

June 2, 1982

Mr. Fabris -

The enclosed program on tape in Bally Basic was created by myself strictly on the information & knowledge of the computer which I learned through the "Basic" manual and my copies of "Arcadian". Since buying my Bally in Dec. 1981 I have been compiling a tape of games & graphics 75% of which was copied from the Basic Manual & Arcadian, the rest on my own. These (my own) include a Missile Command; Space Invader type; Mastermind; and quite a few others I am still experimenting with. ☺

In reading the Arcadian over the months I have noticed a game called "Exterminator" being sold by a software co. However I have never purchased or even seen any of the software advertised in the Arcadian so I don't know if their "Exterminator" is anything like mine. I chose the name before I realized it has been used because the asterisks remind me of bugs, etc. If you deem it necessary & if you use my game feel free to change it's title. Hopefully the whole idea is different.

Thank You,

Philip Bauer

Exterminator is a fast moving maze-type game for up to 4 players using joystick controls. Choose no. of players with knob #1. The game begins with "the exterminator" (player 1) at the heading at the top of the screen. To reach his 'pesticide' he must make it to the bottom of the screen without being 'stung' (landing on any of the bugs along the way). Each sweep from the top to bottom or vice versa is limited to the number printed to the right of the heading which will count-down along the way. Upon reaching the bottom face color will change green and he now has the pesticide and the power to 'exterminate' as many bugs as he can on the way to the top in the allotted no. of moves. Once to the top color will change a warning red & he can GO FOR IT again. Points are scored for each bug exterminated along the way up, the value increasing for the number of times he's made it ~~back~~ to the ^{bottom} ~~top~~ without being 'stung'. Game difficulty increases with score. The higher the score the more often the "bugs" will appear. However the higher the score the higher the bonus for making it safely back to the top. If the top is not reached in the allotted time all points that "sweep" are lost. Also a higher score will give a higher count-down number plus extra chances for that player's turn (as indicated by the number next to the arrow (→) between player & score). Over 15,000 pts. in a turn will give that player an extra turn. No. of turns for all players is to left of heading. Pull TR for next player.

A/B

I certify that this program titled "Exterminator" is the product of my own efforts and not a copy of an available program

signed Philip J. Bauer 6/2/82

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4 T=0; E=0; U=1; CLEAR; NT=0; VA=15; VB=15; VC=15; FOR B=125 TO 0
  STEP -3; TA=B; TB=B+60; MO=TB
5 CY=24; CX=-38; PRINT #1, "EXTERMINATOR"; NEXT B; FOR A=110 TO
  113; O(A)=0; NEXT A
6 CX=-28; CY=8; PRINT #1, "PLAYERS ? "; C=5; MO=150
7 IF E<1 CY=8; CX=32; V=KN(1)/64+3; TV=V+48
8 P=O(U+109); CX=-6; CY=-8; PRINT #2, U; IF TR(U) GOTO 10
9 GOTO 7
10 E=110; M=0; H=1; L=O(U+109); CLEAR; D=0; SM=1; K=L/750+1;
  Q(10)=1; X=0; IF K>5 K=5
40 FOR A=-40 TO 40 STEP 8; FOR B=-40 TO 32 STEP 8; O(D)=80;
  D=D+1; BOX A,B,6,6,1; NEXT B; NEXT A; D=RND(4); GOTO 410
52 X=X+JX(U)*8; Y=Y+JY(U)*8; TA=Y+175; TC=Y+100; D=D-1; IF
  ABS(X)>40 X=40*ABS(X)/X
53 IF ABS(Y)>32 Y=40*ABS(Y)/Y; IF Y=40 FOR A=1 TO 30; BOX X,Y,6,6,3;
  NEXT A; IF M=1 S=S+1
55 F=P/750; D=D-F; CX=(RND(11)-6)*8; IF CY<-40 CY=32
59 IF Y<40 IF D<0 O((CX/8+5)+(11*(CY/8+5)))=CX; TV=42; MO=200;
  E=E-1; D=4
90 MO=0; IF Y#40 BOX X,Y,4,4,3; IF X=O((X/8+5)+(11*(Y/8+5))) E=E+1;
  O((X/8+5)+(11*(Y/8+5)))=80; GOSUB 120
91 IF Y#40 BOX X,Y,6,6,1
92 CY=40; CX=40; S=S-1; PRINT #1, S, #2; IF S<1 FOR A=165 TO 275;
  MO=A; FC=FC+12; BC=BC+12; NEXT A; K=K-1; H=H-1; GOTO 410
95 IF Y>36 IF M=1 P=P+(110-E+H*2)/1000; M=0; GOTO 410
98 IF Y<-36 IF M=0 BC=0; S=15+P/1000; CY=40; CX=-44; FOR A=
  50 TO 0 STEP -2; TA=A; MO=A; FC=FC+12; NEXT A; FC=202; M=1;
  H=H+1; GOSUB 599
110 GOTO 52
120 IF M=1 P=P+X*H+P/900; VB=15; FOR A=200 TO 120 STEP -4; TB=A;
  NEXT A; CY=40-U*16; CX=50; PRINT #1, P, #1, "0"; RETURN
130 S=1; RETURN
410 Q(10)=180; O(U+109)=P; FOR A=1 TO V; CY=40-A*16; CX=50; PRINT
  #1, O(A+109), #1, "0"; CY=CY+8; PRINT #3, A, #3; NEXT A
414 CY=40-U*16; CX=-58; PRINT #1, ">", #1, K; BOX -59, 40-U*16, 22, 10, 3;
  IF H<1 H=1
415 S=15+P/750; IF S>25 S=25
417 CY=40; CX=-44; Y=40; FC=122; PRINT #1, C, " GO FOR IT!" #3, S, #2;
  FOR A=0 TO 150 STEP 4; BC=BC+12; TA=A; MO=A; NEXT A
418 BC=0; IF K>0 GOTO 52, MO=9;
  MO=A/10
430 IF C<5 IF O(U+109)>L+1500 FOR A=500 TO 0 STEP -3; TA=A; MO=A/10
  TC=A+40; CX=-50; CY=40-U*16; TV=42; NEXT A; GOTO 8
450 T=T+1; IF T/V>5-C C=C-1
455 IF C<1 MO=75; TA=TA+10; CY=-40; PRINT "GAME OVER * ";
  GOTO 455
460 U=U+1; IF U>V U=1
470 GOTO 8
599 IF S>25 S=25
600 PRINT #1, C, " EXTERMINATE ", S, #2; RETURN

