

HIT THE PEDESTRIAN!

This game is very straight-forward. You rotate your knob to aim the pedestrian to the bottom-center of the screen. That is where your bumper usually is, but it disappears when a pedestrian shows up, to make the game harder. After you read the on screen instructions, make sure your knob is near center of rotation (so you won't start on the extremes of the screen). Then pull your trigger to start the game. Your car is now idling, pull back on the joystick to accelerate, you will see the scenery go by. When you hear a hissing sound, pull on your trigger (which is your brake at all times), a tree will show up on the screen. If you didn't stop in time, you hit the tree and lose 5 points. Remember to pull back on your joystick to accelerate during the game, after you have used your brake. The pedestrian is not easy to hit, he will turn red while his bodily parts are thrown around. A good score is one that is positive, a great score is more than 30 points.

Line #

Statement(s) PG.1

Comments

USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT, THIS IS DONE BY THE UNIT

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1 .
5 .T HAYS
10 CLEAR;K=0;NT=1;L=0
25 PRINT;PRINT" HIT THE PED
ESTRIAN!";PRINT
30 NT=0;PRINT" ROTATE KNOB TO
AIM PED. TO CENTER OF B
UMPER.
40 PRINT" PULL BACK STICK TO
START. USE TRIG TO BRAKE &
EVADE TREES.
50 PRINT" PRESS TRIG
60 IF TR(1) GOTO 70
65 GOTO 60
70 NT=1;CLEAR;BOX -1, -42, 40, 3, 1
80 MU=-9;MU=0
90 IF JY(1)=0 GOTO 80
94 FC=1;NT=2;&(2)=0
95 CLEAR
100 BOX -1, -42, 40, 3, 3;MU=1;BOX
8, 7, 1, 1, 3
110 BOX -20, 0, 1, 1, 3;MU=1;M=RND
(50)-25;BOX 20, -5, 1, 1, 3;MU
=1;A=RND(10)
130 BOX -30, -15, 2, 2, 3;MU=1;L=L+
1;BOX 30, -18, 2, 2, 3;MU=1;IF
A=1 GOTO 900
140 IF TR(1) GOTO 80
160 CLEAR;MU=1;BOX -1, -42, 40, 3
, 3;MU=1;IF A=2 GOTO 210
170 BOX -23, -7, 1, 2, 3;MU=1;BOX
24, -11, 1, 2, 3;MU=1;IF L>99 G
OTO 980
190 BOX -47, -30, 3, 4, 3;MU=1;IF
A=5 GOTO 210
200 BOX 47, -34, 3, 4, 3;MU=1;GOTO 95
210 BOX KN(1)÷2+M, 4, 1, 1, 1;BOX
KN(1)÷2+M, 1, 2, 4, 1
240 BOX KN(1)÷2+M+2, 2, 1, 2, 1
250 BOX KN(1)÷2+M+3, 0, 1, 1, 1

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NAME
INSTRUCTIONS
"TO" IS A WORDS STATEMENT

