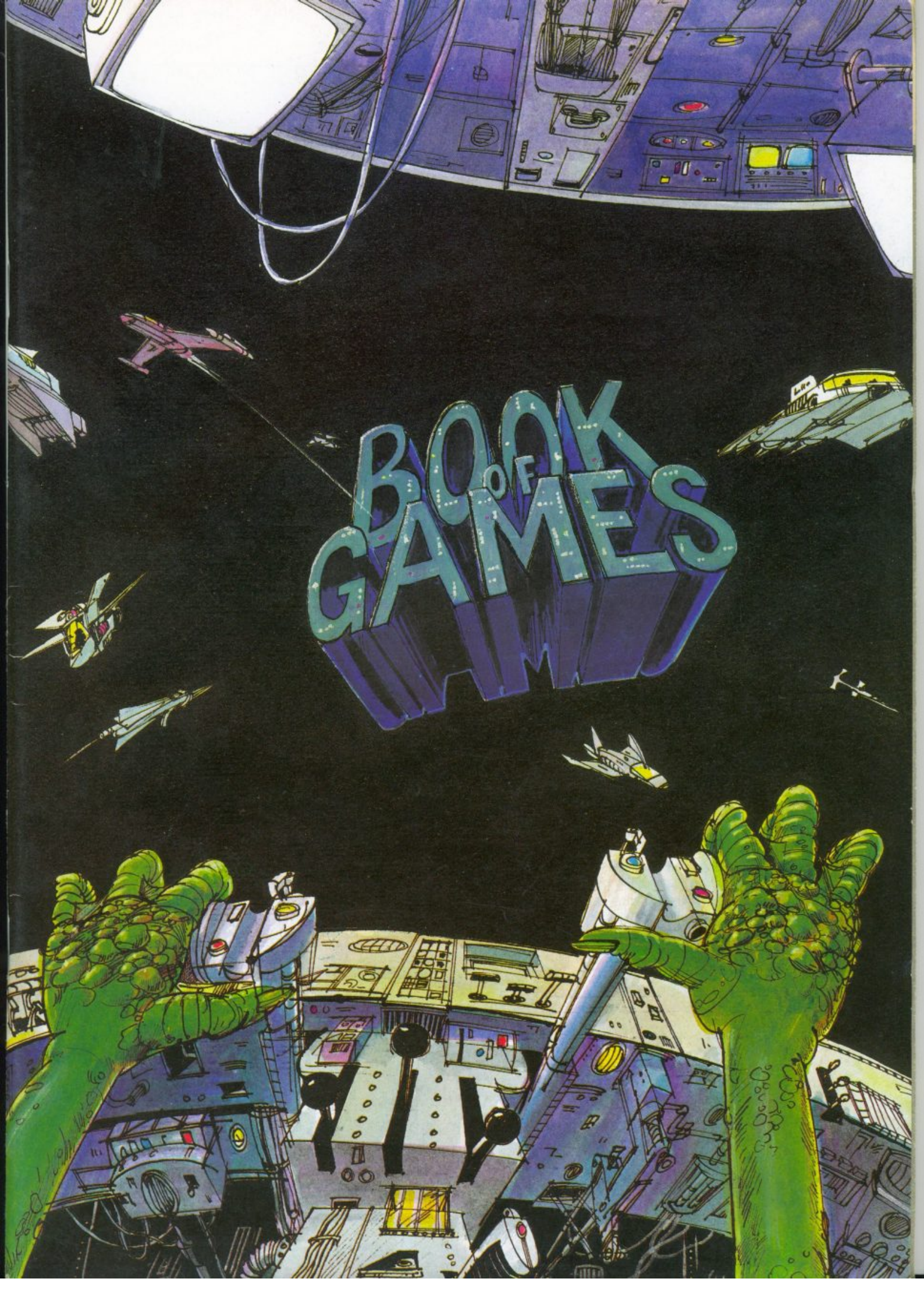

BOOK
OF
GAMES

THE BOOK OF GAMES CONTENTS

February 1984

Welcome to C&VG's **Book of Games II! When we brought you the original Book of Games, featured in last year's February issue, it proved so popular that we almost ran out of magazines. You obviously liked it — so we decided to being you the pick of the games programs again this year. Inside you'll find all manner of weird and wonderful creatures which will take you on exciting journeys into worlds beyond your imagination!**

All that and we've got prizes in store for you too! If you see the special C & VG's Competition Star at the top of the page then you'll know that the listing below it qualifies for our Book of Games Hi-Score Competition.

We've dipped into our software file and come up with top games tapes for the top five scorers on each of our selected listings. All you have to do is fill in the Book of Games Hi-Score coupon below, get somebody to witness it for you and send it to, Book of Games Hi-Scores, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Closing date for the competition is February 16th so hurry and get those entries in!

If you can manage to get us a screen shot to prove your hi-scoring activities that could help your chances too. We're afraid we can only accept one entry per coupon — so choose the game that you're best at!

We hope you'll enjoy playing the games we've chosen for you, but remember if you have any problems with listings in this Book of Games then contact the C & VG Bughunter at the above address and he'll attempt to help you out. But for now — play on!'

BOOK OF GAMES HI-SCORES

Name .....

Address .....

.....

Game ..... Score .....

Witness's signature .....

CHOPPER CHASE 3
Can you drop vital supplies to troops in the battlezone without getting zapped by the horrible homing missiles? A 1k wonder for the **ZX81**.

FOUR IN A LINE 4
Try making the right connection on your **Texas TI 99/4a** in this version of the popular board game.

ESCAPE .....
If you are too greedy you'll never get out of the money maze — but if you're quick enough you could make some extra cash on your way to the exit! Test your nerve on the **ZX81**.

TARGET 10
When they asked me if I was good with a bow and arrow I didn't think I'd end up bouncing around on a trampoline! You are quite welcome to take my place — if you've got an **Atari 400/800** that is.

BATTLE 12
Venture into a world of wickard wizards, scheming Kings and cunning jesters in this battle of wits for two players and a **Spectrum**.

CAVERN RAIDER 15
You have invaded the secret underground headquarters of a nasty bunch of evil aliens. Can you clear the cavern and survive? Space action on the **Sharp MZ80K**.

BLACKPOOL TOWER 17
The strangest adventures start in the most ordinary places — this one begins in your bedroom! Alternative adventuring on an **Oric-1**.

FRONT GUNNER 21
Patrolling the outer limits of Federation space, your battle cruiser is attacked by waves of creatures from beyond the galaxy. Can you defend your ship? Fast and furious fun on the **Electron**.

ZOMBIES 24
Are you cunning enough to outwit the hoardes of evil Zombies out for your blood? Find out on your **Vic-20**.

METEOR ATTACK 26
A bunch of unfriendly aliens have constructed a space platform in orbit around the Earth and they are dropping giant meteors on the planet! Stop them indulging in this anti-social habit with your **Texas TI 99/4a**.

FROGGA 27
What Book of Games would be complete without our little green pal? Help Frogga reach his home on your **ZX81**.

SNAKES 30
You have to be a really slippery customer to master Sid the Snake. Are you up to it? Practice your scales on the **Commodore 64**.

CAVERN BLAST 32
Meanwhile back in space . . . those aliens are up to their old tricks again. They have discovered your underground fortress and want to wipe it out. Beat off their attack with your **Spectrum**.

MILLIMAN 34
Who wants to be a millionaire? You all do! And now here's your chance. Max the Milliman will help you make a mint on your **Spectrum**.

WUMPUS 37
The Wumpus is a much sought after creature — even though it smells awful! Hunt it down on your **Vic-20**.

PSYCHO-CIRCUIT 43
Rev-up your **Atari** for an attack on the world speed record. But watch out for the rocks!

SHUTTLE 46
Can you carry vital supplies to the exploration team on a barren planet before their time runs out? Fly to the stars on your **BBC B**.

SIMON 47
Can you keep up with your computer? Find out with this game and your **BBC B**.

REACT 48
The nuclear reactor is going critical and only you can stop it! Only you and your **Texas TI 99/4a** that is.

CIRCUS 50
Welcome to the Big Top. We've got a great competition for you. Can you beat the bouncing balls and the clock? Roll up all you **Dragon** owners!

The Book of Games is a supplement to *Computer and Video Games* magazine. Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London EC1R 5EJ. Tel: Editorial 01-278-6556, Advertising 01-278-6552. Published and distributed by EMAP National Publications Ltd. Typeset by Sirron Typesetting. Printed by Eden Fisher (Southend) Limited.

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GAME: CHOPPER CHASE

AUTHOR: W D BURNS

RUNS ON: A ZX81 IN 1K



You are a helicopter pilot in the thick of the action during a military exercise. Your job is to deliver vital supplies to a regiment behind enemy lines. You must drop the supplies bang on target otherwise the enemy will rush out and grab them. Each flight you make is worth ten points. The enemy has a heat-seeking missile which could cause you a few problems — unless you manage to avoid it. You must not fly too low as the chopper will crash. If you go off the screen, the mission is over. How many successful flights can you make? Remember, if you are among the top five scorers on this game you'll be on line for a prize in our grand Book of Games top scores competition. All you have to do is cut out the coupon on the contents page, fill in your score and get it witnessed and then send it in to us at C & VG. If you win, we'll send you some games tapes for your ZX81. Happy landings!

```
 10 PAUSE 200
 20 LET S=0
 30 LET A=INT (RND*10)*2
 40 LET B=1
 50 LET C=B
 60 LET D=A
 70 PRINT AT A,B;"------"
 80 PRINT AT A+1,B-1;"▄▄▄▄▄"
 90 PRINT AT A+2,B;"L"
100 PRINT AT C,D;"*"
110 PRINT AT C,D;"*"
120 IF A=16 AND B=15 THEN LET S
=S+10
130 IF A=C AND B=D THEN GOTO 28
0
140 IF A=C AND B=D THEN PRINT S
;" RATIONS DELIVERED";K
150 IF A+2=22 THEN STOP
160 PRINT AT 20,15;"+"
170 LET B=B+2*(INKEY$="6")-2*(I
NKEY$="5")
180 LET A=A+2*(INKEY$="8")-2*(I
NKEY$="7")
190 IF C<A THEN LET C=C+1
200 IF C>A THEN LET C=C-1
210 IF C>A THEN LET C=C-1
220 IF D>B THEN LET D=D-1
230 IF D<B THEN LET D=D+1
240 CLS
250 IF A=22 THEN GOTO 270
260 GOTO 70
270 PRINT AT A+1,B-1;"*****"
280 GOTO 140
```

GAME: FOUR IN A LINE

AUTHORS: ANDREW WHITWORTH & STUART BUNT

RUNS ON: A TEXAS T.1/99.

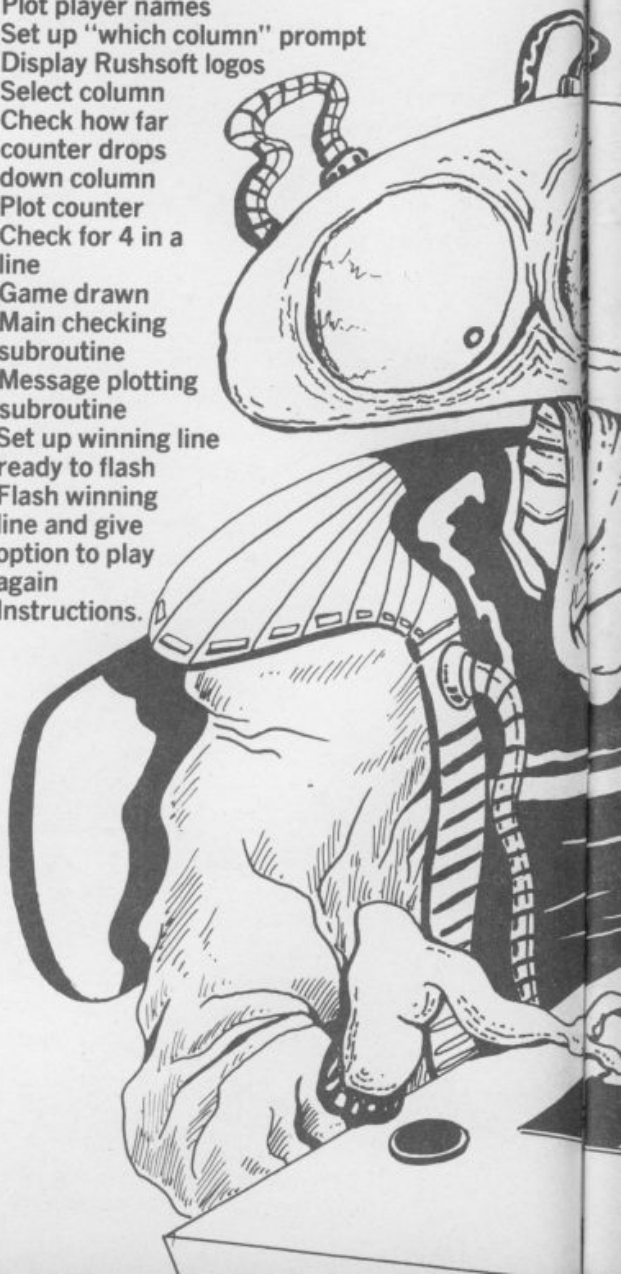
```
210 CALL CLEAR
220 FOR CH=96 TO 128 STEP 8
230 CALL CHAR(CH,"FFF8E0C0C08080
80")
240 CALL CHAR(CH+1,"FF1F07030301
0101")
250 CALL CHAR(CH+2,"808080C0C0E0
F8FF")
260 CALL CHAR(CH+3,"0101010303071
1FFF")
270 NEXT CH
280 CALL CHAR(42,"3C7EFFFFFFFF7E
3C")
290 CALL CHAR(64,"FFFF00FF00FFFF
00")
300 CALL CHAR(100,"FC828282FC908
884")
310 CALL CHAR(101,"FC8080FC04040
4FC")
320 CALL CHAR(136,"3C7EFFFFFFFF7
E3C")
330 PRINT "@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@@@@
     DO YOU WANT INSTRUCTIONS"
340 PRINT "                (Y/N)

   @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@"
350 PRINT ::::::::
360 CALL KEY(0,K,ST)
370 IF ST=0 THEN 360
380 IF (K=89)+(K=121)THEN 1890
390 IF (K=78)+(K=110)THEN 400 EL
SE 360
400 FOR INP=1 TO 2
410 CALL CLEAR
420 PRINT "  NAME OF PLAYER";INP
;"  MAX 10 CHARS   -";
430 INPUT "":N$(INP)
440 IF LEN(N$(INP))>10 THEN 410
450 NEXT INP
460 CALL CLEAR
470 CALL SCREEN(16)
480 CALL COLOR(2,7,1)
490 CALL COLOR(9,5,1)
500 CALL COLOR(10,5,7)
510 CALL COLOR(11,5,4)
520 CALL COLOR(14,4,1)
530 FOR ROW=6 TO 16 STEP 2
540 FOR COL=9 TO 21 STEP 2
550 CALL HCHAR(ROW,COL,96)
560 CALL HCHAR(ROW,COL+1,97)
570 CALL HCHAR(ROW+1,COL,98)
580 CALL HCHAR(ROW+1,COL+1,99)
590 NEXT COL
```

This is a version of the well known Connect Four board game for two players. All the rules are included in the listing and will tell you everything you need to know about playing the game. But remember, when the computer asks you "which column", you press the key which corresponds to the column in which you want your counter to be placed. To place your counter in column three, simply press key three — and so on.

PROGRAM NOTES:

Lines	Function
210:	Clear screen
220- 270:	Define board characters
280- 320:	Define extra characters
330- 390:	Instructions option
400- 450:	Input names of players
460- 470:	Clear screen and set to white
480- 520:	Define graphic colours
530- 600:	Plot board
610- 660:	Dimension board away, put zero in each position to represent no piece present.
670- 690:	Plot column numbers
700- 740:	Plot player names
750- 780:	Set up "which column" prompt
790- 800:	Display Rushsoft logos
810- 920:	Select column
930- 960:	Check how far counter drops down column
970-1050:	Plot counter
1060-1190:	Check for 4 in a line
1200-1260:	Game drawn
1270-1430:	Main checking subroutine
1440-1540:	Message plotting subroutine
1550-1690:	Set up winning line ready to flash
1770-1880:	Flash winning line and give option to play again
1890-2000:	Instructions.



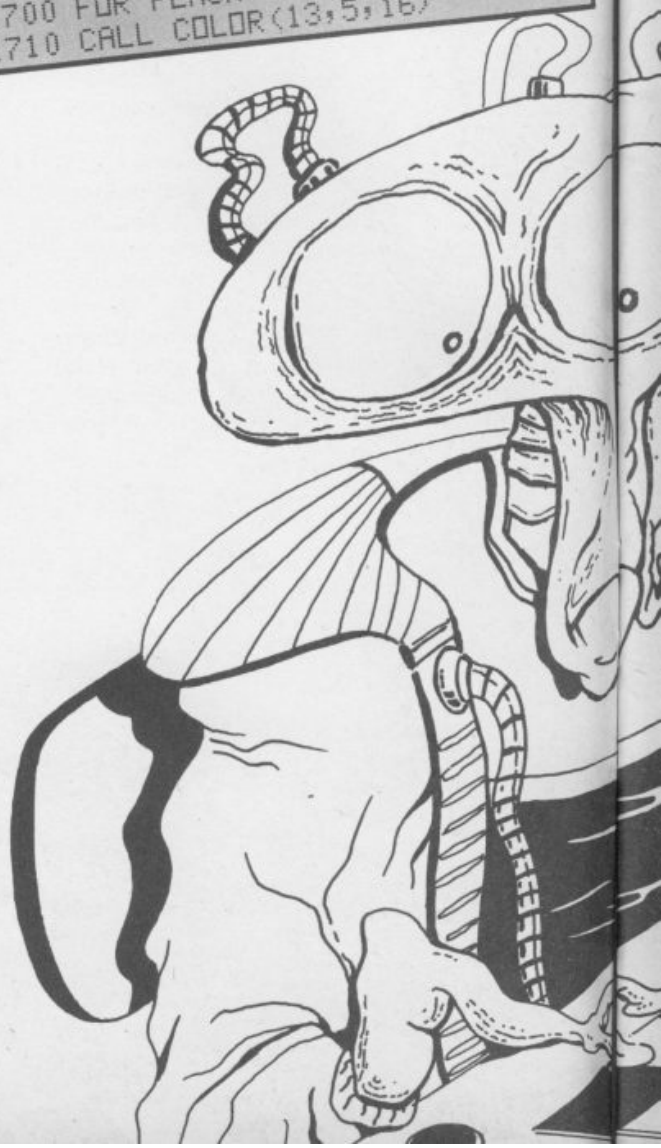
```
600 NEXT ROW
610 DIM BOARD(6,7)
620 FOR R=1 TO 6
630 FOR C=1 TO 7
640 BOARD(R,C)=0
650 NEXT C
660 NEXT R
670 FOR NM=1 TO 7
680 CALL HCHAR(18,8+NM*2,48+NM)
690 NEXT NM
700 L=13-LEN(N$(1))
710 ME$=N$(1)&"-"&CHR$(42)&"  "&
CHR$(136)&"-"&N$(2)
720 ROP=2
730 COP=L
740 GOSUB 1440
750 ME$="WHICH COLUMN - "
760 ROP=22
```

```
770 COP=3
780 GOSUB 1440
790 CALL HCHAR(10,28,100)
800 CALL HCHAR(10,29,101)
810 FOR MAIN=1 TO 21
820 FOR PL=1 TO 2
830 ME$=N$(PL)
840 ROP=22
850 COP=18
860 CALL HCHAR(22,18,32,10)
870 GOSUB 1440
880 CALL KEY(0,K,ST)
890 IF ST=0 THEN 880
900 CALL SOUND(100,1000,0)
910 IF (K<49)+(K>55)THEN 880
920 COL=K-48
930 FOR SE=1 TO 6
940 IF BOARD(SE,COL)<>0 THEN 960
950 NEXT SE
960 IF SE=1 THEN 880
```

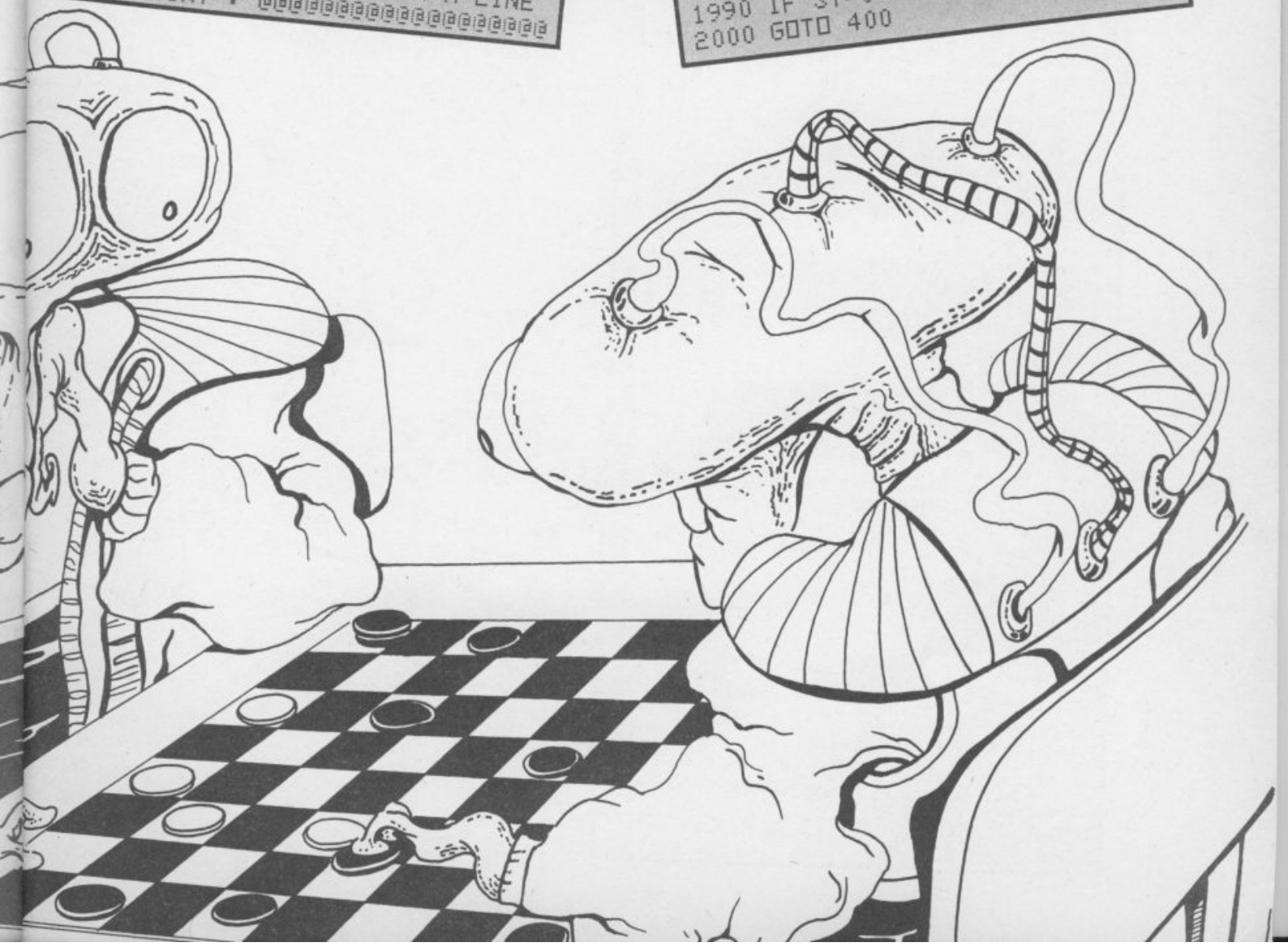


```
970 CHA=96+8*PL
980 R=4+(SE-1)*2
990 C=COL*2+7
1000 CALL HCHAR(R,C,CHA)
1010 CALL HCHAR(R,C+1,CHA+1)
1020 CALL HCHAR(R+1,C,CHA+2)
1030 CALL HCHAR(R+1,C+1,CHA+3)
1040 V=SE-1
1050 BOARD(V,COL)=PL
1060 X=1
1070 Y=1
1080 GOSUB 1270
1090 X=0
1100 Y=1
1110 GOSUB 1270
1120 Y=0
1130 X=1
1140 GOSUB 1270
1150 Y=-1
1160 X=1
1170 GOSUB 1270
1180 NEXT PL
1190 NEXT MAIN
1200 ME$="   GAME DRAWN; PRESS A
NY KEY TO PLAY AGAIN"
1210 ROP=22
1220 COP=2
1230 CALL HCHAR(22,1,32,32)
1240 GOSUB 1440
1250 CLR=1
1260 GOTO 1850
1270 FL=0
1280 FOR RE=1 TO 2
1290 STX=COL
1300 STY=V
1310 FOR S=1 TO 4
1320 STY=STY+Y
1330 STX=STX+X
1340 IF (STX>7)+(STX<1)THEN 1400
1350 IF (STY>6)+(STY<1)THEN 1400
1360 IF BOARD(STY,STX)<>PL THEN
1400
1370 FL=FL+1
1380 IF FL=3 THEN 1550
1390 NEXT S
1400 X=-X
1410 Y=-Y
1420 NEXT RE
1430 RETURN
1440 OLDCOP=COP
1450 FOR PLOT=1 TO LEN(ME$)
1460 K=ASC(SEG$(ME$,PLOT,1))
1470 IF K<>59 THEN 1510
1480 ROP=ROP+1
```

```
1490 COP=OLDCOP
1500 GOTO 1530
1510 CALL HCHAR(ROP,COP,K)
1520 COP=COP+1
1530 NEXT PLOT
1540 RETURN
1550 IF PL=1 THEN 1580
1560 CLR=4
1570 GOTO 1590
1580 CLR=7
1590 CALL COLOR(13,5,CLR)
1600 FOR REP=1 TO 4
1610 C=7+STX*2
1620 R=4+STY*2
1630 CALL HCHAR(R,C,128)
1640 CALL HCHAR(R,C+1,129)
1650 CALL HCHAR(R+1,C,130)
1660 CALL HCHAR(R+1,C+1,131)
1670 STX=STX-X
1680 STY=STY-Y
1690 NEXT REP
1700 FOR FLASH=1 TO 20
1710 CALL COLOR(13,5,16)
```



```
1720 CALL SOUND(100,330,0)
1730 CALL COLOR(13,5,CLR)
1740 CALL SOUND(100,660,0)
1750 NEXT FLASH
1760 ROP=22
1770 COP=3
1780 ME$=N$(PL)&" IS THE WINNER;
PRESS ANY KEY TO PLAY AGAIN"
1790 CALL HCHAR(22,1,32,32)
1800 GOSUB 1440
1810 CALL COLOR(13,5,16)
1820 CALL SOUND(100,330,0)
1830 CALL COLOR(13,5,CLR)
1840 CALL SOUND(100,660,0)
1850 CALL KEY(0,K,S)
1860 IF S=0 THEN 1810
1870 CALL CLEAR
1880 GOTO 530
1890 CALL CLEAR
1900 PRINT "@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@@@@":"          FOUR IN A LINE"
1910 PRINT :"@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@@@@@@":
1920 PRINT :" THE SCREEN SET UP
SIMULATESA VERTICAL GAME BOARD W
HICH HAS SEVEN SLOTS AT THE TOP.
"
1930 PRINT " THE COUNTERS ARE DR
OPPED INTHE CHOSEN SLOTS AND COM
E TOREST WHEN THEY MEET EITHER"
1940 PRINT "ANOTHER COUNTER OR T
HE BASE OF THE BOARD."
1950 PRINT " THE WINNER IS THE F
IRST    PLAYER TO COMPLETE A LIN
E OFFOUR EITHER HORIZONTALLY,"
1960 PRINT "VERTICALLY OR DIAGON
ALLY."
1970 PRINT :"  (PRESS ANY KEY TO
 START)"::"@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@@@@"
1980 CALL KEY(0,K,ST)
1990 IF ST=0 THEN 1980
2000 GOTO 400
```



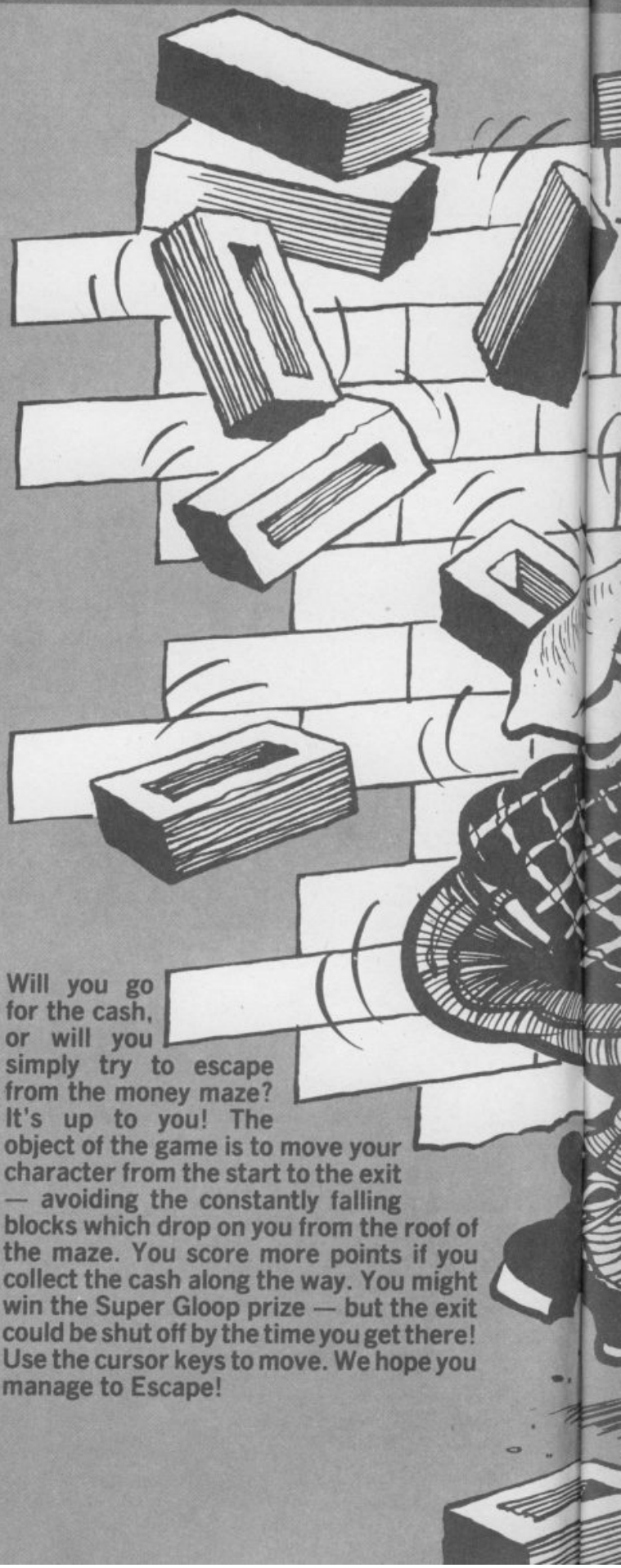
GAME: ESCAPE

AUTHOR: K THORN AND A WESTHEAD

RUNS ON: A ZX81 IN 16K

```
 0 REM          ESCAPE
       (C) 1983 DERF SOFTWARE
       ----------------------
       K.THORN AND A.WESTHEAD

  10 GOSUB 1100
  20 FOR I=1 TO 10
  30 LET H$(I)="0     DERF SOFTWA
RE"
  40 NEXT I
  50 LET SC=0
  60 LET LI=3
  70 LET SR=1
  80 FAST
  90 CLS
 100 LET A=1+PEEK 16396+256*PEEK
 16397
 110 LET NO=0
 120 PRINT "  SCORE          LIV
ES              "
 130 PRINT AT 0,8;SC
 140 PRINT AT 0,23;("   " AND LI=
3);("  " AND LI=2)
 150 FOR I=1 TO 20
 160 POKE (I*33)+A,8
 170 POKE (I*33)+A+31,8
 180 NEXT I
 190 PRINT AT 21,0;"
                    "
 200 FOR I=1 TO 100
 210 LET K=INT (RND*724)+A
 220 IF PEEK K<>0 THEN GOTO 210
 230 POKE K,8
 240 NEXT I
 250 FOR I=1 TO 10
 260 LET K=INT (RND*724)+A
 270 IF PEEK K<>0 THEN GOTO 260
 280 POKE K,13
 290 NEXT I
 300 PRINT AT 1,1;"  ";AT 2,1;"
   ";AT 3,1;"   ";AT 19,28;"  "
;AT 20,28;"  ";AT 18,28;"   "
 310 LET PO=A+35
 320 SLOW
 330 PRINT AT 20,30;""
 340 IF PEEK PO<>0 THEN GOTO 430
 350 POKE PO,139
 360 LET P1=PO
 370 LET PO=PO+(INKEY$="8")-(INK
EY$="5")+(33 AND INKEY$="6")-(33
 AND INKEY$="7")
 380 LET J=INT (RND*659)+A+33
 390 IF PEEK J=118 THEN GOTO 380
 400 POKE J,8
 410 POKE P1,0
 420 GOTO 330
 430 IF PEEK PO<>13 THEN GOTO 46
0
 440 LET NO=NO+1
 450 LET SC=SC+10
 460 PRINT AT 0,8;SC
 470 GOTO 350
 480 IF PEEK PO=8 THEN GOTO 540
 490 IF PEEK PO<>173 THEN GOTO 5
40
 500 FOR I=1 TO 20
 510 PRINT AT I,I;"*FANTASTIC*"
 520 NEXT I
 530 GOTO 810
 540 FOR I=1 TO 50
 550 POKE PO,6
 560 POKE PO,134
 570 POKE PO,8
 580 NEXT I
 590 LET LI=LI-1
 600 IF LI=0 THEN GOTO 680
 610 FOR I=1 TO 10
 620 PRINT AT 0,22+LI;"  "
 630 PRINT AT 0,22+LI;""
 640 NEXT I
 650 PRINT AT 0,22+LI;""
 660 PRINT AT 21,7;"
                    "
```



