



Mark Ramshaw



GRUPPO
EDITORIALE
JACKSON

GIOCHI PER IL VOSTRO VIC-20

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JACKSON**
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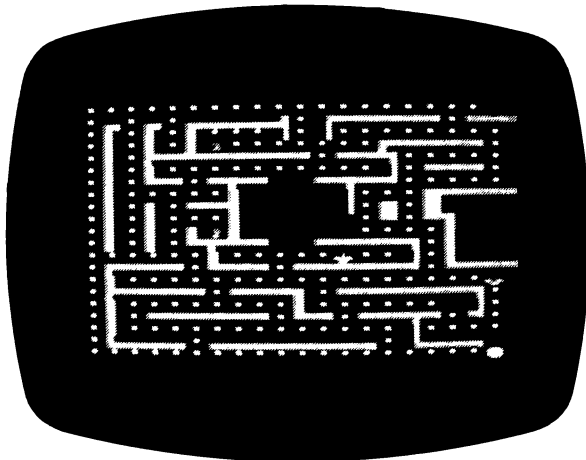
L'UOMO NEL LABIRINTO

Ti troverai nell'angolo in alto a sinistra di un labirinto disseminato di punti. Tu compari nel momento stesso in cui comincerai a muoverti per mangiare i puntini sul percorso, guadagnando così punti. Immediatamente sarai inseguito dai mostri che popolano il labirinto e dovrai subito darti da fare per seminarli. Il gioco termina o appena essi riusciranno a divorarti o quando avrai fatto fuori tutti i puntini.

Potrai guadagnare molti più punti ingoiando una delle grosse ciliegie rosse: ti è ora infatti permesso di divorare i mostri. Attenzione, però, perchè questa super-pillola ha un effetto temporaneo: dura fintantochè i mostri sono color porpora; subito dopo ritorneranno a darti una caccia spietata!

Con W vai in alto
con A a sinistra
con D a destra, e
con X in basso.

Buon mangiucchiamento!




```

5 S=0:LI=3:POKE36879,8:PRINT"Q"
10 SC=7680:C0=30720:CL=38400:AS=7680
15 DIMA(7),D(7)
16 Y=11:X=10:D=1:SX=0:SY=0
20 A=8
25 FORI=0TO7:A(I)=7680+INT(RND(1)*506)
:D(I)=INT(RND(1)*3+21):IFRND(1)>.5THEND
(I)=-D(I)
30 NEXT
35 POKECL+Y*22+X,3:POKESC+Y*22+X,107
36 IFAS>0THENPOKEAS,32
40 AD=INT(RND(1)*3+21):IFRND(1)>.5THEN
AD=-AD
45 AS=INT(RND(1)*506)+7680
50 FORI=0TO7:K=PEEK(197):IFABS(SX)+ABS
(SY)=0THENPOKE36877,0:GOTO55
51 POKE36878,15:POKE36877,235:GOTO55
55 D=D+(K=34)-(K=33):IFD<0THEND=D+4
60 IFD>3THEND=D-4
65 SX=SX+((D=1)-(D=3))*(K=36):SY=SY+((
D=2)-(D=0))*(K=36)
70 IFSX<-1THENSX=-1
75 IFSX>1THENSX=1
80 IFSY<-1THENSY=-1
85 IFSY>1THENSY=1
90 POKECL+Y*22+X,32:X=X+SX:Y=Y+SY
95 IFK=15THENX=INT(RND(1)*22):Y=INT(RN
D(1)*23)
100 IFX<0THENX=21
105 IFX>21THENX=0
110 IFY<0THENY=22
115 IFY>22THENY=0
116 IFPEEK(SC+Y*22+X)<>32THEN1000
120 POKECL+Y*22+X,3:C=107:IFD=2THENC=1
14
125 IFD=3THENC=115
130 IFD=0THENC=113
135 POKECL+Y*22+X,C
140 IFA(I)=0THEN200
141 IFA(I)=SC+Y*22+XTHEN1000
145 POKEA(I),32:A(I)=A(I)+D(I)
150 IFA(I)<7680THENA(I)=A(I)+506
155 IFA(I)>8185THENA(I)=A(I)-506

```

```

160 POKEA(I)+C0,2:POKEA(I),81
200 IFK<>32ORINT(I/2)*2=I THEN260
201 POKE36878,12:FORX1=255TO230STEP-1:
POKE36877,X1:NEXT
205 X1=X:Y1=Y:DX=(D=3)-(D=1):DY=(D=0)-
(D=2):C=64:IFDY<>0THENC=93
210 X1=X1+DX:Y1=Y1+DY
215 POKECL+Y1*22+X1,5:IFPEEK(SC+Y1*22+
X1)=32THEN240
216 POKE36878,15:POKE36877,130
220 POKE SC+Y1*22+X1,42
225 FORJ=0TO7:IFA(J)=SC+Y1*22+X1 THENA=
A-1:A(J)=0:S=S+20
230 NEXTJ
231 IFSC+Y1*22+X1=ASTHENS=S+100:AS=0
232 POKE36877,0
235 GOTO250
240 POKE SC+Y1*22+X1,C:IFX1<21ANDX1>0AND
DY1<22ANDY1>0 THEN210
250 X2=X:Y2=Y
251 X2=X2+DX:Y2=Y2+DY:POKE SC+Y2*22+X2,
32
255 IFX2<>X1ORY2<>Y1 THEN251
256 POKE36877,0
260 IFAS=0 THEN300
265 POKEAS,32:IFRND(1)>.9 THENAD=INT(RN
D(1)*3+21):IFRND(1)>.5 THENAD=-AD
267 AS=AS+AD:IFPEEK(AS+AD*2)=81 THENAD=
-AD
270 IFAS<7680 THENAS=AS+506
275 IFAS>8185 THENAS=AS-506
280 POKEAS+C0,7:POKEAS,88
285 IFAS=SC+Y*22+X THEN1000
300 +NEXTI:IFA=0 THEN20
305 IFAS=0 ANDRND(1)>.9 THEN40
310 GOTO50
1000 PRINT"IPUNTI"S
1005 FORI=1TO2000:NEXT:LI=LI-1:IFLI>0T
HENPRINT"II":GOTO16
1010 POKE36878,0:POKE198,0
9999 END

```

```

225 PRINTLEFT$(D$,C+1);LEFT$(A$,I)"■."
230 FORJ=1TO10:NEXT
235 PRINTLEFT$(D$,C+1);LEFT$(A$,I)" "
240 I=I-1
241 IFI<12ANDI>7THENPOKE36877,200:POKE
36878,5
242 IFI<8THENPOKE36877,0
245 IFI>0ANDPE=32THEN220
250 IFPE=32THEN50
252 POKE36877,250:FORJ=1TO50:NEXT:POKE
36877,0
253 IF(C<>PANDC+1<>P>ORI>4)THEN120
255 SC=SC+1
300 PRINTLEFT$(D$,C)"      ■■■■      ■■■■
      ■■■■. "CHR$(28)".";
305 PRINT"■■■■■K■.▲-"CHR$(28)" =■■■■■
"

310 F=1
315 GOTO1000
400 PRINTLEFT$(D$,C);LEFT$(A$,17)"      ■
■■■      ■■■■      ■■■■. "CHR$(28)".";
405 PRINT"■■■■■K■ =■-"CHR$(28)"."
410 F=2:SP=SP+1
1000 POKE36878,15:POKE36876,200:FORI=2
55TO130STEP-1.3:POKE36877,I:NEXTI
1001 POKE36877,0:POKE36876,0:FORI=1TO5
00:NEXT
1003 POKE36878,12:POKE36876,140:FORI=1
TO450:NEXT:POKE36876,0:FORI=1TO100:NEXT
1004 POKE36876,152:FORI=1TO430:NEXT:PO
KE36876,0:FORI=1TO150:NEXT
1005 POKE36876,140:FORI=1TO150:NEXT:PO
KE36876,0:FORI=1TO75:NEXT
1006 POKE36876,141:FORI=1TO700:NEXT
1007 POKE36876,0
1008 IFSP=50RSC=5THEN1020
1009 IFSP=50RSC=5THEN1020
1010 IFF=1THEN120
1015 IFF=2THEN65
1020 PRINT"■■■■■■■■COMPUTER"SC
1025 PRINT"■■■■■■TU"SP"■"
1030 POKE198,0
1035 END

```

LOTTA NEI CIELI

Bombarda gli insediamenti di difesa nemici e scendi mitragliando coi caccia per guadagnare punti.

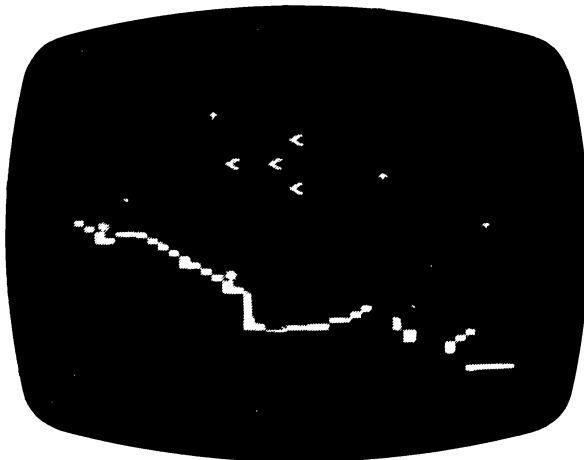
Appena esci dallo schermo, muovendoti verso destra, ti troverai poi alla sinistra di un nuovo paesaggio. Schiva i missili e i caccia nemici appena sbucano fuori nel cielo.

Le palline blu sono i depositi di carburante, mentre i grossi obiettivi circolari sui trampoli sono i depositi di munizioni.

Per guadagnare più punti bombarda le basi extraterrestri raccolte in gruppo.

Con W sposti in alto la tua astronave
con A la sostieni
con D acceleri in avanti (essa si muove già di per sè in avanti)
con X abbassi l'astronave
con S sganci una bomba
con SPACE fai fuoco col laser.

Stai attento a non scontrarti con nessuno e cerca di evitare il fuoco della contraerea che ti viene indirizzato dalle basi di terra.



[illegible]

```

175 IF I=3 THEN F(I)=F(I)-44
180 READ B(I):M(I)=B(I):NEXT
200 FOR I=0 TO 3
201 POKE SC+Y*22+X,32:GET A$:IF B=0 THEN POK
KEH-2,0
205 X=X+1+(A$="A")*2-(A$="D"):IF X<0 THE
NX=0
210 IF X>21 THEN X=0:LA=LA+1:GOTO 15
220 Y=Y+(A$="W")-(A$="X"):IF Y<0 THEN Y=0
221 IF Y>22 THEN Y=22
225 IF PEEK(SC+Y*22+X)<>32 THEN 1000
230 POKE CL+Y*22+X,2:POKE SC+Y*22+X,62
235 IFF(I)=0 THEN 250
240 POKE F(I),32:F(I)=F(I)-1:IFF(I)<SCT
HEN F(I)=F(I)+88
245 POKE CO+F(I),1:POKE F(I),60
250 IF M(I)=0 THEN 300
255 IF M(I)=A(I) AND RND(1)<.90 OR B(I)=0 THE
N 300
260 POKE M(I),32:M(I)=M(I)-22
265 IF M(I)<7702 THEN POKE M(I),32:M(I)=B(
I):POKE M(I)+CO,3:POKE M(I),30:GOTO 300
270 POKE M(I)+CO,2:POKE M(I)-22+CO,3:POK
EM(I),22:POKE M(I)-22,30
300 IF A$="S" AND B=0 THEN B=SC+Y*22+X+22
355 IF B=0 THEN 400
356 POKE H,5:POKE H-2,B/25-75
360 POKE B,32:B=B+22.5:IF PEEK(B)<>32 THE
N 365
361 IF PEEK(B+1)=32 THEN 395
363 B=B+1
365 POKE H,15:POKE H-1,175
366 F=PEEK(B):C=PEEK(B+CO):POKE B+CO,2:
POKE B,42:B=INT(B):IF C<>60 THEN 375
370 FOR J=0 TO 3:IFF(J)=B THEN F(J)=0:P=32:
S=S+20:FI=FI-1
371 NEXT:GOTO 390
375 IFF<>30 THEN 385
380 FOR J=0 TO 3:IF B=M(J)-22 THEN POKE M(J),
32:M(J)=B(J):P=32:S=S+10
381 NEXT
385 IFF<>120 THEN 388

```

```

386 FORJ=0TO3:IFB=B(J)+22THENPOKEM(J),
32:POKEM(J)-22,32:B(J)=0:S=S+30
387 NEXT
388 IFP=1010RP=770RP=780RP=100THENP=32
:FL=FL-1
389 IFP>72ANDP<760RP=85THENS=S+50:P=32
390 IFP=81THENS=S+100:P=32
391 IFP=88THENS=S+500:POKEH+1,25:FORJ=
1TO100:NEXT:POKEH+1,8:P=P+128
392 FORJ=1TO100:NEXT:POKEB,P:POKEB+CO,
C:B=0:POKEH-1,0:GOTO400
395 IFB>8185THENB=0:GOTO400
396 POKEB+CO,1:POKEB,46
400 IFA$<>" "THEN460
401 POKEH,15:FORX1=255TO230STEP-1:POKE
H-1,X1:NEXT
405 X1=INT(X+1)
410 POKECL+Y*22+X1,7:IFPEEK(SC+Y*22+X1
)=32THEN440
411 POKE36877,135:POKE36874,205
415 P=PEEK(SC+Y*22+X1):POKESC+Y*22+X1,
42
416 IFP=1010RP=770RP=780RP100THENFL=FL
-1:P=32
417 IFP>72ANDP<760RP=85THENS=S+50:P=32
418 IFP=81THENS=S+100:P=32
420 FORJ=0TO3:IFF(J)=SC+Y*22+X1THENF(J
)=0:S=S+20:FI=FI-1:P=32
425 IFB(J)+22=SC+Y*22+X1THENPOKEM(J),3
2:POKEM(J)-22,32:B(J)=0:S=S+30:P=32
430 IFM(J)-22=SC+Y*22+X1THENPOKEM(J),3
2:M(J)=B(J):S=S+10:P=32
435 NEXT
436 POKESC+Y*22+X1,P:X1=X1-1:GOTO445
440 POKESC+Y*22+X1,64:X1=X1+1:IFX1<22T
HEN410
441 X1=22
445 POKEH-4,0:FORJ=X+1TOX1:POKESC+Y*22
+J,32:NEXT:POKEH-1,0
455 F=SC+INT(RND(1)*330):IFPEEK(F)<>32
ANDPEEK(F)<>32THEN500
460 NEXTI:IFFL=0THEN500

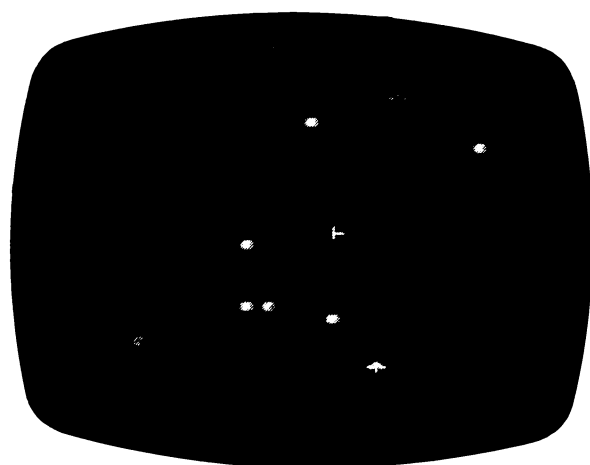
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```

465 F=SC+INT(RND(1)*330):IFPEEK(F)<>32
ANDPEEK(F)<>62THEN500
485 POKEF+CO,4:POKEF,42:FORJ=1TO75:NEX
T:IFF=SC+Y*22+XTHEN1000
490 POKEF,32
495 POKEF+CO,4:POKEF,42:FORJ=1TO75:NEX
T:IFF=SC+Y*22+XTHEN1000
496 POKEF,32
500 IFFI>0THEN200
505 FORI=0TO3:F(I)=7767+I*44:IFI=1THEN
F(I)=F(I)-1
510 IFI=2THENF(I)=F(I)-47
515 IFI=3THENF(I)=F(I)-44
520 NEXT:FI=4:GOTO200
1000 POKE650,0:POKEH-2,128:POKEH-1,180
:POKEH,15
1005 POKECL+Y*22+X,2:POKESC+Y*22+X,42
1010 FORI=1TO750:NEXT
1015 PRINT"●PUNTI"S:POKEH,0
2000 DATA7902,7972,8090,8161,7992,7976
,8023,7917,8036,8107,8110,7913

```

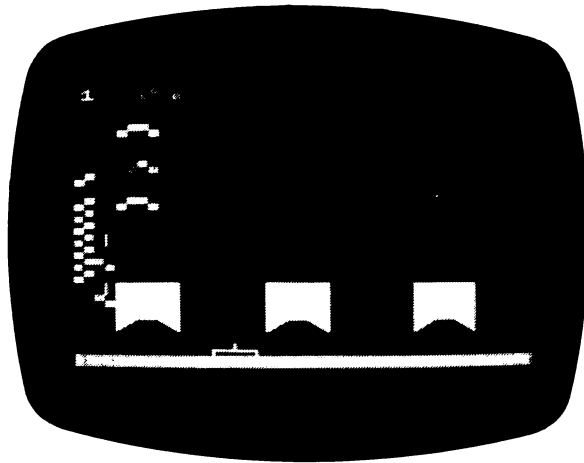


INVASORI DALLO SPAZIO

Arresta la muraglia di extraterrestri prima che essi invadano il tuo pianeta.
Hai a disposizione tre "vite", quanto tempo pensi di resistere?

Con Z vai a sinistra
con C a destra
con M fai fuoco col tuo cannone laser.

