

# Evolution 2

*Evolution 2* contains two programs. In the first, the player controls a large gorilla which lumbers round a forest collecting bananas which drop randomly to the ground. The computer controls a small and extremely agile monkey which makes for very tough competition.

The second program in this section puts you in control of a caveman who tries to kill raiders attacking his territory from surrounding caves, by firing arrows.

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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 3,18:WINDOW #1,1,40,1,25:PAPER
#1,0:PEN #1,1:CLS #1
40 GOSUB 1290
50 PEN 3:PRINT CHR$(24);"          E V
O L U T I O N          ";CHR$(24);:PEN
1
60 PEN 2:LOCATE 1,5:PRINT"If you have tr
ied the previous program this will be
the 4th stage in the evolution sequ
ence.":PEN 1
70 PEN 2:PRINT:PRINT"If you haven't t
hen the object is to evolve as far as po
ssible in a role - playing series of d
ifferent programs.":PEN 1
80 PEN 3:PRINT:PRINT"In this stage yo
u play the part of a gorilla who compete
s against a smaller monkey who is faste
r than you.":PEN 1
90 PRINT:PRINT"You have to eat six out o
f 40 bananas which are placed in the f
orest in randompositions,but the monkey
likes bananas as well ! ! "
100 PEN 3:LOCATE 1,24:PRINT CHR$(24);"
PRESS ANY KEY TO CONTINUE          "
;CHR$(24);:PEN 1
110 IF INKEY$<>" THEN 110
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120 IF INKEY$="" THEN 120 ELSE CLS
130 PEN 3:PRINT CHR$(24);"                                E V
   O L U T I O N                                     ";CHR$(24);:PE
N 1
140 LOCATE 1,7:PEN 2:PRINT"MOVE WITH CUR
SOR ARROW KEYS, but note that you cann
ot go through the trees."
150 PEN 1:PRINT:PRINT:PRINT"You pick up
a banana by aligning the tophalf of your
body with the banana.":PEN 1
160 PEN 3:LOCATE 1,24: PRINT CHR$(24);"
   PRESS ANY KEY TO CONTINUE "
;CHR$(24);:PEN 1
170 IF INKEY$<>"" THEN 170
180 IF INKEY$="" THEN 180 ELSE CLS:WINDO
W #0,5,36,1,25:PAPER #0,0:PEN #0,1:CLS #
0
190 SYMBOL AFTER 230
200 SYMBOL 231,64,99,101,41,63,31,13,7
210 SYMBOL 232,0,192,160,192,248,252,190
,231
220 SYMBOL 233,7,7,7,14,12,12,12,28
230 SYMBOL 234,227,224,224,112,48,48,48,
56
240 SYMBOL 235,2,2,6,14,28,56,240,0
250 SYMBOL 236,25,25,255,188,156,60,36,1
02
260 SYMBOL 237,8,60,126,254,255,127,126,
60
270 PEN 3:FOR F=0 TO 31:LOCATE F+1,1: PR
INT CHR$(237);:LOCATE F+1,21:PRINT CHR$(
237);:LOCATE F+1,2:PRINT CHR$(149);:LOCA
TE F+1,22:PRINT CHR$(149);:NEXT:PEN 1
280 PEN 3:FOR F=2 TO 18 STEP 2:LOCATE 1,
F+1:PRINT CHR$(237);CHR$(237);:LOCATE 31
,F+1:PRINT CHR$(237);CHR$(237);:LOCATE 1
,F+2:PRINT CHR$(149);CHR$(149);:LOCATE 31
,F+2:PRINT CHR$(149);CHR$(149);:NEXT:PE
N 1
290 PEN 3:FOR F=1 TO 12:X=INT(RND*27+2):
Y=INT(RND*16+2):LOCATE X+1,Y+1:PRINT CHR
$(237);:LOCATE X+1,Y+2:PRINT CHR$(149);:
NEXT:PEN 1
300 G=2:F=2:G1=G:F1=F:Y=18:X=28:Y1=Y:X1=
X