Will you go for the cash, or will you simply try to escape from the money maze? It's up to you! The object of the game is to move your character from the start to the exit — avoiding the constantly falling blocks which drop on you from the roof of the maze. You score more points if you collect the cash along the way. You might win the Super Gloop prize — but the exit could be shut off by the time you get there! Use the cursor keys to move. We hope you manage to Escape!



```
570 GOTO 300
580 FOR I=1 TO 20
590 PRINT AT I,1;"
                  "
700 NEXT I
710 PRINT AT 21,7;"
                  "
720 IF SC>VAL H$(10)( TO 5) THE
N GOSUB 970
730 PRINT AT 2,12;"  ESCAPE"
740 PRINT AT 4,8;"TOP TEN HI-SC
ORES"
750 FOR I=1 TO 10
760 PRINT AT I+5,4;I;TAB 7;H$(I
)( TO 5);TAB 14;H$(I)(6 TO )
770 NEXT I
780 PRINT AT 17,5;"ANY KEY FOR
A NEW GAME"
790 IF INKEY$="" THEN GOTO 790
800 GOTO 50
810 FOR I=1 TO 20
820 NEXT I
830 FOR I=1 TO 20
840 PRINT AT I,1;"
                  "
850 NEXT I
860 PRINT AT 5,2;"WELL DONE.YOU
HAVE CLEARED ";SR
870 PRINT AT 8,8;"SCREEN NUMBER
";SR
880 PRINT AT 10,10;"BONUS = ";S
R*10
890 IF NO=10 THEN GOSUB 940
900 LET SC=SC+(SR*10)
910 LET SR=SR+1
920 PAUSE 300
930 GOTO 80
940 PRINT AT 12,4;"SUPER GLOOP
BONUS = 100"
950 LET SC=SC+100
960 RETURN
970 PRINT AT 1,3;"HI-SCORE.TYPE
IN YOUR NAME."
980 INPUT N$
990 LET P=11
1000 FOR I=10 TO 1 STEP -1
1010 IF SC>VAL H$(I)( TO 5) THEN
 LET P=P-1
1020 NEXT I
1030 FOR I=9 TO P STEP -1
1040 LET H$(I+1)=H$(I)
1050 NEXT I
1060 LET H$(P)( TO 5)=STR$ SC
1070 LET H$(P)(6 TO )=N$
1080 PRINT AT 1,1;"
                  "
1090 RETURN
1100 PRINT "
1110 PRINT "
1120 PRINT "                  ESCAPE"
                  ------"
E GAME IS TO";"  THE OBJECT OF TH
1130 PRINT ";" MOVE YOUR CHARACT
ER  FROM THE"
1140 PRINT ";" START  TO THE EX
IT  AVOIDING"
1150 PRINT ;"THE BLOCKS  CONST
ANTLY FALLING"
1160 PRINT "  FROM THE ROOF.US
E THE CURSOR";"
1170 PRINT ;"KEYS TO MOVE.COLLE
CT THE CASH $."
1180 PRINT "FOR MORE POINTS.GR
EED COULD GET";"
1190 PRINT ;" YOU THE SUPER GLO
OP BONUS BUT";"
1200 PRINT "    THE EXIT MIGHT
BE SHUT OFF";"
1210 PRINT ;" GOOD LUCK AND ANY
 KEY TO BEGIN"
1220 DIM H$(10,20)
1230 IF INKEY$="" THEN GOTO 1230
1240 RETURN
1250 SAVE "ESCAP"
1260 RUN
```

GAME: TARGET

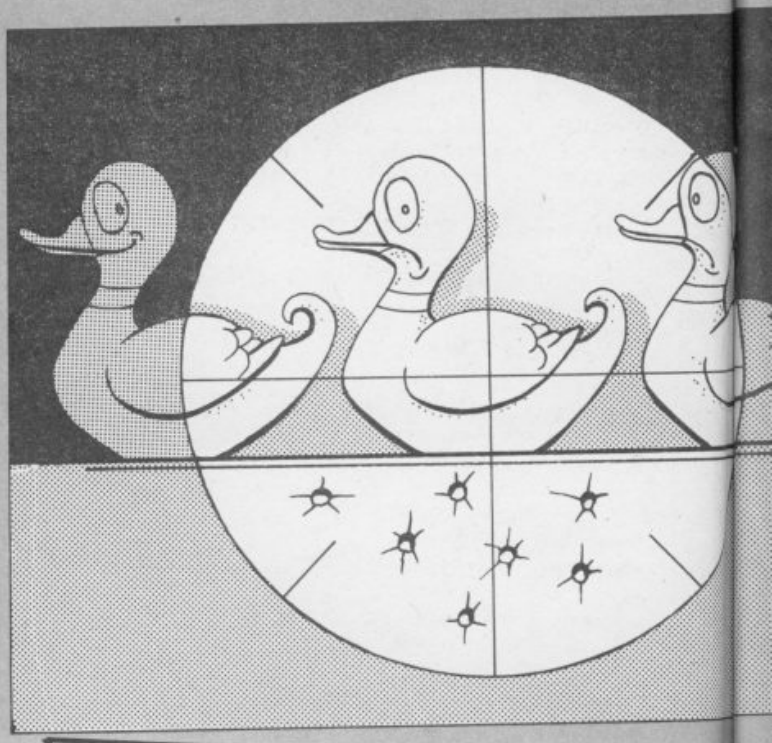
AUTHOR: KENNETH WOODWARD

RUNS ON: AN ATARI 400/800 IN 16K JOYSTICK OR KEYBOARD

Phew! When they asked me if I was any good with a bow and arrow I didn't think I would end up bouncing around on a trampoline. Well, you wouldn't would you! But that's just what I'm doing — bouncing up and down attempting to fire arrows at a target — and it's no easy task I can tell you! Once I've finished you are quite welcome to have a go. But I'd advise you to take a few seasick pills first!

The object of the game is to score as many points as possible by hitting the target with your arrows. You'll have to judge exactly the right moment to fire to get those big scores. You'll score 200 points if you hit the target's outer ring, 300 for the red ring, 100 for a hit on the inner ring and 500 for a bulls-eye. There are nine skill levels.

Amending lines 380 and 420 as below allows the keyboard space bar to fire missiles instead of the joystick button. 380/420: IF PEEK (764) = 33 THEN POKE 764, 255: POP: GOTO 460



```
10 REM ********TARGET**********
20 REM BY K.WOODWARD MARCH 1983
30 REM   TEL: (0495) 215222
40 GRAPHICS 5:POKE 710,0:A=PEEK(560)+256
*PEEK(561):POKE A+6,6
50 IF PEEK(A)<>66 THEN A=A+1:GOTO 50
60 POKE A,70:POKE A+3,6:POKE A+4,6:POKE
A+5,65:POKE A+6,PEEK(A+7):POKE A+7,PEEK(
A+8):REM CUSTOM SCREEN
70 POKE 87,1:POSITION 4,1:? #6;"PLEASE W
AIT":FOR W=1 TO 500:NEXT W
80 POKE 559,0:REM SCREEN OFF
90 GOSUB 630:REM DRAW TARGET
100 GOSUB 1110:REM V BLANK+PLAYERS
110 HIGH=0:WHERE=53253
120 REM
130 HITCLR=53278:SHOTS=10:LEVEL=0:SCORE=
0
140 POKE 87,1:POSITION 2,1:? #6;"select
level      "
150 POKE 704,216:POKE 705,0:REM PLAYER C
OL
160 POKE PLH,33:POKE PLH+1,15:POKE 53256
,0:REM PLAYER HEIGHT
170 POKE PLX,194:POKE PLY,30:REM PLAYER
0 INITIAL POS
180 POKE PLX+1,194:POKE PLY+1,30:REM PLA
YER 1 INITIAL POS
190 IF LEVEL>9 THEN LEVEL=0
200 POKE 87,1:POSITION 17,1:? #6;LEVEL
210 FOR W=1 TO 250:NEXT W
220 KEY=PEEK(53279):POKE KEY,8
230 IF KEY=3 THEN 1070:REM SHOW HIGH SCO
RE
240 IF KEY=6 THEN 280
250 SOUND 0,50,10,2:FOR W=1 TO 20:NEXT W
:SOUND 0,0,0,0
260 IF KEY=5 THEN LEVEL=LEVEL+1:SOUND 0,
20,10,8:FOR W=1 TO 5:NEXT W:SOUND 0,0,0,
0:GOTO 190
270 GOTO 220
280 TOTAL=0
290 ? "level=";LEVEL;" score=";SCORE
300 ? "shots=";SHOTS;" total=";TOTAL
310 ? " "
320 REM MOVE BOTH PLAYERS +
321 REM IF STRIG(0)=0 OR PEEK(764)=33 TH
EN POKE 764,255:POP :GOTO 460
330 REM
340 M=INT(2*RND(0))+LEVEL+1
350 POKE 77,0
360 FOR MOVE=31 TO 140 STEP M
370 POKE PLY,MOVE:POKE PLY+1,MOVE
380 IF STRIG(0)=0 THEN POP :GOTO 460
390 NEXT MOVE
400 M=INT(2*RND(0))+LEVEL+1
410 FOR MOVE=139 TO 30 STEP -M
420 IF STRIG(0)=0 THEN POP :GOTO 460
430 POKE PLY,MOVE:POKE PLY+1,MOVE
440 NEXT MOVE
450 GOTO 340
460 POKE 623,4:POKE 705,95:REM MISSILE F
IRED
470 FOR MISSILE=195 TO 55 STEP -4:POKE P
LX+1,MISSILE:POKE HITCLR,1:SOUND 0,4,0,2
:NEXT MISSILE:SOUND 0,0,0,0
480 FOR W=1 TO 3:SOUND 0,4,0,8:NEXT W:SO
UND 0,0,0,0:POKE 87,1:POSITION 2,1
490 IF PEEK(WHERE)=5 AND MOVE>56 AND MOV
E<98 THEN 1000:REM INNER RING
500 IF PEEK(WHERE)=7 THEN 880:REM BULLS
EYE
510 IF PEEK(WHERE)=4 OR PEEK(53253)=0 TH
```



```
EN 750:REM OFF TARGET
520 IF PEEK(WHERE)=5 THEN 830:REM OUTER
RING
530 IF PEEK(WHERE)=6 THEN GOTO 950:REM R
ED RING
540 ? :? :? :FOR W=1 TO 100:NEXT W
550 SHOTS=SHOTS-1:? "level=";LEVEL;" sco
re=";SCORE
560 ? "shots=";SHOTS;" total=";TOTAL
570 ? " "
580 IF SHOTS<1 THEN GOTO 1050:REM END OF
 THE PROGRAM
590 POKE 705,0:GOTO 320
600 REM SOUND FOR HITS
610 FOR S=120 TO 1 STEP -2:SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
620 FOR S=1 TO 5:SOUND 0,Z,10,10:FOR W=1
 TO 50:NEXT W:SOUND 0,0,0,0:NEXT S:RETUR
N
630 REM DRAW BOARD
640 POKE 87,5
650 POKE 708,164:COLOR 1:PLOT 5,5:DRAWTO
 5,23
660 POKE 709,52:COLOR 2:PLOT 5,8:DRAWTO
5,20
670 PLOT 6,14
680 COLOR 1:PLOT 5,11:DRAWTO 5,17
690 POKE 710,8:COLOR 3:PLOT 3,2:DRAWTO 3
,26
700 PLOT 4,4:DRAWTO 4,24
710 PLOT 0,26:DRAWTO 3,26:DRAWTO 7,30
720 COLOR 1:PLOT 0,30:DRAWTO 8,30:DRAWTO
 8,34:DRAWTO 79,34
730 RETURN
740 REM SCORES
750 REM OFF TARGET
760 ? #6;"mIsSeD tHe TaRgEt"
770 FOR S=1 TO 120:SOUND 0,S,10,10:NEXT
S:SOUND 0,0,0,0
780 SCORE=0
790 FOR WALK=195 TO 58 STEP -1:POKE PLX,
WALK:NEXT WALK
800 FOR W=1 TO 50:NEXT W
810 FOR WALK=59 TO 195:POKE PLX,WALK:POK
E PLX+1,WALK:NEXT WALK
820 GOTO 540
830 REM OUTER RING
840 ? #6;"OUTER RING HIT    "
850 Z=60:GOSUB 600
860 SCORE=200:TOTAL=TOTAL+SCORE
870 GOTO 540
880 REM BULLS EYE
890 ? #6;"bulls eye hit     "
900 FOR S=120 TO 1 STEP -2:SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
```

```
910 FOR S=1 TO 120 STEP 2:SOUND 0,S,10,1
0:NEXT S:SOUND 0,0,0,0
920 FOR S=120 TO 1 STEP -2:SOUND 0,S,10,
10:NEXT S:SOUND 0,0,0,0
930 SCORE=500:TOTAL=TOTAL+SCORE
940 GOTO 540
950 REM RED RING
960 ? #6;"red ring hit      "
970 Z=10:GOSUB 600
980 SCORE=300:TOTAL=TOTAL+SCORE
990 GOTO 540
1000 REM GREEN MIDDLE
1010 ? #6;"GREEN RING HIT   "
1020 Z=40:GOSUB 600
1030 SCORE=100:TOTAL=TOTAL+SCORE
1040 GOTO 540
1050 FOR W=1 TO 250:NEXT W
1060 IF TOTAL>HIGH THEN HIGH=TOTAL
1070 POKE 87,1:POSITION 2,1:? #6;"high "
;HIGH;" you ";TOTAL
1080 FOR W=1 TO 500:NEXT W
1090 POSITION 2,1:? #6;"
  "
1100 GOTO 120
1110 REM INITIALIZE VERTICAL BLANK
1120 FOR I=1536 TO 1706:READ A:POKE I,A:
NEXT I
1130 FOR I=1774 TO 1787:POKE I,0:NEXT I
1140 REM SET PMBASE AND DRAW PLAYERS
1150 PM=PEEK(106)-16:PMBASE=256*PM
1160 FOR I=PMBASE+1023 TO PMBASE+2047:PO
KE I,0:NEXT I
1170 FOR I=PMBASE+1025 TO PMBASE+1057:RE
AD A:POKE I,A:NEXT I
1180 FOR I=PMBASE+1291 TO PMBASE+1293:RE
AD A:POKE I,A:NEXT I
1190 PLX=53248:PLY=1780:PLH=1784
1200 POKE 559,62:POKE 623,1:POKE 1788,PM
+4:POKE 53277,3:POKE 54279,PM
1210 X=USR(1696)
1220 RETURN
1230 REM V/BLANK DATA
1240 DATA 162,3,189,244,6,240,89,56,221,
240,6,240,83,141,254,6,106,141,255,6,142
,253,6,24,169,0,109,253,6
1250 DATA 24,109,252,6,133,204,133,206,1
89,240,6,133,203,173,254,6,133,205,189,2
48,6,170,232,46,255,6,144
1260 DATA 16,168,177,203,145,205,169,0,1
45,203,136,202,208,244,76,87,6,160,0,177
,203,145,205,169,0,145,203
1270 DATA 200,202,208,244,174,253,6,173,
254,6,157,240,6,189,236,6,240,48,133,203
,24,138,141,253,6,109,235
1280 DATA 6,133,204,24,173,253,6,109,252
,6,133,206,189,240,6,133,205,189,248,6,1
70,160,0,177,203,145,205,200
1290 DATA 202,208,248,174,253,6,169,0,15
7,236,6,202,48,3,76,2,6,76,98,228,0,0,10
4,169,7,162,6,160,0,32,92
1300 DATA 228,96
1310 REM PLAYER DATA
1320 DATA 15,25,49,17,29,5,13,17,23,214,
127,95,15,15,15,15,15,15,15,15,15,15,15,
15,6,6,6,6,6,6,6,6,14,10
1330 DATA 3,254,3
```

COMMENTS ON LISTING

The following statements to be typed in inverse

```
Line 140    'SELECT LEVEL'
     290    '=' (both)
     300    'SHOTS=' & 'TOTAL='
     560    'SHOTS=' & 'TOTAL='
    1070    'HIGH ' & 'YOU '
```

All statements following REM's

GAME: BATTLE

AUTHOR: JONATHAN VILLAS

RUNS ON: A SPECTRUM IN 16K

```
   1 BORDER 7: PAPER 7: INK 0: C
LS : PRINT AT 0,0;"  STOP TAPE,A
ND PRESS ANY KEY.  ": PAUSE 0: C
LS
   5 GO SUB 1000
  20 BORDER 0: PAPER 0: INK 6: C
LS
 800 PRINT INK 7; PAPER 2; FLASH
 1;AT 1,8;"START THE TAPE."
 810 LOAD ""
1000 RESTORE 1000: FOR z=0 TO 7:
 READ a: POKE USR "a"+z,a: NEXT
z: DATA 16,56,124,254,16,16,16,0
1010 RESTORE 1010: FOR f=1 TO 6:
 FOR g=0 TO 7: READ a: POKE USR
CHR$ (144+f)+g,a: NEXT g: NEXT f
1015 DATA 0,51,51,63,22,22,30,31
,0,0,0,0,0,102,102,255,0,204,204
,252,104,104,120,248
1020 DATA 219,219,255,223,255,22
3,255,223,153,255,255,231,195,19
5,195,195
1021 DATA 219,219,255,251,255,25
1,255,251
1030 RESTORE 1035: FOR z=0 TO 7:
 READ a: POKE USR "h"+z,a: NEXT
z: FOR z=0 TO 7: READ a: POKE US
R "i"+z,a: NEXT z: FOR z=0 TO 7:
 READ a: POKE USR "j"+z,a: NEXT
z
1035 DATA 0,16,16,186,238,214,17
0,254,0,0,16,24,26,62,127,255,32
,16,24,153,219,126,60,60
1040 FOR z=0 TO 7: READ a: POKE
USR "k"+z,a: NEXT z: DATA 0,0,0,
112,248,248,248,112
1100 RETURN
```

```
   1 POKE 23609,30: RESTORE 1: F
OR z=0 TO 7: READ a: POKE USR "L
"+z,a: NEXT z: DATA 15,17,33,66,
100,248,192,0
   5 READ dag,dag1,inv,inv1: DAT
A 0,0,0,0
  10 INK 1: CLS
  15 BRIGHT 1: PRINT AT 5,19; IN
K 2;"O";AT 16,13; INK 7;"O"
  20 PRINT AT 17,0;"
O 16: PRINT AT n,16;"■": FOR n=2 T
  PRINT AT 2,14;"■";AT 0,14;"■■■";AT 1,14;"
■■■";AT 0,14;"■■■";AT 1,14;"
   22 BRIGHT 0: INK 6: PRINT AT 0
,15;"BCD";AT 1,15;"EFG"
   25 FOR n=1 TO 45: PRINT AT INT
(RND*16)+1,INT (RND*10)+1; INK
4;"A": NEXT n: FOR n=1 TO 45: PR
INT AT INT (RND*16)+1,INT (RND*1
0)+20; INK 4;"A": NEXT n
   30 PRINT AT 7,15; INK 2;"===";
AT 14,15;"==="
   35 GO SUB 800
   40 BRIGHT 0
  100 LET a=13: LET b=5: LET c=8:
 LET d=5: LET e=3: LET f=5: LET
a1=5: LET b1=25: LET c1=10: LET
d1=25: LET e1=15: LET f1=25
  105 LET p=1
  110 PRINT AT 7,15; INK 2;"===";
AT 14,15; INK 2;"==="
  111 INK 6: PRINT AT a,b;"H";AT
c,d;"I"
  112 IF inv=0 THEN PRINT AT e,f;
"J"
  114 IF inv=1 THEN PRINT AT e,f;
 BRIGHT 1; INK 0;"■"
  115 IF b=30 THEN PRINT AT 19,0;
"PLAYER 1 HAS WON THE CASTLE!!":
 BEEP 1,30: GO SUB 2000: GO TO 3
000
  120 BRIGHT 1: INK 5: PRINT AT a
1,b1;"H";AT c1,d1;"I"
  124 IF inv1=0 THEN PRINT AT e1,
f1;"J"
  126 IF inv1=1 THEN PRINT AT e1,
f1; INK 0; BRIGHT 1;"■"
  129 IF b1=1 THEN PRINT AT 19,0;
"PLAYER 2 HAS WON THE CASTLE!!":
```

MOVEMENTS

	King	Jester	Wizard
North	Kn	jn	wn
South	Ks	js	ws
East	Ke	je	we
West	Kw	jw	ww

MAIN VARIABLES:

a, b:	position of player 1's king
c, d:	position of player 1's wizard
e, f:	position of player 1's jester
a1, b1:	position of player 2's king
c1, d1:	position of player 2's wizard
e1, f1:	position of player 2's jester

The loader program sets up user-defined graphics.

LOOPS:

130-198 — checks inputs
500-599 — spell-throwing
700-810 — redraws scenery
2000-3000 — castle won!

Venture into a world of wicked wizards, scheming kings and cunning jesters and win control of a castle!

This is a graphic strategy game for two players. The aim of the game is to gain control of your opponent's castle by moving your king to the opposite side of the screen and killing the enemy ruler. Your king has two helpers — his jester and a wizard.

The jester can kill a king with his dagger. He can pick up his dagger by standing next to it — on the right — and pressing the "p" key. He can then stab the king once he gets near enough and if you press the "s" key. He can also be made invisible by typing in "jni". To make him visible again, you must type in "o" after entering the jester's direction — for example "jno".

The wizard can throw spells in any direction, as long as he is not directly facing anything, by typing in a direction and then "f" — for example, wnf" etc.

If his spell hits anything, that character will be frozen for a turn. This spell will also affect any character standing on a magical bridge — whether it hits them or not.

```
 BEEP 1,30: GO SUB 2000: GO TO 3
000
 130 BRIGHT 0: PRINT INK P+5;AT
18,0;"PLAYER ";P;" TO MOVE."; IN
K 4;"What is your move?"
 140 INPUT "Move?";m$
 150 IF LEN m$=1 THEN GO TO 195
 170 LET u=0: LET v=0: IF m$(2) =
"n" THEN LET u=-1
 171 IF m$(2)="s" THEN LET v=1
 172 IF m$(2)="e" THEN LET u=1
 174 IF m$(2)="w" THEN LET v=-1
 180 IF m$(1)="k" THEN GO TO 200
 185 IF m$(1)="j" THEN GO TO 300
 190 IF m$(1)="p" THEN GO TO 400
 195 IF m$(1)="s" THEN GO TO 900
 196 IF m$(1)="" THEN GO TO 100
0
 198 GO TO 130
 200 IF P=1 AND ATTR (a,b)<>6 TH
EN PRINT AT a,b; INK 0;"■": PRIN
T AT 19,0;"YOUR KING IS FROZEN!!
": BEEP 1,-21: PRINT AT 19,0;"
                              ":
GO TO 130
 210 IF P=2 AND ATTR (a1,b1)<>69
 THEN PRINT AT a1,b1; INK 0;"■":
```

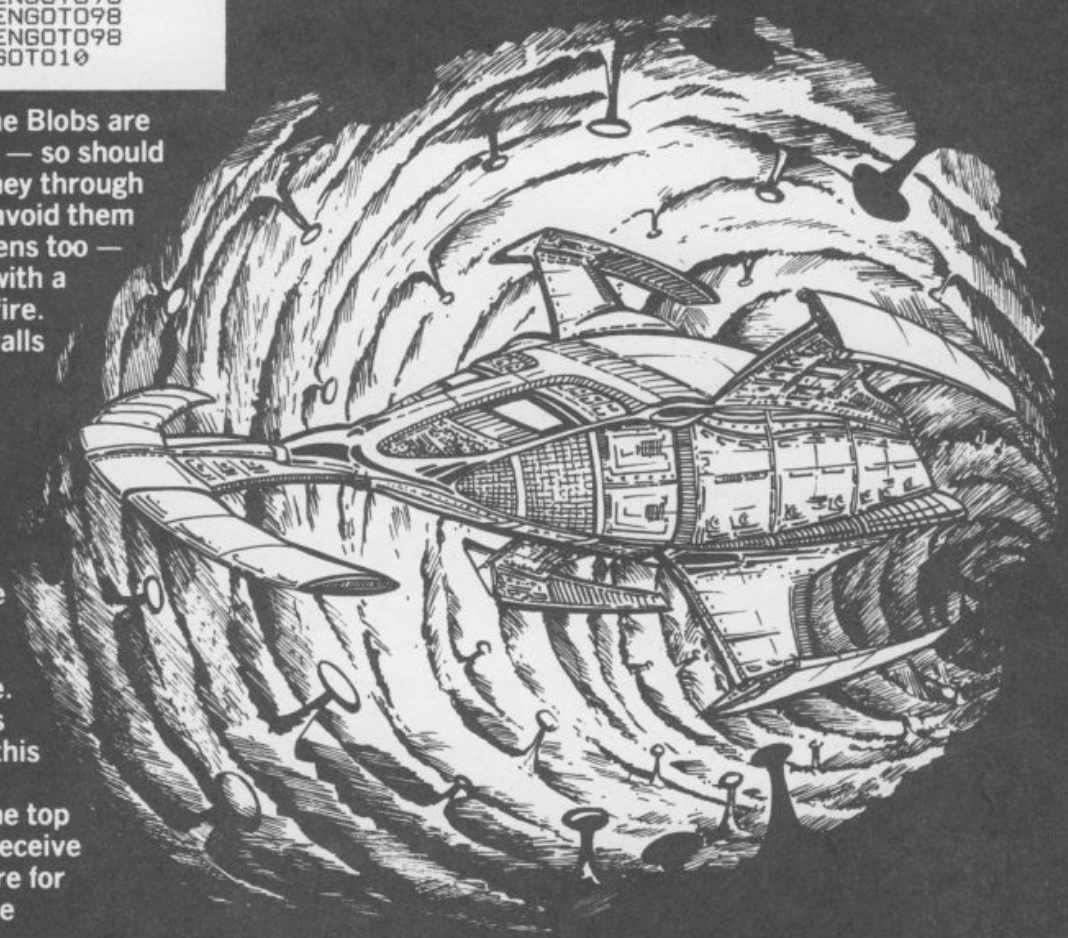
```
 PRINT AT 19,0;"YOUR KING IS FRO
ZEN!!": BEEP 1,-22: PRINT AT 19,
0;"
                              ":
 GO TO 130
 217 INK 7: IF P=2 THEN GO TO 23
0
 220 IF ATTR (a+u,b+v)<>1 AND AT
TR (a+u,b+v)<>2 AND ATTR (a+u,b+
v)<>7 AND ATTR (a+u,b+v)<>0 THEN
 GO TO 600
 225 GO TO 250
 230 IF ATTR (a1+u,b1+v)<>1 AND
ATTR (a1+u,b1+v)<>2 AND ATTR (a1
+u,b1+v)<>7 AND ATTR (a1+u,b1+v)
<>0 THEN GO TO 600
 250 IF P=1 THEN PRINT AT a,b;"
": LET a=a+u: LET b=b+v: LET P=2
: GO TO 110
 260 PRINT AT a1,b1;" ": LET a1=
a1+u: LET b1=b1+v: LET P=1: GO T
O 110
 300 IF P=1 AND ATTR (c,d)<>6 TH
EN PRINT AT c,d; INK 0;"■": PRIN
T AT 19,0;"YOUR WIZARD IS FROZEN
!!": BEEP 1,-20: PRINT AT 19,0;"
                              ":
GO TO 130
 305 IF P=2 AND ATTR (c1,d1)<>69
 THEN PRINT AT c1,d1; INK 0;"■":
```

```
 PRINT AT 19,0;"YOUR WIZARD IS F
ROZEN!!": BEEP 1,-10: PRINT AT 1
9,0;"
                                ": GO TO 130
 300 INK 7: IF p=2 THEN GO TO 33
0
 310 IF ATTR (c+u,d+v)<>1 AND AT
TR (c+u,d+v)<>2 AND ATTR (c+u,d+
v)<>7 AND ATTR (c+u,d+v)<>0 THEN
 GO TO 600
 320 IF LEN m$=3 THEN GO TO 500
 325 GO TO 350
 330 IF ATTR (c1+u,d1+v)<>1 AND
ATTR (c1+u,d1+v)<>2 AND ATTR (c1
+u,d1+v)<>7 AND ATTR (c1+u,d1+v)
<>0 THEN GO TO 600
 340 IF LEN m$=3 THEN GO TO 500
 350 IF p=1 THEN PRINT AT c,d;"
": LET c=c+u: LET d=d+v: LET p=2
: GO TO 110
 360 PRINT AT c1,d1;" ": LET c1=
c1+u: LET d1=d1+v: IF LEN m$=2 T
HEN LET p=1: GO TO 110
 370 IF LEN m$=3 THEN GO TO 500
 400 IF p=1 AND ATTR (e,f)<>6 AN
D ATTR (e,f)<>64 THEN PRINT AT e
,f; INK 0;"■": PRINT AT 19,0;"YO
UR JESTER IS FROZEN!!": BEEP 1,-
12: PRINT AT 19,0;"
                                ": GO TO 130
 405 IF p=2 AND ATTR (e1,f1)<>69
 AND ATTR (e1,f1)<>64 THEN PRINT
 AT e1,f1; INK 0;"■": PRINT AT 1
9,0;"YOUR JESTER IS FROZEN!!": B
EEP 1,-14: PRINT AT 19,0;"
                                ": GO TO
130
 408 INK 7: IF p=2 THEN GO TO 43
0
 410 IF ATTR (e+u,f+v)<>1 AND AT
TR (e+u,f+v)<>2 AND ATTR (e+u,f+
v)<>7 AND ATTR (e+u,f+v)<>0 THEN
 GO TO 600
 415 IF LEN m$=2 THEN GO TO 450
 420 IF m$(3)="i" THEN LET inv=1
 425 IF m$(3)="o" THEN LET inv=0
 426 GO TO 450
 430 IF ATTR (e1+u,f1+v)<>1 AND
ATTR (e1+u,f1+v)<>2 AND ATTR (e1
+u,f1+v)<>7 AND ATTR (e1+u,f1+v)
<>0 THEN GO TO 600
 440 IF LEN m$=2 THEN GO TO 450
 445 IF m$(3)="i" THEN LET inv1=
1
 448 IF m$(3)="o" THEN LET inv1=
0
 450 IF p=1 THEN PRINT AT e,f;"
": LET e=e+u: LET f=f+v: LET p=2
: GO TO 110
 460 PRINT AT e1,f1;" ": LET e1=
e1+u: LET f1=f1+v: LET p=1: GO T
O 110
 500 IF p=2 THEN LET p=1: GO TO
550
 510 LET p=2: IF v<>0 THEN GO TO
 530
 515 IF u=-1 THEN FOR n=c-1 TO 0
 STEP -1: PRINT AT n,d;"K": BEEP
 .01,10: PRINT AT n,d; INK 0;"■"
: NEXT n
 520 IF u=1 THEN FOR n=c+1 TO 16
: PRINT AT n,d;"K": BEEP .01,10:
 PRINT AT n,d; INK 0;"■": NEXT n
 530 IF v=-1 THEN FOR n=d-1 TO 0
 STEP -1: PRINT AT c,n;"K": BEEP
 .01,10: PRINT AT c,n; INK 0;"■"
: NEXT n
 540 IF v=1 THEN FOR n=d+1 TO 30
: PRINT AT c,n;"K": BEEP .01,10:
 PRINT AT c,n; INK 0;"■": NEXT n
 545 GO SUB 700: GO TO 130
 550 INK 6: IF v<>0 THEN GO TO 5
80
 555 IF u=-1 THEN FOR n=c1-1 TO
 0 STEP -1: PRINT AT n,d1;"K": BE
EP .01,10: PRINT AT n,d1; INK 0;
"■": NEXT n
 560 IF u=1 THEN FOR n=c1+1 TO 1
5: PRINT AT n,d1;"K": BEEP .01,1
```

```
0: PRINT AT n,d1; INK 0;"■": NEX
T n
 580 IF v=-1 THEN FOR n=d1-1 TO
0 STEP -1: PRINT AT c1,n;"K": BE
EP .01,10: PRINT AT c1,n; INK 0;
"■": NEXT n
 585 IF v=1 THEN FOR n=d1+1 TO 3
0: PRINT AT c1,n;"K": BEEP .01,1
0: PRINT AT c1,n; INK 0;"■": NEX
T n
 599 GO SUB 700: GO TO 130
 600 IF p=1 THEN LET y=7: LET z=
2: GO TO 610
 605 LET y=2: LET z=7
 610 PRINT AT 20,0; INK y; PAPER
 z;"You can't move that way!": B
EEP 1,0: PRINT AT 20,0;"
                                ": GO TO
140
 700 BRIGHT 1: FOR n=3 TO 16: PR
INT AT n,16; INK 1;"■": NEXT n:
PRINT AT 0,14; INK 1;"■■■
```

```
1 DIMHS(20),HS$(20):GOSUB799:PRINT"■■■■■■■Canyon Raider":GOSUB1100:GOSUB2000
2 HS(1)=4000:HS$(1)="THE BEST":PRINT:PRINT"Keys=A-LEFT:D-RIGHT:space-FIRE"
3 INPUT"ENTER SKILL LEVEL(1-HARDEST/9-EASIEST)?";QB:INPUT"FIRING?";OP$
4 OP$=LEFT$(OP$,1):HS$(2)="CHAMPION":HS$(3)="  HERO":GOSUB200
5 PRINT"DON'T HIT THE WALLS!++ANY KEY TO START!"
6 GETA$:IFA$=""THEN6
7 PRINT"■  ++Canyon Raider++":X=53250
8 POKE10407,0
9 SC=0
10 READA:IFA=-1THENRESTORE:QB=QB-1:GOSUB200:GOTO10
15 POKEX,U
19 MZ=PEEK(X+39):RZ=PEEK(X+40)
20 GETA$:IFA$=""THENU=201:GOTO50
21 IFOP$="N"THEN30
22 C=INT(RND(1)*519)+53728:IF(PEEK(C)=MZ)+(PEEK(C)=RZ)THENPOKEC,199
23 D=INT(RND(1)*519)+53728:IF(PEEK(D)=MZ)+(PEEK(D)=RZ)THENPOKED,67
```

```
30 IFA$="A"THENX=X-1:SC=SC+(10-QB)
40 IFA$="D"THENX=X+1:SC=SC+(10-QB)
41 IFOP$="N"THEN50
45 IFA$=" "THENKIL=40:GOSUB1050
50 IFPEEK(X+1)=67THENGOTO98
55 IFPEEK(X-1)=67THENGOTO98
56 IFPEEK(X+40)=67THENGOTO98
57 IFPEEK(X+41)=67THENGOTO98
58 IFPEEK(X+39)=67THENGOTO98
90 PRINT  TAB(A);K$:GOTO10
98 REM*AAARRGGHH!
```



The Blobs are coming! The Blobs are coming! Blobs are deadly — so should you see one on your journey through the sharp space cavern, avoid them at all costs! There are aliens too — but these you can shoot with a well aimed blast of laser fire.

