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320 IF DEMO AND INKEY#(<) THEN
GO TO 30
330 IF AX>X+2 THEN GO TO 400
340 PRINT AT AX,AY; PAPER 7; IN
K 4; " ": BEEP .01,21-AX: GO TO 2
30
350 LET CA=CA+1: PRINT #0; AT 0,
0; PAPER 1; "WE'VE CAUGHT "; CA; "
SO FAR"; " GREAT AIN'T IT !!!"
; BEEP .5,20: IF CA/15(<)INT (CA
/15) THEN GO TO 220
360 PRINT #0; AT 0,0; PAPER 1; "H
ANG ON A MINUTE, I'VE FOUND A
PLANK TO "HELP" YOU !!!"
370 PRINT AT X,Y; PAPER 7; INK
2; " ": AT X+1,Y; " ": AT X+2,Y; "
 "; AT X+1.5; PAPER 2; INK 7; INU
ERSE 1; " "; " "; " "; " "; " "; " ";
AT X+2,10; " "; " "; " "; " "; " ";
380 FOR A=0 TO 60: BEEP .01,A:
NEXT A
390 LET X=X-2: GO TO 220
400 LET DR=DR+1: PRINT #0; AT 0,
0; PAPER 1; "THAT'S "; DR; " YOU'VE
DROPPED"; "SO FAR... I'LL SOON GE
T ANGRY !!!"; BEEP 1,-20
410 IF DR<15 THEN GO TO 220
420 PRINT #0; AT 0,0; PAPER 1; "I
'M NOT PLAYING ANY MORE !!!";
430 PRINT AT 1,12; PAPER 5; "
 "; AT 3,5;
440 FOR A=16 TO 5 STEP -1: BEEP
.05,30-A: BEEP .05,-A: NEXT A
450 PRINT AT 4,0; PAPER 5; INK
0; " ": BEEP .05,26: BEEP .05,-4
; PRINT AT 3,0; PAPER 5; INK 0;
; " ": BEEP .05,27: BEEP .05
,-3
460 PRINT AT 3,0; PAPER 5; "
 "; INK 0; " ": PAPER 4; INK 0; " ":
; BEEP .05,26: BEEP .05,-4: PRIN
T AT 4,0; PAPER 5; " "; PAPER 4;
INK 0; " ": BEEP .05,25: B

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EEP .05,-5
470 FOR A=5 TO 16: PRINT AT A,0
; PAPER 4; INK 0; " "; " "; " ";
BEEP .05,29-A: BEEP .05,-A-1: N
EXT A
480 IF DEMO THEN GO TO 30
490 CLS : IF CA>PEEK USR "U" TH
EN POKE USR "U",CA
500 PRINT "SCORE: ";
CA; "HI-SCORE: "; PEEK
USR "U"
510 PRINT #0; AT 1,0; PAPER 1; I
NK 7; "PRESS ANY KEY FOR ANOTHER
GAME"
520 GO TO 70
530 DATA 127,127,127,0,247,247,
247,0
540 DATA 0,127,127,127,63,63,55
,176,51,55,55,55,51,27,31,15
550 DATA 3,3,3,7,14,26,56,56
560 DATA 0,254,254,254,252,252,
236,13,204,236,236,236,204,216,2
48,240
570 DATA 192,192,192,224,112,56
,28,28
580 DATA 179,183,183,183,51,27,
31,239
590 DATA 131,131,131,247,14,28,
56,167
600 DATA 204,236,236,237,204,21
6,246,247
610 DATA 192,192,192,239,112,56
,28,221
620 DATA 6,6,116,255,223,223,12
6,60
630 DATA 0,0,0,0,247,247,247,0
640 DATA 112,112,112,0,7,7,7,0
650 DATA 15,15,15,0,240,240,240
,0
660 CLEAR : SAVE "SCRUMPING" LI
NE 1: VERIFY " ": STOP

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Apples
by T Lewis

The Tube

on Lynx

This program uses an unusual procedure to draw circles to create its effect.

The circle procedure can be 'lifted' out quite easily and the x and y co-ordinates are all you will need to add.

```

1 PROC CIRCLE
2 VDU 4,21,25
3 PROC BRAIN
4 FOR X = 0 TO 190 STEP 10
5 INK X + 1
6 FOR A = 0 TO 360
7 PLOT 4,30 + (M(A)+X),30 + (N(A)+X)
8 PLOT 4,30 + (M(A)+(190-X)),30 + (N(A)+X)
9 NEXT A
10 NEXT X
11 PROC DUNNIT
12 G = GETN
13 END
14 DEFPROC CIRCLE
15 R = 25,r = 25
16 DIM M(360)
17 DIM N(360)
18 CLS
19 VDU 24
20 PRINT @ 40,20; "I'M THINKING !"
21 PROC BRAIN
22 FOR A = 0 TO 360
23 B = A * PI/180
24 C = R * COS (B)
25 D = r * SIN (B)
26 M(A) = C
27 N(A) = D
28 NEXT A
29 ENDPROC
30 DEFPROC BRAIN
31 FOR F = 0 TO 100
32 BEEP RAND (300) + 1,3,63
33 NEXT F
34 ENDPROC
35 DEFPROC DUNNIT
36 FOR J = 0 TO 1
37 FOR S = 100 TO 0 STEP - 10
38 FOR U = 0 TO 100 STEP 10
39 BEEP U + S,10,63
40 NEXT U
41 NEXT S
42 NEXT J
43 ENDPROC

```

Cruising & Blind Alley

£10 to
be won

Can you beat
the new
high score?

Cruising

First there was *Space Invaders*, then there was *Pacman* - now there is *Cruising*. This all-action, machine code, arcade type game, will test your powers of co-ordination to the limit. Never before has a game asked you to think so quickly, or move so fast.

Achieving a high score on *Cruising* takes considerable skill, and not a little patience.

Popular Computing Weekly is offering £10 each month to the player with the highest score on *Cruising*. All you have to do to enter this month's competition is send a print-out of your highest score, together with your name and address, to:

Popular Computing Weekly
Cruising

Hobhouse Court
19 Whitcomb Street
London WC2 7HF

Each month we will publish the name of the winner and the new *Cruising* high score. Are you good enough to accept the *Cruising* challenge?

The highest score sent in so far this month is 9968 from Carl Doran of Skidby Mill, N Humberside. Entries for this month's competition close on May 31.

Notes

- 1) Each entry must consist of a ZX printout and your name and address.

- 2) Closing date for this month's *Cruising* challenge entries is May 31.
- 3) The highest score each month will receive £10.
- 4) High scores cannot be transferred from one month to another.
- 5) The judges' decision is final.
- 6) No employees of Sunshine Publications Ltd, or their families, will be eligible to enter.

Blind Alley

Blind Alley is a game of strategy. In order to win you must outwit the computer, using your craft to fence in and finally destroy the enemy pursuit vehicles. But, watch out for the solid trail left by your opponents - one touch is fatal!

Each month *Popular Computing Weekly* is giving away £10 to the player with the highest score on *Blind Alley*. To enter this month's competition simply send in a copy of your score and the code at the bottom of the score table, together with your name and address to:

Popular Computing Weekly
Blind Alley

Hobhouse Court
19 Whitcomb Street
London WC2 7HF

The highest score sent in so far is 32465 from Jonathan Farmer of 34 Cramond Park, Edinburgh. Entries for this month's competition close on May 31.