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10 ' HEXER
20 ' based on the game "HEX" by Mr Piet Hein
30 ' invented in 1942
40 ' altered and turned into CPC game by
50 ' Nikolai Ivanovic
60 ' Feb 1990
70 '
80 ' THE AMSTRAD USER, JUNE 1990
90 '
100 RESTORE 100:PRINT CHR$(23):CHR$(8)
110 '
120 GOSUB 930 'initialisation and screen set up
130 '
140 GOSUB 590:GOTO 140 'main game
150 '
160 ' --- SUB-ROUTINES ---
170 '
180 ' hexagon maker
190 DRAW 20,0:DRAW 5,10:DRAW -5,10:DRAW -20,0:DRAW
-5,-10:DRAW 5,-10
200 RETURN
210 ' get rid of cursor
220 MOVE x,y:MOVE 5,0:DRAW -10,0:MOVE 5,5:DRAW 0,-
10:RETURN
230 k=((180-70)*(320-x)+(320-44)*70)/(320-44):IF k>y TH
EN wr=1:RETURN
240 k=((70-180)*(574-x)+(574-300)*180)/(574-300):IF k>y
THEN wr=1:RETURN
250 k=((180-290)*(320-x)+(320-44)*290)/(320-44):IF k<y
THEN wr=1:RETURN
260 k=((290-180)*(574-x)+(574-300)*180)/(574-300):IF k<
y THEN wr=1:RETURN
270 RETURN
280 ' place hexagon on board
290 MOVE x-10,y-11:DRAW 20,0:DRAW 5,10:DRAW -5,10:DR
AW -20,0:DRAW -5,-10:DRAW 5,-10:MOVE 5,5:FILL tur
300 PLOT x,y:FOR ro=1 TO 6:IF TEST(x+ro*(ro),y+ro*(ro))
<>tur THEN GOSUB 430
310 NEXT:RETURN
320 MOVE q,w:FOR a=1 TO 6:READ x,y:DRAW x,y:NEXT:RETU
RN
330 MOVE q,w:FOR a=1 TO 6:READ x,y:DRAW -(x),y:NEXT:RE
TURN
340 ' someones won!!!!
350 FOR a=600 TO 1 STEP -10:SOUND 1,a,2,15:NEXT
360 IF tur=2 THEN MOVE 164,126:FILL 2:INK 2,2,10:LOCATE
16,23:PRINT "BLUE WON!!!"
370 IF tur=3 THEN MOVE 454,124:FILL 3:INK 3,6,10:LOCATE
16,23:PRINT "RED WON!!!"
380 ' score
390 PEN 1:LOCATE 7,24:PRINT "PRESS ANY KEY FOR ANOTHER
GAME"
400 IF tur=2 THEN bluescore=bluescore+1 ELSE redscore=r
edscore+1
410 LOCATE 7,25:PEN 1:PRINT "SCORE : ";:PEN 2:PRINT "BL

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UE "bluescore:PEN 3:PRINT "RED ";:redscore:
420 CLEAR INPUT:WHILE INKEY#"";WEND:GOTO 100
430 ' round line insertion
440 GRAPHICS PEN 1:IF ro=6 THEN 460
450 MOVE x+ro*(ro),y+ro*(ro):DRAW x+ro*(ro+1),y+ro*(
ro+1):RETURN
460 MOVE x+ro*(ro),y+ro*(ro):DRAW x+ro*(1),y+ro*(1)
:RETURN
470 ' arrow shooter
480 GRAPHICS PEN tur:PRINT CHR$(23):CHR$(1):
490 IF tur=2 THEN MOVE 534,350:DRAW 562,266:DRAW 562,31
4:DRAW 534,350
500 IF tur=2 THEN MOVE 534,350:DRAW 562,266:DRAW 562,31
4:DRAW 534,350
510 IF tur=2 THEN MOVE 562,314:DRAW x,y:MOVE 562,314:DR
AW x,y
520 IF tur=3 THEN MOVE 186,350:DRAW 78,266:DRAW 78,314:
DRAW 186,350
530 IF tur=3 THEN MOVE 186,350:DRAW 78,266:DRAW 78,314:
DRAW 186,350
540 IF tur=3 THEN MOVE 78,314:DRAW x,y:MOVE 78,314:DRAW
x,y
550 GRAPHICS PEN tur:RETURN
560 '
570 ' --- MAIN GAME ---
580 '
590 x=310:y=281:IF tur=3 THEN tur=2:osco=3: ELSE tur=3:
osco=2 'select turns
600 ' set up and tell user for next turn
610 PEN tur:LOCATE 16,23:PRINT player$(tur):PEN 1:LOCAT
E 15,24:PRINT "Place Hexagon":
620 PRINT CHR$(23):CHR$(1):GRAPHICS PEN tur
630 ' place cursor
640 MOVE x,y:MOVE 5,0:DRAW -10,0:MOVE 5,5:DRAW 0,-1
0:FOR a=1 TO 100:NEXT
650 ' cursor and input loop
660 now=now+1:IF INKEY(74)=0 AND x>25 THEN GOSUB 220
:xx=x-25:GOTO 640 'left
670 IF INKEY(75)=0 AND x<618 THEN GOSUB 220:x=x+25:G
OTO 640 'right
680 IF INKEY(72)=0 AND y<388 THEN GOSUB 220:y=y+10:
GOTO 640 'up
690 IF INKEY(73)=0 AND y>10 THEN GOSUB 220:y=y-10:G
OTO 640 'down
700 IF INKEY(76)=0 THEN GOTO 740 ' fire button
710 IF INKEY(79)=0 THEN GOTO 100 'reset
720 IF now=300 THEN now=0:SOUND 1,200,10,12:GOTO 660:EL
SE GOTO 660
730 'see if cursor is in spare hexagon
740 GOSUB 230:IF wr=1 THEN wr=0:GOTO 660 ' is cursor on
the board?
750 IF TEST (x,y)<>0 THEN GOTO 660
760 ' get rid of cursor and sound effects
770 now=0:GOSUB 220:FOR so=1 TO 30:SOUND 1,so,2,12:NEXT
780 ' shoot arrow

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790 GOSUB 480 ' draw and fire
800 PRINT CHR$(23);CHR$(8)
810 ' put hexagon on board
820 GOSUB 290
830 ' test to see if connection made
840 GRAPHICS PEN 1:IF tur=2 THEN MOVE 164,126:FILL 3:IF
TEST(454,236)=3 THEN GOSUB 340:MOVE 164,126:FILL 2
850 MOVE 164,126:FILL 2
860 IF tur=3 THEN MOVE 454,124:FILL 2:IF TEST(164,236)=
2 THEN GOSUB 340:MOVE 454,124:FILL 3
870 MOVE 454,124:FILL 3
880 RETURN
890 '
900 ' --- INITIALISATION AND SCREEN SET UP ---
910 '
920 ' set mode and inks
930 MODE 1:INK 0,0:BORDER 0:PAPER 0:INK 1,25:INK 2,2:IN
K 3,6
940 ' drawing board
950 GRAPHICS PEN 1:MOVE 380,290:FOR a=1 TO 11:MOVE -25
0,-120:FOR b=1 TO 11
960 GOSUB 190:MOVE 25,10:NEXT: SOUND 1,100:a,5,12:NEXT
970 ' ask for level
980 LOCATE 4,1:PRINT "---HEXER by Nikolai Ivanovic---"
LOCATE 1,25:PRINT "LEVEL 1 OR 2":CLEAR INPUT:IF INKEY(6
4)=0 THEN 1050 'level 1
990 IF INKEY(65)=0 THEN 1010 ' level 2
1000 GOTO 980 'input loop
1010 FOR A=1 TO 7
1020 xhex=INT(RND(1)*450)+1:yhex=INT(RND(1)*230)+1:IF
xhex<160 OR yhex<130 THEN 1020
1030 MOVE xhex,yhex:FILL 1:NEXT
1040 'get rid of "level 1 or 2"
1050 LOCATE 1,25:PRINT "
"
1060 'title
1070 PEN 1:LOCATE 4,1:PRINT "
"
HEXER
