



Answers

You may find that your answers to some of the puzzles are different to the ones given here. As long as they work on your computer then this doesn't really matter, but check to see if they are as neat and simple as the answers in the book.

Page 5 Robot Missile

Line 90 tells the computer how many times to loop round and get a guess from you. So, for more chances of guessing the secret code letter, change the last number in line 90 to a higher one. For less chances, change it to a lower one.

Page 7 The Vital Message

In this program, lines 150 and 160 are a "delay" loop. They make the computer do nothing for a certain length of time before going on to the next instruction in the program which is to clear the message off the screen. To make the message stay on the screen longer, you need to make the computer loop round more times. You can do this by changing the last number in line 150 to a higher one.

Page 9 Shootout

To make it possible for the computer to miss too, add the following lines in addition to those in the 'Making the game harder' box.

```
155 IF RND<.1 THEN GOTO 250
250 PRINT "HE SHOOTS BUT MISSES"
260 GOTO 90
```

Line 155 may need RND(1) or RND(0), depending on your computer.

Page 11 Desert Tank Battle

Add the following lines to the program to add the possibility of the robots seeing you:

```
175 IF RND<.05 THEN GOTO 250
250 PRINT "THEY'VE SEEN YOU--AAGGGH--HHH"
260 STOP
```

Change the RND in line 175 to the version your computer needs. You can change .05 to any number between 0 and 0.999, but remember that the higher the number you put here the greater the chance of the robots seeing you.

Page 13 Battle at Traitor's Castle

This is a difficult puzzle, so don't worry if you couldn't do it. Try out the answer anyway. Add these lines to get the two targets.

```
55 LET P=INT(RND*.5)*4+1
57 LET P=CHR$(P+51)
57 LET P=CHR$(P+78)
70 IF L=T THEN LET R=R+P
180 LET S=S+P
```

Page 15 Robot Invaders

You can get 100 points for U, V, W, X or Y and 10 points for the others by making these changes.

```
220 LET H=H+10
225 IF P>"T" AND P<"Z" THEN LET H=H+90
```

Page 17 Secret Weapon

You can add the scoring system in the

Conversion chart

This quick reference chart shows some of the variations in the BASIC used by the machines in this book. It does not include instructions for graphics, sound or colour as these vary so enormously from machine to machine. Note also that although most computers (except the BBC) use PEEK and POKE, they do not use the same system of memory addresses, so the numbers used with PEEK and POKE must be changed for each computer.

	BBC	VIC/Pet	Apple	TRS-80	ZX Spectrum	ZX81
Select random number between 0 and 0.99999999	RND(1)	RND(1)	RND(1)	RND(0)	RND	RND
Select random number between 1 and N	RND(N)	RND(1)*N+1	RND(1)*N+1	RND(N)	RND*N+1	RND*N+1
Select random letter between A and Z	CHR\$(RND(26)+64)	CHR\$(INT(RND(1)*26+65))	CHR\$(INT(RND(1)*26+65))	CHR\$(RND(26)+64)	CHR\$(INT(RND*26+65))	CHR\$(INT(RND*26+38))
Clear screen	CLS	PRINT CHR\$(147)	HOME	CLS	CLS	CLS
Check keyboard to see if key being pressed	INKEY\$(N)	GET XS	XS="" IF PEEK(-16384)-127 THEN GET XS	INKEY\$	INKEY\$	INKEY\$
Convert characters into code numbers	ASC("X") (using ASCII code)	ASC("X") (using ASCII code)	ASC("X") (using ASCII code)	ASC("X") (using ASCII code)	CODE("X") (using ASCII code)	CODE("X") (using ZX81 code)
Move cursor up	PRINT CHR\$(11)	PRINT CHR\$(145)	CALL 998	PRINT CHR\$(27)	PRINT CHR\$(11)	PRINT CHR\$(112)
Move cursor down	PRINT CHR\$(10)	PRINT CHR\$(17)	PRINT CHR\$(10)	PRINT CHR\$(26)	PRINT CHR\$(10)	PRINT CHR\$(113)
Move cursor left	PRINT CHR\$(8)	PRINT CHR\$(157)	PRINT CHR\$(8)	PRINT CHR\$(24)	PRINT CHR\$(8)	PRINT CHR\$(114)
Move cursor right	PRINT CHR\$(9)	PRINT CHR\$(29)	PRINT CHR\$(21)	PRINT CHR\$(25)	PRINT CHR\$(9)	PRINT CHR\$(115)
Take 1st N characters of string	LEFT\$(AS,N)	LEFT\$(AS,N)	LEFT\$(AS,N)	LEFT\$(AS,N)	AS(1 TO N)	AS(1 TO N)
Take last N characters of string	RIGHT\$(AS,N)	RIGHT\$(AS,N)	RIGHT\$(AS,N)	RIGHT\$(AS,N)	AS(N TO)	AS(N TO)
Take middle N characters of string	MID\$(AS,N1,N2)	MID\$(AS,N1,N2)	MID\$(AS,N1,N2)	MID\$(AS,N1,N2)	AS(N1 TO N2)	AS(N1 TO N2)