

Chomper

This is an interesting variation of a game we caught sight of in an arcade a while back. It's got a maze, power pills, a ghost and things that go chomp in the night. The first program defines the graphics, and then CHAINs the main program, which must of course be the next program on the tape.

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1  REM**CHOMPER**  **BBC VERSION** GRAPHI
CS AND INSTRUCTIONS SECTION** MAIN PROGRAM TO
BE LOADED AUTOMATICALLY FROM THIS SECTION**
10 REM CONVERTED TO 32K BBC MICRO BY C.R.T
ANNER
30 MODE7:VDU 23;8202;0;0;0;0;:HIMEM=&2500:AD
DRESS=&2500:DIM A$(2)
40 VDU 23,224,0,-1,0,0,0,0,-1,0
50 VDU 23,225,66,66,66,66,66,66,66,66
60 VDU 23,226,0,24,36,66,66,66,66,66
70 VDU 23,227,66,66,66,66,66,66,36,24,0
80 VDU 23,228,0,248,4,2,2,4,248,0
90 VDU 23,229,0,31,32,32,64,32,31,0
100 VDU 23,230,66,65,64,32,32,24,7,0
110 VDU 23,231,0,7,24,32,32,64,65,66
120 VDU 23,232,66,130,2,4,4,24,224,0
130 VDU 23,233,0,224,24,4,4,2,130,66
140 VDU 23,234,66,129,0,0,0,0,-1,0
150 VDU 23,235,0,-1,0,0,0,0,129,66
160 VDU 23,236,60,126,-1,-1,-1,-1,126,60
170 VDU 23,237,60,126,240,224,224,240,126,6
0
180 VDU 23,238,60,126,15,7,7,15,126,60
190 VDU 23,239,60,126,-1,231,195,195,66,0
200 VDU 23,240,0,66,195,195,231,-1,126,60
210 VDU 23,241,60,126,219,201,-1,-1,-1,170
220 VDU 23,242,0,242,133,229,21,149,98,0
230 VDU 23,243,0,0,0,0,24,24,0,0,0
240 FOR A=0 TO 2:A$(A)="":FOR B=1 TO 30:REA
D C:A$(A)=A$(A)+CHR$(C):NEXT:NEXT
250 PRINT':FOR A=0 TO 2:PRINT TAB(4);A$(A)
'TAB(4);A$(A):NEXT
260 PRINT " @ P a u l S t a n l e

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y"
270 PRINT'"A standard";CHR$(129);"pacman-t
ype";CHR$(135);"game, complete with";CHR$(1
29);"power-pills";CHR$(135);"which when eaten
give you the chance to eat the ghost."
280 PRINT'CHR$(133);" Your controls are:-"
290 PRINT'CHR$(134);"Z";CHR$(132)"...Left"
;TAB(20);CHR$(134);"X";CHR$(132)"...Right"'C
HR$(134);"*";CHR$(132)"...Up";TAB(20);CHR$(1
34);"?";CHR$(132)"...Down"
300 PRINT'"Please wait 30 seconds..."
310 GOSUB 380
320 FOR a=1 TO 150 STEP 5:SOUND 1,-15,a*50,
1:NEXT
330 MODE 1:VDU 23;8202;0;0;0;28,4,27,35,4:H
IMEM=&2500:ADDRESS=&2500
340 *FX 9,2
350 *FX 10,2
360 PRINT "NOW LOADING MAIN GAME"
370 CHAIN ""
380 A$(0)="haaaaaaaaaaaaaaaaaaaaaaaaj
b b b falae c fal
ae c falae b b b d b b
b c b c b c c b c b c b b b b
b b c b b b b b b b b d d b d b d b d
d b b b "
390 A$(1)="b b b b b
gaaaaai fakae gaaaaai b faai
gaae faaaaaaaaaaaaaaaaaaaaaae
faaj haee b faaalaa
ae c faaalaaae b b b b
b b fa"
400 A$(2)="e b c c d c c b fae b b
b b b b b b b c fai d gaaai d
gae c b b b b
b gaaaaaaaaaaaaaaaaaaaaai b b
b gaaaaaaaaaaaaaaaaaaaaaa
i"
410 PROCconvert
420 A$(0)="haaaaaaaaaaaaaaaaaaaaaaaaj
b b b haaaj c c c
c c haaaj b b b b d b b b b b
b d c b b b b b b c d b b b b
b b c b b b b b b fai d b d b d b d
gae b "

