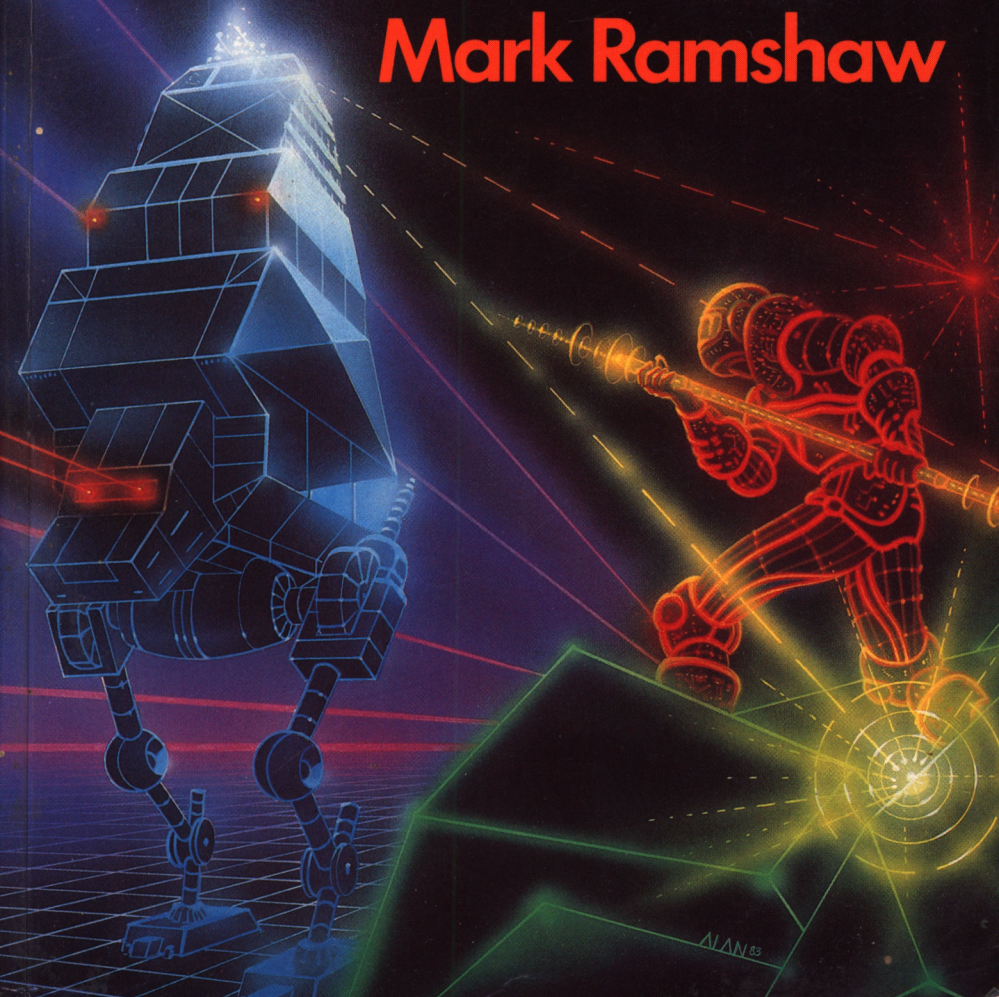


THE AMSTRAD GAMES BOOK

Mark Ramshaw



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Preface

The programs in this book make use of many different aspects of the Amstrad BASIC language, particularly the graphics and sound facilities. If you're new to computing, don't worry. Simply type in the programs shown, pressing ENTER at the end of each line. As you become more experienced with BASIC, you can alter the programs and introduce some of your own ideas and routines.

I sincerely hope you have as much fun typing in and playing these programs as I had writing them.

Mark Ramshaw
October 1984

Joystick Conversion

You may wish to play the games in this book with a joystick, so this section will show you how.

In all programs there will be a line containing the statement:

A\$=INKEY\$.

Replace this with JO=JOY(Ø). The values of JO will be:

1 for up

2 for down

4 for left

8 for right

and 16 for fire.

So for a game using up, down and fire, replace:

IF A\$="Q" with IF JO=1,

IF A\$="A" with IF JO=2,

IF A\$="(SPACE)" with IF JO=16.

For a game using left, right and fire, replace:

IF A\$="Z" with IF JO=4,

IF A\$="C" with IF JO=8,

IF A\$="M" with IF JO=16.

For a game using up, down, left and right, replace:

IF A\$="Q" with IF JO=1,

IF A\$="A" with IF JO=2,

IF A\$="O" with IF JO=4,

IF A\$="P" with IF JO=8.

If you are having trouble understanding this, please refer to the *Amstrad User Manual*, Chapter 7, page 2.

A Bridge Too Far

The invasion has begun. You must knock out as many of the tanks on the bridge as you can before your fuel supply runs out. If you destroy enough tanks, the invasion is halted. You control a helicopter which drops bombs from a safe distance above the tanks.

Controls

Z—left, C—right, and M—drops a bomb. Good luck. Your country needs you.

Program Structure

10–90 Initialization; 100–220 Movement of helicopter and tanks; 230–290 Movement of bomb; 300–460 Explosions; 470–550 Time up; 560–650 Data for the graphics.

```
10 MODE 0:INK 0,26:INK 1,0:INK 2,17:INK
3,8:INK 4,11:INK 5,9:INK 6,3:INK 7,6:INK
8,24:INK 9,5:INK 10,15:INK 11,1:PAPER 0
:BORDER 26:CLS
20 GOSUB 560:DIM X(3):DIM E(3)
30 PEN 1:PAPER 11:LOCATE 1,18:PRINT"aaaa
aaaaaaaaaaaaaaaaaaaa";:PAPER 0:PRINT" bbbb
bbbbb bbbb bb bb bb bb
bb bb ";
40 PAPER 4:PRINT" bb bb bb cb
b cbbc cbb c c cc
";
50 PAPER 9:PEN 10:LOCATE 1,1:PRINT" A B
BRIDGE TOO FAR SC TIME
"
60 FOR I=200 TO 300:PLOT I,358,7:PLOT I,
360,7:SOUND 1,601-I,1,3:NEXT:FOR I=304 T
O 400:PLOT I,358,3:PLOT I,360,3:SOUND 1,
601-I,1,3:NEXT
```

```

70 FOR I=400 TO 600:PLOT I,358,8:PLOT I,
360,8:SOUND 1,601-I,1,3:NEXT:FOR I=200 T
O 600 STEP 16:PLOT I,356,1:PLOT I,362,1:
IF INT((I-200)/32)=(I-200)/32 THEN PLOT
I,354,1:PLOT I,364,1
80 NEXT:PAPER 9:PEN 8:LOCATE 1,3:PRINT S
C
90 P=10:BX=0:BY=0:X(1)=1:X(2)=9:X(3)=19:
TY=1:E(1)=1:E(2)=1:E(3)=1:TI=404:S1=-1+R
ND*0.7
100 TI=TI-4:PLOT 200+TI,358,1:PLOT 200+T
I,360,1:IF TI=0 THEN 470
110 FOR Z=1 TO 3:SOUND 1,0,5,2,0,0,9:A$=
INKEY$:IF A$="Z" OR A$="z" THEN P=P-1:SO
UND 2,1500,5,3:IF P=1 THEN P=2
120 IF A$="C" OR A$="c" THEN P=P+1:SOUND
2,1500,5,3:IF P=19 THEN P=18
130 IF INT(Z/2)=Z/2 THEN TY=-TY
140 B$=" de ":IF TY=1 THEN B$=" mn "
150 PAPER 0:PEN 6:LOCATE P-1,5:PRINT B$
160 IF (A$="M" OR A$="m")AND BX=0 THEN B
X=P:BY=6
170 X(Z)=X(Z)+S1:A$="gh ":B$="ij ":IF X(
Z)=20 THEN A$="g":B$="i"
180 IF INT(X(Z))=19 THEN A$="gh":B$="ij"
190 IF X(Z)<1 THEN LOCATE 1,16:PRINT" "
:LOCATE 1,17:PRINT" ":X(Z)=28:E(Z)=1:IF
RND*1<0.7 THEN S1=-1+RND*0.7
200 IF INT(X(Z))<20 AND E(Z)=1 THEN PEN
5:LOCATE INT(X(Z)),16:PRINT A$:LOCATE IN
T(X(Z)),17:PRINT B$
210 IF BY>15 AND (BX=INT(X(Z)) OR BX=INT
(X(Z)+1)) THEN I=Z:GOTO 300
220 NEXT:IF BX=0 AND BY=0 THEN 100
230 BY=BY+1:LOCATE BX,BY-1:PRINT" "
240 IF BY=18 THEN BX=0:BY=0:GOTO 100
250 LOCATE BX,BY:PEN 3:PRINT"f"
260 FOR I=1 TO 3:IF BY<16 THEN 280
270 IF BX=INT(X(I)) OR BX=INT(X(I)+1) TH
EN 300
280 NEXT
290 GOTO 100

```

```

300 LOCATE INT(X(I)),16:PRINT"  "
310 PEN 7:LOCATE INT(X(I)),17:PRINT"op"
320 FOR J=1000 TO 3000 STEP 70:SOUND 1,J
,1,5:NEXT
330 IF INT(X(I))>2 AND INT(X(I))<18 THEN
LOCATE INT(X(I))-1,17:PRINT"oqqp":LOCAT
E INT(X(I)),16:PRINT"op"
340 FOR J=1000 TO 3000 STEP 70:SOUND 1,J
,1,5:NEXT
350 IF INT(X(I))>3 AND INT(X(I))<17 THEN
LOCATE INT(X(I))-2,17:PRINT"oqqqqp":LOC
ATE INT(X(I))-1,16:PRINT"oqqp":LOCATE IN
T(X(I)),15:PRINT"op"
360 FOR J=1000 TO 3000 STEP 70:SOUND 1,J
,1,5:NEXT
370 IF INT(X(I))>2 AND INT(X(I))<18 THEN
LOCATE INT(X(I))-1,15:PRINT"  ":LOCAT
E INT(X(I))-2,17:PRINT" oqqp ":LOCATE IN
T(X(I))-1,16:PRINT" op "
380 FOR J=3000 TO 1000 STEP -70:SOUND 1,
J,1,5:NEXT
390 LOCATE INT(X(I)),16:PRINT"  ":LOCATE
INT(X(I))-1,17:PRINT" op "
400 FOR J=3000 TO 1000 STEP -70:SOUND 1,
J,1,5:NEXT
410 LOCATE INT(X(I)),17:PRINT"  "
420 E(I)=0
430 SC=SC+15
440 BX=0:BY=0
450 PAPER 9:PEN 8:LOCATE 1,3:PRINT SC
460 GOTO 100
470 FOR I=500 TO 1 STEP -5:SOUND 1,I,1,4
:NEXT
480 PEN 1:PAPER 0:LOCATE 6,5:PRINT"TIME
UP!"
490 PEN 6:A$="HALTED":IF SC<70 THEN A$="
DIDN'T HALT":FOR I=100 TO 2000 STEP 30:S
OUND 1,I,1,4:NEXT
500 LOCATE 2,7:PRINT"YOU ";A$:PRINT"  T
HE INVASION."
510 SOUND 1,50,2,3:PEN 7:LOCATE 5,10:PRI
NT"ANOTHER GO ?"

```

```

520 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
530 SOUND 1,150,2,3:PEN 8:LOCATE 5,10:PR
INT"ANOTHER GO ?"
540 IF A$="N" OR A$="n" THEN PAPER 1:BOR
DER 0:PEN 0:MODE 1:CLS:STOP
550 GOTO 510
560 SYMBOL AFTER 97:SYMBOL 97,255,255,0,
102,102,0,255,255:SYMBOL 98,255,195,165,
153,153,165,195,255
570 SYMBOL 99,0,0,0,60,0,0,0,0:SYMBOL 10
0,127,1,15,23,31,15,2,15
580 SYMBOL 101,252,0,128,200,248,128,0,1
28:SYMBOL 102,60,24,60,60,60,24,0,0
590 SYMBOL 103,0,0,0,192,240,60,15,3:SYM
BOL 104,0,0,0,0,0,224,248,248
600 SYMBOL 105,15,127,255,255,127,182,18
2,127:SYMBOL 106,252,255,255,255,254,219
,219,254
610 SYMBOL 107,0,0,0,0,0,48,255,207:SYMB
OL 108,0,0,0,0,0,32,196,248
620 SYMBOL 109,7,1,15,23,31,15,2,15:SYMB
OL 110,192,0,128,200,248,128,0,128
630 SYMBOL 111,7,103,119,63,63,223,255,2
55:SYMBOL 112,208,252,248,228,254,254,25
4,255
640 SYMBOL 113,255,255,255,255,255,255,2
55,255
650 RETURN

```

Sketch Etch

This program allows you to create video masterpieces. When run, it will display the main menu, and the function of each command in the menu is as follows:

1. *Draw*

This allows you to sketch using the current pen colour. The keys are displayed on the screen.

2. *Line*

This function draws a line from the last cursor point to a new one. Using the keys specified, you move the second cursor to the required position and then press the space bar to draw the line.

3. *Pen*

This function allows you to select the current pen colour. The keys are all numeric followed by 'ENTER'. Any colour from 0 to 15 may be used.

4. *Move*

This allows you to reposition the cursor anywhere on the screen without upsetting the current display. The controls are shown on the screen.

5. *Ink*

Ink allows you to redefine any of the pen colours to one of 27 alternatives. The chart for these 27 colours is on page 6, Appendix IV of the *Amstrad User Manual*.

6. *Clear*

This simply clears the screen, ready for a new picture. The computer will ask you if you are sure, and you simply type Y – for yes or N – for no.

7. *Quit*

This allows you to leave the program. Again, the computer will ask you if you are sure. Happy Sketching.

Program Structure

10–60 Initialization; 70–90 Main menu; 100–200 Draw routine; 210–310 Line routine; 350–370 Pen routine; 400–500 Move routine; 510–620 Ink routine; 630–660 Clear routine; 670–700 Quit routine.

```

10 MODE 0:FOR 1=0 TO 13:INK 1,1:NEXT 1:I
NK 14,24:INK 15,1
20 PAPER 0:BORDER 1:CLS
30 x1=320:y1=150:x2=0:y2=0:me=1:pe=13:PA
=0
40 PEN 14:PAPER 15:LOCATE 1,1
50 PRINT"          MENU          1.DRAW
   4. MOVE2.LINE          5. INK3. PEN
   6.CLEAR          7.QUIT          "
60 PLOT X1,Y1,14
70 A$=INKEY$:A=VAL(A$):IF A>0 AND A<8 TH
EN 90
80 GOTO 70
90 PEN 14:PAPER 15:LOCATE 1,1:ON A GOSUB
   110,210,350,400,510,630,670
100 PEN 14:PAPER 15:LOCATE 1,1:GOTO 50
110 PRINT"          DRAW
      Q- UP O- LEFT SPACEA-DOWN P-R
IGHT -MENU          "
120 PLOT X1,Y1,14
130 OX=X1:OY=Y1:A$=INKEY$:IF A$="Q" OR A
$="q" THEN Y1=Y1+2:IF Y1>318 THEN Y1=318
140 IF A$="A" OR A$="a" THEN Y1=Y1-2:IF
Y1<1 THEN Y1=1
150 IF A$="O" OR A$="o" THEN X1=X1-2:IF
X1<1 THEN X1=1
160 IF A$="P" OR A$="p" THEN X1=X1+2:IF
X1>638 THEN X1=638
170 IF A$=" " THEN 200
180 IF OX=X1 AND OY=Y1 THEN 130
190 PLOT OX,OY,PE:GOTO 120
200 RETURN
210 PRINT"          LINE
      Q- UP O- LEFT SPACEA-DOWN P-R
IGHT - END          SPACE-DRAW          "
220 X2=X1:Y2=Y1:TE=14
230 IF OX<>X2 OR OY<>Y2 THEN TE=TEST(X2,
Y2)
240 PLOT X2,Y2,14
250 OX=X2:OY=Y2:A$=INKEY$:IF A$="Q" OR A
$="q" THEN Y2=Y2+2:IF Y2>318 THEN Y2=318
260 IF A$="A" OR A$="a" THEN Y2=Y2-2:IF
Y2<1 THEN Y2=1

```

```

270 IF A$="O" OR A$="o" THEN X2=X2-2:IF
X2<1 THEN X2=1
280 IF A$="P" OR A$="p" THEN X2=X2+2:IF
X2>638 THEN X2=638
290 IF A$=" " THEN 320
300 PLOT OX,OY,TE
310 GOTO 230
320 PLOT X1,Y1,PE:DRAW X2,Y2,PE
330 RETURN
350 PRINT"          PEN.
          0-13 ";:FOR I=0 TO 13:PAPER I
:PRINT" ";:NEXT:PAPER 15:PRINT"          012
34567890123          "
360 LOCATE 1,4:INPUT A:IF A>=0 AND A<14
THEN 380
370 GOTO 360
380 PE=A
390 RETURN
400 PRINT"          MOVE
          Q-  UP O- LEFT SPACEA-DOWN P-R
IGHT -MENU          "
410 OX=X1:OY=Y1:TE=PA
420 IF OX<>X1 OR OY<>Y1 THEN TE=TEST(X1,
Y1)
430 PLOT X1,Y1,14
440 OX=X1:OY=Y1:A$=INKEY$:IF A$="Q" OR A
$="q" THEN Y1=Y1+2:IF Y1>318 THEN Y1=318
450 IF A$="A" OR A$="a" THEN Y1=Y1-2:IF
Y1<1 THEN Y1=1
460 IF A$="O" OR A$="o" THEN X1=X1-2:IF
X1<1 THEN X1=1
470 IF A$="P" OR A$="p" THEN X1=X1+2:IF
X1>638 THEN X1=638
480 PLOT OX,OY,TE
490 IF A$=" " THEN RETURN
500 GOTO 420
510 PRINT"          INK.
          FROM (0-13)?          "
520 LOCATE 1,4:INPUT A:IF A>=0 AND A<14
THEN 540
530 GOTO 520

```

```

540 LOCATE 9,4:PAPER A:PRINT"      ":PAPER
    15
550 LOCATE 5,3:PRINT" TO (0-26)?"
560 LOCATE 1,4:INPUT B:IF B>=0 AND B<27
    THEN 580
570 GOTO 560
580 INK A,B
590 LOCATE 9,4:PAPER A:PRINT"      ":PAPER
    15
600 LOCATE 5,5:PRINT"PRESS SPACE"
610 A$=INKEY$:IF A$="" THEN RETURN
620 GOTO 610
630 PRINT"          CLEAR
          SURE Y/N
          "
640 A$=INKEY$:IF A$="Y" OR A$="y" THEN P
    APER PA:CLS:RETURN
650 IF A$="N" OR A$="n" THEN RETURN
660 GOTO 640
670 PRINT"          QUIT
          SURE Y/N
          "
680 A$=INKEY$:IF A$="Y" OR A$="y" THEN C
    LS:STOP
690 IF A$="N" OR A$="n" THEN RETURN
700 GOTO 680

```

Downhill Racer

The wind is behind you, the snowflakes fly against your visor, and you weave in and out between the flag posts. You are skiing. The object of the game is to gain as high a score as possible, by skiing in between the flags and avoiding the trees. After you have travelled 800 metres, you reach the finishing post. Be careful not to crash or you'll end up with your feet in the air.

Controls

Z – left, and M – right.

Program Structure

10–30 Initialization; 40–210 Movement of skier and scroll;
220–320 Crash; 330–340 Through flags routine; 350–380 Finish
post; 390–470 Data for the graphics.

```
10 MODE 0:INK 0,0:INK 1,26:INK 2,2:INK 3
,9:INK 4,3:INK 5,6:INK 6,26:INK 7,26:PAP
ER 1:BORDER 26:CLS
20 GOSUB 390
30 P=10:PD=0:X=0:PO=0:TI=0:SC=0
40 SOUND 1,150,17,1,0,0,9:OP=P:TI=TI+1:A
$=INKEY$:IF A$="Z" OR A$="z" THEN PD=PD-
1:SOUND 3,3000,5,4,0,0,1:IF PD=-2 THEN P
D=-1
50 IF A$="M" OR A$="m" THEN PD=PD+1:SOUN
D 3,3000,5,4,0,0,1:IF PD=2 THEN PD=1
60 P=P+PD:IF P=0 THEN P=1
70 IF P=21 THEN P=20
80 B$="b":IF PD=-1 THEN B$="c"
90 IF PD=1 THEN B$="d"
100 LOCATE OP,9:PRINT" ":LOCATE OP,10:PR
INT" "
```

```

110 LOCATE 20,25:PRINT"  ":T1=TEST(P*32-
32,240):T2=TEST(P*32-32,266):T3=TEST(P*3
2-4,240):T4=TEST(P*32-4,266)
120 PEN 0:PAPER 1:LOCATE P,9:PRINT "a":L
OCATE P,10:PRINT B$
130 IF PO=0 AND RND*1<0.1 AND TI<560 THE
N PEN 5:X=1+INT(RND*15):LOCATE X,24:PRIN
T"g      g":LOCATE X,25:PRINT"h";:PEN 6:PR
INT"oooo";:PEN 5:PRINT"h";:X=0:GOTO 150
140 IF PO=0 AND X=0 AND TI<560 AND RND*1
<0.8 THEN X=1+INT(RND*19):PO=1
150 IF PO=0 THEN 200
160 PEN 3:B$="ij":IF PO>1 THEN B$="kl":I
F PO=4 THEN B$="mn":PEN 4
170 PO=PO+1
180 LOCATE X,25:PRINT B$;
190 IF PO=5 THEN PO=0:X=0
200 IF TI=600 THEN 350
210 IF T1=1 AND T2=1 AND T3=1 AND T4=1 T
HEN 40
220 IF T1=6 OR T2=6 OR T3=6 OR T4=6 THEN
330
230 PEN 0:LOCATE P,9:PRINT"e":LOCATE P,1
0:PRINT"f"
240 FOR J=5 TO 1 STEP -1:FOR I=0 TO 3000
STEP 50:SOUND 1,I,1,J:INK 0,J*4:NEXT I,
J
250 INK 0,0
260 PEN 0:LOCATE 4,5:PRINT"YOU CRASHED!!
!"
270 PEN 0:LOCATE 5,10:PRINT"YES OR SNOW!
"
280 PEN 2:LOCATE 5,8:PRINT"ANOTHER GO ?"
290 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
300 PEN 5:LOCATE 5,8:PRINT"ANOTHER GO ?"
310 IF A$="N" OR A$="n" THEN PAPER 0:BOR
DER 0:PEN 1:MODE 1:CLS:STOP
320 GOTO 280
330 SC=SC+1:FOR J=6 TO 3 STEP -1:FOR I=3
000 TO 0 STEP -200:SOUND 1,I,1,J:NEXT I,
J

```

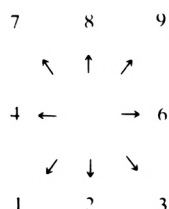
```

340 GOTO 40
350 FOR I=21 TO 11 STEP-1:PAPER 2:PEN 5:
LOCATE 8,I:PRINT"FINISH":LOCATE 8,I+1:PA
PER 1:PEN 0:PRINT"o      o":LOCATE 8,I+2:P
RINT"o      o":LOCATE 8,I+3:PRINT"o      o":
LOCATE 8,I+4:PRINT"          ":NEXT
360 FOR J=0 TO 6:FOR I=3000 TO 0 STEP -1
00:SOUND 1,I,1,J:NEXT I,J
370 PEN 0:LOCATE 5,3:PRINT"YOU SCORED:";
SC
380 GOTO 270
390 SYMBOL AFTER 97:SYMBOL 97,24,60,60,2
4,126,255,189,189:SYMBOL 98,60,36,36,36,
52,36,66,66
400 SYMBOL 99,61,36,36,37,54,36,72,144:S
YMBOL 100,188,36,36,164,108,36,18,9
410 SYMBOL 101,9,18,18,108,108,36,36,60:
SYMBOL 102,60,189,0,106,22,0,0,0
420 SYMBOL 103,3,7,15,31,31,1,1,1:SYMBOL
104,1,1,1,1,1,1,1,1,1
430 SYMBOL 105,1,3,5,3,5,11,5,11:SYMBOL
106,128,192,160,192,160,208,160,208
440 SYMBOL 107,21,11,21,43,21,43,21,43:S
YMBOL 108,168,208,168,212,168,212,168,21
2
450 SYMBOL 109,1,1,1,1,1,13,0,3,0:SYMBOL 1
10,128,128,128,128,136,48,128,0
460 SYMBOL 111,255,255,255,255,255,255,2
55,255
470 RETURN

```

Z80A Attack

Help the Amstrad's CPU to defeat the marauding bugs which are attempting to disrupt its operating system. The CPU can fire logic bolts in eight directions and the keys are as follows:



Use the numeric keypad on the right-hand side of your computer to fire the bolts. The game is over when a bug reaches the processor.

