

# 南極物語

## MZ-700

```
10 .
20 .PONYCA SIMULATION ADVENTURE GAME.
30 . K2BF503B
40 .キカワ.....ナンキョクモノカ"タリ セイサクインカイ.
50 .セイサク.....ホ"ニ
60 .コンピ"ュー-ター"サイ"ン.....タカハシ ヨシノブ"
70 .
80 . ナンキョクモノカ"タリ FOR MZ-700
90 . COPYRIGHT (C) 1983 BY PONY INC..
95 .
100 CLEAR&HFF00:CONSOLE0,25:COLOR7,0:CLS:DEFINT A-Z:DIM MAP1$(150),TENK1$(4)
130 IF PEEK(&H88B0)<>&H21 THEN PRINT"マシ"ン,コ"ヲ ヨ"ミ"ス.."LOADM:CLS:TEMPO6
210 RESTORE30370:FORI=0T07:READK$:MAP1$(I)=K$:NEXT:KENK1$(0)="",ハシ.",TENK1$(1)="",
7"リ.",TENK1$(2)="",ア"メ.",TENK1$(3)="",ユ"キ."
220 TENK1$(4)="ア"リ"サ"ト"
1000 COLOR2:PRINT"■ ...
1010 PRINT".....
1020 PRINT".....D.ス .....
1030 PRINT".....
1040 PRINT".....
1050 PRINT"
1060 COLOR1:LOCATE0,20:PRINT"コンピ"ュー-ター"サイ"ン"
1070 PRINT"タカハシ ヨシノブ"
1080 PRINT"ナンキョクモノカ"タリ セイサクインカイ"
1090 PRINT"COPYRIGHT (.C) 1983 .BY .PONY INC."
1100 SPI=1:TEMPO6:GOSUB7050:PLAY"CORD"CR"CR"CR"CR"CR"CR":TEMPO7:CLS:GOTO1880
1500 CLS:PRINT".ショウ7 31#1月 タ"イ"シ"ン イ"ト"ウ"タイ"ノ"セ"タ."
1510 PRINT".サ"イ"ョウ"カン"ソ"ク"ハ"ヨ"イ"タイ"リ"ク"ニ."
1520 PRINT".チ"カ"ス"イ"キ"タ"ル.."J=40:GOSUB8250
1530 PRINT"11.ス"イ"ノ"タ"イ"シ"ン"イ"ト"ウ"ノ"コ"シ"テ"ナンキョク"ヲ."
1540 PRINT".サ"ツ"カ"ラ"1#7"リ"ノ"コ"ト"チ"ア"ル"ニ."
1550 PRINT:PRINT".ア"ナ"タ"ナンキョク"ノ"ム"カ"イ"イ"ト"ウ"タイ"ノ"
1560 PRINT".コ"ウ"タイ"ヲ"サ"シ"タ"レ"ハ"ナ"ラ"ナ"イ"
1570 PRINT" PUSH SPACE KEY!"
1580 A$=INKEY$:IFA$<>". "THEN1580
1590 CLS:RETURN
1880 REM
2000 X=16:Y=0
2010 FORI=0T07:FORJ=1T08:A=VAL(MID$(MAP1$(I),J,1)):ON A+1 GOTO 2030,2040
2020 Y=Y+1:NEXT:Y=X+3:Y=0:NEXT:GOTO 2060
2030 LOCATEX,Y:COLOR5:PRINT"...":GOTO2020
2040 LOCATEX,Y:COLOR4:PRINT"...":GOTO2020
2060 LOCATE2,1:COLOR2,5:PRINT"...":
2065 COLOR7,0:LOCATE0,8:PRINT".ト"ウ"キョウ" .シ"ン"カ"ホ"ル グ"ラ"フ"タ"ク"ン .ナンキョク."":LOC
ATE0,0:COLOR2,5:PRINT"...":COLOR7,0:PRINT".ソ"ク"
2070 LOCATE0,2:COLOR5:PRINT"...":COLOR7,0:PRINT".ウ"ス."":LOCATE0,4:COLOR4:PRINT"..
..":COLOR7,0:PRINT".ソ"ク"
2075 LOCATE17,0:COLOR7,4:PRINT".T.OKYD."":LOCATE0,10:COLOR6,0:PRINT".....
.....":
