

'This program only for entertainment purpose. This program developed by Aman Sah.

```
DECLARE SUB body ()
DECLARE SUB control ()
DECLARE SUB mad ()
    body
    mad
    control
SCREEN 12
END
```

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SUB body
SCREEN 12
OPEN "data.txt" FOR INPUT AS #1
    p = 2
    PRINT " "
    PRINT " "
    PRINT "====="
    PRINT " "

    WHILE NOT EOF(1)
        p = p + 1
        COLOR p
        INPUT #1, q$
        PRINT q$

    WEND
    COLOR 14
    PRINT "====="
CLOSE #1
PRINT "start game (y/n)"
DO
    INPUT SA$
    IF SA$ <> "y" AND SA$ <> "Y" THEN END
LOOP UNTIL UCASE$(SA$) = "Y"
CLS
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LINE (1, 1)-(640, 600), 9, BF
LINE (283, 33)-(298, 110), 2, BF
LINE (284, 160)-(299, 240), 1, BF
LINE (204, 129)-(282, 142), 4, BF
LINE (300, 129)-(379, 143), 14, BF
LINE (267, 10)-(316, 110), , B
LINE (267, 160)-(316, 257), , B
LINE (185, 110)-(282, 160), , B
LINE (299, 110)-(398, 160), , B
LINE (268, 49)-(282, 64), 2, BF 'l green
LINE (299, 33)-(315, 49), 2, BF 'r green
LINE (268, 225)-(281, 240), 1, BF 'l blue
LINE (300, 209)-(314, 225), 1, BF 'r blue
LINE (204, 111)-(218, 127), 4, BF ' u red
LINE (220, 144)-(234, 159), 4, BF 'd red
LINE (364, 144)-(379, 159), 14, BF 'd yellow
LINE (348, 111)-(363, 128), 14, BF 'u yellow
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a = 16: D = 203: E = 316: f = 176: c = 282: B = 128: g = 283

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FOR i = 1 TO 5
    a = a + 16
    LINE (268, a)-(316, a)
    LINE (267, f)-(316, f)
    f = f + 16
    LINE (D, 110)-(D, 160)
    D = D + 16
    LINE (E, 110)-(E, 160)
    E = E + 16
NEXT i
FOR i = 1 TO 2
    LINE (c, 10)-(c, 112)
    c = c + 17
    LINE (185, B)-(281, B)
    LINE (299, B)-(398, B)
    B = B + 15
    LINE (g, 160)-(g, 258)
    g = g + 16
NEXT i

t$ = "b 1250 b d100 u30 r15 d30 13 u15 19 d15 13 u19 r12 u7 19d d7 b  r25
d18 u30 d11 b r10 h10 b r20 g10 b r10 d20 u30 d29 b r15  u30 r15 d30 13
u15 19 d15 13 u19 r12 u7 19d d7 b  r25 d18 u30 d11 u10 d26 b r26 h25 b
r26 d30 b d30 b 1130 r15 d10 u10 115 d19 r15 d19 115 u10 b r30 d10 b r1
u30 r15 d30 13 u15 19 d15 13 u19 r12 u7 19d d7 b  r25 d18 u40 r5 d20 r15
u20 r5 d40 115 u15 15 d15 15 "

DRAW "c4 x" + VARPTR$(t$)
LINE (27, 10)-(155, 50), , B
LOCATE 3, 12: PRINT CHR$(25)
LOCATE 2, 5: PRINT "Write your NAME"
END SUB

SUB control

    COLOR 4
    LOCATE 5, 5: LINE INPUT NA$
    LINE (27, 10)-(155, 50), 9, BF
    LOCATE 5, 5: PRINT UCASE$(NA$)
    IF UCASE$(NA$) = "N" OR UCASE$(NA$) = "NO" OR UCASE$(NA$) = "END" OR
    UCASE$(NA$) = "Q" THEN END
    COLOR 14
    LOCATE 3, 65: PRINT CHR$(25)
    LOCATE 2, 59: PRINT "Write your NAME"
    LOCATE 5, 54: LINE INPUT NAA$
    NAAA$ = UCASE$(NAA$)
    LINE (400, 10)-(600, 50), 9, BF
    LOCATE 5, 54: PRINT NAAA$
    IF NAAA$ = "Q" OR NAAA$ = "N" OR NAAA$ = "END" OR NAAA$ = "NO" THEN END
    CONST sp = " ": xx = 10: yy = 47
    SCREEN 12
    x = 8: y = 27

z:
    COLOR 4
    LINE (387, 45)-(515, 64), 9, BF
    LOCATE 4, 3: PRINT "1st player turn"
    LOCATE 3, 3: PRINT "ENTER"