Beware of the cavern walls — these are constructed of baby blobules which are equally as lethal as the grown up wandering blobs!

Full instructions are included in the program — but remember, beware of these Blobs!

Control keys are: A=left, D=right, Space Bar=fire. There are nine skill levels to deal with. Remember this is a Book of Games competition listing and the top five Sharp-shooters will receive specially selected software for their machine. Look at the contents page for details.

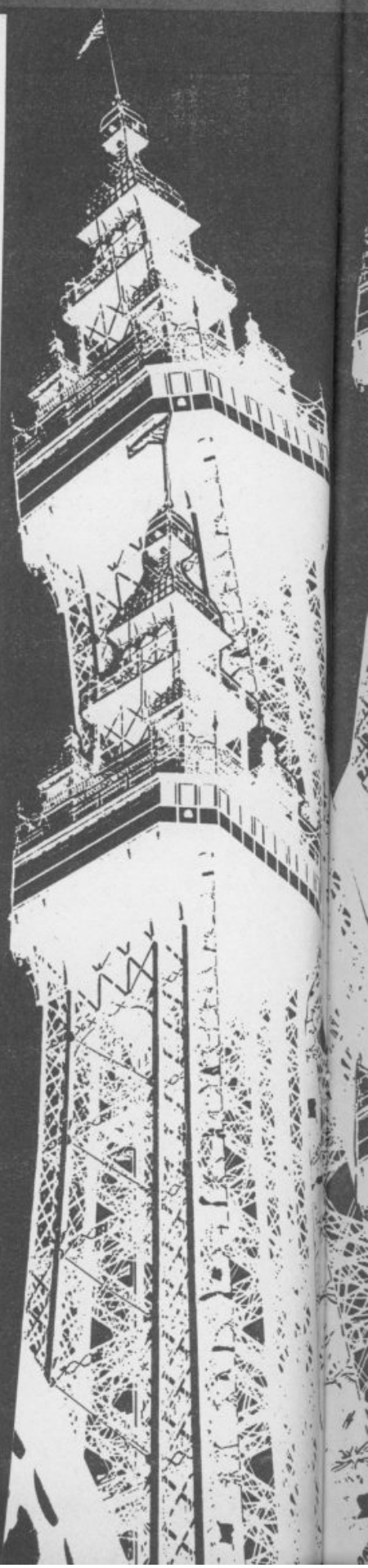
```
99 POKEX,107:FORS=1TO40:USR(68):POKE4514,S:USR(71):NEXTS:PRINT"■■■■SCORE=";SC
100 FORU=1TO200:NEXT
101 GOSUB300
102 GETA$:IFA$=""THEN102
103 PRINT"■": RESTORE:  GOTO3
105 DATA0,1,2,3,4,5,6,7,6,5,4,5,6,7,8,9,10,11,11,12,12,13,14,13,14,13,14,15
106 DATA16,17,18,19,18,19,19,20,20,21,22,21,23,24,26,25,26,25,24,23,22,21,21
107 DATA20,19,19,18,19,18,17,16,15,14,13,12,11,10,9,8,9,9,8,7,6,5,4,3,2,1,0,0
108 DATA1,2,1,2,3,4,5,6,5,4,2,4,5,6,7,8,9,10,11,12,11,13,14,15,16,17,16,15,14
109 DATA13,11,10,9,8,7,6,5,6,7,6,5,4,3,4,3,2,1,2,3,4,3,2,1,0,1,2,3,4,5,5,5,4
110 DATA4,6,8,6,7,8,9,10,11,12,13,12,11,12,13,14,15,17,15,16,15,14,13,14,13
111 DATA13,12,11,11,12,11,10,9,8,7,8,9,8,7,6,5,4,3,4,5,6,7,6,5,4,3,2,1
112 DATA2,3,5,6,5,4,3,2,1,2,3,4,5,6,7,6,5,4,3,2,1,0,-1
200 IFQB<1THENQB=1
```

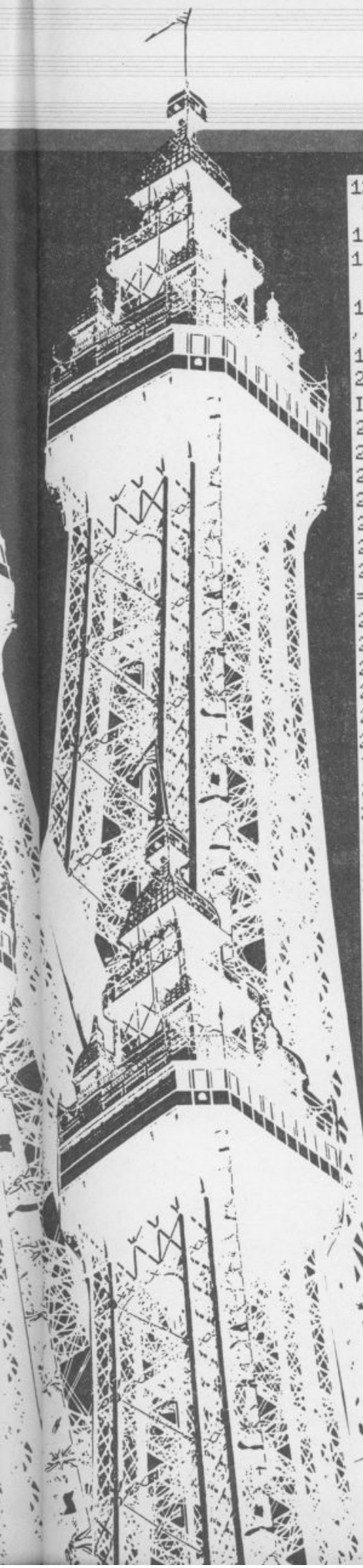
```
201 IFQB=1THENK$="■■ttttttttt■■"
210 IFQB=2THENK$="■■|||||||||■■"
220 IFQB=3THENK$="■■^^^^^^^^■■"
230 IFQB=4THENK$="■■■■■■■■■■■■"
240 IFQB=5THENK$="■■:::::::■■"
250 IFQB=6THENK$="■■SSSSSSSSS■■"
260 IFQB=7THENK$="■■^^^^^^^^■■"
270 IFQB=8THENK$="■■^^^^^^^^■■"
275 IF QB=9THENK$="■■TTTTTTTTT■■"
280 RETURN
300 IFHS(20)>=SCTHENRETURN
310 PRINT"■YOU HAVE A HIGH SCORE!"
320 INPUT"ENTER YOUR NAME!";N$
330 N$=LEFT$(N$,6)
340 FORI=1TO20:IFHS(I)>SCTHEN360
350 FORJ=19TOISTEP-1:HS(J+1)=HS(J):HS$(J+1)=HS$(J):NEXT:HS(I)=SC:HS$(I)=N$
351 PRINT"■■HIGH SCORES■":FORI=1TO10
352 PRINTI;")";TAB(4);HS(I);TAB(12);HS$(I);TAB(20);I+10;")";TAB(25);
353 PRINTHS(I+10);TAB(33);HS$(I+10)
360 NEXTI:USR(62)
370 HS=HS(1):D$=HS$(1)
371 PRINT"■■HIGH SCORE ";HS;" HELD BY ";D$
372 PRINT"PRESS ANY KEY"
380 RETURN
400 PRINT"■■HIGH SCORES■":FORI=1TO10
410 PRINTI;")";TAB(4);HS(I);TAB(12);HS$(I);TAB(20);I+10;")";TAB(25);
420 PRINTHS(I+10);TAB(33);HS$(I+10)
430 NEXTI:USR(62)
440 RETURN
798 DY
799 PRINT"■":FORAG=1TO5
800 PRINT"■■■■■■■■■■■■■■■■■■■■(C) STOATSOFT UNLIMITED"
805 PRINT"■
810 PRINT"■  ■■■■■■■■■■■■■■■■■■■
```

Most adventures take place in sinister castles, lost islands or kingdoms ruled by evil monarchs. But this one is a bit different. It all begins in your own home! Darren is challenging you to escape from your house and reach the Blackpool Tower. There are no evil monsters or fire-breathing dragons to deal with — but there is the odd policeman, poisoned fruit and don't forget the snake! Darren has managed to make the ordinary seem extraordinary! Your objective is to reach the Blackpool Tower and enter it — can you solve all the riddles and reach your goal? Go on, have a go!

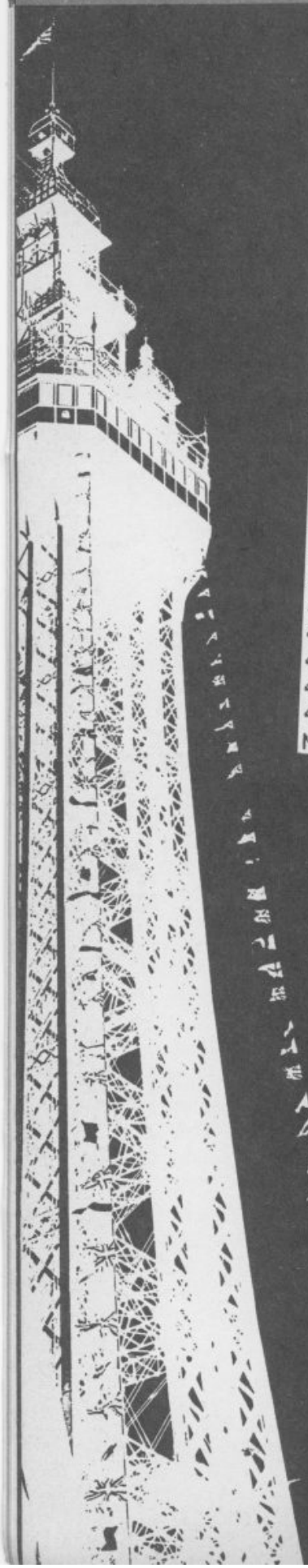
```
45 IFPEEK(#20C)>128THENPOKE#20C,PEEK(#20C)-128
50 RM=1:NL=19:NV=22:NI=12:LK%=1:LL%=1:LB%=1
60 GOSUB 1000
65 PAPER2:INK0
70 CLS:PRINT:PRINTL$(RM)
80 GOTO2600
90 INPUT"WHAT SHALL I DO";I$:IFI$="POUR WATER"THEN100
91 IFRND(1)<.7ANDRM=4THENPRINT"THE SNAKE BIT YOU.":GOTO9000
92 IFRM=15THEN9000
93 IFRM=6ANDFO=0THENPRINT"THE FIRE HAS SPREAD. YOU ARE DEAD.":GOTO9
000
94 IFRM=8THENL%(1)=-1:I=I-1
100 GOSUB200:GOSUB300
10.5 PRINT" "CHR$(27)"G"CHR$(27)"Q"I$" "CHR$(27)"R"
110 FORN=1TONV:IFV$=V$(N)THENGOTOG%(N)
120 NEXT
130 PRINT"I DO NOT UNDERSTAND":PRINTCHR$(34)I$CHR$(34):GOTO90
140 PRINT"I CAN'T GO ";I$:GOTO90
150 PRINT"I CAN'T ";I$:GOTO90
200 FORN=1TOLEN(I$):SG$=MID$(I$,N,1)
210 IFSG$>="A"ANDSG$<="Z"THENI$=LEFT$(I$,N-1)+CHR$(ASC(SG$)+32)+MID
$(I$,N+1)
220 NEXT:RETURN
300 B$="":V$="":SP=0:FORN=1TOLEN(I$)
310 IFMID$(I$,N,1)=" "ANDSP=0THENSP=1:GOTO330
320 IFSP=0THENV$=V$+MID$(I$,N,1)ELSEB$=B$+MID$(I$,N,1)
330 NEXT
340 RETURN
500 IFNO%(RM)THENRM=NO%(RM):GOTO70
502 GOTO 140
505 IFEA%(RM)THENRM=EA%(RM):GOTO70
507 GOTO 140
510 IFSO%(RM)THENRM=SO%(RM):GOTO70
512 GOTO 140
515 IFWE%(RM)THENRM=WE%(RM):GOTO70
517 GOTO 140
1000 DIMV$(NV),G%(NV),L$(NL),O$(NI),L%(NI),NO%(NL),WE%(NL),SO%(NL),
EA%(NL)
1010 READD$:IFD$<>"START"THEN9999
1020 FORN=1TONV:READV$(N),G%(N):NEXT
1030 READD$:IFD$<>"OBJECTS"THEN9999
1040 FORN=1TONI:READO$(N),L%(N):NEXT
1041 DATA START,N,500,E,505,S,510,W,515,PUT,2000,GET,2200,EAT,2400,
LOOK,2600
1042 DATA OPEN,2800,PICK,3000,U,3200,D,3400,POUR,3600,I,3800,R,70,U
NLOCK,4000
1043 DATA READ,4200,QUIT,9000,PLACE,4600,STOP,9000,GIVE,4800,ENTER
1044 DATA 5000
1050 DATA OBJECTS
1060 DATA KEY,-1,SAW,4,PAN.S Y,4,KNIFE,3,FORK,-1,FRUIT,2,10P,-1,CUP,-
1,WATER,3
1061 DATA PAPER,-1,LITTER,18,50P,-1
1064 READD$:IFD$<>"LOCATIONS"THEN9999
```

```
1065 FORN=1TONL
1070 REPEAT:READP$:IFP$<>"*"THENL$(N)=L$(N)+P$
1080 UNTILP$="*"
1090 READNO%(N),EA%(N),SO%(N),WE%(N)
1095 NEXT
1096 READD$:IFD$<>"END"THEN9999
1097 RETURN
1098 DATA LOCATIONS
1100 DATA"YOU ARE AT THE ENTRANCE TO YOUR HOUSE. THE DOOR IS LOCKED
SO THAT I
1105 DATA"T WILL NOTOPEN.  EXITS NORTH AND EAST. ",*,2,3,0,0
1110 DATA"YOU ARE IN THE LOUNGE.  THERE ARE SOME DRAWERS BY THE WALL
.  ALSO,  A
1115 DATA" LIGHT TO THE NORTH IS VISIBLE, NEXT TO A SETTEE. ",*,6,0,1
,0
1120 DATA"YOU ARE IN THE KITCHEN.  THERE IS A    LOCKED DOOR TO THE
EAST.  THERE
1125 DATA" ARE SEVERAL CUPBOARDS ON THE WALL. ",*,0,0,0,1
1130 DATA"YOU ARE IN THE BACKYARD.  THERE IS A   SNAKE LYING ON THE
GROUND BY
1135 DATA" YOUR FEET",*,0,0,0,3
1140 DATA"YOU ARE AT THE BOTTOM OF SOME STAIRS.  THERE IS A CUPBOARD
 AT THE B
1145 DATA"OTTOM     BESIDE YOU. ",*,0,6,9,0
1150 DATA"YOU ARE IN THE FRONT ROOM.  THERE IS A SETTEE IN IT.  THERE
 IS ALSO
1155 DATA"A COAL    FIRE LIT.  IT LOOKS DANGEROUS.  YOU CAN SEE THE G
ARDEN THR
1160 DATA"OUGH THE WINDOW TO   THE NORTH.  SOUTH IS THE LOUNGE,  EAST
 THE HALL.
1165 DATA"THERE ARE SOME STEPS TO THE  WEST. ",*,0,7,2,5
1170 DATA"YOU ARE IN THE HALL.  A LOCKED DOOR IS ON THE NORTH WALL.
EXIT WEST.
1175 DATA *,0,0,0,6
1180 DATA"YOU ARE IN THE GARDEN.  THERE IS A ROADTO THE NORTH.  THE D
OOR SLAMS
1185 DATA" SHUT, WITHTHE KEY IN THE LOCK. ",*,14,0,0,0
1190 DATA"YOU ARE AT THE TOP OF THE STAIRS. THEREIS A ROOM TO THE SO
UTH. ",*,5
1195 DATA 0,10,0,"YOU ARE ON THE LANDING.  THERE IS A    ROOM TO THE
 SOUTH,  A
1200 DATA"ND ONE TO THE EAST",*,9,11,12,0
1205 DATA"YOU ARE BY A BED.  EXIT WEST. ",*,0,0,0,10
1210 DATA"YOU ARE IN A BEDROOM WITH A BED TO THESOUTH.  THERE IS A C
UPBOARD T
1215 DATA"O THE LEFTOF YOU. ",*,10,0,13,0
1220 DATA"YOU ARE BY A BED.  EXIT NORTH. ",*,12,0,0,0
1225 DATA"YOU ARE BY THE ROAD,  WICH RUNS EAST-  WEST.  THERE IS A HO
USE TO TH
1230 DATA"E NORTH,   ACROSS THE ROAD. ",*,15,16,0,17
1235 DATA"YOU HAVE JUST BEEN RUN OVER BY A CAR. ",*,0,0,0,0
1240 DATA"THE ROAD COMES TO A DEAD END AT THE   EAST.  THERE IS A CA
R PARK TO
1245 DATA" THE EAST AND A PATH WEST. ",*,15,18,0,14
1250 DATA"THE ROAD RUNS EAST-WEST.  THERE IS A   TOWER TO THE EAST. "
,*,15,14
```





```
1255 DATA 0,19,"YOU ARE IN THE CAR PARK.  THERE IS A   LITTER BIN BY
 YOUR SID
1260 DATA"E.  EXIT WEST",*,0,0,0,16
1265 DATA"YOU ARE BY BLACKPOOL TOWER.  YOU CAN   HEAR THE SEA IN THE
 DISTANCE
1270 DATA".  THERE ISA MAN AT THE DOOR WHO WOULD LIKE 50P. ",*,0,17,0
,0
1999 DATA END
2000 FD=0:FORN=1TONI:IFO$(N)=B$ANDL%(N)=0THENPRINT"OKAY...":FD=1:I=
I-1:L%(N)=RM
2002 IFB$=""THENPRINT"GET WHAT ?":GOTO90
2010 NEXT
2020 IFFD=0THENPRINT"I DON'T HAVE A ";B$;" !"
2030 GOTO 90
2200 IFI>=5THENPRINT"I CAN'T CARRY ANY MORE.":GOTO90
2202 IFB$=""THENPRINT"GET WHAT?":GOTO90
2205 FD=0:FORN=1TONI:IFO$(N)=B$ANDL%(N)=RMTHENPRINT"OKAY.":I=I+1:FD
=1:L%(N)=0
2210 NEXT
2220 IFFD=0THEN150
2230 GOTO 90
2400 IFB$=""THENINPUT"EAT WHAT";B$:GOTO2400
2410 IFB$="FRUIT"ANDL%(6)=0THENPRINT"IT WAS  POISONED.":GOTO9000
2499 PRINT"I MUST HAVE THE ";B$;" TO":PRINT"BE ABLE TO  EAT IT.":GO
TO90
2600 FD=0:FORN=1TONI:IFL%(N)<>RMTHENNEXT:GOTO2630
2610 IFFD=0THENPRINT:PRINT"I CAN SEE...":FD=1
2620 PRINT"A ";O$(N):NEXT:GOTO90
2630 IFFD=0ANDV$="LOOK"THENPRINT"I CAN'T SEE ANYTHING SPECIAL."
2640 GOTO 90
2800 IFB$=""THENINPUT"OPEN WHAT";B$
2805 IFB$="CUPBOARD"THEN2850
2810 IFB$="DOOR"THEN2900
2815 IFB$="DRAWER"THENPRINT"THERE ARE SOME PAPERS AND A FORK.":L%(1
0)=2
2816 IFB$="DRAWER"THENL%(5)=2:GOTO90
2849 GOTO 150
2850 IFRM=5THENPRINT"THERE IS AN ELECTRIC MTER WITH .10P ON IT.":L%(
7)=5:GOTO90
2860 IFRM=3THENPRINT"IT'S FULL OF CUPS.":L%(8)=3:GOTO90
2865 IFRM=12ANDLK%=1THENPRINT"IT'S LOCKED.":GOTO90
2870 IFRM=12THENPRINT"THERE IS A KEY INSIDE.":L%(1)=12:GOTO90
2899 GOTO 150
2900 IFRM=7ANDLL%=1THENPRINT"IT'S LOCKED.":GOTO90
2901 IFRM=3ANDLB%=0THENSO%(3)=4:GOTO90
2905 IFRM=7ANDLL%=0THENPRINT"YOU CAN SEE THROUGH TO THE GARDEN.":NO
%(7)=8:GOTO90
2910 IFRM=3ANDLB%=0THENPRINT"YOU CAN WALK IN.  TO THE BACKYARD TO THE
SOUTH."
2999 GOTO150
3000 IFB$=""THENINPUT"PICK WHAT";B$
3005 IFB$="LOCK"THEN3020
3019 GOTO 150
3020 IFRM=7THENPRINT"I CAN'T PICK THIS LOCK.":GOTO90
3030 IFL%(5)<>0THENPRINT"I NEED SOMETHING WITH SPIKES ON IT.":GOTO9
0
```

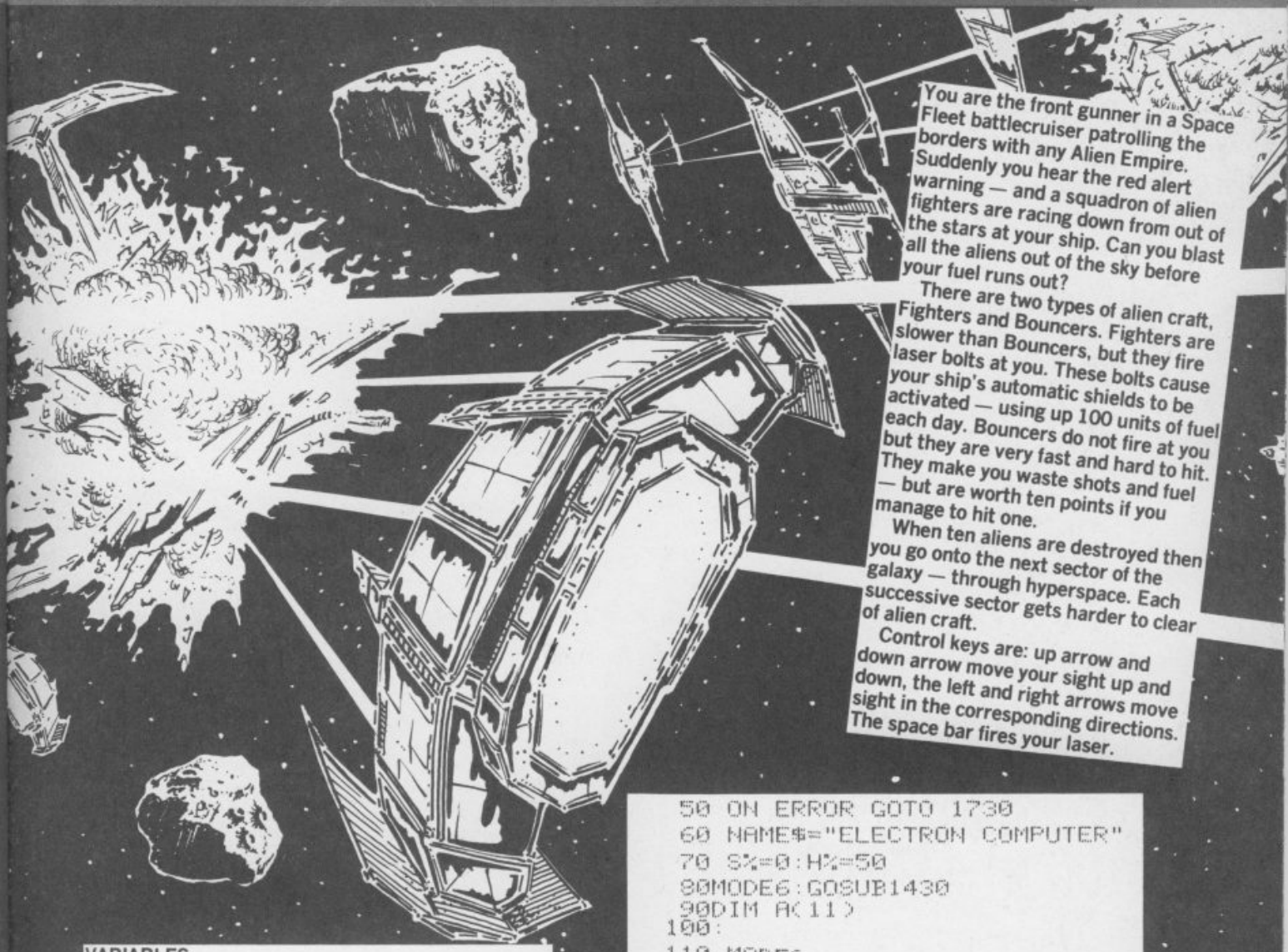


```
3040 IFRM=12THENLK%=0:PRINT"OKAY...":GOTO90
3099 GOTO 150
3200 IFRM=5THENRM=9:GOTO70ELSE140
3400 IFRM=9THENRM=5:GOTO70ELSE140
3600 IFB$=""THENINPUT"POUR WHAT";B$
3605 IFB$="WATER"THEN3650
3649 GOTO 150
3650 IFL%(9)<>0THEN150
3660 PRINT"THE FIRE HAS BEEN PUT OUT BY THE WATER":FO=1
3665 L%(9)=.3:I=I-1
3670 GOTO 90
3800 FD=0:FORN=1TONI:IFL%(N)<>0THENNEXT:GOTO3840
3810 IFFD=0THENPRINT"I HAVE THE FOLLOWING...":FD=1
3820 PRINT"A ";O$(N):NEXT
3840 IFFD=0THENPRINT"I DON'T HAVE ANYTHING."
3850 GOTO 90
4000 IFB$=""THENINPUT"UNLOCK WHAT";B$
4005 IFL%(1)<>0THENPRINT"BUT I HAVE NO KEY.":GOTO90
4010 IFRM=7THENLL%=0:PRINT"OKAY.":GOTO90
4015 IFRM=3THENLB%=0:PRINT"OKAY.":GOTO90
4200 IFB$=""THENINPUT"READ WHAT";B$
4205 IFB$="PAPER"ANDL%(10)=0THENPRINT"IT'S BLANK.":GOTO90
4249 GOTO 150
4600 IFB$=""THENINPUT"PLACE WHAT WHERE";B$
4610 IFLEFT$(B$,6)="LITTER"THEN4650
4649 GOTO 150
4650 IF(MID$(B$,8)="IN BIN"ORMID$(B$,8)="IN LITTER BIN")ANDRM=18THE
N4660
4655 PRINT"I CAN'T PUT IT THERE.":GOTO90
4660 PRINT"THE POLICEMAN WATCHING YOU WAS        DELIGHTED. HE HAS
GIVEN YOU 50P
4665 L%(12)=0:L%(11)=-1:GOTO90
4800 IFB$=""THENINPUT"GIVE WHAT TO WHAT";B$
4801 IFRM<>19THENPRINT"I CAN'T DO THAT YET.":GOTO90
4805 IFLEFT$(B$,3)="MAN"THEN4850
4849 GOTO 150
4850 IFL%(12)<>0THENPRINT"BUT I DON'T HAVE 50P TO GIVE.":GOTO90
4855 PRINT"HE WILL NOW LET YOU IN.":E%=1:GOTO90
5000 IFB$=""THENINPUT"ENTER WHAT";B$
5005 IFB$="TOWER"ANDE%=1THENPRINT"YOU HAVE SUCCESSFULLY COMPLETED T
HIS  GAME.":END
5010 IFB$="TOWER"ANDE%=0THENPRINT"THE DOORKEEPER STOPS YOU. HE WANT
S 50P":GOTO90
5049 GOTO 150
9000 INPUT"DO YOU WANT TO TRY AGAIN";Y$:IFY$="Y"THENRUN
9001 END
9999 PRINT:PRINT"?MESSY DATA ERROR";:END
60000 INPUT"HOW MANY TIMES SHOULD I SAVE";H
60001 FORA=1TOH
60002 PRINT"SAVING IT IN FAST...":CSAVE"BLACKPOOL TOWER",AUTO
60003 WAIT100
60004 PRINT"SAVING IT.  IN SLOW...":CSAVE"BLACKPOOL TOWER",S,AUTO
60005 WAIT500:PRINT:PRINT
60006 NEXTA
```

GAME: FRONT GUNNER

AUTHOR: SEAN AKERS

RUNS ON: A BBC B in 32k



You are the front gunner in a Space Fleet battlecruiser patrolling the borders with any Alien Empire. Suddenly you hear the red alert warning — and a squadron of alien fighters are racing down from out of the stars at your ship. Can you blast all the aliens out of the sky before your fuel runs out?

There are two types of alien craft, Fighters and Bouncers. Fighters are slower than Bouncers, but they fire laser bolts at you. These bolts cause your ship's automatic shields to be activated — using up 100 units of fuel each day. Bouncers do not fire at you but they are very fast and hard to hit. They make you waste shots and fuel — but are worth ten points if you manage to hit one.

When ten aliens are destroyed then you go onto the next sector of the galaxy — through hyperspace. Each successive sector gets harder to clear of alien craft.

