

ASM

only
25p

COMPILED WITH THE
HELP OF:
Stephen Dowsey
Alan Brown
Mark Elliot

COMPUTER
CLUB
MEETING

DRAGON'S HARRY

Bumper Issue 10 PAGES!!!

MAY ISSUE 1985.



GOING WAP!
PLUG BOARDS
EXTENSION LEADS
DISCS SOFTWARE
MADONNA UNDERWEAR
MILONS OK YOU NAME IT
HONEST JOHN'S GOT IT!

THE LAST
POWER

PSSST!

ASM
ASM

JPL

JPL

WELCOME TO THE MAY EDITION OF THE A.S.M. MAGAZINE. THIS MONTH WE ARE FEATURING
COMIX AND *DORE*, REVIEWS, OFFERS, NEWS AND PROGRAMS. WE ARE ALSO FEATURING A NEW
 ARTICLE WHICH REVIEWS SOME OF THE MANY COMPUTER GAMES ON THE MARKET.

CORRECTIONS.

THIS MONTH WE ARE PROUD TO SAY THAT IN THE LAST ISSUE THERE WERE NO MISTAKES
 BUT AS YOU PROBABLY NOTICED THERE WAS NO APRIL EDITION OF THE MAGAZINE THIS
 WAS DUE TO A STRIKE BY THE GENERAL MANAGEMENT OF THE MAGAZINE BUT THIS MONTH
 THE MAGAZINE IS BACK TO THE HIGH LEVEL OF QUALITY THAT YOU EXPECT FROM A.S.M.

GET YOUR OPINION HEARD.

IF YOU PURCHASED THE MARCH EDITION OF THE MAGAZINE THEN COULD YOU PLEASE HAND
 BACK THE QUESTIONARE SO WE CAN SEE HOW WE CAN IMPROVE THE MAGAZINE.

WELL, HOW DID YOU LIKE THE NEW COVER? WHY NOT SEND IN YOUR IDEA FOR A COVER
 AND, IF WE PUBLISH IT, YOU WILL RECIEVE A FREE MAGAZINE.

WORD SQUARE.

KJOYSTICKSKLERTHJABSGDHEYPHDM
 JLAGITURHYEJGHJIEYEPHJHYIROPT
 MKLASDFEGHJKLPOLYUTUOLUOWEIOIC
 JQJKDDEFRAMKLRUYTORWEGHYUHNTRR
 JKDJDYERHEHJHSTYEWGYPHJSTUIO
 NDHENDRNHBTAMHJDYEPHLYIDEJHD
 JKDEMRURYROYKOWERTYHBJJKRKL
 JJKWERTYHJIKKOWERTYHJYAWERT
 SYDLEERTYHDEHJJKLYREWYGYV
 GJKWERTYHJIKKOWERTYHJYAWERT
 TAJMATJJKRHPRINTJKPONSCHGITH
 DEJTYTWRRTYHJYGHJHDEHJLEHJ
 LHISTYHJHCBKJRIJLITRODHSJKL
 LKJNKJKJPAPERUIUNPLOTULEDILU
 LKBUSOGUIUHDRETWRGOTOKLOPKLIQ

PERIPHERALS & KEYWORDS.

JOYSTICK. SPEECHBOX. PRINTERMICRODRIVE.
 MODEM. RAM. BORDER. PRINT. CLS. SCROLL. INK.
 PAPER. UNPLOT. PLOT. GOSUB. GOTO.

A.S.M. STILL THE BEST VALUE IN THE
 B.H.S. (SEE PAGE 10 FOR DETAILS)

OFFER.

THE LOST POWER.
 FROM Brown Software.

OUT NOW! ONLY £1 A COPY OR
 IF YOU SUPPLY YOUR OWN TAPE ONLY
 50p.

WHY NOT VOTE?

WOULD YOU LIKE TO VOTE ON YOUR TOP 10 SPECTRUM AND ZX81 GAMES? IF SO JUST
 FILL IN THE FORM INSIDE AND HAND IT IN TO US TO VOTE. IN THIS WAY WE WLL RUN
 OUR OWN SOFTWARE CHARTS IN FUTURE ISSUES.

'COMIX AND DORE'



POKE PAGE.....

THIS IS A NEW ARTICLE WHICH WE WILL BE FEATURING IN THE MAGAZINE. IN THIS PLACE WE WILL BE GIVING YOU POKES WHICH WILL ALLOW YOU TO GET HIGHER SCORES IN MOST GAMES.

SPECTRUM

SABRE WULF.

LOAD LOADER PROGRAM USING MERGE"" THEN POKE 23756,1: CLEAR 65535

DELETE PRINT USR 23424 AT END OF LINE AND ADD A LINE 10 WITH ANY OF THE FOLLOWING POKES:

- | | |
|----------------|--|
| POKE 43575,255 | INFINITE LIVES ON PLAYER. |
| POKE 45520,255 | INFINITE LIVES ON TWO PLAYERS. |
| POKE 45599,X | X= NUMBER OF LIVES. |
| POKE 41725,255 | NO LIMIT ON GAINED LIVES. |
| POKE 44876,0 | TWICE NORMAL SPEED, NO MONSTERS AND NO AMULET. |

NOW ADD A LINE 20 WITH PRINT USR 23424

THANK YOU TO MR. B. PAXTON FOR THESE POKES.

