

Division One

(Model A)

This time around you're a soccer manager whose overall proficiency will be judged at the end of a season. There are details of matches played and goals scored, points awarded, games remaining and a constantly changing league table. The computer will calculate the results according to the relative strengths of the teams, whether the game was played at home or away, and so on.

If things are going badly it could be that you'll have to intervene at the touchline, changing players' positions and generally backseat booting. Is it going to be championship or relegation? It's up to you and the lads. And the DATA statements which can be messed around with if you feel that we've been biased one way or another.

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10 REM BBC VERSION *****
20 REM DIVISION ONE.....WALWYN
30 ON ERROR GOTO 2660
40 P5=0 : PL=0
50 MODE 7 : VDU 14,23,1,0;0;0;0;
60 PROCInstructions
70 J=0
80 DIM TZ(15,15),T$(15),TA(15),TM(15),TD(1
5),TT(15),TP(15),TF(15)
90 DIM D(1,9),XS(1,6),YS(1,6),X(1,6),Y(1,6
),S(1,6)
100 FOR I=1 TO 15 : READ T$(I),TA(I),TM(I),
TD(I) : NEXT I
110 DATA "LIVERPOOL",9,6,6,"MAN UTD",8,5,6,
"IPSWICH",6,7,6,"ARSENAL",7,6,6
120 DATA "STHMPTON",8,5,5,"A VILLA",6,6,5,"
NOTTM F",9,5,5,"SWANSEA",5,6,5
130 DATA "WOLVES",5,5,5,"CRYSTAL P",5,6,5,"
TOTTENHAM",8,4,6,"NORWICH",4,5,4
140 DATA "COVENTRY",4,4,4,"LEEDS",4,3,4,"W
BROM",8,3,4
150 FOR X=0 TO 1 : FOR Y=0 TO 9 : D(X,Y)=Y+
128-X*128 : NEXT Y : NEXT X
160 FOR J=1 TO 6 : READ XS(0,J),YS(0,J) : N
EXT
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170 FOR J=1 TO 6 : READ XS(1,J),YS(1,J) : N
EXT
180 DATA 4,17,9,12,9,22,16,10,16,16,16,23
190 DATA 35,17,31,12,31,22,24,10,24,16,24,2
3
200 PROCstart
210 PROCdecision
220 END
230
240 DEF PROCplaygame
250 R=0 : Q=0 : TI=TIME
260 MV=0 : U=0 : ZZ=0
270 *FX4,1
280 CLS : PROCpitch
290 FOR I=0 TO 1 : FOR J=1 TO 6 : X(I,J)=XS
(I,J):Y(I,J)=YS(I,J)
300 NEXT J : NEXT I
310 FOR I=0 TO 1 : FOR J=1 TO 6
320 PRINT TAB(X(I,J),Y(I,J)); : VDU 145
