

Snakes

Remember the movie Raiders of the Lost Ark and how its hero Indiana Jones just hated snakes? Well, he would hate this game too — and it would take all his swashbuckling ingenuity to get out of The Arena. How will you fare?

Players find themselves in an arena full of snakes. The sides of the pit are electrified — just to add to the difficulty. Among the

snakes in the pit are some very hungry man-eating creatures...

All you have to do is get out of the Arena by the exit, dodging any snake which takes a fancy to you. Sounds easy. But in order to score points you must hit energy banks dotted around the Arena on your way out — and once you reach the exit there's another arena full of snakes waiting for you.

The program uses XTAL Basic and should be easily converted to any other Basic. If you do not have to PRINT facility then you can use POKE (SPAX + 40*Y) or lots of cursor movements. The machine code routine can be replaced with GET, INCH, KBD, or whatever your system uses, it simply returns the ASCII value of your key even when you keep it depressed.



```

0 CLEAR
1 DEF FN POK(Z)=PEEK(53248+X+40*Y)
2 DEF FN SPO(Z)=PEEK(53248+SX(C)+40*SY(C))
3 NS=9:M=3:RESTORE
4 GOSUB 5000:SC=0
5 M#=CHR$(99)+CHR$(99)+CHR$(99)
6 REM *** SET UP KBD SCAN ROUTINE
7 FOR T=24553 TO 24560:READ A:POKE T,A:NEXT T
8 DATA 205,27,0,50,240,95,201,0
10 REM ***PRINT SCREEN***
20 CLS:PK=0
21 POKE 4513,1
30 FOR C=3 TO 70
31 POKE 4514,C-2:CALL 68
40 X=INT(1+37*RND(C))
50 Y=INT(2+22*RND(X))
60 IF FN POK(C)<>0 THEN 40
70 PRINT@X,Y,"M";
71 PRINT@0,C/3,"M";@38,C/3,"M";
80 NEXT C
90 PRINT@0,1,"";
100 PRINT@0,24,"";
101 CALL 71
110 X=INT(2+10*RND(UAL(TI#)))
120 Y=INT(2+19*RND(UAL(TI#)))
130 IF FN POK(Z)<>0 THEN 110
140 PRINT@X,Y,CHR$(99);
150 PRINT@38,INT(5+15*RND(X)),"";
160 FOR C=1 TO NS
170 SX(C)=INT(13+24*RND(UAL(TI#)))
180 SY(C)=INT(2+19*RND(UAL(TI#)))
190 IF FN SPO(Z)<>0 THEN 170
200 PRINT@SX(C),SY(C),CHR$(105)
210 NEXT C:C=0
215 PRINT@0,0,M#;
220 REM ***START OF GAME*** :PK=0
225 PRINT@M,0,"","Score:";SC,"Snakes:";NS;
230 C=C+1:IF C>NS THEN C=1
235 PRINT@SX(C),SY(C),"";
240 SX(C)=SX(C)-SGN(SX(C)-X)
250 SY(C)=SY(C)-SGN(SY(C)-Y)
255 IF FN SPO(Z)=202 THEN 1000
260 IF FN SPO(Z)<>0 THEN 240
270 PRINT@SX(C),SY(C),CHR$(105);
280 REM ***MOVE MAN***
290 CALL 24553
300 K=PEEK(24560)

