CLASSIFICATION	SERIAL NUMBER	AUTHORISATION (INITIALS)
AUTHOR		
INVESTIGATING DROID	AUTHORISATION CODE	

COMPUTER + VIDEO GAMES

BOOK OF GAMES; 1987

TOP SECRET

DOWNGRADED TO UNCLASSIFIED

C+VG

NOT CLEARED FOR MINFILM

CONTENTS

Hi, there gamesters. Melissa Ravenflame, co-ordinator of I.D.E.A.'s Central, here. If you've been wondering why you copy of Computer + Video Games is extra thick this month, it's because it contains our latest bumper Book of Games — 32 fun packed pages of listings. It's all yours for absolutely nothing.

Once again I've order the Bug Hunters into I.C's nuclear bomb proof security vaults deep beneath C+VG's offices to search out another selection of readers tapes to test out your programming skills and give you some fun at the same time. Hope you enjoy them as much as we enjoyed picking them.

Yours

Melissa R.

Melissa Ravenflame.

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BACK IN THE USSR

SPECTRUM

You'll see red before you get Back to the USSR and home to Moscow with this unusual game from Neil Clappison.

The idea is quite simple. The computer pretends it has a modem attached and the player must somehow book a flight to the Soviet capital. But you'll have to keep your wits about you to find the right telephone numbers and codes to do so. But if you remain alert it's not impossible.

Key X can be used at most stages of the game to return to the main menu. UNMB, which is printed as option number two of the main menu, stands for User Network Message Board.

Any telephone number found in the game can be used but not all are necessary to complete it.

"All names and telephone numbers in the game are ficticious, "says Neil," except John Cleese, Andy Hollins and Viking Radio, which I'm a fan of."

Because Back to the USSR is a complex game we've printed the solution below. But have a go at the game before reading it.

Back to the USSR — The Solution

Press any key after the instructions have been read and then hit key 2. This puts the player in touch with the User Network Message Board (UNMB).

Option 1 should be pressed several times until all the news items have been read. Any telephone numbers — for example, the Russian Embassy (333-56792) should be written down.

Now press option 2 and read the advertisements, again making a note of the companies and telephone numbers, in particular Hijack Holidays (001-13526) and Wet Nast (222-39394).

Press option 6 and return to the main menu. Press 1 and dial the Russian Embassy number. Enter the password "Commie." and note down any telephone numbers.

Terminate the connection by pressing X and return to the main menu. Now dial the Russian police and enter the password "Nick, Nick." This will list Soviet secret agents and which country they are in. The names given are undercover ones. Note down the ones for the UK. Return to the main menu.

By watching the news you will have noticed that James Gates, believed to be a Russian secret policeman, had been murdered. This means your false name is Michael Durham.

Press 1 and ring Wet Nast Bank, enter the password "Royal Mint" and two screens of customers and account numbers will be listed. One of them will be in your name. Note your account number. Press X on the second screen.

Press 1 and dial 001-13526 for Hijack Holidays and enter the password "Ice Cream." Now press 4 to book a flight to Moscow and enter your back account number.

The game is now completed.

```
 220 PRINT AT 20,12;"DIAL    O>R
EM BACK IN THE USSR
   by Neil Clappison.
  10 POKE 23609,1: POKE 23561,10
: POKE 23562,1: POKE 23658,8
  20 BORDER 0: PAPER 0: CLS : IN
K 4
  25 FOR F=USR "A" TO USR "C"+7:
READ A: POKE F,A: NEXT F: DATA
192,240,60,31,31,60,240,192,0,24
```

```
,24,0,0,24,24,0,32,80,32,0,0,0,0
,0
  30 RESTORE 1001: CLS : PRINT '
"THE STORY SO FAR.....": PRINT '
  40 READ I$: FOR F=1 TO 320: PR
INT I$(F);: IF F=32 OR F=64 OR F
=96 OR F=128 OR F=160 OR F=192 O
R F=224 OR F=256 OR F=288 OR F=3
20 THEN  BEEP .2,55
  45 BEEP .01,-25: NEXT F
```

```
 47 PAUSE 0
 50 REM SET UP COMPANIES
 55 CLS
 60 GO SUB 2000
 70 REM PRINT MENU SCREEN
 80 GO TO 2100
200 REM DIAL SCREEN
205 FOR R=0 TO 100: NEXT R
210 PRINT AT 10,18;" "
220 PRINT AT 20,12;"DIAL NOW:"
```

```
230 PRINT AT 21,11;"<---/----->
"
240 LET X=12: LET P$=""
250 LET N$=INKEY$
255 IF N$="X" THEN  PRINT AT 20
,12;"   ";AT 21,11;"
   ": GO TO 2100
260 IF INKEY$="" THEN  GO TO 25
0
270 IF CODE N$<48 OR CODE N$>57
THEN  GO TO 250
280 PRINT AT 21,X;N$: LET P$=P$
+N$
285 BEEP .01,40
290 LET X=X+1: IF X=15 THEN  LE
T X=16
300 IF X=21 THEN  GO TO 400
305 FOR R=0 TO 15: NEXT R
310 GO TO 250
390 REM CHECK PHONE NUMBERS
400 FOR Y=0 TO 80: NEXT Y: FOR
G=1 TO 2
403 FOR U=1 TO 2: FOR R=20 TO 2
2: BEEP .01,P: NEXT R: NEXT U: F
OR R=0 TO 30: NEXT R
405 FOR U=1 TO 2: FOR R=20 TO 2
2: BEEP .01,R: NEXT R: NEXT U: F
OR R=0 TO 30: NEXT R
406 FOR R=0 TO 90: NEXT R
407 NEXT G
410 IF P$="22239394" THEN  GO T
O 3000
420 IF P$="00113526" THEN  GO T
O 3200
430 IF P$="79985322" THEN  GO T
O 3500
440 IF P$="33356792" THEN  GO T
O 3700
450 IF P$="22123453" THEN  GO T
O 4000
460 IF P$="29355324" THEN  GO T
O 4050
470 IF P$="99912345" THEN  GO T
O 4100
480 IF P$="26798334" THEN  GO T
O 4200
490 IF P$="04876800" THEN  GO T
O 4300
999 GO TO 200
1000 REM DATA
1001 DATA "YOU ARE A RUSSIAN AGE
NT WHO HAD RECENTLY BEEN SENT TO
 BRITAIN TOCATCH A TRAITOR TO YO
UR COUNTRY.YOU DID THIS SUCCESSF
ULLY,BUT   LOST YOUR WALLET IN T
HE PROCESS.YOUR WALLET CONTAINED
 YOUR      VITALITIES FOR GETTIN
G HOME,TWO OF THESE WERE YOUR FA
LSE NAME   AND BRITISH BANK ACCO
UNT NUMBER.   YOU MUST NOW RETURN
 TO RUSSIA   "
2000 REM COMPANIES
2010 LET A$="*********HIJACK  HOL
IDAYS********
            PASSWORD --- ---
--"
2020 LET B$="### WETNAST BANK
        ### MANAGER R.SNOB
SWORTHY      ### PASSWORD --
--- ----"
2030 LET C$="%%   % RUSSIAN  EM
BASSY %   %%%
            PASSWORD ------"
2040 L RUSSIAN   P

            PASSWORD ----- -
--"
2050 LET E$="USER NETWORK MESSAG
E BOARD      "
2060 RETURN
2100 FOR R=0 TO 200: NEXT R: CLS
: REM MENU SCREEN
2110 PRINT AT 10,12;"SELECT "
2120 PRINT TAB (11);"*-*-*-*-*"
2130 PRINT 'TAB (12);"<1> DIAL"
2140 PRINT 'TAB (12);"<2> UNMB"
2150 PRINT AT 10,18;" "
2160 IF INKEY$="1" THEN  GO TO 2
00
2170 IF INKEY$="2" THEN  GO TO 2
200
```

```
2180 PRINT AT 10,18;" "
2190 GO TO 2150
2200 REM USER NETWORK MESSAGE BO
ARD
2210 CLS : PRINT E$
2220 PRINT ''"MENU"
2230 PRINT "====="
2240 PRINT '"<1> NEWS"
2250 PRINT '"<2> ADVERTISEMENTS"
2260 PRINT '"<3> MESSAGES"
2270 PRINT '"<4> D.I.Y. TIPS"
2280 PRINT '"<5> KIDS JOKES"
2290 PRINT '"<6> EXIT"
2295 PRINT AT 3,4;" "
2310 IF INKEY$="1" THEN  GO TO 2
400
2320 IF INKEY$="2" THEN  GO TO 2
500
2330 IF INKEY$="3" THEN  GO TO 2
600
2340 IF INKEY$="4" THEN  GO TO 2
700
2350 IF INKEY$="5" THEN  GO TO 2
800
2355 IF INKEY$="6" THEN  GO TO 9
999
2360 PRINT AT 3,4;" "
2370 GO TO 2295
2400 CLS : PRINT TAB (9);"N  E
W   S"; OVER 1;AT 0,9;"_____
_____": PRINT ''
2410 LET F$="THERE HAS BEEN AN A
IR CRASH OVERTHE MOUNTAINS OF RU
SSIA.         OVER 100 PEOPLE WER
E ON BOARD    THE TYPE 131 PLANE.
            CASUALTIES 4 DEAD
                    13 SERI
OUS INJURIES          83 MINO
R INJURIES    RING RUSSIAN EMBAS
SY ON         333-56792 FOR INFO
RMATION OF    FRIENDS OR RELATIV
ES"
2420 LET G$="A TRIAL IN IRELAND
HAD BEEN      CONSTANTLY INTERRUP
TED TODAY     WITH SCENES OF ROWD
YISM.AFTER    OVER AN HOUR THE JU
DGE DECLARED 'THE NEXT PERSON TO
 INTERRUPT    THIS TRIAL WILL BE
THROWN OUT'   AT WHICH THE DEFEND
ANT STOOD UP AND YELLED 'HOORAY!
'"
2430 LET H$="SARAH KEAYS ISSUED
2 MEMOIRS OF HER 2 OTHER SECRET
LOVERS,       PRESIDENT REAGAN &
MR. GORBACHOVIN THEM SHE TELLS O
F THE LORRY   LOADS OF GRECIAN 20
00 DELIVERED TO THE WHITEHOUSE A
ND HOW SHE    ACCIDENTLY SPILT RI
BENA ON       GORBACHOV'S HEAD."
2440 LET J$="AT LAST! A WINNER T
O THE DAILY   MIRROR'S MILLION PO
UND BINGO.    MR.BOB MAXWELL SAID
 HE COULDN'T BELIEVE HIS LUCK!"
2445 LET K$="JAMES GATES' BODY W
AS FOUND      BRUTALLY MURDERED T
ODAY IN THE   STREETS OF LIVERPOO
L.            THE MURDERER IS UNK
NOWN AND      POLICE ARE INVESTIG
ATING THE     CASE.MR.GATES WAS B
ELIEVED TO    BE WORKING FOR THE
RUSSIAN       SECRET POLICE."
2450 LET N=INT (RND*(5)+1)
2460 IF N=1 THEN  PRINT F$: PAUS
E 0: GO TO 2200
2470 IF N=2 THEN  PRINT G$: PAUS
E 0: GO TO 2200
2480 IF N=3 THEN  PRINT H$: PAUS
E 0: GO TO 2200
2490 IF N=4 THEN  PRINT J$: PAUS
E 0: GO TO 2200
2495 PRINT K$: PAUSE 0: GO TO 22
00
2500 REM ADVERTISEMENTS
2510 CLS
2530 PRINT "OLOP'S, THE HOLE WIT
H THE MINT"
2540 PRINT ''"LISTEN TO VIKING R
ADIO FOR THE   VERY BEST IN MUSIC,
'"
2550 PRINT '''"CHUG CHUG TAXI'S.
 TEL 221-23453"
```

```
2560 PRINT '''"HIJACK HOLIDAYS.
 TEL 001-13526"
2570 PRINT '''"HAVE A BREAK-
        HAVE A PICKLED ONI
ON"
2580 PRINT '''"   **** FEED THE ST
ARVING ****"
2585 PRINT '''"WETNAST BANK-WE WA
NT YOUR MONEY. TEL:222/39394"
2590 PAUSE 0: GO TO 2200
2600 REM MESSAGES
2610 CLS
2620 PRINT '''"FRED.ITS JOAN,GET
OFF THAT      COMPUTER AND GET M
AKING MY TEA  I'LL BE HOME IN HA
LF AN HOUR."
2630 PRINT '''"CAN ANYONE TELL ME
 WHAT TO DO   WITH MYSTERIO IN S
PIDERMAN?"
2640 PRINT '''"FOR A GOOD TIME,PH
ONE ME ON     293-55324"
2650 PRINT '''"SORD M5 FOR SALE.O
NLY #40.      CONTACT NEIL ON 04
8-76800"
2660 PRINT '''"ANYONE FOUND MY GO
LD WATCH? I'M WAITING FOR IT AT
THE COP SHOP"
2670 PAUSE 0: GO TO 2200
2700 REM D.I.Y. TIPS
2710 CLS
2720 PRINT "TODAY WE WILL LEARN
HOW TO        CONNECT ONE THING TO
 ANOTHER."
2730 PRINT '''"HERE IS ONE WAY OF
 DOING THIS."
2740 PRINT '''"THE HAMMER & NAIL"
2750 PRINT "POSITION NAIL POINTE
D END DOWN    ON OBJECT.PLACE THAT
 OBJECT IN    YOUR LEFT HAND WHILE
 HOLDING THEOTHER OBJECT IN THE
RIGHT HAND.  PICK UP HAMMER WITH
 YOUR OTHER   HAND MEANWHILE HOLDI
NG BOTH       OBJECTS IN POSITION,
WITH YOUR     RIGHT KNEE AND LEFT
EAR.NOW       RAISE HAMMER AT AN A
NGLE OF 45    ABOVE THE HEAD AND
BRING DOWN    AT A VELOCITY OF 1
M/S.DIRECT    THE HAMMER TO THE H
EAD OF THE    NAIL THEREFORE INSE
RTING THE     NAIL INTO BOTH THE
OBJECTS"
2760 PAUSE 0: GO TO 2200
2800 CLS : REM KIDS JOKES
2810 PRINT '''"WHAT GOES BLACK & W
HITE,BLACK & WHITE,BLACK & WHITE
....?"
2820 PRINT "A NUN ROLLING DOWN A
 HILL"
2830 PRINT '''"WHY DID PADDY THRO
W THE BUTTER  OUT OF THE WINDOW
?"
2840 PRINT "BECAUSE HE WANTED TO
 SEE A        BUTTERFLY"
2850 PRINT '''"IF A BUTTERCUP IS
YELLOW,WHAT   COLOUR IS A HICCUP
?"
2860 PRINT "BURPLE."
2870 PRINT '''"IF A MAN WAS BORN
IN INDIA,LIVEDIN CHINA,WORKED IN
 AMERICA AND  DIED IN EUROPE,WHA
T IS HE ?"
2880 PRINT "DEAD."
2890 PAUSE 0: GO TO 2200
3000 REM WETNAST BANK
3010 CLS : PRINT B$
3020 LET X=14: LET Q$=""
3030 LET N$=INKEY$
3040 IF N$="" THEN  GO TO 3030
3045 IF N$(1)="X" THEN  GO TO 99
99
3050 IF CODE N$<65 OR CODE N$>90
 THEN  GO TO 3030
3060 PRINT AT 2,X;N$: LET Q$=Q$+
N$
3065 BEEP .01,40
3070 LET X=X+1: IF X=19 THEN  LE
T X=20
3080 IF X=24 THEN  GO TO 3100
3085 FOR R=0 TO 10: NEXT R
3090 GO TO 3030
3100 REM CODE CRACKED?
```

```
3110 LET R$="pmw_jkglr"
3120 FOR T=1 TO LEN R$
3130 IF CODE Q$(T)=CODE R$(T)-30
     THEN  NEXT T: GO TO 3150
3140 BEEP .05,30: GO TO 3000
3150 FOR P=0 TO 50: NEXT P: REM
     PRINT INFO
3160 FOR R=0 TO 10: NEXT R: CLS
     : PRINT '''"NAME:-","ACCOUNT NO.:
     -"
3170 PRINT '''"ANDREW HOLLINS","
       22354565"'''"LAURIE BEARFIELD"
     ;"  33466355"'''"MARK TAYLOR","
      46523695"'''"LEE DONKIN","  673
     84872"'''"JOHN CLEESE","  022223
     54"
3175 PRINT #0;"            ANY
     KEY": PAUSE 0: CLS : PRINT '''"NA
     ME:-","ACCOUNT NO.:-"
3180 PRINT '''"STEVEN WRIGHT","
      23893458"'''"MICHAEL DURHAM","
      55424987"'''"MARJORIE DOOR","
     43225453"'''"SHARON CANSFIELD";"
       66865437"'''"NICOLA APPLEGATE"
     ;"  87345672"
3185 PRINT AT 21,0;"      X-TERM
     INATE//ANY KEY": IF INKEY$="X" T
     HEN  GO TO 9999
3187 IF INKEY$<>"X" AND INKEY$<>
     "" THEN  GO TO 3160
3189 GO TO 3185
3200 REM HIJACK
3210 CLS : PRINT A$
3220 LET X=10: LET Q$=""
3230 LET N$=INKEY$
3240 IF N$="" THEN  GO TO 3230
3245 IF N$(1)="X" THEN  GO TO 99
     99
3250 IF CODE N$<65 OR CODE N$>90
     THEN  GO TO 3230
3260 PRINT AT 2,X;N$: LET Q$=Q$+
     N$
3265 BEEP .01,40
3270 LET X=X+1: IF X=13 THEN  LE
     T X=14
3280 IF X=19 THEN  GO TO 3300
3285 FOR R=0 TO 10: NEXT R
3290 GO TO 3230
3300 REM CODE CRACKED ?
3310 LET R$="gacapc_k"
3320 FOR T=1 TO LEN R$
3330 IF CODE Q$(T)=CODE R$(T)-30
     THEN  NEXT T: GO TO 3350
3340 BEEP .05,30: GO TO 3200
3350 FOR P=0 TO 50: NEXT P
3355 PRINT ''''"1. JAPAN........
     .....#249"
3360 PRINT '"2. NEW YORK........
     ..#197"'''"3. BARCELONA.........#
     167"'''"4. MOSCOW...........#299
     "'''"5. CANADA...........#200"
3365 PRINT AT 17,0;"PRESS 'B' TO
     BOOK A FLIGHT."
3370 PRINT AT 21,0;"          X-
     TERMINATION"
3375 IF INKEY$="B" THEN  GO TO 3
     400
3380 IF INKEY$="X" THEN  GO TO 9
     999
3390 GO TO 3375
3400 REM BOOK A FLIGHT
3410 PRINT AT 21,0;"
                ";AT 17,0;"
                "
3420 PRINT AT 17,0;"ENTER FLIGHT
     NUMBER:";
3430 IF CODE N$<49 OR CODE N$>53
     THEN  LET N$=INKEY$: GO TO 3430
3440 PRINT N$
3450 INPUT "ENTER BANK ACCOUNT N
     O.:"; LINE Z$
3460 IF LEN Z$<>8 THEN  GO TO 34
     50
3470 IF Z$="55424987" AND N$<>"4
     " THEN  PRINT AT 17,0;"OKAY! FLI
     GHT ";N$;" IS BOOKED.": GO TO 99
     99
3475 IF Z$="55424987" AND N$="4"
     THEN  PRINT AT 17,0;"OKAY! FLIG
```

```
HT 4 IS BOOKED.": GO TO 5000
3480 IF Z$(1)="X" THEN  GO TO 99
     99
3490 GO TO 3450
3500 REM RUS.POLICE
3510 CLS : PRINT D$
3520 LET X=10: LET Q$=""
3530 LET N$=INKEY$
3540 IF CODE N$<65 OR CODE N$>90
     THEN  GO TO 3530
3550 IF N$(1)="X" THEN  GO TO 99
     99
3560 PRINT AT 2,X;N$: LET Q$=Q$+
     N$
3565 BEEP .01,40
3570 LET X=X+1: IF X=14 THEN  LE
     T X=15
3580 IF X=19 THEN  GO TO 3600
3585 FOR R=0 TO 10: NEXT R
3590 GO TO 3530
3600 REM CODE CRACKED?
3610 LET R$="lgailgai"
3620 FOR T=1 TO LEN R$
3630 IF CODE Q$(T)=CODE R$(T)-30
     THEN  NEXT T: GO TO 3650
3640 BEEP .05,30: GO TO 3500
3650 FOR P=0 TO 50: NEXT P
3660 CLS : PRINT D$
3670 PRINT AT 2,0;"AGENTS:-
              LOCATION:-"
3680 PRINT '"SVOK NORATZ
          SWEDEN "'''"BUZZ SCHWARTZNI
     G          U.S.A."'''"DAVID JOHNS
     ON        WALES "'''"MICHAEL
     DURHAM        U.K.  "'''"JAM
     ES GATES         U.K.  "''
     "NJIS DSRTIDMV       CZECH.
     "'''"YING-TONG-TIDDLE-I-FO    CH
     INA  "'''"UMGA DIAWADDA
       AFRICA "'''"LEON SCHWITZEN
          GERMANY"
3690 PRINT AT 21,0;"        X-T
     ERMINATION": IF INKEY$="X" THEN
      GO TO 9999
3695 GO TO 3690
3700 REM RUS.EMBASSY
3710 CLS : PRINT C$
3720 LET X=10: LET Q$=""
3730 LET N$=INKEY$
3740 IF N$="" THEN  GO TO 3730
3750 IF CODE N$<65 OR CODE N$>90
     THEN  GO TO 3730
3755 IF N$(1)="X" THEN  GO TO 99
     99
3760 PRINT AT 2,X;N$: LET Q$=Q$+
     N$
3765 BEEP .01,40
3770 LET X=X+1: IF X=16 THEN  GO
     TO 3800
3780 FOR R=0 TO 10: NEXT R
3790 GO TO 3730
3800 REM CODE CRACKED
3810 LET R$="amkkgc"
3820 FOR T=1 TO LEN R$
3830 IF CODE Q$(T)=CODE R$(T)-30
     THEN  NEXT T: GO TO 3850
3840 BEEP .05,30: GO TO 3700
3850 FOR P=0 TO 50: NEXT P
3860 CLS : PRINT C$: PRINT AT 2,
     0;"5 ENGLISH PEOPLE WITH MINOR
     INJURIES"
3870 PRINT '"PHILIP WHITE AGED
     39"'''"JOAN PEERS AGED 46"'''"JOHN
      BROWNS AGED 56"'''"JUNE WHITEHUR
     ST AGED 64"'''"MARIE DIXON AGED 6
     1"
3875 PRINT AT 21,0;"ANY KEY FOR
     OTHER PHONE NUMBERS": PAUSE 0: F
     OR P=0 TO 10: NEXT P
3880 CLS : PRINT C$: PRINT AT 2,
     0;"RUSSIAN NUMBERS";AT 3,0;"----
     -------------"
3890 PRINT ''''"HOSPITAL- 999-12
     345"'''"POLICE- 799-85322"'''"AI
     RPORT- 267-98334"
3900 PRINT AT 21,0;"        X-TE
     RMINATION": IF INKEY$="X" THEN
     GO TO 9999
3910 GO TO 3900
```

```
4000 REM CHUG CHUG TAXI'S
4010 CLS : PRINT  INK 6; PAPER 1
     ;"  CHUG CHUG CHUG CHUG CHUG CHU
     G          ***TAXI'S***
     "
4020 PRINT '''"        SORRY BUSIN
     ESS SHUT!"
4030 PRINT '"       WE'VE GOT A
     PUNCTURE!"
4040 PRINT '''''"***************
     ****************": GO TO 9999
4050 CLS : REM GOOD TIME
4060 PRINT "HI THERE,SO YOU WANT
      A GOOD TIME": FOR R=0 TO 50: NE
     XT R: PRINT "WELL-OKAY!"
4065 FOR R=0 TO 100: NEXT R
4070 PRINT '''"WHAT DO LADY SHEEP
      WEAR ?       EWE-NIFORMS."
4075 FOR R=0 TO 100: NEXT R
4080 PRINT '''"HOW DO YOU GET 2 W
     HALES IN A      MINI?
              DRIVE DOWN THE MO
     TORWAY"
4085 FOR R=0 TO 100: NEXT R
4090 PRINT '''"WHAT DO YOU GET IF
      YOU DIAL    424784131838357434
     383487413367 ? A BLISTER ON YOUR
      FINGER!"
4095 FOR R=0 TO 100: NEXT R: GO
     TO 9999
4100 REM RUS.HOSPITAL
4105 FOR P=0 TO 50: NEXT P
4110 CLS : PRINT  INK 7; PAPER 2
     ;"!!!!!!!!!!! HOSPITAL !!!!!!!!
     !!"
4120 PRINT ''
4130 PRINT "ALL ENGLISH PASSENGE
     RS THAT WEREINVOLVED IN THE RUSS
     IAN AIR    CRASH ARE SLIGHTLY B
     RUISED BUT  NOT SERIOUS.THEY ARE
      ALL IN A   VERY STABLE CONDITIO
     N AND THERE IS NO CAUSE FOR WORR
     Y,THEY WILL RECOVER VERY SHORTLY
     ."
4140 PRINT AT 21,0;"         X-T
     ERMINATION": IF INKEY$="X" THEN
     GO TO 9999
4150 GO TO 4140
4200 CLS : REM AIRPORT
4205 FOR P=0 TO 50: NEXT P
4210 PRINT  INK 5;"~'~'~'~'~'~'~A
     IRPORT~'~'~'~'~'~'~'~"
4220 PRINT '''
4230 PRINT "ALL CASUALTIES INVOL
     VED IN THE   AIR CRASH HAVE BEEN
     MOVED TO THEHOSPITAL."
4240 PRINT AT 21,0;"         X-T
     ERMINATION": IF INKEY$="X" THEN
     GO TO 9999
4250 GO TO 4240
4300 REM SORD M5
4310 CLS : PRINT "SORRY! MY SORD
      IS SOLD,FORGOT TOTAKE MY MESSAG
     E OUT!": FOR R=0 TO 100: NEXT R:
     GO TO 9999
5000 REM YOU HAVE WON
5010 FOR R=0 TO 50: NEXT R
5020 CLS
5030 PRINT AT 1,0;"*********
              **********"
5040 PRINT ''''"   YOU HAVE MADE I
     T BACK TO       MOSCOW,WHERE YOUR
     CHIEF          CONGRATULATES YOU



     ON YOUR          SUCCESSFUL MISSIO
     N AND WELCOMES YOU HOME!"
5050 PRINT AT 1,11;"WELL DONE"
5055 FOR F=0 TO 50: NEXT F
5060 PRINT AT 17,0; FLASH 1;"YOU
      MADE IT BACK TO THE U.S.S.R."
5070 GO TO 5030
9998 STOP
9999 PRINT  INK 7;AT 21,0;"#####
     CONNECTION  TERMINATED#####": FO
     R P=0 TO 50: NEXT P: GO TO 2100
```
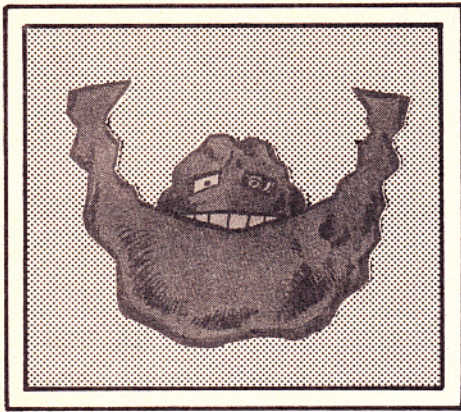
ROTATING BALL

COMMODORE AMIGA

This is the first time C+VG has ever printed a listing for the Commodore Amiga. We'll be very interested to know what you think.

It's not strictly a game we think you'll find this listing fun. This program builds the famous Amiga bouncing ball pixel by pixelon a 32 colour screen, then rotates it by changing the colours in the patette.

Angela's original idea was to make it bounce as well using the screen GET and PUT. Unfortunately, the resulting flicker completely spoiled the effect. But if you want to play around the the program you may be able to find away to make the ball bounce without a flicker.

The new window won't open unless you use preferences to set the text to 80 columns. This is a good idea in any case as it will make it easier to type the program in.