ZX81

POKE 16511,0 WILL PREVENT PEOPLE FROM EDITING YOUR PROGRAMS.

TO PRINT ON LINE 23 OF THE SCREEN USE POKE 16418,0

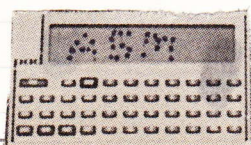
BREAK INTO MACHINE CODE PROGRAMS USING FAST (NEWLINE)RAND USR 836 (NEWLINE) THEN LOAD THE GAME AS USUAL.

WHY NOT SEND ANY POKES THAT YOU KNOW?

NEWS.

THERE ARE MANY MICRO'S ON THE MARKET JUST NOW BUT PERHAPS THE MOST INTRESSTING ARE THE TINY ONES THAT CAN FIT IN YOUR POCKET. MANY HAVE A PRINTER ATTACHED.

CASIO AND SHARP SEEM TO BE THE MAIN PRODUCERS OF THESE MICROS BUT THERE ARE SOME OTHERS. SOME EVEN HAVE TINY TAPE RECORDERS BUILT IN. THESE MICRO'S RANGE FROM £40 TO OVER £200 AND SOFTWARE AND RAMS FROM £12 UPWARDS.



SPECTRUM PAGE.

This program for the 16K or 48K Spectrum enables you to travel inside and around a 3-dimensional sine wave.

PROGRAM NOTES

20 Set colours
30-60 Set variables
70-110 Draw wave
120 Check if you have come through wave
200-220 Check for limits of the screen
230-240 Go back for update of wave

```
20 BORDER 1:PAPER 0:INK 7:BRIGHT 1:CLS
30 DIM A(560)
40 PRINT AT 11,10;FLASH 1;"PLEASE WAIT"
50 FOR F=1 TO 560:LET A(F)=5*SIN (F/128*PI):PRINT AT 0,0;F:NEXT F
60 LET Z=400:LETB=3:LETC=3:LETD=1
70 CLS
80 FOR N=20 TO Z STEP 5
90 LET E=10*N/80*D
100 PLOT N/B+60,A(N)*C+60:DRAW E,0:DRAW 0,C:DRAW -E,0:DRAW 0,-E
110 NEXT N
120 IF E<=22.5 AND N=25 THEN CLS:PRINT AT 11,0;FLASH 1;"YOU HAVE
COME THROUGH THE WAVE"
130 PAUSE 1:PAUSE 0
140 LETC=C+(INKEY$="6")-(INKEY$="7")
150 LETD=D+(INKEY$="5")-(INKEY$="8")
160 LETB=B+5*(INKEY$="4")-5*(INKEY$="9")
170 IF INKEY$="1" THEN LET B=-B
180 IF INKEY$="0" THEN LET D=D+.5:LET Z=Z-60/D
190 IF INKEY$="2" THEN LET D=D-.5:LET Z=Z+80/D
200 IF Z>=560 THEN LET Z=560
210 IF E>=75 THEN LET Z=Z-80/D
220 IF N/B+60-E>=245 THEN LET B=-B
230 CLS
240 GOTO 80
```

SHOP SIGN

```
10 PRINT "Text ?": INPUT a$
30 IF LEN a$<31 THEN LET a$=a$+a$:IF LEN a$<31 THEN GOTO 30
50 INPUT "Ink ?";b:INK b: IF b>7 OR b<0 THEN GOTO 50
60 INPUT "Paper ?";c: PAPER c: IF c>7 OR c<0 THEN GOTO 60
70 INPUT "Border ?";d: BORDER d: IF d>7 OR d<0 THEN GOTO 70
80 PRINT "Surrounding ?": IF INKEY$="n" THEN GOTO 150:
85 INPUT e$ : IF LEN e$<31 THEN LET e$=e$+e$
90 IF LEN e$<31 THEN GOTO 85:CLS
100 PRINT AT 6,0;a$( TO 31):LET a$=a$(2 TO)+a$(1): FOR g=0 TO 1:
PRINT a+g*6,0;e$( TO 31):NEXT g
150 LET e$=e$(LEN e$) +e$( TO LEN e$-1)
160 GOTO 100
```