BUMPER
ENGINE SOUND, IDLE

BUMPER
SIDE OF ROAD

GRAPHICS
↓

BUMPER

A=5,
WHEN PED. SHOWS UP

PEDESTRIAN

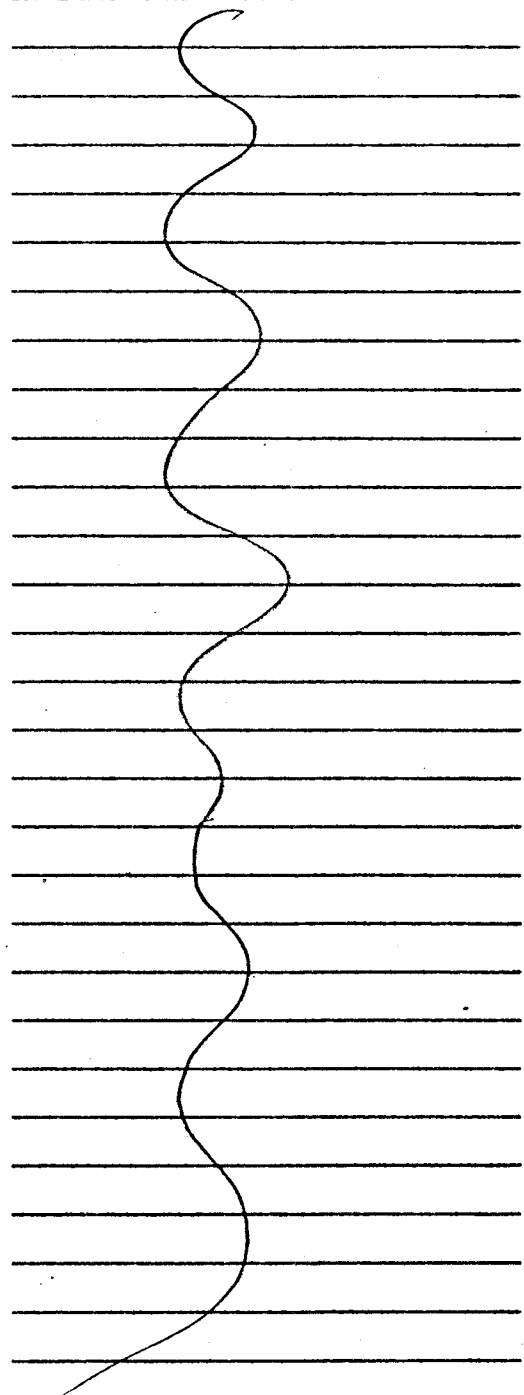
HIT THE PEDESTRIAN

Statement(s) PG. 2

Comments

Line #

PEDESTRIAN'S BODY



DID YOU HIT HIM?

You HIT HIM

POSSIBLE POINTS

SOUND OF TREE RUSHING

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260 BOX KN(1) ÷ 2 + M - 2, 2, 1, 2, 1
270 BOX KN(1) ÷ 2 + M - 2, -3, 1, 3, 1
280 BOX KN(1) ÷ 2 + M + 2, -3, 1, 3, 1
290 CLEAR
310 BOX KN(1) ÷ 2 + M, 0, 2, 2, 1
320 BOX KN(1) ÷ 2 + M, -5, 3, 5, 1
330 BOX KN(1) ÷ 2 + M + 3, -4, 1, 3, 1
340 BOX KN(1) ÷ 2 + M - 3, -4, 1, 4, 1
350 BOX KN(1) ÷ 2 + M - 3, -9, 1, 4, 1
360 BOX KN(1) ÷ 2 + M + 4, -5, 1, 1, 1
370 BOX KN(1) ÷ 2 + M + 4, -9, 2, 4, 1
375 CLEAR
390 BOX KN(1) ÷ 2 + M, -7, 2, 2, 1
400 BOX KN(1) ÷ 2 + M, -13, 3, 7, 1
410 BOX KN(1) ÷ 2 + M + 3, -12, 1, 3, 1
420 BOX KN(1) ÷ 2 + M + 4, -13, 1, 3, 1
430 BOX KN(1) ÷ 2 + M - 3, -12, 2, 4, 1
440 BOX KN(1) ÷ 2 + M - 2, -19, 2, 5, 1
450 BOX KN(1) ÷ 2 + M + 4, -19, 2, 5, 1
452 CLEAR
455 BOX KN(1) ÷ 2 + M, -13, 3, 3, 1
460 BOX KN(1) ÷ 2 + M + 4, -18, 2, 4, 1
465 BOX KN(1) ÷ 2 + M, -20, 4, 9, 1
470 BOX KN(1) ÷ 2 + M + 5, -20, 1, 3, 1
475 BOX KN(1) ÷ 2 + M - 3, -19, 2, 5, 1
480 BOX KN(1) ÷ 2 + M - 3, -27, 2, 5, 1
485 BOX KN(1) ÷ 2 + M + 4, -27, 2, 5, 1
490 CLEAR
500 BOX KN(1) ÷ 2 + M, -33, 4, 4, 1
510 BOX KN(1) ÷ 2 + M, -39, 6, 6, 3
520 BOX KN(1) ÷ 2 + M - 4, -40, 2, 5, 3
530 BOX KN(1) ÷ 2 + M + 5, -40, 2, 5, 3
540 IF PX(-3, -41) = 0 GOTO 94
550 FC = 80; &(21) = 255; FOR R = 1 TO
9; &(23) = 255; &(23) = 0; BOX
RND(16) - 8, RND(8) - 37, RND(6
), RND(6), 3; NEXT R
590 R = RND(3); K = K + R; PRINT R, " P
OINTS !"; GOTO 94
900 &(21) = 255; &(23) = 64
    
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HIT THE PEDESTRIAN
Statement(s) PG. 3

Comments

Line #

905 FC=202; BOX M, 7, 4, 3, 1

910 BOX M, 4, 7, 4, 1; BOX M, 0, 1, 5,

1; BOX M, 7, 16, 12, 1

920 BOX M, -7, 37, 17, 1; BOX M, -21,
4, 15, 3

930 IF TR(1) GOTO 960

940 &(23)=255; BC=201; CLEAR; K=
K-5; BC=7

950 PRINT " HIT TREE, MINUS 5 P
POINTS"; GOTO 94

960 PRINT " STOPPED JUST IN TIM
E !"; GOTO 94

980 PRINT K, " POINTS!"; PRINT;
PRINT " ANOTHER GAME?"; PRI
NT " PRESS TRIGGER

990 IF TR(1) RUN

995 GOTO 990

TREE

DID YOU STOP IN TIME?

HIT TREE

DIDN'T REACT IN TIME

REACTED IN TIME

END; ANNOUNCE SCORE



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