GEEK VINTAGE

DOES...

ZX Spectrum

LOGO

MATTEL ELECTRONICS
AQUARIUS

BLUE EDIT · RED CAPS LOCK · MAGENTA TRUE VIDEO

16K PROGRAMS
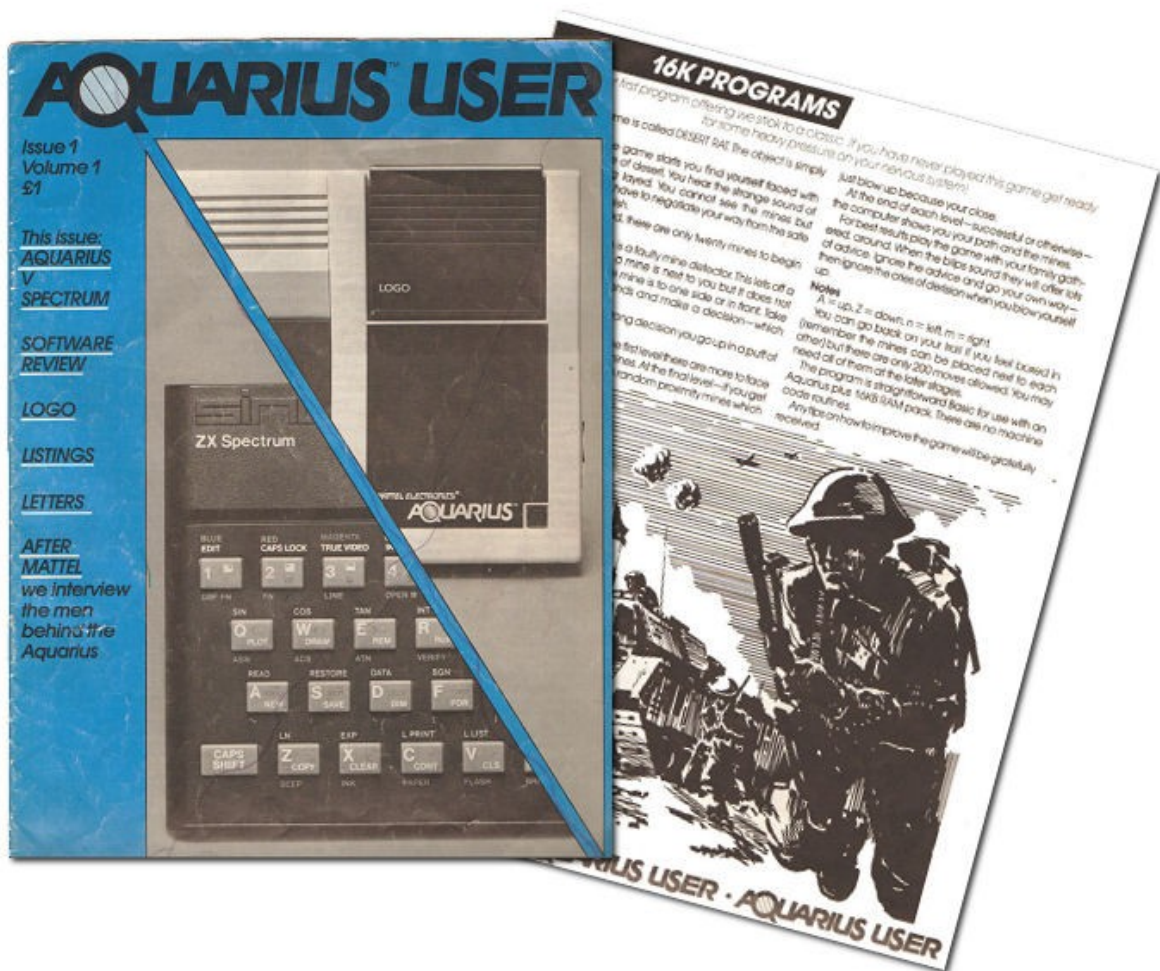
The Aquarius User Magazine
Type In Program - Desert Rat
For the Mattel Aquarius

16K PROGRAMS

For our first program offering we stick to a classic. If you have never played this game get ready for some heavy pressure on your nervous system!

