

# Evolution 3

Evolution 3 is the logical culmination of survival conditioning. As the leader of the superpower of your choice you must destroy your enemy's capitals with cruise missiles before you are destroyed by one of their ICBM's. To do this you have a very short time to pre-program the flight of your missile with a series of direction codes as the enemy's missile moves towards your capital. The screen features a map of the world on which the missile courses are plotted.

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1 REM *** BBC VERSION ***
2 REM *** EVOLUTION 3 ***
10 DATA 0,8,28,8,8,62,0,0,0,32,36,62,36,32
,0,0,0,62,8,8,28,8,0,0,0,2,18,62,18,2,0,0
20 DATA128,128,128,128,128,128,128,255,128
,128,128,156,156,128,128,255
30 DATA127,127,127,127,127,127,127,0
40 FORI=224TO230:VDU23,I:FORY=0TO7:READ X:
VDUX:NEXT,
50 DATA LONDON,8,13,MOSCOW,5,24,BONN,7,1
7,WASHINGTON,8,3,BRASILIA,17,4,TOKYO,9,28,RIY
ADH,12,17,CANBERRA,18,29,PEKING,9,25,PRETORIA
,17,14
60 MODE7:PRINT'CHR$141;CHR$&84;CHR$157;C
HR$&83" Evolution "CHR
$156'CHR$141;CHR$&84;CHR$157;CHR$&83"
Evolution "CHR$156
70 PRINT'''CHR$&86"This is the 3rd and f
inal section in"'CHR$&86"the series of evolut
ion programs."'''CHR$&85"This one involves a n
uclear war,in"'CHR$&85"which you can play the
part of P.M."'''CHR$&85"of any of 10 superpowe
rs which may"
80 PRINTCHR$&85"exist in the year 2002 (
the year in"'CHR$&85"which this war takes pla
ce). "
90 PRINT'CHR$&83"The object is to progra
m cruise"'CHR$&83"missiles to home in on the
enemies"'CHR$&83"capitals."
100 PRINTTAB(0,22)CHR$136;CHR$&81" Pres
s Space to read further.":REPEATUNTILGET=32:C

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LS

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110 PRINT'''CHR$&86"In 2002,the world is
not very different"CHR$&86"from the previous
20 years,apart from"CHR$&86"the existance o
f new superpowers."
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120 PRINT'CHR$&85"South America has been
over-run by"CHR$&85"Brazil and its capital i
s Brasilia."CHR$&83"Japan has become a powe
rful nation,"CHR$&83"and the Arabs have a fi
ghting nation"CHR$&83"based around Riyadh. A
ustralia and"
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130 PRINTCHR$&83"South Africa are also su
perpowers."
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140 PRINTTAB(0,20)CHR$&82"Enter a skill l
evel (30-100)."CHR$&82"30 is the hardest: ";
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150 INPUTSK:IFSK<30 OR SK>100 GOTO140
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```
160 CLS:PRINT'''CHR$&83"In which capital
do you want to be"CHR$&83"P.M. ? (type the
first two characers"CHR$&83"of the name.)":R
ESTORE50
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170 F$=""
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180 PRINT':FORF=1TO10:READA$,Y,X:PRINTCH
R$(&80+RND(7))" "A$:NEXT
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```
190 INPUTA$:IFLEN(A$)<2 GOTO160
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```
200 RESTORE50:FORF=1TO10:READB$,Y,X:IFLEF
T$(B$,2)<>LEFT$(A$,2) NEXT:GOTO160
```

```
210 V=Y:U=X:E$=CHR$224:F$=LEFT$(F$,F-1)+"
X"+RIGHT$(F$,LEN(F$)-F)
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```
220 RESTORE50
```

```
230 I=RND(10):IFMID$(F$,I,1)<>"X" FORF=1T
OI:READB$,Y2,X2:NEXT:GOTO250
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240 GOTO230
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250 SC=1:CLS:PRINT'''CHR$&86"The way to p
rogram your missile is by"CHR$&86"compass di
rections (i.e. N,S,E and W)."CHR$&86"The wor
ld map is divided into squares"CHR$&86"and e
ach step of the program moves the"CHR$&86"mi
ssile one square."
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260 F$=LEFT$(F$,I-1)+"X"+RIGHT$(F$,LEN(F$
)-I)
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270 PRINT'CHR$&85"For example, "NNEES"
moves the"CHR$&85"missile 2 squares up,2 rig
ht and 1 down"CHR$&85"If the missile goes off
the map at"CHR$&85"any side,it will appear
on the opposite"CHR$&85"side."
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280 PRINT'CHR$&81"The red square is your
target.'"CHR$&82"You must enter your program
as quickly"CHR$&82"as possible.When it is r
eady,press 'F'"CHR$&82"to fire your missile"
290 PRINTTAB(0,22)CHR$136;CHR$&85" P
ress Space to start.":REPEATUNTILGET=32:GOSUB
860
300 COLOUR1:PRINTTAB(X2,Y2)CHR$230:COLOUR
0:COLOUR130:PRINTTAB(X,Y)CHR$229:COLOUR128:Y1
=Y2:X1=X2:D$=CHR$224
310 C$=STRING$(50," "):C=1
320 C$="":COLOUR1:PRINTTAB(0,21)"Enter pr
ogram after the tone."
330 FORI=0TO2000+RND(2000):NEXT:PRINTTAB(
0,21)" "SOUND1,-
15,10,4
340 C1=C
350 Q$=INKEY$(SK*2)
360 IFQ$="N" C$=C$+"N":C=C+1
370 IFQ$="S" C$=C$+"S":C=C+1
380 IFQ$="E" C$=C$+"E":C=C+1
390 IFQ$="W" C$=C$+"W":C=C+1
400 IFQ$="F" OR C=51 PRINTTAB(0,21)STRING
$(32," "):VDU7:GOTO530
410 IFC1=C GOSUB450:GOTO340
420 COLOURRND(3):PRINTTAB(C MOD32,21)Q$
430 IFC=32 PRINTTAB(0,21)STRING$(32," ")
440 SOUND1,-15,50,1:GOTO340
450 GCOL3,3:VDU5:MOVEX1*32,-Y1*32:PRINTD$
:VDU4:COLOUR1:PRINTTAB(X2,Y2)CHR$230
460 IFY1<Y Y1=Y1+1:D$=CHR$226
470 IFY1>Y Y1=Y1-1:D$=CHR$224
480 IFX1<X X1=X1+1:D$=CHR$225
490 IFX1>X X1=X1-1:D$=CHR$227
500 GCOL3,3:VDU5:MOVEX1*32,-Y1*32:PRINTD$
:VDU4
510 IFY1=Y AND X1=X GOTO720
520 RETURN
530 C=1
540 GCOL3,3:VDU5:MOVEU*32,-V*32:PRINTD$:V
DU4
550 FORF=1TO3:VDU5:MOVEU*32,-V*32:PRINTE$
:VDU4
560 Q$=MID$(C$,C,1):V=V-(Q$="S")+(Q$="N
"):U=U-(Q$="E")+(Q$="W")