Buona fortuna!



```
1 HS=0
5 SC=0:B=1:F=0:IN=0:GOSUB1000:GOTO35
8 FORI=1TO2000:NEXT:IN=IN+1:GOSUB1005
35 IFF=1THEN505
36 POKE36878,10:POKE36874,132
37 FORJ=0TO2
40 K=PEEK(197)
45 IFK>32ANDK<35THENGOSUB300
50 IFS<>0THENGOSUB400:GOTO100
```

```

70 IFK=36THENS=G-22:GOSUB400
100 GOSUB600
200 NEXTJ:POKE36874,0:FOR Y=0TO3:FOR X=0
TO3:IF A%(Y,X)=0THEN250
205 Z=A%(Y,X)-7680:Z1=INT(Z/22):Z=Z-Z1
*22
210 POKEA%(Y,X),32:POKEA%(Y,X)+1,32
211 IFZ-X*4<10RZ-X*4>6THEND%(Y,X)=-D%(
Y,X):A%(Y,X)=A%(Y,X)+44
215 A%(Y,X)=A%(Y,X)+D%(Y,X)
217 POKEA%(Y,X)+C0,Y+2:POKEA%(Y,X),255
220 POKEA%(Y,X)+C0+1,Y+2:POKEA%(Y,X)+1
,127
221 IF A%(Y,X)>8142THEN500
225 K=PEEK(197):IFK>32ANDK<35THENGOSUB
300
226 IFK=36ANDS=0THENS=G-22
230 IFS<>0THENGOSUB400
235 C=C+1
250 NEXTX,Y:IFC=0THEN8
251 C=0:FOR X=0TO3:C=C+A%(P0,X):NEXTX:I
FC=0THENP0=P0-1:IFP0<0THEN8
255 GOT035
300 POKEG-1,32:POKEG+1,32
305 G=G+(K=33)-(K=34):IFG<8143THENG=81
43
310 IFG>8162THENG=8162
315 POKEG-1+C0,3:POKEG-1,112:POKEG+C0,
3:POKEG,113:POKEG+C0+1,3:POKEG+1,110
320 RETURN
400 POKES,32:S=S-22:IFS<7680THENS=0:PO
KE36877,0:RETURN
401 POKE36877,153:POKE36878,6
405 IFPEEK(S)<>32THEN415
410 POKES+C0,5:POKES,93:GOTO465
415 POKE36877,175:POKE36878,15
416 P=PEEK(S):POKES+C0,2:POKES,42:IFP=
1600RP=950RP=105THEN460
420 POKES-1,32:POKES+1,32
421 POKE36878,15:POKE36877,200
425 IFP=1270RP=255THEN450
430 FORX1=0TO2:IFS=S%(X1)THENSC=SC+5:S
%(X1)=0

```

```

435 NEXTX1
440 GOT0460
450 FORY1=0T03:FORX1=0T03:IFAZ(Y1,X1)=
SORAZ(Y1,X1)+1=STHENAZ(Y1,X1)=0:SC=SC+1
0*(IN+1)
455 NEXTX1,Y1
460 POKES,32:S=0:POKE36877,0:POKE36878
,0
465 RETURN
500 FORI=1T01000:NEXT
501 PRINT"□":POKE36878,42:PRINT"■***
■INVASIONE■ ***":GOT0509
505 POKE36878,15:POKE36877,150:POKEG-1
+CO,4:POKEG+CO,4:POKEG+1+CO,4
506 POKEG-1,223:POKEG,223:POKEG+1,223:
FORI=1T01000:NEXT:POKE36877,0:POKE36878
,0
507 B=B+1:IFB<4THENPOKE7680,B+48:F=0:P
OKE36877,0:GOT035
508 FORI=1T01000:NEXT:PRINT:PRINT"□SEI
MORTO!"
509 PRINT"■TUO PUNTEGGIO : "SC:POKE36
877,0:POKE36878,0
510 IFSC>HSTHENHS=SC
511 PRINT"■PUNT. MAX.="HS
513 PRINT"■PREMI UN TASTO PER CO
NTINUARE, LO SPAZIO PER FINIRE"
514 GETA$:IFA$<>" "THEN514
515 GETA$:IFA$=""THEN515
520 IFA$="" THENEND
525 SC=0:B=1:F=0:IN=-1:PRINT"□":GOT08
600 IFS%(J)>0THEN615
605 SS=INT(RND(1)*4):IFA%(PO,SS)=0THEN
635
610 S%(J)=A%(PO,SS)+22
615 POKES%(J),32:S%(J)=S%(J)+22:IFS%(J
)>8163THENS%(J)=0:GOT0635
620 IFPEEK(S%(J))=112ORPEEK(S%(J))=113
ORPEEK(S%(J))=110THENF=1
625 IFPEEK(S%(J))<>32THENPOKES%(J),32:
S%(J)=0
630 POKES%(J)+CO,3:POKES%(J),93
635 POKE36877,0:RETURN

```

```

1000 PRINT"□":CO=30720:DIMAX(3,3),D%(3
,3):G=8144:POKE36879,8
1001 DIMS%(2)
1005 POKEG+CO-1,3:POKEG+CO,3:POKEG+CO+
1,3:POKEG-1,112:POKEG,113:POKEG+1,110
1010 FORI=8164TO8185:POKEI+CO,6:POKEI,
160:NEXT:PO=3
1015 FORY=0TO3:FORX=0TO3
1020 AX(Y,X)=7681+Y*66+IN*44+X*44:D%(Y
,X)=1
1021 NEXTX,Y
1022 IFIN>0THEN1051
1025 FORY=8032TO8091STEP22:FORX=2TO16S
TEP7
1030 POKEY+X+CO,7:POKEY+X+1+CO,7:POKEY
+X+2+CO,7
1035 POKEY+X,160:POKEY+X+1,160:POKEY+X
+2,160
1040 NEXTX,Y
1045 FORX=8100TO8115STEP7:POKEX+CO,7:P
OKEX+2+CO,7
1050 POKEX,105:POKEX+2,95:NEXTX
1051 FORX=0TO2:S%(X)=0:NEXTX
1052 POKE38400,1:POKE7680,B+48
1055 FORI=1TO2000:NEXT:RETURN

```

AEREO

Cerca di riportare a terra sani e salvi i tuoi passeggeri sulla pista dell'aeroporto di Heathrow.

Quando comparirà 0 nell'indicatore di distanza sul pannello di strumentazione, vuol dire che sei arrivato alla pista. Bisogna fermarsi prima che il conteggio arrivi a 200 (l'indicatore segnerà -200).

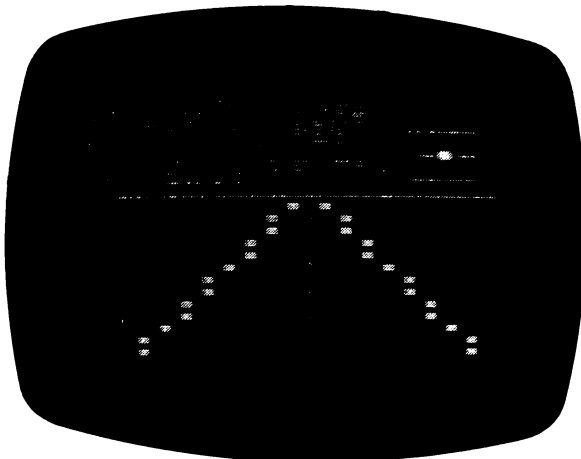
Un altro numero indica il tuo grado di accelerazione: 0 significa che sta planando. Premendo la barra dello spazio vengono attivati i flaps di freno, mentre con S abbassi i carrelli; RETURN rialzerà i carrelli spegnendo automaticamente i freni.

Con W innalzi la punta del tuo aereo

con X l'abbassi

con A e D modifichi la tua posizione in rapporto alla linea dell'orizzonte; ciò può però anche essere alterato dall'effetto del vento. Troverai le indicazioni sulla linea immaginaria dell'orizzonte sulla destra del tuo pannello di controllo.

Cerca di allenarti per un atterraggio perfetto. Buona fortuna!



```

1 POKE36879,8:PRINT"□":POKE650,255
5 FORI=38400TO38906:POKEI,7
10 NEXT:POKE36878,7:POKE36877,180
15 FORI=1TO13
20 POKE7845+I*22+I/1.7,108:POKE7845+I*
22-I/1.7,123
25 IFINT(I/2)*2=1THENPOKE7845+I*22,101
30 NEXTI
35 PRINT"57VELOCITA'XXXXXXXXXXXXALTEZZA
XXXXXXXXDistanzaXXXXXXXX";
40 PRINT" "
45 FORI=1TO14:PRINT"|||XXXXXXXXXXXXX
|||"
50 NEXT
55 PRINT"XXXXXXXXXXXXXXXXXXXX,——,XXXXX
||| |XXXXXXXX|—●—|XXXXXXXX|";
60 PRINT"| |XXXXXXXX|——"
65 PRINT"XXXXXPOSIZIONE?"
70 PRINT"XPOSIZ. XXXXXXXCARRELLI:"
75 D=INT(RND(1)*500)+1000:H=3000+INT(R
ND(1)*500-249):TH=0:AB=0
80 V=200:P=0:A=0:U=0
100 D=D-V/24:H=H-2+(A*V)/5:IFA=0THENH=
H+V/200
101 IFV>400THENV=400
105 V=V- .5-U/20+(H<4)*2-AB*3:IFRND(1)>
.95THENP=P+INT(RND(1)*3-1)
110 IFV<0THENV=0
115 GETA$:A=A-(A$="W")+(A$="X")
120 IFA$=CHR$(13)THENU=0:AB=0:POKE3687
7,180
121 IFA$=" " THENAB=1:POKE36877,225
125 IFA<-1THENA=-1
130 IFA>1THENA=1
135 V=V+TH:IFVAL(A$)>0ORA$="0"THENTH=V
AL(A$)
140 P=P+(A$="A")-(A$="D")
145 IFP<-1THENP=-1
150 IFP>1THENP=1
151 IFA$="S"THENU=1
155 PRINT"XXXXXXXXXXXX";INT(V);"|||"
160 PRINT"XXXXXXXXXXXX";INT(H);"|||"
165 PRINT"XXXXXXXXXXXX";INT(D);"|||"

```

```

170 PRINT"#####";:IFA=1THENPRINT
"\";
175 IFA=0THENPRINT"-";
180 IFA=-1THENPRINT"/";
185 PRINTCHR$(28)+" "
190 PRINT"#####";:IFU=0THENPRINT"
DENTRO"
195 IFU=1THENPRINT"FUORI "
205 PRINT"#####
#####
##### ";
210 PRINT"####";
215 IFP=1THENPRINT"\###\
220 IFP=0THENPRINT"##-
225 IFP=-1THENPRINT"##/###/"
235 IFH<1THENH=0
240 IFD>0ANDH=0THEN250
241 IFV=0ANDH=0THEN250
245 IFD>-200THEN100
250 S=100:FORI=1TO3000:NEXT:PRINT" "
255 IFD>0THENPRINT"HAI MANCATO LA PIST
A":S=S-80:GOTO300
260 IFD<-500THENPRINT"HAI OLTREPASSATO
LA PISTA":S=S-60:GOTO300
265 IFP<0THENPRINT"CON L'ALA HAI URTA
TO IL SUOLO":S=S-50:GOTO300
270 IFAC<1THENPRINT"SEI ATTERRATO SULLA
PANCIA":S=S-50:GOTO300
275 IFP<0ANDH<4THENPRINT"LA PUNTA DEL
L'ALA HA TOCCATO TERRA":S=S-75:GOTO300
280 IFU=0THENPRINT"I CARRELLI ERANO AN
CO-RA DENTRO":S=S-75:GOTO300
285 IFV>10THENPRINT"TROPPO VELOCE!":S=
S-25:IFV>25THENS=S-25
290 IFS=100THENPRINT"ATTERRAGGIO PERF
ETTO!"
300 PRINT"### ILTUO PUNTEGGIO E' : "S"##"
305 POKE36878,0:POKE650,0:END
1000 FORI=1TO13
1005 POKE7845+I*22+I/1.7,100:POKE7845+
I*22-I/1.7,123
1010 IFINT(I/2)*2=ITHENPOKE7845+I*22,1
01
1015 NEXT

```

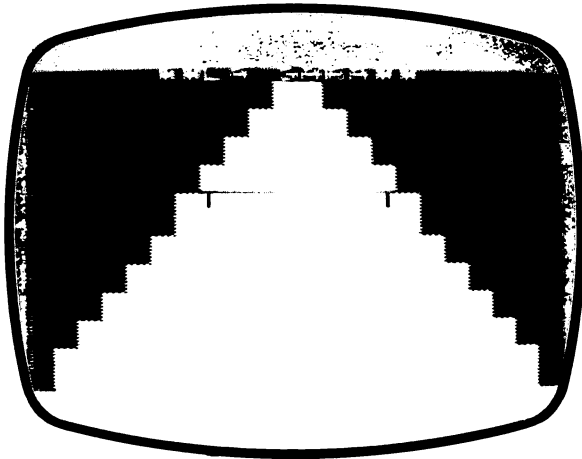

MARATONA

Siediti comodamente sulla tua poltrona di casa e scommetti sui più grandi atleti del mondo che si siano mai visti.

Fai la tua puntata su uno dei tre atleti e osserva attentamente la gara. Quindi, se sei fortunato, incassa le vincite.

Il gioco continua o finchè non fallisci o finchè fai saltare il banco.

Sei in grado di indovinare chi vince tra quelli in pista?



```
2 POKE36879,8
3 MO=100
10 PRINT"***SCOMMESSA ATLETICA***"
20 PRINT"_____"
30 PRINT"COME TI CHIAMI"
31 INPUT" ";A$
32 FOR I=1 TO 3:OD(I)=INT(RND(1)*6)+1:NEXT
35 PRINT"A$;",POSSIEDI"MO"$
40 PRINT:PRINT"ATLETA: POSTA:"
50 PRINTCHR$(28)"~~~~~"
60 PRINT:PRINT"1)SEB.
COE . "OD(1)"/1"
70 PRINT:PRINT"2)STEVE
OVET "OD(2)"/1"
```

```

80 PRINT:PRINT"3)ALLAN
  WELLS      "OD(3)"/1"
90 PRINT"QUANTO SCOMMETTI";
100 INPUTB
110 IFB>MOORB<0THEN100
120 PRINT"CHE NUMERO HA L'ATLETA"
130 INPUTR
135 IFR<10RR>3THEN130
200 PRINT" ":POKE36879,170
210 FORI=1TO22
220 FORJ=7680+I*22TO7689+I*22-INT(I/2.
2):POKEJ+30720,0:POKEJ,102:NEXTJ,I
225 FORI=1TO22
230 FORJ=7701+(I*22)TO7692+(I*22)+INT(
I/2.2)STEP-1:POKEJ+30720,0:POKEJ,102:NE
XTJ,I
235 PRINT"      **LA GARA**      "
240 PRINT"XXXXXXXXXXXXXXXXXXXX"
250 PRINT"XXXXXXXXXX|          |"
300 POKE36874,128:POKE36877,128:FORI=1
5TO1STEP-1:POKE36878,I:FORJ=1TO20:NEXTJ
,I
310 POKE36877,0:POKE36874,0:POKE36878,
0
330 RP(1)=8122:RP(2)=8130:RP(3)=8137
340 FORI=1TO3:POKERP(I),32:POKERP(I)+1
,32
350 POKERP(I)+2,32:POKERP(I)+23,32
360 POKERP(I)+44,32:POKERP(I)+46,32
370 POKERP(I)-21,32:NEXTI
390 FORI=1TO3
400 IF(RND(1)<.24ANDRND(1)*5<OD(I))AND
RND(1)<.43THEN410
402 IFI=1THENRP(1)=RP(1)+.5
403 IFI=3THENRP(3)=RP(3)-.5
404 RP(I)=RP(I)-22
410 NEXTI
415 FORI=1TO3:IFRP(I)<7897THEN1000
450 NEXT
540 FORI=1TO3:POKERP(I)+30720,1:POKERP
(I),252:POKERP(I)+30721,0:POKERP(I)+1,1
76+I

```

```

550 POKERP(I)+30722,1:POKERP(I)+2,254:
POKERP(I)+30743,0:POKERP(I)+23,160
560 POKERP(I)+30764,1:POKERP(I)+44,254
:POKERP(I)+30766,1:POKERP(I)+46,252
570 POKERP(I)+30700,1:POKERP(I)-21,81:
NEXTI
580 POKE36878,4:POKE36874,147:POKE3687
7,140:FORI=1TO65:NEXT:POKE36874,0:POKE3
6877,0
581 POKE36878,0:GOTO340
1000 FORZ=1TO1000:NEXTZ:POKE36879,8
1001 J=I
1010 PRINT"■"
1015 PRINT"■HA VINTO ";
1020 GOSUB1500
1060 PRINT"■TU AVEVI PUNTATO SU  "
1070 I=R
1080 GOSUB1500
1100 IFJ=RTHENPRINT"■BRAVO, HAI VIN
TO!!!"
1110 IFJ<RTHENPRINT"■"      ■HAI PER
SO!!■      ■CHE SFORTUNA!"
1111 IFJ<RTHENMO=MO-B
1112 IFJ=RTHENMO=MO+(OD(R)*B)
1113 IFMO<1THEN2000
1114 IFMO>20000THEN3000
1120 PRINT"■PREMI RETURN";
1130 INPUTA$
1140 GOTO32
1500 IFI=1THENPRINT"■SEBASTIAN COE"
1510 IFI=2THENPRINT"■STEVE ORET"
1520 IFI=3THENPRINT"■ALLAN WELLS"
1550 RETURN
2000 PRINT"■HAI PERSO TUTTO !!!"
2040 PRINT"■GIOCHI ANCORA (S/N)";:INP
UTA$
2060 IFLEFT$(A$,1)="S"THENRUN
2070 PRINT"      ■CIAO CIAO!■"
2080 END
3000 PRINT"■HAI FATTO SALTARE IL BANCO
!!"
3010 GOTO2040

```

STAR TREK

Quale comandante dell'Enterprise, devi spazzar via dalla galassia le quindici astronavi Klingon.

I comandi vanno inseriti come numeri. Essi sono:

1. **Direzione.** Inserisci le coordinate del settore in cui desideri recarti come un numero di due cifre: prima la coordinata X, poi la Y. Per esempio 23 (RETURN) per il settore 2,3.
2. **Il Radar** analizza l'intera galassia suddivisa in una serie di settori 4x4. Ogni settore è identificato da un numero. La cifra che compare sulla destra indica quante stelle ci sono in quel particolare settore, mentre un'eventuale cifra sulla sinistra rivela quante astronavi Klingon sono presenti nel settore. Se sulla sinistra c'è ancora un altro numero, esso ti indica il numero di basi stellari che trovi sempre in quel settore. Così il numero 231 significa: 1 stella, 3 Klingon e 2 basi stellari, mentre 25 significa 2 Klingon e 5 stelle.
3. **Siluri fotonici.** Inserisci l'angolo di inclinazione per il lancio del siluro come un numero divisibile per 45; 90 per un lancio orizzontale alla destra della tua astronave, indicata con E sul display. Per un lancio in verticale inserisci 0 e non 360. Ricordati però che il numero di siluri è limitato.
4. **Fasori.** Queste sono armi energetiche, ma non sempre distruggono i bersagli. L'angolo di lancio deve essere inserito come per i siluri.
5. **Barriere.** Fissa, inserendo un numero intero, quanta energia vuoi usare sulle barriere di protezione.

Più sono i comandi impartiti più si esaurisce l'energia.

Il gioco termina o quando l'energia è scesa a zero o quando hai distrutto tutte le astronavi Klingon.

Puoi muoverti in giro per il settore usando i tasti per il controllo del cursore, evitando le stelle (*) e i Klingon (+). Ciò può rendersi necessario per raggiungere una buona posizione da cui distruggere i Klingon.

Entrando in una base stellare si riempiranno i serbatoi di energia.

AVVERTIMENTO-FINALE: un Klingon, se provocato, può anche far fuoco all'indietro.

```

1  X=RND(-TI):POKE36879,8
10  DEFFNR(X)=INT(RND(1)*X+1):E=100:S=1
00:C=1:X=2:Y=2:X1=2:Y1=2:T=5
15  DIMG%(4,4),S%(4,4)
20  FORI=1TO20:A=FNR(4):B=FNR(4):G%(A,B)
)=G%(A,B)+1:NEXT
25  FORI=1TO20:A=FNR(4):B=FNR(4):G%(A,B)
)=G%(A,B)+10:NEXT
30  FORI=1TO2:A=FNR(4):B=FNR(4):G%(A,B)
)=G%(A,B)+100:NEXT
50  SB=INT(G%(X,Y)/100):KL=INT((G%(X,Y)
)-SB*100)/10):SA=G%(X,Y)-(SB*100+KL*10)
55  FORI=1TO4:FORJ=1TO4:S%(I,J)=0:NEXTJ
,I
56  S%(X1,Y1)=1
60  IFSB=0THEN70
65  FORI=1TOSB
66  A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN6
6
67  S%(A,B)=4:NEXT
70  IFKL=0THEN80
75  FORI=1TOKL
76  A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN7
6
77  S%(A,B)=3:NEXT
80  IFSA=0THEN100
85  FORI=1TOSA
86  A=FNR(4):B=FNR(4):IFS%(A,B)<>0THEN8
6
87  S%(A,B)=2:NEXT
100 PRINT"ENTERPRISE"
104 E=E-S/10:SD=SD+1:IFK=15THEN6000
110 PRINT"    1234":FORI=1TO4:PRINTI;:F
ORJ=1TO4
115 IFS%(J,I)=0THENPRINT" ";
120 IFS%(J,I)=1THENPRINT"▲E";
125 IFS%(J,I)=2THENPRINT"☆";
130 IFS%(J,I)=3THENPRINT"⊕+";
135 IFS%(J,I)=4THENPRINT"⊞X";
140 NEXTJ:PRINT" ":NEXTI:C=1
141 FORI=1TO4:FORJ=1TO4:IFC>2THEN146
142 IFS%(J,I)=3THENC=3
143 IFS%(J,I)=4THENC=2

