280 SF 09
281 99
282 XEQ "OP" ;Object Print (Line 72)
283 99
284 RCL 12
285 X#Y?
286 RTN
287 SF 10
288 98
289 XEQ "OP" ;Object Print (Line 72)
290 RTN
291 LBL "N" ;Move North Routine
292 2
293 GTO "MO" ;Move (Line 315)
294 LBL "EA" ;Move East Routine
295 4
296 GTO "MO" ;Move (Line 315)
297 LBL "S" ;Move South Routine
298 6
299 GTO "MO" ;Move (Line 315)
300 LBL "W" ;Move West Routine
301 8
302 GTO "MO" ;Move (Line 315)
303 LBL "U" ;Move Up Routine
304 SF 06
305 LBL "DO" ;Move Down Routine
306 RCL 02
307 41
308 +
309 RCL IND X
310 FS?C 06
311 CHS
312 X>0?
313 GTO "IL" ;Illegal Action (Line 507)
314 10
315 LBL "MO" ;Move Routine
316 SF 06
317 STO 00
318 RCL 02
319 41
320 +
321 RCL IND X
322 RCL 00
323 10^X
324 /
325 FRC
326 1 E2
327 *
328 INT
329 ABS
330 X=0?
331 GTO "IL" ;Illegal Action (Line 507)
332 STO 00
333 RCL 02
334 -
335 ABS
336 23
337 X#Y?
338 GTO 35
339 FS? 01
340 GTO 35
341 1
342 XEQ "DR" ;Door Status (Line 179)
343 RTN
344 LBL 35
345 RDN
346 21
347 X#Y?

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348 GTO 37
349 FS? 00
350 GTO 37
351 0
352 XEQ "DR" ;Door Status (Line 179)
353 RTN
354 LBL 37
355 RDN
356 19
357 X#Y?
358 GTO 38
359 FC? 04
360 GTO "IL" ;Illegal Action (Line 507)
361 LBL 38
362 18
363 RCL 00
364 X#Y?
365 GTO 39
366 STO 02
367 XEQ "LOOK" ;Look at Node (Line 40)
368 GTO "MA" ;Main (Line 1)
369 LBL 39
370 3
371 -
372 X<0?
373 GTO 06
374 4
375 X<=Y?
376 GTO 06
377 99
378 RCL 15
379 X#Y?
380 GTO 12
381 FS? 03
382 GTO 06
383 LBL 12
384 "IT IS TOO DARK"
385 AVIEW
386 PSE
387 "TO PROCEED"
388 AVIEW
389 RTN
390 LBL 06
391 RCL 00
392 STO 02
393 23
394 X#Y?
395 RTN
396 FC? 07
397 RTN
398 FS? 08
399 RTN
400 "A HERMIT"
401 ">" IS HERE"
402 AVIEW
403 PSE
404 "HE RUNS..."
405 AVIEW
406 SF 08
407 RTN
408 LBL "HE" ;Hermit Encounter Routine
409 FS? 07
410 RTN
411 RCL 06
412 9821
413 *
414 .211327
415 +
416 FRC
417 STO 06

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```

418 72
419 *
420 RCL 03
421 X<=Y?
422 RTN
423 "SOMEONE KNOCKS"
424 AVIEW
425 PSE
426 "YOU UNCONSCIOUS"
427 AVIEW
428 PSE
429 "YOU WAKE"
430 ">" HOURS LATER"
431 AVIEW
432 7.017
433 STO 00
434 LBL 40
435 99
436 RCL IND 00
437 X#Y?
438 GTO 42
439 2
440 STO IND 00
441 LBL 42
442 ISG 00
443 GTO 40
444 SF 07
445 CLX
446 STO 04
447 RTN
448 LBL "WI" ;Win Determination Routine
449 7.013
450 STO 00
451 LBL 41
452 97
453 RCL IND 00
454 X<=Y?
455 RTN
456 ISG 00
457 GTO 41
458 FC? 02
459 RTN
460 BEEP
461 "YOU WON IN "
462 ARCL 03
463 ">" TURNS"
464 PROMPT ;Display winning number of turns
465 LBL "SR" ;Special Features of Rooms Routine
466 22
467 RCL 02
468 X#Y?
469 GTO 11
470 "1"
471 FS? 04
472 "NO"
473 ">" TUNNEL IS"
474 ">" BLOCKED"
475 AVIEW
476 RTN
477 LBL 11
478 19
479 X#Y?
480 RTN
481 FC? 05
482 RTN
483 "THERE IS"
484 ">" WATER HERE"
485 AVIEW
486 RTN
487 LBL "OB" ;Object Name Entry Routine

```