+4*I,64+J,151
330 NEXT J : NEXT I
340 X2=0:Y2=0:X=0:Y=0:X1=21:Y1=17
350 I=0:J=1:W=0:MM=0:MP=0
360 ZZ$="A"
370 K=INKEY(3):Z$=CHR$(K):REPEAT:A%=INKEY(0
):UNTIL A%=-1
380 IF K=-1 THEN X=0:Y=0:MP=0:GOTO 470
390 IF INSTR("ABCDEF",Z$) THEN ZZ$=Z$:GOTO
470
400 W=1 :I=0:PQ=ASC(ZZ$)-64:IF K=MP THEN W=
RND(S(I,PQ))
410 J=PQ:MP=K:IF J<0 OR J>6 THEN ZZ$="A" :
J=1
420 IF Z$=CHR$(&8B) THEN Y=-1 : X=0 : GOTO4
60
430 IF Z$=CHR$(&8A) THEN Y=1 : X=0 : GOTO46
0
440 IF Z$=CHR$(&89) THEN Y=0 : X=1 : GOTO46
0
450 IF Z$=CHR$(&88) THEN Y=0 : X=-1 : GOTO4
60
460 I=0
470 L=0 : REPEAT : L=L+1 : PROCplayer
480 UNTIL L>=W OR MM
490 IF MM THEN MM=0:X2=RND(2)-1:Y2=RND(3)-1
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:GOTO630
  500 VDU 26,9,9,&86 : PRINT"          ";Q;" ";T$(
(Q%);" V ";T$(R%);" ";R
  510 VDU 10,9,9,&86 : PRINT , (TIME-TI) DIV 6
000;" ";((TIME-TI)MOD 6000) DIV 100;" ";
  520 IF TIME-TI>18050 THEN PRINT TAB(10,3);C
HR$(135);"TIME'S UP..." ;CHR$(132);: ENDPROC
  530 PRINTTAB(3,1);CHR$(135);"          PLAYER TO
REPOSITION=" ;CHR$(136);ZZ$
  540 REM OPPONENT MOVE
  550 W=1 : I=1 : V=RND(6) : IF V=VM THEN W=R
ND(S(I,MV))
  560 I=1 : J=V : MV=J : Y=SGN(Y1-Y(I,J))
  570 IF V=1 AND RND(2)>1 THEN Y=SGN(14-Y(I,J
)) : X=W=1:GOTO590
  580 X=SGN(X1-X(I,J))
  590 L=0 : REPEAT : L=L+1 : PROCplayer
  600 UNTIL L=6 OR MM
  610 IF MM THEN MM=0 : X2=1-RND(2) : Y2=2-RN
D(3) : GOTO 630
  620 U=RND(TA(N)*VJ)
  630 L=0 : REPEAT : L=L+1 : PROCball
  640 UNTIL L>=U OR ZZ
  650 IF ZZ THEN ZZ=0 : T=TIME : REPEAT UNTIL
TIME>T+300 : GOTO 280
  660 GOTO 370
  670
  680 DEF PROCstart
  690 REM START PROCEDURE AND TEAM SET UP
  700 CLS : FOR I=&7C00 TO &8000 STEP &28: !I
=&20819D86 : NEXT
  710 FOR I=0 TO 1 : PRINT TAB(7,I);CHR$(141)
;"DIVISION ONE" : NEXT
  720 FOR I=1 TO 15
  730 PRINT TAB(4,I+2);I,T$(I)
  740 NEXT I
  750 REPEAT
  760 PRINT TAB(4,20);SPC(30);TAB(4,20);
  770 INPUT"YOUR CHOICE OF TEAM ",M
  780 UNTIL 0<M AND M<16
  790 CLS
  800 ENDPROC
  810
  820 DEF PROCdecision
  830 REM MATCH DECISION

