RND(1)		ввс	VIC/Pet	Apple	TRS-80	ZX Spectrum	L8X7
random random random retrieveen 1 RND(N) RND(1)*N+1	Select random number between 0 and 0.99999999	RND(1)	RND(1)	RND(1)	RND(0)	RND	RND
random letter en A and Z CHR\$(RND(26) + 64) CHR\$(INT(RND(1) -26 + 65)) CHR\$(INT(RND(1) -26 + 65)) CHR\$(RND(1) -26 + 65)) CHR\$(147) CHR\$(147) CHR\$(147) CHR\$(147) CHR\$(147) CHR\$(147) ASC("X") -127 THEN GET X\$ ASC("X") -127	Select random number between l	RND(N)	RND(1)*N·1	RND(1)*N+1	RND(N)	RND*N+1	RND'N+1
CHRS(RND(26) + 64) CHRS(INT (RND(1)) - 26 + 65)) CHRS(RND(26)) CHRS(RND(1)) - 26 + 65)) CHRS(RND(1)) ASC("X") A	and N			CHRCINT(RND(I)			1 SC. UNBALINISAN
CLS PRINT CHR\$(147) HOME CLS X\$ = " " X\$ = " " X\$ = " " ASC("X") ASC("X") ASC("X") ASC("X") PRINT CHR\$(11) PRINT CHR\$(12) PRINT CHR\$(145) PRINT CHR\$(157) PRINT CHR\$(10) PRINT CHR\$(29) PRINT CHR\$(21) PRINT CHR\$(21) PRINT CHR\$(21) PRINT CHR\$(21) PRINT CHR\$(21) PRINT CHR\$(22) PRINT CHR\$(23) PRINT CHR\$(23) PRINT CHR\$(24) PRINT CHR\$(25) PRINT CHR\$(26) PRINT CHR\$(26) PRINT CHR\$(27) PRINT CHR\$(28) P	Select random letter	CHR\$(RND(26) + 64)	CHR\$(INT(RND(1)	*26 + 65))	CHR\$(RND(26) + 64)	CHRS(INT(RND 26 + 65))	CHRS(INT(KND-26+
ing INKEY\$(N) GET XS IF PEEK(- 16384) INKE) INKE) IF PEEK(- 16384) IF PEEK(- 16384) IF PEEK(- 16384) INKE) IF PEEK(- 16384) IN IF	Classical	CLS	PRINT CHR\$(147)	HOME	CLS	CLS	CLS
INKEY\$(N) GET X\$ IF PEEK(- 16384) INKE IF PEEK(- 16384) IF PEEK(- 16384) IF PEEK(- 16384) INKE IF PEEK(- 16384) INKE IF PEEK(- 16384) INKE INKE IF PEEK(- 16384) INKE INKE IF PEEK(- 16384) INKE INK	Clear screen						
ASC("X") ASC("X") (using ASCII code) (using ASC (usi	Check keyboard to see if key being pressed	INKEY\$(N)	GET XS	XS = " IF PEEK(- 16384) - 127 THEN GET XS	INKEYS	INKEYS	INKEYS
PRINT CHR\$(11) PRINT CHR\$(145) CALL 998 PRINT CHR\$(10) PRINT CHR\$(10) PRINT CHR\$(17) PRINT CHR\$(10) PRINT CH PRINT CHR\$(8) PRINT CHR\$(157) PRINT CHR\$(21) PRINT CH PRINT CHR\$(9) PRINT CHR\$(29) PRINT CHR\$(21) PRINT CH PRINT CHR\$(157) PRINT CHR\$(21) PRINT CHR\$(22) PRINT CHR\$(21) PRINT CHR\$(22) PRINT CHR\$(23) PRINT CHR\$(23) PRINT CHR\$(24) PRINT CHR\$(25) PRINT CHR\$(25) PRINT CHR\$(26) PRINT CHR\$(26) PRINT CHR\$(27) PRINT CHR\$(28) PRINT CHR\$	Convert characters	ASC("X")	ASC("X") (using ASCII code)	ASC("X") (using ASCII code)	ASC("X") (using ASCII code)	(using ASCII code)	(using ZX81 code)
mn PRINT CHR\$(10) PRINT CHR\$(17) PRINT CHR\$(10) PRINT CH tring RIGHT\$(A\$.N) LEFT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N) RIGHT\$(A\$.N)	Thio code numbers	BBINE CHRECH)	PRINT CHR\$(145)	CALL 998	PRINT CHR\$(27)	PRINT CHR\$(11)	PRINT CHR\$(112)
