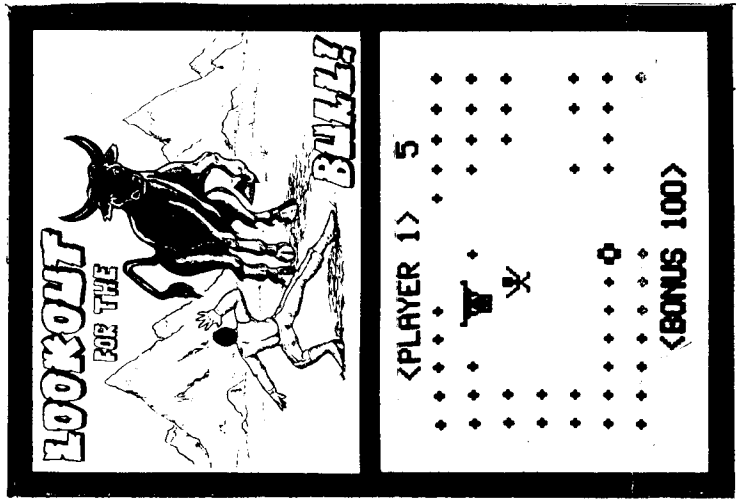




BOX 94801
SCHAUMBURG, IL 60193

TAPE 10
LOOKOUT For the BULL

JUST KEY IN :INPUT;RUN PRESS GO AND START RECORDER. THAT'S ALL THERE IS TO IT. IF YOU HAVE BALLY OR ASTRO BASIC THIS TAPE WILL WORK ON EITHER ONE. WITH ASTRO BASIC THERE WILL BE ABOUT 25 SECONDS BEFORE IT BEGINS LOADING, BUT IT LOADS IN JUST 16 SECONDS. DO NOT STOP RECORDER UNTIL THE SCREEN CLEARS AND ASKS "PLAYERS ?" USE THE CONTROL KNOB AND TRIGGER TO ENTER 1 TO 4. THEN ENTER TURNS (LIVES) IN THE SAME MANNER. (1 TO 10) PLAY BEGINS AFTER THE FIELD FORMS. YOU ARE ON THE RIGHT THE BULL IS ON THE LEFT. THE OBJECT IS TO PICK ALL THE CLOVERS (1 POINT EACH) AND TO STOP PICKING WHEN A BONUS CLOVER POPS UP. THE BONUS IS WORTH 300 POINTS AND DROPS 50 POINTS FOR EVERY CLOVER YOU PICK ON THE WAY TO THE BONUS. AS THERE ARE FEWER CLOVERS ON THE FIELD THE BONUS SHUTS OFF SOONER. SOUNDS EASY SO FAR BUT LOOK OUT FOR THE BULL! HE'S GENTLE AT FIRST BUT WHAT REALLY MAKES HIM MAD IS SOMEONE PICKING ALL HIS CLOVERS. THE MORE YOU PICK THE FASTER HE GOES. THE BULLS SPEED IS BASED ON EACH INDIVIDUALS SCORE. SIDE ONE HAS A GRAPHIC BULL AND MAN, SIDE TWO IS MORE CHALLENGING AND FASTER, BECAUSE YOU HAVE BECOME THE SMALLER BOX AND THE BULL IS THE LARGE ONE. WHEN THE SPEED GETS UP BE CAREFUL AND DON'T GET CONFUSED. HERE IS A REAL CHALLENGE. THE HIGHEST SCORE THAT WE GOT WAS 12,569 AND WE CAN'T SEEM TO BEAT IT. IF YOU DO, WE'D LIKE TO HEAR ABOUT IT. JUST DROP US A LINE. ONCE THE GAME IS OVER JUST PULL THE TRIGGER FOR A NEW GAME. GOOD LUCK AND THANKS FOR YOUR ORDER. MIKE PEACE



