

SOURCE CODE – LIST

Pls note that we permit the distribution of this source code by CPC Retrodev and the University of Alicante.

We also mention this in line 10 (first) of the list.

Pls read first making of in order to better understand the philosophy of the game and this list.

Basic info: K= kicker choice, G= keeper's choice.

K and G can be 0, 1, or 2 depending on each player's choice.

After kicker's choice, we have 3 scenarios (K=0, K=1, K=2). In each of them, we ask for Keeper's choice to define G. Then we know K and G and we have 9 possible combinations. Each case from these 9 cases is designed separately.

10 TO 400: INPUT CHOICES OF GAME AND NAMES OF TEAMS AND PLAYERS

410 TO 700: START GAME - DEFINING VARIABLES

710 TO 870: GOALPOST DESIGN AND GRAPHICS

880 TO 1060: INPUT K (KICKER'S CHOICE)

1070 TO 1370: K=0 SHOOTING CENTRE and ASKING KEEPER'S CHOICE

1380 TO 1670: K=1 SHOOTING LEFT and ASKING KEEPER'S CHOICE

1680 TO 1960: K=2 SHOOTING RIGHT and ASKING KEEPER'S CHOICE

1970 TO 2010: GOALKEEPER DISAPPEAR

2020 TO 2660: 9 POSSIBLE ENDINGS FOR ALL 9 CASES OF K AND G (0, 1, OR 2) – SEE REM IN THE START OF EACH SECTION

2670 TO 3010: GOAL AND SCORE

3020 TO 3110: END OF GAME

3120 TO 3310: KICKER DESIGN AND DISAPPEAR

3320 TO 3440: RANDOM CHOICE OF COMPUTER FOR 1 PLAYER MODE ONLY

3450 TO 3580: SOUND DESIGN

list

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10 REM PENALTY KICKS by SAKIS KAFFESAKIS @ 2018. WE PERMIT THE DISTRIBUTION OF T  
HIS SOURCE CODE BY CPC RETRODEV AND UNIVERSITY OF ALICANTE  
20 BORDER 0:INK 0,0:CLS:MODE 1:PEN 1:INK 1,26:COM=0  
30 OFIA$="":OFIB$="":OFIC$="":OFID$="":OFIE$="":OLYA$="":OLYB$="":OLYC$="":OLYD$  
="":OLYE$=""  
40 LOCATE 3,1:PRINT "Welcome to...": FOR DELAY=1 TO 20:NEXT DELAY:LOCATE 13,10:P  
EN 2:INK 2,18,15:SPEED INK 15,15:PRINT "PENALTY KICKS!!!":FOR DELAY=1 TO 20:NEXT  
DELAY: PEN 3  
50 INK 3,24:FOR DELAY=1 TO 20:NEXT DELAY:LOCATE 8,22:PRINT "by SAKIS KAFFESAKIS"  
:LOCATE 28,22:PRINT CHR$(164):LOCATE 30,22:PRINT"2018":PEN 1:LOCATE 1,24:PRINT"C  
ontact for comments:skafesakis@yahoo.gr"  
60 PEN 3:LOCATE 10,17:PRINT"LOADING...PLEASE WAIT"  
70 GOSUB 3500  
80 LOCATE 10,17: PRINT"      PRESS ANY KEY!      ":PEN 1  
90 dok$=INKEY$:DOA$=INKEY$:DOB$=INKEY$:DOC$=INKEY$:DOD$=INKEY$:DOE$=INKEY$:DOF$=  
INKEY$  
100 Z$=INKEY$  
110 IF Z$="" THEN GOTO 100 ELSE GOTO 120  
120 CLS:INK 1,26:LOCATE 17,4:PRINT"CONTROLS":LOCATE 1,10:PRINT" PLAYER 1: A (LEF  
T) D (RIGHT) W (CENTRE)":LOCATE 1,13: PRINT" PLAYER 2: J (LEFT),L (RIGHT),I (CEN  
TRE)":LOCATE 2,18:PRINT"FOR GOALKEEPER NO CENTRE BUTTON NEEDED"  
130 LOCATE 10,24:PRINT"PRESS SPACE TO CONTINUE"  
140 dok$=INKEY$
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150 A$=INKEY$
160 IF A$<>" " THEN GOTO 150
170 IF A$="" THEN GOTO 150
180 IF A$=" " THEN GOTO 190
190 CLS:LOCATE 8,15:PRINT"PRESS 1 FOR ONE PLAYER GAME":LOCATE 8,18:PRINT "PRESS
2 FOR TWO PLAYER GAME"
200 L$=INKEY$
210 IF L$="" THEN GOTO 200
220 IF L$<>"1" AND L$<>"2" THEN GOTO 200
230 IF L$="1" THEN COM=2
240 IF L$="2" THEN COM=1
250 CLS:LOCATE 6,4:PRINT"PLS DEFINE BALL SPEED (FROM 1 TO 40)":LOCATE 6,10:PRINT
"1=VERY SLOW":LOCATE 6,13:PRINT"40=VERY FAST":LOCATE 6,17:PRINT"RECOMMENDED SPEE
D IS 25-30"
260 LOCATE 6,20:INPUT"SPEED? ", SPA
270 IF SPA>40 OR SPA<1 THEN GOTO 250
280 SPD=60-SPA
290 CLS:LOCATE 6,5:INPUT"TEAM 1 NAME? ",OFI$:LOCATE 6,8:INPUT "TEAM 2 NAME? ", O
LY$
300 LOCATE 10,11:PRINT "TO ENTER NAMES OF PLAYERS PRESS 1":LOCATE 10,14:PRINT"FO
R A QUICK GAME PRESS 2"
310 Y$=INKEY$
320 IF Y$="2" THEN GOTO 380
330 IF Y$="1" THEN GOTO 360

