

Maggot Splat

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of them are a bit vicious. Never mind you think, you can use your world famous blue gun — Herb and Zap 'tils — on them and rid your beautiful garden of all these horrible creepy crawlers.

So the scene is set for an epic show-down of man against bugs in this game for the Atari. In the game you control the laser base at the bottom of the screen and may move in all directions in your efforts to remove the maggots from the garden. The maggot is however incredibly thick and even though you shoot it, it doesn't realize it's dead but instead splits up and each segment has its own life. Thus you must shoot each section of the maggot. This task is hampered by the other creatures in the garden. There are also spiders, flies, and snails.

Shots worth 50 points

Flies simply drop from above and if they encounter a mushroom, they jump over it. Spiders generally stay away from the laser base but if they hit a mushroom, they poison it so when a maggot hits it the maggot plummets down dead. The touch of any of these creatures is deadly.

For each snail shot you get 30 points, each spider is worth 50, each fly is worth 50 and each section of the maggot is worth 20. Mushrooms may be shot and each section of mushroom is worth 1 point.

This game is written in machine code and so features very smooth graphics which in the case of the laser base is interpreted driven to give an extra smoothness. The game may be played with either keyboard or joystick.

To set the game, type in listing 2 and save it to tape with SAVE "MAGGOTS".

Next type in listing 1 and run it. If an error is found, correct the error and re-run the program. Repeat this until no errors are found and then save machine code to tape directly after "Maggots with SAVE CODE" 0,0000,0000

The game may now be run and loaded from the tape with RUN "MAGGOTS".



Listing 2

```
10 ENV 0,10,1,1
20 ENV 1,0,0,1,0,-2,1,1,0,4,5,-1,1
30 ENV 2,0,0,1,0,-0,0
40 ENV 4,0,0,1,0,-2,1,0,-1,2
50 ENV 3,0,1,1,0,3,1,3,-0,1,0,-1,1
60 DIM m$(10),n(5):FOR a=1 TO 6:READ m$(a),n(a):NEXT
70 MEMORY 20000
80 PEN 1:MODE 0:PRINT " PLEASE WAIT":LOAD ""
90 INK 0,0:INK 1,20:INK 2,20:INK 3,6:INK 4,21: BORDER 0
100 PEN 1:MODE 0:PRINT " MAGGOT SPLAT":PRINT:PEN 2:PRIN
T " By J.Charlesworth"
110 PEN 3:LOCATE 8,8:PRINT"0 Abort"
120 PEN 4:LOCATE 8,10:PRINT"Q Up":LOCATE 8,12:PRINT"A D
own"
130 LOCATE 8,14:PRINT"O Left":LOCATE 8,16:PRINT"P Right"
140 PEN 3:LOCATE 4,10:PRINT"Space Fire"
150 PEN 1:LOCATE 4,30:PRINT"Or use joystick"
160 PEN 4:LOCATE 4,23:PRINT"Press J for Joystick or K
for Keys"
170 m$=INKEY$:IF m$="J"OR m$="K" THEN POKE 32704,72:POKE
32712,73:POKE 32720,74:POKE 32728,75:POKE 31355,76:GOTO 2
00
180 IF m$="k"OR m$="K" THEN POKE 32704,67:POKE 32712,69:P
OKE 32720,64:POKE 32728,27:POKE 31355,47:GOTO 200
190 GOTO 170
200 CALL 30633:m$=PEEK(32973)+256*PEEK(32974)
210 FOR a=0 TO 50:m$=INKEY$:NEXT
220 FOR a=1 TO 6:IF m$=n(a) THEN GOTO 200
230 NEXT a
240 MODE 8:PEN 2:PRINT " Hi Score Table":FOR a=1 TO 10
GATE 2,4:3*a:PEN a-1
250 PRINT m$(a):LOCATE 13,4+a*2:PRINT n(a):NEXT a
260 FOR a=0 TO 2500:IF INKEY$="" THEN NEXT a
270 GOTO 90
280 IF a<6 THEN FOR b=5 TO a STEP -1:m$(b+1)=m$(b):n(b+1)
=n(b):NEXT b
290 n(a)=a:LOCATE 1,25:PRINT " ";:LOCAT
E 1,25:INPUT "Name ":n(a)
300 GOTO 240
310 DATA Jacman,1000,Hippo,800,Shaggy,600,Goosky,400,Steve
n Sofa,200,Zarquon,100
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