LOOKOUT FOR THE BULL!
<PLAYER 1> 5
<BONUS 100>

Side 2

1. MIKE PEACE PRESENTS
2. WAVEMAKERS TAPE 10
3. LOOKOUT FOR THE BULL
11 CY=39;CX=30;GSUB 35;PRINT "BONUS",#1,1,"";RETURN
15 #1;FOR A=0 TO 4;A(A)=0;NEXT A;U=0
20 FOR E=1 TO 25;A(E)=0;NEXT E;RETURN
25 CY=0;CX=4;A(4)=128;B(4)=1;PRINT A;IF TR(1)GSUB 35;RETURN
26 GOTO 25;2288;INPUT /T;TR(1)
35 GSUB 20;A(1)=175-(1/2);FOR E=30 TO 65STEP -2;A(23)=E;A(21)=E;NEXT E;RETURN
45 #1;FOR A=0 TO 4;A(A)=0;NEXT A;U=0
50 #1;FOR A=0 TO 4;A(A)=0;NEXT A;U=0
60 #1;FOR A=0 TO 4;A(A)=0;NEXT A;U=0
61 V=0;A(19)=255;B=0
62 B=0;CLEAR CY=0;PRINT "PLAYERS";GSUB 25
63 #1;A=26;CY=0;PRINT "TURNS";GSUB 25;E=A
64 S=0;CLEAR;FOR A=60 TO 65STEP 10;FOR B=30 TO 39STEP 10
65 BOX A,B,3,1,1;BOX A,B,1,3,1;NEXT B;NEXT A
66 D=2499;BOX 0,0,139,70,3;BOX 0,0,134,66,3
67 GSUB 20;E=M*20;G=45;GSUB 50;A=0;C=0;BOX A,C,5,5,3;I=60;Y=0;BOX X,Y,3,3,3
71 L=0;M=700*(1/100);CY=0;PRINT "PLAYER",#0,#1,"";A(1)=V/I;B=0;U=0;J=1;K=16;N=H;C;IF S;GOTO 110
76 GOTO 100
80 B=RND (1/2);I=0;B=RND (5);I=0-30
85 #1;G=78;A(17)=20;A(22)=15
90 BOX 0,0,7,3,3;BOX 0,0,3,7,3;RETURN
95 #1;M=2;M(1)=0;U=0;RETURN
100 #1;FOR S=1 TO 9;IF RM=81=0
110 #5=17;IF RM=0;IF T=0;IF D;G=60;GSUB 80
120 E=1;IF AX=L E=L
129 #1;G=0;F=1;F=L;CY=L;F=L
131 B=R;E=0;F=1;A=8;B=C=0;IF C;S=30;D=0
133 IF C=30;C=30;D=0
134 IF A=60;A=60;B=0
135 IF A=60;A=60;B=0
140 BOX A,C,5,5,3;BOX 6,6,5,5,3;B=R;M=C
170 IF #1;M=M+J;M(1)=M;M=J;M(1)=M
171 B=R;M=Y;M=N
175 IF X;G=60
176 IF X=60;E=60
178 IF X=60;E=60
186 IF Y=30;Y=30
200 BOX X,Y,3,3,3;BOX J,K,3,3,3;J=K;K=Y
205 IF A=9;IF AX=9;IF CY=9;IF CY+60;GOTO 300
220 IF RM=7;P=IF X=Q;IF Y=R T=300-(RM*50);GSUB 11;GSUB 90;B=90;U=U+T
225 IF RM=7;GSUB 90;B=90;GSUB 20
250 IF P;X,Y=0;GSUB 15;BOX X,Y,3,3,1;U=U+1;NEXT S;GOTO 400
260 GOTO 110
300 T=0;BOX A,C,5,5,3;BOX X,Y,3,3,3
305 GSUB 90;B=90;A(22)=255;A(20)=35
310 FOR E=1 TO 2;FOR F=4 TO 30STEP 2;BOX X,Y,F,F,3
315 #1;I=20;A(16)=F;E=20;A(18)=25
320 NEXT F;NEXT E;GSUB 20
325 GSUB 95;M=M+1;V=V+1;IF P;I;I;I;CY=20;CX=27;PRINT "GAME OVER";GOTO 410
326 IF M;I=M+1
330 GOTO 70
400 T=500;GSUB 11;0=24181
410 CY=10;GSUB 95;FOR A=1 TO 1;CX=-40
411 PRINT "PLAYER",#0,A,"",#5,A(A);NEXT A
415 C=75;IF V/I;Z E=60;GSUB 50;GOTO 64
417 C=50;GSUB 50;CX=20;CY=20;PRINT "GAME OVER"
420 IF TR(1);GOTO 420

