

MAZE RACE

Obstacle Course

TAPE 3

SPACE CHANCE



MAZE RACE OBSTACLE COURSE BY MIKE PEACE 1980

BY MIKE PEACE

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1.
2. MAZE & OBSTACLE
3. WAPYAKERS (P) 1980
5. RETURN
10 BC=151;FC=8;NT=0;G(21)=0;CLEAR;CY=30;
PRINT " -MAZE MAKERS GAMES-
20 CY=10;PRINT "1. MAZE RACE";PRINT " 2.
OBSTACLE COURSE
30 G(N+10)=P
40 GOSUB 1000
60 IF K=1GOTO 5000
70 IF K=2GOTO 6000
80 IF K=3GOTO 40
1000 K=6(28)+100+1
1010 CY=25;CX=10;PRINT #1,K;IF TR(1)RETURN
1020 GOTO 1000
2000 NT=0;IF A=2GOTO 2050
2100 NU="5";NU="5";NU="3";NU="6";NU="5";NU="3"
2020 NT=0;RETURN
2050 NU="1";NU="3";NU="5";NU="8";NU="0";NU="5"
NU="8";NU="0";NU="0"
2060 CLEAR;BC=8;FC=7;B=0;D=0
5010 H=0;G=0;CX=30;CX=-72;PRINT "1";CY=72;
PRINT " 2
5110 FOR A=65TO 65STEP 14;BOXA,0,4,88,1
5110 FOR A,RND(80)-40,4,8,2;NEXT A;A=-70;C=70
5120 A=A+JX(1)*2;B=B+JY(1)*3
5130 C=C+JX(2)*2;D=D+JY(2)*3
5140 BOX A,B,3,3,1;BOX A,B,1,1,2
5150 BOX C,D,3,1,1;BOX C,D,1,3,1;BOX C,D,1,1,2
5160 B=PX(A+2,9);F=PX(C-2,D)
5170IF F=1GOSUB 5250
5180IF F=1GOSUB 5350
5190 IF A>70A=1GOSUB 5400
5200 IF C<70A=2;GOSUB 5400
5210 F=1-JX(1);J=0-JX(2)
5220 IF TR(1)GOTO 10
5230 GOTO 5120
5240 G=10;BOX A+2,B,8,10,2
5260 NT=0;NU="8";NT=0;A=RND(20)-10
5270 RETURN
5350 H=H+10;BOX C-2,D,8,10,2
5360 NT=0;NU="3";NT=0;C=RND(20)-10
5370 RETURN
5400 IF A=10=C-30

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INSTRUCTIONS:

USING KNOB (1) SELECT DESIRED GAME. INPUT BY PULLING TRIGGER. MAZE CHASE IS A 2 PLAYER GAME THE OBJECT IS TO MOVE THROUGH THE MAZE QUICKLY WITHOUT HITTING WALLS AND BEATING YOUR OPPONENT THROUGH. OBSTACLE COURSE IS A 1 PLAYER GAME YOU CONTROL ONLY UP AND DOWN MOVEMENT THROUGH THE MAZE WITH JOY STICK (1). THE LONGER YOU HOLD THE STICK UP OR DOWN THE FASTER IT GOES. IT TAKES SOME PRACTICE TO MASTER THIS ONE, DON'T GET DISCOURAGED. IF YOU WISH TO CHASE TO ONE OR THE OTHER GAMES IN THE MIDDLE OF A GAME PULL TRIGGER (1) AND IT RESETS TO BEGINNING MENU. ENJOY!

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5410 IF A=2H=H-30
5415 GOSUB 2000
5420 CY=0;PRINT " SCORE (1)=",#3,1-G,#3, "
"=#3,J-H
5440 T=0;J=0;IF TR(1)GOTO 10
5450 GOTO 5440
6000 CLEAR;CY=30;PRINT " ENTER DIFFICULTY:";PRINT
6010 PRINT "1. BEGINNER";PRINT " 2. ADVANCED";
PRINT " 3. PROFESSIONAL
6020 GOSUB 1000
6030 L=0;IF K=2L=1
6040 IF K=3L=2
7000 S=0;FC=0;G=0;D=12
7004 G(21)=0;CLEAR;IF G/70=2;G=6
" SCORE ",#1,5, " GAME ",#1,G+1
7006 BOX #,0,160,88,3;BOX #,8,160,72,3
7007 G=G+1;IF C=2GOTO 7200
7010 FOR A=-55TO 70 STEP 12+D
7015 BOX A,8,5,72,3
7020 BOX A,RND(64)-26,5,12,3;NEXT A
7030 B=0;X=0
7050 FOR A=-80TO 72STEP K
7060 X=X+JY(1);B=B+X
7070 BOX A,B,3,3,3;IF TR(1)GOTO 10
7080 C=PX(A+2,B)
7090IF C=1GOTO 7150
7100 G(19)=50-B;G(21)=255
7110 NEXT A
7120 D=D-2
7130 G(21)=0;NT=10;NU="1";NU="3";NU="5";NU="8"
7140 S=S+20-D;GOTO 7004
7150 D=D+2;IF L=D=D-2
7160 FOR A=170 50;G(23)=250-A*5;NEXT A
7170 GOTO 7004
7200A=1;CY=10;PRINT " GAME OVER";IF S>(M)S;A=2
7201 C=0;GOSUB 2000
7205 PRINT #1, HIGH SCORE " ,#1,M
7210FOR A=1TO 1000; NEXT A
7220 CLEAR;CY=10;PRINT " 1. RESET";PRINT " 2. NEW
GAME";PRINT " 3. SAME GAME
7240 A=R;GOSUB 1000
7250 IF K=1GOTO 10
7260 IF K=2GOTO 6000
7270 IF K=3GOTO 7000
RUN

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YOUR CONTROLS ARE THE KEYBOARD USE NUMBERS: 1. FOR WARP (1) (forward speed)
2. WARP (2) (faster, uses more fuel). 3. WAITING FOR HELP (when all else fails)
4. EVASIVE ACTION (use to avoid ticklish situations, notice the enemy may still
bet you) 5. FIRE PHASERS 1.& 2. (you must find a space station to refuel and
recharge phasers, they're out there somewhere) GOOD LUCK CAPTAIN!

