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1 !*****
2 !* "PI-RING SQUAD" *
3 !* DESIGNED AND WRITTEN *
4 !* BY JOHN M. PHILLIPS *
5 !* 7604 FAIR OAKS #1026 *
6 !* DALLAS, TEXAS 75231 *
7 !* 214-349-7278 *
8 !* FOR VERSION 100 EB *
9 !*****
10 ON WARNING NEXT
20 ON ERROR 8000
30 ON BREAK NEXT
50 GOTO 10000
100 !** SET PATTERNS **!
110 CALL CLEAR :: DISPLAY AT(12,9):"ONE MOMENT"
120 ALL_0$="0000000000000000"
130 HNSL$="010300000000000010000000000000380C000000000000C000000000000060"
150 FNHL$="00080901000000"
175 SETHL$=FNHL$&ALL_0$&"0000008080001010"
190 SET_TORSOL$="00000000F0D0C0C0"
200 TORSOUL$="0000000B0F010101"
225 TORSOL$=TORSOUL$&ALL_0$&SET_TORSOL$&ALL_0$
230 PANTSL$=ALL_0$&"0001010101010100"&ALL_0$&"00C0C040404040"
240 APEAD$="010303010F1F1F1B1B1B1B1B0306060E80C0C0B0F0F8F8D8D8C8C8C8C0606070"
250 APEAU$="39131B19191F1F03030303030306060E80C0C0B0F0F8F8D8D8D8D8D8C0606070"
252 APEBAU$="39131B19191F1F03030303030306060E98D8D89898F8F8C0C0C0C0C0C0606070"
255 RUNOR$="0000000F1327470F0F0D0CF880000000C0C0B0C0C0A810000080C04040202030"
260 RUNOL$="0303010323150800000103020204040C000000F0C8E4E2F0F0B0301F01"
265 RUNMR$="000000070B17170F0F0B0B0409122233C0C0B0C0C0D0600000808080"
270 RUNML$="03030103030B06000001010100000000000000E0D0E8E8F0F0B0B020904844CC"
275 RUNCRC$="000000070B0F0707070303030303030303030C0C0B0C0C0804000000000000000080"
280 RUNCL$="030301030301020000000000000000001000000E0D0F0E0E0E0C0C0C0C0C0C0"
285 RUNUP$="01030301070B0B0B0B0B03020202070290D0D090F080808080808080808080"
290 RUNDOWN$="01030301070B0B0B0B0B03020202070280C0C0B0F09090909080808080808080"
291 SLANT1$="8080808040404040"
292 SLANT2$="2020202010101010"
293 SLANT3$="0808080804040404"
294 SLANT4$="0202020201010101"
295 BANANA$="000000000080703"&ALL_0$&"000000000010E0C0"&ALL_0$
296 PIE$="70F8F8F870"&RPT$(ALL_0$,3)
297 FILLER$=ALL_0$
298 FIELD_FILL$=RPT$(CHR$(91)&CHR$(92),8)
299 RETURN
300 !** ASSIGN TO #'S **!
301 CALL MAGNIFY(3)
302 CALL CHAR(40,PIE$,36,BANANA$):: CALL COLOR(2,12,6)
303 CALL CHAR(48,"FEFEFE00FEFEFE00"):: CALL COLOR(3,10,16)
304 CALL CHAR(88,SLANT1$,89,SLANT2$,90,SLANT3$,91,SLANT4$,92,FILLER$):: CALL COL
OR(8,6,6)
305 CALL CHAR(44,RUNUP$,56,RUNDOWN$)
307 CALL CHAR(49,"FF818181818181FF")
310 CALL CHAR(60,APEBAU$):: CALL CHAR(64,"FF")
320 CALL CHAR(96,HNSL$)
330 CALL CHAR(100,TORSOL$)
340 CALL CHAR(104,PANTSL$)
350 CALL CHAR(108,FNHL$)
355 CALL CHAR(112,APEAU$)
357 CALL CHAR(116,APEAD$)
360 CALL CHAR(120,RUNOR$)
365 CALL CHAR(124,RUNMR$)
370 CALL CHAR(128,RUNCRC$)
375 CALL CHAR(132,RUNOL$)
380 CALL CHAR(136,RUNML$)

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385 CALL CHAR(140,RUNCL#)
399 RETURN
400 !*****
401 !* PUT SPRITES ON SCRIN
402 !*****
410 CALL SPRITE(#6,108,11,104,100,#5,104,5,104,100,#4,100,7,104,100,#3,96,2,104,
100)
42 CALL SPRITE(#7,120,2,168,100)
430 RETURN
500 !** INIT DISPLAY **!