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310 B=40:S=0
320 BY=INT(RND*15+2):BX=INT(RND*26+2)
330 LOCATE BX+1,BY+1:CALL 360:KK=PEEK(367):IF KK<>32 THEN 320
340 LOCATE BX+1,BY+1:PRINT CHR$(235);
350 LOCATE 4,1:PRINT MID$(STR$(B),2);:LOCATE 29,1:PRINT MID$(STR$(S),2);
360 LOCATE X1+1,Y1+1:PRINT " ";:LOCATE X1+1,Y1+2:PRINT " ";:LOCATE X+1,Y+1:PRINT CHR$(231);CHR$(232);:LOCATE X+1,Y+2:PRINT CHR$(233);CHR$(234);:LOCATE G1+1,F1+1:PEN 3:PRINT CHR$(MK);:PEN 1
370 LOCATE G+1,F+1:CALL 360:MK=PEEK(367):IF MK<>237 AND MK<>149 THEN MK=32
380 LOCATE G+1,F+1:PRINT CHR$(236);:LOCATE BX+1,BY+1:PRINT CHR$(235);
390 IF Y=BY THEN IF X=BX OR X+1=BX THEN GOSUB 480
400 IF F=BY THEN IF G=BX THEN B=B-1:LOCATE 4,1:PRINT " ";:LOCATE 4,1:PRINT MID$(STR$(B),2);:SOUND 1,60,3:GOSUB 500
410 Y1=Y:X1=X
420 F1=F:G1=G
430 Y=Y-(INKEY(2)=0 AND Y<18)+(INKEY(0)=0 AND Y>2):X=X-(INKEY(1)=0 AND X<28)+(INKEY(8)=0 AND X>2)
440 LOCATE X+1,Y+1:CALL 360:K(1)=PEEK(367):LOCATE X+1,Y+2:CALL 360:K(2)=PEEK(367):LOCATE X+2,Y+1:CALL 360:K(3)=PEEK(367):LOCATE X+2,Y+2:CALL 360:K(4)=PEEK(367):FOR KK=1 TO 4:IF K(KK)=32 OR (K(KK)>230 AND K(KK)<236) THEN NEXT KK ELSE Y=Y1:X=X1
450 F=F-(F<BY)+(F>BY):G=G-(G<BX)+(G>BX)
460 REM
470 GOTO 360
480 S=S+1:B=B-1:LOCATE 4,1:PRINT " ";:LOCATE 4,1:PRINT MID$(STR$(B),2);:LOCATE 29,1:PRINT MID$(STR$(S),2);
490 SOUND 1,90,3
500 IF S=6 THEN 590
510 IF B=0 THEN 560
520 BY=INT(RND*15)+2:BX=INT(RND*26+2)
530 LOCATE BX+1,BY+1:CALL 360:KK=PEEK(367):IF KK<>32 THEN 520

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540 LOCATE BX+1,BY+1:PRINT CHR$(235);
550 RETURN
560 CLS
570 PRINT:PRINT"Bad luck! You are not
fast enough to progress any further
in evolution."
580 GOTO 1200
590 CLS:PRINT:PRINT"Well done! You manag
ed to eat the bananas before you starv
ed and therefore you can proceed tothe
next stage."
600 GOTO 1200
610 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0:PRINT:PEN 2:PRINT"The object
here is to stop othercavemen from attack
ing your cave.":PEN 1
620 PEN 3:PRINT:PRINT"Your cave is in th
e middle of eight others and from any
of these can come rivals who are pr
epared to kill you in order to steal y
our property.":PEN 1
630 PRINT:PRINT"You can spin round with
the leftand right cursor keys and throw
a spear with the spacebar. You have suc
cessfully defended your cave when 30 att
acks have been made. However, you are g
iven 3 lives to make your task easier."
640 LOCATE 5,24:PRINT CHR$(24);"PRESS AN
Y KEY TO START";CHR$(24);
650 IF INKEY$("<>") THEN 650
660 IF INKEY$="" THEN 660 ELSE CLS
670 SYMBOL 239,8,28,8,8,8,8,8
680 SYMBOL 240,0,6,6,8,16,32,64,0
690 SYMBOL 241,0,0,2,255,2,0,0,0
700 SYMBOL 242,0,64,32,16,8,6,6,0
710 SYMBOL 243,8,8,8,8,8,8,28,8
720 SYMBOL 244,0,2,4,8,16,96,96,0
730 SYMBOL 245,0,0,64,255,64,0,0,0
740 SYMBOL 246,0,96,96,16,8,4,2,0
750 SYMBOL 247,28,28,8,62,8,28,20,20
760 Q=1
770 RESTORE 780:PEN 3:FOR Z=1 TO 40:READ
Y,X:LOCATE X,Y:PRINT CHR$(238);:NEXT Z:
PEN 1