LOGO SURPRISE PROGRAM

```
10 PAPER 0: BRIGHT 1: BORDER 0: CLS
20 INK 3: FOR X=0 TO 15: PLOT 88,x: DRAW 16,0: PLOT 128,x: DRAW
32,0: NEXT x
30 INK 5: FOR x=107 TO 125: PLOT x,0: DRAW 0,40: PLOT x,63: DRAW
0,55: PLOT x,119: DRAW 0,x-106: NEXT x
40 INK 4: FOR x=1 TO 18: PLOT 151,42+x: DRAW 25,0: PLOT 50,42+x:
DRAW 75,0: NEXT x
50 INK 2: FOR x=129 TO 146: PLOT x,103: DRAW 0,x-127: PLOT x,18:
DRAW 0,85: NEXT x
60 INK 6: FOR x=50 TO 75: PLOT x,64: DRAW 103-x,103-x: NEXT x
70 LET c=26: FOR x=129 TO 144: PLOT x,x-16: DRAW 0,(28 AND x<132
)+(c AND x>=132): IF x>=132 THEN LET c=c-2: NEXT c: PAUSE 0
```



```

5 GOSUB 800
10 LET R$="WHO ARE YOU AND WHA
T DO YOU WANTYOU "
20 GOSUB 1000
25 LET R$=R$+"?"
30 GOSUB 800
40 INPUT Y$
45 SCROLL
50 PRINT Y$
55 LET Y$=Y$+"
57 LET R$=""
60 IF Y$(1 TO 2)="ME" THEN LET
R$="PLEASE ELABORATE"
65 IF Y$(1 TO 4)="SHUT" THEN L
ET R$="SHUTTUP YOURSELF"
70 IF Y$(1 TO 3)="WHY" THEN LE
T R$="SHUTTUP, I'M SUPPOSED TO
DO THE ASKING"
75 IF Y$(1 TO 6)="NO " THEN
LET R$="NOBODY REFUSES WHEN I'M
M AROUND"
77 IF Y$(1 TO 5)="OH " THEN
LET R$="TALKATIVE TODAY, AREN'T"
YOU"
80 IF Y$(1 TO 4)="YOU " THEN L
ET R$="WHY BRING ME INTO IT?"
85 IF Y$(1 TO 5)="I DO " THEN
LET R$="NO YOU DON'T"
90 IF Y$(1 TO 5)="SHUT " THEN
LET R$="DON'T SPEAK TO ME LIKE
    
```

```

T" THEN LET R$="YES I AM"
170 IF Y$(1 TO 8)="YES I AM" TH
EN LET R$="NO YOU""RE NOT"
180 IF Y$(1 TO 6)="I LIKE" THEN
LET R$="NEVER MIND WHAT YOU THI
NK"
190 IF Y$(1 TO 7)="I THINK" THE
N LET R$="YOU""RE NOT PAID TO TH
INK"
200 IF Y$(1 TO 7)="YOU ARE" THE
N LET R$="NO I""M NOT"
210 IF Y$(1 TO 9)="YOU AREN'T" T
HEN LET R$="YES I AM"
220 IF Y$(1 TO 4)="I AM" THEN L
ET R$="DON'T BE STUPID, OF COUR
SE YOU""RE NOT"
230 IF Y$(1 TO 6)="IM NOT" THEN
LET R$="DON'T TALK RUBBISH, YO
U ARE"
240 IF Y$(1 TO 5)="YOUR " THEN
LET R$="WELL WHAT ABOUT YOURS, T
HEN?"
250 IF Y$(1 TO 3)="MY " THEN LE
T R$="CAN'T YOU TALK ABOUT SOME
ONE ELSE FOR A CHANGE?"
260 IF LEN R$>0 THEN GOTO 30
270 LET F=INT (RAND*16)
280 GOSUB (F+10)+300
290 GOTO 30
300 LET R$="STOP DIGRESSING"
305 RETURN
    
```

```

BEFORE I ELECTROCUTE YOU NEXT MO
RON PLEASE"
530 IF G=2 THEN LET R$="OH BUZZ
OFF BEFORE I DIE OF
BOREDOM
GOOD RIDDANCE"
535 GOSUB 800
540 GOTO 1100
500 CLS
    
```

```

620 PRINT "HAVE A SESSION"
630 PRINT "WITH YOUR COMPUTER"
640 PRINT "PSYCHIATRIST"
650 PRINT AT 8,0;"HIT ANY KEY"
660 PRINT AT 8,0;"PRESS ANY KE"
670 IF INKEY$="" THEN GOTO 650
680 CLS
690 RETURN
300 SCROLL
305 IF LEN R$<32 THEN PRINT R$
310 IF LEN R$<32 THEN RETURN
320 PRINT R$(1 TO 32)
330 SCROLL
340 IF LEN R$<64 THEN PRINT R$ (
33 TO LEN R$)
350 IF LEN R$<64 THEN RETURN
360 PRINT R$(33 TO 64)