Program Structure

10–50 Initialization; 60–220 Movement of bugs; 230–250 Logic bolt fired; 260–650 Shots for 8 directions; 660–770 Game over; 780–830 Bug initialization; 840–890 Data for the graphics.

```
10 MODE 0:INK 0,26:INK 1,0:INK 2,6:INK 3
,8:INK 4,5:INK 5,9:FOR I=6 TO 15:INK I,I
*2:NEXT:PAPER 0:BORDER 26:CLS
20 GOSUB 840:DIM X(8):DIM Y(8)
30 PEN 1:LOCATE 10,11:PRINT"ab":LOCATE 1
0,12:PRINT"ab":LOCATE 10,13:PRINT"ab":LO
CATE 10,14:PRINT"ab"
40 PEN 4:LOCATE 1,1:PRINT"      Z80A  ATTA
CK      "
50 FOR J=1 TO 8:GOSUB 790:NEXT
60 TI=TI+1:PEN 5:LOCATE 1,1:PRINT TI
70 SOUND 1,1200,15,4
80 FOR Z=1 TO 8:OX=X(Z):OY=Y(Z)
90 IF RND*1<0.4 AND X(Z)<10 THEN X(Z)=X(
Z)+1:GOTO 150
```

```

100 IF RND*1<0.4 AND X(Z)>10 THEN X(Z)=X
(Z)-1:GOTO 150
110 IF RND*1<0.4 AND Y(Z)<12 THEN Y(Z)=Y
(Z)+1:GOTO 150
120 IF RND*1<0.4 AND Y(Z)>12 THEN Y(Z)=Y
(Z)-1:GOTO 150
130 X(Z)=X(Z)-(X(Z)<10)+(X(Z)>10)
140 Y(Z)=Y(Z)-(Y(Z)<12)+(Y(Z)>12)
150 IF X(Z)>9 AND X(Z)<12 AND Y(Z)>10 AN
D Y(Z)<15 THEN 660
160 LOCATE OX,OY:PRINT" ";
170 PEN 2:A$="c":R=INT(RND*3)+1:IF R=1 T
HEN A$="d"
180 IF R=2 THEN A$="e"
190 IF R=3 THEN A$="f"
200 LOCATE X(Z),Y(Z):PRINT A$;
210 A$=INKEY$:A=VAL(A$):IF A>0 AND A<10
AND A<>5 THEN GOSUB 230
220 NEXT Z:GOTO 60
230 IF A>5 THEN A=A-1
240 FOR I=100 TO 1000 STEP 25:SOUND 1,I,
1,4:NEXT
250 ON A GOTO 260,310,360,410,460,510,56
0,610
260 FOR I=1 TO 9:PEN 3:LOCATE 10-I,14+I:
PRINT"g"
270 FOR J=1 TO 8:IF X(J)=10-I AND Y(J)=1
4+I THEN GOSUB 780
280 NEXT J,I
290 FOR I=1 TO 9:LOCATE 10-I,14+I:PRINT"
":NEXT
300 RETURN
310 FOR I=15 TO 25:PEN 3:LOCATE 10,I:PRI
NT"h"
320 FOR J=1 TO 8:IF X(J)=10 AND Y(J)=I T
HEN GOSUB 780
330 NEXT J,I
340 FOR I=15 TO 25:LOCATE 10,I:PRINT" ":
NEXT
350 RETURN
360 FOR I=1 TO 9:PEN 3:LOCATE 11+I,14+I:
PRINT"j"

```

```

370 FOR J=1 TO 8:IF X(J)=11+I AND Y(J)=1
4+I THEN GOSUB 780
380 NEXT J,I
390 FOR I=1 TO 9:LOCATE 11+I,14+I:PRINT"
":NEXT
400 RETURN
410 FOR I=9 TO 1 STEP-1:PEN 3:LOCATE I,1
2:PRINT"I"
420 FOR J=1 TO 8:IF X(J)=I AND Y(J)=12 T
HEN GOSUB 780
430 NEXT J,I
440 FOR I=9 TO 1 STEP -1:LOCATE I,12:PRI
NT" ":NEXT
450 RETURN
460 FOR I=12 TO 20:PEN 3:LOCATE I,12:PRI
NT"I"
470 FOR J=1 TO 8:IF X(J)=I AND Y(J)=12 T
HEN GOSUB 780
480 NEXT J,I
490 FOR I=12 TO 20:LOCATE I,12:PRINT" ":
NEXT
500 RETURN
510 FOR I=1 TO 9:PEN 3:LOCATE 10-I,11-I:
PRINT"j"
520 FOR J=1 TO 8:IF X(J)=10-I AND Y(J)=1
1-I THEN GOSUB 780
530 NEXT J,I
540 FOR I=1 TO 9:LOCATE 10-I,11-I:PRINT"
":NEXT
550 RETURN
560 FOR I=10 TO 2 STEP -1:PEN 3:LOCATE 1
0,I:PRINT"h"
570 FOR J=1 TO 8:IF X(J)=10 AND Y(J)=I T
HEN GOSUB 780
580 NEXT J,I
590 FOR I=10 TO 2 STEP -1:LOCATE 10,I:PR
INT" ":NEXT
600 RETURN
610 FOR I=1 TO 9:PEN 3:LOCATE 11+I,11-I:
PRINT"g"
620 FOR J=1 TO 8:IF X(J)=11+I AND Y(J)=1
1-I THEN GOSUB 780

```

```

630 NEXT J,I
640 FOR I=1 TO 9:LOCATE 11+I,11-I:PRINT"
":NEXT
650 RETURN
660 PEN 4:LOCATE 5,5:PRINT"        YOUR CPU
HAS        BEEN BUGGED!"
670 FOR I=1 TO 30:PEN 12:SOUND 1,1600-I*
50,3,I/5
680 LOCATE 10,11:PRINT"ab":LOCATE 10,12:
PRINT"ab":LOCATE 10,13:PRINT"ab":LOCATE
10,14:PRINT"ab"
690 PEN 1
700 SOUND 1,1600-I*40,3,I/5:LOCATE 10,11
:PRINT"ab":LOCATE 10,12:PRINT"ab":LOCATE
10,13:PRINT"ab":LOCATE 10,14:PRINT"ab"
710 NEXT I
720 CO=5
730 CO=CO+1:PEN CO:IF CO=15 THEN CO=5
740 LOCATE 5,18:PRINT"ANOTHER GO ?":SOUN
D 1,200-CO*5,3,INT(CO/3)
750 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
760 IF A$="N" OR A$="n" THEN PAPER 1:BOR
DER 0:PEN 0:MODE 1:CLS:STOP
770 GOTO 730
780 FOR N=4 TO 15:SOUND 2,50+N*15,3,4:LO
CATE X(J),Y(J):PEN N:PRINT"c":NEXT N
790 R=INT(RND*4)+1:IF R=1 THEN X(J)=1:Y(
J)=2+INT(RND*23)
800 IF R=2 THEN X(J)=20:Y(J)=2+INT(RND*2
3)
810 IF R=3 THEN Y(J)=2:X(J)=1+INT(RND*20
)
820 IF R=4 THEN Y(J)=25:X(J)=1+INT(RND*2
0)
830 RETURN
840 SYMBOL AFTER 97:SYMBOL 97,63,255,63,
63,63,255,63,63:SYMBOL 98,252,255,252,25
2,252,255,252,252
850 SYMBOL 99,51,222,60,126,56,60,51,192
:SYMBOL 100,12,198,108,59,126,216,204,6

```

860 SYMBOL 101,12,216,123,62,248,60,102,
54:SYMBOL 102,3,198,108,254,56,126,59,48
870 SYMBOL 103,1,2,4,8,16,32,64,128:SYMB
OL 104,1,1,1,1,1,1,1,1,1
880 SYMBOL 105,0,0,0,0,0,0,0,0,255:SYMBOL
106,128,64,32,16,8,4,2,1
890 RETURN

Kong

Can you rescue Fay Ray from the clutches of Kong? It will take nerves of steel to climb ladder after ladder, skill to jump the stream of barrels and sheer heroism to carry on as Kong takes Fay higher and higher. This is a great version of a famous game and will appeal to everyone. Kong jumps over the barrels and climbs the ladders to reach the top, after which he takes Fay to an even higher level.

Controls

Z – to run left, C – to run right, and M – to jump. If you are directly above or below a ladder and press jump, you will climb up or down it. Good luck – you'll need it. Be careful – you need a small preliminary jump before you can leap over a barrel.

Program Structure

10–120 Initialization; 130–390 Main loop including man and barrel movement; 490–520 Up ladder routine; 530–560 Down ladder routine; 580–640 Data for the graphics; 650–700 Game over.

```
10 SR=0:MODE 0:INK 0,0:INK 1,26:INK 2,8:
INK 3,6:INK 4,20:INK 5,24:INK 6,9:INK 7,
2:PAPER 0:BORDER 0:CLS
20 GOSUB 580:DIM X(7):DIM Y(7):P=1:DIM D
(7)
30 SR=SR+1:J=0:X=2:Y=23:PO=1:DS=1
40 LOCATE 15,3:PEN 2:PRINT"aaaa":PEN 3:L
OCATE 18,3:PRINT"de":LOCATE 18,4:PRINT"f
g"
50 PEN 2:LOCATE 2,5:PRINT"a aaaaaaabbbbb
bbbbbb":LOCATE 1,10:PRINT"bbbbbbbbbbbaaaaa
aa a":LOCATE 2,15:PRINT"a aaaaaaabbbbbbbb
bbb":LOCATE 1,20:PRINT"bbbbbbbbbbbaaaaaaa
a"
```

```

60 LOCATE 1,25:PRINT"bbbbbbbbbbbbbbbbbbbbbb
b";:PEN 1:LOCATE 16,2:PRINT"m":PEN 5:LOC
ATE 9,1:PRINT"KONG":LOCATE 1,1:PEN 7:PRI
NT"LVL";:PEN 4:PRINT SR
70 PEN 4:FOR J= 5 TO 8:LOCATE 3,J:PRINT"
c":NEXT J:FOR J=10 TO 13:LOCATE 18,J:PRI
NT"c":NEXT J
80 FOR J=15 TO 18:LOCATE 3,J:PRINT"c":NE
XT:FOR J=20 TO 23:LOCATE 18,J:PRINT"c":N
EXT:LOCATE 15,4:PRINT"c c"
90 FOR I=1 TO 7
100 X(I)=5+INT(RND*9):Y(I)=4+INT(RND*2)*
10:D(I)=-1:IF RND<0.5 THEN Y(I)=9+INT(RN
D*2)*10:D(I)=1
110 PEN 3:LOCATE X(I),Y(I):PRINT"n"
120 NEXT I
130 P=-P:G$="n":IF P=1 THEN G$="o"
140 FOR I=1 TO 7:OX=X(I):OY=Y(I)
150 IF Y(I)=0 THEN FOR Z=1 TO 20:NEXT Z:
GOTO 210
160 X(I)=X(I)+D(I):IF D(I)=1 AND X(I)=20
THEN Y(I)=Y(I)+5:D(I)=-1
170 IF D(I)=-1 AND X(I)=1 THEN Y(I)=Y(I)
+5:D(I)=1
180 IF Y(I)>24 THEN X(I)=0:Y(I)=0:LOCATE
OX,OY:PRINT" ":GOTO 210
190 IF X(I)=X AND Y(I)=Y THEN 650
200 LOCATE OX,OY:PRINT" ":LOCATE X(I),Y(
I):PEN 3:PRINT G$
210 IF X(I)=0 AND Y(I)=0 AND RND*1<0.2 T
HEN X(I)=14:Y(I)=4:D(I)=-1
220 O1=X:O2=Y
230 A$=INKEY$:IF A$="Z" OR A$="z" THEN X
=X-1:DS=-1
240 IF A$="C" OR A$="c" THEN X=X+1:DS=1
250 IF A$<>"M" AND A$<>"m" AND J<>0 THEN
J=3
260 IF A$="M" OR A$="m" THEN GOSUB 420
270 IF J=1 THEN Y=Y-1:X=X+DS
280 IF J=2 THEN X=X+DS
290 IF J=3 THEN Y=Y+1:J=0
300 IF X=1 THEN X=2

```

```

310 IF X=20 THEN X=19
320 FOR Z=1 TO 7:IF X(Z)=X AND Y(Z)=Y TH
EN 650
330 NEXT
340 IF O1<>X THEN PO=-PO
350 IF DS=1 THEN A$="h":IF PO=1 THEN A$=
"i"
360 IF DS=-1 THEN A$="j":IF PO=1 THEN A$
="k"
370 IF O1<>X OR O2<>Y THEN LOCATE O1,O2:
PRINT" ":SOUND 1,500,1,4
380 PEN 1:LOCATE X,Y:PRINT A$
390 NEXT I
400 IF Y=4 AND X>10 THEN CLS:GOTO 30
410 GOTO 130
420 IF (X=18 AND (Y=24 OR Y=14)) OR (X=3
AND (Y=19 OR Y=9)) THEN 490
430 IF (X=3 AND (Y=24 OR Y=14 OR Y=4)) O
R (X=18 AND (Y=19 OR Y=9)) THEN 530
440 IF J>0 AND X>16 THEN X=16
450 IF J>0 AND X<5 THEN X=5
460 IF X<5 OR X>16 THEN RETURN
470 J=J+1
480 RETURN
490 LOCATE X,Y:PRINT" "
500 FOR Z=Y-1 TO Y-4 STEP-1:LOCATE X,Z-1
:PEN 1:PRINT "1":PEN 4:LOCATE X,Z:PRINT"
c":SOUND 1,100-Z*2,3,4:FOR Z1=1 TO 50:NE
XT Z1,Z
510 Y=Y-5
520 RETURN
530 LOCATE X,Y:PRINT" "
540 FOR Z=Y+1 TO Y+4 :LOCATE X,Z+1:PEN 1
:PRINT "1":PEN 4:LOCATE X,Z:PRINT"c":SOU
ND 1,100-Z*2,3,4:FOR Z1=1 TO 50:NEXT Z1,
Z
550 Y=Y+5
560 RETURN
570 RETURN
580 SYMBOL AFTER 97:SYMBOL 97,0,255,8,20
,34,65,128,255:SYMBOL 98,255,8,20,34,65,
128,255,0

```

```

590 SYMBOL 99,130,130,254,130,130,254,13
0,130:SYMBOL 100,3,5,7,6,3,7,14,28:SYMBOL
101,192,160,224,64,192,224,112,56
600 SYMBOL 102,28,14,0,7,6,6,12,12:SYMBOL
103,56,112,0,224,96,96,48,48
610 SYMBOL 104,60,56,17,126,184,36,194,1
31:SYMBOL 105,60,56,16,252,59,40,68,100:
SYMBOL 106,60,28,136,126,29,52,67,193:SY
MBOL 107,60,28,8,63,220,20,34,38
620 SYMBOL 108,56,186,146,124,56,40,40,1
08:SYMBOL 109,30,29,9,124,28,62,20,52
630 SYMBOL 110,56,124,246,238,238,222,12
4,56:SYMBOL 111,56,124,222,238,238,246,1
24,56
640 RETURN
650 LOCATE 01,02:PRINT" "
660 FOR J=1 TO 10:FOR I=2500 TO 1 STEP-1
00:SOUND 1,I,1,5:NEXT I,J
670 LOCATE 1,1:PEN INT(RND*16):PRINT"
ANOTHER GAME ?    "
680 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
690 IF A$="N" OR A$="n" THEN PEN 1:CLS:S
TOP
700 GOTO 670

```

Gunfight

Howdy there, pardner! You are the Sheriff of Tombstone City and you must kill as many outlaws as you can before you bite the dust. But look out for the stagecoach: it stops your bullets. There is a knack to this, but you'll have to learn it the hard way!

Controls

Q – up, A – down, and space bar fires your trusty colt.

Program Structure

10–50 Initialization; 60–340 Movement for cowboys, bullets, and stagecoach; 360–390 Outlaw dead routine; 400–480 Game over; 490–580 Data for the graphics.

```
10 MODE 0:INK 0,24:INK 1,0:INK 2,6:INK 3
,8:INK 4,1:INK 5,5:FOR I=7 TO 14:INK I,(
I-7)*3:NEXT:PAPER 0:BORDER 24:CLS
20 GOSUB 490:FOR I=1400 TO 1 STEP-5:SOUN
D 1,1401-I,1,1+INT(I/100):NEXT
30 PY=4:CY=20:X1=0:Y1=0:X2=0:Y2=0:SY=24:
KI=0
40 PEN 5:LOCATE 1,1:PRINT"          GUNFIGHT!"
"      "
50 PEN 4:LOCATE 2,2:PRINT"BANDITS KILLED
";KI
60 A$=INKEY$:IF A$="Q" OR A$="q" THEN PY
=PY-1:IF PY=3 THEN PY=4
70 IF A$="A" OR A$="a" THEN PY=PY+1:IF P
Y=23 THEN PY=22
80 PEN 1:LOCATE 1,PY-1:PRINT"  ":LOCATE
1,PY+2:PRINT"  "
90 LOCATE 1,PY:PRINT"ab":LOCATE 1,PY+1:P
RINT"cd"
```

```

100 IF X1=0 AND Y1=0 AND RND*1<0.4 THEN
CY=CY-(CY<PY)+(CY>PY):GOTO 130
110 IF X1<>0 AND Y1<>0 AND RND*1<0.6 THE
N CY=CY+(CY<PY)-(CY>PY):GOTO 130
120 CY=CY+INT(RND*3)-1
130 IF CY=3 THEN CY=4
140 IF CY=23 THEN CY=22
150 LOCATE 19,CY-1:PRINT"  ":LOCATE 19,C
Y+2:PRINT"  "
160 PEN 2:LOCATE 19,CY:PRINT"ef":LOCATE
19,CY+1:PRINT"gh"
170 IF A$=" " AND X1=0 AND Y1=0 THEN X1=
3:Y1=PY:GOSUB 350
180 IF X1=0 AND Y1=0 THEN 220
190 PEN 4:X1=X1+1:LOCATE X1-1,Y1:PRINT"
q";
200 IF X1>18 AND (Y1=CY OR Y1=CY+1) THEN
360
210 IF X1=20 THEN LOCATE X1,Y1:PRINT"  ":
X1=0:Y1=0
220 IF X2=0 AND Y2=0 AND (RND*1<0.2 OR C
Y=P1 OR CY=PY+1) THEN X2=17:Y2=CY:GOSUB
350
230 IF X2=0 AND Y2=0 THEN 270
240 PEN 4:X2=X2-1:LOCATE X2,Y2:PRINT"q "
;
250 IF X2<3 AND (Y2=PY OR Y2=PY+1) THEN
400
260 IF X2=1 THEN LOCATE X2,Y2:PRINT"  ":X
2=0:Y2=0
270 IF (X1=10 OR X2=11) AND (Y1=SY OR Y1
=SY+1) THEN X1=0:Y1=0
280 IF (X2=10 OR X2=11) AND (Y2=SY OR Y2
=SY+1) THEN X2=0:Y2=0
290 SY=SY-1:IF SY=2 THEN SY=23:LOCATE 10
,3:PRINT"  ":LOCATE 10,4:PRINT"  "
300 LOCATE 10,SY:A$="ij":B$="kl":IF SY<1
2 THEN A$="mn":B$="op"
310 PEN 3:PRINT A$:LOCATE 10,SY+1:PRINT
B$:LOCATE 10,SY+2:PRINT"  "
320 IF (X1=10 OR X2=11) AND (Y1=SY OR Y1
=SY+1) THEN X1=0:Y1=0

```

```

330 IF (X2=10 OR X2=11) AND (Y2=SY OR Y2
=SY+1) THEN X2=0:Y2=0
340 GOTO 60
350 FOR I=7 TO 1 STEP-1:SOUND 1,2000,5,I
,0,0,1:NEXT I:RETURN
360 KI=KI+1:LOCATE 19,CY:PRINT"  ":PEN 2
:LOCATE 19,CY+1:PRINT"rs"
370 FOR I=1 TO 5:FOR J=1000 TO 0 STEP -3
0:SOUND 1,J,1,I:NEXT J,I
380 X1=0:Y1=0
390 CLS:GOTO 40
400 PEN 1:LOCATE 1,PY:PRINT"  ":LOCATE 1
,PY+1:PRINT"rs"
410 FOR I=7 TO 1 STEP -1:FOR J=1 TO 2500
STEP 100:SOUND 1,J,1,I:NEXT J,I
420 PEN 4:LOCATE 1,5:PRINT"YOU'RE DEAD,S
HERIFF!"
430 C=6
440 C=C+1:IF C=15 THEN C=7
450 SOUND 1,C*100,8,INT((C-5)/2):PEN C:L
OCATE 5,7:PRINT"ANOTHER GO ?"
460 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
470 IF A$="N" OR A$="n" THEN PAPER 1:BOR
DER 0:PEN 0:MODE 1:CLS:STOP
480 GOTO 440
490 SYMBOL AFTER 97:SYMBOL 97,1,3,31,3,3
,3,7,27:SYMBOL 98,128,192,248,192,192,12
8,252,192
500 SYMBOL 99,3,3,6,6,12,12,12,15:SYMBOL
100,128,128,192,192,96,96,96,120
510 SYMBOL 101,1,3,31,3,3,1,63,3:SYMBOL
102,128,192,248,192,192,192,224,216
520 SYMBOL 103,1,1,3,3,6,6,6,30:SYMBOL 1
04,192,192,96,96,48,48,48,240
530 SYMBOL 105,7,14,24,48,48,48,96,96:SY
MBOL 106,224,112,24,12,12,12,6,6
540 SYMBOL 107,127,127,2,50,50,63,48,48:
SYMBOL 108,254,254,64,76,76,252,12,12
550 SYMBOL 109,0,0,0,0,3,12,24,24:SYMBOL
110,0,0,0,0,192,48,24,24

```

560 SYMBOL 111,24,48,48,63,1,17,31,16:SY
MBOL 112,24,12,12,252,128,136,248,8
570 SYMBOL 113,0,0,0,24,0,0,0,0:SYMBOL 1
14,0,64,64,64,119.255,255,255:SYMBOL 115
,0,0,0,12,204,252,252,252
580 RETURN

SAS Embassy Assault

Your task is to take the hostages, one by one, from the embassy building and to leave them at the base below, using a helicopter. This may sound an easy task, but it is not a job for the faint-hearted. Gravity is pulling you down and you will crash if you land on a pad too hard. The enemy is also making a bid to stop you, but not in some new jet fighter – they're dropping bombs from a balloon!

Controls

Z – to fly left, C – to fly right, and M – to fly upwards.

Program Structure

10–90 Initialization; 100–340 Movement of helicopter; 360–440 Movement of balloon; 440–460 Rotar blade animation; 500–600 Data for the graphics; 600–760 Game over.

```
10 h1=1:INK 0,26:INK 1,0:INK 2,6:INK 3,1
8:PAPER 0:BORDER 0:CLS
20 GOSUB 540
30 x=5:y=22:pa=0:me=0:g=0.1
40 ba=15:bd=1:by=0:bx=0
50 PEN 1:LOCATE 2,22:PRINT CHR$(244);CHR
$(245):PEN 2:LOCATE 2,23:PRINT CHR$(246)
;CHR$(247)
60 PEN 0:PAPER 1:LOCATE 33,12:PRINT CHR$
(45);CHR$(45);CHR$(45);:PAPER 0:PEN 1:PR
INT " ";CHR$(237):PEN 2:FOR i= 13 TO 23:
LOCATE 33,1:PRINT CHR$(254);CHR$(254);CH
R$(254);CHR$(254);CHR$(254):NEXT i
70 PEN 3:PAPER 1:LOCATE 1,1:PRINT" PASS
ENGER MEN AT BASE HIGH SCORE
"
```

```

80 PAPER 0:PEN 2:LOCATE 33,23:PRINT CHR$(
(246);CHR$(247);CHR$(254);CHR$(254);CHR$(
(254);CHR$(245)
90 PEN 3:PAPER 1:LOCATE 1,24:PRINT CHR$(
(143);CHR$(143);CHR$(143);CHR$(143);:PEN
0:PRINT CHR$(45);CHR$(45);CHR$(45);CHR$(
(45);:PEN 3:FOR I=1 TO 72:PRINT CHR$(143)
::NEXT
100 PAPER 1:PEN 3:LOCATE 7,2:PRINT" ":LO
CATE 7,2:IF PA=1 THEN PRINT CHR$(237)
110 LOCATE 18,2:PRINT ME:LOCATE 32,2:PRI
NT HI
120 PAPER 0:PEN 1
130 x1=x:y1=y
140 a$=INKEY$:IF a$="m" OR a$="M" THEN g
=g-0.5:IF g<0.1 THEN g=0.1
150 SOUND 1,1000,1,4,0,0,1
160 IF a$<>"m" AND a$<>"M" THEN g=g+0.08
170 IF g>1 THEN g=1
180 IF g>0.1 THEN y=y+g
190 IF g=0.1 AND a$="m" OR a$="M" THEN y
=y-1
200 IF (a$="z" OR a$="Z") AND g>0.1 AND
x>5 THEN x=x-1
210 IF (a$="c" OR a$="C") AND g>0.2 AND
x<35 THEN x=x+1
220 SOUND 1,1000,1,4,0,0,1:IF x>30 AND y
>11 THEN 610
230 IF (x=5 OR x=6) AND y>22.5 AND g>0.7
THEN 610
240 IF x=33 AND y>10 AND g>0.7 THEN 610
250 IF (x=5 OR x=6) AND y>22.5 AND pa=1
THEN pa=0:me=me+1:PRINT CHR$(7):IF me>hi
THEN hi=me
260 IF (x=5 OR x=6) AND y>22.5 THEN x=x1
:y=y1:g=0.1
270 IF x=33 AND y>10 AND pa=0 THEN pa=1:
PRINT CHR$(7)
280 IF x=33 AND y>10 THEN x=x1:y=y1:g=0
.1
290 IF y>22.6 THEN 610

