1190 Albany Avenue
Brooklyn, New York 11203

June 11, 1984

The Arcadian
3626 Morrie Dr.
San Jose, Calif. 95127

Dear Robert Fabris:

Problems with flood damaged areas led to a postponement of my travel plans. However, I've come up with the enclosed game based on two great Arcadian programs in past issues (one from May, 84).

I'm sending this program now because I think it would be of great interest to game hungry readers. I took the liberty of including the words "An Arcadian Game" in the title and listed myself as editor of this program because the Arcadian deserves a great deal of thanks for printing utilities especially if they are the very heart of a game or of smooth movement control.

If my new ad is ready in time, I will place an ad in the next Arcadian with payment in full.

A new program is now in the "clean up the display" stage and will be sent soom.

Sincerely,

Fred Rodney

Fred Rodney

PLANET MONGO! An Arcadian Game edited by Fred Rodney 1984

Planet Mongo has a nuclear waste disposal problem. Within 99 ticks on the clock, 100 points must be played (bonus on 200, 300, etc.). If the clock strikes 0, the planet explodes with complete nuclear meltdown. Cloud layers form, continents collide, the planet spins and breaks apart from the force. Finally, the planet cools and forms a dense globe in space. The satellite, a nuclear waste disposal unit, can still be seen orbiting Planet Mongo and the "Game Over" flag appears. Squeeze trigger 1 to replay. With joystick 1 you can move the cross-hairs (X=Y/2). Knob 1 controls the rate of movement (ΔX, ΔY). Move the cross-hairs over the satellite to score points. The satellite will move toward your position in a space craft beyond the satellites orbit. The satellite will move away (toward the top of the screen) as it completes its orbit. Orbit movement is random but curves are smooth and movement can be predicted. The satellite is 1 pixel in size at the top of the screen and worth about 90 points. your cross-hairs are 1 pixel centered, so up here it's one to one, high points, very difficult. The satellite increases in size as it moves toward the bottom of the screen. It becomes easier to hit and can become as large as 9 pixels square. At this size its worth as little as 4 points, but, sometimes that's all you need to beat the clock. At 100+, 200+, 300+ milestones (and so on) the planet will signal a reset clock and more time by flashing. It's important to stay away from the planet at this time. If your cross-hairs go over any lit part of the planet, the planet will self-destruct and the game will end. During normal play, the planet has an energy ring that must not be touched. Play begins with the crosshairs in the center of Planet Mongo. You must move the cross-hairs out of the planet (Knob full clockwise + joystick to jump clear). Cross through the planet at your own risk as you track the satellite. If your cross-hairs cover the satellite while you are within the planet's ring the planet will explode and the game will end.

PLANET MONGO uses the "Circle Plotter" by
from the May, 84 issue (lines 20 through 23) and the "Orbit Demo"
by Ron Picardi from the issue (lines 26 through
35 with the 27-35 loop (returned with line 40) during most of the
game (satellite movement). If you score a hit, the program jumps
to line 41. Points are tallyed according to the satellite's Y
position (K+35). The clock in line 40 is adjusted (W-1) in both
hit and miss cycles. Line 41 also checks to see if the hit is
from a collision with the planet's energy ring or if it was within
the ring itself in which case it jumps to line 50. Line 42 gives
an audible indication of the value of the hit. Line 43 checks
your score to see if you've past a 100 milestone and flashes the
planet if you did. The clock is reset (W=100) and the program
returns to line 34 to XOR the satellite and the cross-hairs off
the screen to continue with uninterupted play. Line 50 begins
the self-destruct routine with a chomping sound. In 51 C and Z
are changed to adjust the Circle Plotter and is called with GOSUB
20. Now 3 more larger rings are drawn while the sound of escaping
gases can be heard. Line 23 returns from the previous GOSUB to
line 60 where larger crosshairs are drawn over the planet and
a chomping/spinning sound is heard (NT=L). Line 61 draws lines
to the corners and returns to full background color (&(9)).
Line 64 "spins" the planet, changes the colors, and ends in
black & white. GOSUB 10 is called and new stars are plotted but
this time the game play area is not blocked out (If C=0). Line 64
also changed the C & Z values again so that this time through the

