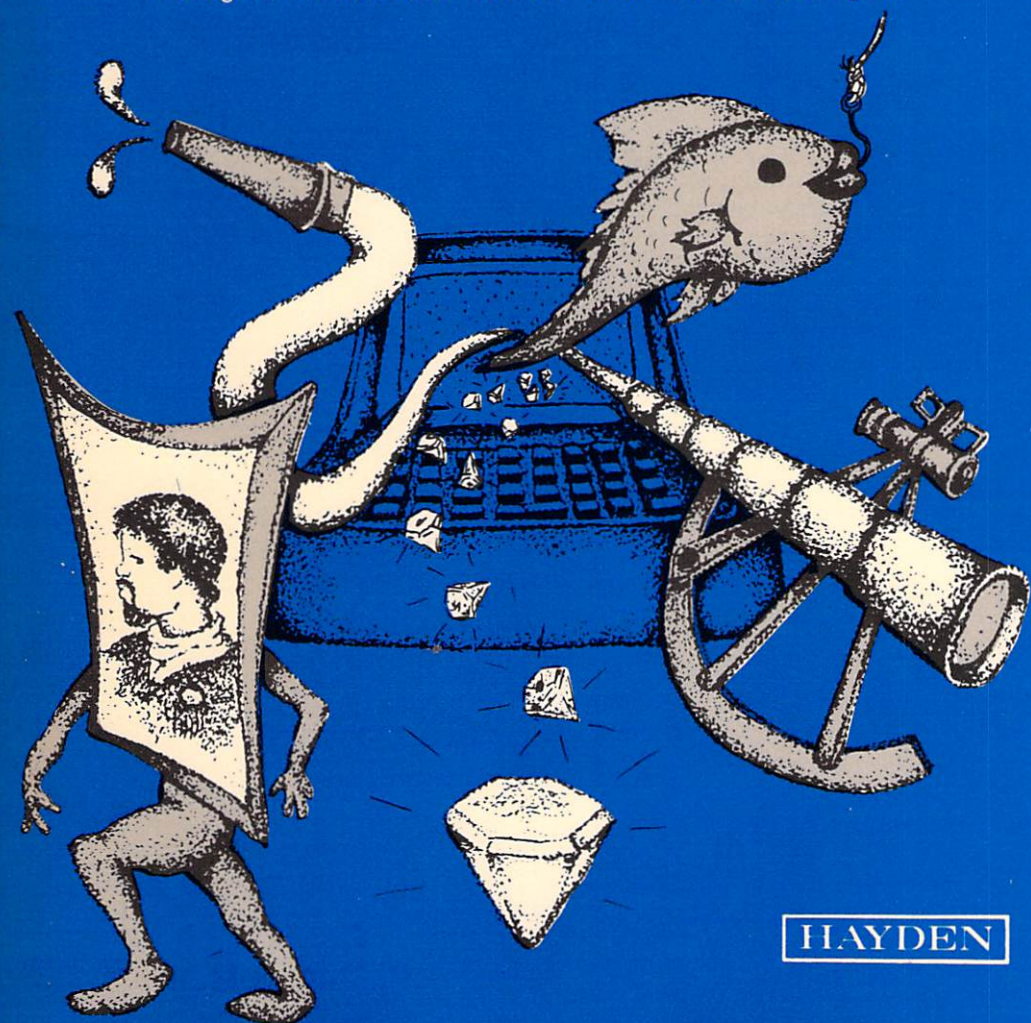


Stimulating Simulations

for the Commodore 64™

C. W. Engel

12 unique programs in BASIC for the computer hobbyist
Soccer • Art Auction • Monster Chase • Lost Treasure • Gone Fishing •
Space Flight • Forest Fire • Nautical Navigation • Business
Management • Rare Birds • Diamond Thief • The Devil's Dungeon



HAYDEN

Stimulating Simulations

for the Commodore 64™

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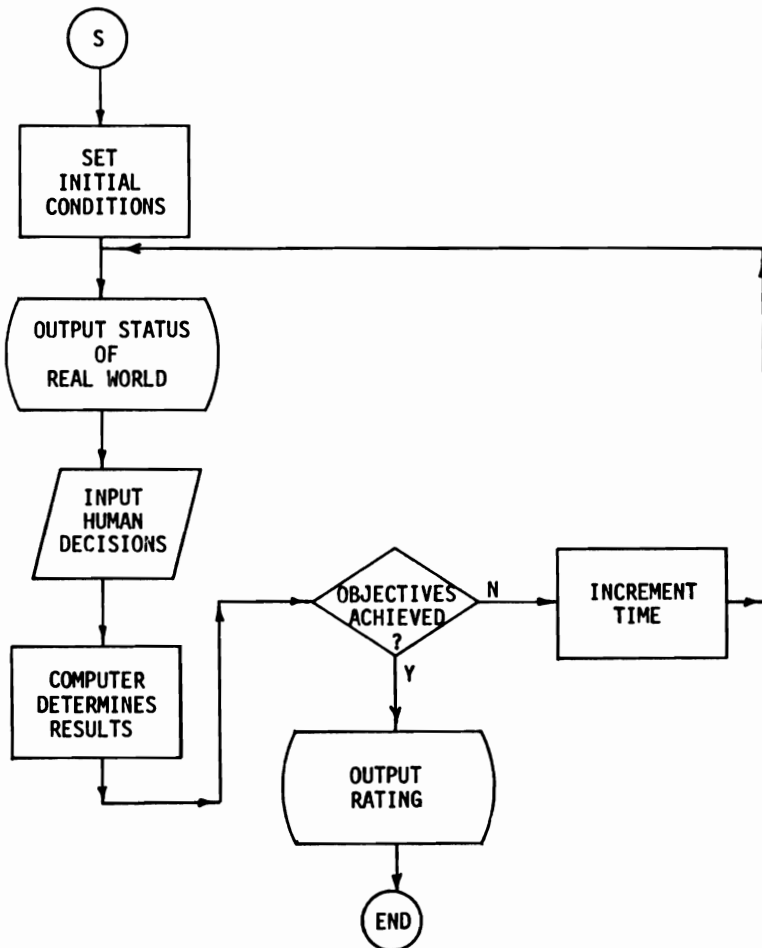
Contents

Introduction	1
<i>Soccer I,</i>	9
<i>Soccer II,</i>	12
<i>Soccer III,</i>	15
Art Auction	24
Monster Chase	28
Lost Treasure	32
Gone Fishing	37
Space Flight	43
Forest Fire	49
Nautical Navigation	54
Business Management	60
Rare Birds	66
Diamond Thief	72
The Devil's Dungeon	78

INTRODUCTION

Simple number games and puzzles are frequently developed by beginning computer hobbyists. While some enthusiasts develop computer systems that monitor environmental conditions, compute income tax, or serve as expensive burglar alarms, most continue to use their computers primarily for recreation. This book is designed for the person who is beyond the simple number-game stage of software development and would like to develop some interesting simulations. It is assumed that the reader is familiar with most of the BASIC commands and has written some simple programs.

Most of the programs in this book are written so that the computer does not do all of the "thinking" but forces the player to develop strategies for achieving the objectives. A general overview of a simulation is illustrated in the flowchart below.



Each simulation begins with a scenario describing the rules, conditions and objectives to be achieved. The rules have been written in second person, because some programmers like to condense the rules and place them in a subroutine for access by the operator. A sample run and a general flowchart with line numbers provide additional information about each program. A description of the variables precedes the program listing. Some program modifications are suggested. The minor modifications require only adjustments of variables in specific lines, while major modifications require additional programming. In some cases, supplemental playing boards, graphs, and charts are supplied for recording information on the progress of the simulation.

A brief description of each program is given below.

1. ART AUCTION (52 lines)

One buys and sells paintings to make a maximum profit. This is a fast simulation and does not require extra materials.

2. MONSTER CHASE (50 lines)

A monster is chasing a victim in a cage. The victim must elude the monster for ten moves to survive. This is a fairly quick simulation that doesn't require too much thinking.

3. LOST TREASURE (67 lines)

A map of an island that contains treasure is presented. The adventurer travels over different terrain with a compass that isn't very accurate in an attempt to find the treasure. This is a short simulation that requires about 15 moves. A map is provided.

4. GONE FISHING (76 lines)

The objective is to catch a lot of fish during a fishing trip. Half of the catch spoils if the time limit is exceeded, time is lost in a storm, and the boat sinks if it is guided off of the map. There are also sea gulls and sharks to watch. A chart is needed to keep track of good fishing spots.

5. SPACE FLIGHT (49 lines)

The task is to deliver medical supplies to a distant planet while trying to stay on course without running out of fuel. Graph paper is required to plot the course.

6. FOREST FIRE (74 lines)

The objective is to subdue a forest fire with chemicals and backfires. The success of a firefighter is based on the time needed to control the fire and to completely extinguish it.

7. NAUTICAL NAVIGATION (65 lines)

This simulation requires the navigation of a sailboat to three different islands, using a radio direction finder. The wind direction is an important variable. Graph paper, protractor and ruler are needed to plot the course.

8. BUSINESS MANAGEMENT (88 lines)

In this simulation, raw materials are bought and finished products are produced and sold. The cost of materials and production and the selling price vary each month. The objective is to maximize the profits. No extra materials are required.

9. RARE BIRDS (74 lines)

This is a bird watching simulation. The objective is to identify as many different birds as possible. A record of those identified is helpful and a bird watching chart is provided.

10. DIAMOND THIEF (81 lines)

One assumes the role of a detective in this simulation. A thief has just stolen a diamond from a museum. Five suspects must be questioned to determine the thief. A floor plan of the museum and a chart indicating suspects and times are provided.

11. THE DEVIL'S DUNGEON (116 lines)

A fantasy adventure into a bottomless cave. The player must chart his way, fight monsters, poisonous gas and demons to escape with the gold.

The SOCCER program developed in the last section of the Introduction is designed for two players, although it could be modified so that the computer is one of the players. In this simulation, each player controls a team of five soccer players whose objective is to kick the ball across the opponent's goal line. This program is written in three stages to illustrate the procedure for modifying and expanding already existing simulations.

In addition to extending the simulations in this book, the reader might try combining some of them. For example, one could use the money earned in Art Auction to start the Business Management simulation. After twelve months of business, the profits could be used to buy a boat to use in the Gone Fishing simulation. A larger boat could survive more storms, hold more fish, and allow fishing in deeper water. The ultimate objective could be to catch the most fish.

The computer hobbyist is limited only by the imagination in simulating real events. It is the author's desire that this book provide some fun and, at the same time, stimulate further development of creative

simulations. Some additional ideas for simulations are suggested below.

1. Hunt Big Foot
2. Race a Sailboat
3. Inhibit the Andromeda Strain
4. Stop the African Bee Invasion
5. Climb Mountains
6. Survive in the Wilderness
7. Find Gold or Oil
8. Swim from Sharks
9. Dispatch Airplanes, Trains, or Trucks
10. Herd Sheep
11. Explore Caves
12. Catch Butterflies

The next section offers some guidelines for developing simulation activities.

DEVELOPING SIMULATIONS

A Creative Process

If one has a mathematical problem for computer solution, the programming process can be approached in the following manner: 1) Develop the flowchart. 2) Define the variables. 3) Write the initial program. 4) Debug. 5) Run. In developing a simulation activity, however, there is a great deal more creative effort involved; and the steps listed above are not necessarily implemented in sequence. One can compare the development of a simulation program to that of a creative artist such as a painter. The blank computer memory is the canvas and BASIC language represents the paint and brushes. An artist continually retouches and reworks the painting until the final product meets the artist's criteria for success.

Most technological advances, such as television and radio, are "one-way streets" -- one observes what takes place. The observer seldom creates, composes or interacts with such devices. Developing simulation programs for computers can provide intelligent people with an opportunity to react with their environment in a problem-solving mode.

Selecting a Topic

The first task in developing a computer simulation is to select a topic. Almost any idea could serve as a starting point; however, the reader's own interests and hobbies are usually the best resource for ideas. The possibilities are unlimited. One could develop simulations on cooking, stamp collecting, gardening, racing cars, dating, jogging or dreaming. With a little research, a long-desired ambition could become material for an exciting simulation -- a safari across Africa, a trip around the world, or a walk on the moon. The creative programmer can be transported to any time or any place in the universe via the computer simulation.

Once a topic for the simulation is selected, the next step is to write down a fairly detailed description of what the program will accomplish. This narration will become the scenario. To illustrate this

process, the author has chosen "survival in a jungle" as a topic.

Jungle Survival Scenario

You have crashed somewhere in the middle of an uninhabited jungle island in the Pacific. You will have to select a limited quantity from the provisions on the plane. The more provisions you carry, the slower you will travel. As you travel across the island, you will encounter various hazards with which you must deal. The terrain will consist of mountains, rivers, plains, swamps and lakes. Crossing a mountain range will be slow, but it will provide a more direct route. Traveling down a river will be easy, but a variety of unpredictable hazards will occur. Your objective is to hike to the perimeter of the island in as few days as possible.

The scenario should provide answers to the following questions.

1. What will the operator do?
2. What feedback will the computer provide?
3. What surprise elements will produce fun and excitement?
4. What are the winning conditions?
5. How will the success of the simulation be measured?

The writer must realize that the first scenario is only an approximation to the final product. As the program is developed and field tested, the scenario will probably change considerably.

While developing the scenario, the writer should begin to visualize a sample run. In the case of the jungle survival program, a sample run might look something like the following.

```
CHOOSE YOUR PROVISIONS:  1  FOOD
                        2  WATER
                        .
                        .
                        N  XXXXXXX
```

```
READY TO START JOURNEY?
YOU ARE AT POSITION 42,43.  IN THE CLEAR
CHOOSE THE DIRECTION OF YOUR NEXT MOVE?  N
HOW FAR WOULD YOU LIKE TO GO?  32 MILES
```

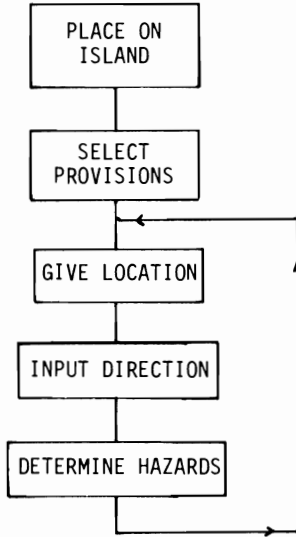
```
YOU ARE AT POSITION 42,42.  IN THE MOUNTAINS
CHOOSE THE DIRECTION OF YOUR NEXT MOVE?  E
HOW FAR WOULD YOU LIKE TO GO?  10 MILES
```

```
YOU FELL INTO THE RIVER!
```

The sample run listed above has several problems. First, the distance the player can travel in a given time-interval should be limited. Also, one should probably be able to see mountains ahead. At this point in the development of the program, however, the writer should have decided that the output of the computer will include the location of the player, the type of terrain, and a request for the player to select the direction of travel.

Flowchart

The next step in developing a simulation is to construct a general flowchart. In the case of the jungle survival simulation, the first flowchart might take the following form.



It is not necessary to provide all of the details in the flowchart in the beginning. It is better to start writing the program and develop the flowchart along with the program. The flowchart should provide a graphic aid to the programming and need only be developed to the extent that the programmer feels it is necessary to keep track of the flow of ideas.

Selecting the Variables

It is a good idea to keep a list of the variables used in the program. If such a list is not referred to and continually updated, the same variable might be used to represent two different things. Usually the letters, I, J, K, are used for indexing loops; and the first one or two letters of a word are selected for major variables in the program, e.g., T for time. It is also useful to designate a range for the variables.

In the jungle survival program, a list of the variables might be as follows.

		<u>Range</u>
X,Y	position on island	0 - 100
T	time on island	0 - 100
E	energy of survivor	0 - 100
W	weight of provisions	0 - 50
MX,MY	location of mountains	
LX,LY	location of lakes	

CX.CY location of clearings
M direction of movement

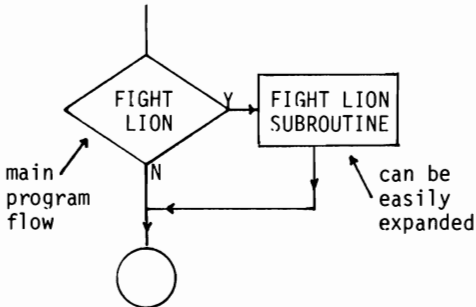
The list of variables should be expanded as needed during the writing of the program.

Subroutines

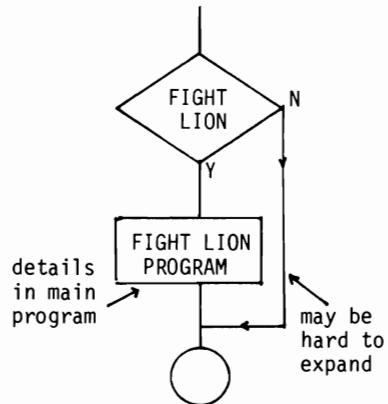
One of the reasons given for using subroutines is to limit the amount of repetition in a program. Another use of subroutines is to provide flexibility in developing a program. The main parts of a program can be written first and subroutines can be used to add the details later. The use of subroutines frees the writer from having to determine in advance how many lines are needed between main parts of the program. Also, the main parts of the program can be more easily identified if subroutines are used to handle the details.

The use of subroutines, as described above, is illustrated below.

FLOWCHART WITH SUBROUTINES



FLOWCHART WITHOUT SUBROUTINES



Writing the Program

After developing a rough flowchart, one can start to write and test the first part of the program. It is not usually a good idea to type in and test a long, complicated program in its entirety. The writer should make sure that the first part of the program works independently. Usually after some experimentation with the initial part of the program, one will think of new ideas; and the flowchart and/or scenario will be revised. The programmer should not forget to keep an updated version of the program on a disk or tape to avoid a second typing of the program due to an accidental loss of memory.

Sometimes the writer may find a particular objective very difficult to program. Rather than spend considerable time trying to achieve what may be impossible, it would be advisable to change the scenario. Quite often such "open-mindedness" leads to a more interesting or more elegant simulation than was originally anticipated. The writer, on the other hand, should not hesitate to program what might seem like a complex idea. Many

times complex ideas are easy to program, while simple ideas are very difficult to program. The programmer should not strive for perfection. Most programs could probably be "neater" or more elegant with the investment of a few more hours of programming time; however, the only accomplishment might be to save a few milliseconds during the run.

The simulation should be fairly simple at first, until it is running. Then the programmer can add the "bells and whistles" if desirable. Sometimes too much complexity distracts from the enjoyment of the simulation, especially if it takes another computer to operate the simulation.

When writing a program, one should keep all program statements involving a similar idea together. Such a practice will make debugging a program much easier. A brief summary of the instructions for the simulation is also worthwhile if memory capacity is sufficient.

It is sometimes difficult to provide an appropriate balance between skill and luck. The chance factors provide interest, excitement and intrigue; however, too much luck does not provide sufficient challenge. Also, with too many chance factors, it would be difficult to compare different runs of the program. An interesting possibility would be to provide a variety of options at the beginning of a program that determines the balance of luck and skill.

Field Testing

When the program is in a "playable" form, it should be tested by several different players. An unanticipated method for achieving the objective may be discovered or the objective may be almost impossible to achieve. Most likely, one will find that many new ideas will result from feedback from these players, and some will be easily incorporated into the program.

The writer will find that the simulation will never reach, but only approximate, the ideal. The fun and excitement of creating, modifying, and expanding your simulation will never end.

In the next section of this book are fourteen simulations that are in a playable form; however, they are only the beginning for the person with a creative mind.

MODIFYING AND EXPANDING SIMULATIONS

Each program in this book concludes with a list of suggested modifications. This section illustrates how to modify and expand a simple program, SOCCER I, to the more sophisticated SOCCER II and SOCCER III. These three programs require two people to operate the computer, where each person controls five players on a playing field.

The objective in SOCCER I is to eliminate the opponent's players. SOCCER I is the least sophisticated of the three programs and does not provide for incorrect inputs from the keyboard.

In SOCCER II, the objective is to be the first team to pick up a ball that is resting in the middle of the field. Sidelines are drawn in this program, and a player's movement can be stopped by pressing the space bar. Incorrect key entries are ignored.

In the last version presented here, SOCCER III, one must kick the ball across the opponent's goal line. When a player touches the ball, it moves in one of three random directions toward the goal, unless it is blocked by an opponent. Injured players appear on the sidelines.

The technique of modifying and/or expanding existing programs is very valuable. It would be a good exercise for the student to continue expanding this program by using the suggestions listed at the end of the SOCCER III section.

SOCCER I

Scenario

This simulation requires two people to play. One person controls the five letters, A, B, C, D and E; another person controls the five numerals, 1, 2, 3, 4 and 5. In the beginning, the letters appear on the left side of the screen and the numerals appear on the right side of the screen. A small dot will appear on either the left or right side of the screen to indicate which player can take a turn.

A turn consists of moving one of the five players by entering the appropriate numeral or letter, followed by an arrow entry to indicate the general direction of movement. A player moves ten spaces each turn. If a player lands on an opponent, the game is over. Incorrect key entries must be avoided in this program or the program will halt.

Sample Run

1

A		1
B		2
C		3
D		
E		

2

	A	1
B		2
C		3
D		4
E		5

3

	A	1
B		2
C		
D	3	4
E		5

4

	A	1
B		2
C		
D		4
	E	3
		5

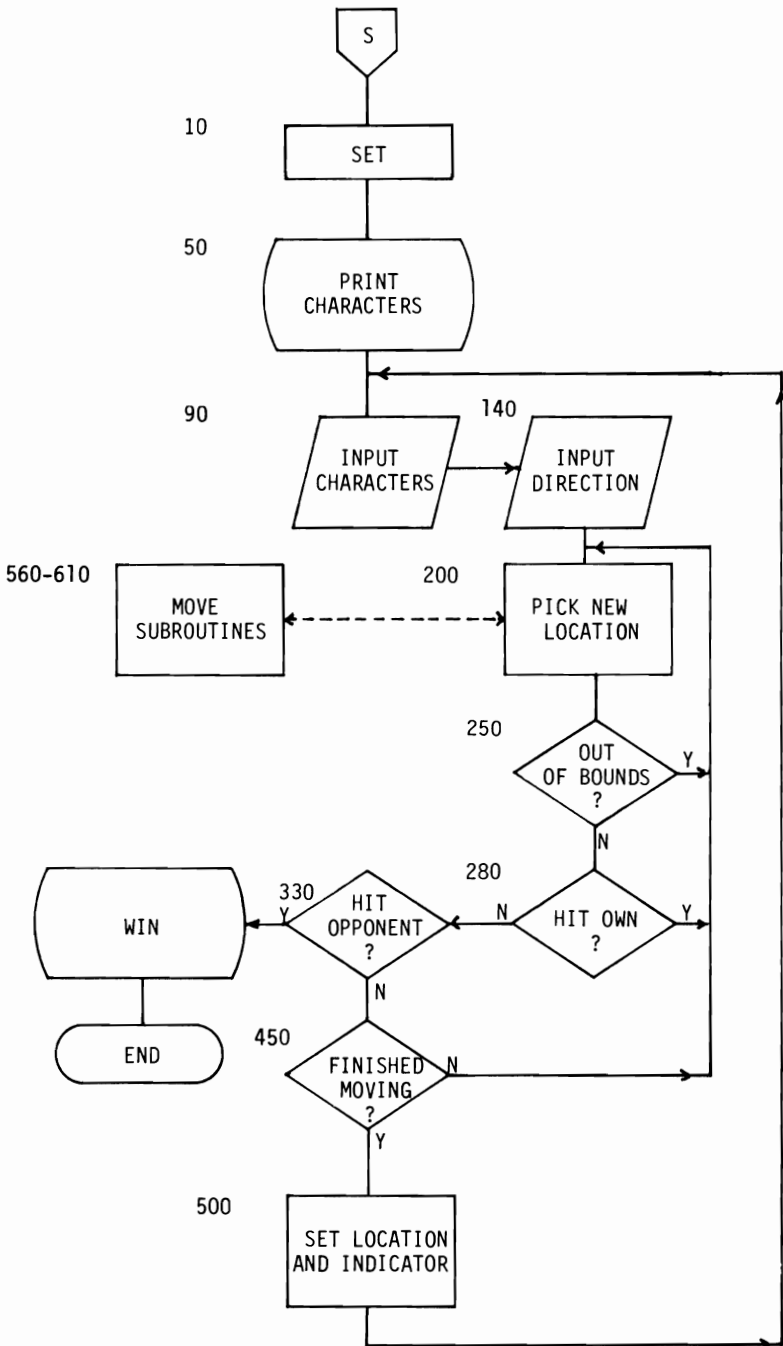
5

	A	1
B		2
C		
D		4
	3	5

6

NUMBERS WIN!		
--------------	--	--

SOCCER I FLOWCHART



SOCCER I PROGRAM

Variables

P\$	String to be printed on screen
A%	Screen address for printing strings
I,J,K	Indices
P%	Player
L%(I)	Location of player
X\$	Input character
N%	ASCII code of character
Y\$	Input direction
D	ASCII code of direction
L%	Old location
M%	New location
E,F	Temporary variables

Note: % following a variable indicates that it was defined as an integer quantity.