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LINE (468, 27)-(515, 49), 9, BF
LINE (296, 299)-(341, 333), 4, B
LINE (298, 297)-(339, 335), 4, B
LINE (300, 296)-(337, 330), 4, B
DO
DO: LOOP WHILE INKEY$ = ""
k$ = INKEY$
LOOP WHILE k$ = null$ + CHR$(13)
RANDOMIZE TIMER
  r1 = INT(RND * 6) + 1
  '=====

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LOCATE 20, 40: PRINT r1
  '=====
  IF r1 = 6 AND r2 = 6 THEN
    GOTO m
  ELSEIF r1 = 6 AND r2 <> 6 THEN
    GOTO x
  ELSEIF r1 <> 6 AND r2 = 6 THEN
    GOTO W
  ELSEIF r1 <> 6 AND r2 <> 6 THEN
    GOTO y
  END IF

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y:

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LINE (204, 111)-(218, 127), 4, BF      ' u red
COLOR 14
LOCATE 4, 50: PRINT "2nd player turn"
LINE (12, 45)-(155, 64), 9, BF
LINE (12, 27)-(59, 49), 9, BF
LOCATE 3, 60: PRINT "SPACE"
LINE (296, 299)-(341, 333), 14, B
LINE (298, 297)-(339, 335), 14, B
LINE (300, 296)-(337, 330), 14, B
DO
DO: LOOP WHILE INKEY$ = ""
k$ = INKEY$
LOOP WHILE k$ = sp
RANDOMIZE TIMER
r2 = INT(RND * 6) + 1
  LOCATE 20, 40: PRINT r2
  IF r1 = 6 AND r2 = 6 THEN
    GOTO m
  ELSEIF r1 = 6 AND r2 <> 6 THEN
    GOTO x
  ELSEIF r1 <> 6 AND r2 <> 6 THEN
    GOTO z
  ELSEIF r1 <> 6 AND r2 = 6 THEN
    GOTO W
  END IF

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x:

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LINE (364, 144)-(379, 159), 14, BF      'd yellow
COLOR 4
LINE (387, 45)-(515, 64), 9, BF
LOCATE 4, 3: PRINT "1st player turn"

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LOCATE 3, 3: PRINT "ENTER"
LINE (468, 27)-(515, 49), 9, BF
  LINE (296, 299)-(341, 333), 4, B
LINE (298, 297)-(339, 335), 4, B
LINE (300, 296)-(337, 330), 4, B
DO
DO: LOOP WHILE INKEY$ = ""
k$ = INKEY$
LOOP WHILE k$ = null$ + CHR$(13)
LOCATE x, y: PRINT " "
r = INT(RND * 6) + 1
LOCATE 20, 40: PRINT r
FOR i = 1 TO r
IF x = 8 AND (y >= 25 AND y <= 33) THEN
y = y + 2
ELSEIF y = 35 AND (x <= 8 AND x >= 3) THEN
x = x - 1
  ELSEIF x = 2 AND (y >= 35 AND y <= 37) THEN
y = y + 2
ELSEIF y = 39 AND (x >= 2 AND x <= 7) THEN
x = x + 1
ELSEIF x = 8 AND (y >= 37 AND y <= 47) THEN
y = y + 2
ELSEIF y = 49 AND (x >= 8 AND x <= 9) THEN
x = x + 1
  ELSEIF x = 10 AND (y >= 41 AND y <= 49) THEN
y = y - 2
  ELSEIF y = 39 AND (x >= 10 AND x <= 15) THEN
x = x + 1
ELSEIF x = 16 AND y >= 37 AND y <= 39 THEN
y = y - 2
ELSEIF x >= 11 AND x <= 16 AND y = 35 THEN
x = x - 1
ELSEIF x = 10 AND y >= 27 AND y <= 37 THEN
y = y - 2
ELSEIF x >= 10 AND x <= 11 AND y = 25 THEN
x = x - 1
ELSEIF x = 9 AND y >= 25 AND y <= 35 THEN
y = y + 2
ELSEIF x = 9 AND y = 37 THEN
  LOCATE 11, 29: PRINT "      G A M E"
  LOCATE 13, 29: PRINT "      O V E R "
  LOCATE 15, 29: PRINT " W I N N E R "; UCASE$(NA$)
LINE (210, 140)-(400, 280), 5, B
LINE (207, 137)-(397, 283), 6, B
END
  END IF
IF x = xx AND y = yy THEN
xx = 10: yy = 47
END IF
NEXT
      COLOR 4
LOCATE x, y: PRINT CHR$(2)
IF r1 = 6 AND r2 <> 6 THEN
GOTO y
END IF

