S U R R O U N D

Surround uses the normal (one page display) CHIP-8 Inter-
preter, with the program beginning at 0200.

Upon switching to RUN, the screen will be blank, and you must
select one of two options. Key "1" will select a border to
be drawn around the playing field, and key "2" will opt for
full wrap-around with no border.

The object is to hit as many targets as possible. You control
a snake-like trail (80 bits long) and can direct its forward
movement by pressing Keys 2, 4, 6, or 8. The trail continues
to move in the selected direction until you change it.

After reaching the maximum length, the "snake" begins to dis-
appear from behind, but always remains at its full length from
then on.

If you hit a target, you score 10 points. The score is dis-
played (yours on the left of the screen, the VIP's on the
right). When the action restarts after a hit, the target is
removed and your trail will start to move in the direction
last selected.

If you hit anything other than a target (the border, for example,
or your own trail), the computer scores 20 points. If you
think this is unfair, see the instructions given later for
modifying the program - but who said computer games have to
be fair? At this point, the trail will "eat" itself backward
to its beginning, the score is displayed, and the round starts
over with a trail of zero length. Remember that the computer
scores if you run into a wall or into your own trail...if you
are going up and press the down key, you run into yourself!
And the computer scores.

Whoever (you or the VIP) scores 100 points first is the winner.
This is indicated by a flashing block over the winning score.
Press Key "F" to restart; the screen will go blank and you