2076 FORI=1T013:PRINT".":SPC(38)".":NEXT:PRINT".....
.....":POKE&HD3E7,&H1D:POKE&HDBE7,&H60
2077 PSET(0,18,2):PSET(27,18,2):PSET(50,18,2):PSET(79,18,2)
2078 CONSOLE11,13,1,38:COLOR7:LOCATE1,12:IF SPI=1 THEN GOSUB1500:SPI=0
2079 COLOR7:LOCATE1,12:PRINT"-W.AIT A MOMENT-."
2080 FORI=8T019:K=10:GOSUB8610:NEXT:FORI=20T027:K=13:GOSUB8610:NEXT:FORI=28T055:
K=8:GOSUB8610:NEXT
2110 MAP1$(34)="00003111":MAP1$(35)="00001111":MAP1$(36)="00000011":MAP1$(37)=MA
P1$(35):MAP1$(38)=MAP1$(35):MAP1$(39)="00000300"
2120 FORI=40T042:MAP1$(I)="11000011":NEXT:FORI=56T067:K=10:GOSUB8610:NEXT:FORI=6
8T079:K=8:GOSUB8610:NEXT
2150 MAP1$(80)="00000311":MAP1$(81)="00011111":MAP1$(82)=MAP1$(35):MAP1$(83)=MAP
1$(81):MAP1$(84)="00000111":MAP1$(85)="00000031"
2160 MAP1$(86)=MAP1$(82):FORI=87T0106:MAP1$(I)="00000000":NEXT:MAP1$(105)="00500
00"
2170 FORI=107T0111:FORJ=1T08:S=INT(RND(1)*8)
2172 IF S=0OR S=1 THENMAP1$(I)=MAP1$(I)+"0" ELSE IF S=2THENMAP1$(I)=MAP1$(I)+"7"
ELSE IF S=3THENMAP1$(I)=MAP1$(I)+"6" ELSE GOSUB2174
2173 GOTO2175
2174 MAP1$(I)=MAP1$(I)+"5":RETURN
2175 NEXT:NEXT:FORI=112T0119:FORJ=1T08:S=INT(RND(1)*10)
2176 IF S=0 OR S=1 THENMAP1$(I)=MAP1$(I)+"7" ELSE IF S=2 THENMAP1$(I)=MAP1$(I)+"
0" ELSE GOSUB2174
2177 NEXT:NEXT:FORI=120T0125:FORJ=1T08:S=INT(RND(1)*8):IF S=0 THEN MAP1$(I)=MAP1
$(I)+"7" ELSE GOSUB2174
2178 NEXT:NEXT
2180 FORI=126T0140:MAP1$(I)="66666666":NEXT:FORI=141T0145:MAP1$(I)="88888888":NE
XT
```

