



TAPE 9

INSTRUCTIONS: This tape has been recorded in both new and old BASIC. If you have old BASIC key in :INPUT then GO start recorder. New BASIC key in :INPUT;RUN then GO and start recorder, when the entire program has been entered the game will start. You are the small box in the center of the maze. The cat is the moving box in the center top position. Using the joystick move your player to eat up all the boxes and avoid getting chomped by the cat. You have 3 players so if the cat gets you once all is not lost. When the BONUS box begins flashing, stop eating the dots and run to get the BONUS. each dot is worth 1 point the BONUS is worth 100 and increases by 100 with each additional BONUS. The game is over after you get "CHOMPED" 3 times. Just pull the trigger for a new game

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1 .MIKE PEACE PRESENTS
2 .WAVEMAKERS TAPE # 9
3 .(PACK-RAT)
5 BC=175;FC=8
10 L=0;H=0;I=0
15 V=0;J=0;K=23;O=RND (3)-2;P=RND (3)
  -2;IF O=0GOTO 15
20 S=0;GOSUB 60;CLEAR ;NT=0;GOSUB 70;
  GOTO 200
30 BOX 0,-7,3,5,3;RETURN
60 FOR Z=1TO 700;NEXT Z;RETURN
70 FOR Z=17TO 23;&(Z)=0;NEXT Z;RETURN
80 BOX 0,-39,120,9,F;RETURN
90 &(16)=30;GOSUB 30;&(20)=78
92 IF A=0IF B=-7L=L+100;H=H+L;V=0;&(20)
  =15;CY=-39;CX=-30;F=2;GOSUB 80;PRINT
  "(BONUS ",#0,L,")";F=3;GOSUB 80
95 GOSUB 30;RETURN
100 &(20)=72;&(16)=70;FOR A=5TO 80STEP
  2;BOX C,D,A+5,A+5,3;&(17)=A;&(18)
  =A+15;NEXT A;I=I+1;GOSUB 120
102 IF I>2CX=-32;CY=0;PRINT "(GAME OVER)";
  GOTO 104
103 GOTO 15
104 IF TR(1)RUN
105 GOTO 104
120 H=H+S;IF H>E E=H
123 BOX 0,25,118,22,2;Q=Q+1;IF Q>3Q=1
125 GOSUB 70;CY=29;CX=-35;PRINT "(SCORE)",
  #2,H
126 CX=-48;PRINT "(HIGH SCORE) ",#0,E;
  BOX 0,25,115,22,3;RETURN
200 FOR A=-55TO 55STEP 5;BOX A,0,1,80,1;
  NEXT A
210 FOR A=41TO -42STEP -5;BOX 0,A,140,4,2;
  NEXT A
220 FOR G=12TO 61STEP 2; A=@(G)+100;B=RM;
  C=@(G+1)+100;D=RM
230 BOX A,B,C,D,1;BOX -A,B,C,D,1;NEXT G
240 F=2;GOSUB 80;CY=-39;CX=-25;PRINT
  "(PACK-RAT)";F=3;GOSUB 80
250 A=0;B=-7;T=J;U=K;BOX A,B,3,3,3;C=A;
  D=B;BOX J,K,5,5,3;FOR Z=1TO 2; BOX
  -50+Z*6,-39,3,3,3;NEXT Z
260 &(22)=255;&(17)=99;&(18)=49
300 FOR G=0TO 6;@(G)=J;IF G=5G=0
310 IF @(1)=@(5)O=-O;@(1)=1
320 IF @(3-Q)=@(4)P=-P;@(3-Q)=1
330 Z=S+50;IF RM<6IF VGOSUB 90
340 IF RM=9V=1
350 IF PX(J+O*3,K)=0J=J+(O*5)
355 IF PX(J,K+P*3)=0K=K+(P*5);GOTO 358
360 O=1;IF A<J+50=-O
365 P=1;IF B<K+5P=-P
370 &(20)=210;&(16)=176;IF ABS(J)>50J=-
  J;P=0
380 BOX T,U,5,5,3;BOX J,K,5,5,3;T=J;
  U=K;IF J=AIF K=BGOTO 100
390 IF &(16)R=JX(1);W=JY(1)
395 IF PX(A+R*3,B)=0A=A+R*5
397 IF ABS(A)>55W=0;A=-A;IF ABS(A)>
  60A=50
399 IF PX(A,B+W*3)=0B=B+W*5
385 BOX C,D,3,3,3;BOX A,B,3,3,3;C=A;D=B
390 IF PX(A,B)=0S=S+1;BOX A,B,1,1,3;
  &(20)=G+48;&(16)=55;IF S=169G=7
395 NEXT G
400 GOSUB 120;X=16;&(21)=15;&(22)=254;
  &(X)=24
401 FOR A=6TO 8;X=X+1;&(X)=@(A);GOSUB
  60;NEXT A
402 &(17)=129;FOR B=1TO 150;NEXT B;&(17)=136
405 GOSUB 60;FOR A=1024TO 255STEP -4
407 &(23)=A;&(21)=A;&(17)=129;NEXT A
410 &(16)=19;GOTO 15
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