DEAR MR. FABRIS

IN MARCH ISSUE OF ARCADIAN pg 79 Vol 5?
CORRECTION TO SET SM=1 WITHOUT A LINE NUMBER.

ON ENCLOSED TAPE ARE TWO PROGRAMS:

1) TEN SOUNDS. WIERD BUT MAYBE SOMEONE CAN PUT THEM TO USE IN A GAME.
2) DARTS WITH SOME CHANGES. THE CHANGES ARE ON THE NEXT PAGE

Sincerely,

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Peoples

TRY THESE CHANGES TO DARTS (p102 1982 arcadian)

```
30 Q = Q + RND(3) - 2 + JY(Z)
```

allows dart to be moved up & down while in flight with joystick

```
36 IF Q = 20 X = 25; GOSUB 75
37 IF Q > 7 IF Q < 11 X = RND(5)
38 IF Q > 29 IF Q < 33 X = RND(5)
39 IF Q > 11 IF Q < 15 X = RND(5) + 5
40 IF Q < 29 IF Q > 25 X = RND(5) + 5
41 IF Q > 15 IF Q < 19 X = RND(5) + 10
42 IF Q < 25 IF Q > 21 X = RND(5) + 10
```

changes scoring & if dart hits exact center, plays Frogger music added in line 75

```
75 FOR T = 0 TO 28; TA = *(T) ÷ 100; TB = RM;
   FOR VA = 15 TO 1 STEP -1; VB = VA - 1; NEXT VA;
   NEXT T; RETURN
```

Plays Frogger music from p53 of 1983 arcadian

Without a line number

```
FOR T = 0 TO 28; INPUT *(T); NEXT T
```

*(0) = 3923
(1) = 3923
= 4729
= 4729
= 3923
= 3923

*(6) = 4729
= 4729
= 3522
= 3522
= 3923
= 3923

*(12) = 4426
= Ø
= Ø
= Ø
= 3522
= 3522
= 3923
= 3923

*(20) = 4426
= Ø
= 17
= Ø
= 3119
= 3522
= 3923
= 4426
= 4729

mods by Joe Peoples not used

DARTS

BY JOE PEOPLES

```
 LOWERCASE = 1-BYTE KEYPAD WORDS. UNDERSCORES
 = SPACES.      1350 CHARACTERS

2  clear ;gosub 71
3  clear ;input "__1 OR 2 PLAYERS"
4  if P>2goto 3
5  input "__GAME
6  Z=1;M=0;N=0;K
7  BC=9
8  if Z=1FC=127
9  if Z=2FC=199
10  D=0;for A=1to 3;clear ;NT=0
11  gosub 55
12  CY=-7;print "GAME_TO",#0,G
13  CY=-16;print "_PLAYER
14  print "_#_1";print "_#_2
15  CY=-24;CX=-47;print "_→_",#0,M
16  if P=1goto 18
17  CX=-47;print "_→_",#0,N
18  box -45,-24,70,26,3
19  if (M>G-1)+(N>G-1)goto 63
20  box -75,20,1,27,1;box -74,20,1,23,1;box -
73,20,1,15,1;box -72,20,1,9,1;box -71,20,1,1,
1
21  if Z=1CY=-24
22  if Z=2CY=-32
23  CX=0;print "__UP
24  Q=KN(Z);Q=Q+9+22;NT=0
25  CY=Q;CX=65;print "--
26  box 65,Q,16,10,2
27  if TR(Z)NT=1;D=D+1;gosub 58;goto 29
28  goto 24
29  for B=65to -65step -5
30  Q=Q+rnd (3)-2+JY(Z)
31  CY=Q;CX=B
32  box B-6,Q,6,1,1;print "=<
33  box B+23,Q,25,14,2;17077
34  if Z=1K=K+1
35  if Z=2L=L+1
36  if Q=20X=25;gosub 75
37  if Q>7if Q<11X=rnd (5)
38  if Q>29if Q<33X=rnd (5)
39  if Q>11if Q<15X=rnd (5)+5
40  if Q<29if Q>25X=rnd (5)+5
41  if Q>15if Q<19X=rnd (5)+10
42  if Q<25if Q>21X=rnd (5)+10
49  if TR(Z)goto 51
50  goto 49
51  next A
52  Z=Z+1;if P=1Z=1
53  if Z>2Z=1
54  goto 7
55  CY=-8;CX=0;print "-=<_-=<_-=<
56  if Dgoto 58
57  return
58  CY=-8;CX=0
59  if D=1print "___"
60  if D=2print "_______"
61  if D=3print "___________"
62  return
63  BC=rnd (32)x8;FC=rnd (32)x8-2
64  CY=30;CX=-30;print "THE_WINNER";CX=-6;pri
nt "PLAYER_#_",
65  if M>G-1print "1";CX=-10;print "WITH_",#0
,K,
66  if N>G-1print "2";CX=-10;print "WITH_",#0
,L,
67  if M>Nprint "_DART",;if K>1print "S
68  if N>Mprint "_DART",;if L>1print "S
69  if TR(Z)run
70  goto 69
71  CY=0;CX=-12;print "DARTS
72  for H=1to 500;next H
73  for I=10to 80step 4;box 0,0,I+22,I,3;next
 I
74  for H=1to 1000;next H;return
75  for T=0to 28;TA=*(T)+100;TB=RM;for VA=15t
o 1step -1;VB=VA-1;next VA;next T;return
```