Each command is followed by a REM statement telling you exactly what's going on. You don't have to type these in, but it could be helpful.

```
rad     = 50          'This sets the size of the ball (MAX 93)
rad2    = rad^2
scale   = 128         'This sets the size of the pattern on the ball
scale4  = scale/4
norm    = 2*3.141592/scale      '2 * pi radians in a full circle

SCREEN 1,320,200,5,1                      'Opens a 32 colour screen
WINDOW 2,"AMIGA BALL",(0,0)-(297,186),31,1 'Open a full size window

FOR y = -rad TO rad                       'Count horizontal lines
  y2=y^2
  FOR x = -rad TO rad                     'Count pixels
    IF SQR(x^2+y2)<rad THEN               'Are we inside circle?
      tmp=x/SQR(rad2 - ABS(y2))           'Now map the raster coords onto
      xres =ATN(tmp/SQR(1-tmp^2))/norm    'a sphere (a bit cumbersome
      tmp=y/rad                           'owing to lack of arcsine
      yres =ATN(tmp/SQR(1-tmp^2))/norm    'in Amiga basic).
      col=xres+scale4
      IF (yres+scale4)MOD 16 < 8 THEN col = col+8 ' Make it chequered
      col = col MOD 16                           ' Colour 0 to 15
      PSET (x+rad,y+rad),4+col           'Now write it into current window
    END IF
    GOSUB rotate                'Remove this line to make pic build faster!
  NEXT x
NEXT y

loop:                            'Wait here rotating the ball !
  GOSUB rotate
```
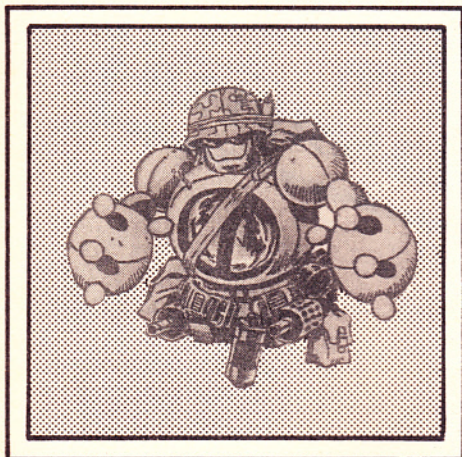
```
GOTO loop

rotate:                 'This rotates alternate red and white through the palette
    PALETTE c+4,1,1,1               'WHITE
    PALETTE 4+(c+8)MOD 16,1,0,0     'RED
    c=c+1:IF c>15 THEN c=0          'Rotate through palette
RETURN
```

//

DOME BUGGY

CBM 64

Is the dome doomed? Will those killer Kraalians beat the Buggy? Only you can find out if you type in Dome Buddy.

The evil Kraalians are dropping ecto-plasmic residue bolts onto your dome, destroying it piece by piece in a attempt to get to the energy cells which power the planet.

You in your buggy must try and replace the bricks in the dome as they are destroyed. By positioning the buggy over a gap in the dome a replacement block can be dropped. Every 1,000, 2,000 and 3,000 points etc the player advances one level. The higher level, the thinner the dome. There are three skill levels, optional sound and high score table.

Dome Buggy features user-defined graphics so check with your Commodore manual to make sure you hit the right keys — and a fully defined character set.

Dome Buggy Variables and Notes
Hi: High Score
BY$: High score name
HF: High Frequency

LF: Low Frequency
D: Duration
DH%: Title screen array
A$: First line of graphics
B$: Second line of graphics
C$: Third line of graphics
D$: Fourth line of graphics
P: Buggy position
TA: Target Score
CO: Colour difference
BP: Box position
SC: Score
L: Graphics for screen no.
LL: Level
RK: Title screen
B: Bolt position
DD: Dome depth
DR: Drop buggy?
0-14: Title screen 1

```
0 HI=1000:BY$="RIK":POKE53272,21
:PRINTCHR$(14):POKE650,128:POKE5
3281,0
1 PRINT"    ";TAB(9)"
2 PRINTTAB(9)"
"
3 PRINTTAB(9)"
"
4 PRINTTAB(9)"
"
5 PRINTTAB(9)"
"
6 PRINTTAB(9)"
"
7 PRINTTAB(9)"
"
8 PRINTTAB(9)"
"
9 PRINTTAB(9)"
"
10 PRINTTAB(9)"
"
11 PRINTTAB(8)"    OR THE  OMMOD
ORE 64."
12 PRINTTAB(17)"   Y":POKE53280
,0:PRINTTAB(13)"IK IEAVEN. "
14 PRINTTAB(10)"IANG ON A SECON
D."
30 FORT=0TO215:READA:POKE14336+T
,A:NEXT:FORT=1TO8:POKE14591+T,0:
NEXT
47 FORT=1TO160:READA:POKE14719+T
,A:NEXT:FORT=0TO7:READA:POKE1470
4+T,A:NEXT
50 DATA 255,255,254,243,255,255,
255,255
52 DATA 56,68,130,254,130,130,13
0,,252,66,66,124,66,66,252,
56 DATA 56,68,128,128,128,68,56,
,248,68,66,66,66,68,248,
60 DATA 254,64,64,120,64,64,254,
,254,64,64,120,64,64,64,
64 DATA 60,66,128,142,130,68,56,
66 DATA 130,130,130,254,130,130,
130,
68 DATA 56,16,16,16,16,16,56,,14
,4,4,132,132,72,48,
72 DATA 130,132,136,144,168,196,
130,
74 DATA 128,128,128,128,128,128,
254,
76 DATA 130,198,170,146,130,130,
```

```
130,
78 DATA 130,194,162,146,138,134,
130,
80 DATA 56,68,130,130,130,68,56,
82 DATA 252,130,130,252,128,128,
128,
84 DATA 56,68,130,130,138,68,58,
86 DATA 252,130,130,252,224,152,
134,
88 DATA 124,130,128,124,2,130,12
4,,254,16,16,16,16,16,16,
92 DATA 130,130,130,130,130,68,5
6,,130,130,68,68,40,40,16,
96 DATA 130,130,130,146,170,198,
130,,130,68,40,16,40,68,130,
98 DATA 130,68,40,16,16,16,16,,2
54,4,8,16,32,64,254,
100 DATA 124,130,130,130,130,130
,124,8,8,8,8,8,8,8,
104 DATA 124,130,2,124,128,128,2
54,
106 DATA 124,130,2,124,2,130,124
,,130,130,130,254,2,2,2,
110 DATA 254,128,128,252,2,130,1
24,
112 DATA 124,130,128,252,130,130
,124,,254,2,2,2,2,2,2,
116 DATA 124,130,130,124,130,130
,124,
118 DATA 124,130,130,126,2,2,2,
119 DATA ,24,24,,,24,24,
120 DATA 255,170,170,170,170,170
,85,85
121 DATA ,240,172,171,171,170,85
,85
122 DATA 105,105,130,130,130,130
,40,40
123 DATA ,15,58,234,234,170,85,8
5
124 DATA 204,136,187,153,85,85,6
8,68
125 DATA 20,20,93,89,85,85,20,20
126 DATA 60,40,235,170,170,105,4
0,20
127 DATA 28,28,28,28,28,28,28,28
128 DATA ,,,,,,,,,24,24,,:POK
E53270,PEEK(53270)OR16
201 PRINT"
 NSERT JOYSTIK IN PORT ONE, "
202 PRINTTAB(12)" OR USE KEYS  "
:PRINTTAB(12)"     ........LEFT "
204 PRINTTAB(10)"        .......RIGH
T  ":PRINTTAB(10)"         ....DR
```

```
OP   "
210 POKE53280,0:POKE53281,0:POKE
53282,11:POKE53283,12:FORT=0TO2:
FORX=0TO255
310 READA:IFA=-1THEN330
320 POKE36864+T*256+X,A:NEXTX
330 NEXTT:DATA 169,146,141,21,3,
169,,141,20,3,96,-1
350 DATA169,234,234,141,21,3,169,49,
141,20,3,96,-1
360 DATA172,,147,192,17,240,57,2
06,1,147,173,1,147,201,,208,44,2
38,,147,169
370 DATA 141,4,212,169,10,141,5,
212,169,,141,6,212,169,17,141,4,
212,185,,147
380 DATA185,,148,141,1,212,185,,
149,141,,212,185,,150,141,1,147,
76,49,234
390 DATA169,,141,,147,141,4,212,
24,144,242,-1
400 POKE37632,0:POKE37633,0:FORT
=0TO177:READHF,LF,D:POKE37888+T,
HF:POKE38144+T,LF
420 POKE38400+T,D:NEXT:POKE37380
,T+1:PRINT"  ":POKE53272,31:SYS36
864
440 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
450 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
460 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
470 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
480 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
490 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
500 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
510 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
520 DATA 31,165,10,31,165,5,37,1
62,10,39,223,5
530 DATA 31,165,10,31,165,5,37,1
62,10,39,223,5
540 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
550 DATA 28,49,10,28,49,5,33,135
,10,35,134,5
560 DATA 21,31,10,21,31,5,25,30,
10,26,156,5
```

```
570 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
580 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5,21,31,30
600 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5,21,31,30
620 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5,28,49,30
640 DATA 31,165,10,31,165,5,37,1
    62,10,39,223,5
650 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
660 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5,21,31,30
680 DATA 31,165,10,31,165,5,31,1
    65,10,39,223,40
690 DATA 28,49,10,28,49,5,28,49,
    10,35,134,40
700 DATA 21,31,10,21,31,5,21,31,
    10,26,156,40
710 DATA 21,31,10,21,31,5,26,15
    6,10,21,31,40
720 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
730 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
740 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
750 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
760 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
770 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
780 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
790 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
800 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
810 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
820 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
830 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
840 DATA 31,165,10,31,165,5,37,1
    62,10,39,223,5
850 DATA 31,165,10,31,165,5,37,1
    62,10,39,223,5
860 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
870 DATA 28,49,10,28,49,5,33,135
    ,10,35,134,5
880 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
890 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5
900 DATA 21,31,10,21,31,5,25,30,
    10,26,156,5,21,31,10,21,31,5
930 DIMDM%(192):FORT=0TO192:READ
    A%:DM%(T)=A%:NEXT
940 DATA -2,-2,-2,37,-2,29,1,25,
    1,21,-2,29,7,21,-2
941 DATA 29,3,23,1,21,-2,29,3,23
    ,1,21,-2,29,7,21,-2,37,-2,
945 DATA 21,7,21,7,21,-2
946 DATA 21,3,21,1,21,1,21,3,23,
    1,21,-2
947 DATA 21,3,21,1,21,1,21,3,23,
    1,21,-2
948 DATA 21,7,21,7,21,-2,37,-2,2
    1,7,21,7,21,-2
950 DATA 21,3,25,3,23,1,21,-2,21
    3,30,2,21,-2
953 DATA 21,3,25,3,23,1,21,-2,21
    ,7,21,7,21,-2,37,-2
955 DATA 21,7,21,7,21,-2
956 DATA 21,3,23,1,21,3,21,1,21,
    1,21,-2
957 DATA 21,3,23,1,21,3,21,1,21,
    1,21,-2
958 DATA 21,4,22,1,21,3,23,1,21,
    -2,37,-2
961 DATA 21,7,29,-2,21,3,23,1,29
    ,-2
962 DATA 21,3,23,1,29,-2,21,4,22
    ,1,29
963 DATA -2,37,-2,24,4,29,-2
964 DATA 21,4,32,-2,21,4,32,-2
965 DATA 21,7,29,-2,37,-2,-1
```

```
970 FORT=0TO77:READA:POKE49152+T
    ,A:NEXT
980 DATA 174,167,2,169,32,157,76
    ,4,169,62
983 DATA 157,77,4,169,59,157,78,
    4,169,61
985 DATA 157,79,4,169,59,157,80,
    4,169,61,157,81,4,169,59,157,82,
    4,169,60
989 DATA 157,83,4,169,32,157,84,
    4,96
991 DATA 169,128,141,18,212,169,
    5,141,19,212,169,2,141,20,212,16
    9,40,141,15,212
992 DATA 141,14,212,169,129,141,
    18,212,96
995 FORT=1TO5:READA$(T),B$(T),C$
    (T),D$(T):NEXT:FORT=0TO28:READA:
    POKE49300+T,A:NEXT
1000 PRINT"◻🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀◻";:FORT=1TO040:PRINT"━";:NEXT
1001 P=1225:TA=1000:CO=54272:BP=
     P+1:RK=0:SC=0:L=1:LL=0:SYS36864:
     POKES54296,1
1005 PRINT"◼MUSIC YES : PRESS F
     IRE TO START."
1010 A=DM%(RK):RK=RK+1:IFA=-1THE
     NGOTO6000
1030 IFA=-2THENGOTO1080
1040 IFA>0ANDA<20THENGOTO4000
1050 IFA>20ANDA<41THENGOTO5001
1060 GOTO1010
1080 P=P+1:POKEP,2,32:POKEP-42,3
     2:POKEP-40,59:POKEP-40+CO,9:POKE
     P-39,60:POKEP-39+CO,9
1130 POKEP,61:POKEP+CO,9:POKEP+C
     O-1,9:POKEP+CO-41,9:BP=P+1:GOTO1
     010
2000 DATA "      ◻@@🬀🬀- ; ◻@@
     @@@@@@@ ◼; -🬀🬀🬀◻@@@      ◼;"
2002 DATA "◼;🬀🬀🬀;◻@@@ ◼;;;;;◻@◼-
     ▲🬀?-▲🬀▲🬀?▲-@◼;;;;| ◻@@@;🬀🬀🬀;"
2004 DATA "◼;🬀🬀🬀;◻@@@ ◼;;;;|◻@◼-
     ▲🬀?-▲🬀▲🬀?▲-@◼;;;;| ◻@@@;🬀🬀🬀;"
2006 DATA "◼;      ◻@@@🬀🬀- ; ◻@@@
     @@@@@@@ ◼; -🬀🬀🬀◻@@@      ◼;"
2010 DATA"◼; ◻@@◼|◻@@◼|◻@@◼|◻@@◼
     ◻;;;;;;;;;;;;;; ◻@@◼|◻@@◼|◻@@◼|◻@@◼
     @◼;"
2012 DATA"◼; ◻@◼|||||||||||||◻@◼; -
     ▲-;;;;-◼-;;◻@◼|||||||||||||◻@◼;"
2014 DATA"◼; ◻@◼|||||||||||||◻@◼; -
     ▲-;;;;-◼-;;◻@◼|||||||||||||◻@◼;"
2016 DATA"◼; ◻@@@◼|◻@@◼|◻@@◼|◻@@@
     ◻;;;;;;;;;;; ◻@@@◼|◻@@◼|◻@@◼|◻@@
     @◼;"
2020 DATA"◼; -◻@@◼-◻@@@@◼|◻@@@◼|
     -◻@◼|◻@@@◼|-◻@◼|◻@@@@◼|◻@@@◼-◻@
     -◻@◼;"
2022 DATA"◼; -◻@@◼------◻@◼|????|--
     |◻@◼;;|◻@◼|◻@◼-|????|◻@◼---◻@@◼-
     ;"
2024 DATA"◼; ----◻@@◼--------|????|-◻@◼
     |◻@◼;|◻@◼|◻@◼-|????|-◻@◼---◻@◼--
     ;"
2026 DATA"◼; ------◻@◼-◻@@◼|◻@@@◼|
     -◻@◼|◻@@@◼|◻@@◼|◻@@◼-◻@◼-◻@@◼-◻
     @@◼;"
2030 DATA"◼; |◻@@@@@◼; ;??;??; ◻@@
     @@@@◼;??;??; ◻@@@@@◼;|"
2032 DATA"◼;;?????; ◻@@◼|::|?;
     ????;?|::|◻@@◼; ??????;;"
2034 DATA "◼;;??????; ◻@@◼|::|?;
     ????;?|::|◻@@◼; ??????;;"
2036 DATA"◼; |◻@@@@@◼; ;??;??; ◻@@
     @@@@◼;??;??; ◻@@@@@◼;|"
2040 DATA"◼; ------------◻@◼||◻@@◼|-----------;
     ◻@@◼||◻@@◼||◻@@◼||◻@◼---------;"
2042 DATA"◼; -◻@◼-◻@◼-------◻@◼-?|?
     ??|???|???|???|??--◻@◼--◻@◼-◻@◼-◻@
     -;"
2044 DATA"◼; -◻@◼-◻@◼-◻@◼-◻@◼-?|?
     ??|???|???|???|??--◻@◼--◻@◼-◻@◼-◻@
     -;"
2046 DATA"◼; ------------◻@◼||◻@@◼|-----------;
     ◻@@◼||◻@@◼||◻@@◼||◻@◼---------;"
2100 DATA169,128,141,18,212,169,
     1,141,14,212,141,15,212,169,8,14
     1,19,212,169,14
2110 DATA141,20,212,169,129,141,
     18,212,96
```

```
4000 BP=P+1
4010 POKEBP+CO,10:POKEBP,0
4021 GETA$
4022 IFA$="Y"THENPRINT"◼🬀🬀🬀🬀🬀◼IYE
     S":SYS 36864
4023 IFA$="N"THENPRINT"◼🬀🬀🬀🬀🬀◼NO
     ":SYS 36864+256
4024 Z=PEEK(56321):IFZ=239THENGO
     TO6100
4030 Z=PEEK(BP+40):IFZ<>32THEN40
     70
4050 BP=BP+40:POKEBP,0:POKEBP+CO
     ,10:POKEBP-40,32:GOTO4021
4070 A=A-1:SYS49300:IFA>0THENGOT
     O4000
4090 GOTO1010
5001 A=A-20
5010 BP=P+1
5020 POKEBP+CO,14:POKEBP,0
5021 GETA$
5022 IFA$="Y"THENPRINT"◼🬀🬀🬀🬀🬀◼IYE
     S":SYS 36864
5023 IFA$="N"THENPRINT"◼🬀🬀🬀🬀🬀◼NO
     ":SYS 36864+256
5024 Z=PEEK(56321):IFZ=239THEN61
     00
5030 Z=PEEK(BP+40):IFZ<>32THEN50
     70
5050 POKEBP+40,0:POKEBP+40+CO,14
     :POKEBP,32:BP=BP+40:GOTO5021
5070 A=A-1:SYS49300
5080 IFA>0THENGOTO5010
5090 GOTO1010
6000 :
6001 POKEP,32:POKEP-1,32:POKEP-3
     9,32
6002 POKEP-40,32:POKEP-41,32
6003 :
6004 FORT=0TO039:POKE55376+T,9:NE
     XT
6005 A=15:B=A+1144
6006 POKE679,A:SYS49152:POKEB,66
     :POKEB+CO,9
6007 A=A-2+INT(RND(1)*3)+1
6008 IFA<5THENA=5
6009 IFA>37THENA=37
6010 GETA$
6011 IFA$="Y"THENPRINT"◼🬀🬀🬀🬀🬀◼IYE
     S":SYS36864
6012 IFA$="N"THENPRINT"◼🬀🬀🬀🬀🬀◼NO
     ":SYS36864+256
6013 Y=PEEK(56321):IFY=239THEN61
     00
6014 POKEB,32:Y=PEEK(B+40)
6015 IFY=67THENFORT=1TO1000:NEXT
     :GOTO1000
6016 IFY<>0THENB=B+40:GOTO 6006
6017 POKEB+40,32:SYS49201:B=A+11
     44:GOTO6006
6100 :
6101 PRINT"◻◼":PRINTTAB(10)"DIFF
     ICULTY 1:3"
6102 PRINTTAB(10)"◼1:EASY   3:HA
     RD"
6103 GETA$:IFA$=""THEN6103
6104 IFA$="1"THENDD=9:GOTO6108
6105 IFA$="2"THENDD=6:GOTO6108
6106 IFA$="3"THENDD=3:GOTO6108
6107 GOTO6103
6108 POKE53272,31:SC=0
6115 PRINT"◻◼SCORE        HI
         BY        LEVEL"
6116 TA=SC+1000*L:LL=LL+1
6117 IFL=6THENLL=1:DD=DD-3
6118 IFDD<3THENDD=3
6119 IFL=11THENLL=1:DD=DD-3
6120 PRINT"◼🬀🬀🬀🬀🬀◼";
6121 PRINT"◼";:PRINTTAB(15);HI
6122 PRINT"◼";TAB(27);BY$
6123 PRINT"◼";TAB(37);L
6124 PRINT"◼🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀◼";
6125 FORT=1TODD:PRINT"◼";:FORJ=1
     TO040:PRINT"@";:NEXTJ,T
6126 FORT=1TO040:PRINT"━";:NEXT
6127 PRINT"◼🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀🬀◼
     ";
6128 FORT=1TO040:PRINT";";:NEXT
6129 PRINTA$(LL);B$(LL);C$(LL);D
     $(LL);
6130 FORT=1TO039:PRINT";";:NEXT:P
     RINT"◼";
```

```
6131 POKE2023,59:POKE56295,9:FOR
T=0TO39:POKE55376+T,9:NEXT:POKE6
79,17:SYS49152
6150 KP=17:P=1387:F=1:B=KP+1144
6155 POKEP,61:POKEP+CO,9:POKEP-1
,61:POKEP-1+CO,9:POKEP-41,59:POK
EP-40,59
6156 POKEP-39,60:POKEP-41+CO,9:P
OKEP-40+CO,9:POKEP-39+CO,9
6159 PRINT" ";
6160 PRINTTAB(17)"#READY":FORT=1
TO800:NEXT:PRINTTAB(17)"STEADY'
;:FORT=1TO800:NEXT
6165 PRINT"         GO  ";:FORT=1
TO800:NEXT:PRINT"      "
6199 BP=0
6200 DR=0
6201 IFSC>=TATHENL=L+1:GOTO6115
6202 IFP<1383THENGOTO6220
6203 IFP>1743THENSYS49300:GOTO1C
000
6210 IFPEEK(P+40)<>32ANDPEEK(P+4
0)<>67THENGOTO6300
6220 IFF=0THENGOTO6250
6230 POKEP,59:POKEP-1,59:POKEP+1
,60:POKEP+1+CO,9:POKEP+40,61:POK
EP+40+CO,9
6240 POKEP+39,61:POKEP+39+CO,9:P
OKEP-40,32:POKEP-41,32:POKEP-39,
32:P=P+40
6245 DR=1:GOTO6300
6250 POKEP,59:POKEP+1,59:POKEP-1
,62:POKEP-1+CO,9:POKEP+40,61:POK
EP+40+CO,9
6260 POKEP+41,61:POKEP+41+CO,9:P
OKEP-41,32:POKEP-40,32:POKEP-39,
32:P=P+40:DR=1
6275 :
6300 KP=KP+1+INT(RND(1)*3)
6310 IFKP<0THENKP=0
6320 IFKP>39THENKP=39
6330 POKE679,KP:SYS 49152
6350 :
6355 IFB>1743THENGOTO10100
6360 POKEB,66:POKEB+CO,9
6370 Z=PEEK(B+40)
6380 IFZ=320RZ=67THENPOKEB+40,66
:POKEB+40+CO,9:POKEB,32:B=B+40:G
OTO6400
6390 IFZ=0THENPOKEB,32:POKEB+40,
32:B=B+40:GOTO8000
6395 POKEB,32:SYS49201:GOTO10000
6400 :

6405 IFDR=1THENGOTO7500
6410 Z=PEEK(56321):GETL$
6420 IFZ=2390RL$=" "THENGOSUB700
0
6430 IFZ=2510RL$="Z"THENGOSUB670
0:F=0
6440 IFZ=2470RL$="M"THENGOSUB650
0:F=1
6450 GOTO7500
6500 :
6510 IFF=1THENGOTO6550
6520 POKEP-41,32:P=P+1:POKEP-39,
60:POKEP-39+CO,9:RETURN
6550 :
6560 IFPEEK(P+1)=32THENGOTO6600
6570 POKEP,32:POKEP-1,32:POKEP-4
1,32:P=P-39:POKEP,61:POKEP-1,61:
POKEP-41,59
6580 POKEP+41+CO,9:POKEP-40,59:P
OKEP-40+CO,9:POKEP-39,60:POKEP-3
9+CO,9:RETURN
6600 REM                    STRA
IGHT
6610 POKEP-1,32:POKEP-41,32:P=P+
1:POKEP,61:POKEP+CO,9:POKEP-40,5
9:POKEP-40+CO,59
6620 POKEP-39,60:POKEP-39+CO,9:R
ETURN
6700 :
6710 IFF=0THENGOTO6750
6720 POKEP-39,32:P=P-1:POKEP-41,
62:POKEP-41+CO,9:RETURN
6750 :
6760 Z=PEEK(P-1)
6765 IFZ=0THENGOTO6800
6770 POKEP+1,32:POKEP-39,32:POKE
P-1,61:POKEP-1+CO,9:POKEP-41,59:
POKEP-41+CO,9
6775 POKEP-42,62:POKEP-42+CO,9:P
=P-1:RETURN
6800 POKEP,32:POKEP+1,32:POKEP-3
9,32:P=P-41:POKEP,61:POKEP+1,61
6810 POKEP-39,59:POKEP-39+CO,9:P
OKEP-40,59:POKEP-40+CO,9
6820 POKEP-41,62:POKEP-41+CO,59
6825 RETURN
7000 IFBP<>0THENRETURN
7001 Z=0
7010 IFF=0THENGOTO7030
7020 IFPEEK(P+41)=0THENBP=0:RETU
RN
7021 SC=SC+10*L:PRINT" ";S
C

7025 BP=P+1:POKEBP,0:POKEBP+CO,1
0:RETURN
7030 IFPEEK(P+39)=0THENBP=0:RETU
RN
7031 SC=SC+10*L:PRINT" ";S
C
7035 BP=P-1:POKEBP,0:POKEBP+CO,1
0:RETURN
7500 IFBP=0THEN6200
7505 X=0
7510 Z=PEEK(BP+40):IFZ<>32THENBP
=0:SYS49300:GOTO6200
7530 POKEBP+40,0:POKEBP+40+CO,10
:POKEBP,32:BP=BP+40:X=X+1
7540 IFX=3THENGOTO6200
7550 GOTO7510
8000 IFL=20RL>3THENPOKEB+40,32
8010 IFL>2THENPOKEB-1,32:POKEB+1
,32
8020 IFL<>2ANDL<>4THENGOTO8040
8030 B=KP+1144:SYS49201:GOTO6400
8040 IFF<1783THENGOTO8030
8050 GOTO10000
10000 POKE53282,11:POKE53283,12:
PRINT" ";TAB(14)"GAME OVER
":FORT=1TO2000:NEXT
10001 BY$="":POKE198,0
10010 IFSC<HITHEN1000
10020 PRINT"S";TAB(13)"
";
10030 FORT=1024TO1063:POKET,59:P
OKET+CO,9:NEXT:PRINT"NEW ";
10040 FORT=1103TO2023STEP40:POKE
T,59:POKET+CO,9:NEXT:PRINT"HIGH
";
10050 FORT=2022TO1984STEP-1:POKE
T,59:POKET+CO,9:NEXT:PRINT"SCOR
E ";
10060 FORT=1944TO1064STEP-40:POK
ET,59:POKET+CO,9:NEXT
10070 HI=SC:INPUT"
INPUT YOUR NAME PLEASE ";B
Y$
10080 IFLEN(BY$)>3THENBY$=LEFT$(
BY$,3)
10090 GOTO1000
10100 SYS36864+256
10101 POKE54296,0:FORT=1TO10:POK
E54296,T:FORH=1TO40-T:SYS49300:N
EXTH,T:POKE54296,15
10110 FORH=1TO255:SYS49201:POKE5
3282,H:POKE53283,H:NEXT:POKE5429
6,00:GOTO10000
```
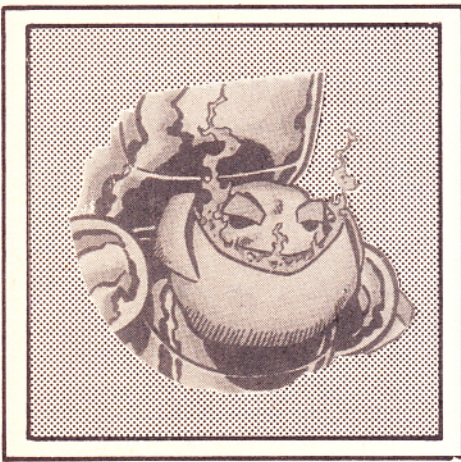
CLASSIFICATION HJ6	SERIAL NUMBER 888	AUTHORISATION (INITIALS)
AUTHOR PAUL MUMFORD		
INVESTIGATING DROID GRILL	AUTHORISATION CODE BHJ 721	PM

MEGA ELITE COMMANDER

BBC

Elite is a mixture of flight simulation, arcade action and strategy. In it you play the part of a space ship owner, travelling the space highways, trading to build up funds and buy better equipment. Elite mania gripped the homes of thousands of BBC owners when it first came out and the game remains as popular today as it was then.

In the program, Paul Mumford enables you to create a super commander, covering areas

such as fire power, cargo capacity, missiles and fuel.

