

Amthello

Here's another old favourite in CPC464 format. Fit your wits against the computer in this game to try and take over the board with as many pieces of your own colour as possible.

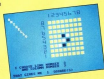
M. J. Gribbins of Helston, Cornwall gets the CPC464 'GOTO of the month' award for this program which nevertheless appears to work well! What with these and the un-remembered lines, the whole program has a friendly if somewhat evolutionary feel

Gameplay:

1. By skillful play you must out-maneuvre the computer to end the game with more of your colour 'counters' on the board than those of the computer.
2. First, choose a colour, remembering that black always plays first.
3. The computer asks for the line and column numbers of the square you wish to select.
4. The validity of the move is checked.

5. On every move, a selection must be placed next to an opponent's square, either sideways, lengthways or diagonally. This selection must trap at least one of an opponent's 'counters' between the one just positioned, and one already on the board.
6. The number of squares that can be captured in a single turn is unlimited, and you can build up quite a strategy by delaying the turn that grabs the majority of squares for your colour.
7. An opponent's square can only be captured as a direct result of a move.
8. If it is impossible to capture a square, then the computer will advise that you (or it!) must pass and allow the opponent another turn.
9. When all the squares have been covered, the computer will announce the winner.
10. In the event of deadlock, the player with most squares wins.

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5 KEY 130,"MODE 2:INK 0,0:INK 1,0:PAPER 1:PER @:CLS:LIST"-CHR(13)
10 REM *****AMTHELLO BY M.J.GRIBBINS****
11 BORDER 14
15 CLEAR
16 MODE 1:PER @:PAPER 1:CLS
17 INK 0,0:INK 1,14:INK 2,18:INK 3,26
18 LOCATE 2,3:PER 3:PRINT"A":LOCATE 3,4:PRINT"B":LOCATE 4,5:PRINT"C":LOCATE
  5,6:PRINT"D"
19 LOCATE 6,7:PRINT"E":LOCATE 7,8:PRINT"L":LOCATE 8,9:PRINT"L":LOCATE
  9,10:PRINT"O"
20 WINDOW #1,2,39,22,25:PAPER #1,1:PER #1,0:CLS #1
21 PER 0
22 LOCATE #1,0,1:PRINT #1,"BLACK ALWAYS PLAYS FIRST"
23 LOCATE #1,1,3:PRINT #1,"PRESS B OR W TO CHOOSE BLACK OR WHITE"
24 @B=INKEY:IF @B="" THEN 34
25 IF @B="W" OR @B="w" THEN @B=2:@B=@:GOTO 75
26 IF @B="B" OR @B="b" THEN @B=@:@B=3:GOTO 75
27 CLS #1:LOCATE #1,1,3
28 PRINT #1,"      BLACK OR WHITE ONLY"
29 FOR I=@ TO 1000:NEXT I
30 GOTO 34
31 DIM C$(10,10),P$(9,9),T$(8),C$(10),X$(9),Y$(9)
32 I%=1:J%=1:Z%=1
33 FOR I=0 TO 9
34 C$(I,0)=0:C$(I,10)=0
35 C$(10,I)=0:C$(10,9)=0
36 NEXT I
37 FOR I=1 TO 8
38 READ C$(I,1),C$(I,2)
39 FOR J=1 TO 8
40 READ P$(I,1),J
41 C$(I,1)=J:J=0
42 NEXT J:NEXT I
43 C$(4,4)=3:C$(4,5)=0:C$(5,4)=0:C$(5,5)=0
44 READ @B,@@,@@,@@,@@,@@
45 PLOT @B,@@:DRAW @@,@@,0
46 NEXT @B
47 GOSUB 1000
48 IF @B=3 GOTO 370
49 CLS #1:INPUT #1," WHICH LINE DO YOU WANT ?":G