370 SCROLL
380 PRINT R$(65 TO LEN R$)
390 RETURN
1000 LET A$="POTTYSTUPIDPEURILED
AFTCONSTIPATEDANHYDROUSREGURGITA
TEOFUOULSLIMEY"
1010 LET B$="LUNATICBUZZARDPOMEGR
ANATOSQUADUORMPESTILENCEMANIACHO
RONMOSQADUORM"
    
```

```

THAT"
95 IF Y$(1 TO 8)="YES I DO" TH
EN LET R$="NO YOU DON'T"
100 IF Y$(1 TO 6)="I HATE" THEN
LET R$="WELL SO WHAT, I HATE YO
U"
105 IF Y$(1 TO 8)="WHO SAYS" TH
EN LET R$="ME, AND MY WORD IS LA
W"
110 IF Y$(1 TO 7)="ARE YOU" THE
N LET R$="WHATS IT GOT TO DO WIT
H YOU?"
115 IF Y$(1 TO 10)="NO IT ISNT"
THEN LET R$="YES IT IS"
120 IF Y$(1 TO 7)="SO DO I" THE
N LET R$="GLAD WE AGREE ON SOMET
HING"
125 IF Y$(1 TO 7)="SO WHAT" THE
N LET R$="YOU""RE A MANIAC, THAT
""S WHAT"
130 IF Y$(1 TO 10)="HOW REVOLT"
THEN LET R$="JUST LIKE YOU"
140 IF Y$(1 TO 9)="NO IM NOT" T
HEN LET R$="YES YOU ARE"
150 IF Y$(1 TO 11)="YES YOU ARE
" THEN LET R$="NO I""M NOT"
160 IF Y$(1 TO 12)="NO YOU AREN
T" THEN LET R$="YES I AM"
162 IF Y$(1 TO 11)="NO YOUR NOT
" THEN LET R$="YES I AM"
167 IF Y$(1 TO 12)="NO YOURE NO
    
```

```

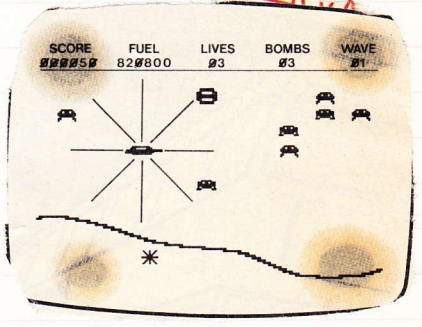
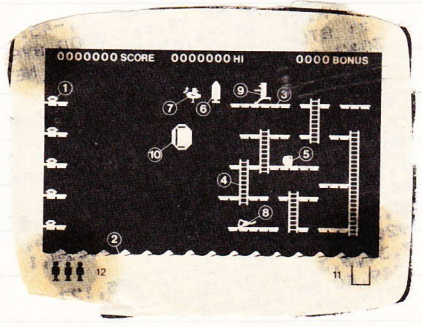
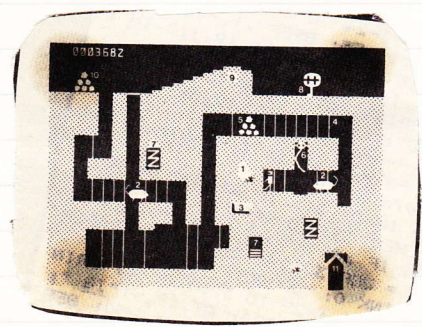
310 LET R$="ABRAHAM LINCOLN ONC
E SAID THAT"
315 RETURN
320 LET R$="YOU DO SPOUT RUBBIS
H, WHAT ON EARTH ARE YOU ON AB
OUT?"
325 RETURN
330 LET R$="WHY DON'T YOU GO A
ND PLAY ON THE M1?"
335 RETURN
340 LET R$="EXCUSE ME, YOU SEEM
TO HAVE DROPPED YOUR FALSE
TEETH"
345 RETURN
350 LET R$="BIT OF A BORE, AREN
""T YOU?"
355 RETURN
360 LET R$="THATS THE KIND OF S
UB-ADOLESCENTINFATUATION I WOULD
EXPECT FROM A "
363 GOSUB 1000
365 RETURN
370 GOTO 500
380 LET R$="VERY INTERESTING I
DON'T THINK"
385 RETURN
390 LET R$="DID YOU KNOW THAT Y
OU""VE GOT A PIECE OF FLUFF HAN
GING FROM YOUR EAR?"
395 RETURN
400 LET R$="YOU""VE GOT A BIG M
OUTH FOR A
403 GOSUB 1000
405 RETURN
410 LET R$="THATS THE FUNNIEST
THING I""VE HEARD FOR WEEKS"
415 RETURN
420 LET R$="WERE YOU ALWAYS SUC
H A JERK? LOOK AT ME-I""M PER
FECT"
425 RETURN
430 LET R$="NEGATIVE LITTLE TWE
EP, IS THAT ALL YOU""VE GOT TO
SAY?"
435 RETURN
440 LET R$="ARE YOU A POLITICIA
N, YOU
443 GOSUB 1000
444 LET R$=R$+"?"
445 RETURN
450 LET R$="YOU""VE GOT VERBAL
DIARRHOEA BY THE SOUND OF IT. N
OT UNCOMMON FOR A "
460 GOSUB 1000
470 RETURN
500 LET G=INT (RAND*3)
510 IF G=0 THEN LET R$="ITS BEE
N REALLY BORING TALKING TO YOU,
SHOVE OFF"
520 IF G=1 THEN LET R$="GO AWAY
    
```

```

1020 LET C$="P2(+6FRVINKEY$)
1030 LET D$="P2(+26GHZ)
1040 LET A=INT (RAND*9)+1
1045 LET B=INT (RAND*9)+1
1050 LET R$=R$+(A$(CODE C$(A) TO
CODE C$(A+1)-1) +B$(CODE D$(
B) TO CODE D$(B+1)-1))
1070 RETURN
1100 STOP
    
```