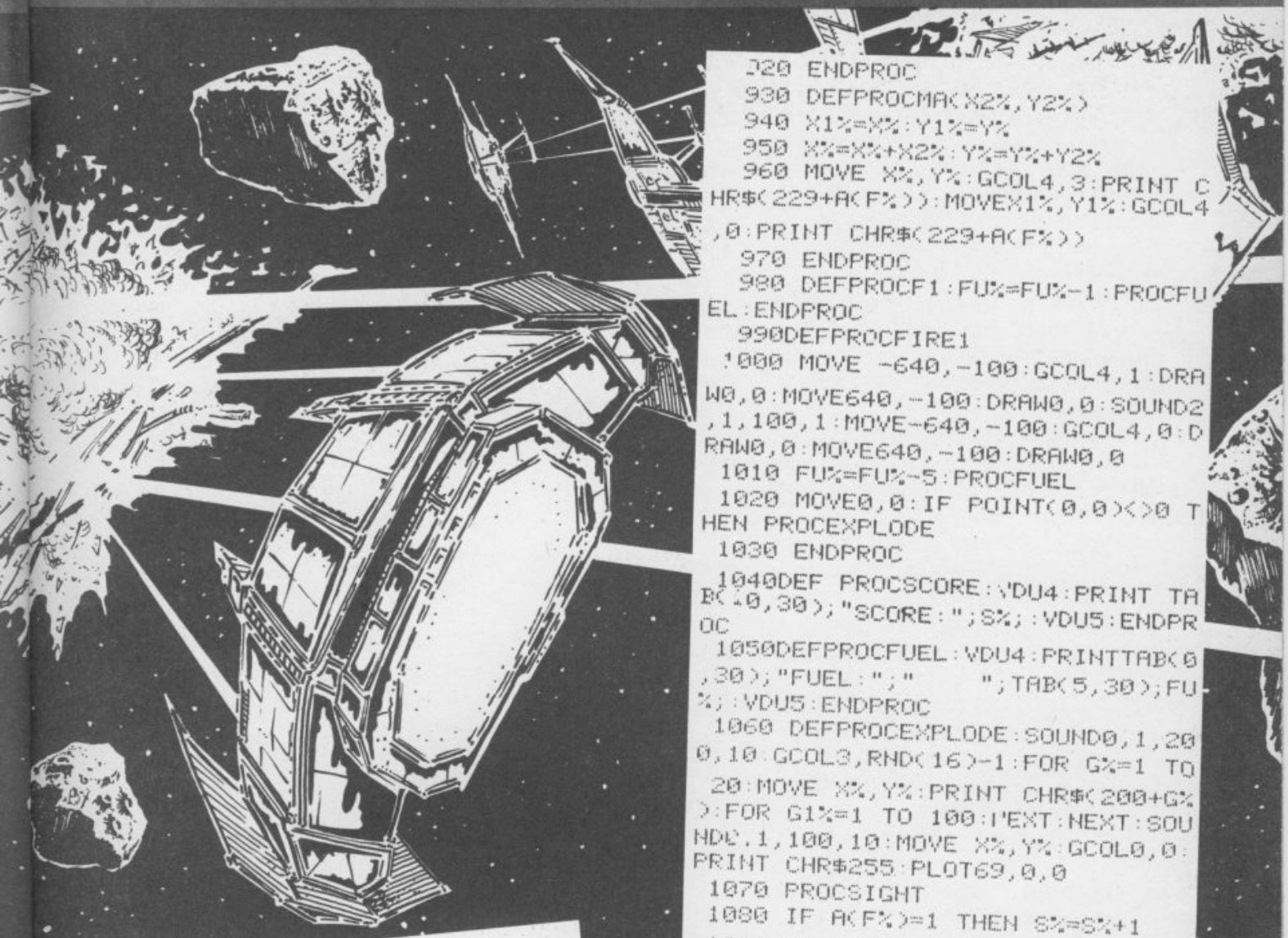
Control keys are: up arrow and down arrow move your sight up and down, the left and right arrows move sight in the corresponding directions. The space bar fires your laser.

```
   50 ON ERROR GOTO 1730
   60 NAME$="ELECTRON COMPUTER"
   70 S%=0:H%=50
   80MODE6:GOSUB1430
   90DIM A(11)
  100:
  110 MODE2
  120 SHEET=0
  130 VDU22,2
  140 SHEET=SHEET+1
  150 VDU23;8202;0;0;0;
  160 VDU23,255,255,255,255,255,
255,255,255,255
  170 W$=CHR$255+CHR$255+CHR$255
+CHR$10+CHR$8+CHR$8+CHR$8+CHR$25
5+CHR$255+CHR$255+CHR$10+CHR$8+C
HR$8+CHR$8+CHR$255+CHR$255+CHR$2
55
  180 *FX4,1
  190 GCOL0,9:VDU29,640;512;
  200MOVE-10,0:DRAW-50,0:MOVE20,
0:DRAW60,0:MOVE0,10:DRAW0,50:MOV
E0,-10:DRAW0,-50
  210GCOL0,7:MOVE-150,100:MOVE-1
50,150:PLOT85,150,150:MOVE150,10
0:PLOT85,-150,100
  220MOVE-150,150:MOVE-100,150:P
LOT85,-150,-100:MOVE-100,-100:PL
OT85,-100,150
```

VARIABLES

NAME:	Holds the name of the high score holder.
S%:	Holds the value of the players score.
H%:	Holds the value of the current high score.
SHEET:	Holds the sector number. It is used to control the difficulty of the game.
FU%:	Holds the amount of fuel left.
ARRAY A(x):	Holds the type of alien to appear. If A(x) = 1 then a fighter will appear, if a 2 then a bouncer will appear and if it equals 0 then the alien is destroyed.
MAX%:	Holds the number of times the alien can fire at you.
DV% & DH%:	Random numbers used to say whether the alien moves up, down, left or right.
XI%:	Holds the old X co-ordinate of the alien.
YI%:	Holds the old Y co-ordinate of the alien.
X%:	Holds the current Y co-ord of the alien.
Y%:	Holds the current Y co-ord of the alien.
EXI%:	X co-ord of where first alien laser bolt strikes.
EYI%:	X co-ord of where first alien laser bolt strikes.
EX2%:	X co-ord of where second alien laser bolt strikes.
EY2%:	Y co-ord of where second alien laser bolt strikes.

```
  230MOVE-150,-100:MOVE-150,-150
:PLOT85,150,-150:MOVE150,-100:PL
OT85,-150,-100
  240MOVE100,-100:MOVE150,-100:P
LOT85,100,150:MOVE150,150:PLOT85
,150,-100
  250MOVE100,100:MOVE600,512:PL
T85,640,512
  260MOVE640,490:PLOT85,100,100
  270MOVE100,-100:MOVE600,-512:P
LOT85,640,-512
  280MOVE640,-490:PLOT85,100,-10
0
  290MOVE-100,100:MOVE-600,512:P
LOT85,-640,512
  300MOVE-640,490:PLOT85,-100,10
0
  310MOVE-100,-100:MOVE-600,-512
:PLOT85,-640,-512:MOVE-640,-490:
PLOT85,-100,-100
  320FOR F%=1TO50:PLOT69,RND(128
0)-640,RND(1024)-512:NEXT
  330 FU%=4000-(100*SHEET)
  340 IF SHEET>3 THEN FU%=4000
  350 MOVE-640,-450:MOVE-640,-51
2:PLOT85,640,-450:MOVE640,-512:P
LOT85,-640,-512
  360 VDU4:COLOUR4:COLOUR135:PRI
NT TAB(0,30);"FUEL:";FU%;TAB(10,
30);"SCORE:";S%;
  370 VDU5
  380 MOVE-640,-512:DRAW-640,511
:DRAW639,511:DRAW639,-512
  390 FOR V%=1 TO 10
  400 D=RND(4)
  410 IF D=1 THEN A(V%)=2
  420 IF D>1 THEN A(V%)=1
  430 NEXT V%
  440 VDU19,8,7,3;:VDU19,15,3;0;
  450 FOR F%=1 TO 10
  460 MAX%=4+(SHEET DIV 3)
  470 L%=RND(2):IF L%=2 THEN X%=
-640 ELSE X%=640
  480 Y%=RND(1024)-512:MOVE X%,Y
%:GCOL4,3:PRINT CHR$(229+A(F%))
  490 GCOL0,0:MOVE-90,90:MOVE-90
,-90:PLOT85,90,90:PLOT85,90,-90:
PROCSIGHT
  500 *FX15,0
  510 REPEAT:PROCALIEN:PROCKEYS:
PROCKEYS:PROCKEYS:PROCF1
  520 UNTIL A(F%)=0 OR FU%<=0
  530 IF FU%<=0 THEN PROCEND
  540 *FX 15,0
  550 X%=0:Y%=0:X1%=X%:Y1%=Y%
  560 NEXT
  570 PROCHYPERSPACE
  580 GOTO 130
  590 DEFPROCALIEN
  600 DH%=RND(2):DV%=RND(2)
  610 X1%=X%:Y1%=Y%
  620 IF DV%=1 THEN  Y%=Y%+(35*A
(F%)+(SHEET*2))ELSE Y%=Y%-(35*A(
F%)+(SHEET*2))
  630 IF DH%=1 THEN X%=X%+(16*A(
F%)+(SHEET*2))ELSE X%=X%-(16*A(F
%)+(SHEET*2))
  640 IF X%<-620 THEN X%=-620
  650 IF X%>620 THEN X%=620
  660 IF Y%<-490 THEN Y%=-490
  670 IF Y%>500 THEN Y%=500
  680 MOVE X%,Y%:GCOL4,3:PRINT C
HR$(229+A(F%))
  690 MOVE X1%,Y1%:GCOL4,0:PRINT
CHR$(229+A(F%));
  700 IF A(F%)=1 THEN FP%=RND(30
):IF FP%<(1+SHEET) AND MAX%<>0 T
HEN PROCFIRE
  710 *FX15,0
  720 ENDPROC
  730 DEFPROCFIRE
  740 MAX%=MAX%-1
  750 ENVELOPE 1,129,-10,-20,-1,
20,20,-128,0,0,0,-1,126,0
  760 VDU19,3,10,0,0,0
  770 SOUND1,1,100,1
  780 EX1%=RND(200)-100:EY1%=RND
(200)-100:EX2%=RND(200)-100:EY2%
=RND(200)-100
  790 MOVE X%+32,Y%-16:GCOL4,14:
PLOT21,EX1%,EY1%:PRINTCHR$215:MO
VEX%+32,Y%-16:PLOT21,EX2%,EY2%:P
RINTCHR$217
```



```
 800 FOR G%=1 TO 1500:NEXT
 810 MOVEX%+32,Y%-16:GCOL4,0:PL
OT21,EX1%,EY1%:PRINTCHR$215:MOVE
X%+32,Y%-16:PLOT21,EX2%,EY2%:PRI
NTCHR$217
 820 SOUND0,1,6,1
 830 FOR G%=1 TO 10:VDU19,0,RND
(16)-1,0,0,0:VDU19,7,RND(16)-1,0
,0,0:FOR G1%=1 TO 1000:NEXT NEXT
:VDU19,0,0,0,0,0,0,19,7,7,0,0,0
 840 FU%=FU%-100:PROCFUEL:ENDPR
OC
 850 DEFPROCKEYS
 860 IF INKEY(-58) PROCMA(0,-16
)
 870 IF INKEY(-42) PROCMA(0,16)
 880 IF INKEY(-26) PROCMA(32,0)
 890 IF INKEY(-122) PROCMA(-32,
0)
 900 IF INKEY(-99) PROCFIRE1
 910 *FX15,0
 920 ENDPROC
 930 DEFPROCMA(X2%,Y2%)
 940 X1%=X%:Y1%=Y%
 950 X%=X%+X2%:Y%=Y%+Y2%
 960 MOVE X%,Y%:GCOL4,3:PRINT C
HR$(229+A(F%)):MOVEX1%,Y1%:GCOL4
,0:PRINT CHR$(229+A(F%))
 970 ENDPROC
 980 DEFPROCF1:FU%=FU%-1:PROCFU
EL:ENDPROC
 990DEFPROCFIRE1
1000 MOVE -640,-100:GCOL4,1:DRA
W0,0:MOVE640,-100:DRAW0,0:SOUND2
,1,100,1:MOVE-640,-100:GCOL4,0:D
RAW0,0:MOVE640,-100:DRAW0,0
1010 FU%=FU%-5:PROCFUEL
1020 MOVE0,0:IF POINT(0,0)<>0 T
HEN PROCEXPLODE
1030 ENDPROC
1040DEF PROCSCORE:VDU4:PRINT TA
B(.0,30);"SCORE:";S%;:VDU5:ENDPR
OC
1050DEFPROCFUEL:VDU4:PRINTTAB(0
,30);"FUEL:";"     ";TAB(5,30);FU
%;:VDU5:ENDPROC
1060 DEFPROCEXPLODE:SOUND0,1,20
0,10:GCOL3,RND(16)-1:FOR G%=1 TO
20:MOVE X%,Y%:PRINT CHR$(200+G%
):FOR G1%=1 TO 100:NEXT:NEXT:SOU
ND0,1,100,10:MOVE X%,Y%:GCOL0,0:
PRINT CHR$255:PLOT69,0,0
1070 PROCSIGHT
1080 IF A(F%)=1 THEN S%=S%+1
1090 IF A(F%)=2 THEN S%=S%+10
1100PROCSCORE:FOR G%=1 TO 4000:
NEXT
1110 A(F%)=0
1120 ENDPROC
1130 DEFPROCSIGHT
1140 GCOL0,9:MOVE-10,0:DRAW-50,
0:MOVE20,0:DRAW60,0:MOVE0,10:DRA
W0,50:MOVE0,-10:DRAW0,-50
1150 ENDPROC
1160 DEFPROCHYPERSPACE
1170 S%=S%+FU% DIV 10:PROCFUEL
1180 FOR I%=1 TO 30
1190 VDU19,0,RND(16)-1,0,0,0
1200 MOVE0,0:GCOL4,RND(16)-1:DR
AW640,512:MOVE0,0:DRAW640,256:MO
VE0,0:DRAW640,0:MOVE0,0:DRAW640,
-256:MOVE0,0:DRAW640,-512:MOVE0,
0:DRAW320,-512:MOVE0,0:DRAW0,-51
2:MOVE0,0:DRAW-320,-512:MOVE0,0:
DRAW-640,-512:MOVE0,0:DRAW-640,-
256:MOVE0,0
```

GAME: ZOMBIES

AUTHOR: MACER GIFFORD

RUNS ON: A VIC 20 IN 3.5K

Are you cunning enough to outwit the hoardes of evil Zombies out for your blood? Are you clever enough to avoid being eaten? Or are you stupid enough to attempt to head-butt one and end up as worms' meat at the bottom of a crevasse?! In any event the aim of this game is to lure the Zombies into strategically placed pits and trap them. You appear as a smiling face in the centre of an area full of nasty zombies and those all important pits. To win you must lure all the zombies into the pits — but beware — they always move straight towards you and may join in twos or threes to attack!

So a good strategy in this case is to lure them into a group and position yourself so all the zombies attacking you fall into one pit. A good trick if you can pull it off!

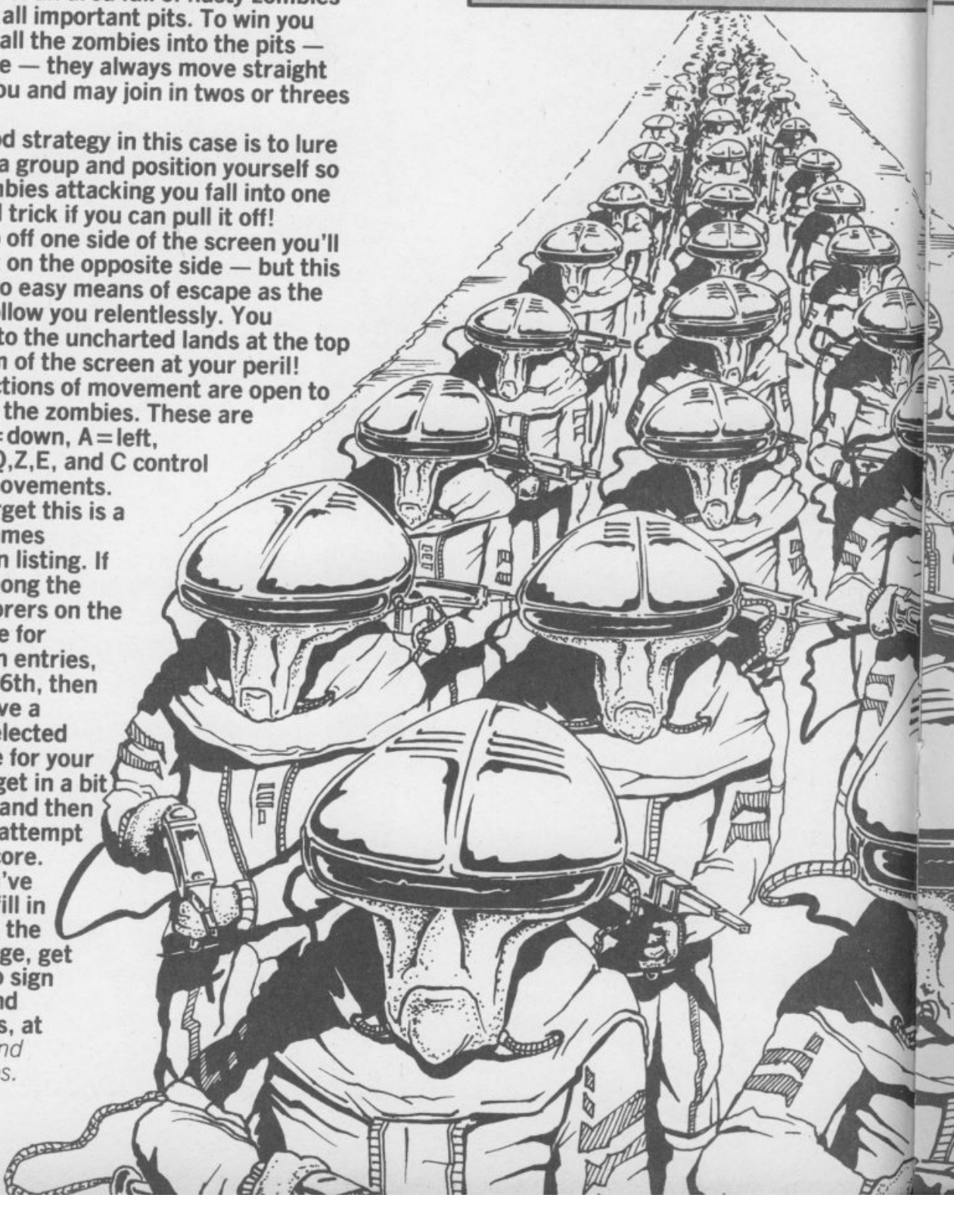
If you go off one side of the screen you'll come back on the opposite side — but this provides no easy means of escape as the zombies follow you relentlessly. You venture into the uncharted lands at the top and bottom of the screen at your peril! Eight directions of movement are open to you — and the zombies. These are W=up, X=down, A=left, D=right, Q,Z,E, and C control diagonal movements.

Don't forget this is a Book of Games competition listing. If you are among the top five scorers on the closing date for competition entries, February 16th, then you'll receive a specially selected games tape for your Vic-20. So get in a bit of practice and then make your attempt at a high score.

Once you've done that, fill in the form on the contents page, get a witness to sign it for you and send it to us, at *Computer and Video Games.*

Breakdown of the program:

Lines 5-40:	initialisation and preparation.
Lines 50-90:	position and draw zombies and pits.
Lines 130-180:	moves smiling face and checks for zombie or pit.
Lines 190-240:	moves zombies and checks for smiling face or pit.



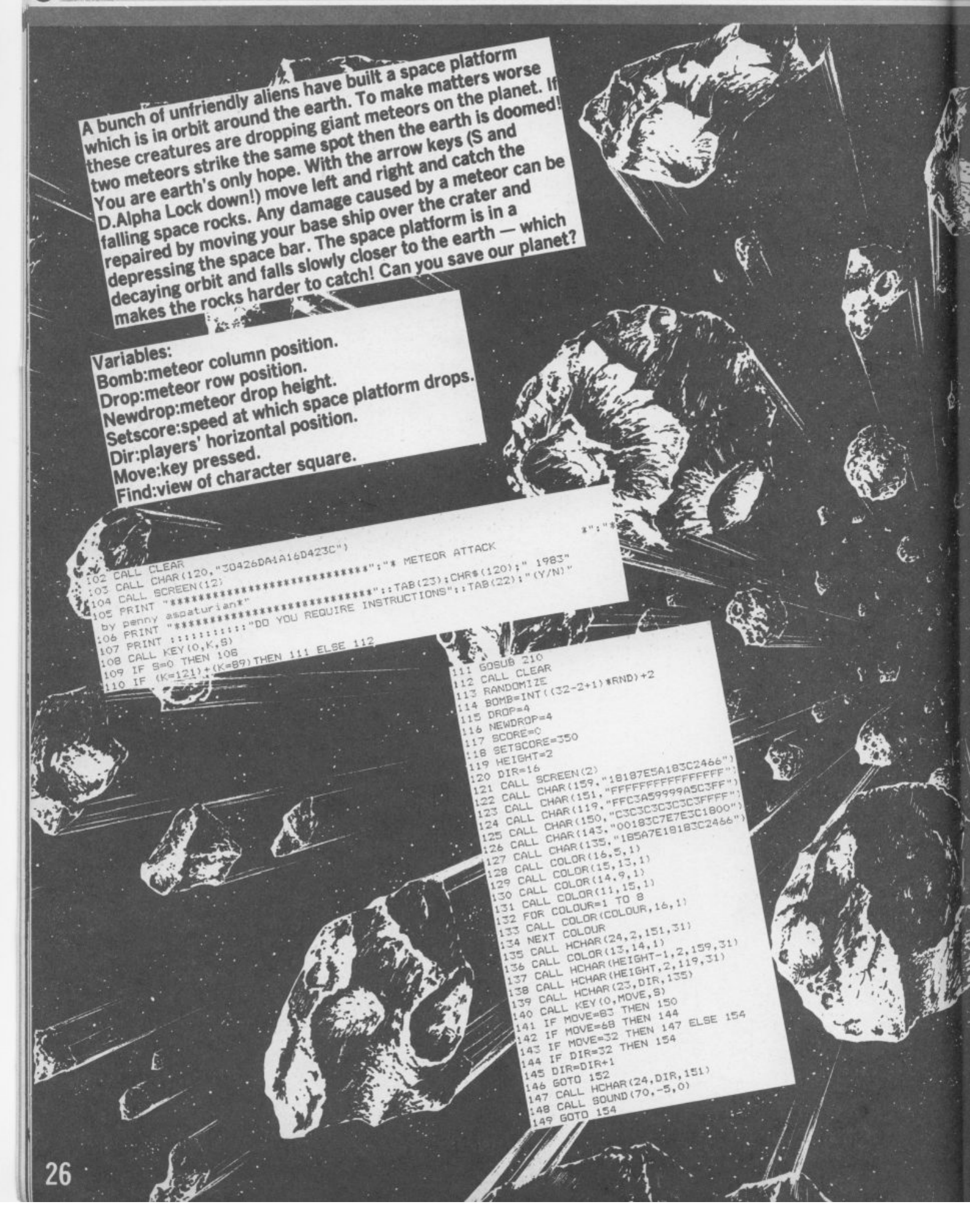
Lines 400-420:	sound effects and scoring when zombie falls in pit.
Lines 500-715:	sound effects and message for player's death.
Lines 718-730:	plays tune.
Lines 740-770:	prints scores and prepares for another game.
Lines 2000-2080:	sets up user defined graphics.

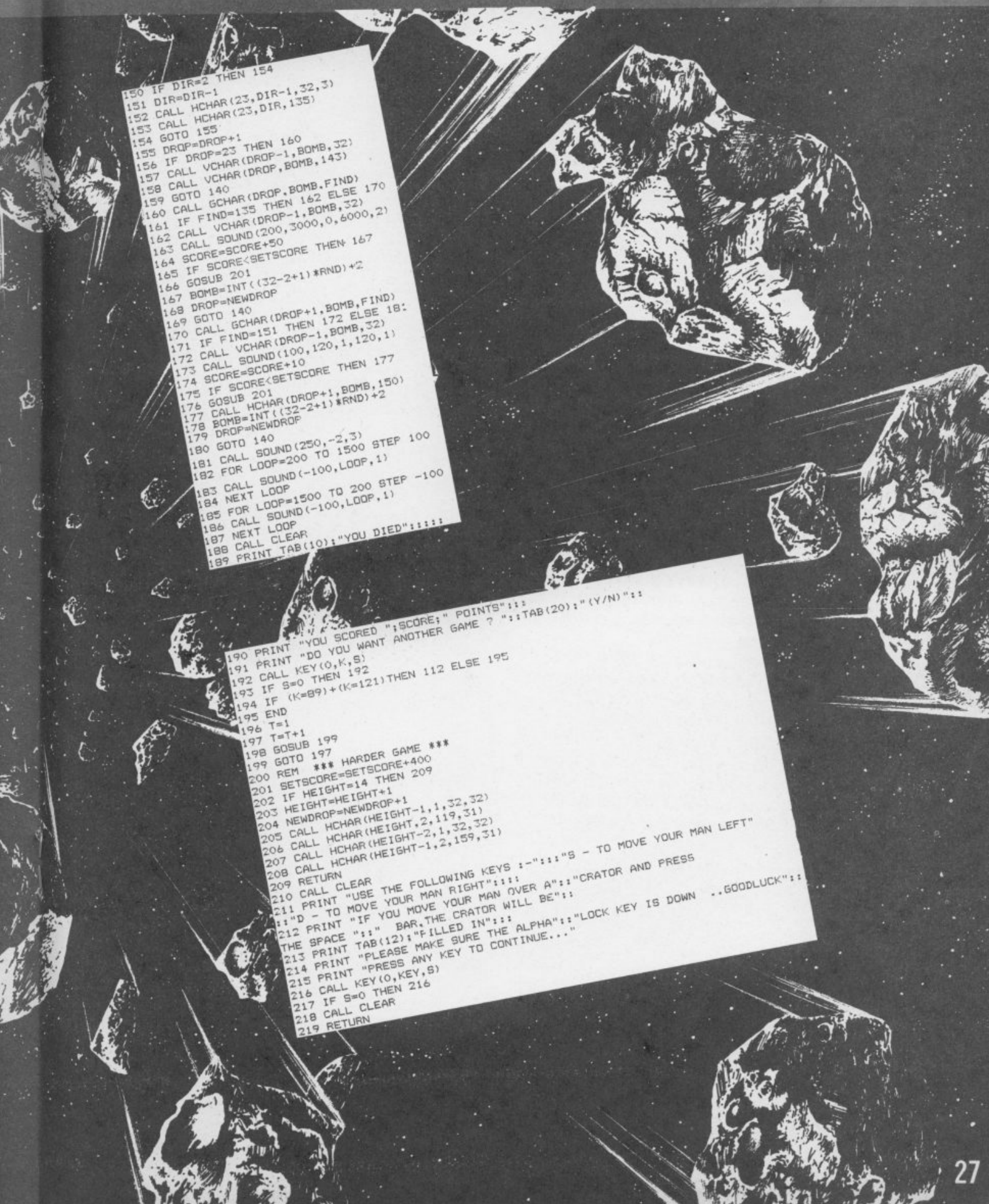
```
 5 POKE36879,8
 10 PRINT"■■■
```

GAME: METEOR ATTACK

AUTHOR: PENNY ASPATURIAN

RUNS ON: A TEXAS TI 99/4A IN 14K





```
150 IF DIR=2 THEN 154
151 DIR=DIR-1
152 CALL HCHAR(23,DIR-1,32,3)
153 CALL HCHAR(23,DIR,135)
154 GOTO 155
155 DROP=DROP+1
156 IF DROP=23 THEN 160
157 CALL VCHAR(DROP-1,BOMB,32)
158 CALL VCHAR(DROP,BOMB,143)
159 GOTO 140
160 CALL GCHAR(DROP,BOMB,FIND)
161 IF FIND=135 THEN 162 ELSE 170
162 CALL VCHAR(DROP-1,BOMB,32)
163 CALL SOUND(200,3000,0,6000,2)
164 SCORE=SCORE+50
165 IF SCORE<SETSCORE THEN 167
166 GOSUB 201
167 BOMB=INT((32-2+1)*RND)+2
168 DROP=NEWDROP
169 GOTO 140
170 CALL GCHAR(DROP+1,BOMB,FIND)
171 IF FIND=151 THEN 172 ELSE 18:
172 CALL VCHAR(DROP-1,BOMB,32)
173 CALL SOUND(100,120,1,120,1)
174 SCORE=SCORE+10
175 IF SCORE<SETSCORE THEN 177
176 GOSUB 201
177 CALL HCHAR(DROP+1,BOMB,150)
178 BOMB=INT((32-2+1)*RND)+2
179 DROP=NEWDROP
180 GOTO 140
181 CALL SOUND(250,-2,3)
182 FOR LOOP=200 TO 1500 STEP 100
183 CALL SOUND(-100,LOOP,1)
184 NEXT LOOP
185 FOR LOOP=1500 TO 200 STEP -100
186 CALL SOUND(-100,LOOP,1)
187 NEXT LOOP
188 CALL CLEAR
189 PRINT TAB(10);"YOU DIED"::::
```

```
190 PRINT "YOU SCORED ";SCORE;" POINTS":::
191 PRINT "DO YOU WANT ANOTHER GAME ? ";:TAB(20);"(Y/N)"::
192 CALL KEY(0,K,S)
193 IF S=0 THEN 192
194 IF (K=89)+(K=121)THEN 112 ELSE 195
195 END
196 T=1
197 T=T+1
198 GOSUB 199
199 GOTO 197
200 REM  *** HARDER GAME ***
201 SETSCORE=SETSCORE+400
202 IF HEIGHT=14 THEN 209
203 HEIGHT=HEIGHT+1
204 NEWDROP=NEWDROP+1
205 CALL HCHAR(HEIGHT-1,1,32,32)
206 CALL HCHAR(HEIGHT,2,119,31)
207 CALL HCHAR(HEIGHT-2,1,32,32)
208 CALL HCHAR(HEIGHT-1,2,159,31)
209 RETURN
210 CALL CLEAR
211 PRINT "USE THE FOLLOWING KEYS :-":::"S - TO MOVE YOUR MAN LEFT"
::"D - TO MOVE YOUR MAN RIGHT"::::
212 PRINT "IF YOU MOVE YOUR MAN OVER A";:"CRATOR AND PRESS
THE SPACE ";:"  BAR, THE CRATOR WILL BE";:
213 PRINT TAB(12);"FILLED IN":::
214 PRINT "PLEASE MAKE SURE THE ALPHA";:"LOCK KEY IS DOWN  ..GOODLUCK";:
215 PRINT "PRESS ANY KEY TO CONTINUE..."
216 CALL KEY(0,KEY,S)
217 IF S=0 THEN 216
218 CALL CLEAR
219 RETURN
```

GAME: FROGGA

AUTHOR: MARK WHYSALL

RUNS ON: A 2 × 81 IN 16K



This is a version of that world famous arcade game featuring a leaping amphibian which you've all come to know and love. The aim of the game is to help your friendly frog reach the safety of a lily-pad. He does this by crossing a road and a river — helped out by turtles and floating logs. There is a clock which gives you just 90 seconds to negotiate the road and the river — if you don't make it in time then again you'll lose a life. When you have helped five frogs to safety you move onto the next screen.

Screen two is the same as the first screen, but on screen three the road becomes even more dangerous with a heavy build up of fast moving traffic. A snake appears on this screen — which can give your frog a deadly bite.

The game also features a hi-score Hall of Fame — so you can show off to all your friends if you get a really good score!