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W:

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COLOR 14
  LINE (12, 45)-(155, 64), 9, BF
LOCATE 4, 50: PRINT "2nd player turn"
LINE (12, 27)-(59, 49), 9, BF
LOCATE 3, 60: PRINT "SPACE"
LINE (296, 299)-(341, 333), 14, B
LINE (298, 297)-(339, 335), 14, B
LINE (300, 296)-(337, 330), 14, B
DO
DO: LOOP WHILE INKEY$ = ""
k$ = INKEY$
LOOP WHILE k$ = sp

LINE (364, 144)-(379, 159), 14, BF

'd yellow

LOCATE xx, yy: PRINT " "
RANDOMIZE TIMER
rr = INT(RND * 6) + 1
LOCATE 20, 40: PRINT rr

FOR i = 1 TO rr
IF xx = 10 AND (yy >= 41 AND yy <= 49) THEN
  yy = yy - 2
ELSEIF yy = 39 AND (xx >= 10 AND xx <= 15) THEN
  xx = xx + 1
  ELSEIF xx = 16 AND yy >= 37 AND yy <= 39 THEN
    yy = yy - 2
  ELSEIF xx >= 11 AND xx <= 16 AND yy = 35 THEN
    xx = xx - 1
  ELSEIF xx = 10 AND yy >= 27 AND yy <= 37 THEN
    yy = yy - 2
  ELSEIF xx >= 9 AND xx <= 11 AND yy = 25 THEN
    xx = xx - 1
ELSEIF xx = 8 AND (yy >= 25 AND yy <= 33) THEN
  yy = yy + 2
  ELSEIF yy = 35 AND (xx <= 8 AND xx >= 3) THEN
    xx = xx - 1
    ELSEIF xx = 2 AND (yy >= 35 AND yy <= 37) THEN
      yy = yy + 2
ELSEIF yy = 39 AND (xx >= 2 AND xx <= 7) THEN
  xx = xx + 1
ELSEIF xx = 8 AND (yy >= 37 AND yy <= 47) THEN
  yy = yy + 2
ELSEIF yy = 49 AND (xx = 8) THEN
  xx = xx + 1
ELSEIF xx = 9 AND yy <= 49 AND yy >= 39 THEN
  yy = yy - 2
ELSEIF xx = 9 AND yy = 37 THEN
  LOCATE 11, 29: PRINT "      G A M E"
  LOCATE 13, 29: PRINT "      O V E R "
  LOCATE 15, 29: PRINT " W I N N E R "; UCASE$(NAA$)
  LINE (210, 140)-(400, 280), 5, B
  LINE (207, 137)-(397, 283), 6, B
END
END IF
IF xx = x AND yy = y THEN
  x = 8: y = 27
END IF

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NEXT
COLOR 14
LOCATE xx, yy: PRINT CHR$(2)
    IF r1 <> 6 AND r2 = 6 THEN
        GOTO z
    END IF

m:
LINE (296, 299)-(341, 333), , B
LINE (298, 297)-(339, 335), , B
LINE (300, 296)-(337, 330), , B
LINE (12, 27)-(60, 49), 9, BF
LINE (468, 27)-(517, 49), 9, BF

DO
DO: LOOP WHILE INKEY$ = " "
SCREEN 12

RANDOMIZE TIMER
r = INT(RND * 6) + 1
rr = INT(RND * 6) + 1

SELECT CASE k$
CASE null$ + CHR$(13)
    LOCATE 20, 40: PRINT r
    COLOR 14
    LINE (12, 45)-(155, 64), 9, BF
    LINE (26, 62)-(160, 81), 9, BF

    LOCATE 4, 50: PRINT "2nd player turn"
    LOCATE 5, 54: PRINT UCASE$(NAA$)

