

SET II

VIDEO ART I

To select game: Push program number on keypad or turn knob and pull trigger.

To return to menu: Pull joystick back or press GO and hold.

VIDEO ART II

To select game and return to menu: Same as above except where noted.

- 1 COLOR WHEEL: Push joystick forward and back to change intensity, left or right to change color. Pull trigger to display BC. GO or 0 0 0 returns to menu.
- 2 COLOR WAR: If both triggers are pulled or not pulled the screen fills with boxes. If one is pulled and the other isn't they start disappearing.
- 3 BUILDING BLOX: Use the joystick to move the dot, and pull the trigger to make a "blok". Push 1 to change the FC and BC. Push 2 and make "blox" like bricks on a house. GO returns to menu.
- 4 RUBBER BAND: Use the joystick to to make a line wherever you want and then pull the trigger. Push 1 to set FC and BC. GO returns to menu.
- 5 LASER DUEL: Each of two players controls one end of a line. Pull your trigger to display the line. GO returns to menu.

The other programs in SET II have no special commands.

(C)6/79 By DAVID STOCKER:333 CORONADO DRIVE:MT. VERNON, INDIANA 47620

I also have SET I-GAMES & FUN-with 9 games-On my tape @ \$6; on yours @ \$4

SET II

VIDEO ART

1

- 1 VIDEO WALLPAPER
- 2 RANDOM LINE
- 3 RANDOM BOX
- 4 COLOR BOX
- 5 SPIRAL
- 6 SCROLL TWO
- 7 SCROLL THREE
- 8 ELECTRIC DOILY

2

- 1 COLOR WHEEL
- 2 COLOR WAR
- 3 BUILDING BLOX
- 4 RUBBER BAND
- 5 LASER DUEL
- 6 REVERSE BOX
- 7 PERSPECTIVE BOX

(C)1979 by David Stocker

SET II

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1 -> VIDEO ART I X
2 -> PROGRAMS BY BALLY
3 -> EXPANDED BY
4 -> DAVID STOCKER
5 -> 333 CORONA DRIVE
6 -> MT VERMONT, IN 47620
100 CLEAR; BC=48; FC=7
15 A=0; GOTO 60
20 PRINT "VIDEO ART I"
21 PRINT "PRINT" I VIDEO WALLPAPER
22 PRINT "2 RANDOM LINE"
23 PRINT "3 RANDOM BOX"
24 PRINT "4 COLOR BOX"
25 PRINT "5 SPIRAL"
26 PRINT "6 ELECTRIC DOILY"
27 PRINT "7 SCROLL ONE"
28 PRINT "8 SCROLL THREE"
32 IF G(23)=8 A=1
33 IF G(22)=8 A=2
34 IF G(21)=8 A=3
35 IF G(23)=8 A=4
36 IF G(22)=4 A=5
37 IF G(21)=4 A=6
38 IF B(23)=2 A=7
39 IF G(22)=2 A=8
40 B=6(28)+30
41 CX=-71; TV=B+48
42 IF TR(1) A=3
43 GOTO 2000+A
44 IF G(23)=1 RUN
45 IF JY(1) CORUN
80 GOTO Z
100 VW
110 CLEAR; GOSUB 1100
150 B=RND(8)+4
170 FOR C=1 TO RND(20)+8
180 A=RND(141)-71
190 BOX A-40, B, 3
200 NEXT C; PRINT
230 Z=150; GOTO D
300 ZL
310 CLEAR
315 FOR A=1 TO 15
320 LINE RND(166)-80, RND(66)-44, 3; NEXT A
340 BC=RND(256)-1
350 FC=3C+4+RND(32)*8
360 Z=315; GOTO D
400 RB
410 CLEAR; B=20; G=3
430 BC=0; FC=22
440 BOX Y, Y, 3, 3, 6
450 BOX Y, Y, 3, 3, 6
460 BOX -Y, Y, 3, 3, 6
470 BOX Y, -Y, 3, 3, 6
480 BOX -Y, -Y, 3, 3, 6
490 BOX -Y, -Y, 3, 3, 6
500 BOX X, -Y, 3, 3, 6
510 BOX -Y, Y, 3, 3, 6
520 X=RND( ); Y=RND( )
540 Z=440; GOTO D
600 CBX
610 CLEAR
620 FOR A=1 TO 10
630 A=RND(40)+2
640 BOX 0, 0, A, A, 3
650 BC=BC+8; IF BC > 255 BC=0
660 NEXT A; Z=620; GOTO D
700 SPRAL
710 CLEAR; BC=RND(256); FC=BC+4+RND(32)*8
715 S=RND(1)+1
720 FOR N=74 TO -79 STEP -5
730 LINE -N, 43, 1
735 IF JY(1) CORUN
740 LINE N, -43, 1; NEXT N
750 FOR N=42 TO -42 STEP -5
760 LINE 79, N, 1
765 IF JY(1) CORUN
768 IF G(23)=1 RUN
770 LINE -79, -N, 1; NEXT N
780 FOR A=1 TO 20; Z=740; GOTO D
790 NEXT A; GOTO 760
800 S1
810 CLEAR; GOSUB 1100; BC=0
820 S=4+RND(4)
830 C=RND(5-3)
840 FOR A=-72 TO 77 STEP 5
850 BOX A, -35, C, 3, 1
870 NEXT A; PRINT
880 FC=7+8*RND(32)
890 Z=870; GOTO D
900 S3
910 CLEAR; GOSUB 1100
920 BC=0
930 S=4+RND(4)
940 U=1+RND(3)
950 C=RND(5-1)
960 FOR X=-72 TO 77 STEP 5
970 BOX X, -35, C, 3, 1
980 FOR A=72 TO 77 STEP 5
990 Z=990; GOTO D