Control keys are: W for up, S for down, H for left and J for right. You get three lives. Scoring is as follows — you get 10 points for each leap forward, 50 points when you safely guide a frog to a lily-pad and 1000 points plus an extra life if you manage to complete a screen.

```
  1 LET H=0
  2 GOSUB 7000
  3 LET L=3
  4 LET LO=0
  5 LET P=1
  6 LET X=1
  8 LET X1=31
 10 LET P1=31
 11 LET S=0
 12 LET SC=1
 13 LET SS=0
 14 REM SETTING UP OF SCREEN
 15 PRINT AT 2,0;"
=X=   =X=   =X=   "   =X=   =X=
 17 PRINT AT 2,12;"SCREEN ";CHR
$ (SC+156)
 27 PRINT AT 14,0;"
"
```

```
 28 FOR F=15 TO 19
 29 PRINT AT F,0;"
"
 30 NEXT F
 31 PRINT "
"
 32 LET PP=8
 33 LET A=PEEK 16396+256*PEEK 1
5397+676
 34 LET ZZ=PEEK 16396+256*PEEK
16397+136
 35 PRINT AT 0,0;" SCORE-";S;AT
0,12;"HIGH-";H;AT 0,23;"LIVES-"
;L
 37 LET TT=30
 40 PRINT AT 1,9;"BY """;N$;"""
"
 45 PRINT AT 21,0;"TIME
"
 47 REM SETTING UP OF ROAD
 50 LET E$="II   II   II   II   I
II   II   II   II   II   II   I
II   II   II   II   II   II   I
"
 55 IF SC>2 THEN LET E$="IIII  I
IIII  IIII  IIII  IIII  IIII  I
IIII  IIII  IIII  IIII  IIII  I
"
 60 POKE A,151
 62 PRINT AT 20,0;"
"
 63 PRINT AT 14,0;"
"
 64 REM MOVEMENT OF E$ FOR TRAF
FIC
 65 PRINT AT 16,0;E$(P TO P+30)
 70 PRINT AT 18,0;E$(P1 TO P1+3
0)
 75 LET P=P+1
 80 LET P1=P1-1
 85 IF P=31 THEN LET P=1
 90 IF P1=0 THEN LET P1=33
190 REM SETTING UP OF RIVER
200 LET A$="
"
220 LET B$="0000      0000      0
0     0000      0000      0000      000
0     0000      0000      0000      000
250 IF RND>.5 THEN LET B$="0000
    ++++      0000      ++++      0000
    ++++      0000      ++++      0000
260 LET C$="
"
300 LET D$="
0000      0000      0000      0000
0000      0000      0000      0000
310 IF RND>.5 THEN LET D$="
0000      ++++      0000      ++++
0000      ++++      0000      ++++"
340 REM MOVEMENT OF LOGS AND TU
RTLES
350 PRINT AT 6,0;A$(X TO X+30)
370 PRINT AT 8,0;B$(X1 TO X1+30
)
390 PRINT AT 10,0;C$(X TO X+30)
410 PRINT AT 12,0;D$(X1 TO X1+3
0)
415 REM MOVEMENT OF SNAKE ON RI
VER BANK
420 IF SC>2 THEN PRINT AT 14,SS
;"S"
```

```
430 LET SS=SS+1
440 IF SS=31 THEN LET SS=0
450 LET X=X+1
470 LET X1=X1-1
490 IF X=31 THEN LET X=1
510 IF X1=0 THEN LET X1=33
550 LET NN=PEEK A
560 LET PP=NN
570 IF NN=0 THEN GOTO 2000
575 IF NN=184 THEN GOTO 2000
580 IF NN=46 THEN GOTO 2000
585 IF NN=21 THEN GOTO 2000
587 REM CHECK TO SEE IF FROG HA
S LANDED ON LILYPAD
590 IF A=ZZ THEN GOTO 4000
595 IF A>ZZ AND A<(ZZ+6) THEN G
OTO 2000
600 IF A=(ZZ+6) THEN GOTO 4000
605 IF A>(ZZ+6) AND A<(ZZ+12) T
HEN GOTO 2000
```

```
4040 POKE A+1,27
4050 IF LO=5 THEN GOTO 4100
4070 GOTO 32
4100 REM BONUS FOR 5 FROGSHOME
4105 PRINT AT 16,0;"          1000 PO
INT BONUS FOR 5          "
4110 PRINT AT 18,0;"                FR
OGS HOME.                "
4120 LET S=S+1000
4130 PRINT AT 0,7;S
4140 FOR T=0 TO 100
4150 NEXT T
4155 LET LO=0
4160 LET SC=SC+1
4170 LET L=L+1
4180 GOTO 15
5000 REM GAME OVER ROUTINE
5005 CLS
5010 PRINT AT 3,0;"              GAME
 OVER                    ----
-----"
5020 IF S>H THEN GOTO 5400
```

```
610 IF A=(ZZ+12) THEN GOTO 4000
615 IF A>(ZZ+12) AND A<(ZZ+18)
THEN GOTO 4000
620 IF A=(ZZ+10) THEN GOTO 4000
625 IF A>(ZZ+18) AND A<(ZZ+24)
THEN GOTO 2000
630 IF A=(ZZ+24) THEN GOTO 4000
635 IF A>(ZZ+24) AND A<=(ZZ+27)
THEN GOTO 2000
650 IF NN=52 THEN LET A=A+1
660 IF NN=136 THEN LET A=A-1
920 LET K=A
925 REM KEYS FOR MOVEMENT OF FR
OG
930 IF INKEY$="H" THEN LET K=K-
2
940 IF INKEY$="J" THEN LET K=K+
2
950 IF INKEY$="U" THEN LET K=K-
56
960 IF INKEY$="S" THEN LET K=K+
56
970 IF INKEY$="U" THEN LET S=S+
10
980 LET A=K
990 POKE A,151
995 POKE A,PP
1000 LET TT=TT-(1/2)
1010 PRINT AT 21,TT;" "
1020 IF TT=5 THEN GOTO 1900
1100 GOTO 60
1900 POKE A,189
1905 FOR T=0 TO 30
1910 PRINT AT 21,0;"TIME";AT 21,
0;"TIME"
1920 NEXT T
2000 REM DEAD FROG
2005 FOR T=0 TO 10
2010 POKE A,189
2020 NEXT T
2040 LET L=L-1
2050 IF L=0 THEN GOTO 5000
2060 LET A=PEEK 16396+256*PEEK 1
5397+575
2090 GOTO 35
4000 REM FROG REACHED LILYPAD
4005 LET S=S+50
4010 LET LO=LO+1
4020 POKE A-1,33
4030 POKE A,28
```

```
5030 PRINT AT 7,0;"YOUR FINAL SC
ORE WAS ";S
5040 PRINT AT 19,0;"     ANOTHER
GAME (Y OR N)"
5050 INPUT M$
5060 IF M$="" THEN GOTO 5050
5070 IF M$="Y" THEN GOTO 6000
5080 IF M$<>"Y" THEN STOP
5400 REM ENTERING NAME OF HIGH S
CORE GETTING
5410 LET H=S
5500 PRINT AT 5,0;"  WELL DONE Y
OU HAVE ATTAINED   TODAYS HIGHES
T SCORE SO FAR."
5510 PRINT AT 8,0;"              INPUT
 YOUR NAME                (MAX OF
 10 LETTERS)"
5520 INPUT N$
5530 IF LEN N$>10 THEN GOTO 5520
5540 PRINT AT 15,0;"A SCORE OF "
;H;" BY--";N$
5550 GOTO 5040
6000 CLS
6010 GOTO 3
7000 PRINT AT 3,4;"
```

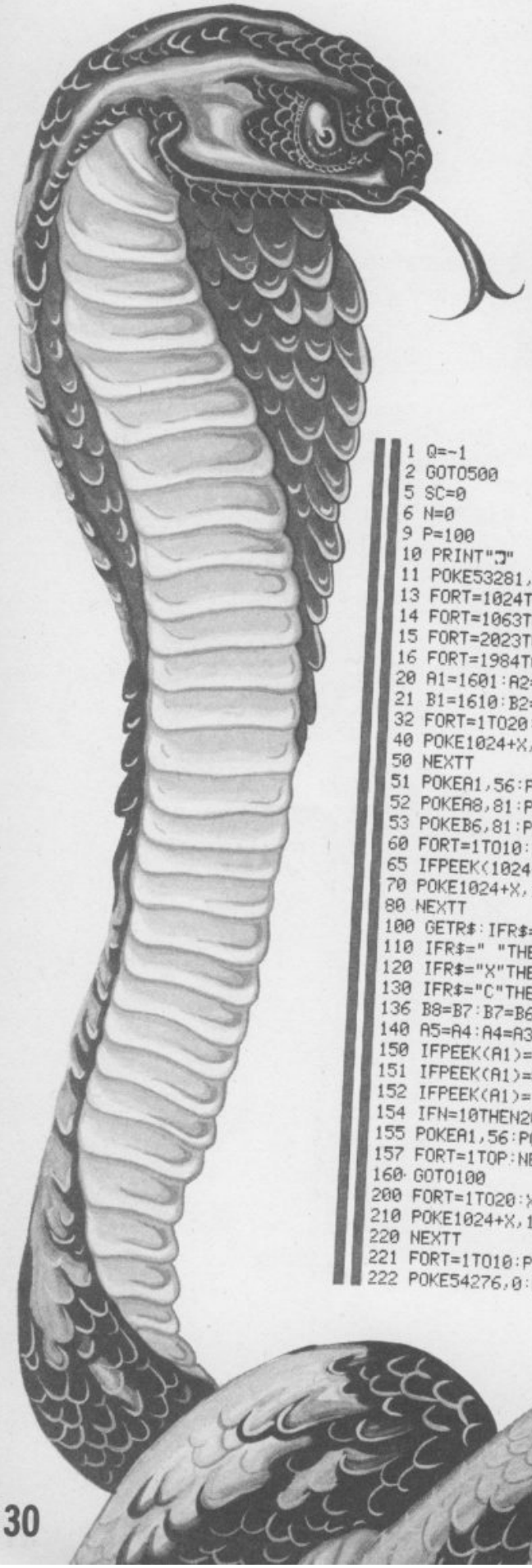


```
"
7010 PRINT AT 9,9;"BY M. WHYSALL
"
7015 PRINT AT 18,2;"PRESS N/L TO
 PLAY ""FROGGA"".."
7020 INPUT L$
7025 LET N$="??????????"
7040 IF L$="" THEN GOTO 7100
7100 CLS
7500 RETURN
9000 SAVE "FROGG"
9010 GOTO 1
```

GAME: SNAKES 64

AUTHOR: JUSTIN VETTA

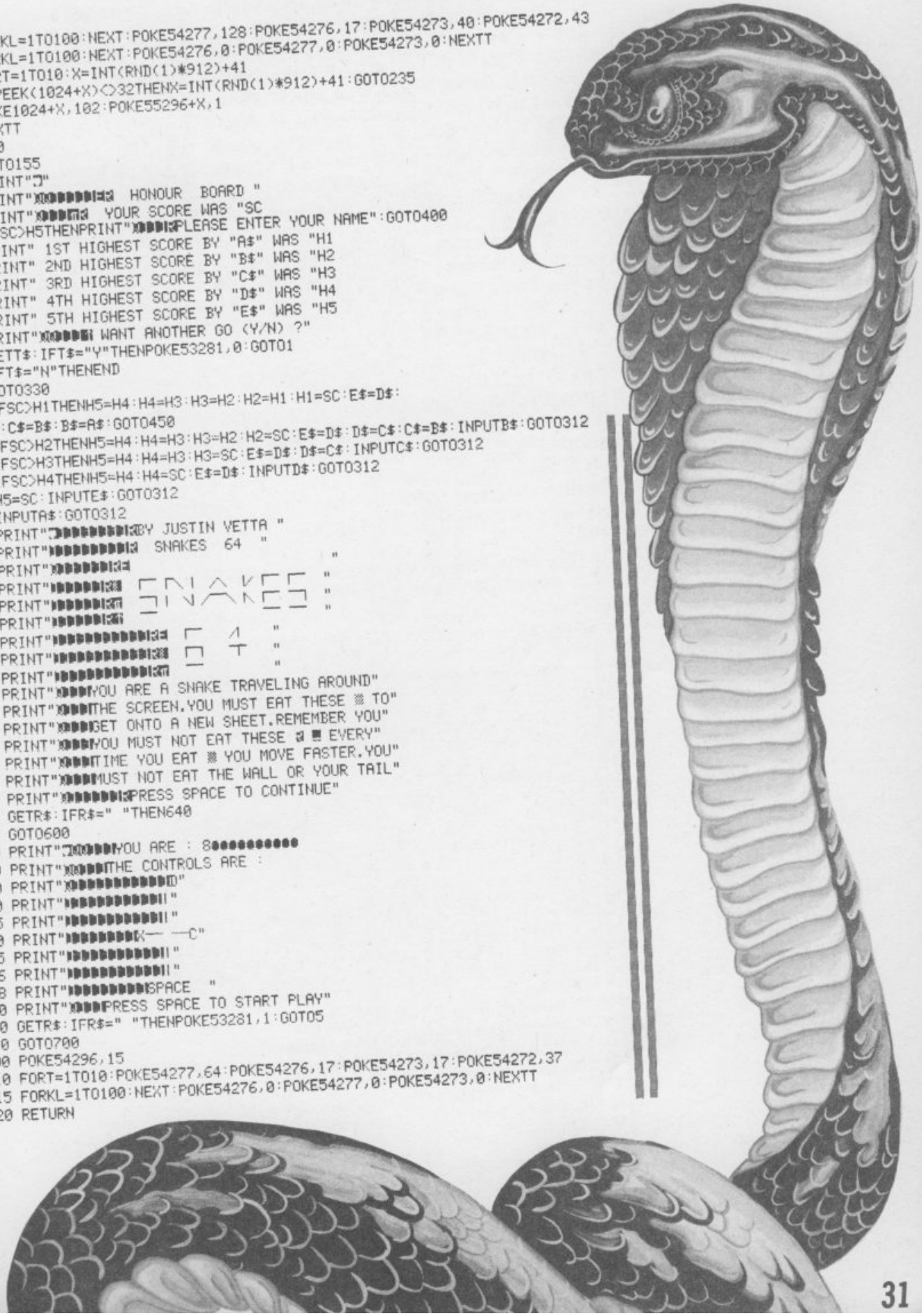
RUNS ON: A COMMODORE 64



You have to be a really slippery customer to master Sid the Snake. He zaps around the screen eating tasty snacks as he goes — and growing longer all the time. Sid moves faster after each meal and it requires split second timing to control him. You must keep Sid clear of the walls — and there are some poisonous morsels dotted around among Sid's snake food which he must not eat. You must also stop Sid running into his own tail — a difficult task as he grows longer and longer. Control Sid using D for up, Space for down, X for left and C for right. Full instructions are included in the program.

```
1 Q=-1
2 GOTO500
5 SC=0
6 N=0
9 P=100
10 PRINT"J"
11 POKE53281,0
13 FORT=1024TO1063:POKET,160:NEXT
14 FORT=1063TO2023STEP40:POKET,160:NEXT
15 FORT=2023TO1984STEP-1:POKET,160:NEXT
16 FORT=1984TO1024STEP-40:POKET,160:NEXT
20 A1=1601:A2=1602:A3=1603:A4=1604:A5=1605:A6=1606:A7=1607:A8=1608:A9=1609
21 B1=1610:B2=1611:B3=1612:B4=1613:B5=1614:B6=1615:B7=1616:B8=1617
32 FORT=1TO20:X=INT(RND(1)*954)+41
40 POKE1024+X,160
50 NEXTT
51 POKEA1,56:POKEA2,81:POKEA3,81:POKEA4,81:POKEA5,81:POKEA6,81:POKEA7,81
52 POKEA8,81:POKEA9,81:POKEB1,81:POKEB2,81:POKEB3,81:POKEB4,81:POKEB5,81
53 POKEB6,81:POKEB7,81:POKEB8,32
60 FORT=1TO10:X=INT(RND(1)*912)+41
65 IFPEEK(1024+X)<>32THENX=INT(RND(1)*912)+41:GOTO65
70 POKE1024+X,102:POKE55296+X,1
80 NEXTT
100 GETR$:IFR$="D"THENQ=-40
110 IFR$=" "THENQ=40
120 IFR$="X"THENQ=-1
130 IFR$="C"THENQ=1
136 B8=B7:B7=B6:B6=B5:B5=B4:B4=B3:B3=B2:B2=B1:B1=A9:A9=A8:A8=A7:A7=A6:A6=A5
140 A5=A4:A4=A3:A3=A2:A2=A1:A1=A1+Q
150 IFPEEK(A1)=160THEN300
151 IFPEEK(A1)=81THEN300
152 IFPEEK(A1)=102THENSC=SC+10:N=N+1:P=P-5:GOSUB800
154 IFN=10THEN200
155 POKEA1,56:POKEA2,81:POKEB8,32
157 FORT=1TOP:NEXT
160 GOTO100
200 FORT=1TO20:X=INT(RND(1)*959)+40
210 POKE1024+X,160
220 NEXTT
221 FORT=1TO10:POKE54277,64:POKE54276,17:POKE54273,17:POKE54272,37
222 POKE54276,0:POKE54277,0:POKE54273,0
```

```
223 FORKL=1TO100:NEXT:POKE54277,128:POKE54276,17:POKE54273,40:POKE54272,43
225 FORKL=1TO100:NEXT:POKE54276,0:POKE54277,0:POKE54273,0:NEXTT
230 FORT=1TO10:X=INT(RND(1)*912)+41
235 IFPEEK(1024+X)<>32THENX=INT(RND(1)*912)+41:GOTO235
240 POKE1024+X,102:POKE55296+X,1
250 NEXTT
260 N=0
270 GOTO155
300 PRINT"■"
305 PRINT"■■■■■■■■■■■■ HONOUR  BOARD "
310 PRINT"■■■■■■■■ YOUR SCORE WAS "SC
311 IFSC>H5THENPRINT"■■■■■■PLEASE ENTER YOUR NAME":GOTO400
312 PRINT" 1ST HIGHEST SCORE BY "A$" WAS "H1
313 PRINT" 2ND HIGHEST SCORE BY "B$" WAS "H2
314 PRINT" 3RD HIGHEST SCORE BY "C$" WAS "H3
315 PRINT" 4TH HIGHEST SCORE BY "D$" WAS "H4
316 PRINT" 5TH HIGHEST SCORE BY "E$" WAS "H5
320 PRINT"■■■■■■■ WANT ANOTHER GO (Y/N) ?"
330 GETT$:IFT$="Y"THENPOKE53281,0:GOTO1
340 IFT$="N"THENEND
350 GOTO330
400 IFSC>H1THENH5=H4:H4=H3:H3=H2:H2=H1:H1=SC:E$=D$:
D$=C$:C$=B$:B$=A$:GOTO450
410 IFSC>H2THENH5=H4:H4=H3:H3=H2:H2=SC:E$=D$:D$=C$:C$=B$:INPUTB$:GOTO312
420 IFSC>H3THENH5=H4:H4=H3:H3=SC:E$=D$:D$=C$:INPUTC$:GOTO312
430 IFSC>H4THENH5=H4:H4=SC:E$=D$:INPUTD$:GOTO312
440 H5=SC:INPUTE$:GOTO312
450 INPUTA$:GOTO312
500 PRINT"■■■■■■■■■■■BY JUSTIN VETTA "
510 PRINT"■■■■■■■■■■ SNAKES  64  "
515 PRINT"■■■■■■■■■■                "
520 PRINT"■■■■■■■■■■ ┌─┐┌┐┌─┐┌─┐┌─┐┌─┐ "
530 PRINT"■■■■■■■■■■ └─┐│└┘│ ├┴┐├─ ├┬┘ "
540 PRINT"■■■■■■■■■■ └─┘└  └─┘└─┘└─┘└─┘ "
541 PRINT"■■■■■■■■■■■■■■ ┌─ /\  "
542 PRINT"■■■■■■■■■■■■■■ │  ──  "
543 PRINT"■■■■■■■■■■■■■■ ┴─   "
550 PRINT"■■■■YOU ARE A SNAKE TRAVELING AROUND"
560 PRINT"■■■■THE SCREEN.YOU MUST EAT THESE ▒ TO"
570 PRINT"■■■■GET ONTO A NEW SHEET.REMEMBER YOU"
572 PRINT"■■■■YOU MUST NOT EAT THESE ■ ■ EVERY"
573 PRINT"■■■■TIME YOU EAT ▒ YOU MOVE FASTER.YOU"
575 PRINT"■■■■MUST NOT EAT THE WALL OR YOUR TAIL"
599 PRINT"■■■■■■■■PRESS SPACE TO CONTINUE"
600 GETR$:IFR$=" "THEN640
610 GOTO600
640 PRINT"■■■■■■YOU ARE : 8■■■■■■■■■■
650 PRINT"■■■■■THE CONTROLS ARE :
660 PRINT"■■■■■■■■■■■■■■"
670 PRINT"■■■■■■■■■■■■■■"
675 PRINT"■■■■■■■■■■■■■■"
680 PRINT"■■■■■■■■■X—  —C"
685 PRINT"■■■■■■■■■■■■■■"
686 PRINT"■■■■■■■■■■■■■■"
688 PRINT"■■■■■■■■■■SPACE  "
690 PRINT"■■■■PRESS SPACE TO START PLAY"
700 GETR$:IFR$=" "THENPOKE53281,1:GOTO5
710 GOTO700
800 POKE54296,15
810 FORT=1TO10:POKE54277,64:POKE54276,17:POKE54273,17:POKE54272,37
815 FORKL=1TO100:NEXT:POKE54276,0:POKE54277,0:POKE54273,0:NEXTT
820 RETURN
```



GAME: CAVERN BLAST

AUTHOR: PETER FOTHERGILL

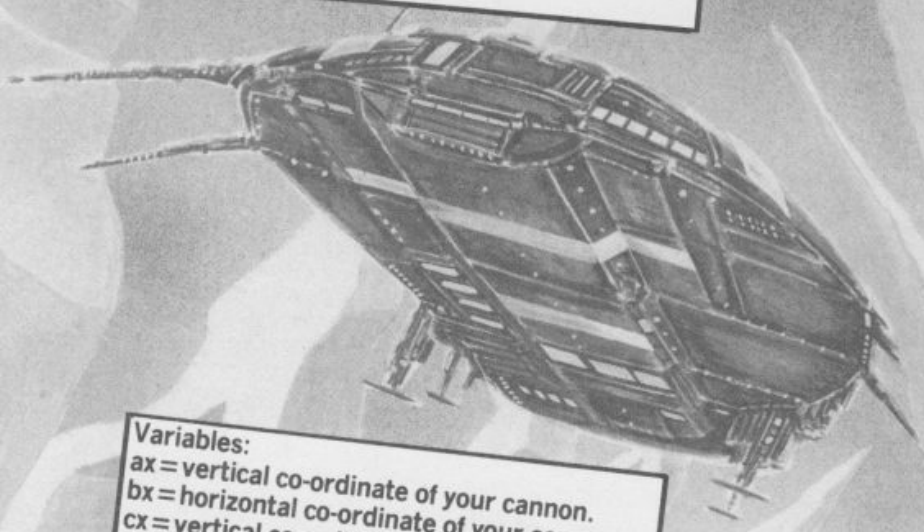
RUNS ON: A SPECTRUM IN 16K

Aliens have discovered your underground fortress — and they are making an all out attempt to destroy it. You are the commander of the fortress defence systems and control a laser blaster which you must use to shoot down the attacking aliens. A force shield protects the fortress — and you must protect the force shield. If an alien manages to blast it three times then the fortress will be destroyed.

The aliens come in two different shapes. The slow, green ones are battle cruisers. The fast yellow ones are star-fighters. You score 30 points for a green alien, 50 for a yellow one. At 1,000 and 2,500 you'll get an extra life plus a 200 point bonus. A high score table is included to record your best efforts.

The program includes machine code sound effects. These are poked in from lines 75 to 90 and called using LET L = USR 65000 and LET 1 = USR 65030. From these two calls an array of sounds is produced by pokeing in subsequent numbers throughout the program.

On levels two and three when the two millipedes appear and drop bombs some of the machine code sound effects are called and the program stops. This can be cured by omitting line 3270.



Variables:
ax = vertical co-ordinate of your cannon.
bx = horizontal co-ordinate of your cannon.
cx = vertical co-ordinate of fast alien ship.
dx = horizontal co-ordinates of fast alien ship.
ex = vertical co-ordinate of slow alien ship.
fx = horizontal co-ordinate of slow alien ship.
sc = score.
li = lives left.

```
   2 REM
   5 BORDER 0: PAPER 0: INK 7: C
LS
   9 REM Data for UDGs
  10 FOR f=0 TO 7: FOR g=0 TO 7:
 READ a: POKE USR CHR$ (144+f)+g
,a: NEXT g: NEXT f
  20 DATA 192,240,80,127,127,80,
240,192
  30 DATA 0,0,0,255,255,0,0,0
  40 DATA 0,1,31,99,127,31,1,0
  50 DATA 48,248,24,238,238,24,2
48,48
  60 DATA 24,73,214,143,47,216,3
4,24
  70 DATA 0,12,62,199,255,62,12,
0
  80 DATA 15,62,124,216,216,124,
62,15
  90 DATA 255,1,1,1,1,1,1,255
 499 REM Game Instructions
 500 PRINT AT 3,0;"YOU COMMAND A
 LONE LASER CANNON WHICH PROTECT
S A HIDDEN FORTRESSDEEP INSIDE A
 CAVERN.BY MOVING   YOUR CANNON U
P AND DOWN THE     FORTRESS ENER
GY SHIELD YOU MUST BLAST THE ATT
ACKING ALIENS.IF   THEY HIT THE
SHIELD YOU LOSE A  LIFE.WHEN THE
Y HIT THREE TIMES  THE FORTRESS
IS DESTROYED!!!"
 510 PRINT AT 13,0; INK 6;" UP="
"Q""   DOWN=""Z""    FIRE=""P""""
 515 PRINT AT 14,0;
    HOLD=""H"" "; INK 6;"
 520 PRINT AT 16,0; INK 3;"   30
 POINTS      50 POINTS"
 530 PRINT AT 16,0; INK 4;"◆"
 540 PRINT AT 16,13; INK 6;"◆"
 545 PRINT AT 17,0; INK 6;"Bonus
 Cannon at 1000 points";AT 18,12
;"and 2500 points"
 550 PRINT AT 19,3; PAPER 1;"PRE
SS A KEY TO START"
 560 PRINT AT 21,1; INK 3;"© PET
ER FOTHERGILL 1983."
 570 FOR F=2 TO 6
 580 PRINT AT 0,0; INK f;"CAV
ERN BLAST"
 590 IF INKEY$<>"" THEN CLS : GO
 TO 1000
 595 PAUSE 14
 600 NEXT f
 610 GO TO 570
 999 REM Cavern scenery
1000 FOR f=5 TO 16
1005 BEEP .005,20
1010 PRINT AT f,0; INK 6; PAPER
1;"▒"
1020 NEXT f
1030 FOR f=0 TO 255
1040 PLOT INK 2;f,175
1050 DRAW INK 2;0,RND*-30+-9
1051 PLOT INK 2;f,0
1055 DRAW INK 2;0,RND*36+3
1060 NEXT f
1199 REM Variables
1200 LET ax=12
1210 LET bx=1
1220 LET cx=INT (RND*10)+6
1230 LET dx=28
1232 LET ex=INT (RND*10)+6
1235 LET fx=28
1240 LET sc=0
1250 LET li=3
1290 FOR g=0 TO 20 STEP 5
1300 FOR f=-10 TO 0 STEP 3: BEEP
 .01,f+g: NEXT f
1310 PAUSE 3: NEXT g
1499 REM Main Loop
1500 PRINT AT ax,bx; INK 5;"▶"
1510 IF INKEY$="q" AND ax>5 THEN
 LET ax=ax-1: BEEP .001,60: PRIN
T AT ax+1,bx;" "
1520 IF INKEY$="z" AND ax<15 THE
N LET ax=ax+1: BEEP .001,55: PRI
NT AT ax-1,bx;" "
1530 IF INKEY$="p" THEN GO SUB 3
000
1540 IF INKEY$="h" THEN PAUSE 0
1600 PRINT AT cx,dx; INK 6;"◆"
1605 PRINT AT ex,fx; INK 4;"◆ "
1610 LET dx=dx-2
1620 LET fx=fx-1
1630 IF dx=0 THEN GO SUB 3500
1634 IF fx=0 THEN GO SUB 3500
1700 IF sc>1000 AND sc<1100 THEN
 GO SUB 3700
1710 IF sc>2500 AND sc<2600 THEN
 GO SUB 3700
1990 PRINT AT 0,0; PAPER 2;"SCOR
E ";sc;AT 0,25;"LIVES ";li
2000 GO TO 1500
2550 NEXT g: NEXT f
3000 FOR f=1 TO 29 STEP 3
3010 PRINT AT ax,bx+f; INK 1;"▬
▬"
3020 NEXT f
3025 BEEP .004,20: BEEP .004,40
3030 PRINT AT ax,bx+1;"
"
3040 IF ax=cx THEN PRINT AT cx,d
x; INK 6; PAPER 2;"✱✱": FOR f=0
TO 4: BEEP .001,55: NEXT f: LET
sc=sc+50: PRINT AT cx,dx;"  ": L
ET cx=INT (RND*10)+6: LET dx=28
3050 IF ax=ex THEN PRINT AT ex,f
x; INK 6; PAPER 2;"✱✱": FOR f=0
TO 4: BEEP .001,55: NEXT f: LET
sc=sc+30: PRINT AT ex,fx;"  ": L
ET ex=INT (RND*10)+6: LET fx=28
3100 RETURN
3500 LET li=li-1
3510 PRINT AT 0,31; PAPER 2; FLA
SH 1;li
3520 FOR f=0 TO 5
3530 FOR g=7 TO 1 STEP -1
3540 PRINT AT ax,bx; INK g;"▶"
3545 BEEP .001,g+55
3550 NEXT g: NEXT f
3555 PRINT AT cx,dx+1;"  "
3556 PRINT AT ex,fx+1;"  "
3560 IF li=0 THEN GO TO 4000
3580 LET dx=28
3584 LET fx=28
3600 RETURN
3700 PRINT AT 11,5; INK 4;"BONUS
 GUN"; INK 5;" + "; INK 6;"200 P
OINTS"
3705 FOR n=0 TO 1
3710 FOR g=0 TO 40 STEP 4
3720 FOR f=0 TO 15 STEP 4
3730 BEEP .02,f+g: NEXT f: NEXT
g
3740 NEXT n
3750 LET li=li+1
3760 FOR f=1 TO 40: LET sc=sc+5:
 BEEP .001,45: PRINT AT 0,6; PAP
ER 2;sc: NEXT f
3770 FOR f=5 TO 27
3780 PRINT AT 11,f;" ": NEXT f
3790 PRINT AT cx,dx;"  ";AT ex
,fx;"  "
3800 LET dx=28: LET fx=28
3810 RETURN
4000 PRINT AT 10,7;"G A M E  O V
 E R"
4001 FOR f=0 TO 100: BORDER 7: O
UT 34300,20: BORDER 0: NEXT f
4002 FOR f=0 TO 100: BORDER 7: O
UT 34350,100: OUT 34300,20: BORD
ER 0: NEXT f
4005 FOR f=0 TO 1
4010 BEEP .1,-30: BEEP .1,-20: B
EEP .1,-17: BEEP .1,-23
4015 NEXT f
4020 PRINT AT 12,3;"CAVERN FORTR
ESS DESTROYED."
4030 FOR f=-15 TO -35 STEP -5
4040 BEEP .13,f
4050 NEXT f
4060 PRINT AT 14,7;"YOU HAVE FAI
LED!!"
4070 FOR f=0 TO 55
4080 BEEP .005,10: BEEP .005,20:
 BEEP .005,0
4090 NEXT f
4100 CLS : GO TO 500
9000 REM  USER DEFINED GRAPHICS
    A = ▶  B = ▬  CD = ◆

   E = ✱ FG = ◆  H = ▒
9999 SAVE "CAVERN" LINE 1
```

GAME: MILLIMAN

AUTHOR: IAN JAMIESON

RUNS ON: A SPECTRUM IN 16K

```
  5 CLEAR 64999
 10 FOR n=0 TO 15*8-1
 20 READ a: POKE USR "a"+n,a
 30 NEXT n
 40 DATA 60,126,255,a,a,a,126,6
0
 42 DATA a,118,255,240,a,255,12
6,60
 44 DATA 24,a,219,126,a,60,a,0
 46 DATA 60,110,255,15,a,255,12
6,60
 48 DATA 0,126,129,195,255,a,12
6,60
 50 DATA 0,96,159,151,101,0,0,0
 52 DATA 1,3,7,15,31,63,127,255
 54 DATA 128,192,224,240,248,25
2,254,255
 60 DATA 146,84,56,254,56,84,14
6,0
 64 DATA 0,28,62,28,34,65,34,28
 66 DATA 40,56,16,56,a,a,a,16
 68 DATA 28,a,8,127,93,a,20,54
 70 DATA 12,12,25,126,88,60,98,
67
 72 DATA 24,88,72,126,26,60,70,
194
 74 DATA 60,126,219,255,231,231
,102,36
 75 FOR n=65000 TO 65028
 76 READ a: POKE n,a: POKE n+30
,a
 78 NEXT n
 80 FOR n=1 TO 14: READ a,b
 82 POKE a,b: NEXT n
 85 DATA 6,20,197,33,0,3,17,1,0
,229,205,181,3,225,17,16,0,167,2
37,82,32,240,193,16,233,201,0,0,
0
 90 DATA 65031,1,65034,15,65035
,1,65045,100,65049,90,a+1,125,a+
1,254,a+1,255,a+1,32,a+1,237,a+1
,193,a+1,16,a+1,230,a+1,201
 98 LET a=0
 99 REM ************
100 LET rg=0: LET c=1
102 LET li=3
105 LET bk=0: LET cf=0
110 LET x=1: LET y=27
130 RESTORE 135
132 READ a$
135 DATA "[illegible]"
137 LET sc=0
140 LET wv=1: LET ml=0: LET ky=
0
141 LET pc=4
142 LET li=3: LET py=0
144 LET pa=1
145 IF a=1 THEN GO TO 195
150 DIM h(6): DIM n$(6,3)
155 FOR n=1 TO 6
157 LET n$(n)="???"
160 NEXT n
195 GO SUB 8000
199 REM ************
200 BRIGHT 0: BORDER 5: PAPER 7
```

Who wants to be a millionaire — you all do! Well, here's your chance. All you have to do is guide Max the Milliman among the giant tulips — picking up all the £1 and £5 notes you can find. To score points you must deposit your haul in your personal safe deposit box at the bank.

Unfortunately you keep misplacing the key to the vault and you must find it among the tulips before you can get to the bank. Also chasing the cash are two bomb dropping millipedes and a ravenous Pacman! To pick up your key or a bank-note you must position Max over it — the same applies when you want to deposit money at the bank. To move on to the next screen you must return home.

Each screen will only end when the Pacman character has reached a third of the way up the screen. The Pacman will also occasionally drop a ring — which is worth bonus points if Max collects it.

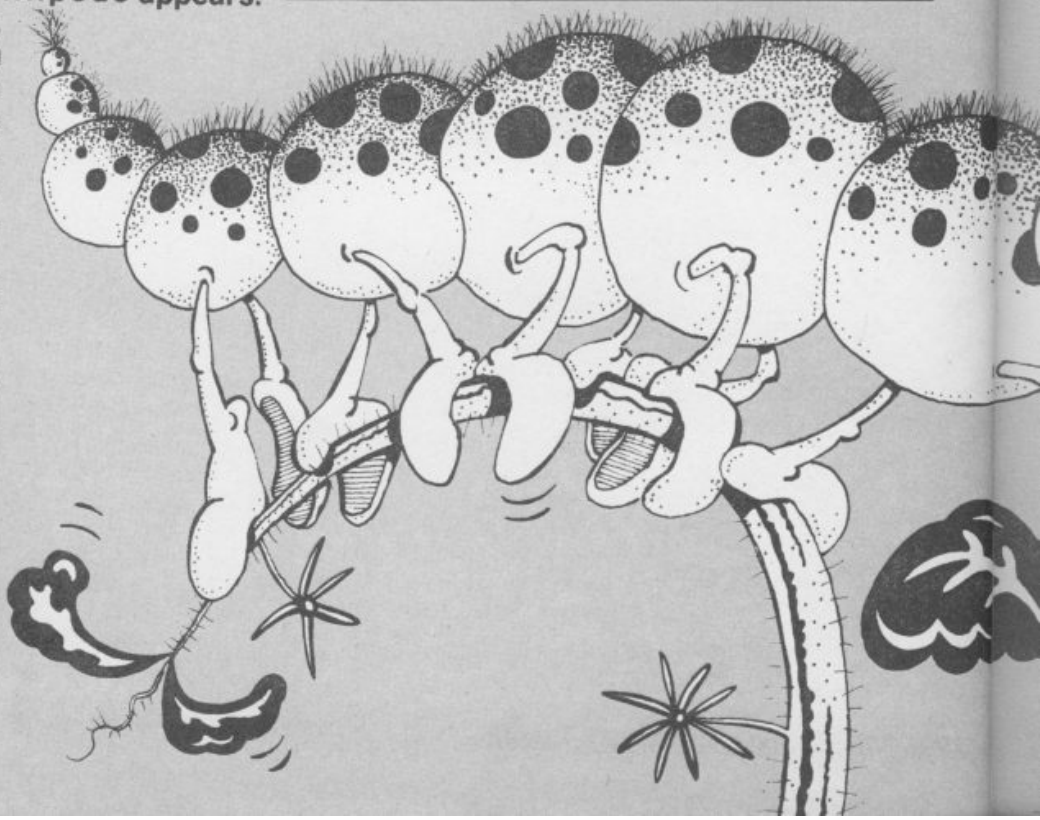
After the easy first screen a millipede will appear and drop bombs — beware of leaving Max on the line below the buildings as this is where the millipede appears.