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430 A$(1)="b      b      b      b
b faaaaai fakae gaaaaae b      faai
      gaae      fae faaae c faaae fae
faaj      b      haae      b faaaa
aj c d c haaaaae b      b      b b      b b
      b      "
440 A$(2)="b fe fj b gaaai b he fe b
b      b b      b b      b fae b d haa
aj d b fae b      b      b      b      b
      b faaai fai c gae gaaae b      b
      b      b      gaaaaaaaaaaaaakaaaaaaaa
aaaaai"
450 PROCconvert
460 A$(0)="aaaaaaaaaaaaaaaaaaaaaaaj
b      b      b haae faaae
faaae faaj b      b b      b b
      b b he faaae faaae fj b b      b d b
      b d b      b      d fe fe fe fe
d      b      "
470 A$(1)="b c      c b
b gaae faaae faaae faai b      faai
      gaae      faae faaae faaae faae
faaj      haae      b haae
faaae faaae faaj b      b d
d b      "
480 A$(2)="      b      c fe fe fe fe c      b
      b c b      b c b      b b ge faa
ae faaae fi b b      b b      b
      b      b gaae faaae faaae faai b      b
      b      b      gaaaaaaaaaaaaaa
aaaaaaaaai"
490 PROCconvert
500 A$(0)="haaaaaaaaaaaaaaaaaaaaaaj
b      b      b c fj      haa
aj      haae b      b b      b      b      b
      b b      b      d      d      b      b      b b fi
      b      b      b b      haaaj      b
      b      "
510 A$(1)="b b      b      b      b
b d      d      d      gaae b      faai
      gaae      faae fe faaae fe faae
faaj      haae      b c c c
c haaaj he      c b      b b b b b      b b
b b      "
520 A$(2)="b b d d b d      d b c      b b

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b b      b      b d c b b      b b      b haa
aj b      d b b      b b      b b      b b
      b d      d d      d d      fi b      b
      b      gaaaaaaaaaaaaaaaaaaaaa

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aaaaai"

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530 PROCconvert

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540 RETURN

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550 DEFPROCconvert

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560 FOR B%=0 TO 2:D%=LEN(A$(B%)):FOR A%=1 T
O D%:E%=ASC(MID$(A$(B%),A%,1)):IF E%>32 THEN
?ADDRESS=E%+127 ELSE ?ADDRESS=32

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570 ADDRESS=ADDRESS+1:NEXT:NEXT:ENDPROC

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580 DATA 141,145,154,54,163,164,32,53,32,53
,32,54,163,52,32,61,184,53,32,55,163,180,32,5
5,163,33,32,55,163,52,141,147,154,53,32,48,32
,55,163,53,32,53,32,53,32,53,32,53,32,55,163,
32,32,55,163,32,32,55,231,32,141,147,154,162,
163,32,32,33,32

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590 DATA 33,32,34,163,32,32,33,32,33,32,33,
32,32,32,163,163,33,32,33,32,33

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1 REM**CHOMPER BBC VERSION** **MAIN PROG
RAM**

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10 hs=0:CLS

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20 m=1:sc=0:li=3

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30 COLOUR 1:PRINT TAB(4,1):FOR x=&2500+(6
65*m) TO &2798+(665*m):PRINTCHR$(?x):NEXT

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40 COLOUR 2:PRINT TAB(5,2);"";TAB(27,2);"
*";TAB(5,20);"";TAB(27,20);""

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50 c1=0:c=5:FOR Y%=2 TO 20:FOR X%=5 TO 27

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60 IF FNscreen(X%,Y%)=32 THEN PRINT TA
B(X%,Y%);CHR$243:c=c+1

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70 NEXT:NEXT

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80 PRINT TAB(1,11);" ";CHR$(243);CHR$(243)
;CHR$(243);TAB(28,11);CHR$(243);CHR$(243);CHR
$(243);" "

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90 x=16:y=5:y1=y:x1=x:r=0:p$=CHR$(239):f=1
6:g=x:g1=g:f1=f:dg=-1:df=0

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100 PROCover(g,f,241)

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110 PRINT TAB(0,0);"Score:";TAB(17,0);"High
-score:";hs

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120 IF li>1 THEN A$=CHR$(237) ELSE A$="

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130 IF li>2 THEN A$=A$+" "+CHR$(237)

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140 PRINT TAB(11,0);" ";TAB(11,0);A$