```
488 >" WHAT?"
489 PROMPT
490 ASTO 00
491 66.076
492 STO 01
493 LBL 13
494 RCL 00
495 RCL IND 01
496 X#Y?
497 GTO 14
498 RCL 01
499 59
500 -
501 RCL IND X
502 RTN
503 LBL 14
504 ISG 01
505 GTO 13
506 RTN
507 LBL "IL" ;Illegal Action Notification Routine
508 TONE 0
509 END
```


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0520C000F3004D411EF2493201AA061EF44C4F4F4B1EF25645
1EF248451EF25749119203B100C000F3004932A900A901A902
A903A904A905A907A90870111932F7443220434152447E171A
101117A7838CA80685C000F3005645F8434F4D4D414E443F8E
9A00A819AE80AB191DF2494C85C000F5004C4F4F4BFC594F55
2041524520494E20417E2211174090F33004879B809600B900
B800099B809600BA00B8000A9B809600BB00B8000B9B80087E
9600B4001EF2535222C000F3004F5031171A10111730059080
2179B600F85448455245204953AC09F8594F552048415645AC
0AF742414720484153F37F20417E87201519409BF37E89AC09
B600AC0AB600F4484552457E069600B500A909A90A21C000F3
00534F2779D00021879B42F57F20495320AC02F57F4E4F5420
F67F454D5054597E89CF21752F7985879B4AF57F20495320AD
03F57F4E4F5420F47F4C49547E85C000F4004745541224451D
F2494C1EF24F4222791DF2494C191991F00011920485C000F5
0044524F501EF24F421919791DF2494C2291F011930485C000
F5004F50454E12132278D000201214791DF2494C1919901079
1DF2494CA801111EF2445285CF2019199011791DF2494CA800
10C000F30044528767F454524150F57F444F4F52ACF3F57F4F
50454EADF3F77F4C4F434B45447E85C000F6004C494748542B
191910791DF2494C28791DF2494C752F791DF2494CA803751E
F2534F85C000F40044494719192E791DF2494C12122279D000
22A8041EF2535285CF221119791DF2494CA8051EF2535285C0
00F50046494C4C111922791DF2494CAD051DF2494C27191979
1DF2494CA8021EF2534F85C000F4005055541325451DF2494C
19192C791DF2494C1EF24F421919791DF2494C191891F00019
193C119205930485C000F50054414B4519192C791DF2494C12
24451DF2494C1EF24F421918791DF2494C191991F000119305
920485C000F600494E56454EA80919191EF24F5019192C7985
A80A19181EF24F5085C000F2004E121DF24D4FC000F3004541
141DF24D4FC000F20053161DF24D4FC000F20057181DF24D4F
C000F20055A806C000F300444F2214114090F3AA0654641DF2
494C1110C000F3004D4FA806302214114090F320574369111B
12426861671DF2494C30224161121379D00023AC01D0002311
1EF2445285CF2375121179D00025AC00D00025101EF2445285
CF2575111979D00026AD041DF2494CCF2611182079D0002732
1EF44C4F4F4B1DF24D41CF27134166B7001446B70019192F79
BD00AC03B7000DFE495420495320544F4F204441524B7E89FA
544F2050524F434545447E8507203212137985AD0785AC0885
F841204845524D4954F97F20495320484552457E89FA484520
52554E532E2E2E7EA80885C000F3004845AC07852619181211
421A121111131217406936171242234685FE534F4D454F4E45
204B4E4F434B537E89FF594F5520554E434F4E5343494F5553
7E89F8594F552057414B45FD7F20484F555253204C41544552
7E171A10111730CF281919908079D0002A129180CF2A9600D0
0028A807773485C000F3005749171A10111330CF2919179080
46859600D00029AD028586FB594F5520574F4E20494E209B03
F77F205455524E538EC000F300535212122279BC00F131AC04
F24E4FFB7F2054554E4E454C204953F97F20424C4F434B4544
7E850C11197985AD0585F85448455245204953FC7F20574154
455220484552457E85C000F3004F42F77F20574841543F8E9A
0016161A101716310E20908179BF002115194190F3850F9601
BE0085C000F300494C9F00C0000DAF

1312 BYTES

HP-41C Ghost Town Loader Program by Doug Hansen
PPC Calculator Journal Vol 10 No 3 P34 Apr 1983