It's a short program to type and in save and it should enhance your game playing ability no end.

```
LIST
    10 REM ... Mega Elite Commander ...
    20 REM
    30 REM (C) Paul Mumford 1986.
    40 REM
    50 MODE 7
    60 PROCcursor (&20)
    70 A%=&00: X%=&00: Y%=&00: C%=&00
    80 F%=(USR(&FFDA) AND &FF)
    90 RESTORE
   100 FOR L%=1 TO 10
   110 READ D$
   120 FOR M%=1 TO 16 STEP 2
   130 C%=C%+EVAL("&"+MID$(D$,M%,2))
   140 NEXT
   150 NEXT
   160 IF C%<>&1321 THEN VDU 7:PRINT "Commander MEGA checksum error":END
   170 PROCdouble("COMMANDER MEGA STATUS:")
   180 PRINT
   190 PROCdouble("MAXIMUM FIRE POWER ON ALL FOUR LASERS")
   200 PROCdouble("253 TON CARGO CARRYING CAPACITY")
   210 PROCdouble("40 MILLION CREDITS")
   220 PROCdouble("255 MISSILES")
   230 PROCdouble("ALL SHIP EXTRAS FITTED")
   240 PROCdouble("ELITE STATUS")
   250 PROCdouble("25.5 LIGHT YEARS OF FUEL")
   260 PROCdouble("HIGH SPEED ENERGY UNIT")
   270 PRINT
   280 PROCdouble("PRESS SPACE TO SAVE COMMANDER MEGA")
   290 REPEAT
   300 UNTIL GET$=" "
   310 CLS
   320 IF F%=1 OR F%=2 THEN D%=OPENOUT("MEGA")
   330 IF F%=4 OR F%=8 THEN D%=OPENOUT("E.MEGA")
   340 RESTORE
   350 FOR L%=1 TO 10
   360 READ D$
   370 FOR M%=1 TO 16 STEP 2
   380 B%=EVAL("&"+MID$(D$,M%,2))
   390 BPUT# D%,B%
   400 NEXT
   410 NEXT
   420 FOR L%=&50 TO &FF
   430 BPUT# D%,&00
   440 NEXT
   450 CLOSE# D%
   460 PROCdouble("COMMANDER MEGA SAVED")
   470 PROCcursor (&40)
   480 END
   490
   500 DEFPROCdouble(S$)
   510 LOCAL T%
   520 T%=20 (LEN(S$) DIV 2)-1
```
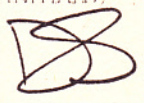
```
530 PRINT TAB(I%);CHR$(141);S$
540 PRINT TAB(T%);CHR$(141);C$
550 ENDPROC
560
570 DEFPROCcursor(Z%)
580 VDU 23,0,10,Z%,0,0,0,0,0,0
590 ENDPROC
600
610 DATA "0014AD4A5A480255"
620 DATA "B717D78400FF8000"
630 DATA "FFFFFFFF0000FF00"
640 DATA "0000000000000000"
650 DATA "0000000000000000"
660 DATA "FFFF7F10FFFFFF00"
670 DATA "000000FF00100F11"
680 DATA "0003C0E00000A00"
690 DATA "113A07090B000000"
700 DATA "0003780000000000"
```

//
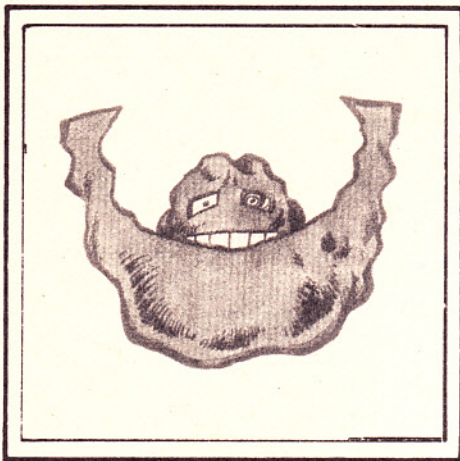
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<tr><td>AUTHOR DAVID SWINNERTON</td><td></td></tr>
<tr><td>INVESTIGATING DROID BIG RED</td><td>AUTHORISATION CODE 810 BGN</td></tr>
</table>

ULTIMATE INVADERS

CBM 64

What can you say about Space Invader-style games that hasn't been said before? They've been around for ages but time hasn't dulled their playability.

David Swinnerton's variation on a familiar theme is called Ultimate Invaders.

Hit the space bar to start a new game plug the joystick into port two and get zapping.

```
10 REM ************************
******
11 REM *
      *
12 REM *     ULTIMATE   INVADERS
      *
13 REM *
      *
14 REM *   A MACHINE-CODE GAME
BY   *
15 REM *
      *
16 REM *     DAVID SWINNERTON
      *
17 REM *
      *
23 REM *
      *
24 REM *       (C) 1986
      *
25 REM *
```

```
      *
27 REM ***************************
******
28 :
29 :
30 :
40 POKE46,50:POKE48,50:POKE50,50
100 V=53248:HI$="000000":SC$=HI$
110 GOSUB 500 : REM TITLE SCREEN
120 GOSUB 400 : REM READ DATA
130 PRINT"⬚":FORT=0TO20:PRINT"⬚"
;:NEXT
131 FORT=0TO39:PRINT"⬚";:NEXT
132 PRINT"⬚⬚HI ⬚";HI$;"⬚   SCORE
  -⬚        ⬚F1 - PAUSE ⬚";
134 FORT=0TO20:A=INT(RND(0)*800)
:POKE1024+A,46:NEXT
135 SYS49152
140 T$="":FORT=2004TO2009:T$=T$+
STR$(PEEK(T)-48):NEXT:SC$=""
150 FORT=2TO12STEP2:SC$=SC$+MID$
(T$,T,1):NEXT
```

```
160 IF SC$>HI$ THEN HI$=SC$
170 GOSUB 500 : GOSUB 740
171 FORT=50515TO50530:POKET,0:NE
XT
300 GOTO 130
398 :
399 :
400 FORT=0TO1372:READD:POKET+491
52,D:NEXT
410 FORT=0TO768:READD:POKET+1561
6,D:NEXT
420 RETURN
498 :
499 :
500 POKE53281,0:POKE53280,0
510 PRINT"⬚⬚           ";
520 PRINT"⬚ ⬚⬚⬚⬚   ⬚⬚⬚⬚⬚
⬚ ⬚⬚⬚⬚⬚⬚";
530 PRINT"⬚ ⬚⬚⬚⬚   ⬚⬚   ⬚⬚
⬚ ⬚⬚";
540 PRINT"⬚ ⬚⬚⬚⬚   ⬚⬚ ⬚⬚⬚⬚
```

```
550 PRINT"|| |||| || || |||| |
580 PRINT"| |||  || |||| |
590 PRINT"
595 PRINT"           BY DAVID
SWINNERTON"
600 PRINT"
610 PRINT"
640 PRINT" ||
650 PRINT" ||||  |||| ||
660 PRINT" |||  ||||  || ||
670 PRINT" ||| ||| ||| ||
680 PRINT" ||||  ||| |||| |||
690 PRINT" ||||  ||| |||  ||
700 PRINT" ||||  ||| || ||
710 PRINT" || ||
720 PRINT"|
730 PRINT"
735 RETURN
736 :
737 :
740 PRINT:PRINT"   HI-SCORE - "
;HI$;"    SCORE - ";SC$
750 POKEV+4,70:POKEV+5,110:POKEV
+6,20:POKEV+7,110:POKEV+8,150:PO
KEV+9,100
760 POKEV+21,12:POKEV+16,8:POKE2
040,207:POKE2041,208
770 PRINT"           PRESS SPA
CE TO PLAY";"
799 WAIT 197,60
800 RETURN
989 :
990 :
991 :
992 :
993 :****************************
*******
994 :*
        *
995 :*      MACHINE-CODE DATA
        *
996 :*
        *
997 :****************************
*******
998 :
999 :
1000 DATA 169,1,141,83,197,141,8
4,197,169,20,141,5,212,169,5,141
,6
1010 DATA 212,169,20,133,251,169
,0,141,32,208,141,33,208,141,86,
197,169
1020 DATA 253,141,28,208,169,48,
141,212,7,141,213,7,141,214,7,14
1,215
1030 DATA 7,141,216,7,141,217,7,
169,247,141,87,197,32,197,192,32
,57
1040 DATA 196,24,173,86,197,208,
17,173,7,208,201,245,144,10,169,
70,141
1050 DATA 7,208,169,0,141,152,19
6,234,173,21,208,201,3,208,63,23
8,86
1060 DATA 197,173,86,197,201,2,1
44,43,169,0,141,86,197,173,83,19
7,201
1070 DATA 5,176,31,238,87,197,17
3,87,197,201,252,240,3,238,87,19
7,234
1080 DATA 173,87,197,201,0,208,1
0,169,247,141,87,197,238,83,197,
230,251
1090 DATA 234,173,83,197,141,84,
197,76,63,192,32,120,193,173,86,
197,208
1100 DATA 14,56,173,18,208,201,2
50,208,6,173,83,197,141,152,196,
165,255
1110 DATA 201,100,208,3,32,70,19
6,76,66,192,234,169,244,141,248,
7,162
1120 DATA 7,173,87,197,157,193,1
96,201,251,240,3,238,87,197,173,
87,197
1130 DATA 157,201,196,201,251,24
0,3,206,87,197,202,224,1,208,225
,169,0
1140 DATA 141,14,220,133,252,133
,253,133,255,141,16,208,169,255,
141,21,208
1150 DATA 173,86,197,208,5,169,0
,141,84,197,162,15,189,209,196,1
57,0
1160 DATA 208,202,224,255,208,24
5,162,15,173,84,197,157,145,196,
157,161,196
1170 DATA 202,173,83,197,157,145
,196,157,161,196,232,56,169,0,23
7,84,197
1180 DATA 157,177,196,202,56,169
,0,237,83,197,157,177,196,202,22
4,3,208
1190 DATA 212,162,9,189,233,196,
157,37,208,202,224,255,208,245,1
62,7,189
1200 DATA 225,196,240,6,189,137,
196,13,16,208,202,224,255,208,24
0,32,110
1210 DATA 196,120,169,172,141,20
,3,169,194,141,21,3,169,241,141,
26,208
1220 DATA 88,96,234,173,0,220,16
2,0,160,0,74,74,74,176,2,202,202
1230 DATA 234,74,176,2,232,232,2
34,142,145,196,74,176,62,165,255
,201,0
1240 DATA 208,56,32,243,196,173,
0,208,141,2,208,56,173,1,208,233
,10
1250 DATA 141,3,208,169,252,141,
148,196,169,1,133,255,173,16,208
,9,1
1260 DATA 205,16,208,208,11,169,
2,13,16,208,141,16,208,76,210,19
3,169
1270 DATA 253,45,16,208,141,16,2
08,234,96,173,30,208,133,254,9,1
,197
1280 DATA 254,208,5,169,100,133,
255,96,234,165,254,9,2,197,254,2
40,1
1290 DATA 96,234,238,215,7,173,2
15,7,201,58,144,26,169,48,141,21
5,7
1300 DATA 238,214,7,173,214,7,20
1,58,144,11,169,48,141,214,7,238
,213
1310 DATA 7,173,213,7,169,0,141,
148,196,141,2,208,133,255,32,30,
197
1320 DATA 169,253,45,16,208,141,
16,208,165,254,9,4,197,254,208,1
4,169
1330 DATA 0,141,149,196,169,251,
45,21,208,141,21,208,96,165,254,
9,128
1340 DATA 197,254,208,14,169,0,1
41,159,196,169,127,45,21,208,141
,21,208
1350 DATA 96,165,254,9,16,197,25
4,208,14,169,0,141,153,196,169,2
39,45
1360 DATA 21,208,141,21,208,96,1
65,254,9,32,197,254,208,14,169,0
,141
1370 DATA 155,196,169,223,45,21,
208,141,21,208,96,165,254,9,64,1
97,254
1380 DATA 208,14,169,0,141,157,1
96,169,191,45,21,208,141,21,208,
96,165
1390 DATA 254,9,8,197,254,208,13
```

```
,169,0,141,151,196,169,247,45,21
,208
1400 DATA 141,21,208,96,162,15,1
73,3,208,201,50,176,22,173,16,20
8,41
1410 DATA 253,141,16,208,169,0,1
41,2,208,169,0,133,255,169,0,141
,148
1420 DATA 196,234,32,212,193,24,
189,0,208,125,145,196,157,0,208,
202,202
1430 DATA 224,255,208,240,162,14
,160,7,24,189,145,196,201,20,144
,7,201
1440 DATA 235,176,33,76,45,195,2
4,189,0,208,125,145,196,157,0,20
8,144
1450 DATA 47,24,185,137,196,13,1
6,208,141,16,208,169,1,153,225,1
96,76
1460 DATA 45,195,24,189,0,208,12
5,145,196,157,0,208,176,17,56,16
9,255
1470 DATA 249,137,196,45,16,208,
141,16,208,169,0,153,225,196,202
,202,136
1480 DATA 224,254,208,175,234,16
2,14,160,7,24,189,0,208,201,60,1
76,34
1490 DATA 173,16,208,25,137,196,
205,16,208,240,23,189,161,196,15
7,145,196
1500 DATA 173,86,197,208,9,24,18
9,1,208,105,26,157,1,208,76,138,
195
1510 DATA 24,189,0,208,201,50,14
4,31,173,16,208,25,137,196,205,1
6,208
1520 DATA 208,20,189,177,196,157
,145,196,173,86,197,208,9,24,189
,1,208
1530 DATA 105,26,157,1,208,234,2
02,202,136,192,1,208,167,24,173,
0,208
1540 DATA 201,65,144,26,173,16,2
08,9,1,205,16,208,208,47,169,254
,45
1550 DATA 16,208,141,16,208,169,
26,141,0,208,76,211,195,24,173,0
,208
1560 DATA 201,25,176,23,173,16,2
08,9,1,205,16,208,240,13,169,1,1
3
1570 DATA 16,208,141,16,208,169,
64,141,0,208,234,162,15,24,189,0
,208
1580 DATA 201,200,144,9,189,177,
196,157,145,196,76,245,195,24,18
9,0,208
1590 DATA 201,60,176,6,189,161,1
96,157,145,196,202,202,224,3,208
,219,230
1600 DATA 252,165,252,197,251,14
4,46,169,0,133,252,230,253,24,16
5,253,201
1610 DATA 2,176,16,162,7,189,193
,196,157,248,7,202,224,255,208,2
45,76
1620 DATA 49,196,169,0,133,253,1
62,7,189,201,196,157,248,7,202,2
24,255
1630 DATA 208,245,169,1,141,25,2
08,76,49,234,165,197,201,4,208,6
,32
1640 DATA 110,196,32,102,193,96,
234,169,246,141,248,7,120,169,49
,141,20
1650 DATA 3,169,234,141,21,3,169
,240,141,26,208,169,1,141,14,220
,104
1660 DATA 104,88,169,6,141,32,20
8,141,33,208,96,64,234,120,169,4
9,141
1670 DATA 20,3,169,234,141,21,3,
169,240,141,26,208,88,173,0,220,
74
1680 DATA 74,176,249,96,64,1,2,4
,8,16,32,64,128,0,0,0,0
1690 DATA 2,0,0,0,0,0,0,0,2,0,2,
0,0,0,0,2
```

```
1700 DATA 0,2,0,2,0,2,0,2,0,2,0,
0,0,0,0,254,0
1710 DATA 254,0,254,0,254,0,254,
0,254,0,244,245,252,252,252,252,
252
1720 DATA 252,244,245,253,253,25
3,253,253,253,150,200,0,180,100,
50,150,100
1730 DATA 200,50,100,100,150,50,
200,100,1,0,0,0,0,0,0,0,2
1740 DATA 7,14,7,14,14,14,14,14,
14,162,30,138,168,185,0,0,141
1750 DATA 24,212,169,17,141,4,21
2,141,0,212,141,1,212,136,140,85
,197
1760 DATA 234,136,208,252,172,85
,197,208,226,202,208,221,165,32,
141,4,212
1770 DATA 96,234,169,128,141,4,2
12,169,10,141,1,212,141,0,212,14
1,2
1780 DATA 212,141,3,212,169,33,1
41,4,212,169,15,141,24,212,32,64
,197
1790 DATA 96,134,252,132,253,162
,20,160,100,136,208,253,202,208,
248,166,252
1800 DATA 164,253,96,0,0,0,0,0,0
,0,0,0,0,0,0,0,0
1810 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0
1820 DATA 0,4,0,0,4,0,0,4,0,0,21
,0,17,21,17,16,85
1830 DATA 65,16,63,1,20,85,69,19
,255,241,7,170,180,10,21,40,42
1840 DATA 21,42,40,63,10,32,12,2
,1,0,0,0,0,0,0,0,0
1850 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,102,0,0
1860 DATA 231,0,0,231,0,0,231,0,
0,231,0,0,231,0,0,231,0
1870 DATA 0,195,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0

15,191,3,255,207,3,251,255,0,7
2140 DATA 255,1,255,252,0,253,24
0,0,0,0,0,3,192,0,1,224,0
2150 DATA 0,224,0,1,224,0,1,224,
0,3,192,0,3,192,0,7,192
2160 DATA 0,15,231,192,30,127,24
0,61,255,240,63,231,128,255,255,
224,255
2170 DATA 255,224,255,231,128,25
5,255,192,255,255,192,255,207,0,
63,255,128
2180 DATA 15,255,0,0,0,0,0,63,25
4,0,127,243,0,243,193,128,247
2190 DATA 128,0,205,128,0,219,0,
0,246,0,0,252,0,0,240,0,0
2200 DATA 224,0,0,224,0,0,192,0,
0,192,0,0,224,0,0,48,0
2210 DATA 0,16,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0
2220 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0
2230 DATA 0,0,0,8,0,0,12,0,0,7,0
,0,3,0,0,3,0
2240 DATA 0,7,0,0,7,0,0,15,0,0,6
3,0,0,111,0,0,219
2250 DATA 0,1,179,0,1,239,1,131,
207,0,207,254,0,127,252,0,0,0,0,
0,0,0,0
2260 REM ***********************
*
1880 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0
1890 DATA 0,0,0,0,0,0,0,0,0,0,1,
0,0,4,0,0,4
1900 DATA 0,0,5,0,1,21,20,68,87,
68,80,29,4,20,117,69,19
1910 DATA 255,113,7,169,116,10,2
1,104,10,5,106,10,15,10,2,131,2
1920 DATA 1,3,255,240,15,255,252
,58,191,171,57,174,155,57,174,15
5,62
1930 DATA 174,175,63,255,255,15,
234,252,3,234,240,0,25,0,0,85,64

1940 DATA 0,81,64,0,81,64,1,64,8
0,1,64,80,1,64,80,1,64
1950 DATA 80,0,64,64,15,243,252,
60,51,15,48,0,3,1,3,255,240
1960 DATA 15,255,252,62,174,175,
58,110,107,57,110,91,58,191,171,
63,255
1970 DATA 255,15,234,252,3,234,2
40,0,25,0,0,85,64,1,81,80,5
1980 DATA 64,84,21,51,21,20,243,
197,20,192,197,21,192,213,1,192,
208
1990 DATA 0,192,192,0,192,192,0,
0,0,0,0,0,0,0,0,0,0
2000 DATA 0,0,0,0,0,240,0,15,63,
0,252,3,0,192,3,195,192
2010 DATA 0,195,0,0,195,0,0,170,
0,2,170,128,10,89,96,10,121
2020 DATA 224,10,89,96,10,170,16
0,2,166,128,0,170,0,1,65,64,1
2030 DATA 0,64,1,0,64,0,0,0,0,15
,0,240,51,195,204,192,195
2040 DATA 3,192,192,3,192,170,3,
2,170,128,9,101,160,11,109,160,9
2050 DATA 101,160,10,170,160,2,1
54,128,0,170,0,1,65,64,1,0,64
2060 DATA 1,0,64,0,0,0,0,0,0,0,0
,0,0,0,0,0,0
2070 DATA 0,0,4,0,16,4,0,16,5,0,
80,65,0,65,81,65,69
2080 DATA 16,65,4,20,170,20,10,1
70,160,255,215,255,170,150,170,2
55,215
2090 DATA 255,42,150,168,15,215,
240,0,170,0,0,0,0,0,0,0,0
2100 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,3
2110 DATA 192,0,7,128,0,7,0,0,7,
128,0,7,128,0,3,192,0
2120 DATA 3,192,0,3,224,3,231,24
0,15,255,248,15,247,252,0,14,252
2130 DATA 7,255,127,7,247,191,0,
```
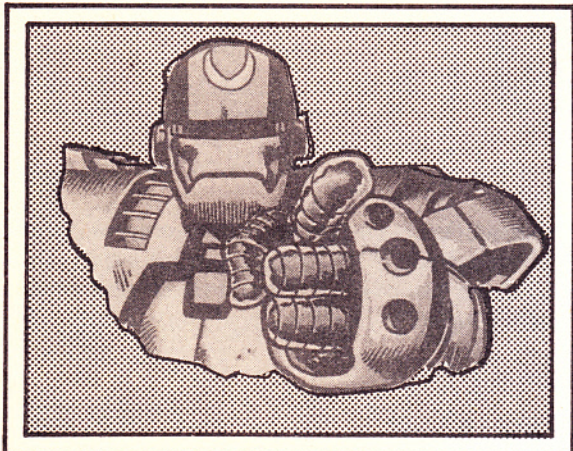
CLASSIFICATION 601	SERIAL NUMBER 298	AUTHORISATION (INITIALS)
AUTHOR ANDREW CLAPHAM		AC
INVESTIGATING DROID Lt. LAWW	AUTHORISATION CODE 66Z123	

TRANSPLEX

BBC/B

Battling with aliens from the far reaches of the galaxy is hard enough when you can see them. But imagine the extra problems if you can't see them!

That is the extra indredient in Transplex, a race against time to beat an invisible enemy.

The player is put in charge of a Transplex plutonium control station. An invisible alien force has invaded the complex, intent on reaching its core and blowing it to bits.

Using the icon control panel to control a droid you must locate, trap and kill the invisible entity without destroying yourself.

The icons are:

Bomb: These can be dropped by the droid.
Radar: Gives away position of the invader.
Query: Gives quick summary and object of game.

Door: Opens and closes doors for the droid.

TV camera: When moved onto a location it gives information for that particular area. It's useful if you've forgotten where you've placed your bombs.

Hover: Destroys bombs which are not wanted.

Arrows: These show which way the droid can move.

Time/Fuel: These must be monitored.

