

affecting previously programmed sections. Space Wars was programmed in exactly this manner. The routines together required about ten hours to write and debug (Of course, I spent twice that much time - at least - playing Dr. Frankenstein. My Star ship was continually being obliterated by the monster I had created!)

The first instruction, at 0300, passes control to the message routines for displaying the title. Use of the CHIP-8 Messenger will enhance your game programming, and it is utilized liberally in Space Wars as well.

In locations 0302-0304, all the variables from the data array (at location 05F0) are initialized. The phaser sight are constructed in 0306-032E using the "brute force" (as opposed to the "clever") method. I prefer to get the "housekeeping" chores done and out of the way first, leaving more time for the parts of the programming that really matter. Use of a data array will be discussed in "Surround", and you may want to peek ahead and look at that section.

Locations 0332-0352 are practically identical to the use in many VIP games of Keys 2, 4, 6, and 8. The difference here is in the effect of each key.

In the VIP Manual's game TANK, for example, when you press a key, you indicate the direction in which you want to move a pattern on the screen. Here, in Star Wars, I wanted the player to have the effect of looking through a phaser sight, so that to bring the target into range, it is necessary to press the key in the direction you want to move to accomplish that objective, rather than pressing a key which would move the target to where you wanted it to be.

Obviously, the phaser sights do not actually move. Only the target does. And to give the appearance of phaser sight