```
01 LBL "LP"      ;Ghost Town Loader Program
02 XROM 30,04 ;RSUB
03 XEQ "I1"      ;First Initialization Program (I1 - Line 1)
04 XROM 30,04 ;RSUB
05 GTO "MA"      ;Main Program (MA - Line 1)
06 END          ;21 BYTES
```

0015C000F3004C50A7841EF24931A7841DF24D41C0000DAE

HP-41C Ghost Town Initialization by Doug Hansen
PPC Calculator Journal Vol 10 No 3 P34 Apr 1983

```
01 LBL "I1"      ;First Initialization Program
02 "SEED?"       ;Load registers from magnetic cards
03 PROMPT        ;Enter random number generator seed
04 STO 06
05 18.129        ;Registers 18 through 129
06 "D1 CARDS"
07 AVIEW         ;Request data cards
08 XROM 30,03 ;RDTAX
09 77.129        ;Registers 77 through 129
10 STO 00
11 LBL 00        ;Adjust Alpha Storage
12 " "          ;3 spaces
13 RCL IND 00
14 ASHF
15 ARCL IND 00
16 ASTO IND 00
17 ISG 00
18 GTO 00        ;Adjust Alpha Storage (Line 11)
19 END          ;58 BYTES
```

003AC000F3004931F5534545443F8E3611181A111219F84431
2043415244537EA78317171A1112193001F32020209080889B
809A809600B100C0000D8A

HP-41C Ghost Town Data Loader by Doug Hansen
PPC Calculator Journal V10 N3 Pg 35 Apr 1983

```
01 LBL "DL"      ;Manual Data Loader Program
02 FIX 0
03 CF 29
04 7.129        ;Registers 7 through 129
05 STO 00
06 LBL 00        ;Enter Register Contents
07 "ENTER REG. "
08 ARCL 00
09 PROMPT        ;Enter register R### contents
10 FS? 48        ;Alpha Data?
11 ASTO IND 00
12 FC? 48        ;Numeric Data?
13 STO IND 00
14 ISG 00
15 GTO 00        ;Enter Register Contents (Line 6)
16 END          ;47 BYTES
```

002FC000F300444C9C00A91D171A1112193001FB454E544552
205245472E209B008EAC309A80AD3091809600B100C0000D58

HP-41C Ghost Town Adventure Load Regs by Doug Hansen
PPC Calculator Journal Volume 10 No 3 Pg 34 Aug 1983