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340 IF Y$<>"1" AND Y$<>"2" THEN GOTO 310
350 IF Y$="" THEN GOTO 310
360 CLS:LOCATE 6,4:PRINT OFI$:LOCATE 6,8:INPUT"KICKER 1 NAME? ",OFIA$:LOCATE 6,1
1:INPUT "KICKER 2 NAME? ",OFIB$:LOCATE 6,14:INPUT "KICKER 3 NAME? ",OFIC$:LOCATE
6,17:INPUT"KICKER 4 NAME? ",OFID$:LOCATE 6,20:INPUT "KICKER 5 NAME? ", OFIE$
370 CLS:LOCATE 6,4:PRINT OLY$:LOCATE 6,8:INPUT"KICKER 1 NAME? ",OLYA$:LOCATE 6,1
1:INPUT "KICKER 2 NAME? ",OLYB$:LOCATE 6,14:INPUT "KICKER 3 NAME? ",OLYC$:LOCATE
6,17:INPUT"KICKER 4 NAME? ",OLYD$:LOCATE 6,20:INPUT "KICKER 5 NAME? ", OLYE$
380 REM
390 AKOL=0:PNO=0:RANDOMIZE TIME
400 SCORA=0:SCORB=0
410 REM ARXI PAIXNIDIOU START GAME
420 AKOL=AKOL+1
430 IF AKOL=1 OR AKOL=3 OR AKOL=5 OR AKOL=7 OR AKOL=9 OR AKOL=11 OR AKOL=13 OR A
KOL=15 OR AKOL=17 OR AKOL=19 OR AKOL=21 THEN TEAM$=OFI$
440 IF AKOL=2 OR AKOL=4 OR AKOL=6 OR AKOL=8 OR AKOL=10 OR AKOL=12 OR AKOL=14 OR
AKOL=16 OR AKOL=18 OR AKOL=20 OR AKOL=22 THEN TEAM$=OLY$
450 IF AKOL=1 OR AKOL=3 OR AKOL=5 OR AKOL=7 OR AKOL=9 OR AKOL=11 OR AKOL=13 OR A
KOL=15 OR AKOL=17 OR AKOL=19 OR AKOL=21 THEN PLIK=1
460 IF AKOL=2 OR AKOL=4 OR AKOL=6 OR AKOL=8 OR AKOL=10 OR AKOL=12 OR AKOL=14 OR
AKOL=16 OR AKOL=18 OR AKOL=20 OR AKOL=22 THEN PLIK=2
470 IF AKOL=1 THEN PLAYER$=OFIA$
480 IF AKOL=2 THEN PLAYER$=OLYA$
490 IF AKOL=3 THEN PLAYER$=OFIB$