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430 IF C<5
optional

(NO FREE TURN)
ON 1ST TRY

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1 .
2 .
3 .EXTERMINATOR
4 .BY PHIL BAUER
5 CY=24;CX=-38;PRINT #1,"*EXTERMINATOR*";NEXT B;FOR A=110TO 113;*(A)=0;NEXT A

6 CX=-28;CY=8;PRINT #1,"PLAYERS ? ";C=5;MO=150
7 IF E<1CY=8;CX=32;V=KN(1)c64+3;TV=U+48
8 P=*(U+109);CX=-6;CY=-8;PRINT #2,U;IF TR(U)GOTO 10
9 GOTO 7
10 E=110;M=0;H=1;L=*(U+109);CLEAR ;D=0;SM=1;K=Lc750+1;&(10)=1;X=0;IF K>5K=5
40 FOR A=-40TO 40STEP 8;FOR B=-40TO 32STEP 8;*(D)=80;D=D+1;BOX A,B,6,6,1;NEXT
B;NEXT A;D=RND(4);GOTO 410
52 X=X+JX(U)b8;Y=Y+JY(U)b8;TA=Y+175;TC=Y+100;D=D-1;IF ABS(X)>40X=40bABS(X)cX
53 IF ABS(Y)>32Y=40bABS(Y)cY;IF Y=40FOR A=1TO 30;BOX X,Y,6,6,3;NEXT A;IF M=15=
S+1
55 F=Pc750;D=D-F;CX=(RND(11)-6)b8;CY=Y-8;IF CY<-40;CY=32
59 IF Y<40IF D<0*((CXc8+5)+(11b(CYc8+5)))=CX;TV=42;MO=200;E=E-1;D=4
90 MO=0;IF Y#40BOX X,Y,4,4,3;IF X=*((Xc8+5)+(11b(Yc8+5)))E=E+1;*((Xc8+5)+(11b(
Yc8+5)))=80;GOSUB 120
91 IF Y#40BOX X,Y,6,6,1
92 CY=40;CX=40;S=S-1;PRINT #1,S,#2;IF S<1FOR A=165TO 275;MO=A;FC=FC+12;BC=BC+1
2;NEXT A;K=K-1;H=H-1;GOTO 410
95 IF Y>36IF M=1P=P+110-E+Hb2;M=0;GOTO 410
98 IF Y<-36IF M=0BC=0;S=15+Pc1000;CY=40;CX=-44;FOR A=50TO 0STEP -2;TA=A;MO=A;F
C=FC+12;NEXT A;FC=202;M=1;H=H+1;GOSUB 599
110 GOTO 52
120 IF M=1P=P+1bH+Pc900;VB=15;FOR A=200TO 120STEP -4;TB=A;NEXT A;CY=40-Ub16;CX=
50;PRINT #1,P,#1,"0";RETURN
130 S=1;RETURN
410 &(10)=180;*(U+109)=P;FOR A=1TO U;CY=40-Ab16;CX=50;PRINT #1,*(A+109),#1,"0";
CY=CY+8;PRINT #3,A,#3;NEXT A
414 CY=40-Ub16;CX=-58;PRINT #1,"a",#1,K;BOX -59,40-Ub16,22,10,3;IF H<1H=1
415 S=15+Pc750;IF S>25S=25
417 CY=40;CX=-44;Y=40;FC=122;PRINT #1,C," GO FOR IT!",#3,S,#2;FOR A=0TO 150STE
P 4;BC=BC+12;TA=A;MO=A;NEXT A
418 BC=0;IF K>0GOTO 52
430 IF C<5IF *(U+109)>L+1500;FOR A=500TO 0STEP -3;TA=A;TC=A+40;MO=Ac10;CX=-50;C
Y=40-Ub16;TV=42;NEXT A;GOTO 8
450 T=T+1;IF TcU>5-C C=C-1
455 IF C<1;MO=75;TA=TA+10;CY=-40;PRINT "GAME OVER * ",;GOTO 455
460 U=U+1;IF U>U U=1
470 GOTO 8
599 IF S>25S=25
600 PRINT #1,C," EXTERMINATE ",S,#2;RETURN

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