

About This Book

This book contains simple games programs to play on a microcomputer. They are written for use on ZX81, ZX Spectrum, BBC, VIC 20, TRS-80 and Pet and Apple micros, and many are short enough to fit into the ZX81's 1K of memory.

Most micros use the language BASIC, but they all have their own variations or dialects. In this book, the main listing for each program works on the ZX81 and lines which need changing for the other computers are marked with symbols and printed underneath. The fact that the programs are written for several micros means that they do not make full use of each one's facilities. You could try finding ways of making the programs shorter and neater for your micro.

For each game, there are ideas for changing and adding to the programs and towards the back of the book you will find tips and hints on writing games of your own. Also in the book is a conversion chart to help you adapt programs in magazines and other books for your micro and a summary of the BASIC terms used in this book.

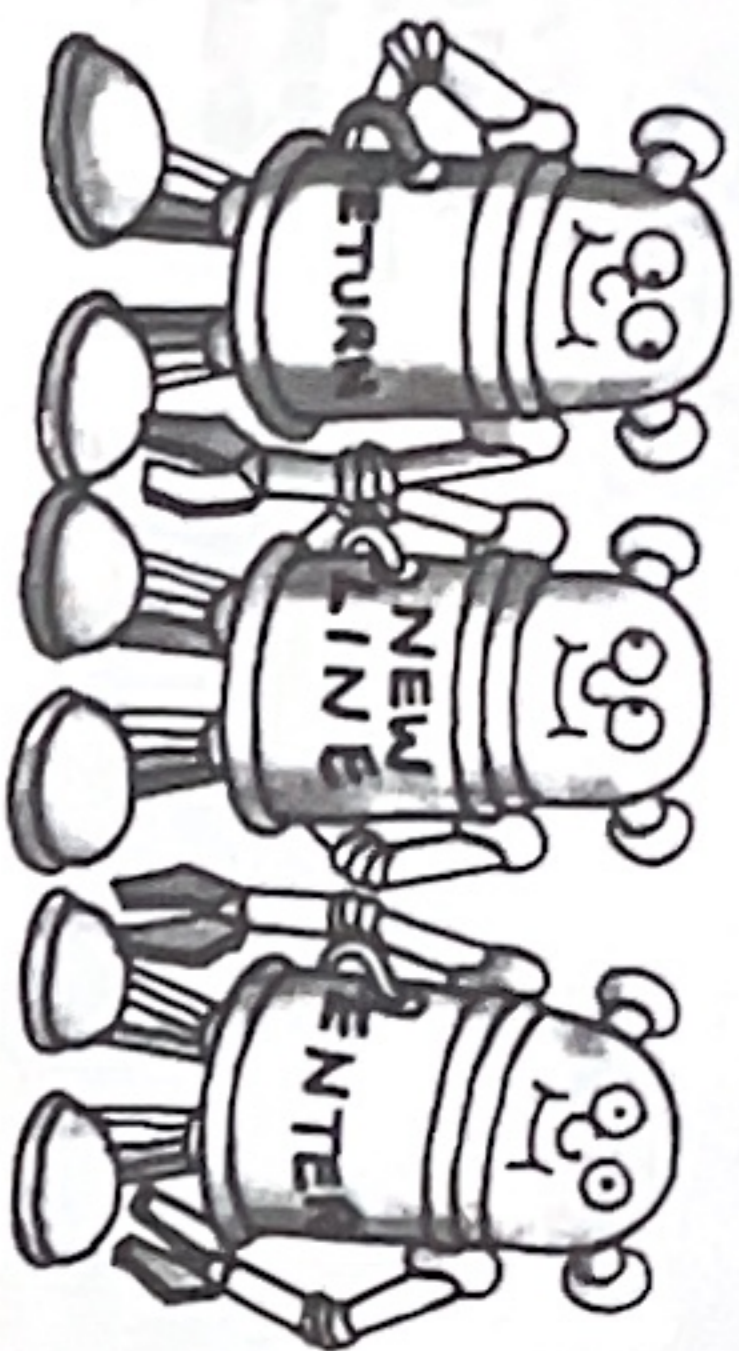
Typing in the programs

Lines which need changing for computers other than ZX81 are marked with these symbols:

- ▲ VIC and Pet
- ★ BBC and Acorn Electron
- TRS-80
- Apple
- ZX Spectrum

Every time you see the symbol for the micro you are using, look below for the corresponding line number with the same symbol and type that in instead.

VIC 20 versions of all except the graphics program should work on Pet computers.