The game is called DESERT RAT. The object is simply to survive.

When the game starts you find yourself faced with an expanse of desert. You hear the strange sound of mines being layed. You cannot see the mines but nevertheless have to negotiate your way from the safe zone to the finish.

Be heartened, there are only twenty mines to begin with.

Your only help is a faulty mine detector. This lets off a blip noise when a mine is next to you but it does not let you know if the mine is to one side or in front. Take your life in your hands and make a decision—which way to move next.

If you make the wrong decision you go up in a puff of red smoke.

If you get through the first level there are more to face with more and more mines. At the final level—if you get that far—there are also random proximity mines which just blow up because your close.

At the end of each level—successful or otherwise— the computer shows you your path and the mines.

For best results play the game with your family gathered. around. When the blips sound they will offer lots of advice. Ignore the advice and go your own way— then ignore the cries of derision when you blow yourself up.

Notes
A = up, Z = down, n = left, m = right.

You can go back on your trail if you feel boxed in (remember the mines can be placed next to each other) but there are only 200 moves allowed. You may need all of them at the later stages.

The program is straightforward Basic for use with an Aquarius plus 16KB RAM pack. There are no machine code routines.

Any tips on how to improve the game will be gratefully received.
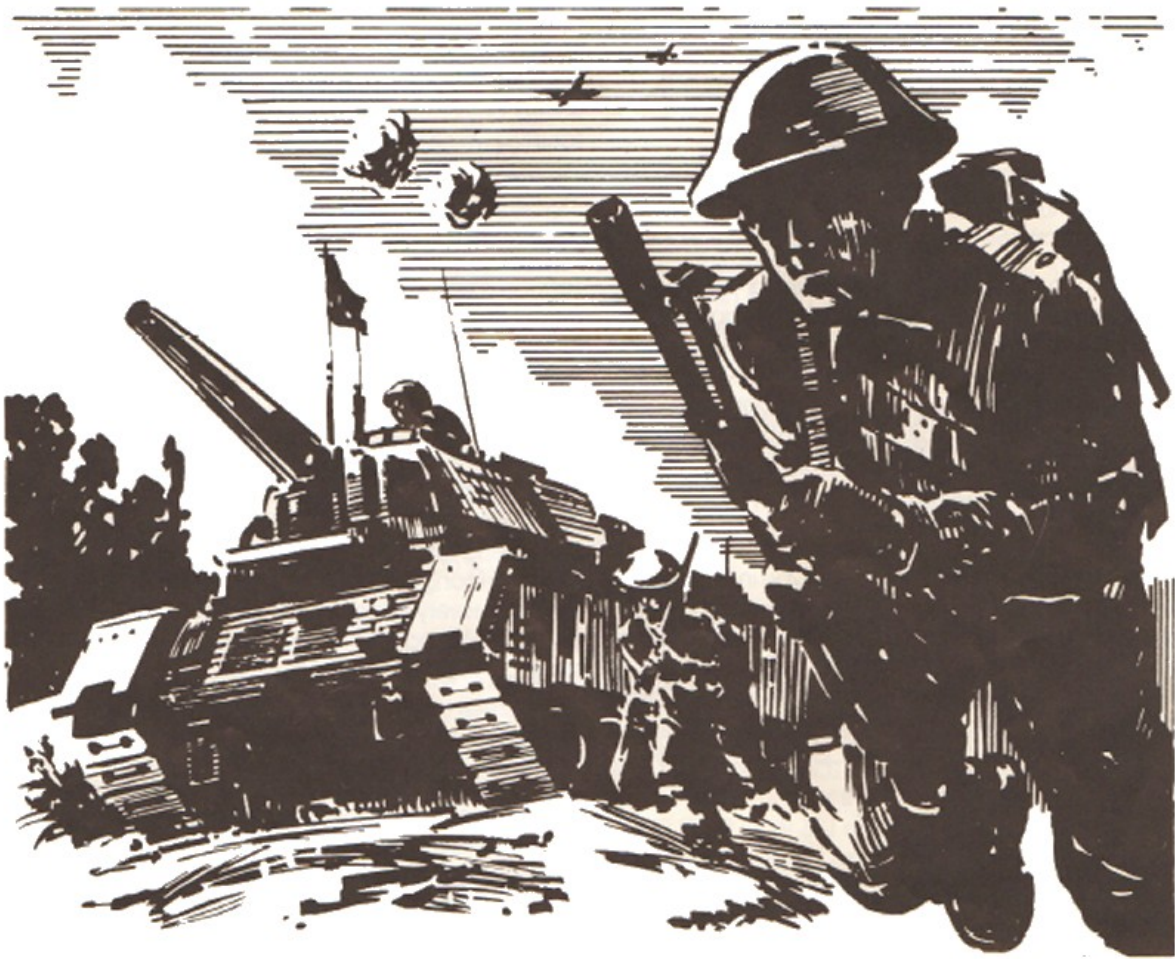
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380 LEV=1:PR=0:DIMA(50),J(201)
399 REM instructions
400 PRINTCHR$(11)
405 FORX=13352T014311:POKEX,112:NEXT
410 PRINTTAB(9)"D E S E R T   R A T"
412 FORX=13401T013420:POKEX,1*16+12:NEXT
415 PRINT
420 PRINTTAB(3)"Your mission is to find
a clear"
425 PRINTTAB(3)"path across the minefiel
d."
430 PRINTTAB(3)"The only aid you have is
a"