```
01 LBL "D1"      ;Program to Load Registers Directly
02 "SEED?"      ;Use this program instead of I1 or DL
03 PROMPT      ;Enter random number generator seed
04 STO 06
05 7.129        ;Registers 7 through 129
06 15
07 XEQ 01        ;Store Numeric Data (Line 265)
08 10
09 XEQ 01
10 13
11 XEQ 01
12 1
13 XEQ 01
14 19
15 XEQ 01
16 8
17 XEQ 01
18 17
19 XEQ 01
20 11
21 XEQ 01
22 22
23 XEQ 01
24 4
25 XEQ 01
26 23
27 XEQ 01
28 77.078
29 XEQ 01
30 80.080
31 XEQ 01
32 81.082
33 XEQ 01
34 88.089
35 XEQ 01
36 83.087
37 XEQ 01
38 81.082
39 XEQ 01
40 121.123
41 XEQ 01
42 90.091
43 XEQ 01
44 92.092
45 XEQ 01
46 93.095
47 XEQ 01
48 96.098
49 XEQ 01
50 92.092
51 XEQ 01
52 99.101
53 XEQ 01
54 102.105
55 XEQ 01
56 106.106
57 XEQ 01
58 92.092
59 XEQ 01
60 79.080
61 XEQ 01
62 107.112
63 XEQ 01
64 113.118
65 XEQ 01
66 119.120
67 XEQ 01
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```
68 92.092
69 XEQ 01
70 128.129
71 XEQ 01
72 79.080
73 XEQ 01
74 124.127
75 XEQ 01
76 24.000
77 XEQ 01
78 2300000000.
79 XEQ 01
80 220500.000
81 XEQ 01
82 -500000000.0
83 XEQ 01
84 403000000.0
85 XEQ 01
86 18002200.00
87 XEQ 01
88 23001720.00
89 XEQ 01
90 90000.000
91 XEQ 01
92 19101208.00
93 XEQ 01
94 9.000
95 XEQ 01
96 120000.000
97 XEQ 01
98 9132111.000
99 XEQ 01
100 12.000
101 XEQ 01
102 210000.00
103 XEQ 01
104 160000.000
105 XEQ 01
106 21200015.00
107 XEQ 01
108 7000000.000
109 XEQ 01
110 600.000
111 XEQ 01
112 22000900.00
113 XEQ 01
114 70016.000
115 XEQ 01
116 12241614.00
117 XEQ 01
118 6001903.000
119 XEQ 01
120 -200000700.0
121 XEQ 01
122 10021.000
123 XEQ 01
124 "BOTTLE"
125 XEQ 02 ;Store Alpha Data (Line 271)
126 "KNIFE"
127 XEQ 02
128 "F. CAN"
129 XEQ 02
130 "COAT"
131 XEQ 02
132 "FLINT"
133 XEQ 02
134 "BAG"
135 XEQ 02
136 "MAP"
137 XEQ 02
```

138 "SHOVEL"
139 XEQ 02
140 "TORCH"
141 XEQ 02
142 "S. KEY"
143 XEQ 02
144 "L. KEY"
145 XEQ 02
146 "L CJAI"
147 XEQ 02
148 "ELL"
149 XEQ 02
150 "EL HOT"
151 XEQ 02
152 "M ROO"
153 XEQ 02
154 "E TMIN"
155 XEQ 02
156 "EL UNN"
157 XEQ 02
158 "MBECHA"
159 XEQ 02
160 "SOMR. "
161 XEQ 02
162 "TAIE S"
163 XEQ 02
164 "GO RS "
165 XEQ 02
166 "UP"
167 XEQ 02
168 "K VBAN"
169 XEQ 02
170 "T AUL"
171 XEQ 02
172 "SE HOR"
173 XEQ 02
174 "BLESTA"
175 XEQ 02
176 "EETSTR"
177 XEQ 02
178 "TORDOC"
179 XEQ 02
180 "FFIS O"
181 XEQ 02
182 "CE"
183 XEQ 02
184 "GE STA"
185 XEQ 02
186 "TIOSTA"
187 XEQ 02
188 "N"
189 XEQ 02
190 "ERAGEN"
191 XEQ 02
192 "TORL S"
193 XEQ 02
194 "E"
195 XEQ 02
196 "K. BAN"
197 XEQ 02
198 "AULA V"
199 XEQ 02
200 "S NT I"
201 XEQ 02
202 "BY EAR"
203 XEQ 02
204 "OONSAL"
205 XEQ 02
206 "E. MIN"
207 XEQ 02

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208 "OCKA R"
209 XEQ 02
210 "L OFAL"
211 XEQ 02
212 "RS.CCU"
213 XEQ 02
214 " ARYOU"
215 XEQ 02
216 "EADE D"
217 XEQ 02
218 "ERTDES"
219 XEQ 02
220 "USH. L"
221 XEQ 02
222 "GET VE"
223 XEQ 02
224 "ON ATI"
225 XEQ 02
226 "WS GRO"
227 XEQ 02
228 "RBYNEA"
229 XEQ 02
230 "EL HOT"
231 XEQ 02
232 "BY LOB"
233 XEQ 02
234 "EL HOT"
235 XEQ 02
236 "RIDCOR"
237 XEQ 02
238 "OR"
239 XEQ 02
240 "L. JAI"
241 XEQ 02
242 "ELLA C"
243 XEQ 02
244 " NE IS"
245 XEQ 02
246 "Y ARB"
247 XEQ 02
248 "E OIN"
249 XEQ 02
250 "INGPEN"
251 XEQ 02
252 77.129      ;Registers 77 through 129
253 STO 00
254 LBL 00      ;Adjust Alpha Storage
255 " "         ;3 spaces
256 ARCL IND 00
257 ASHF
258 ARCL IND 00
259 ASTO IND 00
260 ISG 00
261 GTO 00      ;Adjust Alpha Storage (Line 254)
262 RDN
263 RDN
264 RTN
265 LBL 01      ;Store Numeric Data
266 STO IND Y
267 ISG Y
268 ""         ;F0=null string (NOP)
269 RDN
270 RTN
271 LBL 02      ;Store Alpha Data
272 ASTO IND X
273 ISG X
274 ""         ;F0=null string (NOP)
275 RTN
276 END