Cursor controls are Z and X for left and right * and > for up and down. Return is for select.

```
10MODE5
20VDU19,0,4;0;0;
30VDU23;8202;0;0;0;
40CLEAR:ZZ=0
50DIM SWITCH 100
60DIM H$(20),M%(9,9)
70PROCHSET
80PROCASSEMBLE
90PROCGRAPHICS
100CLS
110PF%=300:TIME=0:CH%=200:CP%=3
2:OCH%=200:OCP%=32
120RH%=1:RP%=1:AP%=RND(4)+4:AH
%=RND(4)
130PROCCONTROLS
140PROCMAP:C%=0:HT=352:HB=32:P
L=0:PR=1212:NT=0
150REPEAT:PROCARROW:IF C%<>0 T
HEN 200
160SOUND 18,-10,100,2
170IF CH%>260 THEN PROCTOPROW:
GOTO200
180IF CH%>130 THEN PROCSECONDR
OW:GOTO200
190PROCTF
200ZZ=0:UNTIL C%
210IFC%=2 THEN 350
220IF C%=3 THEN 280
230VDU5:FOR N=1 TO 20:MOVE RND
(575),RND(1000):GCOLO,RND(4)-1:P
RINT"MALFUNCTION":SOUND17,-15,RN
D(255),10:NEXT
240MODE4:CLS
250IFC%=1 THEN C$=CHR$10+CHR$1
0+CHR$10+CHR$10+"Droid has been
destroyed by the intruder"+CHR$1
0+"The power station is doomed!"
+CHR$13+CHR$10+CHR$10+"Try to be
more careful next time!":GOTO37
0
260IF C%=5 THEN C$=CHR$10+CHR$
10+CHR$10+CHR$10+"You idiot, you
directed the droid onto  "+CHR$
10+"one of the mines."+CHR$10+CH
R$13+"Next time, try checking wi
th the TV.":GOTO370
270IF C%=4 THEN C$=CHR$10+CHR$
10+CHR$10+CHR$10+CHR$10+"Your dr
oid has run out of fuel/time.
"+CHR$10+"You should try to be
more careful with  these valuabl
e resources":GOTO370
280MODE5:VDU19,0,9;0;19,7,14;0
;:*FX 9,1
290*FX 10,1
300MOVE300,1000:MOVE900,1000:P
LOT85,600,500:MOVE0,500:MOVE300,
0:PLOT85,600,500:MOVE900,0:PLOT8
5,1200,500
310MOVE0,0:GCOLO,2:VDU5:FOR N=
1 TO 15:PRINT"** NUCLEAR  ALERT
**":NEXT
320FOR M=1 TO 5:FOR N=1 TO 100
:SOUND 17,-15,N,1:SOUND 18,-15,N
+20,1:SOUND 19,-15,N+40,1:NEXT
330NEXT:MODE 4:GOTO380
340END
350MODE4:VDU 19,0,5;0;19,7,4;0
;
360C$=CHR$10+CHR$10+CHR$10+CHR
$10+"C O N G R A T U L A T I O N
S"+CHR$10+CHR$10+CHR$10+CHR$13+
"Security threat has now been er
adicated!"+CHR$10+"operation rat
ing: ":O=(30000-TIME)/100+F%:C$=
C$+STR$O
370FOR N=1 TO LEN(C$):PRINTMID
$(C$,N,1);:SOUND 17,-15,10+RND(5
),1:FOR D=1 TO 100:NEXT:NEXT:GOT
O380
380PRINT''''''''"     PLEASE PRE
SS RETURN TO TRY AGAIN."
390REPEATUNTILINKEY(-74)
400GOTO10
410END
420DEFPROCTOPROW
430IFCP%<192 THEN PROCBOMBS:EN
DPROC
440IFCP%<384 THEN PROCSCAN:END
PROC
450IFCP%<576 THEN PROCHELP:END
PROC
460IFCP%<768 THEN PROCDOORS:EN
DPROC
470IFCP%<960THEN PROCTV:ENDPRO
C
480PROCHOOVER:ENDPROC
490DEFPROCSECONDROW
500GCOL3,1:PROCM(RP%*2,RH%*2):
PROCICON(10):VDU4
510IFCP%<384 AND RH%>1 THEN IF
M%(RP%,RH%-1) AND 1 THEN RH%=RH
%-1:GOTO560
520IFCP%>384 AND CP%<576 AND R
H%<8 THEN IF M%(RP%,RH%) AND 1 T
HEN RH%=RH%+1:GOTO560
530IFCP%>576 AND CP%<768 AND R
P%>1 THEN IF M%(RP%-1,RH%) AND 2
THEN RP%=RP%-1:GOTO560
540IFCP%>768 AND CP%<960 AND R
P%<8 THEN IF M%(RP%,RH%) AND 2 T
HEN RP%=RP%+1:GOTO560
550GOTO590
560IF M%(RP%,RH%) AND 4 THEN C
%=5
570F%=F%-3:PROCGRAPHS
580IF RP%=AP% AND RH%=AH% THEN
C%=1
590GCOL3,1:PROCM(RP%*2,RH%*2):
PROCICON(10):VDU4:ENDPROC
600DEFPROCTF
610IFCP%<640 THEN TIME=TIME-50
0:F%=F%-5
620IFCP%>640 THEN F%=F%+5:TIME
=TIME+500
630SOUND19,-10,F%/2,2:PROCGRAP
HS:NT=TIME:ENDPROC
640END
650DEFPROCASSEMBLE
660FORPASS=0 TO 2 STEP 2
670P%=SWITCH
680[
690OPT PASS
700 LDX£0
710.LOOP
720LDA &C00,X
730TAY
740LDA &D00,X
750STA &C00,X
760TYA
770STA &D00,X
780INX:BNE LOOP
790RTS
800]
810NEXT
820ENDPROC
830DEFPROCHSET
840DATA"PLUTONIUM CONTROL ","S
TATION TERMINAL 7","Unidentified
droid","in dangerzone...  ","im
mediate action  ","required to s
top  ","it reaching core. ","Use
security droid","to surround al
ien ","with antimatter  ","mine
s.
"
850DATA"Security breifing:","A
lien will destroy","droid on con
tact, ","also capable of  ","us
ing mines, and ","is INDETECTAB
LE. ","Limited time and ","fue
l capabilities.","Press return t
o ","regain control  "
860RESTORE 840
870FOR N=0 TO 20:READ H$(N):NE
XT
880H$(19)=H$(19)+CHR$156+CHR$1
57:H$(20)=H$(20)+CHR$158+CHR$159
:ENDPROC
890DEFPROCDOORS
900HD=RH%:PD=RP%:OHD=HD:OPD=PD
910GCOL3,1:PROCM(OPD*2,OHD*2):
PROCICON(6)
920REPEAT
930GCOL3,1:PROCM(OPD*2,OHD*2):
PROCICON(6):PROCM(PD*2,HD*2):PRO
CICON(6):OPD=PD:OHD=HD
940IF INKEY(-98) AND PD>1 THEN
PD=PD-1:M%(PD,HD)=M%(PD,HD)EOR2
:GCOLO,7-3*(M%(PD,HD)AND2):MOVE
128+PD*128,960-HD*64:DRAW 128+PD
*128,1024-HD*64
950IFINKEY(-67) AND PD<8 THEN
M%(PD,HD)=M%(PD,HD)EOR2:GCOLO,7-
3*(M%(PD,HD)AND2):MOVE 128+PD*12
8,960-HD*64:DRAW 128+PD*128,1024
-HD*64:PD=PD+1
960IFINKEY(-73) AND HD>1 THENH
D=HD-1:M%(PD,HD)=M%(PD,HD)EOR1:G
COLO,7-6*(M%(PD,HD)AND1):MOVEPD*
128,960-HD*64:DRAW 128+PD*128,96
0-HD*64
970IFINKEY(-105) AND HD<8 THEN
M%(PD,HD)=M%(PD,HD)EOR1:GCOLO,7
-6*(M%(PD,HD)AND1):MOVEPD*128,96
0-HD*64:DRAW 128+PD*128,960-HD*6
4:HD=HD+1
980IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
990UNTIL INKEY(-74) OR C%
1000GCOL3,1:PROCM(OPD*2,OHD*2):
PROCICON(6)
1010PROCGRAPHS:ENDPROC
1020DEFPROCBOMBS
1030SOUND17,-15,50,2
1040O=0:REPEAT:IF INKEY(-98) AN
D RP%>1 M%(RP%-1,RH%)=M%(RP%-1,R
H%)OR 4:PROCM((RP%-1)*2,RH%*2):G
COL3,1:PROCICON(1):PROCM((RP%-1)
*2,RH%*2):PROCICON(1):O=1
1050IF INKEY(-67) AND RP%<8 M%(
RP%+1,RH%)=M%(RP%+1,RH%)OR 4:PRO
CM((RP%+1)*2,RH%*2):GCOL3,1:PROC
ICON(1):PROCM((RP%+1)*2,RH%*2):P
ROCICON(1):O=1
1060IF INKEY(-105) AND RH%<8 M%
(RP%,RH%+1)=M%(RP%,RH%+1)OR4:PRO
CM(RP%*2,(RH%+1)*2):GCOL3,1:PROC
ICON(1):PROCM(RP%*2,(RH%+1)*2):P
ROCICON(1):O=1
1070IF INKEY(-73) AND RH%>1 M%(
RP%,RH%-1)=M%(RP%,RH%-1)OR4:PROC
M(RP%*2,(RH%-1)*2):GCOL3,1:PROCI
CON(1):PROCM(RP%*2,(RH%-1)*2):PR
OCICON(1):O=1
1080UNTILO:FOR N=250 TO 150 STE
P -5:SOUND 17,-3,N,1:SOUND 16,-1
5,7,1:NEXT
1090F%=F%-5:PROCGRAPHS:ENDPROC
```

```
1100DEFPROCSCAN
1110ZZ=1
1120VDU4,28,5,31,15,21:COLOUR12
9:COLOUR3:CLS
1130IF RP%>AP% THEN 1160
1140FORN=RP% TO AP%:PROCICON(5)
:VDU8,8:NEXT
1150GOTO1170
1160FORN=AP% TO RP%:PROCICON(4)
:VDU 8,8:NEXT
1170IF RH%>AH% THEN 1200
1180FOR N=RH% TO AH%:PROCICON(3
):VDU 8,8,8,10:NEXT
1190GOTO 1210
1200FOR N=AH% TO RH%:PROCICON(2
):VDU 8,8,8,11:NEXT
1210VDU31,8,9:COLOUR8:PROCICON(
8):REPEAT IF TIME>NT+100 THEN NT
=TIME:PROCALIEN
1220UNTILINKEY(-74)OR C%
1230PROCCONTROLS
1240F%=F%-5:PROCGRAPHS:ENDPROC
1250DEFPROCHELP:HH=0
1260ZZ=1
1270VDU4,28,1,31,18,20:COLOUR13
5:COLOUR4:PROCICON(8):CLS:FOR N=
0 TO 10:PRINTH#(N):NEXT
1280IF INKEY(-105) AND HH<10 TH
EN HH=HH+1:VDU 31,0,10,10:PRINTH
#(HH+10);
1290IF INKEY(-73) AND HH>0 THEN
HH=HH-1:VDU 30,11:PRINTH#(HH)
1300IF HH=10 AND INKEY(-74) THE
N PROCCONTROLS:ENDPROC
1310IF TIME>NT+100 THEN NT=TIME
:PROCALIEN:IF C% THEN ENDPROC
1320GOTO1280
1330DEFPROCGRAPHICS
1340RESTORE1620
1350P%=&C00
1360REPEAT
1370READ G$
1380FOR N=1 TO LEN(G$) STEP 2
1390?P%=EVAL("&"+MID$(G$,N,2)):
P%=P%+1
1400NEXT
1410UNTILG$="OD"
1420ENDPROC
1430DEFPROCTV:VDU4,28,8,28,11,2
5:COLOUR128:CLS:VDU28,9,27,40,0
:COLOUR131:COLOUR1:CLS
1440TH=RH%:TP=RP%:OTH=TH:OTP=TP
1450GCOL3,1:PROCM(OTP*2,OTH*2)
:PROCICON(7)
1460REPEAT:GCOL3,1:PROCM(OTP*2,
OTH*2):PROCICON(7):PROCM(TP*2,TH
*2):PROCICON(7):OTH=TH:OTP=TP
1470TP=TP+INKEY(-67)*(TP<8)-INK
EY(-98)*(TP>1)
1480TH=TH+INKEY(-105)*(TH<8)-IN
KEY(-73):IF RND(3)=1 F%=F
%-1
1490VDU4,12:PROCM(9,26):GCOL0,1
:IF M%(TP,TH)AND4 THEN PROCICON(
1) ELSE PROCICON(7)
1500IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
1510UNTILINKEY(-74)OR C%:PROCCO
NTROLS:PROCGRAPHS
1520GCOL3,1:PROCM(OTP*2,OTH*2):
PROCICON(7):ENDPROC
1530DEFPROCHOOVER
1540OTH=RH%:TP=RP%:OTH=TH:OTP=TP
1550GCOL3,1:PROCM(OTP*2,OTH*2):
PROCICON(12)
1560REPEAT:GCOL3,1:PROCM(OTP*2,
OTH*2):PROCICON(12):PROCM(TP*2,T
H*2):PROCICON(12):OTH=TH:OTP=TP
1570TP=TP+INKEY(-67)*(TP<8)-INK
EY(-98)*(TP>1):TH=TH+INKEY(-105)
*(TH<8)-INKEY(-73)*(TH>1):IF RND
(4)=1 F%=F%-1
1580IFM%(TP,TH)AND4 THEN FOR N=
50 TO 150:SOUND 16,-15,7,1:SOUND
17,0,N,1:NEXT:F=F-10:M%(TP,TH)=M
%(TP,TH)AND251:PROCGRAPHS
1590IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
1600UNTILINKEY(-74)OR C%:PROCCO
NTROLS:PROCGRAPHS
```

```
1610GCOL3,1:PROCM(OTP*2,OTH*2):
PROCICON(12):ENDPROC
1620DATA"1F202E202F203F03F80174
040404F8C01F3F756AFFFF80FFF8FC56
AEFFFF01FF"
1630DATA"000706070607010F00F0B0
F030F040F81A3D6A4D0F020702AC5EAB
59F8207020"
1640DATA"07070E0C0C0C0401F03818
181838F0F00103030100030703E0C080
0000008000"
1650DATA"00000000000000000E3038
7C7CFCF8F80101003E7F7F7F00F0F0E0
A000808000"
1660DATA"00018244402020703040B
01010202020F00F0C1819383C3F1BF89C0C
4E0E9FFFE6"
1670DATA"0107030100030F1880E0C0
8000C00F0183030313018F03004C8C0C
0C18F0C000"
1680DATA"00000000090606090000008
1CFFC70C0B0F0F1F3F0F0001FCF898
A8706884FE"
1690DATA"000000000000081800303838
3838383838387FFF7F381808078F8F0
E000000000"
1700DATA"01030F172320272F80C0E0
E0C00E0F02C2D3C3D0D0F0F0F70F0F0
F0F0F0F0F0"
1710DATA"000000000071F3F090014
021AA4F0E07F7F7F3F3F1F0000F00F0
F0E0C00000"
1720DATA"0103070F1F3F030380C0E0
F0F8FCC0C0030303030303030C0C0E0
C0C0C0C000"
1730DATA"00030303030303030300C0C0
C0C0C0C0C00303F1F0F070301C0C0FC
F8F0E0C080"
1740DATA"0000040C1C3C7FFF000000
00000FEFEFFF3C1C0C040000FEFE00
0000400000"
1750DATA"0000000000007F7F000020
3038C3CFEFFF7F7F0000000000000FFFE3C
38302000000"
1760DATA"001F1A151A1511A1F00F8A8
58A58A8F8161B161B161B161FC848F8
68D868DBF8"
1770DATA"00007F3F456D6E6E0000E2
E69E7EFEEE7E7F10103F204040E6E280
80C0402020"
1780DATA"OD"
1790DEFPROCTEST
1800FOR N=0 TO 1:FOR M=0 TO 3:G
=N*16+M*4+128:VDU 31,N*3,M*3,G,G
+1,16,8,8,G+2,G+3:NEXT,
1810CALLSWITCH
1820FOR N=0 TO 1:FOR M=0 TO 3:G
=N*16+M*4+128:VDU 31,N*3+6,M*3,G
,G+1,10,8,8,G+2,G+3:NEXT,
1830ENDPROC
1840DEFPROCM(X,Y)
1850MOVEX*64,1024-Y*32:VDU5:END
PROC
1860DEFPROCICON(N)
1870IF N>7 AND ?&C00=1 THEN CAL
L SWITCH
1880IF N<8 AND ?&C00=31 THEN CA
LL SWITCH
1890IF N>7 THEN N=N-1
1900G=N*4+128:VDU G,G+1,10,8,8,
G+2,G+3,11,32
1910ENDPROC
1920DEFPROCCONTROLS
1930VDU4,28,0,25,19,20:COLOUR13
2:COLOUR1:CLS
1940VDU10,32:PROCICON(1):COLOUR
3:PROCICON(15):COLOUR2:PROCICON(
11):COLOUR6:PROCICON(6):COLOUR3:
PROCICON(7):COLOUR1:PROCICON(12)
1950VDU 28,0,27,19,24:COLOUR129
:COLOUR7:CLS
1960VDU 10,32,32,32,32:FORN=2 T
O 5:PROCICON(N):NEXT
1970VDU 28,0,31,19,28:COLOUR131
:COLOUR1:CLS
1980VDU 10,32:PROCICON(14):PRIN
TSPC(12);:PROCICON(0)
1990VDU 28,0,31,19,20:PROCGRAPHS
2000ENDPROC
2010DEFPROCMAP:GCOL0,7
```

```
2020VDU4,28,2,17,17,2:COLOUR129
:COLOUR7:CLS
2030FOR N=0 TO 16:MOVE 128,448+
N*64:DRAW1150,448+N*64:NEXT
2040FOR M=0 TO 16:MOVE 128+M*12
8,960:DRAW 128+M*128,448:NEXT
2050PROCM(2,16):GCOL0,8:PRINT"/
\";:VDU10,8,8:PRINT"\/"
2060PROCM(RP%*2,RH%*2):GCOL 3,1
:PROCICON(10):ENDPROC
2080DEFPROCALIEN:IF ZZ=0 PROCGR
APHS
2090IFTIME>20000 THEN DH=RH%:DP
=RP% ELSE DH=8:DP=1
2100IF RND(4)=2 THEN 2140
2110IF RND(4)=1 THEN ENDPROC
2120H1=RND(3)-2:P1=RND(3)-2:IF
H1=0 OR P1=0 THEN 2160
2130IF RND(2)=1 P1=0:GOTO2160 E
LSE H1=0:GOTO2160
2140H1=SGN(DH-AH%):P1=SGN(DP-AP
%):IF H1=0 OR P1=0 THEN 2160
2150IF RND(2)=1 P1=0 ELSE H1=0
2160IF H1=-1 AND (M%(AP%,AH%-1)
AND 1) THEN 2270
2170IF H1=1 AND (M%(AP%,AH%) AN
D 1) THEN 2270
2180IF P1=-1 AND (M%(AP%-1,AH%)
AND 2) THEN 2270
2190IF P1=1 AND (M%(AP%,AH%) AN
D 2) THEN 2270
2200IF RND(5)<>1 THEN 2100
2210GCOL0,1
2220IF H1=-1 AND AH%=1 THEN 210
0 ELSE IF H1=-1 MOVE AP%*128,102
4-AH%*64:DRAW 128+AP%*128,1024-A
H%*64:M%(AP%,AH%-1)=M%(AP%,AH%-1
) OR 1
2230IF H1=1 AND AH%=8 THEN 2100
ELSE IF H1=1 MOVE AP%*128,960-A
H%*64:DRAW 128+AP%*128,960-AH%*6
4:M%(AP%,AH%)=M%(AP%,AH%) OR 1
2240IF P1=-1 AND AP%=1 THEN 210
0 ELSE IF P1=-1 MOVE AP%*128,960
-AH%*64:DRAW AP%*128,1024-AH%*64
:M%(AP%-1,AH%)=M%(AP%-1,AH%) OR
2
2250IF P1=1 AND AP%=8 THEN 2100
ELSE IF P1=1 MOVE 128+AP%*128,9
60-AH%*64:DRAW 128+AP%*128,1024-
AH%*64:M%(AP%,AH%)=M%(AP%,AH%) O
R 2
2260FORN=1TO10:SOUND17,-10,N,1:
NEXT
2270DH=AH%+H1:DP=AP%+P1
2280IF M%(DP,DH) AND 4 THEN 233
0
2290IF RND(30)=1 THEN M%(AP%,AH
%)=M%(AP%,AH%) OR 4:FOR N=20 TO
0 STEP -2:SOUND 18,-15,N,1:NEXT:
GCOL3,1:PROCM(AP%*2,AH%*2):PROCI
CON(1):PROCM(AP%*2,AH%*2):PROCIC
ON(1)
2300AP%=AP%+P1:AH%=AH%+H1:IF RH
%=AH% AND RP%=AP% THEN C%=1
2310IFAP%=1 AND AH%=8 THEN C%=3
2320VDU4:ENDPROC
2330IF (M%(AP%-1,AH%)AND 4 OR A
P%=1) AND (M%(AP%,AH%-1)AND 4 OR
AH%=1) AND (M%(AP%+1,AH%)AND 4
OR AP%=8) AND (M%(AP%,AH%+1)AND
4 OR AH%=8) THEN C%=2
2340GOTO 2100
2350DEFPROCARROW:MOVE OCP%,OCH%
:GCOL 3,2:VDU 5,94
2360REPEAT:MOVE OCP%,OCH%:GCOL
3,2:VDU 5,94:MOVE CP%,CH%:VDU94:
OCP%=CP%:OCH%=CH%
2370CP%=CP%+32*(INKEY(-67))*(CP
%<PR)-32*(INKEY(-98))*(CP%>PL)
2380CH%=CH%+32*(INKEY(-73))*(CH
%<HT)-32*(INKEY(-105))*(CH%>HB)
2390IF TIME>NT+100 THEN NT=TIME
:PROCALIEN
2400UNTIL INKEY(-74) OR C%
2410VDU4:IF C%=0 THEN MOVEOCP%,
OCH%:GCOL 3,2:VDU 5,94:ENDPROC
2420ENDPROC
2430DEFPROCGRAPHS
```

16

```
2440GCOL0,0                        W960,68                         N C%=4
2450MOVE 256,60:DRAW 960,60          2470MOVE 960,52:GCOL 0,1:DRAW96   2490ENDPROC
2460MOVE 256,68:GCOL 0,1:DRAW25     0-F%*2,52:GCOL 0,3:DRAW256,52
6+(30000-TIME)/50,68:GCOL0,3:DRA    2480IF TIME>=30000 OR F%<=0 THE
```
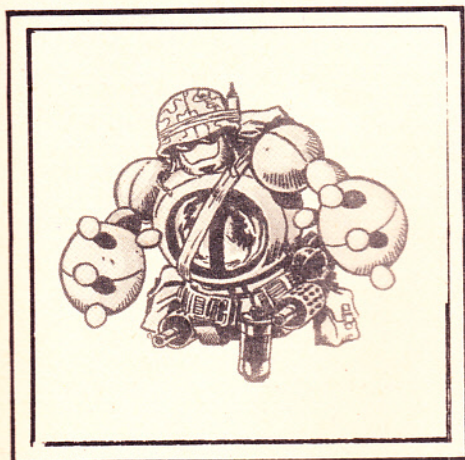
CLASSIFICATION BB1	SERIAL NUMBER 0016	AUTHORISATION
AUTHOR **D.J. BENNETT**		(INITIALS)
INVESTIGATING DROID **G7715**	AUTHORISATION CODE **BP7169**	

PONTOON

CBM 64

It's on the cards you could be decked while playing Pontoon. No big deal, you say. But we bet you're going to like Pontoon by D. J. Bennett.

It is a full featured, high-res graphics version which plays a mean game according to the popular rules, so you cannot stick at less than 16; buy for more than you bet; buy after you've twisted; buy the last card of a five card trick if you cannot "bust"

Full instructions are given in the game, which gives the option of deciding who will start off with the bank — or you can let the 64 decide by dealing the cards. (First Jack gets the bank).

During the game you occasionally get the chance to buy (or sell) the bank — depending on who holds the cards at the time.

The 64 cannot "see" your cards (unless you've twisted!) but it's not stupid and it watches your twists carefully. When you've got the bank it also tries (successfully) to confuse you by betting in a varied manner.

Obviously it knows if you have a five card trick or a Pontoon and it even takes care of that rare event, the Royal Pontoon (three sevens). If this occurs the game is won by whoever is lucky enough to get the Royal Pontoon. Both players start with £500, so the first to £1,000 is the winner.

