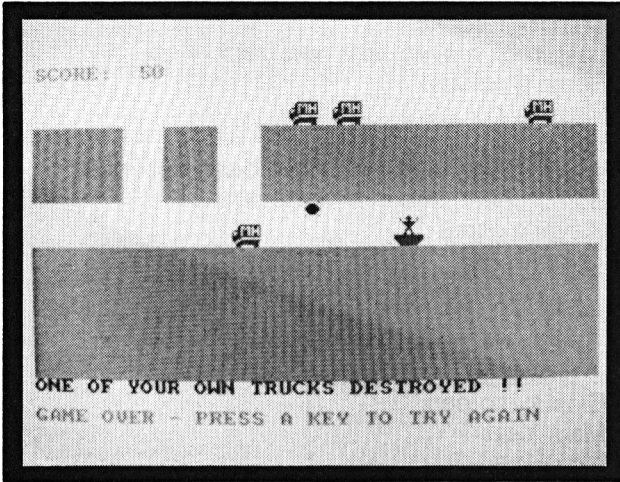


CONVOY



CLASSIFICATION: Time-Limit Game

Use the following keys to move: ',' to move left, '.', to move right, and the space bar to either deposit a bomb or patch up a section of road.

The enemy's trucks are black and yours are red. You are a saboteur and your mission is to stop a convoy of enemy trucks from passing you. The idea is to set the time bombs underneath the road by positioning your boat on the underground river.

The problem: Your own truck must be allowed to pass and you have no control over the fuses on your bombs!

PROGRAMMING SUGGESTIONS

The falling trucks would look great if there was a big splash and noise when they hit the water. The code to achieve this would go in the drop truck routine, lines 2500 — 2550, or a branch to an additional routine.

PROGRAM Variables

| | |
|-------------|--|
| TRUCKX(4) | Truck columns |
| TRUCK\$ | String for displaying trucks |
| BLANK\$ | Blank string to erase either truck or man |
| TCOLS(4) | Colour of trucks |
| LTM, LNT | Last truck moved, last new truck |
| BOMBC | Bomb's column |
| PLCOL | Player's column |
| MAN\$ | String for displaying man |
| ROAD(40) | Which portions of road have been destroyed |
| BCOUNT | Bomb count; seconds to detonation |
| SCORE | Player's score |
| I, J, T(16) | Temps |

Program Structure

| Lines | Function/Activity |
|-------------|----------------------|
| 10 — 110 | Initialise |
| 130 — 200 | Display screen |
| 210 — 500 | Main loop |
| 1000 — 1020 | Move man |
| 2000 — 2090 | Move trucks |
| 2500 — 2550 | Drop trucks |
| 2800 | Man squashed |
| 3000 — 3070 | Explode bomb |
| 3500 — 3590 | Explode man |
| 4000 — 4050 | Patch up road |
| 7000 — 7010 | Update score |
| 8000 — 8010 | Decrement bomb count |
| 9000 — 9040 | Game over |

Initialise

```

10  MODE 1 : INK 0, 13 : INK 1, 0 : INK 2, 3 : INK 3, 1
20  SYMBOL 240, 0, 0, 0, 0, 15, 25, 26, 123 : SYMBOL 241, 0
    , 0, 0, 0, 255, 45, 173, 161
30  SYMBOL 242, 155, 187, 255, 248, 231, 95, 63, 56 : SYMBO
    L 243, 173, 173, 255, 0, 255, 254, 254, 14
40  SYMBOL 244, 1, 19, 17, 15, 7, 3, 1, 3 : SYMBOL 245, 2,
    6, 255, 255, 255, 127, 63, 31
50  SYMBOL 246, 128, 200, 136, 240, 224, 192, 128, 192 : SY
    MBOL 247, 64, 96, 255, 255, 255, 254, 252, 248
60  TRUCK# = CHR$( 240 ) + CHR$( 241 ) + CHR$( 10 ) + CHR$(
    8 ) + CHR$( 8 ) + CHR$( 242 ) + CHR$( 243 )
70  BLANK# = "  " + CHR$( 10 ) + CHR$( 8 ) + CHR$( 8 ) + "
    "
80  MAN# = CHR$( 244 ) + CHR$( 246 ) + CHR$( 10 ) + CHR$( 8
    ) + CHR$( 8 ) + CHR$( 245 ) + CHR$( 247 )
90  DIM ROAD( 40 ), T( 16 )
100  FOR I = 1 TO 40 : ROAD( I ) = 1 : NEXT
110  PLCOL = 30

```

Screen Display

```

130  :
140  PAPER 0 : CLS : BORDER 13
150  PEN 1 : FOR I = 1 TO 40 : FOR J = 5 TO 9 : LOCATE I, J
    : PRINT CHR$( 207 ) : NEXT : NEXT
160  PEN 3 : FOR I = 1 TO 40 : FOR J = 13 TO 21 : LOCATE I,
    J : PRINT CHR$( 143 ) : NEXT : NEXT
170  LOCATE PLCOL, 11 : PEN 2 : PRINT MAN#
180  BCOUNT = 5 : EVERY 50 GOSUB 8000
190  GOSUB 7000
200  LTM = 1 : LNT = 1 : TRUCKX( 1 ) = 38 : TCOLS( 1 ) = 1 :
    PEN 1 : LOCATE 38, 3 : PRINT USING "%"; TRUCK#

