May 25, 1983

Mr. Robert Fabris
3626 Morrie Drive
San Jose, CA 95127

Dear Mr. Fabris:

Please enter my enclosed program in the next Arcadian program contest.
The program is a game called Treasure Hunt and is compatible with both
Bally Basic and Astro Basic. Complete instructions are enclosed along
with a listing and a tape. The tape has two copies of the program,
one on each side. Since I have not yet invested in an Astro Basic
cartridge (after five years, I am <u>still</u> waiting for the ZGrass key-
board), I have recorded the programs with the old Bally Basic inter-
face and the Bally Basic cartridge.

I certify that the program titled "Treasure Hunt" is the product of
my own efforts and is not a copy of an available program, signed, and ...
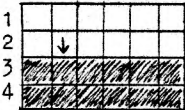
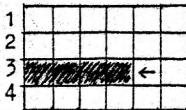Sincerely Yours,

Scott Walpole

Scott Walpole

Address:
11480 Beirut Court #204
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TREASURE HUNT by Scott Walpole

"Treasure Hunt" is played on a 9x15 grid. Hidden under the squares in the grid are objects randomly placed by the computer at the beginning of the game. Each player, in turn, selects one square by moving the marker with the joystick and uncovers it by pulling the trigger of his hand control. The object of the game is to first find four hidden "keys" represented by the numbers 1, 2, 3, and 4. After finding the keys, the treasure will be "unlocked", and the player who finds it will score 500 points.

Enter the number of players (from 1 to 4) at the beginning of the game when the "P" appears in the upper left corner of the screen. Player 1 begins by uncovering a square. Under each square is an object that may help or hinder your search for the keys. These objects are described in the table below. The four keys must be found in numerical order, from 1 to 4, before you can get the treasure.

The winner is the player who has the highest score at the end of the game. The game ends when the treasure is found.

OBJECT	DESCRIPTION	SCORE	NUMBER OF OCCURENCES
Number (1-4)	The numbers one through four are the four keys to the treasure. These must be found in numerical order. After the keys are found, they will remain uncovered.	250	1 Each
$	The dollar sign is the treasure which can only be found after the four keys have been found.	500	1
#	This symbol represents either a key or the treasure not found in proper sequence.	20	-
C	This is one of the three clues to help you find the keys and the treasure. When found, an arrow will appear pointing in the direction of the next key in sequence. If it points up or down, the key is somewhere in one of the rows it points to. If it points left or right, the key is in the same row in the direction of the arrow. For example... ...an arrow pointing down in row 2 means the key can be found in row 3 or 4. ...an arrow pointing left means the key can be found in the same row to the left of the arrow.	25	20
R	This clue allows you to reveal what is hidden in an entire row or column. When found, the computer will ask "Direction?" and you must indicate with the joystick what part of the intersecting row or column you want revealed. For example, if you move the joystick to the right, the row from the point of your marker to the right end of the row will be briefly uncovered one square at a time.	40	10
?	This clue, when found, briefly reveals what is hidden under five randomly selected squares.	30	15
F	Free turn.	10	15
L	Lose your next turn. These will not move to a new to a new square when found. If your score is reduced to zero you will not lose a turn.	-50	10
B	Bonus points.	50	10
Blank	No function.	5	50

OTHER FEATURES:

Moving Objects: All objects move to a new square after being found, leaving the previously occupied square blank. The only exceptions are the keys, the treasure, and the lose-a-turn symbol which remain in one place throughout the game.

Double Score: When "2X SCORE" appears, all point values will be doubled for the next round.

Solitaire: One player can play alone trying to score as few points as possible.

Enter the program exactly as shown; do not include any unnecessary spaces or quote marks. The memory size should be 289 when your finished. It must be at least 288 to conserve string space. To load the program on tape, use the following command— :PRINT ;LIST ;PRINT ";RETURN ;
BC=8;FC=135;NT=1;RUN ". Start your recorder, then press GO.