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500 IF AKOL=4 THEN PLAYER$=OLYB$
510 IF AKOL=5 THEN PLAYER$=OFIC$
520 IF AKOL=6 THEN PLAYER$=OLYC$
530 IF AKOL=7 THEN PLAYER$=OFID$
540 IF AKOL=8 THEN PLAYER$=OLYD$
550 IF AKOL=9 THEN PLAYER$=OFIE$
560 IF AKOL=10 THEN PLAYER$=OLYE$
570 IF AKOL>10 THEN PLAYER$=""
580 IF AKOL=1 OR AKOL=2 THEN PNO=1
590 IF AKOL=3 OR AKOL=4 THEN PNO=2
600 IF AKOL=5 OR AKOL=6 THEN PNO=3
610 IF AKOL=7 OR AKOL=8 THEN PNO=4
620 IF AKOL=9 OR AKOL=10 THEN PNO=5
630 IF AKOL=11 OR AKOL=12 THEN PNO=6
640 IF AKOL=13 OR AKOL=14 THEN PNO=7
650 IF AKOL=15 OR AKOL=16 THEN PNO=8
660 IF AKOL=17 OR AKOL=18 THEN PNO=9
670 IF AKOL=19 OR AKOL=20 THEN PNO=10
680 IF AKOL=21 OR AKOL=22 THEN PNO=11
690 GOTO 710
700 END
710 dok$="SXEDIASH PAIXNIDIU!":CLS:MODE 2:REM GAME DESIGN
720 BORDER 0:INK 0,9:INK 1,26
730 MOVE 140,30:DRAW 480,30:DRAW 480,250:DRAW 140,250:DRAW 140,30
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740 MOVE 205,250:DRAW 205,170:DRAW 415,170:DRAW 415,250
750 MOVE 230,250:DRAW 230,340:DRAW 390,340:DRAW 390,250:DRAW 230,250
760 MOVE 245,270:DRAW 375,270:DRAW 390,340:MOVE 245,270:DRAW 230,340:MOVE 245,27
0:DRAW 230,250:MOVE 375,270:DRAW 390,250
770 FOR X=0 TO 12:MOVE 230+10*X,340:DRAW 250+10*X,270:NEXT X:MOVE 360,340:DRAW 3
77,283:MOVE 370,340:DRAW 380,300:MOVE 380,340:DRAW 385,315:MOVE 255,340:DRAW 240
,290:MOVE 245,340:DRAW 238,320
780 FOR y=0 TO 12:MOVE 245+y*10,270:DRAW 265+y*10,340:NEXT y
790 MOVE 235,259:DRAW 235,320:MOVE 385,259:DRAW 385,320
800 LOCATE 39,17:PRINT CHR$(231):LOCATE 39,6:PRINT CHR$(224):LOCATE 39,7:PRINT C
HR$(143):LOCATE 39,8:PRINT CHR$(143):LOCATE 40,7:PRINT CHR$(208):LOCATE 38,7:PRI
NT CHR$(208):LOCATE 39,9:PRINT CHR$(211):MOVE 310,256:DRAW 310,270:MOVE 311,256:
DRAW 311,270
810 LOCATE 5,5:PRINT LEFT$(OFI$,15):LOCATE 5,7:PRINT SCOR:A:LOCATE 65,5:PRINT LEF
T$(OLY$,15):LOCATE 65,7:PRINT SCOR:B:LOCATE 3,16:PRINT LEFT$(TEAM$,15):LOCATE 3,1
8:PRINT "SHOOTS":LOCATE 3,21:PRINT LEFT$(PLAYER$,15)
820 MOVE 228,250:DRAW 228,342:DRAW 392,342:DRAW 392,250:MOVE 226,250:DRAW 226,34
4:DRAW 394,344:DRAW 394,250:MOVE 229,250:DRAW 229,344:MOVE 227,250:DRAW 227,344:
MOVE 391,250:DRAW 391,344:MOVE 393,250:DRAW 393,344
830 MOVE 239,265:DRAW 239,294:MOVE 381,265:DRAW 381,294
840 IF PLIK=1 THEN GOSUB 3160
850 IF PLIK=2 THEN GOSUB 3210
860 LOCATE 65,22:PRINT" PENALTY No":LOCATE 69,24:PRINT PNO
870 IF AKOL=1 THEN GOSUB 3570
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list 880-