```

04E2C000F3004431F5534545443F8E36171A1111219001115E0
00011110E000011113E0000111E000011119E0000118E00001
1117E000011111E000011212E0000114E000011213E0000117
171A101718E0000118101A101810E0000118111A101812E000
0118181A101819E0000118131A101817E0000118111A101812
E00001111211A111213E0000119101A101911E0000119121A
101912E0000119131A101915E0000119161A101918E0000119
121A101912E0000119191A111011E000011110121A111015E0
00011110161A111016E0000119121A101912E0000117191A1
1810E000011110171A111112E00001111131A111118E0000
1111191A111210E0000119121A101912E000011112181A1112
19E0000117191A101810E000011112141A111217E000011214
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10131010101010101A10E000011181010121210101A1010E0
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101010101A101010E0000112111210101011151A1010E00001
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1250 BYTES

HP-41C Ghost Town Adventure by Doug Hansen PPC V10 N3 P34 Apr 1983

Program Registers Needed: 188

Row 1 (1 - 4)



Row 2 (5 - 7)



Row 3 (7 - 12)



Row 4 (12 - 17)



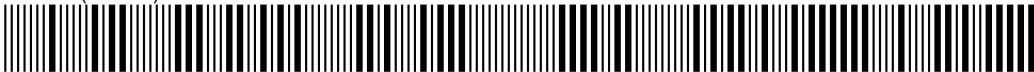
Row 5 (18 - 24)



Row 6 (24 - 27)



Row 7 (28 - 32)



Row 8 (32 - 36)



Row 9 (37 - 40)



Row 10 (40 - 41)



Row 11 (41 - 50)



Row 12 (50 - 57)



Row 13 (57 - 64)



Row 14 (65 - 71)



Row 15 (72 - 75)

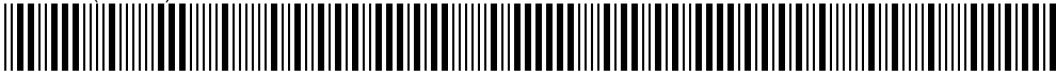


Row 16 (76 - 81)



