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1 (c) by MicroMad 1987
2 Program (1)
3
4 CLS:LOCATE 15,10:PRINT "Please Wait"
5 MEMORY 39999
6 RESTORE 100
7 sum:=0:FOR f=40200 TO 40274:sum+=sum*2:POKE f,z
8 NEXT
9 IF sum<1523 THEN PRINT "Error in 1"
10:END
100 DATA 806,808,821,900,90,811,900,90
101 DATA 87e,812,823,813,87e,812,823
102 DATA 813,87e,812,823,813,87e,812
103 DATA 823,81b,81b,81b,814,814,814
104 DATA 814,814,814,814,814,810,8e4
105 DATA 201
200 ***** First screen *****
210 FOR f=40500 TO 41500:POKE f,0:NEXT
215 FOR f=40500 TO 40519:POKE f,1:POKE f
+20,2:NEXT
220 FOR f=40540 TO 40979:STEP 40:POKE f,
1:POKE f+19,1:POKE f+20,2:POKE f+39,2:NEXT
225 FOR f=40960 TO 40979:POKE f,1:POKE f
+20,2:NEXT
230 POKE 40722,4:POKE 40727,4:POKE 40742
,4:POKE 40723,4
231 POKE 40630,3:POKE 40621,3:POKE 40650
,3:POKE 40651,3
240 ***** Second screen *****
241 sum:=0:RESTORE 300:FOR f=41000 TO 414
99:READ z:sum+=sum+z:POKE f,z:NEXT
242 IF sum<463 THEN PRINT "Error in 300

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-305:END
300 DATA 1,1,1,1,5,5,5,5,1,0,0,0,4,5,6,5
,6,6,5,1,2,2,2,2,0,0,0,0,2,0,3,0,4,4
,4,0,0,0,0,2,1,1,1,1,0,0,0,0,2,0,3,0
,4,4,4,0,0,0,0,1
301 DATA 2,2,2,2,0,0,0,0,0,1,1,1,1,1,1,0,0
,0,0,0,2,1,0,1,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,1,2,0,2,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,2,1,0,1,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
302 DATA 2,0,2,1,1,1,0,0,0,0,0,0,0,0,0,0
,0,0,0,6,5,0,0,2,2,2,0,0,0,0,0,0,0,0
,0,0,0,0,1,6,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,2,5,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,5,6,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
303 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,1,2,1,1,0,0,0,5,1,1,0,0,0,0,0,0,0
,1,2,1,2,1,2,5,0,0,0,0,0,2,0,0,0,0,0
,0,0,2,1,2,1,2,1,6,1,0,0,0,0,1,0,0,0
,0,0,0,0,1,2,1,2,1,2,1,2,0,3,0,2,0,0
,0,0,0,0,0,0,0,0,2,0,2,1,1,1
304 DATA 2,1,0,0,0,5,0,0,0,0,0,0,0,0,1,0
,0,2,2,5,2,0,0,0,6,0,0,0,0,0,0,0,0,0
,2,0,0,0,0,1,6,1,1,2,1,1,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,2,1,2,1,2,2,0,0,0,0
,0,1,0,0,0,83,3,0,1
305 DATA 2,1,0,2,0,0,0,0,0,0,0,2,0,0,0,0
,0,3,0,2,1,2,0,0,0,3,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,1,2,1,0,0,0,0,0,0,0,1,1
,1,2,1,2,1,2,2,5,5,5,5,6,6,5,6,5,6
,2,2,2,1,2,1,2,1,1,1
400 FOR f=40500 TO 41499:IF PEEK(f)=0 TH
EN POKE f,32

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401 NEXT
415 ***** Graphics Data *****
420 RESTORE 430:sum:=0:FOR f=40000 TO 401
99:READ z:sum+=sum+z:POKE f,z:NEXT
421 IF sum<14525 THEN PRINT "Error in 4
30-475":END
430 DATA 0,0,0,0,0,0,128,4,8,64,192,192,8,
64,132,12,8,64,12
435 DATA 140,0,64,76,140,8,64,12,152,8,0
,132,152,8,0,132
440 DATA 152,12,0,132,152,12,64,132,48,8
,64,12,48,8,64,12,96,8,64,12,192,128
,0
445 DATA 12,64,0,0,0,0,0,0,0,0,0,0,0,80
,160,0,0,240,60,0,80,180,124,160,80
,60
450 DATA 252,240,80,124,248,160,0,60,240
,0,0,0,0,0,0,0,0,0,0,3,0,1,86,252,
168
455 DATA 1,252,195,168,1,253,195,168,1
,252,169,2,0,1,2,0,0,0,0,0,0,21,42
460 DATA 0,0,63,243,0,0,1,2,42,0,21,123
,243,34,21,243
465 DATA 179,34,21,243,51,136,123,179,19
3,207,123,179,103,143
470 DATA 123,179,163,143,67,179,107,143
,21,179,51,10,21,243,51
475 DATA 34,21,123,51,14,21,243,179,0,0,2
43,243,0,0,81,162,0,0,0,0,0,0,0,0,0,0
,0
500 ***** Data saver *****
501 SAVE "game.bin",b,40000,2000
502 END