```

```

300 IF (x-1=bx OR x=bx OR x+1=bx OR x+2=
bx) AND (INT(y)=by OR INT(y+1)=by) THEN
610
310 IF y<6 THEN y=6
320 PEN 1:IF INT(x)<>INT(x1) OR (y)<>(y1
) THEN LOCATE x1-1,y1:PRINT"      ":LOCATE
x1,y1+1:PRINT"      "
330 PEN 1:LOCATE x-1,y:PRINT " ";CHR$(24
8);CHR$(249);" ":LOCATE x,y+1:PRINT CHR$
(250);CHR$(251);CHR$(252)
340 SOUND 1,1000,1,4,0,0,1
350 IF by<>0 THEN GOSUB 500
360 ba=ba+bd
370 SOUND 1,2000,1,4,0,0,1
380 IF ba=6 AND bd=-1 THEN bd=1
390 IF ba=31 AND bd=1 THEN bd=-1
400 SOUND 1,1000,1,4,0,0,1
410 SOUND 1,1000,1,4,0,0,1
420 LOCATE ba-1,3:PRINT"      ":LOCATE ba-
1,4:PRINT"      ":LOCATE ba-1,5:PRINT"
"
430 PEN 2:LOCATE ba,3:PRINT CHR$(238);CH
R$(239):LOCATE ba,4:PRINT CHR$(240);CHR$
(241):LOCATE ba,5:PRINT CHR$(242);CHR$(2
43)
440 IF by=0 AND bx=0 AND RND<0.3 THEN by
=6:bx=ba
450 PEN 1:LOCATE x-1,y:PRINT CHR$(253):L
OCATE x+2,y:PRINT CHR$(253)
460 SOUND 1,1000,5,1,0,0,1
470 IF by<>0 THEN GOSUB 500
480 FOR j=1 TO 25:NEXT
490 GOTO 100
500 by=by+1:IF by=24 THEN LOCATE bx,by-1
:PRINT " ":by=0:bx=0:RETURN
510 LOCATE bx,by-1:PRINT " ":PEN 1:LOCAT
E bx,by:PRINT CHR$(255)
520 IF (x-1=bx OR x=bx OR x+1=bx OR x+2=
bx) AND (INT(y)=by OR INT(y+1)=by) THEN
610
530 RETURN

```

```

540 SYMBOL AFTER 237:SYMBOL 237,56,186,1
46,124,56,40,68,198
550 SYMBOL 238,3,15,31,63,127,127,255,25
5:SYMBOL 239,192,240,248,252,254,254,255
,255:SYMBOL 240,255,127,127,63,63,47,19,
18:SYMBOL 241,255,254,254,252,252,244,20
0,72
560 SYMBOL 242,18,10,10,10,7,7,3,3:SYMBOL
L 243,72,80,80,80,224,224,192,192:SYMBOL
244,0,0,15,31,63,127,255,255:SYMBOL 245
,0,0,240,248,252,254,255,255
570 SYMBOL 246,255,255,195,194,254,254,2
54,255:SYMBOL 247,255,255,195,67,127,127
,127,255:SYMBOL 248,255,1,3,15,27,51,99,
195:SYMBOL 249,255,0,0,0,192,224,240,248
580 SYMBOL 250,195,255,115,63,31,15,1,25
5:SYMBOL 251,252,255,255,248,224,128,0,2
54:SYMBOL 252,7,249,255,0,0,0,0,0:SYMBOL
253,255,0,0,0,0,0,0,0
590 SYMBOL 254,255,255,195,195,195,195,2
55,255:SYMBOL 255,40,40,16,56,124,124,56
,16
600 RETURN
610 LOCATE x1-2,y1:PRINT" "":LOCATE x
1,y1+1:PRINT" "
620 PEN 2:LOCATE x,y:PRINT CHR$(248);CHR
$(249):LOCATE x,y:PRINT CHR$(250);CHR$(2
51)
630 FOR i=1 TO 40:NEXT
640 FOR i=y TO 24:LOCATE x,i-1:PRINT "
":LOCATE x,i:PRINT CHR$(248);CHR$(249);"
":LOCATE x,i+1:PRINT CHR$(250);CHR$(251
);CHR$(252)
650 FOR j=1 TO 5:SOUND 1,100+i*5+j,0.7,4
:NEXT j,i
660 FOR i=100 TO 1000 STEP 10:SOUND 1,1,
2,4:NEXT
670 PAPER 1:BORDER 0:PEN 3:CLS
680 LOCATE 16,3:PRINT "GAME OVER"
690 PEN 0:PRINT,,,,,:IF me>1 THEN PRINT
"You saved";me"hostages"

```

```
700 IF me=1 THEN PRINT "You saved 1 host  
age!!(HA HA)"  
710 IF me=hi THEN PRINT,,,,,"GREAT!! A  
new high score!"  
720 IF me<hi THEN PRINT "The best so far  
is";hi  
730 PEN 2:PRINT,,,,,,,"Another game?"  
740 a$=INKEY$:IF a$="y" OR a$="Y" THEN P  
APER 0:CLS:GOTO 30  
750 IF a$="n" OR a$="N" THEN STOP  
760 GOTO 740
```

Roboworld

Cyril the semicircle is trapped on Roboworld in a pen which contains pits, with two robots at a time. If he can stay alive long enough, he'll be teleported back home. Unfortunately, the robots are chasing him. He must lure the robots into the pits, and at the same time avoid falling into them himself.

Controls

Q – up, A – down, O – left, and P – right.

Program Structure

10–110 Initialization; 120–300 Movement of Cyril and the robots; 310–400 Death of a robot; 410–470 Game over; 480–510 Player survived; 520 Cyril's bouncing sound; 530–560 Data for the graphics.

```
10 MODE 0:INK 0,18:INK 1,26:INK 2,6:INK
3,0:INK 4,20:INK 5,1:INK 6,8:INK 7,13:INK
8,24:INK 9,24:FOR I=10 TO 15:INK I,(I-
10)*5:NEXT:PAPER 0:BORDER 18:CLS
20 GOSUB 530:DIM RX(2):DIM RY(2):DIM HX(
4):DIM HY(4)
30 PEN 1:LOCATE 2,1:PRINT"eeeeeeeeeeeeee
eeeeef":LOCATE 1,25:PRINT"eeeeeeeeeeeeee
eeeeef";
40 FOR I=3 TO 24:LOCATE 1,I:PRINT"f":LOC
ATE 20,I:PRINT"f":NEXT
50 X=10:Y=12:RX(1)=2:RY(1)=23:RX(2)=19:R
Y(2)=3:TI=101:KI=0:TY=1
60 IF RND*1<0.5 THEN RX(1)=19:RX(2)=2
70 PEN 7:FOR I=1 TO 4
80 HX(I)=3+INT(RND*15):HY(I)=5+INT(RND*1
9):IF HX(I)=10 AND HY(I)=12 THEN 80
```

```

90 LOCATE HX(I),HY(I):PRINT"d":NEXT I:PA
PER 4:PEN 5:LOCATE 1,1:PRINT" TIME
"
100 FOR I=180 TO 280:PLOT I,390,2:PLOT I
,392,2:NEXT:FOR I=284 TO 384:PLOT I,390,
6:PLOT I,392,6:NEXT:FOR I=386 TO 580:PLO
T I,390,9:PLOT I,392,9:NEXT:FOR I=180 TO
580 STEP 16:PLOT I,394,3:PLOT I,388,3:N
EXT
110 TY=-TY:FOR Z=1 TO 2
120 TI=TI-1:PLOT 180+TI*4,390,3:PLOT 180
+TI*4,392,3
130 IF TI=0 THEN 480
140 PAPER 0:OX=X:OY=Y:A$=INKEY$
150 IF A$="Q" OR A$="q" THEN Y=Y-1:GOSUB
520:IF Y<3 THEN Y=3
160 IF A$="A" OR A$="a" THEN Y=Y+1:GOSUB
520:IF Y>23 THEN Y=23
170 IF A$="O" OR A$="o" THEN X=X-1:GOSUB
520:IF X<2 THEN X=2
180 IF A$="P" OR A$="p" THEN X=X+1:GOSUB
520:IF X>19 THEN X=19
190 IF OX<>X OR OY<>Y THEN LOCATE OX,OY:
PRINT" "
200 PEN 2:LOCATE X,Y:PRINT"g"
210 FOR I=1 TO 4:IF X=HX(I) AND Y=HY(I)
THEN 410
220 NEXT
230 OX=RX(Z):OY=RY(Z):RX(Z)=RX(Z)-(RX(Z)
<X)+(RX(Z)>X)
240 RY(Z)=RY(Z)-(RY(Z)<Y)+(RY(Z)>Y)
250 LOCATE OX,OY:PRINT" ":LOCATE OX,OY+1
:PRINT" "
260 PEN 3:LOCATE RX(Z),RY(Z):A$="a":IF T
Y=-1 THEN A$="c"
270 PRINT A$:LOCATE RX(Z),RY(Z)+1:PRINT"
b"
280 IF RX(Z)=X AND (RY(Z)=Y OR RY(Z)+1=Y
) THEN 410
290 FOR I=1 TO 4:IF RX(Z)=HX(I) AND(RY(Z)
)=HY(I) OR RY(Z)+1=HY(I)) THEN GOSUB 310
300 NEXT I,Z:GOTO 110

```

```

310 FOR I=1 TO 5:FOR J=10 TO 15:SOUND 1,
500+INT(RND*1500),3,4:PEN J:LOCATE RX(Z)
,RY(Z):PRINT"a":LOCATE RX(Z),RY(Z)+1:PRI
NT"b":NEXT J,I
320 LOCATE RX(Z),RY(Z):PRINT" ":LOCATE R
X(Z),RY(Z)+1:PRINT" "
330 IF Z=1 THEN 360
340 PEN 3:LOCATE RX(1),RY(1):PRINT"a":LO
CATE RX(1),RY(1)+1:PRINT"b":RY(2)=3:IF R
ND*1<0.5 THEN RX(2)=19:GOTO 380
350 RX(2)=2:GOTO 380
360 PEN 3:LOCATE RX(2),RY(2):PRINT"a":LO
CATE RX(2),RY(2)+1:PRINT"b":RX(1)=2:RY(1
)=23
370 IF RND*1<0.5 THEN RX(1)=19
380 KI=KI+1
390 PEN 7:FOR I=1 TO 4:LOCATE HX(I),HY(I
):PRINT"d":NEXT
400 RETURN
410 PEN 8:LOCATE X,Y:PRINT"g":FOR I=1 TO
100:SOUND 1,1000,2,7-INT(I/15):FOR J=1
TO 3:NEXT:INK 8,24:FOR J=1 TO 3:NEXT:SOU
ND 1,500,1,7-INT(I/15):INK 8,6:NEXT
420 LOCATE X,Y:PRINT" "
430 PEN 5:LOCATE 5,7:PRINT"ANOTHER GO ?"
440 A$=INKEY$
450 IF A$="Y" OR A$="y" THEN RUN
460 IF A$="N" OR A$="n" THEN PEN 1:PAPER
3:MODE 1:BORDER 0:CLS:STOP
470 GOTO 440
480 PEN 2:LOCATE 4,3:PRINT"YOU SURVIVED!
!"
490 PEN 3:LOCATE 2,4:PRINT"ROBOTS KILLED
: ";KI
500 FOR I=3000 TO 1 STEP -25:SOUND 1,I,1
,7-INT(I/420):NEXT
510 GOTO 430
520 FOR I=1000 TO 100 STEP-50:SOUND 1,I,
1,4:NEXT:RETURN

```

530 SYMBOL AFTER 97:SYMBOL 97,126,90,126
,60,24,126,231,165:SYMBOL 98,189,189,36,
36,36,36,231,231:SYMBOL 99,126,90,126,60
,24,126,189,189
540 SYMBOL 100,0,56,126,255,255,126,24,0
:SYMBOL 101,128,255,128,128,128,255,128,
128:SYMBOL 102,128,128,128,128,128,128,1
28,128
550 SYMBOL 103,0,60,102,195,195,255,36,2
31
560 RETURN

Ice Hockey

Now you can enjoy the experience of a rough, tough hockey match. It's you *versus* the Amstrad, and on level 5 the Amstrad's a killer. The winner is the first to score 6. Novices are advised to play on level one before trying the harder levels.

Controls

Z – to move player to left, and M – to move him to right.

Program Structure

10–90 Initialization; 100–380 Movement of players and puck;
390–420 Player scored; 430–460 Computer scored; 470–490 Press
a key routine; 500–580 Game over; 590–650 Level select routine;
660–720 Data for the graphics.

```
10 GOSUB 590:MODE 0:INK 0,11:INK 1,26:INK 2,23:INK 3,6:INK 4,10:INK 5,24:INK 6,0:INK 7,15:INK 8,4:PAPER 0:BORDER 0:CLS
20 GOSUB 660
30 PAPER 6:PEN 7:LOCATE 1,1:PRINT"      ICE HOCKEY      YOU      AMS"
40 PAPER 0:PEN 2:LOCATE 6,3:PRINT"ijjjjjjjjjk"
50 LOCATE 6,25:PRINT"fgggggggggh"
60 P=10:AM=10:S1=0:S2=0:X=2+INT(RND*16):Y=13:XD=-1:YD=-1:DR=1
70 IF RND*1<0.5 THEN XD=1
80 IF RND*1<0.5 THEN YD=1
90 PAPER 6:PEN 1:LOCATE 4,2:PRINT S1:LOCATE 15,2:PRINT S2:PAPER 0
100 A$=INKEY$:OP=P:IF A$="M" OR A$="m" THEN P=P+1:IF P=20 THEN P=19
110 IF A$="Z" OR A$="z" THEN P=P-1:IF P=0 THEN P=1
```

```

120 IF OP<>P THEN SOUND 2,1500,2,3:LOCATE
OP,21:PRINT"  ":LOCATE OP,22:PRINT"  "
130 PEN 3:LOCATE P,21:PRINT"ab":PEN 5:LO
CATE P,22:PRINT"c";:PEN 4:PRINT"d"
140 IF (Y=21 OR Y=22) AND (X=P OR X=P+1)
THEN SOUND 1,80,10,4:YD=-YD:IF RND*1<0.
6 THEN XD=-XD
150 OM=AM:IF YD=-1 AND Y<5+DL AND Y>5 TH
EN AM=AM-(AM<X)+(AM>X) ELSE AM=AM+DR
160 IF RND*1<0.2 THEN DR=-DR
170 IF AM=20 THEN AM=19
180 IF AM=0 THEN AM=1
190 IF OM<>AM THEN LOCATE OM,6:PRINT"  "
:LOCATE OM,7:PRINT"  "
200 PEN 1:LOCATE AM,6:PRINT"ab":PEN 5:LO
CATE AM,7:PRINT"c";:PEN 4:PRINT"d"
210 IF (Y=6 OR Y=7) AND (X=AM OR X=AM+1)
THEN YD=-YD:SOUND 1,80,10,4:IF RND*1<0.
6 THEN XD=-XD
220 OX=X:OY=Y
230 X=X+XD:Y=Y+YD
240 IF (Y=6 OR Y=7) AND (X=AM OR X=AM+1)
THEN X=OX:Y=OY:YD=-YD:SOUND 1,80,10,4:I
F RND*1<0.6 THEN XD=-XD
250 IF (Y=21 OR Y=22) AND (X=P OR X=P+1)
THEN X=OX:Y=OY:YD=-YD:SOUND 1,80,10,4:I
F RND*1<0.6 THEN XD=-XD
260 IF Y=2 THEN Y=3
270 IF Y=26 THEN Y=25
280 IF X=0 THEN X=1
290 IF X=21 THEN X=20
300 IF X=1 THEN XD=1:SOUND 1,102,10,4
310 IF X=20 THEN XD=-1:SOUND 1,102,10,4
320 IF X>4 AND X<17 AND Y=3 THEN 390
330 IF X>4 AND X<17 AND Y=25 THEN 430
340 IF Y=3 THEN YD=1:SOUND 1,102,10,4
350 IF Y=25 THEN YD=-1:SOUND 1,102,10,4
360 IF (Y=23 OR Y=24) AND (X=P OR X=P+1)
THEN X=OX:Y=OY:YD=-YD
370 LOCATE OX,OY:PRINT"  ";:PEN 8:LOCATE
X,Y:PRINT"e";
380 GOTO 100

```

```

390 S1=S1+1:IF S1>5 THEN 500
400 LOCATE OX,OY:PRINT" "
410 Y=13:X=2+INT(RND*16):XD=-1:YD=1:IF R
ND*1<0.5 THEN XD=1
420 GOTO 460
430 S2=S2+1:IF S2>5 THEN 500
440 LOCATE OX,OY:PRINT" "
450 Y=13:X=2+INT(RND*16):XD=-1:YD=-1:IF
RND*1<0.5 THEN XD=1
460 FOR J=4 TO 1 STEP-1:FOR I=1000 TO 50
0 STEP -15:SOUND 1,I,1,4:NEXT I,J
470 PEN 2:LOCATE 8,13:PRINT"START."
480 SOUND 1,50,1,1:A$=INKEY$:IF A$="" TH
EN 480
490 LOCATE 8,13:PRINT"          ":GOTO 90
500 FOR I=5 TO 1 STEP-1:FOR J=1000 TO 0
STEP-20:SOUND 1,J,1,I:NEXT J,I
510 PEN 1:LOCATE 6,6:PRINT"GAME OVER"
520 PEN 3:A$="YOU":IF S2=6 THEN A$="AMST
RAD"
530 LOCATE 5,8:PRINT A$;" WON!"
540 IF S1=6 THEN PEN 5:LOCATE 5,9:PRINT"
WELL DONE!" ELSE FOR I=200 TO 3000 STEP
200:FOR J=I TO I+15:SOUND 1,J,1,4:NEXT J
,I
550 PEN 9:LOCATE 5,15:PRINT"ANOTHER GO ?
"
560 INK 9,24:A$=INKEY$:IF A$="Y" OR A$="
y" THEN RUN
570 INK 9,6:IF A$="N" OR A$="n" THEN INK
0,0:PAPER 0:PEN 1:MODE 1:CLS:STOP
580 GOTO 560
590 INK 0,0:INK 1,26:INK 2,18:INK 3,6:MO
DE 1:CLS:PEN 3:LOCATE 1,1:PRINT"*****
**";:PEN 2:PRINT"          ICE HOCKEY          ";:
PEN 3:PRINT"*****"
600 FOR I=0 TO 200 STEP 2:SOUND 1,I,1,I/
40:NEXT
610 PEN 1:LOCATE 6,4:PRINT"PLEASE CHOOSE
DIFFUCLTY LEVEL."
620 PEN 2:LOCATE 13,6:PRINT"1-EASY TO 5-
HARD"

```

```

630 A$=INKEY$:A=VAL(A$):IF A<1 OR A>5 TH
EN 630
640 DL=A*2
650 RETURN
660 SYMBOL AFTER 97:SYMBOL 97,0,0,0,0,3,
7,15,29:SYMBOL 98,0,0,96,96,192,192,128,
128
670 SYMBOL 99,24,28,20,36,36,66,130,195:
SYMBOL 100,128,128,64,64,32,32,16,31
680 SYMBOL 101,0,0,0,56,56,0,0,0:SYMBOL
102,0,0,0,0,192,192,255,255
690 SYMBOL 103,0,0,0,0,0,0,255,255:SYMBO
L 104,0,0,0,0,3,3,255,255
700 SYMBOL 105,255,255,192,192,0,0,0,0
710 SYMBOL 106,255,255,0,0,0,0,0,0:SYMBO
L 107,255,255,3,3,0,0,0,0
720 RETURN

```

Bouncing Babies

There's a fire! You are the fireman in charge and must rescue the babies from the burning building. Unfortunately, you are unable to use the fire hoses. You must let the babies jump out of the building and then bounce them off the right-hand side of the screen using a trampoline. The size of the bounce depends on which part of the trampoline the baby lands on. The babies will die if they hit the ground or the ambulance. The game is over when three babies have been killed.

Controls

Z – to move the trampoline to left, and M – to move it to right.

Program Structure

10–80 Initialization; 90 Enable interrupt for falling sound;
100–180 Movement of trampoline; 190–300 Baby movement routine; 360–410 Game over; 420–430 Interrupt routine; 440–490 Data for the graphics.

```
10 MODE 1:INK 0,0:INK 1,26:INK 2,6:INK 3
,18:PAPER 0:BORDER 0:CLS
20 GOSUB 440
30 PX=3:PY=8:SA=0:P=1:PT=1:LI=0:X=19:HX=
0:HY=0:HI=0
40 MX=7:MY=INT(RND*9)+1:MA=0.4+RND*0.5:I
F RND<0.1 THEN MA=1
50 PEN 1:PAPER 2:FOR I=1 TO 20 STEP 2:LO
CATE 1,I:PRINT "gggggg":LOCATE 1,I+1:PRI
NT "gg";:PAPER 0:PRINT" ";:PAPER 2:PRINT
"g";:PAPER 0:PRINT" ";:PAPER 2:PRINT"g"
:NEXT I
60 FOR I=21 TO 23:LOCATE 1,I:PRINT"ggggg
g":NEXT:LOCATE 1,24:PAPER 3:PRINT"
";
```

```

70 PAPER 0:PEN 1:LOCATE 38,22:PRINT"mno"
::LOCATE 38,23:PRINT"pqr";
80 LOCATE 10,1:PRINT"BABIES SAVED"
90 EVERY 10,1 GOSUB 420
100 PEN 3:LOCATE 22,1:PRINT SA
110 FOR Z=1 TO 2
120 P=-P:IF RND <0.08 THEN LOCATE PX,PY:
PRINT" ":PX=3+INT(RND*2)*2:PY=2+INT(RND*
6)*2:PT=1:IF RND<0.5 THEN PT=-1
130 LOCATE PX,PY:IF PT=1 THEN PEN 2:PRIN
T"h":IF P=-1 THEN LOCATE PX,PY:PRINT "i"
140 IF PT=-1 THEN PEN 1:PRINT "e":IF P=-
1 THEN LOCATE PX,PY:PRINT"f"
150 A$=INKEY$:IF A$="M" OR A$="m" THEN X
=X+1:SOUND 1,500,1,4:IF X>34 THEN X=34
160 IF A$="Z" OR A$="z" THEN X=X-1:SOUND
1,500,1,4:IF X<8 THEN X=8
170 LOCATE X-1,23:PEN 1:PAPER 0:PRINT" j
kl "
180 NEXT Z:OX=MX:OY=MY
190 IF HI=0 THEN MX=MX+MA:MY=MY+1
200 IF HI=1 THEN MX=MX+1:IF MX<HX+9+INT(
MA)*2 THEN MY=MY-MA
210 IF HI=1 AND MX>HX+11+INT(MA)*4 THEN
MY=MY+MA
220 PAPER 0:LOCATE OX,OY:PRINT" "
230 IF MX>37 AND MY>21 THEN LOCATE 37,23
:OX=37:MY=23:PEN 2:PRINT"c":GOTO 310
240 IF (MY=22 OR MY=23) AND (INT(MX)=X O
R INT(MX)=X+1 OR INT(MX)=X+2) THEN SOUND
1,50,2,4:HI=1:MY=22:HY=MY:HX=MX:MA=1.55
+RND*0.5+((INT(MX)<X+2)+(INT(MX)=X))/2:IF
RND<0.8 AND MA>0.3 THEN MA=MA-RND*0.2
250 IF MY>22 THEN PEN 2:LOCATE OX,23:PRI
NT"c":GOTO 310
260 IF MX>40 THEN DI:FOR I=2000 TO 0 STE
P -50:SOUND 1,I,2,4:NEXT:SA=SA+1:HI=0:MX
=7:MY=2+INT(RND*5)*2:MA=0.4+RND*0.5:VA=1
:EI:IF RND<0.2 THEN MA=1
270 IF VA=1 THEN VA=0:GOTO 220
280 A$="a":IF HI=1 THEN A$="b"
290 PEN 1:LOCATE MX,MY:PRINT A$

```

```

300 GOTO 100
310 LI=LI+1:PEN 2:LOCATE 30,1:FOR I=1 TO
  LI:PRINT "d ";:NEXT
320 DI
330 FOR I=1 TO 5 :SOUND 1,120,25,4:SOUND
  1,140,25,4:NEXT
340 LOCATE OX,23:PRINT" "
350 IF LI<3 THEN SA=SA-1:MX=41:GOTO 260
360 FOR I=0 TO 2500 STEP 50:SOUND 1,I,2,
  4:NEXT
370 PEN 3:LOCATE 13,5:PRINT"** GAME OVER
  **"
380 PEN 1:LOCATE 14,7:PRINT"ANOTHER GAME
  ?"
390 A$=INKEY$:IF A$="Y" OR A$="y" THEN C
  LS:GOTO 30
400 IF A$="N" OR A$="n" THEN CLS:STOP
410 GOTO 390
420 SOUND 2,MY+20,1,3
430 RETURN
440 SYMBOL AFTER 97:SYMBOL 97,56,186,146
  ,124,56,56,68,198:SYMBOL 98,224,224,72,1
  12,96,48,26,14:SYMBOL 99,0,0,0,0,0,221,2
  53,223:SYMBOL 100,24,24,255,255,24,24,24
  ,24
450 SYMBOL 101,0,0,0,56,186,146,124,56:S
  YMBOL 102,0,0,0,56,56,146,254,56:SYMBOL
  103,255,24,24,24,255,129,129,129:SYMBOL
  104,0,0,96,80,150,58,4,8:SYMBOL 105,28,3
  6,201,47,194,20,36,220
460 SYMBOL 106,240,255,255,15,3,5,10,20:
  SYMBOL 107,0,255,255,255,129,102,24,102:
  SYMBOL 108,15,255,255,240,192,160,80,40:
470 SYMBOL 109,31,112,128,128,131,131,12
  8,128:SYMBOL 110,254,1,192,192,240,240,1
  92,192:SYMBOL 111,0,128,192,192,224,224,
  252,2
480 SYMBOL 112,128,158,161,204,222,222,3
  0,12:SYMBOL 113,0,3,4,249,139,251,3,1:SY
  MBOL 114,2,194,34,158,209,222,192,128
490 RETURN

```

Astro World

You are the commander of Astro World, a small mining colony on one of Jupiter's moons. Every year you have a choice of six actions.

1. *Oxygen*

This allows you to buy oxygen from Earth. It is cheaper to buy in bulk and save on shipping. Your recycling machines are 30% efficient.

2. *Build*

Build spacecraft to shuttle to and from Jupiter.

3. *Load*

Load spacecraft with mining equipment before setting up mines.

