

```
410 NEXT G
420 PRINT "YOU LOSE"
430 STOP
440 PRINT "DUMMY-YOU SHOT THE KLINGON"
450 STOP
```

Snooker

This game of snooker is a two player game. For those unfamiliar with snooker, we'll explain. The game consists of potting the balls. At the start of each break, you try and pot a red. If successful, you gain one point, and the right to aim at potting a 'colour', i.e. a non-red ball.

If you are successful again, you'll gain the number of points the ball is worth. Once you've potted a 'colour', you must try for a red again and so on. This continues until you fail to pot a ball, and the play then passes to your opponent.

The point values for the balls are as follows:

- 1 - red
- 2 - yellow
- 3 - green
- 4 - brown
- 5 - blue
- 6 - pink
- 7 - black

Snooker Listing

```
10 LET Z = - 1
20 LET W = 0
30 LET V = 2
40 LET X = 0
50 LET Y = 0
60 DIM S(1)
70 DIM C(7)
80 DIM R(15)
90 LET Z = Z + 1
100 IF Z > 1 THEN LET Z = 0
110 LET B = 0
120 GOSUB 650
130 IF X = 15 THEN LET Y = 1
140 IF Y = 1 THEN GOTO 390
150 PRINT "REDS"
160 FOR I = 1 TO 15
170 PRINT I; "-";
180 IF R(I) = - 1 THEN GOTO 220
190 LET R(I) = RND(10)
200 PRINT R(I)
210 GOTO 230
220 PRINT "P"
230 NEXT I
240 PRINT "POTT?"
250 INPUT P
260 IF NOT R(P) = - 1 THEN GOTO 320
270 PRINT "FOUL"
280 LET S((Z = 1) + 1) = S((Z = 1) + 1) + 4
290 INPUT A$
300 CLS
310 GOTO 90
320 IF RND(R(P)) > 2 - 3 * (B = 0) THEN GOTO 350
330 PRINT "MISS"
340 GOTO 290
350 LET S(Z) = S(Z) + 1
360 LET B = B + 1
370 LET X = X + 1
380 LET R(P) = - 1
```

It is good policy to try and sink the higher value balls after each red, if you can.

Fouls

Before any shot, a table is displayed, giving the ball number and the chance of potting it, from one to ten (that is, impossible to fairly easy). If any ball has been previously potted, then a P will be shown against it.

Trying to pot an already potted ball will result in a FOUL being called, and four points will be given to your opponent.

Once a red has been potted, a similar table will be given for the other colours. You'll see that it becomes easier to continue with a break once the first ball has been potted.

When all the reds have been cleared, and a colour has been taken with the last red, the colours must be taken in the order 2, 3, 4, 5, 6, and 7 (that is, yellow, green, brown, blue, pink and black). If they are taken out of order, a FOUL is called.

```
390 GOSUB 650
400 PRINT "COL"
410 FOR I = 2 TO 7
420 PRINT I; "-";
430 IF C(I) = - 1 THEN GOTO 470
440 LET C(I) = 10 - I + RND(I)
450 PRINT C(I)
460 GOTO 480
470 PRINT "P"
480 NEXT I
490 PRINT "POTT?"
500 INPUT P
510 IF C(P) = - 1 THEN GOTO 270
515 IF Y = 1 AND NOT P = V THEN GOTO 270
520 IF NOT RND(C(P)) 1 THEN GOTO 330
530 LET S(Z) = S(Z) + P
540 LET B = B + P
550 IF NOT Y = 1 THEN GOTO 590
560 LET W = W + 1
570 LET C(P) = - 1
580 LET V = V + 1
590 IF W = 6 THEN GOTO 650
600 GOTO 120
650 CLS
660 PRINT "SCORE:"; S(0); "-"; S(1)
670 PRINT "PLAYER:"; Z + 1; "-"; "BREAK:"; B
680 RETURN
```

Golf

Eleven-year-old Andrew Haslam, from Rushall, Walsall, has contributed this golf program, which tells you which hole you're on, and how well you're doing. It ends with some 'advice' to make you a better golfer.

Golf Listing

```
20 PRINT, "GOLF"
30 PRINT, "*****"
40 FOR I = 1 TO 5
50 PRINT
60 NEXT I
70 LET K = 0
80 LET K = K + 1
90 PRINT "YOU ARE ON HOLE"; K
100 LET Z = RND(5)
110 PRINT "THE BALL IS";
120 IF Z = 1 THEN PRINT "IN THE HOLE"
130 IF Z = 2 THEN PRINT "ON THE GREEN"
140 IF Z = 3 THEN PRINT "IN THE ROUGH"
150 IF Z = 4 THEN PRINT "BEHIND A TREE"
160 IF Z = 5 THEN PRINT "ON TOP OF A TREE"
170 IF Z = 1 THEN LET S = 1
180 IF Z = 2 THEN LET S = 2
190 IF Z = 3 THEN LET S = 3
200 IF Z = 4 THEN LET S = 4
210 IF Z = 5 THEN LET S = 5
220 INPUT A$
230 IF A$ = "S" THEN STOP
240 CLS
250 IF K = 9 THEN GOTO 270
260 GOTO 80
270 PRINT "YOU HAVE FINISHED"
280 LET D = S * 9
290 PRINT "YOU HAVE"; D
300 IF D < 10 THEN PRINT "SEE YOU AT GLENEAGLES"
310 IF D > 20 THEN PRINT "SELL YOUR CLUBS"
320 IF D > 9 AND D < 21 THEN PRINT "KEEP ON TRYING"
330 PRINT "AGAIN?"
340 INPUT A$
350 IF A$ = "YES" THEN GOTO 10
360 STOP
```