

1 Bytecycle Surround

2 :

10 MODE 0:CLS

20 GOSUB 500

30 x1=299:y1=200

40 x2=340:y2=200

50 sx.1=-4:sy.1=0 : x=4 : y=2

60 sx.2=+4:sy.2=0

70 WHILE NOT(P1 AND P2)

80 IF NOT INKEY(UP.1) THEN sy.1=y+sx.1=0

90 IF NOT INKEY(UP.2) THEN sy.2=y+sx.2=0

100 IF NOT INKEY(DW.1) THEN sy.1=-y+sx.1=0

110 IF NOT INKEY(DW.2) THEN sy.2=-y+sx.2=0

120 IF NOT INKEY(LF.1) THEN sx.1=-x:sy.1=0

130 IF NOT INKEY(LF.2) THEN sx.2=-x+sy.2=0

140 IF NOT INKEY(RT.1) THEN sx.1=x:sy.1=0

150 IF NOT INKEY(RT.2) THEN sx.2=x:sy.2=0

160 P1=TEST(x1+sx.1,y1+sy.1) : P2=TEST(x2+sx.2,y2+sy.2)

170 IF P1<>0 OR P2<>0 THEN 300

180 MOVE x1,y1 : x1=x1+sx.1 : y1=y1+sy.1 : DRAW x1,y1,2

190 MOVE x2,y2 : x2=x2+sx.2 : y2=y2+sy.2 : DRAW x2,y2,3

200 WEND

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210 :
300 IF P1<>0 THEN P$="Player 2" ELSE IF P2<>0 THEN P$="Player 1"
310 SOUND 2,91,49,14,0,1,1
320 IF P1<>0 AND P2<>0 THEN P$="Nobody"
330 W$=P$+" has Won."
340 LOCATE 10-LEN(W$)\2,2
350 PEN 14:PRINT W$
360 WHILE INKEY$<>"":WEND
370 PEN 15:LOCATE 4,24:PRINT "Press <ENTER>"
380 ky$="" WHILE ky$<>CHR$(13) AND ky$<>"X":ky$=INKEY$:WEND
390 RUN
400 :
500 INK 0,10:INK 1,26:INK 2,6:INK 3,14: BORDER 0
510 MOVE 0,0
520 DRAW 639,0,1: DRAW 639,399: DRAW 0,399: DRAW 0,0
530 up.1=72 + up.2=0
540 dw.1=73 + dw.2=2
550 lf.1=74 + lf.2=8
560 rt.1=75 + rt.2=1
570 RETURN
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