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1.
2. SR
3. RETURN
5 T=0;P=2;M=A;F=H;E=1;BC=0;FC=J;D=0
10 NT=0;L=0;IF M IM=0
20 CLEAR;T=0;IF M IM=0
30 IF P=0PRINT "CHARGING",
31 IF P=1PRINT "FUEL",
32 IF P=1PRINT "HALP",
40 PRINT " #1, #2, " 000 FUEL POUNDS
50 PRINT #1," #1, " LIGHT YEARS TO HOME";IF
M IGOTO 1050
80 PRINT "COMMAND:
90 C=RP-48;CLEAR;CY=10;CX=-60;IF C>5GOTO 80
95 IF D=3IF C<3PRINT "NO ENGINE";GOSUB 900;
GOTO 20
96 IF F<1PRINT "OUT OF FUEL";GOTO 310
97 IF D=5P+1
98 IF DIF D<3 IF C<3 GOTO 800
99 IF E<0IF C<4 GOSUB 80
100 GOSUB 1000;C=10
105 GOSUB 900;gato 20
110 PRINT "WARP (1)";F=F-1
115 D=RND(6);M=RND(10)-10
120 GOSUB 130=D;RETURN
131 GOSUB 1000;PRINT " METEOR AHEAD";RETURN
132 GOSUB 1000;PRINT " ALIEN WARSHIP AHEAD";
RETURN
133 GOSUB 1000;PRINT " LOST ENGINE";RETURN
134 GOSUB 1000;PRINT " ENEMY TO REAR " ,
GOSUB 150
135 D=0;RETURN
136 PRINT "+FOUND SPACE STATION+";F=10;P=2;
RETURN
150 PRINT #1,E,#1, " MILES
160 E=F-RND(10)-10;G;IF E<10PRINT "AND SHOO
TING
200 RETURN
210 WARP (2)";D=RND(6);F=F-2
220 M=R-RND(20)-20;IF F SPRINT "WAVCH FUEL
230 RETURN
231 GOSUB 1000;PRINT "ZARON WARSHIP AHEAD";
RETURN
232 GOSUB 1000;PRINT "ENEMY BATTLECRAFT AH
EAD";RETURN
233 D=0;GOSUB 136;RETURN
234 GOTO 134
235 GOSUB 1000;PRINT "FUEL LEAK";F=F-3;RETURN
236 GOSUB 136;D=0;RETURN
310 PRINT "WAITING FOR HELP";FOR G=170 20
320 B=RND(15);IF DIF D<3 GOSUB 800
330 IF D=3IF B=5PRINT "REPAIR MADE";D=0;
GOTO 105
340 IF F<2IF B<2PRINT "FRIENDLY ALIENS HELPED"
F=RND(5)+5;D=0;GOSUB 900;GOTO 20
360 T=T+1;E=E-1;CY=20
365 PRINT #3,T,"1," DAYS
370 NEXT G;PRINT " OUT OF FOOD";GOTO 880
410 PRINT"EVASIVE ACTION";GOSUB 950;G=RND
(3);IF D IF<0 JFFC<3PRINT "OUT OF DANGER";
D=0;RETURN
420 PRINT "FAILED";GOTO 800
510 IF R<1RETURN
520 P=P-1;GOSUB 950
530 G=RND(3);IF DIF D<3IF G<3PRINT "BLASTED
TO BITS";D=0;RETURN
540 IF E<10IF G<3PRINT "YOU GOT HIM";E=60
RETURN
550 PRINT "MISSED
560 IF E<0IF D=4GOTO800
570 RETURN
800 IF E<10PRINT "SHOT FROM BEHIND";GOSUB 900
820 FOR B=-50TO 50STEP 3;G(19)=B;G(23)=B+40;
CY=RND(80)-40
830 CX=RND(160)-80;G=RND(3)IF G=2PRINT "POK
840 BC=RND(32)*8;FC=BC-65;IF G=1PRINT "BOOM
850 NEXT B;CLEAR;CY=0;FC=0;FC=7;G(23)=0;G(21)=0
860 IF G=1PRINT "SHIT DAMAGED";D=3;GOTO 310
870 PRINT "YOU'VE BEEN DESTROYED
880 CY=10;CX=-20;PRINT "GAME OVER";G=KD;GOTO 10
900 FOR G=170 500;NEXT G;RETURN
950 FOR G=170 20;G(19)=C*5;G(23)=G*10;G(21)=
255;BC=RND(32)*8;NEXT G
960 BC=0;G(19)=0;G(23)=0;CY=0;RETURN
1000 FOR G=170 10;G(20)=200;CLEAR;CY=0;FC=92;
CX=-30;PRINT "WARNING
1010 G(19)=0;NEXT G;FC=7;RETURN
1050 CY=5;CX=-35;PRINT "YOU MADE IT";GOTO 880

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