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1 KEY 138,"edit "
5 HI=0
6 DEFINIT a-z
20 SYMBOL AFTER 33
30 SYMBOL 91,24,90,126,60,165,255,189,24:SYMB
DL 125,112,38,124,239,239,124,38,112
40 SYMBOL 93,24,189,255,165,60,126,90,24:SYMB
DL 123,14,100,62,247,247,62,100,14
55 GOTO 3620
60 MODE 1:wq=0:wp=0:cq=0:sp=0
100 CLS:dp=2:dq=4:FOR f=2 TO 24:PEN 3:LOCATE
1,f:PRINT CHR$(233):LOCATE 40,f:PRINT CHR$(23
3):NEXT:LOCATE 2,2:PRINT STRING$(38,CHR$(233)
):LOCATE 2,24:PRINT STRING$(38,CHR$(233))
105 INK 3,18:INK 0,0:INK 1,26:INK 2,20:BORDER
0
110 px=6:py=13:qx=35:qy=13:ti=0
120 PEN 2:LOCATE 3,1:PRINT"PLAYER 1:":PEN 1:
PRINT wp:PEN 2:LOCATE 16,1:PRINT"PLAYER 2:":
PEN 1:PRINT wq:PEN 2:LOCATE 29,1:PRINT"TIME:"
:ti
130 PAPER 0:PEN 1:LOCATE px,py:PRINT")":LOCAT
E qx,qy:PEN 2:PRINT "("
140 ti=ti+1:PEN 1:LOCATE 34,1:PRINT ti
150 SOUND 1,150,10,4,0,0,5
160 IF INKEY(69)=0 THEN dp=1
170 IF INKEY(61)=0 THEN dp=2
180 IF INKEY(71)=0 THEN dp=3
190 IF INKEY(60)=0 THEN dp=4
200 PEN 1:ON dp GOSUB 500,520,540,560
240 IF co=1 THEN PEN 2:ON dq GOTO 670,730,790
,840
250 IF INKEY(13)=0 THEN dq=1
260 IF INKEY(5)=0 THEN dq=2
270 IF INKEY(15)=0 THEN dq=3
280 IF INKEY(14)=0 THEN dq=4
290 PEN 2:ON dq GOSUB 580,600,620,640
350 GOTO 140
500 LOCATE px,py:PRINT"[":IF TEST(px*16-10,(2
6-py)*16+10)<>0 THEN 3000
510 py=py-1:LOCATE px,py+1:PRINT CHR$(143):LO
CATE px,py:PRINT"[":RETURN
520 LOCATE px,py:PRINT"]":IF TEST((px+1)*16-1
2,(26-py)*16-10)<>0 THEN 3000
530 px=px+1:LOCATE px-1,py:PRINT CHR$(143):LO
CATE px,py:PRINT"]":RETURN
540 LOCATE px,py:PRINT"]":IF TEST(px*16-6,(25
-py)*16-10)<>0 THEN 3000
550 py=py+1:LOCATE px,py-1:PRINT CHR$(143):LO
CATE px,py:PRINT"]":RETURN
560 LOCATE px,py:PRINT"(":IF TEST((px-1)*16-6
,(26-py)*16-6)<>0 THEN 3000
570 px=px-1:LOCATE px+1,py:PRINT CHR$(143):LO
CATE px,py:PRINT"(":RETURN
575 "!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
580 LOCATE qx,qy:PRINT"[":IF TEST(qx*16-10,(2
6-qy)*16+10)<>0 THEN 3020
590 qy=qy-1:LOCATE qx,qy+1:PRINT CHR$(143):LO
CATE qx,qy:PRINT"[":RETURN
600 LOCATE qx,qy:PRINT"]":IF TEST((qx+1)*16-1

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2, (26-qy)*16-10)<>0 THEN 3020
610 qx=qx+1:LOCATE qx-1,qy:PRINT CHR$(143):LO
CATE qx,qy:PRINT":RETURN
620 LOCATE qx,qy:PRINT"]":IF TEST(qx*16-6,(25
-qy)*16-10)<>0 THEN 3020
630 qy=qy+1:LOCATE qx,qy-1:PRINT CHR$(143):LO
CATE qx,qy:PRINT"]":RETURN
640 LOCATE qx,qy:PRINT"(":IF TEST((qx-1)*16-6
,(26-qy)*16-6)<>0 THEN 3020
650 qx=qx-1:LOCATE qx+1,qy:PRINT CHR$(143):LO
CATE qx,qy:PRINT"(":RETURN
660 '*****: computer *****
670 IF INT(RND*16)=2 AND INT(RND*2)=0 AND TES
T((qx+1)*16-12,(26-qy)*16-10)=0 THEN dq=2 ELSE
