

Buzzy Bee

In *Buzzy Bee* you control a small bird which pecks away at the stems of a row of plants which are gradually growing towards the top of the screen. If any of the plants should reach the top, a bee will drop down and take the nectar and you have lost the game. Remember, none of the stems can be pecked twice in succession.

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10 REM BUZZY BEE.
20 REM @ PAUL STANLEY.
30 MODE 1: BORDER 9: INK 0,0: INK 1,24: INK
2,20: INK 3,6: WINDOW #1,1,40,1,25: PAPER #
1,0: CLS #1
40 WINDOW #0,5,36,1,25: PAPER #0,0: PEN #0
,1: CLS# 0
50 GOSUB 810
60 GOSUB 740
70 HS=0: DIM Y(5), A$(4)
80 GOSUB 590
90 TIM=TIME
100 LOCATE X1+1, Y1+1: PRINT " ";: LOCATE
X1+1, Y1+2: PRINT " ";: LOCATE X+1, Y+1: PRI
NT B$;: LOCATE X+1, Y+2: PEN 3: PRINT C$;: PEN
1: Y1=Y: X1=X
110 PEN 3: TS=INT((TIME-TIM)/300): LOCATE
24,24: PRINT CHR$(24); "Time: "; CHR$(24);: P
EN 1: PRINT TS;
120 IF Y(T)=4 THEN GOSUB 230
130 G=G-2*(INKEY(1)=0 AND G<31)+2*(INKEY
(8)=0 AND G>1)
140 PEN 0: LOCATE G1+1, F1+2: PRINT CHR$(2
2); CHR$(1); CHR$(246); CHR$(22); CHR$(0);: P
EN 1: LOCATE G+1, F+2: PRINT CHR$(22); CHR$(
1); CHR$(246); CHR$(22); CHR$(0): PEN 1: F1=F
: G1=G
150 IF INKEY(9)=0 THEN GOSUB 500
160 T=INT(RND*5)+1: Y(T)=Y(T)-1: IF Y(T)<H
2 AND Y(T)>H1 THEN H2=Y(T): FL2=T
170 IF Y(T)<H1 THEN H1=Y(T): FL1=T
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180 PEN 2: LOCATE T*6-4,Y(T)+1:PRINT CHR
$(243);" ";CHR$(244);:LOCATE T*6-4,Y(T)
+2:PRINT" ";:LOCATE T*6-4,Y(T)+3:PRI
NT CHR$(247);" ";CHR$(143);" ";CHR$(248)
;:LOCATE T*6-4,Y(T)+4:PRINT " "; CHR$(1
43);" ";:PEN 2:
190 LOCATE T*6-2,Y(T)+2:PRINT CHR$(245):
PEN 1
200 IF X<FL1*6-4 THEN B$=A$(3):C$=A$(4):
X=X+1
210 IF X>FL1*6-4 THEN B$=A$(1):C$=A$(2):
X=X-1
220 GOTO 100
230 IF X=T*6-4 THEN 350
240 IF G=T*6-3 THEN LOCATE G+1,F+2:PEN 3
:PRINT CHR$(22);CHR$(1);CHR$(246);CHR$(2
2);CHR$(0);:PEN 1
250 FOR F=4 TO 17
260 PEN 2:LOCATE T*6-4,F+1:PRINT" ";
:LOCATE T*6-4,F+2:PRINT CHR$(243);" ";
CHR$(244);:LOCATE T*6-4,F+3:PRINT" ";
:LOCATE T*6-4,F+4:PRINT CHR$(247);" ";C
HR$(143);" ";CHR$(248);:LOCATE T*6-3,F+5
:PRINT " ";CHR$(143);" ";:PEN 2:
270 LOCATE T*6-2,F+3:PRINT CHR$(245);:PE
N 1
280 SOUND 2,(F+100),5
290 NEXT
300 F=21
310 Y(T)=18
320 IF T=FL1 THEN FL1=FL2:H1=H2
330 IF G=T*6-3 THEN LOCATE G+1,F+2:PEN 0
:PRINT CHR$(22);CHR$(1);CHR$(246);CHR$(2
2);CHR$(0);:PEN 1
340 RETURN
350 IF B$=A$(1) THEN D=X+1
360 IF B$=A$(3) THEN D=X
370 S=S+1
380 FOR I=0 TO 3:FOR G=1 TO 10
390 SOUND 1,(G+100),4:LOCATE D+1,I+1:PRI
NT MID$(A$(1),2);:SOUND 1,180,4:LOCATE D
+1,I+1:PRINT MID$(A$(3),1,2)
400 NEXT G
410 LOCATE X+1,I+1:PRINT" ";:LOCATE X+
1,I+2:PRINT B$;:LOCATE X+1,I+3:PRINT C$

