

COMPUTER PROGRAMS
IN

BASIC

BY
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THE SOFTWARE RESOURCE GUIDE TO PROGRAMS FOR
BUSINESS/FINANCE - GAMES - MATHEMATICS - SCIENCE/EDUCATION

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902. STARS Guessing Game for the PET

Author: Phyllis Cole

Source: *People's Computers* Jan-Feb 78 (6:4)
"STARS" p. 17 (17)

This is the game of STARS adapted for Commodore's PET computer. The computer thinks up a number. You try to guess the number. With each guess, the computer prints out a line of stars to show how close you are to the correct number. The more stars it prints out, the closer you are.

Lines: 36
Version: PET 8K BASIC
Hardware: PET
Software: none
Non-ANSI: not translatable

614. HI-LO

Author: Irwin Doliner

Source: *Kilobaud* Mar 78 (15)
"A Different Approach to HI-LO" pp.
120-122 (121-122)

This is the game of HI-LO. The object of the game is for one person to guess the number that the other player has thought up. In this version of HI-LO, you and the computer take turns guessing the number that the other has selected. You have the option of selecting what range of numbers will be used. Includes a sample run.

Lines: 113
Version: not given
Hardware: none
Software: none
Non-ANSI: strings, extended IF

285. GUESS THE NUMBER in Bally BASIC

Author: Karl Zinn

Source: *Creative Computing* Sep-Oct 78 (4:5)
"Bally Professional Arcade" pp. 56-59 (57)

This is GUESS THE NUMBER using the facilities of the Bally Arcade computer system. You try to guess the computer's number. The display is in color. The system even plays "Charge" through the speaker when you guess the number.

Lines: 17
Version: Bally BASIC
Hardware: Bally Arcade
Software: none
Non-ANSI: not translatable

144. HILO

Author: Scott Costello

Source: *Calculators/Computers Magazine*
Nov-Dec 78 (2:7)
"HILO—A number-Guessing Program That Illustrates Several Math Concepts"
pp. 6-8 (7)

HILO is the old number-guessing game. In this version you think up the number and the computer tries to guess it. Patches are provided to allow the program to run on a PET or TRS-80 Level I computer. Includes a sample run.

Lines: 48 (plus patches)
Version: HP 2000F BASIC
Hardware: none
Software: none
Non-ANSI: HP strings

993. Guess A Number

Author: Marolyn Pinney

Source: *Personal Computing* Feb 79 (3:2)
"Me and My TRS-80" pp. 46-51 (49)

Try to guess the computer's number. As you guess, the computer tells you when your guesses are too high or too low. Includes a sample run.

Lines: 28
Version: TRS-80 Level I BASIC
Hardware: none
Software: none
Non-ANSI: P., IN., CLS, extended IF

53. BINARY SEARCH GAME

Author: William and Alice Englander

Source: *Byte* Apr 79 (4:4)
"BASIC Cross-Reference Table Generator"
pp. 190-192 (191)

This is a simple number-guessing game. You try to guess the computer's number. With each try that you make, the computer tells you whether you are guessing too high or too low.

687. STARSHIP ATTACK for the Apple II

Author: Marc Schwartz

Source: *Kilobaud Microcomputing* Apr 79 (28)
"STARSHIP ATTACK" pp. 106-107
(106-107)

Color really adds something to a game, as this program demonstrates. This is the game of STARSHIP ATTACK. It is designed to use the color graphics of the APPLE II computer system. The object of the game is to defend four food stations against an enemy starship. You must try to capture the enemy ship by maneuvering your own ship with the Apple II's paddle controls so as to dock with the alien craft. The closer you get to the enemy ship, the harder it fights back with its own laser ray.

Lines: 84
Version: Apple II BASIC
Hardware: Apple II
Software: none
Non-ANSI: not translatable

86. SPACE GAME

Author: Loring C. White

Source: *Byte* Oct 79 (4:10)
"SPACE GAME" pp. 196-199 (196-198)

This is a STAR WARS-type shoot-down-the-enemy-spacecraft game. The object is to line up the enemy ship in your "sights" and blow it to kingdom come. The computer adjusts the difficulty of the game according to your level of ability. The program is designed for use on addressable-cursor video terminals such as the ADM-3A.

Lines: 119 (plus patches)
Version: Altair BASIC
Hardware: addressable-cursor video display
Software: none
Non-ANSI: strings, POKE, INP(), AND(), extended IF

751. BATTLESTAR GALACTICA: STAR WARS for the Bally Arcade

Author: Richard J. Nitto

Source: *Kilobaud Microcomputing* Nov 79 (35)
"Have a Ball with Bally" pp. 142-144 (143)

Updates: corrections
Kilobaud Microcomputing Feb 80 (38)
"Corrections" p. 212 (212)

The Bally Arcade is a low-cost Z-80-based microcomputer system. It features both color graphics and sound. This program is a STAR WARS-type game in which you try to get an enemy spaceship in your cross hairs and blow it away. The program uses the Bally's color graphics and sound effects to add realism to the game.

Lines: 60
Version: Bally BASIC
Hardware: Bally Arcade
Software: none
Non-ANSI: not translatable

SPORTS**175. SPLAT: Parachute Game**

Author: John Yegge

Source: *Creative Computing* May-Jun 75 (1:4)
"SPLAT" p. 9 (9)

SPLAT simulates a parachute jump in which you try to open your chute at the last possible moment. You select how strong you want the gravity to be, the height you want to jump from, and how long you want to wait before opening your parachute. The program then prints out the elapsed time and the distance left to fall at eight points during the fall. The program uses a file to keep track of previous jumps, but you can eliminate this if your computer doesn't have a disk. Includes a sample run.

Lines: 123
Version: not given
Hardware: random-access file device
Software: none
Non-ANSI: strings, OPEN, CLOSE, DIM #, extended IF

198. Pittsfield-to-Albany Road Race

Author: unknown; modified by Bill Cotter

Source: *Creative Computing* Jan-Feb 76 (2:1)
"Roadrace" pp. 73-74 (74)

Welcome to the first annual Pittsfield-to-Albany road rally. You select what kind of car you want to drive; the faster the car, the more gas it uses. You also choose whether to race on a straight or tortuous course. As you move down the road, the program prints out how fast you're moving, how much time has elapsed, and how much gas you have left. It also warns you of vehicles and curves ahead. You must monitor your speed so as to complete the course as quickly as possible, and yet not run out of gasoline. Includes a sample run.