**BASIC**

**COMPUTER**

**GAMES**

MICROCOMPUTER EDITION

101 Great Games to Play on Your Home Computer.

By yourself or with others. Each complete with

Programming and sample run. Edited by David H. Ahl

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Program Conversion by Steve North

Illustrations by George Beker

All of the programs listed here run without error, in Microsoft Basic Version 3.0 or higher. While most users will encounter no problems in entering and running te games, some microcomputer Basics may require program conversion. If you are a newcomer o personal computing , do not attempt to enter the longest program first. This will only result in frustration and confusion. You must become familiar with your Basic’s capabilities and limitations before attempting one of the longer programs.

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**Dartmouth College**. For recognizing games as a legitimate educational tool and allowing them to be written and played on the Dartmouth timesharing system.

**Microcomputer Manufacturers**. For putting computer games within the reach of every American in the comfort of their own home.

**Contents**

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**Introduction**

You’re seated in a heavily padded chair which is vibrating ever so slightly. All of a sudden you feel a cold and your view screen, which has previously been black, shows the receding form of the lunar command module. It will continue to orbit around the moon two hundred miles up while you land your LEM and explore the moon. Your viewscreen now shows that you are beginning to tumble, so you hit the button on your right joystick to give a short burst on the starboard stabilization rockets. A few more short bursts right, left, then right again and your viewscreen shows that you’ve stabilized your craft and that you’re headed smoothly, if rather rapidly, toward the lunar surface. In panic you realize that you’ve taken a long time with your stabilizing maneuvers so you jab the retro rockets firing control on full. Your viewscreen is now obscured by the flames so you switch to a computer display which shows your spacecraft and it’s position as you approach the moon. You manage to slow your crat however, you see that you’re heading for the side of a crater and you don’t have enough time for positional maneuvers. You switch your viewscreen back on and hope for the best. Unfortunately, the crater walls ae steep and one leg of your LEM mk4es contact before the others. It buckles and the craft topples over. At this, Mission Control in Houston sends you a radio message, “Ground telemetry records severe craft damage. You have 13.2 days of oxygen. Information on rescue attempt to follow. Don’t panic.”

You punch another button on your console and your screen lights up, “Lunar Landing Simulation complete. Try again?” You lean back in your easy chair, palms moist with perspiration and type, “No. Get Football.” A moment later a referee and the hulking shape of Roger Staubach appears on the screen. The ref turns and asks you, “Heads or tails?”

Far-fetched? Not at all. Technologically this is all possible today. From an economic standpoint it will take a few more years before systems with these capabilities are within reach of the average consumer. But even today some amazing games are possible with the current breed of home computers. That’s what this book is all about, games for home computers, minis, timesharing systems and even large mainframes—in short, any computer that speaks Basic.

Computer games are not a new phenomenon. Back in 1952 shortly after the first commercial computers were introduced, A. L. Samuel at IBM wrote a checkers program for the IBM 701. It was written with the idea that a great deal could be learned about the human though process if one could simulate it on a computer. This also was the reason that Newell Shaw and Simon a few years later at Rand Corporation wrote the first computer chess program. But even to those uninitiated in the field of artificial intelligence research, these programs were great fun as games even if they didn’t play outstanding chess or checkers.

But while these programs were being written as part of research projects, a much larger group of people were furtively writing and playing games at lunchtime and before and after work on their employers computers. There were at least two or three of these fanatical game players, sometimes more, at each computer installation of any size. The advent of the minicomputer and timesharing networks in the early 1960s expanded this community of computer hackers and by 1966 they were meeting at various professional society meetings and laying out plans for a computer chess tournament.

The hard core of the hackers, the real cultists, were those that were into Spacewar. Originally written by some hackers at the MIT EE Department back in 1961-62 for a DEC PDP-1, the first minicomputer, Spacewar spawned a fanatical community of hackers who played, modified, improved and experimented with it.

“Ah, Spacewar, Reliably at any nighttime moment, hundreds of computer technicians are effectively out of their bodies, computer-projected onto CRT display screens, locked in life-or-death space combat for hours at a time, ruining their eyes, numbing their fingers in frenzied mashing of control buttons, joyously slaying their friends and wasting their employers’ valuable computer time. Something basic is going on.” (Stewart Brand in *// Cybernetic Frontiers*.)”