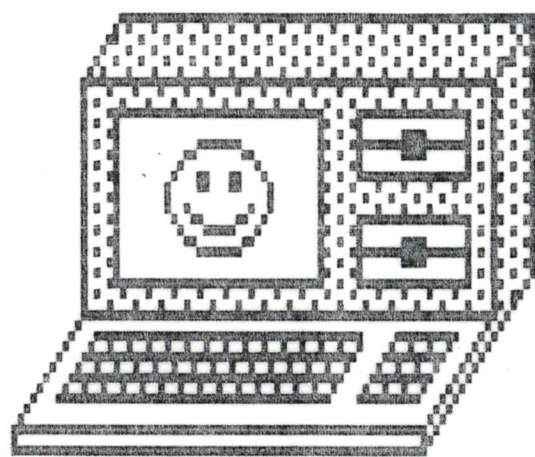# FUN
READY-TO-RUN
COMPUTER

ACTION GAMES!

Credits

     I want to thank the following people for the help of writing
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     Ms. Healy-The chapter 1 teacher for the Galvin Middle
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them. Also used to print the programs.

     Commodore 64-used to print the front cover of this book.

     Signed,

     David McNally

Chapter 1

A good computer program

A good computer program should have more that just print
statements. It should have graphics and sound effects. After
all, when you go to the video arcade you don't see any games
that asks you all kinds of questions in order to play the game.
the most common are:How many players? or:What skill level?
You never walk in and see one say,"What is you full name?" or
"How old are you?" When you make a computer game it should
have the following:

-color
-sound
-sometimes more than one skill
-pictures
-and sometimes movement

A program should never have:

* all print statements
* all questions
* no meaning (no reason for writing it)
* a computer program should never be boring
* a mistake when saved on tape or disk

Follow these tips and you will never go wrong!

Programs, long and short

Just because a program is long doesn't really mean that it is a very good program. I have seen really short programs that are very good. Throughout this book you will find a lot of short programs, as well as longer ones. In this book we have arranged the programs according to their length. The shorter programs will come first. If any programs take more than a 16K standard memory we will be sure to inform you. Each of our programs are sure to work before we put them in this book. If you have any errors with our programs, it is probably one of two things:

1. You mistyped the program.

2. There is a misprint in our book.

Please type in our programs slowly and very carefully. Make sure you run the programs to see if they work correctly before saving them.

Good programing!

Chapter 3

Vocab. Words

Print-prints a statement in ""
RND(-)-picks a random number. the number to be picked is 1-the
number in ()
Chr$(-)-prints the character for the number in ()
Dim-demenations an arry
Goto-tells the computer to goto the line that you state
Read-reads info. in data lines
Input-waits for input from keyboard
Data-statements to read by the read command

        The above is some of the most common vocab. words that we
use to write our programs with.

    Note: These are not all the vocab. words we use. These are
the most common words.

Some math symbols are:

+
-
*
/
>
<
=

Other symbols:

,
;
" "

:

Note:If you see ? in the program it means print.

This program, NUMBER ATTACK is to help young kids learn
the keyboard as well as their numbers 0-9. Type it in very
carefully.

```
0  P=3:M=0
1  H=13
3  READ R$
5  CLS(0)
7  PRINT@24,"LIVES";P;:PRINT@2,"HITS";M;
8  D$=INKEY$:IF D$=R$ THEN R=R+1:H=13:M=M+1:GOTO 3
11 SOUND 28,2
12 E$=CHR$(143+64)
13 D$=INKEY$:IF D$=R$ THEN R=R+1:H=13:M=M+1:GOTO 3
14 D$=CHR$(143+64)+CHR$(143+64)
16 PRINT@429,E$;:PRINT@460,D$+E$;
18 PRINT@H,R$;
19 H=H+32:IF R=16 THEN RESTORE
20 IF H=397 OR H>397 THEN P=P-1:R=R+1:H=13:GOTO 3
21 IF R=16 OR R>16 THEN CLS:PRINT@2,"HITS";M:PRINT@20,"WINNER":END
22 IF P=0 OR P<1 THEN CLS:PRINT@2,"HITS";M:PRINT@20,"YOU LOSE":END
23 D$=INKEY$:IF D$=R$ THEN R=R+1:H=13:M=M+1:GOTO 3
24 FOR K=1 TO 500:NEXT K
25 GOTO 5
1000 DATA 2,5,1,6,9
1001 DATA 3,4,8,7,5
1002 DATA 6,9,0,2,1
1003 DATA WINNER,WINNER
```

NOTE:Change line 24 to control the speed of the game.