```

```

144 IFE<1THENC=4
145 NEXTJ,I
146 PRINT"9)CONDIZIONE:";
150 IFC=1THENPRINT"1)VERDE"
155 IFC=2THENPRINT"2)AMBRA"
160 IFC=3THENPRINTCHR$(28)"ROSSA"
161 IFC=4THENPRINT"3)CRITICA":GOTO5500
165 PRINT"5)ENERGIA ";INT(E)
170 PRINT"BARRIERE ";S:PRINT"SILURI
"T:PRINT"SETTORE "X","Y
181 PRINT"STELLA DATATA"SD+3200:PRINT"
■KLINGONS RIMASTI"15-K:PRINT"COSA ORDI
NI?"
190 GETA$:IFA$=""THEN190
200 IFVAL(A$)>0ANDVAL(A$)<9THEN250
205 POKE7702+Y1*22+X1+2,32:S%(X1,Y1)=0
210 X1=X1+(A$="■")-(A$="■")
215 IFX1<1THENX1=1
220 IFX1>4THENX1=4
225 Y1=Y1+(A$="□")-(A$="■"):IFY1<1THEN
Y1=1
230 IFY1>4THENY1=4
231 IFPEEK(7702+Y1*22+X1+2)<>32THEN500
0
235 POKE7702+Y1*22+X1+2,5:S%(X1,Y1)=1:
GOTO190
250 ONVAL(A$)GOTO255,300,400,500,600
251 GOTO100
255 PRINT"AVVIAMENTO MOTORI OK":PRINT"
VERSO DOVE";
260 INPUTA:X=INT(A/10):Y=A-X*10:IFX<10
RX>40RY<10RY>4THEN260
270 E=E-5:X1=FNR(4):Y1=FNR(4):GOTO50
300 PRINT"■ 1 2 3 4":PRINT
305 FORI=1TO4:PRINTI;
310 FORJ=1TO4:PRINT"■"G%(J,I);:IFG%(J
,I)<100THENPRINT" ";:IFG%(J,I)<10THENPR
INT" ";
320 NEXT:PRINT"■":NEXT
325 PRINT"8)ENTERPRISE NEL SETTORE":PR
INTX","Y"■"
385 GETA$:IFA$=""THEN385
390 GOTO100

```

```

400 IFT=0THENPRINT"CAMERE PRONTE":GOTO
495
404 T=T-1:PRINT"CAMERE LANCIÒ SILURI
PRONTE: ANGOLO":INPUTA
405 IFINT(A/45)*45<>ATHEN400
410 A=A/45:PRINT"TRACCIA":TX=X1:TY=Y1
420 PRINTTX","TY:IFS%(TX,TY)<2THEN450
430 IFS%(TX,TY)=2THENPRINT"STELLA COLP
ITA":GOTO495
435 IFS%(TX,TY)=3THENPRINT"KLINGON DIS
TRUTTO":G%(X,Y)=G%(X,Y)-10:KL=KL-1:K=K+
1
436 IFS%(TX,TY)=4THENG%(X,Y)=G%(X,Y)-1
00:PRINT"BASE STELLARE          DISTRUTT
A"
440 S%(TX,TY)=0:GOTO495
450 TX=TX+(A=5)+(A=6)+(A=7)-(A=1)-(A=2
)-(A=3)
455 TY=TY+(A=0)+(A=1)+(A=7)-(A=3)-(A=4
)-(A=5)
460 IFTY<0ORTX<0ORTX>40RTY>4THEN490
465 GOTO420
490 PRINT"MANCATO";
495 IFKL>0ANDFN(20)>1THENGOSUB1000
498 GETA$:IFA$=""THEN498
499 GOTO100
500 PRINT"FASORI PRONTI: ANGOLO":INPUT
A
505 IFINT(A/45)*45<>ATHEN505
510 A=A/45:TX=X1:TY=Y1:E=E-10
515 IFS%(TX,TY)<2THEN550
530 IFS%(TX,TY)=2THENPRINT"COLPITA UNA
STELLA":GOTO595
534 IFS%(TX,TY)>3THENPRINT"BASE STELLA
RE COLPITA":GOTO595
535 PRINT"COLPITO UN KLINGON":IFFNR(10
)<5THEN595
536 PRINT"E DISTRUTTO":KL=KL-1:S%(TX,T
Y)=0:G%(X,Y)=G%(X,Y)-10:K=K+1:GOTO595
550 TX=TX+(A=5)+(A=6)+(A=7)-(A=1)-(A=2
)-(A=3)
555 TY=TY+(A=0)+(A=1)+(A=7)-(A=3)-(A=4
)-(A=5)

```

```

560 IFTY<00RTY>40RTX<00RTX>4THEN590
565 GOTO515
590 PRINT"MANCATA";
595 IFKL>0ANDFNR(10)>4THENGOSUB1000
598 GETA$:IFA$=""THEN598
599 GOTO100
600 INPUT"ENERGIA BARRIERE";S:IFS<00RS
>100THEN600
610 GOTO100
1000 PRINT"IL KLINGON SPARA, TU RESI
STI":D=FNR(30)+20-S/2:IFD<5THEND=5
1015 PRINT"UNITA' DANNEGGIATE"D:E=E-D:
RETURN
5000 IFS%(X1,Y1)=4THENE=100:PRINT"ENT
ERPRISE IN ATTRACCO":GOTO235
5005 PRINT"ENTERPRISE IN COLLISIONE":G
OTO5510
5500 PRINT"CELLE-ENERGIA VUOTE"
5510 PRINT"HAI ANNIENTATO"K:PRINT"KLIN
GONS":PRINT"MA ESSI RIINVADERANNO LA GA
LISSIA":GOTO6500
6000 PRINT"HAI PORTATO A TERMINE LA MI
SSIONE"
6500 PRINT"IL PUNTEGGIO:"(100-SD)*K

```



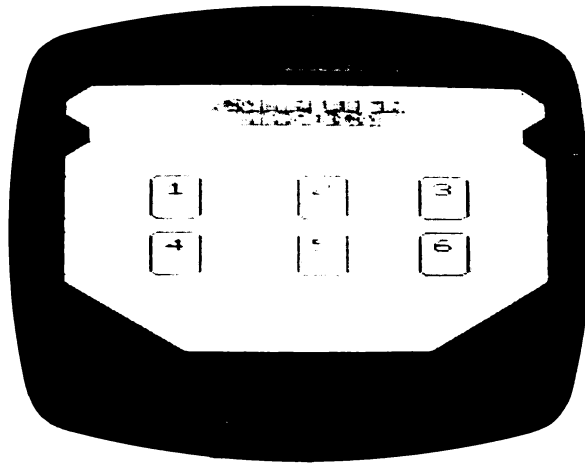
COMPUTER MAGICO

Sei in grado di seguire la serie di BIP elettronici che il VIC ti fornisce?.

Premi i tasti coi numeri rispettando l'ordine delle note della sequenza generata dal computer.

Col procedere la sequenza diventa sempre più lunga.

Sii veloce o il computer ti darà segni di disapprovazione.



```

1 REM*COMPUTER MAGICO*
2 PRINT" ":POKE36879,158
3 CO=30720:LO=0
9 PRINT" "
10 PRINT" "
20 PRINT" "
30 PRINT" "
40 PRINT" "
45 PRINT" "
50 PRINT" "
55 PRINT" "
60 PRINT" "

```

```

65 PRINT"03  1|  2|  3|  3 "
70 PRINT"03  1300|  1300|  1300|
  3 "
75 PRINT"03  1300|  1300|  1300|  1300|
  3 "
80 PRINT"03  1300|  1300|  1300|  1300|
  3 "
85 PRINT"03  14|  15|  16|  3 "
90 PRINT"03  1300|  1300|  1300|
  3 "
95 PRINT"03  1300|  1300|  1300|  1300|
  3 ";
100 PRINT"3  1300|  1300|  1300|  1300|  3 "
110 PRINT"03  1300|  1300|  1300|
  "
120 PRINT"03  1300|  1300|
  "
130 PRINT"03  1300|  1300|
  "
140 PRINT"03  1300|  1300|
  "
150 PRINT"03  "
170 FORI=8142TO8185:POKEI+CO,0:POKEI,1
60:NEXT
180 FORJ=1TO6:READA(J):NEXTJ
185 DATA223,227,230
190 DATA231,234,236
195 FORJ=1TO9:NO(J)=INT(RND(1)*6)+1:NE
XT:NU=1
200 POKE36878,8:FORI=1TONU
210 POKE36875,A(NO(I))
211 Z=2
212 ONNO(I)GOSUB1000,1100,1200,1300,14
00,1500
215 FORJ=1TO550:NEXTJ
220 POKE36875,0:Z=1:ONNO(I)GOSUB1000,1
100,1200,1300,1400,1500:FORJ=1TO125:NEX
TJ,I
225 POKE198,0
230 FORI=1TONU
235 FORJ=1TO170
240 GETA$(I):IFA$(I)<>" "THEN300
250 NEXTJ

```

```

260 POKE36875,128:FORJ=1TO1200:NEXT:PO
KE36875,0
270 LO=LO+1:IFLO=5THEN2000
280 GOTO195
300 IFVAL(A$(I))<>NO(I)THEN260
305 POKE36875,A$(VAL(A$(I)))
310 NEXTI
320 FORI=1TO560:NEXT:POKE36875,0
350 NU=NU+1
360 FORI=1TO850:NEXT
365 IFNU=10THEN195
370 GOTO200
1000 POKE7883+CO,Z:POKE7883,81
1010 RETURN
1100 POKE7889+CO,Z:POKE7889,81
1110 RETURN
1200 POKE7894+CO,Z:POKE7894,81
1210 RETURN
1300 POKE7971+CO,Z:POKE7971,81
1310 RETURN
1400 POKE7977+CO,Z:POKE7977,81
1410 RETURN
1500 POKE7982+CO,Z:POKE7982,81
1510 RETURN
2000 POKE36879,8:PRINT"■HAI SBAGLIATO
■5■ VOLTE"
2010 PRINT"■_____ "
2020 PRINT"■GIOCHI ANCORA (S/N)?"
2030 GETA$:IFA$=""THEN2030
2040 IFA$="S"THENRUN
2050 PRINT"      ■Grazie! ■"
2060 END

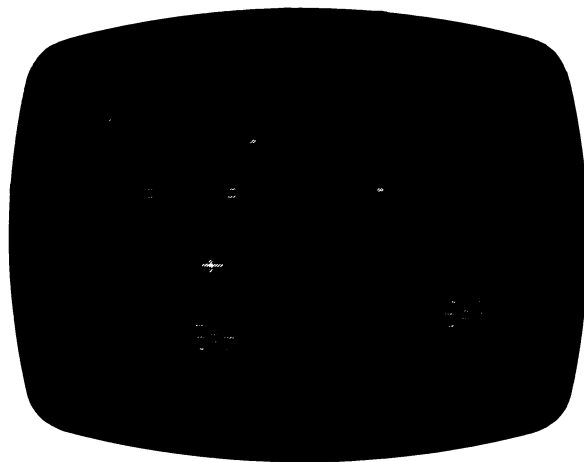
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ARTIGLIERE DI CODA

Le astronavi nemiche ti hanno circondato e si ingrandiscono sempre di più avvicinandosi. Punta il mirino sulla loro torretta e spara prima che possano svignarsela.

Con W sposti in alto il mirino
con A lo sposti a sinistra
con D a destra
con X lo sposti in basso
con S fai fuoco col tuo cannone fotonico

Quante ne riesci a distruggere prima che le sei astronavi oltrepassino la tua rete difensiva?



```
5 POKE650,255
10 POKE36879,8:PRINT"#####
#####"
15 DIMA(2),S(2):FORI=0TO2:A(I)=7680+INT(RND(1)*506)
20 S(I)=1:NEXT
25 SC=7680:CL=38400:CO=30720:X=10:Y=10
30 S=0:PA=0
```

```

50 FORI=0TO2
55 GETA$:IFA$=""THEN100
60 POKE5C+Y*22+X,32:X=X+(A$="A")-(A$="
D")
65 Y=Y+(A$="W")-(A$="X"):IFY<0THENY=0
70 IFY>22THENY=22
75 IFX<0THENX=0
80 IFX>21THENX=21
85 POKECL+Y*22+X,1:POKE5C+Y*22+X,91
100 IFA(I)=0THEN180
105 A=A(I):POKEA,32:POKEA-1,32:POKEA+1
,32:POKEA-21,32:POKEA-23,32
106 POKEA+21,32:POKEA+23,32
107 IFRND(1)>.9THENS(I)=S(I)+1
110 D=INT(RND(1)*3+21):IFRND(1)>.5THEN
D=-D
115 A=A+D:IFA<7703THENA=A+450
120 IFA>8162THENA=A-450
125 A(I)=A:POKEA+CO,4:POKEA+CO-1,4:POK
EA+CO+1,4:POKEA+CO-21,4:POKEA+CO-23,4
130 POKEA+CO+23,4:POKEA+CO+21,4
135 ONS(I)GOTO140,145,150,160,170
140 POKEA,46:GOTO200
145 POKEA,87:GOTO200
150 POKEA,87:POKEA-1,107:POKEA+1,115:G
OTO200
160 POKEA,87:POKEA-1,107:POKEA+1,115:P
OKEA-23,85:POKEA-21,73
165 POKEA+21,74:POKEA+23,75:GOTO200
170 A(I)=7680+INT(RND(1)*506):PA=PA+1:
S(I)=1
175 IFPA>5THEN1000
176 GOTO200
180 IFRND(1)<.9THEN200
185 A(I)=INT(RND(1)*506)+7680:S(I)=1
200 IFA$<>"S"THEN300
201 POKE36878,10:FORA=255TO2000STEP-1:P
OKE36877,A:NEXT:FORA=1TO100:NEXT:POKE36
877,130
202 POKE36878,15
205 A=CL+Y*22+X:POKEA,7:POKEA-1,7:POKE
A+21,7:POKEA+22,7

```

```

210 POKER=22,7:POKER=23,7:POKER=21,7:P
OKER+23,7
215 A=SC+Y*22+X:FORJ=1TO5
220 ONJGOTO225,230,235,240,250
225 POKER,46:POKE36877,145:GOTO270
230 POKER,81:POKE36877,175:GOTO270
235 POKER,87:POKE36877,200:GOTO270
240 POKER,73:POKER=1,85:POKER+21,74:PO
KER+22,75
245 POKE36879,25:POKE36877,225:GOTO270
250 POKER,32:POKER=23,85:POKER=22,64:P
OKER=21,73:POKE36877,250
255 POKER=1,93:POKER+1,93
260 POKER+21,74:POKER+22,74:POKER+23,7
5
265 POKE36879,42
270 FORK=1TO25+J*10:NEXTK,J:POKE36877,
0
275 POKE36879,8:POKECL+Y*22+X,1:POKESC
+Y*22+X,91
280 POKER=23,32:POKER=22,32:POKER=21,3
2:POKER=1,32:POKER+1,32
285 POKER+21,32:POKER+22,32:POKER+23,3
2
290 FORJ=0TO2:IFA<>A(J)AND A=1<>A(J)AND
A+21<>A(J)AND A+22<>A(J)THEN295
291 S=S+S(J)*10
292 POKER(J)=1,32:POKER(J)=21,32:POKER
(J)=22,32:POKER(J)=23,32
293 POKER(J)+1,32:POKER(J)+21,32:POKER
(J)+22,32:POKER(J)+23,32
294 A(J)=0
295 NEXT
300 NEXTI:GOTO50
1000 POKE650,0:POKE36879,27
1005 FORI=1TO1000:NEXT:PRINT"~~~~~
~~~~~SEI MORTO!"
1010 PRINT"~~~~~PUNTEGGIO"S"!"
1015 FORI=36874TO36878:POKEI,0:NEXT

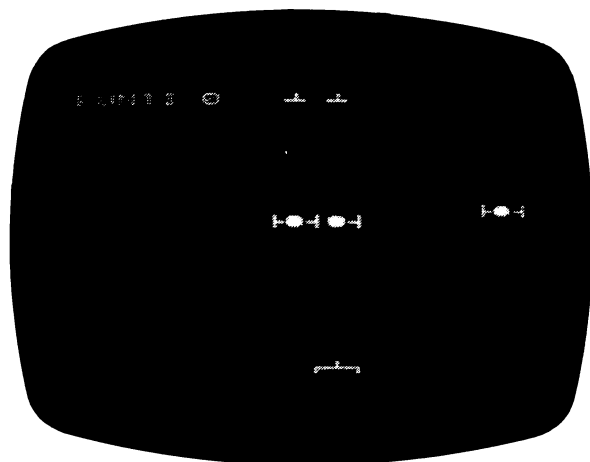
```

GUERRE STELLARI

Come nel gioco "Invasori dallo spazio", devi impedire alla flotta di astronavi nemiche di raggiungere la base dello schermo.

Se riesci a fermare la prima ondata di invasione, subito ne scenderà una seconda e poi una terza. Quanti alieni riuscirai a distruggere prima della tua inevitabile morte?

Con Z vai a sinistra
con C a destra
con M fai fuoco col laser



```
10 POKE36879,8:PRINT"□";:CO=30720
15 S=0:P=8174:W=0:L=1
20 DIMA(3)
24 PRINTTAB(10);:FORI=1TO4-L:PRINT"☐"
";:NEXT
25 FORI=0TO3:A(I)=7702+INT(RND(1)*22):
IFI<3THENS(I)=0
30 NEXTI
35 C1=107:C2=81:C3=115:N=4
36 W=W+1:IFW>3THENW=1
40 IFW=2THENC1=95:C2=98:C3=105
```

```

45 IFW=3THENC1=32:C2=88:C3=32
50 FORI=0TO2STEP2:K=PEEK(197):IFK=64TH
EN100
55 POKEP-1,32:POKEP+1,32:P=P+(K=33)-(K
=34)
60 IFP<8165THENP=8165
65 IFP>8184THENP=8184
70 POKEP-1+C0,3:POKEP+C0,3:POKEP+1+C0,
3
75 POKEP-1,112:POKEP,113:POKEP+1,110
100 FORJ=ITOI+1:IFA(J)=0THEN150
105 POKEA(J)-1,32:POKEA(J),32:POKEA(J)
+1,32
110 A(J)=A(J)+INT(RND(1)*3+21)
115 IFA(J)>8163THEN1000
120 POKEA(J)-1+C0,5:POKEA(J)+C0,1:POKE
A(J)+1+C0,5
125 IFW=2THENPOKEA(J)-1+C0,7:POKEA(J)+
C0,2:POKEA(J)+1+C0,7
130 IFW=3THENPOKEA(J)+C0,2
135 POKEA(J)-1,C1:POKEA(J),C2:POKEA(J)
+1,C3
150 NEXTJ
155 IFK<>36THEN200
156 POKE36878,12:FORX=255TO200STEP-1:P
OKE36877,X:NEXT
160 FORX=P-22TO7702STEP-22:POKEX+C0,7:
IFPEEK(X)=32THEN190
161 POKE36878,15:POKE36877,130
165 POKE36879,40:POKEX-23+C0,1:POKEX-2
1+C0,1:POKEX+23+C0,1:POKEX+21+C0,1
166 POKE36877,200
170 POKEX-23,127:POKEX-21,255:POKEX,81
:POKEX+23,127:POKEX+21,255
175 FORY=0TO3:IFA(Y)=XTHENPOKEX-1,32:P
OKEX+1,32:S=S+10*W:A(Y)=0:N=N-1
180 IFA(Y)<>X+1AND A(Y)<>X-1THEN185
181 POKEX-1,32:POKEX-2,32:POKEX+1,32:P
OKEX+2,32:A(Y)=0:S=S+5*W:N=N-1
185 NEXTY:POKEX-23,32:POKEX-21,32:POKE
X+23,32:POKEX+21,32:POKE36879,8
186 POKE36877,230

```



```

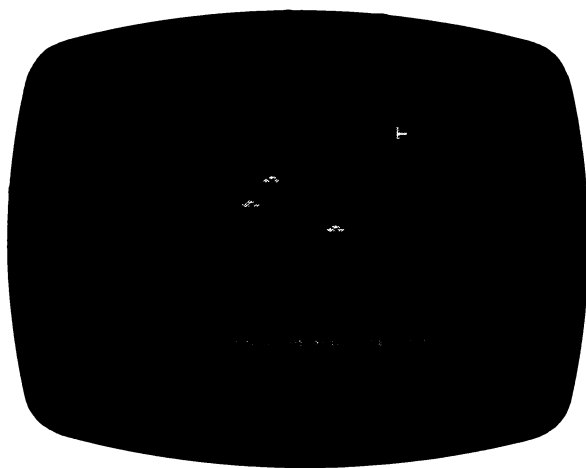
190 POKE X,93:NEXT X:FOR X=P-22 TO 7702 STEP
-22:POKE X,32:NEXT
195 POKE 36877,0
200 NEXT I:PRINT "85 PUNTI "S:IF N>0 THEN 50
205 GOTO 25
1000 FOR I=1 TO 1000:NEXT:L=L+1:IF L<4 THEN
W=0:PRINT " ";:GOTO 24
1001 POKE 198,0

```

FLOTTA SPAZIALE

Muoviti rapidamente nel cielo e annienta l'astronave extraterrestre prima che ti distrugga. Se entri in collisione con essa, la tua astronave comincerà a precipitare finchè, una volta ferma, il gioco è terminato. Alla morte degli alieni sentirai il lamento delle forze di rimpiazzo che convergono nella zona di combattimento per prendere il loro posto.