```

Main program loop

```

210  :
220  GOSUB 1000
230  IF BCOUNT < 0 THEN GOSUB 3000
240  IF INKEY( 47 ) > -1 THEN IF ROAD( PLCOL ) = 0 THEN GOSU
    B 4000 ELSE IF BOMBC = 0 THEN BOMBC = PLCOL : PEN 1 : LO
    CATE BOMBC, 10 : PRINT CHR$( 231 )
250  GOSUB 2000
260  IF BCOUNT > -1 THEN LOCATE 1, 24 : PEN 3 : PRINT "BOMB
    FUSE : " : BCOUNT
500  GOTO 220

```

Position and move man

```

990  :

```

```

1000 IF INKEY( 39 ) > -1 AND PLCOL > 1 THEN LOCATE PLCOL, 11
      : PRINT USING "&"; BLANK$ : FLCOL = FLCOL - 1 : LOCATE
      PLCOL, 11 : PEN 2 : PRINT USING "&"; MAN$
1010 IF INKEY( 31 ) > -1 AND PLCOL < 38 THEN LOCATE PLCOL, 1
      1 : PRINT USING "&"; BLANK$ : FLCOL = FLCOL + 1 : LOCATE
      PLCOL, 11 : PEN 2 : PRINT USING "&"; MAN$
1020 RETURN

```

Position and move trucks

```

1990 :
2000 LTM = ( LTM MOD 4 ) + 1
2010 IF TRUCKX( LTM ) = 0 THEN 2060
2020 LOCATE TRUCKX( LTM ), 3 : PRINT USING "&"; BLANK$ : TRU
      CKX( LTM ) = TRUCKX( LTM ) - 1 : PEN TCOLS( LTM ) : LOCA
      TE TRUCKX( LTM ), 3 : PRINT USING "&"; TRUCK$
2030 IF TRUCKX( LTM ) < 2 THEN IF TCOLS( LTM ) = 2 THEN LOCA
      TE TRUCKX( LTM ), 3 : PRINT USING "&"; BLANK$ : TRUCKX(
      LTM ) = 0 ELSE LOCATE 1, 22 : PRINT "YOU▲LET▲AN▲ENEMY▲TRU
      CK▲ESCAPE▲!!" : GOTO 9000
2040 I = TRUCKX( LTM ) : IF ROAD( I ) = 0 AND ROAD( I + 1 )
      = 0 THEN 2500
2050 RETURN
2060 IF TRUCKX( LNT ) > 35 THEN RETURN
2070 LNT = LTM : TRUCKX( LTM ) = 38 : IF RND( 1 ) < 0.5 THEN
      TCOLS( LTM ) = 1 ELSE TCOLS( LTM ) = 2
2080 PEN TCOLS( LTM ) : LOCATE 38, 3 : PRINT USING "&"; TRUC
      K$
2090 RETURN

```

Drop truck routine

```

2490 :
2500 J = 3 : I = TRUCKX( LTM )
2505 LOCATE I, J : PRINT USING "&"; BLANK$
2510 SOUND 1, 10 * J, 10, 15
2520 J = J + 1 : LOCATE I, J : PEN TCOLS( LTM ) : PRINT USIN
      G "&"; TRUCK$
2530 IF J < 11 THEN 2505 ELSE IF I = FLCOL OR I + 1 = FLCOL
      OR I - 1 = FLCOL THEN 2800
2540 IF TCOLS( LTM ) = 1 THEN SCORE = SCORE + 50 : GOSUB 700
      0 : LOCATE 1, J : PRINT USING "&"; BLANK$ : TRUCKX( LTM
      ) = 0 : RETURN
2550 LOCATE 1, 22 : PRINT "ONE▲OF▲YOUR▲OWN▲TRUCKS▲DESTROYED▲
      !!!" : GOTO 9000

```

Squash man!

```

2790 :
2800 LOCATE 1, 22 : PRINT "SQUISH▲!!!!!" : GOTO 9000

```

Explode Bomb routine

```

2990 :
3000 IF BOMB = 0 THEN 3500 ELSE LOCATE BOMB, 10 : PRINT "▲
      " :

```

```

3010 IF BOMBC = 1 THEN ST = 1 ELSE ST = BOMBC - 1
3020 FOR I = ST TO BOMBC + 1
3030 FOR J = 5 TO 9 : LOCATE I, J : PRINT "▲" : SOUND 1, 0,
J, 5, 1, 1, J
3040 NEXT : ROAD( I ) = 0
3050 NEXT
3060 BCOUNT = INT( RND( 1 ) * 10 ) + 2
3070 BOMBC = 0 : RETURN