517 FOR R=13 TO 15 :: CALL HCHAR(R,1,48,32):: NEXT R
540 R=16 :: FOR C=1 TO 31 STEP 2
542 CALL VCHAR(R,C,88):: CALL VCHAR(R+1,C,89):: CALL VCHAR(R+2,C,90):: CALL VCHA
R(R+3,C,91)
544 CALL VCHAR(R,C+1,92,4):: NEXT C
546 R=20 :: FOR C=2 TO 32 STEP 2
547 CALL VCHAR(R,C-1,92,4)
548 CALL VCHAR(R,C,88):: CALL VCHAR(R+1,C,89):: CALL VCHAR(R+2,C,90):: CALL VCHA
R(R+3,C,91)
549 NEXT C
550 CALL HCHAR(24,1,64,32)
560 CALL COLOR(8,16,3)!FLASH ON FIELD
599 RETURN
700 !DISPLAY TITLE
701 CALL CLEAR :: CALL SCREEN(6)
703 MSG$="PIES LEFT" :: FOR R=1 TO 10 :: DISPLAY AT(R,1):SEG$(MSG$,R,1):: NEXT
R
707 FOR R=1 TO 12 :: IF R=6 THEN 720
710 READ C :: IF C=999 THEN 720
715 CALL VCHAR(R,C,49):: GOTO 710
720 NEXT R
725 DATA 5,6,7,8,9,10,11,12,17,18,19,20,21,22,23,24,25,28,29,30,31,32,999
730 DATA 5,8,10,11,17,20,22,25,26,28,29,999
735 DATA 5,6,7,8,10,11,14,15,17,18,19,20,22,25,27,28,29,31,32,999
740 DATA 5,10,11,17,19,22,25,28,29,32,999
745 DATA 5,9,10,11,12,17,19,21,22,23,25,28,29,30,31,32,999
750 DATA 9,10,11,12,13,14,15,16,17,20,21,22,23,24,25,26,27,999
755 DATA 9,13,16,17,20,21,24,25,28,999
760 DATA 9,10,11,12,13,16,17,20,21,22,23,24,25,28,999
765 DATA 12,13,15,16,17,20,21,24,25,28,999
770 DATA 9,10,11,12,13,14,15,16,17,18,19,20,21,24,25,26,27,999
775 DATA 16,999
780 RETURN
1000 !*****
1001 !* INSTRUCTIONS *
1002 !*****
1010 CALL CLEAR :: DISPLAY AT(12,1):"NEED INSTRCTIONS? (Y/N) "
1015 DISPLAY AT(24,8):"PRESS ENTER!"
1020 ACCEPT AT(12,25)SIZE(1)VALIDATE("YN")BEEP:A$
1030 IF A$="N" THEN RETURN
1035 CALL CLEAR
1040 M$="THE OBJECT OF THE GAME IS TOHIT THE MAN AGAINST THE BRICK WALL WITH
A PIE. SOUNDS SIMPLE, DOESN'T IT?" :: GOSUB 2000
1050 M$="YOU MAY CHOOSE A SKILL LEVEL: 'EXPERT', 'SO-SO', OR 'ROOKIE' " ::
GOSUB 2000
1060 M$="A 'ROOKIE' GETS 10 PIES A 'SO-SO' GETS 8 PIES AN 'EXPERT' GE
TS 5 PIES" :: GOSUB 2000
1070 M$="IF YOU RUN OUT OF PIES, YOU LOSE!!!" :: GOSUB 2000
1080 M$="YOU CONTROL YOUR MAN USING THE 'J', 'K', AND 'L' KEYS LOCATED ON THE
RIGHT SIDE OFTHE KEYBOARD" :: GOSUB 2000
1090 M$=" 'J' MOVES HIM TO THE LEFT 'K' MAKES HIM THROW A PIE 'L' MOVES HIM T
O THE RIGHT" :: GOSUB 2000
1100 M$="WATCH OUT FOR THE NASTY GORILLA... HE'LL THROW BANANAS AT YOU.
IF YOU GET HIT, YOU LOSE SO MOVE QUICKLY!!!"
1105 GOSUB 2000
1110 CALL CLEAR :: PRINT "PRESS THE SPACE BAR TO STARTTHE GAME

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PRESS THE 'I' KEY TO SEE THEINSTRUCTIONS AGAIN"