Program Listing

```

1 REM--SOCCER I PROGRAM ---
5 REM SET
7 PRINT CHR$(5):POKE53281,0
10 P%=1
20 GOSUB710:PRINTCHR$(142);
30 FOR I=1 TO 10:READ L%(I):S(I)=5:NEXT
40 DATA84,164,244,324,404,114,194,274,354,434
50 FOR I= 1 TO 5:A%=L%(I):P$=CHR$(0+I):GOSUB700:NEXT I
60 FOR I=6 TO 10 :A%=L%(I):P$=CHR$(43+I):GOSUB700:NEXT I
70 POKE 1024+5+15*40,46
80 REM INPUT
90 GET X$:IF X$=""THEN 90:REM NO SPACE
100 N%=ASC(X$)
110 IF P%=1 THEN N%=N%-64:GOTO121
120 N%=N%-43
121 IF N%<1 OR N%>10 THEN 90
130 L%=L%(N%)
140 GET Y$:IF Y$=""THEN 140
150 D=ASC(Y$)
195 REM START MOVE
200 FOR I=1 TO S(N%)
202 GET Y$:IF Y$="" THEN 500
210 IF D=17 THEN M%=L%+37+2*INT(RND(1)+1):REM CURSOR DOWN
220 IF D=145 THEN M%=L%-37-2*INT(RND(1)+1):REM CURSOR UP
230 IF D=29 THEN ON INT(3*RND(1)+1) GOSUB 560,570,580:REM CURSOR RIGHT
240 IF D=157 THEN ON INT(3*RND(1)+1) GOSUB 590,600,610:REM CURSOR LEFT
250 E=(M%-0)/40:F=(M%+1)/40:G=(M%+2)/40
260 IF M%<40 OR M%>400 THEN M%=L%:GOTO440
270 IF INT(E)-E=0 OR INT(F)-F=0 OR INT(G)-G=0 THEN M%=L%:GOTO440
275 REM CHECKS
280 FOR K=1 TO 10
290 IF K=N% THEN 410
300 IF M%<>L%(K) THEN 410
310 IF P%=1 AND K<6 THEN M%=L%:GOTO410
320 IF P%=2 AND K>5 THEN M%=L%:GOTO410
330 A%=L%:P$=" ":GOSUB700:L%=M%:A%=M%:P$=X$
340 IF P%=1 THEN P$=CHR$(N%)
350 GOSUB700
360 FOR J=1 TO 1000:NEXT
370 GOSUB710:PRINTCHR$(14)
380 A%=12*40+14:IF P%=1 THEN P$="LETTERS WIN!":GOSUB700:GOTO400
390 P$="NUMBERS WIN!":GOSUB700
400 FOR J=1 TO 1000:NEXT:RUN
410 NEXTK:A%=L%:P$=" ":GOSUB700:L%=M%:A%=M%:P$=X$
420 IF P%=1 THEN P$=CHR$(N%)
430 GOSUB700
440 NEXT I
495 REM FINISH MOVE
500 L%(N%)=M%
510 IF P%=1 THEN P%=2:GOTO530

```

```

520 P%=1
530 IF P%=1 THEN POKE 1024+40*15+5,46:POKE 1024+40*15+35,32:POKE 55901,1
540 IF P%=2 THEN POKE 1024+40*15+5,32:POKE 1024+40*15+35,46:POKE 55931,1
555 GOTO 90
560 M%=L%+2:RETURN
570 M%=L%-38:RETURN
580 M%=L%+42:RETURN
590 M%=L%-2:RETURN
600 M%=L%+38:RETURN
610 M%=L%-42:RETURN
695 REM----PRINT@ SUB ROUTINE
700 FOR O=1 TO LEN(P$):POKE1024+A%+O,ASC(MID$(P$,O,1))
702 POKE55296+A%+O,1:NEXT O:RETURN
710 PRINTCHR$(147);:FOR I=1 TO84:PRINT"      ";:NEXT I:RETURN
720 POKES%+A%,ASC(P$):POKE(S%+A%)-1024+55296,1:RETURN

```

Soccer II

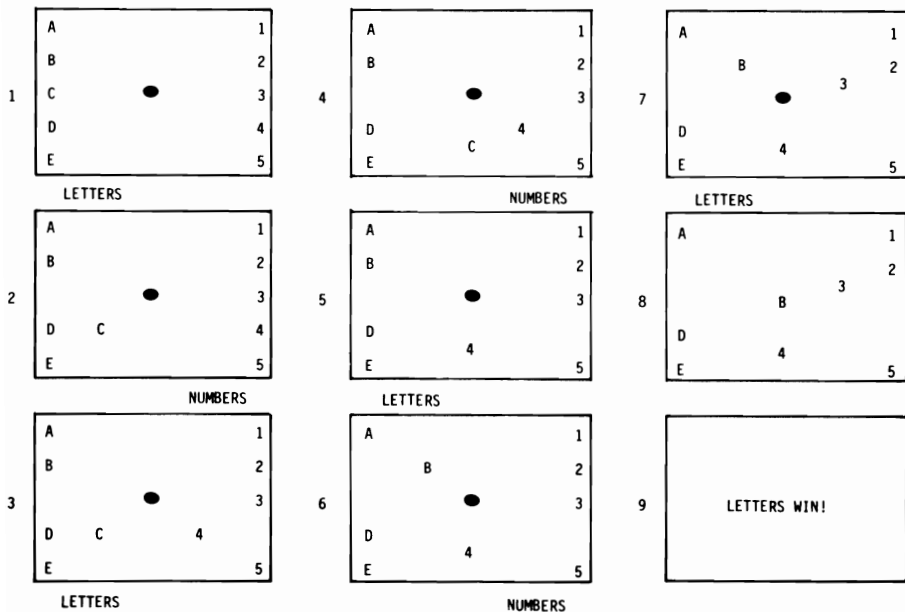
This program is an extension of the previous program, SOCCER I. It is a good idea to have SOCCER I running before proceeding with the modifications and additions suggested in this section.

Scenario

In this simulation, as in SOCCER I, two people control five players each. The major difference is the objective -- to be the first to land on a ball resting in the middle of the field. You can eliminate more than one of your opponent's players. Also, you can stop your own player's movement by pressing the space bar.

A border is drawn around the field, and prompts are printed at the bottom of the field to indicate each player's turn and the character that has been entered. Inappropriate entries from the keyboard are not accepted. The strength of the players, which diminishes with each move and increases when resting, determines the players' ability to move and eliminate opponents.

Sample Run



SOCCER II PROGRAM

Variables

The same as for SOCCER I with the following additions:

S(N) strength

Program Listing

The same as for SOCCER I with the following changes:

To replace the dot indicator with the word, LETTERS, and to add the ball in the middle of the field, change line 70 and add lines 72 and 74.

```
70 AX=21#40+4
72 P#=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
74 GOSUB 700:AX=6#40+19:P#=CHR$(81):GOSUB700
```

Add lines 46, 47, 48, 49 and 720 to draw two horizontal and two vertical lines.

```
46 FOR I=0TO 37:AX=I:P#=CHR$(121):GOSUB700:NEXT I
47 FOR I=0TO 37:AX=40#14+I:P#=CHR$(120):GOSUB700:NEXT I
48 SX=102#3:FOR I=1TO13:AX=40#I:P#=CHR$(103):GOSUB720:NEXT
49 SX=106#3:FOR I=1TO13:AX=40#I:P#=CHR$(101):GOSUB720:NEXT
720 POKESX+AX,ASC(P#):RETURN
```

Add lines 102 and 104 to ensure that the correct characters are entered from the keyboard.

```
102 IF P#=1 AND (NX<65 OR NX>69)THEN 90
104 IF P#=2 AND (NX<49 OR NX>53 ) THEN 90
```

To make sure that an eliminated player is not moved, add line 125.

```
125 IF LX(NX)<0THEN 90
```

To print characters on the screen, add the following lines.

```
132 AX=21#40+19:P#=X$:IF P1=1 THEN P#=CHR$(NX)
134 GOSUB700
```

To stop movement of player, add line 202.

```
202 GET Y$:IF Y#="" THEN 500
```

Change line 500 to indicate next move.

```
500 LX(NX)=NX:AX=21#40+19:P#=CHR$(160):GOSUB700
```

To win, add line 272.

```
272 IF NX=8% THEN 800
```

To have the movement and elimination of other players depend upon the strength, make the following additions and changes.

In line 200, replace 10 with S(N%).

```
200 FOR I=1 TO S(N%)
```

Add lines 322 and 324.

```
322 IF S(N%)>=S(K) THEN L%(K)=-1 :GOTO 410
```

```
324 GOTO 410
```

Change line 30 and add line 545 to adjust strength.

```
30 FOR I=1 TO 10:READ LX(I):S(I)=5:NEXT
```

```
545 FOR J=1 TO 10:S(J)=S(J)+1:NEXT J:S(N%)=S(N%)-1
```

To print "LETTERS" and "NUMBERS", change lines 530 and 540 as follows.

```
530 IF P%<>1 THEN 540
```

```
540 A%=21#40+31
```

Add lines 532, 534, 536, 542 and 544.

```
532 A%=21#40+2
```

```
534 P%=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
```

```
536 GOSUB700:A%=A%+29:P%=" " :GOSUB700:60T0545
```

```
542 P%=CHR$(14)+CHR$(21)+CHR$(13)+CHR$(2)+CHR$(5)+CHR$(18)+CHR$(19)
```

```
544 GOSUB700:A%=A%-29:P%=" " :GOSUB700
```

To ensure that the ball never disappears, add line 555.

```
555 A%=B%:P%=CHR$(81) :GOSUB700
```

Program Listing

```
1 REM--SOCCER II PROGRAM ---
2 B%=6*40+19
5 REM SET
10 P%=1
20 GOSUB710:PRINTCHR$(142);
30 FOR I=1 TO 10:READ L%(I):S(I)=5:NEXT
40 DATA84,164,244,324,404,114,194,274,354,434
46 FOR I=0 TO 37:A%=I:P%=CHR$(121):GOSUB700:NEXT I
47 FOR I=0 TO 37:A%=40*14+I:P%=CHR$(120):GOSUB700:NEXT I
48 S%=1024:FOR I=1 TO 13:A%=40*I:P%=CHR$(103):GOSUB720:NEXT
49 S%=1063:FOR I=1 TO 13:A%=40*I:P%=CHR$(101):GOSUB720:NEXT
50 FOR I= 1 TO 5:A%=L%(I):P%=CHR$(0+I):GOSUB700:NEXT I
60 FOR I=6 TO 10 :A%=L%(I):P%=CHR$(43+I):GOSUB700:NEXT I
70 A%=21*40+4
72 P%=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
74 GOSUB 700:A%=6*40+19:P%=CHR$(81):GOSUB700
80 REM INPUT
90 GET X$:IF X$="" THEN 90:REM NO SPACE
100 N%=ASC(X$)
102 IF P%=1 AND (N%<65 OR N%>69) THEN 90
104 IF P%=2 AND (N%<49 OR N%>53 ) THEN 90
110 IF P%=1 THEN N%=N%-64:GOTO130
120 N%=N%-43
125 IF L%(N%)<0 THEN 90
130 L%=L%(N%)
132 A%=21*40+19:P%=X$:IF P%=1 THEN P%=CHR$(N%)
134 GOSUB700
140 GET Y$:IF Y$="" THEN 140
150 D=ASC(Y$)
195 REM START MOVE
200 FOR I=1 TO S(N%)
202 GET Y$:IF Y$="" THEN 500
210 IF D=17 THEN M%=L%+37+2*INT(RND(1)+1):REM CURSOR DOWN
220 IF D=145 THEN M%=L%-37-2*INT(RND(1)+1):REM CURSOR UP
230 IF D=29 THEN ON INT(3*RND(1)+1) GOSUB 560,570,580:REM CURSOR RIGHT
240 IF D=157 THEN ON INT(3*RND(1)+1) GOSUB 590,600,610:REM CURSOR LEFT
250 E=(M%-0)/40:F=(M%+1)/40:G=(M%+2)/40
260 IF M%<40 OR M%>400 THEN M%=L%:GOTO440
270 IF INT(E)-E=0 OR INT(F)-F=0 OR INT(G)-G=0 THEN M%=L%:GOTO440
```

```

272 IF M%=6*40+19 THEN330
275 REM CHECKS
280 FOR K=1TO10
290 IF K=N% THEN410
300 IF M%<>L%(K) THEN410
310 IF P%=1 AND K<6 THEN M%=L%;GOTO410
320 IF P%=2 AND K>5 THEN M%=L%;GOTO410
322 IF S(N%)>=S(K)THEN L%(K)=-1:GOTO410
324 GOTO410
330 A%=L%;P$=" ":GOSUB700:L%=M%;A%=M%;P$=X$
340 IF P%=1THEN P$=CHR$(N%)
350 GOSUB700
360 FOR J=1TO1000:NEXT
370 GOSUB710:PRINTCHR$(14)
380 A%=12*40+14:IF P%=1THEN P$="LETTERS WIN!":GOSUB700:GOTO400
390 P$="NUMBERS WIN!":GOSUB700
400 FOR J=1TO1000:NEXT:RUN
410 NEXTK:A%=L%;P$=" ":GOSUB700:L%=M%;A%=M%;P$=X$
420 IF P%=1 THEN P$=CHR$(N%)
430 GOSUB700
440 NEXT I
495 REM FINISH MOVE
500 L%(N%)=M%;A%=21*40+19:P$=CHR$(160):GOSUB700
510 IF P%=1THEN P%=2:GOTO530
520 P%=1
530 IFP%<>1 THEN 540
532 A%=21*40+2
534 P$=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
536 GOSUB700:A%=A%+29:P$=" ":GOSUB700:GOTO545
540 A%=21*40+31
542 P$=CHR$(14)+CHR$(21)+CHR$(13)+CHR$(2)+CHR$(5)+CHR$(18)+CHR$(19)
544 GOSUB700:A%=A%-29:P$=" ":GOSUB700
545 FOR J=1TO 10:S(J)=S(J)+1:NEXT J:S(N%)=S(N%)-1
555 A%=B%;P$=CHR$(81) :GOSUB700
558 GOTO90
560 M%=L%+2:RETURN
570 M%=L%-38:RETURN
580 M%=L%+42:RETURN
590 M%=L%-2:RETURN
600 M%=L%+38:RETURN
610 M%=L%-42:RETURN
695 REM----PRINT@ SUB ROUTINE
700 FOR O=1 TO LEN(P$):POKE1024+A%+O,ASC(MID$(P$,O,1))
702 POKE 55296+A%+O,1:NEXT O:RETURN
710 PRINTCHR$(147);:FOR I=1 TO84:PRINT" ";NEXT I:RETURN
720 POKES%+A%,ASC(P$):POKE(S%+A%)-1024+55296,1:RETURN

```

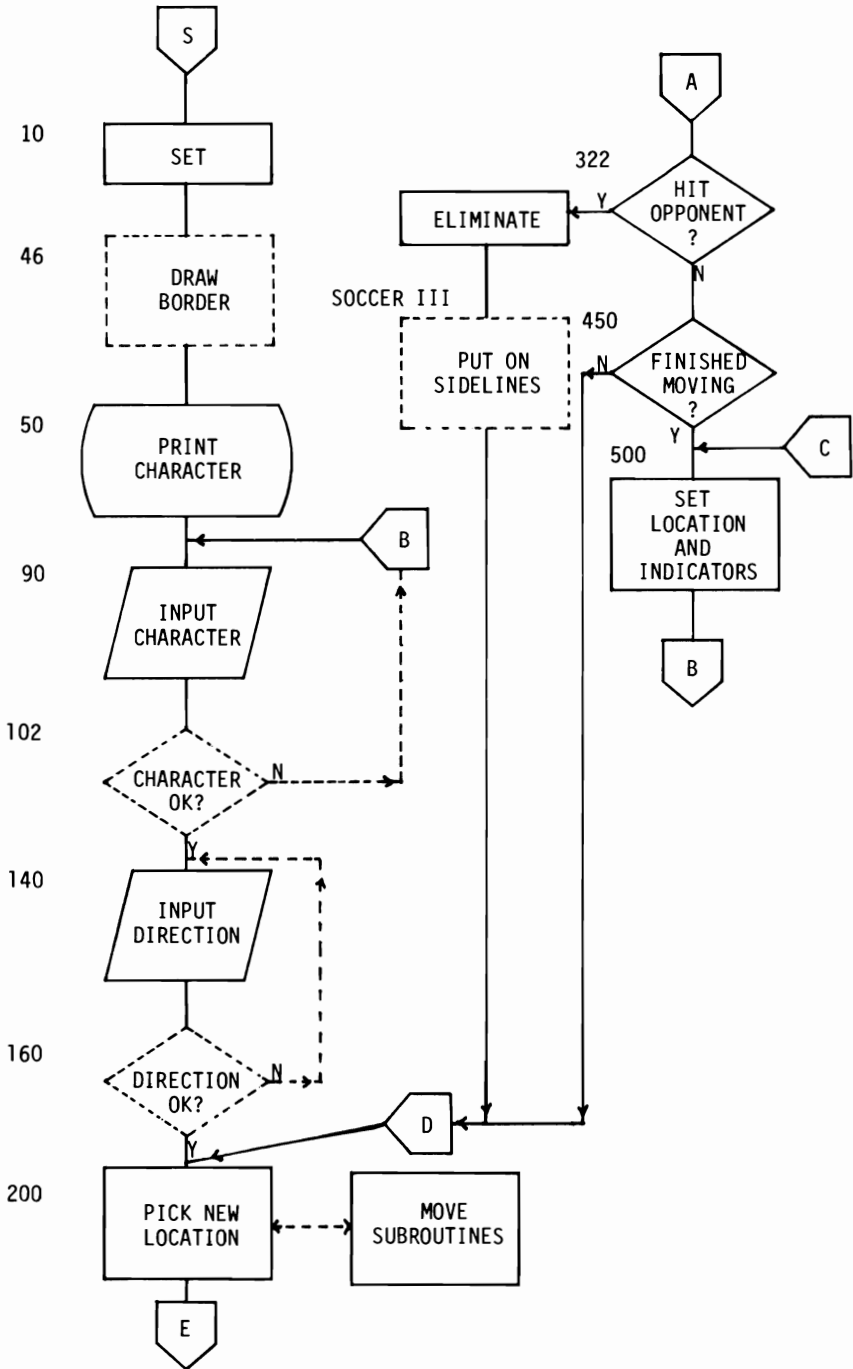
Soccer III

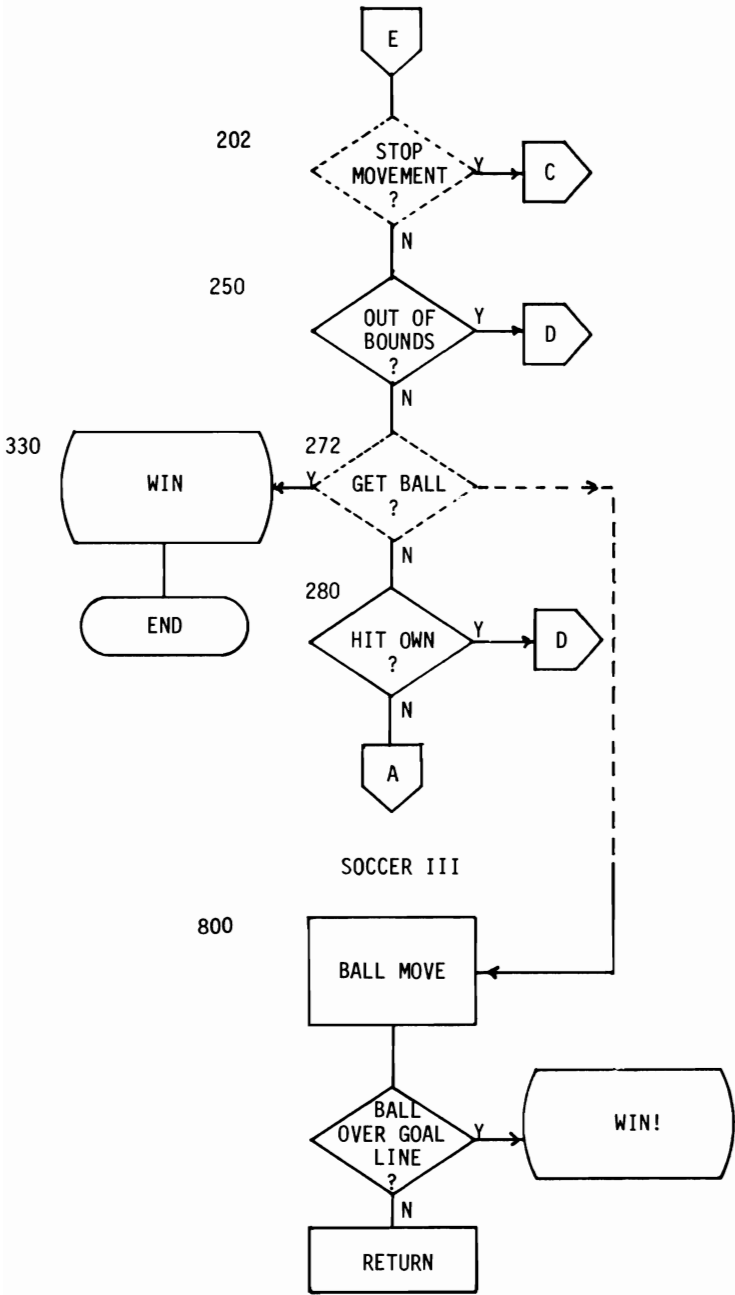
This program is an expansion of the previous program, SOCCER II. SOCCER II should be working well before one begins to develop SOCCER III.

Scenario

The movement of the players in SOCCER III is the same as in the previous program, SOCCER II. In order to win in SOCCER III, however, one of your players must kick the ball across the opponent's goal line. The distance the ball is kicked will depend on the strength of the player. When eliminated, a player appears on the sideline.

SOCCER II AND III FLOWCHART





SOCCER III PROGRAM

Variables

The variables are the same as SOCCER II with the following additions.

D%	Temporary location of ball to determine winner
Q,T	Indices
B%	Location of ball
C%	Temporary location of ball
G%,H%	Temporary variables

Note: % following a variable indicates that it was defined as an integer quantity.

Program Listing

The listing is the same as in SOCCER II with the following changes. To set the ball, change line 10 as follows.

```
10 PX=1:BX=6+40+19:DX=19
```

To check if the ball is hit, replace line 272 with the following

```
272 IF MZ=BX THEN 800
```

and replace line 330 with the following.

```
330 GOSUB 620
```

Eliminate lines 322, 324, 340, 350, 360, 370, 380, 390, 400 and 410.

