

puzzle by putting these extra lines into the program.

```
15 LET S=0
145 IF Z<=3 THEN LET S=S+1
190 GOTO 217
215 LET S=S+10
217 PRINT "YOU SCORED ";S;" POINTS"
```

Page 19 Escape!

This is the simplest way to add three robots to the game, though it makes the game rather difficult to win.

```
22 FOR R=1 TO 3
25 PRINT "ROBOT ";R
300 NEXT R
310 STOP
```

Page 21 Pirate Dogfight

To make your chance of hitting the pirate equal to his chance of hitting you, change the .7 in line 290 to .5.

Page 23 Supersonic Bomber

To get more targets each time, change the 5 in lines 30, 70 and 120 to a higher number. You must put the same number in all three lines.

Page 25 Iceberg

You can make the grid bigger by changing all the 8s in lines 20, 50, 70, 80, 110, 120, 160, 170, 290 and 310 to a bigger number. (Use the same number each time.)

To add more icebergs change the 4 in line 30 to a higher number.

Going further

Here is a list of books you should find useful if you want to find out more about computers or writing programs.

Usborne Guide to Computers by Brian Refñ Smith, Usborne
Understanding the Micro by Judy Tatchell and Bill Bennett, Usborne

Introduction to Computer Programming by Brian Refñ Smith, Usborne


Illustrating BASIC by Donald Alcock, Cambridge University Press

Fred Learns about Computers, Macdonald & Evans

The BASIC Handbook by David A. Lien, CompuSoft Publishing

The Computer Book by Robin Bradbeer et al, BBC Publications

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