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990 T=RND(3)+1
1000 FOR B=-43 TO 36 STEP T
1010 BOX A, BC, 1, 3, NEXT B
1030 NEXT A; PRINT
1050 FC=7+8*RND(32)
1060 GOTO 910
1100 FOR A=1 TO 10; PRINT
1110 NEXT A; RETURN
1500 ED
1508 BC=88; CLEAR
1508 X=0; Y=0
1520 X=X+RND(4)-5
1530 Y=Y+RND(9)-5
1540 A=4; B=6; C=3
1550 M=X; N=Y
1560 GOSUB 1800; M=-X
1570 GOSUB 1800; N=-Y
1580 GOSUB 1800; M=-X
1590 GOSUB 1800; M=Y; N=X
1600 GOSUB 1800; M=-Y
1610 GOSUB 1800; N=-Y
1620 GOSUB 1800; M=Y
1630 GOSUB 1800
1640 IF X > 50 GOTO 1510
1650 IF Y > 50 GOTO 1510
1070 Z=1570; GOTO D
1800 BOX M, N, A, B, C
1820 RETURN
2000 GOTO 32
2001 GOTO 100
2002 GOTO 300
2003 GOTO 400
2004 GOTO 600
2005 GOTO 700
2006 GOTO 1500
2007 GOTO 800
2008 GOTO 900
: RETURN; RUN
D=THE LETTER
O=THE NUMBER

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SET II (CONT)