PRINT CHR\$(10) PRINT CHR\$(17) PRINT CHR\$(10) PRINT CHR\$(21) PRINT	tatoac caraor ab	The second second second		Company Company	OBCIGATION AND AND AND AND AND AND AND AND AND AN	PRINT CHRS(10)	PRINT CHR\$(113)
PRINT CHRS(8) PRINT CHRS(157) PRINT CHRS(8) PRINT CHRS(24) PRINT CHRS(8) PRINT CHRS(8) PRINT CHRS(29) PRINT CHRS(21) PRINT CHRS(25) PRINT CHRS(9) Ing RIGHTS(AS.N.) LEFTS(AS.N.) LEFTS(AS.N.) LEFTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) AS(N.TO.) MIDS(AS.N.1.N.2) MIDS(AS.N.1.N.2) MIDS(AS.N.1.N.2) MIDS(AS.N.1.N.2) AS(N.TO.)	Move cursor down	PRINT CHRS(10)	PRINT CHRS(17)	PKINT CHR3(10)	PATRI CHIMAGOO	a formation of the control of the co	The carried and a second
ht PRINT CHRS(9) PRINT CHRS(29) PRINT CHRS(21) PRINT CHRS(25) PRINT CHRS(9) LEFTS(AS.N.) LEFTS(AS.N.) LEFTS(AS.N.) LEFTS(AS.N.) LEFTS(AS.N.) AS(1 TO N.) ring RIGHTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) RIGHTS(AS.N.) AS(N TO) MIDS(AS.N.) NIDS(AS.N.) NIDS(AS.N.) NIDS(AS.N.) AS(N TO N.)	Move cursor left	PRINT CHR\$(8)	PRINT CHR\$(157)	PRINT CHRS(8)	PRINT CHR\$(24)	PRINT CHR\$(8)	PRINT CHR3(114)
RICHTS(AS.N) LEFTS(AS.N) LEFTS(AS.N) LEFTS(AS.N) AS(1 TO N) RICHTS(AS.N) RICHTS(AS.N) RICHTS(AS.N) RICHTS(AS.N) RICHTS(AS.N) AS(N TO) MIDS(AS.N I.N 2) MIDS(AS.N I.N 2) MIDS(AS.N I.N 2) MIDS(AS.N I.N 2) AS(N I TO N 2)	Move cursor right	PRINT CHRS(9)	PRINT CHR\$(29)	PRINT CHR\$(21)	PRINT CHRS(25)	PRINT CHR\$(9)	PRINT CHR\$(115)
RICHTS(AS,N) RICHTS(AS,N) RICHTS(AS,N) RICHTS(AS,N) AS(N TO) MIDS(AS,NI,N2) MIDS(AS,NI,N2) MIDS(AS,NI,N2) AS(NI TO N2)	Take 1st N	LEFTS(AS.N)	LEFTS(AS,N)	LEFTS(AS,N)	LEFTS(AS,N)	AS(ITON)	AS(1 TO N)
MIDSIAS NI NZ) MIDSIAS NI NZ) MIDSIAS NI NZ) MIDSIAS NI NZ) AS(NI TO NZ)	Take last N	RICHTS(AS,N)	RICHTS(AS,N)	RIGHTS(AS.N)	RIGHTS(AS,N)	AS(NTO)	AS(NTO)
The same of the sa	Take middle N	MIDELAS NI NO	MIDE AS NI NZ)	MIDS(AS NI N2)	MIDS(AS.NI.NZ)	AS(NI TO NZ)	AS(NI TONZ)

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**

This quick reference

the BBC) use PEEK and PO

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book. It does

nously from machine to machine. KE, they do not use the same syst

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 s ZX57 LET PS=CHRS (P+51) 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-AAGGGHHHH" 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.

★日本057 LET P\$=CHR\$ (P+78) 70 IF L=T THEN LET R\$=R\$+P\$ 180 LET S=5+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