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1 (c) By MicroMad 1987
2 Program (2)
3
4 MODE 1
5 LOCATE 10,10:PRINT"Escape is Loading"
6 LOAD "game.bin"
7 ENT -1,4,10,1,4,-20,1,4,10,1
8 ENV 1,15,-2,1,15,2,1
9 ENT 2,5,5,1,5,-5,1:ENV 2,15,-1,2
10 SYMBOL 253,65,99,54,28,28,54,99,65
11 GOTO 10000
12 MODE 0
13 BORDER 0:INK 0,0:PAPER 0:CLS
14 FOR f=0 TO 14:INK f,0:NEXT:INK 15,26
15 IF 1=2 THEN ox=14:oy=8
16 PEN 15:LOCATE 5,25:PRINT "Level 1:"
17 p=49152
18 FOR f=st to st+499
19 e=PEEK(f):IF e=32 THEN 91 ELSE g=4000
*(e-1)*32
20 POKE 40203,g:INT(g/256)*256:POKE 4020
4,INT(g/256)
21 POKE 40206,p:INT(p/256)*256:POKE 4020
7,INT(p/256)
22 CALL 40200
23 p=p+4:NEXT
24 INK 0,0:IN 1,2:IN 2,14:IN 3,13:IN 4,
26
25 INK 5,16:IN 6,7:IN 7,25:IN 8,6:IN 9,15
26 INK 10,9:IN 11,18:IN 12,19:IN 13,2
1:IN 14,22
27 FOR f=0 TO 3000:NEXT
28 px=0:py=0:xx=ox:yy=oy
29 IF INKEY(67)<>-1 THEN py=-1
30 IF INKEY(69)<>-1 THEN py=1
31 IF INKEY(34)<>-1 THEN px=-1
32 IF INKEY(27)<>-1 THEN px=1
33 ox=ox+px:oy=oy+py
34 IF x<1 THEN px=1
35 IF x>29 THEN px=-1
36 IF y<0 THEN py=1
37 IF y>22 THEN py=-1
38 xx=xx+px*2:yy=yy+py
39 ox=ox+px
40 oy=oy+py
41 p=st+((oy-1)*20)+ox-1
42 h=PEEK(p)
43 IF h=st THEN ab=24:SOUND 1,20,100,15,
2:GOTO 350
44 f=0:IF h=st AND ab=24 THEN fg=2:GOTO
350
45 so=0:IF h<>32 THEN oy=oy-py:px=ox
-px:px=so=2
46 IF ox<2 THEN ox=1
47 IF ox>19 THEN ox=20
48 IF oy<2 THEN oy=1
49 IF oy>24 THEN oy=25
50 CALL &BD19
51 z=45665+xx+y*40:OUT &BC00,12:OUT &BD0