"TREASURE HUNT"

```
1  CLEAR ;INPUT P;D=0;N=49;GOTO 200
2  A=RND (15)-1;B=RND (9)-1
3  C=Bx15+A;RETURN
4  CX=Ax10-71;CY=32-Bx9;GOTO 6
5  CX=Xx10-71;CY=32-Yx9
6  BOX CX,CY,8,8,T;RETURN
7  FOR L=1TO 750;NEXT L;RETURN
8  CY=40;BOX 0,40,160,8,2;RETURN
9  CY=40;CX=-71;PRINT "PLAYER",#2,F-139,;PRINT
200 "SCORE:",ABS(@(F)) ;RETURN
210 FOR F=GOTO 143;@(E)=32;IF E>139@(E)=0
    NEXT E;FOR E=-4OTO 32STEP 9;FOR F=-81TO 69
    STEP 10;BOX F,E,8,8,1;NEXT F;NEXT E;
    FOR E=4TO 88
220 GOSUB 2;IF @(C)#32GOTO 220
230 R=67;IF E>23R=63;IF E>38R=82;IF E<54
    R=E;@(86+E)=C
250 IF E>53R=66;IF E>63R=76;IF E>73R=70
280 @(C)=R;NEXT E
290 GOSUB 8;D=D+1;IF D>P D=1;M=1;IF RND (9)=9M=2;
    CX=-24;PRINT "2X SCORE",;GOSUB 7
300 F=139+D;IF @(F)<0@(F)=-@(F);GOTO 290
310 W=0;S=5;GOSUB 9;GOTO 375
330 X=X+JX(D);Y=Y-JY(D);IF X<OX=14
340 IF X>14X=0
350 IF Y<OY=8
360 IF Y>8Y=0
370 IF A=XIF B=YGOTO 390
375 IF PX(Xx10-75,35-Yx9)=OX=A;Y=B;GOTO 330
380 T=1;GOSUB 4;A=X;B=Y;GOSUB 5;FOR E=2TO 6
    STEP 2;BOX CX,CY,E,E,3;MU="5";NEXT E
390 IF TR(D)=OGOTO 330
400 T=2;GOSUB 5;IF W#2GOTO 440
420 A=A+J;B=B-K;IF (A<O)+(A>14)+(B<O)+(B>8)S=40;
    GOTO 640
430 T=2;GOSUB 4
440 IF W=3FOR E=1TO 5;GOSUB 2;T=2;GOSUB 4
450 GOSUB 3;R=@(C);IF (R<49)+(R>53)GOTO 510
470 IF R=NIF W=OW=1;N=N+1;S=250
480 IF R>N TV=35;S=20;GOTO 520
500 IF R=53TV=36;S=500;GOTO 520
510 TV=R
520 IF W<2GOTO 550
525 IF R>48IF R<54IF R<NGOTO 535
530 T=1;GOSUB 4
535 IF W=2GOTO 420
540 IF W=3NEXT E;S=30;GOTO 640
550 H=C;IF R=70S=10;D=D-1
560 IF R=76S=50;W=4;@(F)=-@(F);CX=-32;GOSUB 8;
    PRINT "LOSE A TURN"
570 IF R=66S=50
580 IF R#66S=50
590 W=2;CX=-30;GOSUB 8;PRINT "DIRECTION?
600 J=JX(D);K-JY(D);IF J=OIF K=OGOTO 600
610 GOTO 420
620 IF R=63IF W=OW=3;GOTO 440
622 IF R#67GOTO 640
624 T=2;GOSUB 5;I=@(86+N)÷15;G=RM;V=H÷15;Z=RM;
    S=25;IF I<V TV=94;GOTO 640
628 IF I>V TV=96;GOTO 640
630 IF G<Z TV=95
632 IF G>Z TV=97
640 R=@(H);IF (R>48)x(R<54)+(R=76)GOTO 670
650 GOSUB 2;IF @(C)#32GOTO 650
660 @(C)=R;@(H)=32
670 @(F)=@(F)+SxM;IF W=4IF @(F)>0@(F)=0
675 IF N=54GOTO 700
676 GOSUB 9;GOSUB 7;IF W=1X=X-1;A=X;GOTO 290
680 T=1;GOSUB 5;GOTO 290
700 FOR D=1TO P;F=139+D;GOSUB 8;CY=40;CX=-27;
    PRINT "GAME OVER",;GOSUB 7;GOSUB 9;
    GOSUB 7;NEXT D;GOTO 700
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   1 CLEAR ;INPUT P;D=0;N=49;GOTO 200
