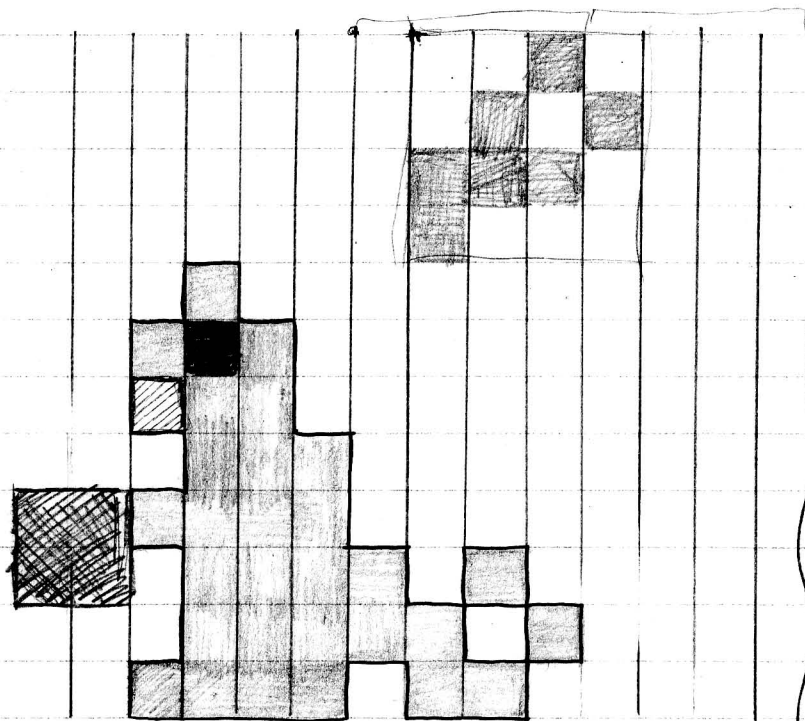


BEAVER DAM

Delby
Larry Whiteley



Beaver cleaver Remarks?

Airplane



Bird

Clouds

Moon/Sun

Shark

horse/moose/donkey

log pile?

fish

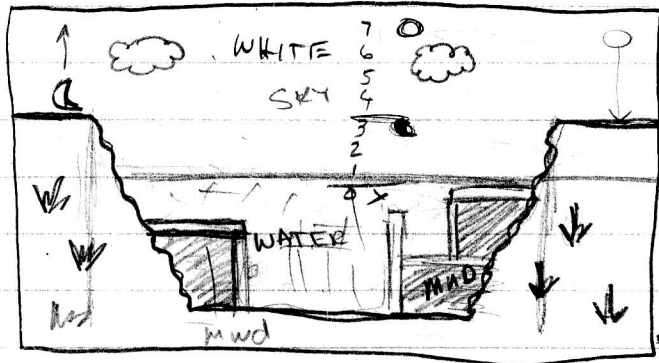
~~Bull dog~~/Beaver Pats with tail

Clouds/rain?

BIRDLAND MUSIC

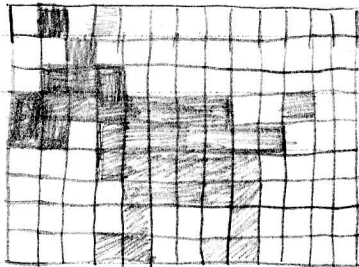
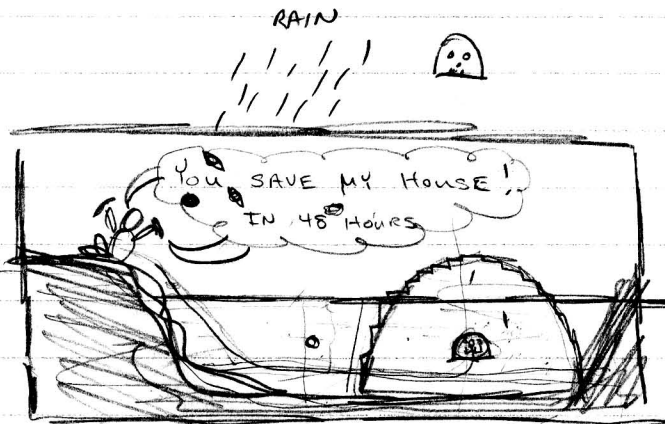
(8 NOTE MULTI OCTAVE MUSIC?)

OTHER?

