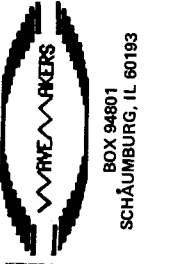
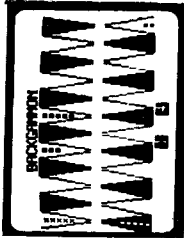
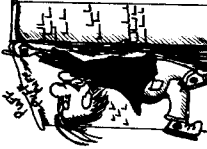


# Backgammon



BOX 94801  
SCHÄUMBURG, IL 60193

# TAPE 8



Top six scores shown on screen

MIKE> 12898  
PATSY> 12509  
KIM> 11152  
NANCY> 10505  
CHRIS> 9225  
MIKE> 8293

## Tournament Obstacle Course

WE ARE VERY PROUD OF THIS GAMES EXCEPTANCE BY EVERYONE WHO HAS PLAYED IT. NOW IT'S MORE FUN THAN EVER BECAUSE IT CAN BE PLAYED BY ANY NUMBER OF PLAYERS AND LIKE SOME OF THE ARCADE GAMES, IT ALWS THE BEST SCORES TO BE RECORDED ON SCREEN.

PLAY BEGINS BY SELECTING LEVEL OF DIFFICULTY, BEGINNER, ADVANCED, OR PROFESSIONAL. USING THE CONTROL KNOB TO MAKE YOUR SELECTION, PULL THE TRIGGER AND THE FUN BEGINS. THE FORWARD MOTION IS UNCONTROLLABLE, YOU CONTROL ONLY UP AND DOWN THE LONGER YOU HOLD THE HANDLE UP THE FASTER IT GOES UP. YOU HAVE TO REVERSE DIRECTION TO SLOW THE VERTICAL SPEED OR CAUSE IT TO MOVE STRAIGHT AHEAD. (NOT EASY) YOU BEGIN SCORING WHEN YOU REACH A POINT PAST THE CENTER OF THE SCREEN, YOU GET A LARGE BONUS IF YOU COMPLETE THE COURSE. OBVIOUSLY YOU MUST AVOID HITTING ANY WALL OR YOU CRASH, PULLING THE TRIGGER OR PANIC BUTTON STOPS THE GAME AND RESETS IT, BUT THIS IS CHEATING YOU'LL HAVE TO MAKE IT THROUGH SOONER OR LATER. IF YOU MANAGED TO GET A SCORE, YOU HAVE THE HONOR OF INPUTTING YOUR NAME (UP TO SIX LETTERS) USING THE KEYPAD. USE SPACES SYMBOLS ETC., BUT DON'T USE COMPUTER WORDS OR IT WILL BECOME DIFFICULT TO READ. WE HAVE PLACED TWO SCORES ON THE MEMORY SECTION TO BEAT. NOT TOO HARD ONCE YOU GET THE HANG OF IT.

3. SAVE SCORES ON TAPE. START RECORDER (IN RECORD) PULL THE TRIGGER, THE SCORES ARE NOW BEING SAVED FOR INPUT LATER. TO INPUT THESE SCORES FIRST INPUT THE GAME (UNLESS IT'S ALREADY IN) PUSH HALL (BALLY BASIC) PUSH :INPUT NOW START YOUR RECORDING OF THE SCORES, (PLAY) THE GAME WILL AUTOMATICALLY RETURN TO SHOW THE NEW SCORES, IF YOU WISH TO SET ALL THE SCORES TO 0 PUSH GO ANYTIME YOU SEE THE SELECTION MENU DURING TO GAME.

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1 WAVEMAKERS
2 OBSTACLE TOURNAMENT
10 RETURN ;&(21)=0
20 NT=0;GOTO 6000
25 BOX 0,8,160,70,1,90X 0,8,160,68,2;
30 GOSUB 2030;GOSUB 25;CY=30;BC=100;
FC=0;
31 PRINT " YOUR SCORE IS ONE OF
THE TOP SIX SCORES
32 FOR R=48TO A:1STEP -1;0(R)=0
(R=7);NEXT R
34 CY=5;CX=30;PRINT "-----";
PRINT " INPUT YOUR NAME
36 CY=0;CX=30;FOR N=0;6TO R-1;
0(N)=K;TV=0(N);NEXT N;0(R)=S;S=0;
RETURN
50 FOR A=6TO 41STEP 7;CX=-30;FC
=0;BC=151
52 TV=0(A-6);TV=0(A-5);TV=0(A-4);
TV=0(A-3);TV=0(A-2);TV=0(A-1)
54 PRINT "0, ---, 0(A);NEXT A;
RETURN
1000 K=&(28)+100*1;CY=-21;CX=0;
PRINT #0,K;IF TR(1)RETURN
1005 IF &(23)=1GOTO 9000
1010 GOTO 1000
2000 NT=0;MU=53;MU=53;MU=51;MU=54;
MU=53;MU=51;NT=0;RETURN
2030 NT=0;MU=49;MU=51;MU=53;NT=20;
MU=56;NT=10;MU=53;NT=40;MU=56;NT=0;
RETURN
6000 &(13+H)=144;&(13+V)=255;GOSUB 25
6002 CX=37;CX=32;PRINT "WAVEMAKERS-";
CX=41;PRINT "OBSTACLE COURSE";PRINT
6005CY=18;PRINT " ENTER DIFFICULTY";
CY=5
6010 PRINT " 1. BEGINNER";PRINT " 2.
ADVANCED";PRINT " 3. PROFESSIONAL
6000 GOSUB 1000
7000 S=0;G=0;D=13;Q=0;FC=0;BC=-9
7001 L=0;IF K=2P=1;L=1
7002 IF K=3P=2
7003 IF K=1P=1
7004 &(21)=0;CLEAR; NT=0;IF G=7C=2;
G=6