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840 PROCdisplay
850 P=0
860 INPUT"HOW MANY AUTO RESULTS (0=MANUAL)
",P1 : IF P1=0 THEN 880
870 FOR P=1 TO P1
880 IF PL=210 THEN PROCdisplay : PRINT"TH
AT'S THE END OF THE SEASON":END
890 REPEAT :Q%=RND(15) : R%=RND(15)
900 UNTIL Q%<>R% AND TZ(Q%,R%)=0
910 TZ(Q%,R%)=1 : PL=PL+1
920 PRINT"-----
"
930 PRINT"MATCH #";PL;".";
940 PRINT" ";T$(Q%) " HOME TO ";T$(R%)
950 IF Q%=M OR R%=M THEN 1000
960 IF P>0 THEN 1110
970 VDU 9,9,9 : PRINT"PRESS ANY KEY"
980 A$=GET$
990 GOTO 1110
1000 PRINT" DO YOU WISH TO PLAY?(Y/N) "
1010 A$=GET$
1020 IF A$<>"Y" THEN 1110
1030 REM SET UP ME TO PLAY
1040 IF Q%=M THEN J=R%:VM=2:VJ=1 ELSE J=Q%
:VJ=2:VM=1
1050 N=J
1060 S(1,1)=TD(J)*VJ:S(1,2)=TM(J)*VJ:S(1,3
)=TM(J)*VJ
1070 S(1,4)=TD(J)*VJ:S(1,5)=TM(J)*VJ:S(1,6
)=TA(J)*VJ
1080 S(0,1)=TD(M)*VM:S(0,2)=TM(M)*VM:S(0,3
)=TM(M)*VM
1090 S(0,4)=TA(M)*VM:S(0,5)=TA(M)*VM:S(0,6
)=TA(M)*VM
1100 PROCplaygame : GOTO 1330
1110
1120 REM MATCH DECIDED
1130 S%=RND(20) : T%=RND(20) : U%=RND(20)
1140 S=0:T=0:U=0
1150 Q=TA(Q%)-TM(R%)+S%-TD(R%)+U%/2.5
1160 R=TA(R%)-TM(Q%)+T%-TD(Q%)
1170 Q=Q DIV 5 : R=R DIV 5
1180 IF Q<1 THEN Q=0
1190 IF R<1 THEN R=0
1200 PRINTT$(Q%);"..." ;Q;" ";T$(R%);"..." ;
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R
1210      TP(Q%)=TP(Q%)+1 : TP(R%)=TP(R%)+1 : T
F(Q%)=TF(Q%)+Q : TF(R%)=TF(R%)+R
1220      IF Q>R THEN TT(Q%)=TT(Q%)+3
1230      IF Q<R THEN TT(R%)=TT(R%)+3
1240      IF R=Q THEN TT(Q%)=TT(Q%)+1 : TT(R%)=
TT(R%)+1
1250      IF TT(Q%)>P5 THEN P5=TT(Q%)
1260      IF TT(R%)>P5 THEN P5=TT(R%)
1270      IF P=0 THEN 1290
1280 NEXT P
1290 PRINT "      PRESS ANY KEY WHEN READY";
1300 A$=GET$
1310 GOTO820
1320
1330 T=TIME:REPEAT UNTIL TIME>T+300
1340 CLS : FOR I=&7C00 TO &8000 STEP &28: !I
=&20202081 : NEXT
1350 PRINT TAB(4,0);"IF YOU HAD LET ME DECID
E THE MATCH, "
1360 PRINT TAB(4,1);"THE SCORE WOULD HAVE BE
EN...."
1370 QQ=TA(Q%)-TM(R%)+S%-TD(R%)+U%/2.5
1380 RR=TA(R%)-TM(Q%)+T%-TD(Q%)
1390 QQ=QQ DIV 5:RR=RR DIV 5
1400 IF QQ<1 THEN QQ=0
1410 IF RR<1 THEN RR=0
1420 PRINT T$(Q%);"...";QQ;" ";T$(R%);"...";
RR
1430 IF Q=QQ AND R=RR THEN VDU 9,9,9,10 : PR
INT"WHICH IS EXACTLY RIGHT!" : GOTO 1210
1440 VDU 10,&87,&9D,&81 : PRINT "PRESS ANY K
EY TO CONTINUE" : *FX15,1
1450 A$=GET$
1460 VDU 10,9,9,9 : PRINT"... BUT AS IT IS,
THE SCORE IS..."
1470 GOTO1200
1480
1490
1500 DEF PROCdisplay
1510 REM TABLE DISPLAY
1520 CLS : FOR I=&7C00 TO &7ED0 STEP &28: !I
=&20849D86 : NEXT
1530 PRINT TAB(4,0);"TEAM          P      F      PTS
";CHR$(129);"MATCHES LEFT"

