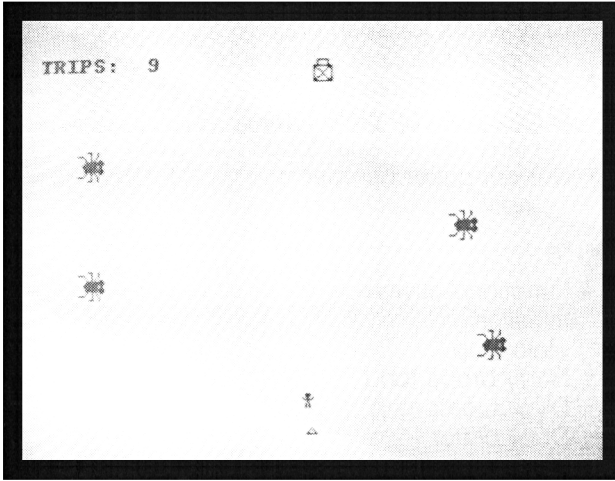


COSMIC CRITTERS



CLASSIFICATION: Evasion game

Use the keys shown below to help Harry the Hungry, Hairy Mountain Man leave his camp at the bottom of the screen, manoeuvre through the dangerous cosmic critters and to the stolen food at the top of the screen.

Harry must then return to his camp and repeat this process as many times as possible!

To move use: 'A' up, 'Z' down, 'comma' left, and 'period' right.

PROGRAMMING SUGGESTIONS

The game be altered to make the closest critter move towards Harry more often or the speed of the critters could be altered, as could Harry's speed.

PROGRAM Variables

DIR(5)	Directions for each critter
CC	Closest critter (1-5)
HCOL, HROW	Harry's column and row
HSPX, HSPY	Harry's speed in each direction
CRIT\$(5)	Characters for each critter
BLANK\$	String for blanking a character
CRITX(5), CRITY(5)	Critter coordinates
NT	Number of complete trips
LOADED	Is Harry loaded with food?
CT	Current critter number
I	Temp

Program Structure

Lines	Function/Activity
30 — 130	Initialise
160 — 300	Main loop
500 — 530	Harry drops food
1000 — 1090	Draw food/camp
2000 — 2020	Draw critter
3000 — 3080	Move critter
4000 — 4040	Read keyboard
9000 — 9070	Game over

Initialise game

```

30  MODE 1 : INK 0,13 : INK 1,0 : INK 2,3 : INK 3,19 : PAPE
    R 0 : BORDER 13 : CLS
40  SYMBOL 240, 3, 0, 240, 8, 4, 7, 15, 31 : SYMBOL 241, 31
    , 15, 15, 4, 8, 240, 0, 3 : SYMBOL 242, 136, 136, 136, 1
    44, 166, 255, 255, 246 : SYMBOL 243, 246, 246, 255, 255, 166,
    144, 136, 136, 136
50  SYMBOL 244, 68, 34, 17, 17, 17, 63, 127, 255 : SYMBOL 2
    45, 255, 127, 63, 17, 17, 17, 34, 68 : SYMBOL 246, 64, 3
    2, 16, 17, 17, 250, 252, 252 : SYMBOL 247, 252, 252, 250
    , 17, 17, 16, 32, 64
60  CRIT$(1) = CHR$(244)+CHR$(246)+CHR$(10)+CHR$(8)+CHR$(8)
    +CHR$(245)+CHR$(247)
70  FOR I=2 TO 5 : CRIT$(I) = CHR$(240)+CHR$(242)+CHR$(10)+
    CHR$(8)+CHR$(8)+CHR$(241)+CHR$(243) : NEXT I
80  CC = 5 : HCOL = 20 : HROW = 24 : HSPX = 0 : HSPY = -1 :
    CRCOL(1) = 3 : FOR I = 2 TO 5 : CRCOL(I) = 2 : NEXT
90  DIR(1) = -3 : DIR(2) = 2 : DIR(3) = -2 : DIR(4) = 1 : D
    IR(5) = -1
100 BLANK$ = "▲▲" + CHR$(10) + CHR$(8) + CHR$(8) + "▲▲"
110 CRITX(1) = 34 : CRITY(1) = 3 : CRITX(2) = 2 : CRITY(2)
    = 7 : CRITX(3) = 32 : CRITY(3) = 11 : CRITX(4) = 3 : CRI
    TY(4) = 15 : CRITX(5) = 33 : CRITY(5) = 19
120 NT = -1 : GOSUB 500 : LOADED = 1 : GOSUB 1000 : LOADED
    = 0
125 EVERY 30, 1 GOSUB 4000
130 FOR CT=1 TO 5 : GOSUB 2000 : NEXT

```

Main program loop

```

140  :
160  FOR CT = 1 TO 5
170  GOSUB 3000
180  NEXT
190  LOCATE HCOL, HROW : PRINT "▲"
200  HCOL = HCOL + HSPX : HROW = HROW + HSPY : CC = INT(ABS(
    (HROW - 2)/4)) + 1
205  CC = CC + (CC = 6)
210  IF HCOL < 1 THEN HCOL = 35
220  IF HCOL > 35 THEN HCOL = 1
230  IF HROW < 2 THEN HROW = 2
240  IF HROW > 24 THEN HROW = 24
250  PEN 1 : LOCATE HCOL, HROW : PRINT CHR$(248)
260  T1 = CRITY(CC) - HROW : T2 = CRITX(CC) - HCOL
270  IF (T1=-1 OR T1 = 0) AND (T2=-1 OR T2=0) THEN 9000
280  IF (LOADED = 0) AND HCOL = 21 AND HROW = 2 THEN GOSUB 1
    000 : LOADED = 1 : PRINT CHR$(7)
290  IF LOADED AND (HCOL = 20) AND (HROW = 24) THEN GOSUB 50
    0
300  GOTO 160

