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1 !PIRING SQUAD FOR
2 !VERION 110 EXTENDED BASIC
3 !AND DISK USE W/O MEM EXP
10 ON BREAK NEXT :: ON WARNING NEXT :: ON ERROR 8000 :: GOTO 10000
10 REM
110 CALL CLEAR :: DISPLAY AT(12,9):"ONE MOMENT"
120 ALL_0$="0000000000000000"
130 HNSL$="010300000000000000100000000000003B0C00000000000000C000000000000060"
150 FNHL$="00080901000000"
175 FNHL$=FNHL$&ALL_0$&"000008080001010"
190 SET_TORSOL$="00000000F0D0C0C0"
200 TORSOL$="000000080F010101"
225 TORSOL$=TORSOL$&ALL_0$&SET_TORSOL$&ALL_0$
230 PANTSL$=ALL_0$&"0001010101010100"&ALL_0$&"00C0C040404040"
240 APEAD$="010303010F1F1F1B1B1B1B1B0306060E80C0C0B0F0F8F8D8D8C8C8C8C8C0606070"
250 APEAU$="39131B19191F1F03030303030306060E80C0C0B0F0F8F8D8D8D8D8D8C0606070"
252 APEBAU$="39131B19191F1F03030303030306060E98D8D89898F8F8C0C0C0C0C0C0606070"
255 RUNDR$="0000000F1327470F0F0D0CF8B0000000C0C0B0C0C0A810000080C04040202030"
260 RUNDL$="0303010323150800000103020204040C000000F0C8E4E2F0F0B0301F01"
265 RUNMR$="000000070B17170F0F0B0B0409122233C0C0B0C0C0D0600000808080"
270 RUNML$="03030103030B06000001010100000000000000E0D0E8E8F0F0B0B020904844CC"
275 RUNCRC$="000000070B0F07070703030303030303030C0C0B0C0C0B04000000000000000080"
280 RUNCL$="030301030301020000000000000000001000000E0D0F0E0E0E0C0C0C0C0C0C0C0"
285 RUNUP$="01030301070B0B0B0B0B03020202070290D0D090F08080808080808080808080"
290 RUNDOWN$="01030301070B0B0B0B0B03020202070280C0C0B0F09090909080808080808080"
291 SLANT1$="8080808040404040"
292 SLANT2$="2020202010101010"
293 SLANT3$="0808080804040404"
294 SLANT4$="0202020201010101"
295 BANANA$="0000000000080703"&ALL_0$&"000000000010E0C0"&ALL_0$
29 >IE$="70F8F8F870"&RPT$(ALL_0$,3)
297 FILLER$=ALL_0$
298 FIELD_FILL$=RPT$(CHR$(91)&CHR$(92),8)
299 RETURN
300 REM
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,RUNDR$)
365 CALL CHAR(124,RUNMR$)
370 CALL CHAR(128,RUNCRC$)
375 CALL CHAR(132,RUNDL$)
380 CALL CHAR(136,RUNML$)
385 CALL CHAR(140,RUNCL$)
390 RETURN
400 REM
410 CALL SPRITE(#6,108,11,104,100,#5,104,5,104,100,#4,100,7,104,100,#3,96,2,104,
100)
420 CALL SPRITE(#7,120,2,168,100)
430 RETURN
500 REM
517 FOR R=13 TO 15 :: CALL HCHAR(R,1,48,32):: NEXT R
540 R=14 :: FOR C=1 TO 31 STEP 2
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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 REM
701 CALL CLEAR :: CALL SCREEN(6)
703 MSG$="PIES LEFT" :: FOR R=1 TO 10 :: DISPLAY AT(R,1):SEG$(MSG$,R,1):: NEXT
R
707 FOR R=1 TO 12 :: IF R=6 THEN 720
710 READ C :: IF C=999 THEN 720
715 CALL VCHAR(R,C,49):: GOTO 710
720 NEXT R
725 DATA 5,6,7,8,9,10,11,12,17,18,19,20,21,22,23,24,25,28,29,30,31,32,999
730 DATA 5,8,10,11,17,20,22,25,26,28,29,999
735 DATA 5,6,7,8,10,11,14,15,17,18,19,20,22,25,27,28,29,31,32,999
740 DATA 5,10,11,17,19,22,25,28,29,32,999
745 DATA 5,9,10,11,12,17,19,21,22,23,25,28,29,30,31,32,999
750 DATA 9,10,11,12,13,14,15,16,17,20,21,22,23,24,25,26,27,999
755 DATA 9,13,16,17,20,21,24,25,28,999
760 DATA 9,10,11,12,13,16,17,20,21,22,23,24,25,28,999
765 DATA 12,13,15,16,17,20,21,24,25,28,999
770 DATA 9,10,11,12,13,14,15,16,17,18,19,20,21,24,25,26,27,999
775 DATA 16,999
780 RETURN
1000 REM
10 CALL CLEAR
1005 CALL CHAR(37,"003C4299A199423C")
1010 DISPLAY AT(12,1):"NEED INSTRUCTIONS? (Y/N) "