DIRECTIONS—When you see a number fall, find it on the keyboard & press it.

This program is to help young kids learn their alphabet A-Z.

```
0 P=3:M=0
1 H=192
2 M=0
3 READ R$
5 CLS(0)
7 PRINT@24,"LIVES";P;:PRINT@2,"HITS";M;
8 D$=INKEY$:IF D$=R$ THENGOSUB 2000
10 E$=CHR$(143+64)
14 G$=E$+E$
17 PRINT@429,E$;:PRINT@460,G$+E$;
19 PRINT@H,R$;
20 D$=INKEY$:IF D$=R$ THEN GOSUB 2000
21 H=H+1:SOUND 28,2
23 IF H=30 THEN H=H+32
25 IF H=429 THEN GOTO 3000
27 IF R$="WINNER"THEN 3050
30 GOTO 5
1000 DATA Q, W, D, B, T, O, P, A
1001 DATA Z, S, X, J, E, K, U, M
1002 DATA C, L, R, Y, WINNER
2000 L=397
2002 O$=CHR$(143+64)
2004 PRINT@L,O$;
2005 PRINT@429,E$;:PRINT@460,D$+E$;
2006 IF L=H THEN SOUND 100,3:M=M+1:H=192:GOTO 3
2008 L=L-32
2010 IF L=141 THEN RETURN
2012 GOTO 2004
3000 P=P-1:IF P=0 THEN CLS(0):PRINT@24,"LIVES";P;:PRINT@2,"HITS";M;:PRINT@45,
U LOSE";
3001 IF P<>0 THEN H=192:GOTO 3
3002 IF P=0 THEN 3002
3050 FOR L=1 TO 1050:NEXT L
3051 CLS(0)
3052 PRINT@24,"LIVES";P;:PRINT@2,"HITS";M;:PRINT@45,"WINNER";
3054 GOTO 3054
```

Directions: When you see a letter go across the screen, get it in fire range and press that letter on the keyboard, then the letter blows up!

Chapter 6
Laser show

This program creates patterns of lines and random sound.
Type it carefully.

```
5 CLS(0):DIM Y(100):DIM A(100),Q(100),F(100)
6 GOSUB 1000
8 Y=RND(30):A=RND(30):B=RND(8)
10 IF Y>A THEN 8:IF Y=A THEN 8
12 Z=RND(30)
14 FOR N=Y TO A
16 SET(N,Z,B):SET(Z,N,B)
18 NEXT N
19 I$=INKEY$:IF I$=" "THEN 90
20 Q=RND(30):F=RND(30)
22 IF Q>F THEN 20:IF Q=F THEN 20
23 FOR T=1 TO 3
24 H=RND(30)
26 FOR I=Q TO F
28 RESET(I,H):RESET(H,I)
29 NEXT I
30 NEXT T
31 I$=INKEY$:IF I$=" "THEN 90
32 X=RND(220):G=RND(10)
34 SOUND X,G
35 I$=INKEY$:IF I$=" "THEN 90
36 GOTO 8
90 CLS(0):IF I$=" "THEN GOTO 1000
1000 B=RND(220):D=RND(10)
1001 SOUND B,D
1008 GOTO 8
```

NOTE:To stop the Laser Show display, just press the spacebar.

This action game requires a good eye. As the missles fall you must catch them in your bucket of water, and you score. If the missle is to far away, pressing the fire button makes the missle self-restruct & restart. WARNING:Hold the button to long and you lose points.

```
0  DIM X(1000,1):X=0
1  POKE 65495,0
2  A=495:GOTO 5
3  X=RND(31):CLS0:RETURN
4  QW=0
5  CLS(0)
6  H=0
7  Y=0
14 PRINT@A,CHR$(143+64);
16 J=JOYSTK(0)
17 P=PEEK(65280)
18 IF J=0 THEN GOSUB 1000:A=A-1:IF A<=480 THEN A=A+1:GOTO 14
20 IF J=63 THEN GOSUB 1000:A=A+1:IF A>=480+31 THEN A=A-1:GOTO 14
22 GOSUB 2000
23 IF P=126 OR P=254 THEN X=0
24 IF P=126 OR P=254 THEN QW=QW-1
25 GOTO 14
1000 PRINT@A,CHR$(128);:FOR T=1 TO 30:NEXT T:RETURN
2000 IF X=0 THEN GOSUB 3
2005 PRINT@X,CHR$(128);
2006 PRINT@X,CHR$(143+16);
2007 IF X>479 THEN GOSUB 3
2008 H=H+1:IF Y>=1000 THEN 9000
2009 X=X+32:IF X=A THEN 8000
2010 Y=Y+1:RETURN
8000 QW=QW+1
8001 SOUND 28,1
8002 RETURN
9000 CLS:PRINT"GAME OVER!"
9001 PRINT"YOU GOT ";QW;" POINTS."
9002 PRINT"PLAY AGAIN(Y/N)";
9003 INPUT WE$:IF WE$="Y"THEN RUN ELSE POKE 65496,0:END
```