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1540 PRINT TAB(3,1);"----- _ _ _ _ _
_";CHR$(129);"TO PLAY ";210-PL
1550 FOR J=P5+1 TO 0 STEP -1
1560     FOR I=1 TO 15
1570         IF TT(I)<>J THEN 1600
1580         IF I=M THEN VDU &84,9,&86 ELSE VDU
9,9,9
1590         PRINT T$(I);TAB(12);TP(I);TAB(16);T
F(I);TAB(20);TT(I)
1600     NEXT I
1610 NEXT J
1620 VDU 13,10,&84,9,&86
1630 ENDPROC
1640
1650 DEF PROCpitch
1660 FORI%=&7C00TO &7C00+120 STEP 40 : !I%=&
20849D84 : NEXT
1670 FORI%=&7C00+160 TO &7C00+200 STEP 40 :
!I%=&9A939D85 : NEXT
1680 FORI%=&7C00+240 TO &7C00+280 STEP 40 :
!I%=&8D819D87 : NEXT
1690 FORI%=&7C00+320 TO &8000 STEP 40 : !I%=&
20979D82 : NEXT
1700 PRINT TAB(4,4);:FORI=1TO35:VDU RND(32)+
96:NEXT
1710 PRINT TAB(4,5);:FORI=1TO35:VDU RND(32)+
96:NEXT
1720 FOR I=6TO 7:PRINT TAB(8,I);"PERSONAL CO
MPUTER NEWS GAMES":NEXT
1730 FORI=10 TO 23:PRINT TAB(3,I);"j";TAB(38
,I);"5";:NEXT
1740 PRINT TAB(3,9);CHR$(128);"pppppppppppppp
pppppppppppppppppppppp";CHR$(128)
1750 PRINTTAB(3,24);CHR$(128);"~~~~~
~~~~~";CHR$(128);
1760 FORI=15 TO 18:PRINT TAB(3,I);"5";TAB(38
,I);"j";:NEXT
1770 RESTORE 1780:FOR B=&7C91 TO &7C9F : REA
D J:?B=J:NEXT
1780 DATA &47,&52,65,80,&48,&49,&43,&53,32,&
42,89,32,&42,&4A,74
1790 ENDPROC
1800
1810 DEF PROCplayer
1820 A=X(I,J)+Y(I,J)*40 : US=&7C00

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1830 A%=(US+A) AND &7FFFF :A%=A%*&100
1840 REPEAT A%=A% DIV &100 :UNTIL A% AND &FF
=42 OR A%=0 : IF A% THEN 2190
1850 PRINT TAB(X(I,J),Y(I,J));" ";
1860 IF (!(US+A+X+Y*40) AND &FFFFFF) <>&2020
20 THEN 1880
1870 X(I,J)=X(I,J)+X : Y(I,J)=Y(I,J)+Y
1880 PRINT TAB(X(I,J),Y(I,J)); : VDU 145+4*I
,64+J,151
1890 ENDPROC
1900
1910 DEF PROCball
1920 K=? (US+X1+X2+(Y1+Y2)*40)
1930 IF K=32 THEN 2010
1940 IF K=ASC("5") AND X1<19 THEN 2060
1950 IF K=ASC("j") AND X1>19 THEN 2060
1960 IF K=ASC("5") OR K=ASC("j") THEN X2=-X2
: GOTO1920
1970 IF K=ASC("p") OR K=ASC("`") THEN Y2=-Y2
: GOTO1920
1980 IF K=128 THEN X2=-X2: Y2=-Y2: GOTO 1920
1990 S%=2-RND(3) : T%=RND(2)-1 :IF T%=0 THEN
X2=-X2:Y2=S% : GOTO 1920
2000 Y2=-Y2 : X2=S% : GOTO 1920
2010 ?(US+X1+Y1*40)=32
2020 X1=X1+X2:Y1=Y1+Y2
2030 ?(US+X1+Y1*40)=42
2040 ENDPROC
2050
2060 REM GOAL
2070 ?(US+X1+Y1*40)=32
2080 X1=X1+X2:Y1=Y1+Y2
2090 ?(US+X1+Y1*40)=42
2100 FORK9=4 TO 34 : PRINT TAB(K9,2);" GOAL!
": SOUND 1,-10,K9*4,1 : NEXT
2110 FORK9=34 TO 4 STEP -1 : PRINT TAB(K9,2)
;"GOAL! ":SOUND 1,-10,K9*4,1 : NEXT
2120 IF X1<19 AND M=Q% THEN R=R+1
2130 IF X1>19 AND M=Q% THEN Q=Q+1
2140 IF X1<19 AND M=R% THEN Q=Q+1
2150 IF X1>19 AND M=R% THEN R=R+1
2160 ZZ=1
2170 ENDPROC
2180
2190 U=RND(S(I,J)*2):MM=1 : ENDPROC

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112 *Division One*