1013 DISPLAY AT(1,3):CHR$(37)&"1982 TEXAS INSTRUMENTS"
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 TO HIT 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 'S', 'D', AND 'Y' KEYS LOCATED ON KEYB
OARD" :: GOSUB 2000
1090 M$="'S' MOVES HIM TO THE LEFT 'D' MOVES HIM TO THE RIGHT 'Y' MAKES HIM T
HROW A PIE" :: GOSUB 2000
1100 M$="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 START THE GAME
PRESS THE 'I' KEY TO SEE THE INSTRUCTIONS 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(0,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 REM
2020 CALL CLEAR :: 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(0,K,S):: IF S=0 THEN 2050

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2060 RETURN
8000 REM
8010 ON ERROR GOTO 8000
8020 RETURN NEXT
9000 REM
9020 CALL CLEAR :: DISPLAY AT(6,8):"SKILL LEVEL" :: DISPLAY AT(7,8):"-----"
9030
9040 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 REM
10005 GOSUB 1000 :: GOSUB 9000 :: GOSUB 100 :: GOSUB 300 :: GOSUB 700 :: GOSUB 500
10060 RANDOMIZE
10070 GOSUB 400
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 :: GOSUB 12010 :: GOSUB 13010 :: IF B_FLAG$="ON" THEN GOSUB 15010
10155 IF B_FLAG$="ON" THEN GOSUB 15010
10180 IF DIR_IND$="R" THEN CALL PATTERN(#7,124)ELSE IF DIR_IND$="L" THEN CALL PATTERN(#7,136)
10195 IF B_FLAG$="ON" THEN GOSUB 15010
10210 IF PIE_FLAG$="ON" THEN GOSUB 14010
10220 IF PIE_COUNT=0 THEN GOSUB 19010 ELSE CALL VCHAR(1,4,32,10-PIE_COUNT)
10230 IF B_FLAG$="ON" THEN GOSUB 15010
10240 IF DIR_IND$="R" THEN CALL PATTERN(#7,120)ELSE IF DIR_IND$="L" THEN CALL PATTERN(#7,132)
10270 IF B_FLAG$="ON" THEN GOSUB 15010
10300 GOTO 10090
10330 STOP
11010 CALL KEY(0,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)
11035 RETURN
11040 IF K=83 THEN GOTO 11080 ELSE IF K=68 THEN GOTO 11050 ELSE IF K=89 THEN GOTO 11100 ELSE 11020
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$="ON" :: RETURN
12010 IF DIR_IND$="R" THEN CALL PATTERN(#7,124)ELSE IF DIR_IND$="L" THEN CALL PATTERN(#7,136)
12020 RDIR=INT(RND*4)+1 :: IF RDIR=0 THEN DIR=-2 ELSE DIR=2
12030 CALL POSITION(#3,Y,X)
12040 IF X<32 THEN CALL MOTION(#3,0,2,#4,0,2,#5,0,2,#6,0,2):: GOTO 12070
12050 IF X>212 THEN CALL MOTION(#3,0,-2,#4,0,-2,#5,0,-2,#6,0,-2):: GOTO 12070
12060 CALL MOTION(#3,0,DIR,#4,0,DIR,#5,0,DIR,#6,0,DIR)
12070 RETURN
13010 IF DIR_IND$="R" THEN CALL PATTERN(#7,128)ELSE IF DIR_IND$="L" THEN CALL PATTERN(#7,140)
13020 DR=INT(RND*4)+1 :: IF DR=3 AND B_FLAG$="OFF" THEN 13030 ELSE RETURN

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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
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
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
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
16190 GOSUB 18000 ! PLAY AGAIN
16200 RETURN
17000 REM
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)
17030 IF PIE_FLAG*="ON" 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,I,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 REM
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(0,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 REM
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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