

HORSE RACE

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1. HORSE RACE
2. CREATED & WRITTEN by PAUL E. SLEZAK
5. NT=Ø;CLEAR;FC=155;BC=160;N=Ø;FOR Z=1 TO 4;@(Z+20)=500;NEXT Z;
  &(9)=180
10. CY=5;PRINT "WELCOME TO ARLINGDUNG PARK";INPUT "# OF PLAYERS?
    (1-4)"A;IF A>4 GO TO 10
20. GO SUB 290;CLEAR;CX=-20;PRINT "RACE #",;PRINT #1,N;T=Ø
    S=Ø;GO SUB 600
30. FOR Z=1 TO 8;PRINT #2,Z,;@(Z+8)=RND (5)+RND (3)+ 1;CX=38;
    PRINT #1,@(Z+8),;CX=45;PRINT ":1",;CX=-50;GO TO 30+Z
31. PRINT "ALBADEXTER";NEXT Z
32. PRINT "JO L IN";NEXT Z
33. PRINT "C BICUSPID";NEXT Z
34. PRINT "SEATTLE SLEWED";NEXT Z
35. PRINT "WOMAN O'WAR";NEXT Z
36. PRINT "DUSTY PAUL";NEXT Z
37. PRINT "DIABLO";NEXT Z
38. PRINT "SECRETARYLESS";NEXT Z
40. FOR Z=1 TO A;IF @(Z+20)=Ø @(Z+16)=Ø;NEXT Z;GO TO 100
50. CY=-32;PRINT "PLAYER #",;PRINT #1,Z,;CX=-20;INPUT B;CY=-32;
    CX=10;INPUT C
60. IF B>Ø IF B<10 GO TO 80
70. GO TO 50
80. IF C*@(Z+20) CX=-32;PRINT "SORRY,I'M NO LOAN SHARK";GO SUB 610;
    CX=-32;FOR D=1 TO 23;PRINT " ",;NEXT D;CX=-78;GO TO 50

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200. G=Ø;FOR Z=1 TO 8;IF G>@(Z) NEXT Z;GO TO 220
210. X=Z;G=@(Z);M=@(Z+8);NEXT Z
220. B=Ø;FOR Z=1 TO 8;IF @(Z)>65 B=B+1
230. NEXT Z;IF B>1 GO SUB 500
240. CLEAR;CY=Ø;PRINT "THE WINNER IS #",;PRINT #2,X;GO SUB 610
250. FOR Z=1 TO A;IF @(Z+16)=X @(Z+20)=@(Z+24)*M+@(Z+20)
260. NEXT Z
290. CLEAR;CX=-30;PRINT "YOU HAVE"
300. FOR Z=1 TO A;PRINT "PLAYER #",;PRINT #1,Z,;PRINT " $",;
      PRINT #2,@(Z+20);NEXT Z
310. FOR Z=1 TO 3000;NEXT Z
320. IF N>8 GO TO 400
330. N=N+1;IF N>Ø GO TO 20
340. RETURN
400. CLEAR;FC=79;BC=82;CY=16;CX=-35;PRINT "RACES OVER!!!";PRINT;PRINT
410. PRINT "IF YOU WANT 9 MORE RACES    PRESS 1";A=KP;IF A#49 STOP
420. GO TO 5
500. FOR Z=1 TO 6;CLEAR;FC=212;BC=209;CY=Ø;CX=-35;PRINT "PHOTO
      FINISH";NEXT Z;BC=160;FC=155
510. RETURN
600. FOR Z=1 TO 8;@(Z)=-78;NEXT Z;RETURN
610. FOR F=1 TO 300;NEXT F;RETURN
620. FOR D=1 TO 8;CX=@(D);PRINT " ";NEXT D;RETURN

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HORSE RACE by PAUL E. SIEZAK
DOCUMENTATION

<u>LINES</u>	<u>PURPOSE</u>
1 & 2	SHOULD NOT BE ENTERED
5	sets up screen,color,and banks.
10	asks for number of players 1 to 4 can play
20	start of program
30-40	sets up horses and odds table
50-90	accepts bets from players
100	plays race tune
110-120	sets up finish line
130	sets up starting positions and gates
140-155	drops gates, rings bell, prints they're off
160-190	moves numbers across screen
200-210	sets winning horse and odds
220-230	checks for photo finish
240	prints the winning number
250-310	checks winner against bets and prints new total for each player
320-340	checks for ninth race if so races over
400-420	races over, enter a 1 for more races
500-510	photo finish routine
600	starting position routine
610	pause routine
620	special clear screen routine