Con W muovi la tua astronave verso l'alto
con A inverti la sua direzione
con D la dirigi verso destra
con X l'abbassi
con S puoi sparare al nemico col laser.



```
5 POKE650,255
10 PRINT"☐":POKE36879,8:FORI=8164TO818
5:POKEI+30720,5:POKEI,104:NEXT
15 X=5:Y=10:D=1:S=0:SC=7680:CL=38400:R
=1
20 DIMX(5),Y(5):FORI=0TO5:X(I)=99:NEXT
50 FORI=0TO5:GETA$:IFA$=""ANDD=0THENPO
KE36877,0:GOTO100
```

```

51 POKE36878,2:POKE36877,240
55 POKE36878+Y*22+X,32:X=X+D/R
60 D=D+(A$="A")-(A$="D"):IFD>1THEND=1
65 IFD<-1THEND=-1
70 Y=Y+(A$="W")-(A$="X")
75 IFX<0THENX=21
80 IFY<0THENY=0
85 IFX>21THENX=0
90 IFY>21THENY=21
95 POKE36878+Y*22+X,3:C=107:IFD=-1THENC=1
15
96 IFPEEK(36878+Y*22+X)=32THEN99
97 R=R+1:POKE36876,250:F0R1=1T0200:NEXT:POKE36876,0
98 POKE36878+Y*22+X,2:IFR>3THEN1000
99 POKE36878+Y*22+X,C
100 IFA$<>"S"THEN200
101 POKE36878,9:F0R1=255T0230STEP-1:POKE36877,D1:NEXT
105 D1=0:IFD1=0THEND1=1
110 X1=INT(X)
115 X1=X1+D1:POKE36878+Y*22+X1,7:P=PEEK(36878+Y*22+X1):IFP=32THEN150
120 F0RJ=0T05:IFY=Y(J)ANDX1=X(J)THENX(J)=99:S=S+10
125 NEXTJ
130 POKE36878,15:POKE36877,130
145 G0T0155
150 POKE36878+Y*22+X1,64:IFX1<21ANDX1>0THEN115
155 F0RX2=INT(X)+D1T0X1STEPD1:POKE36878+Y*22+X2,32:NEXT
160 POKE36877,0
200 IFX(I)=99THEN250
205 POKE36878+Y(I)*22+X(I),32:IFRND(1)<.4THEN225
210 Y(I)=Y(I)+(Y(I)>Y)-(Y(I)<Y)
215 X(I)=X(I)+(X(I)>X)-(X(I)<X)
220 G0T0246
225 X(I)=X(I)+INT(RND(1)*3-1):Y(I)=Y(I)+INT(RND(1)*3-1)
230 IFX(I)<0THENX(I)=21
235 IFY(I)<0THENY(I)=0

```

```

240 IFX(I)>21THENX(I)=0
245 IFY(I)>21THENY(I)=21
246 IFY(I)=YANDX(I)=INT(X+.5)THENR=R+1
:POKECL+Y*22+X,2:IFR>3THEN1000
247 POKECL+Y(I)*22+X(I),4:POKESC+Y(I)*
22+X(I),88
250 IFX(I)<>990RRND(1)<.9THEN255
251 X(I)=INT(RND(1)*22):Y(I)=INT(RND(1)
)*21)
252 POKE36878,15:FORL=250TO150STEP-1:P
OKE36876,L:NEXT:POKE36876,0
255 NEXTI:GOTO50
1000 POKE650,0:POKE36878,0:POKE36877,0
1005 FORI=1TO1000:NEXT:PRINT"====="
!!!PUNTI"S

```

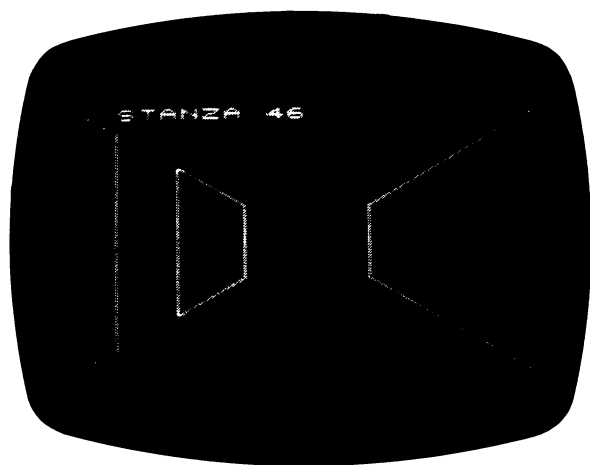
LABIRINTO TRIDIMENSIONALE

Trova la giusta direzione all'interno del labirinto per trovare e raggiungere la stanza numero 25 nel minor tempo possibile.

I corridoi sono in grafica tridimensionale.

Col cursore di destra giri a destra, col cursore di sinistra invece giri a sinistra. Il tasto RETURN ti fa avanzare, se c'è un varco nella parete che ti sta di fronte.

Riuscirci in meno di un minuto è davvero un buon risultato.



```
10 POKE36879,8
15 DIMM$(50,4):FORI=1TO50
20 IFI>1THENM$(I,4)=M$(I-1,2):IFI>5THE
NM$(I,3)=M$(I-5,1)
25 M$(I,1)=STR$(INT(RND(1)*2)):M$(I,2)
=STR$(INT(RND(1)*2))
30 IFI=1THENM$(I,3)="0":M$(I,4)="0"
40 NEXTI:TI$="000000"
45 P=INT(RND(1)*50+1):IFP=25THEN45
```

[illegible]

```

1065 PRINT"  [ ] [ ]"
1070 PRINT"SUBSTANZA"P:RETURN
5000 FORI=1TO1000:NEXT:PRINT"0000000000"
0000OK BRAVO!"
5005 PRINT"NO SCE L'HAI FATTA DA SOLO"
"
5010 PRINT"[ ] TEMPO IMPIEGATO"
5015 T=VAL(TI$):H=INT(T/10000):M=INT((
T-H*10000)/100):S=T-H*10000-M*100
5020 PRINTH"ORE"
5025 PRINTM"MINUTI E":PRINTS"SECONDI"

```

BRANDS HATCH

Misura la tua abilità in pista cercando di evitare la collisione con i trenta bolidi o con le barriere laterali.

Cerca di terminare la corsa senza romperti la testa o danneggiare l'auto. Avrai così una valutazione della tua prestazione.

Troverai le istruzioni per la corsa direttamente nel programma.



```

0 C=12:H=0:PRINTCHR$(28)"[?] *** BRAN
DS HATCH *** "
1 PRINT"[?] [?]VUOI LE?":PRINT" I
STRUZIONI ([?/[?])":INPUTA$
2 IFA$="S"THENGOSUB2000
3 GOSUB2090:POKE36879,92:POKE650,128:P
OKE36878,15:POKE36874,128:GOTO7
4 PRINT"[?":FORI=1TO23
5 PRINT" [?] "
6 NEXTI:RETURN
7 GOSUB4
10 FORL=1TO30
25 A=7+INT(RND(1)*7)
70 PRINT"[?]":PRINTTAB(
A)"[?] "[?] "
80 PRINTTAB(A)"[?] "[?]CHR$(28)"o [?] "
90 PRINTTAB(A)"[?] "[?]CHR$(28)" [?] "[?]
100 PRINTTAB(A)" [?] "[?]
110 FORZ=1TO8+DI
111 GETA$:PRINT"[?]TAB(C)" "
120 PRINTTAB(C)" "
130 PRINTTAB(C)" "
140 PRINTTAB(C+1)" "
150 PRINT"[?]"
170 C=C+(A$="Z")-(A$="M")
180 IFC<70RC>14THENGOSUB1000
191 PRINT"[?]TAB(C)" "
195 PRINT"[?]"
[?] "
196 PRINT"[?]L"[]"H
200 PRINT"[?":PRINTTAB(C)"[?] "[?] "
210 PRINTTAB(C)"[?] "[?]CHR$(28)"o [?] "
220 PRINTTAB(C)"[?] "[?]CHR$(28)" [?] "[?]
230 PRINTTAB(C+1)"[?] "[?]
235 PRINT"[?]TAB(C)" "
240 GOSUB300
250 NEXTZ,L
260 PRINT"[?]"
262 IFH=0THENPRINT"***OTTIMO PILOTA!**
*?":IFDI>2THENPRINT"[?]PER QUESTO LIVELL
O"
264 IFH=1THENPRINT"[?]***OK! BRAVO***"
265 IFH>1ANDH<5THENPRINT"[?]***NON M
ALE***"

```



```

266 IFH>4ANDH<11THENPRINT"■■■■***PIVEL
LINO***"
270 IFH>10THENPRINT"■■■■***HA,HA,HA!!**
*"
275 PRINT;
280 POKE650,0
290 GOT0500
300 PE=0:PE=PEEK(7812+C)+PEEK(7835+C)+
PEEK(7814+C)
330 IFPE=96THENRETURN
400 POKE36879,136:POKE36877,240:FORI=2
510TO180:POKE36876,I
401 FORI1=1TO200:NEXTI1,I
402 PRINT"#####"TAB(C)"      ":PRINTTAB(C-
1)"#####"
403 PRINTTAB(C-1)"##### "CHR$(28)"o  |"
407 PRINTTAB(C-1)"##### 1"
410 POKE36876,0:POKE36877,140:FORI=15T
00STEP-1:POKE36878,I:FORI1=1TO100:NEXTI
1,I
430 POKE36877,0:POKE36878,15:POKE36874
,128:POKE36879,92:GOSUB4:H=H+1:RETURN
500 POKE36874,0:FORI=1TO800:NEXTI:PRIN
T"#####":PRINT"#####FINISH#"
510 FORI=1TO8
520 READA(I)
530 NEXTI
550 DATA223,227,230
560 DATA231,234,236
570 DATA238,239
580 FORI=0TO8STEP2:POKE36875,A(I):GOSU
B700:NEXTI
590 FORI=1TO8STEP2:POKE36875,A(I):GOSU
B700:NEXTI
600 FORI=8TO1STEP-1:POKE36875,A(I):GOS
UB700:NEXTI:PRINT"#####":POKE36878,0:POKE3
6875,0
620 POKE650,0:POKE36874,0:POKE36879,27
:POKE198,0:END
700 FORI1=1TO350:NEXT:RETURN
1000 POKE36877,213:POKE36875,208:FORJ=
1TO750:NEXTJ:POKE36875,0:POKE36877,0:H=
H+1
1010 IFC<7THENC=7

```

```

1020 IFC>14THENC=14
1030 GOSUB4:RETURN
2000 PRINT"DEVI SUPERARE 30 AUTO:
IU' ALTO E' IL LIVEL-LO DI DIFFICOLTA',
"
2010 PRINT"TANTO PIU'ALTA E' LA
VELOCITA'
2015 PRINT"-----"
2035 INPUT"PREMI RETURN";A$:PRINT"
2040 PRINT"-----":PRI
NT" CON  VAI A SINISTRA CON  VAI
A DESTRA."
2045 PRINT"-----"
2050 PRINTCHR$(28)"LA CIFRA IN ALTO A
SI-NISTRA INDICA IL N. DI AUTO SORPASS
ATE,"
2060 PRINT"QUELLA A DESTRA IL N.
DI CRASH."
2070 PRINT"TI SCHIANTI SE URTI CON
LA RUOTA UN'AUTO CHE TI VIENE INCONTR
O"
2080 PRINT"O URTI COL BORDO DELLA STRAD
A.":INPUT"PREMI RETURN";A$:PRINT":RET
URN
2090 PRINT"  DIFFICOLTA'":PRINT"
(1-DIFFICILE 9-FACILE)"
2100 INPUT" ";DI:PRINT"
2110 IFDI<1ORDI>9THEN2100
2120 RETURN

```

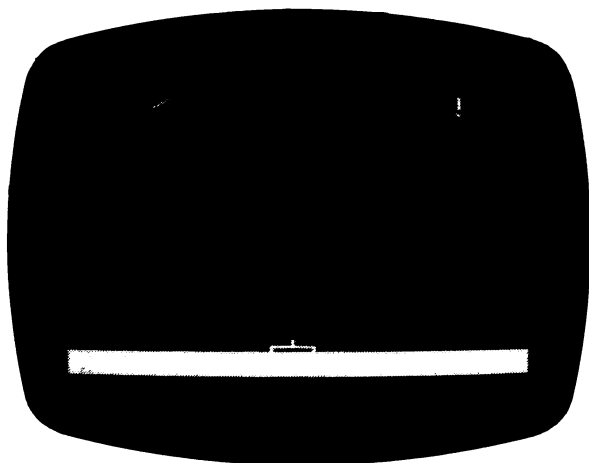
SAETTA DI FUOCO

Una freccia ad alta energia discende dal cielo.

Bisogna costruire una parete col cursore facendo in modo che la saetta l'attraversi. Se colpisce la parete si guadagnano preziosi punti.

Attenzione, se si sorpassa la propria orbita o quella della cometa, si perde una delle cinque "vite" a disposizione. Inoltre la cometa può far fuoco col suo raggio laser, aprendosi un varco nella parete e magari attentando ad una delle tue vite.

Con W muovi il cursore verso l'alto
con A verso sinistra
con D a destra
con X in basso.



```
5 HI=0
10 S=0:CO=30720:SP=3:LI=5:F=0
15 POKE36879,8:P=7910
20 PRINT"□":FORI=8164TO8185:POKEI+CO,5
:POKEI,160:NEXT
25 L=7680+INT(RND(1)*22)
30 D=INT(RND(1)*3-1):IFD=0ORRND(1)>.5T
HEND=D+22
```

```

35 C=93:IFD=21THENC=78
40 IFD=23THENC=77
45 IFD<20THENC=64
50 POKEI+CO,3:POKEI,C
55 L=L+D:IFL>8163THENS=S-10:GOTO20
56 IFL<7680THENL=L+22
57 IFPEEK(L)=160THENS=S+50:GOTO30
60 POKEI+CO,7:POKEI,81
61 FORI=1TOSP
65 K=PEEK(197):IFK<>17ANDK<>18ANDK<>9A
NDK<>26THEN100
70 POKEP+CO,4:POKEP,160:P=P+(K=17)-(K=
18)+((K=9)-(K=26))*22
71 S=S+1
75 IFP>8164THENP=P-22:S=S-1
80 IFP<7680THENP=P+22:S=S+1
85 IFPEEK(P)=32THEN90
86 LI=LI-1:POKEP+CO,7:POKEP,42
87 POKE36876,240:POKE36878,10:FORLI=1T
O100:NEXT:POKE36876,0
88 GOTO100
90 POKEP+CO,2:POKEP,91
100 NEXT
105 IFS>1000THENSP=2
110 IFS>5000THENSP=1
115 IFRND(1)<.95THEN200
116 POKE36878,12:FORE=255TO210STEP-1:P
OKE36877,E:NEXT
120 B=L:E=INT(RND(1)*3-1):IFP<BTHENE=E
-22
125 IFP>BTHENE=E+22
130 IFABS(E)<20THENE=22
135 B=B+E:B1=B:C1=93:IFABS(E)=23THENC1
=77
140 IFABS(E)=21THENC1=78
145 IFABS(E)=1THENC1=64
160 IFB>8163THEN180
161 IFB<7680THEN180
162 POKEB+CO,7:POKEB,81
165 IFB<>PTHEN170
166 LI=LI-1:POKE36876,175:POKE36878,15
:FORLI=1TO100:NEXT:POKE36876,0:GOTO180
170 POKEB+CO,5:POKEB,C1
175 B=B+E:GOTO160

```

```

180 B=B-E:FORI=B1TOBSTEPE:POKEI,32:NEXT
T:POKE36877,0
200 IFS<-10THEN1000
205 IFS>1000ANDF=0THENLI=LI+1:F=1
210 IFS>5000ANDF=1THENLI=LI+1:F=2
215 IFS>10000ANDF=2THENLI=LI+1:F=3
220 IFLI<1THEN1000
225 IFRND(1)>.7THEN30
230 GOTO50
1000 FORI=1TO2000:NEXT:PRINT"Totale dei  
PUNTI"S
1005 IFS>HITHENHI=S:PRINT:PRINT" HAI  
REALIZZATO IL MIGLIOR PUNTEGGIO !":  
GOTO1020
1010 PRINT:PRINT:PRINT" PUNT.MAX"HI
1020 PRINT:PRINT" GIOCHI ANCORA?"
1025 GETA$:IFA$="Y"THEN10
1030 IFA$<>"N"THEN1025
1035 PRINT:PRINT" CIAO!"
1050 POKE198,0

```

UOVA SPAZIALI

Misteriose uova piovono giù dal cielo, liberando a contatto col suolo dei grossi uccelli.

Cosa sono queste strane creature?

Le nuvole contengono un prezioso minerale di cui la tua compagnia cerca di impossessarsi.

Disgraziatamente, gli uccelli di questo pianeta si nutrono proprio di questa sostanza e il tuo compito è allora quello di impedire che essi divorino tutto, annientandoli.

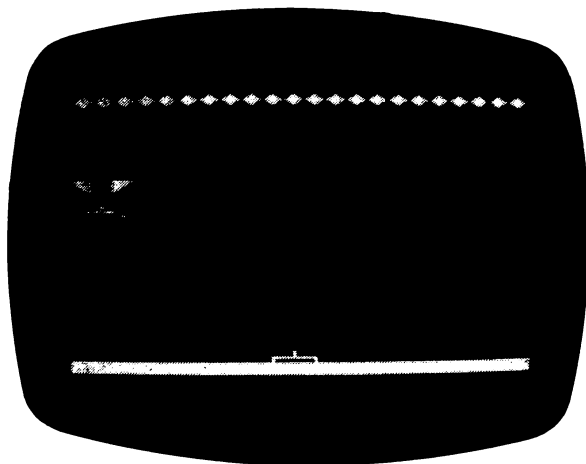
Appena gli uccelli raggiungono le nuvole, mangiando parte del minerale, subito sganciano altre uova.

Cerca allora di distruggerli prima che possano raggiungere le nuvole.

