

DOOMSTONE CITY

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10 GOTO 10000
100 CALL CLEAR
101 CALL VCHAR(5,1,144,20)
102 CALL VCHAR(5,32,144,20)
107 CALL HCHAR(24,1,144,32)
110 CALL CHAR(96,"18187E5A5A182466")
120 CALL CHAR(97,"18107E5B58141212")
130 CALL CHAR(98,"18087EDA1A284848")
135 CALL CHAR(99,"000000FF00000000")
137 CALL CHAR(100,"183C3C3C3C001405")
140 CALL COLOR(9,2,12)
150 CALL CHAR(104,"30B3F33F30307CFF")
160 CALL COLOR(10,13,12)
170 CALL CHAR(112,"18BD7EFF7EBD1800")
180 CALL COLOR(11,11,12)
190 CALL CHAR(120,"3854FEFEFE284482")
200 CALL COLOR(12,5,12)
210 CALL CHAR(128,"80C0E0F0F8FCFEFF")
220 CALL CHAR(129,"0103070F1F3F7FFF")
230 CALL CHAR(130,"FFFFFFFFFFFFFFFF")
240 CALL COLOR(13,7,6)
250 CALL CHAR(136,"FFFFFFFFFFFFFFFF")
260 CALL COLOR(14,6,6)
262 CALL CHAR(144,"FFFFFFFFFFFFFFFF")
264 CALL COLOR(15,12,12)
270 REM ** NOW DO THE SCREEN) **
280 CALL SCREEN(12)
290 FOR I=1 TO 4
300 CALL HCHAR(I,1,136,32)
310 NEXT I
320 CALL VCHAR(1,2,128)
330 CALL VCHAR(2,2,130,3)
340 CALL VCHAR(2,3,130,3)
350 CALL VCHAR(2,4,128)
360 CALL VCHAR(3,4,130,2)
370 CALL VCHAR(3,5,128)
380 CALL HCHAR(4,5,130,3)
390 CALL VCHAR(4,8,128)
395 CALL VCHAR(2,6,96)
400 REM ** RIGHT PLATEAU **
410 CALL VCHAR(1,32,129)
420 CALL VCHAR(2,32,130,3)
430 CALL VCHAR(2,31,130,3)
440 CALL VCHAR(2,30,129)
450 CALL VCHAR(3,30,130,2)
460 CALL VCHAR(3,29,129)
470 CALL HCHAR(4,27,130,3)
480 CALL VCHAR(4,26,129)
485 CALL VCHAR(2,27,120)
490 REM ** CONTINUE **
500 TITLE$="DOOMSTONE CITY"
510 FOR I=1 TO LEN(TITLE$)
520 PC$=SEG$(TITLE$,I,1)
530 PCOL=I+9
540 APC=ASC(PC$)
550 CALL VCHAR(4,PCOL,APC)
560 NEXT I
565 CALL VCHAR(4,19,144)
570 REM ** CONTINUE **
580 REM ** NOW THE CACTUS **
590 RANDUMIZE
600 FOR I=1 TO 18
610 RC=INT((30-2+1)*RND)+2
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620 RR=INT((22-0+1)*RND)+0
630 CALL VCHAR(RR,RC,104)
640 NEXT I
650 FOR I=1 TO 15
660 TWC=INT((30-2+1)*RND)+2
670 TWR=INT((22-6+1)*RND)+6
680 CALL GCHAR(TWR,TWC,CACTUS)
690 IF CACTUS=104 THEN 660
700 CALL VCHAR(TWR,TWC,112)
710 NEXT I
720 MANR=INT((22-6+1)*RND)+6
730 MANC=INT((30-2+1)*RND)+2
740 CALL GCHAR(MANR,MANC,WHAT)
750 IF (WHAT=104)+(WHAT=112)<0 THEN 720
760 CALL VCHAR(MANR,MANC,96)
770 MR=INT((22-6+1)*RND)+6
780 MC=INT((22-6+1)*RND)+6
785 CALL GCHAR(MR,MC,WHAT)
786 IF WHAT<>32 THEN 770
790 CALL VCHAR(MR,MC,120)
800 MORG_SCORE=0
810 GF_SCORE=0
815 HYPER_SPACE=0
820 MORG_FLAG*="ON"
830 RETURN
900 REM ** SCORING **
905 TIME=INT((15-1+1)*RND)+1
910 IF MORG_FLAG*="ON" THEN 915 ELSE 940
915 IF (TIME=2) THEN 920 ELSE 1000
920 CALL VCHAR(MR,MC,32)
925 MORG_FLAG*="OFF"
930 MORG_SCORE=MORG_SCORE+1
931 SC=27
932 PASS_SCORE=MORG_SCORE
933 GOSUB 6000
935 IF MORG_SCORE=10 THEN 937 ELSE 939
937 GOSUB 5000
939 GOTO 1000
940 IF TIME=8 THEN 942 ELSE 1000
942 MR=INT((22-6+1)*RND)+6
943 MC=INT((30-2+1)*RND)+2
944 FOR F=1 TO 8
945 CALL VCHAR(MR,MC,32)
946 CALL VCHAR(MR,MC,120)
947 NEXT F
950 MORG_FLAG*="ON"
955 GOTO 1000
1000 REM ** MOVE MAN **
1010 CALL KEY(O,K,S)
1020 IF S=0 THEN 1010
1021 IF K=72 THEN 1022 ELSE 1030
1022 GOSUB 1800
1029 GOTO 1010
1030 IF K=69 THEN 1040 ELSE 1100
1040 PASS_MANR=MANR
1050 MANR=MANR-1
1060 GOSUB 2000
1070 CALL VCHAR(PASS_MANR,MANC,32)
1080 CALL VCHAR(MANR,MANC,96)
1090 GOTO 900
1100 IF K=88 THEN 1110 ELSE 1170
1110 PASS_MANR=MANR
1120 MANR=MANR+1
1130 GOSUB 2000
1140 CALL VCHAR(PASS_MANR,MANC,32)
1150 CALL VCHAR(MANR,MANC,96)
1170 GOTO 900