Input the following data list prior to running the game of DARTS:

FOR T = 0 TO 28; INPUT *(T); NEXT T

(*) 0 to 28

FOR T=0 to 28
INPUT *(T);
next T →

mods by Joe Peoples not used

DARTS

BY JOE PEOPLES

```
 LOWERCASE = 1-BYTE KEYPAD WORDS. UNDERSCORES
 = SPACES.      1350 CHARACTERS

2  clear ;gosub 71
3  clear ;input "__1_OR_2_PLAYERS"P
4  if P>2goto 3
5  input "__GAME_POINT>"G
6  Z=1;M=0;N=0;K=0;L=0
7  BC=9
8  if Z=1FC=127
9  if Z=2FC=199
10  D=0;for A=1to 3;clear ;NT=0
11  gosub 55
12  CY=-7;print "GAME_TO",#0,G
13  CY=-16;print "_PLAYER
14  print "_#_1";print "_#_2
15  CY=-24;CX=-47;print "_→_",#0,M
16  if P=1goto 18
17  CX=-47;print "_→_",#0,N
18  box -45,-24,70,26,3
19  if (M>G-1)+(N>G-1)goto 63
20  box -75,20,1,27,1;box -74,20,1,23,1;box -
73,20,1,15,1;box -72,20,1,9,1;box -71,20,1,1,
1
21  if Z=1CY=-24
22  if Z=2CY=-32
23  CX=0;print "__UP
24  Q=KN(Z);Q=Q+9+22;NT=0
25  CY=Q;CX=65;print "--
26  box 65,Q,16,10,2
27  if TR(Z)NT=1;D=D+1;gosub 58;goto 29
28  goto 24
29  for B=65to -65step -5
30  Q=Q+rnd (3)-2+JY(Z)
31  CY=Q;CX=B
32  box B-6,Q,6,1,1;print "=<
33  box B+23,Q,25,14,2;17077
34  if Z=1K=K+1
35  if Z=2L=L+1
36  if Q=20X=25;gosub 75
37  if Q>7if Q<11X=rnd (5)
38  if Q>29if Q<33X=rnd (5)
39  if Q>11if Q<15X=rnd (5)+5
40  if Q<29if Q>25X=rnd (5)+5
41  if Q>15if Q<19X=rnd (5)+10
42  if Q<25if Q>21X=rnd (5)+10
44  if (Q>33)+(Q<7)X=0
45  if Z=1M=M+X
46  if Z=2N=N+X
47  CY=32;CX=-17;print "POINTS
48  CX=-4;print #0,X
49  if TR(Z)goto 51
50  goto 49
51  next A
52  Z=Z+1;if P=1Z=1
53  if Z>2Z=1
54  goto 7
55  CY=-8;CX=0;print "-=<_-=<_-=<
56  if Dgoto 58
57  return
58  CY=-8;CX=0
59  if D=1print "___"
60  if D=2print "_______"
61  if D=3print "__________"
62  return
63  BC=rnd (32)x8;FC=rnd (32)x8-2
64  CY=30;CX=-30;print "THE_WINNER";CX=-6;pri
nt "PLAYER_#_",
65  if M>G-1print "1";CX=-10;print "WITH_",#0
,K,
66  if N>G-1print "2";CX=-10;print "WITH_",#0
,L,
67  if M>Nprint "_DART",;if K>1print "S
68  if N>Mprint "_DART",;if L>1print "S
69  if TR(Z)run
70  goto 69
71  CY=0;CX=-12;print "DARTS
72  for H=1to 500;next H
73  for I=10to 80step 4;box 0,0,I+22,I,3;next
 I
74  for H=1to 1000;next H;return
75  for T=0to 28;TA=*(T)+100;TB=RM;for VA=15t
o 1step -1;VB=VA-1;next VA;next T;return
```

(*) 0 to 28

FOR T=0 to 28
INPUT *(T);
next T →

0)	12)
3923	4426
3923	0
4729	0
4729	0
3923	3522
3923	3522
4729	3923
4729	3923
3522	4426
3522	0
3923	17
3923	0
	3119
	3522
	3923
	4426
	4729