4. *Mine*

Send loaded ship to Jupiter to set up mines.

5. *Recover*

Recover mined ore from Jupiter.

6. *Sell*

Sell recovered ore to Earth.

The object of the game is to survive for as long as possible by mining ore from Jupiter and selling it to Earth. Sometimes, however, mines on Jupiter are destroyed in storms, and if there isn't enough oxygen, then more and more people die and those remaining might revolt.

Controls

Numeric keys 0–9.

Program Structure

10–40 Initialization; 50–150 Main status display and menu;
160–170 Call sub menus; 180–340 End-of-year report; 350–410
Oxygen routine; 420–460 Build routine; 470–520 Load routine;
530–650 Mine routine; 660–810 Recover routine; 820–900 Sell
routine; 910–930 Game over.

```

10 MODE 1:INK 0,0:INK 1,26:INK 2,6:INK 3
,24:PAPER 0:BORDER 0:CLS
20 mi=0:m=2000:s=1:l=0:ob=0
30 om=0:p=50:y=0:o=200
40 DEF FNr(r)=INT(RND*r)+1:os=0
50 CLS:PEN 3:PRINT," ** ASTRO WORLD**"
60 PRINT:PEN 1:PRINT,"MONEY          ";m
70 PRINT,"POPULATION      ";p:PRINT,"OXYGEN
      ";o
80 PRINT,"ORE HELD        ";ob:PRINT,"ORE O
N PLANET";om
90 PRINT,"MINES          ";mi
100 PRINT,"SHIPS          ";s:PRINT,"SHIPS
      LOADED ";l
110 PAPER 2:PEN 1:LOCATE 14,14:PRINT"
      COMMANDS      "
120 PEN 3:LOCATE 14,15:PRINT"1  OXYGEN
2  BUILD":LOCATE 14,16:PRINT"3      LOAD  4
      MINES"
130 LOCATE 14,17:PRINT"5 RECOVER  6  SEL
L":PEN 1:PAPER 0:PRINT:PRINT:PRINT," TYP
E INSTRUCTION"
140 a$=INKEY$:IF a$="W" OR a$="w" THEN 1
80
150 a=VAL(a$):IF a<1 OR a>6 THEN 140
160 CLS:PRINT CHR$(7):ON a GOSUB 350,420
,470,530,660,820:PEN 2:PRINT CHR$(7):PRI
NT,"PRESS A KEY"
170 a$=INKEY$:IF a$="" THEN 170
180 PEN 1:CLS:PRINT,"REPORT FOR THE YEAR
":y=y+1:PEN 2:PRINT,"_____
"
190 r=FNr(p/3):p=p+r:PEN 3:PRINT:PRINT:P
RINT,r;"CHILDREN WERE BORN":o=o-p
200 IF o<p THEN PEN 2:PRINT:PRINT,p-o;"P
EOPLE DIED":PRINT,"OF OXYGEN STARVATION"
:p=o
210 IF mi>0 AND FNr(10)=10 THEN PEN 2:PR
INT:PRINT,"MINE";FNr(mi):PRINT,"WAS DEST
ROYED":mi=mi-1
220 IF mi>0 AND FNr(10)>5 THEN 210
230 IF p<2 THEN PRINT:PEN 1:PRINT:PRINT,

```

```

"LIFE ON BASE",,, "EXTINGUISHED":GOTO 910
240 IF m1>0 THEN r=FNr(mi*4)*FNr(mi):PEN
  3:PRINT:PRINT,r;"KG'S OF ORE WERE",, "MI
NED":om=om+r
250 IF os>3000 THEN PEN 1:PRINT:PRINT"TH
E GOVERNMENT HAS",, "ALL THE ORE",, "IT W
ANTS"
260 r=FNr(p):PEN 3:PRINT:PRINT,r;"UNITS
OF OXYGEN",, " WERE RECYCLED":o=o+r
270 IF p*1.3<=o OR FNr(5)<3 THEN 320
280 PRINT:PEN 2:PRINT,"THE PEOPLE REVOLT
ED"
290 IF m>200 AND p<75 THEN 310
300 PRINT,"THEY OVER-RAN THE",, "BASE AND
KILLED",, "YOU!!!":GOTO 910
310 PRINT:PRINT:PEN 1:PRINT,"YOU STOPPED
THEM":m=m-200:p=p-FNr(p/2):PRINT,"THERE
WERE CASUALTIES"
320 PRINT:PRINT:PEN 2:PRINT," PRESS A
KEY"
330 a$=INKEY$:IF a$="" THEN 330
340 GOTO 50
350 PEN 1:PRINT," OXYGEN":PRINT,"YOU H
AVE";o;"UNITS"
360 r=FNr(15)+15:PRINT:PEN 3:PRINT,"COST
";r;"FOR SHIPPING"
370 r1=FNr(2)+1:PRINT,"AND";r1;"PER UNIT
":PRINT:PRINT:PEN 2:INPUT "
BUY HOW MUCH";n
380 IF n=0 THEN RETURN
390 IF n*r1+r>m THEN PRINT:PRINT,"NOT EN
OUGH MONEY":GOTO 360
400 m=m-(n*r1+r):o=o+n
410 RETURN
420 PEN 1:PRINT," SHIPS":PEN 3:PRINT:
PRINT:PRINT,"YOU HAVE";s;"SHIPS"
430 r=FNr(15)+15:PRINT:PRINT,"COST ";r;"
IN LABOUR",, "AND MATERIALS"
440 PEN 2:PRINT:PRINT:INPUT"
BUILD HOW MANY";n:IF n*r>m THEN PRINT:P
RINT"NOT ENOUGH MONEY":GOTO 440
450 m=m-r*n:s=s+n

```

```

460 RETURN
470 PEN 1:PRINT,"      SHIPS":PEN 3:PRINT:
PRINT,"YOU HAVE";s:PRINT,1;"ARE LOADED"
480 r=FNR(10)+25:PEN 2:PRINT,"COSTS";r;"
TO LOAD":PRINT,"      A SHIP"
490 PEN 3:PRINT:INPUT"      LOAD
HOW MANY";n:IF n+1>s THEN PRINT:PRINT:PE
N 2:PRINT,"NOT ENOUGH SHIPS":GOTO 490
500 IF r*n>m THEN PRINT:PRINT:PEN 2:PRIN
T"NOT ENOUGH MONEY":GOTO 490
510 m=m-r*n:l=l+n
520 RETURN
530 PEN 1:PRINT,"YOU HAVE";l:PRINT,"SHIP
S LOADED"
540 PRINT:PRINT:PEN 3:INPUT"
SEND HOW MANY";n:IF n>1 OR p/2<n THEN P
RINT:PEN 2:PRINT"TOO MANY":GOTO 540
550 IF n=0 THEN RETURN
560 l=l-n
570 PRINT:PRINT:PEN 1:PRINT,"HOW MUCH FU
EL":PRINT,"FOR THE MISSION":INPUT f
580 IF f>m THEN PRINT:PEN 2:PRINT,"NOT E
NOUGH MONEY":GOTO 570
590 m=m-f
600 r=2/(FNR(4)+4.5):IF r*10*n<=f THEN 6
40
610 PRINT:PEN 2:PRINT,"NOT ENOUGH FUEL":
r=INT((r*10*n-f)/10):IF r=0 THEN r=1
620 IF r>n THEN r=n
630 s=s-r:PEN 3:PRINT,r;"SHIPS ARE STRAN
DED":n=n-r
640 PRINT:PEN 1:PRINT,n;"MINES WERE ESTA
BLISHED":PRINT,"ON JUPITER"
650 mi=mi+n:RETURN
660 PEN 1:PRINT,"YOU HAVE";s;"SHIPS"
670 PEN 3:INPUT"      SEND HOW MA
NY";n:IF n>s OR p/2<n THEN PEN 2:PRINT"TOO
MANY":GOTO 670
680 IF n=0 THEN RETURN
690 IF n>s-1 THEN l=s-n
700 PRINT:PRINT:PRINT,"HOW MUCH FUEL":PR
INT"FOR MISSION":INPUT f

```

```

710 IF f>m THEN PEN 2:PRINT,"NOT ENOUGH
MONEY":GOTO 700
720 m=m-f
730 r=FNR(om*2)/om:IF r*10*n<f THEN 770
740 PEN 2:PRINT:PRINT,"NOT ENOUGH FUEL":
r=INT((r*10*n-f)/10):IF r=0 THEN r=1
750 IF r>n THEN r=n
760 PRINT,r;"SHIPS ARE STRANDED"
770 r=INT(n*10*r*0.5)
780 IF r>om THEN r=om
790 PEN 3:PRINT:PRINT,r;"KG'S OF ORE":PR
INT,"WERE RECOVERED"
800 om=om-r:ob=ob+r
810 RETURN
820 PEN 1:PRINT,"SELL TO EARTH":PRINT:PE
N 3:PRINT,"YOU HAVE";ob;"KG'S":PRINT,"
TO SELL"
830 f=FNR(5)+5:PEN 1:PRINT:PRINT:PRINT,"
THE GOVERNMENT":PRINT,"PAYS";f;"PER KG":
r=FNR(20)+25:r1=FNR(3)+3
840 PEN 3:PRINT,"TRANSPORTATION COSTS":P
RINT,r;"FOR FUEL":PRINT,"AND";r1;"PER KG
":PRINT,"    OF ORE"
850 PRINT:PEN 3:PRINT,"HOW MUCH DO":PRIN
T,"YOU WANT":INPUT"                TO SEL
L";n
860 IF n>ob THEN PEN 2:PRINT:PRINT,"YOU
DON'T HAVE":PRINT,"    THAT MUCH":GOTO 850
870 IF n=0 THEN RETURN
880 IF r1*n+r>m THEN PRINT:PEN 2:PRINT,"
NOT ENOUGH MONEY":GOTO 850
890 ob=ob-n:m=m-(r1*n+r):PEN 1:PRINT:PRI
NT,"THE GOVERNMENT OF":PRINT,"EARTH THAN
KS YOU"
900 m=m+f*n:os=os+n:RETURN
910 FOR i=1 TO 3000 STEP 10:SOUND 1,1,1,
4:NEXT:CLS:PEN 1:PRINT,"THE GOVERNMENT O
F":PRINT,"EARTH THANKS YOU":PRINT,"FOR Y
OUR SERVICE":PRINT,"OF";y;"YEARS"
920 PRINT:PEN 3:PRINT:PRINT,"YOU MADE £"
;m:PRINT:PRINT,"AND SOLD";os;"KG'S":PRIN
T,"    OF ORE"
930 END

```

Defusion

Help Bertie to defuse all the time bombs in the game grid, at the same time avoiding the skulls and the pursuing boot. Bertie cannot cross the black squares, which he inconveniently leaves behind him as he goes. He has 40 time units to defuse all four bombs.

Controls

Q – up, A – down, O – left, and P – right.

Program Structure

10–80 Initialization; 90–230 Movement of man and clock hands; 240–300 Movement of boot; 310–340 Bomb defused; 350–450 All bombs defused; 460–500 Data for the graphics.

```
10 MODE 0:INK 0,0:INK 1,24:INK 2,26:INK
3,6:INK 4,4:INK 5,20:INK 6,8:INK 7,5:INK
8,24:PAPER 1:BORDER 0:CLS
20 GOSUB 460:DIM X(4):DIM Y(4)
30 PEN 0:FOR I=2 TO 25:LOCATE 1,I:PRINT"
aaaaaaaaaaaaaaaaaaaaaa";:NEXT
40 PEN 5:PAPER 6:LOCATE 1,1:PRINT"
DEFUSION      "
50 TI=0:BX=20:BY=25:TY=0:X=1:Y=2:X(1)=1+
INT(RND*10):X(2)=10+INT(RND*11):X(3)=1+I
NT(RND*10):X(4)=10+INT(RND*11)
60 Y(1)=5+INT(RND*10):Y(2)=5+INT(RND*10)
:Y(3)=15+INT(RND*10):Y(4)=15+INT(RND*10)
70 PAPER 0:FOR I=1 TO 50:LOCATE 1+INT(RN
D*20),3+INT(RND*22):PRINT" ";:NEXT
80 PAPER 1:PEN 7:FOR I=1 TO 15:LOCATE 1+
INT(RND*20),3+INT(RND*22):PRINT"h";:NEXT
90 TI=TI+1:PAPER 6:PEN 2:LOCATE 1,1:PRIN
T TI:IF TI=40 THEN 380
```

```

100 TY=TY+1:IF TY=5 THEN TY=1
110 B$="d":IF TY>1 THEN B$="e":IF TY>2 T
HEN B$="f":IF TY=4 THEN B$="g"
120 FOR I=1 TO 4:PAPER 8:PEN 4
130 IF X(I)<>0 THEN LOCATE X(I),Y(I):PRI
NT B$
140 OX=X:OY=Y:A$=INKEY$:IF A$="Q" OR A$=
"q" THEN Y=Y-1:IF Y=1 THEN Y=2
150 IF A$="A" OR A$="a" THEN Y=Y+1:IF Y=
26 THEN Y=25
160 IF A$="O" OR A$="o" THEN X=X-1:IF X=
0 THEN X=1
170 IF A$="P" OR A$="p" THEN X=X+1:IF X=
21 THEN X=20
180 TE=TEST(X*32-16,400-Y*16+8):IF TE=0
THEN X=OX:Y=OY
190 PAPER 0:IF OX<>X OR OY<>Y THEN LOCAT
E OX,OY:PRINT" ";:SOUND 1,1000,3,3
200 PEN 3:LOCATE X,Y:PRINT"c";
210 IF TE=7 THEN 400
220 IF TE=8 OR TE=4 THEN GOSUB 310
230 NEXT
240 IF X=BX AND Y=BY THEN 400
250 OX=BX:OY=BY:BX=BX-(BX<X)+(BX>X)
260 BY=BY-(BY<Y)+(BY>Y)
270 PAPER 1:PEN 0:LOCATE OX,OY:PRINT"a";
280 PEN 2:LOCATE BX,BY:PRINT"b";
290 IF X=BX AND Y=BY THEN 400
300 GOTO 90
310 FOR J=1 TO 4:IF X(J)=X AND Y(J)=Y TH
EN X(J)=0
320 NEXT J:IF X(1)=0 AND X(2)=0 AND X(3)
=0 AND X(4)=0 THEN 350
330 FOR Z=2000 TO 0 STEP -100:SOUND 1,Z,
1,4:NEXT
340 RETURN
350 FOR I=1 TO 5:FOR J=1000 TO 0 STEP -5
0:SOUND 1,J,2,I:INK 3,I*5:NEXT J,I:INK 3
,6
360 PAPER 1:PEN 3:LOCATE 5,3:PRINT" YOU
DEFUSED THEM "
370 GOTO 410

```

```

380 FOR I=1 TO 5:FOR J=0 TO 27:INK 0,J:S
OUND 1,300-J*10,2,I:NEXT J,I
390 INK 0,0
400 PAPER 1:FOR I=1 TO 1000 STEP 15:SOUN
D 1,I,2,2+INT(I/200):NEXT
410 PEN INT(RND*8)::SOUND 1,INT(RND*10)*
10+100,3,3:LOCATE 5,5:PRINT"ANOTHER GO ?
"
420 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
430 IF A$="N" OR A$="n" THEN PAPER 0:BOR
DER 0:CLS:MODE 1:PEN 2:STOP
440 GOTO 410
450 STOP
460 SYMBOL AFTER 97:SYMBOL 97,128,128,12
8,128,128,128,255,255:SYMBOL 98,15,15,15
,31,127,255,255,255
470 SYMBOL 99,60,24,126,189,189,36,102,1
02:SYMBOL 100,60,82,145,145,129,66,60,10
2
480 SYMBOL 101,60,66,129,159,129,66,60,1
02:SYMBOL 102,60,66,129,145,145,82,60,10
2
490 SYMBOL 103,60,66,129,249,129,66,60,1
02:SYMBOL 104,62,107,127,62,28,99,28,99
500 RETURN

```

Star Warrior

You are Star Warrior, defender of justice, and so it gets slightly annoying when aliens insist on attacking your planet. You fly over the planet in a bid to intercept and destroy them. If an alien gets past, it blows your base to smithereens, and the game is over.

Controls

Q – up, A – down and space bar fires your laser.

Program Structure

10–80 Initialization; 90–300 Movement of craft and alien UFOs; 310–380 Laser routine; 390–500 Explosions; 510–530 Movement of ground; 550–610 Game over; 620–660 Data for the graphics.

```
10 MODE 0:INK 0,0:INK 1,26:INK 2,24:INK
3,6:INK 4,18:INK 5,3:INK 6,3:FOR I=7 TO
10:INK I,0:NEXT:PAPER 0:BORDER 0:CLS
20 GOSUB 620
30 PEN 5:LOCATE 1,25:FOR I=1 TO 20:PRINT
  CHR$(143);:NEXT
40 LOCATE 1,24:FOR I=1 TO 4:FOR J=1 TO 5
: PEN 5+J:PRINT"h";:NEXT J,I
50 EVERY 5,1 GOSUB 510
60 PE=6:P=11:KI=0:X1=20+INT(RND*10):X2=2
0+INT(RND*10):Y1=3+INT(RND*8):Y2=3+INT(R
ND*8)
70 PEN 1:LOCATE 1,1:PRINT"      STAR WARRI
OR      "
80 PEN 4:LOCATE 1,1:PRINT KI
90 FOR I=1 TO 2:A$=INKEY$:IF A$="Q" OR A
$="q" THEN P=P-1:IF P=3 THEN P=4
100 IF A$="A" OR A$="a" THEN P=P+1:IF P=
22 THEN P=21
110 IF A$=" " THEN 310
```

```

120 PEN 2:LOCATE 1,P-2:PRINT" ":LOCATE 1
,P+2:PRINT" "
130 LOCATE 1,P-1:PRINT"a ":LOCATE 1,P+1:
PRINT"c ":LOCATE 1,P:PRINT"bd"
140 NEXT:OX=X1:OY=Y1:X1=X1-1:IF X1=0 THE
N 540
150 IF RND<0.3 THEN Y1=Y1+1:GOTO 170
160 Y1=Y1+INT(RND*3)-1
170 IF X1=2 AND Y1>P-2 AND Y1<P+2 THEN 5
40
180 IF Y1<4 THEN Y1=4
190 IF Y1>23 THEN Y1=23
200 PEN 4:IF X1<18 THEN LOCATE OX,OY:PRI
NT" "
210 IF X1<19 THEN LOCATE X1,Y1:PRINT"fg"
220 OX=X2:OY=Y2:X2=X2-1:IF X2=0 THEN 540
230 IF RND<0.6 THEN Y2=Y2+1:GOTO 250
240 Y2=Y2+INT(RND*3)-1
250 IF X2=2 AND Y2>P-2 AND Y2<P+2 THEN 5
40
260 IF Y1<4 THEN Y2=4
270 IF Y2>23 THEN Y2=23
280 PEN 4:IF X2<18 THEN LOCATE OX,OY:PRI
NT" "
290 IF X2<19 THEN LOCATE X2,Y2:PRINT"fg"
300 GOTO 90
310 SX=3
320 LOCATE SX,P:PEN 3:PRINT"e":SOUND 1,2
00+SX*5,5,4
330 IF SX=X1 AND P=Y1 THEN 390
340 IF SX=X2 AND P=Y2 THEN 450
350 SX=SX+1
360 IF SX<21 THEN 320
370 FOR I=3 TO 20:LOCATE I,P:PRINT" ":NE
XT I
380 GOTO 90
390 X1=20+INT(RND*10):Y1=3+INT(RND*8)
400 FOR I=3 TO SX:LOCATE I,P:PRINT" ":NE
XT
410 FOR I=1 TO 20:PEN 2:SOUND 1,2000,5,I
NT(I/3):LOCATE SX,P:PRINT"fg":PEN 3:LOCA
TE SX,P:PRINT"fg":NEXT

```

```

420 LOCATE SX,P:PRINT"  "
430 KI=KI+1
440 GOTO 80
450 X2=20+INT(RND*10):Y2=3+INT(RND*8)
460 FOR I=3 TO SX:LOCATE I,P:PRINT" ":NE
XT
470 FOR I=1 TO 20:PEN 2:SOUND 1,2000,5,I
NT(I/3):LOCATE SX,P:PRINT"f g":PEN 3:LOCA
TE SX,P:PRINT"f g":NEXT
480 LOCATE SX,P:PRINT"  "
490 KI=KI+1
500 GOTO 80
510 PE=PE-1:IF PE=5 THEN PE=10:INK 6,0:I
NK 10,3:GOTO 530
520 INK PE,3:INK PE+1,0
530 RETURN
540 DI
550 PEN 1:LOCATE 5,5:PRINT"      YOU ARE D
EAD      STAR WARRIOR"
560 PEN 11:LOCATE 5,10:PRINT"ANOTHER GO
?"
570 IN=1
580 IN=IN+1:INK 11,(IN*2):SOUND 1,1000-I
N*50,10,IN-1:IF IN=14 THEN IN=0
590 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
600 IF A$="N" OR A$="n" THEN PEN 1:MODE
1:CLS:STOP
610 GOTO 580
620 SYMBOL AFTER 97:SYMBOL 97,192,224,22
4,96,112,112,120,124:SYMBOL 98,100,125,2
55,191,191,255,125,100
630 SYMBOL 99,124,120,112,112,96,224,224
,192:SYMBOL 100,0,192,48,207,207,48,192,
0
640 SYMBOL 101,0,0,0,255,255,0,0,0:SYMBOL
102,6,3,31,245,245,31,7,3
650 SYMBOL 103,96,192,248,175,175,248,22
4,192:SYMBOL 104,0,0,0,12,62,126,255,255
660 RETURN

```

Siege

The object of the game is to repel the invading hordes who are storming your castle. You are the sole defender and must defeat the enemy by dropping rocks onto their heads. When an attacker is hit by a boulder, he will fall to his death, only to be replaced by another assailant. It is impossible to win, but you must hold the castle for as long as you can.

Controls

Z—to move your defender to left, C—to move him to right, and M—to drop a rock, which is obtained by moving to either side of the screen.