Con Z sposti il fucile a sinistra

con C a destra

con M fai fuoco.



```
5 PRINT "DIFFICOLTA'";:INPUT LE:L
E-1
6 IF LE<0 OR LE>5 THEN 5
10 POKE 36879,8:PRINT "M":CO=30720:G=814
3
```

```

15 DIMB(5),D(5):CL=22:SC=0
18 FORI=7680TO7701:POKEI+CO,3:POKEI,90
:NEXT
19 FORWA=0TOLE
20 FORI=0TOWA:B(I)=7702+INT(RND(1)*22)
:D(I)=21+INT(RND(1)*3)
25 NEXTI
35 FORI=8164TO8185:POKEI+CO,5:POKEI,16
0:NEXT
40 POKEG-1,112:POKEG,113:POKEG+1,110
44 NA=WA+1
45 FORJ=1TO2
50 FORI=0TOWA
55 IFB(I)=0THEN150
60 POKEB(I),32:IFD(I)>0THEN70
65 POKEB(I)-1,32:POKEB(I)+1,32:POKEB(I)
)-22,32:POKEB(I)-43,32:POKEB(I)-45,32
66 POKEB(I)-23,32:POKEB(I)-21,32:POKEB
(I)-44,32
67 IFD(I)>0ANDPEEK(B(I))<>32THEND(I)=I
NT(RND(1)*3-23)
70 B(I)=B(I)+D(I):IFB(I)>8163THEND(I)=
INT(RND(1)*3-23):B(I)=B(I)+D(I)
71 IFD(I)>00RB(I)>=7746THEN76
72 IFPEEK(B(I)-44)=32THEN74
73 POKEB(I)-44,32:CL=CL-1
74 D(I)=INT(RND(1)*3+21):B(I)=INT(RND(
1)*22+7702)
75 IFD(I)<0THEN100
76 IFD(I)<0THEN100
85 POKECO+B(I),7:POKEB(I),81
90 GOTO150
100 POKEB(I)+CO,7:POKEB(I)-1+CO,7:POKE
B(I)+1+CO,7:POKEB(I)-22+CO,6
105 POKEB(I)-23+CO,5:POKEB(I)-21+CO,5:
POKEB(I)-44+CO,2
106 POKEB(I)-43+CO,5:POKEB(I)-45+CO,5
110 POKEB(I),113:POKEB(I)-1,85:POKEB(I)
)+1,73:POKEB(I)-22,102
115 POKEB(I)-44,88
120 ONJGOTO125,135
125 POKEB(I)-23,105:POKEB(I)-21,95
130 GOTO150
135 POKEB(I)-45,95:POKEB(I)-43,105

```

```

150 IFCL<5THEN1000
160 K=PEEK(197):IFK<33ORK>34THEN200
165 POKEG-1,32:POKEG,32:POKEG+1,32:G=G
+(K=33)-(K=34)
170 IFPEEK(G-1)<>32ORPEEK(G)<>32ORPEEK
(G+1)<>32THEN1010
171 IFG<8143THENG=8143
172 IFG>8161THENG=8161
175 POKEG-1+CO,1:POKEG+CO,1:POKEG+1+CO
,1
180 POKEG-1,112:POKEG,113:POKEG+1,110
200 IFK<>36THEN250
201 POKE36878,15:FORL1=255TO230STEP-1:
POKE36877,L1:NEXT
204 X=G-22
205 POKEX+CO,7
210 IFPEEK(X)<>32THENGOSUB300:GOTO220
211 POKEX,93
215 X=X-22:IFX>7679THEN205
216 X=X+22
220 FORY=G-22TOXSTEP-22:POKEY,32:NEXT
225 POKE36877,0
250 NEXTI,J:IFNA>0THEN45
255 NEXTWA
260 WI=1:GOTO1015
300 IFPEEK(X)=90THENCL=CL-1:POKEX,87:G
OSUB450:RETURN
305 POKEX+CO,4:POKEX+CO,4:POKEX+CO+21,
4:POKEX+CO+23,4
310 POKEX+CO-23,4:POKEX+CO-21,4
315 POKEX,209:POKEX+21,255:POKEX+23,12
7
320 POKEX-23,127:POKEX-21,255
330 FORY=0TOWA:IFB(Y)<>XORD(Y)<>0THEN34
0
335 IFRND(1)>.7THENB(Y)=0:NA=NA-1:SC=S
C+25:GOSUB400:GOTO340
336 D(Y)=INT(RND(1)*3-23):GOSUB450:GOT
O345
340 IFB(Y)<>XORD(Y)>0THEN345
341 SC=SC+50:B(Y)=0:NA=NA-1:GOSUB400
342 POKEX-1,32:POKEX+1,32:POKEX-22,32:
POKEX-23,32:POKEX-21,32

```



```

343 POKE36878,32:POKE36879,32:POKE36880,32
2
345 NEXT Y
350 POKE36881,32:POKE36882,32:POKE36883,32
2:POKE36884,32
355 RETURN
400 POKE36878,15:POKE36879,200:FORL1=2
50T0150STEP5
405 POKE36877,L1:FORL2=150T0190:POKE36878,L2:NEXTL2,L1
410 POKE36876,0:POKE36877,0
415 RETURN
450 POKE36878,10:POKE36879,145:FORL1=2
20T0255
455 POKE36877,L1:POKE36879,455-L1:NEXTL1,L1
460 POKE36875,0:POKE36877,0
465 RETURN
1000 WI=2
1005 GOTO1015
1010 WI=3
1015 FORI=1T01000:NEXTI
1020 PRINT"3PUNTI"SC
1025 IFWI=1THENPRINT"1000 HAI FERMATO LO STORMO"
1030 IFWI=2THENPRINT"1000 GLI UCCELLI HANNO DIVORATO LE NUVOLE"
1035 IFWI=3THENPRINT"1000 SEI SCONTRATO CON UN VOLATILE"
1040 POKE198,0:END

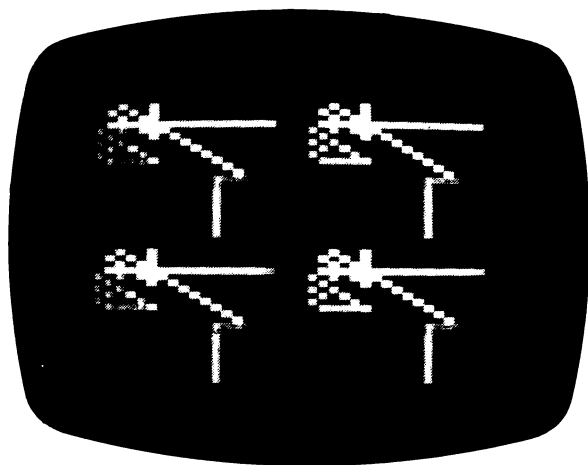
```

XYLOID

Digita questo programma e dagli il RUN.

Lascia che il computer rallegri la tua vita con un disegno pieno di colori. È incredibile quante cose sappia fare il VIC.

Questo programma fa uso di una routine grafica elaborata da Paul Williams.



```
1 DIMS(15),T(255):FORT=0TO15:READS(T):  
T(S(T))=T:NEXTT:T=0  
2 DATA32,123,126,97,108,98,127,252,124  
,255,226,236,225,254,251,160  
5 POKE36879,8:PRINT"X"  
10 X=-10:Y=10:CL=INT(RND(1)*7+1)  
15 DY=INT(RND(1)*3-1):DX=INT(RND(1)*3-  
1)  
20 X=X+DX:Y=Y+DY:GOSUB1000  
25 X=X+20:GOSUB1000:Y=Y-24:GOSUB1000  
30 X=X-20:GOSUB1000:Y=Y+24  
35 IFRND(1)>.9THENDY=INT(RND(1)*3-1):D  
X=INT(RND(1)*3-1):CL=INT(RND(1)*7+1)
```

```

40 IFX<-19ORX>0THENDX=-DX
45 IFY<10ORY>20THENDY=-DY
50 GOTO20
1000 S=7911+(X/2)-INT(Y/2)*22:C=S+3072
0
1010 POKES,S(T(PEEK(S))OR(2↑((X/2-INT(
X/2))*4+((Y/2-INT(Y/2))*2)↑2)))
1015 POKEC,CL:RETURN

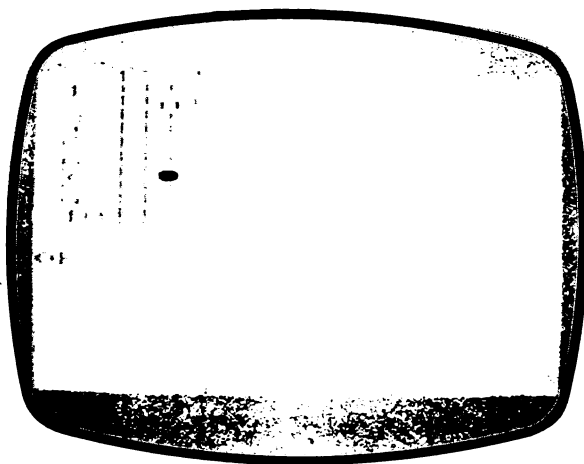
```

GOMOKU

Una versione per il VIC dell'antico gioco orientale.

I livelli 3 e 4 sono i più difficili, con gli altri puoi vincere facilmente. Inserisci i movimenti nella forma: coordinata X virgola coordinata Y. Ad esempio 2,3.

Cerca di porre cinque pietre su una fila prima che lo faccia il tuo avversario. ATTENZIONE questo programma richiede alcuni minuti per elaborare la mossa.



```

1 GOSUB1000
5 GOSUB200
6 GOSUB100:GOTO67
10 HI=0:W=0
11 GC=GC+1
15 Y=1
16 X=1
17 IFW<>0THEN500
20 IFB%(Y,X)<>0ORF=1THEN65
21 DF=-5
22 HL=5:IFGC<5THENHL=GC
25 TH=0:FORL=HLTOLESTEP-1:FORP=-1TO1STEP2
30 IFTH<>0THEN55
35 FORD=0TO7:IFX%(D)*L+X<10RXX%(D)*L+X>10THEN50
40 IFY%(D)*L+Y<10RY%(D)*L+Y>10THEN50
41 IFTH<>0THEN50
45 GOSUB2000
50 NEXTD
55 NEXTP,L
60 IFABS(TH)>ABS(HI)THENHI=TH:HY=Y:HX=X
61 IFABS(TH)=HI THENHI=TH:HY=Y:HX=X
65 X=X+1:IFX<11THEN20
66 Y=Y+1:IFY<11THEN16
67 IFHI=0THENGOSUB100
71 B%(HY,HX)=-1:P=-1
72 GOSUB5000
75 INPUTHX,HY:P=1
76 IFHX<10RHX>10ORHY<10RHY>10THEN75
77 IFB%(HY,HX)<>0THEN75
79 GOSUB5000
80 B%(HY,HX)=1:PRINT"OK"
85 GOTO10
100 C=0
105 HY=INT(RND(1)*10+1):HX=INT(RND(1)*10+1)
110 C=C+1
111 IFC>400THENW=1:GOTO500
115 IFB%(HY,HX)<>0THEN105
120 HI=9:RETURN

```

```

200 PRINT"  12345678910":FORI=1TO10:
PRINTI;
205 IFI<10THENPRINT" ";
210 PRINT"#####"
215 NEXTI:RETURN
500 IFW=-1THENGOSUB5000:PRINT"HO VINTO
!"
505 IFW=1THENPRINT"HAI VINTO!"
510 END
1000 PRINT"GO-MOKU"
1005 Y%(0)=-1:X%(0)=0:Y%(1)=-1:X%(1)=1
:Y%(2)=0:X%(2)=1
1010 Y%(3)=1:X%(3)=1:Y%(4)=1:X%(4)=0:Y
X%(5)=1:X%(5)=-1
1015 Y%(6)=0:X%(6)=-1:Y%(7)=-1:X%(7)=-
1
1020 PRINT" DIFFICOLTA' (1-4)":INPUTL
E:IFLE<1ORLE>4THEN1020
1025 LE=5-LE:GC=0
1030 PRINT":RETURN
2000 NP=0:DI=1
2005 IFB%(Y+Y%(D)*DI,X+X%(D)*DI)=PTHEN
NP=NP+1
2010 IFNP<DI THEN2025
2015 DI=DI+1:IFDI<=L THEN2005
2020 IFNP<>L THEN2025
2021 TH=NP*P:IFP=1AND(D-4=DF OR DF-4=D
)THENTH=TH+2
2022 IFNP=4ANDP=-1THENW=P
2023 IFNP=5ANDP=1THENW=P
2025 IFNP>0ANDP=1THENDF=D
2030 RETURN
5000 CO=81:CL=0:IFP=1THENCCL=6:CO=87
5005 POKE38400+HY*22+HX+2,CL:POKE7680+
HY*22+HX+2,CO
5010 PRINT"#####
##### "
5015 RETURN

```

ATTERRAGGIO LUNARE

Scegli uno dei tre luoghi d'atterraggio e guida il tuo fragile modulo lunare fino ad un sicuro atterraggio. Si guadagna un diverso numero di punti a seconda del tipo di luogo. In particolare verranno assegnati metà punti se l'atterraggio risulterà difficoltoso, nessuno per un urto.

Con Z ci si muove a sinistra
con C a destra
con M si solleva il modulo.

Il movimento continua finchè non viene invertito dalla forza di gravità o da una spinta in senso contrario.

Avvicinandoci al punto di atterraggio di colpo la visuale si restringe alla base interessata. I punti di atterraggio sono rappresentati da linee verdi nell'immagine a largo campo.

Sei capace di atterrare nel luogo più impervio per 150 punti?.



```

10 SC=7680:CO=38400:S=0
15 POKE36879,8:DY=0:DX=.1:Y=0:X=0
20 PRINT"
112 201 2000 "
24 PRINT"
25 PRINT"
30 PRINT"
35 PRINT"
40 PRINT"
"
45 PRINT"
50 PRINT"
55 PRINT"
60 PRINT"
65 PRINT"
70 PRINT"
75 PRINT"
80 PRINT"
85 PRINT"
90 PRINT"
"
95 FORI=8120TO8185:POKEI+30720,2:POKEI
,160:NEXT
99 PRINT"
100 POKE SC+INT(Y)*22+X,32
105 Y=Y+DY:X=X+DX:IFX>21THENX=0
110 IFX<0THENX=21
115 IFY<0THENY=0
116 IFPEEK(SC+INT(Y)*22+X)<>32THEN1000
117 IFY>10ANDX<10THEN200
118 IFY>5ANDX>=10.5ANDX<=16THEN400
120 POKECO+INT(Y)*22+X,3
125 POKE SC+INT(Y)*22+X,88
130 DY=DY+.02:K=PEEK(197)
135 DY=DY+(K=36)/8+((K=33)+(K=34))/20
140 DX=DX+((K=34)-(K=33))/10
145 GOTO100
200 Y1=Y:X1=X:Y=0:X=(X-5)*4+INT(RND(1)
*6):PO=100

```

```

205 PRINT"00"
210 PRINT"01"
215 PRINT"02"
220 PRINT"03"
225 PRINT"04"
230 PRINT"05"
235 PRINT"06"
240 PRINT"07"
245 PRINT"08"
250 PRINT"09"
"
255 PRINT"10"
"
260 PRINT"11"
"
265 PRINT"12"
270 PRINT"13"
275 PRINT"14"
280 PRINT"15"
285 PRINT"16"
"
290 PRINT"17"
295 PRINT"18"
300 PRINT"19"
305 PRINT"20"
"
310 PRINT"21"
"
315 FORI=8163T08185:POKEI+30720,4:POKE
I,160:NEXT:PRINT"8"
320 P=SC+INT(Y)*22+X:POKEP,32:POKEP+22
,32:POKEP+23,32:POKEP+21,32
325 X=X+DX:Y=Y+DY
326 IF(Y<0ANDDY<-.5)ORX<10RX>20THENY=Y
1-1:X=X1:GOTO20
327 IFY<0THENY=0
329 P=SC+INT(Y)*22+X
330 IFPEEK(P+21)=1040RPEEK(P+22)=1040R
PEEK(P+23)=1040THEN800
335 IFPEEK(P)≠320RPEEK(P+21)≠320RPEE
K(P+22)≠320RPEEK(P+23)≠320THEN1000

```



```

340 P=P-SC:POKEP+C0,3:POKEP+C0+21,3:PO
KEP+22+C0,3:POKEP+C0+23,3
345 P=P+SC:POKEP,81:POKEP+21,85:POKEP+
22,249:POKEP+23,73
350 DY=DY+.02:K=PEEK(197)
355 DY=DY+(K=36)/8+((K=33)+(K=34))/20
360 DX=DX+((K=34)-(K=33))/10
365 GOTO320
400 Y1=Y:X1=X:Y=0:X=(X-8)*2+INT(RND(1)
*7-3):P0=50
405 PRINT"
410 PRINT"
415 PRINT"
420 PRINT"
425 PRINT"
430 PRINT"
435 PRINT"
440 PRINT"
445 PRINT"
450 PRINT"
455 PRINT"
460 PRINT"
465 PRINT"
470 PRINT"
475 PRINT"
480 PRINT"
485 PRINT"
490 PRINT"
495 PRINT"
500 FORI=7897TO8185:POKEI+30720,4:POKE
I,160:NEXT:PRINT"
505 GOTO320
800 IFPEEK(P+21)<>104ORPEEK(P+22)<>104
ORPEEK(P+23)<>104THEN1000
803 IFY>7ANDP0=50THENP0=150
804 IFABS(DX)>.5ORABS(DY)>.6THEN1000
805 IFABS(DX)>.2ORABS(DY)>.35THEN850
807 S=S+P0

```

```

810 PRINT"XXXXXXXXXXXX=#####OK BRAVO!"
"
815 GOTO900
850 PRINT"XXXXXXXXXXXX#####ATTERRAGGI
O DURO"
855 S=S+PQ/2
900 PRINT"#####PUNTI"S"§"
905 POKE36878,7:FORI=150TO255:POKE3687
6,I:NEXT:POKE36876,0:POKE36878,0:GOTO10
15
1000 POKEC0+INT(Y)*22+X,7:POKESC+INT(Y
)*22+X,42:POKE36879,24
1010 POKE36877,220:FORI=15TO0STEP-.08:
POKE36878,I:NEXT:POKE36877,0
1015 POKE198,0

```

BASE MISSILISTICA

In qualità di supremo comandante dei sistemi di difesa della Terra, devi impedire ai missili di invasione di raggiungere il suolo.

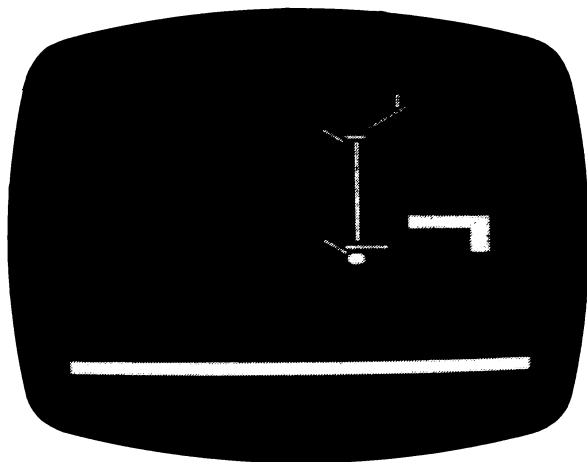
Sposta il mirino sullo schermo e lancia i tuoi missili per intercettare al momento giusto quelli nemici.

Sta attento però, hai solo un numero limitato di proiettili.

Il gioco terminerà se sarai riuscito ad arrestare l'invasore o se sei missili avranno raggiunto il suolo.

Con W sposti in alto il mirino
con A lo sposti a sinistra
con D a destra
con X in basso
con S lanci il missile.