To place a player on the sideline, add the following lines.

```
620 Z$="":FOR I=1 TO 5:Z$=Z$+CHR$(I):NEXT
630 FOR I=6 TO 10:Z$=Z$+CHR$(43+I):NEXT
640 FOR Q=1 TO K:Y$=MID$(Z$,Q,1):NEXT Q
650 LX(K)=-9:AZ=22+40+2*K-1:P$=Y$:GOSUB700:RETURN
```

To move the ball, add the following lines.

```
800 IF PX=1THEN GX=1
810 IF PX=2THEN GX=-1
820 HZ=40*(INT(3*RND(1)+1)-2)
830 FOR T=1TOS(NZ)/5
840 CX=BX+GX:CY=CZ+HZ
850 IF CX<45 OR CX>268 THEN MZ=LX:GOTO280
860 FOR Q=1TO10
870 IF CX=LX(Q) THEN MZ=LX:GOTO280
880 NEXT Q
890 DX=DX+GX
900 AZ=BX:P$=CHR$(32):GOSUB700
910 AZ=CZ:P$=CHR$(81):GOSUB700:BX=CZ
920 IF DX>37 THEN PX=1:GOTO960
930 IF DX<1THEN PX=2:GOTO960
940 NEXT T
950 GOTO280
960 AZ=LX:P$=CHR$(32):GOSUB700:LX=MZ:AZ=MZ:P$=Y$
970 IF PX=1 THEN P$=CHR$(NZ)
980 GOSUB700
990 FOR J=1TO1000:NEXTJ
1000 GOSUB710:PRINT CHR$(14)
1010 AZ=6+40+10:IF PZ=1THEN P$="LETTERS WIN!":GOSUB700:GOTO1030
1020 P$="NUMBERS WIN!":GOSUB700
1030 FOR J=1 TO 1000:NEXT J:RUN
```


To check for valid direction, add line 160.

```
160 IF D<>17 AND D<>29ANDD<>145 AND D<>157 THEN 140
```

Program Listing

```

1 REM--SOCCER III PROGRAM ---
2 B%=6*40+19
5 REM SET
10 P%=1:B%=6*40+19:D%=19
20 GOSUB710:PRINTCHR$(142);
30 FOR I=1 TO 10:READ L%(I):S(I)=5:NEXT
40 DATA84,164,244,324,404,114,194,274,354,434
46 FOR I=0 TO 37:A%=I:P$=CHR$(121):GOSUB700:NEXT I
47 FOR I=0 TO 37:A%=40*14+I:P$=CHR$(120):GOSUB700:NEXTI
48 S%=1024:FOR I=1 TO 13:A%=40*I:P$=CHR$(103):GOSUB720:NEXT
49 S%=1063:FOR I=1 TO 13:A%=40*I:P$=CHR$(101):GOSUB720:NEXT
50 FOR I= 1 TO 5:A%=L%(I):P$=CHR$(0+I):GOSUB700:NEXT I
60 FOR I=6 TO 10 :A%=L%(I):P$=CHR$(43+I):GOSUB700:NEXT I
70 A%=21*40+4
72 P$=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
74 GOSUB 700:A%=6*40+19:P$=CHR$(81):GOSUB700
80 REM INPUT
90 GET X$:IF X$=""THEN 90:REM NO SPACE
100 N%=ASC(X$)
102 IF P%=1 AND (N%<65 OR N%>69)THEN 90
104 IF P%=2 AND (N%<49 OR N%>53) THEN 90
110 IF P%=1 THEN N%=N%-64:GOTO130
120 N%=N%-43
125 IF L%(N%)<0 THEN 90
130 L%=L%(N%)
132 A%=21*40+19:P$=X$:IF P%=1 THEN P$=CHR$(N%)
134 GOSUB700
140 GET Y$:IF Y$=""THEN 140
150 D=ASC(Y$)
160 IF D<>17 AND D<>29 AND D<>145 AND D<>157 THEN 140
195 REM START MOVE
200 FOR I=1 TO S(N%)
202 GET Y$:IF Y$="" THEN 500
210 IF D=17 THEN M%=L%+37+2*INT(RND(1)+1):REM CURSOR DOWN
220 IF D=145 THEN M%=L%-37-2*INT(RND(1)+1):REM CURSOR UP
230 IF D=29 THEN ON INT(3*RND(1)+1) GOSUB 560,570,580:REM CURSOR RIGHT
240 IF D=157 THEN ON INT(3*RND(1)+1) GOSUB 590,600,610:REM CURSOR LEFT
250 E=(M%-0)/40:F=(M%+1)/40:G=(M%+2)/40
260 IF M%<40 OR M%>400 THEN M%=L%:GOTO440
270 IF INT(E)-E=0 OR INT(F)-F=0 OR INT(G)-G=0 THEN M%=L%:GOTO440
272 IF M%=B% THEN 800
275 REM CHECKS
280 FOR K=1 TO 10
290 IF K=N% THEN 410
300 IF M%<>L%(K) THEN 410
310 IF P%=1 AND K<6 THEN M%=L%:GOTO410
320 IF P%=2 AND K>5 THEN M%=L%:GOTO410
330 GOSUB 620
410 NEXT K:A%=L%:P$="" :GOSUB700:L%=M%:A%=M%:P$=X$
420 IF P%=1 THEN P$=CHR$(N%)
430 GOSUB700
440 NEXT I
495 REM FINISH MOVE
500 L%(N%)=M%:A%=21*40+19:P$=CHR$(160):GOSUB700
510 IF P%=1 THEN P%=2:GOTO530
520 P%=1
530 IFP%<>1 THEN 540
532 A%=21*40+2
534 P$=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
536 GOSUB700:A%=A%+29:P$="" :GOSUB700:GOTO545
540 A%=21*40+31
542 P$=CHR$(14)+CHR$(21)+CHR$(13)+CHR$(2)+CHR$(5)+CHR$(18)+CHR$(19)
544 GOSUB700:A%=A%-29:P$="" :GOSUB700
545 FOR J=1 TO 10:S(J)=S(J)+1:NEXT J:S(N%)=S(N%)-1
555 A%=B%:P$=CHR$(81) :GOSUB700

```

```

558 GOTO90
560 M%=L%+2:RETURN
570 M%=L%-38:RETURN
580 M%=L%+42:RETURN
590 M%=L%-2:RETURN
600 M%=L%+38:RETURN
610 M%=L%-42:RETURN
620 Z$="":FOR I=1 TO 5:Z$=Z$+CHR$(I):NEXT
630 FOR I=6 TO 10:Z$=Z$+CHR$(43+I):NEXT
640 FOR Q=1 TO K:Y$=MID$(Z$,Q,1):NEXT Q
650 L%(K)=-9:A%=22*40+2*K-1:P$=Y$:GOSUB700:RETURN
695 REM-----PRINT@ SUB ROUTINE
700 FOR O=1 TO LEN(P$):POKE1024+A%+O,ASC(MID$(P$,O,1))
702 POKE55296+A%+O,1:NEXT O:RETURN
710 PRINTCHR$(147);:FOR I=1 TO84:PRINT" ";:NEXT I:RETURN
720 POKES%+A%,ASC(P$):POKE(S%+A%)-1024+55296,1:RETURN
800 IF P%=1 THEN G%=1
810 IF P%=2 THEN G%=-1
820 H%=40*(INT(3*RND(1))+1)-2)
830 FOR T=1 TO S(N%)/5
840 C%=B%+G%:C%=C%+H%
850 IF C%<45 OR C%>268 THEN M%=L%:GOTO280
860 FOR Q=1 TO 10
870 IF C%=L%(Q) THEN M%=L%:GOTO280
880 NEXT Q
890 D%=D%+C%
900 A%=B%:P$=CHR$(32):GOSUB700
910 A%=C%:P$=CHR$(81):GOSUB700:B%=C%
920 IF D%>37 THEN P%=1:GOTO960
930 IF D%<1 THEN P%=2:GOTO960
940 NEXT T
950 GOTO280
960 A%=L%:P$=CHR$(32):GOSUB700:L%=M%:A%=M%:P$=X$
970 IF P%=1 THEN P$=CHR$(N%)
980 GOSUB700
990 FOR J=1 TO 1000:NEXTJ
1000 GOSUB710:PRINT CHR$(14)
1010 A%=6*40+10:IF P%=1 THEN P$="LETTERS WIN !":GOSUB700:GOTO1030
1020 P$="NUMBERS WIN!":GOSUB700
1030 FOR J=1 TO 1000:NEXT J:RUN

```

SOCCER III MODIFICATIONS

Modifications with Instructions

The following modifications are not absolutely necessary but provide the reader with a variety of interesting options.

To allow the player who kicks the ball another chance to dribble or pass, change and add the following lines.

```
720 POKE S%+A%,ASC(P$):RETURN
950 L%(N%)=M% :A%=L% :P$=CHR$(32):GOSUB 700
955 A%=M% :P$=X$ :IF P%=1 THEN P$=CHR$(N%)
956 GOSUB 700 :GOTO 280
```

To make the ball easier to hit, change and add the following lines.

```
272 IF M%=B% OR ABS(M%-B%)<4 OR M%=B%-19 OR M%=B%+19 THEN 800
274 IF M%=B%-22 OR M%=B%+22 OR M%=B%-25 OR M%=B%+25 THEN 800
```

To keep score, change and add the following lines.

```
10 P%=1 :B%=6*22+10 :D%=10 :RESTORE
1010 A%=6*22+5 :IF P%=1 THEN P$="LETTERS SCORE!" :GOSUB 700
1020 IF P%=1 THEN LS=LS+1 :GOTO 1040
1030 P$="NUMBERS SCORE!" :GOSUB 700 :NS=NS+1
1040 FOR J=1 TO 1000 :NEXT J :GOTO 10
```

To keep time, add the following lines.

```
546 TT%=TT%+1 :A%=18*22+9 :P$=STR$(TT%) :GOSUB 700
548 IF TT%<100 THEN 555
550 GOSUB 710 :PRINT CHR$(14)
552 A%=6*22+5 :IF LS>NS THEN P$="LETTERS WIN!" :GOSUB 700 :GOTO 552
554 P$="NUMBERS WIN!" :GOSUB 700 :GOTO 554
```

For better blocking, change line 870 to the following.

```
870 IF C%=L%(Q) OR C%=L%(Q)+22 OR C%=L%(Q)-22 THEN M%=L% :GOTO 280
```

```
1 REM--MOD SOCCER III ---
2 B%=6*40+19:TI$="000000"
5 REM SET
10 P%=1:B%=6*40+19:D%=19:RESTORE
20 GOSUB710:PRINTCHR$(142);
30 FOR I=1 TO 10:READ L%(I):S(I)=5:NEXT
40 DATA84,164,244,324,404,114,194,274,354,434
46 FOR I=0 TO 37:A%=I:P$=CHR$(121):GOSUB700:NEXT I
47 FOR I=0 TO 37:A%=40*14+I:P$=CHR$(120):GOSUB700:NEXTI
48 S%=1024:FOR I=1 TO 13:A%=40*I:P$=CHR$(103):GOSUB720:NEXT
49 S%=1063:FOR I=1 TO 13:A%=40*I:P$=CHR$(101):GOSUB720:NEXT
50 FOR I= 1 TO 5:A%=L%(I):P$=CHR$(0+I):GOSUB700:NEXT I
60 FOR I=6 TO 10 :A%=L%(I):P$=CHR$(43+I):GOSUB700:NEXT I
70 A%=21*40+4
72 P$=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
74 GOSUB 700:A%=6*40+19:P$=CHR$(81):GOSUB700
80 REM INPUT
90 GET X$:IF X$=""THEN 90:REM NO SPACE
100 N%=ASC(X$)
102 IF P%=1 AND (N%<65 OR N%>69)THEN 90
104 IF P%=2 AND (N%<49 OR N%>53 ) THEN 90
110 IF P%=1 THEN N%=N%-64:GOTO130
```

```

120 N%=N%-43
125 IF L%(N%)<0 THEN 90
130 L%=L%(N%)
132 A%=21*40+19:P%=X$:IF P%=1 THEN P%=CHR$(N%)
134 GOSUB700
140 GET Y$:IF Y$=""THEN 140
150 D=ASC(Y$)
160 IF D<>17 AND D<>29 AND D<>145 AND D<>157 THEN 140
195 REM START MOVE
200 FOR I=1 TO S(N%)
202 GET Y$:IF Y$="" THEN 500
210 IF D=17 THEN M%=L%+37+2*INT(RND(1)+1):REM CURSOR DOWN
220 IF D=145 THEN M%=L%-37-2*INT(RND(1)+1):REM CURSOR UP
230 IF D=29 THEN ON INT(3*RND(1)+1) GOSUB 560,570,580:REM CURSOR RIGHT
240 IF D=157 THEN ON INT(3*RND(1)+1) GOSUB 590,600,610:REM CURSOR LEFT
250 E=(M%-0)/40:F=(M%+1)/40:G=(M%+2)/40
260 IF M%<40 OR M%>400 THEN M%=L%:GOTO440
270 IF INT(E)-E=0 OR INT(F)-F=0 OR INT(G)-G=0 THEN M%=L%:GOTO440
272 IF M%=B% OR ABS(M%-B%)<4 OR M%=B%-37 OR M%=B%+37 THEN 800
274 IF M%=B%-40 OR M%=B%+40 OR M%=B%-43 OR M%=B%+43 THEN800
275 REM CHECKS
280 FOR K=1 TO 10
290 IF K=N% THEN 410
300 IF M%<>L%(K) THEN 410
310 IF P%=1 AND K<6 THEN M%=L%:GOTO410
320 IF P%=2 AND K>5 THEN M%=L%:GOTO410
330 GOSUB 620
410 NEXT K:A%=L%:P$="" :GOSUB700:L%=M%: A%=M%: P$=X$
420 IF P%=1 THEN P%=CHR$(N%)
430 GOSUB700
440 NEXT I
495 REM FINISH MOVE
500 L%(N%)=M%:A%=21*40+19:P%=CHR$(160):GOSUB700
510 IF P%=1 THEN P%=2:GOTO530
520 P%=1
530 IFP%<>1 THEN 540
532 A%=21*40+2
534 P%=CHR$(12)+CHR$(5)+CHR$(20)+CHR$(20)+CHR$(5)+CHR$(18)+CHR$(19)
536 GOSUB700:A%=A%+29:P$="" :GOSUB700:GOTO545
540 A%=21*40+31
542 P%=CHR$(14)+CHR$(21)+CHR$(13)+CHR$(2)+CHR$(5)+CHR$(18)+CHR$(19)
544 GOSUB700:A%=A%-29:P$="" :GOSUB700
545 FOR J=1 TO 10:S(J)=S(J)+1:NEXT J:S(N%)=S(N%)-1
546 A%=18*40+18:P%=MID$(TI$,3,2)+":":RIGHT$(TI$,2):GOSUB700
548 IF TI$<"000459" THEN 555
550 GOSUB710:PRINTCHR$(14)
552 A%=6*40+10:IF LS>NS THEN P$="LETTERS WIN!":GOSUB700:GOTO552
554 P$="NUMBERS WIN!":GOSUB700:GOTO554
555 A%=B%:P%=CHR$(81) :GOSUB700
558 GOTO90
560 M%=L%+2:RETURN
570 M%=L%-38:RETURN
580 M%=L%+42:RETURN
590 M%=L%-2:RETURN
600 M%=L%+38:RETURN
610 M%=L%-42:RETURN
620 Z$="":FOR I=1 TO 5:Z$=Z$+CHR$(I):NEXT
630 FOR I=6 TO 10:Z$=Z$+CHR$(43+I):NEXT
640 FOR Q=1 TO K:Y$=MID$(Z$,Q,1):NEXT Q
650 L%(K)=-9:A%=22*40+2*K-1:P%=Y$:GOSUB700:RETURN
695 REM----PRINT@ SUB ROUTINE
700 FOR O=1 TO LEN(P$):POKE1024+A%+O,ASC(MID$(P$,O,1))
702 POKE55296+A%+O,1:NEXT O:RETURN
710 PRINTCHR$(147);:FOR I=1 TO 84:PRINT" ";NEXT I:RETURN
720 POKE S%+A%,ASC(P$):POKE(S%+A%)-1024+55296,1:RETURN
800 IF P%=1 THEN G%=1
810 IF P%=2 THEN G%=-1
820 H%=40*(INT(3*RND(1)+1)-2)
830 FOR T=1 TO S(N%)/5
840 C%=B%+G%:C%=C%+H%
850 IF C%<45 OR C%>268 THEN M%=L%:GOTO280
860 FOR Q=1 TO 10
870 IF C%=L%(Q) OR C%=L%(Q)+40 OR C%=L%(Q)-40 THEN M%=L%:GOTO280

```

```

880 NEXT Q
890 D%=D%+G%
900 A%=B%:P$=CHR$(32):GOSUB700
910 A%=C%:P$=CHR$(81):GOSUB700:B%=C%
920 IF D%>37 THEN P%=1:GOTO960
930 IF D%<1 THEN P%=2:GOTO960
940 NEXT T
950 L%(N%)=M%:A%=L%:P$=CHR$(32):GOSUB700
955 A%=M%:P$=X$:IF P%=1 THEN P$=CHR$(N%)
956 GOSUB700:GOTO280
960 A%=L%:P$=CHR$(32):GOSUB700:L%=M%:A%=M%:P$=X$
970 IF P%=1 THEN P$=CHR$(N%)
980 GOSUB700
990 FOR J=1 TO 1000:NEXTJ
1000 GOSUB710:PRINT CHR$(14)
1010 A%=6*40+10:IF P%=1 THEN P$="LETTERS SCORE!":GOSUB700
1020 IF P%=1 THEN LS=LS+1:GOTO1040
1030 P$="NUMBERS SCORE!":GOSUB700:NS=NS+1
1040 FOR J=1 TO 1000:NEXTJ:GOTO10

```

Modifications

1. Injured players on the sideline return after three or four moves.
2. Provide a goal keeper.
3. Use a timer and scoring device.
4. Add more players.
5. Implement regulation soccer rules.
6. Allow passing to teammates.

ART AUCTION

Scenario

In this simulation, you will be given an opportunity to buy and sell up to five paintings. The objective is to make a large profit by buying the paintings for as little as possible and selling them for as much as possible.

In order to buy a painting, you must bid against a secret bid made by another buyer (the computer). When a painting is offered for sale, three numbers will be given that represent the mean and range of bids for this particular painting. For example, "200 300 400" indicates that the mean bid price for the painting is 300, and about 70% of the time the price will be between 200 and 400. (Note that higher priced paintings tend to have a larger range of prices.)

After you buy your paintings, you will be given an opportunity to sell them. You will receive from one to five offers, but you do not know in advance how many offers will be made. The offers will be, on the average, 50 higher than the bids made during the buying phase. If you do not accept an offer, and it is the last one, then the offer will be automatically processed. Sometimes it will be wise to accept an offer that is less than the purchase price rather than gamble on a higher offer that does not materialize.

When all of the paintings that you have bought have been sold, you will be given your total profit for all of the transactions.

Sample Run

BUY PAINTING 1
 PRICES: 546 553 560
 YOUR BID? 560
 OPPONENT'S BID 565.
 YOU WERE OUT BID.

BUY PAINTING 2
 PRICES: 336 449 562
 YOUR BID? 400
 OPPONENT'S BID 440.
 YOU WERE OUT BID.

BUY PAINTING 3
 PRICES: 213 288 363
 YOUR BID? 300
 OPPONENT'S BID 324
 YOU WERE OUT BID.

BUY PAINTING 4
 PRICES: 403 514 625
 YOUR BID? 600
 OPPONENT'S BID 497.
 YOU BOUGHT IT.

BUY PAINTING 5
 PRICES: 274 346 417
 YOUR BID? 350
 OPPONENT'S BID 311.
 YOU BOUGHT IT.

SELL PAINTING 4
 YOU BOUGHT IT FOR 600.
 AVERAGE OFFER IS 564.
 OFFER 1 IS 649.
 ACCEPT? Y

SELL PAINTING 5
 YOU BOUGHT IT FOR 350.
 AVERAGE OFFER IS 396.
 OFFER 1 IS 365.
 ACCEPT? N

YOUR PROFIT IS 64.
 PLAY AGAIN?

ART AUCTION PROGRAM

Variables

P(5)	Prices
S(5)	Price range
F(5)	Set flag if painting is bought
CB	Opponent's bid
YB	Your bid
I,J,K	Indices
P	Profit
N	Number
D	Dividend
Q	Quotient

Program Listing

```

1 REM--- ART AUCTION ---
5 REM--- SET PRICES AND RANGES
10 DIM P(5),S(5),F(5)
20 FOR I=1TO5
30 P(I)=100+INT(900*RND(1))
40 S(I)=INT(P(I)*RND(1))
50 IF P(I)<500 THEN S(I)=INT(P(I)*.7*RND(1))
60 F(I)=0
70 NEXT I
95 REM BUY PAINTINGS
100 PRINTCHR$(147)
110 FOR I=1TO 5
120 GOSUB500
130 PRINT:PRINT"BUY PAINTING" I:PRINT:PRINT
140 PRINT"PRICES:"INT(P(I)-.5*S(I))P(I)INT(P(I)+.5*S(I))
150 PRINT:PRINT:INPUT"YOUR BID. ";YB
160 PRINT"OPPENENTS BID WAS. ";CB;" ."
170 IF YB>CBTHEN PRINT"YOU BOUGHT IT!" :F(I)=YB:GOTO190
180 PRINT"SORRY...YOU WERE OUT BID."
190 FOR K=1TO 2000:NEXT K:PRINTCHR$(147):NEXT I
195 REM---- SELL PAINTINGS----
198 FOR I=1TO1000:NEXT I
200 FOR I=1TO5
210 PRINT CHR$(147)
220 IF F(I)=0THEN 330
230 FOR K=1TO INT(5*RND(1))
240 GOSUB500:CB=CB+INT(100*RND(1))
250 PRINT:PRINT"SELL PAINTING" I
260 PRINT:PRINT"YOU BOUGHT IT FOR"F(I)
270 PRINT:PRINT"AVERAGE OFFER IS"P(I)+50
280 PRINT"OFFER"K"IS"CB".":PRINT
290 INPUT"ACCEPT Y/N";Y$
300 IF Y$="Y"THEN 320
310 NEXT K
320 P=P+CB-F(I)
330 NEXT I
340 PRINT:PRINT"YOUR PROFIT IS ";P;". ."
350 INPUT"PLAY AGAIN Y/N";Y$
360 IF Y$="Y"THEN RUN
370 END
495 REM----NORMAL DISTRIBUTION
500 D=0
510 N=INT(65536*RND(1))
520 FOR J=1TO16
530 Q=INT(N/2)
540 D=D+2*(N/2-Q)
550 N=Q

```

```
560 NEXT J
570 CB=P(I)+S(I)*(D-8)/8
580 CB=CB+20*RND(1)
590 CB=INT(CB)
600 RETURN
```

ART AUCTION MODIFICATIONS

Minor

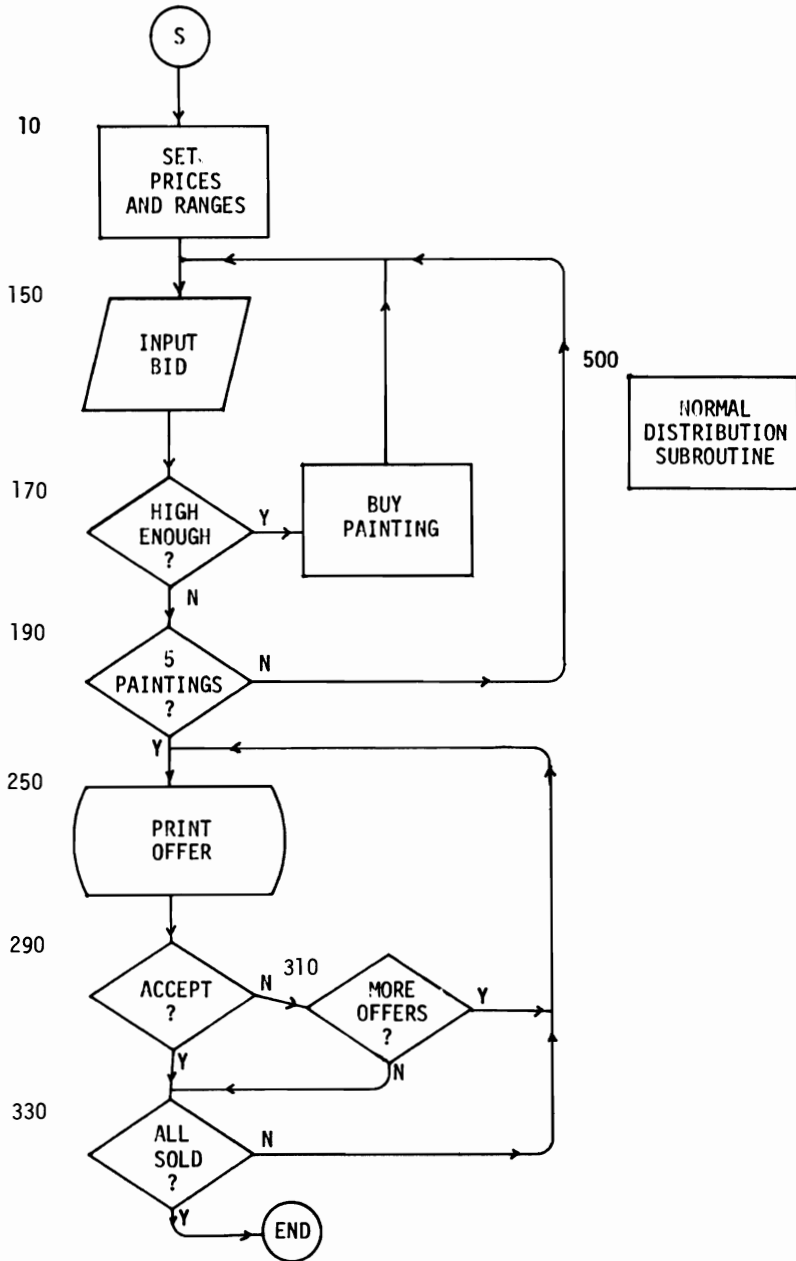
1. Number of paintings -- lines 10, 20, 110, 210
2. Starting prices -- line 30
3. Price spread -- lines 40, 50
4. Built-in profit -- lines 240, 260, 270
5. Error in price range -- line 580
6. Number of offers -- line 230

Major

1. Have one or more of the paintings a forgery that is worth nothing.
2. Have one or more of the paintings that have a low purchase price be very valuable.
3. Have more opponents bid against you.



ART AUCTION FLOWCHART

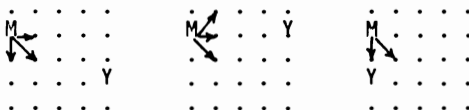


MONSTER CHASE

Scenario

In this simulation you are locked in a cage with a hungry monster who has a life span of ten turns. Your movement and that of the monster takes place on a 5X5 grid. You may move north, east, south, or west by entering N, E, S, or W. If you enter any other letter, you will remain in the same place.

The monster is programmed to move along one of the arrows toward you as shown below :



Your only means of survival is to outwit the monster for ten turns.

Sample Run

```

M . . . .
. . . .
. . . .
. . . .
. . . . Y
MOVE NUMBER 1
DIRECTION
(NESWO)? W

. . . .
. . . .
. . . M .
. . . .
. . . . Y
MOVE NUMBER 4
DIRECTION
(NESWO)? W

. . . .
. . . .
. . . .
. Y M .
. . . .
MOVE NUMBER 7
DIRECTION
(NESWO)? W

. . . .
. M . .
. . . .
. . . .
. . . Y .
MOVE NUMBER 2
DIRECTION
(NESWO)? N

. . . .
. . . .
. . . .
. . . M .
. . . Y .
MOVE NUMBER 5
DIRECTION
(NESWO)? W

. . . .
. . . .
. Y M .
. . . .
. . . .
MOVE NUMBER 8
DIRECTION
(NESWO)? N

. . . .
. . . .
. M . .
. . . Y .
. . . .
MOVE NUMBER 3
DIRECTION
(NESWO)? S

. . . .
. . . .
. . . .
. . . .
. Y . M .
MOVE NUMBER 6
DIRECTION
NESWO)? N

EATEN
PLAY AGAIN?