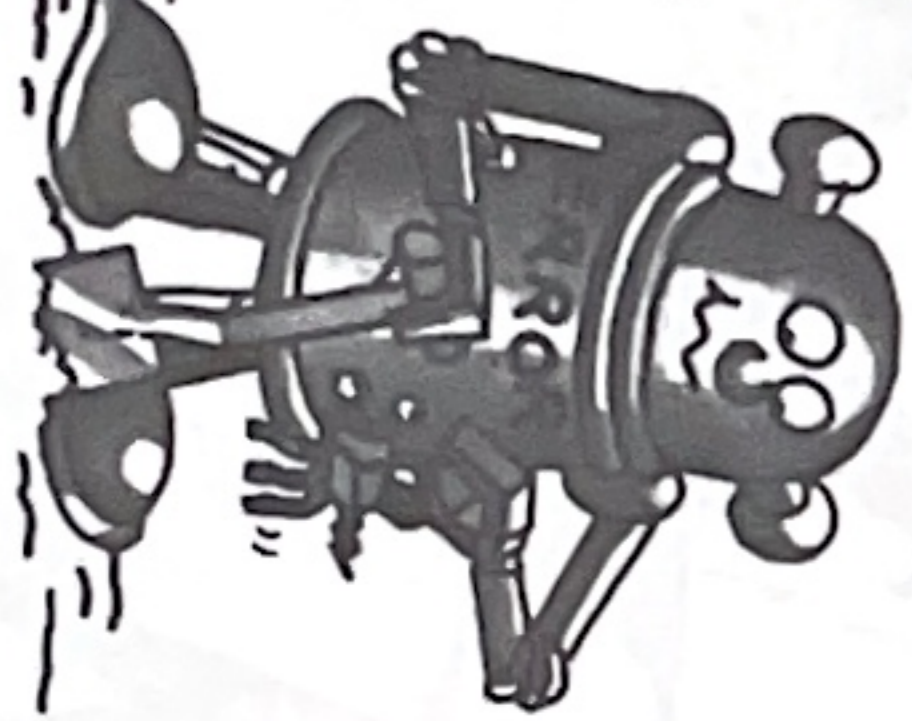


Points to remember

- 1 Type the lines exactly as they are printed including all punctuation and spaces.
- 2 Press RETURN, NEWLINE or ENTER key at the end of each program line.
- 3 Check each line as you go.
- 4 Make sure you don't miss out a line or confuse one with another. A piece of paper or a ruler is useful to mark your place in the listing.
- 5 Look out for the symbols and make sure you use the correct lines for your computer.
- 6 If you are using a ZX81 or ZX Spectrum, remember not to type the program instructions letter by letter but to use the special key for each instruction instead. You may find it easier to get someone to read the program out to you while you type it in. Don't forget to explain that they must read every comma, fullstop, bracket and space and differentiate between letter "O" and zero, FOR and 4, and TO and 2.

Debugging programs

When you have typed in the program, check your manual to find out how to display it on the screen. (Usually you type LIST followed by the line numbers of the section you want to see.)



Check you have typed everything correctly. It is easy to make mistakes, so expect to find some. Use your manual to find out how to make changes to the program once it is typed in. If in doubt, you can always type the line again. All the computers will replace an existing line with a new one with the same number.

Here is a checklist of common mistakes to look out for:

- 1 Line missed out
- 2 Line wrongly numbered
- 3 The beginning of one line joined onto the end of another.



- 4 Brackets, commas, colons, semi-colons, fullstops or spaces missed out, especially in long, complicated lines. Watch for double brackets in particular.
- 5 Wrong line used for your computer.
- 6 Letter "O" confused with zero.
- 7 Wrong numbers used, e.g. extra zeros included.

Playing the games

To start the game you must type RUN. In some games things happen very quickly, so make sure you have read the instructions and know what you are supposed to do.

It is quite likely that the program still



has a mistake in it and either won't run at all or the game won't work properly. Sometimes your computer will give you an error code which you can look up in the manual. This may help you find the mistake, though not always. List the program again and check it carefully against the book.

When the game is over, the computer will usually say something like BREAK IN LINE 200. To play again, you have to type RUN.

Experimenting with the games

There are suggestions for changing and adding to the programs throughout the book, but don't be afraid to experiment with changes of your own. You can't damage the computer and you can always change back to the original if the changes don't work.

You will probably find you want to adjust the speed of some games, especially after you have played them a number of times. You will find out which line to change on each program page. Wherever you see

PRINT, you can change the message in quotes that follows it to whatever you like.

Also, unless you have ZX81 with only 1K, you can add extra messages.

Type a line number (say 105 if you want to add a message between lines 100 and 110), then type PRINT, then your message inside quotes.

If your computer can make colours and sounds, you could use your manual to find out how they work and try adding them to the games in this book.



*See page 37 for a special note for BBC and Spectrum users.