

```
1 GOTO 30
2 CY = 39; PRINT "PLAYER #", #0, M, "SHOTS",
  #3, K; RETURN
3 LINE X, Y, 1; LINE X, Y+5, 1; LINE X-12, Y+5, 1; LINE X, Y+17, 1;
  LINE X-7, Y+17, 1; LINE X+2, Y+23, 1
4 LINE X+11, Y+17, 1; LINE X+4, Y+17, 1; LINE X+16, Y+5, 1;
  LINE X+4, Y+5, 1; LINE X+4, Y, 1; RETURN
5 LINE X, Y, 1; LINE X, Y+3, 1; LINE X-4, Y+3, 1; LINE X, Y+8, 1;
  LINE X-2, Y+8, 1; LINE X+1, Y+12, 1
6 LINE X+4, Y+8, 1; LINE X+2, Y+8, 1; LINE X+6, Y+3, 1;
  LINE X+2, Y+3, 1; LINE X+2, Y, 1; RETURN
7 BC = 91; FC = 7; NT = 5; FOR N = -60 TO 70 STEP 7; BOX N, 0, 3, 3, 1;
  NEXT N; FOR N = -70 TO 55 STEP 5
8 GOSUB 9; GOSUB 11; N = N+3; MV = "→"; GOSUB 12; GOSUB 11;
  NEXT N; CLEAR; RETURN
9 LINE N, 0, 4; LINE N+3, 6, 1; LINE N+10, 10, 1; LINE N+15, 9, 1;
  LINE N+20, 5, 1; LINE N+10, 0, 1; BOX N+5, 4, 2, 2, 1
10 LINE N+20, -5, 1; LINE N+15, -9, 1; LINE N+10, -10, 1; LINE N+3, -6, 1;
  LINE N, 0, 1; RETURN
11 BOX N+10, 0, 22, 25, 2; RETURN
12 LINE N, 0, 4; LINE N+5, 6, 1; LINE N+10, 8, 1; LINE N+15, 6, 1;
  LINE N+20, 1, 1; LINE N+10, 0, 1; BOX N+5, 4, 2, 2, 1
13 LINE N+20, -1, 1; LINE N+15, -6, 1; LINE N+10, -8, 1; LINE N+5, -6, 1;
  LINE N, 0, 1; RETURN
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TRAP SHOOT PAGES

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80 X = -18; Y = -38; GOSUB 3; X = 21; Y = -26; GOSUB 5; X = 6; Y = -32;
   GOSUB 5; X = 65; Y = -29; GOSUB 5; X = 37; Y = -37; GOSUB 3;
   X = 57; Y = -42; GOSUB 5
90 GOSUB 2
100 A = 0; BOX 0, -40, 3, 8, 1; CY = -39; CX = 13; PRINT "PULL
110 IF JX(M) BOX 18, -39, 30, 11, 2; R = R + 1; GOTO 140
120 IF R = TXL GOTO 200
130 GOTO 110
140 Y = (RND(5) - 2) * 10; X = (RND(5) + 1) * 10; S = RND(4) + 1;
   C = RND(2); IF C = 2 GOTO 160
150 FOR N = -X TO 70 STEP S; GOTO 170
160 FOR N = X TO -70 STEP -S
170 BOX N, Y, 15, 5, 2; BOX N, Y, 4, 4, 1 + A; GOSUB 19; NEXT N;
   BOX 70, 10, 15, 50, 2; BOX -70, 10, 15, 50, 2; GOSUB 14
180 M = M + 1; K = 0; W = 0; IF M > L M = 1
190 GOTO 90
200 CLEAR; FC = 200; CY = 20; PRINT "■ PLAYER: ■ #1 ■ #2
   ■ #3 ■ #4
210 PRINT; PRINT "■ HITS: ", #6, D, #4, F, #4, H, #4, J
220 PRINT; PRINT "■ SHOTS: ", #5, B, #4, E, #4, G, #4, I
230 PRINT; PRINT "■■■■■ USE ■ TRI ■ TO ■ RUN
240 IF TR(U) GOTO 50
250 GOTO 240

```


DEAR MR FABRIS,

SORRY, BUT I DON'T OWN A TYPEWRITER, SO
PLEASE FORGIVE MY BAD WRITING.

FIRST OFF, PUT ME ON YOUR LIST OF SERIOUS
WANT TO BUY (CASH IN HAND) THE ADD UNDER.

FIND ENCLOSED:

NEXT PAGE - THE "LEGAL PAPER" ???

NEXT PAGE - SOMETHING ABOUT ME

NEXT PAGE - INSTRUCTIONS FOR TRAPSHOOT #3

NEXT PAGES - TEXT FOR TRAP SHOOT #3

TAPE: INCLUDES TWO PROGRAMS. I'DE LIKE
TRAP SHOOT #3 CONSIDERED FOR THE CONTEST. AS FOR
TRAP SHOOT #2, CONSIDER OR DON'T, PRINT OR DON'T,
UP TO YOU (IT'S AN EARLIER VERSION OF #3 WITH DIFFERENT
PLAYING ORDER & SCORE PAD).