If Max runs into a tulip, hits the Pacman or is hit by a bomb you'll lose a life. Each successive screen has more tulips to tiptoe through and two millipedes appear. Control keys are: 7=up, 6=down, 5=left, 8=right.

IMPORTANT NOTE: Please remember to add line 9077 LET ky=0. Lines 102 and 8335 may be omitted.

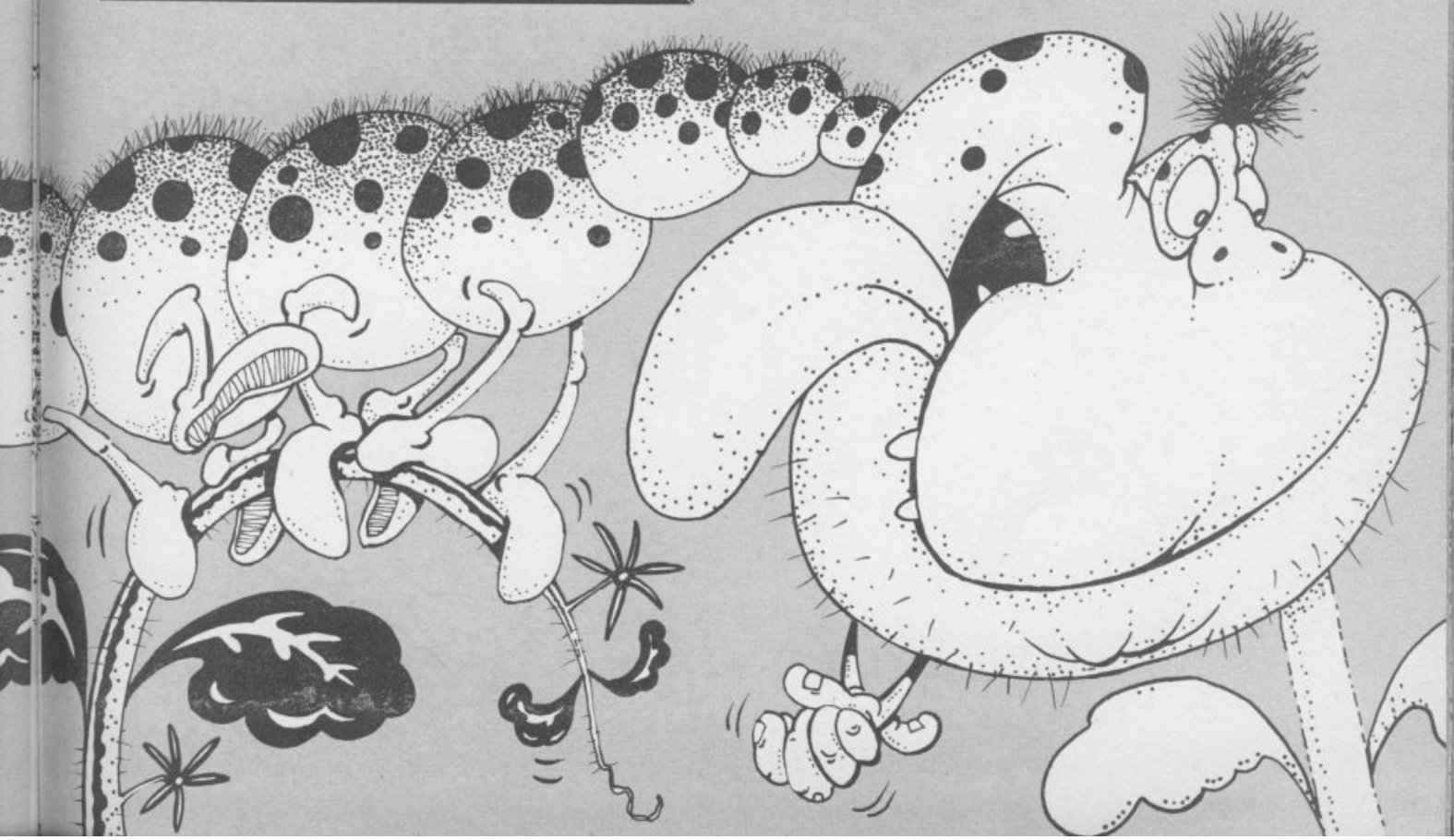
Loops:
n,m: general loop variables.
p: x-co-ordinate of Pacman.

Flags:
Ky:key in possession (1)YES(o)NO
Rg:Ring dropped (1)YES(o)NO

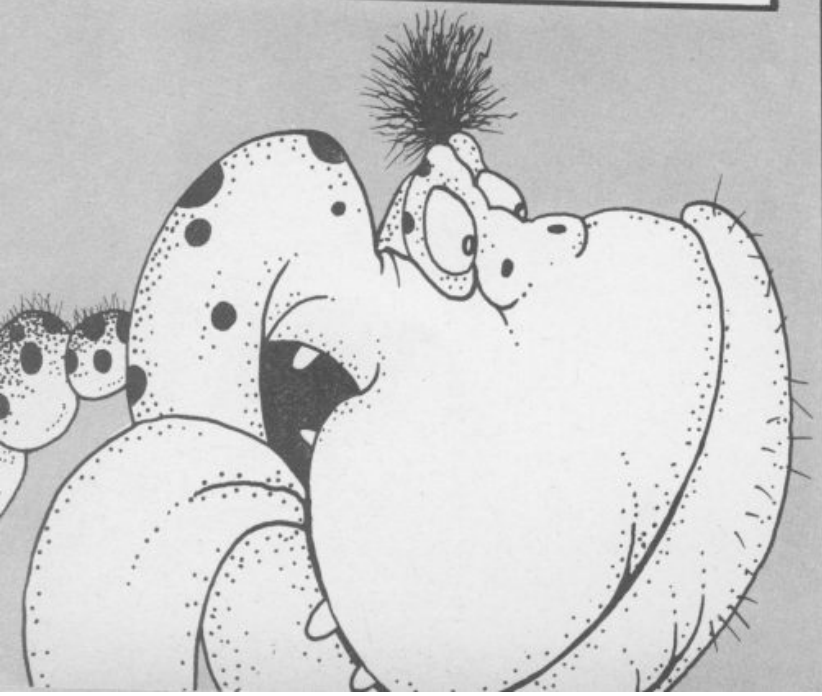


```
  INK 0: CLS
 210 PRINT AT 0,0;"▄▄▄▄▄"
 220 PRINT AT 1,0; PAPER 0; INK
7;"BANK"
 230 PRINT AT 0,14;"▄▄▄▄▄"
 240 PRINT AT 1,14; PAPER 0; INK
 6;"SHOP"
 250 PRINT AT 0,28;"▄▄▄▄▄"
 260 PRINT AT 1,28; PAPER 0; INK
 5;"HOME"
 270 FOR n=2 TO 20
 280 LET r=INT (RND*32)
 290 IF ATTR (n,r)<>56 THEN GO T
O 280
 300 PRINT INK INT (RND*3+1);AT
n,r;"◒"
 305 PRINT INK 4;AT n+1,r;"▼"
 310 NEXT n
 320 FOR n=2 TO 20 STEP 2
 330 LET r=INT (RND*31)
 340 IF ATTR (n,r)<>56 OR ATTR (
n,r+1)<>56 THEN GO TO 330
 350 IF RND>.9 THEN PRINT AT n,r
; PAPER 5; INK 0;"£5": GO TO 370
 360 PRINT AT n,r; INK 0; PAPER
4;"£1"
 370 NEXT n
 371 LET q=14+wv
 372 LET r=INT (RND*32)
 373 IF ATTR (q,r)<>56 THEN GO T
O 371
 374 PRINT AT q,r; PAPER 6; INK
0;"m"
 375 IF wv=1 THEN GO TO 400
 380 FOR n=1 TO wv*2-2
 385 LET q=INT (RND*19+2)
 386 LET r=INT (RND*32)
 392 IF ATTR (q,r)<>56 OR ATTR (
q+1,r)<>56 THEN GO TO 385
 395 PRINT INK INT (RND*3+1);AT
q,r;"◒"; INK 4;AT q+1,r;"▼"
 397 NEXT n
 399 REM ************
 400 FOR p=21 TO 2 STEP -1
 405 LET py=py+pa
 410 PRINT AT p,py;a$(pc)
 412 POKE 65037,0: LET l=USR 650
30
```

```
 420 GO SUB 1000
 425 IF p=x AND py=y THEN POKE 6
5037,2: LET l=USR 65030: LET l=U
SR 65030: GO TO 9500
 430 IF wl AND RND>.95 THEN GO T
O 3100
 450 IF (py=31 AND pa=1) OR (py=
0 AND pa=-1) THEN GO TO 3000
 460 PRINT AT p,py;" "
 465 IF NOT rg AND RND>.95 AND p
<12 THEN PRINT AT p,py; INK 2; P
APER 6;"♔": LET rg=1
 470 GO TO 405
 999 REM ************
1045 LET c=1
1050 LET f=x: LET h=y
1100 IF INKEY$="7" AND x<>1 THEN
 LET x=x-1
1110 IF INKEY$="6" AND x<>21 THE
N LET x=x+1
1120 IF INKEY$="5" AND y<>0 THEN
 LET y=y-1: LET c=3
1130 IF INKEY$="8" AND y<>31 THE
N LET y=y+1: LET c=2
1140 IF ATTR (x,y)<>56 THEN GO T
O 4000
1200 PRINT AT f,h;" ";
1210 PRINT AT x,y;a$(c)
1300 RETURN
2999 REM ************
3000 PRINT AT p,py;" "
3005 LET pa=1-2*(pa=1)
3007 LET pc=4+(pc=4)
3008 LET py=-1+33*(py=31)
3010 NEXT p
3015 GO TO 9000
3099 REM ************
3100 FOR n=0 TO INT (RND*12)
3102 POKE 65037,0
3105 PRINT AT 2,n;"◐"
3110 LET l=USR 65030
3120 PRINT INK INT (RND*4);AT 2,
n;"●"
3130 NEXT n
3190 LET b=0
3240 PRINT AT 2,n;"◓"
3250 FOR m=3 TO 20
3260 PRINT AT m,n;"▮"
```



```
3270 POKE 65037,1: LET l=USR 650
30
3280 PRINT AT m,n;" ": NEXT m
3290 PRINT AT 20,n;"*"
3293 POKE 65037,5: LET l=USR 650
30
3300 PRINT AT 19,n-1;"\|/";AT 20
,n-1;"- -";AT 21,n-1;"/|\"
3305 POKE 65037,9: LET l=USR 650
30
3310 PRINT AT 19,n-1;"   ";AT 20
,n-1;"   ";AT 21,n-1;"   "
3315 IF ml=2 AND NOT b THEN GO T
O 3500
3330 PRINT AT 2,0;"
                "
3331 IF SCREEN$ (x,y)=" " THEN G
O TO 9500
3340 GO TO 450
3500 FOR n=31 TO INT (RND*15+17)
 STEP -1
3505 PRINT AT 2,n;"➲"
3510 POKE 65037,0: LET l=USR 650
30
3520 PRINT AT 2,n; INK INT (RND*
4);"●"
3530 NEXT n
3540 PRINT AT 2,n;"🏠"
3545 LET b=1
3550 GO TO 3200
3999 REM ************
4000 LET at=ATTR (x,y)
4010 IF at=32 THEN LET cr=cr+1:
GO TO 4100
4012 IF at=40 THEN LET cr=cr+5:
GO TO 4100
4014 IF at>56 AND at<61 THEN GO
TO 4200
4016 IF at=48 THEN LET ky=1: GO
TO 4400
4018 IF at=7 AND ky THEN GO TO 4
500
4020 IF at=6 AND cr>5 THEN LET c
r=cr-5: GO TO 4098
4022 IF at=5 AND p<15 THEN GO TO
 9000
4024 IF at=50 THEN LET cr=cr+20:
 PRINT AT x,y;"★";AT f,h;" ": PO
KE 65037,2: LET l=USR 65030: GO
TO 1230
4098 LET x=f: LET y=h
4099 GO TO 1200
4100 IF SCREEN$ (x,y)="£" THEN P
RINT AT x,y+1;" ": GO TO 1200
4120 PRINT AT x,y-1;" ": GO TO 1
200
4200 PRINT AT x,y;"★";AT f,h;" "
4210 POKE 65001,5: POKE 65005,2
4220 LET l=USR 65000
4230 POKE 65005,3: LET l=USR 650
00
```

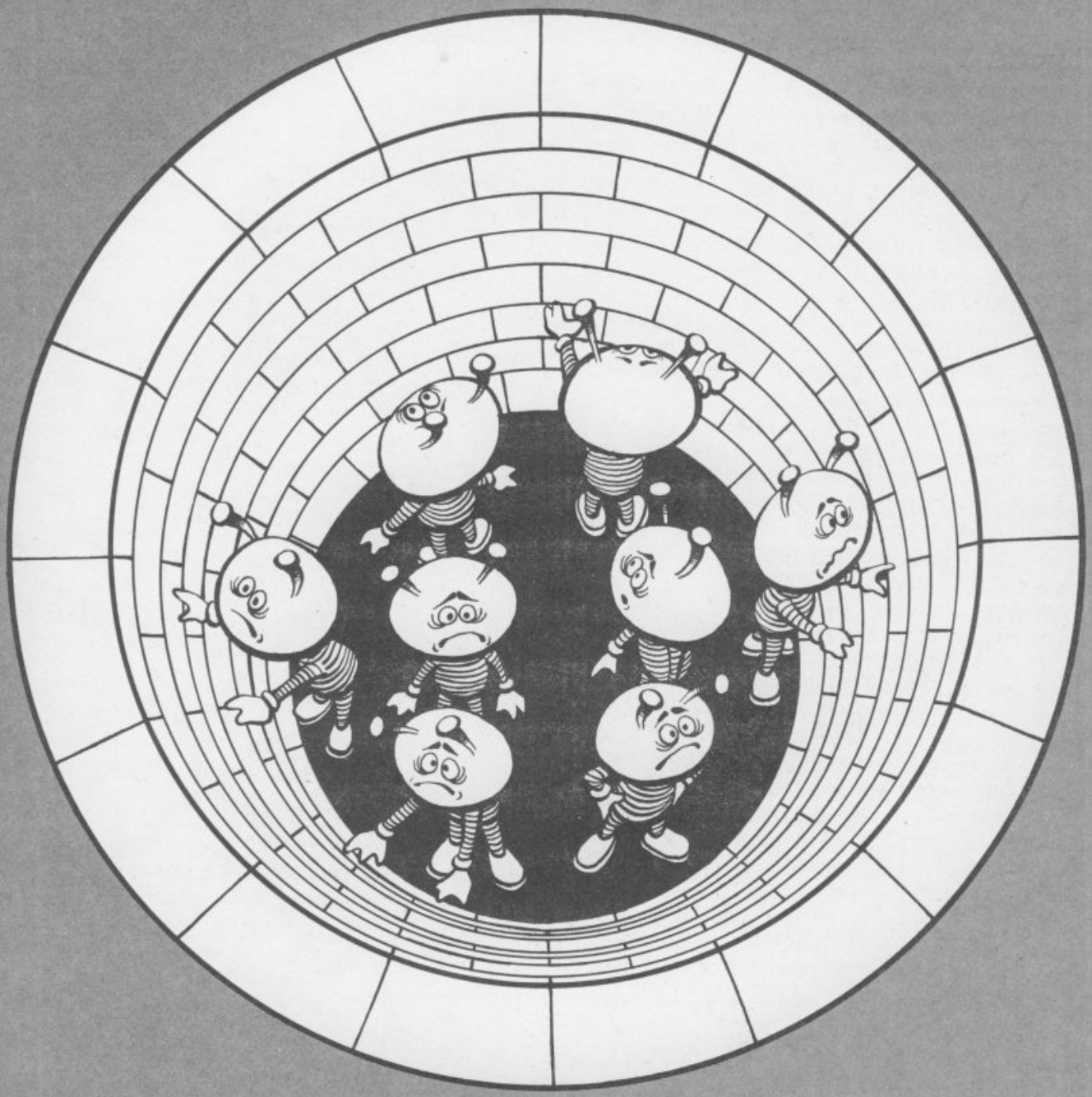


```
4240 FOR n=1 TO 100: NEXT n
4245 GO TO 9500
4400 PRINT AT x,y;"★";AT f,h;" "
4405 POKE 65001,5: POKE 65005,3
4410 LET l=USR 65000
4420 GO TO 1200
4600 LET bk=bk+cr
4605 LET sc=sc+10*cr
4610 LET cr=0: LET x=f: LET y=h
4620 POKE 65037,9: LET l=USR 650
30: GO TO 1200
7999 REM ************
8000 BORDER 0: PAPER 0: INK 6: B
RIGHT 1: CLS
8030 PRINT AT 1,13;"TODAYS";AT 3
,14;"BEST"
8040 FOR n=5 TO 15 STEP 2
8045 PRINT AT n,11; PAPER 4; INK
 0;"000000"
8050 PRINT AT n,17-LEN STR$ h((n
+1)/2-2); PAPER 4; INK 0;h((n+1)
/2-2)
8060 PRINT AT n,18; INK 0; PAPER
 4;n$((n+1)/2-2)
8070 NEXT n
8080 PRINT '''"     PRESS ANY KEY
 TO START"
8090 PAUSE 1: PAUSE 0
8110 RETURN
8335 PRINT h(1);" ";sc
8999 REM ************
9000 CLS
9003 POKE 65037,0
9005 FOR n=1 TO 10
9006 LET l=USR 65030
9007 NEXT n
9010 PRINT AT 8,8;"WAVE ";wv;" C
OMPLETED"
9020 POKE 65037,4: LET l=USR 650
30
9030 LET sc=sc+50*wv
9040 LET wv=wv+1
9050 IF wv>6 THEN LET wv=6
9060 LET ml=ml+1
9070 IF ml>2 THEN LET ml=2
9075 LET rg=0: LET pc=4
9080 LET x=1: LET y=27: LET pa=1
: LET py=0: GO TO 200
9499 REM ************
9500 CLS
9501 LET li=li-1
9505 IF li=0 THEN GO TO 9550
9510 PRINT AT 8,8;"LIVES REMAINI
NG=";li
9520 POKE 65001,50: POKE 65005,1
: LET l=USR 65000
9525 LET pc=4: LET x=1: LET y=27
: LET PA=1: LET PY=0: LET cr=0:
LET ky=0: LET rg=0
9530 GO TO 200
9550 PRINT AT 8,11;"GAME  OVER"
9555 PAUSE 1: PAUSE 100
9560 IF sc>h(6) THEN GO TO 9600
9570 PRINT AT 12,4;"Press any ke
y to start"
9580 PAUSE 1: PAUSE 0: GO TO 100
9600 FOR n=5 TO 1 STEP -1
9610 IF sc<=h(n) THEN GO TO 9700
9620 NEXT n
9700 IF n+1=6 THEN LET h(6)=sc:
GO TO 9800
9710 FOR m=6 TO n+1 STEP -1
9715 IF M=1 THEN LET h(m)=sc: GO
 TO 9800
9720 LET h(m)=h(m-1)
9730 LET n$(m)=n$(m-1)
9740 NEXT m
9750 LET h(n+1)=sc
9800 CLS
9810 PRINT AT 1,1;"WELL DONE! YO
U HAVE ONE OF THE";AT 3,1;"HIGH
SCORES. PLEASE ENTER YOUR";AT 5,
1;"INITIALS (3 CHARACTERS MAX.)"
9820 INPUT b$: IF LEN b$<3 THEN
GO TO 9820
9830 LET n$(n+1)=b$( TO 3)
9840 LET a=1: GO TO 110
```

GAME: WUMPUS HUNT

AUTHOR: PHILIP BOTTING

RUNS ON: A VIC 20 IN 16K

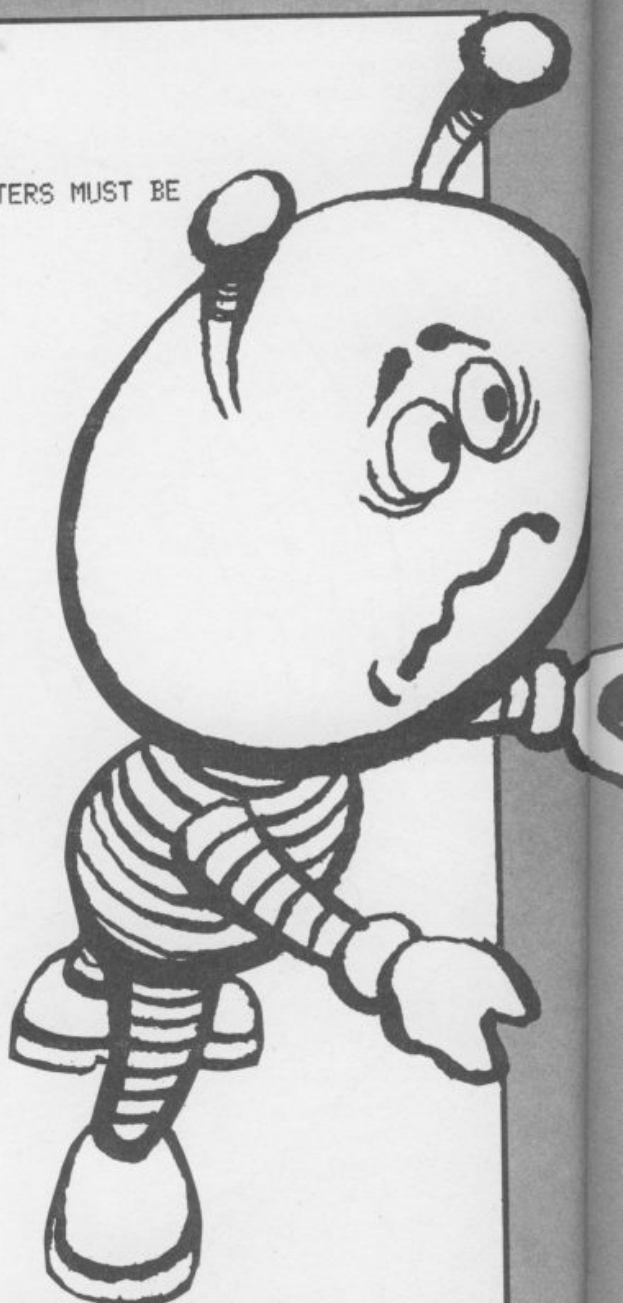


The Wumpus is a much sought after creature — even though it smells awful! You can sniff a Wumpus when it is in the next town! Perhaps because of its scent — but more probably because it is extremely shy — it tends to hide in out of the way places. The Wumpus you are attempting to track down has retreated into a disused labyrinth, once the home of some Greek monster — half man, half bull — you may have already heard about him. Anyway following an unfortunate encounter with a Greek Warrior, this monster is now deceased and the Wumpus has taken over.

Your task is to enter the labyrinth, kill the Wumpus and get out again! The labyrinth is a network of caves and corridors — and some of the caves have some surprises in store for the Wumpus hunter — but we'll leave those for you to discover. Full instructions are included in the listing. Good hunting!

▷

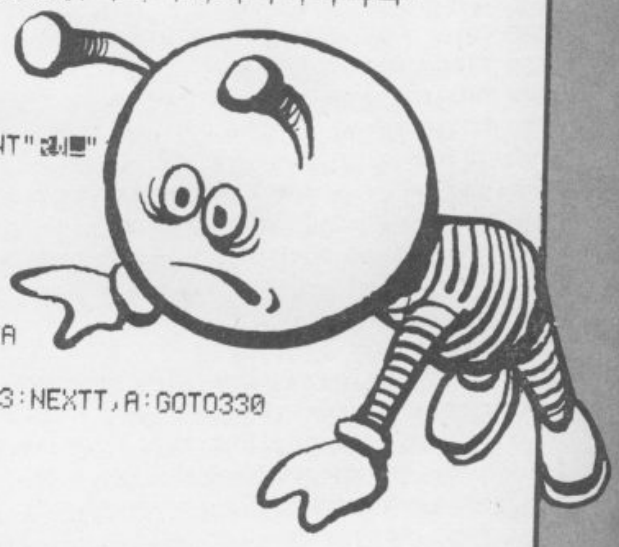
```
1 REM"   ┌──────────┐
2 REM"   | WUMPUS HUNT |
3 REM"   |             |
4 REM"   |BY P. BOTTING|
5 REM"   └──────────┘
6 REM    THE LINES WHICH ARE LONGER THAN 88 CHARACTERS MUST BE
7 REM    ENTERED WITH AT LEAST ONE BASIC WORD
8 REM    ABBREVIATED (VIC MANUAL P.133)
9 REM    --==<< (C) P.BOTTING 1983 >>==--
10 PRINTRND(-TI)
20 GOSUB2010
30 FORT=1TO100:NEXTT
40 PRINT"■■■■ PREPARE TO ENTER THE ■ LABYRINTH!!"
50 REM==============
60 REM==INITIALIZE==
70 REM==============
80 DIMA$(11,11):POKE36878,10:HP=2
90 DEF FNA(Z)=INT(RND(Z)*10+1)
100 WX=FNA(1):WY=FNA(1):X=FNA(1):Y=FNA(1)
110 IFWX=XANDWY=YTHEN100
120 A$(WX,WY)="A WUMPUS"
130 A$(X,Y)="THE ENTRANCE"
140 FORA=1TO10:REM**SLIME PIT**
150 SY=FNA(1):SX=FNA(1):IFA$(SX,SY)<>""THEN150
160 A$(SX,SY)="A SLIME PIT":NEXTA
170 FORA=1TO7:REM**GOLD**
180 GX=FNA(1):GY=FNA(1):IFA$(GX,GY)<>""THEN180
190 A$(GX,GY)="A BAG OF GOLD":NEXTA
200 FORA=1TO3:REM**BOWS**
210 BX=FNA(1):BY=FNA(1):IFA$(BX,BY)<>""THEN210
220 A$(BX,BY)="A BOW":NEXTA
230 FORA=1TO3:REM**ARROWS**
240 AX=FNA(1):AY=FNA(1):IFA$(AX,AY)<>""THEN240
250 A$(AX,AY)="AN ARROW":NEXTA
260 FORA=1TO10:FORB=1TO10
270 IFA$(A,B)=""THENA$(A,B)="NOTHING"
280 NEXTB,A:SP$="A SLIME PIT"
290 REM==============
300 REM=MAIN ROUTINE=
310 REM==============
320 GOSUB1400
330 POKE198,0:PRINT"■■THERE IS ";A$(X,Y):PRINT"■IN THIS ROOM."
340 IFA$(X,Y)=SP$THENGOSUB1490:PRINT"■YOU ARE ■DEAD■, THE SLIME■HAS KILLED YOU.":
GOTO970
350 IFA$(X,Y)="A WUMPUS"THENGOTO770
360 IFA$(X+1,Y)=SP$ORA$(X-1,Y)=SP$ORA$(X,Y+1)=SP$ORA$(X,Y-1)=SP$THENGOSUB580
370 IFX-WX>-3ANDX-WX<3ANDY-WY>-3ANDY-WY<3THENPRINT"■SMELL OF WUMPUS"
380 IFRND(1)<.05THENGOSUB1150
390 PRINT"■? ";
400 GETA$:IFA$=""THEN400
410 PRINTA$:P=P-5
420 IFA$="P"THEN610
430 IFA$="H"ANDHP>0THEN1220
440 IFA$="G"THEN720
450 IFA$="Q"THENGOTO980
```



