

SUPER SOFTWARE
P.O. BOX 702
PLAINFIELD, NJ 07061

PRESENTS :

HUSTLE

BY ROBERT ROSENHOUSE

Keypad Functions: At the end of each game, press 'GO' to play again.

Joystick functions: Push the joystick in the direction you want your trail to go. Bumping into yourself or the walls ends the game.

Rules: When the game first starts, your 'man' will leave a small trail. Randomly, a box will appear on the field. Try to hit this box with your 'man'. A box with a number in it scores 10X that number. A box with 'TT' adds 10 seconds to the game time. A box with '??' in it is a mystery box. It can score some points or it can penalize you. The value of a mystery box is displayed at the top of the screen. Each time you score, your trail gets longer. A longer trail makes it harder for you to maneuver. The game ends when your time runs out. Crashing also ends the game.

****CORRECTION: On the enclosed listing, these changes should be made. They are vital to the program. They are:

300 IF P>13GOSUB 350;RETURN

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1 .
2 . HUSTLE
3 . VERSION 3.0
4 . BY SUPER SOFTWARE
5 .
9 :RETURN ;NT=0;BC=240;FC=125;S=0;T=45;J=5;CLEAR ;GOSUB 10000;GOTO 80
20 G=RND (136)-68;H=RND (60)-35;I=RND (30)+8-RND (16);CX=G-3;CY=H;IF (P>10)b(P
<14)PRINT "??",
22 IF P>13PRINT "TT",
23 IF P<11PRINT #2,P,
24 BOX G,H,18,12,3;BOX G,H,16,10,3;RETURN
40 I=0;BOX G,H,18,12,2;G=170;H=90;RETURN
80 D=110;E=120;F=210;U=0;I=0;G=170;H=90;X=0;Y=0
95 FOR Z=TTO 0STEP -1;CX=-50;CY=4;PRINT #3,Z,;FOR U=1TO 3
96 B=JX(1)bJ;C=JY(1)bJ;IF B M=B
97 IF C N=C
98 IF B=0IF C M=0
99 IF C=0IF B N=0
100 IF (M=0)b(N=0)GOTO 120
110 IF PX(X+M,Y+N)GOTO 1000
115 BOX @(D),@(D+1),J,J,2;X=X+M;Y=Y+N;BOX X,Y,J,J,3;@(E)=X;@(E+1)=Y
120 IF I=0IF RND (4)=1GOSUB 20
140 IF I I=I-1;IF I=1GOSUB 40
160 IF (X>G-16)b(X<G+16)b(Y>H-12)b(Y<H+12)GOSUB 200
170 E=E+2;IF E>F E=0
175 D=D+2;IF D>F D=0
190 NEXT U;NEXT Z;GOTO 500
200 BOX G,H,16,10,3;IF P>10GOTO 300
210 FOR A=1TO P;S=S+10;CX=40;CY=40;PRINT #5,S;NT=2;MU="Q";NT=0;NEXT A
220 GOSUB 40;U=U+1;IF U>16RETURN
230 D=D-4;RETURN
300 .3GOSUB 350;RETURN
310 Q=RND (7);IF Q<3GOTO 400
320 P=RND (4)b2+2;CX=-10;CY=40;PRINT #2,Pb10;FOR A=1TO 500;NEXT A;CX=-10;CY=40;
PRINT " ";GOTO 210
350 Z=Z+10;CX=-50;CY=40;PRINT #3,Z,;NT=3;MU="E";NT=0;GOTO 220
400 P=-(RND (10));CX=-10;CY=40;PRINT #2,Pb10,;&&(21)=30;&&(19)=150
402 FOR A=1TO 500;NEXT A;S=S+Pb10;CX=40;CY=40;PRINT #5,S;CX=-10;CY=18;PRINT "
,
403 IF S<0S=0;CX=40;CY=40;PRINT #5,S,
410 &(19)=0;&(21)=0;GOTO 220
500 BOX 0,-5,150,70,2;CX=-24;CY=8;PRINT "GAME OVER
510 CY=-8;CX=-30;PRINT "PLAY HUSTLE
520 CY=-24;CX=-48;PRINT "BY SUPER SOFTWARE
530 IF &(23)RUN
540 GOTO 530
1000 &(21)=31;FOR A=10TO 150STEP 5;BOX X+RND (10)-5,Y+RND (10)-5,J,J,3
1005 &(19)=A;NEXT A;&(21)=0;&(19)=0
1010 FOR A=1TO 500;NEXT A;GOTO 500
10000 BOX 0,-5,160,70,1;BOX 0,-5,150,70,2;RETURN
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