

This is a series of six programs which has been divided into three self contained groups. It represents the evolution of life from the single celled amoeba to modern man, linked by a single theme - survival!

Evolution 1

Evolution 1 begins with the amoeba stage, in which the player controls the movement of a tiny amoeba which must wander round the screen eating spores whilst avoiding attack from other single celled creatures.

In the second program in this suite of three the player is transformed into a frog which has to dodge from side to side avoiding capture by birds, whilst zapping the required number of airborne flies with its tongue. There is no fairy princess as a reward for this one, but instant promotion into the form of a beaver in the third program, in which you must swim around and capture fish whilst avoiding contact with a vicious crab.

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10 REM EVOLUTION
20 REM PAUL STANLEY
30 MODE 1:BORDER 0:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:PEN #1,1:CLS #1
40 DIM Y(6),X(6)
50 GOSUB 1490
60 A=0:WH=5
70 PEN 2:LOCATE 12,1:PRINT CHR$(24);"E V
    O L U T I O N";CHR$(24);:PEN 1
80 PEN 3:LOCATE 1,5:PRINT"This semi-scie
ntific series of routines gives you the
chance to evolve from an amoeba to a hu
man based on the theory that only the
strong survive.":PEN 1
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90 PRINT:PRINT"This program goes from amoeba to frog to beaver. The next program goes from gorilla to caveman. The final one of this trio involves the present stage of evolution. Man and his technology."
100 PEN 2:PRINT:PRINT"The intention is that you should try the stages in the correct order but after each stage you are given a menu.":PEN 1
110 PEN 3:LOCATE 1,23:PRINT"PRESS ANY KEY TO CONTINUE":PEN 1
120 IF INKEY$<>"" THEN 120
130 IF INKEY$="" THEN 130 ELSE CLS
140 GOTO 260
150 PEN 2:LOCATE 12,1:PRINT CHR$(24); "EVOLUTION";CHR$(24);:PEN 1
160 PRINT:PRINT:PRINT"
170 PEN 3:LOCATE 1,5:PRINT"The first stage is as an amoeba";:PEN 2:PRINT CHR$(231);:PEN 3:PRINT"You have to eat 5 spores ";:PEN 1:PRINT CHR$(234);:PEN 3:PRINT"While avoiding ";CHR$(24);CHR$(232);CHR$(24);;" ";"and ";"PRINT CHR$(24);CHR$(233);CHR$(24);
180 PEN 1
190 PEN 2:LOCATE 1,10:PRINT"This is also a battle against time, for when the clock at the top of the screen says 0, it means that you have starved because you did not eat the spores in time.":PEN 1
200 PRINT:PRINT:PRINT " Use the cursor keys to move around."
210 PRINT:PRINT:PRINT
220 PEN 2:LOCATE 1,22:PRINT CHR$(24); "PRESS ANY KEY TO START ";
CHR$(24);:PEN 1
230 IF INKEY$<>"" THEN 230
240 IF INKEY$="" THEN 240 ELSE CLS:GOTO 320
250 A=0
260 SYMBOL AFTER 231
270 SYMBOL 231,120,132,180,178,129,153,85,51