JUST MISS OUT ANY BLACKED OUT LINES.

TRY THIS PROGRAM.
THE 2X81 IS A PSYCHIA-
-TRIST AND YOU ARE
ITS PATIENT. THE COMPUTER
WILL NOT BE TOO NICE
TO YOU AND AS YOU WILL
FIND OUT TREATS YOU WITH
NO RESPECT AT ALL!



ROCKET MAN

FORTY NINER

Z-XTRICATOR

CARTOONS.

THIS IS A NEW ARTICLE IN THE MAGAZINE. EACH MONTH WE WILL BE FEATURING SOME NEW CARTOONS.

THE ROMS.

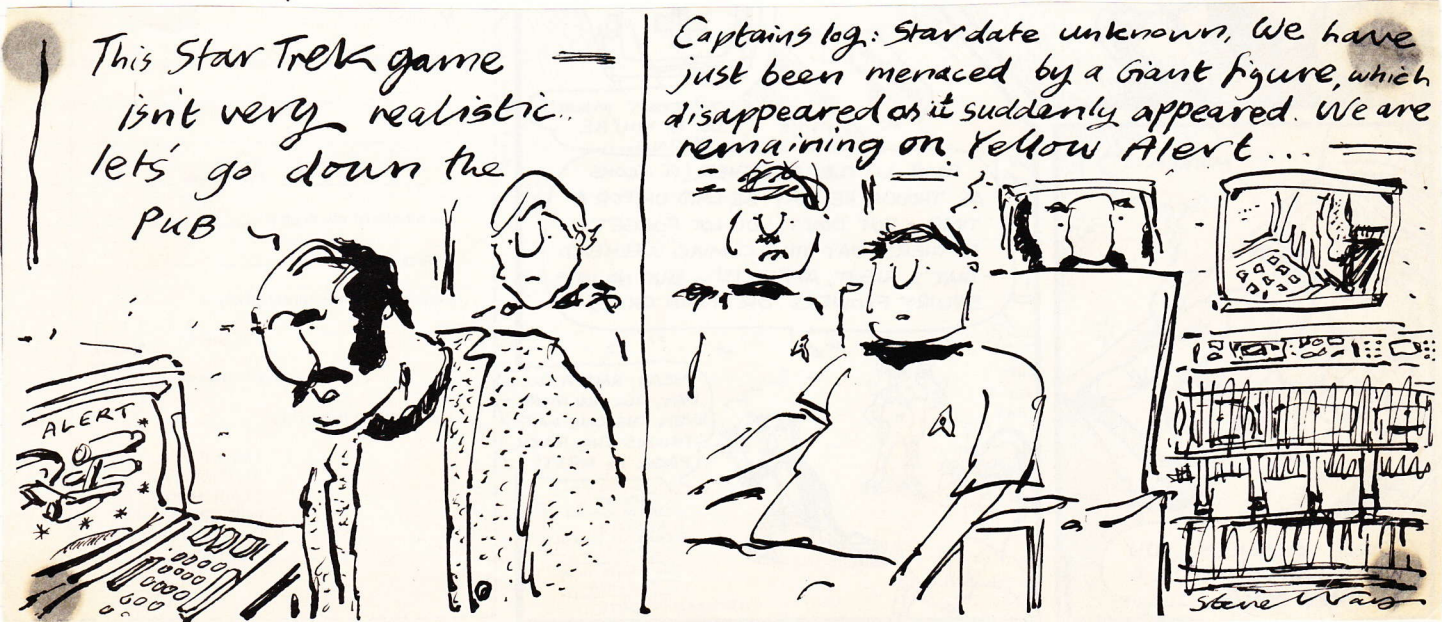


Sorry about the absence of Specy and Trum
But our artist is on holiday in the Bahamas.

THE RAMS



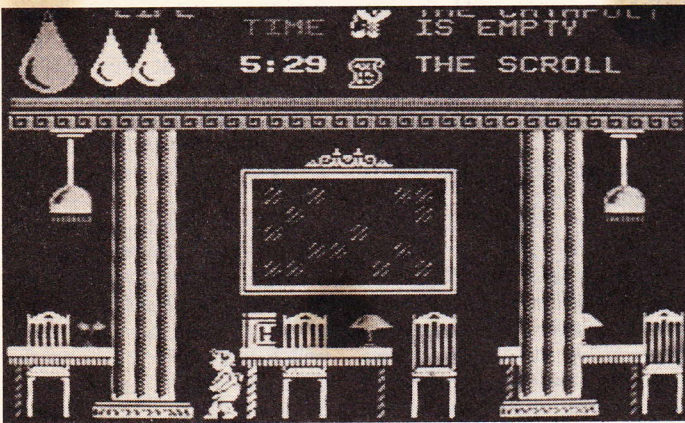
THE C.P.U.'S.



THIS MONTH WE ARE LOOKING AT.

“Everyone's a Wally”

Herbert continues Wally saga



MIKRO-GEN's latest episode on the Wally saga is *Herbert's Dummy Run*. Herbert is the baby who featured in *Everyone's a Wally*.

The game is set in a department store, where Herbert has got lost and must find his way to the Lost and Found

office to be reunited with his parents.