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## 260 Evolution 3

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570      IFQ$="S" E$=CHR$226 ELSEIFQ$="N" E$
=CHR$224 ELSEIFQ$="W" E$=CHR$227 ELSE E$=CHR$
225
580      V=(V+20)MOD20
590      U=(U+32)MOD32
600      IFV=Y2 AND U=X2 F=39:GOTO650
610      VDU5:MOVEU*32,-V*32:PRINTES:VDU4
620      C=C+1:IFC<51 Q$=MID$(C$,C,1):IFQ$<>
"N" AND Q$<>"S" AND Q$<>"W" AND Q$<>"E" F=19
630      IFC=51 F=19
640      FORI=20TO30:SOUND1,-15,I+50,1:NEXT
650      NEXTF
660      IFF=20 GOTO690 ELSEIFF=40 GOTO730
670      GOSUB450
680      GOTO550
690      VDU5:MOVEU*32,-V*32:PRINTES:VDU4
700      C=1:V=Y:U=X
710      GOTO320
720      FORI=0TO20:VDU19;I;0;:SOUND0,-15,3+RN
D(3),1:NEXT:VDU19;0;0;:MODE7:PRINT'''CHR$&81
"You have been destroyed.":GOTO830
730      FORI=0TO20:VDU19;I;0;:SOUND0,-15,3+RN
D(3),1:NEXT:VDU19;0;0;
740      IFSC=9 I=5:GOTO760
750      I=RND(10):IFMID$(F$,I,1)="X" GOTO750
760      SC=SC+1:F$=LEFT$(F$,I-1)+"X"+RIGHT$(F
$,LEN(F$)-I):COLOUR7:PRINTTAB(0,21)B$ has be
en destroyed.":FORF=0TO2000:NEXT
770      IFSC=10 GOTO820
780      VDU5:MOVEX1*32,-Y1*32:PRINTD$:VDU4:CO
LOUR3:PRINTTAB(X2,Y2)CHR$230
790      C=1:C$=" ":V=Y:U=X:RESTORE50:FORF=1TOI
:READB$,Y2,X2:NEXT:COLOUR1:PRINTTAB(X2,Y2)CHR
$230:Y1=Y2:X1=X2
800      PRINTTAB(31,21)" "
810      GOTO320
820      MODE7:PRINT'''CHR$&86"Congratulations
,you now rule the whole"CHR$&86"world (well
what's left of it after"CHR$&86"your nukes'
work!)"
830      PRINTTAB(0,10)CHR$&82"Want another go
? (Y/N). ";
840      A=GET:VDU127,A:IFA=89 CLS:PRINTTAB(0,
20):GOTO140 ELSEIFA<>78 GOTO840
850      END

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860      MODEL:VDU28,4,27,35,4:RESTORE880:COLO
UR2:VDU19,2,5;0;:GCOL0,2
870      FORF=0TO3:READA$:FORI=1TOLEN(A$):PRIN
TCHR$(ASC(MID$(A$,I,1))+127);:NEXT,
880      DATA eeeeeegggggeeeeeeeeeeggggegeeeee
eeeeeeeeegggggeeeeeeeeeegggggggggggeeeeeeeeeegggge
eeeeeggggggggggggggggggggeggeeeeegeeeeeegggggggggg
gggggggggggeggeeeeeeegeeeeeegggggggggggggggeeggggg
eeeeeeeeeeeeeggggggggggggggggeee
890      DATAgggggggeeeeeeeeeeggggggggggggggggge
egggggggeeeeeeegeegggggggggggggggggeegggggeeeeeeee
egggggggggggggggggeeeeeeggggeeeeeeeeeeggggggggggg
ggegeeeeggggeeeeeeeeeegggggggggggggggggegeeegegeee
eeeeeeeggggggggggggeeeeeeeeeeggeeeeeeeeeeeeeeeegge
eggeeggeeggeeggeee
900      DATAeeeeeggggggeeegeeegeeegeee
910      DATAegggggeeeeeegggggggeeeeeeeeeeeeeee
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920      MOVE1150,225:DRAW1150,896:DRAW128,8
96:DRAW128,225:VDU29,128;892;
930      RESTORE50:FORF=1TO10:READA$,B,A:PRI
NTTAB(A,B)CHR$229:NEXT
940      RETURN

```