```

MONSTER CHASE PROGRAM

Variables

R,C	Your row and column
X,Y	Monster's row and column
L,M	Temporary variables
M\$	Your move (N,E,S,W,0)
D	Direction of the monster (1-8)
T	Turns (1-10)

Listing

```

1 REM-----MONSTER CHASE ----
5 REM SET CONDITIONS
10 PRINTCHR$(147)
20 X=1:Y=1
30 R=5:C=5
40 FOR T=1 TO 10
45 REM---DISPLAY GRID---
50 PRINTCHR$(147)
60 FOR I=1 TO 5
70 FOR J=1 TO 5
80 PRINT TAB(12);
90 IF I=X AND J=Y THEN PRINT"M ";GOTO120
100 IF I=R AND J=C THEN PRINT"Y ";GOTO120
110 PRINT". ";
120 NEXT J
130 PRINT:PRINT
140 NEXT I
150 PRINT:PRINT:PRINT"MOVE NUMBER" T
160 INPUT"DIRECTION (NESWO)";M$
170 IF M$="N" THEN R=R-1
180 IF M$="E" THEN C=C+1
190 IF M$="S" THEN R=R+1
200 IF M$="W" THEN C=C-1
210 IF R*C=0 OR R>5 OR C>5 THEN PRINT"OUT OF BOUNDS":GOTO450
220 IF R=X AND C=Y THEN PRINT"EATEN":GOTO450
230 IF X=R AND Y<C THEN D=1
240 IF X>R AND Y<C THEN D=2
250 IF X>R AND Y=C THEN D=3
260 IF X>R AND Y>C THEN D=4
270 IF X=R AND Y>C THEN D=5
280 IF X<R AND Y>C THEN D=6
290 IF X<R AND Y=C THEN D=7
300 IF X<R AND Y<C THEN D=8
310 D=D+INT(3*RND(1)-1)
320 IF D=0 THEN D=8
330 IF D=9 THEN D=1
340 IF D<1 AND D<5 THEN X=X-1
350 IF D>5 THEN X=X+1
360 IF D>3 AND D<7 THEN Y=Y-1
370 IF D<3 OR D=8 THEN Y=Y+1
380 IF X=0 THEN X=X+1
390 IF Y=0 THEN Y=Y+1
400 IF X=6 THEN X=X-1
410 IF Y=6 THEN Y=Y-1
420 IF X=R AND Y=C THEN PRINT"EATEN":GOTO450
430 NEXT T
440 PRINT"YOU SURVIVED"
450 INPUT"PLAY AGAIN ";Y$
460 IF Y$="Y" THEN RUN
470 END

```

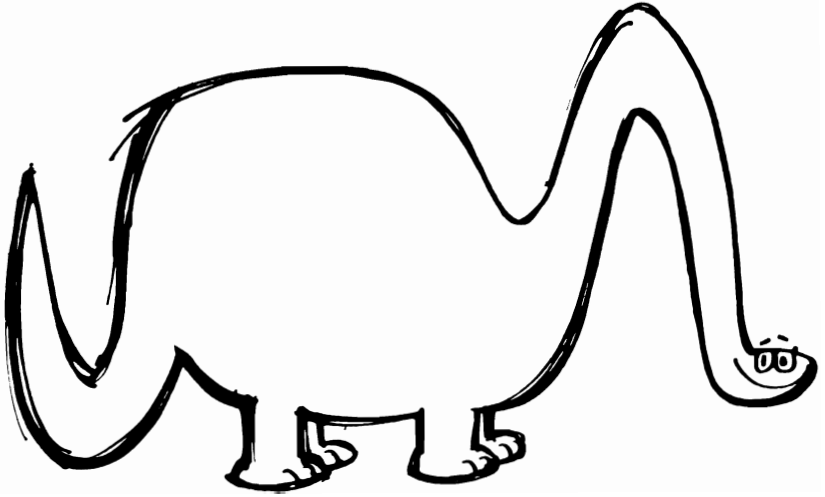
MONSTER CHASE MODIFICATIONS

Minor

1. Grid size -- lines 30, 60, 70, 210, 400, 410
2. Turns to win -- line 30

Major

1. Have more than one monster.
2. Chase a little monster while a big monster tries to get you.
3. Have the monster fall in quicksand.
4. Require food in order to maintain energy.



LOST TREASURE

Scenario

You have landed somewhere on an island that has treasure, woods, mountains, a cave, a bluff, an oak tree, and, of course, sea water all around. Your objective is to find the treasure as quickly as possible without falling into the shark-infested water.

You can move north (N), east (E), south (S), or west (W) one square at a time. Your compass, however, is not very accurate. There is only an 80% chance that you will move in the intended direction. There is a 20% chance you will move diagonally to the left or to the right. Each time that you move you will receive feedback regarding the type of terrain on which you are traveling.

If you fall into the sea, you will be placed back on the square occupied prior to your unfortunate move, unless you disturb the sharks. The chance that the sharks will eat you the first time you fall in is 20%. The second time you fall in the chance of being eaten is 70%. The third time you fall in will be your last!

Since you have a map of the island, you will be able to determine your approximate position. For example, if you are in the woods and you move east two squares and find that you are in mountains, then you are most likely located in the north-east corner of the island. The reason you can't be sure of the exact location is that you may have veered off to the right or left. With practice, you should be able to find the treasure in less than fifteen moves.

Sample Run

RUN

YOU ARE IN THE CLEAR.

MOVE(NESW)? S

YOU FELL IN THE OCEAN.

EATEN BY SHARKS!

PLAY AGAIN? Y

YOU ARE IN THE CLEAR.

MOVE(NESW)? S

YOU ARE IN THE WOODS.

MOVE(NESW)? N

.
.
.

.
.

YOU ARE IN THE MOUNTAINS.

MOVE(NESW)? E

.
.
.

YOU ARE IN THE WOODS.

MOVE(NESW)? S

.
.
.

YOU ARE IN THE CLEAR.

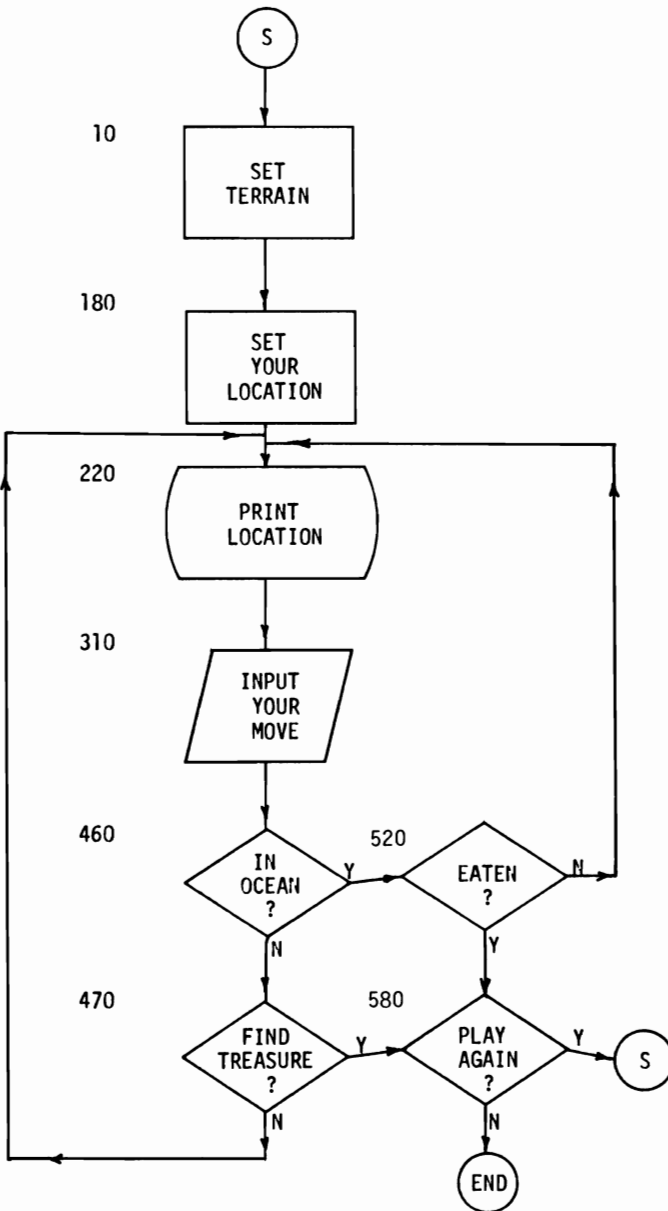
MOVE(NESW)? E

YOU FOUND THE TREASURE

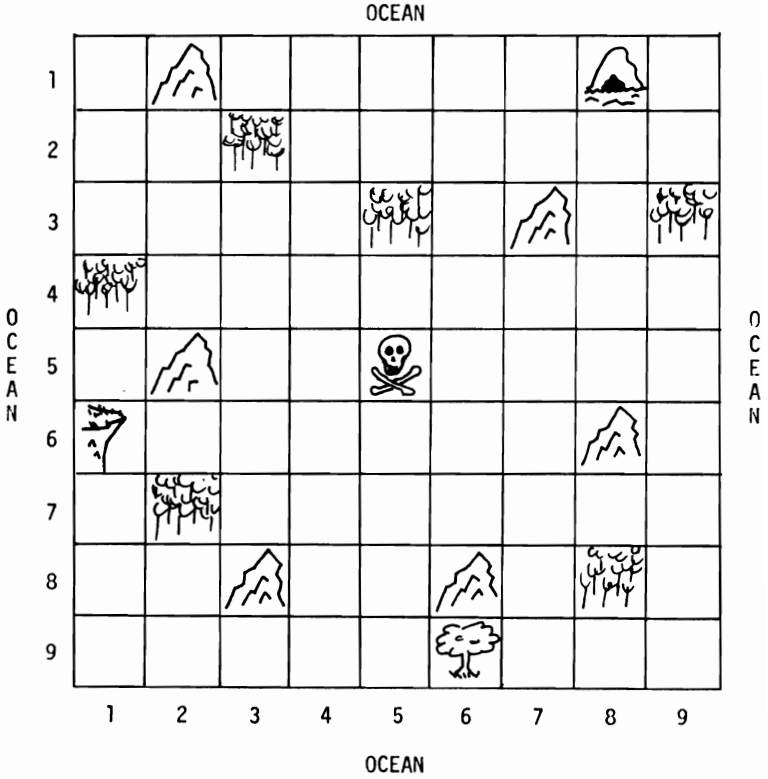
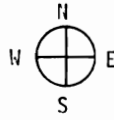
IN 9 MOVES.

PLAY AGAIN?

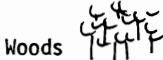
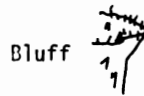
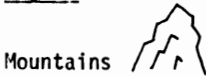
LOST TREASURE FLOWCHART



LOST TREASURE MAP



Legend



LOST TREASURE PROGRAM

Variables

L(R,C) Locations
 S Probability of being eaten by shark
 R Your row
 C Your column
 RT, CT Temporary storage
 T Number of turns

Listing

```

1 REM---LOST TREASURE PROGRAM---
5 REM---SET TERRAIN---
10 DIM L(9,9)
20 PRINTCHR$(147):S=.2
30 FOR I=1TO9:FORJ=1TO9
40 L(I,J)=0
50 NEXT J,I
60 FOR I=1 TO 6
70 READ R,C
80 L(R,C)=1
90 NEXT I
100 FOR I=1TO6
110 READ R,C
120 L(R,C)=2
130 NEXT I
140 L(1,8)=3
150 L(6,1)=4
160 L(9,5)=5
170 L(5,5)=6
175 REM-----YOUR LOCATION
180 R=INT(9*RND(1)+1)
190 C=INT(9*RND(1)+1)
200 IF SQR((R-5)^2+(C-5)^2)<2 THEN180
205 REM---START MAIN LOOP
210 FOR T=1 TO 100
220 PRINT"YOU ARE ";
230 J=L(R,C)+1
240 ON J GOSUB250,260,270,280,290,300:GOTO310
250 PRINT"IN THE CLEAR.":RETURN
260 PRINT"IN THE WOODS.":RETURN
270 PRINT"IN THE MOUNTAINS.":RETURN
280 PRINT"NEAR A CAVE.":RETURN
290 PRINT"ON A BLUFF.":RETURN
300 PRINT"NEAR AN OAK TREE.":RETURN
310 PRINT:INPUT"MOVE (N E S W)";M$
320 PRINT:RT=R:CT=C
330 IF M$="N" THEN R=R-1:GOSUB380
340 IF M$="E" THEN C=C+1:GOSUB420
350 IF M$="W" THEN C=C-1:GOSUB420
360 IF M$="S" THEN R=R+1:GOSUB380
370 GOTO 460
380 J=INT(10*RND(1)+1)
390 IF J>2 THEN RETURN
400 IF J=1 THEN C=C+1:RETURN
410 C=C-1:RETURN
420 J=INT(10*RND(1)+1)
430 IF J>2 THEN RETURN
440 IF J=1 THEN R=R+1:RETURN
450 R=R-1:RETURN
455 REM IN OCEAN, FOUND TREASURE
460 IF R<1 OR R>9 OR C<1 OR C>9 THEN 510
470 IF L(R,C)<>6 THEN 500
480 PRINT"YOU FOUND THE TREASURE"

```



```

490 PRINT"IN "T"MOVES.":GOTO580
500 NEXT T
510 PRINT"YOU FELL IN THE OCEAN."
520 IF RND(1)<S THEN PRINT"EATEN BY SHARKS":GOTO580
530 S=S+.5:R=RT:C=CT:IF S>1THEN S=1
540 PRINT"THE PROBABILITY OF"
550 PRINT"BEING EATEN BY A"
560 PRINT"SHARK NEXT TIME IS" S
570 GOTO500
580 PRINT:INPUT"PLAY AGAIN";Y$
590 IF Y$="Y"THEN RUN
600 END
610 DATA 2,3,3,5,3,9,4,1,7,2,8,8
620 DATA 1,2,3,7,5,2,6,8,8,3,8,6

```

LOST TREASURE MODIFICATIONS

Minor

1. Probability of first shark attack -- line 20
2. Grid size -- lines 30, 180, 190, 460
3. Number of woods -- lines 60, 610
4. Number of mountains -- lines 100, 620
5. Landmarks' locations -- lines 140, 150, 160
6. Location of the treasure -- line 170
7. Movement error -- lines 380, 420
8. Amount you disturb shark -- line 530

Major

1. Vary number and amount of treasure.
2. Add parameters of water and/or food to maintain your energy level.
3. Hunt a moving treasure.
4. Modify direction of movement.
5. Add quicksand.
6. Include landmarks placed at random that are not on the map.
7. Randomly place treasure before each hunt.

GONE FISHING

You are going on a fishing trip. The sea is an 8X8 grid, forming 64 fishing locations. You will start at the dock, square (1,1), and try to catch as many pounds of fish as you can. You may move one square at a time horizontally or vertically by entering a north(N), south(S), east(E), or west(W). Entering an F allows you to fish in the same place again, and a B allows you to start another fishing trip immediately. If you select a direction that takes you off the grid, your ship will sink. You must return to the dock in sixty moves, which is equivalent to six hours. If you don't return in time, half of your catch will spoil.

The chance of catching fish is different for each square and is determined at the beginning of the trip. The chance of catching fish in a given square will remain the same throughout the trip or will decrease if the fish are scared by a shark. The maximum number of fish that can be caught in each square (density) is also determined at the beginning of the simulation. This number varies from 1 to 5. The maximum number of fish you can catch in a square will decrease only if sea gulls eat some of the bait. The maximum weight of a fish in a particular square is the product of the row and column; therefore, the further out you go, the bigger the fish.

The longer you fish, the greater the chance of an afternoon storm occurring. If you hit a storm, you will lose .5 hour. One of the more difficult maneuvers of the trip is to fish as long as necessary to accumulate a large catch without getting lost in a storm. Also, there is a 4% chance that you will experience some unexpected event during each move of the trip. Be sure you return to the dock before six hours have elapsed. Your rating as a fisherman will be the number of pounds of fish you catch divided by five.

You may wish to use the fishing grid on page 39 to record the best fishing spots. A small marker can be used to keep track of your location on the grid.



RUN

NO BITES
 AT LOCATION 1 1
 TOTAL LBS. THIS
 TRIP IS 0.
 YOU HAVE FISHED
 FOR 0 HOURS.
 MOVE(N,S,E,W,F,B)? E

NO BITES
 AT LOCATION 1 2
 TOTAL LBS. THIS
 TRIP IS 0.
 YOU HAVE FISHED
 FOR .1 HOURS.
 MOVE(N,S,E,W,F,B)? S

YOU CAUGHT 1 FISH,
 EACH WEIGHING 2 LBS.
 AT LOCATION 2 2
 TOTAL LBS. THIS
 TRIP IS 2.
 YOU HAVE FISHED
 FOR .2 HOURS.
 MOVE(N,S,E,W,F,B)? S

NO BITES
 AT LOCATION 3 2
 TOTAL LBS. THIS
 TRIP IS 2.
 YOU HAVE FISHED
 FOR .3 HOURS
 MOVE(N,S,E,W,F,B)? E

YOU CAUGHT 4 FISH,
 EACH WEIGHING 2 LBS.
 AT LOCATION 3 3
 TOTAL LBS. THIS
 TRIP IS 10.
 YOU HAVE FISHED
 FOR .4 HOURS.
 MOVE(N,S,E,W,F,B)? E

.
 .
 .
 NO BITES
 AT LOCATION 4 6
 TOTAL LBS. THIS
 TRIP IS 10.
 SEA GULLS ATE SOME
 OF YOUR BAIT.
 CATCH WILL BE SMALLER
 THIS TRIP.
 YOU HAVE FISHED
 FOR .8 HOURS.
 MOVE(N,S,E,W,F,B)? S

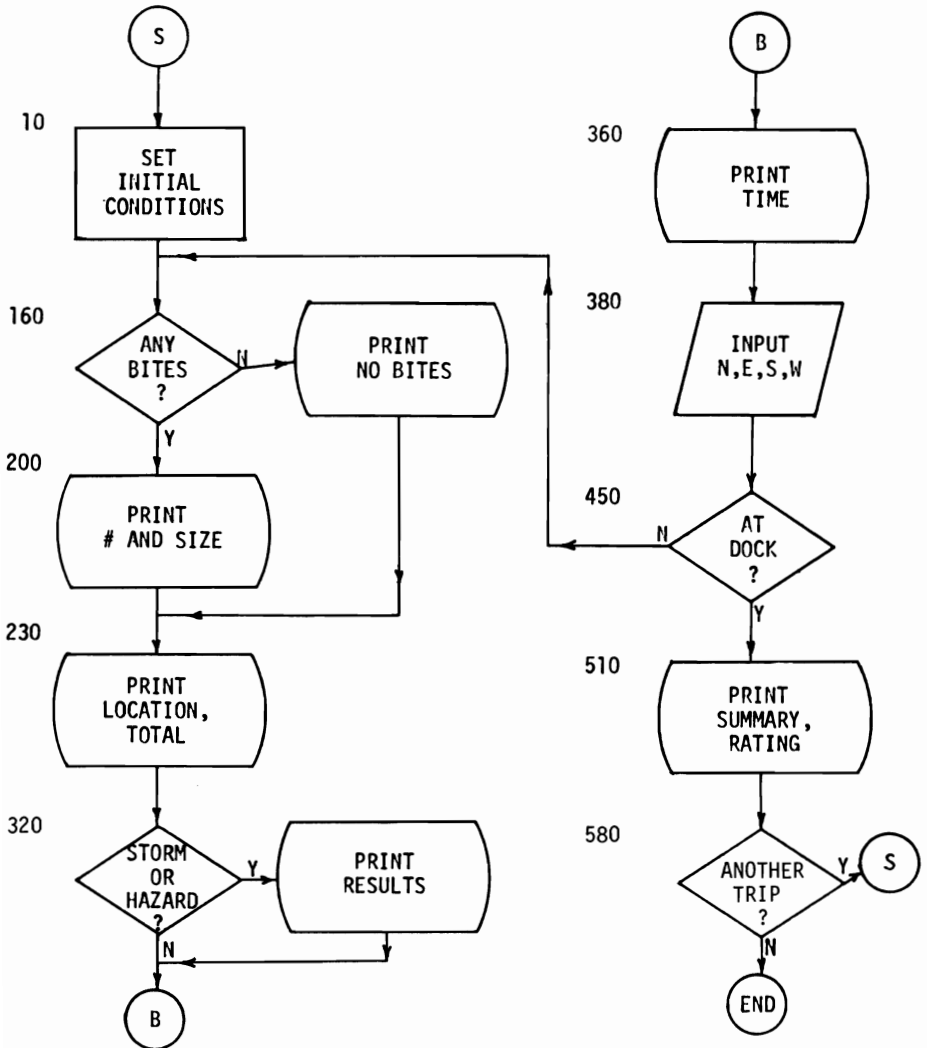
.
 .
 .
 YOU CAUGHT 4 FISH,
 EACH WEIGHING 15 LBS.
 AT LOCATION 4 8
 TOTAL LBS. THIS
 TRIP IS 155.
 YOU CAUGHT A
 50 LB. SHARK.
 TOTAL LBS. THIS
 TRIP IS 205.
 YOU HAVE FISHED
 FOR 1.8 HOURS.
 MOVE(N,S,E,W,F,B)? W

.
 .
 .
 YOU CAUGHT 1 FISH,
 EACH WEIGHING 3 LBS.
 AT LOCATION 3 3
 TOTAL LBS. THIS
 TRIP IS 208.
 WATER SPOUT
 DISPLACES YOU.
 NOW AT LOCATION 4 5
 YOU HAVE FISHED
 FOR 2.6 HOURS.
 MOVE(N,S,E,W,F,B)? W

.
 .
 .
 NO BITES
 AT LOCATION 1 2
 TOTAL LBS. THIS
 TRIP IS 211.
 YOU HAVE FISHED
 FOR 3.2 HOURS
 MOVE(N,S,E,W,F,B)? W

YOU ARE BACK AT THE
 DOCK AFTER 3.2 HOURS
 OF FISHING.
 CLEAN 211 LBS.
 OF FISH.
 YOU RATE 42
 AS A FISHERMAN.
 ANOTHER TRIP?

GONE FISHING FLOWCHART



GONE FISHING PROGRAM

Variables

P(I,J) The probability of catching a fish
 D(I,J) The maximum number of fish in square (I,J), from 1 to 5
 W Weight of each fish caught, from 1 to RXC
 P The total number of pounds of fish caught at a given time
 R Row in which you are fishing
 C Column in which you are fishing
 N Number of fish caught in a given turn
 T Time in tenths of an hour, maximum 6 hours
 M\$ Move(N,E,S,W,F,B), where N,E,S, and W are directions, F allows you to fish again in the same square, and B allows you to start the fishing trip over again

Listing

```

1 REM----- GONE FISHING -----
5 REM SET PROBABILITES AND DENSITY
10 DIM P(8,8),D(8,8)
20 FOR I=1TO8:FORJ=1TO8
30 P(I,J)=.7*RND(J)
40 D(I,J)=INT(RND(1)*5+1)
50 NEXT J,I
60 P(1,1)=0:P=0:R=1:C=1
70 PRINTCHR$(147)
145 REM---MAIN LOOP
150 FOR T=0TO6 STEP .1
160 IF RND(1)>P(R,C) OR D(R,C)<1 THEN PRINT"NO BITES":GOTO220
170 N=INT(RND(1)*R*C)+1
175 REM YOUR LOCATION
180 W=INT(RND(1)*R*C)+1
190 P=P+N*W
200 PRINT"YOU CAUGHT" N "FISH."
210 PRINT"EACH WEIGHING"W"POUNDS."
220 PRINT"AT LOCATION"R;C
230 PRINT"TOTAL POUNDS THIS TRIP IS"P"."
315 REM UNEXPECTED EXPERIENCES
320 IF RND(1)<T/60 THEN PRINT"STORM--LOST 1/2 HOUR":T=T+.5
330 J=INT(RND(1)*100)+1
340 IF J>4 THEN 360
350 ON J GOSUB 700,800,900,1000
360 PRINT"YOU HAVE FISHED FOR"
370 PRINTINT(T*10+.5)/10"HOURS.."
380 INPUT"MOVE (N,S,E,W,F,B)";M$:PRINT
390 IF M$="E" THEN C=C+1
400 IF M$="N"THEN R=R-1
410 IF M$="W"THEN C=C-1
420 IF M$="S"THEN R=R+1
430 IF M$="B"THEN RUN
440 IF R<1 OR R>8 OR C<1 OR C>8 THEN PRINT"GROUNDED----SUNK!":GOTO580
450 IF R=1 AND C=1 THEN 500
460 NEXT T
470 PRINT"TIME IS UP. THE SUN HAS SET."
480 PRINT"1/2 OF CATCH HAS SPOILED..PHEW!"
490 P=P/2
495 REM SUMMARY OF TRIP
500 IF T=0 THENPRINT"STILL AT DOCK":GOTO20
510 PRINT"YOU ARE BACK AT THE"
520 PRINT"DOCK AFTER " INT(T*10+.5)/10"HOURS"
530 PRINT"OF FISHING."
540 PRINT"CLEAN"P"POUNDS OF FISH"
560 PRINT"YOU RATE"INT(P/5)
570 PRINT"AS A FISHERMAN."
580 INPUT"ANOTHER TRIP";X$
  
```

```

590 IF X$="Y" THEN RUN
600 END
695 REM--- SUBROUTINES
700 IF R+C<9 THEN RETURN
710 PRINT"FISH SCARED BY SHARK"
720 PRINT"NOT BITING AS OFTEN"
730 FOR I=1 TO 8:FOR J=1 TO 8
740 P(I,J)=P(I,J)-.1
750 NEXT J.I
760 RETURN
800 PRINT"SEA GULLS ATE SOME"
810 PRINT"OF YOUR BAIT"
820 PRINT"CATCH WILL BE SMALLER THIS TRIP"
840 FOR I=1 TO 8:FOR J=1 TO 8
850 D(I,J)=D(I,J)-1
860 NEXT I.J
870 RETURN
900 PRINT"WATER SPOUT DISPLACES YOU"
920 R=INT(8*RND(1)+1)
930 C=INT(8*RND(1)+1)
940 PRINT"YOU ARE NOW LOCATED AT"R;C
950 T=T+.2
960 RETURN
1000 PRINT"YOU CAUGHT A 50 LB. SHARK"
1020 P=P+50
1030 PRINT"TOTAL LBS. THIS TRIP"
1040 PRINT"IS "P"."
1050 RETURN

```

GONE FISHING MODIFICATIONS

Minor

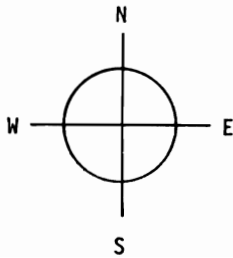
1. Grid size -- lines 10, 20, 440, 730, 840, 920 and 930
2. Maximum probability of catching fish in a square -- line 30
3. Maximum density of fish in a square -- line 40
4. Maximum time of fishing -- line 150
5. Storm probability -- line 320
6. Rating scale -- line 560

Major

1. Catch different kinds of fish, such as, sharks, whales, or mermaids.
2. Change the goal to catching the biggest fish.
3. Use fuel to run the boat.
4. Add a choice of hook sizes and fishing depth.
5. Add different kinds of hazards, such as whales, reefs, UFO's.
6. Let fishing success depend on time of day.
7. Fix weather conditions and fishing conditions at the beginning of the trip.
8. Utilize sonar devices to help locate fish.
9. Allow ship to move in a diagonal direction.