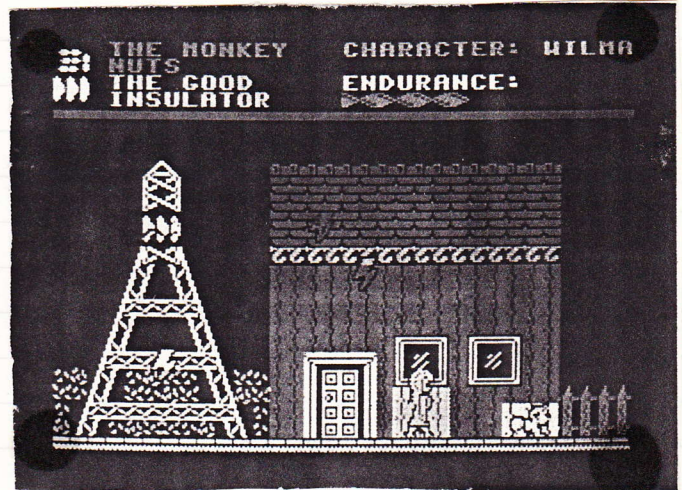
Costing £9.95, *Herbert's Dummy Run* will be launched simultaneously for the Spectrum and Commodore 64 in two weeks' time. An Amstrad version is due to follow shortly.

After the success of *Auto-mania* and *Pyjamarama* the third in the series is probably the most awaited game of the moment with the possible exception of *Alien 8*. Follow-ups are a dangerous route to take because comparisons are inevitable. Mikro-Gen seem only too aware of this and have taken pains to see that each one is better than the last. In *Everyone's a Wally* this is certainly true, but they have also expanded the game play and introduced new characters so that Wally's gang are themselves becoming possible future programs. The most notable introductions are Mrs. Week and Master Week. The missus is Wilma, a real dolly-sprite, and the youngster is Herbert, a menace on hands and knees who appears to have the freedom of Walliesville. The rest of the gang are Tom, Dick and Harry.

With the exception of Herbert (who is completely out of hand) the gang are all player-controllable, one at a time. Each of them is capable of undertaking different tasks, Dick, for instance, is the plumber. The gang has a list of tasks, most of which must be performed by the right person and with the right tools, often jobs depend on other tasks having been completed first. The overall object of the game is to collect all the code letters required to crack the bank safe to steal the money to

pay the gang. The code letters act as objects to be collected and they must be taken to the bank in the correct sequence which you have to establish.

As in *Pyjamarama* objects are scattered everywhere and are collected by walking over them which results in the carried object being deposited. Since all five player-



What was Wally's big mistake?
See pg. 10 to find out.

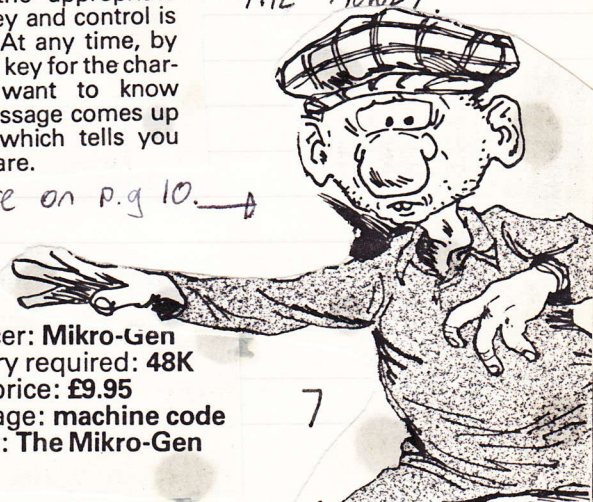
(The Life of Wally)

controlled characters lead an independent life when not under control, this can become infuriating when someone wanders in and picks up an object you were just about to collect. Exchange of control is done when an uncontrolled character enters

the same screen as your controlled character. You then just press the appropriate numerical key and control is exchanged. At any time, by pressing the key for the character you want to know about, a message comes up at the top which tells you where they are.