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5 : RETURN : CLEAR : 0=13;C=6;F=0;
U=0;G=25;GOTO 200
10 BOX X,Y,1,3,3;BOX X,Y,3,1,3
12 BOX X,Y,3,3,3;RETURN
13 FOR O=6TO Z;MU=0;NEXT O
15 O=4TO 12;MU=Z+K;GOSUB P;
NEXT O;RETURN
20 C=14;GOSUB 225;CY=1;CX=-30;
NT=0;RETURN
25 IF M=0 W=0
26 IF M=0 W=G
28 IF M=13X=84-W;13;Y=-32+ABS
0(W)X4-Vx4
29 IF M=21X=-72+13X(W-13);Y=32-ABS
0(W)X4+Vx4
30 IF M=0 W=-40;X=0(W)X3+66-F;MU=X
31 IF M=25Y=-40;X=0(W)X3-66+U;
MU=75
34 RETURN
35 FOR A=1TO 24;IF 0(A)RETURN
36 NEXT A;GOSUB 20;PRINT "YOU
MON";A=K;RUN
70 GOSUB 6;P=11+H;GOSUB 15;0(W)
=0(W)+L;W=Q
71 IF I(W)=L P=11+L;GOSUB 6;
GOSUB 0;0(W)=0(K)=0(K)+L;P=W;
W=K;GOSUB 6;GOSUB 11+L;MU=Z;W=P
72 IF Q=0IF N=1U=U+3;GOTO 75
73 IF Q=0IF N=-1F=F+3;GOTO 75
74 0(W)=0(W)+N
75 GOSUB 6;P=11+H;GOSUB 14;RETURN
80 0(26)=0+H;0(27)=1+H;0(28)=
D+1+H
81 FOR S=26TO 28;IF 0(S)<10(S)=0;
IF A 7C=0
82 IF 0(S)>240(S)=G;IF A<190(S)=W
84 NEXT S;RETURN
85 S=RND (3)+6;IF T=2IF (S=1)+(
S=28)#0GOTO 7
86 IF S=28IF 0(28)=KGOTO Z
87 RETURN
99 P=C;GOSUB 80
100 FOR M=1TO 5;GOSUB Z
120 IF 0(S)XEIF 0(S)>CJ=S;
Q=0(S);T+1;IF S=28T=1+1
140 IF Q=2RETURN
160 C=P;NEXT M;RETURN
200 FOR A=78TO 76STEP 0;LINE A,-34,
0;LINE A+0,35,1;LINE A,35,0;LINE
A+0,-34,1;NEXT A

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INPUT THIS TAPE IN THE USUAL METHOD. THE MAIN BODY OF THIS PROGRAM WILL NOT SCROLL AS IT LOADS, CUTTING THE LOADING TIME ALMOST IN HALF.

BACKGAMMON THE OBJECT OF THE GAME IS TO MOVE ALL YOUR MEN (SQUARES, COMPUTER IS X) CLOCKWISE TO OR PAST THE POINT ON TOP WHERE YOU HAVE 5 MEN, (THE 6TH SPIKE FROM THE RIGHT) THEN TO "BEAR" THEM OFF THE BOARD BY THROWS OF THE DICE. A PLAYER CAN MOVE ONE MAN FOR THE TOTAL OF THE THROW, OR TWO MEN, ONE FOR EACH NUMBER ON THE DICE. TO MOVE, PUSH CONTROL HANDLE (1) LEFT FOR CLOCKWISE, RIGHT FOR COUNTER CLOCKWISE. WHEN YOU HAVE POSITIONED THE FLASHING BOX AT THE PIECE YOU WISH TO MOVE, PULL THE TRIGGER. YOU WILL NOW BE MOVING THAT PIECE TO THE NEW LOCATION DETERMINED BY THE DICE. PULL THE TRIGGER AGAIN TO COMPLETE THE MOVE. YOU MUST MOVE ALL YOUR MEN TO THE INNER TABLE BEFORE YOU CAN TAKE THEM OFF THE BOARD. (PAST THE 6TH SPIKE ON TOP) TO MOVE THEM OFF SIMPLY USE THE MOVING METHOD AND MOVE YOUR MEN TO THE POINT ON THE BOTTOM LEFT OF THE SCREEN. YOU GET TWO FULL MOVES FOR DOUBLES, AND YOU CAN SEND THE COMPUTERS MAN BACK TO START IF YOU LAND ON HIS SINGLE MAN. YOU CANNOT LAND ON A SPIKE THAT IS OCCUPIED BY MORE THAN ONE OF YOUR OPPONENT'S MEN. THE COMPUTER FOLLOWS THE SAME RULES. IF YOU ARE SENT BACK TO START, YOU CANNOT MOVE ANOTHER MAN TILL THE ONE OFF THE BOARD IS RESTORED TO THE PLAYING FIELD. ANY WRONG MOVE IS PENALIZED BY LOSE OF PART OR ALL OF THAT TURN. IN BEARING OFF YOU MAY NOT USE THE TOTAL OF BOTH DICE FOR ONE MOVE. IF YOU HAVE NEVER PLAYED BEFORE WATCH THE COMPUTERS MOVES TO LEARN MORE QUICKLY. GOOD LUCK!

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