Shootout

You are standing back to back. You take 10 paces, turn and reach for your gun. How quick are you? Can you shoot first?

Your computer prints the numbers 1 to 10 to represent the 10 paces and then prints HE DRAWS....

You must be ready to press a key (any one will do) the moment these words come up on the screen. If you are quick enough, you will shoot him before HE DRAWS comes up, you lose.

How to change the speed of the game

You can adjust the time you have to react to the gunman by changing the last number in line 130. A smaller number will give you less time. (For the ZX81, change the number in line 140.)

Making the game harder

If you change the program as follows, you will add the possibility of you missing sometimes:

1) In line 140, change 190 to 220.
2) Add these lines:

```
$ ZX 220 IF RND>.3 THEN GOTO 190
▲●220 IF RND(1)>.3 THEN GOTO 190
■220 IF RND(0)>.3 THEN GOTO 190
230 PRINT "BUT YOU MISSED"
240 GOTO 90
```

The program listing

```
▲●  10 CLS
    20 PRINT "COWBOY SHOOTOUT -"
    30 PRINT "YOU ARE BACK TO BACK"
    40 PRINT "TAKE 10 PACES..."
    50 FOR I=1 TO 10
*▲●  60 PRINT I;"...";
    70 NEXT I
    80 PRINT
*■▲●90 FOR I=1 TO RND*200
    100 NEXT I
*▲●110 IF INKEY$<>"" THEN GOTO 160
    120 PRINT "HE DRAWS.....";
*▲●130 FOR I=1 TO 5
*▲●140 IF INKEY$<>"" THEN GOTO 190
*   150 NEXT I
    160 PRINT "AND SHOOTS."
    170 PRINT "YOU ARE DEAD."
    180 GOTO 210
    190 PRINT "BUT YOU SHOOT FIRST."
    200 PRINT "YOU KILLED HIM."
    210 STOP
```

To KEYBOARD

The above listing will work on a ZX81. For other computers, make the changes below.

```
●   10 HOME
▲   10 PRINT CHR$(147)
*●  60 PRINT ;I;"..";
*■  65 FOR J=1 TO 300 : NEXT J
▲●  90 FOR I=1 TO RND(1)*1000
■   90 FOR I=1 TO RND(0)*1000
●   110 IF PEEK(-16384)>127 THEN GOTO 160
▲   110 GET I$ : IF I$<>"" THEN GOTO 160
■   110 IF INKEY$(1)<>"" THEN GOTO 160
*   130 FOR I=1 TO 20
■   130 FOR I=1 TO 50
    DELETE 130,150
●   140 IF PEEK(-16384)>127 THEN GOTO 190
▲   140 GET I$ : IF I$<>"" THEN GOTO 190
■   140 IF INKEY$(40)<>"" THEN GOTO 190
```

How the program works

This is a loop which sends the computer 10 times to print a number and two dots each time.

Another loop—this time to make the computer delay. The computer loops round a number of times depending on the value of RND, doing nothing.

Checks you're not cheating by pressing a key before HE DRAWS comes on the screen.
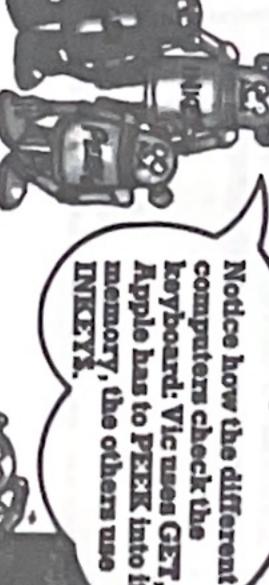
Prints the signal for you to press a key.

Checks the keyboard to see if you are pressing a key, and jumps to 190 if you are. (Notice that line 140 is in the middle of a FOR...NEXT loop. This makes the computer check the keyboard a number of times to give you a reasonable chance of pressing a key.)

Prints if you win.

Prints if you lose. (Either you ran out of time or were cheating.)

Delay loops can be written in one line, as in line 65, for all but the ZX81.

An extra delay loop for the faster computer.

Notice how the different computers check the keyboard: Vic uses GET, Apple has to PEEK into its memory, the others use INKEY$.

Puzzle corner

See if you can work out how to make it possible for the computer to miss too.