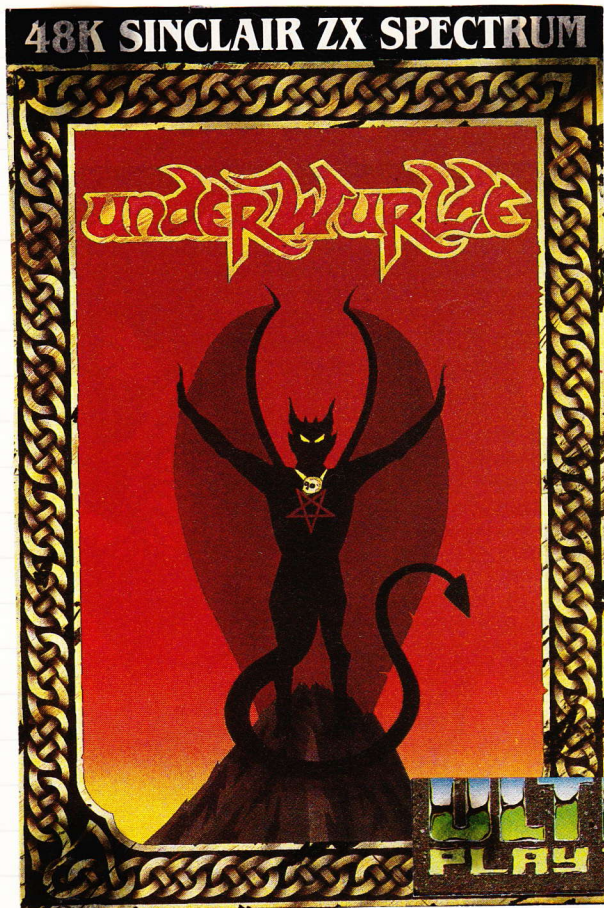
more on p.g 10. →

WHY NOT TRY THIS GAME? HERE AT A.S.M. WE ENJOYED THE GAME VERY MUCH AND THINK ITS WELL WORTH THE MONEY.



Producer: Mikro-Gen
Memory required: 48K
Retail price: £9.95
Language: machine code
Author: The Mikro-Gen team

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Address

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(5 words minimum)

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IN
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heard.

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REVIEWS

PROGRAM : Thrusta
 MICRO : Spectrum 48K
 PRICE : £2.99
 SUPPLIER : Software Projects
 Bearbrand Complex
 Allerton Road
 Liverpool

PROGRAM : Blockbusters
 MICRO : Spectrum 48K
 PRICE : £5.95
 SUPPLIER : Macsen Software
 G.B.A. Ltd.
 17 Nott Square
 SA31 1PQ

Although *Thrusta* isn't very complicated, it is a nice, little addictive game.

Your mission is to set down on the planet Spectra where aliens are rapidly taking over. They hatch from eggs & then emerge to create havoc.

It is your job to nudge a boulder on top of them as they hover below dangerously.

The screen consists of a series of platforms at different levels, with the eggs at the bottom. It is not brilliant but worth the price.

GRAPHICS : 7
 SOUND : 7
 ADDICTIVENESS : 7

Blockbusters is a version of the quite successful T.V. quiz game adapted for the popular home computers. It is a game for two single players placed on a 4 * 4 matrix of hexagons, each player attempts to form a path across the matrix. The cassette includes the game itself and hundreds of general knowledge questions to give you hours of competitive enjoyment.

You can also buy an extra, very useful, new questions tape for £5.95

GRAPHICS : 7
 SOUND : 5
 ADDICTIVENESS : 9

TOP TEN CHART

(These are our personal top ten games)

- | | | |
|----|--------------------|--------------|
| 1 | BOOTY | (FIREBIRD) |
| 2 | MATCH DAY | (OCEAN) |
| 3 | GHOSTBUSTERS | (ACTIVISION) |
| 4 | CYCLONE | (VORTEX) |
| 5 | D.T. DECATHLON | (OCEAN) |
| 6 | KONG STRIKES BACK | (OCEAN) |
| 7 | SNOOKER (S.DAVIES) | (CDS) |
| 8 | GIFT FROM THE GODS | (OCEAN) |
| 9 | FOOTBALL MANAGER | (ADDICTIVE) |
| 10 | BLOCKBUSTERS | (MACSEN) |

X WRITE YOUR TOP TEN GAMES HERE AND RETURN TO A.S.M.

ZX81: 1. 2. 3. 4. 5.
 6. 7. 8. 9. 10.

SPECTRUM: 1. 2. 3. 4. 5.
 6. 7. 8. 9. 10.

