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1 REM *****
2 REM * AVOID-THE-GHOST *
3 REM * WRITTEN BY JOHN *
4 REM * PHILLIPS OF *
5 REM * DALLAS, TEXAS *
6 . 1 *****
100 CALL CLEAR
110 REM *****
120 REM * PRINT OUT THE *
130 REM * INSTRUCTIONS! *
140 REM *****
150 PRINT "THIS IS AN "AVOID-THE-GHOST" GAME."
160 PRINT
170 PRINT "A SCREEN WILL BE DISPLAYED IN FRONT OF YOU THAT CON- TAINS 64 SQU
ARES."
180 PRINT
190 PRINT "UNDER 2 OF THESE SQUARES ARE GHOSTS.YOU MUST TRY TO AVOID HITTIN
G A GHOST."
200 PRINT
210 PRINT "TO PLAY, ONCE THE SCREEN HAS APPEARED, TYPE IN THE ROW NUMBER YOU D
ESIRE. YOU'LL THEN HEAR A BEEP"
220 PRINT
230 PRINT "PRESS ANY KEY TO GO ON..."
240 CALL KEY(O,K,S)
250 IF S=0 THEN 240
260 CALL CLEAR
270 PRINT "ONCE YOU HEAR THE BEEP, TYPE THE COLUMN NUMBER YOU DE- SIRE."
280 PRINT
290 PRINT "IF THE GHOST IS NOT UNDER YOUR CHOSEN SQUARE, A NICE DESIGN WILL
APPEAR ON IT."
30 PRINT "THIS MEANS THAT THE SQUARE IS YOURS."
310 PRINT
320 PRINT "IF YOU CAN SUCCESSFULLY COL- LECT 25 SQUARES, THEN YOU WIN THE GAME
."
330 PRINT
340 PRINT "IF, HOWEVER, YOU LAND ON A GHOST, THE BOARD WILL LIGHT UP AND YOU W
ILL AUTOMA- TICALLY LOSE."
350 PRINT
360 PRINT "PRESS ANY KEY TO START THE GAME . . . GOOD LUCK!!!"
370 CALL KEY(O,K,S)
380 IF S=0 THEN 370
390 CALL CLEAR
400 PRINT "STRIKE KEYS BRISKLY AND SHARPLY!!!!"
410 FOR I=1 TO 500
420 NEXT I
430 CALL CLEAR
440 REM *****
450 REM * PRINT OUT THE *
460 REM * 64 SQUARES *
470 REM *****
480 CALL SCREEN(9)
490 CALL COLOR(9,16,2)
500 CALL CHAR(96,"FF818181818181FF")
510 CALL CHAR(98,"FFC3A59999A5C3FF")
520 FOR R=4 TO 18 STEP 2
530 FOR C=8 TO 22 STEP 2
54 CALL VCHAR(R,C,96,1)
550 NEXT C
560 NEXT R
570 CALL CHAR(97,"1898FF3D3C3C2424")
580 REM *****
590 REM * PRINT OUT THE *
600 REM * COL NUMBERS *
610 REM *****

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620 CALL COLOR(3,2,16)
630 CALL COLOR(4,2,16)
640 R=2
650 COUNT=49
660 FOR C=8 TO 22 STEP 2
670 CALL VCHAR(R,C,COUNT,1)
680 COUNT=COUNT+1
690 NEXT C
700 REM *****
710 REM * PRINT OUT THE *
720 REM * ROW NUMBERS *
730 REM *****
740 COUNT=49
750 C=6
760 FOR R=4 TO 18 STEP 2
770 CALL VCHAR(R,C,COUNT,1)
780 COUNT=COUNT+1
790 NEXT R
800 REM *****
810 REM * PRINT THE WORD*
820 REM * TOTAL ON THE *
830 REM * SCREEN. *
840 REM *****
850 MSG$="TOTAL"
860 RO=16
870 GOSUB 2180
880 MSG$="-----"
890 RO=17
900 GOSUB 2180
910 REM *****
920 REM * RANDOMIZE THE *
930 REM * GHOSTS *
940 REM *****
950 RANDOMIZE
960 FIRST=INT((18-4+1)*RND)+4
970 SECOND=INT((22-8+1)*RND)+8
980 FIRST2=INT((18-4+1)*RND)+4
990 IF FIRST2=FIRST THEN 980
1000 SECOND2=INT((22-8+1)*RND)+8
1010 IF SECOND2=SECOND THEN 1000
1020 IF FIRST/2<>INT(FIRST/2)THEN 1030 ELSE 1040
1030 FIRST=FIRST+1
1040 IF FIRST2/2<>INT(FIRST2/2)THEN 1050 ELSE 1060
1050 FIRST2=FIRST2+1
1060 IF SECOND/2<>INT(SECOND/2)THEN 1070 ELSE 1080
1070 SECOND=SECOND+1
1080 IF SECOND2/2<>INT(SECOND2/2)THEN 1090 ELSE 1100
1090 SECOND2=SECOND2+1
1100 REM
1110 IF FIRST2=FIRST THEN 980 ELSE 1120
1120 IF SECOND2=SECOND THEN 1000 ELSE 1240
1130 REM *****
1140 REM * THE NEXT 2 IN *
1150 REM * STRUCTIONS WILL *
1160 REM * DISPLAY THE *
1170 REM * GHOSTS ON THE *
1180 REM * SCREEN IF I *
1190 REM * WANT TO SEE *
1200 REM * THEM. *
1210 REM *****
1220 CALL VCHAR(FIRST,SECOND,97,1)
1230 CALL VCHAR(FIRST2,SECOND2,97,1)
1235 RETURN
1240 GOSUB 1440
1250 REM *****
1260 REM * PLAY AGAIN *