FISHING MAP

	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								



SPACE FLIGHT

Scenario

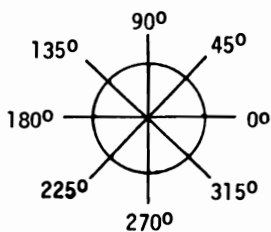
In this simulation, you are living in the year 2062 as the captain of a space ship. Your orders are to deliver medical supplies from Alpha at coordinates (10,10) to Beta at coordinates (80,80). Your rating as a space pilot will depend upon how fast you can make the trip.

During each time interval, you will be able to determine the following information:

1. Total time elapsed
2. Location in terms of X and Y coordinates
3. Amount of fuel left
4. Speed
5. The angle at which you are moving
6. Your distance from the planet.

To change direction or to increase or decrease speed, you can fire one of two kinds of rockets: main (M) and half (H). These rockets take one unit and 1/2 unit of fuel, respectively. A "C" will allow you to coast for five time intervals.

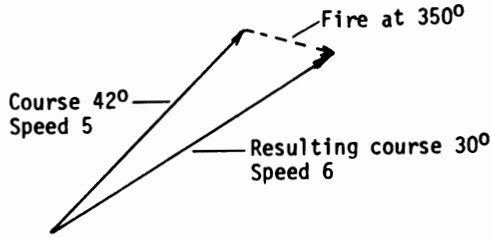
Once you decide how much fuel you are going to burn, you must decide on the direction in which you will be firing the rockets. You are able to rotate your space ship with small thrusters as it drifts in space. The directions are shown below:



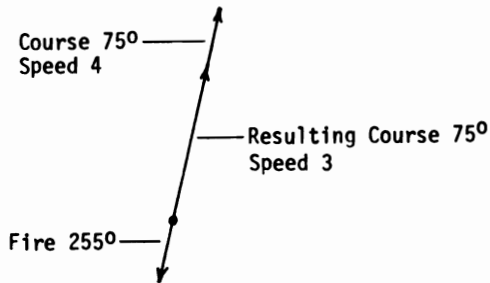
Once you fire your main rocket for three or four turns to increase your speed, you can conserve fuel by drifting through space. You must start to fire in the opposite direction to slow down before arriving at Beta. In order to meet arrival conditions, you must be within a distance of one and at a speed of less than one.

You may wish to make copies of the grid at the end of this section to aid in plotting your course. If you find that you are off course, you may have to fire a "correction" rocket. In order to estimate the angle of firing, you can use a force diagram as shown below.

Example 1: Correction



Example 2: Retrofire



Sample Run

```

DATA READOUT
0 HOURS 10 LITERS
LOC: 10 10
VELOCITY: 0
0 DEGREES
DISTANCE: 98.995
COMMAND(O,M,H,C)? M
ANGLE? 45
    
```

```

DATA READOUT
.05 HOURS 5 LITERS
LOC: 20.1487 20.8211
VELOCITY: 5.0035
50 DEGREES
DISTANCE: 84.1685
PROBLEMS: SUPPORT SYSTEM
COMMAND(O,M,H,C)? 0
    
```

```

DATA READOUT
.01 HOURS 9 LITERS
LOC: 10.6776 10.67
VELOCITY: .9529
45 DEGREES
DISTANCE: 98.942
    
```

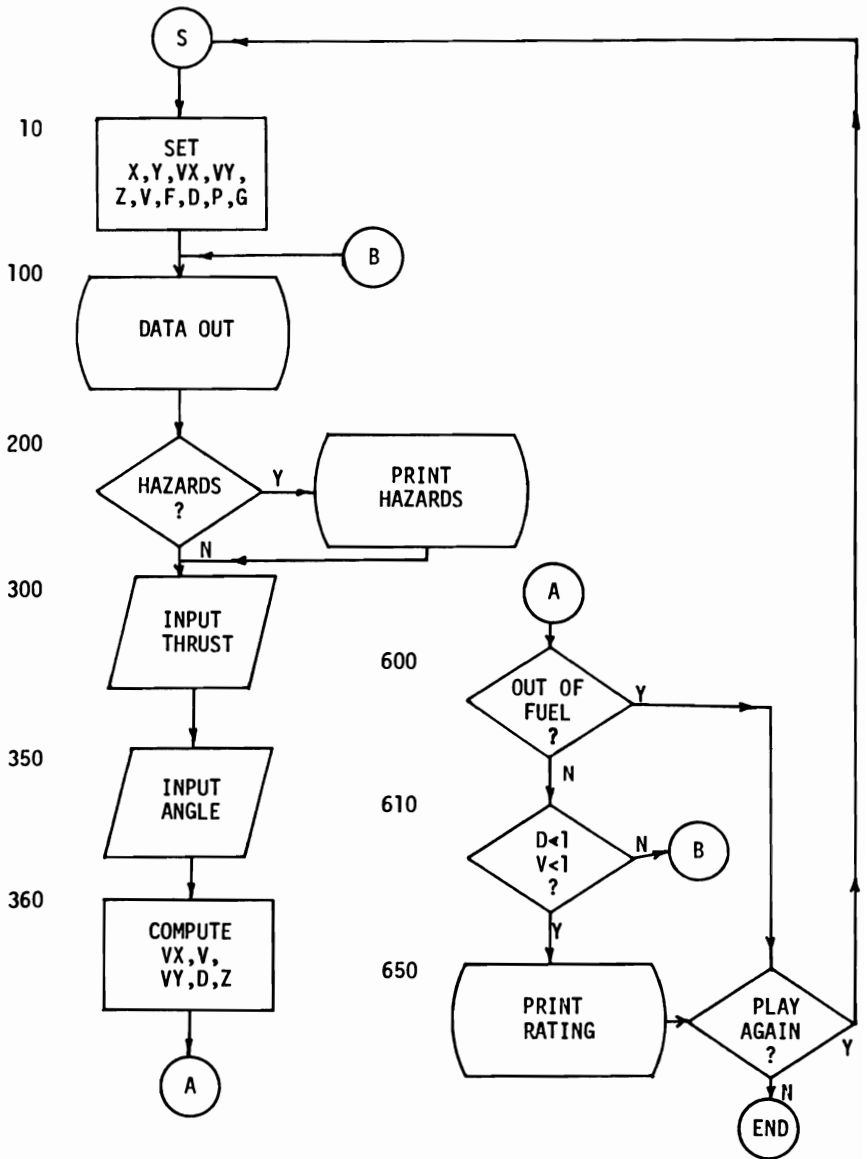
```

.
.
.
    
```

```

DATA READOUT
.33 HOURS 1 LITERS
LOC: 79.1844 81.0019
VELOCITY: .0231
58 DEGREES
DISTANCE: 1.2918
COMMAND(O,M,H,C)? H
ANGLE? 315
ARRIVED
TRIP TOOK .33 HOURS.
YOUR RATING IS 66.
PLAY AGAIN? N
READY
    
```

SPACE FLIGHT FLOWCHART



SPACE FLIGHT PROGRAM

Variables

X,Y Location
 VX,VY Speed
 Z Angle of coast
 V Velocity
 T Time
 D Distance to planet
 J Index for hazards
 F Fuel
 A Angle input
 L,M Temporary Variables
 R Rating
 F1 Coast count
 G Accuracy of gyros

Listing

```

1 REM----- SPACE FLIGHT-----
5 POKE 53281,0:PRINT CHR$(158)
10 X=10:Y=10:VX=0:VY=0:Z=0:V=0
20 F=10: D=98.995:P=3.14159: G=1
30 PRINTCHR$(147):REM CLEARS SCREEN
40 FOR T=0 TO10 STEP .01
50 IF F1>0 THEN PRINTCHR$(147)
100 PRINT" DATA READOUT:":PRINT:REM THERE ARE 5 SPACES BEFORE "DATA"
110 PRINT INT(T*100+.5)/100 "HOURS" F "LITERS"
120 PRINT"LOC: " INT(1E4*X+.5)/1E4 INT(1E4*Y+.5)/1E4
130 PRINT"VELOCITY:" INT(1E4*V+.5)/1E4
140 PRINT Z"DEGREES"
150 PRINT"DISTANCE:" INT(1E4*D+.5)/1E4
200 J=INT(50*RAND(1)+1)
210 IF J<6 THEN PRINT"PROBLEMS:":GOTO 220
215 GOTO 290
220 ON J GOSUB 230,240,250,260,270:GOTO290
230 PRINT"GYROS ANGLE ERROR":G=G+1:RETURN
240 PRINT"FUEL LINE":F=F-.5:RETURN
250 PRINT"SUPPORT SYSTEM":T=T+.05:RETURN
260 PRINT"ALIENS":VX=0:VY=0:RETURN
270 PRINT"METEORS":VX=VX+RAND(1)-.5:VY=VY+RAND(1)-.5:RETURN
290 IF F1>0 THEN F1=F1-1:GOTO450
300 INPUT"COMMAND (O,M,H,C) ":C$
310 IF C$="M"THEN B=1:GOTO350
320 IF C$="H"THEN B=2:GOTO350
330 IF C$="C"THEN F1=4
340 GOTO450
350 INPUT"ANGLE":A:A=A+(20*G*RAND(1)-10*G)
360 A=A*P/180
370 L=COS(A):M=SIN(A):F=F-1/B
380 VX=VX+(1+.4*RAND(1)-.2)*L/B
390 VY=VY+(1+.4*RAND(1)-.2)*M/B
400 IF VX=0 AND VY=0 THEN Z=90:GOTO450
410 IF VX<0 AND VY<0 THEN Z=270:GOTO450
420 Z=ATN(VY/VX):Z=Z*180/P
430 Z=Z+INT(10*RAND(1)):Z=INT(Z)
440 IF VX<0 THEN Z=Z+180
450 X=X+VX:Y=Y+VY
530 V=SQR(VX^2+VY^2)
540 D=SQR((X-80)^2+(Y-80)^2)
600 IF F<0 THEN PRINT"OUT OF FUEL":GOTO660
610 IF D<1 AND V<1 THEN PRINT"ARRIVED":GOTO630
620 PRINT:NEXT T
630 PRINT"TRIP TOOK " INT(100*T+.5)/100 "HOURS."
```

```
640 R=200*T
650 PRINT"YOUR RATING IS" R "."
660 INPUT"PLAY AGAIN";Y$
670 IF Y$="Y" THEN RUN
680 END
```

SPACE FLIGHT MODIFICATIONS

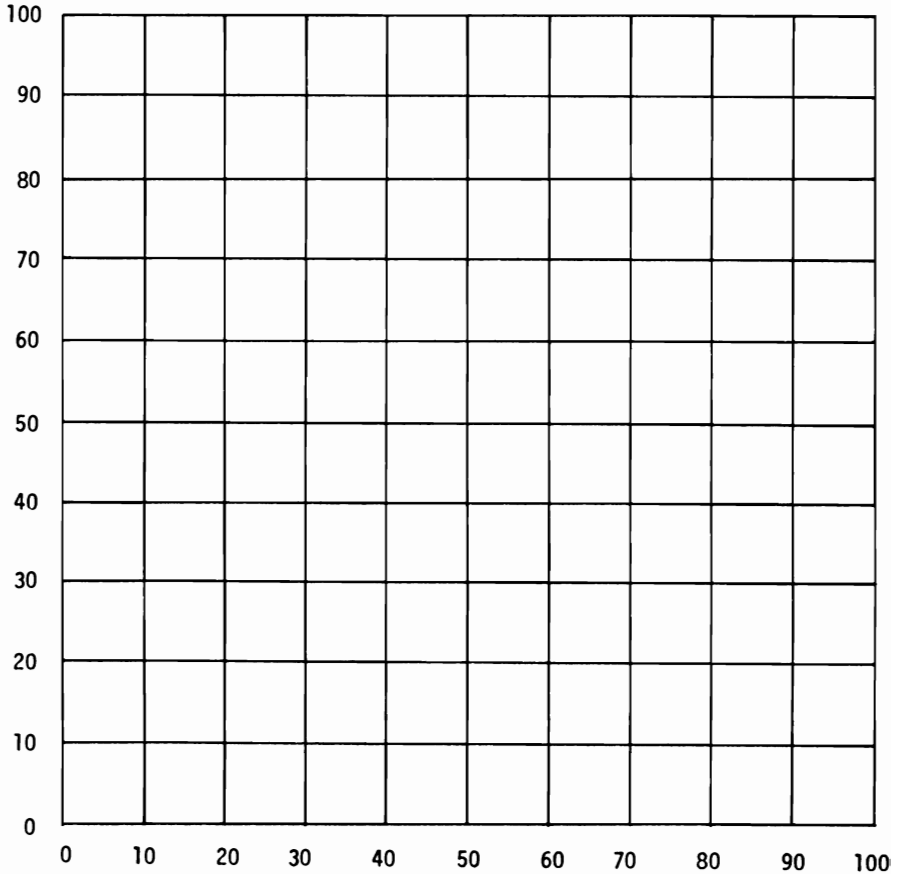
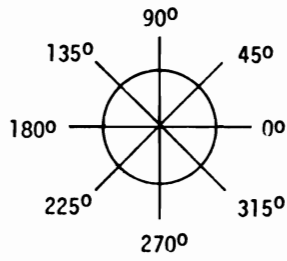
Minor

1. Starting position -- lines 10,20
2. Amount of fuel -- line 20
3. Time limit -- line 40
4. Planets location -- lines 540, 20
5. Arrival conditions -- line 610
6. Probability of problems -- line 200

Major

1. One must fire small thruster rockets to rotate ship.
2. Have meteors hit ship.
3. Use meteor shields.
4. Fight aliens.
5. Visit more than one planet.
6. Provide planets with gravitational force.
7. Have refueling stations.





FOREST FIRE

Scenario

A lightning storm has ignited fires in a forest. Your task is to put out the fires and save as many trees as possible. The forest is divided into 81 sectors formed by a 9X9 grid. Each sector is identified by the number of its row and column. The symbol, ".", represents woods, an "*" represents fire, and a blank space represents burnt out woods.

The chance of an existing fire spreading to adjacent wooded areas is 70%. Fires last for nine turns before burning out.

You have two weapons with which to fight the fire. You can drop chemicals that are designed to extinguish the fires in a specified sector. The chance that the drop will affect the fires in this sector and its eight adjacent sectors is 50%. For example, if there are six fires burning in a nine-square area, approximately three will be affected by the chemicals. The effect of chemicals is to reduce the number of turns before the fire burns out by three. Since a fire lasts only nine turns, three successful chemical hits will be needed to extinguish a fire. If the fire has been burning for six turns, then one hit will suffice.

The second weapon available to you is a backfire. To start a backfire, you must respond to the row input with a zero. You will then be asked for a backfire row and column. The sector in which a backfire is started must be wooded. This backfire will not spread and will burn out in the next turn, forming a barrier against the spread of fire.

Your rating will be the number of trees remaining after all the fires are out, plus 30.



Sample Run

#1

	1	2	3	4	5	6	7	8	9
1
2
3
4	*	.
5	*	.
6	.	.	*
7
8
9

ROW? 0
 BACKFIRE ROW? 4
 BACKFIRE COLUMN? 7

#2

	1	2	3	4	5	6	7	8	9
1
2
3
4	*	*	.
5	*	.	.
6	.	.	*
7	.	*
8
9

ROW? 0
 BACKFIRE ROW? 5
 BACKFIRE COLUMN? 7

#3

	1	2	3	4	5	6	7	8	9
1
2
3	*	.
4	*	.
5	.	*	.	.	.	*	*	.	.
6	.	.	*	.	.	.	*	.	.
7	.	*
8
9

ROW? 0
 BACKFIRE ROW? 6
 BACKFIRE COLUMN? 7

#4

	1	2	3	4	5	6	7	8	9
1
2
3	*
4	*	.
5	.	.	*	*	*
6	.	.	*	.	.	.	*	*	.
7	.	.	*
8
9

ROW? 6
 COLUMN? 3

#11

	1	2	3	4	5	6	7	8	9
1	*	*	.	*	*
2	*	*	*	.	.
3
4
5	.	*
6	*
7	*	*	.	.	.
8	*	.	.
9	.	.	*	.	*

ROW? 6
 COLUMN? 2

#12

	1	2	3	4	5	6	7	8	9
1	*	*	.	*	.
2	*	*	.	.	.
3
4
5	*
6
7	*	.	.
8	*
9	.	.	*	.	*	.	*	.	.

ROW? 8
 COLUMN? 7

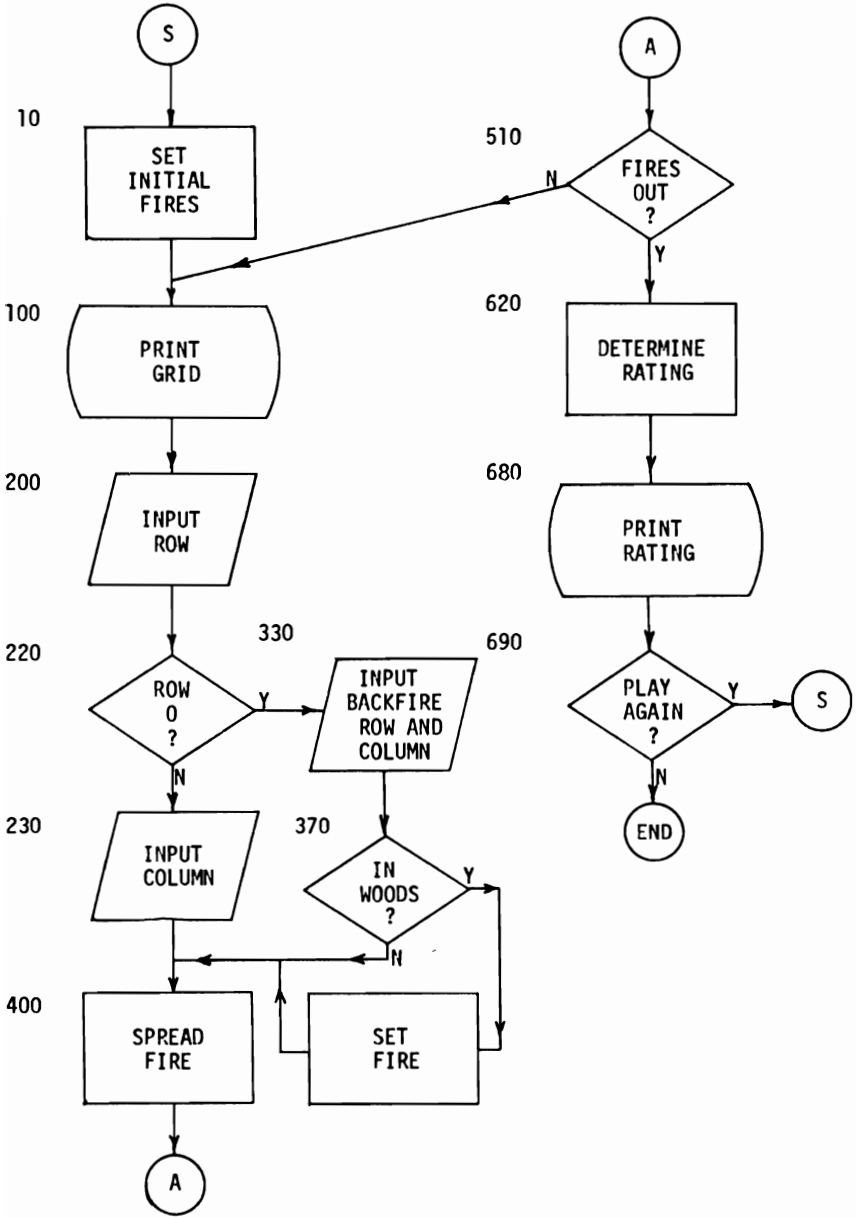
#16

	1	2	3	4	5	6	7	8	9
1	*
2
3
4
5
6	*	.	.	.
7
8
9

ROW? 6
 COLUMN? 6

YOUR RATING IS 69.
 PLAY AGAIN?

FOREST FIRE FLOWCHART



FOREST FIRE PROGRAM

Variables

L(R,C) Burnt woods: 0, fire: 1-9, woods: 10, temporary variable: 11
 R Row
 C Column
 I Row number increment
 J Column number increment
 A Adjacent row
 B Adjacent column
 F Count
 T Temporary variable
 R Rating

Note: Line 210 contains a cursor-up (■) character, 12 spaces, followed by cursor up.

Line 240 contains a cursor-up (■) character, 14 spaces, followed by cursor up.

Listing

```

1 REM---- FOREST FIRE PROGRAM---
5 POKE 53281,0:PRINT CHR$(5)
6 CU$=CHR$(145):REM CURSER UP
10 DIM L(9,9)
20 FOR R=1 TO 9:FOR C=1 TO 9
30 L(R,C)=10
40 NEXT C,R
50 FOR I=1 TO 3
60 R=INT(9*RND(1))+1)
70 C=INT(9*RND(1))+1)
80 L(R,C)=9
90 NEXT I
95 REM----PRINT GRID
100 PRINTCHR$(147);:PRINT"      1  2  3  4  5  6  7  8  9  "
110 FOR R=1TO9
120 PRINTR;" ";
130 FOR C=1 TO 9
140 IF L(R,C)=10 THEN PRINTCHR$(30);".  ";CHR$(5);:GOTO170
150 IF L(R,C)>0 AND L(R,C)<10 THEN PRINTCHR$(28);"*  ";CHR$(5);:GOTO170
160 PRINT" ";
170 NEXT C
180 PRINT:PRINT:NEXT R
195 REM INPUT ROUTINE----
200 INPUT"ROW ";R
210 IF R<0 OR R>9 THEN PRINT CU$;"          ";CU$:GOTO200
220 IF R=0 THEN 330
230 INPUT"COLUMN";C
240 IF C<1 OR C>9 THEN PRINT CU$;"          ";CU$:GOTO230
250 FOR I=-1TO1:FORJ=-1TO1
260 A=R+1:B=C+J
270 IF A<1 OR A>9 OR B<1 OR B>9 THEN 310
280 IF L(A,B)<1 OR L(A,B)=10 THEN 310
290 IF RND(1)>.5 THEN 310
300 L(A,B)=L(A,B)-3
310 NEXT J,I
320 GOTO400
330 INPUT"BACKFIRE ROW";R
340 IF R<1OR R>9 THEN 330
350 INPUT"BACKFIRE COLUMN";C
360 IF C<1 OR C>9 THEN 350
370 IF L(R,C)=10 THEN L(R,C)=2
395 REM----SPREAD FIRE
400 FOR R=1 TO 9:FOR C=1 TO 9
410 IF L(R,C)<1 OR L(R,C)>9 THEN 500
420 IF L(R,C)<3 THEN 500

```

```

430 I=INT(3*RND(1)-1)
440 J=INT(3*RND(1)-1)
450 A=R+I.:B=C+J
460 IF A<1 OR A>9 OR B<1 OR B>9 THEN 500
470 IF L(A,B)<>10 THEN 500
480 IF RND(1)<.3 THEN 500
490 L(A,B)=11
500 NEXT C,R
505 REM--BURN FIRE AND COUNT
510 F=0
520 FOR R=1TO9
530 FOR C=1 TO 9
540 T=L(R,C)
550 IF T=11 THEN T=9
560 IF T>0 AND T<10 THEN T=T-1:F=F+1
570 L(R,C)=T
580 NEXT C,R
590 IF F<1 THEN 620
600 GOTO100
615 REM WOODS RATING
620 C=0
630 FOR R=1 TO 9:FOR C=1 TO 9
640 IF L(R,C)=10 THEN W=W+1
650 NEXT C,R
660 R=W+30
670 IF R>100 THEN R=100
680 PRINT"YOUR RATING IS:";R
690 INPUT"PLAY AGAIN ";Y$
700 IF Y$="Y" THEN RUN
710 END

```

FOREST FIRE MODIFICATIONS

Minor

1. Number of beginning fires -- line 50
2. Location of beginning fires -- lines 60, 70
3. Probability of putting out fire -- line 290
4. Amount fire burns out each turn -- line 300
5. Size of backfire -- line 370
6. Probability of spread -- line 480
7. Size of spread fires -- line 550
8. Rating scale - lines 660, 670

Major

1. Change grid size.
2. Randomly choose location of beginning fires.
3. Add time to move from one place to another.
4. Have wind speed and direction affect the spread of the fire.
5. Include barriers such as lakes and roads.
6. Have some of the sectors burn faster than others.

