

Dear Robert,

I just sent you a letter without money in it for material requested. Sorry, (more sorry for me than you though) Anyway, I hope this envelope has it enclosed. I forget sometimes.

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5 1 . AMAZED IN SPACE
6 2 . BY AQUILA
10 3 (10) NT = 0; CLEAR
20 4 BC = 0; FC = 7
30 5 INPUT " PATH SIZE ? (TRY 6-18) " L; CLEAR
40 6 X = 0
50 7 Y = 0
100 8 (100) INPUT " HEIGHT ? " H; @ (2) = L * H; CLEAR
110 9 IF @ (2) > 44 PRINT " TOO HIGH !!! " ; GOTO 8
200 10 (200) INPUT " WIDTH ? " W; @ (1) = L * W; CLEAR
210 11 IF @ (1) > 79 PRINT " TOO WIDE !!! " ; GOTO 10
220 12 INPUT " DEGREE OF DIFFICULTY ? "
    PRINT
        0 - EASY
        1 - MEDIUM
        2 - HARD " R; CLEAR
230 13 FOR A = 1 TO 25
240 14 M = RND (80 - @ (1)) + @ (1)
250 15 N = RND (44 - @ (2)) + @ (2)
260 16 BOX M, (RND (88) - 44) + @ (2), 1, 1, 1 ;
270 BOX (RND (160) - 80) + @ (1), N, 1, 1, 1
280 17 BOX -M, -(RND (88) - 44) + @ (2), 1, 1, 1 ;
290 BOX -(RND (160) - 80) + @ (1), -N, 1, 1, 1
300 18 NEXT A
310 19 BOX -( @ (1) + L / 2 ), @ (2) - L / 2, L, L, -2 ; GOSUB 140
400 20 (300) A = (RND (3) - 2) * L

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NOTE:  
"\*" - MULTIPLY

board  
↑  
230  
240  
250  
260  
270  
280  
290  
300  
310  
320  
400

GOTO 8

GOTO 10

GOSUB 140

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410 25      B = (RND (3) - 2) * L
420 30      X = X + A
430 40      IF X < - @ (1) X = @ (1)
440 50      IF X > @ (1) X = - @ (1)
450 55      IF PX (X, Y) = 1 LINE X, Y, 4
460 60      LINE X, Y, 1
470 70      Y = Y + B
480 80      IF Y < - @ (2) Y = @ (2)
490 90      IF Y > @ (2) Y = - @ (2)
500 95      IF PX (X, Y) = 1 LINE X, Y, 4
520 100     LINE X, Y, 1
530 110     IF TR (1) GOTO 240
540 130     GOTO 20
600 140     LINE - @ (1), @ (2), 4
610 150     LINE @ (1), @ (2), 1
620 160     LINE @ (1), - @ (2) + L, 1
630 170     LINE @ (1), - @ (2), 4
640 180     LINE - @ (1), - @ (2), 1
650 190     LINE - @ (1), @ (2) - L, 1
660 200     LINE - @ (1), @ (2), 4
LINE @ (1), @ (2), 1
670 210     LINE X, Y, 4 ; RETURN
700 240     B = 0 ; T = 0
710 250     X = - @ (1) - 2
720 255     Y = @ (2) - (R + 1)
730 260     M = 0 ; N = 0
740 262     & (23) = 255
750 265     BC = 0
800 266     D = JX (1) ; E = JY (1)
810 267     M = M + D ; N = N + E
820 280     X = X + M ; Y = Y + N
830 290     IF D # 0 & (21) = 255
840 300     IF E # 0 & (21) = 255
850 310     IF D = 0 IF E = 0 & (21) = 0

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board ↑

GOTO 20

GOTO 240

600

700

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860 315 T=T+1; CY=44; PRINT #4, T+B*5
870 320 BOX X, Y, 3, 3, 3
880 321 BOX X-D, Y-E, 1, 1, 3
890 322 BOX X-D, Y-E, 1, 1, 3
900 323 BOX X, Y, 3, 3, 3
920 325 IF TR(1) X=0; Y=0; LINE X, Y, 4; GOTO 20
930 330 IF PX(X+R, Y+R)=1 GOTO 350
940 331 IF PX(X+R, Y-R)=1 GOTO 350
950 332 IF PX(X-R, Y+R)=1 GOTO 350
960 333 IF PX(X-R, Y-R)=1 GOTO 350
980 335 IF X > 0(1) IF Y < -0(2) + L & (2) = 0;
    GOTO 500
990 337 IF X < -0(1) IF Y < 0(2) - L & (2) = 0;
    GOTO 450
990 338 IF X < -0(1) IF Y > 0(2) & (2) = 0
    GOTO 450
1010 340 GOTO 266
1100 350 1100 & (2) = 0; B=B+1
1110 360 C X=-75; CY=44; PRINT B, " CRASH!"
1120 370 FOR A=1 TO 25
1130 380 BC=80; NT=5
1140 390 MU="4"
1150 400 NEXT A
1160 405 NT=0
1170 410 GOTO 250
1200 450 1200 NT=5; CY=44; PRINT " OUTER LIMITS -
    OFF LIMITS"; NT=0
1210 460 CY=44; PRINT " <BLANK SPACES ->
    "
    NOTE:
1220 470 GOTO 250
1300 500 1300 NT=3
1310 505 CLEAR
1320 510 PRINT " FAR OUT ! ! ! ! !
    YOU DID IT ! ! ! ! !
    (ONLY " , #3, B, " CRASH(ES) "