HP-41C Ghost Town Adventure by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 17 (81 - 83)



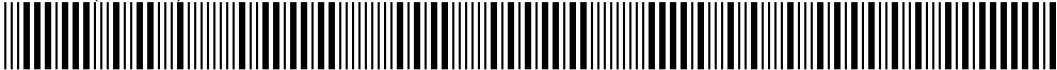
Row 18 (83 - 86)



Row 19 (86 - 95)



Row 20 (95 - 100)



Row 21 (101 - 107)



Row 22 (107 - 113)



Row 23 (113 - 116)



Row 24 (116 - 122)



Row 25 (123 - 128)



Row 26 (128 - 132)



Row 27 (132 - 136)



Row 28 (137 - 142)



Row 29 (142 - 146)



Row 30 (146 - 151)



Row 31 (152 - 156)



Row 32 (156 - 163)



Row 33 (163 - 168)



HP-41C Ghost Town Adventure by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 34 (169 - 175)



Row 35 (176 - 179)



Row 36 (180 - 183)



Row 37 (184 - 187)



Row 38 (187 - 190)



Row 39 (190 - 195)



Row 40 (196 - 202)



Row 41 (202 - 206)



Row 42 (206 - 213)



Row 43 (214 - 219)



Row 44 (219 - 224)



Row 45 (225 - 229)



Row 46 (229 - 234)



Row 47 (235 - 239)



Row 48 (239 - 244)



Row 49 (244 - 249)



Row 50 (250 - 255)



HP-41C Ghost Town Adventure by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 51 (256 - 260)



Row 52 (260 - 268)



Row 53 (268 - 272)



Row 54 (272 - 279)



Row 55 (279 - 282)



Row 56 (282 - 289)



Row 57 (289 - 293)



Row 58 (293 - 297)



Row 59 (297 - 300)



Row 60 (300 - 304)



Row 61 (305 - 310)



Row 62 (310 - 315)



Row 63 (315 - 323)



Row 64 (324 - 331)



Row 65 (332 - 340)



Row 66 (340 - 346)



Row 67 (347 - 352)



HP-41C Ghost Town Adventure by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 68 (352 - 359)



Row 69 (360 - 365)



Row 70 (366 - 369)



Row 71 (370 - 379)



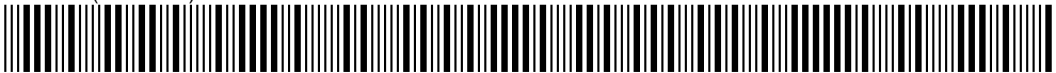
Row 72 (380 - 384)



Row 73 (384 - 387)



Row 74 (387 - 391)



Row 75 (392 - 400)



Row 76 (400 - 401)



Row 77 (401 - 404)



Row 78 (404 - 408)



Row 79 (408 - 414)



Row 80 (414 - 422)



Row 81 (423)



Row 82 (423 - 426)



Row 83 (426 - 429)



Row 84 (429 - 430)



HP-41C Ghost Town Adventure by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 85 (430 - 433)



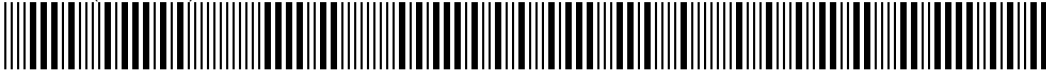
Row 86 (434 - 440)



Row 87 (441 - 448)



Row 88 (448 - 451)



Row 89 (452 - 458)



Row 90 (459 - 461)



Row 91 (461 - 465)



Row 92 (465 - 470)



Row 93 (471 - 473)



Row 94 (473 - 474)



Row 95 (474 - 483)



Row 96 (483 - 484)



Row 97 (484 - 487)



Row 98 (487 - 490)



Row 99 (491 - 497)



Row 100 (497 - 505)



Row 101 (506 - 509)



