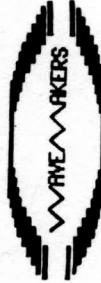


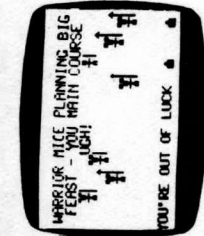
Mouse in the Hat



```

1 .
2 .
3 . MOUSE
5 RETURN ; CLEAR
10 X=0; R=0; S=0; T=0; K=1; FC=26; BC=191;
  &(13+U)=255; V=5050
20 FOR A=70TO 70STEP 14
30 B=RND(50)-22; X=X+1; @ (X)=B; GOSUB
  1000; NEXT A; I=0; T=0
40 D=RND(11); E=RND(11); IF D=E
  GOTO 40
50 F=RND(11); J=RND(11); X14=84; IF (F=D)
  +(F=E)/GOTO 50
70 H=RND(6); I=RND(6); CY=38; PRINT "
  YOU MAY GO ", #0, H, #0, "COR", #0,
  I, #0, "
80 GOSUB 500; GOSUB 500; GOTO 85+JX(1)
84 J=J-HX14; GOTO 90
85 GOTO 80
86 J=J+IX14
90 L=L+1; IF L>6GOTO 100
95 G=0; GOSUB 500; GOSUB 620; FOR Z=ITO 400;
  NEXT Z; GOTO 70
100 J=J+IX(1); X14; BOX 0, 38, 160, 8, 2; BOX 0,
  -31, 160, 2, 2
120 GOSUB 500; IF TR(1)GOSUB 600
130 GOSUB 500; &(21)=0; GOTO 100
300 GOSUB 800; FOR Z=ITO 20; &(19)=RND
  (25); LINE A, B, #0
310 &(21)=255; LINE A+RND(10)-5, B+RND
  (12)-6, 3; K=0
320 NEXT Z; CX=A-2; CY=B; NT=5; PRINT "OW";
  ;
500 IF J>70J=70
510 IF J<70J=-70
520 BOX J, -38, 5, 3; BOX J, -36, 1, 2, 3; X=
  (J+84)+14
530 G=0; O=0; RETURN
600 FOR A=-30TO 30; C=PX(J, A); IF C=1
  GOTO 620
605 &(19)=20-A; &(21)=255
610 BOX J, A, 1, 2, 3; NEXT A
620 K=2; A=J; B=@(X); GOSUB 1000; K=1
  
```

INSTRUCTIONS: AFTER LOADING ELEVEN HATS WILL APPEAR. YOU MAY LOOK UNDER THE ONES SHOWN BY THE WORDS ABOVE: "YOU MAY GO 4 OR 3". BY USING JOYSTICK 1 CHOOSE LEFT OR RIGHT HAT. IF YOU FIND A MOUSE HE WILL RUN TO THE HAT NEXT TO HIM AND CLOSEST TO THE BOTTOM OF THE SCREEN. REMEMBER THIS LOCATION. TRY TO FIND ALL 3 MICE AND REMEMBER WHERE THEY HAVE GONE. YOU ONLY GET 6 LOOKS, THEN YOU MOVE THE GUN BASE TO THE TRIGGER. YOU MUST HIT A MOUSE EACH TIME TO WIN. IF YOU DON'T KNOW ALL THE LOCATIONS YOU WILL HAVE TO RESORT TO A GOOD GUESS. WATCH OUT FOR THE WARRIOR MICE!!! GOOD LUCK!!!



TAPE 6



SPEED MATH

Plus Note Match

ALSO IN THIS PROGRAM



```

1 .
2 . SPEED MATH NOTE
3 RETURN ; CLEAR ; NT=0; E=0; F=0; G=0;
  L=200; GOTO 600
10 RETURN
11 B=1; RETURN
12 B=5; RETURN
14 B=7; RETURN
15 B=8; RETURN
16 B=6; RETURN
18 B=3; RETURN
19 B=2; RETURN
20 B=4; RETURN
26 B=9; RETURN
27 RETURN
28 RETURN
30 RETURN
31 RETURN
32 RETURN
34 RETURN
35 RETURN
36 RETURN
40 PRINT " 8 1 2
  7 2 3"
  ;PRINT ;PRINT " 6 5 4
  6 5 4
50 PRINT ;PRINT " T=9"; CX=30; PRINT
  "X=9
80 X=RND(4)-1; Y=RND(4)-1; Z=RND(3);
  CX=3; PRINT #0, Z
85 BOX 3, -24, 8, 2; T=0
90 CY=0; PRINT #0, X; CX=3; PRINT #0, Y;
  IF &(A)GOSUB 10+A; &(A)=JX(A-15);
  100 FOR A=16TO 17; N=JX(A-15); O=JY(A-15);
  IF N=4; IF B=X+Y+ZGOTO 1200
  120 NEXT A; T=T+1; IF T=UGOTO 800
  130 N=-48; GOTO 100
200 GOSUB 290; A=RND(150)+5; B=RND(150)
  (21)=255; FOR Z=ITO 500; NEXT Z
220 GOSUB 290; PRINT "YOUR NOTE"; PRINT "
  JOYSTICK HIGHER"; PRINT " JOYSTICK
  LOWER
  
