

CHASE III

General

In Chase, you "*" are in a high voltage maze. There are robots "+" trying to destroy you. If you touch an "X", a "+", or are caught by a "+" you are destroyed. When the robots walk into "X", they are destroyed. The robots will follow the shortest route to you; allowing you to land them to destruction.

When you run the game it will start with "X → 1 IN". You then input ~~a~~ a number, this number ~~is~~ gives the odds for filling in X's. If you said 2, then about every 1 in 2 spaces would be an X. Normal values are 10 and higher; the higher the number, the harder the game.

Move the joystick the direction you wish to move (in clicking no direction), then pull the trigger.

When the game is over, pull the trigger and a new game will be started (after a slight delay).

You also get to select the ~~the~~ number of robots that will pursue you through the maze (N). The normal value is 5 but any number from 1 to about 15 works well depending on the "X → 1 IN" odds.

Note that when 1 robot is following another it can become invisible but will still be in play,

PROGRAM NAME CHASE II 1.0

Page 1 of 2

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Line #	Statements(s)	Comments
2	CX=-83+WXG;CY=40-8X(V -26);TV=32;CX=-83+X*G;SY=4	M3,5 P 11
3	CHASE III	
4	1.0	
5	MISK 1980	
12	INPUT "# ROBOTIS" G, "X"	Select if G Robot and "X": Set up X Field of G
13	IN"Z	play
20	FOR B=26 TO 234:Q(B)=3: 2*IF AND (Z)=2:Q(B)="X"	Set up Z in the border S
20	NEXT B	Clear Screen
40	FOR D=970,234 STEP 26: Q(D+1)="X":Q(D+26)=X":NEX	Set up D in the border S
40	T D:FOR F=1 TO 26:Q(F)=X": Q(F+234)="X":NEXT F	Clear
50	CLEAR	Set up C
60	FOR B=0 TO GX2STEP 2:A =B+26:NEXT B	Set up A in the border S
70	H=26*(RND(.12))-1:FOR ND (.26):IF Q(H+I) #32:GOTO 70	Display the game board Players Position Play
80	Q(A)=H:Q(A+1)=I:Q(H+I)=I+2+(B+2):NEXT B	Print "Move" messagE
90	FOR D=1 TO 26:TV:=@D: NEXT D	Get move Erase messagE
100	J=@(26);K=@(262)	test for on/off
685	CY=-40:SX=-77	
690	PRINT "MOVE?":V=J:W= K:GOSUB 1300:GX=CX-30:PRIN	
700	T": CX=(X-30)	
800	IF Q(J+K)="X":PRINT "Y ON TOUCHED YOU'RE DEAD!" GOTO 930	
1300	KEKIJX(1),J=J-JY(1)*2 6' RETURN	

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT

USE OF SHADeD AREA IS DONE BY THE UNIT

AND LINES OF MULTILINE STATEMENTS

Line #	Statements(s)	Comments
810	CX=-83+WXG;CY=40-8X(V -26);TV=32;CX=-83+X*G;SY=4	M3,5 P 11
815	Q(Y+W)=32:Q(J+K)="*"	+ MOVE Y+X Cals Time, messagE
820	GOT 9,940	
830	IF Q(X+Y)="X":GOTO 9,0	+ Move Y+X
840	Y=DXW=Y	
850	IF J-X=0:X=Q:GOTO 854	
852	X=26*((J-X)-ABS(J-X))	
854	IF K-Y=0:Y=0:GOTO 860	
856	Y=(K-Y)/ABS(K-Y)	
860	X=X+Y:Y=Y+W	
870	IF Q(X+Y)="*":GOTO 920	
875	IF Q(X+Y)=32:GOTO 890	
880	GOT 0,900	
890	CX=-83+Y*X6;"CY=40-8X(X -26);TV="+	
895	Q(X+Y)="+"	
900	CX=-83+WXG;SY=40-8X(Y -26);TV=32	
925	Q(V+W)=32	
930	RETURN	
930	PRINT "YOU HAVE BEEN DESTROYED!"	
930	GOSUB 1300:CLEAR:GOT 0,20	(Goto 1300) Goto 20
940	F=0:FOR B=2 TO 5*2 STEP 2:J=B+26:1:X=@(A):Y=@(A+1)	/ 2.1 2 F=0 Gots GOSUB 830:Q(A)=X:@(A+1):Y :F=ET@X,X+Y:Q(A)=J,F=G 82 GOTO 685
950	PRINT "YOU WIN":GOTO 930	
1300	IF TRC(1)=0:GOTO 1300	
1310	KEKIJX(1),J=J-JY(1)*2 6' RETURN	

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TOY TICK
inout
routine