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880 REM INPUT K!!!!
890 DOK$=INKEY$:DOK2$=INKEY$:DOK3$=INKEY$:DOK4$=INKEY$:DOK5$=INKEY$
900 MOV$=INKEY$
910 K=0:G=0
920 IF COM=2 AND PLIK=2 THEN GOSUB 3330
930 IF COM=2 AND PLIK=2 THEN GOTO 1040
940 IF MOV$="" THEN GOTO 900
950 IF PLIK=2 THEN GOTO 1000
960 IF MOV$="W" OR MOV$="w" THEN K=0:GOTO 1070
970 IF MOV$="A" OR MOV$="a" THEN K=1:GOTO 1380
980 IF MOV$="D" OR MOV$="d" THEN K=2:GOTO 1680
990 GOTO 1030
1000 IF MOV$="I" OR MOV$="i" THEN K=0:GOTO 1070
1010 IF MOV$="J" OR MOV$="j" THEN K=1:GOTO 1380
1020 IF MOV$="L" OR MOV$="l" THEN K=2:GOTO 1680
1030 GOTO 900
1040 IF K=0 THEN GOTO 1070
1050 IF K=1 THEN GOTO 1380
1060 IF K=2 THEN GOTO 1680
1070 REM SOUT EYTHEIA K=0 SHOOTING IN CENTRE
1080 SOUND 1,250,10,15:GOV$=INKEY$
1090 LOCATE 39,17:PRINT " ":PLOT 308,135:LOCATE 39,16:PRINT CHR$(231):FOR delay=1
  TO SPD:NEXT delay:LOCATE 39,16:PRINT " ":LOCATE 39,15:PRINT CHR$(231)
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1100 FOR delay=1 TO SPD:NEXT delay:LOCATE 39,15:PRINT " ":LOCATE 39,14:PRINT CHR$(
(231):MOVE 205,170:DRAW 415,170
1110 FOR delay=1 TO SPD:NEXT delay
1120 GOU$=INKEY$
1130 IF COM=2 AND PLIK=1 THEN GOTO 1200
1140 IF PLIK=2 THEN GOTO 1180
1150 IF GOU$="J" OR GOU$="j" THEN G=1
1160 IF GOU$="L" OR GOU$="l" THEN G=2
1170 GOTO 1200
1180 IF GOU$="A" OR GOU$="a" THEN G=1
1190 IF GOU$="d" OR GOU$="D" THEN G=2
1200 LOCATE 39,14:PRINT " ":LOCATE 39,13:PRINT CHR$(231):FOR delay=1 TO SPD:NEXT
delay:LOCATE 39,13:PRINT " ":LOCATE 39,12:PRINT CHR$(231)
1210 FOR delay=1 TO SPD:NEXT delay:LOCATE 39,12:PRINT " ":LOCATE 39,11:PRINT CHR$(
(231)
1220 GOU$=INKEY$
1230 IF G=1 THEN GOTO 1330
1240 IF G=2 THEN GOTO 1330
1250 IF COM=2 AND PLIK=1 THEN GOSUB 3390:GOTO 1330
1260 IF PLIK=2 THEN GOTO 1300
1270 IF GOU$="J" OR GOU$="j" THEN G=1
1280 IF GOU$="L" OR GOU$="l" THEN G=2
1290 GOTO 1320
1300 IF GOU$="A" OR GOU$="a" THEN G=1
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list 1310-
1310 IF GOU$="d" OR GOU$="D" THEN G=2
1320 IF GOU$="" THEN G=0
1330 REM LINE EMPTY
1340 IF G=1 THEN GOTO 2250
1350 IF G=2 THEN GOTO 2460
1360 IF G=0 THEN GOTO 2020
1370 END
1380 REM SOUT ARISTERA K=1 SHOOTING LEFT
1390 SOUND 1,250,10,15:GOU$=INKEY$
1400 LOCATE 39,17:PRINT " ":PLOT 308,135:LOCATE 38,16:PRINT CHR$(231):FOR DELAY=
1 TO SPD:NEXT DELAY:LOCATE 38,16:PRINT " ":LOCATE 37,15:PRINT CHR$(231)
1410 FOR DELAY= 1 TO SPD:NEXT DELAY:LOCATE 37,15:PRINT " ":LOCATE 36,14:PRINT CHR
$(231)
1420 MOVE 205,170:DRAW 415,170:FOR DELAY=1 TO SPD:NEXT DELAY
1430 GOU$=INKEY$
1440 IF COM=2 AND PLIK=1 THEN GOTO 1510
1450 IF PLIK=2 THEN GOTO 1490
1460 IF GOU$="J" OR GOU$="j" THEN G=1
1470 IF GOU$="L" OR GOU$="l" THEN G=2
1480 GOTO 1510
1490 IF GOU$="A" OR GOU$="a" THEN G=1
1500 IF GOU$="d" OR GOU$="D" THEN G=2
1510 LOCATE 36,14:PRINT " ":LOCATE 35,13:PRINT CHR$(231)
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list 1520-

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1520 FOR DELAY=1 TO SPD:NEXT DELAY:LOCATE 35,13:PRINT " ":LOCATE 34,12:PRINT CHR$(231)
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1530 FOR DELAY=1 TO SPD:NEXT DELAY:LOCATE 34,12:PRINT " ":LOCATE 33,11:PRINT CHR$(231)
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1540 GOU$=INKEY$
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1550 IF G=1 THEN GOTO 1640
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1560 IF G=2 THEN GOTO 1640
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1570 IF COM=2 AND PLIK=1 THEN GOSUB 3390:GOTO 1640
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1580 IF PLIK=2 THEN GOTO 1620
```

```
1590 IF GOU$="J" OR GOU$="j" THEN G=1
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```
1600 IF GOU$="L" OR GOU$="l" THEN G=2
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```
1610 GOTO 1640
```

