

```

1 REM <<<<<< dicerarma <> ISSI >>>>>>
2 REM
100 ENV 1,1,-5,10,1,5,5
500 EVERY 500 GOSUB 5000:GOSUB 22000
1000 GOSUB 20000:PEN 2
1010 LOCATE 4,3:PRINT "1> Dice Derby"
1020 LOCATE 4,6:PEN 3:PRINT "2> Snake Ey
es":EI
1030 LOCATE 4,9:PEN 4:PRINT "3> Craps."
1050 a$=INKEY$:IF a$="" THEN GOTO 1050
1060 SOUND 2,200,25,15
1070 ON VAL(a$) GOTO 40000,50000,60000
1100 GOTO 1050
2000 PEN 8:LOCATE 4,10:PRINT "Press any
Key"
2010 a$=INKEY$:IF a$="" THEN GOTO 2010
2030 GOTO 1000
5000 DI:a$=INKEY$
5010 IF a$="Q" THEN RUN ELSE RETURN
19980 REM >>>>>>>>> screen <<<<<<<<<<
20000 RESTORE 20000
20010 FOR n=0 TO 15
20020 READ a
20030 INK n,a
20040 NEXT n
20050 DATA 0,26,18,2,6,24,20,3
20060 DATA 8,0,0,0,0,0,0,0
20070 PAPER 0:PEN 1:BORDER 0:MODE 0
20080 PRINT CHR$(23);CHR$(0);
20090 PLOT 10,10,1:DRAW 629,10:DRAW 629,
190:DRAW 10,190:DRAW 10,10
20100 PLOT 0,0,1:DRAW 639,0:DRAW 639,200
:DRAW 0,200:DRAW 0,0
20110 PLOT 40,40,13:DRAW 80,30:DRAW 120,
30:DRAW 160,40
20120 DRAW 130,160:DRAW 100,155:DRAW 70,
160:DRAW 40,40
20130 PLOT 130,160:DRAW 100,165:DRAW 70,
160
20150 PLOT 50,45,12:DRAW 90,35:DRAW 130,
35:DRAW 170,45

```

```

20160 DRAW 140,165:DRAW 110,160:DRAW 80,
165:DRAW 50,45
20170 PLOT 140,165:DRAW 110,170:DRAW 80,
165
20180 PLOT 180,40,11:DRAW 180,80:DRAW 18
5,110:DRAW 195,150
20190 DRAW 205,110:DRAW 200,80:DRAW 180,
40
20200 DRAW 325,45:DRAW 335,75:DRAW 330,1
05:DRAW 195,150
20210 PLOT 60,50,15:DRAW 60,80:DRAW 100,
80:DRAW 100,50:DRAW 60,50
20220 PLOT 110,50,15:DRAW 110,80:DRAW 15
0,80:DRAW 150,50:DRAW 110,50
20230 PLOT 60,80:DRAW 80,90:DRAW 120,90:
DRAW 100,80
20240 PLOT 110,80:DRAW 130,90:DRAW 170,9
0:DRAW 170,60:DRAW 150,50
20250 PLOT 170,90:DRAW 150,80
20500 RETURN
20980 REM >>>>>>>>> rattle <<<<<<<<<<
21000 GOSUB 20090
21010 INK 11,0:INK 15,0
21020 INK 13,24:INK 12,0
21030 FOR q=1 TO 25:NEXT q
21040 SOUND 1,200,1,15
21050 INK 12,24:INK 13,0
21060 FOR q=1 TO 25:NEXT q
21070 SOUND 1,100,1,15
21160 d1=INT(RND(1)*6)+1
21170 d2=INT(RND(1)*6)+1
21190 a$=INKEY$:IF a$="" THEN 21010
21200 INK 13,0:INK 12,0
21210 INK 11,24:INK 15,20
21220 SOUND 2,150,25,15
21230 ch=d1:GOSUB 21400
21240 IF s(1)=1 THEN PLOT 70,72
21250 IF s(2)=1 THEN PLOT 70,65
21260 IF s(3)=1 THEN PLOT 70,58
21270 IF s(4)=1 THEN PLOT 95,72
21280 IF s(5)=1 THEN PLOT 95,65
21290 IF s(6)=1 THEN PLOT 95,58
21300 IF s(7)=1 THEN PLOT 82,65
21310 ch=d2:GOSUB 21400
21320 IF s(1)=1 THEN PLOT 118,72