THIS SKI PROGRAM IS FAST PACED.   YOU ARE THE MAN IN RED AND THERE IS
TREES ALL AROUND.   CAN YOU DODGE THEM?

```
0  N=0:K=0
1  B=224+16
2  CLS:PRINT"SPEED(50-200)"
3  PRINT"50=FAST     200=SLOW"
4  INPUT J
5  CLS
10 A=RND(31)
12 PRINT@480+A,CHR$(128)
13 FOR T=1 TO J:NEXT T
14 V=PEEK(1024+B):IF V=128 THEN SOUND,1,1
15 IF V=128 THEN N=N+1 ELSE K=K+1
16 PRINT@B,CHR$(143+48);
17 A$=INKEY$
18 IF A$=CHR$(8)THEN B=B-1:IF B=224 THEN B=B+1
20 IF A$=CHR$(9)THEN B=B+1:IF B=224+31 THEN B=B-1
24 IF N=5 THEN PRINT"YOU LOSE":PRINT"YOUR SCORE IS";K:END
26 GOTO 10
```

The next one is not a game but part of one! In this chapter I decided to let you try. The listing below draws a plane and moves it around. The rest is up to you! Do you know why the plane moves a little slower when you move it left and right than when you move it up and down? (answer in next chapter)

```
0 Q=0
5 CLS0
10 REM SPACE SHIP
12 A$=CHR$(137+48)
14 B$=CHR$(140+48)
16 C$=CHR$(134+48)
20 REM DRAW SHIP
22 A=481
24 PRINT@A-33,A$;:PRINT@A,B$+B$+B$+B$;
30 H=JOYSTK(0):J=JOYSTK(1)
32 IF H=0 THEN Q=0:GOSUB 1000
34 IF H=63 THEN Q=1:GOSUB 2000
36 IF J=0 THEN GOSUB 3000
38 IF J=63 THEN GOSUB 4000
40 GOTO 30
1000 A=A-1
1002 IF A=0 OR A=4 OR A=36 OR A=68 OR A=100 THEN A=A+1:RETURN
1003 IF A=132 OR A=164 OR A=196 OR A=228 OR A=260 OR A=292 THEN A=A+1:RETURN
1004 IF A=324 OR A=356 OR A=388 OR A=420 OR A=452 OR A=484 THEN A=A+1:RETURN
1005 GOSUB 5000:RETURN
2000 A=A+1
2001 IF A=125 THEN A=A-1:RETURN
2002 IF A=29 OR A=61 OR A=93 OR A=157 OR A=189 OR A=221 OR A=253 THEN A=A-1:RETU
RN
2004 IF A=285 OR A=317 OR A=349 OR A=381 OR A=413 OR A=445 OR A=477 OR A=501 THE
N A=A-1:RETURN
2005 GOSUB 5050:RETURN
3000 A=A-32
3003 IF A<33 THEN A=A+32:RETURN
3005 GOSUB 6000:RETURN
4000 A=A+32
4004 IF A>479 THEN A=A-32:RETURN
4005 GOSUB 6000:RETURN
5000 CLS(0)
5002 PRINT@A,B$+B$+B$+B$;:PRINT@A-28,C$;:RETURN
5050 CLS(0)
5052 PRINT@A-33,A$;:PRINT@A,B$+B$+B$+B$;:RETURN
6000 CLS(0)
6002 IF Q=0 THEN PRINT@A,B$+B$+B$+B$;:PRINT@A-28,C$;:RETURN
6004 IF Q=1 THEN PRINT@A-33,A$;:PRINT@A,B$+B$+B$+B$;:RETURN
```

CHAPTER 10
THE END!

Well that's it! I hope you had hours of fun playing these games. They were also designed for showing you how to make games like them. If you don't understand how they work check with your computer manual. If you still don't understand I have a small book for $.50 explaining it all! In chapter 9 I have done half of one so you can finish it. Maybe you will make one as good as "Defender" or maybe just a few changes. I hope you try it. See how good you really are!

Answer to question in Chapter 9

It moves slower left and right because the computer has lots more boundaries to check for. When it moves up and down it only has 1 boundary line to look for.