1080 PEN 2:LOCATE 18,2:PRINT "---":PEN 1:PRINT "---":PEN
3:PRINT "---"
1090 ' marking red & blue sides
1100 GRAPHICS PEN 1:FOR cor=1 TO 8:READ corx(cor),cory(
cor):NEXT
1110 FOR cor=1 TO 4:MOVE corx(cor),cory(cor):DRAW corx(
cor+4),cory(cor+4):NEXT
1120 MOVE corx(8),cory(8):FOR cor=5 TO 8:DRAW corx(cor)
,cory(cor):NEXT
1130 MOVE 164,126:FILL 2:MOVE 454,124:FILL 3:MOVE 164,2
36:FILL 3:MOVE 454,236:FILL 2
1140 ' red egyptian
1150 GRAPHICS PEN 2
1160 q=46:w=360:e=14:GOSUB 320:q=64:w=384:e=12:GOSUB 32
0
1170 q=34:w=330:e=15:GOSUB 320:q=106:w=358:e=3:GOSUB 32
0
1180 GRAPHICS PEN 2:MOVE 32,312:DRAW 66,308:MOVE 38,270

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'DRAW 70,280
1190 MOVE 56,390:FILL 3:MOVE 58,290:FILL 3:MOVE 44,370:
FILL 3
1200 MOVE 58,380:FILL 1:MOVE 58,320:FILL 1:MOVE 534,350
:DRAW 562,266
1210 MOVE 38,230:FILL 1:MOVE 60,270:FILL 1:MOVE 60,380:
DRAW 56,380:PLOT 84,210
1220 GRAPHICS PEN 3:PLOT 84,210:GRAPHICS PEN 1:MOVE 5,1
80:DRAW 318,305
1230 ' blue egyptian
1240 GRAPHICS PEN 3:RESTORE 1440
1250 q=594:w=360:e=14:GOSUB 330:q=576:w=384:e=12:GOSUB
330
1260 q=626:w=330:e=15:GOSUB 330:q=534:w=358:e=3:GOSUB 3
30
1270 MOVE 608,312:DRAW 574,308:MOVE 610,270:DRAW 570,28
0
1280 MOVE 584,390:FILL 2:MOVE 590,290:FILL 2:MOVE 596,3
70:FILL 2
1290 MOVE 598,350:FILL 1:MOVE 598,320:FILL 1:MOVE 106,3
50:DRAW 78,266
1300 MOVE 618,230:FILL 1:MOVE 580,270:FILL 1:MOVE 580,
380:DRAW 584,380
1310 ' variable setting
1320 player$(3)="RED'S TURN ":player$(2)="BLUE'S TURN "
1330 IF tur<2 THEN tur=3 ELSE tur=2
1340 ' round data setting
1350 FOR ro=1 TO 6:READ rox(ro),roy(ro):NEXT
1360 FOR ro=1 TO 6:READ roux(ro),rouy(ro):NEXT
1370 RETURN
1380 '
1390 ' --- DATA ---
1400 '
1410 ' data for red & blue side markers
1420 DATA 44,180,310,290,576,180,310,70,5,180,318,325,6
15,180,310,55
1430 ' data for red & blue egyptians
1440 DATA 0,24,18,0,0,0,-4,4,-16,-8,-8,-38,10,0,-20,-2,
4,-24,44,-22,2,-4,4,10
1450 DATA -28,10,-12,18,0,-8,4,-6,-2,0,-8,-10,14,-4,12,
-34,14,-14,4,-2,-2,-6
1460 DATA -18,14,-12,28,0,-18,-2,-18,-2,-42,-18,-60,22,
0,-12,6,16,44,0,12,10,4
1470 DATA 6,-56,-2,-10,24,0,-14,18,0,78,-4,10,4,6,0,-30
,-10,-36,-18,-18
1480 ' variable setting
1490 player$(3)="RED'S TURN ":player$(2)="BLUE'S TURN "
1500 ' data for round check
1510 DATA 0,20,25,10,25,-10,0,-20,-25,-10,-25,10
1520 DATA -10,10,10,10,15,0,10,-10,-10,-10,-15,0

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