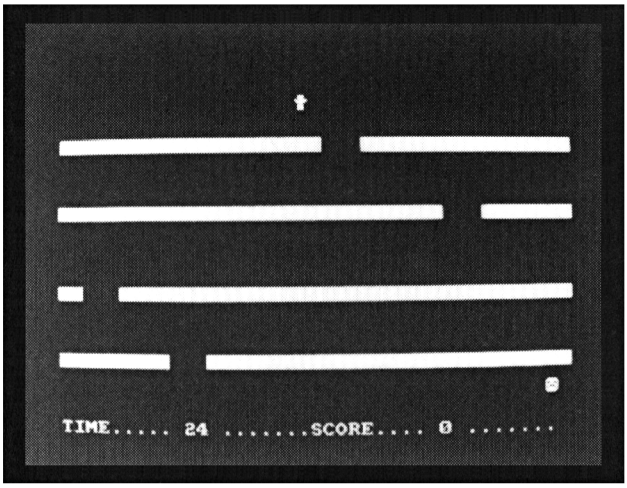
EXIT



CLASSIFICATION: Obstacle game

Try to find your way through the sliding maze in time to find home, beware of the elusive gap it can cut your journey short.

Use 'A' to move up, 'Z' to move down, 'comma' to move left, 'period' to move right.

PROGRAM
Variables

SCORE	Player's score
NR	Number of rounds
TIMER	Number of seconds remaining
WALL(4)	Column of each wall's hole
VWALL(4)	Row of each wall
DIR(4)	Movement of holes; direction and speed
LIMIT(4)	Points at which hole has reached side of screen
START(4)	Points at which to reset hole
XMAN, YMAN	Man's coordinates (col, row)
CREEP	Monster's column
HOLE$	Characters for a hole
T	Temp

Program Structure

Lines	Function/Activity
7Ø	Call initialise
5Ø — 26Ø	Main loop
3ØØ — 36Ø	Man crashes
4ØØ — 44Ø	Man reaches bottom
48Ø — 51Ø	Interrupt routine
55Ø — 69Ø	Initialise
1ØØØ — 1Ø1Ø	Alternate Monster's Character definition

```
EXIT
```

Call Initialise

```
10      GOSUB 550
```

Main program loop

```
20      :
50      DI : LOCATE XMAN, YMAN : PRINT CHR$(248)
60      PEN 3
70      FOR T = 1 TO 4
80      WALL(T) = WALL(T) + DIR(T)
90      IF WALL(T) = LIMIT(T) THEN LOCATE LIMIT(T), VWALL(T) :
        PRINT CHR$(143); CHR$(143); CHR$(143); CHR$(143) ;CHR$(1
        43) : WALL(T) = START(T)
100     LOCATE WALL(T), VWALL(T)
110     PRINT HOLE$
120     NEXT T
130     IF CREEP < 1 THEN LOCATE 1,22 ELSE IF CREEP > 39 THEN L
        OCATE 39,22 ELSE LOCATE CREEP,22
140     PEN 2 : PRINT "▲"; CHR$(225); "▲"
150     CREEP = CREEP + ((XMAN < (CREEP + 1)) - (XMAN > (CREEP
        + 1))) * 0.9
160     PEN 1
170     IF TEST(XMAN * 16 - 8, (25 - YMAN) * 16 + 8) > 1 THEN G
        OTO 300
180     LOCATE XMAN, YMAN : PRINT "▲"
190     XMAN = XMAN + (INKEY(39) > -1) - (INKEY(31) > -1) : YMA
        N = YMAN + (INKEY(69) > -1) - (INKEY(71) > -1)
200     IF XMAN < 2 THEN XMAN = 38
210     IF XMAN > 38 THEN XMAN = 2
220     IF YMAN < 1 THEN YMAN = 1
230     IF YMAN > 23 THEN GOTO 400
240     IF TEST(XMAN * 16 - 8, (25 - YMAN) * 16 + 8) > 1 THEN G
        OTO 300
250     EI
260     GOTO 50
```

Man crashes

```
270     :
300     SOUND 1, 500, 100, 15, 1, 1, 1
310     FOR T = 1 TO 40 : INK 1, RND(1) * 26 : INK 2, RND(1) *
        26 : INK 3, RND(1) * 26 : SOUND 2, T, 10, 15, 1, 1, 1 :
        NEXT T
320     MODE 0 : INK 1, 24 : LOCATE 1, 10 : PRINT "Time▲left :▲
        ";TIMER; : LOCATE 3,12 : PRINT "seconds"
330     LOCATE 6, 15 : PEN 7 : PRINT "You▲scored" : PRINT "▲▲▲▲
        ▲"; SCORE;"points."
340     FOR T = 1 TO 4000 : NEXT T
350     MODE 0 : LOCATE 5, 8 : PEN 8 : PRINT "PRESS▲SPACE" : LO
        CATE 4, 10 : PRINT "▲TO▲TRY▲AGAIN"
360     IF INKEY$ <> "▲" THEN GOTO 360 ELSE RUN
```

