

LIST

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1 REM  LITTLE RED GOOGLE CAR - KEV
  IN SAVETZ - KANSASFEST 2015
2 REM  A SELF-DRIVING HACK FOR LIL
  RED BUG BY BOB BISHOP
5 X=Y=L=DL=R=DR=SPEED=POS=TOT=
  TIME=Z=BACK
10 ROAD=5:FIELD=12:BUSH=4:CAR=
  1
20 DOWN=4096+174
40 GOSUB 2000
60 TOT=0:TIME=425:Y=TIME/12+3
70 POS=1500:X=POS/75:BACK=ROAD
80 L=16:DL=0:R=20:DR=0
100 COLOR=BACK: VLIN Y-1,Y AT X
150 CALL DOWN
160 Z= PEEK (-16336):Z= PEEK (-
  16336)
200 USER=0
201 IF SCRN(X,Y-2)=ROAD THEN 205

202 IF SCRN(X-1,Y-1)<>ROAD THEN
  204
203 USER=-100: GOTO 219
204 USER=100: GOTO 219
205 IF SCRN(X-1,Y-1)<>ROAD THEN
  USER=50
206 IF SCRN(X+1,Y-1)<>ROAD THEN
  USER=-50
219 POS=POS+USER: IF POS<0 THEN
  POS=0: IF POS>2999 THEN POS=
  2999
220 TIME=TIME-1:Y=TIME/12+3
230 X=POS/75:BACK= SCRN(X,Y)
250 COLOR=CAR: VLIN Y-1,Y AT X
300 COLOR=FIELD: HLIN 0,39 AT 1
  : HLIN 0,39 AT 0
310 COLOR=BUSH: PLOT RND (40),1

320 COLOR=ROAD: HLIN L,L+4 AT 1
  : HLIN R,R+4 AT 1: HLIN L,L+
  4 AT 0: HLIN R,R+4 AT 0
350 Z= PEEK (-16336):Z= PEEK (-
  16336)
400 IF NOT RND (5) THEN DL= RND
  (3)-1
410 IF NOT RND (5) THEN DR= RND
  (3)-1
420 IF L=1 THEN DL=1: IF L=33 THEN
  DL=-1
430 IF R=1 THEN DR=1: IF R=33 THEN
  DR=-1
450 L=L+DL:R=R+DR
480 SPEED=(255- PDL (1))/5
481 SPEED=0
490 FOR K=0 TO SPEED: NEXT K
500 TOT=TOT+60-SPEED
520 IF BACK=FIELD THEN 1000
540 Z= PEEK (-16336):Z= PEEK (-
  16336)
550 VTAB 22: TAB 9: PRINT TIME/
  6;" ";: TAB 22: PRINT TOT;" "
  ;: TAB 37: PRINT 90-SPEED
600 IF TIME>0 THEN 100
700 TEXT : CALL -936: VTAB 5
710 TAB 12: PRINT "--- GAME OVER ---
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720 VTAB 12: PRINT " MY SCORE OF "
    ;TOT;" IS ";
730 IF TOT>10000 THEN 750
740 PRINT "TERRIBLE!": PRINT : IF
    TOT<5000 THEN PRINT "(I SHOULD B
    E ASHAMED OF MYSELF!)"
750 IF TOT>10000 AND TOT<=15000
    THEN PRINT "PRETTY BAD!"
760 IF TOT>15000 AND TOT<=19000
    THEN PRINT "ABOUT AVERAGE."

770 IF TOT>19000 AND TOT<=22000
    THEN PRINT "VERY GOOD!"
780 IF TOT>22000 THEN PRINT "EXCELLE
    NT!"
790 IF TOT>24000 THEN CALL 4352

800 FOR K=1 TO 1000: NEXT K
810 VTAB 20: PRINT "PUSH EITHER PADD
    LE BUTTON TO PLAY AGAIN"
820 IF PEEK (-16286)<128 AND PEEK
    (-16287)<128 THEN 820
850 GOSUB 2050
900 GOTO 60
1000 FOR K=1 TO 20:Z= PEEK (-16336
    ): NEXT K
1010 TOT=TOT-5*(50-SPEED):TIME=TIME-
    1
1020 IF TOT<0 THEN TOT=0
1050 GOTO 550
2000 TEXT : CALL -936
2010 VTAB 10: TAB 10: PRINT "*** LIT
    L RED BUG ***"
2020 PRINT : TAB 19: PRINT "BY"
2030 PRINT : TAB 15: PRINT "BISH BOBH
    OP"
2045 GOSUB 3000
2050 GR : POKE -16298,0
2060 VTAB 22: PRINT " TIME:";: TAB
    15: PRINT "SCORE:";: TAB 30
    : PRINT "SPEED:
        "
2070 POKE 50,63: VTAB 24: TAB 2:
    PRINT " *** LIT'L RED GOOGLE CA
    R ***";: POKE 50,255
2100 FOR K=0 TO 39
2110 COLOR=FIELD: HLIN 0,39 AT K
2120 COLOR=BUSH: IF K MOD 2 THEN
    PLOT RND (40),K
2130 COLOR=ROAD: HLIN 16-K/8,24+
    K/8 AT K
2140 NEXT K
2200 RETURN
3000 CALL -936: TAB 10: PRINT "*** LI
    T'L RED BUG ***"
3001 RETURN : REM KMS
3010 PRINT : PRINT : PRINT "THE OBJEC
    T OF THIS GAME IS TO DRIVE YOUR"

3020 PRINT "LITTLE RED VOLKSWAGEN DOW
    N THE ROAD AS"
3030 PRINT : PRINT "FAST AS YOU CAN W
    ITHOUT GOING OFF THE"
3040 PRINT : PRINT "PAVEMENT. GAME PA
    DDLE 0 IS YOUR STEER-"

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3050 PRINT : PRINT "ING WHEEL, AND PA  
DDLE 1 IS YOUR ACCELER-"  
3060 PRINT "ATOR. HAVE A NICE RIDE!"  
  
3090 FOR K=1 TO 1000: NEXT K  
3100 VTAB 22: PRINT "PUSH EITHER GAME  
PADDLE BUTTON TO BEGIN"  
3110 IF PEEK (-16286)<128 AND PEEK  
(-16287)<128 THEN 3110  
3120 IF PEEK (-16286)>127 OR PEEK  
(-16287)>127 THEN 3120  
3200 CALL -936: RETURN
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