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1170 IF K=83 THEN 1180 ELSE 1240
1180 PASS_MANC=MANC
1190 MANC=MANC-1
1200 GOSUB 2100
1210 CALL VCHAR(MANR,PASS_MANC,32)
1220 CALL VCHAR(MANR,MANC,96)
1230 GOTO 900
1240 IF K=68 THEN 1250 ELSE 1310
1250 PASS_MANC=MANC
1260 MANC=MANC+1
1270 GOSUB 2100
1280 CALL VCHAR(MANR,PASS_MANC,32)
1290 CALL VCHAR(MANR,MANC,96)
1300 GOTO 900
1310 IF K=74 THEN 1320 ELSE 1340
1320 CALL VCHAR(MANR,MANC,98)
1330 GOTO 900
1340 IF K=76 THEN 1350 ELSE 1370
1350 CALL VCHAR(MANR,MANC,97)
1360 GOTO 900
1370 IF K=75 THEN 1380 ELSE 1000
1380 CALL GCHAR(MANR,MANC,MAN)
1390 IF (MAN<>97)+(MAN<>98)<-1 THEN 1395 ELSE 1400
1395 GOTO 900
1400 IF MAN=98 THEN 1410 ELSE 1500
1410 SOURCE=MANC-1
1420 DEST=MANC-10
1430 INCR=-1
1440 GOSUB 3000
1450 GOTO 900
1500 IF MAN=97 THEN 1510
1510 SOURCE=MANC+1
1520 DEST=MANC+10
1530 INCR=1
1540 GOSUB 3000
1550 GOTO 900
1560 RETURN
1800 REM *** HYPER SPACE *
1810 HYPER_SPACE=HYPER_SPACE+1
1815 IF HYPER_SPACE>2 THEN 1870
1820 CALL VCHAR(MANR,MANC,32)
1825 IF MC<28 THEN 1830 ELSE 1850
1830 MANR=MR
1835 MANC=MC+2
1840 CALL VCHAR(MANR,MANC,96)
1845 GOTO 1870
1850 MANR=MR
1855 MANC=MC-2
1860 CALL VCHAR(MANR,MANC,96)
1870 RETURN
2000 REM ** VERIFY MOVE **
2010 CALL GCHAR(MANR,MANC,SPACE)
2020 IF SPACE<>32 THEN 2030 ELSE 2040
2030 MANR=PASS_MANR
2040 RETURN
2100 REM ** VERIFY SIDWAYS
2110 CALL GCHAR(MANR,MANC,SPACE)
2120 IF SPACE<>32 THEN 2130 ELSE 2140
2130 MANC=PASS_MANC
2140 RETURN
3000 REM ** FIRE **
3010 FOR I=SOURCE TO DEST STEP INCR
3020 CALL GCHAR(MANR,I,MORG)
3030 IF (MORG=104)+(MORG=112)+(MORG=144)+(MORG=100)<0 THEN 3040 ELSE 3050
3040 GOSUB 4000
3050 RETURN

