

● AMSTRAD 464

Hey! Yah! Pow! Krak!!! Bruce Lee Jnr is in town. He must do his deeds, as they say, and rid the mines of the evil within. You must kill all the bats, but watch out for the nasty spiders which attack you.

You walk left, right, and kick by pressing the fire button and moving the joystick. This program runs on an Amstrad 464.

Program Variables:

A\$ = Bruce kick left

B\$ = Bruce kick right

SP = Speed of spiders

Level = Used to add a little more time to the game

Score = quite obvious really

Bruce = lives left

WK = wait for a kick

m,t = position of spiders

bat,baty = positions of bats

oldx,oldy = used to remember

Bruce's positions

u,p = test for kicked bats

m,bx,by,bt = used to build mines

Note: On each level the time will increase, but you will move slower.

● By Anthony Guyon

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5 REM BRUCE LEE JNR BY TONY GUYON
10 BORDER 0:INK 0,0:INK 2,2:INK 3,2
6:INK 4,3:INK 5,4:INK 6,15:INK 7,19
:INK 8,13,23:SPEED INK 5,5:INK 9,12
:INK 10,18
20 ENT 1,100,2,8:ENV 1,100,2,8:ENV
2,15,-1,10
30 GOSUB 2000 REM u.d.g's
40 GOSUB 9000:REM titles
50 a$=CHR$(207)+CHR$(208):b$=CHR$(2
09)+CHR$(210)
60 tim=40:sp=20:level=0:score=0:m=2
:bruce=3
70 GOSUB 1000:REM drawing the platf
orms
80 GOSUB 5000:REM set up bats
90 GOSUB 8000:REM set up top of scr
een
100 EVERY 50 GOSUB 2150:REM set tim
er
110 EVERY sp,1 GOSUB 3000:REM set u
p spiders
120 X=18:Y=5:REM Places bruce at st
art
130 PEN 3:LOCATE X,Y:PRINT CHR$(20
0)
140 WHILE tim>0
150 DI
160 LOCATE 2,5:PEN 8:PRINT CHR$(143
):PEN 3
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170 IF x=2 AND y=5 THEN GOSUB 5060
180 IF INKEY(72)=0 AND x=5 OR INKEY
(72)=0 AND x=14 THEN y=y-3:IF y<4 T
HEN y=5 ELSE LOCATE x,y:PRINT CHR$(
201):LOCATE x,y+3:PRINT CHR$(32):GO
SUB 290:GOSUB 410
190 IF INKEY(73)=0 AND x=5 OR INKE
Y(73)=0 AND x=14 THEN y=y+3:IF y>2
0 THEN y=23:LOCATE x,y-3:PRINT CHR
$(32):LOCATE x,y:PRINT CHR$(200) EL
SE LOCATE x,y:PRINT CHR$(202):LOCAT
E x,y-3:PRINT CHR$(32):GOSUB 290:GO
SUB 410
200 IF INKEY(74)=0 THEN x=x-1:GOSUB
350:LOCATE x,y:PRINT CHR$(203):CHR$(
32):GOSUB 290:GOSUB 410
210 IF INKEY(75)=0 THEN x=x+1:GOSUB
380:LOCATE x-1,y:PRINT CHR$(32):CH
R$(204):GOSUB 290:GOSUB 410
220 IF x<=1 THEN LOCATE x,y:PRINT C
HR$(238):x=x+1:LOCATE x,y:PRINT CHR
$(204)
230 IF x>=20 THEN LOCATE x,y:PRINT
CHR$(238):x=x-1:LOCATE x,y:PRINT CH
R$(203)
240 IF INKEY(74)=0 AND INKEY(76)=0
THEN LOCATE x,y:PRINT CHR$(32):x=x-
1:y=y-1:GOSUB 350:GOSUB 380:LOCATE
x,y:PRINT a$:GOSUB 440:GOSUB 320:EI
DI:LOCATE x,y:PRINT " " :x=x-1:y=y+
1:LOCATE x,y:PRINT CHR$(203):GOTO 1
40
250 IF INKEY(76)=0 AND INKEY(75)=0
THEN LOCATE x,y:PRINT CHR$(32):y=y
-1:GOSUB 350:GOSUB 380:LOCATE x,y:P
RINT b$:GOSUB 440:GOSUB 320:EI:DI:L
OCATE x,y:PRINT " " :x=x+1:y=y+1:LOC
ATE x,y:PRINT CHR$(204):GOTO 140
260 EI
270 WEND
280 END
290 REM update score
300 score=score+1:PRINT#4,score
310 RETURN
320 REM WAIT FOR KICK
330 FOR wk=1 TO 90:NEXT
340 RETURN
350 REM holds bruce in screen
360 IF x<=1 THEN x=x+1
370 RETURN
380 REM holds bruce in screen
390 IF x>=20 THEN x=x-1
400 RETURN
410 REM sound of step
420 SOUND 2,4000,10,6,0,0,1
430 RETURN
440 REM sound of kick
450 SOUND 2,0,10,12,2,0,10
460 RETURN
1000 REM drawing the Platforms
1010 PRINT CHR$(22)+CHR$(1):REM tur
n on transparent mode
1020 by=6
1030 FOR bx=1 TO 4:GOSUB 1110:NEXT
1040 FOR bx=6 TO 13:GOSUB 1110:NEXT
1050 FOR bx=15 TO 20:GOSUB 1110:NEX
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1060 IF by=21 THEN 1070 ELSE by=by+
3 :GOTO 1030
1070 FOR bt=5 TO 24:LOCATE 1,bt:PEN
9:PRINT CHR$(143):LOCATE 1,bt:PEN
4:PRINT CHR$(199):NEXT
1080 FOR bx=2 TO 20:by=24:GOSUB 111
0:NEXT
1090 FOR bt=24 TO 5 STEP-1:LOCATE 2
0,bt:PEN 9:PRINT CHR$(143):LOCATE
20,bt:PEN 4:PRINT CHR$(199):NEXT
1100 PRINT CHR$(22)+CHR$(0):RETURN:
REM turns off transparent mode
1110 LOCATE bx,by:PEN 9:PRINT CHR$(
143):LOCATE bx,by:PEN 4:PRINT CHR$(
198)
1120 RETURN
1130 RETURN
1999 REM bruce,bats ect...
2000 SYMBOL AFTER 180
2010 SYMBOL 198,&22,&22,&FF,&88,&88
,&FF,&44,&44:REM brick hor
2020 SYMBOL 199,&27,&E4,&3C,&24,&27
,&E4,&3C,&24:REM brick ver
2030 SYMBOL 200,&1C,&1C,&49,&7F,&1C
,&8,&14,&22:REM bruce
2040 SYMBOL 201,&5D,&5D,&49,&3E,&1C
,&8,&14,&14:REM up
2050 SYMBOL 202,&1C,&1C,&8,&3E,&5D,
&49,&55,&14:REM down
2060 SYMBOL 203,&18,&18,&88,&7C,&1C
,&14,&24,&62:REM left
2070 SYMBOL 204,&18,&18,&11,&3E,&38
,&18,&24,&36:REM right
2080 SYMBOL 205,&99,&99,&BD,&5A,&18
,&24,&0,&0:REM bat
2090 SYMBOL 206,&0,&0,&0,&0,&0,&42,
&BD,&15:REM spider
2100 SYMBOL 207,&19,&4,&3,&1,&0,&0,
&0,&0:REM kick left 1
2110 SYMBOL 208,&18,&DA,&64,&F8,&E0
,&0,&0,&0:REM kick left 2
2120 SYMBOL 209,&18,&5B,&26,&1F,&7,
&0,&0,&0:REM kick right 1
2130 SYMBOL 210,&98,&20,&C0,&80,&0,
&0,&0:REM kick right 2
2140 RETURN
2150 REM timer
2160 tim=tim-1:PRINT#2,tim
2170 IF tim=0 THEN bruce=1:GOTO 400
0 ELSE RETURN
3000 REM set up spiders
3010 PEN 2:REM colour for spiders
3020 FOR t=8 TO 20 STEP 3
3030 LOCATE m,t:PRINT CHR$(206):REM
Prints spiders
3040 IF m>2 THEN LOCATE m-1,t:PRINT
CHR$(32)
3050 IF m>17 THEN LOCATE m,t:PRINT
CHR$(32):FOR wipe=8 TO 20 STEP 3:LO
CATE m-1,wipe:PRINT CHR$(32):NEXT m
=2
3060 IF x=m AND t=y THEN GOSUB 4000
:REM tests for spider hit
3070 NEXT
3080 m=m+1
3090 PEN 3:REM resets bruces colour