NAUTICAL NAVIGATION

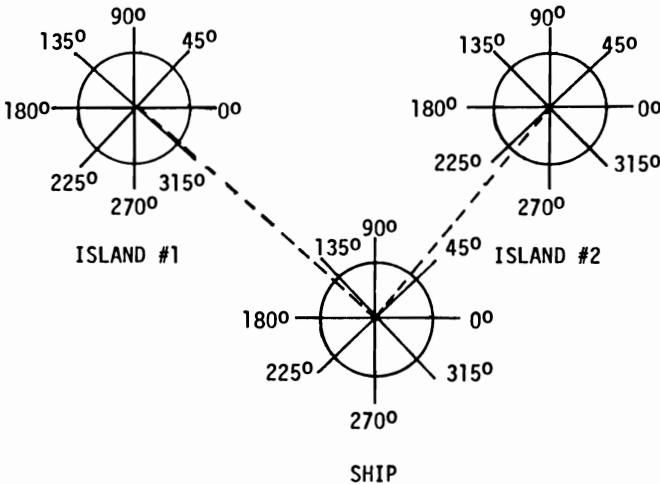
Scenario

Your task is to navigate a sailboat that has an electronic direction finder to three different islands in the South Pacific. You do not have to dock at the islands, but only come close enough to make a visual sighting. The minimum sighting distance will vary from five to ten miles, depending upon weather conditions.

The islands are located at coordinates (200,300), (600,300), and (300,100). Your starting location will be approximately (200,200). You will need graph paper and an inexpensive protractor and ruler in order to plot your course.

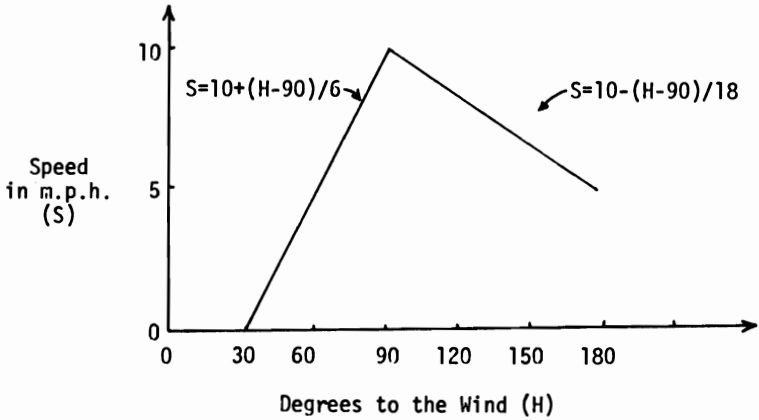
Each turn you will receive information about your bearings in degrees from each of the three islands. For convenience, you will also receive the bearings from the ship to each of the islands. The example below shows how the bearings are determined. If you know the bearing from two of the three islands, you can locate the ship; however, there are some random errors in the readings, so it might be wise to use the readings from all three islands.

Bearing from island #1: 317° ; bearing to island #1: 138° .
 Bearing from island #2: 230° ; bearing to island #2: 50° .



After you locate your position, you must determine your heading and the length of time you wish to remain on this course. You can use the heading from the ship to the island of your destination to determine the ship's heading. Since you are in a sailboat, your speed will depend on your direction with respect to an easterly wind. In order to make any progress toward the East, you must tack at either 45° or 315° . The speed

of the sailboat as a function of its direction is shown in the graph below.



The fastest speed of ten miles per hour is achieved when the boat is perpendicular to the wind -- heading either directly north (90°) or south (270°). When the boat is running with the wind directly behind it, its speed is about half the maximum speed or five m.p.h.

Once you determine the heading, you must determine the length of time you wish to remain on the heading or the length of time you wish to travel before the next navigational check. The speed at 70° is about 6.7 m.p.h. In ten hours, you would travel about 67 miles. Of course, the wind speed varies; so you may wish to make one or two navigational checks on a long run.

You can visit the three islands in any order. You must compute the angle and time so the end of a run is within five to ten miles of an island. Since visibility conditions vary, you may have to wait for a turn to allow sighting conditions to improve.

Your rating as a navigator will depend on the number of navigational checks required and the amount of time for the trip. A good sailor should be able to complete the trip with a rating close to 100.

Sample Run

NAVIGATION CHECK 1
 BEARING FROM 1 279 TO 1 99
 BEARING FROM 2 197 TO 2 17
 BEARING FROM 3 136 TO 3 316
 ELAPSED TIME 0
 HEADING? 99
 TIME? 33

NAVIGATION CHECK 2
 BEARING FROM 1 97 TO 1 277
 BEARING FROM 2 158 TO 2 338
 BEARING FROM 3 108 TO 3 288
 ELAPSED TIME 32.969
 HEADING? 277
 TIME? 20

NAVIGATION CHECK 3
 VISITED 1
 BEARING FROM 1 84 TO 1 264
 BEARING FROM 2 179 TO 2 359
 BEARING FROM 3 115 TO 3 295
 ELAPSED TIME 52.957
 HEADING? 295
 TIME? 30

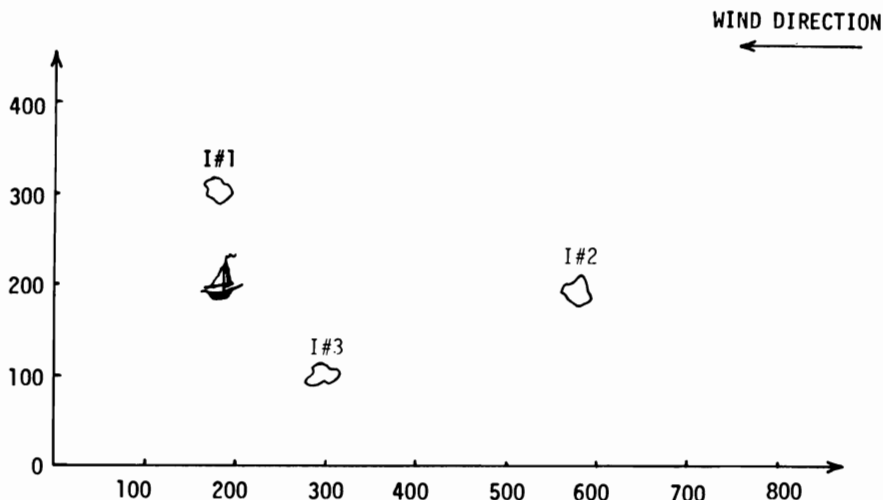
NAVIGATION CHECK 4
 VISITED 1
 BEARING FROM 1 296 TO 1 116
 BEARING FROM 2 201 TO 2 21
 BEARING FROM 3 117 TO 3 297
 ELAPSED TIME 82.924
 HEADING? 297
 TIME? 10

NAVIGATION CHECK 5
 VISITED 1
 BEARING FROM 1 296 TO 1 116
 BEARING FROM 2 209 TO 2 29
 BEARING FROM 3 114 TO 3 294
 ELAPSED TIME 92.883
 HEADING? 294
 TIME? 3

NAVIGATION CHECK 6
 VISITED 1
 VISITED 3
 BEARING FROM 1 296 TO 1 116
 BEARING FROM 2 212 TO 2 32
 BEARING FROM 3 119 TO 3 299
 ELAPSED TIME 95.856
 HEADING? 60
 TIME? 120

NAVIGATION CHECK 7
 VISITED 1
 VISITED 3
 BEARING FROM 1 35 TO 1 215
 BEARING FROM 2 92 TO 2 272
 BEARING FROM 3 58 TO 3 238
 ELAPSED TIME 215.833
 HEADING? 272
 TIME? 28

TRIP COMPLETED
 IN 243.859 HOURS.
 7 NAVIGATIONAL CHECKS
 YOUR RATING IS 66
 PLAY AGAIN?



NAUTICAL NAVIGATION PROGRAM

Variables

D(3)	Set to 1 if arrived at destination
A(3),B(3)	Coordinates of islands
X,Y	Coordinates of ship
E	Total elapsed time
C	Number of navigational checks
L	Angle bearing from island
H	Heading of ship
T	Time for one leg of trip
A,B	Temporary variables
Y\$	Play again

Listing

```

1 REM--- NAUTICAL NAVIGATION
2 POKE 53281,0:PRINT CHR$(5)
5 REM PLACE ISLANDS AND SHIPS
10 DIM A(3),B(3),D(3)
20 E=0:P=3.14159
30 FOR I=1 TO 3
40 READ A,B
50 A(I)=10 *A:B(I)=10*B
60 D(I)=0
70 NEXT I
80 DATA 20,30,60,20,30,10
90 X=175+50*RND(1):Y=175+50*RND(1)
95 REM START MAIN LOOP
100 FOR C=1 TO 100:PRINTCHR$(147);
110 PRINT"NAVIGATION CHECK ";C
120 FOR I=1 TO 3
130 IF D(I)=1 THEN PRINT"VISITED";I
140 NEXT I
150 FORI=1 TO 3
160 A=A(I):B=B(I)
170 GOSUB600:L=L+2.5-5*RND(1)
180 L=L+180:IF L>360 THEN L=L-360
190 PRINT"BEARING FROM ";I;INT(L);
200 IF L>=180 THEN L=L-180:PRINT"----TO";I;INT(L):GOTO220
210 IF L<180 THEN L=L+180:PRINT"----TO";I;INT(L)
220 NEXT I
225 REM INPUT
230 PRINT:PRINT"ELAPSED TIME"E:PRINT
240 INPUT"HEADING";H
250 H=H+5-10*RND(1)
260 INPUT"TIME";T:T=ABS(T)
270 CO=COS(H*P/180):SI=SIN(H*P/180)
280 IF H>180 THEN H=360-H
290 IF H<30 THEN S=0
300 IF H>=30 AND H<90 THEN S=10+(H-90)/6
310 IF H>90 THEN S=10-(H-90)/18
320 S=S+2*RND(1)-1
330 T=T+(.1*RND(1)-.05)
340 X=X+T*S*CO
350 Y=Y+T*S*SI
360 E=E+T:E=INT(1E3*E+.5)/1E3
400 FOR I=1 TO 3
410 D=SQR((X-A(I))^2+(Y-B(I))^2)
420 IF D<5+10*RND(1) THEN D(I)=1
430 NEXT I
440 IF D(1)+D(2)+D(3)=3 THEN500
450 PRINT:NEXT C
460 PRINT"EXCEEDED MAXIMUM"

```



```

470 PRINT"NAVIGATION CHECKS":GOTO550
500 PRINT"TRIP COMPLETED":PRINT"IN" E "HOURS"
510 PRINTC;"NAVIGATION CHECKS"
520 R=INT(E+10*C/3)
530 IF R>170 THEN R=170
540 PRINT"YOUR RATING IS ";170-R
550 INPUT"PLAY AGAIN";Y$
560 IF Y$="Y" THEN RUN
570 END
600 IF X=A AND Y>B THEN L=270:RETURN
610 IF X=A AND Y<B THEN L=90:RETURN
620 N=ABS(Y-B)/ABS(X-A)
630 L=ATN(N):L=180*L/P
640 IF X>A AND Y>=B THEN L=L+180
650 IF X<A AND Y>B THEN L=360-L
660 IF X>A AND Y<B THEN L=180-L
670 RETURN

```

NAUTICAL NAVIGATION MODIFICATIONS

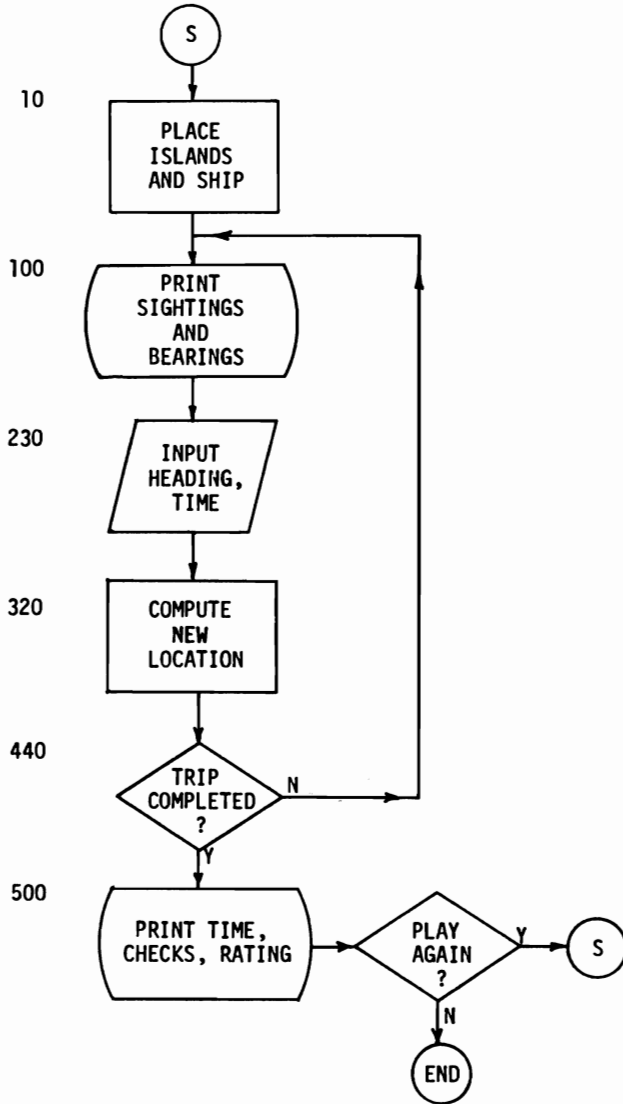
Minor

1. Location of islands -- line 80
2. Starting place of ship -- line 90
3. Error in angle -- line 170
4. Input error -- line 250
5. Speed error -- line 320
6. Time error -- line 330
7. Sighting criteria -- line 420
8. Rating -- line 520, 530, 540

Major

1. Change number of islands.
2. Have storms.
3. Have wind direction change.

NAUTICAL NAVIGATION FLOWCHART



BUSINESS MANAGEMENT

Scenario

In this simulation you manage a small factory that produces three different kinds of products (P1 - P3). Three different kinds of raw materials (R1 - R3) are required to produce the products. Each product requires exactly two raw materials with a different subscript. For example, to manufacture one unit of P2, you would need a unit of R1 and a unit of R3. To manufacture one unit of P3, you would need a unit of R1 and R2.

The cost of raw materials varies from \$10 to \$20 per unit. It costs from \$1 to \$9 per unit to manufacture a product from raw materials. The selling price of each finished product varies from \$50 to \$90 per unit. Prices of raw materials and manufacturing costs will vary by not more than \$2 per turn. Prices of finished products will vary by not more than \$5 per turn.

You will receive a data report at the beginning of each turn. This report will give you the number of units you have on hand, available cash, and the manufacturing costs. You can buy, manufacture, or sell each turn. In order to manufacture a given product, you must have enough of the correct kind of materials on hand.

After twelve turns (months), the materials and/or products that you have on hand will be automatically sold at the current prices and your profit will be computed.

Sample Run

#	MATERIAL	PRODUCT
1	0-\$16	0-\$72
2	0-\$15	0-\$72
3	0-\$17	0-\$73

MONTH 0 YOU HAVE 500
 MANUFACTURING COST \$2
 TRANSACTION O,B,M,S? B
 AMT. OF MATERIALS? 10
 ITEM#? 2

#	MATERIAL	PRODUCT
1	0-\$16	0-\$67
2	10-\$16	0-\$71
3	0-\$16	0-\$73

MONTH 1 YOU HAVE 350
 MANUFACTURING COST \$1
 TRANSACTION O,B,M,S? B
 AMT. OF MATERIALS? 10
 ITEM#? 1

#	MATERIAL	PRODUCT
1	10-\$18	0-\$63
2	10-\$17	0-\$70
3	0-\$18	0-\$68

MONTH 2 YOU HAVE 190
 MANUFACTURING COST \$2
 TRANSACTION O,B,M,S? M
 MANUFACTURE AMT.? 10
 ITEM#? 3

#	MATERIAL	PRODUCT
1	0-\$19	0-\$67
2	0-\$15	0-\$72
3	0-\$18	10-\$73

MONTH 3 YOU HAVE 170
 MANUFACTURING COST \$2
 TRANSACTION O,B,M,S? S
 AMOUNT TO SELL? 10
 ITEM#? 3

#	MATERIAL	PRODUCT
1	0-\$17	0-\$72
2	0-\$17	0-\$76
3	0-\$18	0-\$77

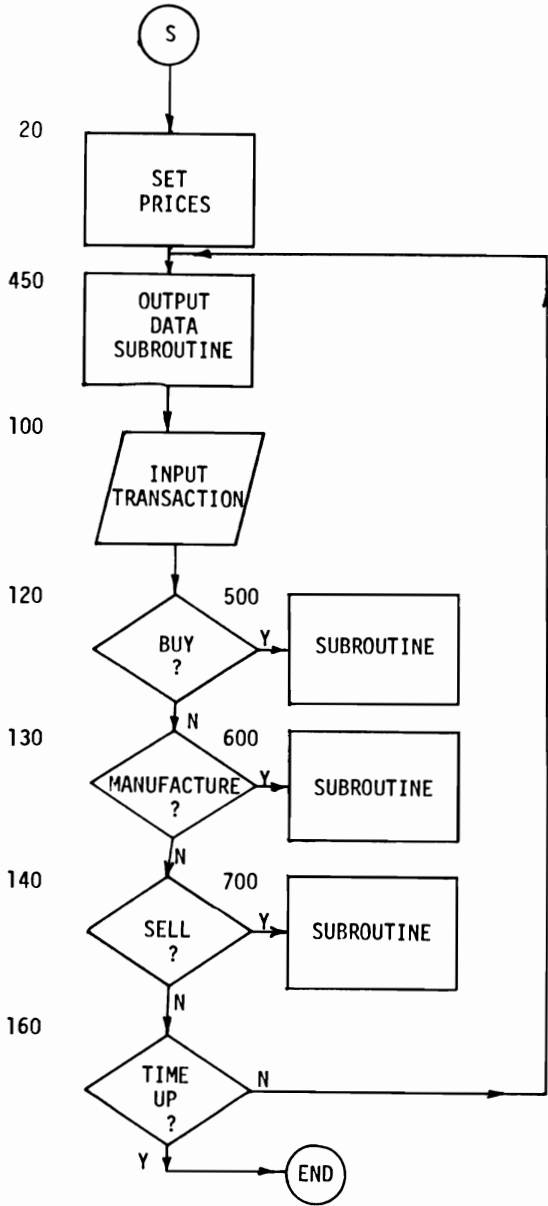
MONTH 4 YOU HAVE 900
 MANUFACTURING COST \$3
 TRANSACTION O,B,M,S?

·
·
·

#	MATERIAL	PRODUCT
1	0-\$18	0-\$71
2	0-\$12	0-\$62
3	0-\$10	0-\$68

MONTH 12 YOU HAVE 2380
 MANUFACTURING COST \$8
 TRANSACTION O,B,M,S? 0
 END OF YEAR
 YOUR PROFIT IS 1880
 PLAY AGAIN?

BUSINESS MANAGEMENT FLOWCHART



BUSINESS MANAGEMENT PROGRAM

Variables

R(I) Number of raw materials
 C(I) Cost of one unit of raw material
 F(I) Number of finished products
 P(I) Price of one unit of finished product (\$50-\$90)
 C Cash on hand
 M Manufacturing costs (\$1-\$9) per unit
 T Time
 N Item number
 A Amount
 T\$ Input O,B,M,S

Note: █ in line 470 is two cursor rights.

Listing

```

1 REM-----BUSINESS MANAGEMENT PROGRAM
2 POKE53281,6:PRINTCHR$(5)
5 REM++++SET PRICES
20 C=500:M=2
30 FOR I=1 TO 3
40 R(I)=0:F(I)=0
50 C(I)=INT(3*RND(1)+15)
60 P(I)=INT(10*RND(1)+70)
70 NEXT I
80 FOR T=0 TO 12:PRINT CHR$(147):REM...CLEARS SCREEN
90 GOSUB450
100 PRINT"MONTH" T"YOU HAVE"C:PRINT
105 PRINT"MANUFACTURING COST $"M
110 INPUT"TRANSACTION O,B,M,S";T$
120 IF T$="B" THEN GOSUB 500
130 IF T$="M" THEN GOSUB 600
140 IF T$="S" THEN GOSUB 700
150 GOSUB300
160 NEXT T
165 REM.....SUMMARY
170 PRINT"END OF THE YEAR.."
180 FOR I=1 TO 3
190 C=C+R(I)*C(I)
200 C=C+F(I)*P(I)
210 NEXT I
220 C=C-500
230 PRINT"YOUR PROFIT IS..$"C
240 INPUT"PLAY AGAIN";Y$
250 IF Y$="Y"THEN RUN
260 END
295 REM...CHANGE PRICE SUBROUTINE
300 FOR I=1 TO 3
310 J=INT(5*RND(1)-2)
320 J=C(I)+J
330 IF J<10 OR J>20 THEN 310
340 C(I)=J
350 J=INT(11*RND(1)-5)
360 J=P(I)+J
370 IF J<50 OR J>90 THEN 350
380 P(I)=J
390 NEXT I
400 J=INT(5*RND(1)-2)
410 J=M+J
420 IF J<1 OR J>9 THEN 400
430 M=J
440 RETURN

```

```

445 REM... OUTPUT DATA
450 PRINT " # MATERIAL", "PRODUCT "
460 FOR I= 1 TO 3
470 PRINT I;R(I);CHR$(29);CHR$(29);"$";C(I),F(I);" -$";P(I):PRINT
480 NEXT I
490 RETURN
495 REM...BUY MATERIALS
500 INPUT"AMOUNT OF MATERIALS";A
510 INPUT"ITEM NUMBER";N
520 IF N<1 OR N>3 THEN 800
530 C=C-A*C(N)
540 IF C<0 THEN 570
550 R(N)=R(N)+A
560 RETURN
570 C=C+A*C(N)
580 PRINT "INSUFFICIENT FUNDS"
590 GOTO 810
595 REM... MANUFACTURE
600 INPUT"MANUFACTURE AMOUNT";A
605 INPUT"ITEM # ";N
610 IF N<0 OR N>3 THEN 800
620 C=C-A*M
630 IF C<0 THEN PRINT"INSUFFICIENT FUNDS":C=C+A*M:GOTO810
640 FOR I=1 TO 3
650 IF I<>N THEN 680
660 R(I)=R(I)-A
670 IF R(I)<0 THEN PRINT"MATERIALS GONE":R(I)=R(I)+A:C=C+A*M:GOTO810
680 NEXT I:F(N)=F(N)+A:RETURN
695 REM... SELL
700 INPUT"AMOUNT TO SELL";A:INPUT"ITEM #";N
710 IF N<0 OR N>3 THEN 800
720 F(N)=F(N)-A
730 IF F(N)<0 THEN 760
740 C=C+A*P(N)
750 RETURN
760 F(N)=F(N)+A
770 PRINT"PRODUCTS GONE"
780 GOTO 810
795 REM...TIME DELAY
800 PRINT"E R R O R !!"
810 FOR D=1 TO 600:NEXT D:RETURN
820 RETURN

```

BUSINESS MANAGEMENT MODIFICATIONS

Minor

1. Starting amounts -- lines 20, 50, 60
2. Number of turns -- line 80
3. Amount raw materials vary -- line 310
4. Range of raw materials -- line 330
5. Amount products vary -- line 350
6. Range of products -- line 370
7. Amount manufacturing costs vary -- line 400
8. Range of manufacturing costs -- line 420

Major

1. Increase number of raw materials and finished products.
2. Have a storage fee.
3. When you buy, prices increase.
4. When you sell, prices decrease.
5. Borrow money with interest.
6. Add random events, such as strikes, shortage of materials, fires, no demand.
7. Provide names for raw materials and products.



RARE BIRDS

Scenario

In this simulation you attempt to identify as many birds as possible in a ten hour period. First, you must choose a place to watch birds. It must be in the swamp (S), the water (W), the desert (D), or the forest (F). Then you must choose a time of day -- morning (M), or evening (E). Finally, you must choose to look up in the sky -- high (H) or on the ground -- low (L). There are sixteen different birds that can be identified. The birds are classified as small or big, yellow or blue, shortbeaked or long beaked, and female or male.

After you have selected a place to watch birds, you will receive one clue about the bird and the length of time it took you to spot it. If no bird is spotted in a two-hour period, you may try a new place. After receiving your clue, you then have an opportunity to identify the bird. You should refer to the bird watching chart to determine where the birds are seen and their specific characteristics. The birds with the larger numbers are observed more frequently.

If your first identification is not correct, you will have an opportunity to try again. Each time you try, however, one point will be subtracted from your final rating. If you identify a bird that you have identified correctly before, you will be notified of the fact and may try a new place. Your final rating is determined by multiplying ten times the number of birds identified and subtracting one for each incorrect identification.



Sample Run

PLEASE WAIT
 PLACE S,W,D,F? S
 WHEN M,E? E
 WHERE H,L? L
 THE BIRD IS YELLOW
 TIME LAPSE: 1.28
 TOTAL TIME: 1.28
 IDENTIFY 1-16? 12

INCORRECT
 IDENTIFICATION
 IDENTIFY 1-16? 11
 A NEW ONE!