435 PRINTTAB(3)"primitive detector which
will"
440 PRINTTAB(3)"bleep if a mine is next
to you."
445 PRINTTAB(3)"You only have 200 moves
to".
450 PRINTTAB(3)"complete your mission."
455 PRINT
460 PRINTTAB(14)"CONTROLS"
465 PRINT
468 FORX=13806T013816:POKEX,1*16+12:NEXT
470 PRINTTAB(9)"A = UP    Z = DOWN"
475 PRINT
480 PRINTTAB(9)"N = LEFT   M = RIGHT"
485 PRINT
490 PRINTTAB(14)"TANK = ":CHR$(143)
495 PRINT
500 PRINTTAB(8)"PRESS ANY KEY TO START"
505 POKE14153,0
510 S$=INKEY$:IFS$=""THENGOTO510
515 Z=1:TP=13166:J(0)=TP:RESTORE
520 UN=48:TE=48:HU=48
525 REM draw screen
530 PRINTCHR$(11)
535 FORX=13312T013351:POKEX,4:NEXT
540 FORX=13352T014311:POKEX,2:NEXT
545 FORX=13432T014191:POKEX,3:NEXT
550 PRINTTAB(13):"SAFE ZONE"
555 PRINT"FINISH"
560 FORX=0T019:PRINT:NEXT
565 PRINT"MOVES = ";
570 PRINT"   LEVEL =";LEV:
575 PRINT"    START "
580 FORX=14260T014268:POKEX,7:NEXT
585 FORX=13366T013374:POKEX,7:NEXT
590 FORX=13392T013399:POKEX,7:NEXT
595 FORX=14233T014243:POKEX,7:NEXT
600 FORX=14247T014255:POKEX,7:NEXT
605 POKE13244,10:POKE13249,32
610 POKE13400,5:POKETP,143:X=1274:
615 REM print laying mines
620 DATA76,65,89,73,78,71
625 DATA32,77,73,78,69,83
630 FORD=0T011:READY:POKEX,Y:X=X+1:NEXT
635 GOSUB1000
640 FORX=12741T012755:POKEX,32:NEXT
699 REM keyboard scan
700 A$=INKEY$:IFA$=""THENGOTO700
705 LP=TP
710 IFA$="a"THENTP=TP-40:GOTO800
715 IFA$="z"THENTP=TP+40:GOTO800
720 IFA$="n"THENTP=TP-1:GOTO800
725 IFA$="m"THENTP=TP+1:GOTO800
730 GOTO700
799 REM mov tank
800 IFTP<12328THENTP=LP:GOTO700
802 IFTP<12376THENTP=LP:GOTO700
805 IFTP>13167THENTP=LP:GOTO700
810 IFA$="a"THENTK=143
815 IFA$="z"THENTK=159
820 IFA$="n"THENTK=158
825 IFA$="m"THENTK=142
830 J(Z)=TP:Z=Z+1:POKETP,TK
835 POKELP,32:POKELP+1024,6
836 GOSUB6000
840 IFTP=12376THENR=1:GOTO7000
845 GOSUB2000
850 IFPR=1THENGOSUB900
855 GOTO700
899 REM proximity detonation
900 DT=INT(50*RND(1))
905 IFTP-1=A(DT)THENGOTO4000
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910 IFTP+1=A(DT)THENGOTO4000
915 IFTP+40=A(DT)THENGOTO4000
920 IFTP-40=A(DT)THENGOTO4000
925 RETURN
