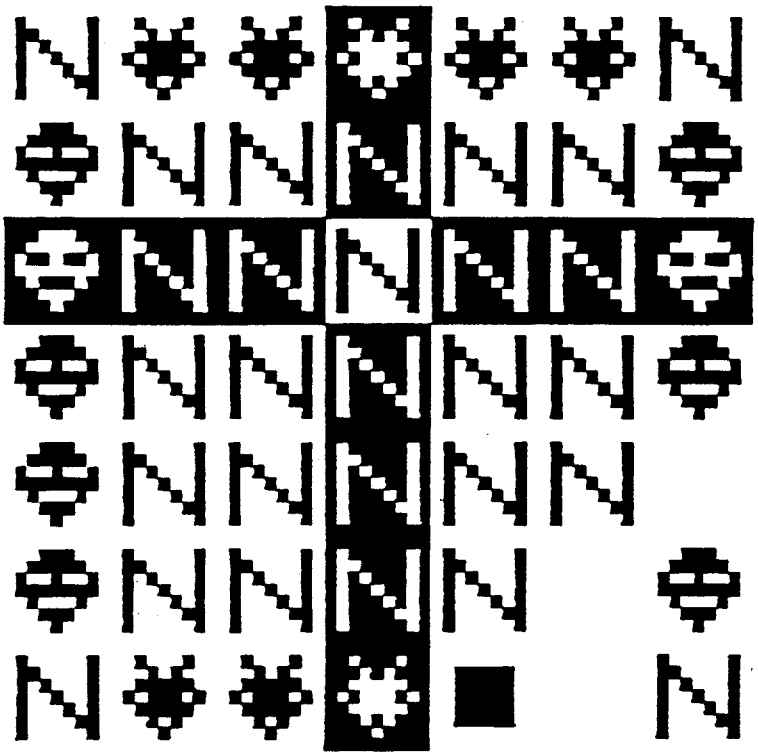
#1=9 *SCORE* #2=8

GO PLAYER #2

ILLEGAL MOVE



# SPACE CHECKERS

Near the year 7171, Star calender of intraspace travel and trade, there existed two great powers. One power dedicated to a future of peace and benevolence for it's people was led by Electra. The other power was led by Zartos. His position was one of evil, seeking to conquer entities within the universe to serve his purpose. Inevitably, a power struggle began, and as might be expected, war between the two great powers occurred. For the people under the rule of Electra and Zartos, however, the war simply brought sadness, pain, and destruction. Unable to tolerate such pointless battle upon battle between each other, and seeking only to survive happily, they united. Strength in numbers availed the people of Zarto's and Electra's rule to overthrow their leaders, reassemble order, and build societies which could peacefully co-exist. Eons of time have passed and the generations following those who fought the war of 7171 are able to fill their time for entertainment with the game of "Space Checkers", and reflect occasionally upon the futility of leaders in power usurping the real power of the people.

RULES:

1. Press 1 or 2 key when asked for # of players, if 1 is pressed the computer will be the #2 player
2. The first move must be on a neutral position (N), all other moves must be next to the previous move (marked with a square) either horizontal, vertical, or diagonal.
3. Use the joy stick to center the cross hairs on the object to be eliminated, then squeeze the trigger.

The object of the game is to eliminate your opponent. One point is deducted from a player's score each time one of his men is eliminated. The high score wins the game. The game is over when there is NO adjacent moves left. Elimination of your own man may be your only adjacent move, if so, you must take it.

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REPLAY?? PRESS ANY KEY!

PROGRAM NAME: "SPACE CHECKERS" 1 of 2

LINE #

STATEMENT(S)

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PROGRAM NAME

"SPACE CHECKERS" 2 of 2

| LINE # | STATEMENT(S) |
|---|---|
| 35 | IF K=1 IF P=2 H=1; Q=Ø; C=9; R=D; S=A; CY=32; CX=-36; PRINT "HMM . . ."; GOTO 21 |
| 4Ø | GOSUB 8; GOTO 6Ø |
| 5Ø | IF TR(P) GOTO 13 |
| 6Ø | L=Ø; M=Ø; IF JX(P)=Ø IF JY(P)=Ø GOTO 5Ø |
| 7Ø | GOSUB 8; L=JX(P)×12; M=JY(P)×8; IF (L+A<-37)+(L+A>36) L=Ø; A=-37 |
| 8Ø | IF (M+D<-32)+(M+D>16) M=Ø; D=16 |
| 9Ø | A=A+L; D=D+M; GOSUB 8; GOTO 5Ø |
| 91 | BOX B, C, 8, 8, 2; BOX B-2, C+3, 1, 1, 1; BOX B+2, C+3, 1, 1, 1; BOX B, C+2, 3, 1, 1; BOX B, C, 5, 3, 1; BOX B-2, C, 2, 1, 3; BOX B+3, C, 2, 1, 3 |
| 92 | BOX B, C-1, 5, 1, 1; BOX B, C-2, 3, 1, 1; BOX B, C-2, 1, 2, 3; BOX B, C+2, 1, 1, 3; RETURN |

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