1120 FOR I=1 TO 8 :: PRINT :: NEXT I :: DISPLAY AT(20,4):"G O O D   L U C K !!!"
1130 CALL KEY(O,K,S):: IF S=0 THEN 1130
1140 IF K<>32 AND K<>73 THEN 1130
1150 IF K=73 THEN 1035
1160 RETURN
2000 !*****
2001 !* PRINT INSTRUCTIONS*
2002 !*****
2010 CALL CLEAR
2020 PRINT M$
2030 FOR I=1 TO 10 :: PRINT :: NEXT I
2040 DISPLAY AT(24,2):"PRESS ANY KEY TO GO ON!"
2050 CALL KEY(O,K,S):: IF S=0 THEN 2030
2060 RETURN
8000 !***** ERRORS *****
8010 ON ERROR 8000
8020 RETURN NEXT
9000 !*****
9001 !* SKILL LEVEL ENTRY *
9002 !*****
9010 CALL CLEAR
9020 DISPLAY AT(6,8):"SKILL LEVEL" :: DISPLAY AT(7,8):"-----"
9030 DISPLAY AT(10,3):"1. EXPERT ( 5 PIES)"
9040 DISPLAY AT(12,3):"2. SO-SO ( 7 PIES)"
9050 DISPLAY AT(14,3):"3. ROOKIE (10 PIES)"
9060 DISPLAY AT(24,8):"PRESS ENTER!"
9065 DISPLAY AT(19,1):"YOUR CHOICE?"
9070 ACCEPT AT(19,13)BEEP VALIDATE(DIGIT)SIZE(1):SL
9080 IF SL<1 OR SL>3 THEN 9070
9120 RETURN
10000 !*****
10001 !* THE DRIVER *
10002 !*****
10005 GOSUB 1000 !INSTRUCTIONS
10007 GOSUB 9000 !GET SKILL LEVEL
10010 GOSUB 100 !SET PATTERNS
10020 GOSUB 300 !ASSIGN TO NUMBERS
10030 GOSUB 700 !TITLE
10040 GOSUB 500 !DISPLAY
10060 RANDOMIZE
10070 GOSUB 400 !PUT SPRITES ON SCREEN
10075 CALL VCHAR(1,4,40,10)
10080 IF SL=1 THEN PIE_COUNT=5 ELSE IF SL=2 THEN PIE_COUNT=7 ELSE PIE_COUNT=10
10085 B_FLAG$,PIE_FLAG$="OFF"
10090 GOSUB 11010 !KEYBRD
10120 GOSUB 12010 !TARGET
10150 GOSUB 13010 !APE?
10180 IF DIR_IND$="R" THEN CALL PATTERN(#7,124)ELSE IF DIR_IND$="L" THEN CALL PA
TTERN(#7,136)
10195 IF B_FLAG$="ON" THEN GOSUB 15010 !BANANA COINC
10210 IF PIE_FLAG$="ON" THEN GOSUB 14010 !PIE COINC
10220 IF PIE_COUNT=0 THEN GOSUB 19010 ELSE CALL VCHAR(1,4,32,10-PIE_COUNT)
10240 IF DIR_IND$="R" THEN CALL PATTERN(#7,120)ELSE IF DIR_IND$="L" THEN CALL PA