PLACE S,W,D,F? W
 WHEN M,E? E
 WHERE H,L? H
 THE BIRD IS BIG
 TIME LAPSE: .18
 TOTAL TIME: 1.46
 IDENTIFY 1-16? 11

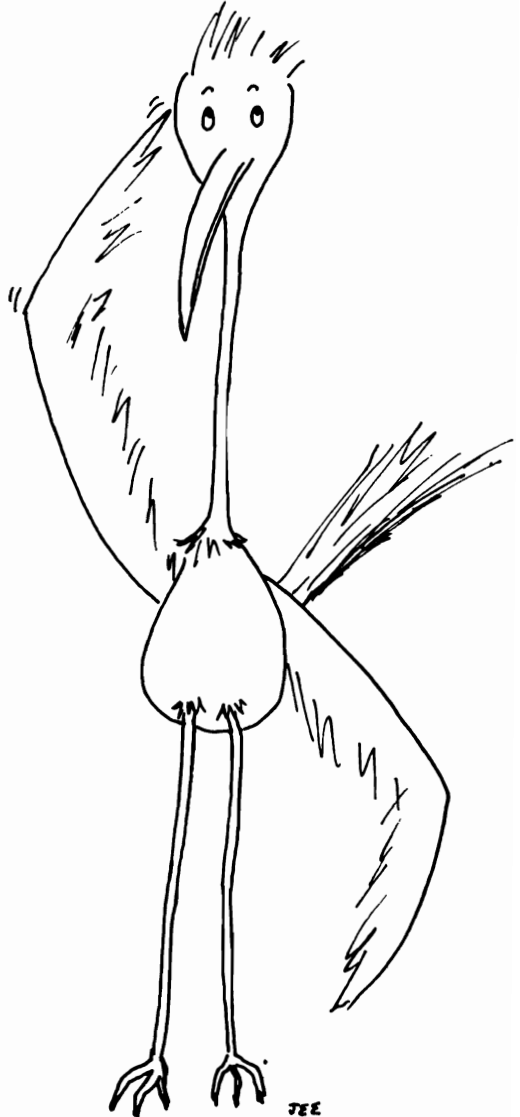
INCORRECT
 IDENTIFICATION
 IDENTIFY 1-16? 9
 A NEW ONE!

.
 .
 .

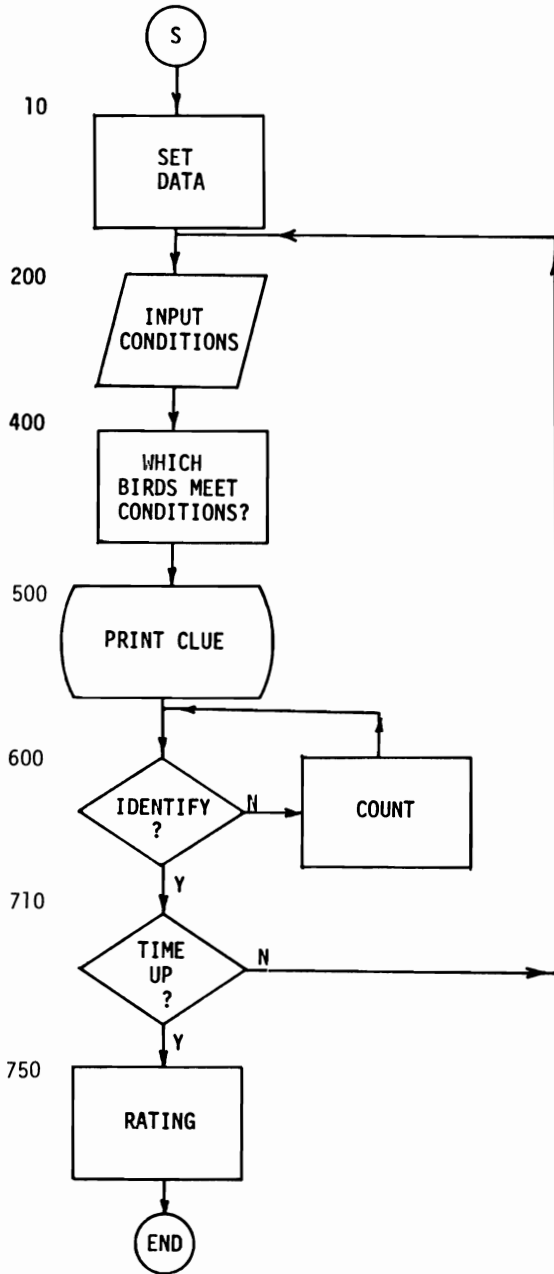
PLACE S,W,D,F? S
 WHEN M,E? E
 WHERE H,L? L
 NO SIGHTINGS

.
 .
 .

TIME UP
 YOU SAW BIRD #1
 YOU SAW BIRD #6
 YOU SAW BIRD #9
 YOU SAW BIRD #12
 YOU SAW BIRD #15
 YOU SAW BIRD #16
 YOUR RATING IS 57
 PLAY AGAIN?



RARE BIRDS FLOWCHART



Variables

B(I,J)	I is bird (1-16); J is characteristic (1-14)
N\$(I)	Name characteristic
P(I)	Probability of sighting
K,I,J,Q,N	Temporary variables
L\$	Place
T\$	When
A\$	Where
I	Lapsed time for one sighting
H	Total time
B ₁	Number of identifications
C ₁	Number of birds identified

Note: Line 600 contains 5 spaces followed by 4 cursor-left characters (█).
 Line 610 contains 2 cursor up characters (▀).

Line 640 and 650 contain 3 and 4 cursor up characters,

respectively.

Listing

```

1 REM---- RARE BIRDS PROGRAM -----
2 POKE 53281,0:PRINTCHR$(5)
3 CU$=CHR$(145):REM CURSOR UP
4 CL$=CHR$(157):REM CURSOR LEFT
5 REM---- SET DATA
10 H=0:DIM B(16,14),I(16),N$(8),P(16)
20 PRINT CHR$(147)"PLEASE WAIT ";FOR I=1 TO 16
30 B(I,14)=0
40 P(I)=I/(17-I)
50 READ N
60 FOR J=12 TO 1 STEP -1
70 Q=INT(N/2)
80 B(I,J)=2*(N/2-Q)
90 N=Q
100 NEXT J
110 NEXT I
120 DATA 2128,1121,594,355,3220
130 DATA 2725,2454,1703,1528,1017
140 DATA 2042,3067,3516,3773,4030,4031
150 FOR I=1 TO 8
160 READ N$(I):NEXT I
165 REM.....SUMMARY
170 DATA BIG,SMALL,BLUE,YELLOW
180 DATA LONG BEAKED,SHORT BEAKED,FEMALE,MALE
195 REM .... INPUT PLACE
200 FOR I=1 TO 16:I(1)=0:NEXT I
210 INPUT"PLACE S,W,D,F";L$
220 INPUT"WHEN M,E";T$
230 INPUT"WHERE H,L";A$
260 IF L$="S"THEN I(1)=1
270 IF L$="W"THEN I(2)=1
280 IF L$="D"THEN I(3)=1
290 IF L$="F"THEN I(4)=1
300 IF T$="M"THEN I(5)=1
310 IF T$="E"THEN I(6)=1
320 IF A$="H"THEN I(7)=1
330 IF A$="L"THEN I(8)=1
340 FOR I=1 TO 16:B(I,13)=0:NEXT I
350 FOR I=1 TO 16:FOR J=1 TO 8
360 IF B(I,J)<>I(J) AND B(I,J)=0 THEN390
370 NEXT J
380 B(I,13)=1
390 NEXT I
395 REM.....FIND THE BIRDS

```

```

400 FOR I=1 TO 2 STEP.02
410 J=INT(16*RND(1)+1)
420 IF B(J,13)<>1 THEN 440
430 IF RND(1)<P(J) THEN 470
440 NEXT I
450 REM...OUTPUT DATA...
460 PRINT" NO SIGHTINGS":H=H+I:GOTO680
470 H=H+I
480 K=INT(4*RND(1)+1)
490 N=B(J,K+8)
500 PRINT"THE BIRD IS "N$(2*K-N)
510 PRINT"THE TIME ELAPSED IS:"I:PRINT"TOTAL TIME:"H
595 REM...INPUT ID
600 PRINT"IDENTIFY 1-16      ";CL$;CL$;CL$;CL$;:INPUT I
610 IF I<=0 OR I>16 THEN PRINT CU$;CU$:GOTO600
620 IF I=J THEN 660
630 PRINT"INCORRECT IDENTIFICATION!":C1=C1+1
640 IF I<10 THEN PRINTSPC(2*I-2);I;CU$;CU$;CU$:GOTO600
650 PRINT:PRINTSPC(I+2*I-30);I;CU$;CU$;CU$;CU$:GOTO600
660 IF B(J,14)=1 THENPRINT"ALREADY SPOTTED ";:GOTO680
670 PRINT"A NEW ONE !!":B(J,14)=1
680 FOR I=1 TO 3:PRINT"                                ":NEXT I:REM.....HAS 22 SPACES
690 IF H>10 THEN 710
700 GOTO200
710 PRINT"TIME IS UP"
720 FOR I=1 TO 16
730 IF B(I,14)=1 THEN PRINT"YOU SAW BIRD #"I:B1=B1+1
740 NEXT I
750 PRINT"YOUR RATING IS "10*B1-C1
760 INPUT"PLAY AGAIN";Y$
770 IF Y$="Y" THEN RUN
780 END

```

RARE BIRDS MODIFICATIONS

Minor

1. Probability of sighting -- line 40
2. Time interval per turn -- line 400
3. Total time -- line 550
4. Rating formula -- line 610

Major

1. Increase number of birds.
2. Increase characteristics of birds.
3. Total time -- line 690
4. Rating formula -- line 750

Note: The birds' characteristics are stored in decimal format in statements 120, 130, and 140. Statements 50-110 convert the decimal numbers into binary and store the binary digits in B(I,J).

BIRD WATCHING CHART

B I R D	PLACE	WHEN	WHERE	S M A L L	B I G	Y E L L O W	B L U E	S B H O R T - D	L B O E N A - G K E D	F E M A L E	M A L E
1	S	E	L	S		Y		S			M
2	W	E	H	S		Y		S			F
3	D	E	L	S		Y			L		M
4	F	E	H	S		Y			L		F
5	SW	M	L	S			B	S			M
6	S D	M	H	S			B	S			F
7	S F	M	L	S			B		L		M
8	WD	M	H	S			B		L		F
9	W F	ME	HL			Y		S			M
10	DF	ME	HL		B	Y		S			F
11	WDF	ME	HL		B	Y			L		M
12	S DF	ME	HL		B	Y			L		F
13	SW F	M	HL		B		B	S			M
14	SWD	M	HL		B		B	S			F
15	SWDF	M	HL		B		B		L		M
16	SWDF	M	HL		B		B		L		F

DIAMOND THIEF

Scenario

An expensive diamond is stolen from a museum. Your job, as the detective assigned to the case, is to determine who stole the diamond and at what time. You deduce the solution by studying the responses made by five different suspects, one of whom is guilty. Your rating is determined by how quickly you can identify the thief.

The five suspects were wandering through a nine room museum from one p.m. to twelve midnight. They never stayed in the same room for two consecutive hours, although they may have returned to the same room more than once.

You determine who you want to question and a specific time from one to twelve. The suspect responds by giving the following information:

1. Suspect's location at specified time
2. Whether or not the diamond was seen in room #5 at the specified time
3. Who was with the suspect
4. Who the suspect saw in adjacent rooms

There is a catch, however. The innocent suspects can forget the exact room they were in and may name adjacent rooms 5% of the time instead. There is also a 5% chance that innocent people will make errors in naming people in the room with them or people whom they saw. The thief makes errors 50% of the time. Any statement made about room #5 or any statement made about the diamond is always true.

The diamond was stolen at the end of the time interval; therefore, the thief or people in room #5 with the thief will claim to have seen the diamond during the time it was stolen. Of course, after the diamond was stolen, suspects will not have seen it.

When you think you know who the thief is and the time it was stolen, you should enter a zero in response to "suspect?". If you get either the thief or the time correct, you will get another chance, but will lose a ten question penalty on the final rating.

Sample Run

RUN
 PLEASE WAIT
 SOMEONE STOLE
 THE DIAMOND!
 QUESTION 1
 SUSPECT (1-5)? 1
 TIME? 6
 SUSPECT 1 AT TIME 6
 I WAS IN ROOM 8
 I WAS WITH 3
 I SAW 4

QUESTION 2
 SUSPECT (1-5)? 4
 TIME? 6
 SUSPECT 4 AT TIME 6
 I WAS IN ROOM 9
 I SAW 1

QUESTION 3
 SUSPECT (1-5)? 2
 TIME? 6
 I WAS IN ROOM 6
 I SAW 4

QUESTION 4
 SUSPECT (1-5)? 5
 I WAS IN ROOM 1

QUESTION 5
 SUSPECT (1-5)? 3
 TIME? 7
 I WAS IN ROOM 9
 I WAS WITH 2
 I SAW 4

.
 .
 .

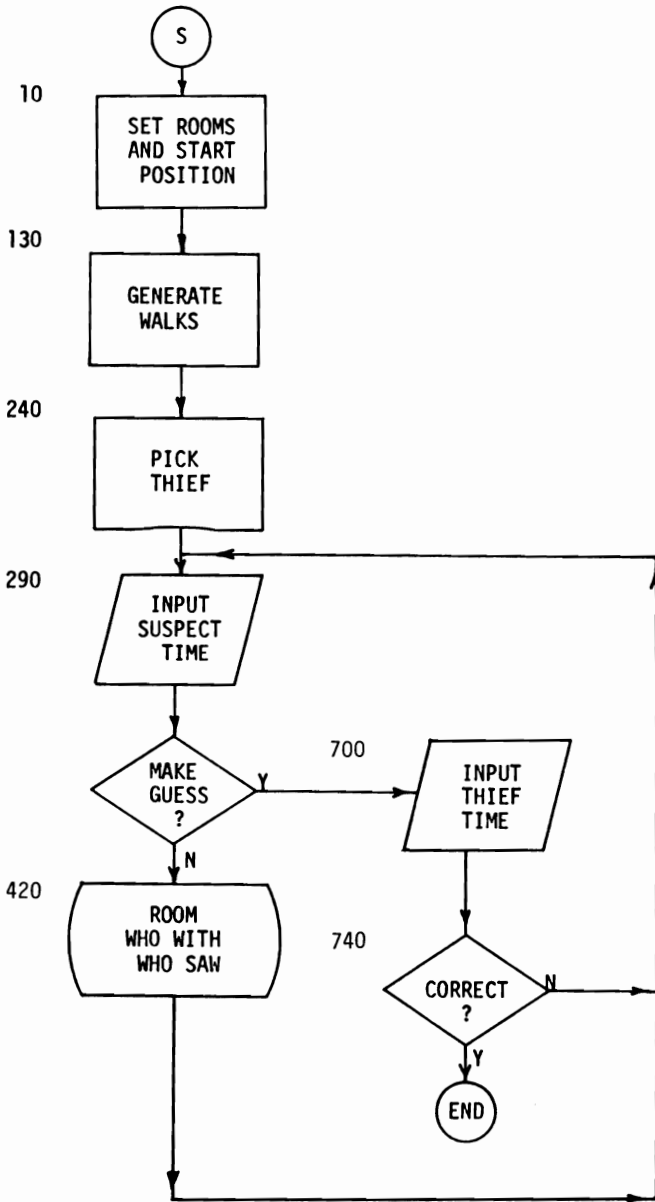
QUESTION 15
 SUSPECT (1-5)? 4
 TIME? 4
 I WAS IN ROOM 5
 I SAW THE DIAMOND
 I WAS WITH 3

QUESTION 16
 SUSPECT (1-5)? 0
 GUILTY SUSPECT? 4
 TIME OF CRIME? 4

YOU GOT 'EM
 THE THIEF IS 4
 AT TIME 4
 YOUR RATING IS 84
 PLAY AGAIN?



DIAMOND THIEF FLOWCHART



DIAMOND THIEF

Variables

A(I,J) Adjacent rooms
 L(I,J) Room where person I is located at J time
 T Time of theft
 D Thief
 P Probability
 S Suspect
 G Time of guess
 A Temporary variable
 I,J,K Indices

Listing

```

1 REM... DIAMOND THIEF
5 POKE 53281,0:PRINTCHR$(5)
10 DIM A(9,3),L(5,12):Q=1:PRINT CHR$(147)"PLEASE WAIT"
20 FOR I=1 TO 9
30 FOR J=1 TO 3
40 READ A
50 A(I,J)=A
60 NEXT J,I
70 DATA 2,4,0,1,3,0,2,6,0
80 DATA 1,5,7,4,6,8,3,5,9
90 DATA 4,8,0,5,7,9,6,8,0
100 FOR I=1 TO 5
110 L(I,1)=INT(RND(1)*9+1)
120 NEXT I
130 FOR I=2 TO 12
140 FOR J=1 TO 5
150 K=INT(3*RND(1)+1)
160 L(J,I)=A(L(J,I-1),K)
170 IFL(J,I)=0 THEN 150
180 NEXT J,I
190 T=INT(12*RND(1)+1)
200 FOR I=1 TO 5
210 IF L(I,T)=5THEN 240
220 NEXT I
230 GOTO190
240 D=INT(5*RND(1)+1)
250 IF L(D,T)<>5 THEN 240
260 PRINT"SOMEONE STOLE THE DIAMOND !"
275 REM...START MAIN LOOP
280 PRINT:PRINT"QUESTION"Q
290 INPUT"SUSPECT (1-5)";S
300 IF S<1 THEN 700
310 IF S>5 THEN 290
320 INPUT"TIME";G
330 IF G<1 OR G>12 THEN 320
340 PRINT:PRINT"SUSPECT"S
350 PRINT"AT TIME"G:"
360 IF S=D THEN P=.5
370 IF S<>D THEN P=.05
380 IF RND(1)>P OR L(5,6)=5 THEN A=L(S,G):GOTO420
390 I=INT(3*RND(1)+1)
400 A=A(L(S,G),I)
410 IF A=0 OR A=5 THEN390
420 PRINT:PRINT"I WAS IN ROOM"A
430 IF A<>5 THEN 470
440 IF T>=G THEN PRINT"I SAW THE DIAMOND!":GOTO470
450 PRINT"I DID NOT SEE THE DIAMOND"
470 IF RND(1)<P THEN 530
480 FOR I=1 TO 5

```

```

490 IF I=S THEN 520
510 PRINT"I WAS WITH "I
520 NEXT I:GOTO550
530 I=INT(7*RND(1)+1):IF I=S THEN 530
540 IF I<6 THEN PRINT"I WAS WITH"I
550 IF RND(1)<P THEN540
560 FOR I=1 TO 3
570 A=A(L(S,G),I)
580 IF A=0 THEN 620
590 FOR J=1 TO 5
600 IF L(J,G)=A THEN PRINT"I SAW "J
610 NEXTJ
620 NEXT I
630 GOTO660
640 J=INT(10*RND(1)+1)
650 IF J<5 THEN PRINT"I SAW "J
660 IF RND(1)>P THEN690
670 K=INT(10*RND(1)+1)
680 IF K<6 AND K<>J THEN PRINT"I SAW "K
690 Q=Q+1:GOTO280
700 INPUT"GUILTY SUSPECT";S
710 IF S<1 OR S>5 THEN 700
720 INPUT"TIME OF THE CRIME";G
730 IF G<1 OR G>12 THEN720
740 IF S=D AND G=T THEN PRINT"YOU GOT 'EM!":GOTO770
750 IF S=D OR G=T THEN PRINT"PARTLY RIGHT":Q=Q+10:GOTO280
760 PRINT"BETTER GIVE UP":Q=Q+100
770 PRINT"THE THIEF IS"D"AT TIME" T
780 PRINT"YOUR RATING IS"100-Q
790 INPUT"PLAY AGAIN";Y$
800 IF Y$="Y"THEN RUN
810 END

```

DIAMOND THIEF MODIFICATIONS

Minor

1. Probability of thief lying -- line 360
2. Probability of innocent suspect lying -- line 370

Major

1. Change room design.
2. Have an accomplice.
3. Jewel is hidden after it is stolen.
4. A guard is roaming around the museum as well.
5. Give suspects and rooms actual names, for example, Mr. Smith is in the Red Room.

THE DEVIL'S DUNGEON

The Legend

For many years now you have heard rumors of large quantities of gold hidden in a maze of caves whose connecting passageways lead deep beneath the earth of an occasionally active volcano. The stories tell of monsters and demons who roam through the caves, poisonous gas, tremors from the volcano, and one man who returned from these perils alive and named the caves The Devil's Dungeon.

After much searching, you have located the wealthy, solitary man who survived a journey through the dungeon; and he has agreed to see you. Although now very old and in poor health, he tells you everything he can remember about the dungeon.

The Dungeon

There is much gold still remaining in this maze of caves called The Devil's Dungeon; and the stories of demons, monsters and poisonous gas are true. There are sixteen rooms on each level of the dungeon, although many may be blocked by rockfalls caused by volcanic tremors. The number of levels is unknown. Perhaps it is bottomless, for the creatures encountered inside the dungeon were certainly not from the earth as we know it.

Rooms and Passageways

You will begin your adventure in Room #1 at Depth #1. The contents of the room you occupy and the numbers of the adjacent rooms will be listed. You may move to an adjacent room by entering one of the adjacent room numbers. If the output reads: MOVE FROM 2 TO ?, all adjacent rooms on your present level are blocked. If a "slide" to a room is indicated, you may use it by entering that room number; however, it is a one-way passage and cannot be used to return to the first room. A simple map of connecting rooms at each depth will prove invaluable, even though you can receive a list of the rooms you have visited and their respective adjacent rooms any time you enter an 88.

Descending into the Dungeon

Movement to a lower depth can be achieved by using a dropoff. Fifty percent of the rooms at a given depth have dropoffs. To drop to a lower depth, enter any negative number when you are in one of these rooms. You will then find yourself in the same room on the next lower level. The configuration of rooms on this level will not be the same, and a new map must be drawn. Once you have left a given depth, you can never return. You cannot move up.

A dropoff can be created by using the Magic Wand, which you carry with you at all times. The use of the Magic Wand, however, is very risky, because 40% of the time it backfires. When a backfire occurs, your strength and speed are reduced by 50%. When the use of the wand is your only alternative, you must enter 99. If the wand works, it will clear out everything in the room and create a dropoff. If the wand backfires, you will remain in the same place with 50% of the strength and speed you had before using the wand. The Magic Wand can be used repeatedly in every room except Room #1. If you enter a 99 while in Room #1, the simulation will terminate.

Tremors

The contents and arrangements of rooms on each level remain the same throughout the journey. When you return to a room, everything will be the same, except, perhaps, the gold or monster. (See Gold and Monster.) The same passageways will be there leading to the same adjacent rooms, unless a tremor occurs. When a tremor occurs, some of the passageways may be blocked and others may be opened. To determine the effect of a tremor on passageways, you can enter an 88 to get a listing of open adjacent rooms to the rooms you have visited.

Room #1

Room #1 is very important on every level. It is the only room from which you may leave the dungeon by entering a 99. Room #1 is the only place at which you can increase your strength and speed. There are no hazards in this room. When you drop to a lower level, you will want to locate Room #1 as soon as possible.

Speed and Strength

Speed and strength are two qualities that must be maintained throughout your journey in order to survive. Both speed and strength are needed to kill a monster, but speed alone is needed to run from the monster. The curse of a demon affects your speed, and the poisonous gas affects your strength. You begin your journey with 100 units of both speed and strength. Each time you move to another room, your strength and speed will decrease by your depth. If you are at depth #4, the value of both your speed and strength will be decreased by 4 whenever you move. If at any time your strength or speed becomes zero or less, you are declared dead.

Experience

You begin with zero experience points. Everytime you move, your experience points are increased by your depth level number. You can also acquire up to the value of twice a monster's strength in experience points by killing the monster. One experience point is gained for every piece of gold found. Experience points can be traded for strength and speed, one for one, by entering a zero while in Room #1 at any depth. You will then be asked how many points you want added to your speed and to your strength.

Monsters

If a monster is present in a room, its speed and strength will be listed immediately after your speed and strength. If you elect to fight the monster, you must enter a zero. The monsters are faster and stronger in rooms with larger numbers and at lower depths. If your speed is faster than a monster's speed, you have a greater chance of attacking first. If your strength is greater, you have a better chance of killing it. If your speed and strength are two or three times that of the monsters', you will kill them most of the time. When you run from a monster instead of

fighting it, speed is important. If a monster hits you on your way out of the room, you will lose 20% of the monster's strength. The monster cannot hit you if you use a dropoff or the Magic Wand in its room.

Demons and Poisonous Gas

About 25% of the rooms on each level have demons and about 25% of the rooms have poisonous gas. Neither of these hazards can be eliminated, but you can escape from them. The demons and gas are always in these rooms and they should be avoided when possible. If you enter a room with demons or gas, there is a 40% chance that you will be cursed or gassed. If you are cursed, you will lose one-half of your strength. You can always escape being cursed or gassed by moving to a lower level.

Gold

The maximum amount of gold that could be in a room is stated when you enter the room. This quantity is directly related to the room number and depth. The amount of gold you actually find is given when you leave the room. This amount is a percentage of the maximum, randomly determined. You cannot take gold from a room unless you move to another room on the same level. Once you leave a room carrying gold, the gold is yours for the rest of the journey. Sometimes demons in the room with the gold will steal it as you leave. But whether you leave the room with the gold or demons steal it, when you return to that room, there will no longer be any gold there. You can take gold from a room only one time. If a monster is present in a room containing gold, you must kill the monster before you can take the gold. If you leave the room without killing the monster, the gold and the monster will remain in the room and be there when you return.