50 IF @G < 1 OR @G > 8 GOTO 170
51 LOCATE #1,1,0:INPUT #1,"WHICH COLUMN DO YOU WANT ?":G
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000 IF 01 01 00 00 10 0000 000
001 IF 0101 0000 0000 000
002 CLE 40 10 000000 01 00 01 000000 01,"THAT NUMBER IS CURRENTLY OCCUPIED BY"
003 FOR 001 TO 999999999 1
004 GOTO 000
005 PUNCH 000=000+000,00=000+000,0000 000=000+000,00=000+000,00
006 PUNCH 000=000+000,00=000+000,0000 000=000+000,00=000+000,00
007 GOTO 000
008 FOR 000 = 0 TO 99 STEP 0.1 PUNCH 000=000+000,00=000+000+000
009 PUNCH 000=000+000,00=000+000+000,000000 00
010 GOTO 000
011 FOR 000=0
012 FOR 000 001 TO 9
013 PRINT#000;000;000000
014 CLE 001 00=000000 01=000000+000000
015 IF 000000,000000 0000 000 000 000
016 PRINT#001;000000 000
017 IF 000000,000000 0000 000 000 000
018 FOR 000000 000 000 000
019 PRINT#000;000
020 PRINT#000;000
021 CLE 001 PUNCH 00,"YOU HAVE PLAYED LINE NUMBER ",000
022 PUNCH 00," AND NUMBER NUMBER ",000
023 CLE 001 PUNCH 00,"THAT GIVES YOU ",0000," NUMBERS!"
024 GOTO 000
025 FOR 000 000000 000000
026 CLE 001 PUNCH 00,"YOU HAVE PLAYED LINE NUMBER ",000
027 PUNCH 00," AND NUMBER NUMBER ",000
028 CLE 001 PUNCH 00,"THAT GIVES YOU ",0000," NUMBERS!"
029 GOTO 000
030 CLE 001 00 0000 01 00 01 0000 01,"NOW IT'S BY YOUR ...!"
031 PRINT#000;000000
032 IF 000000 000 000000 0000 000
033 FOR 000 000 TO 9
034 IF 000,000 = 0 THEN 0010
035 IF 000,000 = 0 THEN 0010
036 IF 0000,00 = 0 THEN 0010
037 IF 0000,00 = 0 THEN 0010
038 PRINT 00
039 FOR 000 0000 TO 001
040 FOR 000 0000 TO 001
041 IF 0000,0000 0000 000
042 PRINT 0000 00
043 IF 000,000 = 0 THEN 0010
044 IF 000,000 = 0 THEN 0010
045 IF 0000,00 = 0 THEN 0010
046 IF 0000,00 = 0 THEN 0010
047 PRINT 00
048 FOR 000 0000 TO 001
049 FOR 000 0000 TO 001
050 IF 0000,0000 0000 000
051 PRINT 0000 00
052 IF 000,000 = 0 THEN 0010
053 IF 000,000 = 0 THEN 0010
054 IF 0000,00 = 0 THEN 0010
055 IF 0000,00 = 0 THEN 0010
056 PRINT 00
057 FOR 000 0000 TO 001
058 FOR 000 0000 TO 001
059 IF 0000,0000 0000 000
060 PRINT 0000 00
061 IF 000,000 = 0 THEN 0010
062 IF 000,000 = 0 THEN 0010
063 IF 0000,00 = 0 THEN 0010
064 IF 0000,00 = 0 THEN 0010
065 PRINT 00
066 FOR 000 0000 TO 001
067 FOR 000 0000 TO 001
068 IF 0000,0000 0000 000
069 PRINT 0000 00
070 IF 000,000 = 0 THEN 0010
071 IF 000,000 = 0 THEN 0010
072 IF 0000,00 = 0 THEN 0010
073 IF 0000,00 = 0 THEN 0010
074 PRINT 00
075 FOR 000 0000 TO 001
076 FOR 000 0000 TO 001
077 IF 0000,0000 0000 000
078 PRINT 0000 00
079 IF 000,000 = 0 THEN 0010
080 IF 000,000 = 0 THEN 0010
081 IF 0000,00 = 0 THEN 0010
082 IF 0000,00 = 0 THEN 0010
083 PRINT 00
084 FOR 000 0000 TO 001
085 FOR 000 0000 TO 001
086 IF 0000,0000 0000 000
087 PRINT 0000 00
088 IF 000,000 = 0 THEN 0010
089 IF 000,000 = 0 THEN 0010
090 IF 0000,00 = 0 THEN 0010
091 IF 0000,00 = 0 THEN 0010
092 PRINT 00
093 FOR 000 0000 TO 001
094 FOR 000 0000 TO 001
095 IF 0000,0000 0000 000
096 PRINT 0000 00
097 IF 000,000 = 0 THEN 0010
