

Evolution 2

Evolution 2 contains two programs. In the first, the player controls a large gorilla which lumbers round a forest collecting bananas which drop randomly to the ground. The computer controls a small and extremely agile monkey which makes for very tough competition.

The second program in this section puts you in control of a caveman who tries to kill raiders attacking his territory from surrounding caves by firing arrows.

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1 REM *** BBC VERSION ***
2 REM *** EVOLUTION 2 ***
10 MODE7:PRINT'CHR$141;CHR$&84;CHR$157;CHR
$&83"          Evolution          "CHR$1
56'CHR$141;CHR$&84;CHR$157;CHR$&83"
Evolution          "CHR$156
20 PRINT'CHR$&85"If you have tried the pre
vious program,"CHR$&85"this will be the 4th s
tage in the"'CHR$&85"evolution seunce."
30 PRINT'CHR$&86"If you haven't,then the o
bject is to"'CHR$&86"evolve as far as possibl
e in a role"'CHR$&86"playing series of differ
ent"'CHR$&86"programs."
40 PRINT'CHR$&82"In this stage,you play th
e part of a"'CHR$&82"gorilla who competes aga
inst a smaller"'CHR$&82"and faster monkey."
50 PRINT'CHR$&83"Move using the cursor key
s,but note"'CHR$&83"you cannot go through the
trees."
60 PRINTTAB(0,22)CHR$136;CHR$&81"          Pre
ss Space to start.":REPEATUNTILGET=32
70 RESTORE
80 FORI=224TO231:VDU23,I:FORF=0TO7:READG:V
DUG:NEXTF,I
90   DATA84,99,101,51,63,31,13,7,0,192,160
,192,248,252,190,231
100  DATA7,7,7,14,12,12,12,28,227,225,224,
112,48,48,48,56
110  DATA253,253,249,241,227,199,15,255,25