Right, it's your deal ...

```
20 IFPEEK(1)<>55THENKR=1:GOTO105
30 POKE53281,7:POKE53280,4:DIMCN
$(40)
35 CN$="-OPYRIGHT 1985  IOURNAME
 ♥OFTWARE LTD. * "
40 FORI=1TO40:CN$(I)=MID$(CN$,I,
1):NEXT
50 GOSUB10000:PRINT"    I'M JUS
T OPENING A NEW PACK OF CARDS."
60 PRINT"     PLEASE WAIT A FEW
 SECONDS.":FORI=1TO13:READA$:NEX
T:GOSUB9000:RESTORE
100 POKE53281,1:POKE53280,5:DIMC
A$(52),CU(52)
105 AD=54291:SR=54292:HI=54287:L
O=54286:WA=54290:VO=54296:IFKR=1
THENGOSUB19000
106 IFKR=1THENKR=0:GOTO20
110 FORI=1TO13:READA$:CA$(I)="
+A$+"♥":CA$(I+13)="■"+A$+" ■":
115 CA$(I+26)="■"+A$+"♦":CA$(I+3
9)="■"+A$+"♠":NEXT:X=RND(0)
140 A$="          ":Y$(1)="   ":FORI=
2TO5:Y$(I)=Y$(I-1)+A$:NEXT
150 C$(1)="              ":FORI
```

```
=2TO5:C$(I)=C$(I-1)+A$:NEXT
160 M1$="              ";M2$=M1$+
"":m3$=m2$+""
170 bo$="
                    ":ac=500
500 rem
505 print"              decisi
on time!"
510 print"     press f1 if you
 want to be banker."
520 print"     press f3 if you
 want me to be banker."
530 print"     press f5 if you
 want the cards to      decide."
;
532 print"  (first jack gets the
 bank)."
535 poke198,0:yb=0:cb=0
540 geta$:ifa$=""then540
550 ifa$="■"thenyb=1:goto1000
560 ifa$="■"thencb=1:goto1000
570 ifa$<>"■" anda$<>"■"anda$<>"
■"thengosub7500:goto540
580 fori=1to52:cu(i)=0:next:yg=1
:cg=1:print"■"
```

```
590 gosub7000:gosub4800:printy$(
1);:gosub8978:printy$(1);;:gosub8
000
600 ifmid$(yc$(1),2,1)="j"thenyb
=1:goto700
610 gosub7100:gosub4900:printc$(
1);:gosub8978:printc$(1);;:gosub8
000
620 ifmid$(cc$(1),2,1)="j"thencb
=1:goto700
630 goto590
700 ifyb=1thenprintm2$"■you've g
ot the bank!"
710 ifcb=1thenprintm2$"■ 've got
 the bank!"
720 printm3$"■press any key to c
ontinue.":poke198,0:wait198,1
1000 ifnu>40thennu=0:fori=1to52:
cu(i)=0:next
1010 yg=1:cg=1:yp=0:cp=0:y5=0:c5
=0:ca=0:ya=0:be=0:hl=0:mt=0
1020 ob=0:ifcb=1andnu>1andrnd(1)
>.95thenob=1:gosub17000
1021 bo=0:ifyb=1andnu>1andrnd(1)
>.95andac<840thenbo=1:gosub17000
```

```
1022 ifbo=1thencb=1:yb=0:ac=ac+p
r:gosub2200:printm2$"🔲bk - it's
my bank!"
1023 ifbo=1thenprintm3$"🔲press a
ny key to continue.":sys49152:po
ke53280,5:goto1000
1025 ifob=1thenyb=1:cb=0:ac=ac-p
r:gosub2200:printm2$"🔲bk - it's
your bank!"
1026 ifob=1thenprintm3$"🔲press a
ny key to continue.":sys49152:po
ke53280,5:goto1000
1030 gosub7000:gosub7100:ifyb=1t
hen11000
1100 print"🔲"y$(1);:gosub4800:go
sub8000:printc$(1);:gosub4900:go
sub8900
2000 printm1$"🔲place your bet.🔲
f1=£10, f3=£5, f5=£1"
2010 printm2$"or type the amount
& 'return'."
2012 ac$=right$(str$(ac),len(str
$(ac))-1)
2015 printm3$'you have £";ac$" (
limit=£25) ";
2020 pe=peek(197):ifpe=64then202
0
2030 ifpe=4thena$="10"+chr$(13)
2040 ifpe=5thena$="5"+chr$(13)
2050 ifpe=6thena$="1"+chr$(13)
2060 ifpe<>4andpe<>5andpe<>6then
inputa$
2070 be=val(a$)
2080 ifbe<=acandbe=int(be)andbe>
0andbe<26then2100
2090 gosub2200:gosub7500:goto200
0
2100 gosub2200:printm1$"🔲you hav
e staked £"a$:bv=be:ac=ac-bv:gos
ub2300:goto3000
2200 printm1$bo$m2$bo$m3$bo$:ret
urn
2300 ifac>=1000thenac=1000:ac$="
1000":goto2320
2305 ifac<=0thenac=0:ac$="0":got
o2320
2310 ac$=right$(str$(ac),len(str
$(ac))-1)
2315 ac$=left$(ac$+"    ",4)
2320 print"🔲🔲";
2325 printtab(35)"cash███🔲in███
hand██████£"ac$
2328 ifyb=1thenprint"🔲"tab(35)"🔲
🔲 🔲██████├.┘"
2330 be$=right$(str$(be),len(str
$(be))-1)
2335 ifcb=1thenprint"🔲█████";
2337 ifyb=1thenprint"🔲█████████
🔲█████████";
2340 printtab(35)"🔲this████🔲 bet
█████    █████£"be$
2345 ifcb=1thenprint"🔲█████████"t
ab(35)"🔲🔲 🔲 ██████├.┘"
2350 return
3000 yg=2:gosub7000:gosub4800:pr
inty$(2);:ifyb=1thengosub8900
3050 ifyb=0thengosub8000
3055 cg=2:gosub7100:gosub4900:pr
intc$(2);:ifcb=1thengosub8900
3070 ifcb=0thengosub8000
4000 yp=0:gosub4800
4010 ifyt=11andmid$(yc$(1),3,1)<
>"K"andmid$(yc$(2),3,1)<>"K"andy
a=1thenyp=1
4020 ifyp=1thenprint"🔲███"tab(15
)"🔲great. you've███████████";
4030 ifyp=1thenprint"got a ponto
on!":goto5000
4050 ba=1
4100 gosub4800:ifyt>21then6000
4103 gosub18000:ifrp=1thenprint"
me out!":ac=1000:gosub2300:rp=0:
goto6635
4105 ifyg=5andyt<22theny5=1:prin
tm1$bo$m1$"🔲five card trick!":go
to5000
4110 printm2$"🔲twist (f1), stick
(f3) or buy (f5)?":poke198,0
4120 geta$:ifa$=""then4120
4125 gosub2200
4130 ifa$<>"🔲"then4200
```

```
4140 yg=yg+1:ba=0:gosub7000:prin
ty$(yg);:gosub4800:gosub8000
4145 ifyv(yg)=7oryv(yg)=8oryv(yg
)=9thenhl=1
4148 goto4100
4200 ifa$<>"🔲"then4300
4210 mt=0:ifyt<12andya=1thenyt=y
t+10
4220 ifyt<16thenmt=1
4240 ifmt=0thenprintm1$"🔲you stu
ck on"yt:goto5000
4245 ifmt=1thenprintm1$"🔲you can
not stick at"yt:gosub7500:goto41
00
4300 ifa$<>"🔲"thengosub7500:goto
4110
4310 ifba=0thenprintm1$"🔲you can
not buy after you've twisted!":g
osub7500:goto4110
4320 ifyg<>4oryt>11then4340
4325 printm1$"🔲you can't buy on
4 if you can't bust!":gosub7500:
forde=1to800:next
4330 yg=5:printy$(5);:gosub7000:
gosub4800:goto4100
4340 ifac>0then4360
4345 gosub2200:printm2$"🔲no cash
left. you'll have to twist!":yg
=yg+1:gosub7500
4350 printy$(yg);:gosub7000:gosu
b4800:gosub8000:forde=1to800:nex
t:goto4100
4360 ifac<bvthenbv=ac
4365 bv$=right$(str$(bv),len(str
$(bv))-1)
4370 printm1$"🔲how much for? ma
ximum is £"bv$
4380 printm2$"f1=£10, f3=£5, f5=
£1 or type the":printm3$"amount
& 'return'.";
4390 wait197,64
4400 pe=peek(197):ifpe=64then440
0
4410 ifpe=4thena$="10"+chr$(13)
4420 ifpe=5thena$="5"+chr$(13)
4430 ifpe=6thena$="1"+chr$(13)
4440 ifpe<>4andpe<>5andpe<>6then
inputa$
4450 i=val(a$):ifi<=acandi=int(i
)andi>0andi<=bvthen4500
4460 gosub7500:poke198,0:gosub22
00:goto4370
4500 bv=i:ac=ac-i:be=be+bv:gosub
2300:yg=yg+1:gosub7000:printy$(y
g);
4505 gosub4800:gosub8000:gosub22
00:goto4100
4800 a$=mid$(yc$(yg),2,1):ifa$="
🔲"thena$="🔲K🔲"
4802 t$=a$:ifleft$(yc$(yg),1)="🔲
"thenco$="🔲":goto4805
4804 co$="🔲"
4805 yv(yg)=val(a$):ifyv(yg)<>0t
hen4820
4810 ifyv(yg)=0anda$="a"thenyv(y
g)=1:ya=1:goto4820
4815 yv(yg)=10
4820 yt=0:forj=1toyg:yt=yt+yv(j)
:next:i$=right$(yc$(yg),1):gosub
4840:return
4840 ifi$="S"thenss$="🔲🔲 🔲":is$="
🔲3-🔲":l$="S":il$="🔲 🔲":goto4860
4850 ifi$="Z"thenss$="🔲🔲 🔲":is$="
🔲3>🔲":l$="Z":il$="🔲 🔲":goto4860
4855 ifi$="A"thenss$="🔲; 🔲":is$="
🔲?🔲":l$="A":il$="🔲 🔲":goto4860
4858 ss$="🔲3-🔲":is$="🔲3A🔲":l$="🔲9
":il$="🔲🔲🔲"
4860 v1$=co$+a$:v2$="🔲"+chr$(val
(a$)+107)+"🔲"
4865 ifa$="a"thenv2$="🔲2 🔲"
4866 ifa$="🔲K🔲"thenv2$="🔲2J 🔲"
4867 ifa$="j"thenv2$="🔲V 🔲"
4868 ifa$="q"thenv2$="🔲X 🔲"
4869 ifa$="k"thenv2$="🔲X 🔲"
4899 return
4900 a$=mid$(cc$(cg),2,1):ifa$="
🔲"thena$="🔲K🔲"
4902 t$=a$:ifleft$(cc$(cg),1)="🔲
"thenco$="🔲":goto4905
```

```
4904 co$="🔲"
4905 cv(cg)=val(a$):ifcv(cg)<>0t
hen4920
4910 ifcv(cg)=0anda$="a"thencv(c
g)=1:ca=1:goto4920
4915 cv(cg)=10
4920 ct=0:forj=1tocg:ct=ct+cv(j)
:next:i$=right$(cc$(cg),1):gosub
4840:return
5000 forde=1to500:next
5005 ca=0:cg=1:printc$(1);:gosub
4900:gosub8975:printc$(1);:gosub
8010
5010 cg=2:printc$(2);:gosub4900:
gosub8975:printc$(2);:gosub8010
5020 ifct=11andmid$(cc$(1),3,1)<
>"K"andmid$(cc$(2),3,1)<>"K"andc
a=1thencp=1
5030 ifcp=1thengosub2200:printm2
$"🔲sorry! i've got a pontoon - y
ou lose!":goto6000
5040 ifyp=1andcp=0then6000
5100 gosub4900:ifct>21then6000
5103 gosub18000:ifrp=1thenprint"
you're out!":ac=0:gosub2300:rp=0:go
to6645
5107 ifca=1thenct=ct+10:ifct>21t
henct=ct-10
5108 ifcg=5andct<22thenc5=1:prin
tm3$bo$m3$"🔲five card trick!":go
to6000
5110 mt=0:ify5=1thenmt=1:goto517
0
5130 ifct=16andrnd(1)>.2thenmt=1
5140 ifct=17andrnd(1)>.5thenmt=1
5150 ifct=18andrnd(1)>.85thenmt=
1
5160 ifct=19andrnd(1)>.95thenmt=
1
5165 ifct<16thenmt=1
5168 ifhl=1andct<19thenmt=1
5170 ifmt=1thenprintm3$bo$m3$"🔲i
will twist":cg=cg+1:gosub7100:p
rintc$(cg);
5175 ifmt=1thengosub4900:gosub80
00:forde=1to350:next:printm3$bo$
5200 ifmt=0thenprintm3$"🔲*
* i will stick **":forde=1to350:
next:goto6000
5210 goto5100
6000 cw=0:yw=0:ifcp=1thencw=1:go
sub7200:goto6600
6010 ifyp=1thenyw=1:ob=1:pr=0:ac
=ac+be*2:gosub2300:nu=50:gosub72
00:goto1025
6020 ifc5=1thencw=1:gosub7400:go
to6600
6030 ify5=1thenyw=1:gosub7300:go
to6600
6560 ifyt>21thenprintm1$bo$m1$"🔲
you're bust!":cw=1:gosub7400:got
o6640
6570 ifct>21thenprintm3$bo$m3$"🔲
you win - i've bust!":yw=1:ac=ac
+be*2:gosub7300:goto6620
6575 ifct>=ytthencw=1:yw=0:gosub
7400:goto6600
6576 ifct<ytthenyw=1:cw=0:gosub7
300:goto6600
6600 ifyw=1thenprintm1$bo$m1$"🔲b
k - you win £"be$:printm3$bo$:ac
=ac+be*2
6605 ifcw=1thenprintm1$bo$m1$"🔲t
hat's another one to me!"
6620 gosub2300
6630 ifac>=1000thenprintm2$bo$m2
$"🔲you've cleaned me out!":print
m3$bo$:gosub7200
6635 ifac>=1000thenprintm3$"🔲pre
ss any key for another game.":po
ke198,0:wait198,1:run100
6640 ifac=0thenprintm2$bo$m2$"🔲y
ou're cleaned out!":printm3$bo$:
gosub7200
6645 ifac=0thenprintm3$"🔲press a
ny key for another game.":sys491
52:poke53280,5:run100
6650 printm2$bo$m2$"🔲press any k
ey for another deal.":poke198,0:
wait198,1:goto1000
```

```
7000 i=int(rnd(1)*52)+1:ifcu(i)=
1then7000
7010 nu=nu+1:yc$(yg)=ca$(i):cu(i
)=1:return
7100 i=int(rnd(1)*52)+1:ifcu(i)=
1then7100
7110 nu=nu+1:cc$(cg)=ca$(i):cu(i
)=1:return
7200 rem
7205 ifcp=1oryp=1thenk=1
7206 ifrp=1thenk=5
7207 ifac=0orac=1000thenk=3
7210 pokevo,15:pokead,255:pokesr
,17:fori=1tok:pokewa,33
7220 forj=30to70:pokehi,j:forde=
1to10:next:pokehi,j+4
7225 forde=1to5:next:ifj/5=int(j
/5)thenpoke53281,3:poke53280,0
7226 ifj/10=int(j/10)thenpoke532
81,7:poke53280,6
7230 next:forj=70to30step-1:poke
hi,j:forde=1to10:next:pokehi,j+4
7235 forde=1to5:next:ifj/5=int(j
/5)thenpoke53281,3:poke53280,2
7236 ifj/10=int(j/10)thenpoke532
81,7:poke53280,0
7240 next:next:pokewa,0:pokevo,0
:poke53281,1:poke53280,5:return
7300 rem
7310 pokead,15:pokesr,68:pokelo,
44:pokewa,33:fori=65to25step-1:p
okehi,i
7320 pokevo,i/5:next:pokevo,0:po
kewa,0:return
7400 rem
7410 pokead,15:pokesr,68:pokelo,
44:pokewa,33:fori=25to65:pokehi,
i:pokevo,i/5:next
7420 fori=25to65:pokehi,i:pokevo
,i/5:next:pokevo,0:pokewa,0:retu
rn
7500 rem
7510 pokevo,15:pokead,15:pokehi,
3:pokelo,18:fori=15to2step-1:pok
ewa,129
7520 forde=1to15:next:pokevo,i:n
ext:pokewa,0:pokevo,0:return
7700 rem
7720 pokead,15:pokesr,68:pokewa,
129:fori=65to45step-2:pokehi,1:p
okevo,i/10:next
7725 pokewa,129:forde=1to10:next:p
okewa,129:fori=85to235step25:pok
ehi,i
7730 pokevo,i/60:next:pokevo,0:p
okewa,0:return
8000 gosub8950:gosub7700
8010 print"[gfx]"v1$"[gfx]"ss$"[gfx]999
9[gfx]"is$"[gfx]"v2$"[gfx]00000000";:v1$
=t$
8100 ifv1$="a"andss$="[gfx]"thenpr
int"[gfx]YZ+[gfx] [gfx] [gfx]":retur
n:rem ace spade
8110 ifv1$="a"thenprint"[gfx]"l$:
return
8115 ifval(v1$)=0then8200
8120 ifv1$="2"thenprint"[gfx]"l$"[gfx]
[gfx]"il$:return
8130 ifv1$="3"thenprint"[gfx]"l$"[gfx]
[gfx]"l$"[gfx]"il$:return
8140 ifv1$="4"thenprintl$"[gfx]"l$"[gfx]
[gfx]999[gfx]"il$"[gfx]"il$:return
8150 ifv1$="5"thenprintl$"[gfx]"l$"[gfx]
[gfx]"l$"[gfx]"il$"[gfx]"il$:return
8160 ifv1$="6"thenprintl$"[gfx]"l$"[gfx]
[gfx]99"l$"[gfx]"l$"[gfx]999"il$"[gfx]"il$:r
eturn
8170 ifv1$="7"thenprintl$"[gfx]"l$"[gfx]
[gfx]"l$"[gfx]99"l$"[gfx]"l$"[gfx]999"il$"[gfx]"
il$:return
8180 ifv1$="8"thenprintl$"[gfx]"l$"[gfx]
[gfx]"l$"[gfx]99"l$"[gfx]"l$"[gfx]999"il$"[gfx]"
il$"[gfx]"il$:return
8190 ifv1$="9"thenprintl$"[gfx]"l$"[gfx]
[gfx]"l$"[gfx]"l$"[gfx]99"l$"[gfx]"il$"[gfx]"il
$"[gfx]999"il$"[gfx]"il$:return
8200 ifv1$="[gfx]"thenprintl$"[gfx]"l$
""il$"[gfx]"l$:return
8205 ifv1$="[gfx]"thenprintil$"[gfx]"i
l$"[gfx]"il$"[gfx]"il$"[gfx]"il$:return

8210 ifv1$="j"andco$="[gfx]"thenprin
tl$"[gfx]a[gfx]bcd[gfx]e[gfx]fg[gfx]h[gfx]
j[gfx]k[gfx]m";
8212 ifv1$="j"andco$="[gfx]"thenprin
t"[gfx]nop[gfx]qr[gfx]"il$:return
8214 ifv1$="j"andco$="[gfx]"thenprin
tl$"[gfx]a[gfx]bcd[gfx]e[gfx]fg[gfx]h[gfx]
j[gfx]k[gfx]m";
8216 ifv1$="j"andco$="[gfx]"thenprin
t"[gfx]nop[gfx]qr[gfx]"il$:return
8220 ifv1$="q"andco$="[gfx]"thenprin
t"[gfx]st[gfx]"l$"[gfx]uvw[gfx][gfx]Wy[gfx][gfx]
[gfx][gfx][gfx]";
8222 ifv1$="q"andco$="[gfx]"thenprin
t"[gfx]! [gfx]"il$"[gfx]%$[gfx]":return
8224 ifv1$="q"andco$="[gfx]"thenprin
t"[gfx]st[gfx]"l$"[gfx]uvw[gfx][gfx]Wy[gfx][gfx]
[gfx][gfx][gfx]";
8226 ifv1$="q"andco$="[gfx]"thenprin
t"[gfx]! [gfx]"il$"[gfx]%$[gfx]":return
8230 ifv1$="k"andco$="[gfx]"thenprin
tl$"[gfx]'[gfx]()*[gfx]+,[gfx].[gfx]./
+0[gfx]1/2[gfx]3";
8232 ifv1$="k"andco$="[gfx]"thenprin
t"[gfx]456[gfx]78[gfx]"il$:return
8234 ifv1$="k"andco$="[gfx]"thenprin
tl$"[gfx]'[gfx]()*[gfx]+,[gfx].[gfx]./
0[gfx]1/2[gfx]3";
8236 ifv1$="k"andco$="[gfx]"thenprin
t"[gfx]456[gfx]78[gfx]"il$:return
8899 return
8900 gosub8950:gosub7700
8910 print"[gfx]BCCCD[gfx]EFFFG[gfx]
[gfx]EFFFG[gfx]EFFFG[gfx]EFFFG
[gfx]EFFFG";
8920 print"[gfx]EFFFG[gfx]EFF
FG[gfx]HIIIJ[gfx]":return
8950 print"[gfx]____[gfx] [gfx] [gfx]|
[gfx] [gfx] [gfx] [gfx] [gfx]   [gfx] [gfx]
[gfx]";
8955 print"|[gfx] [gfx] [gfx] [gfx] [gfx]
";:return
8975 gosub7700
8978 print"[gfx]|    [gfx]    [gfx]
[gfx]   [gfx]   [gfx]   [gfx]
[gfx]   ";
8980 print"[gfx]    [gfx]
[gfx]   ":return
8985 stop
9000 rem
9003 dataa,2,3,4,5,6,7,8,9,"[gfx]"
,j,q,k
9005 fori=865to943:reada:pokei,a
:next:sys865
9010 fori=3072to3959:reada:pokei
,a:next
9015 fori=49152to49152+22:reada:
pokei,a:next:return
7030 data169,0,141,14,220,169,51
,141,1,0,162,0,189,0,208,157,0,8
9040 data189,0,209,157,0,9,189,0
,210,157,0,10,189,0,211,157,0,11
9050 data189,0,212,157,0,12,189,
0,213,157,0,13,189,0,214,157,0,1
4
9060 data189,0,215,157,0,15,232,
208,205
9070 data169,55,141,1,0,169,1,14
1,14,220,169,18,141,24,208,96
9090 data255,127,63,16,20,32,64,
32,254,252,248,248,120,124,124,1
54
9100 data0,0,0,0,7,9,57,124,32,4
8,32,63,224,255,255,255
9110 data254,255,127,253,2,255,2
43,231,254,252,249,243,231,207,1
59,191
9120 data127,127,63,63,63,63,63,
63,207,207,207,159,159,159,63,63
9130 data191,159,207,231,243,249
,252,254,62,62,158,156,156,156,6
0,124
9140 data127,63,31,207,231,243,2
49,249,252,252,249,249,249,243,2
43,243
9150 data252,252,252,252,252,252
,254,254,253,249,243,203,207,159
,63,127
9160 data231,207,255,64,191,254,
255,127,255,255,255,7,252,4,12,4
9170 data62,156,144,224,0,0,0,0,
127,62,62,30,31,31,63,127
9180 data4,2,4,40,8,252,254,255
9200 data102,63,63,63,126,126,12
4,254,102,252,252,132,20,2,1,2
9210 data254,255,127,192,247,251
,253,254,24,4,255,0,239,247,251,
253
9220 data0,0,0,128,192,224,240,2
48,253,251,247,239,223,191,191,2
23
9230 data254,255,255,255,231,195
,231,255,252,126,191,223,239,247
,251,253
9240 data239,247,251,253,251,247
,239,223,255,255,0,255,0,255,255
,255
9250 data251,247,239,223,191,223
,239,247,191,223,239,247,251,253
,126,63
9260 data255,231,195,231,255,255
,255,127,251,253,253,251,247,239
,223,191
9270 data31,15,7,3,1,0,0,0,191,2
23,239,247,0,255,32,24
9280 data127,191,223,239,3,254,2
55,127,64,128,64,40,33,63,63,102
9290 data127,62,126,126,252,252,
252,102
9310 data255,127,63,16,20,32,64,
32,254,252,248,120,120,60,60,126
9320 data0,0,0,7,9,57,124,32,4
8,32,63,224,255,255,255
9330 data8,16,16,252,2,255,243,2
31,254,252,249,243,231,207,159,1
91
9340 data127,127,63,63,63,63,63,
63,207,207,207,159,159,159,63,63
9350 data191,159,207,231,243,249
,252,254,62,62,158,156,156,156,6
0,124
9360 data127,63,31,207,231,243,2
49,249,252,252,249,249,249,243,2
43,243
9370 data252,252,252,252,252,252
,254,254,253,249,243,203,207,159
,63,127
9380 data231,207,255,64,63,8,8,1
6,255,255,255,7,252,4,12,4
9390 data62,156,144,224,0,0,0,0,
62,60,60,30,30,31,63,127
9400 data4,2,4,40,8,252,254,255
9420 data24,60,60,90,255,255,90,
24,0,16,56,124,56,16,0,0
9430 data0,16,56,124,108,16,56,0
,0,108,124,124,56,16,0,0
9440 data0,16,56,84,254,84,16,0,
0,8,28,62,28,8,0,0
9448 data0,8,62,62,28,8,0,0,0,8
,28,62,62,54,0,0,0,8,42,127,42,28,
8,0,0
9450 rem datn0,56,16,108,124,56,
16,0,0,16,56,124,124,108,0,0,0,8
,42,127,42,28,8,0
9470 data0,0,0,0,6,25,6,25,0,0,0
,0,102,153,102,153,0,0,0,0,96,15
2,96,152
9480 data6,25,6,25,6,25,6,25,102
,153,102,153,102,153,102,153
9490 data96,152,96,152,96,152,96
,152,6,25,6,25,6,0,0,0
9500 data102,153,102,153,102,0,0
,0,96,152,96,152,96,0,0,0
9510 data78,219,219,219,219,219,
206,0
9530 data102,102,102,126,102,60,
24,0,126,6,12,48,64,70,60,0
9540 data60,102,96,56,96,102,60,
0,96,96,254,100,104,112,96,0
9550 data60,102,96,102,96,96,126,0
,60,102,102,62,6,102,60,0
9560 data24,24,24,24,48,98,126,0
,60,102,102,60,102,102,60,0
9570 data60,102,96,124,102,102,6
0,0,115,219,219,219,219,219,114,
0
9580 data28,54,48,48,48,48,120,0
,112,60,102,102,102,102,60,0
9590 data102,54,30,14,30,54,102,
0
9610 data0,0,0,0,1,3,7,7,28,62,1
```

```
27,255,255,255,255,255
9620 data0,0,0,128,192,224,240,2
40,15,15,15,15,15,15,7,3
9630 data255,255,255,255,255,255
,255,255,248,248,248,248,248,248
,240,224
9640 data0,0,0,0,0,0,0,0,201,28,
62,127,0,0,0,128,0,0,0,0,0,0,0,0
9650 data191,223,239,247,0,255,3
2,24
9670 data8,28,62,127,62,28,8,0,6
2,28,127,127,62,28,8,0
9680 data8,28,62,127,127,127,54,
0,24,90,255,255,90,60,60,24
9710 data120,252,255,129,153,129
,153,129,60,126,255,129,153,129,
153,153
9720 data60,126,255,153,137,129,
145,153,30,63,255,153,147,135,14
7,153
9730 data255,255,255,153,255,153,255
,153,255,255,255,153,255,153,255
,156,252
9740 data255,255,153,255,153,255
,57,63,255,255,255,153,255,153,255,1
53,255
9810 data162,0,142,32,208,142,32
,208,142,32,208,232,224,5
9820 data240,240,165,197,201,64,
240,236,96
9999 return
10000 printchr$(14):print"██████
████ PONTOON (OR BLACKJACK OR 21)
"
10010 print"██████████████BY D J
 BENNETT"
10050 print"███When playing, th
e 64 cannot 'see' your  cards (h
onest!) - but";
10060 print" it can 'see' any  y
ou've twisted and it's not stupi
d!"
10070 print"█The usual rules ap
ply, so you cannot:-"
10080 print"██1. stick with less
 than 16,"
10090 print"██2. buy for more th
an you bet,"
10100 print"██3. buy the 5th car
d of a 5 card trick    if you
cannot bust,"
10110 print"██4. buy after you'v
e twisted."
10120 print"██Every so often you
'll get a chance to   buy or sel
l the bank";
10130 print" as appropriate."
10140 print"█Good luck! You sta
rt with £500 each so  if you get
 to £1000";
10150 print" you bust the 64."
10160 print"██████████ PRESS ANY
 KEY TO CONTINUE █████"
10170 forq=1to40:print"██████████t
ab(39)cn$(q):forde=1to100:next
10175 print"██████████"
10180 ifpeek(197)<>64thenprintch
r$(142):return
10190 next:goto10170
11000 rem
11100 print"█"c$(1);:gosub4900:g
osub8900
11110 printy$(1);:gosub4800:gosu
b8900
12000 gosub4900:r=rnd(1):ifct=1o
rrnd(1)>.95thenbe=20-(r>.7)*5+(r
<.25)*5:goto12400
12100 ifct=10orrnd(1)>.9thenbe=1
0-(r>.7)*5+(r<.25)*5:goto12400
12200 ifct<7thenbe=3-(r>.7)+(r<.
25):goto12400
12300 be=7-(r>.7)+(r<.25)
12400 mv=be:gosub2300:gosub2200:
be$=right$(str$(be),len(str$(be)
)-1)
12430 printm3$"█i will bet £"be$
13000 cg=2:gosub7100:gosub4900:p
rintc$(2);:gosub8900
13010 yg=2:gosub7000:gosub4800:p
```

```
rinty$(2);:gosub8000
14000 cp=0:ifct=11andmid$(cc$(i)
,3,1)<>"K"andmid$(cc$(2),3,1)<>"
K"andca=1thencp=1
14005 fd=2:ifcp=1thengosub15500
14010 ifcp=1thenprint"████████
████████";tab(15)"great. i've ";
14020 ifcp=1thenprint"█████████
████got a pontoon!":goto15000
14050 ba=1
14100 gosub4900:ifct>21then16000
14102 ifca=1thenct=ct+10:ifct>21
thenct=ct-10
14103 gosub18000:ifrp=1thenprint
"you out!":ac=0:gosub2300:rp=0:g
oto6645
14105 ifcg=5andct<22thenc5=1:pri
ntm3$bo$m3$"█five card trick!":g
osub15000:goto15000
14110 ifct<12andcg<4andba=1then1
4200
14120 mt=0:ifct<16then
14130 ifct=16andrnd(1)>.  thenmt=
1
14140 ifct=17andrnd(1)>.5thenmt=
1
14150 ifct=18andrnd(1)>.85thenmt
=1
14160 ifct=19andrnd(1)>.95thenmt
=1
14170 ifmt=1thenprintm3$bo$m3$"█
 i will twist":cg=cg+1:printc$(cg
):ba=0:gosub7100
14180 ifmt=1thengosub4900:gosub8
000:forde=1to250:next:printm3$bo
$:goto14100
14190 ifmt=0thenprintm3$bo$m3$"█
** i will stick **":goto15000
14200 be=be+mv:mv$=right$(str$(m
v),len(str$(mv))-1)
14230 printm3$bo$m3$"█ i will buy
 for £"mv$
14240 cg=cg+1:printc$(cg);:gosub
7100:gosub4900:gosub8900:fd=fd+1
14250 forde=1to350:next:gosub230
0:printm3$bo$:goto14100
15000 ya=0:yg=1:gosub4800:yg=2:g
osub4800
15020 ifyt=11andmid$(yc$(1),3,1)
<>"K"andmid$(yc$(2),3,1)<>"K"and
ya=1thenyp=1
15030 ifyp=1thengosub2200:printm
1$"█you've got a pontoon.  you w
in!"
15035 ifyp=1then16000
15040 ifcp=1andyp=0then16000
15100 gosub4800:ifyt>21then16000
15103 gosub18000:ifrp=1thenprint
"me out!":ac=999:gosub2300:rp=0:
goto6635
15105 ifya=1thenyt=yt+10:ifyt>21
thenyt=yt-10
15106 ifyg=5andyt<22theny5=1:pri
ntm1$bo$m1$"█you've a five card
trick!":goto16000
15110 printm2$bo$m2$"█twist (f1)
 or stick (f3)?":poke198,0
15120 geta$:ifa$=""then15120
15220 gosub2200
15230 ifa$="█"thenyg=yg+1:gosub7
000:printy$(yg);:gosub4800:gosub
8000:goto15100
15240 ifa$<>"█"thengosub7500:got
o15110
15250 mt=0:ifyt>5andyt<12andya=1
thenyt=yt+10
15260 ifyt<16thenmt=1
15270 ifmt=0thenprintm1$"█you st
uck on"yt:goto16000
15280 ifmt=1thenprintm1$bo$m1$"█
you cannot stick at"yt:gosub7500
15290 ifmt=1thena$="█":goto15220
15500 z=cg:fork=1tofd:printc$(k)
;:gosub8975:printc$(k);:cg=k
15510 gosub4900:gosub8010:next:c
g=z:gosub4900
15515 ifca=1thenct=ct+10:ifct>21
thenct=ct-10
```
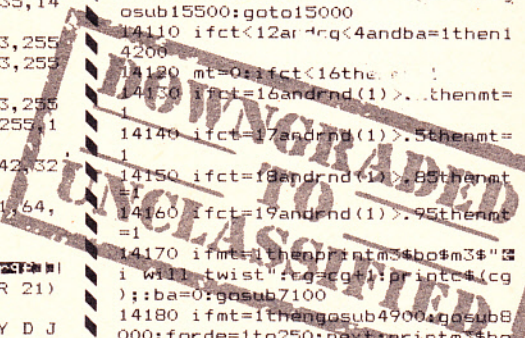
```
15520 return
16000 cw=0:yw=0:ifcp=1orc5=1then
16005
16003 gosub15500
16005 ifyp=1thenyw=1:ac=ac+be:go
sub7200:goto16620
16010 ifcp=1thencw=1:ac=ac-be:cb
=1:yb=0:nu=50
16015 ifcp=1thenprintm3$bo$m3$"█
now it's my bank!":gosub7200:got
o16648
16020 ify5=1thenyw=1:ac=ac+be:go
sub7300:goto16620
16030 ifc5=1thencw=1:gosub7400:g
oto16600
16100 ifct>21thenprintm3$bo$m3$"
█ i've bust.":yw=1:gosub7300:goto
16600
16110 ifyt>21thenprintm1$bo$m1$"
█you've bust.":cw=1:ac=ac-be:gos
ub7400:goto16620
16120 ifyt>=ctthenyw=1:cw=0:gosu
b7300:goto16600
16130 ifyt<ctthencw=1:yw=0:gosub
7400:goto16600
16600 ifcw=1thenprintm3$bo$m3$"█
that's another one to me!":ac=ac
-be
16610 ifyw=1thenprintm1$bo$m1$"█
ok - you win.":ac=ac+be
16620 gosub2300
16630 ifac>=1000thenprintm2$bo$m
2$"█you've cleaned me out!":gosu
b7200
16640 ifac=0thenprintm2$bo$m2$"█
you're cleaned out!":gosub7200
16645 ifac=0orac>=1000thenprintm
3$bo$m3$"█press any key for anot
her game.":poke198,0
16646 ifac=0orac>=1000thensys491
52:poke53280,5:run100
16647 goto16650
16648 printm2$bo$m2$"█press any
key for another deal.":sys49152:
poke53280,5:goto1000
16650 printm2$bo$m2$"█press any
key for another deal.":poke198,0
:wait198,1:goto1000
17000 ifac>299thenpr=150
17010 ifac<300andac>99thenpr=int
(ac/2)
17020 ifac<100thenob=0:bo=0:retu
rn
17030 gosub2200:pr$=right$(str$(
pr),len(str$(pr))-1)
17040 ifcb=1thenprintm1$"█do you
 want to buy the bank for £"pr$"
?"
17045 ifyb=1thenprintm1$"█do you
 want to sell the bank for £"pr$
"?"
17050 printm2$"press f1 for yes
or f3 for no.":poke198,0
17060 geta$:ifa$=""then17060
17070 ifa$="█"thennu=50:return
17080 ifa$="█"thenob=0:bo=0:retu
rn
17090 gosub7500:goto17060
18000 rp=0:ifyt=21andyv(1)=7andy
v(2)=7andyv(3)=7thenrp=1
18010 ifct=21andcv(1)=7andcv(2)=
7andcv(3)=7thenrp=1
18020 ifrp=0thenreturn
18030 gosub15500:gosub2200:print
m1$"█good grief - a royal pontoo
n!":gosub7200
18040 printm2$"that's cleaned ";
:return
19000 poke53280,0:poke53281,0:pr
int"██████please press stop on ta
pe recorder."
19010 gosub7300:poke53280,7:poke
53281,7:    return

ready.
```

MASTERMIND

SPECTRUM

Mastermind is a computer version of the famous boardgame. When the program is run brief instructions will appear and pressing any key will draw the board.

You must guess the colour code using clues given by the computer. A white peg means you got it wrong, black means it was in the right peg.