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3070 RETURN
3050 IF MORG=32 THEN 3060 ELSE 3070
3060 CALL VCHAR(MANR,I,99)
3065 GOTO 3140
3070 IF MORG=120 THEN 3080 ELSE 3140
3080 FOR J=1 TO 20
3090 CALL VCHAR(MR,MC,120)
3100 CALL VCHAR(MR,MC,32)
3110 NEXT J
3107 CALL VCHAR(MR,MC,100)
3110 GOSUB 4000
3112 GOSUB 9000
3113 GF_SCORE=GF_SCORE+1
3115 SC=4
3116 PASS_SCORE=GF_SCORE
3117 GOSUB 6000
3122 IF GF_SCORE=11 THEN 3123 ELSE 3129
3123 CALL VCHAR(2,15,87)
3124 CALL VCHAR(2,16,73)
3125 CALL HCHAR(2,17,78)
3126 FOR I=1 TO 1000
3127 NEXT I
3128 GOTO 10040
3129 MORG_FLAG*="OFF"
3130 RETURN
3140 NEXT I
3150 GOSUB 4000
3160 RETURN
4000 REM ** PUT BLANKS BACK ON FIRING RANGE **
4010 X=SGN(INCR)
4020 IF X=1 THEN 4030 ELSE 4500
4030 CALL HCHAR(MANR,SOURCE,32,I-SOURCE)
4040 RETURN
4500 CALL HCHAR(MANR,I+1,32,(I-SOURCE)*INCR)
4510 RETURN
5000 REM ** KILL THE SUCKER
5005 CALL VCHAR(MANR,MANC,32)
5010 IF MANC>=30 THEN 5020 ELSE 5030
5020 MANC=MANC-2
5030 CALL VCHAR(MANR,MANC,96)
5040 CALL VCHAR(MANR,MANC+2,120)
5050 CALL HCHAR(MANR,MANC+1,99)
5060 FOR T=1 TO 25
5070 CALL VCHAR(MANR,MANC,96)
5080 CALL VCHAR(MANR,MANC,32)
5090 NEXT T
5100 CALL VCHAR(MANR,MANC+1,32)
5102 FOR I=1 TO 1000
5103 NEXT I
5110 GOTO 10040
5120 RETURN
6000 REM ** PRINT SCORES **
6010 SCORE_STRING*=STR$(PASS_SCORE)
6020 FOR L=1 TO LEN(SCORE_STRING*)
6030 AC=ASC(SEG$(SCORE_STRING*,L,1))
6040 CALL VCHAR(3,SC-1+L,AC)
6050 NEXT L
6060 RETURN
8000 REM ** INSTRUCTIONS **
8010 CALL CLEAR
8020 PRINT "1. USE ARROWS TO MOVE THE COWBOY."
8030 PRINT "2. USE 'J' AND 'L' TO POINT HIS GUN RIGHT OR LEFT."
8040 PRINT "3. USE 'K' TO FIRE THE GUN (CANNOT SHOOT THRU ANY OBSTACLE
8050 PRINT "4. YOU MUST MOVE THE COWBOY TO GENERATE A NEW MORG."
8060 PRINT "5. TO WIN YOU MUST KILL AT LEAST 11 MORGS."
8070 PRINT "6. MORGS APPEAR AND DISAPPEAR AT RANDOM. THE LESS YOU MOVE

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8070 PRINT "A MORG APPEARS AND DISAPPEARS"
THE LESS CHANCE"

FEAR AT RANDOM. THE LESS CHANCE

8080 PRINT " OF A MORG DISAPPEARING

ON YOU."

8085 PRINT "7. USE 'H' IF MORG IS TOO

FAR AWAY-ONLY TWICE, THO"

8086 PRINT

8090 PRINT "TYPE 'Y' TO GO ON, ANY OTHERKEY TO QUIT."

8100 CALL KEY(O,K,S)

8110 IF S=0 THEN 8100

8120 IF K=89 THEN 8140 ELSE 10090

8140 RETURN

9000 REM ** MUSIC **

9010 CALL SOUND(50,220,0)

9020 CALL SOUND(50,220,30)

9030 CALL SOUND(50,196,0)

9040 CALL SOUND(50,196,30)

9050 CALL SOUND(305,165,0)

9060 CALL SOUND(165,165,30)

9070 CALL SOUND(320,165,0)

9080 CALL SOUND(145,165,30)

9090 CALL SOUND(600,165,0)

9100 CALL SOUND(250,165,30)

9105 CALL SOUND(50,165,0)

9106 CALL SOUND(25,165,30)

9110 CALL SOUND(120,165,0)

9120 CALL SOUND(50,165,30)

9130 CALL SOUND(120,165,0)

9140 CALL SOUND(50,165,30)

9150 CALL SOUND(150,196,0)

9160 CALL SOUND(90,196,30)

9170 CALL SOUND(50,165,0)

9180 CALL SOUND(25,165,30)

9190 CALL SOUND(150,220,0)

9200 RETURN

1000 REM ** DRIVER **

10005 GOSUB 8000

10010 GOSUB 100

10020 GOSUB 900

10030 GOTO 10020

10040 CALL CLEAR

10050 PRINT "TYPE 'Y' IF YOU WISH TO PLAYAGAIN, ANY OTHER KEY TO QUIT"

10060 CALL KEY(O,K,S)

10070 IF S=0 THEN 10060

10080 IF K=89 THEN 10010

10090 END