```

**ARENA RUNS
SHARP M2-8
BY CHRIS DAV**



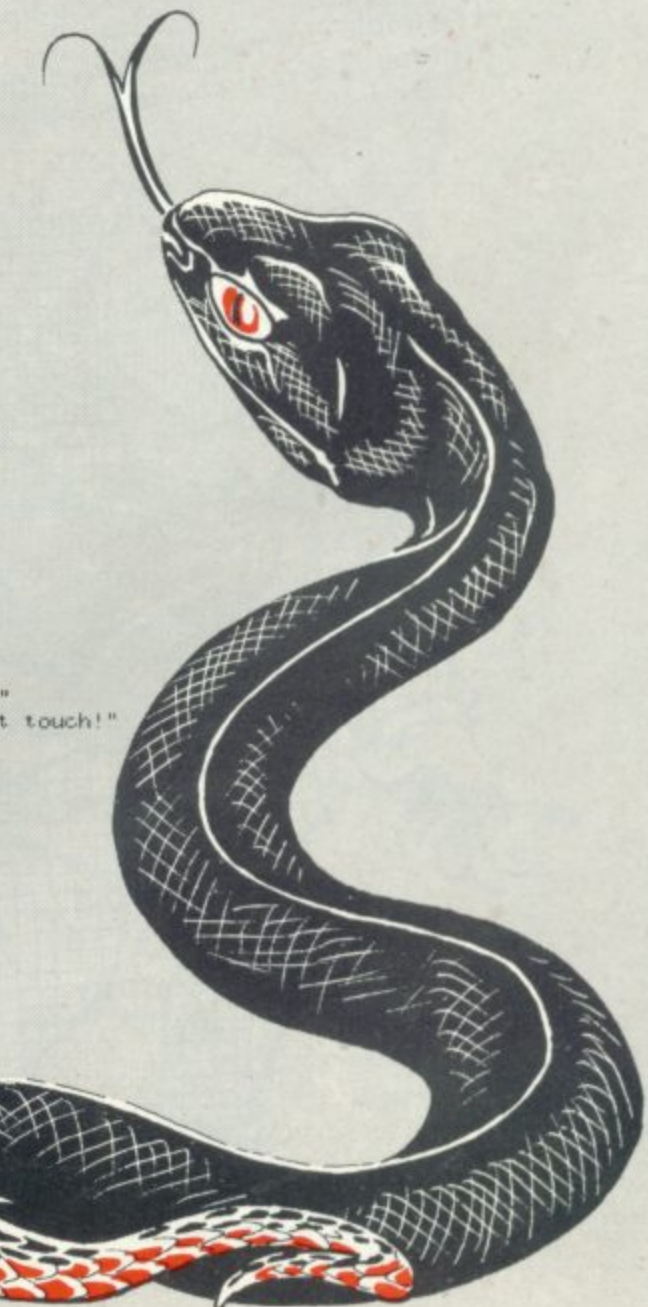
Alive

```

305 PRINT@X,Y," ";
310 IF K=87 THEN V=V-1
320 IF K=88 THEN Y=Y+1
330 IF K=65 THEN X=X-1
340 IF K=68 THEN X=X+1
350 IF FN POK(Z)=67 THEN SC=SC+10
360 IF FN POK(Z)>205 THEN 1000
370 PRINT@X,Y,CHR$(99);
380 IF X>38 THEN 3000
400 GOTO 220
999 REM *** VOLT'S ROUTINE
1000 POKE 4513,0
1010 FOR C=10 TO 50
1020 POKE 4514,C
1030 CALL 68
1040 PRINT@X,Y,CHR$(99)+"### ";
1050 NEXT
1060 PRINT@X,Y,"*";:CALL 71
1070 M=M-1:IF M<0 THEN 4000
1075 X=INT(2+10*RND(UAL(TI#)))
1076 Y=INT(2+21*RND(UAL(TI#)))
1077 IF FN POK(Z)<>0 THEN 1075
1078 PK=0:MUSIC "A0BCDCDCB0BAB0BCBDEF"
1080 GOTO 220
3000 NS=NS-1:IF NS<1 THEN SC=SC+2:NS=5
3010 GOTO 10
3999 REM ***END OF GAME ROUTINE
4000 MUSIC "A0DADADADAEBEBEBEADADABC"
4010 CLS
4020 PRINT,"YOUR SCORE....":SC
4030 R=INT(1+10*RND(UAL(TI#)))+10 :SC=SC+(11-NS)*R
4040 PRINT,"###":(11-NS):"X":R
4045 PRINT@15,10,"+ BONUS OF....":
4046 PRINT (11-NS)*R:"..."
4049 FOR C=1 TO 40
4050 PRINT@16,15,SC:"####"
4055 FOR G=1 TO 10:NEXT
4060 NEXT
4070 PRINT@9,15,"*****":SC:"*****"
4080 IF SC>HS THEN HS=SC
4090 PRINT "####DO YOU WANT ANOTHER GAME ?":A=INCH
4100 IF A=89THEN 3
4110 CLS
4120 END
5000 CLS
5010 PRINT "      MAN-MAZE"
5020 PRINT "
5030 PRINT " You are in an arena,however so are"
5040 PRINT " some very hungry snakes."
5050 PRINT " While they are chasing you,you can "
5060 PRINT " score points by hitting the 'X's !"
5070 PRINT " There is an exit on one side and you may leave at any time"
5080 PRINT " Oh the fence has 15 MEGA VOLTS going through it so don't touch!"
5090 PRINT "####YOUR CONTROLS...."
5100 PRINT " W"
5110 PRINT " - + "
5120 PRINT " A+":CHR$(99):"+D"
5130 PRINT " + "
5140 PRINT " X Release to stop"
5150 PRINT "###I-Score...":HS:"!!!"
5160 PRINT "###BONUS FOR FINISHING ALL ROUNDS##"
5161 TEMPO 6
5165 MUSIC "0GFGFRGFGEFEFREFFCF0GGEDCC"
5170 PRINT "###hit any key to start":
5180 A=INCH:RETURN

```

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