

s = one space in a PRINT statement
m = multiplication sign
d = division sign
0 = zero (the letter O is not used)

This typed listing has some extra spaces included for easier reading (for example, FOR N=1 TO 5 and IF S=7 S=1). Do not input any spaces which are not needed unless specifically indicated by an "s" in the listing.

CRAZYFACE (C)1980 BY S L WALTERS

```
2 BOX V,12,5,31,1; RETURN
3 BOX V,10,3,9,1; RETURN
4 LINE 35mV,-35,4; LINE 11mV,-5,1; LINE 3mV,-3,1; RETURN
5 BOX 0,25,61,11,1; RETURN
6 BOX 0,19,91,3,1; RETURN
7 FOR N=1 TO 150; NEXT N; RETURN
10 E=S; S=S+JY(1); IF S#E NT=3; MU=80; NT=0; RETURN
11 IF S>7 S=1
12 IF S<1 S=7
14 RETURN
15 GOSUB (R+9)m100+(Zm10); RETURN

19 K=KP
20 CLEAR; U=1; FOR N=1 TO 7; CX=-32; CY=CY-2; PRINT #1,N,".s",; GOSUB N+C; NEXT N
50 GOSUB 10; CX=60; PRINT #1,S,; IF TR(1) GOTO 55
52 GOSUB 7; GOTO 50
55 IF S=6 GOTO 20
60 CLEAR; GOSUB C; IF S=7 GOTO 300
70 FOR Z=1 TO 5; R=S; GOSUB 15; NEXT Z
71 IF TR(1) GOTO 20
72 GOTO 71
80 FOR N=-1 TO 1 STEP 2; X=Nm10; Y=10; CX=X; CY=Y; GOSUB 90+S; BOX X,Y,9,9,3;
NEXT N; RETURN
92 PRINT "m"; RETURN (note: multiplication sign is to be printed)
93 PRINT "*"; RETURN
94 PRINT "("; RETURN
95 PRINT "'"; RETURN (note: apostrophe)
300 U=7; FOR Z=1 TO 5
310 CY=40; PRINT "sPICK"; PRINT "s",; GOSUB Z+910; GOSUB 10; CY=40; CX=30; GOSUB S+C
320 GOSUB 7; IF TR(1)=0 GOTO 310
325 IF S=6 GOTO 20
326 IF S=7 GOTO 60
330 R=S; GOSUB 15; GOSUB 7; NEXT Z; BOX -60,36,41,15,2; BOX 52,40,53,7,2
350 IF TR(1) S=7; GOTO 60
360 GOTO 350
900 BC=RND(32)m8; FC=RND(32)m8-1; LINE -B,A,4; LINE -B,-A,1; LINE -A,-B,1;
LINE A,-B,1; LINE B,-A,1; LINE B,A,1; RETURN
901 PRINT "CHINAMAN"; RETURN
902 PRINT "FOOTBALL"; RETURN
903 PRINT "SINGERss"; RETURN
904 PRINT "WITCHsss"; RETURN
905 PRINT "MOUNTIES"; RETURN
906 PRINT "RETURNss"; RETURN
907 PRINT "CRAZYFACE"; RETURN
911 PRINT "HAT:ss"; RETURN
912 PRINT "EYES:s"; RETURN
913 PRINT "NOSE:s"; RETURN
914 PRINT "MOUTH:"; RETURN
915 PRINT "NECK:s"; RETURN
1010 GOSUB 5; BOX 0,32,11,5,1; RETURN
1020 LINE -20,12,4; LINE -12,8,1; LINE 12,8,4; LINE 20,12,1; RETURN
1030 V=1; GOSUB 4; V=-1; GOSUB 4; RETURN
1040 LINE -8,-20,4; LINE 8,-20,1; RETURN
1050 FOR N=-52 TO -32 STEP 4; BOX N,N+10,5,5,1; NEXT N; RETURN
```

(continued)

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1110 GOSUB 5; V=32; GOSUB 2; V=-V; GOSUB 2; V=36; GOSUB 3; V=-V; GOSUB 3; RETURN
1120 GOSUB 80; RETURN
1130 GOSUB 1431; RETURN
1140 LINE -20,-15,4; LINE 0,-20,1; LINE 20,-15,1; RETURN
1150 FOR N=-15 TO 15 STEP 3; LINE N,-25,4; LINE 0,-40,1; NEXT N; RETURN
1210 GOSUB 5; GOSUB 6; RETURN
1220 GOSUB 80; RETURN
1230 FOR N=-20 TO 20 STEP 5; LINE N-2,-9,4; LINE N,-3,1; LINE N+2,-9,1; NEXT N; RETURN
1240 BOX 0,-15,11,11,1; BOX 0,-15,7,7,3; RETURN
1250 FOR N=1 TO 16; LINE -25,-26-N,4; LINE 0,-35,1; LINE 25,-26-N,1; NEXT N; RETURN
1310 GOSUB 6; FOR N= -36 TO 36; LINE 0,43,4; LINE N,19,1; NEXT N; RETURN
1320 GOSUB 80; RETURN
1330 LINE 0,5,4; LINE -5,-5,1; LINE -10,-7,1; LINE 0,-9,1; RETURN
1340 BOX 0,-17,33,9,1; BOX 0,-17,31,7,2; LINE -15,-17,4; LINE 15,-17,1
1341 FOR N=-16 TO 16 STEP 4; LINE N,-14,4; LINE N,-20,1; NEXT N;
      BOX -6,-15,5,5,1; RETURN
1350 FOR N=4 TO 16 STEP 4; LINE -30,18,4; LINE -30-N,-20,1; LINE 30,18,4; LINE 30+N,-20,1;
      NEXT N; RETURN
1410 GOSUB 5; GOSUB 6
1411 FOR N=1 TO 30; LINE -15,40,4; LINE N-31,30,1; LINE 15,40,4; LINE N,30,1; NEXT N
1412 FOR N=1 TO 10; LINE 55,19,4; LINE 45,25-N,1; LINE -45-N,24,4; LINE -40-N,19,1;
      LINE -45-N,14,1; NEXT N; RETURN
1420 GOSUB 80; RETURN
1430 FOR N=-18 TO 18 STEP 2; LINE N,-5,4; LINE N,-10,1; NEXT N
1431 BOX 0,-3,5,9,1; RETURN
1440 BOX 0,-20,37,3,1; RETURN
1450 FOR N=1 TO 13; LINE 30,-30,4; LINE -30,-30-N,1; NEXT N; RETURN

```

The program must be loaded with the following to set certain variables required for the program operation:

```

:PRINT; TV=0; TV=3; PRINT ".CRAZYFACE"; PRINT ".(C)1980 BY S L WALTERS";
PRINT; LIST; PRINT "A=20; B=30; C=900; :RETURN; NT=0; GOTO 19"

```

Pressing any key will then start the program, as the trailer message could indicate if you want to have one.

Or, change the above to end with GOTO 20 so that the program will start itself with the menu.

OPERATING THE PROGRAM

The Joystick selects your choice (either the number on the menu or the type of face for each face part being selected during the Crazyface sequence).

The Trigger activates your choice, and also proceeds to the next face after each face is completed.

Note that during the Crazyface sequence, you can choose "CRAZYFACE" which erases the face and lets you start over; or you can choose "RETURN" which takes you back to the menu.