Now get set to pit your wits.

```
  5 CLS
 10 REM MASTERMIND BY S.WATSON
 20 REM TO PAULA
100 GO SUB 8000: REM GRAPHICS
110 GO SUB 9500: REM VARIABLES
115 GO SUB 6000: REM INSTRUCTS
120 GO SUB 7000: REM SCREEN
200 REM RANDOM COLOURS
240 IF X=5 THEN  GO TO 300
250 LET C(X)=0+INT (RND*6)
255 IF X=1 THEN  LET X=2: GO TO
250
258 LET XC=X-1
260 IF C(X)=C(XC) THEN  GO TO 2
50
280 LET XC=XC-1
285 IF XC=0 THEN  LET X=X+1: GO
TO 240
290 GO TO 260
300 REM INPUT ROUTINE
303 PRINT AT 18,7;"INPUT YOUR C
OLOURS."
305 LET Y=1: LET G=0
310 PAUSE 0
311 LET V$=INKEY$
312 IF V$="Q" OR V$="q" THEN  B
EEP .1,-20: LET X=1: LET Y=1: PR
INT AT 18,7;"
             ": GO TO 960
313 IF V$="0" OR V$="1" OR V$="
2" OR V$="3" OR V$="4" OR V$="5"
 THEN  LET I(Y)=VAL V$: BEEP .01
,40: GO TO 318
315 GO TO 310
318 GO SUB 2000
319 PRINT AT 20,G;I(Y): LET G=G
+1
320 IF Y=4 THEN  PRINT AT 20,6;
"O.K? Y/N": GO TO 1000
330 LET Y=Y+1
350 GO TO 310
400 REM B+W PEG ROUTINE
405 PRINT AT 18,7;"
                  "
410 LET X=1: LET Y=1
420 LET B=0: LET W=0
450 IF C(X)=I(Y) AND X=Y THEN
LET B=B+1: GO TO 470
460 IF C(X)=I(Y) THEN  LET W=W+
1
470 IF X=4 AND Y=4 THEN  GO TO
500
```

```
480 IF Y=4 THEN  LET Y=0: LET X
=X+1
485 LET Y=Y+1
490 GO TO 450
500 REM PRINT COLOURED PEGS
505 LET O=8
510 LET Y=1: LET X=1
520 IF T=0 THEN  LET P=1: LET D
=1: GO TO 550
530 LET P=P+3
550 LET T=T+1
560 PRINT AT 0,P; INK I(Y);" "
;I(Y)
570 LET O=O+1: LET Y=Y+1
580 IF Y=5 THEN  GO TO 600
590 GO TO 560
600 REM PRINT B+W PEG ROUTINE
610 LET O=O-8
650 IF B<3 AND W<3 THEN  GO TO
740
660 IF W=3 THEN  PRINT AT O,P;
INVERSE 1;" ": PRINT AT O-1,P
: INVERSE 1;" ": IF B=1 THEN  P
RINT AT O-1,P+1;" "
670 IF W=4 THEN  PRINT AT O,P;
INVERSE 1;" ": PRINT AT O-1,P
: INVERSE 1;" ": GO TO 900
680 IF B=3 THEN  PRINT AT O,P;
     ": PRINT AT O-1,P;" "
690 IF B=4 THEN  PRINT AT O,P;
     ": PRINT AT O-1,P;" ": BE
EP 2,50: BEEP .4,0: BEEP 1,4:
700 GO TO 900
740 LET D=P: LET F=P
750 IF W=0 THEN  GO TO 800
760 FOR N=1 TO W
770 PRINT AT O,F; INVERSE 1;"
";
775 LET F=F+1
780 NEXT N
795 IF B=0 THEN  GO TO 900
800 FOR M=1 TO B
810 PRINT AT O-1,D;" ";
815 LET D=D+1
820 NEXT M
900 LET Y=1: LET X=1
930 IF T>9 THEN  BEEP 1,-15: PR
INT AT 17,10;"YOU'VE HAD 10 GOES
": GO TO 955
950 GO TO 300
955 LET Y=1: LET X=1
```

```
960 PRINT AT 20,0;"        ":
PRINT AT 17,X; INK C(X);" "
970 LET X=X+1: IF X=5 THEN  GO
TO 978
975 GO TO 960
978 PRINT AT 18,1;C(1);C(2);C(3
);C(4)
980 PRINT AT 20,0;"ANOTHER GO Y
/N": PAUSE 0
985 LET V$=INKEY$
990 IF V$="N" OR V$="n" THEN  R
ANDOMIZE USR 1
995 RUN
1000 REM INPUTS OK Y/N
1010 PAUSE 0
1020 LET V$=INKEY$
1030 IF V$="N" OR V$="n" THEN  P
RINT AT 20,0;"        ": B
EEP .1,0: GO TO 300
1040 BEEP .05,0: PRINT AT 20,0;"
              ": GO TO 400
2000 REM CHECK THAT INPUTS
2010 REM ARE ALL DIFFERENT
2020 IF Y=1 THEN  RETURN
2030 LET YC=Y-1
2050 IF I(Y)=I(YC) THEN  GO TO 3
10
2060 LET YC=YC-1
2070 IF YC=0 THEN  RETURN
2080 GO TO 2050
6000 REM INSTRUCTIONS
6100 CLS : PRINT AT 1,8;"C O M P
 U T E R": PRINT AT 3,5;" M A S
T E R M I N D"
6110 PRINT AT 6,0;"THIS PROGRAM
IS LIKE THE FAMOUS GAME MASTERMI
ND.WHAT YOU MUST DO IS GUESS THE
COLOUR CODE USING  THE CLUES GIV
EN BY THE COMPUTER.PRESS Q TO QU
IT THE GAME."
6120 PRINT AT 12,0;"A WHITE PEG
MEANS THAT YOU HAVE A COLOUR IN
THE WRONG PLACE."
6130 PRINT AT 15,0;"A BLACK PEG
MEANS THAT YOU HAVE A COLOUR IN
THE CORRECT PLACE."
6140 PRINT AT 18,0;"ALL THE RAND
OM COLOURS CHOSEN BY THE COMPUTER
    ARE OUT OF THE     COLOURS 0-5
SHOWN AT THE TOP OF THE KEYBOARD
."
```
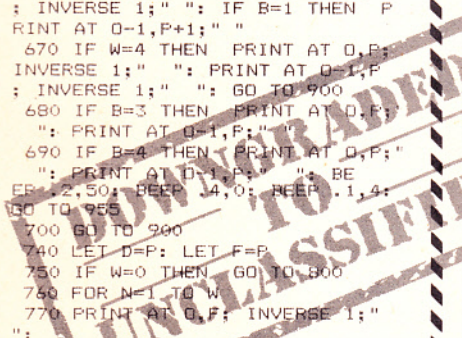
```
6145 PRINT #1;"ANY KEY TO CONTIN
UE..."
6150 PAUSE 0: CLS
6200 RETURN
6999 STOP
7000 REM SCREEN SET-UP
7005 PLOT 7,40: DRAW 33,0: DRAW
0,-18: DRAW -33,0: DRAW 0,18
7010 LET N=6: LET M=153
7020 LET O=6: LET P=112
7100 PLOT 0,50: DRAW 255,0: DRAW
0,125: DRAW -255,0: DRAW 0,-125
7110 PLOT N,M
7120 DRAW 19,0: DRAW 0,-19: DRAW
-19,0: DRAW 0,19
7150 PLOT O,P
7160 DRAW 19,0: DRAW 0,-34: DRAW
-19,0: DRAW 0,34
7170 LET N=N+24: LET O=O+24
7180 IF N>240 THEN LET O=8: LET
P=0: RETURN
7190 GO TO 7110
7999 STOP
8000 REM GRAPHICS

8010 REM COLOURED PEG=GRAPHICS A
8020 REM B OR W PEG=GRAPHICS B
8090 REM COLOURED PEG
8100 POKE USR " "+0,BIN 0000000
0
8110 POKE USR " "+1,BIN 0001100
0
8120 POKE USR " "+2,BIN 0011110
0
8130 POKE USR " "+3,BIN 0111111
0
8140 POKE USR " "+4,BIN 0111111
0
8150 POKE USR " "+5,BIN 0011110
0
8160 POKE USR " "+6,BIN 0001100
0
8170 POKE USR " "+7,BIN 0000000
0
8190 REM B OR W PEG
8200 POKE USR " "+0,BIN 0000000
0
8210 POKE USR " "+1,BIN 0000100
0

8220 POKE USR " "+2,BIN 0001110
0
8230 POKE USR " "+3,BIN 0011111
0
8240 POKE USR " "+4,BIN 0001110
0
8250 POKE USR " "+5,BIN 0000100
0
8260 POKE USR " "+6,BIN 0000000
0
8270 POKE USR " "+7,BIN 0000000
0
8290 RETURN
9500 LET B=0: REM BLACK PEGS
9510 DIM C(4): REM COLOURS
9520 DIM I(4): REM INPUTS
9530 LET T=0: REM TRIES(10 MAX.)
9540 LET W=0: REM WHITE PEGS
9550 LET X=1: REM COLOURS DIM
9560 LET Y=1: REM INPUTS DIM
9570 LET XC=0: REM COLOUR CHECK
9580 LET O=8: LET P=1
9590 LET D=1: LET F=1
9600 RETURN
```
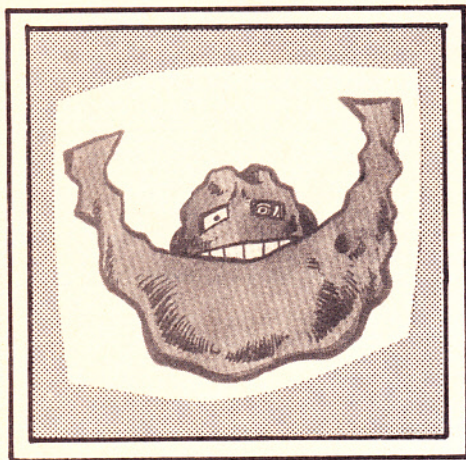
CLASSIFICATION 7D1	SERIAL NUMBER 663	AUTHORISATION (INITIALS)
AUTHOR DAVID ESTALL		DE
INVESTIGATING DROID BIG RED	AUTHORISATION CODE 666931667	

RODNEY THE DROID

CBM 64

Spirits of ancient Egypt, Uncle Ugly and Rodney the Droid. What a combination. Bizarre doesn't begine to describe the ingredients of David Estall's game.

Mega-villain Uncle Ugly has created a vast underground complex — around 100 rooms — each containing a treasure from the tomb of tutankhamen.

Robot RDN3 — otherwise known as Rodney — must move throught the complex maze collecting these treasures. He can generate an electric field to destroy the killer droids which protect the stolen goodies.

Remember to avoid the maze walls — they're electrified. Good hunting ...

```
-=-=-
15 REM
20 REM (C) 1985 BY D.ESTALL, FOR
C&VG
25 REM
30 POKE56578,PEEK(56578)OR3:POKE
56576,(PEEK(56576)AND252)OR1
35 POKE648,132:POKE53272,(PEEK(5
3272)AND15)OR16
40 POKE53280,13:POKE53281,13:PRI
NTCHR$(147) CHR$(144);:FORZZ=1TO
500:NEXTZZ
45 PRINTTAB(240)TAB(214)"PLEASE
WAIT:";GG=5:FORZZ=0TO20:POKE5328
0,GG:GG=18-GG
50 FORXX=0TO63:READQQ:POKE35520+
(ZZ*64)+XX,QQ:NEXTXX,ZZ
55 POKE53280,5:DIMMZ(10,10,1):FO
RZZ=1TO10:FORXX=1TO10:READMZ(XX,
ZZ,0)
60 NEXTXX,ZZ:POKE53280,13:DIMSD(
5):FORZZ=1TO5:READSD(ZZ):NEXTZZ
65 DIMHS$(10,1):FORZZ=1TO10:HS$(
ZZ,0)=STR$(1100-ZZ*100)
70 HS$(ZZ,1)="THE DROID":NEXTZZ
75 POKE53280,5:FORZZ=0TO11:FORXX
=0TO15:READQQ:POKE49152+ZZ*16+XX
,QQ:NEXTXX,ZZ
80 DIMNT(14,1):FORZZ=1TO14:READN
T(ZZ,0),NT(ZZ,1):NEXTZZ
85 SYS49152:POKE254,1:POKE53280,
13:FORZZ=1TO25:PRINT:FORXX=1TO50
:NEXTXX,ZZ
90 A$="DAVID ESTALL PROUDLY PRES
ENTS....":ZZ=RND(-TI)
95 PRINTCHR$(147);TAB(43);:FORZZ
=1TO34:PRINTMID$(A$,ZZ,1);
100 FORXX=1TO50:NEXTXX,ZZ:V=5324
8:S=54272:FORZZ=0TO24:POKES+ZZ,0
:NEXTZZ
105 POKEV+21,63:FORZZ=0TO5:POKE3
4808+ZZ,54+ZZ:POKEV+(2*ZZ),0:POK
EV+(2*ZZ)+1,0
110 POKEV+39+ZZ,9:NEXTZZ:POKEV+2
3,63:POKEV+29,1
115 POKEV,160:FORZZ=0TO100:POKEV
+1,ZZ:FORXX=1TO20:NEXTXX,ZZ
120 FORZZ=160TO95STEP-1:POKEV,ZZ
:FORXX=1TO20:NEXTXX,ZZ
125 FORZZ=1TO5:POKEV+(2*ZZ),119+
(26*ZZ):FORXX=0TO105:POKEV+(2*ZZ
)+1,XX
130 NEXTXX:POKEV+(2*ZZ)+1,105+((
ZZ<5)*5):NEXTZZ:FORZZ=106TO127:P
OKEV+11,ZZ
135 NEXTZZ:POKEV+11,122:GOSUB909
0:PRINTCHR$(19);TAB(255);TAB(255
);"THE DROID"
140 PRINTTAB(241);"PLEASE PRESS
ANY KEY FOR INSTRUCTIONS:":ZZ=1:
DD=1
145 POKE53280,SD(ZZ):ZZ=ZZ+DD:IF
(ZZ=5)OR(ZZ=1)THENDD=-DD
```

```
150 GETA$:IFA$=""THENFORXX=1TO10
0:NEXTXX:GOTO145
155 TT=14:FORZZ=1TO100:POKE53280
,TT:POKE53281,TT:TT=15-TT:NEXTZZ
160 PRINTCHR$(147);:FORZZ=5TO1ST
EP-1:FORXX=0TO5:POKEV+39+XX,SD(Z
Z):NEXTXX
165 FORQQ=1TO100:NEXTQQ,ZZ:FORZZ
=0TO11:POKEV+ZZ,0:NEXTZZ:POKEV+2
1,0:GOTO6000
170 PRINTCHR$(147);TAB(240);TAB(
215);"GET READY!"
175 SC=0:LI=3:LV=1:EN=40:X=INT(R
ND(1)*4)+4:Y=INT(RND(1)*4)+4:AR=
0:JJ=127
180 DX=0:DY=0:XP=172:YP=220:FORZ
Z=1TO10:FORXX=1TO10:MZ(ZZ,XX,1)=
4
185 IF(ZZ=1ORZZ=10)AND(XX=1ORXX=
10)THENMZ(ZZ,XX,1)=6
190 IFRND(1)<0.65THENMZ(ZZ,XX,1)
=MZ(ZZ,XX,1)+1
195 NEXTXX,ZZ:POKE34808,43:POKE3
4809,63:POKE34810,62:POKEV+23,0:
POKEV+29,0
200 REM (GREETINGS TO JIMBO & RI
CK!)
205 POKEV+39,14:POKEV+40,8:POKEV
+41,4:POKEV+28,1:POKEV+37,10:POK
EV+38,0
210 GOTO8000
215 CC=PEEK(V+30):GOTO7000
220 IFMN>0THENPOKE34810+KK,2*(MN
+42)-PEEK(34810+KK)+1:KK=KK+1:IF
KK>NMTHENKK=1
225 POKEV+37,252-PEEK(V+37):GOTO
215
3485 REM
3490 REM -=- RUN OUT OF ENERGY -
=-
3495 REM
3500 XE=2:FORZZ=0TO100:POKEV+39,
XE:POKEV+38,XE:POKEV+37,XE:XE=12
-XE:NEXTZZ
3505 GOSUB8945:FORZZ=1TO5:POKE53
280,SD(ZZ):POKE53281,SD(ZZ)
3510 FORXX=1TO500:NEXTXX,ZZ:PRIN
TCHR$(147);CHR$(159);TAB(96);"OH
DEAR!"
3515 PRINTCHR$(150);TAB(43);"YOU
SEEM TO HAVE RUN OUT OF ENERGY"
3520 FORZZ=1TO2000:NEXTZZ:PRINTT
AB(47);"YOUR ROBOT IS NOW USELES
S":GOTO6515
3985 REM
3990 REM -=- HIT A RECHARGER -=-
3995 REM
4000 POKE254,1:FOREN=ENTO40:POKE
33832+EN,171:POKE53280,INT(RND(1
)*16)
4005 NEXTEN:POKE53280,1:POKEV+21
,PEEK(V+21)-4:POKEV+4,0:POKEV+5,
0
4010 MZ(X,Y,1)=MZ(X,Y,1)-2:GOTO5
020
4485 REM
4490 REM -=- NEXT ROOM -=-
4495 REM
4500 XX=XP:YY=YP:GOSUB8945:XP=XX
:YP=YY
4505 IFXP<20THENX=X-1:XP=320:GOT
O4515
4510 IFXP>324THENX=X+1:XP=25
4515 IFYP<70THENY=Y-1:YP=220:GOT
O4525
4520 IFYP>225THENY=Y+1:YP=75
4525 POKEV+39,14:POKEV+40,8:POKE
V+41,4:POKEV+28,1:POKEV+37,10:PO
KEV+38,0
4530 FORZZ=34272TO34392STEP40:PO
KEZZ,207:NEXTZZ
4535 FORZZ=33930TO33933:POKEZZ,2
07:NEXTZZ
4540 FORZZ=34311TO34431STEP40:PO
KEZZ,207:NEXTZZ
4545 FORZZ=34770TO34773:POKEZZ,2
07:NEXTZZ
4550 FORZZ=1TO38:POKE34232+ZZ,20
7:POKE34432+ZZ,207:NEXTZZ:XQ=1:G
OTO8020
4985 REM
```

```
4990 REM -=- GOT AN ARTIFACT -=-
4995 REM
5000 POKE254,1:FORZZ=1TO10:FORXX
=2TO15:POKEV+40,XX:NEXTXX,ZZ
5005 SC=SC+(10*LV):GOSUB8905:AR=
AR+1:GOSUB8935
5010 POKEV+21,PEEK(V+21)-2:POKEV
+2,0:POKEV+3,0
5015 MZ(X,Y,1)=MZ(X,Y,1)-4:IFAR=
100THEN5025
5020 DX=0:DY=0:POKE254,0:CC=PEEK
(V+30):GOTO220
5025 GOSUB8945:FORZZ=1TO10:FORXX
=1TO15:POKE53280,XX
5030 POKE53281,XX:NEXTXX,ZZ:POKE
53280,8:POKE53281,8
5035 PRINTCHR$(147);CHR$(144);TA
B(12);"GONGRATULATIONS!"
5040 PRINTCHR$(5);TAB(42);"YOU H
AVE COLLECTED ALL THE ARTIFACTS"
5045 PRINTTAB(41);"AND DEFEATED
UNCLE UGLY AND HIS INSANE"
5050 PRINTTAB(41);"ROBOTS!! YOU
MAY NOW CONSIDER YOURSELF"
5055 PRINTTAB(43);"A CLASS";LV;"
DROIDMASTER! WELL DONE!!!"
5060 LV=LV+1:FORZZ=1TO5000:NEXTZ
Z
5065 PRINTCHR$(28);TAB(41);"AND
NOW, LIKE ALL GOOD COMPUTER GAME
S,"
5070 PRINTTAB(41);"I WILL ASK YO
U TO 'PLEASE TRY AGAIN'!!!"
5075 PRINTCHR$(144);TAB(55);"(HE
E HEE!)"
5080 FORZZ=1TO5000:NEXTZZ
5085 TT=5:FORZZ=1TO100:POKE53280
,TT:POKE53281,TT:TT=12-TT:NEXTZZ
5090 AR=0:X=INT(RND(1)*4)+4:Y=IN
T(RND(1)*4)+4:EN=40:LI=LI+1:JJ=1
27
5095 SC=SC+(LV*1000):POKE53280,1
:POKE53281,1:PRINTCHR$(147);CHR$
(31);
5100 PRINTTAB(240);TAB(215);"GET
READY!":GOTO180
5985 REM
5990 REM -=- INSTRUCTIONS ROUTIN
E -=-
5995 REM
6000 PRINTCHR$(5);
6005 PRINT"UNCLE UGLY, THE INFAM
OUS MEGA-VILLAIN,"
6010 PRINT"HAS CREATED AN UNDERG
ROUND COMPLEX OF"
6015 PRINT"100 ROOMS. EACH ROOM
CONTAINS A STOLEN"
6020 PRINT"ARTIFACT FROM THE FAM
OUS EGYPTIAN TOMB"
6025 PRINT"OF TUTANKHAMEN. YOUR
TASK IS TO GUIDE"
6030 PRINT"AN RDN3 ROBOT (NICKNA
MED 'RODNEY')"
6035 PRINT"THROUGH THE TORTUOUS
MAZE OF ROOMS,"
6040 PRINT"COLLECTING THE ARTIFA
CTS AS IT GOES."
6045 PRINT"TO HELP YOU, RODNEY H
AS BEEN SPECIALLY"
6050 PRINT"EQUIPPED WITH A 'STAT
IC DISCHARGE"
6055 PRINT"MODULE'. THIS MEANS T
HAT WHEN YOU PRESS"
6060 PRINT"THE FIRE BUTTON ON TH
E JOYSTICK (WHICH"
6065 PRINT"SHOULD BE IN PORT 2),
THE ROBOT"
6070 PRINT"WILL EMIT AN ELECTRIC
FIELD, DESTROYING"
6075 PRINT"ANY COMPUTER-CONTROLL
ED KILLER-DROIDS"
6080 PRINT"THAT COME NEAR. ALSO
IN THE COMPLEX"
6085 PRINT"ARE FOUR RECHARGERS T
HAT RODNEY CAN USE"
6090 PRINT"TO REGAIN ANY ENERGY
LOST IN BATTLE."
6095 PRINT"ONE FINAL NOTE: THE R
OOM WALLS ARE"
6100 PRINT"ELECTRIFIED, AND CANN
OT BE TOUCHED."
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```
6105 PRINT"YOU HAVE THREE RODNEY
S AT THE START OF"
6110 PRINT"THE GAME, AND YOU GAI
N ONE FOR GETTING"
6115 PRINT"ALL THE ARTIFACTS. GO
OD LUCK!":GOTO8960
6120 PRINTCHR$(17);CHR$(31);TAB(
3);"PLEASE PRESS ANY KEY TO PLAY
.....";
6125 GETA$:IFA$=""THEN6125
6130 TT=10:FORZZ=1TO100:POKE5328
0,TT:POKE53281,TT:TT=11-TT:NEXTZ
Z:GOTO170
6485 REM
6490 REM -=- DEAD RODDERS ROUTIN
E -=-
6495 REM
6500 GOSUB8945:FORZZ=1TO5:POKE53
280,SD(ZZ):POKE53281,SD(ZZ)
6505 FORXX=1TO500:NEXTXX,ZZ:PRIN
TCHR$(147);CHR$(159);TAB(96);"WH
OOPS!!"
6510 PRINTCHR$(150);TAB(46);"YOU
HAVE JUST BROKEN A ROBOT"
6515 FORZZ=1TO2000:NEXTZZ:PRINTC
HR$(158);TAB(52);"THAT'S";(4-LI)
;"SO FAR!"
6520 FORZZ=1TO2000:NEXTZZ:LI=LI-
1:IFLI=0THEN6550
6525 PRINTCHR$(153);TAB(43);"NEV
ER MIND, I JUST HAPPEN TO BE IN"
6530 PRINTTAB(43);"POSSESSION OF
A REPLACEMENT RODNEY"
6535 PRINTTAB(43);"PLEASE TRY NO
T TO BREAK THIS ONE!!"
6540 FORZZ=1TO4000:NEXTZZ:XX=0:F
ORZZ=1TO100:POKE53280,XX:POKE532
81,XX
6545 XX=1-XX:NEXTZZ:EN=40:GOTO20
5
6550 PRINTCHR$(153);TAB(41);"WEL
L, I HAVE RUN OUT OF SPARE RODNE
YS,"
6555 PRINTTAB(40);"SO I GUESS TH
AT MEANS YOUR GAME IS OVER."
6560 FORZZ=1TO3500:NEXTZZ:PRINTC
HR$(5);TAB(8);"YOU MANAGED TO SC
ORE";SC
6565 ZZ=0:FORXX=1TO10:IFSC>VAL(H
S$(XX,0))THENZZ=XX:XX=11
6570 NEXTXX:FORXX=1TO3000:NEXTXX
:IFZZ=0THENFORXX=1TO1000:NEXTXX:
GOTO6650
6575 PRINTCHR$(147);CHR$(159);"G
OOD GRIEF! YOUR SCORE IS GOOD EN
OUGH TO"
6580 PRINTTAB(5);"GO ONTO THE HI
GH-SCORE TABLE!!!"
6585 FORXX=1TO2000:NEXTXX
6590 PRINTCHR$(158);TAB(48);"PLE
ASE TYPE IN YOUR NAME"
6595 PRINTCHR$(154);TAB(49);">";
:NN$="":NN=0
6600 PRINTCHR$(154);"<";CHR$(157
);
6605 GETAA$:IFAA$=""OR(NN=20ANDA
A$<>CHR$(13)ANDAA$<>CHR$(20))THE
N6605
6610 IFAA$=CHR$(13)ANDNN>0THEN66
30
6615 IFAA$=CHR$(20)ANDNN>0THENPR
INTAA$;:NN=NN-1:NN$=LEFT$(NN$,NN
):GOTO6605
6620 IFAA$<CHR$(32)ORAA$>CHR$(95
)THEN6605
6625 PRINTCHR$(5);AA$;:NN$=NN$+A
A$:NN=NN+1:GOTO6600
6630 PRINT:PRINTCHR$(155);TAB(55
);"THANK YOU!":FORXX=1TO2000:NEX
TXX
6635 IFZZ=10THEN6645
6640 FORXX=9TOZZSTEP-1:HS$(XX+1,
0)=HS$(XX,0):HS$(XX+1,1)=HS$(XX,
1):NEXTXX
6645 HS$(ZZ,0)=STR$(SC):HS$(ZZ,1
)=NN$
6650 TT=0:FORZZ=1TO100:POKE53280
,TT:POKE53281,TT:TT=15-TT:NEXTZZ
6655 PRINTCHR$(147);CHR$(144);TA
B(10);"ALL-TIME DROIDMASTER":PRI
NT
```

```
6660 PRINTCHR$(31);TAB(5);HS$(1,
1);CHR$(156);TAB(25);HS$(1,0)
6665 PRINTCHR$(144);TAB(49);"...
AND THE NUTTY NINE:":PRINT
6670 FORZZ=2TO10:PRINTCHR$(149);
TAB(5);HS$(ZZ,1);CHR$(156);TAB(2
5);HS$(ZZ,0)
6675 PRINT:NEXTZZ:PRINTCHR$(30);
TAB(3);"PLEASE PRESS ANY KEY TO
PLAY AGAIN";
6680 GETAA$:IFAA$=""THEN6680
6685 TT=15:FORZZ=1TO100:POKE5328
0,TT:POKE53281,TT:TT=16-TT:NEXTZ
Z
6690 PRINTCHR$(147);CHR$(31);TAB
(240);TAB(215);"GET READY!":GOTO
175
6985 REM
6990 REM -=- PLAYER INTERVENTION
-=-
6995 REM
7000 EE=PEEK(56320):IFJJ=111ANDE
E>116THENPOKE34808,43
7005 IFJJ>116ANDEE<112THENPOKE34
808,60
7010 JJ=EE:IFEE=127THEN7500
7015 IFJJ=1220RJJ=1260RJJ=118THE
NDY=DY+(DY>-1)
7020 IFJJ=1210RJJ=1250RJJ=117THE
NDY=DY-(DY<1)
7025 IFJJ=1220RJJ=1230RJJ=121THE
NDX=DX+(DX>-1)
7030 IFJJ=1180RJJ=1190RJJ=117THE
NDX=DX-(DX<1)
7035 IFJJ<112THENJJ=111:GOSUB897
0
7040 GOTO7500
7485 REM
7490 REM -=- SCREEN UPDATE -=-
7495 REM
7500 POKEV+1,PEEK(V+1)+(3*DY):YP
=YP+(3*DY):HH=PEEK(V)+(3*DX):XP=
XP+(3*DX)
7505 IFHH<0THENPOKEV+16,PEEK(V+1
6)-1:HH=255+HH:GOTO7515
7510 IFHH>255THENPOKEV+16,PEEK(V
+16)+1:HH=HH-255
7515 POKEV,HH:CC=PEEK(V+30):QQ=P
EEK(V+31)
7520 IF(XP<200RXP>324)OR(YP<700R
YP>225)AND(QQAND1)=0THEN4500
7525 IF(CCAND1)=0THEN7565
7530 IF(CCAND2)=2THEN5000
7535 IF(CCAND4)=4THEN4000
7540 IFJJ>116THEN7500
7545 FORZZ=1TONM:IF(CCAND(2^(ZZ+
2)))=0THEN7560
7550 POKE704+(2*ZZ),0:POKE705+(2
*ZZ),0:POKEV+21,PEEK(V+21)-(2^(Z
Z+2))
7555 SC=SC+5:GOSUB8905
7560 NEXTZZ:GOSUB8970:CC=PEEK(V+
30):GOTO220
7565 IF(QQAND1)=0THEN220
7570 POKEV+39,8:GOSUB9115:FORZZ=
1TO100:POKEV+39,INT(RND(1)*16):N
EXTZZ
7575 POKE34808,61:FORZZ=1TO1500:
NEXTZZ:GOTO6500
7985 REM
7990 REM -=- ROOM GENERATION -=-
7995 REM
8000 PRINTCHR$(147);CHR$(31);:FO
RZZ=0TO39:POKE33912+ZZ,207:POKE5
5416+ZZ,4
8005 POKE34752+ZZ,207:POKE56256+
ZZ,4:POKE34232+ZZ,207:POKE55736+
ZZ,4
8010 POKE34432+ZZ,207:POKE55936+
ZZ,4:NEXTZZ:FORZZ=0TO19:POKE3395
2+(ZZ*40),207
8015 POKE55456+(ZZ*40),4:POKE339
91+(ZZ*40),207:POKE55495+(ZZ*40)
,4:NEXTZZ
8020 IF(MZ(X,Y,0)AND1)=1THENSS=3
4272:EE=34392:TT=40:GOSUB8900
8025 IF(MZ(X,Y,0)AND2)=2THENSS=3
3930:EE=33933:TT=1:GOSUB8900
8030 IF(MZ(X,Y,0)AND4)=4THENSS=3
4311:EE=34431:TT=40:GOSUB8900
8035 IF(MZ(X,Y,0)AND8)=8THENSS=3
4770:EE=34773:TT=1:GOSUB8900
8040 QQ=INT(RND(1)*29)+1:SS=3423
2+QQ:EE=SS+9:TT=1:GOSUB8900
8045 QQ=INT(RND(1)*29)+1:SS=3443
2+QQ:EE=SS+9:TT=1:GOSUB8900:IFXQ
=1THEN8980
8050 PRINT"SCORE";SPC(7);"LIVES"
;SPC(3);"LEVEL";SPC(3);"ARTIFACT
S";SPC(3);
8055 PRINTCHR$(150);CHR$(18);"++
+++++++++";CHR$(154);
8060 PRINT"++++++++++++++++++++++
++++++++";CHR$(146):GOTO8980
8065 XQ=0:GOSUB8905:GOSUB8915:GO
SUB8925:GOSUB8935:NN=40:GOSUB897
5
8070 GOSUB9000:POKEV+1,YP:IFXP<2
56THENPOKEV,XP:GOTO8080
8075 POKEV+16,(PEEK(V+16)OR1):PO
KEV,XP-255
8080 IF(MZ(X,Y,1)AND4)=4THENPOKE
V+16,(PEEK(V+16)OR2):POKEV+2,55:
POKEV+3,85
8085 IF(MZ(X,Y,1)AND2)=2THENPOKE
V+4,35:POKEV+5,85:POKEV+21,(PEEK
(V+21)OR4)
8090 MN=0:NM=INT(RND(1)*5)+1:IF(
MZ(X,Y,1)AND1)=0THEN8135
8095 MN=(INT(RND(1)*5)+1)*2:FORZ
Z=1TONM:POKE34810+ZZ,42+MN+INT(R
ND(1)*2)
8100 POKEV+4+(ZZ*2),82+(ZZ*30):P
OKEV+5+(2*ZZ),155
8105 POKEV+21,(PEEK(V+21)OR(2^(Z
Z+2))):POKEV+41+ZZ,1
8110 POKE724+(ZZ*2),35:POKE725+(
ZZ*2),85:POKE744+(ZZ*2),(312AND2
55)
8115 POKE745+(ZZ*2),221:POKE704+
(ZZ*2),INT(RND(1)*5)+1+(INT(RND(
1)*2)*128)
8120 POKE705+(ZZ*2),INT(RND(1)*5
)+1+(INT(RND(1)*2)*128)
8125 FORXX=2TO5:POKEV+41+ZZ,6D(X
X):FORQQ=1TO5:NEXTQQ,XX
8130 CC=0:FORXX=1TO40:POKEV+41+Z
Z,CC:CC=5-CC:NEXTXX,ZZ
8135 POKE1023,(6+LV):POKE2,(6-LV
)
8140 IF(MZ(X,Y,1)AND4)=4THENPOKE
V+21,(PEEK(V+31)OR2)
8145 KK=1:POKEV+21,(PEEK(V+21)OR
1):CC=PEEK(V+30):QQ=PEEK(V+31)
8150 PRINTCHR$(19);CHR$(144);SPC
(98);"GO!!":GOSUB9060
8155 PRINTCHR$(145);SPC(18);"
";POKE254,0:GOTO215
8160 REM ^^^ FOUR SPACES IN QUOT
ES ^^^
8885 REM
8890 REM -=- ODDS 'N' ENDS -=-
8895 REM
8900 FORZZ=SSTOEESTEPTT:POKEZZ,3
2:NEXTZZ:RETURN
8905 SC$=RIGHT$("00000"+MID$(STR
$(SC),2),6)
8910 PRINTCHR$(19);CHR$(30);SPC(
5);SC$:RETURN
8915 LI$=RIGHT$("0"+MID$(STR$(LI
),2),2)
8920 PRINTCHR$(19);CHR$(30);SPC(
17);LI$:RETURN
8925 LV$=RIGHT$("0"+MID$(STR$(LV
),2),2)
8930 PRINTCHR$(19);CHR$(30);SPC(
25);LV$:RETURN
8935 AR$=RIGHT$("00"+MID$(STR$(A
R),2),3)
8940 PRINTCHR$(19);CHR$(30);SPC(
37);AR$:RETURN
8945 FORZZ=0TO7:POKEV+(2*ZZ),0:P
OKEV+(2*ZZ)+1,0:NEXTZZ:POKEV+16,
0:POKE254,1
8950 POKEV+21,0:FORZZ=0TO24:POKE
S+ZZ,0:NEXTZZ:JJ=127:DX=0:DY=0:X
P=172:YP=220
8955 POKE34808,43:POKE34809,63:P
OKE34810,62:RETURN
8960 FORZZ=1TO500:POKE55296+INT(
RND(1)*920),INT(RND(1)*14)+2:NEX
TZZ
8965 FORZZ=1TO460:POKE55295+ZZ,4
:POKE56216-ZZ,4:FORXX=1TO10:NEXT
XX,ZZ:GOTO6120
8970 NN=EN:EN=EN-(LV/4):IFEN<0TH
ENEN=0:GOTO3500
8975 FORZZ=ENTONN:POKE33832+ZZ,3
2:NEXTZZ:RETURN
8980 PRINTCHR$(19);CHR$(144);SPC
(85);"ROOM (";CHR$(X+64);"/";CHR
$(Y+64);")";
8983 GOTO8065
8985 REM
8990 REM -=- SONIX -=-
8995 REM
9000 POKES+24,15:POKES+5,136:POK
ES+6,130:POKES+4,33:POKES+1,3:PO
KES,155
9005 FORZZ=1TO500:NEXTZZ:POKES+1
,4:POKES,73:FORZZ=1TO750
9010 NEXTZZ:POKES+1,3:POKES,54:F
ORZZ=1TO1250:NEXTZZ:POKES+4,0
9015 POKES+5,0:POKES+6,0:RETURN
9020 POKES+24,15:POKES+5,34:POKE
S+6,130:POKES+4,17:POKES+1,57:PO
KES,172
9025 FORZZ=1TO125:NEXTZZ:POKES+1
,64:POKES,188:FORZZ=1TO125
9030 NEXTZZ:POKES+1,51:POKES,97:
FORZZ=1TO125:NEXTZZ:POKES+1,57
9035 POKES,172:FORZZ=1TO500:NEXT
ZZ:POKES+4,0:POKES+5,0:POKES+6,0
:RETURN
9040 POKES+24,15:POKES+5,17:POKE
S+6,130:POKES+4,33:POKES+1,4:POK
ES,73
9045 FORZZ=1TO1000:NEXTZZ:POKES+
1,5:POKES,185:FORZZ=1TO750
9050 NEXTZZ:POKES+1,3:POKES,155:
FORZZ=1TO1500:NEXTZZ:POKES+4,0
9055 POKES+5,0:POKES+6,0:RETURN
9060 POKES+24,15:POKES+5,130:POK
ES+6,130:POKES+4,33
9065 X1=2:Y1=100:X2=1:Y2=10:QQ=0
9070 POKES+1,X1:POKES,Y1:FORZZ=1
TO75:NEXTZZ:QQ=QQ+1:X1=X1+X2:Y1=
Y1+Y2
9075 IFQQ=9THENY2=-Y2:X2=-X2
9080 IFQQ>16THENPOKES+4,0:POKES+
5,0:POKES+6,0:RETURN
9085 GOTO9070
9090 POKES+24,15:POKES+4,65:POKE
S+5,100:POKES+3,0:POKES+2,255:PO
KES+6,195
9095 FORZZ=1TO14:POKES+1,NT(ZZ,0
):POKES,NT(ZZ,1):POKES+4,65
9100 FORXX=1TO100:NEXTXX:POKES+4
,64:NEXTZZ:POKES+4,65
9105 POKES+1,34:POKES,75:FORZZ=1
TO250:NEXTZZ:POKES+4,64:POKES+1,
0:POKES,0
9110 RETURN
9115 FORZZ=0TO14STEP7:POKES+5+ZZ
,33:POKES+6+ZZ,255:POKES+4+ZZ,33
:NEXTZZ
9120 POKES+24,15:FORZZ=7TO1STEP-
1:POKES+1,ZZ:POKES+8,ZZ:POKES+15
,ZZ:POKES,6
9125 FORXX=1TO200:NEXTXX,ZZ:FORZ
Z=15TOOSTEP-1:POKES+24,ZZ:NEXTZZ
:RETURN
9995 REM
10000 REM -=- SPRITE DATA -=-
10005 REM
10010 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10020 DATA020,000,000,170,000,00
2,170,128,003,170,192,000,170,00
0,000,040
10030 DATA000,002,170,128,010,11
9,160,014,221,176,010,170,160,00
2,170,128
10040 DATA000,255,000,002,170,12
8,000,255,000,002,170,128,000,15
0,000,000
10050 DATA000,248,000,003,254,00
0,015,223,128,031,223,192,063,14
3,224,063
10060 DATA143,224,127,143,240,12
7,223,240,255,223,248,241,252,12
```

```
0,192,112
10070 DATA024,241,252,120,255,22
3,248,127,223,240,127,143,240,06
3,143,224
10080 DATA063,143,224,031,223,19
2,015,223,128,003,254,000,000,24
8,000,000
10090 DATA000,248,000,003,254,00
0,015,255,128,031,255,192,055,25
5,096,057
10100 DATA252,224,120,248,240,12
4,249,240,255,119,248,255,255,24
8,255,255
10110 DATA248,255,255,248,255,11
9,248,124,249,240,120,248,240,05
7,252,224
10120 DATA055,255,096,031,255,19
2,015,255,128,003,254,000,000,24
8,000,000
10130 DATA000,126,000,000,137,00
0,000,145,000,001,016,128,001,03
2,128,002
10140 DATA036,064,002,074,064,00
4,074,032,004,145,032,008,153,01
6,009,036
10150 DATA144,017,036,136,018,06
6,072,034,066,068,039,255,036,06
4,001,034
10160 DATA064,000,146,255,255,14
5,128,000,010,064,000,012,063,25
5,248,000
10170 DATA063,255,248,064,000,01
2,128,000,010,255,255,145,064,00
0,146,064
10180 DATA001,034,039,255,036,03
4,066,068,018,066,072,017,036,13
6,009,036
10190 DATA144,008,153,016,004,14
5,032,004,074,032,002,074,064,00
2,036,064
10200 DATA001,032,128,001,016,12
8,000,145,000,000,137,000,000,12
6,000,000
10210 DATA003,255,192,015,255,24
0,003,255,192,015,255,240,003,25
5,192,000
10220 DATA012,000,000,024,000,00
0,048,000,000,024,000,000,012,00
0,000,024
10230 DATA000,000,048,000,000,02
4,000,000,012,000,000,024,000,00
0,048,000
10240 DATA003,255,192,015,255,24
0,003,255,192,015,255,240,003,25
5,192,000
10250 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,003
10260 DATA255,192,015,255,240,00
3,255,192,015,255,240,003,255,19
2,000,024
10270 DATA000,003,255,192,015,25
5,240,003,255,192,015,255,240,00
3,255,192
10280 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10290 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,12
7,255,000
10300 DATA127,255,000,024,003,25
5,254,003,255,254,003,192,024,00
3,192,024
10310 DATA003,192,024,003,255,25
4,003,255,254,003,000,024,003,00
0,127,255
10320 DATA000,127,255,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10330 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,255,25
4,000,255
10340 DATA254,000,192,024,000,19
2,127,255,192,127,255,192,024,00
3,192,024
10350 DATA003,192,024,003,192,12
7,255,192,127,255,192,024,000,25
5,254,000
10360 DATA255,254,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000

10370 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,06
0,000,000
10380 DATA060,000,000,126,000,00
0,231,000,001,195,128,003,129,19
2,007,255
10390 DATA224,003,129,192,001,19
5,128,000,231,000,000,126,000,00
0,060,000
10400 DATA000,060,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10410 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,006,00
0,096,006
10420 DATA000,096,014,000,112,02
8,000,056,056,000,028,112,000,01
4,255,255
10430 DATA255,112,000,014,056,00
0,028,028,000,056,014,000,112,02
6,000,096
10440 DATA006,000,096,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10450 DATA255,255,224,128,000,02
4,128,000,004,255,255,226,000,00
0,018,000
10460 DATA000,009,240,000,009,14
4,000,009,144,000,018,159,255,22
6,128,000
10470 DATA004,128,000,024,158,12
7,224,146,064,000,146,064,000,14
6,064,000
10480 DATA145,032,000,145,031,25
5,144,128,001,144,096,001,240,03
1,255,000
10490 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10500 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10510 DATA000,015,255,240,063,25
5,252,252,000,063,240,000,015,24
0,000,015
10520 DATA240,000,015,240,000,01
5,252,000,063,063,255,252,015,25
5,240,255
10530 DATA000,000,000,015,000,00
0,000,015,000,000,015,000,000,00
0,015,000
10540 DATA000,015,000,000,015,00
0,015,000,000,015,000,015,000,01
5,000,000
10550 DATA015,255,255,207,063,25
5,255,252,000,255,240,000,063,24
0,000,015
10560 DATA240,000,015,240,000,06
3,252,000,255,063,255,255,015,25
5,207,255
10570 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10580 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10590 DATA000,243,255,240,255,25
5,252,255,000,063,252,000,015,24
0,000,015
10600 DATA240,000,015,240,000,01
5,240,000,015,240,000,015,240,00
0,015,255
10610 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10620 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10630 DATA000,015,255,240,063,25
5,252,252,000,063,240,000,015,25
5,255,255
10640 DATA255,255,255,240,000,00
0,252,000,000,063,255,240,015,25
5,240,255
10650 DATA240,000,015,240,000,01
5,240,000,015,240,000,015,240,00
0,015,240
10660 DATA000,015,240,000,015,25
2,000,063,063,255,255,015,255,25
5,000,000

10670 DATA015,000,000,015,000,00
0,015,000,000,015,000,000,015,00
0,000,015
10680 DATA000,000,015,000,000,01
5,000,000,015,000,000,015,000,00
0,015,255
10690 DATA000,000,000,000,000,00
0,000,000,000,012,195,048,051,00
0,204,204
10700 DATA020,051,048,170,012,19
4,170,131,051,170,204,192,170,00
3,048,040
10710 DATA012,194,170,131,058,11
9,172,206,221,179,058,170,172,19
4,170,131
10720 DATA048,255,012,194,170,13
1,048,255,012,194,170,131,048,15
0,012,000
10730 DATA004,000,016,040,000,04
0,168,000,042,008,016,008,040,05
2,040,000
10740 DATA000,160,000,076,032,00
0,000,000,003,136,192,032,000,00
8,160,000
10750 DATA010,224,130,011,160,00
4,010,032,193,008,000,008,000,00
1,000,000
10760 DATA000,195,000,160,000,16
8,060,048,060,168,000,042,036,01
2,024,000
10770 DATA006,000,096,001,000,12
8,001,000,128,000,129,000,000,12
9,000,000
10780 DATA066,000,000,066,000,00
0,036,000,000,036,000,007,255,22
4,028,000
10790 DATA056,048,255,012,028,00
0,056,007,255,224,000,024,000,00
0,126,000
10800 DATA000,024,000,000,126,00
0,000,024,000,007,255,224,255,25
5,255,000
10810 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,000
10820 DATA000,000,000,000,000,00
0,000,000,000,000,000,000,000,00
0,000,060
10830 DATA000,000,126,000,000,25
5,000,000,255,000,003,255,192,00
6,000,096
10840 DATA003,255,192,000,255,00
0,000,255,000,000,126,000,000,06
0,000,000
10845 REM
10850 REM -=- MAZE DATA -=-
10855 REM
10860 DATA8,12,1,12,9,12,5,13,5,
9
10865 DATA10,14,9,2,10,10,12,7,9
,10
10870 DATA6,3,6,9,6,11,10,12,7,3
10875 DATA12,13,9,14,13,11,10,6,
9,8
10880 DATA14,3,14,3,10,6,7,9,6,3
10885 DATA10,12,3,12,7,5,9,6,5,9
10890 DATA14,3,12,11,12,9,14,13,
5,3
10895 DATA14,5,3,6,3,14,3,6,13,1
10900 DATA6,13,9,12,5,3,12,9,6,9
10905 DATA4,3,6,7,5,5,3,6,5,3
10910 REM
10915 REM -=- SHADE DATA -=-
10920 REM
10925 DATA1,15,12,11,0
10930 REM
10935 REM -=- MACHINE CODE ROUTI
NE -=-
10940 REM
10945 DATA120,169,192,141,21,3,1
69,13,141,20,3,88,96,165,254,208
10950 DATA4,198,2,240,3,76,49,23
4,173,255,3,133,2,32,35,192
10955 DATA76,49,234,162,0,138,74
,168,189,188,2,41,127,240,110,18
9
10960 DATA188,2,48,51,133,252,25
4,0,208,208,9,173,16,208,25,164
10965 DATA192,141,16,208,189,0,2
08,221,228,2,144,20,138,74,176,8
10970 DATA173,16,208,57,164,192,
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CLASSIFICATION 001	SERIAL NUMBER 672	AUTHORISATION (INITIALS)
AUTHOR RANJEEV SEHDEV		
INVESTIGATING DROID MELISSA R.	AUTHORISATION CODE 9116876	RS

SLITHER SAM

ATARI

Don't dither but slither hither for Slither Sam. It's time for a little fruit picking. Sam's hungry for points and gets them by grabbing the fruit. But the race is on to beat the clock before time's up. It's a fairly straightforward listing and fun to play. It'll make you want to play it again, Sam.