```
2200 DEF PROCInstructions
2210 CLS : PRINT TAB(9);CHR$(129);"DIVISION
ONE"
2220 PRINT'"YOU WILL BE ASKED TO CHOOSE A TE
AM TO"
2230 PRINT"LEAD THROUGHOUT ONE SEASON."
2240 PRINT"  THERE ARE 210 MATCHES IN ALL _"
2250 PRINT"AND EACH TEAM PLAYS 28 MATCHES SI
NCE"
2260 PRINT"EVERYONE PLAYS EVERYONE TWICE - H
OME &"
2270 PRINT"AWAY. YOU CAN EITHER PLAY A MATCH
OR"
2280 PRINT"LET THE MACHINE CALCULATE THE RES
ULT."
2290 PRINT'"  WHEN THE NUMBER OF AUTOMATIC R
ESULTS"
2300 PRINT"IS ENDED, A LEAGUE TABLE IS DRAWN
."
2310 PRINT'"AS THE FIXTURES PROGRESS, YOU WI
LL SEE"
2320 PRINT"HOW MANY GAMES EACH TEAM HAS PLAY
ED,"
2330 PRINT"HOW MANY GOALS EACH TEAM HAS SCOR
ED,"
2340 PRINT"AND HOW MANY POINTS FOR EACH TEAM
."
2350 PRINT"(3 FOR A WIN, 1 FOR A DRAW)"
2360 PRINT'"N.B. WHEN YOU GET NEAR THE END O
F THE"
2370 PRINT"SEASON, THERE MAY BE A SLIGHT PAU
SE"
2380 PRINT"BETWEEN MATCHES AS THE COMPUTER H
UNTS"
2390 PRINT"FOR THE NEXT FIXTURE."
2400 PRINTSPC(9);CHR$(130);CHR$(136);"PRESS
ANY KEY";
2410 A$=GET$
2420 CLS : PRINT"IF YOU DECIDE TO PLAY A MAT
CH"
2430 PRINT"THEN YOU MAY REPOSITION YOUR TEAM
AS"
2440 PRINT"THEY PLAY. ONLY SIX FOOTBALLERS A
RE"
2450 PRINT"SHOWN IN EACH TEAM (LETTERS A-F)."
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"
2460 PRINT"YOUR TEAM ALWAYS PLAYS FROM LEFT
TO"
2470 PRINT"RIGHT IN THE 'DARK STRIP'."
2480 PRINT'"YOU MAY RE-POSITION PLAYERS ANY
TIME IN"
2490 PRINT"THE GAME BUT YOU HAVE NO CONTROL
OVER"
2500 PRINT"WHERE THEY KICK THE BALL! THIS DE
PENDS"
2510 PRINT"UPON THE VARIOUS STRENGTHS OF ATT
ACK"
2520 PRINT"AND DEFENCE. IT IS QUITE USUAL FO
R"
2530 PRINT"A TEAM TO SCORE AN 'OWN GOAL'....
"
2540 PRINT'"THE BALL MOVES FURTHER AND FASTE
R WHEN"
2550 PRINT"THE MATCH IS 'AWAY' FROM HOME."
2560 PRINT'"THE DURATION OF EACH MATCH IS 3
MINS."
2570 PRINT"HOLD DOWN THE LETTER OF YOUR PLAY
ER"
2580 PRINT"AND WAIT FOR THE LETTER TO BE DIS
PLAYED"
2590 PRINT"NEXT TO THE";CHR$(132);CHR$(157);
CHR$(135);"PLAYER TO REPOSITION="
2600 PRINT"THEN PRESS THE CURSOR KEYS FOR MO
VING"
2610 PRINT"UP, DOWN, LEFT AND RIGHT."
2620 PRINT"HOLD THE KEY DOWN FOR RANDOM MULT
I-MOVE.";
2630 PRINTSPC(9);CHR$(130);CHR$(136);"PRESS
ANY KEY";
2640 A$=GET$
2650 ENDPROC
2660 *FX4,0
2670 REPORT : PRINT " at line ";ERL : END

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