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252 Evolution 2

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, 25, 255, 188, 152, 60, 36, 102
120 DATA 8, 60, 126, 254, 255, 127, 126, 60, 24, 24
, 24, 24, 24, 24, 24, 24
130 MODE2: COLOUR130: FOR I=0 TO 58: PRINT: NEXT
140 FOR F=0 TO 19: COLOUR1: PRINTTAB(F, 29) CHR$
230; TAB(F, 5) CHR$230: COLOUR4:: PRINTTAB(F, 6) CHR
$231; TAB(F, 30) CHR$231; : NEXT
150 FOR F=7 TO 28 STEP 2: COLOUR1: PRINTTAB(0, F)
CHR$230; CHR$230; TAB(18, F) CHR$230; CHR$230: COLO
UR4: PRINTTAB(0, F+1) CHR$231; CHR$231; TAB(18, F+1
) CHR$231; CHR$231: NEXT F
160 FOR F=1 TO 12: X=RND(16)+1: Y=RND(20)+6: CO
LOUR1: PRINTTAB(X, Y) CHR$230: COLOUR4: PRINTTAB(X
, Y+1) CHR$231: NEXT
170 G=2: F=7: G1=G: F1=F: Y=27: X=16: Y1=Y: X1=X
180 B=40: S=0
190 GOSUB 380
200 COLOUR2: COLOUR131:: PRINTTAB(BX, BY) CHR
$228: COLOUR130
210 COLOUR7: COLOUR128: PRINTTAB(4, 2); B, ; S:
COLOUR130
220 COLOUR0: PRINTTAB(X1, Y1) " "TAB(X1, Y1+
1) " "TAB(X, Y) CHR$224; CHR$225; TAB(X, Y+1) CHR$2
26; CHR$227; TAB(G1, F1) " "TAB(G, F) CHR$229
230 FOR I=0 TO 200: NEXT
240 IF Y=BY OR Y+1=BY IF X=BX OR X+1=BX GOSU
B 340
250 IFF=BY AND G=BX GOSUB 350
260 Y1=Y: X1=X: G1=G: F1=F
270 IF INKEY(-58) AND Y>7 IFFNAT(X, Y-1)<33
AND FNAT(X+1, Y-1)<33 Y=Y1-1
280 IF INKEY(-42) AND Y<27 IFFNAT(X, Y+2)<3
3 AND FNAT(X+1, Y+2)<33 Y=Y1+1
290 IF INKEY(-26) AND X>2 IFFNAT(X-1, Y)<33
AND FNAT(X-1, Y+1)<33 X=X1-1
300 IF INKEY(-122) AND X<16 IFFNAT(X+2, Y)<
33 AND FNAT(X+2, Y+1)<33 X=X1+1
310 F=F-(F<BY)+(F>BY): G=G-(G<BX)+(G>BX)
320 IFFNAT(G, F)>32 F=F1+RND(3)-2: G=G1+RND
(3)-2: GOTO 320
330 GOTO 220
340 S=S+1
350 B=B-1: COLOUR128: COLOUR7: PRINTTAB(4, 2)
; B" "; S: COLOUR130
360 IFS=10 GOTO 420
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370     IFB=0 GOTO410
380     BX=RND(16)+1:BY=RND(20)+6:IFFNAT(BX,B
Y)>32 GOTO380
390     COLOUR131:COLOUR2:PRINTTAB(BX,BY)CHR$
228:COLOUR130
400     RETURN
410     MODE7:PRINT'''CHR$&81"Bad luck,you a
re not fast enough to"'CHR$&81"progress any f
urther in evolution.":GOTO960
420     MODE7:PRINT'''CHR$&85"well done,you
managed to eat the"'CHR$&85"bananas before yo
u starved and can"'CHR$&85"progress to the ne
xt stage.":GOTO960
430     CLS:PRINT'''CHR$&86"The object of thi
s stage is to stop"'CHR$&86"other cavemen fro
m attacking your cave."'''CHR$&85>Your cave is
in the middle of 9 others"'CHR$&85"and from
any of these can come rivals"
440     PRINTCHR$&85"who are prepared to kill
you in order"'CHR$&85"to steal your property
."
450     PRINT'CHR$&83"You can spin round usin
g [ and ]."'CHR$&83"To throw a spear press sp
ace."'''CHR$&82"You have successfully defended
your"'CHR$&82"cave when 30 attacks have been
made."'CHR$&82"You are given three lives to
make your"
460     PRINTCHR$&82"task easier."
470     PRINTTAB(0,22)CHR$136;CHR$&81"
Press space to start."
480     REPEATUNTILGET=32:MODE2:COLOUR130:CLS
490     RESTORE500:FORI=224TO232:VDU23,I:FORF
=0TO7:READG:VDUG:NEXTF,I
500         DATA8,28,8,8,8,8,8,8,0,6,6,8,16,32,
64,0,0,0,2,255,2,0,0,0,0,67,32,16,8,6,6,0
510         DATA8,8,8,8,8,8,28,8,0,2,4,8,16,96,
96,0,0,0,64,255,64,0,0,0,0,96,96,16,8,4,2,0
520         DATA28,28,8,62,8,28,20,20
530         FORI=-PI/2TO PI/2 STEPPI/9:A=I+PI/1
8
540         VDU29,SIN(A)*400+607;COS(A)*400+5
11;;GCOL0,0:IFI>1.5 VDU29,607;415;;A=-PI
550         MOVE0,0:FORG=A-(PI/2)TO A+(PI/2)
STEPPI/8
560         MOVE0,0:PLOT85,SIN(G)*60,COS(G)