```

INSTRUCTIONS: SPEED MATH CAN BE PLAYED BY ONE OR TWO PLAYERS USING CONTROL KNOB (1) SELECT SPEED OF PLAY. PULL TRIGGER TO START. IN CENTER OF SCREEN A COLUMN OF 3 NUMBERS WILL APPEAR. QUICKLY ADD THESE UP. NOW USING JOYSTICK (1) OR (2) MOVE POINTER TO THE CORRECT ANSWER. IF YOU ARE CORRECT AND BEAT THE COMPUTER TIMER, YOU SCORE. THE FIRST ONE PAST 200 WINS. NOTE MATCH YOU WILL HEAR A NOTE SELECTED BY THE COMPUTER FOR 2 SECONDS AFTER WHICH YOUR NOTE IS PLAYED. USING JOYSTICK (1) AS INDICATED ON SCREEN RAISE OR LOWER THIS NOTE UNTIL YOU THINK YOU HAVE MATCHED THE COMPUTERS NOTE. PULL THE TRIGGER TO CHECK YOUR ABILITY.

```

225 PRINT " COMPUTER NOTE OR "; PRINT
  " PULL TRIGGER FOR RESULTS
230 B=B-JY(1); &(19)=B; IF TR(1)GOTO 260
231 IF B 160B=160
232 IF B 2B=2
233 IF JX(1)GOSUB 290; GOTO 210
240 &(21)=255; GOTO 230
260 C=A-B; Z=ABS(C); IF Z>5Z=5
265 GOSUB 290; GOTO 270+Z
270 PRINT "PERFECT FITCH"; GOTO 280
271 PRINT "ALMOST PERFECT"; GOTO 280
272 PRINT "NOT TOO BAD"; GOTO 280
273 PRINT "NOT TOO GOOD"; GOTO 280
274 PRINT "NEED SOME PRACTICE"; GOTO 280
275 PRINT " TIN EAR
280 PRINT " TRY HIGHER"; PRINT " RESET
285 IF JY(1)=IGOTO 200
286 IF JY(1)=-1&(19)=0; RUN
289 GOTO 285
290 CLEAR; CY=20; CX=60; &(21)=0; RETURN
300 LINE M, 25, 0; LINE M+NR15, 25+OR12, 3; RETURN
600 &(9)=253; PRINT ; PRINT " WAVEMAKERS
  (GAMES)
610 CY=20; PRINT " 1. SPEED MATH"; PRINT "
  2. NOTE MATCH
620 A=150; B=1; GOSUB 700; IF V=2B<RND(32)
  X; FC=RND(32); X8-1; GOTO 200
630 CLEAR; PRINT ; PRINT " ENTER SPEED \
  HIGHER #"; PRINT " IS SLOWER
640 A=20; B=3; GOSUB 700; U=V; CLEAR
650 B0=8; FC=1; &(13-0)=212; &(0)=H; &(1)=H;
  &(2)=0; &(3)=0; GOTO 40
700 CY=0; CX=0; V=@(28)+A+B; PRINT #0, V; IF
  TR(1)RETURN
710 GOTO 70
800 FOR A=37TO 45; NT=0; MU=A; NEXT A; C=G+5;
  CX=3
810 PRINT #0, X+Y+Z; NT=0; FOR A=ITO 400; NEXT
  A; GOTO 800 /A+O
1200 NT=10; IF A=16E=20+T-1; MU=8"
1220 IF A=17F=2+20-T; MU="6"
1230 NT=0; CY=35
1230 PRINT #0, "SCORE(1)", #0, E, #44, " (2)",
  #0, F
1240 IF (E>L)&(L)>L+(G)/GOTO 1300
1250 B=0; C=G+5; GOTO 80
1300 NT=0; &(10)=150; CY=36
1310 IF E=PRINT "10500432800500
1315 IF E=PRINT "401120100 30500
1320 IF E=PRINT "44256020442560200
1330 BOX 0, -35, 160, 18, 2; CY=36; NT=0
1335 &(10)=176
1340 PRINT #4, E, " FINAL SCORE ", #0, F
1350 IF TR(1)RUN
1360 GOTO 1350
  
```