La Terra è nelle tue mani.



```
1 POKE36879,8
5 PRINT"***BASE MISSILISTICA**":PRIN
T:PRINT" DIFFICOLTA' (2-7)";
6 INPUTSK:IFSK<2ORSK>7THEN5
```

```

10 PRINT"Q":SH=0:FORI=8142T08163:POKEI
,160:POKEI+30720,5:NEXT
15 P=-1:CO=30720:X=10:Y=11:CI=0:SC=0
20 FORM=1TOSK:NO=-1:P=-1:SH=0:MI=15+IN
T(SK/2)
22 FORI=0T05:P%(I)=0:X%(I)=10:Y%(I)=19
:NEXTI
25 FORI=8164T08185:POKEI+CO,5:POKEI,16
0:NEXTI:POKE38849,3:POKE38850,3:POKE388
51,3
26 POKE8129,112:POKE8130,113:POKE8131,
110
30 FORI=0TOW:M%(I)=7680+INT(RND(1)*22)
:S%(I)=M%(I):D%(I)=INT(RND(1)*3+21)
35 NEXTI
50 IFSK>4THEN53
51 FORI=0TOSK:GOTO54
53 FORI=0TOW
54 IFM%(I)=0ORI>WTHEN100
55 GR=0:C=93
56 IFD%(I)=21THENC=78
57 IFD%(I)=23THENC=77
58 POKEM%(I)+CO,7:POKEM%(I),C
59 M%(I)=M%(I)+D%(I):IFM%(I)<8186THEN6
5
60 GOSUB2000:M%(I)=7680+INT(RND(1)*22)
:S%(I)=M%(I):D%(I)=INT(RND(1)*3+21):GOT
O100
65 IFPEEK(M%(I))<>32THENGOSUB1000:IFGR
=1THEN100
70 POKEM%(I)+CO,2:POKEM%(I),42
100 K=PEEK(197):IFK=64ORK=41THEN150
101 IFSH=1AND(K=17ORK=18ORK=90RK=26)TH
ENSH=0:GOTO110
105 POKE7680+Y*22+X,32
110 X=X+(K=17)-(K=18)
115 Y=Y+(K=9)-(K=26)
120 IFX<0THENX=0
125 IFX>21THENX=21
130 IFY<1THENY=1
135 IFY>19THENY=19
140 POKE38400+Y*22+X,3:POKE7680+Y*22+X
,91

```

```

150 IFP=-1THEN205
155 FORJ=0TO5:IFP%(J)=0THEN200
160 POKE7680+Y%(J)*22+X%(J),32
165 Y%(J)=Y%(J)+(Y%(J)>TY%(J))-(Y%(J)<
TY%(J))
170 X%(J)=X%(J)+(X%(J)>TX%(J))-(X%(J)<
TX%(J))
175 IFX%(J)=TX%(J)ANDY%(J)=TY%(J)THENG
OSUB3000:GOTO200
180 POKE38400+Y%(J)*22+X%(J),7:POKE768
0+Y%(J)*22+X%(J),46
200 NEXTJ
205 IFK<>41THEN220
210 IFP=50RP=-2THEN220
211 IFP%(P+1)=1THENP=P+1:GOTO217
215 P=P+1:P%(P)=1:TX%(P)=X:TY%(P)=Y:SH
=1:POKE38400+X+Y*22,2
216 POKE36878,5:POKE36877,250
217 IFP>5THENP=0
220 IFCI>5THEN4000
222 IFCI>5THEN4000
223 IFP=-2THEN225
224 POKE38849,3:POKE38850,3:POKE38851,
3:POKE8129,112:POKE8130,113:POKE8131,11
0
225 NEXTI:IFNO<WTHEN50
230 NEXTW
240 PRINT"OK BRAVO! HAI FERMATO
L'INVASIONE"
245 PRINT"    3PUNTEGGIO:"SC*SK"
250 PRINT"MISSILI ARRIVATI"CI
260 PRINT"    LIV. DI DIFFICOLTA'"SK
999 POKE36878,0:POKE36877,0:POKE198,0:
GOTO5000
1000 E=M%(I):IFE<8120THENRETURN
1001 POKE36878,15:POKE36877,130
1004 GR=1:POKE36879,42
1005 POKECO+E-21,7:POKECO+E-23,7:POKEC
O+E,7:POKECO+E-22,7
1010 POKECO+E-44,7:POKECO+E-43,7:POKEC
O+E-45,7
1015 POKEE,93:POKEE-23,77:POKEE-21,78:
POKEE-22,93:POKEE-44,64

```

```

1020 POKEE-43,73:POKEE-45,85
1025 POKE36877,200
1030 IFE=8129 OR E=8130 OR E=8131THENP
=-2
1031 M=I:GOSUB2000:M%(M)=0:NO=NO+1
1035 POKECO+E,2:POKEE,104:POKEE-23,32:
POKEE-22,32:POKEE-21,32
1040 POKEE-43,32:POKEE-44,32:POKEE-45,
32
1045 POKE36878,0:POKE36877,0:CI=CI+1:P
OKE36879,8:RETURN
2000 FORN=S%(M)TOM%(M)STEPD%(M):POKEN,
32:NEXTN
2005 M%(M)=7680+INT(RND(1)*22):S%(M)=M
%(M):D%(M)=INT(RND(1)*3+21)
2010 RETURN
3000 EX=X%(J):EY=Y%(J):E=7680+EX+EY*22
:POKE36878,6:POKE36877,220
3005 POKEE+CO,2:POKEE+CO+1,1:POKEE+CO-
22,1:POKEE+CO-21,1
3010 POKEE+CO-23,1:POKEE+CO-1,1:POKEE+
CO+21,1:POKEE+CO+22,1:POKEE+CO+23,1
3015 FORL=1TO4:ONLGOTO3020,3030,3040,3
050
3020 POKEE,81:GOTO3080
3030 POKEE,87:GOTO3080
3040 POKEE+CO,1:POKEE,74:POKEE+1,75:PO
KEE-21,73:POKEE-22,85
3045 GOTO3080
3050 POKEE-1,93:POKEE+1,93:POKEE+21,74
:POKEE+22,64:POKEE+23,75
3060 POKEE-23,85:POKEE-22,64:POKEE-21,
73
3070 POKEE,32
3080 FORM=1TO50:NEXTM,L
3085 POKEE-1,32:POKEE+1,32:POKEE+21,32
:POKEE+22,32:POKEE+23,32
3090 POKEE-23,32:POKEE-22,32:POKEE-21,
32
3095 MI=MI-1:X%(J)=10:Y%(J)=19:P%(J)=0
:IFP=5THENP=0
3096 IFMI=0THENP=-2
3100 FORL=0TOW

```

```

3105 IFM%(L)<>EANDM%(L)<>E+1ANDM%(L)<>
E-22ANDM%(L)<>E-21THEN3115
3110 SC=SC+10*M:M=L:GOSUB2000:M%(L)=0:
NO=NO+1
3115 NEXTL:POKE36878,0:POKE36877,0:RET
URN
4000 PRINT"SEI STATO DISTRUTTO"
4005 PRINT" HAI RESISTITO FINO
AL"W"ATTACCO"
4010 GOTO245
5000 PRINT"PREMI *"
5010 IFPEEK(197)=64THEN5010
5020 POKE198,0:RUN

```

IL CASTELLO INCANTATO

Vivi questa avventura girovagando per incredibili luoghi che si aprono davanti a te in tempo reale. Guardati dal mostro che ti insegue, e cerca di raggiungere il tesoro.

Troverai porte che si aprono e si chiudono, ed una che può essere aperta con una sola chiave.

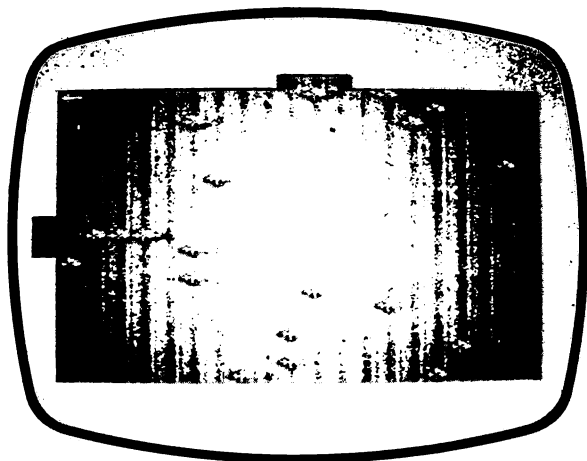
In una delle stanze c'è un passaggio segreto che può essere individuato solo tastando tutta la parete; potrai così arrivare nel labirinto invisibile e poi alla STANZA. La STANZA è un luogo misterioso. Succedono le cose più strane, ma avrai trovato fuori tutto ciò che ti serve. Nota: se il tesoro era nella stanza, non poteva esserci quando sei entrato.

I tasti per il controllo del cursore ti permetteranno di muoverti per tutto lo schermo; oltrepassando una porta ovviamente entrerai in una nuova stanza.

Gli oggetti saranno sganciati alla pressione della barra dello spazio. Premendo il tasto di divisione (/) si sguainerà la tua spada sulla destra, se ne avrai una.

Lascerei una traccia sul percorso del labirinto invisibile, se vuoi uscire vivo da lì.

Il gioco termina se avrai preso sano e salvo il tesoro nella stanza da cui sei partito (o se ti sarai fatto mangiare); UN COMPITO DAVVERO NON FACILE!




```

10 SP=0:GP=0:R=1:SR=INT(RND(1)*4+1):GR
=4:MR=GR+INT(RND(1)*3-1):X1=10:Y1=10:KP
=0
15 CO=30720:X=10:Y=10:S=7703:G=8145:PO
KE650,255:KR=9:K=7756:MP=32
25 PRINT"□":IFRND(1)>.5THENGR=10
50 ONRGOSUB1100,1200,1300,1400,1500,16
00,1700,1800,1900,2000
100 P=7680+X+Y*22
101 POKEP,32:GETA$
102 IFR=5THENPOKEP,224
105 DX=(A$="III")-(A$="II"):DY=(A$="□")-(
A$="Ⓚ"):D=DX+DY*22
106 PE=PEEK(P+D):IFPE=32ORPE=224THEN11
5
110 IFKP=1ANDPE=102THEN115
111 IFPE=31THENSP=1:GOTO115
112 IFPE=28THENGP=1:GOTO115
113 IFPE=127THENKP=1:GOTO115
114 DX=0:DY=0
115 X=X+DX:Y=Y+DY
120 IFR=3ANDX=13ANDY=11THENR=4:GOTO126
121 IFX>0ANDX<21ANDY>0ANDY<22THEN145
125 R=R+(X=0)-(X=21)+(Y=22)-(Y=0))*5
126 IFX=0THENX=20
127 IFX=21THENX=1
128 IFY=0THENY=21
129 IFY=22THENY=1
130 IFR=3ANDX=20THENX=12:Y=11
135 IFR=4ANDX=13THENX=1:Y=11
140 GOTO50
145 P=7680+X+Y*22:POKEP+CO,2:POKEP,81
150 IFSP=10RSR<>RTHEN160
155 POKES+CO,7:POKES,31
160 IFGP=10RGR<>RTHEN170
165 POKEG+CO,5:POKEG,28
170 IFKP=10RKR<>RTHEN180
175 POKEK+CO,7:POKEK,127
180 IFGP=1ANDR=1THENEND
185 IFMR<>RANDRND(1)>.9ANDMR<>-1THENMR=
MR+(MR>R)-(MR<R):MP=32:X1=1:Y1=10
190 IFMR<>RORRND(1)<.5THEN250
191 M=7680+X1+Y1*22
195 POKEM,MP:IFGR=RORGP=1THEN220

```

```

200 IFSP=0THEN220
205 IFRND(1)>.99THENMR=INT(RND(1)*9+1)
:MP=32:X1=20:Y1=10:GOTO250
210 DX=(X1<X)-(X1>X):DY=(Y1<Y)-(Y1>Y):
D=DX+DY*22
215 GOTO230
220 DX=(X1>X)-(X1<X):DY=(Y1>Y)-(Y1<Y):
D=DX+DY*22
230 IFPEEK(M+D)=32ORPEEK(M+D)=81THEN24
0
235 IFGP=0THENDX=0:DY=0:D=0
240 X1=X1+DX:Y1=Y1+DY:M=M+D
241 IFX1<1THENX1=1:Y1=Y1+1
242 IFX1>20THENX1=20
243 IFY1<1THENY1=1
244 IFY1>21THENY1=21
245 MP=PEEK(7680+X1+Y1*22):M=7680+X1+Y
1*22
246 POKEM+CO,4:POKEM,94
250 IFMR=RANDX=X1ANDY=Y1THENEND
251 IFA$<>" "THEN260
252 IFSP=1THENSP=0:SR=R:S=7703
255 IFGP=1THENGp=0:GR=R:G=8145
257 IFKP=1THENKp=0:KR=R:K=7756
260 IFA$<>"/"ORSP=0THEN100
265 S=7680+X+Y*22-1:POKES+CO,7:POKES,3
1
270 IFX-1=XANDY=Y1THENMR=-1
275 FORI=1TO100:NEXT:POKES,32:GOTO100
1000 POKE646,CL
1005 PRINT"33";FORI=1TO22:PRINT" 01";
:NEXT
1010 FORI=8163TO8185:POKEI+CO,CL:POKEI
,160:NEXT
1015 PRINT"33"
;
1020 FORI=1TO20:PRINT"3 01";:NEXT:RETU
RN
1100 POKE36879,9:CL=1:GOSUB1000
1105 POKE7689,32:POKE7690,32:POKE7691,
32
1120 POKE7921,32:POKE7943,32:POKE7965,
32:RETURN
1200 POKE36879,109:CL=5:GOSUB1000

```

```

1205 POKE7900,32:POKE7922,32:POKE7944,
32:POKE7690,32:POKE7691,32:POKE7692,32
1210 FORI=1TO20
1215 CL=INT(RND(1)*460)+7702:IFPEEK(CL
)<>32THEN1215
1220 POKECL+CO,5:POKECL,88:NEXT:RETURN
1300 POKE36879,27:CL=3:GOSUB1000
1305 POKE7690,32:POKE7691,32:POKE7692,
32
1310 PRINT"XXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXX  XXXXXXXXXXXX";
1315 PRINT"  XXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXX";
1320 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXX";
1325 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXX":RETURN
1400 POKE36879,172:CL=2:GOSUB1000
1405 POKE7900,32:POKE7922,32:POKE7944,
32
1410 POKE7921,224:POKE7943,224:POKE796
5,224:RETURN
1500 POKE36879,136:CL=2:GOSUB1000
1505 FORI=1TO100
1506 CL=7680+INT(RND(1)*506):IFPEEK(CL
)<>32THEN1506
1507 POKECL,96:NEXT
1510 POKE7900,32:POKE7922,32:POKE7944,
32:POKE7925,32
1515 POKE7690,32:POKE7691,32:POKE7692,
32:POKE7713,32
1520 POKE7735,32:POKE7714,32:POKE7715,
32:RETURN
1600 POKE36879,216:CL=7:GOSUB1000
1605 FORCL=1TO200:POKE7680+INT(RND(1)*
506),160:NEXT:POKE8174,32:POKE8175,32:P
OKE8176,32
1615 POKE7921,32:POKE7943,32:POKE7965,
32:POKE7942,32:POKE8153,32:RETURN
1700 POKE36879,62:CL=0:GOSUB1000
1705 POKE7900,32:POKE7922,32:POKE7944,
32:POKE7921,32:POKE7943,32:POKE7965,32
1706 IFRND(1)>.5THENPOKE8174,32:POKE81
75,32:POKE8176,32

```

```

1710 PRINT"XXXXXXXXXX
XXXXXXXXXX":PRINT"12  2
":RETURN
1800 POKE36879,56:CL=2:GOSUB1000
1805 POKE7900,32:POKE7922,32:POKE7944,
32
1806 IFRND(1)>.2THENPOKE7921,32:POKE79
43,32:POKE7965,32
1810 POKE8174,32:POKE8175,32:POKE8176,
32:RETURN
1900 POKE36879,14:CL=5:GOSUB1000
1905 POKE7900,32:POKE7922,32:POKE7944,
32
1910 PRINT"XXXXXXXXXXXXXXXXXXXX=   ,XXXX
● |XXXX  \" :RETURN
2000 POKE36879,184:CL=4:GOSUB1000
2005 POKE7900,32:POKE7922,32:POKE7944,
32:MR=R:X1=19:Y1=20:SP=0:SR=INT(RND(1)*
3+8)
2030 S=7703:KP=0:K=7756:KR=INT(RND(1)*
3+1):GP=0:GR=4:G=8145:RETURN

```

FRUIT MACHINE

Partendo da una cifra iniziale di 100\$, devi cercare di vincere il più possibile dal tuo VIC trasformato in fruit machine. Ogni giocata ti costerà 5\$ (un po' caro, non trovi?).

Le istruzioni sono contenute direttamente nel programma.

```

10 POKE36879,8
15 M=100:DIMH(2),B(2)
20 FORI=0TO2:H(I)=0:B(I)=INT(RND(1)*4+
1):NEXT
25 PRINT"          "
T"  FRUIT MACHINE "
26 PRINT"  1  2  3  "
30 PRINTCHR$(28)"  "
  ";
35 PRINTCHR$(28)"  |  |  |  "
/"
40 PRINTCHR$(28)"  |  |  |  "
/"
45 PRINTCHR$(28)"  |  |  |  "
50 PRINT"  |  |  |  "
55 PRINT"  "
60 PRINT" /  NO  NO  NO \"
65 PRINT" /  "
70 PRINT" |  "
75 PRINT" |SOLDI $ 100 MONETE |"
80 PRINT" |";SPC(18);" |"
85 PRINT" |VINCI $ 0  +  |"
90 PRINT" |";SPC(13);"  |"
95 PRINT" |  "
100 PRINT" ";M;:IFM<1000TH
ENPRINT" "
101 PRINT" PER GIOCARE:'SPAZIO'
      ";
105 IFH(0)+H(1)+H(2)>0THENPRINT"  NU
MERO DA  TENERE  "

```

```

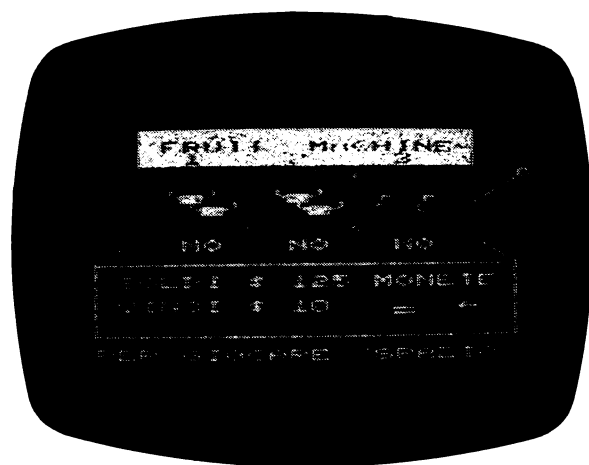
110 GETA$:IFA$=""THEN110
115 IFA$=" "THEN150
120 IFVAL(A$)=0ORVAL(A$)>3THEN110
125 B=VAL(A$)-1:IFH(B)<>1THEN110
130 H(B)=2:A$="FERMO":GOSUB1000:GOTO1
10
150 IFM<5THEN6000
151 M=M-5
152 M1=0
153 FORB=0TO2:IFH(B)=2THEN160
155 B(B)=INT(RND(1)*2+1):IFRND(1)>.6THEN
ENB(B)=B(B)+1:IFRND(1)>.8THENB(B)=B(B)+
1
160 GOSUB2000:NEXTB
165 FORB=0TO2:H(B)=0:IFRND(1)>.9THENH(
B)=1
170 A$=" NO ":IFH(B)=1THENA$="FISSO
"
175 GOSUB1000:NEXTB
180 IFB(0)=B(1)ANDB(1)=B(2)THENM1=15*B
(1)
185 IFB(0)=B(1)ORB(1)=B(2)THENM1=10*B(
1)
190 IFB(0)=4ORB(1)=4ORB(2)=4THENM1=12
200 M=M+M1
205 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXX";
M1;:IFM1<10THENPRINT"|| ";
210 PRINT:IFM>999THEN5000
215 GOTO100
1000 PRINT"XXXXXXXXXXXX";:IFB>0THEN
PRINT"||||":;:IFB=2THENPRINT"|||||";
1005 PRINTA$:RETURN
2000 PRINT"XXXXXXXXXXXX";:IFB>0THENPRIN
T"|||||":;:IFB=2THENPRINT"|||||";
2001 POKE36878,10:POKE36876,RND(1)*50+
180:FORI=0TO300:NEXT:POKE36878,0:POKE36
876,0
2005 S=B(B):ONSGOTO2010,2015,2020,2025
2010 PRINT"  3-  ||||  3- ":RETURN
2015 PRINT"  .  .  |||||  • ":RETURN
2020 PRINT"  r  r  ||||| "CHR$(28)"• • ":R
ETURN
2025 PRINT"  3  3-  |||||  3-  ":RETURN

```

```

5000 FORI=1TO2000:NEXT:PRINT"#####HA
I FATTO SALTARE      IL BANCO"
5005 PRINT"#####HAI GUADAGNATO"M"$"
5010 GOTO6050
6000 FORI=1TO2000:NEXT:PRINT"#####
MI SEI ROVINATO!"
6050 PRINT"#####GIOCHI ANCORA? (S/N)"
6055 GETA$
6060 IFA$="S"THENRUN
6065 IFA$<>"N"THEN6055
6070 PRINTTAB(8)"#####CIAO!!":END

```



DAMA

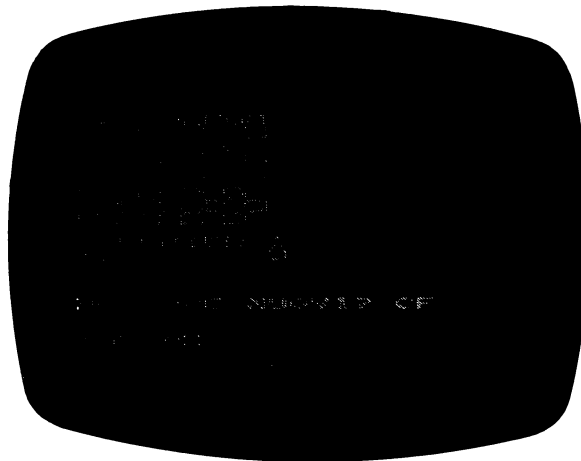
Sfida il computer nel famosissimo gioco della dama.