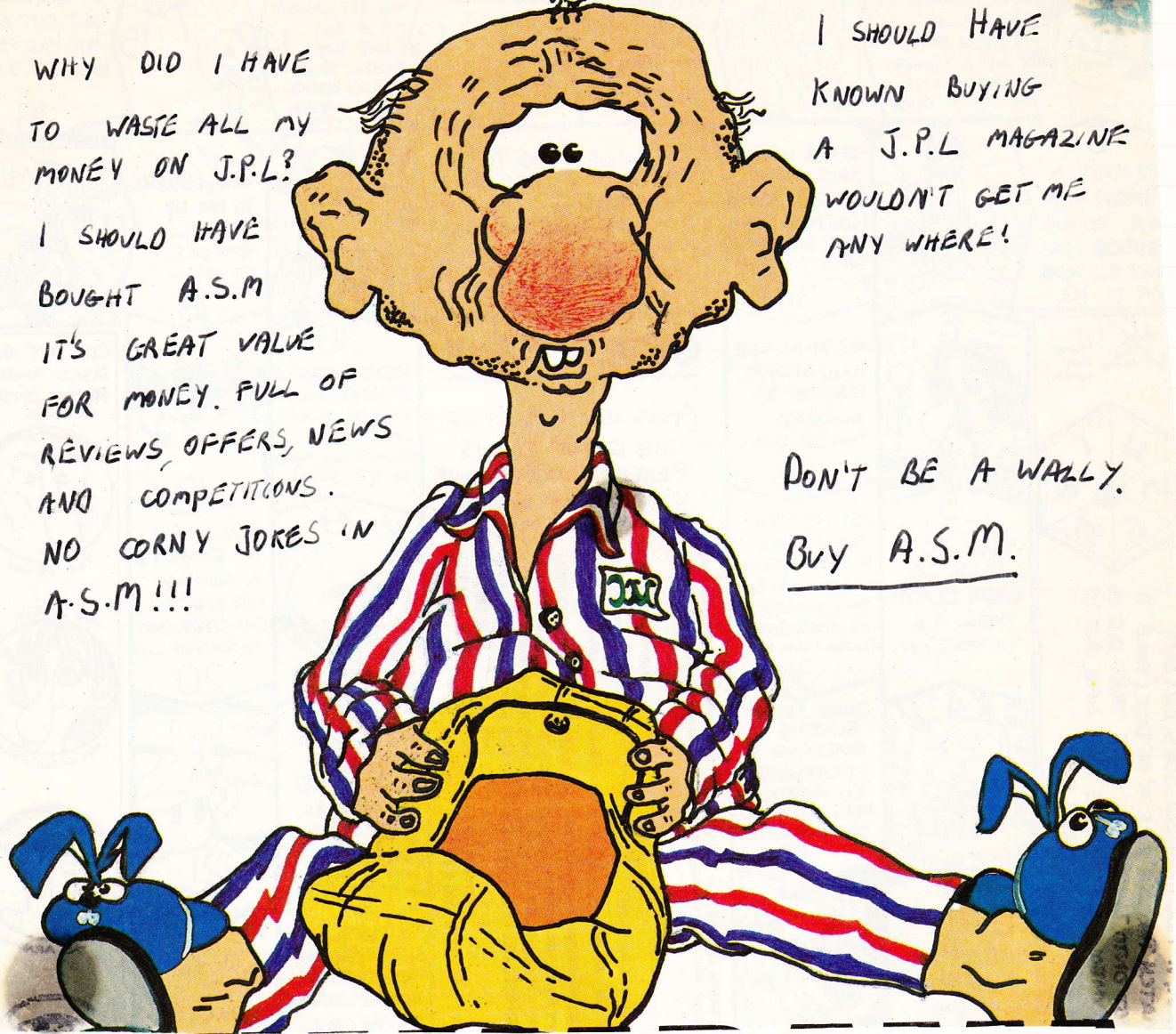
9.

HE BOUGHT J.P.L.... LOOK WHAT HAPPENED
TO HIM!

WHY DID I HAVE
TO WASTE ALL MY
MONEY ON J.P.L?
I SHOULD HAVE
BOUGHT A.S.M
IT'S GREAT VALUE
FOR MONEY. FULL OF
REVIEWS, OFFERS, NEWS
AND COMPETITONS.
NO CORNY JOKES IN
A.S.M!!!

I SHOULD HAVE
KNOWN BUYING
A J.P.L MAGAZINE
WOULDN'T GET ME
ANY WHERE!

DON'T BE A WALLY.
Buy A.S.M.



Spectrum

EXTRA
PRINT-OUT

```

50 GO SUB 500
60 LET hsc=0
70 LET sc=0: LET a=128: LET b=
2: LET s=1
80 PAPER 7: INK 0: CLS
90 FOR f=0 TO 120: PRINT INK 2
; AT RND*19,RND*31;"■": NEXT f
100 PLOT INK 2;a,b
120 LET n%=INKEY$
130 IF n%="q" THEN LET s=1
140 IF n%="a" THEN LET s=2
150 IF n%="o" THEN LET s=3
160 IF n%="p" THEN LET s=4
170 IF s=1 THEN LET b=b+2
180 IF s=2 THEN LET b=b-2
190 IF s=3 THEN LET a=a-2
200 IF s=4 THEN LET a=a+2
220 IF b=174 OR b=0 THEN GO TO
420
230 IF a=0 OR a=254 THEN GO TO
420
240 IF POINT (a,b)=1 THEN GO TO
400
250 LET sc=sc+.1
300 GO TO 100
400 FOR f=0 TO 100: NEXT f
410 CLS : PRINT AT 8,2;"You cra

```

```

shed into an obstacle"; AT 9,11;"
or yourself"; AT 11,9;"Your score
="; INT sc: IF INT sc>hsc THEN
LET hsc=INT sc: PRINT AT 3,9;"Ne
w high score"
415 PRINT AT 5,9;"High score =
";hsc: GO TO 450
420 FOR f=0 TO 100: NEXT f
430 CLS : PRINT AT 9,1;"You hit
the destructive barrier"; AT 11,9
;"Your score = "; INT sc: IF INT
sc>hsc THEN LET hsc=INT sc: PRIN
T AT 3,9;"New high score"
440 PRINT AT 5,9;"High score =
";hsc
450 PRINT AT 21,1;"Press any ke
y to start again"
460 IF INKEY$("<") THEN GO TO 70
470 GO TO 460
500 BORDER 2: PAPER 2: INK 7: C
LS
535 PRINT AT 13,1;"Beware dont
get to close to the barriers"
540 INPUT "Do you want to play
(y/n) ";j$
550 IF j%="y" THEN RETURN
560 IF j%="n" THEN STOP
570 GO TO 540

```