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280 SYMBOL 232,0,24,36,90,90,36,24,0
290 SYMBOL 233,0,73,42,28,127,28,42,73
300 SYMBOL 234,0,60,66,145,133,145,66,60
310 GOTO 150
320 BORDER 0:INK 0,0:INK 1,24:INK 2,20:I
NK 3,6:WINDOW #0,5,36,1,25:PAPER #0,0:PE
N #0,1:CLS #0
330 AY=15:AX=14:A$=CHR$(232)+CHR$(232)+C
HR$(233)+CHR$(233)+CHR$(234)+CHR$(234)
340 T=150:SC=0
350 FOR F=1 TO 6:Y(F)=INT(RND*22):X(F)=I
NT(RND*32):LOCATE X(F)+1,Y(F)+1:PRINT MI
D$(A$,F,1);:NEXT
360 PEN 3:LOCATE AX+1,AY+1:PRINT CHR$(23
1);:PEN 1
370 FOR F=1 TO 5 STEP 2:FOR I=F TO F+1
380 LOCATE X(I)+1,Y(I)+1:PRINT" ":Y(I)=I
NT(Y(I)+RND*2-RND*2):X(I)=INT(X(I)+RND*3
-RND*3)
390 IF F<5 THEN Y(I)=Y(I)-(Y(I)<AY)+(Y(I)
)>AY):X(I)=X(I)-(X(I)<AX)+(X(I)>AX)
400 IF Y(I)<A OR Y(I)>21 THEN Y(I)=11
410 IF X(I)<A OR X(I)>31 THEN X(I)=15
420 LOCATE X(I)+1,Y(I)+1:PRINT MID$(A$,I
,1);
430 LOCATE AX+1,AY+1:PRINT" ";
440 AY=AY-(INKEY(2)=0 AND AY<21)+(INKEY(
0)=0 AND AY>A)
450 AX=AX-(INKEY(1)=0 AND AX<31)+(INKEY(
8)=0 AND AX>A)
460 PEN 2:T=T-1:LOCATE 12,1:PRINT "TIME:
":T;:PEN 1:IF T=A THEN 560
470 LOCATE AX+1,AY+1:CALL 360:KK=PEEK(3
67):IF KK=232 OR KK=233 THEN 560 ELSE IF
KK=234 THEN 510
480 LOCATE AX+1,AY+1:PEN 3:PRINT CHR$(23
1);:PEN 1
490 NEXT I,F:GOTO 360
500 REM
510 LOCATE AX+1,AY+1:PRINT CHR$(231);:FO
R J=1 TO 25:SOUND 1,INT(RND*J+100),3:NEX
T J:FOR J=5 TO 6
520 IF AY=Y(J) AND AX=X(J) THEN WH=J

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530 NEXT J:Y(WH)=INT(RND*22):X(WH)=INT(RND*32):LOCATE X(WH)+1,Y(WH)+1:PRINT A$(WH);
540 SC=SC+1:IF SC<5 THEN 480
550 CLS:PEN 3:PRINT"Well done you survived the first
stage of amoeba.":PEN 1:GOTO 1330
560 FOR G=1 TO 4:FOR F=1 TO 20:ENT 1,100
,-F,3:SOUND 1,170,3,7,1,1,0:NEXT F,G:CLS
:PRINT"Bad luck! You failed in the 1st stage of evolution.":GOTO 1330
570 STOP
580 BORDER 0:INK 0,0:INK 1,24:INK 2,20:I
NK 3,18:WINDOW #0,5,36,1,25:PAPER #0,0:P
EN #0,1:CLS #0
590 PEN 2:LOCATE 8,1:PRINT CHR$(24);"E V
O L U T I O N";CHR$(24):PEN 1
600 PRINT:PRINT" Frog stage."
610 LOCATE 1,5:PEN 3:PRINT"In this stage
you have to catch flies on your tongue,
while avoiding the birds which swoop
down to try and capture their prey
- YOU!!":PEN 1
620 PRINT:PRINT"Use for controls:"
630 PEN 2:PRINT:PRINT"COPY...to stick your tongue out Left arrow...to move left
Right arrow...to move right":PEN 1
640 PEN 3:PRINT:PRINT"You have survived
this stage when you have consumed 5
flies without falling prey to the
birds.":PEN 1
650 LOCATE 1,24:PEN 2:PRINT CHR$(24);"
PRESS ANY KEY TO START ";CHR$(24)
::PEN 1
660 IF INKEY$<>"" THEN 660
670 IF INKEY$="" THEN 670 ELSE CLS
680 RESTORE 690
690 SYMBOL 235,28,34,78,79,56,32,64,48
700 SYMBOL 236,56,68,114,242,28,4,2,12
710 SYMBOL 237,15,48,64,92,88,84,82,249
720 SYMBOL 238,240,12,2,58,26,42,74,159
730 SYMBOL 239,0,0,0,34,85,63,24,0
740 SYMBOL 240,0,0,0,63,127,143,1,15
750 SYMBOL 241,31,124,240,192,224,255,0,
0