   2 A=RND (15)-1;B=RND (9)-1
   3 C=Bb15+A;RETURN
   4 CX=Ab10-71;CY=32-Bb9;GOTO 6
   5 CX=Xb10-71;CY=32-Yb9
   6 BOX CX,CY,8,8,T;RETURN
   7 FOR L=1TO 750;NEXT L;RETURN
   8 CY=40;BOX 0,40,160,8,2;RETURN
   9 CY=40;CX=-71;PRINT "PLAYER",#2,F-139,;PRINT "  SCORE:",ABS(@(F));RETURN
 200 FOR E=0TO 143;@(E)=32;IF E>139@(E)=0
 210 NEXT E;FOR E=-40TO 32STEP 9;FOR F=-81TO 69STEP 10;BOX F,E,8,8,1;NEXT F;NEXT
 E;FOR E=4TO 88
 220 GOSUB 2;IF @(C)#32GOTO 220
 230 R=67;IF E>23R=63;IF E>38R=82;IF E>48IF E<54R=E;@(86+E)=C
 250 IF E>53R=66;IF E>63R=76;IF E>73R=70
 280 @(C)=R;NEXT E
 290 GOSUB 8;D=D+1;IF D>P D=1;M=1;IF RND (9)=9M=2;CX=-24;PRINT "2X SCORE",;GOSUB
 7
 300 F=139+D;IF @(F)<0@(F)=-@(F);GOTO 290
 310 W=0;S=5;GOSUB 9;GOTO 375
 330 X=X+JX(D);Y=Y-JY(D);IF X<0X=14
 340 IF X>14X=0
 350 IF Y<0Y=8
 360 IF Y>8Y=0
 370 IF A=XIF B=YGOTO 390
 375 IF PX(Xb10-75,35-Yb9)=0X=A;Y=B;GOTO 330
 380 T=1;GOSUB 4;A=X;B=Y;GOSUB 5;FOR E=2TO 6STEP 2;BOX CX,CY,E,E,3;MU="5";NEXT E

 390 IF TR(D)=0GOTO 330
 400 T=2;GOSUB 5;IF W#2GOTO 440
 420 A=A+J;B=B-K;IF (A<0)+(A>14)+(B<0)+(B>8)S=40;GOTO 640
 430 T=2;GOSUB 4
 440 IF W=3FOR E=1TO 5;GOSUB 2;T=2;GOSUB 4
 450 GOSUB 3;R=@(C);IF (R<49)+(R>53)GOTO 510
 470 IF R=NIF W=0W=1;N=N+1;S=250
 480 IF R>N TV=35;S=20;GOTO 520
 500 IF R=53TV=36;S=500;GOTO 520
 510 TV=R
 520 IF W<2GOTO 550
 525 IF R>48IF R<54IF R<NGOTO 535
 530 T=1;GOSUB 4
 535 IF W=2GOTO 420
 540 IF W=3NEXT E;S=30;GOTO 640
 550 H=C;IF R=70S=10;D=D-1
 560 IF R=76S=50;W=4;@(F)=-@(F);CX=-32;GOSUB 8;PRINT "LOSE A TURN
 570 IF R=66S=50
 580 IF R#82GOTO 620
 590 W=2;CX=-30;GOSUB 8;PRINT "DIRECTION?
 600 J=JX(D);K=JY(D);IF J=0IF K=0GOTO 600
 610 GOTO 420
 620 IF R=63IF W=0W=3;GOTO 440
 622 IF R#67GOTO 640
 624 T=2;GOSUB 5;I=@(86+N)c15;G=RM;V=Hc15;Z=RM;S=25;IF I<V TV=94;GOTO 640
 628 IF I>V TV=96;GOTO 640
 630 IF G<Z TV=95
 632 IF G>Z TV=97
 640 R=@(H);IF (R>48)b(R<54)+(R=76)GOTO 670
 650 GOSUB 2;IF @(C)#32GOTO 650
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660 @(C)=R;@(H)=32
670 @(F)=@(F)+SbM;IF W=4IF @(F)>0@(F)=0
675 IF N=54GOTO 700
676 GOSUB 9;GOSUB 7;IF W=1X=X-1;A=X;GOTO 290
680 T=1;GOSUB 5;GOTO 290
700 FOR D=1TO P;F=139+D;GOSUB 8;CY=40;CX=-27;PRINT "GAME OVER",;GOSUB 7;GOSUB 9
;GOSUB 7;NEXT D;GOTO 700
>
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