

## Hockey

ARCADIAN  
c/o Robert Fabris

Hockey is a two player game. Controller #1 guards the left goal and shoots for the right goal. Controller #2 guards the right goal and shoots for the left goal, your men are controlled by the knob. Turning the knob moves the men up or down. If the puck hits the edge of your men the puck will glance off at an angle. I noticed one flaw that I couldn't correct. At the start of the game, if both controls are equal player #2's men won't appear until controller #1 moves. To reset the game just pull either trigger. All values are reset.

```
1. hockey
2. by Brian Hildebrand
3. inspired by Pete Murray
10clear;e=0;i=2;f=-2;h=0;o=0;p=0;k=0;l=0
20box0,39,141,3,1;box72,-2,3,85,1;box0,-43,141,3,1;box-72,-2,3,85,1;
box72,-2,3,20,2;box-72,-2,3,20,2
30goto 100
40boxa,b-2,3,5,1;a=a+c;boxa,b+27,3,5,1;boxa,b-2,3,5,1
50boxa,b-32,3,5,1;a=a+c;boxa,b+12,3,5,1;boxa,b-17,3,5,1
60if c=50;goto 110
70if c=-50;goto 125
80if r=1 b=kn(1)+20;a=-60;c=50;goto 40
90if r=2 b=kn(2)+20;a=60;c=-50;goto 40
91boxa,-2,3,79,2;a=a+c;boxa,-2,3,79,2;a=a+c;boxa,-2,3,79,2;goto 80
100 if o#kn(1)+20 r=1;a=-60;c=50;goto 91
110 o=kn(1)+20
120 if p#kn(2)+20 r=2;a=60;c=-50;goto 91
125 p=kn(2)+20
126 boxe,f,2,2,2;e=e+i;f=f+h
130 if (px(e+3,f))i=-2
140 if (px(e-3,f))i=2
150 if (px(e,f+3))h=h-2
160 if (px(e,f-3))h=h+2
170 boxe,f,2,2,1;
175 if e(-72k=k+1;goto 190
176 if e)73l=l+1;goto 190
178 if tr(1)+tr(2)goto 10
180 goto 100
190 boxe,f,2,2,2;cy=30;print l,;print#13,k;for m=1 to 100;next m;box
-35,30,20,8,2;box 45,30,20,8,2;box-72,30,3,20,1;e=0;f=-2;goto 100
```

Brian Jon Hildebrand  
55 Sparrow Bush Lane  
Milford, CT 06460

```

1 .HOCKEY
2 .BY BRIAN HILDEBRAND
3 .INSPIRED BY PETE MURRAY
10 CLEAR ;E=0;I=2;F=-2;H=0;O=0;P=0;K=0;L=0
20 BOX 0,39,141,3,1;BOX 72,-2,3,85,1;BOX 0,-43,141,3,1;BOX -72,-2,3,85,1;BOX 72,-2,3,20,2;BOX -72,-2,3,20,2
30 GOTO 100
40 BOX A,B-2,3,5,1;A=A+C;BOX A,B+27,3,5,1;BOX A,B-2,3,5,1
50 BOX A,B-32,3,5,1;A=A+C;BOX A,B+12,3,5,1;BOX A,B-17,3,5,1
60 IF C=50;GOTO 110

70 IF C=-50;GOTO 125
80 IF R=1 B=KN(1)c20;A=-60;C=50;GOTO 40
90 IF R=2 B=KN(2)c20;A=60;C=-50;GOTO 40
91 BOX A,-2,3,79,2;A=A+C;BOX A,-2,3,79,2;A=A+C;BOX A,-2,3,79,2;GOTO 80
100 IF O#KN(1)c20 R=1;A=-60;C=50;GOTO 91
110 O=KN(1)c20
120 IF P#KN(2)c20 R=2;A=60;C=-50;GOTO 91
125 P=KN(2)c20
126 BOX E,F,2,2,2;E=E+I;F=F+H
130 IF (PX(E+3,F))I=-2
140 IF (PX(E-3,F))I=2
150 IF (PX(E,F+3))H=H-2
160 IF (PX(E,F-3))H=H+2
170 BOX E,F,2,2,1;
175 IF E<-72K=K+1;GOTO 190
176 IF E>73L=L+1;GOTO 190
178 IF TR(1)+TR(2)GOTO 10
180 GOTO 100
190 BOX E,F,2,2,2;CY=30;PRINT L,;PRINT #13,K;FOR M=1TO 100;NEXT M;BOX -35,30,20,8,2;BOX 45,30,20,8,2;BOX -72,30,3,20,1;E=0;F=-2;GOTO 100
>

```