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5  MODE 1 : INK 0, 0 : INK 1, 15 : INK 2, 18 : INK 3, 24 :
   BORDER 0 : PAPER 0 : PEN 1
10  CLS : PEN 3 : PRINT SPACE$(16); "SPACMAN"
12  LOCATE 5,9 : PEN 1 : PRINT "Objects to gobble : "; : PEN
   2 : PRINT "*****"; CHR$(150)
14  LOCATE 5,13 : PEN 1 : PRINT "Creepy monster to avoid : "
   ; : PRINT CHR$(225)
16  EVERY 20,2 GOSUB 3000
17  SCORE = 0 : SYMBOL AFTER 150 : SYMBOL 150,60,66,153,189
   ,189,153,66,60
20  LOCATE 10,20 : PEN 1 : PRINT "Hit "; : PEN 3 : PRINT "E
   NTER"; : PEN 1 : PRINT " to Begin"
25  IF INKEY(18)<0 THEN 25

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30  :
60  CLS : PEN 1
70  CREEPX = 32 : CREEPY = 17 : MANX = 20 : MANY = 12 : OBJ
   ECTS = 0
80  LOCATE 1, 25 : PEN 1 : PRINT "SCORE.....
   .TIME....." : PEN 1
90  FOR T = 1 TO 20
100  A = CINT( RND(1) * 30 + 5 ) : B = CINT( RND(1) * 20 + 2
   ) : IF TEST( A * 16 - 8, (25 - B) * 16 + 8 ) OR (A= 20
   AND B = 12) = 2 OR (A = 25 AND B = 17) THEN GOTO 100 ELS
   E LOCATE A, B : PEN 2 : PRINT CHR$(150)
110  NEXT T : PEN 1
120  TIMER = 40 : EVERY 50,1 GOSUB 470

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130  :
160  DI : LOCATE MANX, MANY : PRINT " "
170  IF INKEY(31) > -1 THEN MANX = MANX + 1 : IF MANX > 38 T
   HEN MANX = 2
180  IF INKEY(39) > -1 THEN MANX = MANX - 1 : IF MANX < 2 T
   HEN MANX = 38
190  IF INKEY(71) > -1 THEN MANY = MANY + 1 : IF MANY > 23 T
   HEN MANY = 2
200  IF INKEY(69) > -1 THEN MANY = MANY - 1 : IF MANY < 2 T
   HEN MANY = 23
210  IF TEST(MANX * 16 - 8, (25 - MANY) * 16 + 8) = 2 THEN G
   OSUB 340
220  LOCATE MANX , MANY : PEN 3 : PRINT CHR$(249)
230  LOCATE CREEPX, CREEPY : PRINT " "; : IF FLAG THEN PEN 2
   : PRINT CHR$(8); CHR$(150)
240  CREEPX = CREEPX + ( (MANX < CREEPX) - ( MANX > CREEPX)
   * 0.75 )
250  CREEPY = CREEPY + ( (MANY < CREEPY) - ( MANY > CREEPY)
   * 0.75 )

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260 IF TEST(CINT( CREEPX ) * 16 - 8, (25 - CINT( CREEPY ) )
    * 16 + 8) = 2 THEN FLAG = 1 ELSE FLAG = 0
270 LOCATE CREEPX, CREEPY : PEN 1 : PRINT CHR$(225)
280 IF MANX =CREEPX AND MANY = CREEPY THEN GOTO 420
290 EI
300 GOTO 160

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310 :
340 SOUND 1,100,10,5 : OBJECTS = OBJECTS + 1
350 IF OBJECTS = 20 THEN FOR T = 100 TO 4000 STEP 100 : SOU
    ND 2, T, 10 : NEXT T : GOTO 60
360 SCORE = SCORE + OBJECTS
370 LOCATE 20, 25 : PEN 2 : PRINT SCORE : PEN 1
380 RETURN

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390 :
420 FOR i=200 TO 400 STEP 25 : SOUND 1,i,12,13,2,3 : NEXT
430 FOR T = 1 TO 500 : NEXT T : LOCATE MANX, MANY : PRINT C
    HR$(224)
440 INK 3, 26, 0 : SPEED INK 5, 5 : LOCATE 20, 25 : PEN 3 :
    PRINT SCORE
450 FOR T = 1 TO 2000 : NEXT T
460 RUN

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465 :
470 TIMER = TIMER - 1 : LOCATE 33, 25 : PRINT TIMER
480 IF TIMER = 0 THEN GOTO 420
490 RETURN

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500 :
3000 IF c1=1 THEN c1=0 : INK 2,26 : RETURN
3010 c1=1 : INK 2,18 : RETURN

```

ChexSum Tables

5 = 2061
10 = 1672
12 = 3880
14 = 4037
16 = 742
17 = 3284
20 = 3509
25 = 1191
30 = 0
60 = 373
70 = 4149
80 = 3135
90 = 1014
100 = 12223
110 = 668
120 = 1622
130 = 0
160 = 1688

170 = 4735
180 = 4747
190 = 4764
200 = 4766
210 = 3939
220 = 2250
230 = 4162
240 = 5201
250 = 5207
260 = 6144
270 = 2486
280 = 3763
290 = 220
300 = 382
310 = 0
340 = 2387
350 = 4456
360 = 2188

370 = 1556
380 = 201
390 = 0
420 = 2686
430 = 3631
440 = 2201
450 = 1644
460 = 202
465 = 0
470 = 2655
480 = 1658
490 = 201
500 = 0
3000 = 2085
3010 = 1043

TOTAL = 126808