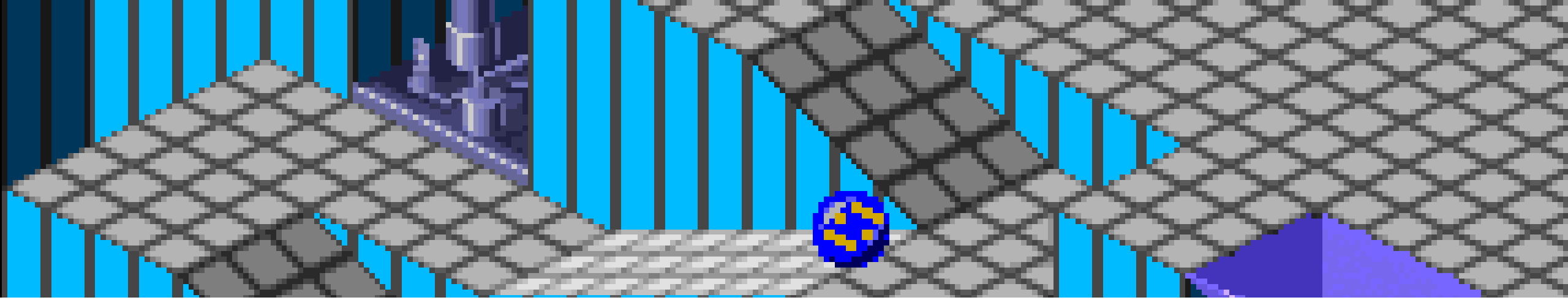


THE EMBRYO OF MARBLE MADNESS IN TEN LINES OF PURE BASIC V2 CODE

Reach the exit tunnel to the next level 

Avoid water 

Use your energy to the last drop 

Take advantage of slopes 

How many levels will you be able to survive?

This is the initialization of the constants and the fuel variable: Executed once

```
0v=53248:q=.5:pOv+33,12:pOv+32,12:pOv+29,1:pOv+23,1:f=99:?"{clear}":x=24:y=58
```

Lines 1 and 2 are the place where the field is drawn and the sprite is defined. Please note how the sprite is a single byte and is doubled on both dimensions: This is executed on every new level

```
1?"{light gray}{cm +}";:fOi=1to62:pO199,i*9/8aN1:?mI("{light
gray}{sh pound}{dark gray}{cm asterisk}{blue}
",rN(1)*6or1,2);:if((iaN7)=7)tH?
2nE:?"{red}W":pOv+21,1:pO832,128:pO2040,13:pOv+39,2:r=233:z=105
```

This is the game loop: read the joystick, cleverly update the coords of the sprite depending on which side of a slope the sprite is at the moment: The logic is cramped with the clever (?) manipulation of the result of logic comparisons

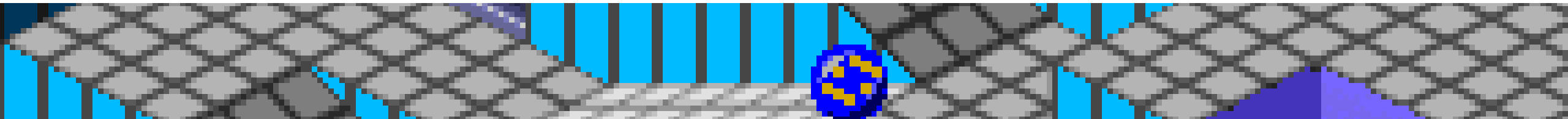
```
3j=pE(56320):u=((jaN2)/4-(jaN1)/2)*2:c=(jaN8)/8-(jaN4)/4:x1=int((x-24)/8)
4y1=int((y-50)/8):xm=x-int(x/8)*8:ym=(y-2-int((y-2)/8)*8):d=2*((xm+ym)<7)+1
5t=2*(xm<ym)+1:k=pE(1024+x1+y1*40):x=x-((k=z)or(k=r))*d*q-((k=95)or(k=223))*t*q 6y=y-
((k=z)or(k=r))*d*q+((k=95)or(k=223))*t*q
```

This is the where we check various conditions: the game ends if the sprite hit a pond, went outside of the map or, sadly, the fuel runs out

```
7if(k=160)or(f<1)or(x<24)or(y<58)tHpO781,0:sY59903:?"{home}game over":eN
8if(k=215)tH1=1+1:q=q+.1:?"{clear}":x=24:y=58:f=f+20:gO1
```

Here we update the dashboard and move the sprite

```
9?"{home}{red}1:";1;"S:";f:f=f+(j<127):x=x-c:y=y-u:pOv,x:pOv+1,y:gO3
```



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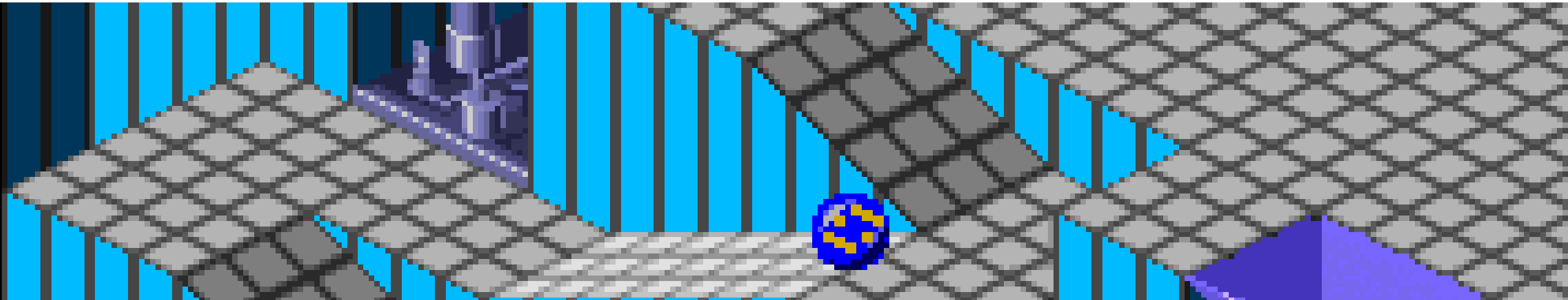

Thanks to this video from Robin of 8-Bit Show And Tell

Thanks to Arthur Jordison for the fantastic CBM prg Studio!