Joseph F. Peoples

310 SAILFISH LANE

NEW PHILADELPHIA, OHIO

44663

P.S. HOME PHONE 1-614-939-5093

BOTH PROGRAMS BB & AB

THIS PROGRAM TITLED TRAP SHOOT #3 +
TRAP SHOOT #2, IS LARGELY MY OWN EFFORTS
AND NOT A COPY OF AN EXISTING PROGRAM.

Joseph F. Peoples 7-14-82

IN CASE YOU WANT TO KNOW SOMETHING ABOUT ME

I'M 38 AND TEACH JR-HIGH MATH (14 YEARS TOTAL - 11 YEARS AT PRESENT LOCATION - GARAWAY SCHOOLS, SUGARCREEK, OHIO).

I'M A YMCA CERTIFIED SCUBA INSTRUCTOR WITH EXTENSIVE DIVING EXPERIENCE IN FLORIDA, THE BAHAMAS, OHIO, GREAT LAKES, AND OTHER AREAS.

OTHER INTERESTS: CARDS, PINBALL MACHINES (I HAVE ONE IN MY LIVING ROOM), ARCADE GAMES, MOVIE BUFF, SOME CRAFTS, AND ABOUT EVERYTHING ELSE.

LAST FALL, I TOOK UP A NEW HOBBY - SKY DIVING. INJURED ON SECOND (AND LAST!) JUMP. BEING OUT OF THE HOSPITAL AND UNABLE TO RETURN TO WORK, I TURNED TO PASSING TIME BY PLAYING AROUND WITH THE BAZZY AND TRYING MY HAND AT PROGRAMING. RESULTS: I'M TURNED ONTO COMPUTERS, AND ENCLOSED PROGRAMS.

I'M TAKING SOME BEGINERS COURSES NOW AT ARRON UNIVERSITY ON PROGRAMING (I KNOW MORE THAN THEY ARE TEACHING ME, BUT YOU HAVE TO TAKE THE BEGINERS BEFORE THEY LET YOU TAKE THE GOOD STUFF), THIS SUMMER.

Reyes

INSTRUCTIONS FOR TRAP SHOOT #3

USE THE KEYPAD TO INPUT THE NUMBER OF PLAYERS (1 TO 4) AND NUMBER OF TARGETS (1 TO 99).

A FIXED GUN WILL APPEAR AT CENTER BOTTOM OF TV SCREEN AND PLAYER UP 4 SHOTS FIRED AT TOP OF TV SCREEN. THE GUN IS SURROUNDED BY PINE TREES.

WHEN THE WORD "PULL" APPEARS BESIDE THE GUN, YOU CAN START A TARGET MOVING BY PUSHING THE JOYSTICK TO THE RIGHT. PULL TRIGGER TO SHOOT, TARGETS START RANDOM AT RIGHT OR LEFT OF SCREEN AND MOVE TOWARDS OPPOSITE SIDE. TARGETS START AT RND HEIGHT; RND DISTANCE FROM GUN; AND MOVE AT RND SPEED. WHEN ALL PLAYERS HAVE SHOT AT THE NUMBER OF TARGETS ENTERED, A SCORE PAD IS DISPLAYED. SOMETIMES, AFTER ENTERING THE NUMBER OF TARGETS YOU GET A SPECIAL GRAPHICS THAT HAS NOTHING TO DO WITH PLAYING THE GAME.

HAVE FUN!

TRAP
SHOOT

Peoples

LEAVE OUT LINE 1 & 2 IN ORDER TO HAVE ENOUGH SIZE FOR
THE @CN) & @CN+4) STRING

1. TRAP SHOOT #3

2. BY JOE PEOPLES

10 CLEAR; CY=0; INPUT "# OF PLAYERS? "L; IF L > 4 L=4

20 CLEAR; CY=0; INPUT "# OF TARGETS? "T; IF T > 99 T=99

21 CLEAR; IF RND(5)=3 GOSUB 300

22 NT=0; M=1; R=0; K=0; W=0; FOR N=1 TO 8;

@(N)=0; NEXT N; GOTO 30

23 CY=39; PRINT "PLAYER #", #0, M, " SHOTS", #3, K; RETURN

30 BC=7; FC=160; X=-31; Y=-26; GOSUB 37; X=-51;

Y=-31; GOSUB 37; X=-67; Y=-43; GOSUB 35;

X=-36; Y=-44; GOSUB 37

31 X=-18; Y=-38; GOSUB 35; X=21; Y=-26; GOSUB 37;

X=6; Y=-32; GOSUB 37; X=65; Y=-29; GOSUB 37;