IF INT(RND*16)=2 AND INT(RND*2)=0 AND TEST(
(qx-1)*16-6,(26-qy)*16-6)=0 THEN dq=4
680 ON dq GOTO 690,4020,4030,4040
690 LOCATE qx,qy:PRINT"(":IF TEST(qx*16-10,(2
6-qy)*16+10)=0 THEN 4010
700 IF TEST((qx+1)*16-12,(26-qy)*16-10)=0 THE
N dq=2:GOTO 4020
710 IF TEST((qx-1)*16-6,(26-qy)*16-6)=0 THEN
dq=4:GOTO 4040
720 GOTO 3020
730 IF INT(RND*16)=2 AND INT(RND*2)=0 AND TES
T(qx*16-10,(26-qy)*16+10)=0 THEN dq=1 ELSE IF
INT(RND*16)=2 AND INT(RND*2)=0 AND TEST(qx*1
6-6,(25-qy)*16-10)=0 THEN dq=3
740 ON dq GOTO 4010,750,4030,4040
750 LOCATE qx,qy:PRINT)":IF TEST((qx+1)*16-1
2,(26-qy)*16-10)=0 THEN 4020
760 IF TEST(qx*16-10,(26-qy)*16+10)=0 THEN dq
=1:GOTO 4010
770 IF TEST(qx*16-6,(25-qy)*16-10)=0 THEN dq=
3:GOTO 4030
780 GOTO 3020
785 '***** *****
790 IF INT(RND*16)=2 AND INT(RND*2)=0 AND TES
T(qx*16-10,(26-qy)*16+10)=0 THEN dq=2 ELSE IF
INT(RND*16)=2 AND INT(RND*2)=0 AND TEST((qx-
1)*16-6,(26-qy)*16-6)=0 THEN dq=4
800 ON dq GOTO 4010,4020,810,4040
810 LOCATE qx,qy:PRINT"]":IF TEST(qx*16-6,(25
-qy)*16-10)=0 THEN 4030
820 GOTO 700
840 IF INT(RND*16)=2 AND INT(RND*2)=0 AND TES
T(qx*16-10,(26-qy)*16+10)=0 THEN dq=1 ELSE IF
INT(RND*16)=2 AND INT(RND*2)=0 AND TEST(qx*1
6-6,(25-qy)*16-10)=0 THEN dq=3
850 ON dq GOTO 4010,4020,4030,860
860 LOCATE qx,qy:PRINT"(":IF TEST((qx-1)*16-6
,(26-qy)*16-6)=0 THEN 4040
870 GOTO 760
3000 INK 1,24,6:ENT 1,30,2,2:FOR f=1 TO 10:SO
UND 1,f*2,30,INT((80-f)/15),0,1,1:NEXT
3005 TAG:FOR f=640 TO -300 STEP -8:SOUND 1,10
0,5,4,0,0,1:MOVE F,398:PRINT" (=GAME TO PLAYER
2 ":NEXT:TAGOFF
3006 wq=wq+1:IF wq=3 THEN 3500
3010 INK 1,26:LOCATE 14,1:PEN 2:PRINT"BONUS S
CORE:":PEN 1:P=INT(INT(RND*50)+(T1/2)):PRINT P
:CO=CO+P:FOR F=1 TO 1050:NEXT:GOTO 100
3020 INK 2,20,1:ENT 1,30,2,2:FOR f=1 TO 10:SO
UND 1,f*2,30,INT((80-f)/15),0,1,1:NEXT
3025 TAG:FOR f=640 TO -300 STEP -8:SOUND 1,10
0,5,4,0,0,1:MOVE f,398:PRINT" (=GAME TO PLAYER
1 ":NEXT:TAGOFF
3026 wp=wp+1:IF wp=3 THEN 3500
3030 INK 2,20:LOCATE 14,1:PEN 1:PRINT"BONUS S
CORE:":PEN 2:P=INT(INT(RND*50)+(T1/2)):PRINT
P:SP=SP+P:FOR F=1 TO 1050:NEXT:GOTO 100
3500 FOR f=1 TO 13:SOUND 1,(20-f)*3,10,INT((1
8-f)/3):INK 1,f:PEN 1:LOCATE 1,f:PRINT STRING
$(40,CHR$(143)):LOCATE 1,25-f:PRINT STRING$(4
0,CHR$(143)):NEXT:INK 1,24
3510 CLS:INK 1,26:PEN 1:LOCATE 3,5:PRINT"PLAY
ER 1:WON":WP:"GAMES AND SCORED":SP
3520 INK 2,20:PRINT:PRINT:PEN 2:PRINT" PLAY
ER 2:WON":WQ:"GAMES AND SCORED":CQ
3524 IF (sp>cq AND sp>hi) OR (cq>hi AND co=0)T
HEN 3530
3525 IF co=1 OR sp<hi OR cq<hi THEN 3600

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3530 n$="":PRINT:PRINT:PRINT:PEN 3:IF SP>CQ
THEN PRINT" * PLAYER 1 PLEASE ENTER YOUR NAM
E *":HI=SP ELSE IF SP<CQ THEN PRINT" * PLAYE