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1330 515 PRINT " TIME =", #5, T + B * 5
1340 520 PRINT " WANT TO TRY AGAIN ??????"
1350 525 NT = 0 ; INPUT "          0 = NO
                                1 = YES      " Z
1360 530 IF Z = 0 GOTO 600
1370 540 IF Z = 1 GOTO 3
1380 540 600 CLEAR
1400 600 1400 B = RND (2)
1410 1420 610 BOX RND (160) - 80, RND (88) - 44, 1, 1, B
1430 620 IF TR (1) GOTO 3
1440 630 BOX 0, RND (88) - 44, 160, 1, 2
1450 640 GOTO 610
1460 650
  
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COMMENTS: THIS WAS MY FIRST TRY AT WRITING A PROGRAM ON ANY COMPUTER, SO IF YOU SEE THINGS TO IMPROVE, PLEASE IMPROVE IT FOR WHATEVER REASON.

YOU COULD GET RID OF PLENTY PRINT STUFF AND ALSO THE CHANGING STAR PATTERN AT THE END. I JUST PUT THOSE IN FOR EFFECT?

LINES 13 TO 210 JUST MAKE THE GAME BOARD. PULLING THE TRIGGER DURING THE DRAWING OF THE MAZE SETS YOUR SPACE-CRAFT INTO PLAY. DURING PLAY IF YOU WANT TO RESUME DRAWING MORE OF THE MAZE JUST PULL THE TRIGGER AGAIN.

BARNAS  
79-1-5

AN AREA TO IMPROVE THAT I COULDN'T FIGURE <sup>ESP?</sup> OUT WAS THE R VARIABLE. I TRIED TO SET UP A WAY TO USE THIS TO CHANGE HOW CLOSE TO A MAZE WALL I COULD GET TO REGISTER A CRASH

R CHANGES THE DISTANCE FROM A DRAWN LINE,

BUT THE WAY I SET UP THE TEST WAS IN LINES 330 TO 333. I ONLY ACCOMPLISHED PUTTING IN ANOTHER LINE R DISTANCE AWAY.

I WANTED TO WIDEN THE CRASH AREA.



(MAYBE YOU COULD DO IT ~~WITH~~ WITH THE SHIP'S POSITION SIZE INSTEAD?)

HOW DO I GET THE AREA BETWEEN THE TWO LINES?

I TRIED  $<$ ,  $>$ ,  $>=$ ,  $<=$  AND OTHERS BUT THE COMPUTER WOULDN'T.

~~MAYBE~~ MAYBE THE WAY I DID IT WASN'T RIGHT FOR BASIC. I'D LIKE FOR SOMEONE TO GIVE ME A CLUE CAUSE I'D LIKE TO PUT OTHER VARIABLES LIKE THIS INTO GRAPHIC GAMES.

P.S. I HOPE THIS <sup>PRINTED</sup> ~~WRITTEN~~ FORM IS READABLE, ~~IF~~ IF NOT, I APOLOGIZE FOR MY GRADE SCHOOL TEACHERS. ALSO, THE SPEED THAT THE COMPUTER DRAWS THE MAZE IS NOT MY FAULT, I HOPE!

WOULD IT BE POSSIBLE TO  
 INCLUDE A BLANK PRGM. SHEET  
 (LIKE IN ONE OF YOUR <sup>ISSUES</sup> ~~ISSUES~~)?  
 FOR OUR DUPLICATION & USE?  
 IT WOULD HELP MY PROGRAMS TO YOU.

Q: CAN YOU USE BOX, X, Y, A, B, C IN AN IF THEN?  
 OR LINE X, Y, C  
 FOR BOUNCE-OFF, TERRITORY, OR OTHER GAME RULES?

(CAN'T THE A, B, C, VARIABLES  
 BE GOTTEN OUT & USED LATTER?)