HP-41C Ghost Town Loader LP by Doug Hansen PPC V10 N3 P34 Apr 1983

Program Registers Needed: 3

Row 1 (1 - 4)



Row 2 (4 - 6)



HP-41C Ghost Town Initialize I1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Program Registers Needed: 9

Row 1 (1 - 3)



Row 2 (4 - 6)



Row 3 (6 - 10)



Row 4 (11 - 17)



Row 5 (17 - 19)



HP-41C Ghost Town Data Load DL by Doug Hansen PPC V10 N3 P35 Apr 1983

Program Registers Needed: 7

Row 1 (1 - 4)



Row 2 (4 - 7)



Row 3 (7 - 13)



Row 4 (13 - 16)



HP-41C Ghost Town Load Regs. D1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Program Registers Needed: 179

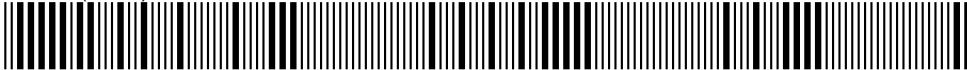
Row 1 (1 - 3)



Row 2 (4 - 8)



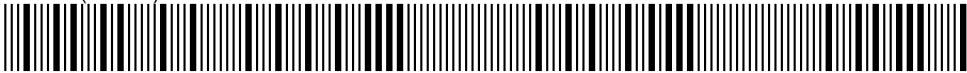
Row 3 (8 - 13)



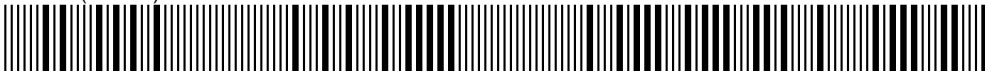
Row 4 (14 - 19)



Row 5 (19 - 25)



Row 6 (25 - 28)



Row 7 (29 - 32)



Row 8 (32 - 34)



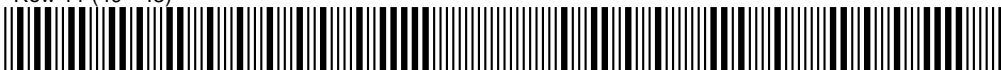
Row 9 (34 - 37)



Row 10 (38 - 40)



Row 11 (40 - 43)



Row 12 (43 - 46)



Row 13 (46 - 48)



Row 14 (49 - 52)



Row 15 (52 - 54)



Row 16 (54 - 57)



HP-41C Ghost Town Load Regs. D1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 17 (57 - 60)



Row 18 (60 - 62)



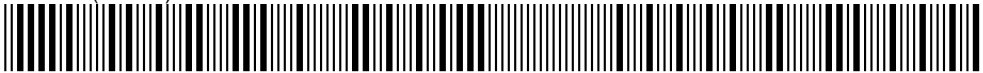
Row 19 (62 - 65)



Row 20 (65 - 68)



Row 21 (68 - 70)



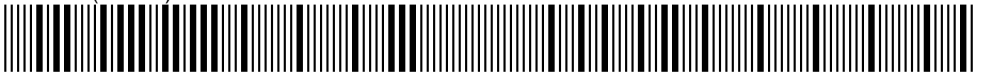
Row 22 (70 - 73)



Row 23 (74 - 76)



Row 24 (76 - 78)



Row 25 (78 - 80)



Row 26 (80 - 82)



Row 27 (82 - 84)



Row 28 (84 - 86)



Row 29 (86 - 88)



Row 30 (88 - 90)



Row 31 (90 - 92)



Row 32 (92 - 94)



Row 33 (94 - 96)



HP-41C Ghost Town Load Regs. D1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 34 (96 - 98)



Row 35 (98 - 100)



Row 36 (100 - 102)



Row 37 (103 - 104)



Row 38 (105 - 106)



Row 39 (106 - 108)



Row 40 (108 - 111)



Row 41 (111 - 112)



Row 42 (113 - 115)



Row 43 (115 - 116)