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0,INT(z/256)
410 OUT &BC00,13:OUT &BD00,z-INT(z/256)*
256
420 CALL &BD19:LOCATE xx,yy:PRINT "":CA
LL &BD19:LOCATE ox,oy:PRINT CHR$(255)
430 IF fg=2 THEN GOSUB 8000
500 IF so=2 THEN SOUND 1,270,5,15,1,2:
en=5
600 ti=t1:IF ti=0 OR en=0 THEN GOTO 90
0:PRINT h
700 GOTO 100
8000 SOUND 1,100,100,15,1,1
8030 IF 1=lev THEN MODE 1:INK 1,26:FEN 1
:CLS:LOCATE 15,2:PRINT "Well Done -":LOC
ATE 5,4:PRINT "You've finished the":lev
" level(s)":FOR f=0 TO 2:SOUND 1,100,100
,15,1,1:SOUND 1,90,10,15,2,2,7:NEXT:FOR
f=0 TO 4000:NEXT:GOTO 10000
8046 GOSUB 8050
8047 GOTO 8061
8050 IF x>15 THEN x=x-1
8051 IF x<15 THEN x=x+1
8052 IF y<10 THEN y=y+1
8053 IF y>10 THEN y=y-1
8054 CALL &BD19
8055 z=45665+xx+y*40:OUT &BC00,12:OUT &BD
0,INT(z/256)
8056 OUT &BC00,13:OUT &BD00,z-INT(z/256)
*256
8057 IF x=15 AND y=10 THEN GOTO 8060
8059 GOTO 8050
8060 RETURN
8061 FOR f=0 TO 1500:NEXT
8070 st=st+500:1=1+en:en=50
8075 LOCATE 3,5:PRINT "Congratulations:"
:LOCATE 6,7:PRINT "Level:":1=1:LOCATE 7,
9:PRINT "Completed":LOCATE 2,11:PRINT "E
nergy":len
8080 FOR f=0 TO 3000:NEXT
8090 GOTO 75
9000 GOSUB 8050
9005 LOCATE 3,21:PRINT "You have run out"
:LOCATE 7,4:PRINT " of energy":LOCATE 3,
6:PRINT "Level:":1="reached"
9010 FOR f=0 TO 3000:NEXT
10000 MODE 1:INK 0,0:INK 1,0:BORDER 0:IN
K 2,0:INK 3,0:FEN 2:PAPER 1:CLS
10050 ab=0:1=x=15:y=11:st=40500:a=3:n=
4:fg=0
10051 xp=1:yp=1
10060 en=100:ti=400
10070 ox=5:oy=12:lev=2
10091 b=20:h=23:GOSUB 10100
10099 GOTO 10200
10100 PAPER 1:LOCATE 2,b-1:PEN 3:PRINT C
HR$(136):STRINGS(36,CHR$(140)):FOR f=b T
O h:PAPER 1:LOCATE 2,f:PEN 3:PRINT CHR$(
138):FAPER 0:PRINT STRINGS(37,""):NEXT
:LOCATE 2,h+1:PAPER 1:PEN 3:PRINT CHR$(1
30):FAPER 0:PRINT STRINGS(37,"")

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10101 RETURN
10200 LOCATE 4,4:FEN 2:PRINT "By MicroMad"
10201 LOCATE 10,6:PRINT "By MicroMad"
10202 LOCATE 5,11:PRINT "N - Change Leve
ls to completion":LOCATE 5,13:PRINT "C -
Play game":LOCATE 5,15:PRINT "T - Chang
e Time Limit"
10203 LOCATE 6,17:PRINT "Time ":"ti:" "t
i:LOCATE 23,17:PRINT "No,levels ":"lev:"
10204 LOCATE 10,21:PRINT "D - Up D -
Left":LOCATE 10,23:PRINT "A - Down P -
Right"
10240 INK 0,15:INK 1,11:BORDER 11:INK 2,
0:INK 3,3:PEN 2
10245 LOCATE 22,4:PEN 3:PRINT "Energy:"
en:PEN 2
10250 GOTO 10300
10300 as=INKEY$:IF as="" THEN 10250
10301 as=UPPER$(as)
10302 IF as="C" THEN GOTO 10400
10303 IF as="T" THEN LOCATE 6,17:INPUT "
Time ":"ti:IF ti<>0 AND ti<21 THEN GOTO 1
0203 ELSE ti=600:GOTO 10203
10304 IF as="N" THEN LOCATE 23,17:INPUT
"No,levels ":"lev:IF lev<>0 AND lev<3 TH
EN GOTO 10203 ELSE lev=2:GOTO 10203
10310 GOTO 10250
10400 BORDER 0:MODE 0
10417 INK 0,0:INK 1,2:INK 2,14:INK 3,13:
INK 4,26
10418 INK 5,16:INK 6,7:INK 7,25:INK 8,6:
INK 9,15
10419 INK 10,9:INK 11,18:INK 12,19:INK 1
3,21:INK 14,22
10420 POKE 40203,64:POKE 40204,156:POKE
40206,72:POKE 40207,193:CALL 40200
10421 POKE 40203,96:POKE 40204,156:POKE
40206,152:POKE 40207,193:CALL 40200
10422 POKE 40203,128:POKE 40204,156:POKE
40206,56:POKE 40207,194:CALL 40200
10423 POKE 40203,160:POKE 40204,156:POKE
40206,216:POKE 40207,194:CALL 40200
10424 POKE 40203,192:POKE 40204,156:POKE
40206,120:POKE 40207,195:CALL 40200
10425 POKE 40203,224:POKE 40204,156:POKE
40206,200:POKE 40207,195:CALL 40200
10426 FEN 4:LOCATE 5,6:PEN 4:PRINT "A st
ime":LOCATE 5,8:PRINT "A crystal":LOCATE
5,10:PRINT "The exit":LOCATE 5,12:PRINT
"A ball":LOCATE 3,1:PRINT "Objects in t
he game-"
10427 LOCATE 3,15:PRINT CHR$(255):"Your
creature"
10429 LOCATE 4,19:PRINT "Press any key"
10430 FEN 3:PRINT:PRINT:PRINT " Collect
a crystal and go for the exit"
10431 IF INKEY$="" THEN 10431
10440 GOTO 75

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