```
1 TRAP 30000:REM GOTO 30000 ON ERROR
90 REM ************************
91 REM *                      *
92 REM *      SLITHER SAM      *
93 REM *                      *
94 REM *          BY          *
95 REM *                      *
96 REM *  RANJEEV SEHDEV 1985  *
97 REM *                      *
98 REM ************************
99 REM SET UP VARIABLES
100 Q0=0:Q1=1:Q2=2:Q3=3:Q4=4:Q5=5:Q6=6:Q7=7:Q8=8:Q9=9:Q10=10:Q11=11:Q12=12:Q13=1
3:Q14=14
105 MY1=Q8:MY2=Q14:HI=Q0:XA=Q10:YA=Q10:WHERE=53252
110 GOTO 2000:REM INITIALIZATION
120 POSITION Q0,22:? "HI SCORE:0                    LEVEL:0":REM 21 SPACES
130 GOTO 2500:REM SELECT LEVEL
400 POSITION Q0,Q0:? "SCORE:0      TIME:0      LI:";LI;"  FRUITS:";CA
405 POSITION 37,22:? LEVEL:POSITION Q6,Q0:? SC
410 POSITION Q11,Q1:? "!!!!!!!!!!!!!!!!!"
420 X=55:Y=185:POKE PLY,Y:POKE PLL,8:POKE PLX,X:POKE PDR,D1:REM SET POSITION OF
FLAYER 0
```

```
425 CF=INT(RND(O)*4)+36:REM TYPE OF FRUIT
430 COLOR CO:PLOT XA,YA:REM ERASE FRUIT
440 XA=(RND(O)*34+2):YA=RND(O)*14+4:REM NEW POSITION OF FRUIT
450 COLOR CF:PLOT XA,YA:REM PLOT FRUIT
499 REM MAIN LOOP
500 S=PEEK(632):SOUND QO,QO,QO,QO:POKE 53278,1:POKE PLX,X:POKE PLY,Y
510 IF S=Q7 AND X<190 THEN X=X+Q2:POKE PDR,D2:SOUND QO,125,Q12,Q8
520 IF S=Q6 AND X<190 AND Y>75 THEN X=X+Q2:Y=Y-Q2:POKE PDR,D2:SOUND QO,125,Q12,Q
8
530 IF S=Q11 AND X>54 THEN X=X-Q2:POKE PDR,D1:SOUND QO,125,Q12,Q8
540 IF S=Q9 AND X>54 AND Y<185 THEN X=X-Q2:Y=Y+Q2:POKE PDR,D1:SOUND QO,125,Q12,Q
8
550 IF S=Q14 AND Y>75 THEN Y=Y-Q2:POKE PDR,D1:SOUND QO,125,Q12,Q8
560 IF S=Q5 AND X<190 AND Y<185 THEN X=X+Q2:Y=Y+Q2:POKE PDR,D2:SOUND QO,125,Q12,
Q8
570 IF S=Q13 AND Y<185 THEN Y=Y+Q2:POKE PDR,D1:SOUND QO,125,Q12,Q8
580 IF S=Q10 AND X>54 AND Y>75 THEN X=X-Q2:Y=Y-Q2:POKE PDR,D1:SOUND QO,125,Q12,Q
8
590 IF PEEK(WHERE)<5 AND PEEK(WHERE)>O THEN GOTO 1200
600 D1=D1+Q8:IF D1>33 THEN D1=Q1:REM NEW FRAME (GOING LEFT)
610 D2=D2+Q8:IF D2>73 THEN D2=41:REM NEW FRAME (GOING RIGHT)
620 TFALL=TFALL+Q1:IF TFALL>FALL THEN GOTO 1000:REM DROP ROCK

630 TIME=TIME+Q1:POSITION 18,QO:? TIME
640 IF TIME>998 THEN GOTO 1600:REM GAME OVER
650 TMIS=TMIS+Q1:IF TMIS>MIS THEN GOTO 1400:REM FIRE MISSILE
660 FRUIT=FRUIT+Q1:IF FRUIT>ACO THEN FRUIT=0:GOTO 425:REM CHANGE POSITION OF FRU
IT
670 GOTO 500
999 REM DROP ROCK
1000 XR=RND(O)*34+Q2:YR=Q3
1020 FOR I=Q1 TO 17:YR=YR+Q1:COLOR CR:PLOT XR,YR:COLOR CO:PLOT XR,YR-Q1:SOUND QO
,I,Q8,Q8
1030 IF PEEK(WHERE)=Q9 OR PEEK(WHERE)=Q11 THEN COLOR CO:PLOT XR,YR:TFALL=QO:GOTO
 1500
1050 IF S=Q11 AND X>54 THEN X=X-Q1:POKE PLX,X:POKE PDR,Q1:REM SLIDE LEFT
1060 IF S=Q7 AND X<190 THEN X=X+Q1:POKE PLX,X:POKE PDR,41:REM SLIDE RIGHT
1070 NEXT I:TFALL=QO:GOTO 450
1199 REM COLLECTED FRUIT
1200 FOR I=Q1 TO 120:SOUND QO,I,Q10,Q8:NEXT I
1210 SC=SC+Q10:POSITION Q6,QO:? SC
1215 IF SC>EXLI THEN LI=LI+1:EXLI=EXLI+1000:FOR C=1 TO 14:POKE 712,C:NEXT C:POKE
 712,0:POSITION 26,QO:? LI
1220 CA=CA-Q1:POSITION 36,QO:? CA;" ":IF CA<Q1 THEN GOTO 1650
1240 FRUIT=QO:GOTO 425:REM NEW FRUIT
1399 REM FIRE MISSILE
1400 MX=37:FOR I=Q1 TO 36:MX=MX-Q1:COLOR CM:SOUND QO,I+20,Q10,Q8:PLOT MX,MY1:PLO
T MX,MY2
1430 IF PEEK(WHERE)=Q10 THEN COLOR CO:PLOT MX,MY1:PLOT MX,MY2:TMIS=O:GOTO 1500
1440 COLOR CO:PLOT MX,MY1:PLOT MX,MY2
1450 IF S=Q14 AND Y>75 THEN Y=Y-Q1:POKE PLY,Y:POKE PDR,D1:REM SLIDE UP
1460 IF S=Q13 AND Y<185 THEN Y=Y+Q1:POKE PLY,Y:POKE PDR,D1:REM SLIDE DOWN
1470 NEXT I:TMIS=QO:GOTO 450
1499 REM LOOSE A LIFE
1500 FOR S=Q1 TO 255:SOUND QO,S,Q12,Q8:NEXT S:SOUND QO,QO,QO,QO
1510 FOR M=Y TO 185:POKE PLY,M:SOUND QO,M+60,Q10,Q8:FOR W=Q1 TO Q5:NEXT W:NEXT M
1520 FOR M=X TO 55 STEP -1:POKE PLX,M:SOUND QO,M+80,Q10,Q8:FOR W=Q1 TO Q5:NEXT W
:NEXT M
1540 LI=LI-Q1:POSITION 26,QO:? LI:IF LI=QO THEN GOTO 1600
1550 GOTO 420
```

```
1599 REM GAME OVER
1600 SOUND Q0,Q0,Q0,Q0:POSITION Q0,Q0:? "                GAME OVER
     ":FOR W=Q1 TO 300:NEXT W
1610 IF TIME>998 THEN POSITION Q12,Q0:? "  OUT OF TIME":FOR W=Q1 TO 500:NEXT W
1620 IF SC>HI THEN HI=SC:POSITION 9,22:? HI
1630 GOTO 2500
1650 SOUND Q0,Q0,Q0,Q0:POSITION Q0,Q0:? "           CONGRATULATIONS              "
     :FOR W=Q1 TO 200:NEXT W
1660 BONUS=INT(((1000-TIME)*(LEVEL+Q1))/Q2)
1670 POSITION Q12,Q1:? " BONUS ";BONUS;" "
1680 SC=SC+BONUS:FOR W=Q1 TO Q3:FOR S=240 TO 100 STEP -1:SOUND Q0,S,Q10,Q8:NEXT
     S:NEXT W:SOUND Q0,Q0,Q0,Q0
1690 LEVEL=LEVEL+Q1:TIME=Q0:IF LEVEL>Q9 THEN LEVEL=Q9
1700 GOSUB 2800
1710 IF SC>EXLI THEN LI=LI+1:EXLI=EXLI+1000:FOR C=1 TO 14:POKE 712,C:NEXT C:POKE
     712,0

1720 GOTO 400
1800 END
1999 REM NEW DISLPAY LIST
2000 GRAPHICS 0:POKE 755,Q1
2010 DL=PEEK(560)+256*PEEK(561)+4:REM FIND STARTING OF DISPLAY LIST
2015 POKE DL-1,69:REM 1 LINE OF ANTIC MODE 5. (POK.DL-1,68 FOR A LINE OF ANTIC M
ODE 4)
2020 FOR I=2 TO 24:POKE DL+I,4:NEXT I:REM 23 LINES OF ANTIC MODE 4
2030 POKE 708,54:POKE 709,188:POKE 710,246:POKE 711;8
2069 REM MACHINE CODE TO MOVE CHARACTER STE FROM ROM TO RAM
2070 RESTORE 2090
2080 DIM ML$(32):FOR I=1 TO 32:READ A:ML$(I)=CHR$(A):NEXT I:CH=256*(PEEK(106)-8)
:X=USR(ADR(ML$),57344,CH)
2090 DATA 104,104,133,204,104,133,203,104,133,206,104,133,205,162,4
2100 DATA 160,0,177,203,145,205,136,208,249,230,204,230,206,202,208,240,96
2109 REM REDEFINE NEW CHARACTERS
2110 C=2130:RESTORE 4000:QS=128:QT=207:GOSUB C:QS=264:QT=335:GOSUB C:QS=352:QT=3
91:GOSUB C
2120 QS=400:QT=439:GOSUB C:QS=8:QT=63:GOSUB C:GOTO 2140
2130 FOR I=CH+QS TO CH+QT:READ A:POKE I,A:NEXT I:RETURN
2140 POKE 756,CH/256
2149 REM TITLE PAGE
2150 COLOR 33:PLOT 7,5:DRAWTO 31,5:DRAWTO 31,13:DRAWTO 7,13:DRAWTO 7,4
2160 POSITION 14,8:? "SLITHER SAM":POSITION 12,10:? "R  SEHDEV  1985"
2190 REM ************************
2191 REM THE FOLLOWING VBLANK
2192 REM ROUTINE AND DATA LINES
2193 REM 4200,4300 WERE OBTAINED
2194 REM FROM
2195 REM COMPUTE! S FIRST BOOK OF
2196 REM ATARI GRAPHICS
2197 REM ************************
2199 REM SET UP VBLANK
2200 RESTORE 4200:FOR I=1536 TO 1706:READ A:POKE I,A:POKE 709,A:NEXT I:POKE 709
188
2210 FOR I=1774 TO 1787:POKE I,0:NEXT I
2220 PM=PEEK(106)-16:PMB=PM*256
2230 FOR I=PMB+1023 TO PMB+2047:POKE I,0:NEXT I:REM CLEAR PM AREA
2240 DB=PMB+1:REM LOCATION FOR FIRST FRAME
2250 FOR J=0 TO 9:REM 10 FRAMES FOR PLAYER 0
2255 REM IN THE FOLLOWING LINE
2256 REM 8 IS THE PLAYER HEIGHT
2257 REM 7 IS THE PLAYER HEIGHT-1
```
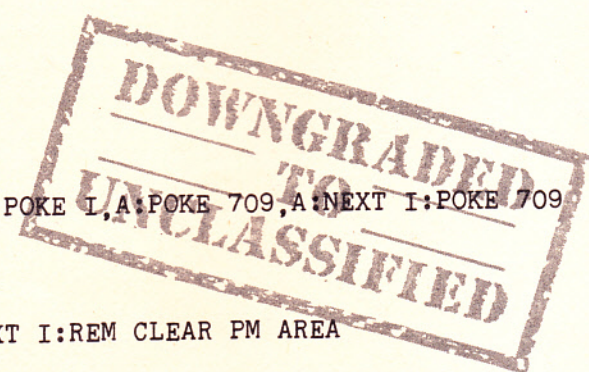
```
2260 FOR K=DB+J*8 TO DB+J*8+7:READ X:POKE K,X:NEXT K:NEXT J
2280 PLX=53248:PLY=1780:PLL=1784:POKE 704,90
2290 POKE 559,62:POKE 623,1:POKE 1788,PM+4:POKE 53277,3:POKE 54279,PM
2300 PDR=1772:POKE 1771,PM
2310 X=USR(1696):REM CALL UP VBLANK
2349 REM DRAW SCREEN
2350 ? " ":REM CLEAR SCREEN