Program Structure

10–90 Variable and screen set up; 100–110 Score updating;
120–210 Movement of defender; 270–340 Movement of the rock;
340–410 Movement of attackers; 440–500 Data for the graphics;
510–630 End of game routine; 640–740 Dead attacker routine.

```
10 hi=0:MODE 1:INK 0,0:INK 1,6:INK 2,24:  
INK 3,11:PAPER 1:BORDER 6:CLS:DIM x(3):D  
IM y(3):DIM p(3)  
20 GOSUB 440  
30 sc=0:st=0:p=20:d=1:FOR i=1 TO 3:x(i)=  
8*i+INT(RND*8):y(i)=27+INT(RND*10):p(i)=  
1:NEXT i  
40 sx=0:sy=0  
50 PEN 2:FOR i=6 TO 25:LOCATE 1,i:FOR j=  
1 TO 40:PRINT CHR$(240);:NEXT j,i  
60 PAPER 3:LOCATE 1,1:PRINT"
```

";

```

70 PEN 0:FOR i=1 TO 4:LOCATE 1,1+i:FOR j
=1 TO i*2:PRINT CHR$(241);:NEXT j,i
80 FOR i=1 TO 4:LOCATE 1,1+i:FOR j=i*2 T
O 1 STEP -1:LOCATE 41-j,1+i:PRINT CHR$(2
41);:NEXT j,i
90 PEN 2:LOCATE 1,1:PRINT"SCORE
    *SIEGE*                HIGH"
100 IF sc>hi THEN hi=sc
110 PAPER 3:PEN 1:LOCATE 6,1:PRINT sc:LO
CATE 30,1:PRINT hi:FOR z=1 TO 3
120 op=p
130 a$=INKEY$
140 IF a$="z"OR a$="Z" THEN p=p-1:d=-1
150 IF a$="c"OR a$="C" THEN p=p+1:d=1
160 IF (a$="m" OR a$="M") AND sy=0 AND s
t=1 THEN st=0:sx=p-(d=1):sy=6:PAPER 3:LO
CATE p-(d=1),4:PRINT" ":SOUND 2,100,2,3
170 IF p<9 THEN p=9:st=1
180 IF p>31 THEN p=31:st=1
190 IF op<>p THEN PAPER 3:LOCATE op,4:PR
INT" ":LOCATE op,5:PRINT" "
200 PEN 0:PAPER 3:LOCATE p,4:IF d=1 THEN
PRINT CHR$(245):LOCATE p,5:PRINT CHR$(2
46);CHR$(247):IF st=1 THEN LOCATE p+1,4:
PRINT CHR$(241)
210 IF d=-1 THEN LOCATE p+1,4:PRINT CHR$
(242):LOCATE p,5:PRINT CHR$(243);CHR$(24
4):IF st=1 THEN LOCATE p,4:PRINT CHR$(24
1)
220 SOUND 1,1500,5,3,0,0,1
230 IF sy=0 THEN FOR i=1 TO 30:NEXT i
240 IF sy=0 THEN 340
250 PAPER 1
260 sy=sy+1
270 IF sy=26 THEN LOCATE sx,25:PEN 2:PRI
NT CHR$(240):
280 IF sy=26 THEN sy=0:GOTO 100
290 LOCATE sx,sy-1:PEN 2:PRINT CHR$(240)
300 PEN 0:LOCATE sx,sy:PRINT CHR$(241)
310 IF (sy=y(1) OR sy=y(1)-1) AND (sx=x(
1) OR sx-1=x(1)) THEN ht=1:GOTO 640

```

```

320 IF (sy=y(2) OR sy=y(2)-1) AND (sx=x(
2) OR sx-1=x(2)) THEN ht=2:GOTO 640
330 IF (sy=y(3) OR sy=y(3)-1) AND (sx=x(
3) OR sx-1=x(3)) THEN ht=3:GOTO 640
340 y(z)=y(z)-1:IF p(z)=1 THEN p(z)=-1:G
OTO 360
350 p(z)=1
360 PEN 2:PAPER 1:IF y(z)<24 THEN LOCATE
x(z),y(z)+2:PRINT CHR$(240);CHR$(240)
370 PEN 0:IF y(z)<26 THEN LOCATE x(z),y(
z):IF p(z)=1 THEN PRINT CHR$(248);CHR$(2
49)
380 IF y(z)<26 AND p(z)=-1 THEN PRINT CH
R$(252);CHR$(253)
390 IF y(z)<25 THEN LOCATE x(z),y(z)+1:I
F p(z)=1 THEN PRINT CHR$(250);CHR$(251)
400 IF y(z)<25 AND p(z)=-1 THEN PRINT CH
R$(254);CHR$(255)
410 IF y(z)=6 THEN GOTO 510
420 NEXT z
430 GOTO 100
440 SYMBOL 240,255,24,24,24,255,129,129,
129:SYMBOL 241,56,252,254,126,254,254,12
6,60:SYMBOL 242,62,126,95,255,255,31,62,
24
450 SYMBOL 243,4,6,3,1,0,0,0,0:SYMBOL 24
4,60,38,38,206,206,62,62,60:SYMBOL 245,1
24,126,250,255,255,240,124,24
460 SYMBOL 246,60,100,100,115,115,124,12
4,60:SYMBOL 247,32,96,192,128,0,0,0,0
470 SYMBOL 248,3,39,39,39,51,25,15,7:SYM
BOL 249,192,224,224,224,192,152,252,228:
SYMBOL 250,3,3,3,6,6,6,6,30
480 SYMBOL 251,194,192,192,96,96,120,0,0
:SYMBOL 252,3,7,7,7,3,25,63,103:SYMBOL 2
53,192,228,228,228,204,152,240,224
490 SYMBOL 254,3,3,3,6,6,30,0,0:SYMBOL 2
55,192,192,192,96,96,96,96,120
500 RETURN
510 PAPER 1:PEN 2:LOCATE x(z),6:PRINT CH
R$(240);CHR$(240):LOCATE x(z),7:PRINT CH
R$(240);CHR$(240)

```

```

520 PAPER 3
530 PEN 0:LOCATE x(z),4:PRINT CHR$(248);
CHR$(253):LOCATE x(z),5:PRINT CHR$(250);
CHR$(255)
540 PEN 2:LOCATE 14,2:PRINT" DEFEAT !!!!
"
550 i=100
560 SOUND 1,200,1,4
570 SOUND 1,240,1,4
580 i=i/2:IF i>10 THEN 560
590 PEN 0:LOCATE 14,3:PRINT" PLAY AGAIN
":LOCATE 14,4:PRINT" Y-YES N-NO "
600 a$=INKEY$
610 IF a$="y" OR a$="Y" THEN PAPER 1:BOR
DER 6:GOTO 30
620 IF a$="n" OR a$="N" THEN CLS:STOP
630 GOTO 590
640 PAPER 1:PEN 2:LOCATE sx,sy:PRINT CHR
$(240)
650 sy=0
660 sc=sc+50
670 FOR i=y(ht) TO 23
680 FOR j=i*50 TO i*50+10:SOUND 1,1,1,4:
NEXT j
690 PEN 2:LOCATE x(ht),i:PRINT CHR$(240)
;CHR$(240)
700 PEN 0:LOCATE x(ht),i+1:PRINT CHR$(24
8);CHR$(253):LOCATE x(ht),i+2:PRINT CHR$
(250);CHR$(255)
710 NEXT i
720 PEN 2:LOCATE x(ht),24:PRINT CHR$(240
);CHR$(240):LOCATE x(ht),25:PRINT CHR$(2
40);CHR$(240)
730 x(ht)=8*ht+INT(RND*8):y(ht)=27+INT(R
ND*10)
740 GOTO 340

```

Depth Charge

Enemy submarines have been located in your patrol area. Using your mine-sweeper you must destroy as many as possible within the time limit. The small fast ones are near the surface and give a score of 100 when hit, while the slow ones, lower down, give a score of only 25.

Controls

Z --left, C -- right, and M -- drops a mine.

Program Structure

10-80 Initialization; 90-330 Movement of submarines, ships, and depth charges; 340-410 Explosions; 420-480 Time up; 490-540 Data for the graphics.

```
10 MODE 0:INK 0,0:INK 1,26:I10 MODE 0:I
NK 0,0:INK 1,26:INK 2,6:INK 3,24:INK 4,1
8:INK 5,13:INK 6,3:INK 7,1:INK 8,2:INK 9
,5:INK 10,11:INK 11,14:INK 12,20:INK 13,
25:INK 14,8:PAPER 1:BORDER 6:CLS
20 GOSUB 490
30 FOR I=12 TO 7 STEP -1:PAPER I:LOCATE
1,(31-I)*2:PRINT"
":NEXT I
40 PAPER 6:PRINT"
";
50 PAPER 2:PEN 3:LOCATE 1,1:PRINT"
DE
PTH CHARGE
";
60 PEN 14:PRINT"SC
TIME:
0
70 FOR I=200 TO 500:PLOT I,360,0:PLOT I,
362,0:NEXT
80 P=8:DX=0:DY=0:SC=0:S1=1:S2=18:D1=1:D2
=-1:TI=100
```

```

90 TI=TI-0.5:PLOT 204+TI*3,360,1:PLOT 20
4+TI*3,362,1
100 IF TI<0 THEN 420
110 FOR Z=1 TO 2:A$=INKEY$:IF A$="Z" OR
A$="z" THEN P=P-1:SOUND 2,700,5,4,0,0,1:
IF P<2 THEN P=2:SOUND 3,50,5,4
120 IF A$="C" OR A$="c" THEN P=P+1:SOUND
2,700,5,4,0,0,1:IF P>17 THEN P=17:SOUND
3,50,5,4
130 LOCATE P-1,6:PAPER 1:PEN 0:PRINT" ab
c ":PAPER 12:LOCATE P-1,7:PRINT" def "
140 S1=S1+D1:IF S1=18 THEN D1=-1
150 IF S1=2 THEN D1=1
160 PEN 3:PAPER 10:LOCATE S1-1,14:PRINT"
hi "
170 IF (A$="M" OR A$="m") AND BX=0 AND B
Y=0 THEN BX=P-1:BY=7:OP=12:PEN 0:PAPER 1
:LOCATE P-1,6:PRINT"mn":FOR I=1 TO 200:N
EXT:LOCATE P-1,6:PRINT" n"
180 NEXT Z
190 PAPER 1:PEN 0:LOCATE P+1,6:PRINT"g"
200 S2=S2+D2:IF S2=17 THEN D2=-1
210 IF S2=2 THEN D2=1
220 PEN 4:PAPER 7:LOCATE S2-1,23::PRINT"
jkl "
230 IF BY=0 AND BX=0 THEN FOR I=1 TO 40:
NEXT:GOTO 90
240 BY=BY+1:IF BY=25 THEN PAPER 7:LOCATE
BX,24:PRINT" ":BX=0:BY=0:GOTO 90
250 LOCATE BX,BY-1:PAPER OP:PRINT" ":OP=
12:IF BY>9 THEN OP=11
260 IF BY>12 THEN OP=10
270 IF BY>15 THEN OP=9
280 IF BY>18 THEN OP=8
290 IF BY>21 THEN OP=7
300 PAPER OP:PEN 2:LOCATE BX,BY:PRINT"o"
310 IF BY=14 AND (BX=S1 OR BX=S1+1) THEN
340
320 IF BY=23 AND (BX=S2 OR BX=S2+1 OR BX
=S2+2) THEN 380
330 GOTO 90

```

```

340 PAPER 10:FOR J=7 TO 1 STEP-0.1:SOUND
  1,2000,4,J:PEN 1:LOCATE S1,14:PRINT"hi"
:PEN 2:SOUND 1,1000,4,J:LOCATE S1,14:PRI
NT"hi":NEXT J
350 LOCATE S1,14:PRINT"  "
360 S1=1:D1=1:BX=0:BY=0:SC=SC+100:PAPER
2:PEN 14:LOCATE 1,3:PRINT SC:PAPER 1
370 GOTO 90
380 PAPER 7:FOR J=7 TO 1 STEP-0.1:SOUND
  1,2000,4,J:PEN 1:LOCATE S2,23:PRINT"jkl"
:PEN 2:SOUND 1,1000,4,J:LOCATE S2,23:PRI
NT"jkl":NEXT J
390 LOCATE S2,23:PRINT"  "
400 S2=18:D2=-1:BX=0:BY=0:SC=SC+25:PAPER
2:PEN 14:LOCATE 1,3:PRINT SC:PAPER 1
410 GOTO 90
420 PAPER 2:PEN 3:LOCATE 1,1:PRINT"^^^^^
  TIME  UP  ^^^^^
      "
430 FOR I=3000 TO 0 STEP-50:SOUND 1,I,4,
  4:SOUND 2,I+50,3,4:NEXT
440 PEN 4:LOCATE 1,3:PRINT"YOU SCORED";S
C:PAPER 1
450 PEN 2+INT(RND*4):LOCATE 5,5:PRINT"AN
OTHER GO ?"
460 A$=INKEY$:IF A$="Y" OR A$="y" THEN C
LS:GOTO 30
470 IF A$="N" OR A$="n" THEN PAPER 0:MOD
E 1:CLS:PEN 1:BORDER 0:STOP
480 GOTO 450
490 SYMBOL AFTER 97:SYMBOL 97,0,0,96,240
,244,99,255,127:SYMBOL 98,248,248,32,120
,252,230,255,255:SYMBOL 99,0,0,0,0,0,0,2
55,254
500 SYMBOL 100,63,31,15,7,0,0,0,0:SYMBOL
  101,255,255,255,255,0,0,0,0:SYMBOL 102,
  252,240,224,128,0,0,0,0
510 SYMBOL 103,32,32,32,120,252,230,255,
  255:SYMBOL 104,0,1,1,3,127,255,255,127:S
YMBOL 105,0,128,128,192,254,255,255,254

```

520 SYMBOL 106,0,0,0,127,255,255,255,127
:SYMBOL 107,60,60,126,255,255,255,255,25
5:SYMBOL 108,0,0,0,254,255,255,255,254
530 SYMBOL 109,0,0,6,15,15,6,0,0:SYMBOL
110,0,0,0,0,4,3,255,127:SYMBOL 111,0,0,0
,0,24,60,60,24
540 RETURN

A Day at the Races

This is the classic game of racing, brought to life by your computer. You are given £500 which you can gamble on the horse of your choice. Your computer will give you a chart showing the horses, their numbers and the odds. You then choose the horse you wish to bet on and how much money you want to gamble. After that you can sit back and relax while the horses thunder along the course. The result will be given after each race, and you will find out how much money you have won or lost.

Controls

Simply type in numbers, followed by 'ENTER'.

Program Structure

10–120 Variable and screen set up; 140–220 The race; 230–380 Results routine; 390–550 Betting screen; 560–620 Data for the graphics.

```
10 INK 0,0:INK 1,11:INK 2,18:INK 3,26
20 M=500:DIM H(4):DIM P(4):DIM L(4):DIM
C(4):DIM O(4)
30 GOSUB 560
40 GOTO 390
50 PAPER 2:BORDER 15:CLS:FOR I=1 TO 4:LE
T C(I)=0.125+RND*0.1-(O(I)/10):IF RND<0.
25 THEN C(I)=C(I)-RND*1:NEXT I
60 PAPER 0:PEN 1:LOCATE 1,1:PRINT"aaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
```

```

70 PEN 0:PAPER 3:PRINT"
                                qqqqqqqqqqqqqqqqqqq
qqqqqqqqqqqqqqqqqqqqqqqqqb";
80 PAPER 2:PRINT"
                                c"
90 LOCATE 1,23:PAPER 2:PRINT"
                                b";:PAPER 3:
PRINT"qqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqqq
qqqqqqc
    ";
100 PAPER 2:PEN 1:FOR I=9 TO 22:LOCATE 4
0,I:PRINT":":NEXT I
110 FOR I=1 TO 4:LOCATE 1,8+I*3:PRINT I:
NEXT I
120 FOR I=1 TO 4:LET P(I)=2:NEXT
130 PAPER 2
140 FOR I=1 TO 4:IF L(I)=1 THEN L(I)=-1:
GOTO 160
150 LET L(I)=1
160 LET P(I)=P(I)+1:PEN 0:LOCATE P(I),7+
I*3:PRINT" d";:PEN 3:PRINT"e";:PEN 0:PR
INT"f":LOCATE P(I),8+I*3:PRINT" jkl":IF
L(I)=1 THEN LOCATE P(I),8+I*3:PRINT" g
hi"
170 IF L(I)=-1 THEN LOCATE P(I),8+I*3:PR
INT" mno"
180 IF RND*1<0.13 THEN P(I)=P(I)+1:GOTO
210
190 IF RND*1<C(I)THEN P(I)=P(I)+(1-O(I)/
10):GOTO 210
200 IF RND<0.13 THEN P(I)=P(I)+0.5
210 IF P(I)>35 THEN 230
220 SOUND 1,2000,2.5,0,0,1:NEXT I:GOTO 1
40
230 FOR Z=2500 TO 1 STEP -10:SOUND 1,Z,1
,5:NEXT
240 WI=I:Z=I
250 PAPER 0:BORDER 0:PEN 3:CLS
260 LOCATE 9,5:PRINT"---RESULTS---"
270 PEN 1:PRINT:PRINT"THE WINNER IS ":GO
SUB 350

```

```

280 PRINT:PRINT:PEN 2:PRINT"YOU BET £";B
;"ON":LET Z=H:GOSUB 350
290 PRINT:PEN 1:PRINT:IF WI=H THEN PRINT
"YOU'VE WON £";B*O(H);"!":LET M=M+B*O(H
):GOTO 320
300 PRINT"YOU HAVE LOST £";B;". HARD LIN
ES!"
310 LET M=M-B
320 PRINT:PEN 2:PRINT"PRESS A KEY"
330 IF INKEY$="" THEN 330
340 GOTO 390
350 PEN 3:IF Z=1 THEN PRINT "LADY":RETUR
N
360 IF Z=2 THEN PRINT "CHAMP":RETURN
370 IF Z=3 THEN PRINT "BARON":RETURN
380 PRINT"HERO":RETURN
390 PEN 2:PAPER 0:BORDER 0:CLS
395 FOR i=1000 TO 500 STEP -20:SOUND 1,1
,5,4:NEXT i
400 LOCATE 1,1:PRINT"OK, PUNTER"
410 PRINT:PRINT"YOU HAVE £";M
420 IF M=0 THEN PEN 1:PRINT:PRINT"YOU AR
E BROKE!!!":PRINT CHR$(7);CHR$(7):PRINT:
PEN 3:PRINT"DO YOU WANT TO PLAY AGAIN?":
INPUT A$:IF LEFT$(A$,1)="Y" OR LEFT$(A$,
1)="y"THEN RUN
430 IF M=0 THEN PRINT "BYE THEN.":STOP
440 PRINT:PEN 3:PRINT"pppppppppppppppppppp"
450 PRINT"p";:PEN 2:PRINT" HORSE ";:PEN
3:PRINT"p";:PEN 2:PRINT" ODDS ";:PEN 3:
PRINT"p"
460 PRINT"p          p          p"
470 PRINT"p";:PEN 1:PRINT"1.LADY ";:PEN
3:PRINT"p ";:PEN 1:PRINT" /1";:PEN 3:
PRINT"p"
480 PRINT"p";:PEN 1:PRINT"2.CHAMP ";:PEN
3:PRINT"p ";:PEN 1:PRINT" /1";:PEN 3:
PRINT"p"
490 PRINT"p";:PEN 1:PRINT"3.BARON ";:PEN
3:PRINT"p ";:PEN 1:PRINT" /1";:PEN 3:
PRINT"p"

```

```

500 PRINT"p";:PEN 1:PRINT"4.HERO  ";:PEN
  3:PRINT"p  ";:PEN 1:PRINT" /1";:PEN 3:
PRINT"p"
510 PRINT"pppppppppppppppppppp"
520 PEN 1:FOR I=1 TO 4:LET C(I)=INT(RND*
2):LET L(I)=-1+INT(RND*3):LET O(I)=1+INT
(RND*10):LOCATE 11,7+I:PRINT O(I):NEXT I
530 PEN 2:LOCATE 1,15:PRINT"    WHICH HOR
SE DO                                YOU WANT TO
BET ON ?":INPUT H:IF H<1 OR H>4 THEN GOT
O 530
540 LOCATE 1,19:PRINT"    HOW MUCH DO
                                YOU WANT TO BET ?
":INPUT B:IF B<1 OR B>M THEN GOTO 540
550 GOTO 50
560 SYMBOL AFTER 97:SYMBOL 97,124,130,17
0,130,186,130,124,0:SYMBOL 98,60,126,102
,102,126,60,24,24:SYMBOL 99,24,24,24,24,
24,24,24,24
570 SYMBOL 100,0,0,0,0,0,0,0,7,31:SYMBOL 1
01,28,28,24,31,24,28,255,255:SYMBOL 102,
0,24,24,183,127,112,224,192
580 SYMBOL 103,47,71,71,143,13,24,24,24:
SYMBOL 104,255,255,131,6,134,204,204,0:S
YMBOL 105,192,192,128,192,96,96,96,96
590 SYMBOL 106,23,19,35,67,3,3,3,6:SYMBOL
107,255,255,129,0,0,0,0,128:SYMBOL 108
,192,192,192,192,192,192,192,96
600 SYMBOL 109,15,23,23,39,45,12,24,1:SY
MBOL 110,255,255,3,131,134,198,198,134:S
YMBOL 111,192,192,192,192,96,96,192,0
610 SYMBOL 112,0,126,126,102,102,126,126
,0:SYMBOL 113,192,255,192,192,255,192,19
2,192
620 RETURN

```

Star Strike

The two mother ships hang in the outer atmosphere, sending wave after wave of star strikes. They must be stopped at all costs, and it is up to you to do it. If one reaches the ground, you and the whole world will be destroyed. Your defence is the latest line in spaceships. It hovers above the surface, firing lethal rays of energy. Unfortunately the ray isn't powerful enough to destroy the mother craft, so you have to destroy as many strikers as you can before your inevitable death.

Controls

Z – to move your craft to left, C – to move it to right and M – to fire the death ray. A – aborts your mission.

Program Structure

10–30 Difficulty setting; 40–140 Initialization; 150–250 Movement of spaceship; 280–590 Laser and explosions; 600–650 Data for the graphics; 660–770 Movement of Star Strikes routine; 780–830 End of game routine; 840–870 Abort routine.

```
10 MODE 0:PAPER 0:BORDER 0
20 CLS: GOSUB 590:PEN 15:PRINT"[[[":PEN
N 1:PRINT"STAR STRIKE";:PEN 15:PRINT"]
]]"
30 LOCATE 1,3:PEN 4:INPUT "    Difficult
y ?      1 Hard to 5 Easy";df:IF df<1 OR
df>5 THEN 30
35 PRINT CHR$(7)
40 CLS
50 PEN 3:LOCATE 20,24:PRINT"#":LOCATE 1,
24:PRINT"! "
60 LOCATE 1,25:PRINT CHR$(143);"$$$$$$$$$
$$$$$$$$$$$$";CHR$(143);
```

```

70 LOCATE 1,1:PEN 15:PRINT"SCORE
HIGH"
80 LOCATE 1,4:PEN 7:PRINT"    *+,          *
+,          -./          -./"
90 PEN 3:LOCATE 6,1:PRINT 0:LOCATE 12,1:
PRINT h1
100 x=12
110 a=1+INT(RND*8):b=6:c=10+INT(RND*8):d
=6
120 sc=0
130 e=INT(RND*3)-1
140 f=INT(RND*3)-1
150 FOR z=1 TO df
160 a$=INKEY$
170 IF a$="a"OR a$="A"THEN 840
180 IF a$="z" OR a$="Z"THEN x=x-1
190 IF a$="c" OR a$="C"THEN x=x+1
200 IF x<1 THEN x=1
210 IF x>17 THEN x=17
220 PEN 1:LOCATE x,22:PRINT" ' "
230 LOCATE x,23:PRINT" %& "
240 IF a$="m" OR a$="M" THEN 280
250 NEXT z
260 GOSUB 660
270 GOTO 150
280 e=INT(RND*3)-1:f=INT(RND*3)-1
285 FOR V=50 TO 300 STEP 10:SOUND 1,V,2,
4:NEXT V
290 h=21
300 IF h=b AND (x+1=a OR x=a) THEN 370
310 IF h=d AND (x+1=c OR x=c) THEN 480
320 PEN 5+INT(RND*5):LOCATE x+1,h:PRINT"
',"
330 h=h-1:IF h>5 THEN 300
340 h=0
350 FOR i=21 TO 6 STEP -1:LOCATE x+1,i:P
RINT" ":NEXT i
360 GOTO 150
370 sc=sc+60-(df*10):FOR i=9 TO 14:SOUND
1,3000,8,10-1/2,0,0,2
380 PEN 1
390 LOCATE a,b

```

```

400 PRINT"()"
410 FOR n=1 TO 30:NEXT n
420 NEXT i
430 IF sc>hi THEN hi=sc
440 PEN 3:LOCATE 6,1:PRINT sc:LOCATE 12,
1:PRINT hi
450 LOCATE a,b:PEN 0:PRINT"  "
460 a=1+INT(RND*8):b=6
470 PEN 4: LOCATE a,b:PRINT"()":GOTO 350
480 sc=sc+60-(df*10):FOR i=9 TO 14:SOUND
1,3000,8,10-i/2,0,0,2
490 PEN i
500 LOCATE c,d
510 PRINT"()"
520 FOR n=1 TO 30:NEXT n
530 NEXT i
540 IF sc>hi THEN hi=sc
550 PEN 3:LOCATE 6,1:PRINT sc:LOCATE 12,
1:PRINT hi
560 LOCATE c,d:PEN 0:PRINT"  "
570 c=10+INT(RND*8):d=6
580 PEN 4:LOCATE c,d:PRINT"()":GOTO 350
590 INK 0,0:INK 1,26:INK 2,12:INK 3,18:I
NK 4,8:INK 5,2:INK 6,20:INK 7,24:INK 8,1
5:INK 9,26:INK 10,24:INK 11,15:INK 12,16
:INK 13,3:INK 14,3:INK 15,11
600 SYMBOL AFTER 33: SYMBOL 33,0,128,192
,240,248,254,255,255:SYMBOL 35,0,1,3,15,
31,127,255,255:SYMBOL 36,247,255,255,255
,255,255,255,255
610 SYMBOL 37,3,35,39,47,127,127,230,192
:SYMBOL 38,128,136,200,232,252,252,206,6
:SYMBOL 39,1,1,1,1,1,1,1,1
620 SYMBOL 40,0,17,10,7,63,255,30,12:SYM
BOL 41,0,136,80,224,252,255,120,48
630 SYMBOL 42,0,0,0,0,0,248,216,223,175:SY
MBOL 43,0,66,66,90,90,255,255,255:SYMBOL
44,0,0,0,0,31,27,251,245
640 SYMBOL 45,223,221,248,0,0,0,0,0:SYMB
OL 46,255,195,195,102,0,0,0,0:SYMBOL 47,
219,155,31,0,0,0,0,0
650 RETURN

```

```

660 n=a:o=b:p=c:q=d
670 b=b+1:a=a+e:IF a<1 THEN a=18
680 IF a>18 THEN a=1
690 LOCATE n,o:PRINT"  "
700 IF b=22 THEN 780
710 PEN 4:LOCATE a,b:PRINT"()"
720 d=d+1:c=c+f:IF c<1 THEN c=18
730 IF c>18 THEN c=1
740 LOCATE p,q:PRINT"  "
750 IF d=22 THEN 780
760 PEN 4:LOCATE c,d:PRINT"()"
770 RETURN
780 INK 1,6,24:FOR i=1 TO 300:SOUND 1,i,
1,4:NEXT i:INK 1,26
790 CLS
800 PEN 1:PRINT"    another game ?"
805 a$=INKEY$
810 IF a$="y"OR a$="Y"THEN 20
820 IF a$="n"OR a$="N"THEN STOP
830 GOTO 805
840 CLS:INK 15,6,0:FOR I=1 TO 25:PEN 15:
PRINT"ABORT  ABORT  ABORT ";:NEXT
850 FOR I=1 TO 10:SOUND 1,300,30,4:SOUND
1,400,30,4:NEXT I
855 FOR I=1 TO 2000:NEXT I
860 INK 15,11
865 CLS
870 GOTO 800

```

Quasimodo

After rescuing Esmerelda, Quasimodo still has to escape over the castle walls. Can you help him through the last five screens? The bell rings in the corner and the fireballs come thick and fast. Quasimodo is beginning to tire. He needs a small preliminary jump before he can clear a battlement.

Controls

Z—to move him to left, C—to move him to right, and he jumps using the M key.