```

Destroy Man

```

3490 :
3500 FOR I = 1 TO 10
3510 FOR J = 1 TO 16 : T( J ) = INT( RND( 1 ) * 255 ) : NEXT
3520 SYMBOL 244, T( 1 ), T( 2 ), T( 3 ), T( 4 ), T( 5 ), T(
6 ), T( 7 ), T( 8 )
3530 SYMBOL 246, T( 9 ), T( 10 ), T( 11 ), T( 12 ), T( 13 ),
T( 14 ), T( 15 ), T( 16 )
3560 SOUND 1, 0, 25, 15, 1, 1, 3 * I
3570 LOCATE PLCOL, 11 : PEN 2 : PRINT USING "&"; MAN#: NEXT
3580 SYMBOL 244, 0, 0, 0, 0, 0, 0, 0, 0 : SYMBOL 246, 0, 0,
0, 0, 0, 0, 0 : LOCATE PLCOL, 11 : PRINT USING "&"; M
AN#
3590 GOTO 9000

```

Mend road routine

```

3990 :
4000 IF PLCOL = 1 THEN ST = 1 ELSE ST = PLCOL - 1
4010 PEN 1 : FOR I = ST TO PLCOL + 1
4020 ROAD( I ) = 1
4030 FOR J = 5 TO 9 : LOCATE I, J
4040 PRINT CHR$( 207 ) : NEXT : NEXT
4050 RETURN

```

Update score

```

6990 :
7000 LOCATE 20, 24 : PEN 3 : PRINT "SCORE :▲": SCORE
7010 RETURN

```

Decrement Bomb count

```

7990 :
8000 BCOUNT = BCOUNT - 1
8010 RETURN

```

End of game

```

8990 :
9000 DI : SOUND 1, 100, 30, 15 : LOCATE 1, 24 : PRINT SPACE#
( 39 ) : LOCATE 1, 24

```

```

9010  PEN 3 : PRINT "GAME OVER - PRESS A KEY TO TRY AGAIN"
9020  LOCATE 1, 1 : PRINT "SCORE : "; SCORE
9030  IF INKEY$ = "" THEN 9040 ELSE 9030
9040  IF INKEY$ = "" THEN 9040 ELSE RUN

```

ChexSum Tables

| | | | | | | | | |
|------|---|------|------|---|-------|-------|---|--------|
| 10 | = | 1322 | 2000 | = | 1668 | 3510 | = | 3232 |
| 20 | = | 2849 | 2010 | = | 1908 | 3520 | = | 3456 |
| 30 | = | 4775 | 2020 | = | 8953 | 3530 | = | 3599 |
| 40 | = | 3105 | 2030 | = | 10597 | 3560 | = | 1126 |
| 50 | = | 5245 | 2040 | = | 4801 | 3570 | = | 2254 |
| 60 | = | 5745 | 2050 | = | 201 | 3580 | = | 3821 |
| 70 | = | 3066 | 2060 | = | 2073 | 3590 | = | 297 |
| 80 | = | 5588 | 2070 | = | 6364 | 3990 | = | 0 |
| 90 | = | 1151 | 2080 | = | 2748 | 4000 | = | 3337 |
| 100 | = | 2185 | 2090 | = | 201 | 4010 | = | 2264 |
| 110 | = | 813 | 2490 | = | 0 | 4020 | = | 984 |
| 130 | = | 0 | 2500 | = | 2006 | 4030 | = | 1693 |
| 140 | = | 572 | 2505 | = | 1887 | 4040 | = | 1148 |
| 150 | = | 4069 | 2510 | = | 954 | 4050 | = | 201 |
| 160 | = | 4049 | 2520 | = | 4026 | 6990 | = | 0 |
| 170 | = | 1611 | 2530 | = | 6247 | 7000 | = | 1950 |
| 180 | = | 1471 | 2540 | = | 7065 | 7010 | = | 201 |
| 190 | = | 336 | 2550 | = | 3276 | 7990 | = | 0 |
| 200 | = | 4943 | 2790 | = | 0 | 8000 | = | 1731 |
| 210 | = | 0 | 2800 | = | 1571 | 8010 | = | 201 |
| 220 | = | 456 | 2990 | = | 0 | 8990 | = | 0 |
| 230 | = | 1763 | 3000 | = | 2741 | 9000 | = | 2089 |
| 240 | = | 8094 | 3010 | = | 3291 | 9010 | = | 2892 |
| 250 | = | 436 | 3020 | = | 2038 | 9020 | = | 1649 |
| 260 | = | 3836 | 3030 | = | 2994 | 9030 | = | 1585 |
| 500 | = | 442 | 3040 | = | 1160 | 9040 | = | 1652 |
| 990 | = | 0 | 3050 | = | 176 | | | |
| 1000 | = | 8083 | 3060 | = | 2148 | | | |
| 1010 | = | 8125 | 3070 | = | 951 | TOTAL | = | 208731 |
| 1020 | = | 201 | 3490 | = | 0 | | | |
| 1990 | = | 0 | 3500 | = | 993 | | | |