098 IF 000,000 = 0 THEN 0010
099 IF 0000,00 = 0 THEN 0010
100 PRINT 0000 00
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0010 IF 0000 00 0000 00 0000 00 0000 0000 0000
0011 IF 000000 00 000000 00 000000 00 000000 0000 0000
0012 PRINT#000
0013 FOR 000 000 TO 9 STEP 0
0014 FOR 000 0000 TO 0
0015 IF 0000,000000 0000 0000 0000 0000
0016 PRINT#001;000=000+0000-0,000=000
0017 IF 0000,000000 0000 0000 0000 0000
0018 PRINT#001;00=000+0000,00=000
0019 PRINT 00
0020 FOR 000 000 TO 9
0021 IF 0000,000000 0000 0000 0000 0000
0022 PRINT#001;000=000+0000-0,000=000
0023 IF 0000,000000 0000 0000 0000 0000
0024 PRINT#001;00=000+0000,00=000
0025 PRINT 00
0026 IF 0000,000000 0000 0000 0000 0000
0027 PRINT#001;00=000+0000,00=000
0028 PRINT 00
0029 IF 0000,000000 0000 0000 0000 0000
0030 PRINT#001;00=000+0000,00=000
0031 PRINT 00
0032 IF 0000,000000 0000 0000 0000 0000
0033 PRINT#001;00=000+0000,00=000
0034 PRINT 00
0035 IF 0000,000000 0000 0000 0000 0000
0036 PRINT#001;00=000+0000,00=000
0037 PRINT 00
0038 IF 0000,000000 0000 0000 0000 0000
0039 PRINT#001;00=000+0000,00=000
0040 PRINT 00
0041 IF 0000,000000 0000 0000 0000 0000
0042 PRINT#001;00=000+0000,00=000
0043 PRINT 00
0044 IF 0000,000000 0000 0000 0000 0000
0045 PRINT#001;00=000+0000,00=000
0046 PRINT 00
0047 IF 0000,000000 0000 0000 0000 0000
0048 PRINT#001;00=000+0000,00=000
0049 PRINT 00
0050 IF 0000,000000 0000 0000 0000 0000
0051 PRINT#001;00=000+0000,00=000
0052 PRINT 00
0053 IF 0000,000000 0000 0000 0000 0000
0054 PRINT#001;00=000+0000,00=000
0055 PRINT 00
0056 IF 0000,000000 0000 0000 0000 0000
0057 PRINT#001;00=000+0000,00=000
0058 PRINT 00
0059 IF 0000,000000 0000 0000 0000 0000
0060 PRINT#001;00=000+0000,00=000
0061 PRINT 00
0062 IF 0000,000000 0000 0000 0000 0000
0063 PRINT#001;00=000+0000,00=000
0064 PRINT 00
0065 IF 0000,000000 0000 0000 0000 0000
0066 PRINT#001;00=000+0000,00=000
0067 PRINT 00
0068 IF 0000,000000 0000 0000 0000 0000
0069 PRINT#001;00=000+0000,00=000
0070 PRINT 00
0071 IF 0000,000000 0000 0000 0000 0000
0072 PRINT#001;00=000+0000,00=000
0073 PRINT 00
0074 IF 0000,000000 0000 0000 0000 0000
0075 PRINT#001;00=000+0000,00=000
0076 PRINT 00
0077 IF 0000,000000 0000 0000 0000 0000
0078 PRINT#001;00=000+0000,00=000
0079 PRINT 00
0080 IF 0000,000000 0000 0000 0000 0000
0081 PRINT#001;00=000+0000,00=000
0082 PRINT 00
0083 IF 0000,000000 0000 0000 0000 0000
0084 PRINT#001;00=000+0000,00=000
0085 PRINT 00
0086 IF 0000,000000 0000 0000 0000 0000
0087 PRINT#001;00=000+0000,00=000
0088 PRINT 00
0089 IF 0000,000000 0000 0000 0000 0000
0090 PRINT#001;00=000+0000,00=000
0091 PRINT 00
0092 IF 0000,000000 0000 0000 0000 0000
0093 PRINT#001;00=000+0000,00=000
0094 PRINT 00
0095 IF 0000,000000 0000 0000 0000 0000
0096 PRINT#001;00=000+0000,00=000
0097 PRINT 00
0098 IF 0000,000000 0000 0000 0000 0000
0099 PRINT#001;00=000+0000,00=000
0100 PRINT 00
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