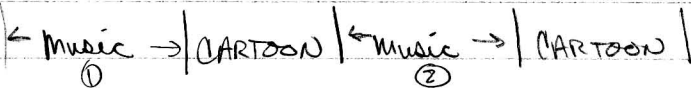


interrupt line

← Reset interrupt line



- 0 WHITE/BLUE
- 1 Set BROWN FOR TOP / Brush/Brown for Bottom
- 2
- 3

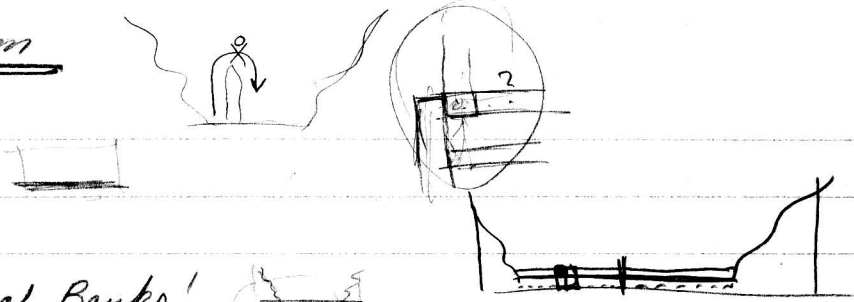


have 3 or 4 music scores

SAVE ROUTINE



Beaver dam



draws ground level

draws bank tops

70% RND drop from top of Banks!

(Pick a RND starting location x-axis in a non Bank area! $\{ \sqrt{\quad} \}$
 Set water level height

place and limit beaver movement

Check Stick movement and allow beaver to move within limits

IF we want to place a log, check to see if it is a legal spot. ^{AND} what's next to it
 if a legal spot is found, ^(increment hours) indicate we are ready to find out ^(find draw down!) the direction to place it ^(limit drawing area)

(draw up, left or right for a RND length and check for proper support

Check direction you are drawing in to see if you run into anything! (or upper) ^(limit)

a beam beyond a beam \equiv is not supported? also \equiv is no good

move "inspector" toward you and determine height of water

inspector limits 10 to 40 moves - figures how to move him

check area around him to figure blocks and boundaries

Check if DAM is finished 

```

Reset
DO FOREVER
  call display Beaver TITLE
  call display DAM by Spectre Systems water drop board
  call DAM ROUTINE
  call display water rise board
  call game over - wait for new game?
END
  
```

```

display Beaver dam title
  call clear screen
  call Char display Beaver dam By Spectre Systems
  call Beaver Picture
  call wait and return ( ; )
  
```

Reset

CALL TITLE/ATTRACT BOARD
CALL DRAIN POND ROUTINE
CALL DAM GAME
CALL FILL POND ROUTINE
CALL GAME OVER

TITLE/ATTRACT BOARD

CALL CLEAR SCREEN
CALL COLOR SET
CALL PLAY MUSIC (START ENDLESS LOOP)
CALL TEXT DISPLAY "BEAVER DAM" "BY SPECTRE SYSTEMS"
CALL GRAPHIC DISPLAY BEAVER HEAD, ANIMATE ?
CALL TIMEOUT/TRIGGER (15 seconds max)
RETURN

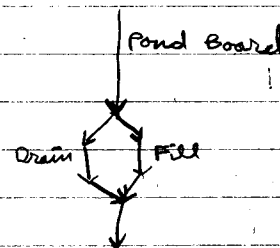
DRAIN POND

CALL STOP MUSIC
CALL CLEAR SCREEN
CALL COLOR SET
CALL PLAY MUSIC ⊗
CALL POND BUILDER
CALL WATER DRAIN ⊗
CALL MAD BEAVER ⊗
CALL TIMEOUT/TRIGGER
RETURN

FILL POND

CALL STOP MUSIC
CALL CLEAR SCREEN
CALL COLOR SET
CALL PLAY MUSIC ⊗
CALL POND BUILDER
CALL WATER FILL ⊗
CALL HAPPY BEAVER ⊗
CALL TIMEOUT/TRIGGER
RETURN

THESE ROUTINES CAN
BE CONSOLIDATED
(EXCEPT FOR ⊗)

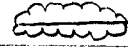


GAME OVER

CALL STOP MUSIC

CALL PLAY MUSIC

CALL GRAPHIC DISPLAY (Put Balloon up)



Builder
Reward Builder

CALL TEXT DISPLAY

CALL TRIGGER

RESET

DAM GAME

CALL STOP MUSIC

CALL CLEAR SCREEN

CALL COLOR SET