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3100 SOUND 4,2,3,4,0,0,1
3110 RETURN
4000 REM hit by spider
4010 bruce=bruce-1
4020 PRINT#3,STRING$(bruce,CHR$(200
))
4030 SOUND 2,0,120,15,2,0,15
4040 IF bruce=0 THEN DI:SOUND 1,100
,190,0,1,1:FOR roll=0 TO 40 STEP 0.
1:OUT &BD00,1:OUT &BD00,roll:NEXT:G
OTO 7000 ELSE RETURN
5000 REM set up bats
5010 FOR bat=6 TO 16 STEP 5
5020 FOR baty=7 TO 19 STEP 3
5030 PEN 5:LOCATE bat,baty:PRINT CH
R$(205)
5040 NEXT:NEXT
5050 RETURN
5060 REM test for all the bats gone
5070 oldx=x:oldy=y
5080 x=0:y=0
5090 FOR u=175 TO 495 STEP 160
5100 FOR p=105 TO 300 STEP 50
5110 IF TEST(x+u,y+p)=5 THEN x=old
x:y=oldy:RETURN
5120 IF TEST(x+u,y+p)=0 THEN NEXT:N
EXT
6000 REM set higher level
6010 LOCATE 3,5:PEN 8:PRINT"CONGRAT
ULATIONS!!"
6020 FOR note=200 TO 40 STEP-10:SOU
ND 2,note,5:NEXT
6030 LOCATE 3,5:PRINT STRING$(17,32
)
6040 sp=sp-1:IF sp<14 THEN sp=15
6050 level=level+4
6060 IF level>60 THEN level=60
6070 tim=40+level
6080 GOSUB 5000:GOTO 100
7000 REM end of game
7010 MODE 1:PEN 1
7020 LOCATE 10,5:PRINT"SORRY IT'S T
HE END!"
7030 PEN 2:LOCATE 1,15:PRINT"Never
mind, you got a score of"/score:"Do
you"
7040 PEN 2:LOCATE 9,16:PRINT"think
you can do better?"
7050 PEN 3:LOCATE 4,20:PRINT"Do you
want to try again? (y/n)"
7060 yn$=INKEY$:IF yn$=""THEN 7060
7070 yn$=UPPER$(yn$)
7080 IF yn$<>"Y" AND yn$<>"N" THEN
7060
7090 IF yn$="Y"THEN 7100 ELSE CALL
0
7100 CLS:LOCATE 7,5:PRINT"DO YOU WA
NT INSTRUCTIONS?"
7110 PEN 2:LOCATE 17,10:PRINT"(Y/N)
"
7120 yn$=INKEY$:IF yn$=""THEN 7120
7130 yn$=UPPER$(yn$)
7140 IF-yn$<>"Y" AND yn$<>"N" THEN
7120
7150 IF yn$="Y"THEN MODE 0:RUN 40
ELSE MODE 0:RUN 50
8000 REM set up top and bottom of s