Inserisci la mossa prima come coordinata X, poi come la Y. Per esempio:

DA DOVE MUOVI? AF

IN? BE

Dai, cerca di non far vincere il VIC.



```
1 GOSUB9000
50 MO=0
60 GOSUB7000
1000 PRINT"XXXXXXXXXXXX"
1005 PRINT"DA DOVE MUOVI";MO=0:INPUTF
H$
1010 PRINT"IN";:INPUTTH$
1050 PRINT"]ATTENDI"
1060 X$=LEFT$(FH$,1):Y$=RIGHT$(FH$,1):
FX=ASC(X$):FY=ASC(Y$)
1065 X$=LEFT$(TH$,1):Y$=RIGHT$(TH$,1):
TX=ASC(X$):TY=ASC(Y$)
1066 IF TX=FX OR TY=FY THEN POKE36878,10:PR
INT"]SOLO IN DIAGONALE !!":GOTO9500
```



```

1070 FX=FX-64:FY=FY-64:TX=TX-64:TY=TY-
64
1420 M0=0
1430 AX(TY, TX)=AX(FY, FX):AX(FY, FX)=B
1450 IFABS(TY-FY)>1 THEN M0=1:AX(FY+((TY
-FY)/2), FX+((TX-FX)/2))=B:T=T+1
1470 GOSUB7000
2000 Y=8
2006 X=8
2020 IFAZ(Y, X) <> C AND AX(Y, X) <> K THEN 21
00
2030 IFAZ(Y, X)=C AND Y=8 THEN AX(Y, X)=K
2040 FORD=0T03
2041 Q=-1
2045 IFX+2*X(D)<1 OR X+2*X(D)>8 THEN 209
0
2046 IFY+2*Y(D)<1 OR Y+2*Y(D)>8 THEN 209
0
2050 IF(AZ(Y+Y(D), X+X(D))=H OR AZ(Y+Y(
D), X+X(D))=W) AND AZ(Y+2*Y(D), X+2*X(D))=B
THEN Q=D
2070 IFAZ(Y, X) <> K AND D>1 THEN 2100
2080 IFQ>-1 AND Q<4 THEN 2125
2090 NEXT D
2100 IFAZ(Y, X)=H AND Y=1 THEN AX(Y, X)=W
2110 X=X-1:IFX>0 THEN 2020
2115 Y=Y-1:IFY>0 THEN 2006
2120 IFQ=-1 THEN 2350
2125 PX=X+2*X(Q):PY=Y+2*Y(Q)
2130 S=S+1
2135 AZ(Y+Y(Q), X+X(Q))=B
2140 AZ(PY, PX)=AZ(Y, X)
2145 AX(Y, X)=B
2150 GOSUB7000
2155 M=-1
2160 FORD=0T03
2165 IFPX+2*X(D)<1 OR PX+2*X(D)>8 THEN 2
00
2166 IFPY+2*Y(D)<1 OR PY+2*Y(D)>8 THEN 2
00
2170 IFAZ(PY+Y(D), PX+X(D)) <> H AND AZ(PY
+Y(D), PX+X(D)) <> W THEN 2180
2175 IFAZ(PY+Y(D)*2, PX+2*X(D))=B THEN M=
0

```



```

7050 FORI=0TO31:PRINT"  ";:NEXT:PRINT"
"
7210 IFF$="L"THENPRINT"MI DO PARTITA
VINTA":END
7230 IFS=12THENPRINT"HO VINTO!
":END
7240 IFT=12THENPRINT"HAI VINTO!
O!":END
7260 U$="":IFMO=1THENGOSUB9700
7265 MO=0
7310 IFLEFT$(U$,1)="S"THENFH$=CHR$(TX+
64)+CHR$(TY+64):GOTO1010
7320 RETURN
9000 DIMA%(8,8)
9005 Y(0)=1:X(0)=-1:Y(1)=1:X(1)=1
9010 Y(2)=-1:X(2)=-1:Y(3)=-1:X(3)=1
9050 H=209:C=215:W=139:K=151
9060 B=160:Q=-1:F$="":S=0:T=0
9061 CO=38400:SC=7680
9065 FORY=1TO8:IF2*INT(Y/2)=YTHENFORX=
1TO7STEP2:GOTO9075
9070 FORX=2TO8STEP2
9075 A%(Y,X)=160
9080 IFINT(X/2)*2=XTHENA%(Y,X-1)=32
9085 IFINT(X/2)*2<>XTHENA%(Y,X+1)=32
9090 NEXTX,Y
9115 FORY=1TO3
9120 IF2*INT(Y/2)=YTHENFORX=1TO7STEP2:
GOTO9130
9125 FORX=2TO8STEP2
9130 A%(Y,X)=C:NEXTX,Y
9140 FORY=6TO8
9145 IF2*INT(Y/2)=YTHENFORX=1TO7STEP2:
GOTO9155
9150 FORX=2TO8STEP2
9155 A%(Y,X)=H:NEXTX,Y
9165 FH$="":TH$=""
9300 POKE36879,8:PRINT"
DAMA
":PRINT"VUOI PARTIRE PER PRIMO?"
9310 INPUTY$:PRINT":IFLEFT$(Y$,1)="S
"THENRETURN
9340 GOSUB7000
9350 A=INT(RND(1)*3+1)*2:Q=INT(RND(1)*
2)

```

```

9370 A%(3+Y(Q),A+X(Q))=C:A%(3,A)=160:R
ETURN
9500 FORI=255TO128STEP-.6:POKE36876,I:
NEXT:POKE36876,0:POKE36878,0
9600 PRINT"□"                                ":GOS
UB7035:GOTO1000
9700 FORI=7900TO8185:POKEI,32:NEXT
9800 PRINT"~~~~~~~~~~"PUOI SALTARE DI
NUOVO .":INPUTU$:RETURN

```

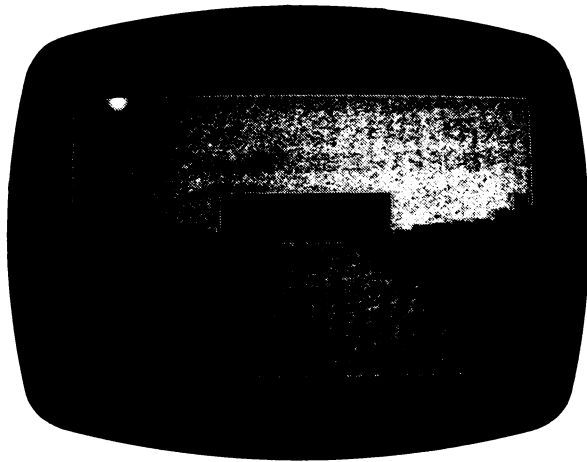
BOMBARDAMENTO

Distruggi l'argine nemico e dai una mano a vincere la guerra.

Lo sbarramento e l'intero paesaggio circostante è in grafica tridimensionale. Devi allineare il tuo aeroplano sull'argine che si avvicina e sganciare le tue micidiali bombe al momento giusto.

Con Z sposti l'aeroplano a sinistra
con C a destra
con M sganci le bombe.

Inizialmente hai cinque aeroplani, ma stà attento alla contraerea nemica.

[illegible]

```

35 FOR Y=7954 TO 8185 STEP 22: J=INT((Y-7910)/22)
40 FOR X=Y-J TO Y+J+1: IF X>8185 THEN 45
41 POKE X,160:POKE X+CO,6
45 NEXT X: IF Y-J<8121 THEN POKEY=Y-J,233
46 IF Y+J+1<=8185 THEN POKEY=Y+J+1,223
47 NEXT Y
49 FOR PL=1 TO 5
50 W1=160:W2=W1:W3=W1:W4=W1:N=W1:B1=W1
:B2=W1:R1=W1:R2=W1:R3=W1
55 X=8102+INT(RND(1)*12):B=0:D=1
60 POKE 36878,4:POKE 36877,129:DE=0
61 FL=INT(RND(1)*253)+7955
65 P=PEEK(FL):P1=PEEK(FL+1):P2=PEEK(FL
+22):P3=PEEK(FL+23)
70 IF P=320:RP1=320:RP2=320:RP3=32 THEN 100
71 POKE 36879,40
72 POKE 36878,10:POKE 36877,200
75 POKE FL+CO,7:POKE FL+CO+1,7:POKE FL+CO
+22,7:POKE FL+CO+23,7
80 POKE FL,213:POKE FL+1,201:POKE FL+22,2
02:POKE FL+23,203
85 IF P=1200:RP1=1200:RP2=1200:RP3=120 THEN
DE=1
86 POKE 36878,4:POKE 36877,250
90 POKE FL+CO,6:POKE FL+CO+1,6:POKE FL+CO
+22,6:POKE FL+CO+23,6
95 POKE FL,P:POKE FL+1,P1:POKE FL+22,P2:P
OKE FL+23,P3
96 IF DE=0 THEN 99
97 POKE 36878,15:FOR I=200 TO 128 STEP -1:PO
KE 36876,I:FOR J=1 TO 10:NEXT J,I
98 POKE 36877,150
99 POKE 36879,88:POKE 36877,129
100 POKE X,N:POKE X+22,B1:POKE X+44,B2:PO
KE X+20,W1:POKE X+21,W2:POKE X+23,W3:POKE
X+24,W4
105 POKE X+65,R1:POKE X+66,R2:POKE X+67,R
3
106 GET A$
110 X=X-22+(A$="Z")-(A$="C")
111 IF X<=7702 THEN 1000
112 IF DE=1 THEN 1000

```



```

2015 POKEB,P
2020 FORI=1TO100:NEXT:B=0:T=0:GOTO100
2050 IFD=-22ANDB-X>88THEN2010
2051 IFD=22ANDB-X<=66THEN2010
2052 POKEB+CO,2:POKEB+1+CO,2:POKEB,127
:POKEB+1,255
2053 POKE36878,15:POKE36877,150
2055 FORI=1TO200:NEXT
2056 POKE36878,10:POKE36877,200
2060 PRINT"          
                                               
"
2065 PRINT"          
                                               
"
2070 GOTO1010

```


BREAKOUT

Cerca di perforare il doppio muro con la tua paletta dotata di angolazione. All'inizio parti con 5 palline e scopo del gioco è guadagnare quanti più punti è possibile urtando i mattoncini del muro. Più questi sono in alto, più sono i punti conquistati.

La velocità della pallina aumenta sempre di più a mano a mano che il punteggio sale.

Con Z sposti la paletta a sinistra
con M a destra.

```

1 HI=0:POKE36878,12
2 PRINT"***      BREAKOUT      ***":PRINT
"PREMI UN TASTO"
3 GETA$:IFA$=""THEN3
5 POKE36879,8:X=RND(-TI):S=0:LI=10:BS=
3
10 PRINT"PUNTI          PALL          MAX"
7";
15 FORI=1TO19:PRINT"|
   |":NEXT
20 POKE38862,6:POKE38883,6:POKE8142,10
1:POKE8163,103
25 PRINTCHR$(28)"Stato della
partita":
30 PRINT"Giocatore
1":
35 PRINT"Giocatore
2":
40 PRINT"Giocatore
3":
45 PRINT"Giocatore
4":
50 SC=7680:CL=38400:B=8152

```

```

55 DX=INT(RND(1)*3-1):DY=-1:X=11:Y=20:
PRINT"55";TAB(17);6-LI
56 PRINT"00000000"HI
60 FORI=38863TO38882:POKEI,1:NEXT
65 POKEB-1,108:POKEB,98:POKEB+1,123
70 FORI=1TOBS
71 K=PEEK(197):IFK<>33ANDK<>36THEN100
75 POKEB-1,32:POKEB+1,32:B=B+(K=33)-(K
=36):IFB<8144THENB=8144
80 IFB>8161THENB=8161
85 POKEB-1,108:POKEB,98:POKEB+1,123
100 NEXTI:PRINT"00000000"S:IFS>200THENB
S=2:IFS>500THENBS=1
101 POKE SC+Y*22+X,32:POKE CL+Y*22+X,1:Y
=Y+DY:X=X+DX
102 IFY>21THEN1000
103 IFX>1ANDX<20THEN106
104 IFX<2THENDX=1:POKE36876,250:GOTO15
0
105 IFX>19THENDX=-1:POKE36876,250:GOTO
150
106 IFY<4THENDY=1:POKE36876,175:GOTO15
0
110 IFPEEK(SC+Y*22+X)=32THEN150
111 POKE36876,200
115 P=PEEK(SC+Y*22+X)
120 IFP=108THENDY=-DY:DX=-1:GOTO145
125 IFP=123THENDY=-DY:DX=1:GOTO145
130 IFP=98THENDY=-DY:DX=INT(RND(1)*3-1
):GOTO145
135 S=S+10:S=S-(Y<7)*10-(Y<5)*30
140 POKE SC+Y*22+X,32:DX=INT(RND(1)*3-1
)
141 IFRND(1)>.01THENDY=-DY
145 Y=Y+DY:X=X+DX
150 IFX<1ORX>20THENX=X+DX
151 IFY<3THENY=Y+DY
152 POKE36876,0
155 POKE CL+Y*22+X,1:POKE SC+Y*22+X,81
160 GOTO70
1000 FORI=1TO2000:NEXT:LI=LI-1:IFLI>0T
HEN55
1010 IFS>HITHENHI=S

```

```

1014 FOR I=1 TO 2000:NEXT:PRINT"00PUNTI"S
:PRINT"MAX  "HI
1015 IF HI=STHENPRINT"00BRAVO! HAI REAL
IZZATO 00IL MIGLIOR PUNTEGGIO"
1016 PRINT"00GIOCHI ANCORA? (S/N)0":P
OKE198,0
1020 GETA$:IFA$=""THEN1020
1030 IFA$="S"THEN5
1035 IFA$="N"THENPRINT"00000000CIAO! 00
CIAO!00":END
1040 PRINT"00000000NON CAPISCO!":GOTO10
20

```



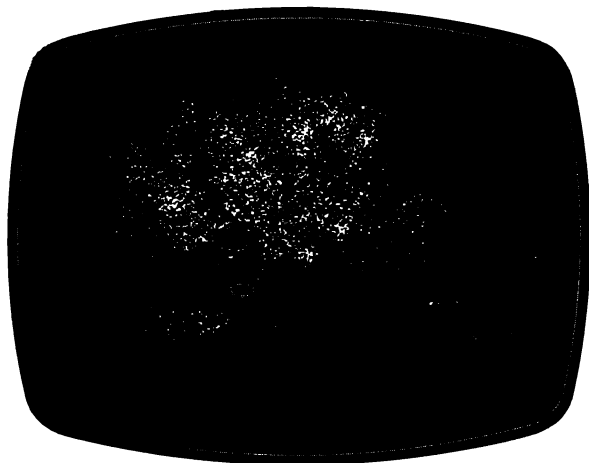
BATTAGLIA AD INSEGUIMENTO

Manovra in modo da colpire il tuo avversario pilotato dal computer in questo gioco aereo di morte.

Evita di schiantarti contro la montagna o che l'aeroplano nemico si allinei dietro di te per poi colpirti. Il gioco termina se ti schianti o se qualcuno dei due precipita perchè colpito.

Con A giri a sinistra
con D a destra
con W ti muovi in alto
con X in basso e
con S fai fuoco sull'aeroplano del computer.

Tu sei l'aeroplano nero, quello del computer rosso ("il Barone Rosso", forse).



```
5 CO=30720:POKE650,129
10 POKE36879,187:PRINT" ";
15 X=7988:Y=1:X1=7961:Y1=-1:S=0:S1=0
20 PRINT"#####"
#####
25 PRINT"#####"
#####
30 PRINT"#####"
#####
"
```

```

35 FORI=8167T08182:POKEI+CO,5:POKEI,16
0:NEXTI:POKE8182,223
100 POKE36878,4:POKE36877,135
101 POKEX,32:POKEX+1,32:POKEX+2,32:POK
EX+3,32:POKEX-22,32:POKEX-21,32:POKEX-2
0,32
105 POKEX-19,32:POKEX+23,32:POKEX+24,3
2
125 GETA$:X=X+((A$="W")-(A$="X"))*22
130 IFA$="A"THENY=-1
135 IFA$="D"THENY=1
140 X=X+Y
145 IFX<77020RX>8160THENX=7988:Y=1
150 IFPEEK(X)◇320RPEEK(X+1)◇320RPEEK
(X+2)◇320RPEEK(X+3)◇32THEN1000
155 IFPEEK(X-22)◇320RPEEK(X-21)◇320R
PEEK(X-20)◇320RPEEK(X-19)◇32THEN1000
160 IFPEEK(X+23)◇320RPEEK(X+24)◇32TH
EN1000
165 POKEX+1+CO,0:POKEX+2+CO,0:POKEX-22
+CO,0:POKEX-21+CO,0:POKEX-20+CO,0:POKEX
-19+CO,0
166 POKEX+CO,0:POKEX+3+CO,0:POKEX+23+CO
0,0
170 IFY=1THEN200
180 POKEX,107:POKEX+1,196:POKEX+2,160:
POKEX+3,236
185 POKEX-21,85:POKEX-20,73:POKEX-19,2
33:POKEX+23,81
190 GOTO215
200 POKEX+24+CO,0
205 POKEX,251:POKEX+1,160:POKEX+2,196:
POKEX+3,115
210 POKEX-22,223:POKEX-21,85:POKEX-20,
73:POKEX+24,81
215 POKEX1,32:POKEX1+1,32:POKEX1+2,32:
POKEX1+3,32:POKEX1-22,32:POKEX1-21,32:P
OKEX1-20,32
220 POKEX1-19,32:POKEX1+23,32:POKEX1+2
4,32
221 IFRND(1)>.9THENX1=X1+22
225 IFPEEK(X1+Y1*5+22)=2230RPEEK(X1+Y1

```

```

*5+22)=233THENX1=X1-22:GOTO250
  235 IFPEEK(X1+Y1*3)=46ORPEEK(X1+Y1*3)=
46THENX1=X1-22:GOTO250
  236 IFPEEK(X1+Y1*2)=46ANDS1<>X1+Y1*2TH
ENX1=X1-22:Y1=-Y1:GOTO250
  240 IFRND(1)>.9THENY1=-Y1
  241 IFRND(1)>.9THENY1=-Y1
  242 IFRND(1)>.9THENX1=X1-22
  245 X1=X1+Y1
  250 IFX1<77020RX1>8160THENX1=7961:Y1=-
1
  255 POKE X1+1+CO,2:POKE X1+2+CO,2:POKE X1
-22+CO,2:POKE X1-21+CO,2:POKE X1-20+CO,2
  260 POKE X1-19+CO,2
  265 IFY1=1THEN300
  270 POKE X1+CO,0:POKE X1+3+CO,2:POKE X1+2
3+CO,0
  275 POKE X1,107:POKE X1+1,196:POKE X1+2,1
60:POKE X1+3,236
  280 POKE X1-21,85:POKE X1-20,73:POKE X1-1
9,233:POKE X1+23,81
  285 GOTO315
  300 POKE X1+CO,2:POKE X1+CO+3,0:POKE X1+2
4+CO,0
  305 POKE X1,251:POKE X1+1,160:POKE X1+2,1
96:POKE X1+3,115
  310 POKE X1-22,223:POKE X1-21,85:POKE X1-
20,73:POKE X1+24,81
  315 IFA$="S"ANDS=0THENS=X-1:D=Y:IFY=1T
HENS=X+4:POKE36877,240
  320 IFS=0THEN400
  325 J=1
  330 POKES,32:S=S+D:S=S-7680:SP=INT(S/2
2):SP=S-SP*22:S=S+7680
  335 IFSP=0ORSP=21THENS=0:GOTO400
  340 IFS=X10RS=X1+10R(S=X1-21ANDY1=-1)O
R(S=X1-20ANDY1=1)THEN2000
  345 IFPEEK(S)<>32THENS=0:J=2:GOTO400
  350 POKES+CO,0:POKES,46
  395 J=J+1:IFJ<3THEN330
  400 IFS1=0THEN500
  425 J=1

```

```

430 POKES1,32:S1=S1+D1:S1=S1-7680:SP=I
NT(S1/22):SP=S1-SP*22:S1=S1+7680
435 IFSP=0ORSP=21THENS1=0:GOTO500
440 IFS1=XORS1=X+1OR(S1=X-21ANDY=-1)OR
(S1=X-20ANDY=1)THEN1000
445 IFPEEK(31)<>32THENS1=0:J=2:GOTO500
450 POKES1+CO,2:POKES1,46
495 J=J+1:IFJ<3THEN430
500 IFS1=0ANDRND(1)>.9THENS1=X1-2:D1=Y
1:IFY1=1THENS1=X1+5:POKE36877,240
505 GOTO100
1000 X1=X
2000 POKE36878,15
2001 POKEX1,32:POKEX1+1,32:POKEX1+2,32
:POKEX1+3,32:POKEX1+23,32:POKEX1+24,32
2005 POKEX1-22,32:POKEX1-20,32:POKEX1-
19,32
2010 FORI=X1TO8185STEP23
2011 POKE36875,(250-I/35)*8
2015 POKEI+CO,4:POKEI+CO+21,4:POKEI+CO
-21,4:POKEI+CO-23,4
2020 POKEI,160:POKEI-21,255:POKEI+21,2
55:POKEI-23,127
2021 FORJ=1TO100:NEXT
2025 POKEI+CO,160:POKEI+CO-23,0:POKEI-
21,32:POKEI+21,32
2030 NEXT
2035 I=I-23:POKEI+CO,7:POKEI+CO+1,7:PO
KEI,127:POKEI+1,255
2040 POKE36879,42
3000 POKE650,0:POKE36878,0:POKE36877,0
:POKE36875,0
3100 POKE198,0:PRINT"  ■❏ PREMI *"
3200 GETA$:IFA$<>"*"THEN3200
3300 CLR:GOTO5

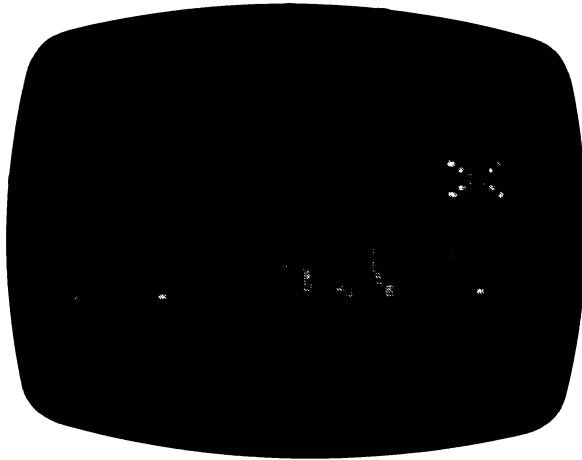
```

RAID NOTTURNO

Interamente avvolto dal buio della notte, piloti il tuo aeroplano sulla città, sfruttando per prendere la mira i soli flash della contraerea nemica.