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760 X=15:Y(1)=INT(RND*6)+13:X(1)=0:Y(2)=
0:X(2)=30:Y(3)=Y(2):X(3)=X(2):F=0
770 PLOT 64,62:DRAWR 510,0,3
780 IF Y(1)<5 THEN Y(1)=5
790 LOCATE 16,1:PRINT F;:LOCATE X+1,20:P
EN 3:PRINT" ";CHR$(235);CHR$(236);";:L
OCATE X+1,21:PRINT" ";CHR$(237);CHR$(238)
";":PEN 1:LOCATE X(1)+1,Y(1)+1:PRINT
CHR$(239);
800 LOCATE X(3)+1,Y(3)+1:PRINT" ";:LOCA
TE X(2)+1,Y(2)+1:PEN 2:PRINT CHR$(240);C
HR$(241);:PEN 1
810 Y(3)=Y(2):X(3)=X(2)
820 IF INKEY(9)=0 THEN GOSUB 910
830 IF INKEY$<>"" THEN SOUND 1,180,3:SOU
ND 1,120,3:SOUND 1,90,3
840 IF (X(2)=X+2 OR X(2)=X+1) AND Y(2)=1
8 THEN GOTO 970
850 IF Y(2)=18 THEN LOCATE X(2)+1,Y(2)+1
:PRINT" ";:Y(2)=0:X(2)=X+12:IF X(2)>30
THEN X(2)=30
860 IF X(1)>29 THEN LOCATE X(1),Y(1):PRI
NT" ";:X(1)=0:Y(1)=INT(RND*6+13)
870 LOCATE X(1)+1,Y(1)+1:PRINT" ";:LOCAT
E X(2)+1,Y(2)+1:PRINT" ";
880 Y(2)=Y(2)+2:X(2)=X(2)-(X(2)<X+1)+(X(
2)>X+1):Y(1)=Y(1)+INT(0.5+RND*2-RND*2):X
(1)=X(1)+INT(RND*1.5):IF Y(1)>20 THEN Y(
1)=14
890 X=X+(INKEY(8)=0 AND X>0)-(INKEY(1)=0
AND X<28)
900 GOTO 780
910 PLOT X*16+92,88,3:DRAWR 0,114,3
920 SOUND 1,200,3:SOUND 1,120,3
930 PLOT X*16+92,88,0:DRAWR 0,114,0
940 IF X(1)=X+1 AND Y(1)<19 AND Y(1)>9 T
HEN F=F+1:LOCATE X(1)+1,Y(1)+1:PRINT " "
;:X(1)=0:Y(1)=INT(RND*6+13):SOUND 1,30,4
950 IF F=5 THEN CLS:FOR G=1 TO 3:FOR F=1
TO 10:ENT 1,100,-F,3:SOUND 1,100,7,7,0,
1:NEXT F,G:PRINT:PRINT"Well done! You co
nsumed 5 flies and can therefore evolve
to the next stage.":FOR ss=1 TO 1500:NEX
T:GOTO 1330

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960 RETURN
970 FOR f=-10 TO 20:SOUND 1,(RND*f+100),3:NEXT:CLS:PRINT:PRINT"You have been consumed and can evolve no further.":FOR s=1 TO 2000:NEXT:GOTO 1330
980 WINDOW #0,5,36,1,25:BORDER 0:INK 0,1,1:INK 1,24:INK 2,0:INK 3,6:PAPER #0,0:PE N #0,1
990 PEN 3:PRINT CHR$(24);" E V O L U T I O N ";CHR$(24);:PEN 1
1000 PEN 2:LOCATE 1,5:PRINT"You have now evolved to a beaver. In this stage you have to eat TEN fish before you are eaten by the patrolling crab.":PEN 1
1010 PRINT:PRINT"MOVE USING THE CURSOR KEYS and try to eat the fish before the fresh water crab does. Make sure"
1020 PEN 2:PRINT:PRINT"that you avoid the crab because if it comes into contact with you it will eat you and you will have no further.":PEN 1
1030 PEN 3:LOCATE 1,21:PRINT CHR$(24);" PRESS ANY KEY TO START ";CHR$(24);:PEN 1
1040 IF INKEY$<>"" THEN 1040
1050 IF INKEY$="" THEN 1050 ELSE CLS
1060 SYMBOL 242,0,0,15,16,224,159,8,12
1070 SYMBOL 243,0,32,220,10,1,254,16,24
1080 SYMBOL 244,0,4,59,80,128,127,8,24
1090 SYMBOL 245,0,0,240,8,7,249,16,48
1100 SYMBOL 246,0,0,8,61,191,255,255,255
1110 SYMBOL 247,12,30,186,255,255,190,30,12
1120 SYMBOL 248,195,60,255,126,235,66,165,165
1130 PEN 3:LOCATE 1,22:PRINT STRING$(32,246);:PEN 1
1140 Y=20:X=15:Y1=Y:X1=X:F=5:G=0:F1=F:G1=G
1150 A$=CHR$(242)+CHR$(243):FI=0:LOCATE 16,1:PRINT FI;
1160 IF RND>0.95 THEN LOCATE INT(RND*29)+2,INT(RND*15)+6:PEN 3:PRINT CHR$(247);:PEN 1