Summary

		<u>Enter</u>
In Room #1	to trade experience for strength and speed	0
	to end adventure	99
In any room except #1	to move to adjacent room on the same level	adjacent room #
	to fight monster	0
	to use a dropoff	any negative number
	to use Magic Wand	99
In any room	to list rooms visited	88

Sample Run

PLEASE WAIT
 GOLD 0 EXP 0 DEPTH 1
 SPEED: 100
 STRENGTH: 100

SLIDE TO 2
 MOVE FROM 1
 TO 7? 7

GOLD 0 EXP 1 DEPTH 1
 SPEED: 99
 STRENGTH: 99

SLIDE TO 2
 MOVE FROM 7
 TO 1 2 6? 6

GOLD 0 EXP 2 DEPTH 1
 SPEED: 98
 STRENGTH: 98

MONSTER'S SPEED: 6
 STRENGTH: 7
 DROPOFF
 MOVE FROM 6
 TO 7 14? 14

ESCAPED
 GOLD 0 EXP 3 DEPTH 1
 SPEED: 97
 STRENGTH: 97

MAXIMUM GOLD 57
 MOVE FROM 14
 TO 6? 6

.
 .
 .

GOLD 25 EXP 31 DEPTH 1
 SPEED: 94
 STRENGTH: 5

MONSTER'S SPEED: 8
 STRENGTH: 5
 DEMONS
 MAXIMUM GOLD 9
 MOVE FROM 2
 TO 5 7? 0

YOU ATTACK
 MONSTER DEAD!
 GOLD 25 EXP 41 DEPTH 1
 SPEED: 93
 STRENGTH: 91

DEMONS
 MAXIMUM GOLD 9
 MOVE FROM 2
 TO 5 7? 5

YOU FOUND 6 PIECES OF GOLD
 GOLD 31 EXP 48 DEPTH 1
 SPEED: 92
 STRENGTH: 90

MAXIMUM GOLD 21
 MOVE FROM 5
 TO 2 3 11? 11

.
 .
 .

GOLD 46 EXP 70 DEPTH 1
 SPEED: 84
 STRENGTH: 82

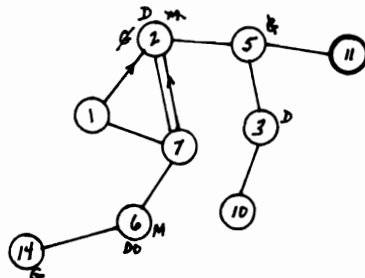
SLIDE TO 2
 MOVE FROM 1
 TO 7? 0

EXP 70
 SPEED: 84
 STRENGTH: 82
 ADD SPEED? 34
 EXP LEFT 36
 ADD STRENGTH? 36
 GOLD 46 EXP 0 DEPTH 1
 SPEED: 118
 STRENGTH: 118

SLIDE TO 2
 MOVE FROM 1
 TO 7? 7

.
 .
 .

MAP OF DEPTH 1
 DRAWN BY PLAYER



GOLD 46 EXP 2 DEPTH 1
 SPEED: 116
 STRENGTH: 116
 MONSTER'S SPEED: 6
 STRENGTH: 7

DROPOFF
 MOVE FROM 6
 TO 7 14? -1

GOLD 46 EXP 2 DEPTH 2
 SPEED: 114
 STRENGTH: 114
 MONSTER'S SPEED: 14
 STRENGTH: 24

SLIDE TO 9
 MOVE FROM 6
 TO 2 4 12? 4

GOLD 179 EXP 2 DEPTH 2
 SPEED: 138
 STRENGTH: 137
 MONSTER'S SPEED: 30
 STRENGTH: 30

SLIDE TO 4
 DROPOFF
 MOVE FROM 11
 TO 1? -1

GOLD 179 EXP 2 DEPTH 3
 SPEED: 135
 STRENGTH: 134

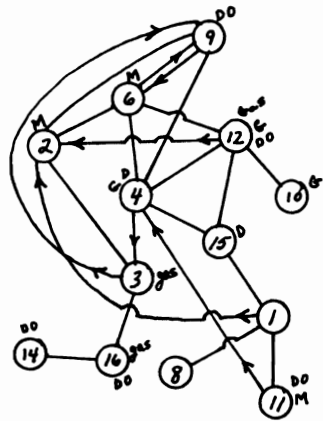
POISONOUS GAS
 SLIDE TO 6
 MOVE FROM 11
 TO 4 7 13? 7

:
:
:

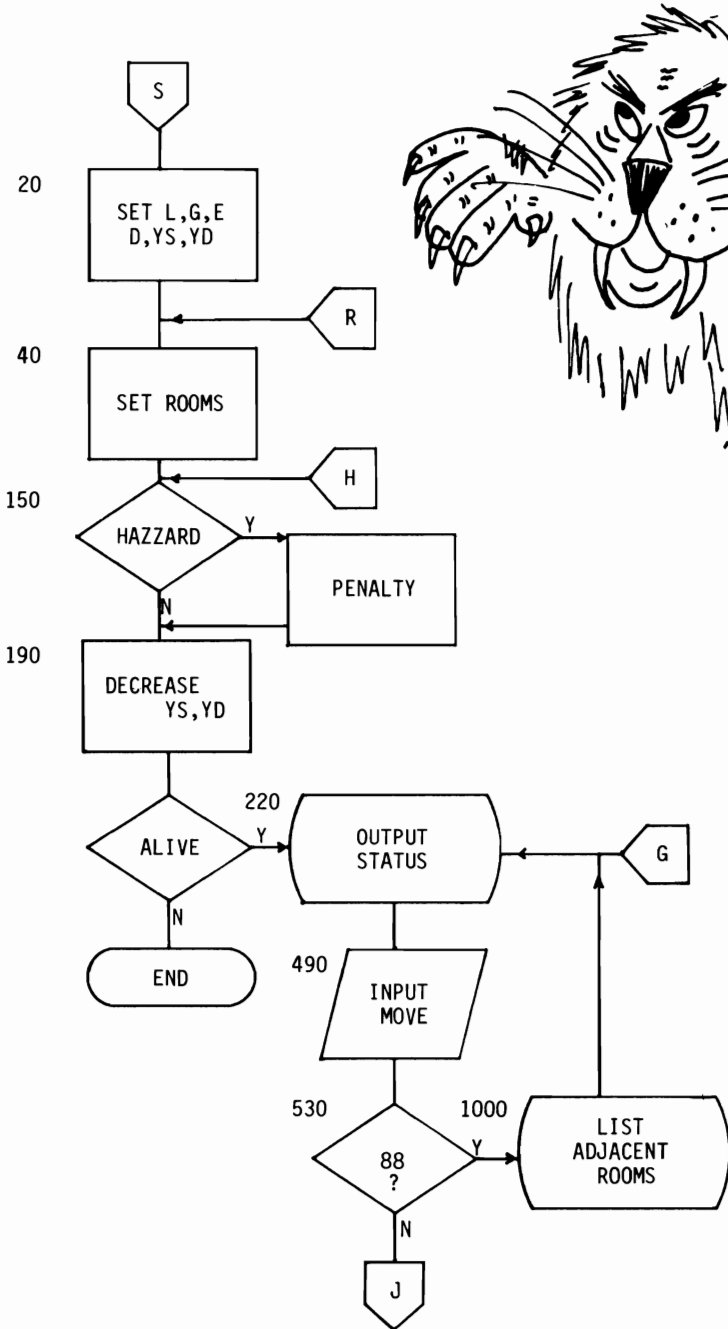
GASSED
 GOLD 179 EXP 5 DEPTH 3
 SPEED: 132
 STRENGTH: 64
 MONSTER'S SPEED: 42
 STRENGTH: 27

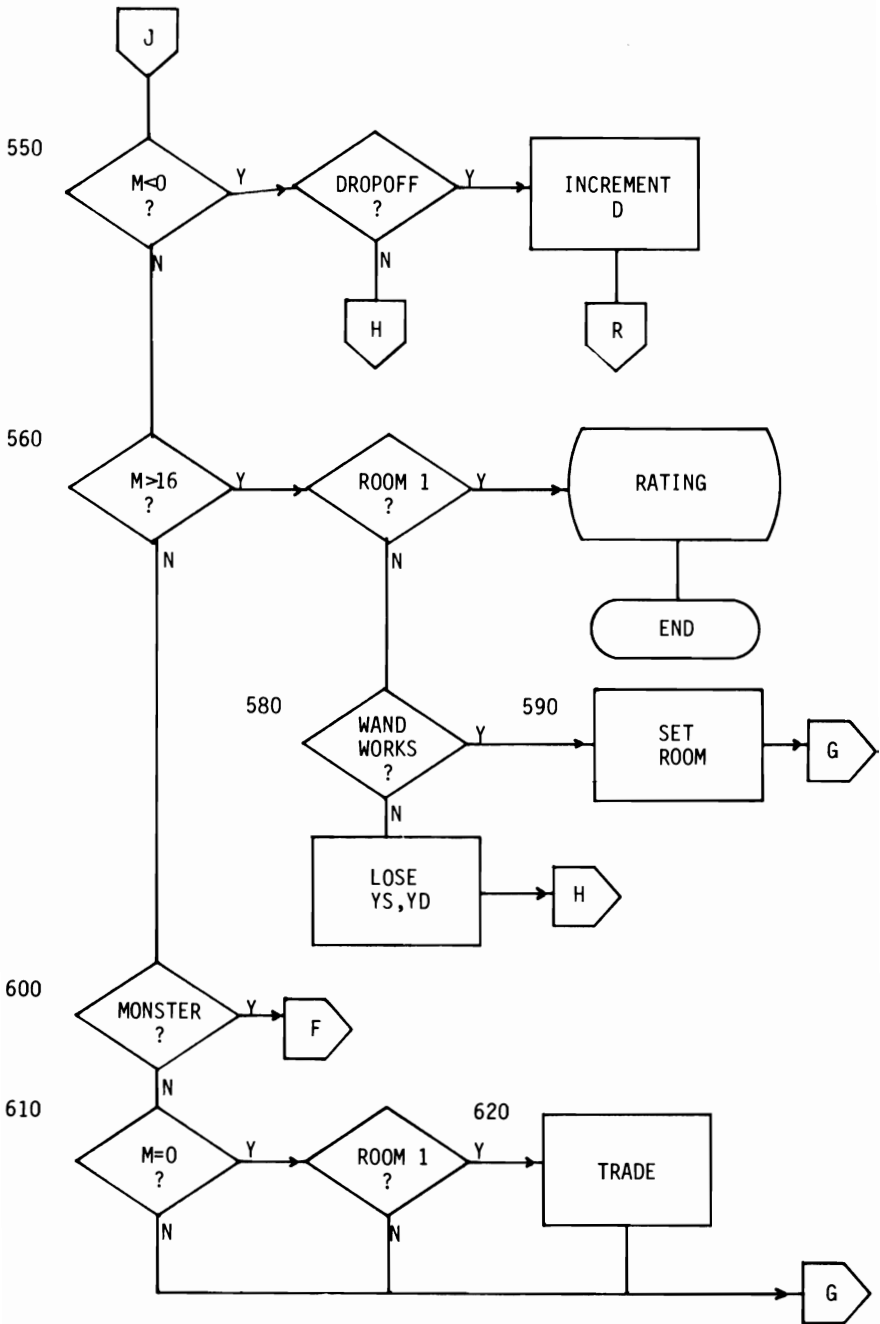
MOVE FROM 7
 TO 2 6 11 13? 0

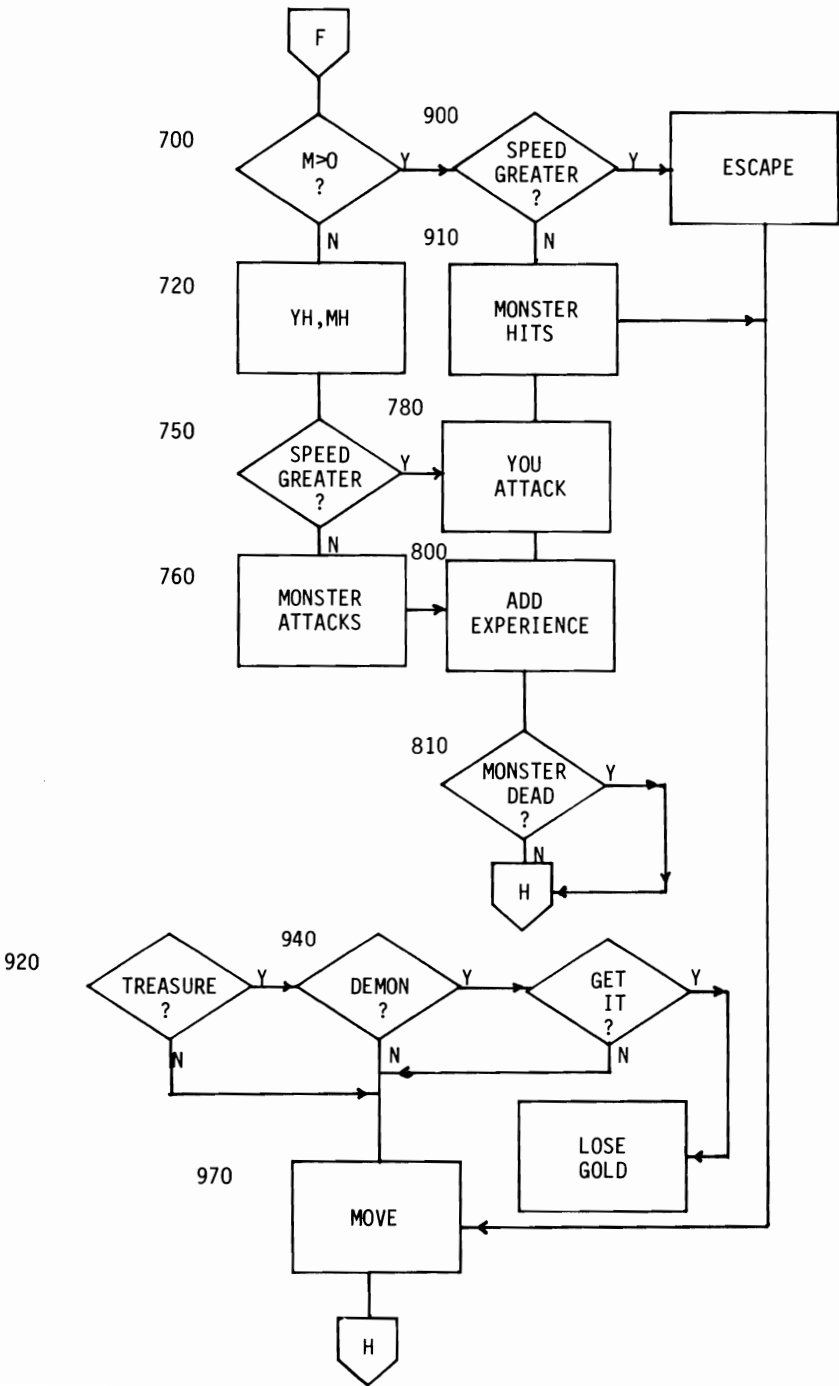
MAP OF DEPTH 2
 DRAWN BY PLAYER



THE DEVIL'S DUNGEON FLOWCHART







THE DEVIL'S DUNGEON PROGRAM

Variables

R(16)	0 - 524287	Specifies contents of room
L(65)	1 - 16	Lists adjacent rooms
F(16)	0 or 1	Set flags for adjacent rooms
X(19)	0 or 1	Flags for room contents (see below)
B(16)	0 or 1	Flags rooms already visited
L	1 - 16	Your location
G ₁		Amount of gold in room -- depends on depth, size of room, and random factor
G		Total amount of gold that you have accumulated
E		Total experience points -- gained by moving, fighting, running, collecting gold -- can be traded for strength and speed
D	1 - ∞	Depth
YS		Your strength -- you die if it drops to 0
YD		Your speed -- you die if it drops to 0
YH		Your hit when fighting
MS		Monster's strength -- depends upon depth, size of room, and random factor
MD		Monster's speed
MH		Monster's hit when fighting
I, J		Indices
F	0 or 1	Flag for monster present
N, Q, R		Temporary variables
S		Slide
M		Move to
T		Treasure
S(1), X(12)		Demon
X(2)		Monster
S(3), X(4), X(5)		Monster's strength
X(6), X(7), X(8)		Monster's speed
X(9), X(11)		Poisonous gas
X(10)		Treasure
S(14)		Slide
X(15) - X(18)		Slide to room
X(19)		Dropoff
X		Number of rooms

Listing

```

1 REM... THE DEVIL'S DUNGEON...
5 POKE 53281,0:PRINT CHR$(5)
10 DIM R(16),L(65),F(16),X(19),B(16)
20 PRINT CHR$(147)"PLEASE WAIT..":L=1:G=0:E=0:X=16
30 D=1:YS=101:YD=101
40 FOR I=0 TO 65:L(I)=0:NEXT
50 FOR I=1 TO X : N=INT(3*RND(1))+1
60 IF I=1 THEN N=3
70 FOR J=1 TO N
80 R=INT(64*RND(1))+1
90 IF L(R)<>0 THEN 80
100 L(R)=I
110 NEXT J
120 R(I)=INT(524287*RND(1))+1:B(I)=0
130 NEXT I:B(L)=1
140 R(1)=24576:FOR I=1 TO 19:X(I)=0:NEXT

```

```

145 REM... HAZARDS
150 IF RND(1)<.01 THEN PRINT"TREMOR":FOR I=1 TO 20 :L(I)=INT(X*RND(1)+1):NEXT
160 IF RND(1)<.01 THEN PRINT"TREMOR":FOR I=1 TO 20:L(I)=0:NEXT
170 IF X(1)*X(12)=1 AND RND(1)<.4 THEN PRINT"CURSED BY DEMON !!":YD=INT(.5*YD)
180 IF X(9)*X(11)=1 AND RND(1)<.4 THEN PRINT"GASSED!":YS=INT(.5*YS)
185 REM... DECREMENT AND TEST
190 YD=YD-D
200 YS=YS-D
210 IF YS<=0 OR YD<=0 THEN PRINT"YOU ARE DEAD":END
215 REM...OUTPUT STATUS
220 PRINT:PRINT"GOLD"G;
230 PRINT"EXPERIENCE"E"DEPTH"D
240 PRINT"SPEED";YD:PRINT"STRENGTH"YS:PRINT:GOSUB250:GOTO310
245 REM...ADJACENT ROOMS
250 FOR I=1 TO X:F(I)=0:NEXT
260 FOR I=1 TO 64
270 IF L<>L(I) THEN 300
280 IF L(I+1)<0 AND L(I+1)<>L THEN F(L(I+1))=1
290 IF L(I-1)<0 AND L(I-1)<>L THEN F(L(I-1))=1
300 NEXT:RETURN
305 REM...CONVERT
310 N=R(L)
320 FOR I=1 TO 19:Q=INT(N/2):X(I)=2*(N/2-Q):N=Q:NEXT
325 REM.. MONSTERS,DEMONS,GAS
330 IF X(2)=0 THEN MS=0:GOTO380
340 IF F=1 THEN 370
350 MS=D*(X(3)+2*X(4)+4*X(5)+L)
360 MD=D*(X(6)+2*X(7)+4*X(8)+L)
370 PRINT"MONSTER'S SPEED:"MD:PRINT"STRENGTH:MS"
380 IF X(1)*X(12)=1 THEN PRINT"DEMONS"
390 IF X(9)*X(11)=1 THEN PRINT"POISONOUS GAS"
395 REM...TREASURE
400 IF X(10)<1 THEN T=0:GOTO430
410 T=X(11)+2*X(12)+4*X(13)+1
420 PRINT"MAXIMUM GOLD"TL*D+1
425 REM...SLIDES AND DROPOFFS
430 S=X(15)+2*X(16)+4*X(17)+8*X(18)+1
440 IF S>X THEN X=1
450 IF S=0 THEN S=1
460 IF X(14)=0 OR S=L THEN 480
470 PRINT"SLIDE TO"S
480 IF X(19)*X(13)=1 THEN PRINT"DROPOFF"
485 REM...INPUT MOVE
490 PRINT"MOVE FROM"L:PRINT"TO";
500 FOR I=1 TO X
510 IF F(I)=1 AND I<>L THEN PRINTI;
520 NEXT I
530 INPUTM:IF M=88 THEN 1000
540 IF M<0 AND X(19)*X(13)=1 THEN D=D+1:F=0:GOTO40
550 IF M<0 THEN PRINT"NO DROPOFF":GOTO150
560 IF M>X AND L=1 THEN PRINT"YOU FOUND"G"PIECES OF GOLD.":END
570 IF M<=X THEN 600
575 REM...MAGIC WAND
580 IF RND(1)<.4 THEN PRINT"BACKFIRE":YS=INT(.5*YS):YD=INT(.5*YD):GOTO150
590 PRINT"WAND WORKS":R(L)=266240:GOTO220
600 IF MS>0 THEN 700
610 IF M<>0 OR L<>1 THEN 920
620 PRINT"EXPERIENCE"E:PRINT"SPEED"YD:PRINT"STRENGTH"YS
630 INPUT"ADD SPEED";N
640 IF E-N<0 THEN PRINT"NEED MORE EXPERIENCE":GOTO620
650 E=E-N:YD=YD+N
660 INPUT"ADD STRENGTH";N
670 IF E-N<0 THEN PRINT"NEED MORE EXPERIENCE":GOTO660
680 E=E-N:YS=YS+N
690 GOTO220
695 REM.....FIGHT
700 F=1
710 IF M>0 THEN 900
720 YH=INT(RND(1)*YS):MH=INT(RND(1)*MS)
730 IF YH>MS THEN YH=MS
740 IF MH>YS THEN MH=YS
750 IF RND(1)*YD>RND(1)*MD THEN 780

```

```

760 PRINT"MONSTER ATTACKS":YS=YS-MH:MS=MS-INT(.5*YH)
770 GOTO800
780 PRINT"YOU ATTACK":MS=MS-YH:YS=YS-INT(.5*HY)
800 E=E+2*YH
810 IF MS<=0 THEN PRINT"MONSTER DEAD!":R(L)=R(L)-2:GOTO150
820 PRINT"MONSTER STILL ALIVE":GOTO150
895 REM...RUN
900 IF RND(1)*YD>RND(1)*MDTHEN PRINT"ESCAPED":GOTO970
910 PRINT"MONSTER HIT YOU":YS=YS-INT(.2*MS):GOTO970
915 REM...TREASURE
920 IF T=0 THEN 970
930 G1=INT(RND(1)*T*L*D)+1
940 IF X(1)*X(12)=1 AND RND(1)<.4 THEN PRINT"DEMON GOT THE GOLD":G1=0
950 PRINT"YOU FOUND"G1"PIECES OF GOLD":G=G+G1:R(L)=R(L)-512
960 E=E+G1
965 REM...MOVE
970 IF F(M)=1 OR M=S THEN L=M:F=0:E=E+D:B(L)=1:GOTO150
980 PRINT"NOT ADJACENT ROOM":GOTO150
995 REM...PRINT ROOMS
1000 L1=L:FOR K=1 TO X
1010 IF B(K)>1 THEN 1070
1020 PRINTK"--";
1030 L=K:GOSUB250
1040 FOR J=1 TO X
1050 IF F(J)=1 AND J<>K THEN PRINTJ;
1060 NEXT J:PRINT
1070 NEXT K
1080 L=L1:GOTO220

```

THE DEVIL'S DUNGEON MODIFICATIONS

Minor

1. To change initial amount of gold or initial amount of experience, change the appropriate variable in line 20.
2. To begin at a lower level, increase D in line 30.
3. To begin with a different amount of strength or speed, change YS and/or YD in line 30.
4. To increase the probability of a tremor, increase .01 in line 150 and/or line 160.
5. To increase the probability of being cursed by a demon/gassed, increase the .4 in line 170.
6. To increase the effect of being cursed/gassed, decrease the .5 in line 170/180.
7. To double the monster's strength/speed, insert a statement, $MS=2*MS/MD=2*MD$ at line 355/365.
8. To increase the probability of demons/gas in a room from 25% to 50%, remove the $X(12)/X(11)$ from lines 170/180 and 380/390.
9. To double the treasure, insert the statement, $T=2*T$ in line 415.
10. To increase the probability of a dropoff in a room from 25% to 50%, remove the $X(13)$ from lines 480 and 540.
11. To increase the probability of the wand backfiring, increase the .4 in line 580.
12. To increase the effect of the wand backfiring, decrease the .5 in line 580.
13. To increase the amount the monster loses/you lose when attacking, increase the .5 in line 760/780.
14. To increase the amount of experience you gain while fighting, increase the 2 in line 800.
15. To increase the amount you lose when getting hit while running from the monster, increase the .2 in line 910.

Major

1. Weapons and equipment must be bought with gold before starting on the journey.
2. There could be different sized monsters, determined by the expression, $X(3)+2*X(4)+4*X(5)$ in line 350. Each monster could be named, ie, Glub, Knaw, Slurp, Hairy,
3. The treasures could be in various sized containers, determined by the expression, $X(11)+2*X(12)+4*X(13)$ in line 410.
4. The number of rooms at each level could be determined randomly.
5. Some rooms could be light and others dark.
6. Some monsters or demons could appear at random rather than be assigned to specific rooms.
7. A mean magician could relocate you in another room.
8. You could accidentally fall into a pit that drops you to a lower level.

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