TTERN(#7,132)
10270 IF B_FLAG$="ON" THEN GOSUB 15010 !BANANA COINC
10300 GOTO 10090
10330 STOP
11000 !*****
11001 !* CHECK KEYBOARD *
11002 !*****
11010 CALL KEY(O,K,S):: IF S=0 THEN 11020 ELSE 11040
11020 CALL MOTION(#7,0,0):: CALL PATTERN(#7,44):: DIR_IND$="U"
11030 IF PIE_FLAG$="OFF" THEN CALL POSITION(#7,Y,X):: IF X>244 THEN RETURN ELSE
CALL SPRITE(#1,40,10,Y-4,X+10)
11040 K=K-73 :: IF K<1 OR K>3 THEN RETURN

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11045 ON K GOTO 11080,11100,11050
11050 IF DIR_IND$="U" AND PIE_FLAG$="OFF" THEN CALL DELSPRITE(#1)
11060 CALL PATTERN(#7,120):: CALL MOTION(#7,0,3):: DIR_IND$="R" :: RETURN
11080 IF DIR_IND$="U" AND PIE_FLAG$="OFF" THEN CALL DELSPRITE(#1)
11090 CALL PATTERN(#7,132):: CALL MOTION(#7,0,-3):: DIR_IND$="L" :: RETURN
11100 IF DIR_IND$<>"U" THEN CALL MOTION(#7,0,0):: CALL PATTERN(#7,44)
11110 IF PIE_FLAG$="ON" THEN RETURN
11120 CALL POSITION(#7,Y,X):: IF X>250 THEN RETURN ELSE CALL SPRITE(#1,40,10,Y-8
,X+10)
11125 CALL SOUND(100,1000,0)
11130 CALL MOTION(#1,-4,-1):: CALL PATTERN(#7,56):: PIE_FLAG$="ON" :: RETURN
12000 !*****
12001 !* TARGET DIRECTION*
12002 !*****
12010 IF DIR_IND$="R" THEN CALL PATTERN(#7,124)ELSE IF DIR_IND$="L" THEN CALL PA
TTERN(#7,136)
12020 RDIR=INT(RND*1+.5):: IF RDIR=0 THEN DIR=-2 ELSE DIR=2
12030 CALL POSITION(#3,Y,X)
12040 IF X<32 THEN CALL MOTION(#3,0,2,#4,0,2,#5,0,2,#6,0,2):: GOTO 12070
12050 IF X>212 THEN CALL MOTION(#3,0,-2,#4,0,-2,#5,0,-2,#6,0,-2):: GOTO 12070
12060 CALL MOTION(#3,0,DIR,#4,0,DIR,#5,0,DIR,#6,0,DIR)
12070 RETURN
13000 !*****
13001 !* APE TIME, FOLKS *
13002 !*****
13010 IF DIR_IND$="R" THEN CALL PATTERN(#7,128)ELSE IF DIR_IND$="L" THEN CALL PA
TTERN(#7,140)
