

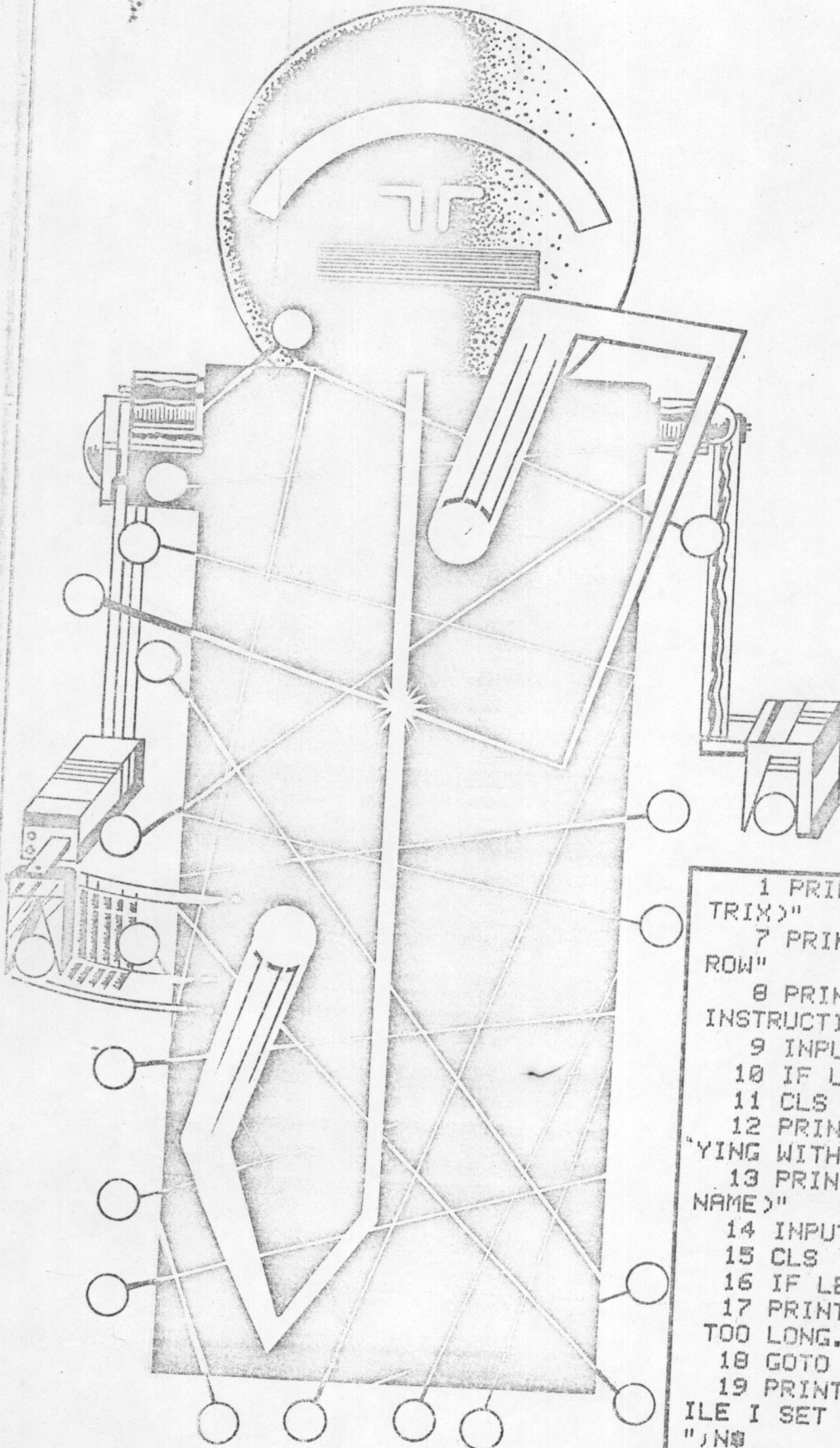
MATRIX is one of those rare but excellent routines in which the computer answers back. It is a game of strategy requiring you to move a flashing cursor across a matrix of numbers, collecting the highest available values by hitting the 0 key.

The restrictions are that you can move only horizontally and that you must avoid giving the computer, which moves vertically, any access to the high numbers. The winner is the player with the highest score when more moves are impossible. Instructions and prompts are contained within the game and a running score is kept.

The computer plays very well, obviously in its element with the requisite number-crunching, and in our tests it managed to win more often than not.

An interesting and original listing from T J Marrow of Wirral, Merseyside.

In our listing, lower-case letters signify inverse video except when inside brackets, when they are graphic instructions. (16K ZX-81)



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1 PRINT AT 10,10;"(inverse MA
TRIX)"
7 PRINT AT 17,8);"BY JAMES MAR
ROW"
8 PRINT AT 20,4);"DO YOU WANT
INSTRUCTIONS?"
9 INPUT U$
10 IF U$(1)="Y" THEN GOTO 2000
11 CLS
12 PRINT AT 10,5);"WHO AM I PLA
"YING WITH?"
13 PRINT AT 13,7);"(INPUT YOUR
NAME)"
14 INPUT N$
15 CLS
16 IF LEN N$(9) THEN GOTO 19
17 PRINT AT 13,3);"YOUR NAME IS
TOO LONG."
18 GOTO 14
19 PRINT AT 10,2);"EXCUSE ME WH
ILE I SET UP",TAB 6;"THE BOARD,
",N$
20 REM shuffle board pieces
21 LET LP=0

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