Side 1

1. MIKE PEACE PRESENTS
2. WAVEMAKERS TAPE 10
3. LOOKOUT FOR THE BULL
5 GOTO 60;INPUT /I;CY=I;INPUT /I;IF _13056
6 #1;GOTO 203;#258;M=6;I(20213)=128;CALL 20200
7 #1;GOTO 203;#258;M=6;I(20213)=129;CALL 20300
8 RETURN
9 #1;A=0;CX=1;I=1;Y=1;RETURN
11 CY=39;CX=30;GSUB 35;PRINT "BONUS",#1,1,"";
12 GSUB 90;B=90;A(19)=A;M(1)=M+1;GSUB 20;RETURN
15 BOX X=70,-Y=40,3,3,1;A(19)=200;A(21)=15;RETURN
20 FOR E=1 TO 25;A(E)=0;NEXT E;RETURN
25 CY=0;CX=4;A(4)=128;B(4)=1;PRINT A;IF TR(1)GSUB 35;RETURN
26 GOTO 25;2688;INPUT /T;TR(1)
35 GSUB 20;A(1)=175-(1/2);FOR E=30 TO 65STEP -2
36 #1;G=78;A(17)=20;A(22)=15
45 #1;I=2;I(1)=0;I(1)=I;FOR B=1 TO 9;NEXT B;RETURN
50 #1;I=2;I(1)=0;I(1)=I;FOR A=0 TO 4;NEXT A;RETURN
51 NEXT A;GSUB 20;A(16)=0;RETURN
60 #1;FOR A=0 TO 4;A(A)=0;NEXT A;U=0
61 V=0;A(19)=255
62 B=0;CLEAR CY=0;PRINT "PLAYERS";GSUB 25;I=A
63 B=26;CY=0;PRINT "TURNS";GSUB 25;E=A
64 U=0;BOX 0,0,160,88;I=BOX 0,0,138,88,3
65 D=24502
66 FOR B=30 TO 39STEP 10;FOR A=60 TO 65STEP 10
67 BOX A,B,3,1,1;BOX A,B,1,3,1;NEXT B;NEXT A
70 GSUB 20;E=M*20;G=40;GSUB 50;A=20
71 #1;I=30;Y=40;CY=39;CX=40;I(1)=M(1)/600+1;B=C;M(1)=B-1
75 PRINT "PLAYER",#0,#1,"";A(1)=V/I;I=0;GOTO 100
80 B=RND (1/2);I=0;B=RND (5);I=0-30
85 #1;G=78;A(17)=20;A(22)=15
90 BOX 0,0,7,3,3;BOX 0,0,3,7,3;RETURN
95 #1;M=2;M(1)=0;U=0;RETURN
100 GSUB 9;GSUB 9;GSUB 6;A(M)=M-U
110 FOR S=1 TO 17;IF S=15;G=0
112 P=U/15;IF P;IF 0;R=0;GSUB 80;U=U+1
130 F=1;IF CY=L F=L
131 B=R;E=0;F=1;A=8;B=C=0;IF C;T=70;D=0
133 IF C;T=10;D=0
134 IF A;I=130;A=130;B=0
135 #1;I=0;IF A;I(10)=10;B=0
170 IF #1;M=M+J;M(1)=M;M=J;M(1)=M
175 I=I+M;I=I+M;IF #1;I=130=130
176 IF X;I=10
185 IF Y;T=70
186 IF Y;I=10;Y=10
190 GSUB 6;GSUB 9;GSUB 6
200 IF AX=9;IF AX+9;IF CY=9;IF CY+9;GOTO 300
220 IF 9;0;IF RM=7;P=0;GSUB 12
230 IF I=70;Q=I-Y+40;R=I+288-(RM*50);GSUB 11
250 IF P;X,Y=0;GSUB 15;U=U+1;IF U;Y=60;GOTO 400
260 NEXT S
300 T=0;GSUB 90;B=90
310 FOR E=1 TO 2;FOR F=4 TO 30STEP 2;BOX X,Y,F,F,3
315 #1;I=25;A(17)=F;E=20;A(18)=F;E=20;A(16)=I(20)=35
320 NEXT F;NEXT E;GSUB 20;GSUB 95;M=M+1;V=V+1
325 IF V/I;Z=160;I=0
327 GSUB 6;IF M;I=M+1
330 GOTO 70
400 T=500;GSUB 11;0=24181
410 CY=10;GSUB 95;FOR A=1 TO 1;CX=-40
411 PRINT "PLAYER",#0,A,"",#5,A(A);NEXT A
415 C=75;IF V/I;Z E=60;GSUB 50;GOTO 64
417 C=50;GSUB 50;CX=20;CY=20;PRINT "GAME OVER"
420 IF TR(1);GOTO 420
430 RUN