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Dear Bob;

Here's a little program I told you about last Sunday. After seeing it on paper, I could really shorten it up and get "Ol Smoke" to return the bird. Originally I had everything programmed seperately to try each segment out, but when I tried to put it all together, SORRY! showed up pretty quickly. I see now that by using some For/To loops I could tighten it up quite a bit on the duplications. Probly could get away with some sub routes also. I'll have to study it more. If I get it worked out, I'll send it along.

If anyone wants a copy of "Peek & Poke", send me a self addressed envelope with \$2.00 to cover duplicating and postage and I'll send them a copy. That's if they can't wait till the new addition arrives. Allow two weeks for delivery. I can get it duplicated for a nickle a page. @28 pages=\$1.40 plus 60¢ for postage. The envelope by the way should be a business sized one. I had one hell of a time obtaining a copy. I sent a copy to a woman who requested a copy in last years last issue.

Armed with Rodney Zaks "How to program the Z-80", Peek & Poke, The Z-80 Minicourse and the Machine Language Manager with work book, I still can't figure it out. How about taking a program with all the basic commands in it and run a series going line per line with machine language beside it explaining what the heck goes on. Maybe seeing what's going on with both things and explained as simply as possible, may dummies like me can figure what's going on. If you take me by the hand like a little boy and lead me around it one time I'll at least get a general idea where to go and be able to have something to bite into.

Has Larry Simioni started on Course II of the Z-80 minicourse yet?

Keep up the good work.

Thanks for listening.

Sincerely



To my knowledge, this is an original idea of my own making.

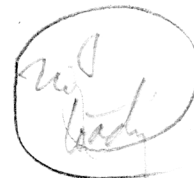
*Louis E. Gubernatis*

DUCK HUNTER

BY

LOU E. GUBERNATIS 11,15,82

10-40 Sets color, and draws 4 randomly spaced trees.  
50-80 Sets rnd. speed and draws flying ducks.  
90 Draws "Shot-gun"  
100-110 Checks ducks position.  
120-140 Gun shot, checks ducks position and if a hit.  
150-170 Falling hit duck.  
180-210 Daed duck.  
220-260 "01' Smoke", Hunter's score.  
270-320 Duck's "RAZZ".  
330 Duck's Score.  
340- Score sheet.  
350 Hunter's score. "WIN"  
360-370 Restart Game.  
380-390 Duck's score. "WIN"



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1 player game.

OBJECT OF GAME:

Hunter to shoot down 10 ducks before 10 ducks fly by. Every time you hit a duck, "01' Smoke" will retrieve it for you.

The ducks fly by at random speeds, so holding the trigger is of no real help. If 10 ducks fly by you'll get the "BIRD".

TR(1)- Controls firing the gun and restarting the game.

KN(1)- Controls position of gun.

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This listing is for AB.

For BB change in lines 120 NT=-1 to NT=0, NT=2 to NT=3, 280 NT=-1 to NT=0, 300 NT=2 to NT=3.

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10 Clear;&(9)=-1;BC=200;FC=155;F=9L=0;C=-70; For Z=1to4;C=C+Rnd(15);Box C,18,15,5.1  
20 B=5;For A=25to21Step-1  
30 Box C,A,B,1,1;B=B+2; Next A; B=5; For A=1 to 15;Box C,A,B,1,1; B=B+2;Next A  
40 Box C,7,3,10,1; A=9;For B=0to2; Box C,B,A,1,1; A=A-2;Next B;C=C+30;Next Z  
50 For U=60 to -70 Step -20+Rnd.(10)  
60 Box U,37,2,1,1; Box U+3,36,11,1,1; Box U+5,35,5,1,1;  
70 Box U+5,33,2,4,1; Box U+5,36,15,10,2  
80 Box U,37,2,1,1; Box U+3,36,11,1,1; Box U+5,35,5,1,1;Box U+5,38,2,4,1; Box U+5, 36,15,10,2  
90 K=KN(1)3;Box K,-31,3,6,1; Box K,-31,3,6,2; Box K,-31,160,26,2; If TR(1)=1 Goto 120  
100 If U<-50 Goto 330  
110 Next U  
120 BC=90; NT=-1; &(21)=255; &(19)=200; &(23)=255; Box K,7,1,50,3; Box K,7,150,3; &(19)=0; NT=2; &(23)=0; BC=200

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125 If U<-50 Goto 330
130 If K>U-3 If K<U+3 Goto 150
140 Next U
150 For Y=35 to 3 Step -4; Box U,Y,1,11,3; Box U+1, Y+2,1,5,3; Box U-1, Y-3,1,2,3
160 Box U,Y,1,11,3; Box U+1,Y+2,1,5,3;Box U-1, Y-3,1,2,3;Next Y
170 Box U,Y-1,2,1,1; BoxU,Y-2,1,3,1; Box U-1,Y-4,5,2,1;Box U-2,Y-5,11,11,1,; Box U-5,
Y-6,2,1,1
180 X=U; Y=-33; For W=1 to 6; Box 0,-27,160,34,2
190 Box x, Y+9,3,3,1; BoxX,Y+9,1,1,2; BoxX-1, Y+6,1,1,2; Box X+1, Y+6,1,1,2
200 R=X-3; S=Y+5; For T=1 to 3;Box R,S,1,1,1; R=R-1;S=S-1; Next T
210 R=X+3; S=Y+5; For T=1 to 3; Box R,S,1,1,1; R=R-1;S=S-1; Next T
220 Box X,Y+3,3,1,1; Box X, Y-2,5,9,1; Box X-3, Y+1,1,2,1; Box X-4, Y,1,2,1; Box X+3,
Y+1,1,2,1; Box X+4, Y,1,2,1; Box X-3, Y-4,1,2,1
230 Box X-4, Y-3,1,2,1; Box X+3, Y-4,1,2,1; Box X+4, Y-3, 1,2,1; R=X;S=Y-7; For T=1 to 4
; Box R,S,1,1,1;R=R-1;S=S-1; Next T
240 Box X,Y,13,21,2; Y=Y+4; Next W
250 Box 0,-22,160,44,2; F=F+1; If F>9 Goto 350
260 Goto 340
270 Box -3,-7,5,6,1; Box -4, -7 1,1,2; Box -7,-8,4,2,1; Box -3,-12,3,4,1; Box 0,-17,10,
5,1; Box 4,-13,1,3,1; Box 2,-20,3,1,1
280 Box 2,-21,1,2,1; Box 1,-23,5,1,1; Box -1,-22,1,1,1; NT=-1; For M=1 to 5; &(21)=31
290 &(19)= 10; Line -6,-10,4; Line -8,-12,1; For O=1 to 100; Next O;
&(19)=0; &(21)=0; Next M; Box 0,-22,160,44,2
300 &(19)=12; Box -7,-11,4,3,2; For O=1 to 100; Next O; &(19)=0; &(21)=0; Next M; NT=2
310 CX=-52; CY=-29; Print "You Lose Turkey!"
320 For M= 1 to 1000; Next M;Box 0,-22,160,44,2; Goto 380
330 L=L+1; If L>9 Goto 270
340 CX=-40; CY=-16; Print "Ducks ", #2, L;CX=-52; Print "Hunter ",#2,F; For Q=1 to 1000;
Next Q; Box 0,-22,160,44,2; Goto 50
350 CX=-50; CY=-10; Print " Hunter Wins 10 to", #2,L, #1, "."
360 If TR(1) Goto 10
370 Goto 360
380 CX=-50; CY=-10; Print "Ducks Win 10 to ", #2, F, #1, "."
390 Goto 360

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