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150 IF INKEY(-67) THEN A=FNscreen(x+1,y):IF
A<65 OR A=241 OR A=145 OR A=243 OR A=147 THE
N x=x+1:p$=CHR$237:GOTO 190
160 IF INKEY(-98) THEN A=FNscreen(x-1,y):IF
A<65 OR A=241 OR A=145 OR A=243 OR A=147 THE
N x=x-1:p$=CHR$238:GOTO 190
170 IF INKEY(-105) THEN A=FNscreen(x,y+1):I
F A<65 OR A=241 OR A=145 OR A=243 OR A=147 TH
EN y=y+1:p$=CHR$239:GOTO 190
180 IF INKEY(-73) THEN A=FNscreen(x,y-1):IF
A<65 OR A=241 OR A=145 OR A=243 OR A=147 THE
N y=y-1:p$=CHR$240:GOTO 190
190 IF FNscreen(x,y)=42 THEN SOUND 1,-15,80
,1:r=1:df=-df:dg=-dg
200 A=FNscreen(x,y):IF A=243 OR A=147 THEN
PRINT TAB(x1,y1);CHR$236:FOR A=1 TO 20:NEXT:s
c=sc+1:c1=c1+1:PRINT TAB(6,0);sc:SOUND 1,-8,1
40,1:IF c1=c THEN GOTO 630
210 IF y<>11 THEN 230
220 IF x=0 THEN x=x+30 ELSE IF x=31 THEN x=
x-30
230 p=x:q=y:IF r<>0 THEN p=31-x:q=21-y:r=r+
1:IF r=50 THEN SOUND 1,-15,80,1:r=0
240 PRINT TAB(x1,y1);" ";TAB(x,y);p$
250 y1=y:x1=x
260 IF y<>f OR x<>g THEN 280
270 IF r<>0 THEN GOTO 580 ELSE GOTO 460
280 f1=f:g1=g:g=g+dg:f=f+df
290 A=FNscreen(g,f):IF (A<=235 AND A>=224)
O (A<=139 AND A>=128) THEN GOTO 390
300 IF f1<>q AND df=0 THEN ELSE 320
310 A=FNscreen(g1,f1-(f1<=q)+(f>q)):IF (A<=
235 AND A>=224) OR (A<=139 AND A>=128) THEN E
LSE 400
320 IF g1<>p AND dg=0 THEN ELSE 340
330 A=FNscreen(g1-(g1<=p)+(g1>p),f1):IF (A<
=235 AND A>=224) OR (A<=139 AND A>=128) THEN
ELSE 430
340 IF f<>11 THEN GOTO 360
350 IF g=1 THEN g=g+30 ELSE IF g=31 THEN g=
g-30
360 PROCover(g1,f1,241):PROCover(g,f,241)
370 IF y<>f OR x<>g THEN 150
380 IF r<>0 THEN GOTO 580 ELSE GOTO 460
390 IF dg=0 THEN GOTO 430

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400 IF df=0 THEN df=-(f1<=q)+(f1>q):dg=0:g=
g1:f=f1+df
410 A=FNscreen(g,f):IF (A<=235 AND A>=224)
O (A<=139 AND A>=128) THEN df=-df:f=f1+df
420 GOTO 340
430 dg=-(g1<=p)+(g1>p):df=0:f=f1:g=g1+dg
440 A=FNscreen(g,f):IF (A<=235 AND A>=224)
OR (A<=139 AND A>=128) THEN dg=-dg:g=g1+dg
450 GOTO 340
460 FOR f=1 TO 15
470 PRINT TAB(x,y);CHR$237:SOUND 1,-15,50
+f,1:FOR A%=1 TO 300:NEXT
480 PRINT TAB(x,y);CHR$239:SOUND 1,-15,52
+f,1:FOR A%=1 TO 300:NEXT
490 PRINT TAB(x,y);CHR$238:SOUND 1,-15,54
+f,1:FOR A%=1 TO 300:NEXT
500 PRINT TAB(x,y);CHR$240:SOUND 1,-15,56
+f,1:FOR A%=1 TO 300:NEXT
510 NEXT f
520 PRINT TAB(x,y);" ":li=li-1:IF li>0 GOTO
90
530 CLS:PRINT TAB(0,7);"You scored ";sc;" p
oints."
540 IF sc>hs THEN hs=sc:PRINT TAB(0,10);"We
ll done that's the new best score!!!":GOTO
560
550 PRINT TAB(0,10);"The high-score is ";hs
;"."
560 PRINT TAB(0,23);"Press any key to play
again.";:*FX 15,1
570 IF INKEY$(1000)="" THEN 570 ELSE CLS:G
OTO 20
580 FOR f=1 TO 5:FOR g=2 TO 7:PRINT TAB(x,y
);CHR$242:SOUND 1,-15,50+g+(f*5),1:NEXT g:NEX
T f
590 r=0
600 sc=sc+50:PRINT TAB(6,0);sc
610 f=16:g=16:g1=g:f1=f:dg=-1:df=0:PROCover
(g,f,241)
620 GOTO 150
630 VDU 19,1,9,0,0,0:PRINT TAB(x1,y1);" "
640 FOR f=0 TO 255 STEP 4:SOUND 1,-15,f,1:N
EXT f
650 FOR f=1 TO 3000:NEXT f
660 VDU 19,1,1,0,0,0

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670 CLS:m=m+1:IF m=4 THEN m=0
680 GOTO 30
690 DEF FNscreen(X%,Y%)
700 VDU 31,X%,Y%:A%=135:C%=USR(&FFF4)
710 C%=(C% AND &FFFF) DIV &100
720 =C%
730 DEF PROCover(X%,Y%,C%)
740 VDU 5:GCOL3,1
750 MOVE 128+(X%*32),1023-(128+(Y%*32))
760 PRINT CHR$(C%);
770 VDU4:ENDPROC
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