Cerca di bombardare il reattore prima che ti colpisca qualche colpo della contraerea o uno dei missili terra aria delle basi nemiche di terra.

Con W sollevi l'aeroplano
con X l'abbassi
con D acceleri in avanti (sei però già in movimento)
con A torni indietro
con S la bomba sulla città.



```

5 CO=30720
10 POKE36879,8:PRINT"□":M=0:M1=0:E=0:P
=7680:F=0
15 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
|XXXXXXXX \ "
20 PRINT"XXXXXXXX  _  |  X  X  X  "
25 PRINT"XXXX  _  ||  |  X  X  XX  X  X  |
|"
30 PRINT"XX.XX  XX.X  |  _  X  " "X  X  X
X.X  "
35 PRINT"XX  "

```



```

40 FORI=8142T08185:POKEI+CO,0:POKEI,16
0:NEXT
50 POKEP,32:P=P+1:K=PEEK(197):P=P+(K=1
7)*2-(K=18)
55 P=P+((K=9)-(K=26))*22
60 IFP<7680THENP=7680
61 IFP>7965THENP=P-22
65 IFPEEK(P)<>32ANDPEEK(P)<>77ANDPEEK(
P)<>89THEN1000
70 POKEP+CO,3:POKEP,62
75 IFM<0ORM1>0THENPOKE36878,5:POKE3687
7,130
76 IFM<1ANDM1<1THENPOKE36877,0
80 IFM<0ORM<0THEN100
90 IFRND(1)>.95THENM=8029:POKEM+CO,4:P
OKEM,42:FORI=0T0100:NEXT
100 IFM<1THEN150
105 POKEM+CO,1:POKEM,77:POKEM+1,32:POK
EM+22,32:M=M-23
110 IFM>7679THEN115
111 M=0
112 FORI=8029T07680STEP-23:POKEI,32:NE
XT:POKE36877,0:GOTO150
115 IFPEEK(M)=32THEN135
120 IFPEEK(M)=62THEN1000
125 IFPEEK(M)=46THENPOKEM,42:FORI=1T01
00:NEXT:B=0:M=0:GOTO111
135 POKEM+CO,2:POKEM+1+CO,2:POKEM+CO+2
2,2
140 POKEM,127:POKEM+1,123:POKEM+22,124
150 IFM1>0ORM1<0THEN170
160 IFRND(1)>.95THENM1=8062:POKEM1+CO,
4:POKEM1,42:FORI=1T0100:NEXT
170 IFM1<1THEN220
175 POKEM1+CO+22,1:POKEM1+22,89:POKEM1
+23,32:M1=M1-22
180 IFM1>7679THEN185
181 M1=0
182 FORI=8062T07680STEP-22:POKEI,32:NE
XT:POKE8084,93:POKE8084+CO,0:POKE36877,
0:GOTO220
185 IFPEEK(M1)=32THEN205

```

```

190 IFPEEK(M1)=62THEN1000
195 IFPEEK(M1)=46THENPOKEM1,42:FORI=1T
0100:NEXT:B=0:M1=0:GOTO181
205 POKEM1+CO,2:POKEM1+1+CO,2:POKEM1+C
0+22,2
210 POKEM1,225:POKEM1+22,126:POKEM1+23
,126
220 IFK=41ANDB=0THENB=P+22
225 IFB=0THEN300
226 POKE36878,12:POKE36876,B/25-75
230 POKEB,32:B=B+23:IFPEEK(B)=32ANDB<8
185THEN290
231 POKE36876,0
235 IFB>8185THENB=0:GOTO300
240 IFB<>MANDB<>M1THEN260
245 POKEB+CO,4:POKEB,42:FORI=1TO100:NE
XT:POKEB,32
250 IFB=MTHENB=0:POKEM+1,32:POKEM+22,3
2:M=0:GOTO111
255 B=0:POKEM1+22,32:POKEM1+23,32:M1=0
:GOTO181
260 IFB<8032THEN290
261 POKE36879,42:POKEB+CO,7:POKEB+CO+1
,7:POKEB,77:POKEB+1,78
262 POKE36878,15:POKE36877,147:FORI=1T
0300:NEXT
264 POKE36879,8
265 IFB<8059ORB>8060THEN282
266 POKEB+CO,1:POKEB+CO+1,1:POKEB+CO+2
2,1:POKEB+CO+23,1
267 POKEB,32:POKEB+1,32
270 FORI=1TO50:POKE36879,127:POKE36879
,42
271 POKEB,32:IFI>=25THENPOKEB+1,32:POK
EB+22,32:POKEB+23,32
275 IFI<25THENPOKEB,87
280 IFI>=25THENPOKEB,85:POKEB+1,73:POK
EB+22,74:POKEB+23,75
281 NEXTI:PRINT"8":POKE36878,0:POKE368
77,0:POKE198,0:END
282 POKEB,32:POKEB+1,32
283 IFB<>8052ANDB<>8074THEN286
284 IFM>0THENPOKEM,32:POKEM+1,32:POKEM
+22,32

```

```

285 M=-1:GOTO112
286 IFB<>8051THEN289
287 IFM1>0THENPOKEM1,32:POKEM1+22,32:P
OKEM1+23,32
288 M1=-1:GOTO182
289 B=0:GOTO300
290 POKEB+C0,5:POKEB,46
300 IFRND(1)<.9THEN50
301 F=INT(RND(1)*264+7681)
305 IFF=MORF=M1THEN50
306 POKE36878,9:POKE36875,130:POKE3687
6,129:POKE36877,163
310 POKEF+C0,4:POKEF+C0-23,4:POKEF+C0-
21,4:POKEF+21+C0,4:POKEF+C0+23,4
315 POKE36879,40:POKEF,209:POKEF-23,12
7:POKEF-21,255:POKEF+21,255:POKEF+23,12
7
320 IFF=PORF-21=PORF-23=PORF+21=PORF+2
3=PTHEN1015
325 FORI=1TO200:NEXT:POKE36879,8:POKEF
,32:POKEF-23,32:POKEF-21,32:POKEF+21,32
330 POKEF+23,32:POKE36875,0:POKE36877,
0:POKE36876,0:GOTO50
1000 POKE36879,120:POKEP+C0,2:POKEP+C0
+23,2:POKEP+C0+2,2:POKEP+C0+46,2:POKEP+
C0+44,2
1010 POKEP,127:POKEP+2,255:POKEP+23,20
9:POKEP+44,255:POKEP+46,127
1015 POKE36875,0:POKE36876,0:POKE36877
,0:POKE36878,0
1020 POKE198,0:PRINT"☞"

```

BATTAGLIA CON I CARRIARMATI

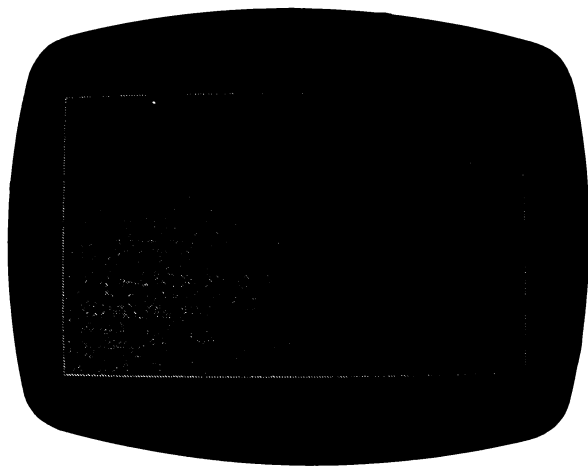
Imposta una strategia per sconfiggere il carroarmato guidato dal computer in questo gioco incredibilmente veloce.

Si guadagnano punti colpendo il carroarmato nemico e le sue taniche di carburante. Gira per tutto lo schermo, inseguendo il carroarmato-computer e evitando le mine.

Alla partenza ti troverai nell'angolo in alto a destra, il computer in quello a sinistra.

Con W sposti in alto il carroarmato
con A a sinistra
con D a destra
con X in basso
con S fai sparare il tuo cannone.

Vince chi per primo arriva a 150 punti.



```
5 POKE650,255
10 POKE36879,248:PRINT"□":CO=30720:SC=
0:CC=0
```

```

15 FORI=1TO15:M=7680+INT(RND(1)*506):P
OKEM+CO,2:POKEM,42:NEXT
20 FORI=1TO10:M=7682+RND(1)*5+((RND(1)
*5+1)*22)
25 POKEM+CO,5:POKEM,160
30 NEXT
35 FORI=1TO10:M=8185-RND(1)*5-((RND(1)
*5+1)*22)
40 POKEM+CO,6:POKEM,160
45 NEXT
50 FORI=7684TO7728STEP22:POKEI+CO,2:PO
KEI+CO+1,2:POKEI+2+CO,2
55 POKEI,81:POKEI+1,81:POKEI+1,81:NEXT
60 FORI=8135TO8181STEP22:POKEI+CO,3:PO
KEI+CO+1,3:POKEI+2+CO,3
65 POKEI,81:POKEI+1,81:POKEI+1,81:NEXT
70 POKE38400,5:POKE38905,6:POKE7680,11
4:POKE8185,113
75 C=7680:P=8185:DC=22:DP=-22:EP=0:EC=
0
80 DIMD%(3):D%(0)=1:D%(1)=22:D%(2)=-1:
D%(3)=-22
100 GETA$:IFA$=""ORA$="S"THEN150
105 EP=(A$="A")-(A$="D")+((A$="W")-(A$
="X"))*22
110 IFEP=0THEN150
111 POKE36878,5:POKE36877,230
115 DP=EP:POKEP,32:P=P+DP
117 IFP<7680ORP>8185THENP=P-DP
120 IFPEEK(P)=42THENPOKEP+CO,4:POKE368
77,140:FORI=1TO200:NEXT:CC=CC+20
125 IFPEEK(P)<>32THENP=P-DP
130 POKEP+CO,6:CH=107:IFDP=22THENCH=11
4
135 IFDP=-1THENCH=115
140 IFDP=-22THENCH=113
145 POKEP,CH
150 POKE36877,0:POKE36876,0
151 EC=DC
152 IFPEEK(C+EC)=32ANDRND(1)>.9THEN175
155 I=0
160 IFC+EC<7680THEN175
165 IFC+EC>8185THEN175

```

```

170 IFPEEK(C+EC)=32THEN200
175 I=I+1
180 IFI>8THEN195
181 IFRND(1)<.9THEN193
185 IFC<PTHENEC=D%(INT(RND(1)*2)):GOTO
160
190 EC=D%(INT(RND(1)*2+2)):GOTO160
193 EC=D%(INT(RND(1)*4))
194 GOTO160
195 EC=0:GOTO205
200 DC=EC:IFPEEK(C+DC*22)=46THENDC=-DC
:GOTO150
205 POKEC,32:C=C+EC:POKEC+CO,5:CH=107:
IFDC=22THENCH=114
210 IFDC=-1THENCH=115
215 IFDC=-22THENCH=113
220 POKEC,CH
225 IFS=0ANDR$="S"THENS=P+DP:DS=DP:POK
E36876,245:POKE36877,150
230 IFS=0THEN300
231 J=1
235 POKES,32:S=S+DS:IFPEEK(S)=32THEN26
0
236 POKE36877,130
240 IFPEEK(S)<>810RS>7910THEN255
250 FORI=1TO200:NEXT:POKES,32:SC=SC+10
255 IFS=CTHENS=SC+20:POKEC+CO,4:POKEC
,42:POKE36876,130
256 S=0:GOTO300
260 S=S-7680:Y=INT(S/22):X=S-Y*22:S=S+
7680
265 IFX=0ORX=210RY=0ORY=22THENS=0:GOTO
300
270 POKES+CO,6:POKES,46
275 J=J+1:IFJ<3THEN235
300 IFRND(1)>.9ANDS1=0THENS1=C+DC:CS=D
C:POKE36877,140:POKE36876,245
305 IFS1=0THEN400
306 J=1
310 POKES1,32:S1=S1+CS:IFPEEK(S1)=32TH
EN335
311 POKE36877,130
315 IFPEEK(S1)<>810RS1<7910THEN330

```

```

320 POKES1+CO,4:POKES1,42
325 FORI=1TO200:NEXT:POKES1,32:CC=CC+1
0
330 IFS1=PTHECC=CC+20:POKEP+CO,4:POKE
P,42:POKE36876,130
331 S1=0:GOTO400
335 S1=S1-7680:Y=INT(S1/22):X=S1-Y*22:
S1=S1+7680
340 IFX=0ORX=210RY=0ORY=22THENS1=0:GOT
O400
345 POKES,32:S=S-7680:Y=INT(S/22):X=S-
Y*22
350 S=S+7680:IFX=0ORX=210RY=0ORY=22THE
NS=0:GOTO400
355 POKES1+CO,5:POKES1,46
360 J=J+1:IFJ<3THEN310
400 IFSC<150ANDCC<150THEN100
1000 POKE650,0:FORI=1TO2000:NEXT
1005 PRINT"PUENTI:";PRINT"ITU"SC:
PRINT"COMPUTER"CC
1010 POKE36876,0:POKE36877,0:POKE36878
,0:POKE198,0

```

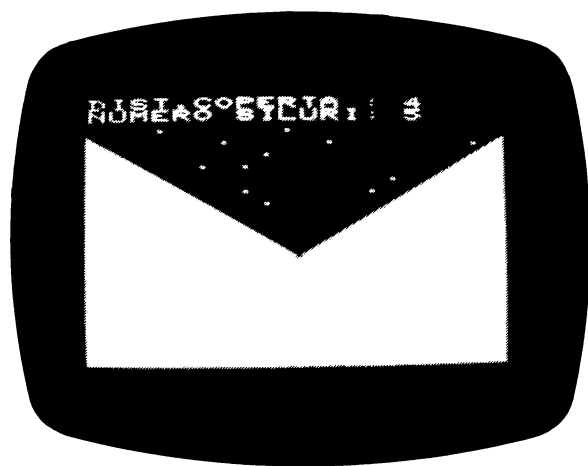
STELLA MORTALE

Porta il tuo caccia fin sopra il fosso della Stella Mortale, evitando i colpi laser nemici. Poi quando il bersaglio sarà visibile, lancia il tuo siluro e spera in un centro perfetto.

Con Z sposti il tuo caccia a sinistra
con C a destra
con M lanci il siluro.

Un qualsiasi tasto numerico ti permetterà di modificare la velocità di avvicinamento al confine.

Ricordati, non sparare troppo presto.



```

1 POKE36879,24:POKE650,129:SC=4+INT(RN
D(1)*11):SP=1:DI=0:TP=0:TL=5:CO=30720
2 PRINT"XXXXXXXXXXXXXXXXXXXXXXXXXXXX":PRINTTA
B(SC)"███"
3 PRINTCHR$(28)"███
"
4 PRINT"███DIST.COPERTA : "
5 PRINT"███"

```



```

2015 FORI=1TO250:NEXT
2020 POKE36879,120:FORI=1TO250:NEXT:PO
KE36879,40
2025 FORI=1TO250:NEXT
2030 POKE36879,8:PRINT"IL REI MORTO !!!
!!!!"
2050 REM ***KABOOM***
2100 END
2500 FORI=7998TO8152STEP22
2501 IFI=TPORI=TP+23THENH=1
2510 POKEI+CO,2:POKEI,103:NEXT
2515 FORI=1TO100:NEXT
2520 FORI=7998TO8152STEP22
2530 POKEI,32:NEXT
2535 IFH=1THEN1200
2540 IFSC=90ORSC=10THEN2000
2550 RETURN
3000 POKETP,T(1):POKETP+22,T(2)
3001 POKETP+23,T(3)
3010 TP=TP-22
3020 IFTP<7724THEN3200
3030 IF(TP=7998ORTP=7999)ANDSP>5ANDDI>
525THEN4000
3031 IFPEEK(TP)=160ORPEEK(TP)=46THENZ(
1)=128
3032 IFPEEK(TP+22)=160ORPEEK(TP+22)=46
THENZ(2)=128
3034 IFPEEK(TP+23)=160ORPEEK(TP+23)=46
THENZ(3)=128
3035 T(1)=PEEK(TP)
3036 T(2)=PEEK(TP+22)
3038 T(3)=PEEK(TP+23)
3040 POKETP+CO,0:POKETP,103+Z(1):POKET
P+22+CO,0:POKETP+22,106+Z(2):POKETP+23+
CO,0
3045 POKETP+23,101+Z(3)
3050 RETURN
3200 TP=0:FORI=1TO3:Z(1)=0:NEXT:H=0
3201 RETURN
4000 FORI=1TO5
4005 POKE7954+CO,7:POKE7954,213:POKE79
55+CO,2:POKE7955,201
4010 POKE7976+CO,7:POKE7976,202:POKE79
77+CO,7:POKE7977,203
















```

```

4020 FORJ=1TO250:NEXTJ
4030 POKE7954+CO,2:POKE7954,213:POKE79
55+CO,2:POKE7955,201
4040 POKE7976+CO,2:POKE7976,202:POKE79
77+CO,2:POKE7977,203
4050 NEXT
4060 FORI=1TO10
4100 POKE36879,120:FORJ=1TO250:NEXT:PO
KE36879,40
4110 FORI1=1TO180:NEXT
4120 NEXT
4200 POKE36879,8:PRINT"👤BRAVO! CE L'H
AI FATTA"
4210 PRINT"👤 HAI DISTRUTTO LA 🌌STELLA
MORTALE!"
4220 PRINT"E HAI SALVATO LA TERRA"
4300 REM **END**
4310 END

```

PRINCIPALI TASTIERE E CORRETTORI

SIMBOLO	TASTO CORRISPONDENTE
	CTRL+1
	CTRL+2
	CTRL+4
	CTRL+5
	CTRL+6
	CTRL+7
	CTRL+8
	CRSR DOWN
	CRSR UP
	CRSR RIGHT
	CRSR LEFT .
	CTRL+RVS ON
	CTRL+RVS OFF
	HOME
	SHIFT+CLR

I giochi: quanti hanno cominciato proprio da qui a interessarsi di Personal Computer?

È il modo più divertente e, apparentemente, meno "produttivo" di avvicinarsi ad un calcolatore, ma nascondono programmi raffinati e complessi che presuppongono una precisa conoscenza della macchina e delle tecniche di programmazione.

Questo libro ne presenta diversi di diversa difficoltà: due parole su come si gioca e poi il listato del programma.

Giocare è facile, meno facile capire che cosa fa il programma; ma per qualcuno, più probabilmente per i giovanissimi, la curiosità di spiegarsi come fa un razzo a muoversi sul video e un missile a colpirlo inesorabilmente, può diventare uno stimolo non trascurabile ad affrontare un manuale di BASIC e poi a scoprire i segreti di questi programmi.

Buon divertimento!

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GIOCHI GIOCHI GIOCHI PER IL VOSTRO VIC20

Mark Ramshaw



**GRUPPO
EDITORIALE
JACKSON**