

10 \*\*\*\*\*

20 NAME THE JAGGED ROAD . 0

30 NAME BOFF TURNER . 0

40 \*\*\*\*\*Computing with the Astrad

50 \*\*\*\*\*

60 \*\*\*\*\*

70 \*\*\*\*\*

80 THE 2,1:THE 1,8:THE 9,11

90 THE 0,10:THE 12,0

100 \*\*\*\*\* IN PAPER 7

110 000

120 000

130 \*\*\*\*\* 1PM-4PM INITIALISE GROUP ON  
E VARIABLES

140 \*\*\*\*\* 4PM-6PM INITIALISE GROUP TO  
E VARIABLES

150 \*\*\*\*\* 1PM-4PM SET UP SCREEN

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140 GOON 110-100 PLAY NAME
170 IF count=0 THEN GOON 2700-0100-0
OFF 140
180 IF count2=0 THEN GOON 1900-001
0 140
190 NEW INITIALIZE GROUP ONE VARIABLE
0
200 0.00 drop=0.5,11,drop(110,00,cal
110,00),max(10,assal at 11)
210 SYMBOL AFTER 210
220 SYMBOL 210,0,117,127,127,117,127,
117,127
230 SYMBOL 217,0,204,204,204,204,204,
204,204
240 SYMBOL 210,127,117,117,127,117,12
7,127,0
250 SYMBOL 219,204,204,204,204,204,20

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4,204,0
260 SYMBOL 210,0,1,1,7,10,11,63,117
270 SYMBOL 211,0,120,192,204,240,240,
252,204
280 SYMBOL 211,127,43,50,15,7,1,1,0
290 SYMBOL 211,204,202,240,240,210,19
2,120,0
300 SYMBOL 214,127,43,63,11,50,15,15,
0
310 SYMBOL 210,204,202,202,240,240,24
0,240,0
320 SYMBOL 214,0,1,15,50,43,63,117,12
7
330 SYMBOL 217,0,191,240,240,211,202,
204,204
340 SYMBOL 210,127,117,63,43,11,15,5,
0

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350 SYMBOL 219,204,204,202,202,240,24
0,192,0
360 SYMBOL 240,0,1,1,5,1,7,7,15
370 SYMBOL 241,0,120,120,192,192,204,
204,240
380 SYMBOL 242,10,11,50,43,63,117,127
,0
390 SYMBOL 243,240,240,240,252,252,25
4,204,0
400 SYMBOL 244,0,0,0,0,1,1,1,15
410 SYMBOL 245,0,0,0,0,120,120,0,204
420 SYMBOL 246,1,1,1,0,0,0,0,0
430 SYMBOL 247,0,120,64,12,0,0,0,0
440 SYMBOL 249,0,0,0,0,0,7,5,15
450 SYMBOL 250,0,0,0,0,0,120,100,240
460 SYMBOL 251,0,1,1,2,0,0,0,0
470 SYMBOL 252,0,11,64,44,0,0,0,0