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254 Evolution 2

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*60
  570      NEXT:PLOT85,SIN(A+(PI/2))*60,COS(A+
(PI/2))*60:NEXT
  580      PRINTTAB(0,25)"LIVES:"CHR$232;CHR$2
32
  590      A$="":FORI=224TO231:A$=A$+CHR$I:NEX
T:A=1:S=0:C=0
  600      K=0
  610      COLOUR7:PRINTTAB(9,25)"ATTEMPTS ";C
:IFC=30 GOTO940
  620      ON RND(9)GOSUB 740,750,760,770,780,
790,800,810,820
  630      COLOUR7:PRINTTAB(9,18)MID$(A$,A,1)
  640      PRINTTAB(X,Y)" ":IFRND(5)=4 :X=X+SG
N(9-X)
  650      IFRND(5)=2 Y=Y+SGN(18-Y)
  660      COLOUR4:PRINTTAB(X,Y)CHR$232
  670      IFY=18 ANDX=9 GOTO910
  680      IFS=0 GOTO710
  690      PRINTTAB(G,F)" ":F=F+DY2:G=G+DX2:Z=
Z-1:IFZ>0 COLOUR7:PRINTTAB(G,F)B$ ELSE S=0
  700      IF(F=Y AND X=G) OR (F-DY2=Y AND G-D
X2=X) PRINTTAB(G,F)" ":FORW=7TO2STEP-1:COLOUR
W:PRINTTAB(X,Y)CHR$232:SOUND1,-15,RND(100),1:
FORI=0TO200:NEXT,:S=0:C=C+1:GOTO610
  710      A=A-(INKEY(-122) AND A<8)+7*(INKE
Y(-122) AND A=8)+(INKEY(-26) AND A>1)-7*(INKE
Y(-26) AND A=1)
  720      IFINKEY(-99) ANDS=0 B$=MID$(A$,A,
1):F=18:G=9:S=1:ON A GOSUB830,840,850,860,870
,880,890,900:Z=6
  730      GOTO630
  740      Y=13:X=4:RETURN
  750      Y=9:X=5:RETURN
  760      Y=6:X=6:RETURN
  770      Y=13:X=4:RETURN
  780      Y=4:X=9:RETURN
  790      Y=13:X=14:RETURN
  800      Y=9:X=13:RETURN
  810      Y=13:X=14:RETURN
  820      Y=6:X=12:RETURN
  830      DY2=-1:DX2=0:RETURN
  840      DY2=-1:DX2=1:RETURN
  850      DY2=0:DX2=1:RETURN
  860      DY2=0:DX2=0:RETURN

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870      DY2=0:DX2=0:RETURN
880      DY2=0:DX2=-1:RETURN
890      DY2=0:DX2=-1:RETURN
900      DY2=-1:DX2=-1:RETURN
910      PRINTTAB(G,F) "  ":FORF=100TO80STEP
-1:SOUND1,-15,F,1:NEXT:K=K+1:PRINTTAB(K+5,25)
"  "
920      IFK=3 GOTO950
930      S=0:GOTO610
940      MODE7:PRINT'''CHR$&85"Well done!
Defending your cave was not" 'CHR$&85"easy,bu
t you did very well and can" 'CHR$&85"evolve f
urther if you wish to.":GOTO960
950      MODE7:PRINT'''CHR$&81"Bad luck,y
ou failed in your attempt to" 'CHR$&81"defend
your cave."
960      PRINT'''CHR$&83"Options:-"
970      PRINT'''CHR$&82"1"CHR$&83"Start t
he gorilla stage." 'CHR$&82"2"CHR$&83"Start th
e caveman stage." 'CHR$&82"3"CHR$&83"Load the
6th stage." 'CHR$&82"4"CHR$&83"Exit from the p
rogram."
980      PRINTTAB(0,22)" Select option :";
990      A=GET-48:VDUA+48:IFA<1 OR A>4 GOT
O980
1000     FORI=0TO1000:NEXT
1010     IFA=3 CHAIN""
1020     IFA=4 END
1030     CLS:ON A GOTO40,430
1040     DEFFNAT(X,Y)
1050     A%=135:VDU31,X,Y
1060     A%=USR&FFF4 AND&FFFF
1070     =A% DIV256

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