

Nov. 1, 1981

Dear Bob,

Here are the answers to your problem with my programs (I hope). Lines 50-70 of Blockout 5.0 are:

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50 CX=60; PRINT #2,L,  
70 BOX C,-43,K,2,3; BOX Y,X,2,2,3
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Yes the line sequence in Pinball I goes 9, 10, 20, 40.

Both games were written as short, simple, (and unfortunately slow) graphics games. Blockout 5.0 is played like Breakout or Brickyard, the game will prompt for parameters and hand controller #1 moves the paddle. Pinball I is a simple pinball game (no gravity). It will prompt for parameters, triggers 1 & 2 control the flippers. They stay on a set period of time when used and the are disabled for a set period of time. I'll send more games soon (I hope), and am now working on a Rally -> VIC 20 interface. *M*

1 .
2 .
3 .BLOCKOUT
4 . 5.0
5 .(C)1981 MSK
9 INPUT "BLOCK-SIZE"U,"PADDLE-SIZE"U,"# OF EXTRA BALLS"L
10 Z=0;CLEAR ;NT=0;BOX 0,0,150,88,1;BOX 0,-43,160,2,1;FC=118;BC=0
20 BOX 0,26,150,15,2
40 X=RND (41)-21;Y=RND (75)-38;A=5;B=RND (9)-5;C=0
45 K=U
50 CX=60;PRINT #2,L,
70 BOX C,-43,K,2,3;BOX Y,X,2,2,3
80 BOX C,-43,K,2,3;C=KN(1);BOX C,-43,K,2,3;BOX Y,X,2,2,3;X=X+A;Y=Y+B;IF PX(Y,X)
)BOX Y,X,2,2,3;GOTO 80
200 IF X<-44IF PX(Y,-44)GOTO 4000
210 NT=1;MU="E";NT=0
220 M=X;N=Y;X=X-A;Y=Y-B
230 IF M>43A=-A;IF K>9BOX C,-43,K,2,3;K=Kc2;BOX C,-43,K,2,3
240 IF ABS(N)>76B=-B
250 IF M<40A=-A;B=(N-C);.b6
260 IF M<34IF M>28IF ABS(N)<76Q=15;GOSUB 3000
270 IF M<29IF M>23IF N<75IF N>-76Q=10;GOSUB 3000
280 IF M<24IF M>18IF N<75IF N>-76Q=5;GOSUB 3000
1100 X=X+A;Y=Y+B
1110 BOX Y,X,2,2,3;GOTO 80
3000 A=-A;Z=Z+Q;BOX (N+75)cUvU-(75-(Uc2)),16+Q,U,5,1;CX=-12;PRINT #5,Z,;RETURN
4000 IF L L=L-1;BOX C,-43,K,2,3;GOTO 40
4010 STOP
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2 .PINBALL I
3 .(C)1980 MSK
9 INPUT "# EXTRA BALLS"L,"BUMPER SIZE"U,"# OF BUMPERS"N
10 Z=0;CLEAR ;NT=0;BOX 0,0,150,88,1;BOX 0,-43,160,2,1;FC=118;BC=0
20 FOR A=1TO N;BOX RND (140)-70,RND (50)-20,U,5,2;NEXT A
40 X=RND (41)-21;Y=RND (75)-38;A=5;B=RND (9)-5;D=0;C=0
45 K=U
50 CX=60;PRINT #2,L,
70 BOX Y,X,2,2,3
75 IF C C=C-1;BOX -35,-43,70,2,1+(C>3);GOTO 77
76 IF TR(1)C=7
77 IF D D=D-1;BOX 35,-43,70,2,1+(D>3);GOTO 80
78 IF TR(2)D=7
80 BOX Y,X,2,2,3;X=X+A;Y=Y+B;IF PX(Y,X)BOX Y,X,2,2,3;GOTO 75
200 IF X<-44IF PX(Y,-44)GOTO 4000
210 NT=1;MU="E";NT=0
220 M=X;N=Y;X=X-A;Y=Y-B
230 IF M>43A=-A
240 IF ABS(N)>76B=-B
250 IF M<40A=-A;B=RND (9)-5
260 IF M<34IF M>28IF ABS(N)<76Q=15;GOSUB 3000
270 IF M<29IF M>23IF N<75IF N>-76Q=10;GOSUB 3000
280 IF M<24IF M>18IF N<75IF N>-76Q=5;GOSUB 3000
290 IF M<19IF M>-35Q=1;GOSUB 3000
1100 X=X+A;Y=Y+B
1110 BOX Y,X,2,2,3;GOTO 75
3000 A=(RND (12)=1)-A;Z=Z+Q;CX=-20;NT=1;FOR R=1TO Q;MU="=";NEXT R;NT=0;PRINT #5,
Z,;RETURN
4000 NT=32;MU="*";NT=0;IF L L=L-1;GOTO 40
4010 NT=1;STOP
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