```
2190 GOSUB9000:IF YT=1 THEN RETURN ELSE FOR X=107 TO 125:GOSUB9500:MAP1$(X)=LEFT
$(MAP1$(X),S-1)+"$"+RIGHT$(MAP1$(X),S-S):NEXT
2195 XSOYA=2:YSOYA=2:COUNT=0:STP=4:DOG=100:RASING=100:ODD=1B-(INT(RND(1)*30))/1
0:DOGS=20:RASS=100:TEK1:1=0:ROLING=30
2196 DATE=1018:DDD=0:SSS=0:KKK=0:YT=0:B=0
2200 CLS:GOSUB8500:GOSUB8300
2300 IF XSOYA=32 AND YSOYA=6 AND SSS=0 THEN GOSUB4500:CLS:GOSUB8300
2302 IF XSOYA=8 AND YSOYA=4 AND KKK=0 THEN TEMPO 6:GOSUB6710:CLS:GOSUB8300
2305 LOCATE1,19:PRINT"ゴキウ"
2310 B$=INKEY$:IF B$="" THEN 2310
2320 PLAY"GO":ON VAL(B$) GOTO2500,4000,4200,4400,4600,4800:PLAY"GO":GOTO2310
2500 STP=STP-1:LOCATE1,22:COLOR1:PRINT"1:1"
2510 A$=INKEY$:IF A$="G" OR A$="H" OR A$="I" OR A$="J" OR A$="K" OR A$="L" OR A$="M" OR A$="N" THEN 2515 ELSE G
OTO2510
2515 IF A$="O" THEN STP=STP+1:CLS:IF B$="" THEN STP=STP+1
2516 IF A$="0" THEN GOSUB8300:PLAY"GO"
2517 IF TENKI=2 THEN ROLING=ROLING+INT(RND(1)*5):ELSE IF XSOYA>92 AND XSOYA<10
0 THEN ROLING=ROLING+INT(RND(1)*10)+5
2520 ON INSTR("ABCDEFGHIJKLMNO")A$ GOTO2530,2700,2800,2600:GOTO2510
2530 IF YSOYA=8 THEN CLS:PRINT"ゴキウ"
2540 ROLING=ROLING+INT(RND(1)*5+1)
2545 B$=MID$(MAP1$(XSOYA),YSOYA+1,1):IF B$="0" OR (B$="5"AND CHAG=1) THEN Y=YSOY
A+1:X=YSOYA:S=YSOYA:GOSUB9500:GOTO2630
2550 IF B$="1" OR B$="B" THEN CLS:PRINT"ゴキウ"
2560 IF B$="3" THEN PLAY"GO"
2570 IF B$="5" AND CHAG=0 THEN CLS:PRINT"ゴキウ"
2580 IF B$="7" THEN CLS:PRINT"ゴキウ"
2600 IF YSOYA=1 THEN CLS:PRINT"ゴキウ"
2610 ROLING=ROLING-(INT(RND(1)*5)+1)
2615 B$=MID$(MAP1$(XSOYA),YSOYA-1,1):IF B$="0" OR (B$="5"AND CHAG=1) THEN X=XSOY
A:S=YSOYA:GOSUB9500:GOTO2620:ELSE GOTO2550
2620 Y=YSOYA-1
2630 CONSOLE0,25,0,40
2632 LOCATE22,YSOYA-1:COLORS:PRINT"..."
2640 CLS:IF STP=0 THEN 3100 ELSE GOSUB8300:GOTO2300
2645 B$=MID$(MAP1$(XSOYA),YSOYA-1,1):IF B$="0" OR (B$="5" AND CHAG=1) THEN X=XSOY
A:S=YSOYA:GOSUB9500:GOTO2710:ELSE 2550
2710 CONSOLE0,25,0,40:LOCATE22,YSOYA-1:COLORS:PRINT"..."
2720 LOCATE22,YSOYA-1:COLOR2,5:PRINT"..."
2800 B$=MID$(MAP1$(XSOYA+1),YSOYA,1):IF B$="0" OR (B$="5" AND CHAG=1) THEN X=XSOY
A:S=YSOYA:GOSUB9500:GOTO2810:ELSE 2550
2810 CONSOLE0,25,0,40:LOCATE22,YSOYA-1:COLORS:PRINT"..."
2820 LOCATE22,YSOYA-1:COLOR2,5:PRINT"..."
2900 J=16:B$=MID$(MAP1$(X),I,1):LOCATEJ,I-1:ON VAL(B$)+1 GOTO2910,2920,2910,293
0,2910,2940,2940,2950,2950,2960
2910 COLORS:PRINT"..."
2920 COLOR4:PRINT"..."
2930 COLOR0,5:PRINT"..."
2940 COLOR7,5:PRINT"..."
2950 COLOR1,5:PRINT"..."
2960 COLOR7:PRINT"..."
3000 J=37:B$=MID$(MAP1$(X),I,1):LOCATEJ,I-1:ON VAL(B$)+1 GOTO2910,2920,2910,293
0,2910,2940,2940,2950,2950,2960
3100 STP=4:DATE=DATE+1:COUNT=COUNT+1:IF YT=1 THEN CLS:PRINT"18:"
3102 DOG=DOG-INT(RND(1)*15):RASING=RASING-(INT(RND(1)*10)+15)
3103 IF DATE=1032 THEN DATE=1101:ELSE IF DATE=1131 THEN DATE=1201
3104 IF DATE=1232 THEN DATE=101 ELSE IF DATE=132 THEN DATE=201 ELSE IF DATE=229
THEN DATE=301 ELSE IF DATE=332 THEN DATE=401
3105 IF TY=1 THEN RETURN
3106 IF XSOYA>48 AND SSS=0 THEN 7500 ELSE IF XSOYA>100 AND KKK=0 THEN 7530
3110 IF ROLING>130 THEN 6200 ELSE IF ROLING>64 THEN ROLING=63
3120 PRINT"18:"
3125 IF RASS<=0 THEN PRINT"..."
3130 IF RASS>0 THEN PRINT"..."
3135 IF ROLING>RASING THEN GOSUB8400:GOTO3150
3140 PRINT"..."
3150 J=80:GOSUB8250:IF RASING<=0 THEN RASING=0
3155 IF RASS<=0 THEN RASS=0
3160 IF DOGS<=0 THEN PRINT"..."
3165 PRINT"..."
3180 IF ROLING>30 THEN S=INT(RND(1)*20)+10:PRINT"..."
3190 IF ROLING<30 THEN PRINT"..."
```