```
1620 IF GOU$="A" OR GOU$="a" THEN G=1
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```
1630 IF GOU$="d" OR GOU$="D" THEN G=2
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1640 IF G=1 THEN GOTO 2180
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1650 IF G=2 THEN GOTO 2560
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1660 IF G=0 THEN GOTO 2080
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1670 END
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1680 REM SOUT DEKSIA K=2 SHOOTING RIGHT
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1690 SOUND 1,250,10,15:GOU$=INKEY$
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1700 LOCATE 39,17:PRINT " ":PLOT 308,135:LOCATE 40,16:PRINT CHR$(231):FOR DELAY=1 TO SPD:NEXT DELAY:LOCATE 40,16:PRINT " ":LOCATE 41,15:PRINT CHR$(231):FOR DELAY=1 TO SPD:NEXT DELAY
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1710 LOCATE 41,15:PRINT " ":LOCATE 42,14:PRINT CHR$(231):MOVE 205,170:DRAW 415,17
0:FOR DELAY=1 TO SPD:NEXT DELAY
1720 GOU$=INKEY$
1730 IF COM=2 AND PLIK=1 THEN GOTO 1800
1740 IF PLIK=2 THEN GOTO 1780
1750 IF GOU$="J" OR GOU$="j" THEN G=1
1760 IF GOU$="L" OR GOU$="l" THEN G=2
1770 GOTO 1800
1780 IF GOU$="A" OR GOU$="a" THEN G=1
1790 IF GOU$="d" OR GOU$="D" THEN G=2
1800 LOCATE 42,14:PRINT " ":LOCATE 43,13:PRINT CHR$(231):FOR DELAY=1 TO SPD:NEXT
DELAY
1810 LOCATE 43,13:PRINT " ":LOCATE 44,12:PRINT CHR$(231):FOR DELAY=1 TO SPD:NEXT
DELAY:LOCATE 44,12:PRINT " ":LOCATE 45,11:PRINT CHR$(231)
1820 GOU$=INKEY$
1830 IF COM=2 AND PLIK=1 THEN GOSUB 3390:GOTO 1930
1840 IF G=1 THEN GOTO 1930
1850 IF G=2 THEN GOTO 1930
1860 IF PLIK=2 THEN GOTO 1900
1870 IF GOU$="J" OR GOU$="j" THEN G=1
1880 IF GOU$="L" OR GOU$="l" THEN G=2
1890 GOTO 1920
1900 IF GOU$="A" OR GOU$="a" THEN G=1
1910 IF GOU$="d" OR GOU$="D" THEN G=2
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1920 IF GOV$="" THEN G=0
1930 IF G=0 THEN GOTO 2130
1940 IF G=2 THEN GOTO 2380
1950 IF G=1 THEN GOTO 2310
1960 END
1970 REM GOALKEEPER DISAPPEAR
1980 LOCATE 39,6:PRINT " ":LOCATE 39,7:PRINT " ":LOCATE 38,7:PRINT " ":LOCATE 40,7
:PRINT " ":LOCATE 39,8:PRINT " "
1990 MOVE 300,270:DRAW 320,270:MOVE 290,340:DRAW 310,270:MOVE 300,340:DRAW 320,2
70:
2000 MOVE 295,270:DRAW 315,340:MOVE 305,270:DRAW 325,340
2010 RETURN
2020 REM EYTHEIA APOKROUSI K=0 G=0 SAVE IN THE CENTRE (SHOOTING CENTRE KEEPER CE
NTRE)
2030 FOR DELAY=1 TO 30:NEXT DELAY:LOCATE 39,11:PRINT " ":LOCATE 39,10:PRINT CHR$(
(231):SOUND 1,500,10,15
2040 FOR DELAY=1 TO 40:NEXT DELAY:LOCATE 39,10:PRINT " ":LOCATE 39,11:PRINT CHR$(
231):MOVE 230,250:DRAW 390,250:FOR delay=1 TO 40:NEXT delay:LOCATE 39,11:PRINT "
":LOCATE 39,12:PRINT CHR$(231):FOR delay=1 TO 40:NEXT delay
2050 LOCATE 39,12:PRINT " ":LOCATE 39,13:PRINT CHR$(231):FOR delay=1 TO 40:NEXT d
elay:LOCATE 39,13:PRINT " ":LOCATE 39,14:PRINT CHR$(231)
2060 GOTO 2740
2070 END
2080 REM SOUT ARISTERA KEEPER EYTHEIA K=1 G=0 SHOOTING LEFT KEEPER CENTRE