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1170 LOCATE X+1,Y+1:CALL 360:KK=PEEK(367)
):LOCATE X+2,Y+1:CALL 360:KY=PEEK(367)
1180 IF KK=247 OR KY=247 THEN SOUND 1,75
,3:FI=FI+1:LOCATE 16,1:PRINT FI;:IF FI=1
0 THEN LOCATE X1+1,Y1+1:PRINT" ";:LOCAT
E X+1,Y+1:PEN 2:PRINT A$;:PEN 1:FOR FF=1
TO 30:SOUND 1,INT(RND*FF+100),3:NEXT:GO
TO 1300
1190 LOCATE X1+1,Y1+1:PRINT" ";:LOCATE
G1+1,F1+1:PRINT" ";:LOCATE X+1,Y+1:PEN 2
:PRINT A$;:PEN 1:LOCATE G+1,F+1:PRINT CH
R$(248);
1200 Y1=Y:X1=X:F1=F:G1=G
1210 IF F=Y THEN IF G=X OR G=X+1 THEN FO
R FF=1 TO 20 :SOUND 1,(FF*2+100),3:NEXT:
GOTO 1320
1220 IF INKEY(1)=0 THEN A$=CHR$(242)+CHR
$(243):X=X-2*(X<29)
1230 IF INKEY(8)=0 THEN A$=CHR$(244)+CHR
$(245):X=X+2*(X>1)
1240 IF INKEY(0)=0 THEN IF Y>5 THEN Y=Y-
1
1250 IF INKEY(2)=0 THEN Y=Y-(Y<20)
1260 F=INT(F+RND*1.5-RND*1.5-(F<Y)+(F>Y)
):G=G+1
1270 IF F<5 OR F>20 THEN F=-20*(F>20)-5*
(F<5)
1280 IF G=31 THEN G=0
1290 GOTO 1160
1300 CLS:PRINT:PRINT"Well done! You surv
ived as a beaver and you can continue
to the next stage if you wish."
1310 GOTO 1330
1320 CLS:PRINT:PRINT"Bad luck! You can e
volve no morebecause you have been destr
oyed by the crab.":FOR ss=1 TO 1000:NEXT
:GOTO 1330
1330 PEN 3:PRINT:PRINT CHR$(24);;"Press t
he key which corresponds to what you wan
t to do next.      ";CHR$(24);:PEN 1
1340 PEN 2:PRINT:PRINT"1....Amoeba stage
.":PEN 1
1350 PRINT:PRINT"2....Frog stage."
1360 PEN 3:PRINT:PRINT"3....Beaver stage
.":PEN 1

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1370 PRINT:PRINT"4....Load stages 4&5"
1380 PEN 2:PRINT:PRINT"5....Exit from th
e program.":PEN 1
1390 IF INKEY$<>"" THEN 1390
1400 A$=INKEY$ : IF A$="" THEN 1400
1410 IF A$<"1" OR A$>"5" THEN 1400
1420 IF A$="1" THEN CLS:RUN 320
1430 IF A$="2" THEN CLS:GOTO 580
1440 IF A$="3" THEN CLS:GOTO 980
1450 IF A$="4" THEN LOAD ""
1460 IF A$="5" THEN STOP
1470 GOTO 1390
1480 END
1490 RESTORE 1500:FOR X=360 TO 366:READ
AA:POKE X,AA:NEXT:RESTORE:RETURN
1500 DATA 205,96,187,50,111,1,201
10000 FOR x= 235 TO 241:PRINT CHR$(x);:N
EXT
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