

You've already heard the next program mentioned a couple times. Blockade was one of our more popular CLOAD entries, and the Color Computer version is as good - no, better! If you have joysticks, use 'em! If you don't, you can use the keyboard to play. You win by reaching 100 points, being 100 points ahead of your opponent, or having your opponent go below -100 points. You get points by running into the little squares (targets) that appear randomly on the playing field. These targets randomly range in value from 1 to 9 points. When you hit one, the value of the target is added to your score and your 'snake' grows one length for every point you get. Don't take your time getting over to a target when it appears, however, because they stay on the playing field for only a random amount of time. Also, if you run into yourself, a wall, or your opponent you lose 10 points. If you both run into something other than a target at the same time (or run into each other), you both lose 10 points. And if you both hit a target at the same time, you both get the value of the target, then you both lose 10 points for hitting each other.

If you and your opponent both go over 100 on the same turn, the one with the highest score should win. This is not the case... And the bug was found after the issue went to duplication. I've been playing this particular game for over a year and never ran across this problem. So much for thorough testing! To fix this problem, edit line 1030 to read:

```
1030 IF(XS>=100ORXS-MS>=100ORMS<-100)ANDXS>MS THENQ$=Z2$:GOTO1060
```

Blockade also has a little machine language routine (actually 4 similar routines) embedded in a string array (line 5300). This routine takes the program's screen location of a 4 pixel by 8 pixel square (PMODE 3) and returns an X, Y, X+7, or Y+7 value (depending on which USR function is called) needed by the BASIC 'PUT' routine to put a block in that location. The assembly listing of this routine will also be included in next month's meanderings. If you want a little more speed, take out the 'PLAYP\$:' statement in line 55 (no more beep beep beep beep).

Almost forgot to mention the single player option. With it, the left player operates normally, but the right player can't crash (unless you both try to occupy the same spot at the same time). If you are truly playing by yourself, center the right joystick or the program will appear sluggish at times. Someone can also play the right player if they want to, which makes for an interesting, if not totally fair, game. This started out as a debug routine that was used as the program was being modified for the Color Computer, but I liked it enough to incorporate it into the program. That's why it's a bit flakey! A feature!