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2090 FOR DELAY=1 TO 40:NEXT DELAY:LOCATE 33,11:PRINT" ":LOCATE 32,10:PRINT CHR$(2
231):FOR DELAY=1 TO 40:NEXT DELAY:LOCATE 32,10:PRINT" ":LOCATE 31,9:PRINT CHR$(2
31):MOVE 230,250:DRAW 390,250
2100 LOCATE 39,6:PRINT CHR$(225)
2110 GOTO 2680
2120 END
2130 REM SOUT DEKSIA KEEPER EYTHEIA K=2 G=0 SHOOTING RIGHT KEEPER CENTRE
2140 FOR DELAY=1 TO 40:NEXT DELAY:LOCATE 45,11:PRINT" ":LOCATE 46,10:PRINT CHR$(2
231):FOR DELAY=1 TO 40:NEXT DELAY:LOCATE 46,10:PRINT" ":LOCATE 47,9:PRINT CHR$(2
231):MOVE 230,250:DRAW 390,250
2150 LOCATE 39,6:PRINT CHR$(225)
2160 GOTO 2680
2170 END
2180 REM ARISTERI APOKROUSI K=1 G=1 LEFT SAVE (SHOOTING LEFT KEEPER LEFT)
2190 LOCATE 34,10:PRINT CHR$(224):LOCATE 35,10:PRINT CHR$(143):LOCATE 36,10:PRIN
T CHR$(143):MOVE 252,252:DRAW 270,252:MOVE 252,241:DRAW 270,241:MOVE 285,252:DRA
W 302,252:MOVE 285,240:DRAW 302,240:MOVE 285,242:DRAW 302,242
2200 LOCATE 39,9:PRINT" ":MOVE 300,270:DRAW 320,270
2210 SOUND 1,500,10,15:GOSUB 1970
2220 LOCATE 33,11:PRINT" ":LOCATE 32,12:PRINT CHR$(231):FOR DELAY=1 TO 40:NEXT D
ELAY:LOCATE 32,12:PRINT" ":LOCATE 31,13:PRINT CHR$(231):FOR DELAY=1 TO 40:NEXT
DELAY:LOCATE 31,13:PRINT" ":LOCATE 30,14:PRINT CHR$(231)
2230 GOTO 2740
2240 END

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```
2250 REM K=0 G=1 SOUT EYTHEIA KEEPER ARISTERA SHOOTING CENTRE KEEPER LEFT
2260 LOCATE 34,10:PRINT CHR$(225):LOCATE 35,10:PRINT CHR$(143):LOCATE 36,10:PRIN
T CHR$(143):MOVE 252,252:DRAW 270,252:MOVE 252,241:DRAW 270,241:MOVE 285,252:DRA
W 302,252:MOVE 285,240:DRAW 302,240:MOVE 285,242:DRAW 302,242
2270 LOCATE 39,11:PRINT" ":LOCATE 39,10:PRINT CHR$(231):FOR DELAY=1 TO 40:NEXT D
ELAY:LOCATE 39,10:PRINT" ":LOCATE 39,9:PRINT CHR$(231):MOVE 300,250:DRAW 320,250
:MOVE 302,270:DRAW 320,270
2280 GOSUB 1970
2290 GOTO 2680
2300 END
2310 REM K=2 G=1 SOUT DEXIA KEEPER ARISTERA SHOOTING RIGHT KEEPER LEFT
2320 LOCATE 34,10:PRINT CHR$(225):LOCATE 35,10:PRINT CHR$(143):LOCATE 36,10:PRIN
T CHR$(143):MOVE 252,252:DRAW 270,252:MOVE 252,241:DRAW 270,241:MOVE 285,252:DRA
W 302,252:MOVE 285,240:DRAW 302,240:MOVE 285,242:DRAW 302,242
2330 LOCATE 45,11:PRINT" ":LOCATE 46,10:PRINT CHR$(231):FOR DELAY=1 TO 40:NEXT D
ELAY:LOCATE 46,10:PRINT" ":LOCATE 47,9:PRINT CHR$(231):MOVE 370,250:DRAW 350,250
2340 LOCATE 39,9:PRINT" ":MOVE 300,270:DRAW 320,270
2350 GOSUB 1970
2360 GOTO 2680
2370 END
2380 REM K=2 G=2 DEXIA APOKROUSI RIGHT SAVE (SHOOTING RIGHT KEEPER RIGHT)
2390 LOCATE 44,10:PRINT CHR$(224):LOCATE 43,10:PRINT CHR$(143):LOCATE 42,10:PRIN
T CHR$(143):MOVE 348,253:DRAW 363,253:MOVE 348,240:DRAW 363,240
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list 2400-

2400 MOVE 330,252:DRAW 313,252:MOVE 330,240:DRAW 313,240:MOVE 313,242:DRAW 330,242

2410 LOCATE 39,9:PRINT " ":MOVE 300,270:DRAW 320,270

2420 SOUND 1,500,10,15:GOSUB 1970

2430 LOCATE 45,11:PRINT " ":LOCATE 46,12:PRINT CHR\$(231):FOR delay=1 TO 40:NEXT delay:LOCATE 46,12:PRINT " ":LOCATE 47,13:PRINT CHR\$(231): FOR delay=1 TO 40:NEXT delay:LOCATE 47,13:PRINT " ":LOCATE 48,14:PRINT CHR\$(231)

2440 GOTO 2740

2450 END

2460 REM K=0 G=2 SOUT EYTHEIA KEEPER DEKSIA SHOOTING CENTRE KEEPER RIGHT

2470 LOCATE 44,10:PRINT CHR\$(225):LOCATE 43,10:PRINT CHR\$(143):LOCATE 42,10:PRINT CHR\$(143):MOVE 348,253:DRAW 363,253:MOVE 348,240:DRAW 363,240

