

R. Rosenhouse
Proprietary

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U 1 .
2 . HUSTLE
3 . VERSION 3.0
4 . BY SUPER SOFTWARE
5 .
9 : RETURN ; NT=0; BC=240; FC=125; S=0; T=45; J=5; CLEAR ; GOSUB 10000; GOTO 80
20 G=RND (136)-68; H=RND (60)-35; I=RND (30)+8; P=RND (16); CX=G-3; CY=H; IF (P>10) b
(P<14) PRINT "??",
22 IF P>13 PRINT "TT",
23 IF P<11 PRINT #2, P,
24 BOX G, H, 18, 12, 3; BOX G, H, 16, 10, 3; RETURN
40 I=0; BOX G, H, 18, 12, 2; G=170; H=90; RETURN
80 D=110; E=120; F=210; V=0; I=0; G=170; H=90; X=0; Y=0
95 FOR Z=TT0 0 STEP -1; CX=-50; CY=40; PRINT #3, Z, ; FOR U=1 TO 3
96 B=JX(1) b J; C=JY(1) b J; IF B M=B
97 IF C N=C
98 IF B=0 IF C M=0
99 IF C=0 IF B N=0
100 IF (M=0) b (N=0) GOTO 120
110 IF PX(X+M, Y+N) GOTO 1000
115 BOX @(D), @(D+1), J, J, 2; X=X+M; Y=Y+N; BOX X, Y, J, J, 3; @(E)=X; @(E+1)=Y
120 IF I=0 IF RND (4)=1 GOSUB 20
140 IF I I=I-1; IF I=1 GOSUB 40
160 IF (X>G-16) b (X<G+16) b (Y>H-12) b (Y<H+12) GOSUB 200
170 E=E+2; IF E>F E=0
175 D=D+2; IF D>F D=0
190 NEXT U; NEXT Z; GOTO 500
200 BOX G, H, 16, 10, 3; IF P>10 GOTO 300
210 FOR A=1 TO P; S=S+10; CX=40; CY=40; PRINT #5, S; NT=2; MU="Q"; NT=0; NEXT A
220 GOSUB 40; U=U+1; IF U>16 RETURN
230 D=D-4; RETURN
300 IF >13 GOSUB 350; RETURN
310 Q=RND (7); IF Q<3 GOTO 400
320 P=RND (4) b 2+2; CX=-10; CY=40; PRINT #2, P b 10; FOR A=1 TO 500; NEXT A; CX=-10; CY=40;
PRINT " ", ; GOTO 210
350 Z=Z+10; CX=-50; CY=40; PRINT #3, Z, ; NT=3; MU="E"; NT=0; GOTO 220
400 P=-((RND (10))); CX=-10; CY=40; PRINT #2, P b 10, ; &(21)=30; &(19)=150
402 FOR A=1 TO 500; NEXT A; S=S+P b 10; CX=40; CY=40; PRINT #5, S; CX=-10; CY=10; PRINT "
",
403 IF S<0 S=0; CX=40; CY=40; PRINT #5, S,
410 &(19)=0; &(21)=0; GOTO 220
500 BOX 0, -5, 150, 70, 2; CX=-24; CY=8; PRINT "GAME OVER
510 CY=-8; CX=-30; PRINT "PLAY HUSTLE
520 CY=-24; CX=-48; PRINT "BY SUPER SOFTWARE
530 IF &(23) RUN
540 GOTO 530
1000 &(21)=31; FOR A=10 TO 150 STEP 5; BOX X+RND (10)-5, Y+RND (10)-5, J, J, 3
1005 &(19)=A; NEXT A; &(21)=0; &(19)=0
1010 FOR A=1 TO 500; NEXT A; GOTO 500
10000 BOX 0, -5, 160, 78, 1; BOX 0, -5, 150, 70, 2; RETURN
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