999 REM allocate mines
1000 IFLEV=1THENCOUNT=20
1005 IFLEV=2THENCOUNT=30
1010 IFLEV=3THENCOUNT=35
1015 IFLEV=4THENCOUNT=40
1020 IFLEV=5THENCOUNT=50
1025 FORRN=0TOCOUNT
1030 RM=INT(13167*RND(1)+1)
1035 IFRM<12408THENGOTO1030
1040 IFRM=13166THENGOTO1030
1045 A(RN)=RM:SOUND(20,20):NEXT RN
1050 RETURN
1399 REM mine collision
2000 FORSE=0TOCOUNT
2005 IFA(SE)=TPTHENGOTO4000
2010 IFA(SE)=TP-1THENGOTO3000
2015 IFA(SE)=TP+1THENGOTO3000
2020 IFA(SE)=TP-40THENGOTO3000
2025 IFA(SE)=TP+40THENGOTO3000
2030 NEXT SE:RETURN
2999 REM detector warning
3000 SOUND(60,20):GOTO700
3999 REM tank explosion
4000 POKETP,213:GOSUB5000
4005 POKETP,209:POKETP-40,209
4010 POKETP-41,209:POKETP-39,209
4015 GOSUB5000
4020 POKETP,208:POKETP-41,208
4025 POKETP-39,208:POKETP-40,208
4030 GOSUB5000
4035 POKETP+1024,1:POKETP-39+1024,1
4040 POKETP-41+1024,1:POKETP-40+1024,1
4045 GOSUB5000
4050 POKETP,32:POKETP-40,32
4055 POKETP-41,32:POKETP-39,32
4060 POKETP+1024,3:POKETP-39+1024,3
4065 POKETP-40+1024,3:POKETP-41+1024,3
4070 R=0:GOTO7000
4999 REM delay loop
5000 FORX=0T050:SOUND(1,300):NEXT
5005 RETURN
5999 REM moves score
6000 UN=UN+1
6005 IFUN=58THENUN=48:TE=TE-1
6010 IFTE=58THENUN=48:TE=48:HU=HU+1
6015 IFHU=58THENGOTO4000
6020 POKE13217,HU:POKE13218,TE
6025 POKE13219,UN:RETURN
6999 REM end of game
7000 FORX=0T02000:NEXT
7005 FORX=13432T014191:POKEX,3:NEXT
7010 FORX=0TOCOUNT:POKEA(X),210:NEXT
7015 FORX=0TOZ-1
7020 POKEJ(X)+1024,1
7024 SOUND(5,5)
7025 FORT=0T080:NEXTT:NEXTX
7030 FORX=0T03000:NEXTX
7035 IFR=1THENGOTO8000
7040 IFR=0THENGOTO9000
7050 STOP
7999 REM success
8000 PRINTCHR$(11):LEV=LEV+1
8005 PRINTTAB(38*5+12);"SAFE CROSSING"
8010 PRINT
8015 PRINTTAB(11);"YOU NOW GO ON TO"
8020 PRINT
8025 PRINTTAB(15);"LEVEL";LEV
8030 FORX=0T02000:NEXT
8035 IFLEV=5THENLEV=5
8040 IFLEV=5THENPR=1
8045 GOTO515
8999 REM failure
9000 PRINTCHR$(11)
9005 PRINT
9010 PRINTTAB(38*5+12);"DESTROYED"
9015 PRINT
9020 PRINTTAB(11);"YOU STAY ON"
9025 PRINT
9030 PRINTTAB(13);"LEVEL";LEV
9035 FORX=0T02000:NEXT:GOTO515
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