2480 MOVE 330,252:DRAW 313,252:MOVE 330,240:DRAW 313,240:MOVE 313,242:DRAW 330,242

2490 REM EMPTY LINE

2500 LOCATE 39,11:PRINT " ":LOCATE 39,10:PRINT CHR\$(231):FOR DELAY=1 TO 30:NEXT DELAY

2510 LOCATE 39,10:PRINT " ":LOCATE 39,9:PRINT CHR\$(231)

2520 MOVE 300,270:DRAW 320,270:MOVE 300,250:DRAW 320,250

2530 GOSUB 1970

2540 GOTO 2680

2550 END

2560 REM K=1 G=2 SOUT ARISTERA KEEPER DEKSIA SHOOTING LEFT KEEPER RIGHT

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2570 LOCATE 44,10:PRINT CHR$(225):LOCATE 43,10:PRINT CHR$(143):LOCATE 42,10:PRINT CHR$(143):MOVE 348,253:DRAW 363,253:MOVE 348,240:DRAW 363,240
2580 MOVE 330,252:DRAW 313,252:MOVE 330,240:DRAW 313,240:MOVE 313,242:DRAW 330,242
2590 REM
2600 REM
2610 LOCATE 33,11:PRINT" ":LOCATE 32,10:PRINT CHR$(231):FOR DELAY=1 TO 40:NEXT DELAY:LOCATE 32,10:PRINT" ":LOCATE 31,9:PRINT CHR$(231)
2620 MOVE 240,250:DRAW 270,250
2630 LOCATE 39,9:PRINT" ":MOVE 300,270:DRAW 320,270
2640 GOSUB 1970
2650 GOTO 2680
2660 END
2670 REM GOAL!!! OR SAVE!!!
2680 LOCATE 63,19:PRINT"G O A L ! ! !"
2690 GOSUB 3470
2700 GOAL=1
2710 IF PLIK=1 AND GOAL=1 THEN LOCATE 34,20:PRINT CHR$(224)
2720 IF PLIK=2 AND GOAL=1 THEN LOCATE 44,20:PRINT CHR$(224)
2730 GOTO 2790
2740 LOCATE 63,19:PRINT"S A V E ! ! !"
2750 GOSUB 3450
2760 GOAL=0
2770 IF PLIK=1 AND GOAL=0 THEN LOCATE 34,20:PRINT CHR$(225)
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2780 IF PLIK=2 AND GOAL=0 THEN LOCATE 44,20:PRINT CHR$(225)
2790 IF AKOL=1 OR AKOL=3 OR AKOL=5 OR AKOL=7 OR AKOL=9 OR AKOL=11 OR AKOL=13 OR
AKOL=15 OR AKOL=17 OR AKOL=19 OR AKOL=21 THEN SCORA=SCORA+GOAL
2800 IF AKOL=2 OR AKOL=4 OR AKOL=6 OR AKOL=8 OR AKOL=10 OR AKOL=12 OR AKOL=14 OR
AKOL=16 OR AKOL=18 OR AKOL=20 OR AKOL=22 THEN SCORB=SCORB+GOAL
2810 LOCATE 5,7:PRINT SCORA:LOCATE 65,7:PRINT SCORB
2820 IF AKOL=10 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2830 IF AKOL=10 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2840 IF AKOL=12 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2850 IF AKOL=12 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2860 IF AKOL=14 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2870 IF AKOL=14 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2880 IF AKOL=16 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2890 IF AKOL=16 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2900 IF AKOL=18 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
```

```
2910 IF AKOL=18 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2920 IF AKOL=20 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2930 IF AKOL=20 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2940 IF AKOL=22 AND SCORA>SCORB THEN GOSUB 3120:LOCATE 35,16:PRINT OFI$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2950 IF AKOL=22 AND SCORB>SCORA THEN GOSUB 3120:LOCATE 35,16:PRINT OLY$:LOCATE 3
5,18:PRINT "WINS!!!":GOTO 3020
2960 IF AKOL=22 AND SCORA=SCORB THEN FOR DELAY=1 TO 500:NEXT DELAY:LOCATE 35,17:
PRINT"DRAW!!!":SOUND 1,119,20,15:SOUND 1,0,10,15:SOUND 1,119,10,15:SOUND 1,80,40
,15:GOTO 3050
2970 DOK$=INKEY$:LOCATE 28,25:PRINT"PRESS SPACE TO CONTINUE"
2980 MOV$=INKEY$
2990 IF MOV$<>" " THEN GOTO 2980
3000 IF MOV$=" " THEN GOTO 3010
3010 GOTO 410:REM GO BACK!!!
3020 REM END OF GAME
3030 SOUND 1,119,20,15:SOUND 1,0,10,15:SOUND 1,119,10,15:SOUND 1,80,40,15
3040 FOR DELAY=1 TO 500:NEXT DELAY
3050 LOCATE 21,20: PRINT"FOR PLAY WITH SAME TEAMS: PRESS 1"
3060 LOCATE 21,22: PRINT"FOR RESTART : PRESS 2"
3070 DOK$=INKEY$
```