R 2 PLEASE ENTER YOUR NAME *":HI=CQ
3540 LOCATE 11,16:PRINT STRING$(20,CHR$(208))
3550 FOR f=1 TO 100:z$=INKEY$:NEXT:z$="":FOR
F=11 TO 30
3555 z$=INKEY$:IF z$=""THEN 3555
3556 SOUND 1,50,10,4:IF ASC(z$)=13 AND n$<>""
THEN 3600 ELSE IF ASC(z$)=13 AND n$=""THEN 35
55
3560 n$=n$+UPPER$(z$):PEN 2:LOCATE f,15:PRINT
UPPER$(z$)
3570 NEXT
3600 IF co=1 AND cq>hi THEN n$="AMSTRAD CPC 4
64":HI=CQ
3610 PRINT:PRINT:PEN 3:PRINT"HI SCORE IS":HI:
"BY "N$
3620 INK 3,18:INK 0,0:INK 1,26:INK 2,20:BORDE
R 0:FOR f=1 TO 2000:NEXT:FOR f=1 TO 25:LOCATE
1,25:PRINT CHR$(10):NEXT
3630 CLS:PEN 3:PRINT:PRINT"          *+*
TRON *+*"
3640 PRINT:PRINT:PEN 2:PRINT"This game involv
es 2 players.Each playerdriving a laser car a
nd both competes against each other."
3650 PEN 1:PRINT:PRINT"The cars will leave a
trail of laser beam and both cars mustn't
crash into anything in front of them as they
go along"
3660 PEN 3:PRINT:PRINT"The idea of the game i
s that you must force your opponent so that
he crashes before you do!"
3670 PEN 2:PRINT:PRINT"The whole game ends wh
en a player wins 3 games."
3680 PEN 1:PRINT:PRINT"BUT this doesn't mean
he has won because it is points which counts"
3690 PEN 3:PRINT:PRINT"          *** PRESS 'C' TO
CONTINUE ***"
3700 IF UPPER$(INKEY$)<>"C"THEN 3700
3710 FOR f=1 TO 25:LOCATE 1,1:PRINT CHR$(11):
NEXT:CLS
3720 PRINT:PRINT"The longer you stay alive be
fore your opponent dies the more points you
'll get.You'll only get points if you're aliv
e."
3730 PEN 1:PRINT:PRINT"In others words the pl
ayer who wins the game gets points."
3735 PRINT:PEN 3:PRINT"      KEYS:"
3740 PEN 2:PRINT:PRINT"      PLAYER 1:A-UP,I-DOW
N,D-RIGHT,S-LEFT"
3750 PRINT:PRINT"      PLAYER 2:1-UP,0-DOWN,3-RI
GHT,2-LEFT"
3770 PEN 1:PRINT:PRINT"If you can't find anot
her person to playwith then you can play agai
nst the computer in which case you'll be
player 1"
3780 PEN 3:PRINT:PRINT"      PRESS 'C' to play a
gainst computer      otherwise 'P'
"
3790 IF UPPER$(INKEY$)="C"THEN co=1 :GOTO 381
0 ELSE IF UPPER$(INKEY$)="P"THEN co=0:GOTO 38
10
3800 GOTO 3790
3810 PEN 2:PRINT:PRINT"          *+* PRESS 'M'
TO PLAY *+*"
3820 IF UPPER$(INKEY$)<>"M"THEN 3820
3830 GOTO 60
3999 END
4000 "*****
4010 LOCATE qx,qy:PRINT"[":qy=qy-1:LOCATE qx,
qy+1:PRINT CHR$(143):LOCATE qx,qy:PRINT"[":GO
TO 350
4020 LOCATE qx,qy:PRINT")":qx=qx+1:LOCATE qx-
1,qy:PRINT CHR$(143):LOCATE qx,qy:PRINT")":GO
TO 350
4030 LOCATE qx,qy:PRINT"]":qy=qy+1:LOCATE qx,
qy-1:PRINT CHR$(143):LOCATE qx,qy:PRINT"]":GO
TO 350
4040 LOCATE qx,qy:PRINT"(":qx=qx-1:LOCATE qx+
1,qy:PRINT CHR$(143):LOCATE qx,qy:PRINT"(":GO
TO 350

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