```

```

21330 IF s(2)=1 THEN PLOT 118,65
21340 IF s(3)=1 THEN PLOT 118,58
21350 IF s(4)=1 THEN PLOT 140,72
21360 IF s(5)=1 THEN PLOT 140,65
21370 IF s(6)=1 THEN PLOT 140,58
21380 IF s(7)=1 THEN PLOT 128,65
21390 RETURN
21400 IF ch=0 THEN ch=1
21405 IF ch=1 THEN RESTORE 21500
21410 IF ch=2 THEN RESTORE 21510
21420 IF ch=3 THEN RESTORE 21520
21430 IF ch=4 THEN RESTORE 21530
21440 IF ch=5 THEN RESTORE 21540
21450 IF ch=6 THEN RESTORE 21550
21460 FOR n=1 TO 7
21470 READ s(n):NEXT n
21480 RETURN
21500 DATA 0,0,0,0,0,0,1
21510 DATA 1,0,0,0,0,1,0
21520 DATA 0,0,1,1,0,0,1
21530 DATA 1,0,1,1,0,1,0
21540 DATA 1,0,1,1,0,1,1
21550 DATA 1,1,1,1,1,1,0
21980 REM >>>>>>>>> initialize <<<<<<<<<<
22000 DIM s(7):DIM p(4,3):DIM o(4)
22050 RETURN
22480 REM >>>>>>>>>>>>>>> clear <<<<<<<<<<<<
22500 LOCATE 1,1
22510 FOR n=1 TO 240
22520 PRINT " ";
22530 SOUND 2,241-n,1,15
22540 NEXT n
22580 LOCATE 1,1:RETURN
22980 REM >>>>>>>>>>>>>>> players <<<<<<<<<<
23000 GOSUB 22500
23010 PRINT "PLAYERS ? (2-4)"
23020 a$=INKEY$
23030 IF a$<"2" OR a$>"4" THEN 23020
23040 SOUND 2,300,25,15:SOUND 2,200,25,1
5:SOUND 2,100,25,15
23050 GOSUB 22500
23060 FOR n=1 TO 4
23070 p(n,1)=0
23080 NEXT n
23090 play=VAL(a$)

```

```

23100 FOR n=1 TO play
23110 o(n)=1
23120 NEXT n
23130 FOR q=n TO 4
23140 o(q)=0
23150 NEXT q
23250 RETURN
39980 REM >>>>>>> dice derby <<<<<<<<<
40000 GOSUB 23000
40010 FOR n=1 TO 4
40020 p(n,1)=8:p(n,2)=384-n*32
40030 NEXT n
40035 PEN 6
40040 RESTORE 40100
40050 FOR n=1 TO 12
40052 IF n=4 THEN PEN 8
40054 IF n=10 THEN PEN 6
40060 READ a
40070 LOCATE 20,n
40080 PRINT CHR$(a);
40090 NEXT n
40100 DATA 235,149,149,70,73,78,73,83,72
,149,149,191
40150 GOSUB 49000
40200 FOR w=1 TO play
40204 PEN w+1
40210 LOCATE 13,15:PRINT "PLAYER";
40220 LOCATE 15,17:PRINT w
40230 SOUND 2,200,50,15
40240 a$=INKEY$
40250 IF a$="" THEN GOTO 40240
40260 PLOT 0,0,0:GOSUB 21230
40270 GOSUB 21000
40275 FOR d=1 TO (d1+d2)*2
40280 SOUND 2,400,1,15:PRINT CHR$(23);CH
R$(1);:GOSUB 49000
40290 p(w,1)=p(w,1)+4
40300 SOUND 2,200,1,15:GOSUB 49000:PRINT
CHR$(23);CHR$(0);
40310 NEXT d
40350 NEXT w
40360 win=0
40370 FOR n=1 TO 4
40380 IF win>0 THEN GOTO 40400
40390 IF p(n,1)>570 THEN win=n

```

```
40400 NEXT n
40410 IF win=0 THEN GOTO 40200
40450 GOSUB 22500
40460 PRINT "  Player ";win;" won !"
40500 RESTORE 40600
40510 FOR n=1 TO 13
40520 READ a,b
40530 SOUND 2,a,b,15,1,0
40540 NEXT n
40590 GOTO 2000
40600 DATA 319,50,284,20,253,20,239,20
40610 DATA 253,20,284,20,319,50,319,10
40620 DATA 284,20,253,20,239,20,253,20
40630 DATA 284,20
49000 FOR n=1 TO 4
49010 TAG #1
49020 PLOT 0,0,n+1
49030 MOVE p(n,1),p(n,2)
49040 PRINT #1,CHR$(234);
49050 TAGOFF
49060 NEXT n
49070 PLOT 0,0,1
49080 RETURN
```