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10 REM ** Hide the Rat **
20 REM ** a game for the Amstrad CPC 464 **
30 REM ** Steve Lucas July 1984 **
40 RANDOMIZE TIME: REM set random number generator to r
andom start
50 LX=6: REM alter this number to suit number of lives
you want !
60 BORDER 8
70 MODE 1
80 GOBUB 1130 : REM titles
90 REM ** define characters **
100 SYMBOL AFTER 238
110 SYMBOL 239,255,255,255,255,255,255,255,255
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120 SYMBOL 240,192,128,156,191,255,255,65,113
130 SYMBOL 241,0,96,112,88,204,252,0,192
140 SYMBOL 242,48,32,32,32,32,32,31,15
150 SYMBOL 243,1,3,7,7,3,1,255,255
160 SYMBOL 244,0,128,192,240,176,240,248,136
170 SYMBOL 245,7,3,1,1,0,1,1,0
180 SYMBOL 246,255,255,253,129,128,129,193,0
190 SYMBOL 247,134,128,428,128,128,128,192,0
200 SYMBOL 248,7,4,13,12,4,6,1,1
210 SYMBOL 249,240,16,88,152,16,48,192,192
220 SYMBOL 250,0,3,6,12,9,9,9,9
230 SYMBOL 251,128,224,176,216,72,72,72,72
240 SYMBOL 252,29,21,21,3,3,3,6,4
250 SYMBOL 253,92,212,212,224,224,224,48,16
260 SYMBOL 254,4,6,4,28,28,0,0,0
270 SYMBOL 255,16,48,16,28,28,0,0,0
280 aa#=CHR$(242)+CHR$(243)+CHR$(244)+CHR$(10)+CHR$(8)+
CHR$(8)+CHR$(8)+CHR$(245)+CHR$(246)+CHR$(247)
290 ab#=CHR$(240)+CHR$(241)
300 ac#=CHR$(248)+CHR$(249)+CHR$(10)+CHR$(8)+CHR$(8)+CH
R$(250)+CHR$(251)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(252)+CH
R$(253)+CHR$(10)+CHR$(
8)+CHR$(8)+CHR$(254)+CHR$(255)
310 REM ** select colours **
320 INK 0,24:INK 1,20:INK 2,6:INK 3,2
330 PEN 1
340 REM ** draw board **
350 tx=4:dx=STRING$(3,CHR$(143))
360 aa=STRING$(3,CHR$(143))
370 fa=dx+STRING$(3,CHR$(32))
380 ga=aa+aa+aa+aa+aa
390 ha=fa+fa+fa+fa+fa
400 FOR t=1 TO 4
410 FOR x=1 TO 3:PRINT ga:NEXT
420 FOR x=1 TO 3:PRINT ha:NEXT
430 NEXT
440 MOVE 0,18:DRAW 480,18,3
450 DRAW 480,400,3
460 LOCATE 1,25: PEN 2:PRINT" A B C D E F G H I
J"
470 MOVE 515,400: DRAW 515,0,3
480 FOR y=1 TO 8: LOCATE 32,Y*3-1:PRINT CHR$(48+y): NEX
T:LOCATE 1,1
490 REM ** hide rat somewhere on the board **
500 ax=INT(RND(1)*10)+1:bx=INT(RND(1)*8)+1
510 REM ** main control loop **
520 WHILE ax>0
530 GOSUB 690
540 ax=ax-1
550 tx=ax-1
560 WEND
570 CLS #2: PRINT#2,"You didn't find it"
580 aa="abcdefghij"
590 b#=MID$(aa,ax,1)
600 PEN #2,3
610 PRINT#2,"It was in "
620 IF ax=1 OR ax=3 OR ax=5 OR ax=7 OR ax=9 THEN GOSUB
1390 ELSE GOSUB 1410
630 PEN #2,2:PRINT#2,b#:bx
640 LOCATE ax*3-2,bx*3-1:PEN 3:PRINT aa#
650 PRINT #2:PRINT#2:PRINT#2
660 PRINT#2,"Press Space Bar."
670 aa=INKEY$: IF aa<>" " THEN 670
680 RUN
690 WINDOW #1,34,40,18,25
700 WINDOW #2,34,40,1,16: PEN #1,2
710 PEN #1,3: PAPER #1,1: CLS #1:PRINT#1," Enter guess
now"
720 aa=INKEY$: IF aa="" THEN 720
730 aa=UPPER$(aa):LOCATE 36,22:PRINT aa+" "
740 cx=ASC(aa)
750 IF cx<65 OR cx>74 THEN 720
760 cx=cx-64
770 aa=INKEY$: IF aa="" THEN 770
780 dx=ASC(aa)-48: IF dx>8 OR dx<1 THEN 770
790 LOCATE 38,22: PRINT dx
800 IF cx=1 OR cx=5 OR cx=3 OR cx=9 OR cx=7 THEN BOSU
B 1350 ELSE GOSUB 1370
810 LOCATE cx*3-1,dx*3-1:PEN 2: PRINT ab#: LOCATE 4,10
:PRINT CHR$(7)
820 b#=""