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1270 REM * CHOICE IS *
1280 REM * DISPLAYED HERE*
1290 REM *****
1300 PRINT
1310 PRINT "TYPE 1 IF YOU WISH TO PLAY AGAIN, 2 IF YOU WISH TO QUIT."
1319 CALL KEY(0,K,S)
1320 IF S=0 THEN 1319
1330 IF K<49 THEN 1319
1340 IF K>50 THEN 1319
1350 IF K=49 THEN 430
1360 STOP
1370 REM *****
1380 REM * HERE IS THE *
1390 REM * BULK OF THE *
1400 REM * PGM THAT AC-
1410 REM * CEPTS THE KEY *
1420 REM * INPUT AND *
1430 REM * CHANGES THE *
1440 REM * SCREEN IF SO *
1450 REM *****
1460 TOTAL=0
1470 FOR I=1 TO 25
1480 CALL KEY(0,ROW,STATUS)
1490 IF STATUS=0 THEN 1460
1500 ROW=ROW-48
1510 IF ROW>8 THEN 1460
1520 IF ROW<1 THEN 1460
1530 CALL SOUND(150,500,0)
1540 FOR K=1 TO 50
1550 NEXT K
1560 CALL KEY(0,COL,XTATUS)
1570 IF XTATUS=0 THEN 1540
1580 COL=COL-48
1590 IF COL>8 THEN 1540
1600 IF COL<1 THEN 1540
1610 REM CHANGE TO COL'S & ROW'S
1620 ROW=ROW*2+2
1630 COL=COL*2+6
1640 REM *****
1650 REM * DETERMINE IF A*
1660 REM * GHOST IS UNDER*
1670 REM * A SELECTED *
1680 REM * SQUARE *
1690 REM *****
1700 IF ROW=FIRST THEN 1700 ELSE 1690
1710 IF ROW=FIRST2 THEN 1710 ELSE 1690
1720 IF COL=SECOND THEN 1720 ELSE 1690
1730 IF COL=SECOND2 THEN 1720 ELSE 1690
1740 CALL VCHAR(ROW,COL,97,1)
1750 REM ---->FLASH SQUARES
1760 FOR J=1 TO 31
1770 CALL COLOR(9,16,2)
1780 CALL COLOR(9,2,16)
1790 NEXT J
1800 CALL VCHAR(FIRST,SECOND,97,1)
1810 CALL VCHAR(FIRST2,SECOND2,97,1)
1820 GOSUB 2320
1830 FOR F=1 TO 1250
1840 NEXT F
1850 PRINT "SORRY, YOU LOSE."
1860 GOTO 1980
1870 REM *****
1880 REM * DETERMINE IF A*
1890 REM * SELECTED SQUARE
1900 REM * IS ALREAY *
1910 REM * TAKEN *

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1900 REM *****
1910 CALL GCHAR(ROW,COL,NV)
1920 IF NV=98 THEN 1460 ELSE 1930
1930 CALL VCHAR(ROW,COL,98,1)
1940 TOTAL=TOTAL+1
1950 GOSUB 2030
1960 IF TOTAL=25 THEN 1970 ELSE 2000
1970 GOSUB 1130
1971 FOR II=1 TO 1500
1972 NEXT II
1975 PRINT "YOU HAVE COLLECTED 25          SQUARES AND HAVE WON THE GAME."
1980 PRINT "THE GHOSTS WERE AT"; (FIRST-2)/2; ", "; (SECOND-6)/2, "AND"; (FIRST2-2)/2;
", "; (SECOND2-6)/2
1990 GOTO 2010
2000 NEXT I
2010 RETURN
2020 END
2030 REM *****
2040 REM * SUB PGM TO *
2050 REM * PRINT THE TOTAL
2060 REM * OUT ON THE *
2070 REM * SCREEN *
2080 REM *****
2090 TOTAL$=STR$(TOTAL)
2100 LENGTH=LEN(TOTAL$)
2110 PPLACE=25
2120 FOR L=1 TO LENGTH
2130 SUBSTR$=SEG$(TOTAL$,L,1)
2140 ASCNUM=ASC(SUBSTR$)
2150 CALL HCHAR(18,PPLACE+L,ASCNUM)
2160 NEXT L
2170 RETURN
2180 REM *****
2190 REM * SUB PGM TO *
2200 REM * PRINT THE WORD*
2210 REM * "TOTAL" OUT ON*
2220 REM * THE SCREEN *
2230 REM *****
2240 LENGTH=LEN(MSG$)
2250 PPLACE=23
2260 FOR I=1 TO LENGTH
2270 SUBSTR$=SEG$(MSG$,I,1)
2280 ASCNUM=ASC(SUBSTR$)
2290 CALL HCHAR(18,PPLACE+I,ASCNUM)
2300 NEXT I
2310 RETURN
2320 REM *****
2330 REM * MAKE THE MUSIC*
2340 REM * SOUND SUBPGM *
2350 REM *****
2360 CALL SOUND(400,175,0)
2370 FOR C=1 TO 100
2380 NEXT C
2390 CALL SOUND(200,175,0)
2400 CALL SOUND(2400,233,0)
2410 RETURN

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