

# Motocross

Motocross consists of two games. In the first a motorcycle races across the screen from left to right, continuing down through several levels, and must leap over obstacles placed in its path.

In the second game, Stunt-Cycle, the motorcycle leaps over a line of buses and must be landed on the other side without loss of control. After each successful leap the number of buses is increased.

```

1 REM *** BBC VERSION ***
2 REM *** MOTOCROSS ***
10 CLS:MODE1:VDU 23,1,0;0;0;0;
20 LET HS=1000:LET WR=4
30 GOSUB 620
40 GOSUB 660
50 CLS
60 GOSUB 270
70 FOR F=10 TO -10 STEP -1: SOUND2, -12, F*3 + (1
4-F), 1: NEXT
80 TIME=0
90 COLOUR3:VDU31, X+4, Y+5, 32, 141
100 FOR F=1 TO 5: NEXT
110 X=X+1: IF X=31 THEN VDU31, 35, Y+5, 32: X=0
: Y=Y+5: IF Y=25 THEN GOTO 220
120 IF FNOSC(X+5, Y+5) <> 32 THEN GOSUB 160
130 IF INKEY$(10) = "J" THEN GOTO 170
140 S=S-(INKEY$(10) = "D") + (INKEY$(10) = "A") :
IF S<1 THEN S=1
150 GOTO 90
160 IF INKEY$(50) = "J" THEN GOTO 190
170 C=141: FOR F=X TO 30: VDU31, F+4, Y+5, 32, C
: C=C-(C<145)+3*(C=144): SOUND2, -12, 2*(F+6)+27,
2: NEXT
180 CLS: COLOUR1: PRINT TAB(5, 7) "Bad Luck! Yo
u crashed.": GOTO 700
190 VDU31, X+4, Y+5, 32, 31, X+6, Y+4, 141
200 FOR F=1 TO 5: SOUND2, -14, 50+25*F, 1: NEXT
210 VDU31, X+6, Y+4, 32, 31, X+7, Y+5, 141: X=X+3:
RETURN

