

Battle at Traitor's Castle

The King is waging a fierce and bloody battle against his deadliest enemy – the Traitor Baron. You are one of the King's back bowmen and at this very moment you are crouching behind the bushes outside the Traitor's Castle, shooting at his men as they lift their heads above the battlements.

Your computer will print a row containing eight dots and an O. The number keys 1 to 9 correspond to the position of the O in the row. You have a short time to press the correct key, and hit the O, before it disappears.

How many of the Baron's men can you hit?

```

10 PRINT "TRAITOR'S CASTLE"
20 LET S=0
30 FOR G=1 TO 10
40 LET R$=""
★▲●50 LET T=INT(RND*9+1)
60 FOR L=1 TO 9
70 IF L=T THEN LET R$=R$+"O"
80 IF L<>T THEN LET R$=R$+"."
90 NEXT L
100 PRINT R$,
★▲●110 FOR I=1 TO 12
★▲●120 LET I$=INKEY$
130 IF VAL("O"+I$)=T THEN GOTO 170
140 NEXT I
150 PRINT "MISSED"
160 GOTO 190
170 PRINT "GOOD SHOT"
180 LET S=S+1
190 NEXT G
200 PRINT "YOU HIT ";S;" OUT OF 10"
210 STOP
    
```

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

```

■ 50 LET T=INT(RND(0)*9+1)
★▲●50 LET T=INT(RND(1)*9+1)
▲ 110 FOR I=1 TO 200
■ 110 FOR I=1 TO 60
★●110 FOR I=1 TO 90
● 115 LET I$=""
★120 LET I$=INKEY$(1)
●120 IF PEEK(-16384)>127 THEN GET I$
▲120 GET I$
    
```

How the program works

- Sets your score to zero for start of game.
- Beginning of loop which gives you 10 goes.
- Sets up an empty string, R\$.
- Selects a number between 1 and 9 and puts it in T.
- Loops round 9 times, adding a character to the string, R\$, each time. The character is O for the position corresponding to the number in T and a dot for all the others.
- Prints the string.
- Loops round a number of times to see if you are pressing a key. (End of loop at line 140)
- Checks if you are pressing the right key. Jumps to 170 if so.
- Prints if you pressed the wrong key or didn't press in time, then jumps to 190.
- Increases your score by 1.
- Sends computer back to line 30 for another go.
- Prints your score when 10 goes are up.

Notice how the scoring works in this program (lines 20 and 180). You could try adding this to other programs.



Making the game faster or slower

You may find that the computer works too quickly or too slowly for you in this game. You can adjust this by changing the last number in line 110. A lower number will make the game faster.

Puzzle corner

Can you change the program so that you get two kinds of target – either O (one of the Baron's Ordinary soldiers) which is worth 1 point, or S (one of his Special branch) which is worth 5 points?