Program Structure

10–70 Initialization; 80–230 Movement of Quasimodo; 240–290 Movement of fireball; 300–330 End of screen; 350–400 Game over; 410–450 Data for the graphics.

```
10 SC=1:MODE 0:INK 0,0:INK 1,26:INK 2,3:
INK 3,24:INK 4,11:INK 5,6:INK 6,20:INK 7
,8:INK 8,9:PAPER 2:BORDER 11:ENV 1,10,-1
,4:CLS
20 GOSUB 420
30 X=2:J=0:FB=20+INT(RND*10):TY=1:BE=1:J
T=0
40 LOCATE 1,1:PAPER 6:PEN 7:PRINT"SCREEN
";:PAPER 4:FOR I=1 TO 5:PR
INT"
";:NEXT
50 PAPER 2:PEN 3:FOR I=1 TO 19:PRINT"ddd
ddddddddddddddddd";:NEXT
60 PAPER 4:FOR I=1 TO 3:LOCATE 6,6+I:PRI
NT" ":LOCATE 11,6+I:PRINT" ":LOCATE 16
,6+I:PRINT" ":NEXT
70 PAPER 6:PEN 7:LOCATE 7,1:PRINT SC:PAP
ER 4
```

```

80 BE=-BE:A$="e ":IF BE=1 THEN A$=" f":S
OUND 1,70,50,1,1
90 LOCATE 19,2:PEN 3:PRINT A$
100 OX=X:A$=INKEY$:IF (A$="Z" OR A$="z")
AND J=0 AND JT=0 THEN X=X-1:SOUND 2,100
0,5,5:IF X<2 THEN X=2
110 IF JT>0 AND J=-1 THEN JT=JT-1
120 IF J=-1 AND JT=0 THEN J=0
130 IF (A$="C" OR A$="c") AND J=0 AND JT
=0 THEN X=X+1:SOUND 2,1000,5,5:IF X>20 T
HEN 300
140 IF J=0 AND (A$="M" OR A$="m") THEN J=
1
150 IF J=1 AND (A$="M" OR A$="m") THEN J=
1:JT=JT+1:IF JT=5 THEN J=-1
160 IF J=1 AND A$<>"M" AND A$<>"m" THEN
J=-1
170 LOCATE X-1,4:PRINT" ":IF OX<>X THEN
TY=-TY
180 PEN 1:A$=" b ":IF TY=-1 THEN A$=" c
"
190 IF J=-1 THEN LOCATE X-1,5:PRINT" a "
:LOCATE X-1,6:PRINT A$:GOTO 210
200 LOCATE X-1,5-J:PRINT" a ":LOCATE X-1
,6-J:PRINT A$
210 IF X>18 THEN 300
220 IF J=1 THEN X=X+1:LOCATE X-1,6:PRINT
" "
230 IF J<>1 AND (X=6 OR X=7 OR X=11 OR X
=12 OR X=16 OR X=17) THEN 350
240 FB=FB-1
250 IF (FB=X OR FB+1=X) AND J<>1 THEN 35
0
260 IF FB=0 THEN LOCATE 1,6:PRINT" ":FB
=20+INT(RND*10)
270 A$="gh ":IF BE=-1 THEN A$="gi "
280 PEN 5:IF FB<19 THEN LOCATE FB,6:PRIN
T A$
290 GOTO 80
300 SC=SC+1
310 IF SC<6 THEN 30

```

```

320 PEN 0:LOCATE 4,3:PRINT"YOU ESCAPED
!"
330 GOTO 370
340 SYMBOL 103,56,124,254,254,124,56,0,0
:SYMBOL 104,0,48,296,0,16,195,24,0:SYMBOL
L 105,0,96,140,0,48,128,102,0
350 PEN 5:IF FB<19 THEN LOCATE FB,6:PRIN
T"gh "
360 PEN 0:LOCATE 4,3:PRINT"THOU ART DEAD
!"
370 PEN 8:LOCATE 5,5:PRINT"ANOTHER GO ?"
380 INK 8,18:A$=INKEY$
390 INK 8,18:IF A$="Y" OR A$="y" THEN RU
N
400 INK 8,9:IF A$="N" OR A$="n" THEN PEN
1:PAPER 0:BORDER 0:MODE 1:CLS:STOP
410 GOTO 380
420 SYMBOL AFTER 97:SYMBOL 97,60,116,126
,126,60,124,124,124:SYMBOL 98,124,124,56
,24,24,24,24,28:SYMBOL 99,124,124,56,60,
108,102,198,231
430 SYMBOL 100,255,16,16,16,255,1,1,1
440 SYMBOL 101,1,14,62,62,28,108,96,0:SY
MBOL 102,128,112,124,124,56,54,6,0
450 SYMBOL 103,56,124,254,254,124,56,0,0
:SYMBOL 104,0,48,196,0,16,195,24,0:SYMBOL
L 105,0,96,140,0,48,128,102,0
460 RETURN

```

Astro Wars

The aliens are coming again, this time in groups of four. First they appear in green scout ships, then in fast, blue battleships. You need a good aim and some good luck to destroy them. If one gets past you, your spacecraft is destroyed. You are given three craft.

Controls

Z – left, C – right and M – fires your laser.

Program Structure

10–60 Initialization; 70–190 Main loop including enemy defence craft; 200–250 Laser routine; 260–350 Explosion; 360–370 End of wave; 380–420 Life lost; 430–490 Game over; 500–540 Data for graphics.

```
10 MODE 1:INK 0,0:INK 1,26:INK 2,24:INK
3,18:PAPER 0:BORDER 0:CLS:DIM X(4):DIM Y
(4)
20 GOSUB 500
30 SC=0:LI=3:P=19:TY=1:FOR I=1 TO 4:X(I)
=(I-1)*10+INT(RND*10):Y(I)=1-INT(RND*8):
NEXT I:PAPER 2:PEN 0:LOCATE 35,1
40 PAPER 2:PEN 0:LOCATE 1,1:PRINT"SCORE
      ASTRO WARS      "
50 LOCATE 35,1:FOR I=1 TO LI:PRINT"k ";:
NEXT
60 PAPER 0
70 FOR Z=1 TO 4
80 IF TY=-1 AND Z/2 <> INT(Z/2) THEN FOR
  I=1 TO 20:NEXT:GOTO 130
90 A$=INKEY$:IF A$="Z" OR A$="z" THEN P=
P-1:IF P<2 THEN P=2
```

```

100 IF A$="C" OR A$="c" THEN P=P+1:IF P>
38 THEN P=38
110 IF A$="M" OR A$="m" THEN GOSUB 200
120 PAPER 0:PEN 2:LOCATE P-1,24:PRINT" a
b ";:LOCATE P-1,25:PRINT" cd ";
130 OX=X(Z):OY=Y(Z):IF X(Z)<>-10 AND Y(Z)
<>-10 THEN X(Z)=X(Z)+INT(RND*3)-1:Y(Z)=
Y(Z)+1
140 IF X(Z)<1 THEN X(Z)=36
150 IF X(Z)>38 THEN X(Z)=3
160 IF Y(Z)>23 THEN 380
170 A$="ef":IF TY=-1 THEN A$="gh"
180 PEN 3:IF Y(Z)>2 THEN LOCATE OX,OY:PR
INT" ":LOCATE X(Z),Y(Z):PRINT A$
190 NEXT Z:GOTO 70
200 UP=23:PEN 1
210 INK 1,24:LOCATE P,UP:PRINT"ij"
220 FOR I=1 TO 4:SOUND 1,1000-UP*40-I*10
,1,3:INK 1,6:IF (X(I)=P OR X(I)=P-1 OR X
(I)=P+1) AND Y(I)=UP-1 THEN 280
230 INK 1,24:NEXT I
240 INK 1,6
250 UP=UP-1:IF UP>1 THEN 210
260 FOR I=23 TO 2 STEP -1:INK 1,6:LOCATE
P,I:INK 1,24:PRINT" ":NEXT:INK 1,26
270 RETURN
280 FOR J=23 TO UP STEP -1:INK 1,6:LOCAT
E P,J:INK 1,24:PRINT" ":NEXT
290 PEN 1:FOR J=26 TO 4 STEP -1:SOUND 1,
2000,2,(J-3)/4:INK 1,J:LOCATE X(I),Y(I):
A$="ef":IF TY=-1 THEN A$="gh"
300 PRINT A$:NEXT J:LOCATE X(I),Y(I):PRI
NT" "
310 INK 1,26
320 SC=SC+15:IF TY=-1 THEN SC=SC+35
330 PAPER 2:PEN 0:LOCATE 6,1:PRINT SC:PA
PER 0
340 X(I)=-10:Y(I)=-10:FOR I=1 TO 4:IF X(
I)<>-10 AND Y(I)<>-10 THEN RETURN
350 NEXT
360 TY=-TY:INK 3,18:IF TY=-1 THEN INK 3,
20

```

```

370 FOR I=1 TO 4:X(I)=(I-1)*10+INT(RND*1
0):Y(I)=2-INT(RND*5):NEXT I:RETURN
380 LI=LI-1
390 IF LI=0 THEN 430
400 FOR I=1 TO 4:X(I)=(I-1)*10+INT(RND*1
0):Y(I)=1-INT(RND*8):NEXT I:TY=-TY
410 INK 3,18:IF TY=-1 THEN INK 3,20
420 PAPER 0:CLS:GOTO 40
430 PAPER 0:INK 1,6
440 FOR I=1000 TO 1 STEP -20:SOUND 1,I,5
,4:NEXT I
450 PEN 2:LOCATE 15,10:PRINT"ANOTHER GO
?"
460 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
470 PEN 1:LOCATE 15,10:PRINT"ANOTHER GO
?"
480 IF A$<>"N" AND A$<>"n" THEN 450
490 CLS:INK 1,26:PEN 1:STOP
500 SYMBOL AFTER 97:SYMBOL 97,1,1,1,1,1,
3,3,71:SYMBOL 98,128,128,128,128,128,192
,192,226:SYMBOL 99,71,79,79,95,127,253,2
25,194:SYMBOL 100,226,242,242,250,254,19
1,135,67
510 SYMBOL 101,130,195,243,191,143,3,3,1
:SYMBOL 102,65,195,207,253,241,192,192,1
28
520 SYMBOL 103,6,1,243,191,223,247,0,0:S
YMBOL 104,96,128,207,253,251,239,0,0
530 SYMBOL 105,1,1,1,1,1,1,1,1:SYMBOL 10
6,128,128,128,128,128,128,128:SYMBOL
107,24,24,153,189,255,255,219,153
540 RETURN

```

Temple of Doom

Can you help the archeologist reach the treasures? Arrows fly from wall to wall and the treasure is on the other side of the room. You must weave in and out of the rain of arrows and touch the treasure. Then you have to try and obtain another of the treasures. Level 1 is easy, but subsequent levels are more difficult.

Control

The only control is the space bar; to move forward.

Program Structure

10–80 Initialization; 90–110 Movement of man; 120–210 Movement of arrows; 220–260 Screen cleared; 270–320 Game over; 330 Sound for movement; 340–360 Data for the graphics.

```
10 MODE 0:INK 0,3:INK 1,8:INK 2,26:INK 3
,24:INK 4,2:INK 5,20:INK 6,0:PAPER 0:BOR
DER 3:CLS
20 GOSUB 340
30 DIM X(10):DIM Y(10):DIM D(10)
40 Y=25:SC=0:X(1)=2:X(2)=19:X(3)=2:X(4)=
19:X(5)=2:X(6)=19:X(7)=2:X(8)=19:X(9)=2:
X(10)=19:TY=1
50 Y(1)=6:Y(2)=7:Y(3)=8:Y(4)=10:Y(5)=12:
Y(6)=13:Y(7)=15:Y(8)=17:Y(9)=19:Y(10)=22
60 FOR I=1 TO 10:IF X(I)=2 THEN D(I)=1 E
LSE D(I)=-1
70 NEXT:PEN 1:LOCATE 10,4:PRINT"d":LOCAT
E 10,5:PRINT"c"
```

```

80 PEN 5:PAPER 4:LOCATE 1,1:PRINT"      TEM
PLE OF DOOM          TREASURE
          ":LOCATE 9,3:PRINT SC
90 OX=X:OY=Y:A$=INKEY$:IF A$=" " THEN Y=
Y-1:GOSUB 330:IF Y=4 THEN 220
100 PAPER 0:IF OY<>Y THEN LOCATE 10,OY:P
RINT" ":TY=-TY
110 PEN 2:LOCATE 10,Y:A$="a":IF TY=-1 TH
EN A$="b"
120 PRINT A$
130 FOR I=1 TO 10
140 IF X(I)=10 AND Y(I)=Y THEN 270
150 X(I)=X(I)+D(I):IF X(I)=2 THEN D(I)=1
160 IF X(I)=19 THEN D(I)=-1
170 A$=" e":IF D(I)=-1 THEN A$="f "
180 PEN 3:LOCATE X(I),Y(I):PRINT A$
190 IF X(I)=10 AND Y(I)=Y THEN 270
200 NEXT
210 GOTO 90
220 SC=SC+1:FOR I=1 TO 10:X(I)=3+INT(RND
*16):D(I)=1:IF RND*1<0.5 THEN D(I)=-1
230 Y(I)=6+INT(RND*14):NEXT
240 FOR Z=7 TO 0 STEP -1:FOR I=2000 TO 0
STEP -100:SOUND 2,I,1,Z:NEXT I,Z
250 CLS:PEN 1:LOCATE 10,4:PRINT"d":LOCAT
E 10,5:PRINT"c"
260 Y=25:GOTO 80
270 PEN 6:LOCATE 10,Y:PRINT"a":FOR I=1 T
O 500 STEP 5:SOUND 1,500+I,1,6-INT(I/85)
:FOR J=1 TO 5:NEXT J:INK 6,0:FOR J=1 TO
5:INK 6,26:NEXT J,I
280 PEN 2:LOCATE 4,5:PRINT"YOU ARE DEAD!
!"
290 PEN 7+INT(RND*8):LOCATE 5,7:PRINT"AN
OTHER GO ?"
300 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
310 IF A$="N" OR A$="n" THEN PAPER 0:BOR
DER 3:MODE 1:PEN 2:CLS:STOP
320 GOTO 290
330 FOR I=7 TO 0 STEP-1:SOUND 1,1700-I*1
00,3,I:NEXT:RETURN

```

```
340 SYMBOL AFTER 97:SYMBOL 97,60,126,24,  
126,66,71,231,224:SYMBOL 98,60,126,24,12  
6,66,226,231,7:SYMBOL 99,60,110,131,175,  
131,235,131,126  
350 SYMBOL 100,0,0,0,0,0,0,40,24,24:SYMBOL  
101,0,0,128,66,255,66,128,0:SYMBOL 102,  
0,0,1,66,255,66,1,0  
360 RETURN
```

Star Swarm

Flying through the asteroid belt was never easy, but it's almost impossible now that aliens park their spaceships there. Not to mention the parking meters! There is also debris from other unsuccessful flights. How far can you get?

Controls

Z – left and M – right.

Program Structure

10–50 Initialization; 60–220 Main loop including scroll and spacecraft movement; 230–330 Game over routine; 340–490 Data for the graphics.

```
10 HI=0:MODE 0:INK 0,0:INK 1,26:INK 2,6:
   INK 3,24:INK 4,18:INK 5,11:BORDER 0:PAPE
   R 0:CLS
20 FOR I=6 TO 15:INK I,I-5:NEXT:GOSUB 34
   0
30 SOUND 1,50+INT(RND*100),2,4:LOCATE 4,
   10:PEN 2:PRINT"PRESS A KEY.":LOCATE 4,10
   :PEN 1:PRINT"PRESS A KEY.":I=RND:A$=INKE
   Y$:IF A$="" THEN 30
40 CLS
50 P=10:TY=0:SC=0:PO=0
60 OP=P:SC=SC+1:SOUND 1,1000,5,2,0,0,1
70 A$=INKEY$:IF A$="Z" OR A$="z" THEN P=
   P-1:IF P<1 THEN P=1
80 IF A$="M" OR A$="m" THEN P=P+1:IF P>2
   0 THEN P=20
90 SOUND 1,1000,5,2,0,0,1:PEN 3:LOCATE O
   P,10:PRINT" ":IF OP<>P THEN LOCATE OP,11
   :PRINT" "
```

```

100 LOCATE 20,25:PRINT"  "
110 XP=P*32-16:TE=TEST (XP,230):IF TE<>0
   AND TE<>3 THEN 230
120 TE=TEST (XP,248):IF TE<>0 AND TE<>3
   THEN 230
130 SOUND 1,1000,5,2,0,0,1
140 PEN 3:LOCATE P,10:PRINT"a":LOCATE P,
   11:PRINT"b"
150 IF TY=0 AND PO=0 AND RND*1<0.5 THEN
   TY=1+INT(RND*3):PO=1+INT(RND*19):IF TY=2
   THEN TY=1+INT(RND*3)
160 SOUND 1,1000,5,4,0,0,1
170 IF TY=1 THEN PEN 4:LOCATE PO,25:PRIN
   T"hi";:TY=0:PO=0:GOTO 220
180 IF TY=2 THEN PEN 1:LOCATE PO,25:PRIN
   T"g";:TY=0:PO=0:GOTO 220
190 PEN 2:A$="cd":IF TY=4 THEN A$="ef"
200 IF TY>2 THEN LOCATE PO,25:PRINT A$;:
   IF TY=4 THEN TY=0:PO=0:GOTO 220
210 IF TY=3 THEN TY=4
220 GOTO 60
230 PEN 3:LOCATE P,10:PRINT"a":LOCATE P,
   11:PRINT"b"
240 FOR I=15 TO 6 STEP-1:PEN I:SOUND 1,2
   000,10,I,0,0,4:LOCATE P,10:PRINT"a":LOCA
   TE P,11:PRINT"b"
250 FOR J=1 TO 60:NEXT J,I
260 FOR I=1 TO 8:LOCATE 1,I:PRINT"
   ":NEXT
270 IF SC>HI THEN HI=SC:LOCATE 1,4:PEN 3
   :PRINT"A NEW HIGH SCORE !  "
280 PEN 5:LOCATE 1,1:PRINT"YOU'RE SCORE"
   ;SC
290 PRINT"  HIGH SCORE":HI
300 PEN INT(RND*6):LOCATE 1,7:PRINT"  A
   NOTHER GAME ?"
310 A$=INKEY$:IF A$="N" OR A$="n" THEN M
   ODE 1:CLS:PEN 1:SYMBOL AFTER 240:STOP
320 IF A$<>"Y" AND A$<>"y" THEN 300
330 CLS:GOTO 50

```

340 SYMBOL AFTER 97:SYMBOL 97,36,165,153
,219,255,255,189,153:SYMBOL 98,24,24,60,
60,24,24,24,24
350 SYMBOL 99,0,3,3,15,31,63,127,127:SYM
BOL 100,0,224,224,240,252,252,252,254
360 SYMBOL 101,63,31,31,15,3,3,1,0:SYMBO
L 102,254,254,252,248,248,240,192,0
370 SYMBOL 103,90,90,60,126,126,60,90,90
380 SYMBOL 104,4,3,127,222,222,127,7,3:S
YMBOL 105,32,192,254,123,123,254,224,192
390 RETURN

Orc's Lair

You are a warrior, lost deep in the underground ore mines. You must get out or die at the feet of the many hideous monsters inhabiting the mines. Different types of creature have different strengths. Be careful – some are as powerful as you. You will sometimes encounter doors or pits and, if you are lucky, flights of stairs. These lead to higher levels and help you to escape. You begin the game eight levels underground, with 100 hit points. Good luck.

Controls

Numeric keys 1 to 3, Y – for yes, N – for no, and any key to continue a fight with a monster.

Program Structure

10–60 Initialization; 70–220 Main loop; 230–400 Flight of stairs; 410–420 Nothing happens; 430–630 A door; 640–760 A pit; 770–830 A monster; 850–960 Attack; 970–1040 Spell; 1050–1070 Retreat; 1080–1090 Monster dead; 1100–1110 Game over; 1120–1140 Data for monster names and strengths.

```
10 MODE 1:INK 0,24:INK 1,0:INK 2,6:INK 3
,12:PAPER 0:BORDER 24:CLS
20 PEN 2:INPUT"NAME OF CHARACTER":n$
30 hp=100:le=1:sp=10
40 DIM m$(15):FOR i=1 TO 15:READ m$(i):N
EXT i
50 DIM mp(15):FOR i=1 TO 15:READ mp(i):N
EXT i
60 DIM mh(15):FOR i=1 TO 15:READ mh(i):N
EXT
70 PEN 1:CLS:PRINT n$;" has";hp;"hit poi
nts,":PRINT"and";sp;"spells."
```

```

80 PRINT:PRINT:PRINT "Shall ";n$;" go":P
EN 3:PRINT"1) ";;PEN 2:PRINT"left ";;PEN
3:PRINT"2) ";;PEN 2:PRINT"onwards";:PEN
3:PRINT" or 3) ";;PEN 2:PRINT"right"
90 a$=INKEY$:a=VAL(a$):IF a<1 OR a>3 THE
N 90
100 PEN 1:PRINT:PRINT:PRINT n$;
110 IF a>1 THEN 140
120 PRINT " goes left....."
130 GOTO 180
140 IF a=3 THEN 170
150 PRINT " goes onward..."
160 GOTO 180
170 PRINT " goes right...."
180 FOR i=1 TO 1000:NEXT i
190 PRINT:PRINT"and sees ";
200 ha=INT(RND*8):IF ha>4 THEN ha=ha-3
210 IF ha=1 OR ha=2 AND RND*1<0.2 THEN h
a=ha+2
220 ON ha GOTO 410,430,640,760
230 PEN 2:PRINT"A flight of stairs going
up"
240 FOR i=1 TO 500:NEXT i
250 PEN 1:PRINT:PRINT "Shall ";n$;" take
them ?"
260 PRINT" (Y=yes N=no)"
270 a$=INKEY$:IF a$="n" OR a$="N" THEN 7
0
280 IF a$<>"y" AND a$<>"Y" THEN 270
290 le=le+1:IF le=10 THEN PRINT:PEN 2:PR
INT"You see a tunnel ahead,at the end of
which is a bright light.
YOU HAVE ESCAPED THE ORCS' LAIR!":
END
300 IF RND<0.3 THEN 320
310 PRINT:PRINT n$;" Climbs the stairs."
320 PEN 2:PRINT:PRINT" Press a key"
330 a$=INKEY$:IF a$="" THEN 330
340 GOTO 70
350 PRINT:PRINT n$;" trips and...."
360 FOR i=1 TO 500:NEXT i
370 IF RND<0.5 THEN 390

```

```

380 PEN 1:PRINT"Nothing happens.":GOTO 3
20
390 da=4+INT(RND*10):PEN 2:PRINT"infllict
s";da;"hp's damage!"
400 hp=hp-da
410 PEN 1:PRINT"Nothing."
420 GOTO 320
430 PEN 1:PRINT "a door."
440 PEN 2:PRINT:PRINT" 1-open 2-listen
3-walk on.":PEN 1
450 a$=INKEY$:IF a$="3" THEN GOTO 320
460 IF a$="2" THEN 520
470 IF a$<>"1" THEN 450
480 PEN 1:PRINT n$;" opens the door,and.
..."
490 IF RND<0.5 THEN PRINT "Sees nothing.
":GOTO 320
500 PRINT "Out leaps a ";
510 GOTO 760
520 PRINT n$;" listens,and...."
530 IF RND*1<0.6 THEN 550
540 PRINT"Hears nothing.":GOTO 320
550 s=INT(RND*4):IF s=0 THEN d$="moaning
"
560 IF s=1 THEN d$="whining"
570 IF s=2 THEN d$="screeching"
580 IF s=3 THEN d$="scraping"
590 PRINT"Hears a ";d$;" sound."
600 PEN 2:PRINT:PRINT" 1-open 2-walk
on":PEN 1
610 a$=INKEY$:IF a$="1" THEN PRINT n$;"
opens the door, and out leaps":PRINT "a
";:GOTO 760
620 IF a$<>"2" THEN 610
630 PRINT n$;" walks on":GOTO 320
640 PRINT "a pit!":PRINT n$;" falls down
the pit!"
650 PEN 1:PRINT:PRINT"At the bottom is..
.."
660 bo=INT(RND*4)+1
670 ON bo GOTO 680,700,740,750

```

```

680 PEN 1:PRINT"a passage":le=le-1:IF le
=0 THEN le=1
690 GOTO 320
700 sp=1+INT(RND*5):da=2+INT(RND*3):PRIN
T"A row of";sp;"spikes!"
710 PRINT:PRINT"Which inflict";sp*da;"hp
's of damage!"
720 hp=hp-sp*da:IF hp<1 THEN 1100
730 GOTO 320
740 PRINT"Poison gas!!":GOTO 1100
750 PRINT"A ";:le=le-1:IF le=0 THEN le=1
760 mo=INT(RND*15)+1:mo$=m$(mo):mp=mh(mo
)+INT(RND*15)
770 PRINT"monster!"
780 PRINT:PRINT:PEN 1:IF mp(mo)=0 THEN P
RINT "A ";mo$;" bars ";n$;"'s way!"
790 IF mp(mo)=1 THEN PRINT "An ";mo$;" b
ars ";n$;"'s way!"
800 PEN 2:PRINT:PRINT" 1-attack 2-cast
a spell 3-retreat"
810 a$=INKEY$:a=VAL(a$):IF a<1 OR a>3 TH
EN 810
820 CLS
830 ON a GOTO 870,970,1050
840 a$=INKEY$:IF a$="" THEN 840
850 IF RND*1<0.1 THEN 780
860 IF (mp>hp AND RND*1<0.6) OR RND*1<0.
3 THEN 910
870 PEN 1:PRINT:PRINT n$;" strikes at th
e ";mo$;" and"
880 IF RND*1<0.2 OR (mp>hp AND RND<0.35)
THEN PRINT"misses!":GOTO 910
890 PRINT"wounds it!"
900 mp=mp-1-INT(RND*4)-INT((hp/80)*(3+IN
T(RND*6))):IF mp<1 THEN 1080
910 IF RND*1<0.4 THEN 840
920 PRINT:PEN 2:PRINT"The ";mo$;" strike
s at ";n$;"!"
930 IF RND*1<0.2 OR (hp>mp AND RND<0.2)T
HEN PRINT"And misses!":GOTO 840
940 PRINT "The ";mo$;" wounds ";n$;"!"