Planet Mongo! an Arcadian Game ed. by Fred Rodney 1984

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 1 NT=0;BC=232;FC=245;Clear ;C=0;Z=1;&(9)=-10;I=0;N=100
10 For L=0To 99;Box RND(160)-80,RND (80)-40,1,1,1;Next L;A=RND (10)-5
   ;B=RND (18)-9;If C=0 Box 0,4,60,70,2
20 For R=C+5To Cx3+5x(C=0)Step Z;U=1;F=A-R;For X=FTo F+2xR;S=RxR-(X-A
   )x(X-A);T=U+4;If T R+8 T=U-1
22 Y=U+B;Box X,Y,1,1,1;Box X,Y-(2xU),1,1,1;Box Y-B+A,X-A+B,1,1,1;Box
   Y-B-(2xU)+A,X-A+B,1,1,1
23 Next X ; Next R;If C Return
25 CY=25;CX=-71;Print "CLOCK";CY=-25;CY=-71;Print "SCORE";NM=1;NV=200
   ;W=100
26 X=5;Y=25;D=-6;E=0;&(22)=200;&(20)=Xx2;J=A;K=B
27 Line A,B,4;Box J,K,7,1,3;Box J,K,1,7,3
28 P=1+(ABS(Y-40)+10);D=D-(X>0)+(X<0);E=E-(Y>0)+(Y<0)
29 If X>75 X=75                    30 If X<-25 X=-25
31 If Y>35 Y=35                    32 If Y<-35 Y=-35
33 Box X,Y,P,P,3;For L=0To 19x(W<0)+99x(W<0);Next L;If W>0Line J,K,3;
   Line A,B,4;Line J,K,3;If PX(J,K)Goto 41
34 Box X,Y,P,P,3;X=X+D;Y=Y+E+RND (3)-2;&(17)=Xx2;&(18)=Yx4;If W<0Return
35 Box J,K,7,3;Box J,K,1,7,3;K=K+JY(1)x(KN(1)+128)+16;J=J+JX(1)x(KN(1
   )+128)+32;If K<-31 K=-31        36 If K>35 K=35
37 If J<-29 J=-29                  38 If J>29 J=29
40 W=W-1;NT=0;CY=15;Print #6,W;NT=3;Goto 27+23x(W=0)
41 H=K+35;If (J<A+6)x(J>A-6)x(K<B+6)x(K>B-6)Goto 50
42 For L=48 to H+44;MU=L;Next L;CY=-15;NT=0;I=I+H;Print #6,I
43 If I>N NT=3;W=100;N=N+100;For L=0To 5;MU=90;Box A,B,11,11,3;MU=65;
   Box A,B,13,13,3;Next L          49 Goto 34
50 NT=3;For L=0To 5;MU=65;MU=90    51 Next L;NM=2;C=5;Z=5;Gosub 20
60 Box A,B,1,40,1;Box A,B,40,1,1;NM=1;For L=5To 1Step -1;NT=L;For S=0
   To 5;MU=90;MU=65;Next S;Next L
61 NM=2;NV=160;NT=0;&(9)=50;Line A,B,4;Line 80,44,1;Line A,B,4;Line -
   80,44,1;Line A,B,4;Line -80,-44,1;Line A,B,4;Line 80,-44,1
64 For L=0To 19;Box A,B,41,41,3;BC=RND (244);FC=BC+12;Box A,B,43,43,3
   ;NV=256-(Lx10+9);Next L;C=-5;Z=1;Clear;BC=0;FC=7
65 Gosub 10;;W=-9;J=A;K=B;CY=-35;CX=10;Print "GAME OVER";Box 34,-35,
   56,9,3                          68 If TR(1)RUN
69 Gosub 28;Goto 68                90 .SZ=216
95 Clear ;CY=11;CX=-65;Print "PLANET MONGO!";CY=0;CX=-65;Print "AN AR
   CADIAN GAME
99 CY=-11;CX=-65;Print "ED.BY FRED RODNEY 1984";Box 0,0,150,40,3;:Print
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Circle Plotter, a solid planet is drawn. A return is made by line 23 (If C). Noise is silenced and the Game Over flag is displayed. Line 68 looks for a replay request. Line 69 returns to the Orbit Demo to continue moving the satellite and returns through line 34 (If W). Finally a return to line 68. Line 90 shows that even with the bytes used in the title page (lines 95 & 99) the program uses less than 1.6k but packs a lot in those few bytes. To tape the title, set up your tape recorder and enter GOTO 95. Start your tape and press GO. The title shows that this program makes use of programs previosly printed in the Arcadian. The two programs used were great BASIC utility shorts that can be adapted and still leave enough room for good programming. PLANET MONGO is not just any game, through simulation (satellite size) its a 3-D game!

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