13020 AP=INT(RND*4)+1 :: IF AP=3 AND B_FLAG$="OFF" THEN 13030 ELSE RETURN
13030 CALL POSITION(#7,Y,X):: IF X<3 THEN RETURN ELSE CALL SPRITE(#8,112,2,81,X)
13040 CALL SPRITE(#2,36,10,73,X-3):: CALL MOTION(#2,14,0)
13045 CALL SOUND(100,120,0)
13050 CALL PATTERN(#8,116):: B_FLAG$="ON"
13060 RETURN
14000 !*****
14001 !* PIE COINC *
14002 !*****
14010 CALL POSITION(#1,Y,X):: IF Y<96 THEN CALL DELSPRITE(#1):: PIE_FLAG$="OFF"
:: PIE_COUNT=PIE_COUNT-1 :: RETURN
14020 CALL COINC(#1,#3,8,HIT):: IF HIT=-1 THEN GOSUB 16010 ELSE RETURN
15000 !*****
15001 !* BANANA COINC? *
15002 !*****
15010 CALL POSITION(#2,Y,X):: IF Y>175 OR Y<40 THEN CALL DELSPRITE(#2,#8):: B_FL
AG$="OFF" :: RETURN
15020 CALL COINC(#2,#7,8,HIT):: IF HIT=-1 THEN GOSUB 17010 ELSE RETURN
16000 !*****
16001 !* WIN ROUTINE *
16002 !*****
16010 CALL MOTION(#1,0,0,#3,0,0,#4,0,0,#5,0,0,#6,0,0)
16015 CALL DELSPRITE(#1)
16020 CALL SOUND(-99,-5,0):: CALL MOTION(#7,0,0):: CALL PATTERN(#7,56)
16030 IF B_FLAG$="ON" THEN CALL DELSPRITE(#2,#8)
16040 DISPLAY AT(19,7)SIZE(-16)BEEP:"WOW!! A WINNER!!"
16045 CALL MOTION(#3,-10,0,#4,-10,0,#5,-10,0,#6,-10,0)
16050 SN=262 :: INC=50 :: FOR I=1 TO 200 :: SN=SN+INC :: CALL SOUND(-500,SN,0)::
CALL POSITION(#6,Y,X)
16060 IF Y<8 THEN CALL DELSPRITE(#3,#4,#5,#6):: GOTO 16190
16070 NEXT I
16080 GOSUB 18000 ! PLAY AGAIN
16090 RETURN
17000 !*****
17001 !*LOSE ROUTINE*
17002 !*****
17010 CALL MOTION(#2,0,0,#7,0,0,#3,0,0,#4,0,0,#5,0,0,#6,0,0)
17020 CALL SOUND(-99,-5,0):: CALL PATTERN(#7,44)
17025 CALL DELSPRITE(#2,#1)

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17030 IF PIE_FLAG#="DN" THEN CALL DELSPRITE(#1)
17040 DISPLAY AT(19,7)SIZE(-16)BEEP:"OH NO! A LOSER!!"
17050 CALL MOTION(#7,2,0)
17060 FOR I=260 TO 110 STEP -8 :: CALL SOUND(-500,1,0):: CALL POSITION(#7,Y,X)::
  IF Y>194 OR Y<8 THEN 17080
17070 NEXT I
17080 CALL DELSPRITE(#7)
17090 CALL POSITION(#8,Y,X)
17100 FOR I=1 TO 7
17110 CALL LOCATE(#8,Y-4,X):: CALL PATTERN(#8,60):: CALL SOUND(-100,200,10)
17120 CALL LOCATE(#8,Y,X):: CALL PATTERN(#8,116):: CALL SOUND(-100,150,10)
17130 NEXT I
17200 GOSUB 18000 !PLAY AGAIN
17210 RETURN
18000 !*****
18001 !* PLAY AGAIN?? *
18002 !*****
18010 FOR I=1 TO 750 :: NEXT I
18020 CALL DELSPRITE(ALL)
18030 DISPLAY AT(6,6)SIZE(-21):"'A' AGAIN 'Q' QUIT "
18050 CALL KEY(O,K,S):: IF S=0 THEN 18050
18060 IF K<>65 AND K<>81 THEN 18050
18065 IF K=65 THEN 18070 ELSE 18080
18070 DISPLAY AT(6,6)SIZE(24):" " :: DISPLAY AT(19,7)SIZE(-16):FIELD_FILL$ :: GO
  TO 10060
18080 CALL CLEAR :: CALL CHARSET :: DISPLAY AT(12,12):"BYE!" :: STOP
18090 RETURN
19000 !*****
19001 ! OUT OF PIES, PAL *
19002 !*****
19010 CALL MOTION(#7,0,0):: CALL PATTERN(#7,56):: DIR_IND$="U"
19015 CALL VCHAR(1,4,32,10)
19020 GOSUB 13030 !SEND THE KILLER BANANA
19030 FOR I=1 TO 50 :: GOSUB 15010 !CHECK FOR THE HIT
19040 NEXT I
19050 RETURN
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