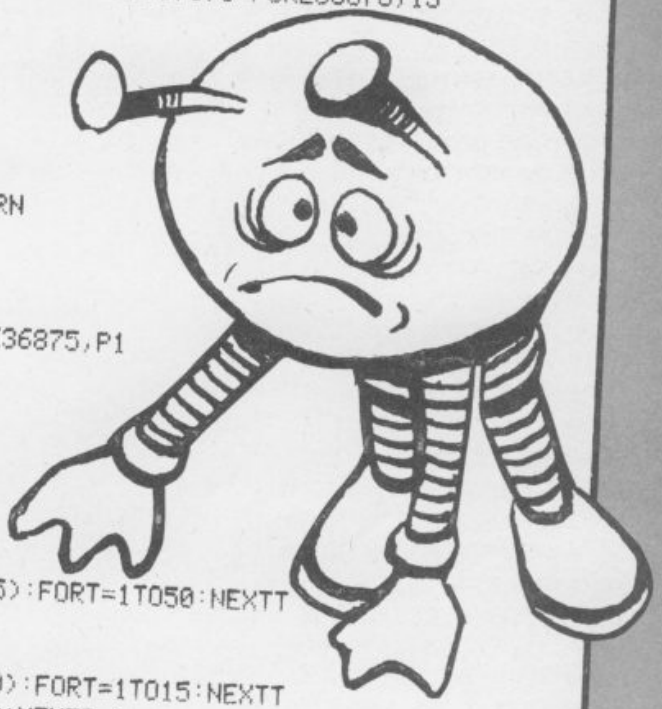
```
460 IFA$="F"THENGOSUB780
470 IFA$="O"THENIFA$(X,Y)="THE ENTRANCE"THEN1130
480 IFA$="O"ANDA$(X,Y)<>"THE ENTRANCE"THENPRINT"▯ HOW CAN YOU DO THAT?":GOTO390
490 IFA$="N"THENY=Y+1:IFY>10THENY=Y-1:GOTO590
500 IFA$="S"THENY=Y-1:IFY<1THENY=Y+1:GOTO590
510 IFA$="E"THENX=X+1:IFX>10THENX=X-1:GOTO590
520 IFA$="W"THENX=X-1:IFX<1THENX=X+1:GOTO590
530 IFA$<>"N"ANDA$<>"E"ANDA$<>"W"ANDA$<>"S"ANDA$<>"O"THEN390
540 GOTO290
550 REM==============
560 REM==SUBROUTINES==
570 REM==============
580 PRINT"▯YOU SMELL A SLIME PIT":RETURN
590 PRINT"▯NO GO THAT WAY":GOTO390
600 REM**TAKE COMMAND**
610 IFA$(X,Y)="NOTHING"THENPRINT"▯THERE IS NOTHING TO  ▯PICK UP":GOTO390
620 IFA$(X,Y)="A BOW"THENBO=BO+1:BP=BP+10:PRINT"▯YOU PICKED UP THE BOW"
"
630 IFA$(X,Y)="AN ARROW"THENAR=AR+1:AP=AP+10:PRINT"▯YOU PICKED UP THE    ▯ARROW
"
640 IFA$(X,Y)="A BAG OF GOLD"THENG=G+INT(RND(1)*9+1)*10:PRINT"▯YOU TOOK THE GOLD
":GOSUB1810
650 A$(X,Y)="NOTHING"
660 GOTO390
670 GOSUB1430:PRINT"▯THE DEATH CRIES FROM  ▯THE WUMPUS RING OUT  ▯THROUGH THE L
ABYRINTH "
680 PRINT"YOU ARE A HERO,";:GOSUB1710:PRINT"BUT CAN▯YOU GET OUT?!!??!"
690 A$(WX,WY)="A WUMPUS     ▯CARCASS":P=P+100
700 WD=1:FORT=1TO1000:NEXTT:GOTO390
710 REM**INVENTORY**
720 PRINT"▯YOU HAVE:▯":PRINTG;" GOLD PIECES
730 PRINT"▯"AR;" ARROW(S)"
740 PRINT"▯"BO;" BOW(S)"
750 PRINT"▯"HP;"HELP CALL(S) LEFT"
760 PRINT"▯"P+G+AP+BP;"POINTS":GOTO390
770 GOSUB1840:PRINT"▯YOUR ENCOUNTER WITH  ▯THIS WUMPUS DID NOT GO▯WELL FOR YOU.
"
775 P=P-100:GOTO970
780 REM**FIRE ROUTINE**
790 IFBO=0ORAR=0THENPRINT"▯ YOU CAN'T SHOOT":GOTO390
800 GETA$:IFA$=""THEN800
810 IFA$<>"N"ANDA$<>"E"ANDA$<>"W"ANDA$<>"S"THEN800
820 IFA$="N"THENFY=Y+1:FX=X
830 IFA$="S"THENFY=Y-1:FX=X
840 IFA$="E"THENFY=Y:FX=X+1
850 IFA$="W"THENFY=Y:FX=X-1
860 PRINT"▯▯THE ARROW IS LOOSED  ▯FROM YOUR BOW ";
870 IFA$="N"THENPRINT"TO THE  ▯NORTH"
880 IFA$="S"THENPRINT"TOWARDS ▯THE SOUTH"
890 IFA$="E"THENPRINT"TO THE  ▯EAST"
900 IFA$="W"THENPRINT"TOWARDS ▯THE WEST"
910 GOSUB1580:AR=AR-1
920 IFA$(FX,FY)="A WUMPUS"THEN670
930 IFFX>10ORFX<1ORFY>19ORFY<1THENPRINT"▯IT HIT THE WALL AND  ▯BROKE":GOTO390
940 IFA$(FX,FY)="NOTHING"ANDRND(1)<.5THENA$(FX,FY)="AN ARROW"
950 PRINT"▯ NOTHING HAPPENED"
```



```
960 GOTO390
970 FORT=1TO2000:NEXTT
980 PRINT"■■ YOU HAD:"
990 PRINT"■"G;"GOLD PIECES"
1000 PRINT"■"AR;"ARROW(S)"
1010 PRINT"■"BO;"BOW(S)"
1020 PRINT"■"HP;"HELP CALL(S) LEFT"
1030 PRINT"■"P+G+AP+BP;"POINTS"
1040 PRINT"■ WOULD YOU LIKE TO TRY■ TO HUNT THE WUMPUS   ■ AGAIN?";
1050 GETA$:IFA$<>"Y"ANDA$<>"N"THEN1050
1060 IFA$="Y"THENPRINT" ■YES■":POKE36875,230
1070 IFA$="N"THENPRINT" ■NO■":POKE36875,150
1080 FORT=1TO500:NEXTT
1090 POKE36875,0:FORT=1TO400:NEXTT
1100 IFA$="Y"THENPRINT"■":RUN
1110 PRINT"■■ TRY AGAIN SOMETIME,  ■ GOODBYE."
1120 FORT=1TO1500:NEXTT:PRINT"■":END
1130 IFWD=0THENPRINT"■■ CHICKEN!":GOSUB1650:GOTO390
1140 PRINT"■■■YOU ARE A (LIVE) HERO!":P=P+200:GOTO970
1150 PRINT"■FLAPPING NOISES":GOSUB1940
1160 PRINT"■OH NO!!";:GOSUB1980:PRINT" A SUPER BAT":GOSUB1980
1170 PRINT"■IT HAS PICKED YOU UP!":GOSUB1940:GOSUB1940
1180 PRINT"■AT LAST IT HAS DROPPED■YOU!":GOSUB2000
1190 Y=FNA(1):X=FNA(1):IFA$(X,Y)=SP$THENPRINT"■INTO A SLIME PIT!!":GOSUB1500:GOT
0970
1200 FORT=1TO1000:NEXTT:GOTO330
1210 REM**HELP CALL**
1220 HP=HP-1:P=P-100:PRINT"■>>>>THE LABYRINTH<<<<<┌──────────────┐"
1230 FORA=10TO1STEP-1
1240 FORQ=1TO10:PRINT"│";
1250 IFA$(Q,A)=SP$THENPRINT"●";
1260 IFA$(Q,A)="A WUMPUS"THENPRINT"W";
1270 IFA$(Q,A)="A WUMPUS      ■CARCASS"THENPRINT"■■"
1280 IFA$(Q,A)="THE ENTRANCE"THENPRINT"E";
1290 IFA$(Q,A)="A BOW"THENPRINT"B";
1300 IFA$(Q,A)="AN ARROW"THENPRINT"A";
1310 IFA$(Q,A)="A BAG OF GOLD"THENPRINT"G";
1320 IFA$(Q,A)="NOTHING"THENPRINT" ";
1330 NEXTQ:PRINT"│ ├─┼─┼─┼─┼─┼─┼─┼─┼─┤":NEXTA
1340 PRINT"└─┴─┴─┴─┴─┴─┴─┴─┴─┘";
1350 PRINT"■■";:FORA=1TO483:PRINT" ";:FORT=1TO3:NEXTT,A:GOTO330
1360 REM==============
1370 REM=SOUND EFFECTS=
1380 REM==============
1390 REM**FOOTSTEPS**
1400 FORL=1TO10:POKE36877,200
1410 FORM=1TO10:NEXTM:POKE36877,0:FORM=1TO100:NEXTM,L:RETURN
1420 REM**DEATH CRIES*
1430 FORA=10TO1STEP-1:POKE36878,A+INT(RND(1)*3-1)
1440 FORT=1TO10
1450 POKEINT(RND(1)*3+36874),INT(RND(1)*30)+128
1460 FORQ=1TO20:NEXTQ,T
1470 NEXTA:POKE36877,128:FORA=36874TO36877:POKEA,0:NEXT:RETURN
1480 REM**SLIME PIT**
1490 FORA=230TO150STEP-1:POKE36875,A:FORT=1TO5:NEXTT,A
1500 POKE36875,0:FORT=1TO100:NEXTT
```



```
1510 FORA=190TO250STEP2:POKE36877,A:NEXTA:POKE36877,0:FORT=1TO500:NEXTT
1520 FORA=1TO10
1530 Q=50-A*5:POKE36878,15-A
1540 POKE36875,Q+130:FORT=1TO20-Q:NEXTT
1550 FORQW=QTOQ+20STEP5:POKE36875,QW+130
1560 FORT=1TO10:NEXTT,QW:POKE36875,0:FORT=1TO300:NEXTT,A:POKE36875,0:POKE36878,1
5:RETURN
1570 REM** ARROW **
1580 FORA=1TO3
1590 FORQ=130+A*2TO130+A*4:POKE36875,Q:NEXTQ,A:POKE36878,7
1600 FORA=1TO4
1610 FORQ=130TO140STEP5:POKE36875,Q:NEXTQ
1620 FORQ=140TO130STEP-5:POKE36875,Q:NEXTQ,A:POKE36875,0:POKE36878,15
1630 FORT=1TO500:NEXTT:RETURN
1640 REM **CHICKEN**
1650 FORA=1TO3
1660 POKE36875,240:FORT=1TO100:NEXTT
1670 POKE36875,0:FORT=1TO50:NEXTT
1680 POKE36875,200:FORT=1TO100:NEXTT
1690 POKE36875,0:FORT=1TO200:NEXTT,A:RETURN
1700 REM**HERO TUNE**
1710 READP:IFP=-1THENRETURN
1720 READP1,T:FORQ=1TOT
1730 POKE36875,P:POKE36878,15-(8/T)*N:POKE36875,P1
1740 NEXTQ:POKE36875,0
1750 FORT=1TO20:NEXTT:GOTO1710
1760 REM >> TUNE DATA <<
1770 DATA173,174,15,181,182,15,203,203,10
1780 DATA216,216,6,200,200,20,192,195,15
1790 DATA181,182,17,173,173,20,-1
1800 REM**GOLD**
1810 FORA=1TO20:POKE36876,INT(RND(1)*10+235):FORT=1TO50:NEXTT
1820 POKE36876,0:FORT=1TO20:NEXTT,A:RETURN
1830 REM**MEET THE WUMPUS**
1840 FORA=1TO20:POKE36877,INT(RND(1)*30+150):FORT=1TO15:NEXTT
1850 POKE36877,0:FORT=1TO(INT(RND(1)*20))12:NEXTT,A
1860 FORA=1TO5
1870 FORQ=1TO10
1880 POKE36877,Q*4+190:POKE36877,128:NEXTQ:POKE36877,0
1890 FORT=1TO100+INT(RND(1)*300):NEXTT,A
1900 POKE36875,234:FORT=1TO200:NEXTT:POKE36875,0
1910 FORT=1TO100:NEXTT:POKE36875,227:FORT=1TO200:NEXTT:POKE36875,0
1920 FORT=1TO100:NEXTT:POKE36875,224:FORT=1TO500:NEXTT:POKE36875,0:RETURN
1930 REM**SUPER BAT 1**
1940 FORA=1TO5:FORQ=10TO1:POKE36878,15-Q:POKE36875,160-A:POKE36877,220-A:FORT=1T
0100
1950 NEXTT,Q:POKE36875,0:POKE36877,0
1960 FORT=1TO300:NEXTT,A:RETURN
1970 REM**EXCLAMATION**
1980 FORA=150TO210:POKE36875,A:NEXTA:POKE36875,0:RETURN
1990 REM**SUPER BAT 2**
2000 FORA=230TO150STEP-1:POKE36875,A:FORT=1TO5:NEXTT,A:POKE36875,0:RETURN
2010 REM==============
2020 REM=TITLE SEQUENCE=
2030 REM==============
```



```
2040 PRINT"■■ ┌──────┐                    !JOIN THE└──────┐
2050 PRINT" !┬ ┬┬ ┬┌┐ ┌┐┬ ┬┌┐!  !! !! !!┼!! !! !! ┼!  !! !! !! !├┘! !└┐!  !"
;
2060 PRINT"!┬!! !! !!  ! !┬ !!  !└┘ └┘┴ ┴┴  └┘ └┘!"
2070 PRINT" └┐                  ┌┘"
2080 PRINT"    !┬ ┬┬ ┬┌┐ ┌┐!        !! !! !! ! ! !        !├┤! !! ! !┌┘      "
;
2090 PRINT"  !! !! !! ! !!          !┴ ┴└┘┴ ┴ ┴!"
2100 PRINT"    !           !          !IF YOU DARE!          └──────┐ ┌──┘"
2110 PRINT"  ■■▼■  _■└┘!■            ■ ▝■■▘ ■▝──└┘■"
2120 PRINT" ■     ■                 ■     ■                ■      ■"
2130 PRINT"  ▝■  ▀▘    ■HIT A KEY■      AA";
2140 GETA$:IFA$<>""THEN2205
2150 PRINT"            ▗▄▄▄▄▄▄■▼■▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄■▚▘▗■▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄■
  ■"
2160 PRINT"▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▝■  ▀▗▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄ AA ";
2170 FORT=1TO100:NEXTT
2180 GETA$:IFA$<>""THEN2205
2190 PRINT"▀▀▀▀▀▀▀▀ ▄▄▄ ▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄▄
```

GAME: PSYCHO CIRCUIT

AUTHOR: SIMON CARLSON

RUNS ON: AN ATARI 400/800 IN 5K WITH JOYSTICK

Rev up your Atari for an attack on the world speed record on a dangerous race track! The track is strewn with rocks and you must race along dodging them as you go. Your aim is to get as far as you can without crashing — it's as simple as that!

After the first 100 miles more rocks appear on the track to make driving even more dangerous. But don't drive your car off the track — that means certain death too!

Remember to plug your joystick into port 1 on your Atari, and after each game make sure you press the System Reset key and type RUN — otherwise the program will not work properly.

Program notes:

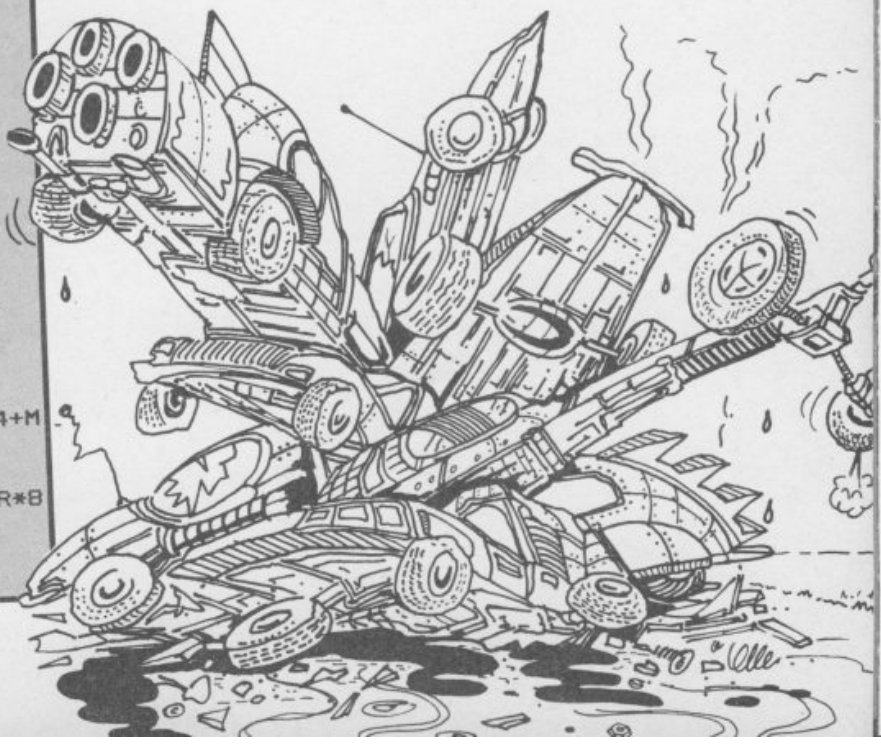
Lines 1-190 draw the car (player/missile) and colour it. 200-306 redefine the character set. 309-380 draw landscape and road, put rocks on road in random positions and scrolls road. 390-500 check joystick and move car and also check to see if a car has hit a rock. Add mileage and increase difficulty. 505-550 change colour for crash and sound for crash. Gives final mileage 360 scrolls down screen.

Variables:

A$-road and rocks. a- end of road. E-rock. d-bushes. c-house.

The game can be made easier by deleting the E's in A$ (lines 330-341) or making the value of G bigger in line 309.

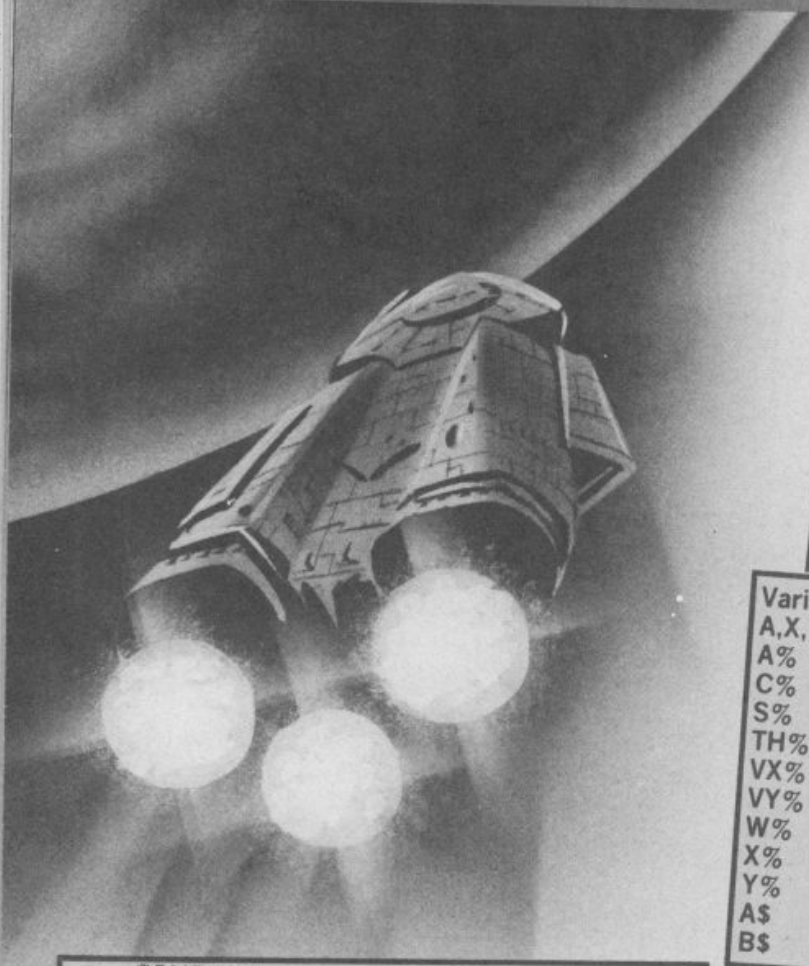
```
1 DIM A$(9):PMB=54279
2 RAM=106
3 SDM=559
4 GRA=53277
5 HPO=53248
6 PCO=704
8 SC=0:PO=0
10 GRAPHICS 17:POKE 87,0:POKE 82,0:X=120
20 X=100
30 Y=90
40 A=PEEK(RAM)-8
50 POKE PMB,A
60 MYPMB=256*A
70 POKE SDM,46
80 POKE GRA,3
90 POKE HPO,100
100 FOR I=MYPMB+512 TO MYPMB+640
110 POKE I,0
120 NEXT I
130 FOR I=MYPMB+512+Y TO MYPMB+519+Y
140 READ A
150 POKE I,A
160 NEXT I
170 DATA 219,219,60,60,60,60,219,219
180 POKE PCO,90
200 POKE 106,PEEK(106)-8
220 P=PEEK(106):N=P*256
230 FOR M=0 TO 300:POKE N+M,PEEK(57344+M
):NEXT M
240 FOR CHAR=33 TO 38
250 FOR M=0 TO 7:READ D:POKE N+M+(CHAR*8
),D:NEXT M
260 NEXT CHAR
270 POKE 756,P
280 SOUND 0,55,6,10
300 DATA 224,224,224,224,224,224,224,224
,192,192,192,192,192,192,192,192,56,124,
254,100,100,124,124,124
305 DATA 0,0,0,0,66,165,24,24,48,124,124
,60,60,254,254,12
306 DATA 128,0,0,0,0,0,0,0
309 G=INT(RND(0)*10)
310 A$="a      a"
320 A$="a      a"
330 IF G=1 THEN A$="a E    a"
340 IF G=2 THEN A$="a    E a"
341 IF G=3 THEN A$="aE    Ea"
351 IF PO>=100 THEN GOSUB 601
360 POSITION 5,0:? #6;A$;:? CHR$(157);
370 POSITION RND(0)*19,0:? #6;"d"
380 IF PEEK(53770)>200 THEN POSITION RND
(0)*19,0:? #6;"C";
390 ST=STICK(0):IF ST=7 AND X<125 THEN X
=X+4
400 IF ST=11 AND X>92 THEN X=X-4
410 POKE 53248,X
430 IF PEEK(53252)=1 THEN GOSUB 505
440 SC=SC+0.5
445 PO=PO+1
500 IF SC>=50 THEN G=INT(RND(0)*6):GOTO
310
501 GOTO 309
505 FOR I=1 TO 250
506 SETCOLOR 4,I,8:SOUND 0,20,8,15
511 NEXT I
512 SOUND 0,0,0,0
515 GRAPHICS 1
518 POKE 53277,0
520 ? #6;"YoU cRaShED yOuR cAr"
521 POSITION 5,3:? #6;"MiLeS=";SC
525 POSITION 2,5:? #6;"HiT sYsTeM rEsET"
530 POSITION 3,6:? #6;"aNd RuN tO pLay"
550 RESTORE :GOTO 550
601 SOUND 0,50,6,10:PO=0:RETURN
```



GAME: SHUTTLE

AUTHOR: JONATHON TAYLOR

RUNS ON: A BBC B WITH JOYSTICK



You are the pilot of a space-shuttle carrying vital supplies to an exploration team on a barren planet. The object of the game is to fly the shuttle to the mothership and back in the minimum possible time. To dock with the mothership, the shuttle must be flown carefully to the top of the docking bay. The mothership's automatic systems then take over and the cargo is loaded. On the return journey, the shuttle is heavily laden and more difficult to control. The skill level determines the strength of gravity and the size of the docking bay. Landing and docking must be carried out carefully. Your shuttle must not touch any other part of the mothership apart from the docking bay. To do so means loss of life and no claims bonus!

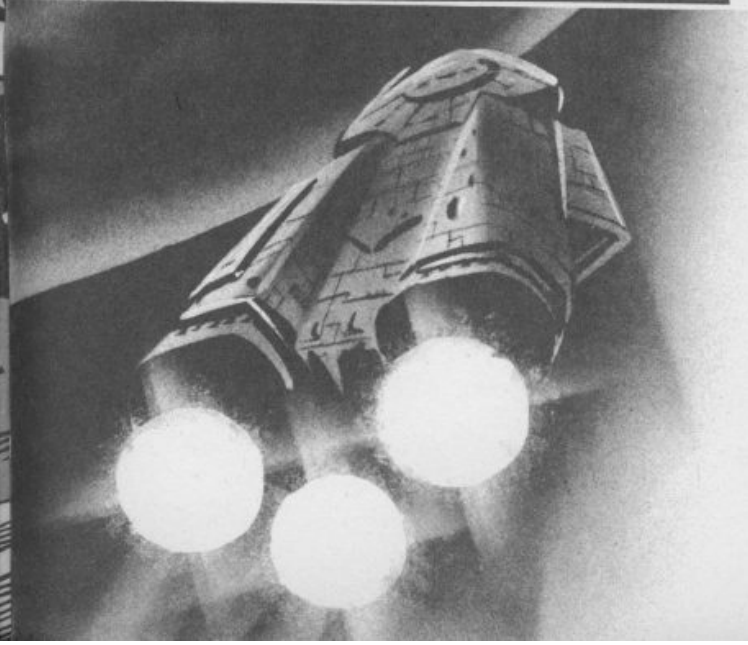
Variables	
A,X,Y	General purpose
A%	Input routine & screen set-up
C%	Crash flag
S%	Skill level
TH%	Engine thrust
VX%	Horizontal velocity of shuttle
VY%	Vertical velocity of shuttle
W%	Width of docking bay
X%	Horizontal position of shuttle
Y%	Vertical position of shuttle
A$	Shuttle
B$	Crashed shuttle

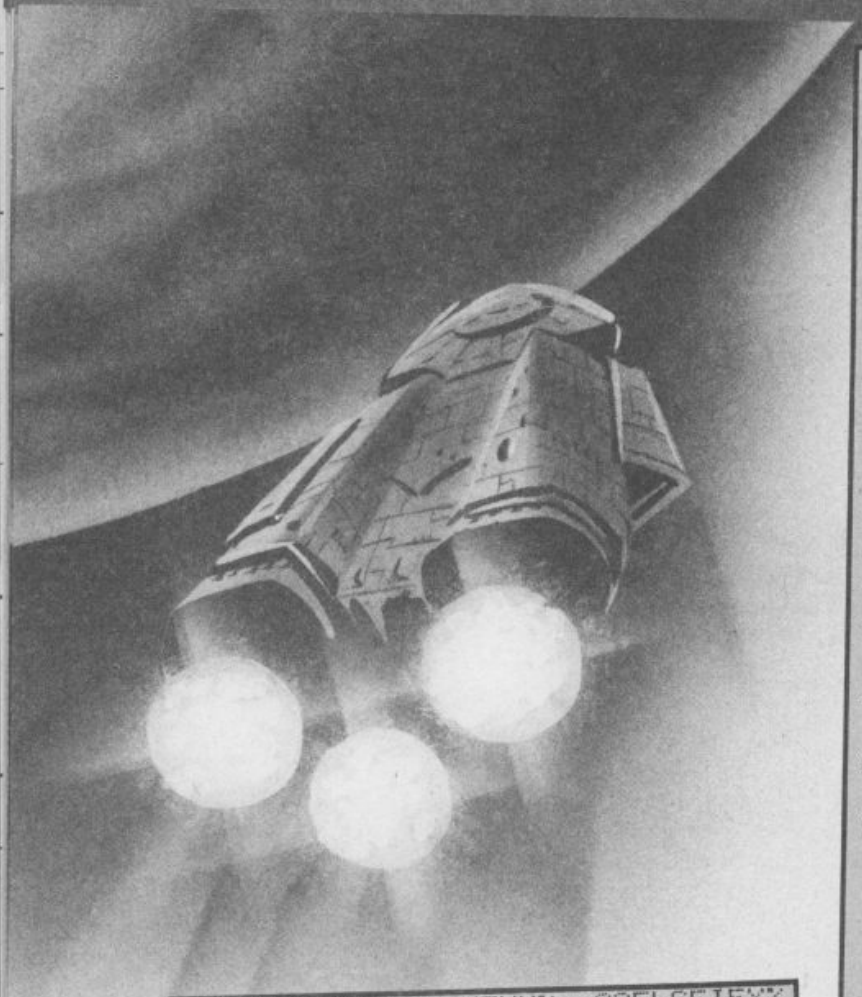
```
   60MODE7
   70PROCinst
   80MODE1
   90PROCinit
  100PROCtakeoff
  110PROCfly
  120IFC%=0 THEN PROCload ELSE P
ROCopt:GOTO80
  130PROCland
  140IFC%=1 THEN PROCopt:GOTO80
  150VDU4:PRINTTAB(13,10)"TIME "
;TIME/100;" SEC":FORX=0TO2000:NE
XT
  160PROCopt:GOTO80
  170DEFPROCinit
  180VDU23,224,60,90,153,255,126
,36,66,129,23,225,32,34,21,60,12
7,90,234,60,23,226,28,28,28,28,1
27,62,28,8
  190FORA%=1TO200:PLOT69,RND(128
0),RND(800)+100:NEXT:FORA%=1TO20
:PLOT69,RND(800),RND(90)+900:NEX
T
  200GCOL0,2:MOVE300,750:FORX=0T
U2*PI+.2STEP.2:MOVE300,750:PLOT8
5,300+100*COS(X),750+100*SIN(X):
NEXT
  210MOVE650,310:FORX=0TO2*PI+.2
STEP.2:MOVE650,300:PLOT85,650+5
0*COS(X),300+50*SIN(X):NEXT
  220GCOL0,1:MOVE-100,40:MOVE800
,40:PLOT85,300,400:MOVE400,40:MO
VE1000,40:PLOT85,700,250:MOVE700
,40:MOVE1500,40:PLOT85,950,200:G
COL0,3
  230MOVE450,1024:DRAW500,990:DR
AW736,990:MOVE740,1024:DRAW740,9
80:DRAW850,950:DRAW850,900:DRAW9
00,900:DRAW900,994:DRAW930+W%,99
4:DRAW930+W%,900:DRAW1280,900:MO
VE770,970:DRAW750,950:MOVE820,96
0:DRAW770,910
  240FORX=1030 TO 1200 STEP 50:M
OVEX,950:DRAWX+20,950:DRAWX+20,9
60:DRAWX,960:DRAWX,950:NEXT:FORX
=550 TO 700 STEP 50:MOVEX,1000:D
RAWX+20,1000:DRAWX+20,1010:DRAWX
,1010:DRAWX,1000:NEXT
  250MOVE500,40:DRAW500,68:DRAW6
```

```
50,68:DRAW650,40:MOVE0,40:DRAW12
80,40
  260FORX=0TO400STEP100:MOVEX,40
:DRAWX+RND(50),65:DRAWX+100,40:N
EXT:FORX=650TO1280STEP100:MOVEX,
40:DRAWX+RND(50),65:DRAWX+100,40
:NEXT:VDU5:MOVE900+W%/2,1030:VDU
226
  270X%=560:Y%=100:VX%=0:VY%=0:G
%=7+S%/2:TH%=25:C%=0:A$=CHR$224:
W$=CHR$225
  280GCOL4,1
  290ENDPROC
  300DEFPROCinst
  310CLS:PRINT:PRINT
  320FORA=1TO2:PRINTTAB(9)CHR$13
2CHR$157CHR$135CHR$141"SHUTTLE
 "CHR$156:NEXT
  330PRINT:PRINTCHR$130" The peo
ple of your planet are"
  340PRINTCHR$130"starving to de
ath."
  350PRINT:PRINT" A galactic fre
ighter has arrived"
  360PRINT" with food but it can
not land and"
  370PRINT" will have to leave a
gain very shortly"
  380PRINT" you must fly to the
freighter as fast"
  390PRINT" as possible to colle
ct the food."
  400PRINT:PRINT" Fly your shutt
le into the docking"
  410PRINT" bay of the freighter
 using the"
  420PRINT" joystick. On the ret
urn journey"
  430PRINT" you will be heavily
laden, so"
```

Procedures	
PROCinst	Instructions
PROCinit	Initialises variables & sets up screen
PROCtakeoff	Waits until engines are fired & resets timer
PROCfly	Checks position of shuttle on flight to freighter
PROCload	Closes/opens docking bay door & loads cargo
PROCopt	Waits until joystick button is pressed
PROCland	Checks position of shuttle on flight from freighter
PROCinput	Gets data from analogue port
PROCdraw	Updates shuttle position on screen
PROCcrash	Shuttle crash
PROCfall	Shuttle fall
PROCsound1	Engine sound
PROCsound2	Docking
PROCsound3	Docking proximity warning

```
  440PRINT" be carefull. Use the
 joystick"
  450PRINT" button to fire your
engines."
  460FORY=1TO15:FORX=8 TO 19:PRI
NTTAB(0,X)CHR$(RND(7)+128);:NEXT
:NEXT
  470FORX=8 TO 19:PRINTTAB(0,X)C
HR$(135);:NEXT
  480PRINT
  490INPUTTAB(2,22)" LEVEL OF SK
ILL (1-9) ",S%:IF S%<1 OR S%>9 T
HEN VDU7:PRINTTAB(25,22)"
":GOTO490
  500W%=(10-S%)*6+16
  510ENDPROC
  520DEFPROCtakeoff
  530Y%=100:VX%=0:VY%=0:MOVEX%,Y
%:PRINTA$
  540REPEAT UNTIL ADVAL(0):TIME=
  550PROCsound1:FORX=0TO300:NEXT
:PROCsound2
  560ENDPROC
  570DEFPROCsound1
  580SOUND16,-9,4,5
  590ENDPROC
  600DEFPROCsound2
  610SOUND1,-12,180,2:SOUND1,-12
,210,1
  620ENDPROC
  630DEFPROCsound3
  640SOUND18,-8,220,1:SOUND19,-8
,250,1
  650ENDPROC
  660DEFPROCdraw(VX%,VY%)
  670MOVE X%,Y%:X%=X%+VX%:Y%=Y%+
VY%:PRINTA$:MOVE X%,Y%:PRINTA$
```





```
  680IFX%>1280THENX%=-32ELSEIFX%
<-32THENX%=1280
  690ENDPROC
  700DEFPROCfly
  710REPEAT
  720PROCinput
  730PROCdraw(VX%DIV50,VY%DIV50)
  740IFY%<100 AND VY%>-150 AND X
%>500 AND X%<618 THEN PROCsound2
:MOVEX%,Y%:PRINTA$:PROCtakeoff
ELSE IFY%<100 PROCcrash(A$)
  750 UNTIL Y%>900 OR C%=1
  760IFC%=1THEN ENDPROC
  770IFX%<700 THEN 710 ELSE IF X
%>908 AND X%<900+W% THEN PROCsou
nd3:ELSE PROCcrash(A$):PROCfall:
PROCcrash(W$):ENDPROC
  780IF Y%<990 THEN 710
  790IF VY%>150 THEN PROCcrash(A
$):PROCfall:PROCcrash(W$):ELSE P
ROCsound2:VY%=0
  800ENDPROC
  810DEFPROCcrash(A$)
  820MOVEX%,Y%:PRINTA$:FORX=-15T
00STEP.5:SOUND0,X,6,1:NEXT
  830MOVEX%,Y%:PRINTW$:C%=1
  840ENDPROC
  850DEFPROCfall
  860VY%=0:REPEAT:VY%=VY%-G%:MOV
EX%,Y%:Y%=Y%+VY%/50:PRINTW$:MOVE
X%,Y%:PRINTW$:FORX=0TO5:NEXT:UNT
IL Y%<100
  870ENDPROC
  880DEFPROCload
  890SOUND1,-7,0,31:SOUND2,-7,1,
31
  900FORX=904TO926+W%STEP4:MOVEX
,920:DRAWX,930:FORY=0TO100:NEXT:
NEXT
  910MOVE904,970:DRAWX%-4,970:SO
UND1,-7,170,1
  920MOVE400,512:PRINT"CARGO LOA
DING":FORX=0TO30:SOUND1,-5,100,1
:SOUND1,-5,110,1:NEXT:MOVE400,51
2:PRINT"CARGO LOADING"
  930MOVE904,970:DRAWX%-4,970:SO
UND1,-7,170,1:G%=16+S%*.7
  940SOUND1,-7,0,31:SOUND2,-7,1,
31
  950FORX=926+W%TO904STEP-4:MOVE
X,920:DRAWX,930:FORY=0TO100:NEXT
:NEXT
  960PROCsound2
  970ENDPROC
  980DEFPROCland
  990VX%=0:VY%=0:Y%=990
 1000REPEAT
 1010PROCinput
 1020PROCdraw(VX%DIV50,VY%DIV50)
 1030IFY%>900 AND X%>750 AND (X%
<908 OR X%>900+W% OR Y%>990) THE
N PROCcrash(A$):PROCfall:MOVEX%,
Y%:PRINTA$
 1040UNTILY%<100
 1050IF VY%<-150 OR X%<500 OR X%
>618 THEN PROCcrash(A$):ENDPROC
 1060PROCsound2:MOVEX%,Y%:PRINTA
$:Y%=100:VX%=0:VY%=0:MOVEX%,Y%:P
RINTA$
 1070ENDPROC
 1080DEFPROCopt
 1090VDU4:PRINTTAB(5,15)"PRESS '
THRUST' FOR ANOTHER GAME":REPEAT
 UNTIL ADVAL(0)
 1100ENDPROC
 1110DEFPROCinput
 1120A%=(32768-ADVAL(1))DIV4096:
VX%=VX%+A%:SOUND16,-1*ABS(A%),4,
2
 1130VY%=VY%-G%:IF ADVAL(0) THEN
 PROCsound1:VY%=VY%+TH%
 1140ENDPROC
```

GAME: SIMON

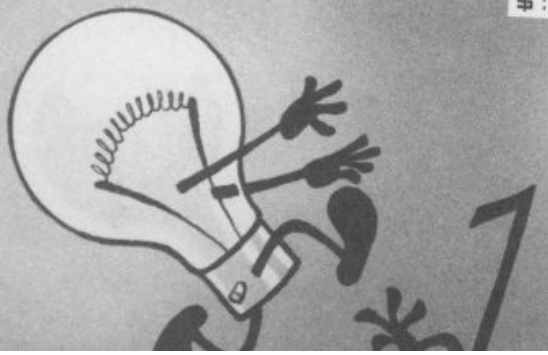
AUTHOR: JOHNATHAN O'DONNELL

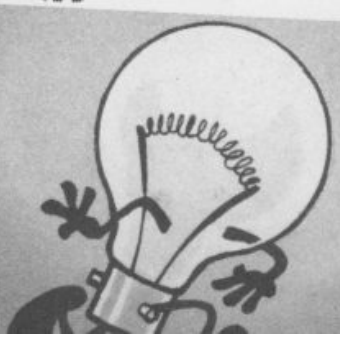
RUNS ON: A BBC B

Can you keep up with your computer? This is an adaptation of the now famous party game, Simon — you know, the one with all the flashing coloured lights. All you have to do is copy the computer sequence the computer throws at you. It all starts with just one colour and then builds up combinations of colours until you make a mistake or take too long deciding which colour is next.