Man reaches bottom

```
370   :
400   MODE 0 : SOUND 1, 1, 50, 15
410   LOCATE 8, 12 : PRINT "BONUS!"
420   FOR T = 2000 TO 0 STEP - 100 : SOUND 2, T, 10 : NEXT T
430   NR=NR+1 : BONUS = NR+TIMER : SCORE = SCORE + BONUS * 10
      00 : LOCATE 9, 14 : PRINT BONUS*1000 : FOR T = 1 TO 2000
       : NEXT T
440   GOSUB 560 : GOTO 50
```

Interrupt routine

```
450   :
480   PEN 2 : TIMER = TIMER - 1 : LOCATE 10, 25 : PRINT TIMER
       : IF TIMER > 0 THEN PEN 1 : RETURN
490   FOR T = 3000 TO 4000 STEP 100 : SOUND 1, T, 10, 15, 1,
      1, 1 : NEXT T
500   MODE 0 : LOCATE 7, 10 : PRINT "TIME UP!"
510   FOR T = 1 TO 2000 : NEXT T : RUN
```

Initialise

```
520   :
550   SYMBOL AFTER 225 : SCORE = 0 : DIM WALL(4), DIR(4), VWA
      LL(4), LIMIT(4), START(4)
560   MODE 1 : PAPER 0 : INK 0, 0
570   PEN 1 : INK 1, 20
580   BORDER 0 : INK 2, 15 : INK 3, 18
590   XMAN = 20 : YMAN = 1
600   CREEP = 38
610   TIMER = 25-NR : EVERY 50, 1 GOSUB 480 : DI : EVERY 20,
      2 GOSUB 1000
620   LOCATE 1, 25 : PEN 2 : PRINT "TIME.............SCORE
      ............."
630   LOCATE 30, 25 : PRINT SCORE
640   WALL(1) = 20 : WALL(2) = 30 : WALL(3) = 1 : WALL(4) = 1
      0 : DIR(1) = 1 : DIR(2) = -0.5 : DIR(3) = 1 : DIR(4) = -
      1
650   VWALL(1) = 4 : VWALL(2) = 9 : VWALL(3) = 15 : VWALL(4)
      = 20
660   HOLE$ = CHR$(143) + "   " + CHR$(143)
670   PEN 3 : FOR T = 1 TO 4 : LOCATE 1, VWALL(T) : PRINT STR
      ING$(40, CHR$(143)) : NEXT T
680   LIMIT(1) = 36 : START(1) = 1 : LIMIT(2) = 1 : START(2)
      = 36 : LIMIT(3) = 36 : START(3) = 1 : LIMIT(4) = 1 : STA
      RT(4) = 36
690   PEN 1 : RETURN
```

Alternate Monster's Character definition

```
900   :
1000  IF c1=1 THEN c1=0 : SYMBOL 225,24,126,255,189,153,60,23
      1,66 : RETURN
1010  c1=1 : SYMBOL 225,24,126,255,189,189,24,24,60 : RETURN
```

ChexSum Tables

```
  10 =  261
  20 =  0
  50 =  2200
  60 =  236
  70 =  987
  80 =  2655
  90 =  9183
 100 =  1833
 110 =  650
 120 =  433
 130 =  4389
 140 =  1430
 150 =  5873
 160 =  234
 170 =  3898
 180 =  1468
 190 =  7265
 200 =  1949
 210 =  1946
 220 =  1902
 230 =  1595
 240 =  3898
 250 =  220
 260 =  272
 270 =  0
 300 =  996
 310 =  5246
 320 =  4045
 330 =  3733
 340 =  1604
 350 =  3290
 360 =  1869
 370 =  0
 400 =  733
 410 =  1020
 420 =  2876
 430 =  8724
 440 =  544
 450 =  0
 480 =  4607
 490 =  3090
 500 =  1346
 510 =  1847
 520 =  0
 550 =  4678
 560 =  720
 570 =  533
 580 =  770
 590 =  1438
 600 =  810
 610 =  3166
 620 =  2901
 630 =  1095
 640 =  6779
 650 =  3599
 660 =  2332
 670 =  4055
 680 =  7255
 690 =  436
 900 =  0
1000 =  3925
1010 =  2678

TOTAL =  147517
```