```

```

950 hp=hp-INT((mp/100)*(4+INT(RND*6))):I
F hp<1 THEN 1100
960 GOTO 840
970 IF sp=0 THEN PEN 1:PRINT n$;" has no
  more spells!!":GOTO 840
980 PEN 1:PRINT:PRINT n$;" casts a spell
  ."
990 sp=sp-1
1000 IF RND*1<0.4 OR (mp>hp AND RND*1<0.
  6) THEN 1030
1010 mp=mp-10-INT(RND*15):IF mp<1 THEN 1
  080
1020 PEN 2:PRINT:PRINT"The beast is wrac
  ked!!":GOTO 920
1030 PRINT:PRINT"That has made the ";mo$
  ;" angry!!"
1040 GOTO 920
1050 PEN 1:PRINT:PRINT"Thou cowardly kna
  ve!"
1060 IF RND*1<0.5 THEN PRINT:PRINT n$;"
  runs away.":GOTO 320
1070 PRINT:PRINT"The ";mo$;" won't let y
  ou!":PRINT:GOTO 780
1080 PEN 1:PRINT:PRINT"The foul beast is
  dead!!"
1090 GOTO 320
1100 PRINT:PRINT:PEN 1:PRINT"Thy game is
  over."
1110 END
1120 DATA "Aerial Servant","Barbed Devil
  ","Basalisk","Green Dragon","Chimera","D
  emogorgon","Golem","Medusa","Mind Flayer
  ","Stone giant","Juiblex","Minotaur","Or
  c","Worg","Zombie"
1130 DATA 1,0,0,0,0,0,0,0,0,0,0,0,1,0,0
1140 DATA 70,80,40,90,25,50,70,60,80,60,
  40,50,30,10,20

```

Defence Zone

As the ship's gunner you must repel the invading pirates. You are given a cockpit view and can see the enemy craft coming closer and flying around. You must manoeuvre the spacecraft into your sights at the centre of the screen which may confuse you at first. When you press the up key the spacecraft will move down. If you can last out for 150 time units then you've won. The game is over if an enemy craft gets past you.

Controls

Q – up, A – down, O – left, and P – right. The space bar fires your photon torpedoes.

Program Structure

10–60 Initialization; 70–280 Movement of spacecraft; 290–440 Photon torpedoes routine; 470–510 Game over; 520–540 Game won; 550–650 Explosion routine; 710–780 Data for the graphics; 790–840 Intro to set random seed.

```
10 MODE 1:INK 0,0:INK 1,26:INK 2,18:INK
3,6:PAPER 0:BORDER 0:DIM p(2):DIM x(2):D
IM y(2):DIM a(2):DIM b(2):hi=0
20 GOSUB 710:CLS:s=0:ti=0:FOR i=1 TO 2:p
(i)=1:x(i)= INT(RND*39)+1:y(i)=INT(RND*2
3)+2:a(i)=1:b(i)=1:NEXT i
30 PEN 3:PAPER 1:LOCATE 1,1:PRINT"SCORE:
      TIME:           HIGH:           "
40 IF s>hi THEN hi=s
50 PEN 3:PAPER 1:LOCATE 7,1:PRINT s:LOCA
TE 22,1:PRINT ti:LOCATE 35,1:PRINT hi:PA
PER 0
```

```

60 PEN 2:LOCATE 19,11:PRINT CHR$(230);"
   ";CHR$(231):LOCATE 19,14:PRINT CHR$(232
);"   ";CHR$(233)
70 ti=ti+1:IF ti=150 THEN 520
80 a$=INKEY$
90 IF a$=" " THEN GOSUB 290
100 FOR i=1 TO 2:dx=x(i):dy=y(i)
110 IF RND<0.3 THEN GOTO 180
120 x(i)=x(i)+a(i):IF RND<0.3 THEN a(i)=
-a(i)
130 IF x(i)>39 THEN x(i)=39:a(i)=-1
140 IF x(i)<1 THEN x(i)=1:a(i)=1
150 y(i)=y(i)+b(i):IF RND*1<0.3 THEN b(i)
)=-b(i)
160 IF y(i)>23 THEN y(i)=23:b(i)=-1
170 IF y(i)<2 THEN y(i)=2:b(i)=1
180 IF (a$="o" OR a$="O") AND x(i)<39 TH
EN x(i)=x(i)+1
190 IF (a$="p" OR a$="P") AND x(i)>1 THE
N x(i)=x(i)-1
200 IF (a$="a" OR a$="A") AND y(i)>3 THE
N y(i)=y(i)-1
210 IF (a$="q" OR a$="Q") AND y(i)<22 TH
EN y(i)=y(i)+1
220 IF RND<0.15 THEN p(i)=p(i)+1:IF p(i)
=5 THEN p=4:IF RND <0.3 THEN 470
230 IF RND<0.09 THEN p(i)=p(i)-1:IF p(i)
=0 THEN p(i)=1
240 nu=i:GOSUB 660
250 LOCATE dx,dy:PRINT "   ":LOCATE dx,dy
+1:PRINT"   "
260 PEN 1:LOCATE x(i),y(i):PRINT s$:LOCA
TE x(i),y(i)+1:PRINT t$
270 NEXT i
280 GOTO 40
290 mi=25:de=0
300 PEN 3:LOCATE 6+de,mi:PRINT CHR$ (236
):LOCATE 34-de,mi:PRINT CHR$(237)
310 FOR j=1 TO 3:SOUND 1,(mi*3)-j*mi,0.5
,INT(mi/4):NEXT j
320 de=de+1:mi=mi-1

```

```

330 FOR i=1 TO 12:NEXT i:LOCATE 5+de,mi+
1:PRINT" ":LOCATE 35-de,mi+1:PRINT" "
340 IF mi=13 THEN 360
350 GOTO 300
360 PEN 2:LOCATE 19,11:PRINT CHR$(230);"
";CHR$(231):LOCATE 19,14:PRINT CHR$(23
2);" ";CHR$(233)
370 de=7:IF (x(1)=19 OR x(1)=20 OR x(1)=
21) AND (y(1)=11 OR y(1)=12 OR y(1)=13)
THEN GOTO 450
380 IF (x(2)=19 OR x(2)=20 OR x(2)=21) A
ND (y(2)=11 OR y(2)=12 OR y(2)=13) THEN
GOTO 460
390 PEN 3:LOCATE 20,13:PRINT CHR$(254);C
HR$(255)
400 FOR i=1 TO 20:SOUND 1,1500,6,10-(i/2
),0,0,1:NEXT i
410 PEN 3:LOCATE 20,13:PRINT CHR$(255);C
HR$(254)
420 FOR i=1 TO 200:NEXT i
430 LOCATE 20,13:PRINT" "
440 RETURN
450 nu=1:GOTO 550
460 nu=2:GOTO 550
470 LOCATE 5,5:PEN 1:PRINT"YOU HAVE FAIL
ED.EARTH HAS BEEN DESTROYED"
480 PEN 2:PRINT,,," Do you wish to
play again ?"
490 a$=INKEY$:IF a$="y" OR a$="Y" THEN G
OTO 20
500 IF a$="n" OR a$="N" THEN CLS:STOP
510 GOTO 490
520 FOR i=200 TO 1 STEP-10:SOUND 1,i.2,4
:NEXT
530 LOCATE 5,5:PEN 3:PRINT" WELL DONE!
! MISSION COMPLETE "
540 GOTO 480
550 PEN 3:FOR I=20 TO 1 STEP -1
560 GOSUB 660
570 INK 3,i:LOCATE x(nu),y(nu):PRINT s$:
LOCATE x(nu),y(nu)+1:PRINT t$

```

```

580 SOUND 1,1500,3,INT(1/3),0,0,1
590 FOR j=1 TO 10:NEXT j
600 NEXT i
610 INK 3,6
620 FOR i=1 TO 700:NEXT i
630 PEN 2:LOCATE 19,11:PRINT CHR$(230);"
    ";CHR$(231):LOCATE 19,12:PRINT"    ":L
OCATE 19,13:PRINT"    ":LOCATE 19,14:PRI
NT CHR$(232);"    ";CHR$(233)
640 x(nu)=INT (RND*39)+1:y(nu)=INT(RND*2
3)+2:p(nu)=1:s=s+25
650 RETURN
660 IF p(nu)=1 THEN s$=CHR$(238)+CHR$(23
9):t$=CHR$(240)+CHR$(241)
670 IF p(nu)=2 THEN s$=CHR$(242)+CHR$(24
3):t$=CHR$(244)+CHR$(245)
680 IF p(nu)=3 THEN s$=CHR$(246)+CHR$(24
7):t$=CHR$(248)+CHR$(249)
690 IF p(nu)=4 THEN s$=CHR$(250)+CHR$(25
1):t$=CHR$(252)+CHR$(253)
700 RETURN
710 SYMBOL AFTER 230
720 SYMBOL 230,255,224,192,192,128,128,1
28,128:SYMBOL 231,255,15,3,3,1,1,1,1:SYM
BOL 232,128,128,128,128,192,192,224,255:
SYMBOL 233,1,1,1,1,3,3,15,255
730 SYMBOL 234,24,24,24,60,60,24,24,24:S
YMBOL 235,0,0,24,255,255,24,0,0:SYMBOL 2
36,7,15,31,30,60,48,64,128:SYMBOL 237,22
4,240,248,120,28,12,2,1
740 SYMBOL 238,0,0,0,0,0,0,4,9:SYMBOL 23
9,0,0,0,0,0,0,32,144:SYMBOL 240,15,9,4,0
,0,0,0,0:SYMBOL 241,240,144,32,0,0,0,0,0
750 SYMBOL 242,0,0,0,0,4,8,8,19:SYMBOL 2
43,0,0,0,0,32,16,16,200:SYMBOL 244,30,19
,8,8,4,0,0,0:SYMBOL 245,120,200,16,16,32
,0,0,0
760 SYMBOL 246,0,0,16,16,32,33,66,125:SY
MBOL 247,0,0,8,8,4,132,66,190:SYMBOL 248
,125,66,33,32,16,16,0,0:SYMBOL 249,190,6
6,132,4,8,8,0,0

```

```

770 SYMBOL 250,16,32,32,64,67,135,142,25
3:SYMBOL 251,8,4,4,2,194,225,113,191:SYM
BOL 252,253,142,135,67,64,32,32,16:SYMBOL
L 253,191,113,225,194,2,4,4,8
780 SYMBOL 254,0,195,24,0,6,96,13,192:SY
MBOL 255,24,3,96,3,24,0,131,12
790 MODE 0:PEN 4:LOCATE 1,1:PRINT"****DE
FENCE ZONE****"
800 LOCATE 1,3:PEN 3:PRINT" MISSION:To d
efend Earth from space pirates!","",
,,, :PEN 1:PRINT"Press space to start"
810 BORDER INT(RND*27):SOUND 1,INT(RND*2
00),2,3
820 i=RND
830 IF INKEY$=" " THEN MODE 1:CLS:BORDER
O:RETURN
840 GOTO 810

```

Higher or Lower

Pit your wits against your Amstrad in this famous card game. Your computer will deal you a card and you must guess whether the succeeding one will be higher or lower. If you guess correctly three times you win. If you get one wrong, the game is over.

Controls

H – for higher and L – for lower.

Program Structure

10–40 Initialization; 50–180 First card; 190–290 User input; 300–450 Next card displayed; 460–570 Game over; 580–620 Data for the graphics.

```
10 MODE 1:INK 0,0:INK 1,26:INK 2,6:INK 3
,18:PAPER 3:BORDER 0:CLS
20 GOSUB 580
30 PAPER 0:PEN 3:LOCATE 1,21:PRINT CHR$(
213):LOCATE 40,21:PRINT CHR$(212):LOCATE
 1,22:PRINT" ";CHR$(213):LOCATE 39,22:PR
INT CHR$(212);" ":LOCATE 1,23:PRINT " "
;CHR$(213):LOCATE 38,23:PRINT CHR$(212);
" "
40 LOCATE 1,24:PRINT" ";CHR$(213):LOCA
TE 37,24:PRINT CHR$(212);" ":LOCATE 1,
25:PRINT"
";
50 TY=INT(RND*4)+1:AC=0:C=1+INT(RND*13)
60 PAPER 1:LOCATE 2,6:PRINT" ":LO
CATE 2,7:PRINT" ":LOCATE 2,8:PRIN
T" ":LOCATE 2,9:PRINT" ":L
OCATE 2,10:PRINT" ":LOCATE 2,11:P
RINT" ":LOCATE 2,12:PRINT"
":LOCATE 2,13:PRINT" "
```

```

70 PEN 3:LOCATE 2,7:IF C=1 THEN PRINT" A
":LOCATE 7,12:PRINT" A":GOTO 130
80 IF C=10 THEN PRINT" a":LOCATE 7,12:PR
INT" a":GOTO 130
90 IF C=11 THEN PRINT" J":LOCATE 7,12:PR
INT" J":GOTO 130
100 IF C=12 THEN PRINT" Q":LOCATE 7,12:P
RINT" Q":GOTO 130
110 IF C=13 THEN PRINT" K":LOCATE 7,12:P
RINT" K":GOTO 130
120 PRINT C:LOCATE 3,11:LOCATE 7,12:PRIN
T C
130 PEN 0:IF TY>2 THEN PEN 2
140 IF TY=1 THEN LOCATE 5,9:PRINT"jk":LO
CATE 5,10:PRINT"lm":GOTO 180
150 IF TY=2 THEN LOCATE 5,9:PRINT"no":LO
CATE 5,10:PRINT"pq":GOTO 180
160 IF TY=3 THEN LOCATE 5,9:PRINT"bc":LO
CATE 5,10:PRINT"de":GOTO 180
170 IF TY=4 THEN LOCATE 5,9:PRINT"fg":LO
CATE 5,10:PRINT"hi"
180 LOCATE 13,2:PEN 2:PAPER 3:PRINT"HIGH
ER OR LOWER?":PEN 0:LOCATE 13,3:PRINT"__
"
190 PAPER 1:FOR I=1 TO 3:F=2+I*10:LOCATE
F,6:PRINT"          ":LOCATE F,7:PRINT"
          ":LOCATE F,8:PRINT"          ":LOCAT
E F,9:PRINT"          ":LOCATE F,10:PRINT"
"
200 LOCATE F,11:PRINT"          ":LOCATE F
,12:PRINT"          ":LOCATE F,13:PRINT"
"
210 NEXT I
220 PEN 2:FOR I=1 TO 3:FOR J=1 TO 6:LOCA
TE 3+I*10,6+J:PRINT CHR$(134);CHR$(134);
CHR$(134);CHR$(134);CHR$(134);CHR$(134):
NEXT J,I
230 HI=0:LO=0
240 AC=AC+1:IF AC=4 THEN 550
250 PEN 1:PAPER 3:LOCATE 13,2:PRINT"HIGH
ER OR LOWER?":A$=INKEY$:IF A$="H" OR A$=
"h" THEN HI=1

```

```

260 PEN 0:LOCATE 13,2:PRINT"HIGHER OR LO
WER?"
270 IF A$="L" OR A$="1" THEN LO=1
280 PEN 2:LOCATE 13,2:PRINT"HIGHER OR LO
WER?"
290 IF HI=0 AND LO=0 THEN 250
300 TY=INT(RND*4)+1:OC=C:C=1+INT(RND*13)
310 F=2+AC*10:PAPER 1:LOCATE F,6:PRINT"
":LOCATE F,7:PRINT"":LOCA
TE F,8:PRINT"":LOCATE F,9:PRINT"
":LOCATE F,10:PRINT"
"
320 LOCATE F,11:PRINT"":LOCATE F
,12:PRINT"":LOCATE F,13:PRINT"
"
330 PEN 3:LOCATE F,7:IF C=1 THEN PRINT"
A":LOCATE F+5,12:PRINT" A":GOTO 390
340 IF C=10 THEN PRINT" a":LOCATE F+5,12
:PRINT" a":GOTO 390
350 IF C=11 THEN PRINT" J":LOCATE F+5,12
:PRINT" J":GOTO 390
360 IF C=12 THEN PRINT" Q":LOCATE F+5,12
:PRINT" Q":GOTO 390
370 IF C=13 THEN PRINT" K":LOCATE F+5,12
:PRINT" K":GOTO 390
380 PRINT C:LOCATE F+5,12:PRINT C
390 PEN 0:IF TY>2 THEN PEN 2
400 IF TY=1 THEN LOCATE F+3,9:PRINT"jk":
LOCATE F+3,10:PRINT"lm":GOTO 440
410 IF TY=2 THEN LOCATE F+3,9:PRINT"no":
LOCATE F+3,10:PRINT"pq":GOTO 440
420 IF TY=3 THEN LOCATE F+3,9:PRINT"bc":
LOCATE F+3,10:PRINT"de":GOTO 440
430 IF TY=4 THEN LOCATE F+3,9:PRINT"fg":
LOCATE F+3,10:PRINT"hi"
440 IF C<OC AND HI=1 THEN 490
450 IF C>OC AND LO=1 THEN 490
460 PAPER 1:PEN 0:LOCATE 16,18:PRINT"COR
RECT!":FOR I=1000 TO 0 STEP-20:SOUND 1,I
,2,5:BORDER INT(RND*27):NEXT I
470 LOCATE 16,18:PAPER 3:PRINT"
"
:BORDER 0
480 GOTO 230

```

```

490 PAPER 1:PEN 2:LOCATE 16,18:PRINT" WR
ONG! ":FOR I=1000 TO 2500 STEP 15:SOUND
1,I,2,5:NEXT
500 PAPER 3:LOCATE 16,18:PRINT"      "
510 PEN 0:LOCATE 14,20:PRINT"ANOTHER GO?
"
520 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
530 IF A$="N" OR A$="n" THEN CLS:STOP
540 GOTO 520
550 PEN 1:PAPER 3:LOCATE 15,19:PRINT"WEL
L DONE!":FOR I=3000 TO 0 STEP -30:SOUND
1,I,3,5:NEXT
560 LOCATE 15,19:PRINT"      "
570 GOTO 510
580 SYMBOL AFTER 97:SYMBOL 97,78,202,74,
74,74,74,238,0:SYMBOL 98,28,62,127,127,2
55,255,127,127:SYMBOL 99,56,124,254,254,
255,255,254,254
590 SYMBOL 100,63,63,31,31,15,7,3,1:SYMB
OL 101,252,252,248,248,240,224,192,128:S
YMBOL 102,1,3,7,15,31,63,127,255:SYMBOL
103,128,192,224,240,248,252,254,255:SYMB
OL 104,255,127,63,31,15,7,3,1:SYMBOL 105
,255,254,252,248,240,224,192,128
600 SYMBOL 106,1,3,7,15,7,19,57,125:SYMB
OL 107,128,192,224,240,224,200,156,190:S
YMBOL 108,255,125,57,17,3,7,15:SYMBOL 10
9,255,190,156,136,192,224,240
610 SYMBOL 110,3,7,15,15,31,127,255,255:
SYMBOL 111,192,224,240,240,248,254,255,2
55:SYMBOL 112,255,125,25,1,1,3,3,7:SYMBOL
113,255,158,140,128,128,192,192,224
620 RETURN

```

Breakout

This is a version of the classic bat-'n'-ball game, brought to life by Amstrad's great colours and graphics. The object of the game is to destroy the brick wall with your ball, which must be bounced off your bat. You are provided with five lives but be careful — this game is difficult.

Controls

Z – left, and M – right.

Program Structure

20–30 Data for the graphics; 40–110 Limit; 120–150 Movement of bat; 160–250 Movement of ball; 260–330 Brick hit routine; 340–400 Lost life.

```
10 hi=0:MODE 0:INK 0,26:INK 1,3:INK 2,6:
   INK 3,0:INK 4,15:INK 5,18:INK 6,8:INK 7,
   2:INK 8,24:PAPER 0:BORDER 2:CLS
20 SYMBOL 240,255,195,189,165,165,189,19
   5,255:SYMBOL 241,127,127,127,127,127,127
   ,127,0:SYMBOL 242,254,254,254,254,254,25
   4,254,0
30 SYMBOL 243,63,64,159,224,0,0,0,0:SYMB
   OL 244,252,2,249,7:SYMBOL 245,0,0,24,60,
   60,24,0,0
40 sc=0
50 x=312:y=16:p=312:l=4:xd=-1:yd=1:h=0:I
   F RND*1<0.5 THEN xd=1
60 PEN 1:LOCATE 1,2:FOR i=1 TO 20:PRINT
   CHR$(240);:NEXT
70 FOR i=2 TO 24:LOCATE 1,i:PRINT CHR$(2
   40):LOCATE 20,i:PRINT CHR$(240):NEXT
```

```

80 FOR i=0 TO 3:PEN 5+i:FOR z=2 TO 19 ST
EP 2:LOCATE z,i*3+4:PRINT CHR$(241);CHR$
(242):NEXT z,i
90 FOR i=0 TO 3:PEN 5+i:FOR z=2 TO 19 ST
EP 2:LOCATE z,i*3+5:PRINT CHR$(242);CHR$
(241):NEXT z,i
100 LOCATE 1,1:PAPER 7:PEN 4:PRINT"SC 0
      0      HI";
110 LOCATE 9,1:PEN 4:FOR i=1 TO 1:PRINT
CHR$(245);:NEXT
120 FOR lo=1 TO 2:a$=INKEY$:IF a$="z" OR
a$="Z" THEN p=p-16:IF p<34 THEN p=34
130 IF a$="m" OR a$="M" THEN p=p+16:IF p
>548 THEN p=548
140 TAG:PLOT p,4,2:MOVE p-32,8:PRINT " "
;CHR$(243);CHR$(244);" ";;TAGOFF
150 NEXT lo:ox=x:oy=y
160 x=x+xd*32:y=y+yd*16
170 IF x<32 THEN x=32:xd=1:SOUND 1,150,1
5,4
180 IF y=0 AND x>=p+(xd-1)*32 AND x<=p+6
4-(xd=1)*32 THEN y=16:yd=1:SOUND 1,50,20
,4
190 IF x>578 THEN x=578:xd=-1:SOUND 1,15
0,15,4
200 IF y<1 THEN 340
210 IF y>350 THEN y=oy:x=ox:yd=-1:SOUND
1,150,15,4:IF RND*1<0.5 THEN xd=-xd
220 PLOT ox+4,oy+4,0:MOVE ox,oy+16:TAG:P
RINT" ";;TAGOFF
230 te=TEST (x+16,y+8):IF te<>0 THEN GOS
UB 260
240 PLOT x+16,y+16,3:MOVE x,y+16:TAG:PRI
NT CHR$(245);:TAGOFF
250 GOTO 120
260 sc=sc+(10-te):SOUND 2,52+te*10,15,4
270 IF RND<0.6 THEN yd=-yd:xd=-xd
280 IF RND<0.3 THEN yd=-1:IF RND<0.5 THE
N yd=1
290 IF RND<0.3 THEN xd=-1:IF RND<0.5 THE
N xd=1
300 h=h-(te<>0):IF h=144 THEN 460

```

```

310 PEN 4:PAPER 7:LOCATE 3,1:PRINT sc:IF
    sc>hi THEN hi=sc
320 LOCATE 13,1:PRINT hi
330 RETURN
340 TAG:MOVE ox,32:PRINT " ";TAGOFF
350 LOCATE 9,1:PEN 4:PRINT "    "
360 l=1-1:IF l=0 THEN 410
370 LOCATE 9,1:FOR i=1 TO 1:PRINT CHR$(2
45);:NEXT
380 FOR i=1 TO 3000 STEP 50:SOUND 1,i,2,
4:SOUND 1,3001-i,1,4:SOUND 1,INT(RND*300
0),1,4:NEXT
390 x=312:y=16:xd=-1:yd=1:IF RND*1<0.5 T
HEN xd=1
400 GOTO 110
410 FOR i=100 TO 10 STEP -10:SOUND 1,80,
i/10,4:SOUND 1,140,i/10,4:NEXT
420 PEN 2:PAPER 0:LOCATE 5,20:PRINT"ANOT
HER GO ?"
430 a$=INKEY$:IF a$="y" OR a$="Y" THEN C
LS:GOTO 30
440 IF a$="n" OR a$="N" THEN CLS:STOP
450 GOTO 430
460 sc=sc+500:PAPER 0:CLS:GOTO 50

```

Poetry

Amaze your friends! Show off at parties! Play Poetry! This program generates a random poem from a set of sentences and displays it on a scroll. Some of the poems generated are exceptional. After you have read one poem you simply press a key for the next one. You can easily change the data in lines 260 to 630 to produce different types of poems.