The game is controlled using keys, 1=red, 2=green, 3=yellow, 4=blue. Full instructions are included in the listing.

```
  10MODE7:PROCINS
  20DIMP$(8),S(8):MODE2:FORA=1T
O8:S(A)=10:NEXT:VDU23;8202;0;0;0
;
  30GCOL0,7:A$="":S%=0:MOVE 700
,500:DRAW 1050,500:DRAW 700,850:
DRAW 350,500:DRAW 700,500:DRAW70
0,850:DRAW700,150:DRAW1050,500:M
OVE350,500:DRAW 700,150
  40 COLOUR10:PRINTTAB(7,1)"'SI
MON'":COLOUR6:PRINTTAB(7,29)"SCO
RE=0":COLOUR2:PRINTTAB(7,9)"1":C
OLOUR3:PRINTTAB(14,9)"2":COLOUR1
:PRINTTAB(7,22)"4":COLOUR4:PRINT
TAB(14,22)"3"
  50 IF LENA$>0 THEN FOR B%=1TO
LENA$:FORC%=1TO500:NEXT:A=VALMID
$(A$,B%,1):PROCTRI:NEXT
  60A=RND(4):PROCTRI:A$=A$+STR$
A:GOTO140
  70 B=1:C=690:D=497:E=690:F=17
0:G=370:H=497:RETURN
  80 B=2:C=690:D=505:E=690:F=83
5:G=360:H=505:RETURN
  90B=3:C=710:D=505:E=710:F=835
:G=1035:H=505:RETURN
  100B=4:C=710:D=498:E=710:F=170
:G=1035:H=498:RETURN
  110 DEFPROCTRI:SOUND 1,-10,60+
(12*A),10:ON A GOSUB 80,90,100,7
0:GCOL0,B:MOVE C,D:MOVE E,F:PLOT
85,G,H
  120IF LENA$<40 THEN FOR A%=1 T
O (40-LENA$)*50:NEXT
  130 GCOL0,0:MOVE C,D:MOVE E,F:
PLOT85,G,H:ENDPROC
  140 FORD%=1TOLENA$:Z%=0
  150*FX15,1
  160B$=INKEY$(1)
  170 IF Z%=275 THEN SOUND1,-12,
30,20:PROCT
  180 IF VALB$<1ORVALB$>4THEN Z%
=Z%+1:GOTO160
  190 IF B$=MID$(A$,D%,1) THEN A
=VALMID$(A$,D%,1):PROCTRI ELSE S
OUND 1,-12,40,20:PROCT
  200 S%=S%+1:COLOUR6:PRINTTAB(7
,29);"SCORE=";S%:NEXT
  210FORX%=1TO5000:NEXT:GOTO50
  220 DEFPROCT:FORA=1TO2000:NEXT
:CLS:IF S%<S(8) GOTO 290
  230 COLOUR2:PRINTTAB(2,5);"Wel
l Done !":PRINT'':COLOUR1:PRINT"
What Is Your Name ? "':COLOUR6:I
NPUTP$
  240 IF LEN(P$)<15 THEN GOTO260
  250 PRINT'"SORRY ! Too Long ":
W$=GET$:CLS:GOTO230
  260 R=9:REPEAT R=R-1
  270 UNTIL R=1 OR S(R-1)>S%
  280 FORJ=8 TO R+1 STEP -1:P$(J
)=P$(J-1):S(J)=S(J-1):NEXT:P$(R)
=P$:S(R)=S%
  290 CLS:COLOUR10:PRINT'"    BES
T SCORES":COLOUR3::FORJ=1TO8:PRI
NT''P$(J);TAB(17);S(J):NEXT:PRIN
T'':COLOUR1:FORV=1TO1000:NEXT:PRI
NT"PRESS ANY KEY"
  300 *FX15,1
  310 J$=GET$:CLS:GOTO30
  320 DEFPROCINS
  330 PRINT" All You Have To Do
Is Copy TheComputers Sequence Of
 Colours Which Will Start With O
ne Colour And";
  340 PRINT" Build Up UntilYou M
ake A Mistake Or Take To Long
   Deciding Which Colour Is Next
."
  350 PRINT''"To Do This Use The
 Keys :-"':PRINT"(1)-RED":PRINT'
"(2)-GREEN":PRINT'"(3)-YELLOW":P
RINT'"(4)-BLUE"'':PRINTCHR$130;"
PRESS ANY KEY TO START ";:A$=GET
$:ENDPROC
```





GAME: REACT

AUTHOR: CHARLES SHARP

RUNS ON: A TEXAS TI 99/4a IN 16K

```
100 CALL CLEAR
110 PRINT "            *RE-ACT*"
120 PRINT :::::
130 PRINT "THE OBJECT IS TO REACH THE":"INNER
REACTOR DOOR="
140 PRINT
150 PRINT "AVOIDING THE SECURITY ROBOT"::
160 PRINT "IF HE CATCHES YOU THEN YOU":"ARE DEAD"::
170 PRINT "WHEN HE RUNS EVERYTHING":"ELSE SHUTS
DOWN FOR A WHILE"::
180 CALL SOUND(200,1109,0)
190 FOR D=1 TO 2000
200 NEXT D
210 CALL CLEAR
220 PRINT "USE CURSOR KEYS TO REACH":"REACTOR
BEFORE TIME RUNS":"OUT AND IT EXPLODES"
230 PRINT
240 PRINT "SECURITY HAS GONE WILD"::"ALL THE
SYSTEMS ARE OUT":"OF SYNCHRONIZATIO
N AND THE":
250 PRINT "INNER DOORS CLOSE AND OPEN":"AT RANDOM"
260 PRINT :::
270 PRINT "          *GOOD-LUCK*"
280 CALL SOUND(200,1109,0)
290 FOR D=1 TO 2000
300 NEXT D
310 CALL CLEAR
320 R=24
330 C=16
340 RR=4
350 CC=4
355 REM ..BY C.A.SHARP..~83~
360 REM ..SET SCREEN
370 CALL SCREEN(16)
380 CALL CHAR(40,"FFFFFFFFFFFFFFFF")
390 CALL CHAR(97,"FFC3A59999A5C3FF")
400 CALL CHAR(120,"FFFFFFFFFFFFFFFF")
410 CALL CHAR(112,"0000081C241C1422")
420 CALL CHAR(104,"1C1C083E241C1422")
430 CALL CHAR(105,"00220099990022")
440 CALL HCHAR(1,1,40,32)
450 CALL HCHAR(24,1,40,32)
460 CALL VCHAR(1,1,40,24)
470 CALL VCHAR(1,32,40,24)
480 CALL HCHAR(3,3,40,28)
490 CALL HCHAR(22,3,40,28)
500 CALL VCHAR(3,3,40,20)
510 CALL VCHAR(3,30,40,20)
520 CALL HCHAR(5,5,40,24)
530 CALL HCHAR(20,5,40,24)
540 CALL VCHAR(5,5,40,15)
550 CALL VCHAR(5,28,40,15)
560 CALL HCHAR(10,15,40,7)
570 CALL HCHAR(14,15,40,7)
580 CALL HCHAR(11,15,40,2)
590 CALL HCHAR(12,15,40,4)
600 CALL VCHAR(11,20,40,3)
610 CALL VCHAR(11,21,40,3)
620 CALL VCHAR(15,21,40,5)
630 CALL VCHAR(5,15,40,5)
640 CALL HCHAR(24,16,32)
650 CALL HCHAR(3,16,32)
660 CALL HCHAR(12,5,32)
670 CALL HCHAR(12,28,32)
680 CALL HCHAR(7,15,32)
690 CALL HCHAR(17,21,32)
700 CALL HCHAR(12,20,32,2)
710 CALL HCHAR(18,7,40,5)
720 CALL VCHAR(19,7,40)
730 CALL VCHAR(19,11,40)
740 FOR A=22 TO 25
750 CALL VCHAR(8,A,40,7)
760 NEXT A
770 CALL COLOR(9,2,12)
780 CALL COLOR(11,5,1)
790 CALL COLOR(10,7,1)
800 CALL VCHAR(9,23,120,3)
810 CALL VCHAR(9,24,120,3)
820 REM ......SET TIME
830 TIME=41
840 TIME=TIME-1
850 IF LEN(STR$(TIME))=1 THEN 860 ELSE 870
860 CALL HCHAR(19,10,32)
870 FOR I=1 TO LEN(STR$(TIME))
880 CALL HCHAR(19,I+8,ASC(SEG$(STR$(TIME),I,1)))
890 NEXT I
900 REM ....
910 REM  ....**MAIN LOOP**
```

The nuclear reactor is going critical — and only you can stop it! You must negotiate the maze-like corridors of the reactor building to reach the core and deactivate the runaway reactor. Sounds easy eh? But you've not taken into account the security robot which patrols the corridors. Ordinarily he'd let you



pass once you've given him the security password — but he has been affected by the increased radiation and will blast any intruder without asking any questions! Oh yes, and you have to race against the clock. Full instructions are included in the program. Can you stop a nuclear blast?

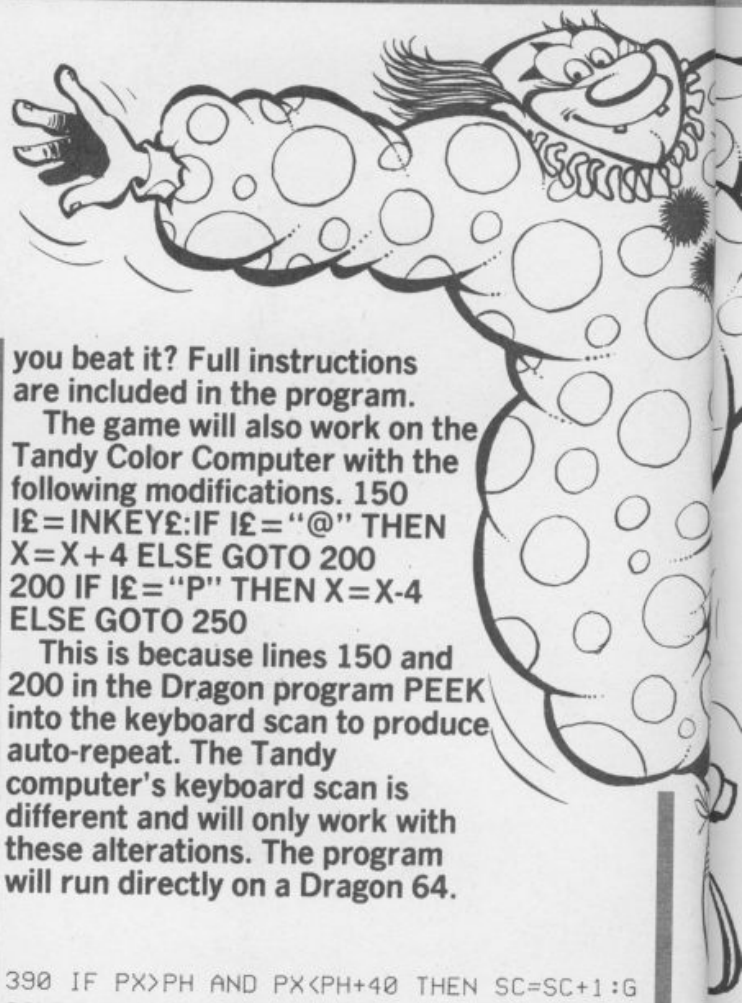


```
915 RANDOMIZE
920 CALL HCHAR(R,C,112)
930 GOSUB 1150
940 GOSUB 1090
950 GOSUB 1150
960 GOSUB 2090
970 CALL GCHAR(12,21,E)
980 IF E=112 THEN 2390
990 GOSUB 1150
1000 MX=INT(RND*10)+1
1010 IF MX=1 THEN 1120
1020 GOSUB 1150
1030 DC=INT(RND*10)+1
1040 ON DC GOSUB 1730,1800,1870,1940,
2010,1940,2010,1940,2010,1730
1050 GOSUB 1150
1060 CALL HCHAR(RR,CC,104)
1070 GOTO 920
1080 REM ...CORE COLOUR
1090 COLL=INT(RND*15)+1
1100 CALL COLOR(12,COLL,1)
1110 RETURN
1120 GOSUB 1430
1130 GOTO 920
1140 REM .......MAN MOVES
1150 CALL HCHAR(R,C,32)
1160 CALL KEY(0,K,S)
1170 IF K=69 THEN 1180 ELSE 1230
1180 R=R-1
1190 CALL GCHAR(R,C,G)
1200 IF G>32 THEN 1210 ELSE 1220
1210 R=R+1
1220 GOTO 1400
1230 IF K=88 THEN 1240 ELSE 1290
1240 R=R+1
1250 CALL GCHAR(R,C,G)
1260 IF G>32 THEN 1270 ELSE 1280
1270 R=R-1
1280 GOTO 1400
1290 IF K=83 THEN 1300 ELSE 1350
1300 C=C-1
1310 CALL GCHAR(R,C,G)
1320 IF G>32 THEN 1330 ELSE 1340
1330 C=C+1
1340 GOTO 1400
1350 IF K=68 THEN 1360 ELSE 1400
1360 C=C+1
1370 CALL GCHAR(R,C,G)
1380 IF G>32 THEN 1390 ELSE 1400
1390 C=C-1
1400 CALL HCHAR(R,C,112)
1410 RETURN
1420 REM ......ROBOT MOVES
1430 FOR T=4 TO 29
1440 CALL HCHAR(4,T,104)
1450 CALL GCHAR(4,T+1,GC)
1460 IF GC=112 THEN 2310
1470 CALL HCHAR(4,T,32)
1480 NEXT T
1490 GOSUB 2090
1500 FOR VV=5 TO 21
1510 CALL VCHAR(VV,29,104)
1520 CALL GCHAR(VV+1,29,GC)
1530 IF GC=112 THEN 2310
1540 CALL VCHAR(VV,29,32)
1550 NEXT VV
1560 GOSUB 2090
1570 FOR CO=28 TO 4 STEP -1
1580 CALL HCHAR(21,CO,104)
1590 CALL GCHAR(21,CO+1,GC)
1600 IF GC=112 THEN 2310
1610 CALL HCHAR(21,CO,32)
1620 NEXT CO
1630 GOSUB 2090
1640 FOR VC=20 TO 5 STEP -1
1650 CALL VCHAR(VC,4,104)
1660 CALL GCHAR(VC+1,4,GC)
1670 IF GC=112 THEN 2310
1680 CALL VCHAR(VC,4,32)
1690 NEXT VC
1700 GOSUB 2090
1710 RETURN
1720 REM ......DOOR CONTROL
1730 CALL HCHAR(3,16,97)
1740 CALL HCHAR(12,5,32)
1750 CALL HCHAR(12,28,32)
1760 CALL HCHAR(7,15,32)
1770 CALL HCHAR(17,21,32)
1780 CALL SOUND(100,110,10)
1790 RETURN
1800 CALL HCHAR(12,5,97)
1810 CALL HCHAR(12,28,32)
1820 CALL HCHAR(7,15,32)
1830 CALL HCHAR(17,21,32)
1840 CALL HCHAR(3,16,32)
1850 CALL SOUND(100,110,10)
1860 RETURN
1870 CALL HCHAR(12,28,97)
1880 CALL HCHAR(7,15,32)
1890 CALL HCHAR(17,21,32)
1900 CALL HCHAR(3,16,32)
1910 CALL HCHAR(12,5,32)
1920 CALL SOUND(100,110,10)
1930 RETURN
1940 CALL HCHAR(7,15,97)
1950 CALL HCHAR(17,21,32)
1960 CALL HCHAR(3,16,32)
1970 CALL HCHAR(12,5,32)
1980 CALL HCHAR(12,28,32)
1990 CALL SOUND(100,110,10)
2000 RETURN
2010 CALL HCHAR(17,21,97)
2020 CALL HCHAR(3,16,32)
2030 CALL HCHAR(12,5,32)
2040 CALL HCHAR(12,28,32)
2050 CALL HCHAR(7,15,32)
2060 CALL SOUND(100,110,10)
2070 RETURN
2080 REM ....TIME COUNT
2090 TIME=TIME-1
2100 IF LEN(STR$(TIME))=1 THEN
2110 ELSE 2120
2110 CALL HCHAR(19,10,32)
2120 FOR I=1 TO LEN(STR$(TIME))
2130 CALL HCHAR(19,I+8,ASC(SEG$
(STR$(TIME),I,1)))
2140 IF TIME=0 THEN 2180
2150 NEXT I
2160 CALL SOUND(100,1760,0)
2170 RETURN
2180 REM .....DESTRUCTION
2190 CALL COLOR(2,14,1)
2200 FOR S=30 TO 0 STEP -1
2210 CALL SOUND(50,110,S)
2220 NEXT S
2230 CALL SOUND(300,110,0)
2240 CALL CLEAR
2250 CALL SCREEN(14)
2260 PRINT "WHO BLEW THE REACTOR
UP THEN"::::::
2270 FOR D=1 TO 2000
2280 NEXT D
2290 END
2300 REM .....CAUGHT BY ROBOT
2310 CALL HCHAR(R,C,105)
2320 CALL SOUND(300,-1,0)
2330 CALL HCHAR(R,C,32)
2340 FOR DE=1 TO 1000
2350 NEXT DE
2360 CALL CLEAR
2370 PRINT "OH DEAR!RUN OVER BY
A ROBOT!":::::::::
2380 STOP
2390 FOR V=30 TO 0 STEP -1
2400 CALL SOUND(50,392,V)
2410 NEXT V
2420 CALL CLEAR
2430 PRINT "FANTASTIC YOU DID IT
WITH";TIME;"SECONDS LEFT"
2440 FOR D=1 TO 3000
2450 NEXT D
2460 END
```

GAME: CIRCUS

AUTHOR: TONY CADDIES

RUNS ON: A DRAGON & TANDY COLOUR COMPUTER



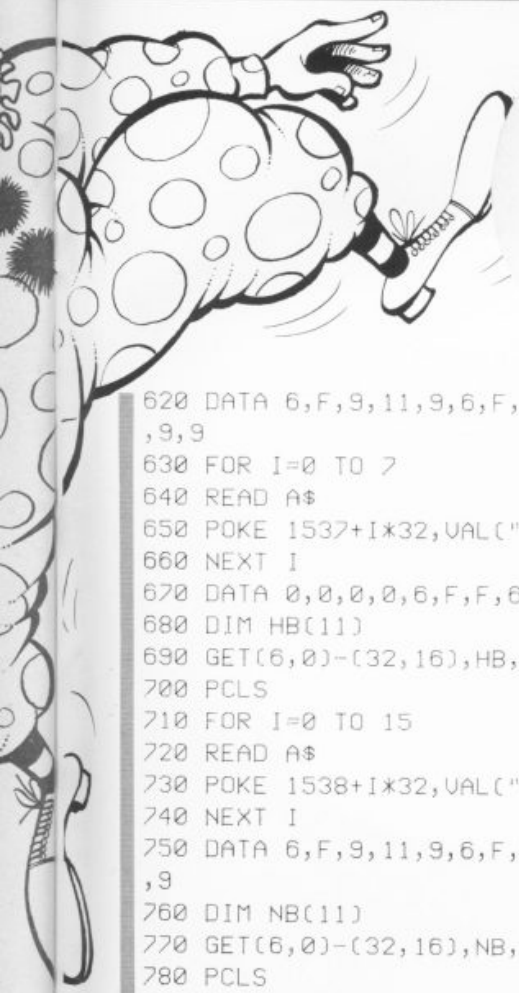
Welcome to the Big Top! We've got a great competition for you — can you beat the bouncing balls — and the clock? The object of the game is to help Cuthbert the Clown throw balls through the moving hole. If you miss the hole it will begin to move down — making Cuthbert's task even more difficult. If you score a direct hit the hole will move up the screen giving you more of a chance.

But beware, the clock is counting down — and you must beat it if you want to get a high score! The record scores so far are 18 points in 90 seconds and is 28 points — can you beat it? Full instructions are included in the program.

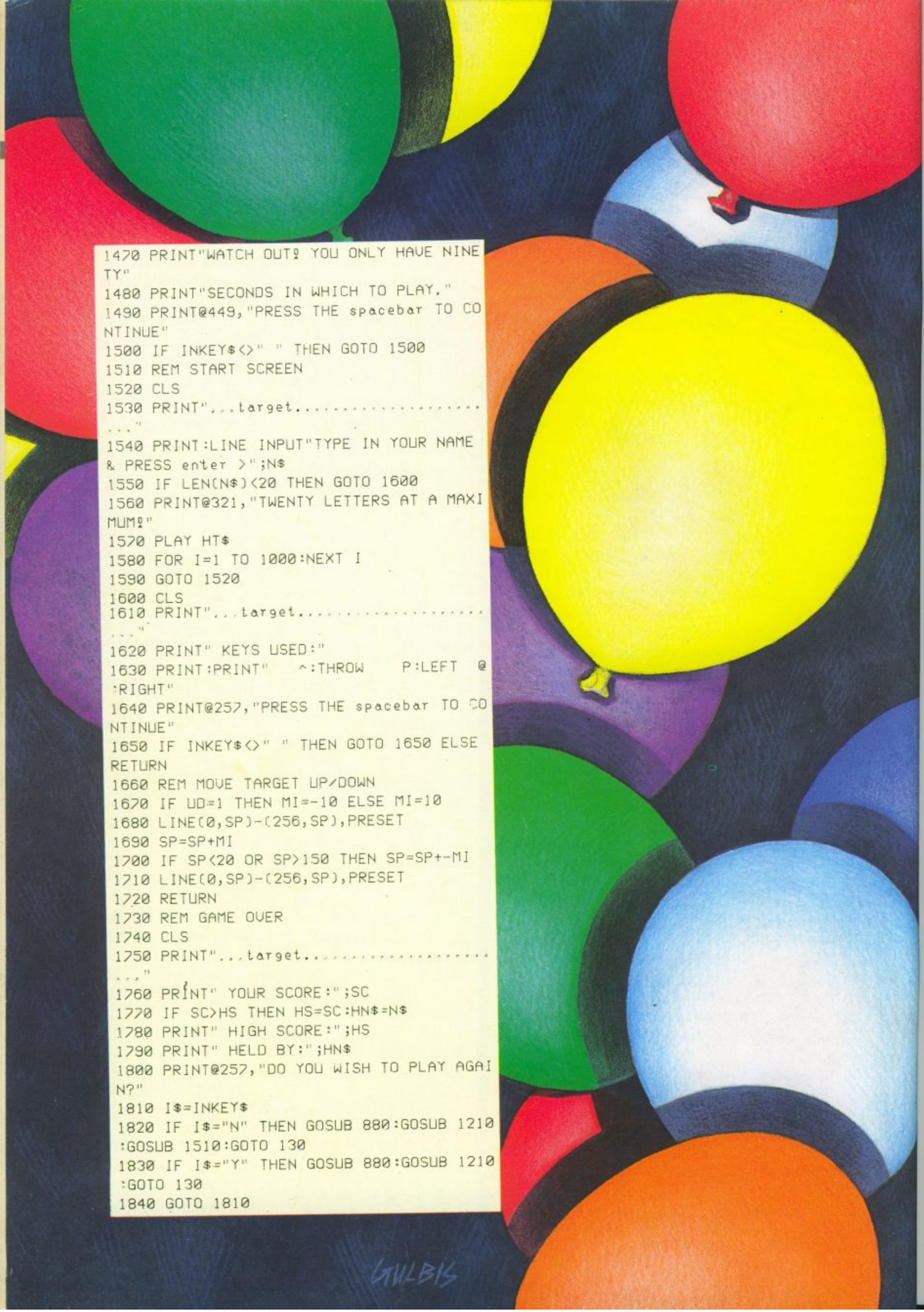
The game will also work on the Tandy Color Computer with the following modifications. 150 I£=INKEY£:IF I£="@" THEN X=X+4 ELSE GOTO 200 200 IF I£="P" THEN X=X-4 ELSE GOTO 250

This is because lines 150 and 200 in the Dragon program PEEK into the keyboard scan to produce auto-repeat. The Tandy computer's keyboard scan is different and will only work with these alterations. The program will run directly on a Dragon 64.

```
60 '
70 GOSUB 550 ''DRAW GRAPHICS''
80 GOSUB 880 '''DRAW SCREEN'''
90 GOSUB 1050 ''READ  NUMBERS''
100 GOSUB 1210 ''SET VARIABLES''
110 GOSUB 1340 ''INSTRUCTIONS?''
120 REM MOVEMENT
130 SCREEN 1,1:PLAY TU$:TIMER=0
140 REM READ KEYS
150 IF PEEK(338)=251 THEN X=X+4 ELSE GOT
O 200
160 XX=XX+4
170 IF XX>252 THEN XX=251:X=XX-26
180 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
:GOTO 200
190 PUT(X,Y)-(XX,YY),HB,PSET
200 IF PEEK(338)=239 THEN X=X-4 ELSE GOT
O 250
210 XX=XX-4
220 IF X<6 THEN X=7:XX=X+26
230 IF B=1 THEN PUT(X,Y)-(XX,YY),NB,PSET
:GOTO 250
240 PUT(X,Y)-(XX,YY),HB,PSET
250 IF B=1 THEN GOTO 270
260 IF INKEY$="^" THEN B=1:PX=X+5:U=Y-6:
PUT(X,Y)-(XX,YY),NB,PSET:SOUND 50,1
270 IF B=1 THEN GOSUB 350
280 LINE(0,SP)-(PH,SP),PSET
290 LINE(PH,SP)-(PH+40,SP),PRESET
300 LINE(PH+40,SP)-(256,SP),PSET
310 PH=PH+NM
320 IF PH+40>247 OR PH<9 THEN NM=-NM:SOU
ND 100,1
330 IF TIMER>=4500 THEN PLAY HT$:GOTO 17
30
340 GOTO 140
350 REM BALL
360 '
370 U=U-1
380 IF U>SP THEN GOTO 420
390 IF PX>PH AND PX<PH+40 THEN SC=SC+1:G
OSUB 450:UD=1 ELSE UD=0
400 LINE(PX,U)-(PX+5,U+12),PRESET,BF:B=0
:PUT(X,Y)-(XX,YY),HB,PSET
410 GOSUB 1660:RETURN
420 U=U-4
430 PUT(PX,U)-(PX+5,U+12),B,PSET
440 RETURN
450 REM DRAW SCORE
460 LINE(43,5)-(70,10),PRESET,BF
470 W$=STR$(SC)
480 FOR I=2 TO LEN(W$)
490 A=ASC(MID$(W$,I,1))
500 C=A-47
510 DRAW"BM43,5":DRAW"BM+"+STR$((I-1)*7)
+",5"+NM$(C)
520 NEXT I
530 RETURN
540 GOTO 540
550 REM GRAPHICS
560 PMODE 4,1:PCLS
570 '
580 FOR I=0 TO 15
590 READ A$
600 POKE 1538+I*32,VAL("&H"+A$)
610 NEXT I
```



```
620 DATA 6,F,9,11,9,6,F,1F,2F,CF,F,F,6,9
,9,9
630 FOR I=0 TO 7
640 READ A$
650 POKE 1537+I*32,VAL("&H"+A$)
660 NEXT I
670 DATA 0,0,0,0,6,F,F,6
680 DIM HB(11)
690 GET(6,0)-(32,16),HB,G
700 PCLS
710 FOR I=0 TO 15
720 READ A$
730 POKE 1538+I*32,VAL("&H"+A$)
740 NEXT I
750 DATA 6,F,9,11,9,6,F,FF,F,F,F,F,6,9,9
,9
760 DIM NB(11)
770 GET(6,0)-(32,16),NB,G
780 PCLS
790 FOR I=0 TO 7
800 READ A$
810 POKE 1536+I*32,VAL("&H"+A$)
820 NEXT I
830 DATA 0,0,0,0,6,F,F,6
840 DIM B(3)
850 GET(3,0)-(8,12),B,G
860 PCLS
870 RETURN
880 REM SCREEN
890 PMODE 4,1:PCLS
900 LINE(0,20)-(113,20),PSET
910 LINE(153,20)-(256,20),PSET
920 FOR I=1 TO 256 STEP 4
930 LINE(I,175)-(I,192),PSET
940 NEXT I
950 LINE(0,175)-(256,175),PSET
960 DRAW"BM5,5;R5L5D2R5D3L5"
970 DRAW"BM12,5;R5L5D5R5"
980 DRAW"BM19,5;R5D5L5U5"
990 DRAW"BM26,5;D5U5R5D2L5R2F3"
1000 DRAW"BM33,5;R5L5D2R5L5D3R5"
1010 PSET(40,6,5)
1020 PSET(40,9,5)
1030 PUT(126,158)-(152,174),HB,PSET
1040 RETURN
1050 REM READ NUMBERS
1060 DIM NM$(10)
1070 FOR I=1 TO 10
1080 READ NM$(I)
1090 NEXT I
1100 DATA BUU3BUBRR3BRBDD3BDBLL3
1110 DATA R5L3U5L2
1120 DATA R5L5U2R5U3L5
1130 DATA R5U2L5R5U3L5
1140 DATA BR4U5G4R5
1150 DATA R5U2L5U3R5
1160 DATA U5R5L5D5R5U3L5
1170 DATA E5L5
1180 DATA R5U5L5D5U3R5
1190 DATA BR5U5L5D3R5
1200 RETURN
1210 REM VARIABLES
1220 SC=0
1230 PH=113
1240 X=126
1250 Y=158
1260 XX=152
1270 YY=174
1280 TU$="O3;T6;CDET3GT6P99GAGE;GAGEGACC
C".
1290 HT$="O3;T20;CDECDECDECDE;T100;CDECD
ECDECDECDEEDC"
1300 SP=20
1310 NM=10
1320 B=0
1330 RETURN
1340 REM INSTRUCTIONS
1350 CLS:PRINT"...target.....
.....";
1360 PRINT:PRINT
1370 LINE INPUT"DO YOU REQUIRE INSTRUCTI
ONS>";Q$
1380 IF LEFT$(Q$,1)="N" THEN GOTO 1510 E
LSE IF LEFT$(Q$,1)="Y" THEN GOTO 1390 EL
SE GOTO 1340
1390 CLS:PRINT"...target.....
....."
1400 PRINT"THE OBJECT OF target IS TO MO
VE"
1410 PRINT"YOUR LITTLE MAN AT THE BOTTOM
 OF";
1420 PRINT"THE SCREEN AND THROW THE BALL
 UP";
1430 PRINT"THROUGH THE MOVING HOLE."
1440 PRINT"IF YOU MISS THE HOLE WILL MOV
E"
1450 PRINT"DOWN & IF YOU HIT THEN THE HO
LE"
1460 PRINT"WILL MOVE UP."
```



```
1470 PRINT"WATCH OUT! YOU ONLY HAVE NINE
TY"
1480 PRINT"SECONDS IN WHICH TO PLAY."
1490 PRINT@449,"PRESS THE spacebar TO CO
NTINUE"
1500 IF INKEY$<>" " THEN GOTO 1500
1510 REM START SCREEN
1520 CLS
1530 PRINT"...target.....................
..."
1540 PRINT:LINE INPUT"TYPE IN YOUR NAME
& PRESS enter >";N$
1550 IF LEN(N$)<20 THEN GOTO 1600
1560 PRINT@321,"TWENTY LETTERS AT A MAXI
MUM!"
1570 PLAY HT$
1580 FOR I=1 TO 1000:NEXT I
1590 GOTO 1520
1600 CLS
1610 PRINT"...target.....................
..."
1620 PRINT" KEYS USED:"
1630 PRINT:PRINT"    ^:THROW    P:LEFT  @
:RIGHT"
1640 PRINT@257,"PRESS THE spacebar TO CO
NTINUE"
1650 IF INKEY$<>" " THEN GOTO 1650 ELSE
RETURN
1660 REM MOVE TARGET UP/DOWN
1670 IF UD=1 THEN MI=-10 ELSE MI=10
1680 LINE(0,SP)-(256,SP),PRESET
1690 SP=SP+MI
1700 IF SP<20 OR SP>150 THEN SP=SP+-MI
1710 LINE(0,SP)-(256,SP),PRESET
1720 RETURN
1730 REM GAME OVER
1740 CLS
1750 PRINT"...target.....................
..."
1760 PRINT" YOUR SCORE:";SC
1770 IF SC>HS THEN HS=SC:HN$=N$
1780 PRINT" HIGH SCORE:";HS
1790 PRINT" HELD BY:";HN$
1800 PRINT@257,"DO YOU WISH TO PLAY AGAI
N?"
1810 I$=INKEY$
1820 IF I$="N" THEN GOSUB 880:GOSUB 1210
:GOSUB 1510:GOTO 130
1830 IF I$="Y" THEN GOSUB 880:GOSUB 1210
:GOTO 130
1840 GOTO 1810
```

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