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780 DATA 2,6,2,8,2,15,2,17,2,24,2,26,3,6
,3,7,3,15,3,17,3,25,3,26,9,15,9,17,10,1,
10,2,10,14,10,18,10,30,10,31,12,1,12,2,1
2,14,12,18,12,30,12,31,13,15,13,17,21,4,
21,5,21,15,21,17,21,26,21,27,22,4,22,6,2
2,15,22,17,22,26,22,28
790 LOCATE 2,1:PEN 2:PRINT"LIVES: ";CHR$(
(247));CHR$(247);
800 A$="":FOR KK=239 TO 246:A$=A$+CHR$(K
K):NEXT:C=0:A=1:S=0
810 K=0
820 LOCATE 22,1:PEN 2:PRINT"ATTEMPTS: ";M
ID$(STR$(C),2);:PEN 1:IF C=30 THEN 1170
830 KK=INT(RND*8)+1:ON KK GOSUB 970,980,
990,1000,1010,1020,1030,1040
840 REM
850 LOCATE X+1,Y+1:PRINT" ";:Y=Y+DY:X=X+
DX:LOCATE X+1,Y+1:PRINT CHR$(247);
860 FOR rx=1 TO 2
870 LOCATE 16,11:PRINT MID$(A$,A,1);
880 IF Y=10 THEN IF X=15 THEN 1130
890 IF S<>0 THEN LOCATE G+1,F+1:PRINT" "
;: F=F+DY2:G=G+DX2:F=- (F<1)-21*(F>21)-F*
(F>=1 AND F<=21):G=- (G<1)-31*(G>31)-G*(G
>=1 AND G<=31):LOCATE G+1,F+1:PRINT B$
900 IF S<>0 THEN IF (F=Y AND X=G) OR (F+
DY2=Y AND G+DX2=X) THEN LOCATE G+1,F+1:P
RINT" ";:LOCATE X+1,Y+1:PRINT" ";:S=0:C=
C+1:GOTO 820
910 SOUND 1,100-Y+X,3
920 IF INKEY(47)=0 THEN IF S=0 THEN B$=M
ID$(A$,A,1):F=10:G=15:S=1:ON A GOSUB 105
0,1060,1070,1080,1090,1100,1110,1120
930 A=A-(INKEY(1)=0 AND A<8)+7*(INKEY(1)
=0 AND A=8)+(INKEY(8)=0 AND A>1)-7*(INKE
Y(8)=0 AND A=1)
940 IF INKEY(47)=0 THEN IF S=0 THEN B$=M
ID$(A$,A,1):F=10:G=15:S=1:ON A GOSUB 105
0,1060,1070,1080,1090,1100,1110,1120
950 FOR ZZ=1 TO 20:NEXT:SOUND 1,30,2
960 NEXT rx:GOTO 840
970 Y=Q:X=6:DY=Q:DX=Q:RETURN
980 Y=Q:X=15:DY=Q:DX=0:RETURN

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990 Y=Q: X=24: DY=Q: DX=-Q: RETURN
1000 Y=10: X=31: DY=0: DX=-Q: RETURN
1010 Y=21: X=26: DY=-Q: DX=-Q: RETURN
1020 Y=21: X=15: DY=-Q: DX=0: RETURN
1030 Y=21: X=4: DY=-Q: DX=Q: RETURN
1040 Y=10: X=0: DY=0: DX=Q: RETURN
1050 DY2=-1: DX2=0: RETURN
1060 DY2=-1: DX2=1: RETURN
1070 DY2=0: DX2=1: RETURN
1080 DY2=1: DX2=1: RETURN
1090 DY2=1: DX2=0: RETURN
1100 DY2=1: DX2=-1: RETURN
1110 DY2=0: DX2=-1: RETURN
1120 DY2=-1: DX2=-1: RETURN
1130 LOCATE G+1, F+1: PRINT " ";: LOCATE X+1
, Y+1: PRINT CHR$(248);: FOR FF=1 TO 20: SOU
ND 1, 75, 1: NEXT: LOCATE X+1, Y+1: PRINT MID$(
A$, A, 1);: K=K+1: LOCATE K+8, 1: PRINT " ";
1140 IF K=3 THEN 1190
1150 S=0
1160 GOTO 820
1170 CLS: PRINT "Well done! Defending your
cave was not easy, but you did very w
ell and you can evolve further if you wi
sh to."
1180 GOTO 1200
1190 CLS: PRINT "Bad luck! You failed in y
our attempt to defend your cave."
1200 PEN 2: PRINT: PRINT: PRINT CHR$(24); "
Press the key which corresponds to what
you want to do next. "; CHR$(24);: PEN
1
1210 PEN 3: PRINT: PRINT "1...Start the gor
illa stage.": PEN 1: PRINT: PRINT: PRINT "2..
.Start the caveman stage.": PEN 2: PRINT: P
RINT: PRINT "3...Load the 6th stage.": PEN
1: PRINT: PRINT: PRINT "4...Exit from the pr
ogram. "
1220 IF INKEY$("<>") THEN 1220
1230 X$=INKEY$: IF X$="" THEN 1230
1240 IF X$="1" THEN CLS: GOTO 270
1250 IF X$="2" THEN CLS: GOTO 610
1260 IF X$="3" THEN LOAD ""
1270 IF X$="4" THEN STOP

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1280 GOTO 1230
1290 RESTORE 1300:FOR XX=360 TO 366:READ
  AA:POKE XX,AA:NEXT:RESTORE:RETURN
1300 DATA 205,96,187,50,111,1,201
1310 FOR X = 239 TO 247:PRINT X;CHR$(X),
:NEXT
1320 GOTO 1320
1330 INPUT F:F=-F*(F>0)-1*(F<=0):PRINT F
:GOTO 1330
```