

Newmarket

This is another game with an equestrian flavour, except this time around you'll require the skills of a budding Lester Piggot. There are eight horses in the race, and two things will happen once you have decided which one you want to ride. Firstly, all the other horses will gallop off at the start, leaving you floundering at half speed. You soon discover that your mount is one of those creatures that only pulls its weight when the finishing line is in sight and then it will go twice as fast as anything else on four legs.

The second problem is that the other horses have a (cleverly computed) desire to crowd you out of action. They will tend to close up in front of you and even steer straight at you from the side! There's no steward to protect you in this race, so aim for a gap in the field and hope you will be fast enough to avoid trouble. Any horses colliding with each other are flung randomly sideways and backwards, thus losing valuable speed. OK, you're under starter's orders . . .

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1 REM *** BBC VERSION ***
2 REM *** NEWMARKET ***
10 REM NEWMARKET...WALWYN
20 REM HORSERACE GAME
30 MODE 7
40 PROCInstructions
50 PROCCharacters
60
70 REM GET SCREEN READY
80 MODE 2
90 *FX9,1
100 *FX10,1
110 REM TURN SCREEN BACKGROUND WHITE
120 VDU 19,0,7,0,0,0 : VDU 19,7,0,0,0
130 VDU 19,9,6,0,0,0 : VDU 19,8,10,0,0,0
140 COLOUR 128+9 : PRINTTAB(0,31) : COLOUR
128
150 FOR I=1 TO 8 : PRINT TAB(0,I*4-2);I : N
EXT I
160 COLOUR 128+6 : COLOUR 2
170 REM WINNING POST
180 FOR I= 1 TO 30 : PRINT TAB(18,I);CHR$(1
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28) : NEXT I
    190 COLOUR 128+9 : COLOUR 7
    200 PRINT TAB(0,0); "CONTROLS:1=UP A=DOWN"
    210 VDU 5
    220 FOR I%=1 TO 8 : PROChorse(I%) : NEXT I%
    230 VDU 4
    240 COLOUR 128+7 : COLOUR 0
    250 REPEAT : PRINT TAB(0,1); SPC(18); CHR$(11
)
    260 INPUT "YOU HORSE 1-8 ",N
    270 UNTIL 0<N AND N<9
    280 COLOUR 128 : COLOUR 7 :PRINT TAB(0,1);S
PC(18)
    290
    300 REM STAR GAME
    310 VDU 5 : C=1
    320 REPEAT
    330 M=RND(8) : PROCdirection
    340 MX=X(M):MY=Y(M)
    350 IF UP AND Y(M)<949 THEN Y(M)=Y(M)+12
: X(M)=X(M)-4
    360 IF NOT UP AND Y(M)>107 THEN Y(M)=Y(M)
-12 : X(M)=X(M)-4
    370 IF X(M)<64 THEN X(M)=64
    380 IF C=1 AND X(N)>300 THEN VDU19,9,1,0,
0,0 : C=2
    390 FOR I=1 TO 8
    400 OX=X(I) : OY=Y(I)
    410 IF I=M THEN OX=MX:OY=MY
    420 J=RND(12)+4 : IF I<>N THEN 440
    430 IF C=1 THEN J=J DIV 2 ELSE J=J*2
    440 X(I)=X(I)+J : IFX(I)>1024 THEN X(I)
=1024
    450 IF I=8 THEN 550
    460 FOR J=I+1 TO 8
    470 IFABS(Y(J)-Y(I))>64 THEN 540
    480 IFABS(X(J)-X(I))>128 THEN 540
    490 X=X(J):Y=Y(J)
    500 IF J=M THEN X=MX:Y=MY
    510 PROCbump(J) : PROCerase(X,Y) : PR
OChorse(J)
    520 IF J=M THEN MX=X(J) : MY=Y(J)
    530 PROCbump(I)
    540 NEXT J
    550 PROCerase(OX,OY) : PROChorse(I)
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560      IF I=M THEN MX=X(I) : MY=Y(I)
570      IF X(I)=1024 THEN PROCwin(I) : RUN
580      NEXT I
590      UNTIL FALSE
600 END
610
620 DEF PROCdirection
630 UP=1
640 IF INKEY(-49) THEN UP=TRUE : M=N
650 IF INKEY(-66) THEN UP=FALSE : M=N
660 IF UP=1 THEN UP=(RND(2)=2)
670 IF M=N THEN 690
680 IF X(M)>X(N)-80 AND ABS(Y(M)-Y(N))<240
THEN UP=(Y(N)>Y(M))
690 ENDPROC
700
710 DEF PROCcharacters
720 DIM X(8),Y(8)
730 VDU 23,128,&55,&AA,&55,&AA,&55,&AA,&55,
&AA
740 VDU 23,129,&0,&C1,&6F,&1F,&1F,&7C,&84,&
2
750 VDU 23,130,&CE,&9D,&FF,&F9,&F8,&C,&32,&
1
760 REM POSITION HORSES
770 FOR I=1 TO 8 : X(I)=64 : Y(I)=1060-120*
I
780     NEXT I
790 ENDPROC
800
810 DEF PROChorse(I)
820 MOVE X(I),Y(I) : GCOL 0,I : VDU 129,130
830 SOUND 0,-8,4,1
840 ENDPROC
850
860 DEF PROCerase(X,Y)
870 MOVE X,Y : GCOL 0,0 : VDU 129,130
880 ENDPROC
890
900 DEF PROCbump(I)
910 REM HORSE NUMBER 'I' IN COLLISION
920 X(I)=X(I)-RND(20)-20 : Y(I)=Y(I)+RND(65
)-32
930 IF X(I)<64 THEN X(I)=64
940 IF Y(I)<96 THEN Y(I)=96