FOR i = 1 TO r
    IF x = 8 AND (y >= 25 AND y <= 33) THEN
        y = y + 2
    ELSEIF y = 35 AND (x <= 8 AND x >= 3) THEN
        x = x - 1
    ELSEIF x = 2 AND (y >= 35 AND y <= 37) THEN
        y = y + 2
    ELSEIF y = 39 AND (x >= 2 AND x <= 7) THEN
        x = x + 1
    ELSEIF x = 8 AND (y >= 37 AND y <= 47) THEN
        y = y + 2
    ELSEIF y = 49 AND (x >= 8 AND x <= 9) THEN
        x = x + 1
    ELSEIF x = 10 AND (y >= 41 AND y <= 49) THEN
        y = y - 2
    ELSEIF y = 39 AND (x >= 10 AND x <= 15) THEN
        x = x + 1
    ELSEIF x = 16 AND y >= 37 AND y <= 39 THEN
        y = y - 2
    ELSEIF x >= 11 AND x <= 16 AND y = 35 THEN
        x = x - 1
    ELSEIF x = 10 AND y >= 27 AND y <= 37 THEN
        y = y - 2
    ELSEIF x >= 10 AND x <= 11 AND y = 25 THEN
        x = x - 1
    ELSEIF x = 9 AND y >= 25 AND y <= 35 THEN
        y = y + 2
    ELSEIF x = 9 AND y = 37 THEN

        LOCATE 11, 29: PRINT "          G A M E"

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LOCATE 13, 29: PRINT "          O V E R "
LOCATE 15, 29: PRINT " W I N N E R ";

UCASE$(NA$)

LINE (210, 140)-(400, 280), 5, B
LINE (207, 137)-(397, 283), 6, B
END

END IF

IF x = xx AND y = yy THEN
xx = 10: yy = 47
END IF

NEXT
CASE sp

COLOR 4

LOCATE 20, 40: PRINT rr

LINE (387, 45)-(515, 64), 9, BF
LINE (387, 62)-(515, 81), 9, BF

LOCATE 4, 3: PRINT "1st player turn"
LOCATE 5, 5: PRINT UCASE$(NA$)

FOR i = 1 TO rr
  IF xx = 10 AND (yy >= 41 AND yy <= 49) THEN
    yy = yy - 2
  ELSEIF yy = 39 AND (xx >= 10 AND xx <= 15) THEN
    xx = xx + 1
  ELSEIF xx = 16 AND yy >= 37 AND yy <= 39 THEN
    yy = yy - 2
  ELSEIF xx >= 11 AND xx <= 16 AND yy = 35 THEN
    xx = xx - 1
  ELSEIF xx = 10 AND yy >= 27 AND yy <= 37 THEN
    yy = yy - 2
  ELSEIF xx >= 9 AND xx <= 11 AND yy = 25 THEN
    xx = xx - 1
  ELSEIF xx = 8 AND (yy >= 25 AND yy <= 33) THEN
    yy = yy + 2
  ELSEIF yy = 35 AND (xx <= 8 AND xx >= 3) THEN
    xx = xx - 1
  ELSEIF xx = 2 AND (yy >= 35 AND yy <= 37) THEN
    yy = yy + 2
  ELSEIF yy = 39 AND (xx >= 2 AND xx <= 7) THEN
    xx = xx + 1
  ELSEIF xx = 8 AND (yy >= 37 AND yy <= 47) THEN
    yy = yy + 2
  ELSEIF yy = 49 AND (xx = 8) THEN
    xx = xx + 1
  ELSEIF xx = 9 AND yy <= 49 AND yy >= 39 THEN
    yy = yy - 2
  ELSEIF xx = 9 AND yy = 37 THEN

    LOCATE 11, 29: PRINT "          G A M E"
    LOCATE 13, 29: PRINT "          O V E R "
    LOCATE 15, 29: PRINT " W I N N E R "; UCASE$(NAA$)

    LINE (210, 140)-(400, 280), 5, B

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                LINE (207, 137)-(397, 283), 6, B
                END
        END IF
        IF xx = x AND yy = y THEN
            x = 8: y = 27
        END IF
    NEXT

CASE ELSE
END SELECT
LOCATE x, y: PRINT CHR$(2): LOCATE xx, yy: PRINT CHR$(2): LOCATE x, y:
PRINT " ": LOCATE xx, yy: PRINT " "
k$ = INKEY$: LOOP UNTIL UCASE$(k$) = "Q" OR k$ = CHR$(27)
END SUB

SUB mad
j = 180: l = 350

FOR i = 1 TO 2
    FOR k = 1 TO 5
        CIRCLE (j, 40), 1 + 2 * k, 4, 0
        CIRCLE (j, 80), 1 + 2 * k, 4, 0
        CIRCLE (l, 200), 1 + 2 * k, 14, 0
        CIRCLE (l, 240), 1 + 2 * k, 14, 0
    NEXT
    j = j + 50: l = l + 50
NEXT
END SUB

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