```
3080 RES$=INKEY$
3090 IF RES$="1" THEN GOTO 390
3100 IF RES$="2" THEN GOTO 20
3110 GOTO 3080
3120 FOR DELAY=1 TO 500:NEXT DELAY
3130 IF PLIK=1 THEN GOSUB 3260
3140 IF PLIK=2 THEN GOSUB 3290
3150 RETURN
3160 REM LEFT 1 KICKER DESIGN
3170 LOCATE 34,20:PRINT CHR$(231):LOCATE 34,21:PRINT CHR$(143):LOCATE 34,22:PRINT CHR$(143)
3180 MOVE 271,50:DRAW 271,35::MOVE 270,50:DRAW 270,35:MOVE 264,50:DRAW 264,35:MOVE 265,50:DRAW 265,35
3190 MOVE 271,79:DRAW 280,65:MOVE 271,78:DRAW 279,65:MOVE 263,79:DRAW 254,65:MOVE 263,78:DRAW 255,65
3200 RETURN
3210 REM RIGHT 1 KICKER DESIGN
3220 LOCATE 44,20:PRINT CHR$(231):LOCATE 44,21:PRINT CHR$(143):LOCATE 44,22:PRINT CHR$(143)
3230 MOVE 351,50:DRAW 351,35::MOVE 350,50:DRAW 350,35:MOVE 344,50:DRAW 344,35:MOVE 345,50:DRAW 345,35
3240 MOVE 351,79:DRAW 360,65:MOVE 351,78:DRAW 359,65:MOVE 344,79:DRAW 335,65:MOVE 344,78:DRAW 336,65
3250 RETURN
```



```
3260 REM LEFT 1 KICKER DISAPPEAR
3270 LOCATE 34,20:PRINT " ":LOCATE 32,21:PRINT "      ":LOCATE 34,22:PRINT " ":LOCAT
E 34,23:PRINT " "
3280 RETURN
3290 REM RIGHT 1 KICKER DISAPPEAR
3300 LOCATE 44,20:PRINT " ":LOCATE 42,21:PRINT "      ":LOCATE 44,22:PRINT " ":LOCAT
E 44,23:PRINT " "
3310 RETURN
3320 REM TYXAIO TYX COM DECIDE K RANDOMLY
3330 RANDOMIZE TIME:TYX=RND
3340 FOR DELAY=1 TO 1000:NEXT DELAY
3350 IF TYX<0.33333333 THEN K=0
3360 IF TYX>0.66666666 THEN K=2
3370 IF TYX>0.33333333 AND TYX<0.66666666 THEN K=1
3380 RETURN
3390 REM TYXAIO TYXG COM DECIDE G RANDOMLY
3400 RANDOMIZE TIME:TYXG=RND
3410 IF TYXG<0.33333333 THEN G=0
3420 IF TYXG>0.66666666 THEN G=2
3430 IF TYXG>0.33333333 AND TYXG<0.66666666 THEN G=1
3440 RETURN
3450 REM SAVE SOUND
3460 FOR delay=1 TO 100:NEXT delay:SOUND 1,60,8,14:SOUND 1,95,9,14:SOUND 1,119,8
,14:RETURN
```



```
3470 REM GOAL SOUND
3480 FOR delay=1 TO 100:NEXT delay:SOUND 1,119,8,14:SOUND 1,95,8,14:SOUND 1,60,8,14:RETURN
3490 REM INTRO SOUND
3500 SOUND 1,71,15,15:SOUND 1,0,3:SOUND 1,71,15,15:SOUND 1,0,3:SOUND 1,80,15,15:
SOUND 1,0,3:SOUND 1,71,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,71,20,15
3510 SOUND 1,0,20:SOUND 1,60,15,15:SOUND 1,0,3:SOUND 1,60,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,71,25
3520 SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,60,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3
3530 SOUND 1,60,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,71,15,15:SOUND 1,0,3:SOUND 1,60,15,15:SOUND 1,0,3:SOUND 1,63,15,15:SOUND 1,0,3:SOUND 1,71,20,15:SOUND 1,0,40
3540 FOR DELAY=1 TO 250:NEXT DELAY
3550 RETURN
3560 REM SOUND ON PENALTY START
3570 SOUND 1,119,10,15:SOUND 1,95,10,15:SOUND 1,80,10,15:SOUND 1,95,10,15:SOUND 1,119,10,15:SOUND 1,95,10,15:SOUND 1,80,10,15:SOUND 1,95,10,15:SOUND 1,119,10,15:SOUND 1,95,10,15:SOUND 1,84,10,15:SOUND 1,80,10,15:SOUND 1,60,10,15
3580 RETURN
Ready
```