Program Structure

10 Initialization; 20–40 Data for the graphics; 50–90 Screen display set up; 100–180 Poem creation; 190–230 Next poem routine; 260–630 Data for the poem.

```
10 MODE 1:INK 0,0:INK 1,24:INK 2,6:INK 3
,2:PAPER 1:BORDER 24:PEN 0:CLS
20 SYMBOL 241,0,0,0,0,0,0,0,0,255:SYMBOL 2
42,128,128,128,128,128,128,128,128:SYMBOL
L 243,64,64,64,64,64,64,64,64:SYMBOL 244
,32,32,32,32,32,32,32,32
30 SYMBOL 245,16,16,16,16,16,16,16,16:SY
MBOL 246,8,8,8,8,8,8,8,8:SYMBOL 247,4,4,
4,4,4,4,4,4:SYMBOL 248,2,2,2,2,2,2,2,2
40 SYMBOL 249,1,1,1,1,1,1,1,1:SYMBOL 250
,255,0,0,0,0,0,0,0,0
50 LOCATE 7,2:FOR i=1 TO 27:PRINT CHR$(2
41):;NEXT i
60 FOR i=1 TO 8:LOCATE 7,2+i:PRINT CHR$(
241+i):NEXT i:FOR i=1 TO 4:LOCATE 7,10+i
:PRINT CHR$(249):NEXT i
70 FOR i=1 TO 8:LOCATE 7,14+i:PRINT CHR$
(250-i):NEXT i:LOCATE 7,23:FOR i=1 TO 27
:PRINT CHR$(250):;NEXT i
80 FOR i=1 TO 8:LOCATE 34,14+i:PRINT CHR
$(250-i):NEXT i
```

```

90 FOR i=1 TO 8:LOCATE 34,2+i:PRINT CHR$(241+i):NEXT i:FOR i=1 TO 4:LOCATE 34,10+i:PRINT CHR$(249):NEXT i:PEN 2:LOCATE 18,4:PRINT"POETRY"
100 PEN 0:FOR z=7 TO 12+INT(RND*8)
110 LET nu=1+INT(RND*20)+1
120 LET de=INT(RND*10)
130 IF de=0 THEN nu=1
140 IF de=1 THEN nu=2
150 IF de=2 THEN nu=5
160 LOCATE 10,z
170 ON nu GOSUB 240,260,280,300,320,340,360,380,400,420,440,460,480,500,520,540,560,580,600,620
180 NEXT z
190 PEN 3:LOCATE 17,21:PRINT"THE  END"
200 IF INKEY$=""THEN GOTO 200
210 FOR i=7 TO 21:LOCATE 10,i:PRINT"
"
220 NEXT i
230 GOTO 100
240 PRINT
250 RETURN
260 PRINT"..";:LET nu=INT(RND*19)+2: ON nu GOSUB 240,260,280,300,320,340,360,380,400,420,440,460,480,500,520,540,560,580,600,620
270 RETURN
280 PRINT"Another Invader falls"
290 RETURN
300 PRINT"Into the Abyss."
310 RETURN
320 PRINT"Once again"
330 RETURN
340 PRINT"Keyboards click..."
350 RETURN
360 PRINT"Pure energy flows."
370 RETURN
380 PRINT"I am awakened to it."
390 RETURN
400 PRINT"Another game ?"
410 RETURN

```

```
420 PRINT"The player reacts..."
430 RETURN
440 PRINT"Triumph aproaches."
450 RETURN
460 PRINT"The universe begins"
470 RETURN
480 PRINT"There is light..."
490 RETURN
500 PRINT"The adventurer lost"
510 RETURN
520 PRINT"The world freezes."
530 RETURN
540 PRINT"Shapes appear."
550 RETURN
560 PRINT"Energy strikes"
570 RETURN
580 PRINT"There is nothing..."
590 RETURN
600 PRINT"The game is over."
610 RETURN
620 PRINT"Life is but a game."
630 RETURN
```

Formula 1

Climb into the seat of a Formula 1 racing car and bolt along the race track. You must avoid the other cars and overtake as many as possible.

Controls

Z – to move the car to left, and M – to move the car to right.

Program Structure

10–150 Initialization; 160–340 Movement of cars; 350–360 Engine sounds routine and 3D effect routine; 370–440 Game over; 450–520 Data for the graphics.

```
10 PEN 5
20 MODE 0:INK 0,0:INK 1,18:INK 2,22:INK
3,13:INK 4,6:INK 5,24:INK 6,11:INK 7,9:P
APER 1:BORDER 0:CLS
30 GOSUB 450:DIM X(3):DIM Y(3)
40 LOCATE 1,1:PAPER 6:PEN 0:PRINT"      F
ORMULA 1                                CAR
S PASSED:
      "
50 PEN 7:LOCATE 1,5:PRINT"  ab      abab
      ammb abammmb  ab  ammmmmmmmmmmmm
bammba"
60 PEN 3:PAPER 1:LOCATE 1,8:PRINT"
ce      ";
70 PAPER 2:PRINT"      df      ";
80 PAPER 1:PRINT"      cmme
      dmmf      ";
90 PAPER 2:PRINT"      cmmme
      dmmmf      ";
```

```

100 PAPER 1:PRINT"          cmmmmmmme
    dmmmmmmmf          ";
110 PAPER 2:PRINT"          cmmmmmmmmme
    dmmmmmmmmmf          cmmmmmmmmmmme          ";
120 PAPER 1:PRINT"          dmmmmmmmmmmmf
    cmmmmmmmmmmmmme          dmmmmmmmmmmmmmf          ";
130 PAPER 2:PRINT"          cmmmmmmmmmmmmmmme
    dmmmmmmmmmmmmmmmmmf          cmmmmmmmmmmmmmmmmme          d
    mmmmmmmmmmmmmmmmmmf          ";
140 P=10:PA=0:TY=1:X(1)=10:X(2)=10:X(3)=
10:Y(1)=5-RND*4:Y(2)=5+RND*4:Y(3)=10+RND
*4
150 EVERY 8,1 GOSUB 350
160 LOCATE 16,3:PAPER 6:PEN 4:PRINT PA
170 FOR Z=1 TO 3:A$=INKEY$:IF A$="Z" OR
A$="z" THEN P=P-1:IF P=3 THEN P=4
180 IF A$="M" OR A$="m" THEN P=P+1:IF P=
17 THEN P=16
190 PAPER 3:PEN 4:LOCATE P-1,24:PRINT" k
1 "
200 FOR I=1 TO 3:IF INT(Y(I))>22 AND (IN
T(X(I))=P OR INT(X(I))=P+1 OR INT(X(I))=
P-1) THEN 370
210 NEXT
220 IF Y(Z)<10 THEN Y(Z)=Y(Z)+0.5:FOR I=
1 TO 30:NEXT:GOTO 330
230 OX=X(Z):OY=Y(Z)
240 IF INT(Y(Z))<12 THEN Y(Z)=Y(Z)+0.3:B
$="n":GOTO 300
250 IF INT(Y(Z))<14 THEN Y(Z)=Y(Z)+0.3:X
M=0.2:B$="gh"
260 IF INT(Y(Z))>13 THEN Y(Z)=Y(Z)+0.7:X
M=0.4:B$="lj":IF INT(Y(Z))>16 THEN Y(Z)=
Y(Z)+0.3:B$="kl"
270 IF RND*1<0.8 THEN X(Z)=X(Z)-(X(Z)<P)
*XM+(X(Z)>P)*XM:GOTO 290
280 X(Z)=X(Z)+XM:IF RND*1<0.5 THEN X(Z)=
X(Z)-XM*2
290 IF INT(Y(Z))=25 THEN Y(Z)=5-RND*4:X(
Z)=10:LOCATE OX,25:PRINT"          ":LOCATE OX,2
4:PRINT"          ":PA=PA+1:LOCATE 16,3:PAPER 6:
PEN 4:PRINT PA:PAPER 3:GOTO 330

```

```

300 LOCATE OX,OY:PRINT"  "
310 PEN 5:LOCATE X(Z),Y(Z):PRINT B$
320 IF INT(Y(Z))>22 AND (INT(X(Z))=P OR
INT(X(Z))=P+1 OR INT(X(Z))=P-1) THEN 370
330 NEXT
340 GOTO 170
350 SOUND 1,2000,8,Y(1)/6:SOUND 2,2000,8
,Y(2)/6:SOUND 3,2000,8,Y(3)/6:TY=-TY:IF
TY=1 THEN INK 1,22:INK 2,18:RETURN
360 INK 1,18:INK 2,22:RETURN
370 DI:PAPER 3:FOR I=1 TO 3:IF Y(I)>12 T
HEN LOCATE X(I),Y(I):PAPER 3:PRINT"  "
380 NEXT
390 FOR I=1 TO 200 STEP 1.3:SOUND 1,1000
-I*2,1,I/20:PEN 5:LOCATE P,24:PRINT"k1":
SOUND 1,1000-I*5,1,I/20:PEN 4:LOCATE P,2
4:PRINT"k1":NEXT
400 PAPER 6:PEN 0:LOCATE 1,1:PRINT"      Y
OU CRASHED!      "
410 PEN 8:LOCATE 5,4:PRINT"ANOTHER GO?"
420 SOUND 1,100,5,2:INK 8,26:A$=INKEY$:I
F A$="Y" OR A$="y" THEN RUN
430 SOUND 1,200,5,2:INK 8,6:IF A$="N" OR
A$="n" THEN PAPER 0:BORDER 0:INK 1,26:P
EN 1:MODE 1:CLS:STOP
440 GOTO 420
450 SYMBOL AFTER 97:SYMBOL 97,1,3,7,15,3
1,63,127,255:SYMBOL 98,128,192,224,240,2
48,252,254,255
460 SYMBOL 99,3,3,3,3,15,15,15,15:SYMBOL
100,63,63,63,63,255,255,255,255
470 SYMBOL 101,192,192,192,192,240,240,2
40,240:SYMBOL 102,252,252,252,252,255,25
5,255,255
480 SYMBOL 103,0,0,0,7,1,13,15,12:SYMBOL
104,0,0,0,224,128,176,240,48
490 SYMBOL 105,0,0,7,1,29,31,31,28:SYMBOL
106,0,0,224,128,184,248,248,56
500 SYMBOL 107,63,1,241,247,255,255,242,
240:SYMBOL 108,252,128,143,239,255,255,7
9,15

```

```
510 SYMBOL 109,255,255,255,255,255,255,2  
55,255:SYMBOL 110,0,0,0,1,0,0,0,0  
520 RETURN
```

Night Raid

Your jet bomber has run out of fuel and so you must flatten the ground below with your bombs to make room for a crash landing. Unfortunately, you just happen to be flying over a city. Forget the skyscrapers, forget the people, bomb away!

Controls

You can drop two bombs at once: one from your left wing, opened by the Z key, and one from your right, opened by the M key.

Program Structure

20–40 Data for the graphics; 50–130 Initialization; 140–230 Movement of plane; 240–280 Movement of first bomb; 310–350 Movement of second bomb; 360–410 Landing routine; 420–450 Game over; 460–500 Speed input routine.

```
10 MODE 0:INK 0,0:INK 1,26:INK 2,6:INK 3
,24:INK 4,18:INK 5,11:INK 6,2:FOR I=7 TO
15:INK I,I-7:NEXT:PAPER 0:BORDER 0:CLS
20 SYMBOL AFTER 97:SYMBOL 97,96,240,255,
255,255,15,15,28:SYMBOL 98,0,0,0,248,255
,192,0,0:SYMBOL 99,36,36,24,60,60,60,24,
24
30 SYMBOL 100,179,251,255,255,255,255,25
5,255:SYMBOL 101,254,146,146,254,254,146
,146,254:SYMBOL 102,254,254,186,186,186,
186,254,254
40 SYMBOL 103,0,0,0,16,16,56,124,254:SYM
BOL 104,0,0,0,0,0,56,124,124:SYMBOL 105,
0,0,0,0,136,218,254,254:SYMBOL 106,0,108
,31,31,31,108,0,0
50 GOSUB 460:PEN 4:LOCATE 1,25:PRINT"ddd
dddddddddddddddddd";
```

```

60 FOR I=3 TO 18:TY=INT(RND*2)+1:FOR J=2
4 TO 15+INT(RND*7) STEP-1
70 PEN 5:A$="e":IF TY=2 THEN PEN 6:A$="f
"
80 LOCATE I,J:PRINT A$:NEXT J
90 A$="g":IF RND*1<0.5 THEN A$="h"
100 LOCATE I,J:PRINT A$:PAPER 5:IF TY=2
THEN PAPER 6
110 PEN 4:LOCATE I,25:PRINT"d":PAPER 0:N
EXT I
120 SOUND 1,2000,10,4,0,0,1
130 X=2:Y=2:BX=0:BY=0:BH=0
140 PAPER 2:PEN 3:LOCATE 1,1:PRINT" SPEE
D          LEVEL "
150 IF SP>1 THEN FOR I=1 TO SP*20:NEXT
160 PAPER 2:PEN 3:LOCATE 7,1:PRINT SP:LO
CATE 11,1:IF Y=24 THEN LOCATE 10,1:PRINT
"TOUCH DOWN":GOTO 170
170 PRINT Y-1
180 PAPER 0:LOCATE X,Y:X=X+1:IF X>19 THE
N X=2:Y=Y+1:LOCATE 19,Y-1:PRINT"  "
190 IF Y=25 THEN 360
200 X1=X*32+16:Y1=(25-Y)*16+4:TE=TEST(X1
,Y1):IF TE<>0 THEN 420
210 PEN 1:LOCATE X-1,Y:PRINT" ab"
220 A$=INKEY$:IF (A$="Z" OR A$="z")AND Y
<24 AND BX=0 AND BY=0 THEN BX=X:BY=Y+1:B
H=0:PEN 3:LOCATE BX,BY:PRINT"j":FOR I=1
TO 20:SOUND 2,1000-I*20,2,4:NEXT:GOTO 29
0
230 SOUND 1,1000,10,2,0,0,1
240 IF BY=0 AND BX=0 THEN FOR I=1 TO 30:
NEXT:GOTO 290
250 BY=BY+1:IF BY=25 THEN LOCATE BX,24:P
RINT" ":BX=0:BY=0:GOTO 290
260 X1=BX*32-20:Y1=(25-BY)*16+8:TE=TEST(
X1,Y1):IF TE>4 THEN BH=BH+1
270 IF BH>4 AND RND*1<0.2 THEN PEN TE:LO
CATE BX,BY-1:PRINT" ":LOCATE BX,BY:PRINT
"i":BX=0:BY=0:GOTO 290
280 LOCATE BX,BY-1:PRINT" ":PEN 3:LOCATE
BX,BY:PRINT"c"

```

```

290 A$=INKEY$:IF (A$="M" OR A$="m")AND Y
<24 AND BX1=0 AND BY1=0 THEN BX1=X:BY1=Y
+1:BH1=0:PEN 3:LOCATE BX1,BY1:PRINT"j":F
OR I=1 TO 20:SOUND 2,1000-I*20,2,4:NEXT:
GOTO 150
300 IF BY1=0 AND BX1=0 THEN FOR I=1 TO 3
0:NEXT:GOTO 150
310 BY1=BY1+1:IF BY1=25 THEN LOCATE BX1,
24:PRINT" ":BX1=0:BY1=0:GOTO 150
320 X1=BX1*32-20:Y1=(25-BY1)*16+8:TE=TES
T(X1,Y1):IF TE>4 THEN BH1=BH1+1
330 IF BH1>3 AND RND*1<0.2 THEN PEN TE:L
OCATE BX1,BY1-1:PRINT" ":LOCATE BX1,BY1:
PRINT"i":BX1=0:BY1=0:GOTO 150
340 LOCATE BX1,BY1-1:PRINT" ":PEN 3:LOCA
TE BX1,BY1:PRINT"c"
350 GOTO 150
360 LOCATE 19,24:PEN 3:PRINT"ab":FOR I=3
000 TO 1 STEP-20:SOUND 1,I,2,4:NEXT
370 PEN 1:LOCATE 5,10:PRINT"WELL DONE!"
380 LOCATE 4,14:PEN INT(RND*16):PRINT"AN
OTHER GO ?"
390 A$=INKEY$:IF A$="N" OR A$="n" THEN M
ODE 1:CLS:PEN 1:STOP
400 IF A$<>"Y" AND A$<>"y" THEN 380
410 CLS:GOTO 50
420 FOR I=Y TO 24:LOCATE X-1,I-1:PRINT"
":PEN 28-I:LOCATE X-1,I:PRINT"ab":SOUND
1,1000+I*50,10,4:FOR J=1 TO 50:NEXT J,I
430 LOCATE X-1,24:PRINT" "
440 PEN 3:LOCATE 5,10:PRINT"HARD LINES"
450 GOTO 380
460 PEN 3:PRINT"SPEED ?"
470 PEN INT(RND*5):LOCATE 1,4:PRINT"1.FA
ST to 5.SLOW"
480 A$=INKEY$:A=VAL(A$):IF A<1 OR A>5 TH
EN 470
490 SP=A
500 CLS:RETURN

```

Flower Power

Get off my garden! Leave my beautiful flowers alone! Poor old Arnold, the aerosol; the nasty bugs are always trying to eat his plants. Now you can help by giving him flower power. Arnold can fire deadly pesticide at the bugs to halt the attack. Unfortunately, the bugs multiply very fast so Arnold must always be on the look-out. Fifteen points are scored for killing a bug and 50 points are deducted every time a flower is eaten. Arnold has three flowers at the beginning of the game and when all three have been eaten the game is over.

Controls

Q – up, A – down and space bar to fire.

Program Structure

10–80 Initialization; 90–300 Main loop, including movement of Arnold, bugs and pesticide; 310–370 Bug destroyed routine; 380–490 Flower eaten routine; 500–550 Game over; 560–600 Data for the graphics.

```
10 MODE 0:INK 0,0:INK 1,26:INK 2,6:INK 3
.24:INK 4,18:INK 5,8:INK 6,13:INK 7,11:I
NK 8,15:INK 9,21:FOR I=10 TO 15:INK I,(I
-9)*5:NEXT:PAPER 0:BORDER 0:CLS
20 GOSUB 560:DIM X(10):DIM Y(10)
30 PAPER 7:PEN 8:LOCATE 1,1:PRINT"      FL
OWER POWER                                ";
40 PEN 9:PRINT"                          SC 0
                                           "

50 PAPER 0:FOR I=1 TO 3:PRINT:PRINT:PRIN
T:PEN 2:PRINT"d":PEN 4:PRINT"e":NEXT
60 PRINT CHR$(22);CHR$(1):LOCATE 1,7:FOR
  I=1 TO 3:PRINT:PRINT:PRINT:PEN 3:PRINT"
f":PRINT:NEXT
```

```

70 PRINT CHR$(22);CHR$(0)
80 FL=3:P=12:FOR I=1 TO 10:X(I)=20+INT(RND*5):Y(I)=6+INT(RND*15):NEXT
90 FOR Z=1 TO 10:OP=P:A$=INKEY$:IF A$="Q" OR A$="q" THEN P=P-1:IF P=5 THEN P=6
100 IF A$="A" OR A$="a" THEN P=P+1:IF P=26 THEN P=25
110 PEN 6:IF OP<>P THEN LOCATE 3,OP:SOUND 1,200,1,4:PRINT" "
120 LOCATE 3,P:PRINT"a"
130 IF A$<>" " THEN 230
140 SP=3
150 SP=SP+1
160 FOR I=1 TO 10:IF Y(I)=P AND SP=X(I) THEN 310
170 NEXT
180 SOUND 1,250+SP*4,2,3,0,0,1
190 PEN 1:LOCATE SP,P:PRINT"b";
200 IF SP<20 THEN 150
210 SP=0:FOR I=4 TO 20:LOCATE I,P:PRINT" ";:NEXT
220 GOTO 230
230 OX=X(Z):OY=Y(Z):X(Z)=X(Z)-1:Y(Z)=Y(Z)+INT(RND*3)-1
240 IF Y(Z)=5 THEN Y(Z)=6
250 IF Y(Z)=26 THEN Y(Z)=25
260 IF X(Z)=2 THEN 380
270 PEN 5:IF OX<21 THEN LOCATE OX,OY:PRINT" ";
280 IF X(Z)<21 THEN LOCATE X(Z),Y(Z):PRINT"c";
290 NEXT Z
300 GOTO 90
310 FOR N=1 TO 5:FOR J=15 TO 10 STEP-1:PEN J:SOUND 1,1500-J*40,2,N:LOCATE X(I),Y(I):PRINT"c":NEXT J,N
320 LOCATE X(I),Y(I):PRINT" "
330 X(I)=20+INT(RND*5):Y(I)=6+INT(RND*15)
340 FOR I=4 TO SP:LOCATE I,P:PRINT" ";:NEXT
350 SC=SC+15

```

```

360 PAPER 7:PEN 9:LOCATE 11,3:PRINT SC:P
APER 0
370 GOTO 230
380 SC=SC-50:IF SC<1 THEN SC=0
390 FOR I=500 TO 2000 STEP 20:SOUND 1,I,
1,4:SOUND 1,I-500,1,4:NEXT
400 FL=FL-1:IF FL=0 THEN 500
410 FOR I=6 TO 25:LOCATE 1,I:PRINT"
";:NEXT
420 LOCATE 1,7:FOR I=1 TO FL
430 PRINT:PRINT:PRINT:PEN 2:PRINT"d":PEN
4:PRINT"e":NEXT
440 PRINT CHR$(22);CHR$(1):LOCATE 1,7:FO
R I=1 TO FL:PRINT:PRINT:PRINT:PEN 3:PRIN
T"f":PRINT:NEXT
450 PRINT CHR$(22);CHR$(0)
460 FOR I=1 TO 10:X(I)=20+INT(RND*10):Y(
I)=6+INT(RND*15):NEXT
470 P=12
480 PAPER 7:PEN 9:LOCATE 11,3:PRINT SC:P
APER 0
490 GOTO 90
500 FOR I=3000 TO 1 STEP -20:SOUND 1,I,1
,4:NEXT
510 SOUND 1,50,1,3:PEN 2:LOCATE 5,9:PRIN
T"ANOTHER GO ?"
520 A$=INKEY$:IF A$="Y" OR A$="y" THEN R
UN
530 SOUND 1,150,1,3:PEN 3:LOCATE 5,9:PRI
NT"ANOTHER GO ?"
540 IF A$="N" OR A$="n" THEN PEN 1:MODE
1:CLS:STOP
550 GOTO 510
560 SYMBOL AFTER 97:SYMBOL 97,6,30,254,2
14,176,208,176,240:SYMBOL 98,0,85,170,0,
0,0,0,0
570 SYMBOL 99,20,165,170,124,124,170,165
,20:SYMBOL 100,0,56,124,254,254,254,124,
56
580 SYMBOL 101,16,16,210,118,124,60,56,1
6:SYMBOL 102,0,0,0,16,56,16,0,0
590 SYMBOL 103,56,124,56,18,86,124,56,16
600 RETURN

```

Synth Sound

This is a version of the old game 'Simon Says'. The computer plays notes, reaching a certain number on the scale and you must repeat each note by pressing its key number. The computer then repeats the note and adds another. You must then play both notes. This is repeated a few times until the computer plays six notes. If you reach this stage, you win. If, however, you get a note wrong, the game is over.

Controls

Keys 1 to 6.

Program Structure

10–80 Initialization; 90–250 Main routine; 260–300 Finish routine; 310–340 Data for the graphics; 360–410 Note playing routine; 420–430 Lost game routine.

```
10 MODE 1:INK 0,26:INK 1,0:INK 2,6:INK 3
,11:PAPER 0:BORDER 26:CLS
20 GOSUB 310
30 PEN 2:FOR i=0 TO 5:FOR j=1 TO 6:LOCAT
E ((j-1)*5)+1,6+i*2:PRINT i+1:NEXT j,i
40 PEN 1:FOR i=0 TO 5:FOR j=6 TO 17:LOCA
TE (2+i*5)+1,j:PRINT "& $":NEXT j:LOCATE
(2+i*5)+1,18:PRINT"%+&":NEXT i
50 LOCATE 1,1:PRINT"^^^^^^^^^^^^^SYNTH
SOUNDS^^^^^^^^^^^^^^^^"
60 PEN 3:LOCATE 2,2:PRINT"":LOCATE 2,3:
PRINT"(":LOCATE 2,4:PRINT")":LOCATE 2,5:
PRINT"*"
70 LOCATE 4,4:PRINT"1      2      3      4
5      6"
80 sp=1:DIM p(6)
```

```

90 FOR z=1 TO 6:p(z)=1+INT(RND*6)
100 sp=sp-0.12
110 GOSUB 360
120 FOR n=1 TO z
130 PEN 1:LOCATE 12,3:PRINT"PLAY THAT TU
NE"
140 FOR i=1 TO sp*360
150 a$=INKEY$:IF a$>"0" AND a$<"7" THEN
180
160 NEXT i
170 GOTO 420
180 a=VAL(a$)
190 IF a<>p(n) THEN 420
200 SOUND 1,150-a*20,sp*100,4
210 FOR i=1 TO sp*400:NEXT i
220 NEXT n
230 LOCATE 12,3:PRINT"
"
240 FOR i=1 TO sp*2000:NEXT i
250 NEXT z
260 PEN 3:LOCATE 14,20:PRINT"WELL DONE"
270 PEN 2:LOCATE 13,20:PRINT"Another go?
"
280 a$=INKEY$:IF a$="y" OR a$="Y" THEN R
UN
290 IF a$="n"OR a$="N" THEN CLS:STOP:SYM
BOL AFTER 240
300 GOTO 280
310 SYMBOL AFTER 35:SYMBOL 35,192,192,19
2,252,192,192,192,240:SYMBOL 36,3,3,3,63
,3,3,3,15:SYMBOL 37,192,192,192,255,255,
0,0,0:SYMBOL 38,3,3,3,255,255,0,0,0
320 SYMBOL 39,254,254,6,6,6,254,254,0:SY
MBOL 40,254,254,198,198,198,254,254,0:SY
MBOL 41,6,6,254,254,254,6,6,0:SYMBOL 42,
254,254,214,214,214,198,198,0
330 SYMBOL 49,56,248,248,24,24,255,255,0
:SYMBOL 50,255,255,3,255,192,255,255,0:S
YMBOL 51,255,255,3,31,3,255,255,0:SYMBOL
52,195,195,255,255,3,3,3,0:SYMBOL 53,25
5,255,192,255,3,255,255,0:SYMBOL 54,255,
255,192,255,195,255,255,0
340 SYMBOL 43,0,0,0,255,255,0,0,0

```

```

350 RETURN
360 PEN 2:FOR x=1 TO z:FOR i=6 TO 4+(p(x)
)*2):LOCATE 4+(x-1)*5,i:PRINT CHR$(143):
SOUND 1,2000,1,3,0,0,1:NEXT i
370 SOUND 1,150-p(x)*20,sp*80,4
380 FOR i=1 TO sp*300:NEXT
390 FOR i=4+(p(x)*2) TO 6 STEP -1:LOCATE
  4+(x-1)*5,i:PRINT" ":NEXT i
400 FOR i=1 TO sp*1400:NEXT
410 NEXT x:RETURN
420 SOUND 1,500,200,4
430 LOCATE 13,19:PRINT"HARD LUCK"

```

NOTE: THE ^ SIGN REPRESENTS THE
SYMBOL DENOTING 'THE POWER OF'.

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