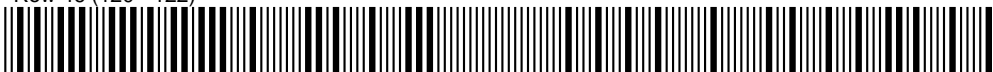
Row 44 (117 - 118)



Row 45 (118 - 120)



Row 46 (120 - 122)



Row 47 (122 - 125)



Row 48 (125 - 128)



Row 49 (128 - 130)



Row 50 (131 - 134)



HP-41C Ghost Town Load Regs. D1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 51 (134 - 137)



Row 52 (138 - 140)



Row 53 (140 - 142)



Row 54 (143 - 145)



Row 55 (146 - 148)



Row 56 (148 - 151)



Row 57 (151 - 154)



Row 58 (154 - 156)



Row 59 (156 - 159)



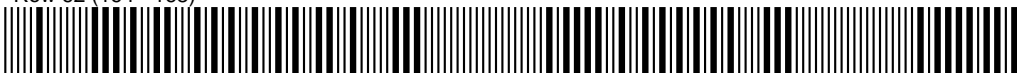
Row 60 (159 - 162)



Row 61 (162 - 164)



Row 62 (164 - 168)



Row 63 (168 - 170)



Row 64 (170 - 172)



Row 65 (173 - 175)



Row 66 (176 - 178)



Row 67 (178 - 180)

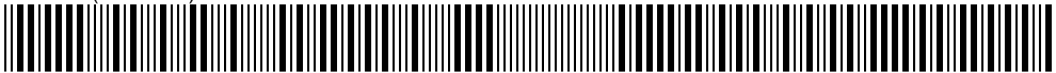


HP-41C Ghost Town Load Regs. D1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 68 (180 - 184)



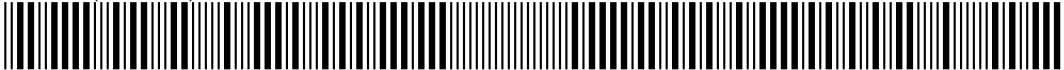
Row 69 (184 - 186)



Row 70 (186 - 190)



Row 71 (190 - 192)



Row 72 (193 - 196)



Row 73 (196 - 199)



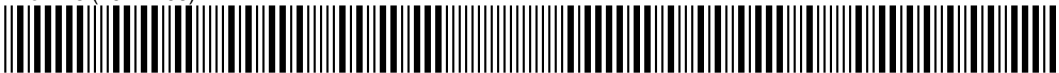
Row 74 (199 - 202)



Row 75 (202 - 204)



Row 76 (204 - 206)



Row 77 (207 - 209)



Row 78 (210 - 212)



Row 79 (212 - 214)



Row 80 (214 - 217)



Row 81 (217 - 220)



Row 82 (220 - 222)



Row 83 (222 - 225)



Row 84 (225 - 228)



HP-41C Ghost Town Load Regs. D1 by Doug Hansen PPC V10 N3 P34 Apr 1983

Row 85 (228 - 230)



Row 86 (230 - 232)



Row 87 (233 - 235)



Row 88 (236 - 238)



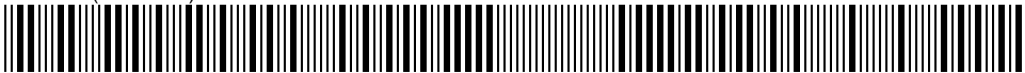
Row 89 (239 - 241)



Row 90 (242 - 244)



Row 91 (244 - 246)



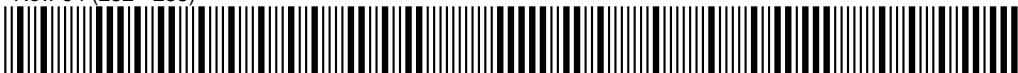
Row 92 (246 - 249)



Row 93 (250 - 252)



Row 94 (252 - 258)



Row 95 (258 - 266)



Row 96 (267 - 276)



Row 97 (276)

