

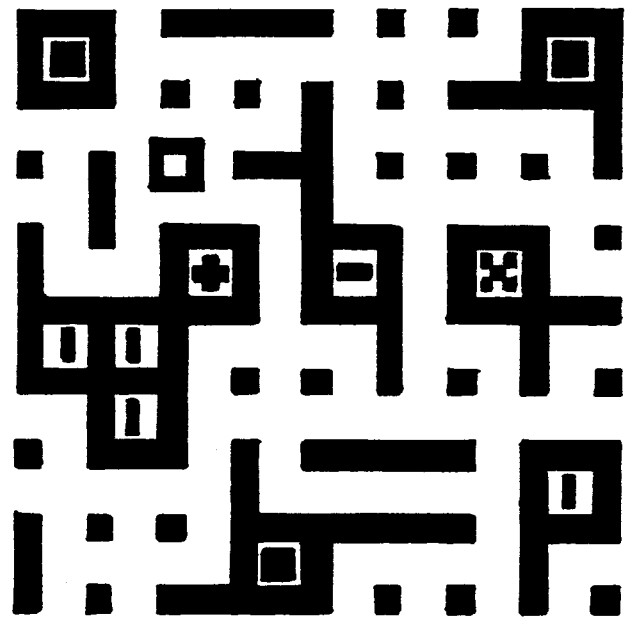
SCORE

+	#1 = 5
+	#2 = 5
■	#3 = 15
■	#4 = 20
■	#5 = 5

PLAYER TURN

1 2 3 4 5
↓

HMM..



CLAIM JUMPER

COPYRIGHT 1981 L & M SOFTWARE

"Claim Jumper" is a strategy game for the entire family. This game can be played by one to four people, and if you wish you can even let "Bally" in on the fun. That's a total of one to five players at one time. Bally will even play by himself, but letting him play along with the group is much more fun and his playing ability gives added pleasure to the game. Not only can "Bally" play, he also keeps track of 1 to 5 individual scores, with a constant readout, keeps track of who's turn it is and should you attempt to make an illegal move, Bally will not only keep you from making it, he will also tell you that you have attempted to make one and to go again. At the start of the game the computer will ask for "Board Size 4-9?". The larger the number the longer the game will take to complete. The computer will then ask for the "Number of Players 1-4?". Then it will ask "Computer: 1=0*N?" Enter "1" and Bally plays and "0" Bally will not play. All of the above questions are entered via the key pad. The arrow at the bottom of the screen indicates who's turn it is. Each player takes their respective hand control, the object of the game is to be the player to put the fourth side on a square, thus having five points added to your score. At the beginning of the game player one moves his joy stick and watches the small cursor move from dot to dot. When the cursor is located at the start of where you want to draw your line, briefly squeeze the trigger then move the joy stick in the direction you want the line to be drawn. This will place your move on the screen. Should you happen to complete a square your claim marker will be placed in that square and as a bonus you may go again, and continue to go until your last move doesn't complete a square. An attempt to draw a line off the playing board or to draw a line over another line is an illegal move and will be labeled so. The game is over when all squares have been claimed. The person with the highest score is the winner. So claim all you can!!! REMEMBER TO LET BALLY PLAY, HE'S A JOOT!!

REPLAY?? PRESS ANY KEY!

LINE #

STATEMENT(S)

"CLAIM JUMPER"

STATEMENT(S)

LINE #

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

140 S X + L U + Y + Z M) = Q M U = L I G O T O U 3 8
 160 G O S U B I 1 8 I G O S U B I 1 6 8 I G O S U B I 1 8 I G
 180 O T O U 1 3 1 8
 200 L = Q U M = Q U I F I N I X I (P D) L I = N I X I (P D) X I G I
 220 G O T O U 1 7 I O
 240 M F N I Y I (P D) M = N I Y I (P D) X I G I G O T O U 1 7 I O
 260 G O T O U 1 6 I O
 280 G O X 1 4 I O 3 8 D 1 7 2 1 8 I 2 0 I R I E M U R N
 300 X = X I H L I Y I = Y I + M I R I E T I V I R M I
 320 M F I P I X I (X H L I Y I + M I) L I F I P I X I (X I + L I) I 1 1
 340 Y + M I) = Q G O S U B I 1 8 I G O S U B I 1 6 8 I 1 1
 360 M F I X U Y I 1 1 I G O S U B I 1 8 I G O T O U 1 8 4
 380 G O S U B I 1 7 I 2 I P I R I M T I " T H L I E G A L I " I G
 400 O S U B I 1 6 7 I G O T O U 1 3 1 8
 420 M F X I = E I G O T O U 2 I
 440 Q = X U I F I F I S I X I Q = F I
 460 M = Q H I 3 I I F I P I X I (Q U Y I + 3 I) L I F I P I X I (Q U +
 480 3 U Y I + 6 I) M F P I X I (Q H 6 U Y I - 3 I) L I = Y I + 3 I
 500 G O S U B I 9 I
 520 M F P I X I (Q U Y I - 3 I) L I F I P I X I (Q H 3 U Y I - 6 I)
 540 M F P I X I (Q H 6 U Y I - 3 I) F I = Y I - 3 I G I O S U B I
 560 9 I
 580 G O T O U 1 5 I
 600 M F I P I X I 3 I Q = T - 6 I L I F I P I = 2 X I = Z I H 6 I
 620 M F I P I X I 3 I G O S U B I 1 8 I G O T O U 1 3 I
 640 Q = Z I 2 I L I F I P I = 4 Y I = T - 6 I
 660 G O S U B I 1 8 I G O T O U 1 9 I O
 680 M = 3 I G O T O U 2 I I
 700 M = Q I G O T O U 2 I I
 720 M = L I 3 I G O T O U 2 I I
 740 M = 2 I G O T O U 2 I I
 760
 780
 800
 820
 840
 860
 880
 900
 920
 940
 960
 980
 1000

COPYRIGHT 1981 L & M SOFTWARE
 1
 2
 3
 4
 5
 6
 7
 8
 9
 10
 11
 12
 13
 14
 15
 16
 17
 18
 19
 20
 21
 22
 23
 24
 25
 26