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480 dropset11,1)=C@B(C21a)+C@B(C21)
490 dropset11,2)=C@B(C21b)+C@B(C21)
500 dropset12,1)=C@B(C21b)+C@B(C21)
510 dropset12,2)=C@B(C22)+C@B(C21)
520 dropset13,1)=C@B(C21b)+C@B(C21)
530 dropset13,2)=C@B(C21a)+C@B(C21)
540 dropset14,1)=C@B(C21a)+C@B(C21)
550 dropset14,2)=C@B(C21)+C@B(C21)
560 dropset15,1)=C@B(C21b)+C@B(C21)
570 dropset15,2)=C@B(C21)+C@B(C21)
580 want11=C@B(C44)+C@B(C45)
590 want12=C@B(C44)+C@B(C47)
600 wantset11=C@B(C24b)+C@B(C25)
610 wantset12=C@B(C21)+C@B(C22)
620 gup1=C@B(C21)+C@B(C21)
630 score1=0
640 fast1=10
650 want1=0
660 hit1=0
670 REM INITIALISE GROUP TWO PHASE1
0
680 a1=0
690 a1=(800/100)*
700 want1=0
710 counter1=79
720 t1=0
730 bonus=0
740 total1=0
750 FOR j=1 TO 10
760 FOR j=1 TO 10
770 dropset1,j)=(INT(RND(11)+5)+1
780 col1=j,11)=(INT(RND(11)+5)+1
790 NEXT
800 NEXT
810 hit1=0
820 REM TITLE1
830 PAPER 0:POB 1
840 MOVE 0
850 LOCATE 1,1
860 PRINT"THE BROWN GAME"
870 LOCATE 4,12
880 PRINT"by"
890 LOCATE 4,15
900 PRINT"David Turner"
910 LOCATE 5,14
920 PRINT"PRESS A KEY"
930 WHILE INKEY=""GOTO
940 GOTO
950 MOVE 1
960 FOR 1
970 PRINT"***** INSTRUCTIONS *****"
980 FOR 1
990 PRINT
1000 PRINT"Collect all the BROWN by"
1010 PRINT"moving your"
1020 PRINT"man around the screen using"
1030 PRINT"2,3,4 and 1 keys"
1040 PRINT
1050 PRINT"Only collect BROWN of a s
1060 colour 00"
1070 PRINT"shape as indicated at the"
1080 PRINT"screen"
1090 PRINT
1100 PRINT"Stop as an unsafe BROWN a"
1110 PRINT"nd you will"
1120 PRINT"be reported"
1130 PRINT
1140 PRINT"Score 10 points per BROWN"
1150 PRINT"collected"
1160 PRINT"or 100 points for one white"
1170 PRINT"3 shapes"
1180 PRINT"the safe BROWN is shape 0"
1190 PRINT"00 colour"
1200 PRINT
1210 PRINT"bonus score is given for"
1220 PRINT"every screen"
1230 PRINT"cleared"
1240 PRINT
1250 PRINT"hold the BROWN which ap"
1260 PRINT"pears across the"
1270 PRINT"PRINT"
1280 FOR 1
1290 PRINT"***** PRESS A KEY *****"
1300 WHILE INKEY=""GOTO
1310 RETURN
1320 REM SET UP SCREEN
1330 MOVE 0,0
1340 MOVE 0,70,12
1350 MOVE 0,70,12
1360 MOVE 0,70,12
1370 MOVE 0,70,12
1380 MOVE 0,70,12
1390 MOVE 0,70,12
1400 MOVE 0,70,12
1410 MOVE 0,70,12
1420 MOVE 0,70,12
1430 MOVE 0,70,12
1440 MOVE 0,70,12
1450 MOVE 0,70,12
1460 MOVE 0,70,12
1470 MOVE 0,70,12
1480 MOVE 0,70,12
1490 MOVE 0,70,12
1500 MOVE 0,70,12
1510 MOVE 0,70,12
1520 MOVE 0,70,12
1530 MOVE 0,70,12
1540 MOVE 0,70,12
1550 MOVE 0,70,12
1560 MOVE 0,70,12
1570 MOVE 0,70,12
1580 MOVE 0,70,12
1590 MOVE 0,70,12
1600 MOVE 0,70,12
1610 MOVE 0,70,12
1620 MOVE 0,70,12
1630 MOVE 0,70,12
1640 MOVE 0,70,12
1650 MOVE 0,70,12
1660 MOVE 0,70,12
1670 MOVE 0,70,12
1680 MOVE 0,70,12
1690 MOVE 0,70,12
1700 MOVE 0,70,12
1710 MOVE 0,70,12
1720 MOVE 0,70,12
1730 MOVE 0,70,12
1740 MOVE 0,70,12
1750 MOVE 0,70,12
1760 MOVE 0,70,12
1770 MOVE 0,70,12
1780 MOVE 0,70,12
1790 MOVE 0,70,12
1800 MOVE 0,70,12
1810 MOVE 0,70,12
1820 MOVE 0,70,12
1830 MOVE 0,70,12
1840 MOVE 0,70,12
1850 MOVE 0,70,12
1860 MOVE 0,70,12
1870 MOVE 0,70,12
1880 MOVE 0,70,12
1890 MOVE 0,70,12
1900 MOVE 0,70,12
1910 MOVE 0,70,12
1920 MOVE 0,70,12
1930 MOVE 0,70,12
1940 MOVE 0,70,12
1950 MOVE 0,70,12
1960 MOVE 0,70,12
1970 MOVE 0,70,12
1980 MOVE 0,70,12
1990 MOVE 0,70,12
2000 MOVE 0,70,12

