

TIM HARTNELL'S GIANT BOOK OF SPECTRUM GAMES



**CONTAINS MORE
THAN 80 GREAT
PROGRAMS**

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H333-2

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Tim Hartnell's

GIANT BOOK OF SPECTRUM GAMES



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Fontana Paperbacks

First published in Great Britain
by Fontana Paperbacks 1983

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Printed and bound in Great Britain
at the University Press, Oxford

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Fontana Computer Books

Consultant editor: Tim Hartnell

Elementary Pascal, Henry Ledgard and Andrew
Singer

Elementary Basic, Henry Ledgard and Andrew Singer

Better Programming for Your Spectrum and ZX81,

S. Robert Speel

Tim Hartnell's Giant Book of Computer Games

Tim Hartnell founded the National ZX Users' Club in 1980 and is the founding editor of *ZX Computing* magazine. He is the author of several computer books, including *Tim Hartnell's Giant Book of Computer Games* (Fontana, 1983).

Introduction

Assembling the games for this collection has been tremendous fun.

After all, there are not many people who are lucky enough to be able to spend their days playing computer games - and then claim that they've been working. But that's just what I have been able to do when compiling this book.

I first thought of bringing together a large compendium of games over a year ago. So I decided to keep my eyes open for original, outstanding games. Whenever I came across a game which I thought was worth adding to the growing collection, I put it to one side until I was ready to sort the programs into categories, write the introductions, and - of course - have the fun of playing them all over again.

The job has now been done. This volume represents the best work of a number of the UK's most talented young programmers. If it's games you want for your computer, you're certainly going to find them here.

Good games-playing,

Tim Hartnell
London, 1983

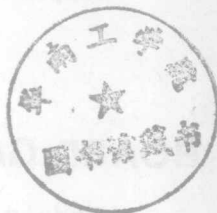
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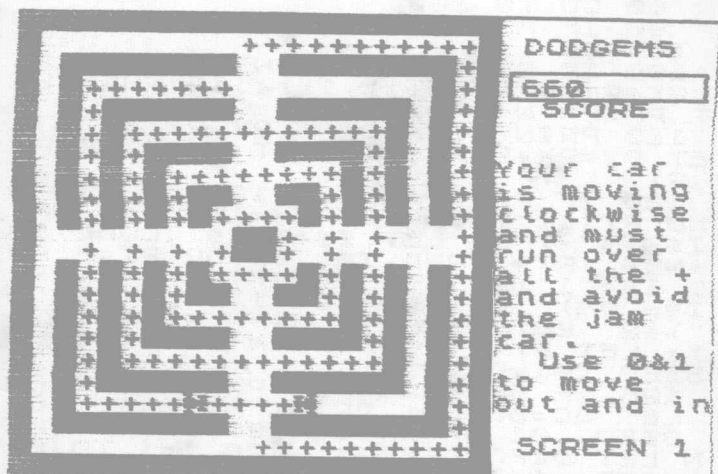
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Dodgems

You're sure to be familiar with this game. There are two cars on the screen, with the black one under your control, and the computer controlling the red car.

The aim of the game is to 'run over' all the plus signs (+) without being hit by the computer's car. Cornering is automatic in this game, so the only controls you need are those



to move in a track (press the 1) or to move out a track (press the 0). You can only change tracks when passing a gap in the wall. You have a slight advantage over the computer in that you can move in or out two tracks at a time, while the computer can only move one.

The game repeats if you manage to clear all the plus signs. If you manage to clear a second screen then on the third screen the computer's car moves twice as fast, which makes defeat almost inevitable. Dodgems was written by Paul Toland.

```

1 REM DODGEMS © P.TOLAND
2 RANDOMIZE
5 DEF FN A$(I)=CHR$(32+(I<10
OR I>11 OR ST=0 OR ST=10)*111)
10 DEF FN N(P)=P+(P=0)*4-(P=5)
*4
20 LET DIFF=1: LET SC=10
30 GO SUB 6000: GO SUB 5000
40 GO TO 100
90 IF ATTR (PY,PX)<>48 THEN GO
TO 400
100 IF ATTR (PY+P(FN N(P+1)),2)
,PX+P(FN N(P+1),1))<>49 THEN LE
T PP=FN N(P+1)
110 PRINT INK 2;AT PY,PX;" ": L
ET PX=PX+P(PP,1): LET PY=PY+P(PP
,2)
120 IF PX>9 AND PX<12 OR PY>9 A
ND PY<12 THEN LET I$=INKEY$: IF
I$<>" " THEN LET I$=CHR$(CODE I$
*NOT (PT=1 AND I$="0" OR PT=5 AN
D I$="1")): LET PT=PT+(I$="1")-(
I$="0"): LET D=(I$="1")*2-(I$="0
")*2: LET PX=PX+D*P(FN N(P+1),1
): LET PY=PY+D*P(FN N(P+1),2):
BEEP .01,5
125 IF SCREEN$(PY,PX)="+" THEN
LET SC=SC+10: PRINT AT 3,23;SC:
BEEP .01,9: IF SC=2200*DIFF THE
N LET DIFF=DIFF+1: FOR I=1 TO 5:
BEEP .1,I*2: NEXT I: GO TO 30
130 PRINT AT PY,PX; INK 0;CHR$(
(143+PP))
135 FOR I=1 TO DIFF-(DIFF=2): I
F ATTR (CY,CX)<>50 THEN GO TO 40
0
140 IF ATTR (CY+P(FN N(CP-1)),2)
,CX+P(FN N(CP-1),1))<>49 THEN LE
T CP=FN N(CP-1)
150 PRINT AT CY,CX; INK 2;0$: L
ET CX=CX+P(CP,1): LET CY=CY+P(CP
,2)