```

## 8 Motocross

```
220 T1=TIME:T=INT(T1/100):CLS
230 PRINTTAB(5,6)"Your Time Was ";T;" Seco
nds."
240 IF T<HS THEN COLOUR1:PRINTTAB(5,8)"Tha
t Is A New Fast Time!":HS=T
250 PRINTTAB(5,10)"The Best Time Is ";HS;"
Seconds."
260 GOTO 700
270 FOR G=21TO6 STEP -5:COLOUR1
280 Z1=RND(20):Z2=RND(20):IF ABS(Z2-Z1)<3
THEN GOTO 280
290 VDU31,Z1+9,G+4,152,145,31,Z2+9,G+4,152
,145:COLOUR2:FOR F=0TO31:VDU31,F+4,G+5,151:NE
XT:NEXT
300 Y=5:X=0:S=20
310 RETURN
320 BUSES=5:CLS
330 Y=5:X=0:S=10
340 COLOUR3:PRINTTAB(15,5);BUSES;" BUSES"
350 GOSUB 590
360 VDU31,X+4,Y+5,32,141
370 FOR F=1TO S:NEXT
380 X=X+1:IF X=31 THEN VDU31,35,Y+5,32:X=0
:Y=Y+5
390 IF FNESC(X+5,Y+5)<>32 THEN GOTO 420
400 S=S-(INKEY$(10)="D")+(INKEY$(10)="A"):
IF S<1 THEN S=1
410 GOTO 360
420 VDU31,X+4,Y+5,32,31,X+5,Y+4,141:FOR F=
1TO3:SOUND2,-12,F*F+80,1.:NEXT
430 VDU31,X+4,Y+5,32,31,X+5,Y+4,141:FOR F=
1TO3:SOUND2,-12,F*F+80,1.:NEXT
440 VDU31,X+5,Y+4,32,31,X+6,Y+3,141:SOUND2
,-12,53,2.
450 X=X+2:FOR F=X TO (X+20-S):SOUND2,-12,8
5,1.:VDU31,F+4,Y+3,32,141:NEXT
460 VDU31,F+4,Y+3,32,31,F+5,Y+4,141:SOUND2
,-12,85,1.
470 IF FNESC(F+5,Y+5)<>148 THEN IF FNESC(F+5
,Y+5)<>149 THEN IF FNESC(F+5,Y+5)<>150 THEN GO
TO 540
480 FOR X=F+1 TO30:VDU31,X+4,Y+4,32,141
490 SOUND2,-12,89,1
500 IF FNESC(X+5,Y+5)=32 THEN VDU31,X+5,Y
+4,32:Y=Y+1
```

```

510     NEXT
520     CLS:BUSES=BUSES+1
530     GOTO 330
540     VDU31,F+5,Y+4,32:C=141:FOR X=F+1 TO 31
: SOUND2,-12,20,1:VDU31,X+4,Y+5,32,C:C=C-(C<14
5)+3*(C=144):NEXT
550     CLS:PRINTTAB(4,5)"You Failed In Your A
ttempt":PRINTTAB(4,6)"At ";BUSES;" BUSES."
560     IF BUSES-1>WR THEN COLOUR1:PRINTTAB(4,
8)"However, Your Successful Jump ":PRINTTAB(4
,9)"Over ";BUSES-1;" Buses Is A":PRINTTAB(4,1
0)"New World Record!!!!":WR=BUSES-1
570     PRINTTAB(4,12)"The World Record Is ";W
R;" Buses."
580     GOTO 700
590     FOR F=21TO6 STEP-5:FOR G=0TO31:COLOUR2
:VDU31,G+4,F+5,151:NEXT:NEXT
600     COLOUR3:VDU31,8,25,146:FOR F=1TO BUSES
:COLOUR1:VDU31,8+F,25,147:NEXT:COLOUR3:VDU31,
8+F,25,148,149,150
610     RETURN
620     VDU23,141,32,62,50,254,152,90,231,66:V
DU23,142,2,119,82,92,124,242,23,26:VDU23,143,
66,231,90,25,127,76,124,4:VDU23,144,88,232,79
,62,58,74,238,64
630     VDU23,145,0,0,0,0,0,32,112,248:VDU23,1
46,1,3,7,15,31,63,127,255:VDU23,147,126,66,12
6,126,66,126,126,36:VDU23,148,224,252,255,255
,255,255,255:VDU23,149,0,0,128,240,254,25
5,255,255:VDU23,150,0,0,0,0,0,192,248,255
640     VDU23,151,255,255,255,255,0,0,0,0:VDU2
3,152,0,0,0,0,0,0,4,0
650     RETURN
660     LET A$="MOTOCROSS":PRINTTAB(14,26)A$:C
OLOUR1:FOR F=1TO9:FOR G=20TO0 STEP-1:SOUND2,-
12,F*3+53,1:PRINTTAB(F+13,G+5) MID$(A$,F,1):V
DU31,F+13,G+6,32:NEXT:NEXT:FOR I=1TO1000:NEXT
670     FOR F=4TO34:SOUND2,-12,47,1.5:COLOUR2:
VDU 31,F,7,32,141:FOR J=1TO100:NEXT:NEXT:VDU3
1,35,7,32
680     PRINTTAB(4,7) "This Program Consists O
f Two":PRINTTAB(4,8) "Motorbike Games.":COLOU
R1:PRINTTAB(4,10) "For ""Moto-cross"", jump
with J":PRINTTAB(4,11) "only when you reach t
he obstacle"

```

## 10 *Motocross*

```
690 COLOUR3:PRINTTAB(4,14)"For both progra
ms, acceleration":PRINTTAB(4,15)"and decelara
tion are possible":PRINTTAB(4,16)"by holding
A or D."
```

```
700 COLOUR1:PRINTTAB(4,18)"Press the key w
hich corresponds":PRINTTAB(4,19)"to what you
want to do."
```

```
710 COLOUR2:PRINTTAB(4,21)"1...Moto-cross"
:COLOUR1:PRINTTAB(4,22)"2...Stunt-cycle":COLO
UR3:PRINTTAB(4,23)"3...Exit from the program.
"
```

```
720 G$=GET$
```

```
730 IF G$="1" THEN GOTO 50
```

```
740 IF G$="2" THEN GOTO 320
```

```
750 IF G$="3" THEN STOP
```

```
760 GOTO 720
```

```
770 DEF FN SC(X,Y):LOCAL A%,LASTX,LASTY,C:L
ASTX=POS:LASTY=VPOS:VDU31,X,Y:A%=135:C=USR(&F
FF4):C=C AND &FFFF:C=C DIV &100:VDU31,LASTX,L
ASTY:=C
```