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950 IF Y(I)>960 THEN Y(I)=960
960 ENDPROC
970
980 DEF PROCwin(I)
990 VDU 4
1000 COLOUR 128+9 : COLOUR 7
1010 PRINT TAB(0,0);SPC(20)
1020 IF I=N THEN 1050
1030 PRINT TAB(0,0);"WINNER = HORSE ";I
1040 GOTO 1060
1050 PRINT TAB(0,0);"YOU WON! WELL DONE"
1060 VDU 5
1070 FOR I%=1 TO 40
1080   PROCerase(X(I),Y(I))
1090   FOR J%=1 TO 300 : NEXT J%
1100   PROChorse(I)
1110   FOR J%=1 TO 300 : NEXT J%
1120   NEXT I%
1130 PRINT TAB(0,0);"    PRESS ANY KEY    "
1140 *FX15,1
1150 A$=GET$
1160 ENDPROC
1170
1180 DEF PROCinstructions
1190 PRINT SPC(13);CHR$(129);"NEWMARKET"
1200 PRINT'"IN THIS HORSE-RACE GAME, YOU RID
E"

1210 PRINT"ANY HORSE FROM 1-8."
1220 PRINT"YOU HAVE TO STEER A PATH AVOIDING
THE"
1230 PRINT"OTHER HORSES SINCE ANY HORSE IN A
"
1240 PRINT"COLLISION WITH ANOTHER WILL BE BL
OCKED"
1250 PRINT"AND FORCED SIDEWAYS AND BACKWARDS
."
1260 PRINT"'EASY', YOU MIGHT SAY..."
1270 PRINTCHR$(130);"BUT";CHR$(135);"YOUR H
ORSE IS A VERY SLOW STARTER"
1280 PRINT"AND WILL ONLY RUN AT SPEED AFTER
THE"
1290 PRINT"SCREEN BORDER TURNS 'RED'. THIS O
CCURS"
1300 PRINT"WHEN YOU HAVE RIDDEN A THIRD OF
THE WAY"
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1310 PRINT"DOWN THE TRACK SO YOU WILL ALWAYS  
HAVE"  
1320 PRINT"OTHER HORSES IN FRONT OF YOU."  
1330 PRINT"TO MAKE IT HARDER STILL, ALL HORS  
ES"  
1340 PRINT"WITHIN TWENTY FEET OF YOU WILL AT  
TEMPT"  
1350 PRINT"TO BLOCK YOUR PATH OR CRASH INTO  
YOU!"  
1360 PRINT'"PUSH LETTER 'A' TO MOVE DOWN THE  
SCREEN"  
1370 PRINT"PUSH NUMBER '1' TO MOVE UP THE SC  
REEN."  
1380 PRINT"BEWARE: ANY COURSE ALTERATION WIL  
L"  
1390 PRINT"ALSO REDUCE YOUR SPEED!"  
1400 PRINTCHR$(129);"GOOD LUCK!. PRESS ANY  
KEY TO START.";  
1410 *FX15,1  
1420 A$=GET$  
1430 ENDPROC
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