```
3200 J=100:GOSUB8250
3210 CLS:IF DOG<=0 THEN PRINT"..."
3220 IF DOG<=0 AND DOGS<=0 AND DOGS>0 THEN PRINT"..."
3240 IF RASING<30 AND RASS>0 THEN PRINT"..."
3300 IF XSOYA=126 THEN I=0:J=50:GOSUB8635:GOSUB8640:GOTO3580
3511 IF XSOYA=107 AND XSOYA<126 THEN I=1:J=50:GOSUB8635:GOSUB8650:GOTO3580
3513 IF XSOYA=45 AND XSOYA<56 THEN I=31:J=60:GOSUB8635:GOSUB8700:GOTO3580
3515 IF XSOYA=100 AND XSOYA<107 THEN I=3:J=30:GOSUB8635:GOSUB8660:GOTO3580
3517 IF XSOYA=87 AND XSOYA<100 THEN I=18:J=13:GOSUB8635:GOSUB8670:GOTO3580
3519 IF XSOYA=80 AND XSOYA<87 THEN I=20:J=50:GOSUB8635:GOSUB8680:GOTO3580
3521 IF XSOYA=68 AND XSOYA<80 THEN I=22:J=40:GOSUB8635:GOSUB8680:GOTO3580
3523 IF XSOYA=56 AND XSOYA<68 THEN I=25:J=50:GOSUB8635:GOSUB8690:GOTO3580
3525 IF XSOYA=28 AND XSOYA<45 THEN I=28:J=40:GOSUB8635:GOSUB8710:GOTO3580
3527 IF XSOYA=20 AND XSOYA<28 THEN I=25:J=60:GOSUB8635:GOSUB8720:GOTO3580
3529 IF XSOYA=0 AND XSOYA<20 THEN I=18:J=50:GOSUB8635:GOSUB8730
3580 IF XSOYA>47 AND XSOYA<52 THEN CLS:PRINT"..."
3600 CONSOLE0,25,0,40
3610 IF XSOYA<10 THEN COLOR5,0:LOCATE0,5:PRINT"..."
3620 IF XSOYA<100 AND XSOYA<106 THEN LOCATE7,0:COLOR7,5:PRINT"..."
3630 IF XSOYA<100 AND XSOYA<106 THEN LOCATE7,2:COLOR1,5:PRINT"..."
3640 IF XSOYA<134 THEN LOCATE7,4:COLOR7,5:PRINT"..."
3650 CONSOLE11,13,1,38
3820 IF XSOYA<100 AND YT=1 THEN 7000
3830 IF COUNT>160 THEN CLS:PRINT"..."
3840 IF COUNT>180 THEN 7600
3850 IF XSOYA<106 AND XSOYA<126 THEN GOSUB8940
3880 ROLING=10:DDD=0
3999 J=50:GOSUB8250:CLS:GOSUB8300:GOTO2300
4000 IF YT=1 THEN 7100 ELSE CLS:GOSUB8500:LOCATE10,22:COLOR1:PRINT"2:"
4010 PRINT USING"..."
4015 IF DOGS<=0 THEN PRINT"..."
4020 PRINT"..."
4040 A$=INKEY$:IF A$="Y" OR A$="N" THEN 4050 ELSE 4040
4050 PLAY"GO":IF A$="Y" THEN 4100
4060 PRINT"..."
4095 J=70:GOSUB8250:CONSOLE11,13,1,38:GOTO2640
4100 STP=STP-1:IF DDD=1 THEN CLS:PRINT"18:"
4104 DDD=1:CLS:PRINT"..."
4105 IF DOG<=100 THEN PRINT"..."
4110 IF TENKI=0 AND ODD<=25 THEN PRINT"..."
4120 IF TENKI=0 THEN DOG=DOG+INT(RND(1)*10+10):PRINT"..."
4130 IF TENKI=2 THEN DOG=DOG+INT(RND(1)*10+30):PRINT"..."
4140 IF TENKI=3 THEN DOG=DOG+50:PRINT"..."
4150 PRINT"..."
4160 IF DOG<=100 THEN DOG=100
4170 PRINT"..."
4180 IF DOG<=50 THEN PRINT"..."
4185 IF DOG<=60 THEN PRINT"..."
4190 IF DOG<=100 THEN PRINT"..."
4195 PRINT"..."
4199 J=70:GOSUB8250:GOTO4095
4200 IF YT=1 THEN 7100 ELSE STP=STP-1:CLS:GOSUB8500:COLOR1:LOCATE24,22:PRINT"3:"
4210 IF XSOYA<33 THEN 4260
4220 S=INT(RND(1)*3):PRINT"..."
4240 IF S=0 THEN PRINT"..."
4250 PRINT"..."
4260 IF XSOYA>79 THEN 4300
4270 PRINT"..."
4300 IF XSOYA<100 AND XSOYA>92 THEN PRINT"..."
4310 IF XSOYA<80 THEN PRINT"..."
4320 IF XSOYA>110 THEN PRINT"..."
4330 PRINT"..."
4390 J=90:GOSUB8250:GOTO2640
4400 IF YT=1 THEN 7100 ELSE CLS:GOSUB8500:LOCATE1,23:COLOR1:PRINT"4:"
4410 PRINT"..."
4420 PRINT"..."
4430 PRINT"..."
4440 A$=INKEY$:IF A$="Y" OR A$="N" THEN 4450 ELSE 4440
4450 PLAY"GO":IF A$="Y" THEN 4500
4460 PRINT"..."
4480 J=70:GOSUB8250:CONSOLE11,13,1,38:GOTO2640
```