X=37; Y=-37; GOSUB 35; X=57; Y=-42; GOSUB 37

33 GOSUB 23; GOTO 40

35 LINE X, Y, 2; LINE X, Y+5, 1; LINE X-12, Y+5, 1; LINE X,

Y+17, 1; LINE X-7, Y+17, 1; LINE X+2, Y+23, 1

36 LINE X+1, Y+17, 1; LINE X+4, Y+17, 1; LINE X+16, Y+5, 1;

LINE X+4, Y+5, 1; LINE X+4, Y, 1; RETURN

37 LINE X, Y, 2; LINE X, Y+3, 1; LINE X-4, Y+3, 1; LINE X, Y+8, 1;

LINE X-2, Y+8, 1; LINE X+1, Y+12, 1

38 LINE X+14, Y+8, 1; LINE X+2, Y+8, 1; LINE X+6, Y+3, 1;

LINE X+2, Y+3, 1; LINE X+2, Y, 1; RETURN

40 A=0; BOX 0, -40, 3, 8, 1; CY=-39; CX=13; PRINT "PULL

TRAP SHOOT #3 CONT.

```

41 IF JX(M) BOX 18, -39, 30, 11, 2; R = R + 1; GOTO 50
42 IF R = TXL GOTO 160
43 GOTO 41
50 Y = (RND(5) - 2) * 10; X = (RND(5) + 1) * 10; S = RND(4)
    + 1; C = RND(2); IF C = 2 GOTO 70
60 FOR N = -X TO 70 STEP S; GOTO 80
70 FOR N = X TO -70 STEP -S
80 BOX N, Y, 15, 5, 2; BOX N, Y, 4, 4, 1 + A; GO SUB 100;
    NEXT N; BOX 70, 10, 15, 50, 2; BOX -70, 10, 15, 50, 2;
    GOSUB 380
85 M = M + 1; K = 0; W = 0; IF M > L M = 1
90 GOSUB 23; GOTO 40
100 IF TR(M) NT = 1; MV = "←"; NT = 0; K = K + 1;
    GOSUB 23; GOSUB 120
110 RETURN
120 FOR Q = -34 TO 50 STEP 4; BOX 0, Q, 1, 2, 1 + A;
    BOX 0, Q - 4, 1, 6, 2; GOSUB 130; NEXT Q
130 IF N > -3 IF N < 3 IF Q > Y - 2 A = 1; BOX N, Y, 8, 8, 2;
    W = W + 1; GOSUB 150
140 RETURN
150 NT = 5; FOR N = 1 TO 5; MV = "4"; BC = N * 20; NEXT N;
    NT = 0; BC = 7; RETURN
160 CLEAR; FC = 91; CY = 20; PRINT "PLAYER:",
    "■■ #1", "■■ #2", "■■ #3", "■■ #4
170 CY = 10; PRINT "HITS:", #6, @(1), #4, @(2), #4,
    @(3), #4, @(4)

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TRAP SHOOT #3 CONT.

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180 CY=0; PRINT " SHOTS:", #5, @(5), #4, @(6), #4,
    @(7), #4, @(8)
210 CY = -30; PRINT #6, "USE TRI TO RUN
220 IF TR(1) RUN
230 GOTO 220
300 BC = 91; FC = 7; NT = 5; FOR N = -60 TO 70 STEP 7;
    BOX N, 0, 3, 3, 1; NEXT N; FOR N = -70 TO 55 STEP 5
310 GOSUB 356; GOSUB 360; N = N + 3; MV = "→"; GOSUB 370;
    GOSUB 360; NEXT N; CLEAR; RETURN
350 LINE 0, 30, 2; LINE N, 0, 2; LINE N + 5, 7, 1; LINE N + 10, 10, 1;
    LINE N + 15, 9, 1; LINE N + 20, 5, 1; LINE N + 10, 0, 1;
    BOX N + 5, 4, 2, 2, 1
355 LINE N + 20, -5, 1; LINE N + 15, -9, 1; LINE N + 10, -10, 1;
    LINE N + 5, -7, 1; LINE N, 0, 1; RETURN
360 BOX N + 10, 0, 22, 25, 2; RETURN
370 LINE 0, 30, 2; LINE N, 0, 2; LINE N + 5, 6, 1; LINE N + 10,
    8, 1; LINE N + 15, 6, 1; LINE N + 10, 0, 1; BOX N + 5, 4, 2, 2, 1
375 LINE N + 20, -1, 1; LINE N + 15, -6, 1; LINE N + 10, -8, 1;
    LINE N + 5, -6, 1; LINE N, 0, 1; RETURN
380 IF M = 1 @ (5) = @ (5) + K; @ (1) = @ (1) + W
390 IF M = 2 @ (6) = @ (6) + K; @ (2) = @ (2) + W
400 IF M = 3 @ (7) = @ (7) + K; @ (3) = @ (3) + W
410 IF M = 4 @ (8) = @ (8) + K; @ (4) = @ (4) + W
420 RETURN

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