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1000 IF counter3=0 THEN fast1=fast2-1
1010 IF fast1=0 THEN fast1=0
1020 RETURN
1030 REM MOVE MAN
1040 x2=x1+y2*y1
1050 IF x1=0 THEN IF fast1(1)=0 THEN
x1=x2-1
1060 IF x1=0 THEN IF fast1(1)=0 THEN
x1=x2+1
1070 IF y1=0 THEN IF fast1(1)=0 THEN
y1=y2-1
1080 IF y1=0 THEN IF fast1(1)=0 THEN
y1=y2+1
1090 IF x1=x2 AND y1=y2 THEN RETURN
1100 LOCATE x1+1,y1+1:PRINT gos
1110
1120 LOCATE x1+1,y1+1:PRINT gos
1130
1140 PER 4
1150 LOCATE x1+1,y1+1:PRINT aad1
(1)
1160 LOCATE x1+1,y1+1:PRINT aad1
21
1170 IF a1=x1 AND a2=y1 THEN GOTO 22
22a1=a2+1:IF a1=8 THEN a1=1
1180 SOUND 1,200,5,7
1190 SOUND 210:REM CHECK MONIA
1200 RETURN
1210 REM CHANGE SAVE MONIA
1220 counter3=1
1230 IF counter3=8 AND 11:50 THEN RET
URN
1240 counter3=0
1250 SOUND 1,200,20,7:SOUND 1,400,10,
5
1260 FOR delay=0 TO 100:NEXT
1270 counter3=INT random(2)+1
1280 shape=INT random(4)+1
1290 PER color1
1300 LOCATE 18,1:PRINT dropoffshape1
(1)
1310 LOCATE 18,1:PRINT dropoffshape1
(1)
1320 PER 7
1330 RETURN
1340 REM CHECK MONIA STATUS
1350 IF col1(x1,y1)=color1 OR drop1
(x1,y1)=shape1 THEN GOTO 23a:GOTO 2
1360
1370 IF col1(x1,y1)=0 THEN RETURN
1380 SOUND 210
1390 counter3=counter3+1
1400 col1(x1,y1)=drop1(x1,y1)+0
1410 RETURN
1420 REM UPDATE SCORE
1430 PER 1
1440 counter3=1
1450 IF score1=0 THEN score1=1
1460 LOCATE 1,1:PRINT score1
1470 RETURN
1480 REM LONG ONE LIFE
1490 PER 4
1500 aad1=a1-1
1510 GOTO 2410
1520 IF aad1=0 THEN RETURN
1530 PER 4
1540 LOCATE 17,1:PRINT SPIC(1)
1550 LOCATE 17,1:PRINT (8*random(
1,100)+2011)
1560 RETURN
1570 REM DRAW SQUARES
1580 DRAWIN 8,8,8,129,00,200
1590 a1=x1-1:a2=y1
1600 a1=x1+1-a1+1
1610 a1=x1-1-a1+1
1620 a1=x1+1-a1+1
1630 WHILE a1<0
1640 MOVE a1,1
1650 GOTO a1+1,a1,random(15)
1660 GOTO a1+1,a1+1
1670 GOTO a1+1,a1+1
1680 GOTO 1,1,8,7,8,8,10
1690 GOTO
1700 value=TIME
1710 WHILE TIME-date=0000
1720 GOTO
1730 CLS 7
1740 DRAWIN 8,8,8,129,100
1750 IF aad1=0 THEN GOTO 2000
1760 PER 4
1770 IF aad1=0 THEN LOCATE x1+1,y1
+1:PRINT aad1(1)
1780 IF aad1=0 THEN LOCATE x1+1,y1
+1:PRINT aad1(2)
1790 RETURN
1800 REM DISPLAY MONIA
1810 FOR i=0 TO 10
1820 PER i=0 TO 8
1830 PER col1(i),j1
1840 LOCATE i1+1-i,j1+1:PRINT a
repeat1:drop1(i1,j1,1)
1850 LOCATE i1+1-i,j1+1:PRINT a
repeat1:drop1(i1,j1,2)
1860 GOTO
1870 GOTO
1880 RETURN
1890 RETURN
1900 REM GAME OVER
1910 IF score1=0 THEN score1=1
1920 CLS 7
1930 PER 4
1940 LOCATE 1,1:PRINT "GAME OVER"
1950 LOCATE 2,1:PRINT "YOUR SCORE "
SCORE1
1960 LOCATE 3,1:PRINT "HIGH SCORE "
H1
1970 LOCATE 3,1:PRINT "PLAY AGAIN (y
or n)"
1980 IF "Y"
1990 IF "n" OR "Y" THEN RETURN
2000 IF "n" OR "Y" THEN CLS:GOTO
1:GOTO0
2010 GOTO 2000
2020 REM END GAME TO SCORE
2030 WHILE counter3
2040 score1=score1+1
2050 LOCATE 1,1:PRINT score1
2060 LOCATE 1,1:PRINT SPIC(1)
2070 SOUND 1,200,5,7
2080 GOTO
2090 RETURN
2100 REM MOVE MONIA
2110 PER 1:GOTO 2000:GOTO 1(1)
2120 a1=x1+1:a2=y1
2130 IF col1(a1,a2)=0 THEN PER 7
2140 LOCATE a1+1,a1+1:PRINT
2150 PRINT aad1(1)
2160 IF a1=x1 AND a2=y1 THEN GOTO 22
22a1=a2+1:IF a1=8 THEN a1=1
2170 SOUND 210
2180 SOUND 4,20,10,5
2190 RETURN

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