```

```

160 IF CY=10 OR CX=10 THEN LET
D=SGN (PT-CT): LET CT=CT+D: LET
CY=CY+P(FN N(CP-1),2)*D*2: LET C
X=CX+P(FN N(CP-1),1)*D*2
170 LET O$=SCREEN$(CY,CX): PRI
NT AT CY,CX: INK 2;CHR$(143+CP)
: NEXT I
180 GO TO 90
400 FOR I=1 TO 4: FOR J=1 TO 4:
PRINT AT PY,PX;CHR$(143+J): BE
EP .1,-10: NEXT J: NEXT I: BEEP
2,-30
410 PRINT AT 2,7: FLASH 1:"GAME
OVER":AT 19,2:"TRY AGAIN ? Y OR
N"
412 INK 8: FLASH 8: LET I=10
415 INVERSE 1: OVER 1: DIM B$(2
2-I*2): FOR J=I TO 21-I: PRINT A
T J,I:B$: NEXT J: INVERSE 0: OVE
R 0
420 IF INKEY$="" THEN LET I=I-1
+(I=0)*10: GO TO 415
430 IF INKEY$<>"N" AND INKEY$<>
"N" THEN RUN
500 STOP
4999 REM *****screen set-up
5000 INK 2: PAPER 6: BORDER 6: C
LS : LET ST=0: LET EN=21
5020 INK 1: FOR I=ST TO EN: PRIN
T AT ST,I;FN A$(I);AT I,ST;FN A$
(I);AT EN,I;FN A$(I);AT I,EN;FN
A$(I): NEXT I: INK 2: FOR I=ST+1
TO EN-1: PRINT AT ST+1,I;"+";AT
I,ST+1;"+";AT EN-1,I;"+";AT I,E
N-1;"+" : NEXT I
5030 LET ST=ST+2: LET EN=EN-2: I
F ST<11 THEN GO TO 5020
5040 PRINT AT 1,23: INK 1: FLASH
1:"DODGEMS"
5050 PRINT AT 4,24: INK 2:"SCORE
5060 PLOT 180,143: DRAW 71,0: DR
AW 0,10: DRAW -71,0: DRAW 0,-10
5070 INK 1: PLOT 176,0: DRAW 79,
0: DRAW 0,175: DRAW -79,0
5080 LET M$="Your car is moving
clockwise and must run over a
ll the + and avoid the jam car
Use 0&1 to move out a
nd in"
5090 OVER 1: FOR I=1 TO LEN M$ S
TEP 10: PRINT AT 7+I/10,22;M$(I

```

```

TO I+9): NEXT I: OVER 0
5100 RESTORE 5110: DIM P(4,2): F
OR I=1 TO 4: READ P(I,1),P(I,2):
NEXT I
5110 DATA 0,-1,1,0,0,1,-1,0
5120 LET O$="+": LET PX=10: LET
ST=INT (RND*5): LET PY=20-ST*2:
LET CX=11: LET CY=20-ST*2: LET P
P=4: LET CP=2: LET PT=1+ST: LET
CT=1+ST
5130 INK 2: PRINT AT 20,23;"SCRE
EN ";DIFF
5200 RETURN
5900 REM *****define U.D.G.
6000 RESTORE 6010: FOR I=0 TO 31
: READ N: POKE USA "A"+I,N: NEXT
I: RETURN
6010 DATA 90,126,90,24,60,189,25
5,189
6020 DATA 224,71,242,255,255,242
,71,224
6030 DATA 189,255,189,60,24,90,1
26,90
6040 DATA 7,226,79,255,255,79,22
6,7

```


Leaper

The game of Leaper, written by David Perry, is explained in detail when the program is run:

```
      * LEAPER *  
The object of the game LEAPER  
is to try to jump your frog *  
over the lily pads * to the  
ROAD , avoiding the CARS *  
which keep changing direction  
to get to your home * * * * .
```

```
      Key:7=UP  
      Key:8=RIGHT,Key:5=LEFT  
By the way you cannot hop as  
fast on the road BE CAREFUL
```

```
10 points are scored for each  
forward move and if your frog  
gets home safely you will get  
a bonus of 50 points...
```

```
FROG=* LILY=* CARS=*  
PRESS ENTER TO COMMENCE!
```

As you'll see when you run the program, this makes very effective use of the computer's sound and color capabilities.

```
1 REM      >>>>>LEAPER!<<<<<  
3 REM  
4 REM      @ D. PERRY  
5 REM      1983  
6 REM  
7 REM  
8 RESTORE  
15 GO SUB 9000  
16 GO SUB 8000  
18 BORDER 0: PAPER 2: INK 7: C  
LS 20 LET M=2: LET X=21: LET Y=15  
: LET SC=0: LET HS=0: LET P=1  
80 LET SC=0: LET P=1
```