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830 IF aX=cX AND dX=bX THEN RETURN 940
840 IF dX>bX THEN GOSUB 890 ELSE GOSUB 910
850 CLS #2: PRINT#2,"Lives:-"; aX-1
860 PRINT#2:PRINT#2,aa#:PRINT#2:PRINT#2
870 PEN #2,2: PRINT#2," 8a": PRINT #2:PRINT #2: PEN #2
,3: PRINT #2,"  ",b#
880 RETURN
890 b#="H": IF cX<aX THEN b#-b#+ "E" ELSE IF cX>aX THEN
b#-b#+ "W"
900 RETURN
910 IF bX>dX THEN b#="S"
920 IF aX>cX THEN b#-b#+ "E" ELSE IF cX>aX THEN b#-b#+ "W"
"
930 RETURN
940 CLS
950 LOCATE 1,4: PEN 2: PRINT ac#
960 LOCATE 20,4: PRINT ac#
970 LOCATE 4,22: PEN 3: PRINT ac#
980 LOCATE 20,22: PRINT ac#
990 LOCATE 2,10: PEN 2: PRINT "Well Done. You have found t
he rat !"
1000 RESTORE
1010 FOR x= 1 TO 34
1020 READ d: SOUND 5,d,20,15
1030 FOR t=1 TO 10: NEXT t
1040 NEXT x
1050 LOCATE 2,15: PEN 3: PRINT "Would you like another g
ame (Y/N) ?"
1060 a$=INKEY$: IF a$="" THEN 1060.
1070 a$=LOWER$(a$)
1080 IF a$="y" THEN RUN
1090 IF a$<>"n" THEN 1060
1100 CLS: LOCATE 5,15: PRINT "Goodbye..Thank you for pla
ying !"
1110 END
1120 DATA 239,239,213,239,190,239,239,213,190,179,159,2
39,239,213,190,179,159,239,239,213,239,159,239,142,239,
127,239,127,142,159,17
9,190,213,239
1130 BORDER 15: INK 0,0: INK 1,24: INK 2,6: INK 3,26
1140 PAPER 0
1150 CLS: PEN 1: LOCATE 12,5: PRINT "Catch The Rat"
1160 PRINT:PRINT:PRINT: PEN 2: PRINT "A game of skill for
the Amstrad CPC 464"

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1170 PRINT:PRINT:PRINT:PEN 3: PRINT"      by Steve W. L
ucas      July 1984"
1180 PRINT:PRINT:PRINT:PEN 1: PRINT"A rat has escaped a
nd you have been sent to track it down !"
1190 PRINT"It is hiding somewhere on the 10XB board whic
h is displayed on the screen. You have only five turn
s in which to try to l
ocate it."
1200 RESTORE
1210 FOR x= 1 TO 34
1220 READ d: SOUND 5,d,20,15
1230 FOR t=1 TO 10: NEXT t
1240 NEXT x
1250 PEN 2:PRINT:PRINT"Press the <Space Bar> to cont
inue."
1260 a$=INKEY$: IF a$(">") THEN 1260
1270 CLS:PEN 3
1280 PRINT"The board is labelled and you must send in t
he rat cats to see if it is hiding there. After each a
ttempt you will be t
old a compass direction which you will need to go in fo
r your next turn !"
1290 PRINT:PRINT:PRINT:PEN 1:PRINT"The coordinates of t
he square you want to search must be entered in the fo
rm letter number (e
g. E4)."
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1300 LOCATE 2,24:PEN 2: PRINT"Press <Space Bar> to st
art game."
1310 a$=INKEY$: IF a$(">") THEN 1310
1320 CLS
1330 BORDER 8
1340 RETURN
1350 IF dX=1 OR dX=3 OR dX=5 OR dX=7 THEN PAPER 0 ELSE
PAPER 1
1360 RETURN
1370 IF dX=2 OR dX=4 OR dX=6 OR dX=8 THEN PAPER 0 ELSE
PAPER 1
1380 RETURN
1390 IF bX=1 OR bX=3 OR bX=5 OR bX= 7 THEN PAPER 0 ELSE
PAPER 1
1400 RETURN
1410 IF bX=2 OR bX=4 OR bX=6 OR bX=8 THEN PAPER 0 ELSE
PAPER 1
1420 RETURN

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