2360 CO=32:CB=33:CM=162:CR=163:CF=37
2370 COLOR CB:PLOT Q0,Q1:DRAWTO Q0,21:DRAWTO 39,21:DRAWTO 39,Q1:DRAWTO Q0,Q1
2380 COLOR CR:PLOT Q1,Q2:DRAWTO 38,Q2:PLOT Q1,20:DRAWTO 38,20
2390 COLOR CM:PLOT 38,MY1:PLOT 38,MY2
2400 GOTO 120
2499 REM SELECT LEVEL
2500 D1=1:D2=41:TIME=Q0:LI=Q3:SC=Q0:EXLI=2000
2510 IF PEEK(53279)=Q5 THEN LEVEL=LEVEL+Q1:IF LEVEL>Q6 THEN LEVEL=Q0
2520 POSITION Q12,Q0:? "SELECT LEVEL ";LEVEL:FOR W=Q1 TO 20:NEXT W
2530 POSITION Q12,Q1:? " PRESS START "
2540 GOSUB 2800:REM LEVEL DIFFICULTY
2550 IF PEEK(53279)=Q6 OR PEEK(644)=Q0 THEN GOTO 400
2560 GOTO 2510
2799 REM LEVEL DIFFICULTY
2800 IF LEVEL=Q0 THEN FALL=45:ACO=100:MIS=121:CA=30
2810 IF LEVEL=Q1 THEN FALL=40:ACO=100:MIS=111:CA=30
2820 IF LEVEL=Q2 THEN FALL=35:ACO=90:MIS=101:CA=30
2830 IF LEVEL=Q3 THEN FALL=45:ACO=80:MIS=85:CA=25
2840 IF LEVEL=Q4 THEN FALL=45:ACO=70:MIS=75:CA=25
2850 IF LEVEL=Q5 THEN FALL=45:ACO=55:MIS=70:CA=25
2860 IF LEVEL=Q6 THEN FALL=40:ACO=50:MIS=55:CA=25
2870 IF LEVEL=Q7 THEN FALL=30:ACO=40:MIS=45:CA=20
2880 IF LEVEL=Q8 THEN FALL=20:ACO=30:MIS=30:CA=20
2890 IF LEVEL=Q9 THEN FALL=10:ACO=20:MIS=30:CA=15
2900 POKE 77,0:REM PREVENT SCREEN COLOUR FROM CYCLING
2910 RETURN
3999 REM DATA FOR NEW CHARACTERS
4000 DATA 0,84,68,68,68,68,84,0,0,16,80,16,16,16,84,0,0,84,68,4,84,64,84,0,0,84,
4,20,4,68,84,0
4010 DATA 0,68,68,68,84,4,4,0,0,84,64,84,4,68,84,0,0,84,64,84,68,68,84,0,0,84,4,
4,16,16,16,0
4020 DATA 0,84,68,16,68,68,84,0,0,84,68,84,4,4,84,0
4030 DATA 0,84,68,68,84,68,68,0,0,84,68,80,68,68,84,0,0,84,68,64,64,68,84,0,0,80
,68,68,68,68,80,0
4040 DATA 0,84,64,84,64,64,84,0,0,84,64,64,84,64,64,0,0,84,64,64,68,68,84,0,0,68
,68,84,68,68,68,0,0,84,16,16,16
4050 DATA 16,84,0,0,64,64,64,64,64,84,0,0,68,84,84,68,68,68,0,0,68,84,84,84,68,6
8,0,0,84,68,68,68,68,84,0,0,84
4060 DATA 68,68,84,64,64,0,0,84,68,68,80,68,68,0,0,84,64,84,4,4,84,0,0,84,16,16,
16,16,16,0,0,68,68,68,68,68,84,0
4070 DATA 0,68,68,68,68,16,16,0
4080 DATA 239,239,239,170,254,254,254,170,0,0,170,255,255,170,0,0,20,118,118,118
,118,118,20,0
4090 DATA 24,16,16,84,84,84,16,0,48,8,8,42,42,42,8,0,0,0,40,170,170,170,170,40,1
0,8,20,85,85,85,85,20
4199 REM DATA FOR VBLANK
4200 DATA 162,3,189,244,6,240,89,56,221,240,6,240,83,141,254,6,106,141
4210 DATA 255,6,142,253,6,24,169,0,109,253,6,24,109,252,6,133,204,133
4220 DATA 206,189,240,6,133,203,173,254,6,133,205,189,248,6,170,232,46,255
4230 DATA 6,144,16,168,177,203,145,205,169,0,145,203,136,202,208,244,76,87
4240 DATA 6,160,0,177,203,145,205,169,0,145,203,200,202,208,244,174,253,6
4250 DATA 173,254,6,157,240,6,189,236,6,240,48,133,203,24,138,141,253,6
```

```
4260 DATA 109,235,6,133,204,24,173,253,6,109,252,6,133,206,189,240,6,133
4270 DATA 205,189,248,6,170,160,0,177,203,145,205,200,202,208,248,174,253,6
4280 DATA 169,0,157,236,6,202,48,3,76,2,6,76,98,228,0,0,104,169
4290 DATA 7,162,6,160,0,32,92,228,96
4309 REM DATA FOR THE 10 FRAMES FOR PLAYER 0
4310 DATA 48,16,56,124,186,72,132,130
4320 DATA 48,16,56,56,120,172,72,68
4330 DATA 48,16,56,56,120,40,40,16
4340 DATA 48,16,56,124,186,56,16,40
4350 DATA 48,16,56,56,124,56,72,72
4360 DATA 12,8,28,62,93,18,33,65
4370 DATA 12,8,28,28,30,53,18,34
4380 DATA 12,8,28,28,30,20,20,8
4390 DATA 12,8,28,62,93,28,8,20
4400 DATA 12,8,28,28,62,28,18,18
30000 POKE 53277,0:GRAPHICS 0:? "ERROR ";PEEK(195);" IN FOLLOWING LINE ":LIST PE
EK(186)+256*PEEK(187)
```
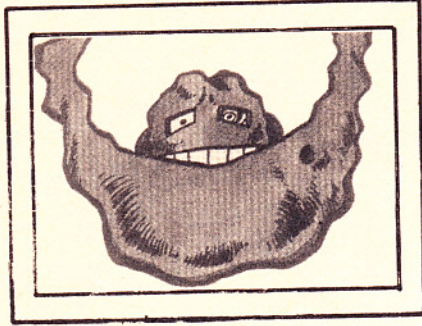
CLASSIFICATION 631	SERIAL NUMBER 217	AUTHORISATION (INITIALS)
AUTHOR A.GARDEN		9149
INVESTIGATING DROID BIG RED	AUTHORISATION CODE 94 ZHCK	

TOUCHDOWN

SPECTRUM

Scattered throughout the Spectrum Galaxy there are eight moonbases waiting for food supplies. Your mission, should you choose to accept, is to, see they get through.

To achieve this you must land your spacecraft at the moon's base, avoiding the asteroids by dodging the rocks or blasting them away with your missiles.

The screen's main display is taken up with the planet's surface and your moon craft. Below is a panel showing score, high score and lives left.

Floating above the planet are fuel pods which will boost your supplies if you can pick them up. Also on the plant are stranded astronauts which will gain you bonus points if you can rescue them.

Prepare for touchdown...

```
  86 IF pa    1 REM "touchdown"
   5 POKE 23658,8
  10 GO SUB 2000: REM ***title***
  20 GO SUB 1500: REM ***initial
ise***
  30 GO SUB 1000: REM ***screen*
**
  40 REM ***main loop***
  45 IF b>=0 AND b<=29 THEN  PRI
NT AT a,b; INK 6;"      "
  50 GO SUB 100: REM ***landing
pad***
  55 GO SUB 130: REM ***movement
***
  60 GO SUB 160: REM ***asteroid
s***
  62 IF a=x1 OR a=x2 OR a=x3 OR
```

```
a=x4 THEN  GO SUB 200: REM ***ch
eck for crash***
  65 PRINT AT 0,fu; INK 4;"  ":
IF RND>.5 THEN  LET fu=fu-1: IF
fu<0 THEN  PRINT AT 0,0;"  ": LE
T fu=31
  70 IF ATTR (a,b)=4 OR ATTR (a,
b+1)=4 OR ATTR (a,b+2)=4 THEN  L
ET score=score+10: LET fuel=fuel
+8: PRINT AT 0,fu;"  ": LET fu=3
1
  75 LET s$=STR$ score: PRINT AT
20,6-LEN s$; PAPER 6;score
  76 IF score>=(5000*i) THEN  LE
T life=life+1: LET i=i+1: FOR f=
1 TO life: PRINT AT 20,25+f; PAP
ER 6; INK 2;"  ": NEXT f
  80 LET fuel=fuel-1: PLOT   INVE
```

```
RSE 1;fuel+31,.: DRAW  INVERSE 1
;0,5: PLOT  INK 0;163,0: DRAW  I
NK 0;0,7: IF fuel=0 THEN  GO TO
300
   81 IF fuel<25 THEN  BEEP .01,2
5: PRINT AT 21,0; INK 6; PAPER 0
; FLASH 1;"FUEL"
   85 IF a=16 AND b=n+1 THEN  GO
TO 250
   86 IF pad>8 THEN  PRINT AT 17,
man; INK 7;"  ": LET man=man-1:
 IF man<0 THEN  PRINT AT 17,0;"
": LET man=30
   87 IF pad>8 AND a=16 AND b+1=m
an THEN  LET score=score+25: PRI
NT AT 17,man;"  ": LET man=30
   88 IF pad>8 THEN  GO SUB 220
   89 IF ATTR (a,b)=5 OR ATTR (a,
b+1)=5 OR ATTR (a,b+2)=5 THEN  G
O TO 300
   90 GO TO 40
  100 REM ***landing pad***
  105 LET n=n-1: IF n=31 THEN  PR
INT AT 17,31; INK 7;" ";AT 18,3
1; INK ink;" ": RETURN
  107 IF n=30 THEN  PRINT AT 17,3
0; INK 7;" ";AT 18,30; INK in
k;"  ": RETURN
  109 IF n=29 THEN  PRINT AT 17,2
9; INK 7;"   ";AT 18,29; INK
ink;"   ": RETURN
  110 IF n=28 THEN  PRINT AT 17,2
8; INK 7;"    ";AT 18,28; IN
K ink;"    ": RETURN
  111 IF n=27 THEN  PRINT AT 17,2
7; INK 7;"     ";AT 18,27;
INK ink;"     ": RETURN
  113 IF n=-1 THEN  PRINT AT 17,0
; INK 7;"      ";AT 18,0; INK
ink;"      ": RETURN
  115 IF n=-2 THEN  PRINT AT 17,0
; INK 7;"     ";AT 18,0; INK i
nk;"     ": RETURN
  117 IF n=-3 THEN  PRINT AT 17,0
; INK 7;"    ";AT 18,0; INK ink
;"    ": RETURN
  119 IF n=-4 THEN  PRINT AT 17,0
; INK 7;"   ";AT 18,0; INK ink;"
   ": RETURN
  120 IF n=-5 THEN  PRINT AT 17,0
;"  ";AT 18,0; INK ink;"  ": LET
n=32: RETURN
  122 PRINT AT 17,n; INK 7;"
   ";AT 18,n; INK ink;"

   "
  125 RETURN
  130 REM ***movement***
  131 IF b=0 AND (INKEY$="6" OR m
ove=6) THEN  LET b=-1: LET dis=1
: LET move=6: PRINT AT a,0; INK
6;"   ";AT a,31; INK 6;" ": G
O TO 140
  133 IF b=-1 AND (INKEY$="6" OR
move=6) THEN  LET b=-2: LET move
=6: PRINT AT a,0; INK 6;"  ";AT
a,30; INK 6;"  ": GO TO 140
  135 IF b=-2 AND (INKEY$="6" OR
move=6) THEN  LET b=29: LET dis=
0: LET move=6: PRINT AT a,0;"  "
;AT a,29; INK 6;"   ": GO TO
140
  137 IF b>0 AND (INKEY$="6" OR m
ove=6) THEN  LET b=b-1: LET move
=6: PRINT AT a,b; INK 6;"
"
  140 IF b=29 AND (INKEY$="7" OR
move=7) THEN  LET b=-1: LET dis=
1: LET move=7: PRINT AT a,29; IN
K 6;"   ";AT a,0; INK 6;" ":
GO TO 150
  141 IF b=-1 AND (INKEY$="7" OR
move=7) THEN  LET b=-2: LET move
=7: PRINT AT a,30; INK 6;"  ";A
T a,0; INK 6;"  ": GO TO 150
  143 IF b=-2 AND (INKEY$="7" OR
move=7) THEN  LET b=0: LET dis=0
: LET move=7: PRINT AT a,30;"  "
;AT a,0; INK 6;"   ": GO TO 1
50
  145 IF b<29 AND (INKEY$="7" OR
move=7) THEN  LET b=b+1: LET mov
e=7: PRINT AT a,b-1; INK 6;"
"
  150 IF (INKEY$="8" OR move=8) A
ND dis=0 THEN  LET a=a+1: LET mo
ve=8: PRINT AT a-1,b;"   ";AT a,
b; INK 6;"    "
  151 IF a=17 THEN  GO TO 300
  153 IF a>0 AND dis=0 AND (INKEY
$="9" OR move=9) THEN  LET a=a-1
: LET move=9: PRINT AT a,b; INK
6;"   ";AT a+1,b;"    "
  154 IF INKEY$="0" AND mis>0 THE
N  GO SUB 230
  155 IF fire=1 THEN  GO SUB 232
  156 IF INKEY$<>"" OR move<>0 TH
EN  BEEP .01,-20
  157 RETURN
  160 REM ***asteroids***
  165 PRINT AT x1,0; INK 2;a$: LE
T a$=a$((ast+1) TO 32)+a$(1 TO a
st)
  170 PRINT AT x2,0; INK 2;b$: LE
T b$=b$((ast+1) TO 32)+b$(1 TO a
st)
  175 PRINT AT x3,0; INK 2;c$: LE
T c$=c$((ast+1) TO 32)+c$(1 TO a
st)
  180 PRINT AT x4,0; INK 2;d$: LE
T d$=d$((ast+1) TO 32)+d$(1 TO a
st)
  185 RETURN
  200 REM ***check for crash***
  202 IF SCREEN$ (a,b)<>" " THEN
```

```
    GO TO 300
   203 IF SCREEN$ (a,b+1)<>" " THE
N  GO TO 300
   204 IF SCREEN$ (a,b+2)<>" " THE
N  GO TO 300
   205 IF ATTR (a,b)=5 OR ATTR (a,
b+1)=5 OR ATTR (a,b+2)=5 THEN  G
O TO 300
   210 RETURN
   220 REM ***alien ship***
   221 IF s2<b AND s2<30 THEN  LET
 s2=s2+1: PRINT AT s1,s2-1; INK
0;" ";AT s1,s2; INK 5;"  ": RE
TURN
   222 IF s2>b AND s2>0 THEN  LET
s2=s2-1: PRINT AT s1,s2; INK 5;"
   ";AT s1,s2+2; INK 0;" ": RET
URN
   223 IF s1<a AND s1<17 THEN  LET
 s1=s1+1: PRINT AT s1,s2; INK 5;
"  ";AT s1-1,s2;"  ": RETURN
   224 IF s1>a AND s1>0 THEN  LET
s1=s1-1: PRINT AT s1,s2; INK 5;"
   ";AT s1+1,s2;"  ": RETURN
   226 RETURN
   230 REM ***fire missile***
   231 LET m1=a: LET m2=b+3: LET f
ire=1: LET mis=mis-1
   232 LET m2=m2+1: IF m2=30 THEN
  PRINT AT m1,29;"   ": LET fire=
0: RETURN
   233 PRINT AT m1,m2-1; INK 7;"
  ": IF m1<>x1 AND m1<>x2 AND m1<
>x3 AND m1<>x4 AND (pad>8 AND m1
<>s1) THEN  RETURN
   234 IF SCREEN$ (m1,m2+1)=" " TH
EN  RETURN
   235 IF SCREEN$ (m1,m2+1)<>" " T
HEN  PRINT AT m1,m2+1; INK 6; OV
ER 1;"  ": PRINT AT m1,m2;" ":
 BEEP .1,-25: LET score=score+50
: LET fire=0
   236 IF m1=x1 THEN  LET a$(m2+1
TO m2+3)="   "
   237 IF m1=x2 THEN  LET b$(m2+1
TO m2+3)="   "
   238 IF m1=x3 THEN  LET c$(m2+1
TO m2+3)="   "
   239 IF m1=x4 THEN  LET d$(m2+1
TO m2+3)="   "
   240 IF m1=s1 THEN  LET s1=16: L
ET s2=0: LET score=score+50: PRI
NT AT m1,m2+1;"   ": RETURN
   241 RETURN
   250 REM ***next planet***
   255 FOR f=1 TO 3: FOR x=10 TO 1
4: BEEP .1,x: NEXT x: PAUSE 5: N
EXT f: PAUSE 5: BEEP .2,10: BEEP
 .2,14
   257 FOR f=fuel TO 0 STEP -1: PL
OT  INVERSE 1;f+32,1: DRAW  INVE
RSE 1;0,5: BEEP .01,f-60: LET sc
ore=score+10: LET s$=STR$ score:
 PRINT AT 20,6-LEN s$; PAPER 6;s
core
   258 NEXT f
   260 FOR f=n TO 28: PRINT AT 16,
f; INK 6;"    ": BEEP .01,-20
: PAUSE 3: NEXT f: PRINT AT 16,2
9; INK 6;" ": BEEP .01,-20:
PRINT AT 16,30; INK 6;" ": BEE
P .01,-20: PRINT AT 16,31;" "
   265 LET pad=pad+1: IF pad>8 THE
N  LET man=20: LET s1=16: LET s2
=0
   270 LET p=p+6: IF p>43 THEN  LE
T p=1
   277 LET ink=ink+1: IF ink=8 THE
N  LET ink=7
   278 IF (pad-1)/8=INT ((pad-1)/8
) THEN  LET ink=1: IF pad>16 THE
N  LET ast=ast+1
   279 GO SUB 1512
   280 GO TO 30
   300 REM ***lose a life***
   302 FOR f=1 TO 21: PRINT AT a,b
; INK 6; OVER 1;"   ": BEEP .
01,-25: OUT 254,f: NEXT f
   305 LET life=life-1: IF life<0
THEN  GO TO 400
   310 FOR f=1 TO 22: POKE 23692,-
1: PRINT AT 21,0: PRINT : BEEP .
01,f+5: NEXT f
   315 GO SUB 1540
   320 GO TO 30
   400 REM ***game over***
   402 PRINT AT 10,12; INK 7;"GAME
 OVER": FOR f=5 TO 1 STEP -1: IF
 score>h(f) THEN  GO TO 410
   405 NEXT f: GO TO 450
   410 CLS : FOR f=0 TO 20 STEP 2:
 PRINT AT f,8; INK 2; PAPER 7; F
LASH 1;"CONGRATULATIONS!": NEXT
f: FOR f=1 TO 21 STEP 2: PRINT A
T f,8; INK 7; PAPER 2; FLASH 1;"
CONGRATULATIONS!": NEXT f: PAUSE
 100
   415 IF score>h(1) THEN  FOR f=5
 TO 2 STEP -1: LET h(f)=h(f-1):
LET n$(f)=n$(f-1): NEXT f: LET h
(1)=score: LET x=1: GO TO 440
   420 IF score>h(2) THEN  FOR f=5
 TO 3 STEP -1: LET h(f)=h(f-1):
LET n$(f)=n$(f-1): NEXT f: LET h
(2)=score: LET x=2
   425 IF score>h(3) THEN  FOR f=5
 TO 3 STEP -1: LET h(f)=h(f-1):
LET n$(f)=n$(f-1): NEXT f: LET h
(3)=score: LET x=3
   430 IF score>h(4) THEN  LET h(5
)=h(4): LET n$(5)=n$(4): LET h(4
)=score: LET x=4
   435 IF score>h(5) THEN  LET h(5
)=score: LET x=5
```

```
440 INPUT "YOU HAVE ONE OF THE
TOP FIVE    SCORES.ENTER YOUR NA
ME(MAX.8    LETTERS.)";n$(x)
445 IF LEN n$(x)<1 OR LEN n$(x)
>8 THEN  GO TO 440
450 REM ***hi-score table***
455 PAPER Ó: BORDER 5: INK 7: C
LS
460 PRINT AT 2,5;"TOUCHDOWN HAL
L OF FAM": FOR f=1 TO 29: PRINT
AT O,f; INK 5;"   ": BEEP .01,
10: PAUSE 5: IF f=24 THEN  PRINT
AT 1,26;"E": PAUSE 3: PRINT AT
2,26;"E";AT 1,26;" ": PAUSE 3
465 NEXT f: PRINT AT 1,30;"   "
470 PRINT AT 4,6; INK 6;"RANK";
AT 4,14; INK 6;"NAME";AT 4,22;"S
CORE"
475 FOR f=1 TO 5: PRINT AT (f*2
)+4,8; INK f+2;f;AT (f*2)+4,12;
INK f+2;n$(f);AT (f*2)+4,23; INK
f+2;h(f): NEXT f
480 PRINT AT 19,2; PAPER 7; INK
0; FLASH 1;"PRESS ANY KEY FOR A
NEW GAME": PAUSE 0: GO SUB 1510
490 GO TO 30
1000 REM ***screen***
1010 PAPER 0: BORDER 6: INK 0: C
LS
1015 FOR f=19 TO 21: PRINT AT f,
0; PAPER 6;"
         ": NEXT f
1020 PRINT AT 19,0; PAPER 6;"SCO
RE";AT 19,12; PAPER 6;"HI-SCORE"
;AT 19,25; PAPER 6;"LIVES"
1025 PRINT AT 20,0; PAPER 6;"000
000";AT 20,13;"000000": LET s$=S
TR$ score: LET h$=STR$ h(1): PRI
NT AT 20,6-LEN s$; PAPER 6;score
;AT 20,19-LEN h$; PAPER 6;h(1)
1030 FOR f=1 TO life: PRINT AT 2
0,25+f; INK 2; PAPER 6;" ": NEX
T f: PRINT AT 21,0; PAPER 0; INK
6;"FUEL": PLOT 32,0: DRAW 131,0
: DRAW 0,7: DRAW -131,0: FOR f=1
TO fuel: PLOT f+31,1: DRAW 0,5:
NEXT f
1035 PRINT AT 21,25; PAPER 1; IN
K 6;p$(p TO p+5): PRINT AT 18,0;
INK ink;"
         "
1040 RETURN
1500 REM ***initialise***
1505 DIM h(5): DIM n$(5,8): FOR
f=1 TO 5: LET h(f)=1000: LET n$(
f)="_____": NEXT f: LET i=1
1510 LET score=0: LET life=3: LE
T pad=1: LET ast=1: LET s1=16: L
ET s2=0: LET man=20: LET p$="ALT
AIR VEGA  HOTH NEXXONZETON ENDOR
 ALPHUSBESPIN": LET p=1: LET ink
=1
1512 RESTORE 5010+((INT (RND*8))
*10)
1515 READ z$: LET a$=z$: READ z:
LET x1=z
1520 READ z$: LET b$=z$: READ z:
LET x2=z
1530 READ z$: LET c$=z$: READ z:
LET x3=z
1535 READ z$: LET d$=z$: READ z:
LET x4=z
1537 LET mis=5
1540 LET a=0: LET b=14: LET fuel
=131: LET fire=0: LET move=0: LE
T n=32: LET fu=31: LET dis=0
1541 IF pad>8 THEN  LET man=20
1545 RETURN
2000 REM ***title***
2010 PAPER 0: BORDER 0: INK 7: C
LS
2015 LET a$="
         "
2020 FOR n=353 TO 1 STEP -32: PR
INT AT 0,0; INK 5;a$(n TO ): BEE
P .1,(353-n)/32: PAUSE 10: NEXT
n
2030 RESTORE 3000: FOR f=1 TO 19
: READ Z$: FOR x=0 TO 7: READ a:
 POKE USR Z$+x,a: BEEP .01,RND*6
0: NEXT x: PRINT AT 0,0; INK (IN
T (RND*7)+1);a$: NEXT f
2035 PRINT AT 0,0; INK 5;a$
2040 LET a$="        by Andrew G
arden         "
2050 BORDER 2: FOR f=0 TO 29: PR
INT AT 15,f; INK 6;"   ": BEE
P .01,-20: PRINT AT 15,0; INK 7;
a$( TO f+1): NEXT f: PRINT AT 15
,29;"    "
2055 PRINT AT 18,0; INK 6;"DO YO
U NEED INSTRUCTIONS? (Y/N)": IF
INKEY$="Y" THEN  GO TO 2070
2060 IF INKEY$="N" THEN  RETURN
2065 GO TO 2055
2070 REM ***instructions***
2071 PAPER 1: BORDER 5: INK 7: C
LS
2075 LET a$="TOUCHDOWN++TOUCHDOW
N++TOUCHDOWN+"
2080 RESTORE 4000: FOR f=1 TO 17
: READ z$: FOR x=1 TO LEN z$: PR
INT AT 0,0; PAPER 2; INK 0;a$: I
F x/2=INT (x/2) THEN  LET a$=a$(
2 TO 32)+a$(1)
2085 PRINT AT f+1,x-1;z$(x);: BE
EP .01,15: NEXT x: NEXT f
2090 PRINT AT 20,11; INK 6; PAPE
R 0; FLASH 1;"PRESS ANY KEY": PA
USE 0: CLS : PRINT AT 10,0;"OH,W
ATCH OUT FOR THE ALIEN CRAFT": P
AUSE 50: RETURN
```

```
3000 REM ***data for u.d.g's***
3010 DATA "a",239,255,255,239,3,
1,3,7,"b",255,239,199,131,255,12
9,0,129,"c",224,254,255,240,224,
128,192,224
3020 DATA "d",24,62,93,127,218,1
08,28,0,"e",14,123,220,183,189,2
38,121,31,"f",156,118,218,45,253
,86,248,128
3030 DATA "g",0,5,31,53,105,121,
95,254,"h",255,215,54,27,30,15,1
,0,"i",0,128,224,184,204,115,106
,215,"j",253,61,166,124,244,118,
216,176
3040 DATA "k",32,47,127,230,255,
49,49,24,"l",4,244,254,103,255,1
40,140,24,"m",0,0,32,126,126,32,
0,0,"n",24,60,102,239,231,110,60
,24,"o",56,170,130,254,56,56,40,
40,"p",195,231,255,255,255,255,2
55,255
3050 DATA "q",1,3,7,15,31,63,127
,255,"r",128,192,224,240,248,252
,254,255,"s",92,18,12,36,195,204
,1,78
4000 REM ***data for instruction
s***
4010 DATA "MISSION:DELIVER SUPPL
IES TO ALL","THE MOONBASES IN TH
E SPECTRUM","GALAXY.TO DO THIS,Y
OU MUST LAND","AT THE BASE'S LAN
DING PAD,","AVOIDING THE ASTEROI
DS.","YOU HAVE A MISSILE LAUNCHE
R,BUT","THIS CAN ONLY BE USED 5
TIMES","ON ONE PLANET."
4020 DATA "YOU CAN GAIN EXTRA FU
EL BY","DOCKING WITH ONE OF THE
FLOATING","FUEL PODS( ).","ON H
IGHER SKILL LEVELS,YOU GAIN","EX
TRA POINTS BY RESCUING","ASTRONA
UTS( ).","CONTROLS:  6-LEFT  7-
RIGHT","   8-DOWN  9-UP  0-FIRE"
,"(OR USE SINCLAIR INTERFACE 2)"
5000 REM ***data for asteroids**
*
5010 DATA "
          ",5,"
          ",10,"              .
          ",11,"
          ",14
5020 DATA "
          ",3,"
",4,"
          ",9,"
          ",1
2
5030 DATA "
          ",1,"
          ",8,"
          ",13,"
          ",14
5040 DATA "
          ",5,"
          ",6,"
          ",9,"
          "
,10
5050 DATA "
          ",4,"
",7,"
          ",13,"
          ",15
5060 DATA "
          ",6,"
          "
,7,"
          ",12,"
          ",15
5070 DATA "
          ",2,"
          ",11,"
          ",12,"
          "
,14
5080 DATA "
          ",4,"
",5,"
          ",11,"
          "
,12
```
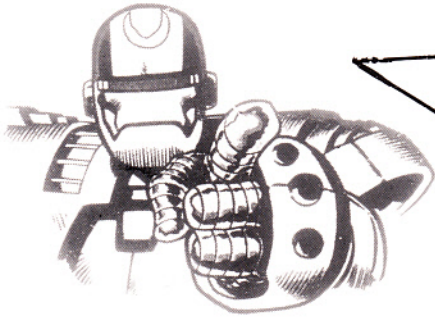
Your Magazine Needs You

We already know our readers are highly intelligent and have immaculate taste. We know that because you buy Computer + Video Games each month.

But how good a programmer do you think you are? Up to professional standard — or at least very near it? If so we want to hear from you.

Each month we get sack loads of tapes being sent to us. I.D.E.A.'s Centreal spends literally hundreds of robot hours going through these listings in search of the best. But what we're really looking for are quality games — and we're prepared to raid the old C + VG treasure chest and pay you for them.

We get plenty of listing for the Spectrum, Commodore 64 and BBC. But what about Amstrad, Atari — or even the Atari ST. Surely somebody out there is programming games on them?

Okay, so you're a genius with this real humdiger of a program burning a hole in your tape deck or disk drive. What do you do with it?

Just send it to Computer + Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And don't forget to complete the printed form below and include full instructions. You would be surprised how many tapes we get where people don't tell us what computer it's for. Why not send us your photograph as well.

Interested? Then get those fingers flying over your keyboard straight away.

Program name:..

Machine make:...Model..............

Other models it should run on:.......................Number of K needed to run it:.................

Other equipment (joysticks, Extended Basic, add ons, etc.] needed to run it:.................

Author's name:...Surname.....................

Address:...

....

...................................Tel:..........................Date.................

Type of game: (If original please say so]...

Loading instructions..

Game instructions: (If not included in the listing].....................................

....

....

SPEED KING COMPETITION

Holy juggling joysticks! Add a power punch to your game play by winning a sensational Konix Speedking Joystick.

Thanks to Konix we've got 10 of these best-selling hand-held joysticks as prizes in our great Book of Games competition.

Right, how do you get in with a chance of getting your hands wrapped round one of these joysticks? Simple. Printed below is another of C+VG's famous word squares.

Hidden in the jumble of letters are five words which are relevant to this Book of Games. All you have to do is find them.

Send your design to Joystick Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16th and the editor's decision is final.

Don't forget to send the coupon below with your entry.

A	M	B	O	N	D	E	B	U	G
P	E	J	K	O	N	I	X	A	H
I	L	O	D	C	M	F	G	B	U
J	I	Y	S	D	L	K	I	C	N
K	S	S	P	E	F	K	J	U	T
R	S	T	E	Q	G	H	V	W	E
L	A	I	E	T	W	X	Y	Z	R
M	S	C	D	K	I	N	G	A	S
Z	N	K	U	V	Q	X	D	G	F
P	O	T	S	R	Y	Z	E	B	X

SPEED KING COMPETITION

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