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7/15/84

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Dear Bob:

I am submitting the following programs to you for publication in the Arcadian if you think they're suitable. I'm just a beginner at this, so this first one is just a simple modification of the "Phaser Phun" program by Dick Ainsworth, as found in the #6004 BASIC programming manual, page 72.

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1. .PHASER PHUN
2. .BY DICK AINSWORTH
3. .MODIFIED BY
4. .LANCE A. BRISEE
5. .1/84
8. T=0; L=0; B=0; M=3
10. X=rnd(60)-31
20. Y=rnd(20)
30. clear
40. X=X+rnd(7)-4
50. Y=Y+rnd(7)-4
60. box X,Y,1,3,3; box X,Y,3,1,3
70. K=KN(1):2
80. box K,-40,3,4,1; box K,-36,1,4,1
90. if TR(1)=0 goto 30
99. if TR(1)L=L+1
100. N=1
110. if K>X-3 if K<X+3 N=10; T=T+1
112. if N=10 gosub 250
120. for A=1 to N
130. box K,0,1,69,3
140. MU="4"
160. next A
170. BC=7; FC=0
180. if N=10 gosub 260
185. NT=3
188. if L>99 goto 270
190. goto 10
250. FC=7; BC=0; return
260. print "_YOUR SCORE:", #M, T; NT=4; print "_OUT_OF", L;
print "_SHOTS FIRED!_"; return
270. clear; print "THIS GAME IS OVER, THIS GAME IS OVER! IF
YOU TOPLAY AGAIN, PLEASE INSERT ANOTHER $.25!"
280. print "FINAL SCORE:", T; print "OUT_OF", L
282. print "YOUR RANK:"
283. if T<21 print "DON'T GIVE UP YOUR DAY JOB"
284. if T>20 if T<41 print "BEANSHOOTER"
285. if T>40 if T<61 print "AMATEUR"
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286. if T>60 if T<81 print "SHARPSHOOTER
287. if T>80 print "SUPERFANTASTICOLOSSALMAGNAGREAT!!!
288. if T>B B=T
289. print "HIGH_SCORE_TODAY", B
290. print "PULL_TRIGGER_TO_TRY_AGAIN!
300. if TR(1) goto 8
301. if TR(1)=0 goto 300

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The computer moves the target. KN(1) moves the phaser base left or right and the trigger fires it off.

The second program is also a modification, of the "Side-swipe" program found in the #6004 BASIC manual, page 89, by Mike Peace.

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1. .SIDESWIPE
2. .BY MIKE PEACE
3. .MODIFIED BY
4. .LANCE A. BRISEE
5. .2/84
10. &(22)=0; &(16)=72; SM=0
20. BC=10; FC=191; &(20)=9; goto 50
30. &(18)=9; for N=200 to 0 step -10; &(21)=N; &(22)=N; &(23)
    =N; next N; S=S+10; print "COLLISION!"; return
40. for N=10 to 25; &(22)=255; &(18)=N; next N; &(22)=0;
    print "SIDESWIPED!"; S=S+3; return
50. clear; NT=-1; for A=-9 to 0; CX=0; print "."; next A;
    C=0; S=0
60. box -13,0,3,88,1; box 13,0,3,88,1
70. print " _ _ _ _ _ START _ _ _ _ _ COURSE"; for T=1 to 100;
    E=E+1
71. if C>A+24 C=A-4
72. if C<A-24 C=A+4
73. if TR(1) run
75. W=W+1; if W>10 goto 420
80. R=rnd(15); if R>13 Q=-rnd(2)
85. Z=A+rnd(22)-11
90. if E>5 goto 410
100. if A<-36 Q=2
110. if A>36 Q=-2; CX=-72
120. if A<-2 CX=A+17
130. CX=A; print "."; A=A+Q
140. box A-13,-32,3,8,1; box A+13,-32,3,8,1; if A>36 Q=-32;
    CX=-72
150. if A<-2 CX=A+17
160. if A<-36 Q=2
165. box C,40,3,7,2; box C,39,7,2,2; box C,42,7,2,2
170. C=C+KN(1)÷25
180. &(18)=130+ABS(C); &(22)=150
190. box C,32,3,7,1; box C,31,7,2,1; box C,34,7,2,1; box C,
    32,1,1,2
200. if PX(C,27) gosub 30; goto 220

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210. if PX(C+3,32)+PX(C-3,32) gosub 40
220. next T; clear; V=100-S; CX=-40; CY=40; print "FINAL
SCORE:"; print #12, V
230. &(22)=0; if H<V H=V
240. CX=-62; print "TODAY'S HIGH SCORE: ",#0,H
241. CX=-60; print "YOU SHOULD BE DRIVING
242. if V<11 print " IN YOUR LIVING ROOM ONLY!
243. if V>10 if V<21 CX=-57; print "WITH YOUR EYES OPEN!
244. if V>20 if V<31 print " IN A DEMOLITION DERBY
245. if V>30 if V<41 CX=-36; print "A WHEELCHAIR
246. if V>40 if V<51 CX=-26; print "A HORSE
247. if V>50 if V<61 CX=-20; print "A TANK
248. if V>60 if V<71 print " WITH TRAINING WHEELS
249. if V>70 if V<81 CX=-40; print "ON THE HIGHWAYS
250. if V>80 if V<91 CX=-43; print "AS AN INSTRUCTOR
251. if V>90 CX=-30; print "A RACING CAR
253. CY=-30; print " PULL TRIGGER TO TRY AGAIN
255. if TR(1) run
260. goto 255
410. box Z,-32,3,7,1; box Z,-30,7,2,1; box Z,-33,7,2,1; W=7;
E=rnd(3); goto 100
420. box Z,-23,9,13,1; box Z,-35,5,5,1; box Z,-36,3,1,1; box
Z,-23,3,7,2; box Z,-23,7,3,2
422. W=rnd(3); E=E-2; goto 100

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I am sending under separate cover a cassette with one of these programs recorded on each side.

Sincerely,

*Lance A. Brisee*

Lance A. Brisee

cc  
ume/LAB