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1 .VIDEO ART II
2 .EXPANDED BY
3 .DAVID S. STOKER
4 .333 COLUMBADO DRIVE
5 .MT VERNON, IN 47620
6 .(C) 4/79
7 .A=0, B(4)=03, CLEAR
20 .NT=0, A=0
30 .PRINT "VIDEO ART II
31 .PRINT " 1 COLOR WAR
32 .PRINT " 2 COLOR WAR
33 .PRINT " 3 BUILDING BLOCK
34 .PRINT " 4 RUBBER BAND
35 .PRINT " 5 LASER DUEL
36 .PRINT " 6 REVERSE BOA
37 .PRINT " 7 PERSPECTIVE BOA
40 .IF B(23)=8 A=1
41 .IF B(22)=8 A=2
42 .IF B(21)=8 A=3
43 .IF B(23)=4 A=4
44 .IF B(22)=4 A=5
45 .IF B(21)=4 A=6
46 .IF B(23)=2 A=7
47 .B=C(28)/36
48 .CX=-71; TV=B+48
49 .IF TR(1)A=3
50 .GOTO 1500 A
60 .IF B(23)=1 RUN
70 .IF JY(1)CORUN
80 .GOTO 2
100 .CLEAR
110 .CLEAR; C=0; A=7
120 .C=C+JY(1)
130 .IF B(23)=3
140 .IF B(20)C=0
150 .IF B(23)=1 RUN
160 .H=H+JY(1)
170 .IF H>7 H=7
180 .IF H<0 H=0
190 .BE=C+8+H; KC=BC+12
200 .IF TR(1)=0 GOTO 130
220 .PRINT A, B, C
225 .IF BC=0 RUN
230 .GOTO 130
300 .CLEAR
310 .CLEAR
320 .BC=KN(1); 5x5
330 .Z=3+0; GOTO 0
340 .V=RND(14)-80
350 .V=RND(70)-35
360 .B=RND(25); A=RND(25)
370 .IF TR(1)=TR(2) C=1
380 .IF TR(1)≠TR(2) C=2
390 .B=C+JY, A, B, C
392 .GOTO 320
400 .?B
410 .CLEAR
420 .A=A+JY(1); B=B+JY(1)
430 .IF B(23)=8 GOTO 1600
440 .IF B(23)=1 RUN
450 .LINE C, D, 0
460 .LINE A, B, 3
470 .IF TR(1) GOTO 560
480 .LINE C, D, 0; LINE A, B, 3
490 .IF KN(1)<0 GOTO 570
500 .GOTO 470
510 .LINE C, D, 0; LINE A, B, 1
520 .C=A; D=3
530 .IF TR(1) GOTO 540
540 .GOTO 470
550 .LD
600 .CLEAR; X=0; Y=0
620 .A=0; B=0
640 .X=X+JY(1)*3
650 .Y=Y+JY(1)*3
660 .LINE X, Y, TR(1)+2
670 .A=A+JY(2)
680 .B=B+JY(2)
690 .LINE A, B, TR(2)+2
700 .BC=KN(1); 5x5
710 .FC=KN(2); 5x5
720 .GOTO 640
700 .?B
705 .FC=175; BC=0
710 .CLEAR; A=5
720 .X=C; Y=0; W=3; S=1
730 .V=JY(1); W=JY(1)
740 .H=X+V; F=Y; R=2
750 .X=X+V; A=V; Y=Y+W; H+V
760 .IF B(22)=8 X=X+2; Q=-W
770 .IF A(35) 706 X=H
780 .IF A(35) 736 Y=F
800 .BOX X, Y, 1, 3
810 .IF TR(1) BOX A, H, A, R; GOTO 840
830 .BOX X, Y, 1, 3
840 .IF B(23)=8 GOTO 1600
845 .IF B(23)=1 RUN
850 .GOTO 730
900 .?3
910 .CLEAR

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420 .A=0; X=40; Y=14; BC=0
430 .FC=C; M=2; A STEP 2
470 .S=A+2-M; BOX X, Y, S, S, F
480 .FC=7+8*X; RND(32)
1000 .X=X+1; Y=Y+1
1020 .IF F=-1 F=0; GOTO 1040
1030 .F=-1
1035 .IF JY(1) CORUN
1036 .IF B(23)=1 RUN
1040 .NEXT M
1055 .Z=920; GOTO 0
1400 .?B, X
1405 .CLEAR; B(4)=84
1410 .BC=RND(255)
1415 .FC=BC+4+RND(32)*8
1420 .A=RND(255)
1425 .B=A+4+RND(32)*8; B(0)=A; B(1)=A;
      B(2)=B; B(3)=B
1430 .FOR X=159 TO 79 STEP -10
1440 .Y=X-77
1450 .BOX 0, 0, X, Y, 3
1460 .NEXT X; Z=1410; GOTO 0
1500 .GOTO 40
1501 .GOTO 100
1502 .GOTO 300
1503 .GOTO 700
1504 .GOTO 400
1505 .GOTO 600
1506 .GOTO 1400
1507 .GOTO 900
1600 .INPUT "BC: B; INPUT "FC: F; BC=B; FC=F;
      CLEAR; Y=0; Y=0; RETURN
RETURN; RUN

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□ = THE LETTER
○ = THE NUMBER