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screen
8010 PEN 2
8020 FOR a=1 TO 3
8030 FOR w=1 TO 20
8040 READ e:LOCATE w,a:PRINT CHR$(e)
8050 NEXT NEXT
8060 DATA 143,143,143,143,143,143,1
43,143,130,129,130,129,143,143,143,
143,143,143,143,143
8070 DATA 143,143,32,143,143,130,12
9,212,32,32,32,32,213,130,129,143,1
43,32,143,143
8080 DATA 212,32,32,32,32,32,32,32,
32,32,32,32,32,32,32,32,32,21
3
8090 WINDOW #1,9,13,2,2:PEN#1,10:PR
INTR1,"MEN:"
8100 LOCATE 1,25:PEN 6:PRINT "TIME"
:LOCATE 10,25:PEN 7:PRINT"SCORE"
8110 WINDOW #2,5,9,25,25:PRINT#2,t1
"
8120 WINDOW #3,9,13,3,3:PRINT#3,STR
ING$(bruce,CHR$(200))
8130 WINDOW #4,15,24,25,25:PRINT#4,
score
8140 RETURN
9000 REM title
9010 MODE 1:LOCATE 13,1:PEN 1:PRINT
CHR$(24)" BRUCE LEE Jnr "
9020 LOCATE 13,2:PRINT" by TONY GUY
ON "CHR$(24)
9030 LOCATE 1,4:PEN 2:PRINT"You are
Bruce Lee Jnr.":PEN 1:PRINT CHR$(
200):PEN 2:PRINT"You are at the top of
a old house and all you have to d
o is go to the other side."
9040 PRINT"simple!!.....only trou
ble is you can only get to the nex
t house by jumping up and kicking ou
t all of the bats ":PEN 1:PRINT CH
R$(205):CHR$(32):CHR$(205)
9050 PEN 2:PRINT"that hang from the
rafters.Still not too bad,but for a
ll the deadly spiders ":PEN 1:PRIN
T CHR$(205):CHR$(32):CHR$(205)
9060 PEN 2:PRINT"that walk the floo
rs.You can go from floor to floo
r using the 'anti-gravity' ducts in
the floors"
9070 PEN 3:PRINT"To Play you have t
o use the joystick to move left and
right,up and down (when appropria
te).To kick Press the fire button
and move left or right."
9080 PEN 1:PRINT"The game will end
when you stand on the flashing squa
re AFTER kicking all the bats,or
when lives or time runs out.If you
finish you go again but your getti
ng tired so you go slower.But you ge
t more time:
9090 PEN 3:LOCATE 9,25:PRINT"PRESS
ANY KEY TO PLAY"
9100 WHILE INKEY#="" :WEND
9110 MODE 0
9120 RETURN

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