```

Harry drops food

```
400 :
500 GOSUB 1000
510 LOADED = 0 : NT = NT + 1
515 LOCATE 1, 1 : PEN 1 : PRINT "TRIPS :^";NT
520 FOR I=1 TO 1000 STEP 20 : SOUND 1, I, 2, 15, 1, 1, 0 :
NEXT
530 RETURN
```

Draw food and camp

```
540 :
1000 IF LOADED THEN T = 1 ELSE T = 0
1010 MOVE 320, 390 : DRAWR 0, -16, T
1020 DRAWR 20, 0, T : DRAWR 0, 16, T
1030 DRAWR -20, 0, T : DRAWR 20, -16, T
1040 MOVER 0, 16 : DRAWR -20, -16, T
1050 MOVER 4, 16 : DRAWR 0, 6, T
1060 DRAWR 12, 0, T : DRAWR 0, -4, T
1070 MOVE 308, 4 : DRAWR 12, 0, 1
1080 DRAWR -6, 6, 1 : DRAWR -6, -6, 1
1090 RETURN
```

Draw critter

```
1100 :
2000 LOCATE CRITX(CT), CRITY(CT)
2010 PEN CRCOL(CT) : PRINT CRIT$(CT)
2020 RETURN
```

Draw critter

```
2030 :
3000 LOCATE CRITX(CT), CRITY(CT) : PRINT BLANK$ : CRITX(CT)
= CRITX(CT) + DIR(CT)
3010 IF CRITX(CT) <= 1 THEN CRITX(CT) = 1 : DIR(CT) = -DIR(CT)
3020 IF CRITX(CT) >= 35 THEN CRITX(CT) = 34 : DIR(CT) = -DIR(CT)
3030 GOSUB 2000
3040 IF CC <> CT THEN RETURN
3050 IF RND(1) < 0.4- NT/10 THEN RETURN
3060 IF CRITX(CT) > HCOL THEN DIR(CT) = -ABS(DIR(CT)) : RETURN
3070 DIR(CT) = ABS(DIR(CT))
3080 RETURN
```

Read Keyboard

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3090 :
4000 IF INKEY(39) >= 0 THEN HSPX = -1 : HSPY = 0 : RETURN
4010 IF INKEY(31) >= 0 THEN HSPX = 1 : HSPY = 0 : RETURN
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4020 IF INKEY(69) >= 0 THEN HSPY = -1 : HSPX = 0 : RETURN
4030 IF INKEY(71) >= 0 THEN HSPY = 1 : HSPX = 0 : RETURN
4040 RETURN

```

Game over

```

4050 :
9000 LOCATE 5, 24 : PEN 1 : PRINT "POOR HARRY_!!!"
9010 ENT 1, 45, 21,11, 10, -1, 1, 10, 1, 1, 5, -1, 1 : FOR C
T=1 TO 5 : GOSUB 2000 : NEXT
9020 DEG : FOR I=0 TO 180 STEP 6 : INK 2, RND(1)*26 : INK 3,
RND(1)*26
9030 SOUND 1, 1000*SIN(I), 15, 15, 0, 1
9040 NEXT
9050 LOCATE 5, 24 : PEN 1 : PRINT "PRESS_A_KEY_FOR_ANOTHER_G
AME"
9060 IF INKEY$("<>") THEN 9060
9070 IF INKEY$="" THEN 9070 ELSE RUN

```

ChexSum Tables

30 = 1924	280 = 5317	3010 = 4779
40 = 7706	290 = 3782	3020 = 4993
50 = 7725	300 = 382	3030 = 436
60 = 5770	400 = 0	3040 = 1502
70 = 7355	500 = 456	3050 = 3031
80 = 6770	510 = 1924	3060 = 4569
90 = 4323	515 = 1656	3070 = 2049
100 = 3066	520 = 2565	3080 = 201
110 = 10251	530 = 201	3090 = 0
120 = 3367	540 = 0	4000 = 3040
125 = 731	1000 = 2199	4010 = 2787
130 = 1669	1010 = 1297	4020 = 3070
140 = 0	1020 = 1103	4030 = 2827
160 = 1055	1030 = 1592	4040 = 201
170 = 416	1040 = 1345	4050 = 0
180 = 176	1050 = 839	9000 = 1680
190 = 1465	1060 = 1317	9010 = 3219
200 = 6214	1070 = 683	9020 = 3567
205 = 1648	1080 = 1320	9030 = 1658
210 = 1917	1090 = 201	9040 = 176
220 = 1914	1100 = 0	9050 = 2737
230 = 1926	2000 = 2062	9060 = 1289
240 = 1989	2010 = 2138	9070 = 1682
250 = 2212	2020 = 201	
260 = 4197	2030 = 0	
270 = 4307	3000 = 5814	TOTAL = 177980