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420 NEXT I
430 FOR F=1 TO 600:NEXT
440 CLS:LOCATE 1,5:PRINT CHR$(24);"YOU S
URVIVED FOR ";CHR$(24);TS;"SECONDS."
450 IF TS>HS THEN HS=TS:PEN 2:PRINT:PRIN
T"WELL DONE! That's the longest record
ed time!":PEN 1:GOTO 470
460 PEN 3: PRINT:PRINT"The longest recor
ded time standsat ";hs;"seconds":PEN 1
470 LOCATE 4,17:PEN 2:PRINT"PRESS ANY KE
Y TO START AGAIN"
480 IF INKEY$<>"" THEN 480
490 IF INKEY$="" THEN 490 ELSE CLS:GOTO
80
500 SOUND 1,80,4: IF G<>3 AND G<>9 AND G
<>15 AND G<>21 AND G<>27 THEN RETURN
510 IF G=U*6-3 OR Y((G+3)/6)>15 THEN RET
URN
520 U=(G+3)/6
530 Y(U)=Y(U)+2
540 PEN 2:LOCATE U*6-4,Y(U)-1:PRINT"
";:LOCATE U*6-4,Y(U):PRINT" ";:LOCA
TE U*6-4,Y(U)+1:PRINT CHR$(243);" ";CH
R$(244);:LOCATE U*6-4,Y(U)+2:PRINT"
";:LOCATE U*6-4,Y(U)+3:PRINT CHR$(247);"
";:PRINT CHR$(143);" ";CHR$(248);
550 LOCATE U*6-3,Y(U)+4:PRINT " ";CHR$(1
43);" ";:LOCATE U*6-2,Y(U)+2:PRINT CHR$(
245);
560 LOCATE U*6-3,Y(U)+4:PRINT" ";CHR$(24
5);:PEN 1
570 IF U=FL1 THEN IF Y(U)>H2 THEN H1=H2:
FL1=FL2:FL2=U:H2=Y(U)
580 RETURN
590 FOR F=1 TO 5:Y(F)=18
600 PEN 2:LOCATE F*6-4,Y(F)+1:PRINT CHR$
(243);" ";CHR$(244);:LOCATE F*6-4,Y(F)
+2:PRINT" ";:LOCATE F*6-4,Y(F)+3:PRI
NT CHR$(247);" ";CHR$(143);" ";CHR$(248)
;:LOCATE F*6-2,Y(F)+4:PRINT CHR$(143);:L
OCATE F*6-2,Y(F)+2
610 PRINT CHR$(245):PEN 1
620 NEXT F
630 FOR F=0 TO 3:LOCATE 1,F+1:PRINT STRI
NG$(32," "):NEXT F

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640 Y=0: X=15
650 F=21: G=15
660 A$(1)=CHR$(231)+CHR$(232)+CHR$(233):
A$(2)=CHR$(234)+CHR$(235)+CHR$(236): A$(3
)=CHR$(237)+CHR$(238)+CHR$(239): A$(4)=CH
R$(240)+CHR$(241)+CHR$(242): B$=A$(1): C$=
A$(2)
670 Y1=Y: X1=X: F1=F: G1=G
680 PEN 2: LOCATE G+1, F+2: PRINT CHR$(22);
CHR$(1) CHR$(246); CHR$(22); CHR$(0): PEN 1
690 H1=20: H2=20: FL1=2: FL2=4
700 T=1
710 U=10
720 SOUND 1, 180, 4
730 RETURN
740 REM
750 A$="AAA A A AAA AAA A A AAA AAA AAA
A A A A A A A A A A AAA A A
A A AAA AAA AAA AAAA A A A A A
A A A A A AAA AAA AAA AAA A AAA
AAA AAA": GOSUB 1010
760 LOCATE 1, 8: PRINT "A giant bee likes n
ectar from giant flowers, but you have
to stop it because you eat nectar as
well ! ! "
770 PRINT: PRINT "Chop chunks out of the s
talks with COPY KEY but note that once
a piece has been cut out of one stalk yo
u must cut the next one out of a differe
nt stalk."
780 PEN 3: PRINT: PRINT "MOVE LEFT AND RIG
HT WITH THE CURSOR ARROW KEYS": PEN 1
790 LOCATE 5, 24: PRINT CHR$(24); " PRESS A
NY KEY TO START "; CHR$(24)
800 IF INKEY$="" THEN 800 ELSE CLS: RETURN
810 SYMBOL AFTER 230
820 SYMBOL 231, 0, 2, 34, 17, 9, 5, 5, 5
830 SYMBOL 232, 7, 24, 32, 33, 66, 66, 68, 69
840 SYMBOL 233, 128, 124, 226, 34, 34, 66, 130,
12
850 SYMBOL 234, 7, 13, 25, 63, 63, 31, 15, 7
860 SYMBOL 235, 170, 170, 170, 170, 170, 170, 1
70, 170

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240 Buzzy Bee

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870 SYMBOL 236,240,248,252,254,252,248,240,224
880 SYMBOL 237,1,62,71,68,68,66,65,48
890 SYMBOL 238,224,24,4,132,66,66,34,162
900 SYMBOL 239,0,64,68,136,144,160,160,160
910 SYMBOL 240,15,31,63,127,63,31,15,7
920 SYMBOL 241,85,85,85,85,85,85,85,85
930 SYMBOL 242,224,176,152,252,252,248,240,224
940 SYMBOL 243,96,224,224,112,120,60,30,15
950 SYMBOL 244,6,6,7,15,30,60,120,240
960 SYMBOL 245,108,104,75,139,145,73,81,255
970 SYMBOL 246,220,220,72,126,72,28,20,20
980 SYMBOL 247,15,7,3,1,0,0,0,0
990 SYMBOL 248,240,224,192,128,0,0,0,0
1000 RETURN
1010 PEN 2:FOR X=1 TO LEN(A$):IF MID$(A$,X,1)=" " THEN PRINT " "; ELSE PRINT CHR$(166+ASC(MID$(A$,X,1)));:SOUND 2,(X*3+100),5
1020 NEXT:PEN 1:RETURN
1030 FOR X=231 TO 254:PRINT CHR$(X);:NEXT
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