

Derby

Another old favourite, especially when a group of friends congregate and shout themselves hoarse cheering on their fancied nag. Up to six can play, each starting with £100. The 'meet' starts a 2.00 pm and goes on until 6.00 pm, with a race every 15 minutes' game time, stopping sooner if any player runs out of cash. There is a pool of 20 horses, each with its own handicap. Only six horses are randomly selected out of the pool, so the possible permutations of horses running against each other are enormous. In addition, after every race the winning horse has its handicap increased - as per Jockey Club rules - while the others have theirs reduced. Similarly, Honest Joe the bookie will shorten the odds on winning horses and lengthen them on losers. The result is that it is a good test of judgement and skill at picking winners.

The first screen gives the title and asks for the number of players. The second screen seeks each player's name and then we move into the game loop, which consists of three more screens. The first is the Honest Joe. We are given the number of six horses, their names and odds, each player in turn is asked for his or her bet - the number of the horse backed and the amount.

The next screen is the race proper, and comprises four broad bands of green representing sections of the course. For verisimilitude we add posts and rails, a winning post and the start line, behind which we see the six horses and riders. On pressing RETURN, the names disappear and six horses race forward. As they reach the right edge of one section, they appear at the left edge of the one above, continuing in this way until one reaches the finish. The name of the winning horse is thrown on the screen and the action is frozen while players argue, if they feel like it - although it won't do them any good!

The final screen addresses each player by name and gives news of what happened to their bet and their current cash state. If all have cash the game time is advanced and we return to Honest Joe Bloggs to place bets for the next race.

Line 20 redefines a graphics character for horse and rider. The next lines prepare for coloured print, print the title and get the number of players, with line 140 DIMensioning the appropriate arrays. Line 200 prints requests to players in differentiating colours - a further aid to identification - and the next lines assign starting handicaps for each horse.

Line 320 prepares the next screen, with Joe Bloggs' scoreboard header. Lines 250 to 310 have picked the six horses running and ensured that there are no duplicates; now we have a printout. Player bets are accepted and checked and on line 600 we start to print the course. This is done by redefining the graphics area and clearing it to background green four times before drawing the rails, etc., on top. It will be remembered that CHR\$224 has been redefined as the horse-and-rider graphic symbol; it is seen that the horses are placed in position in line 710, with the next lines printing the name by the side of each. The fearsome lines 880, 900 and 920 do the calculations to ensure that the correct horse graphic is alternately rubbed out and redrawn in its new position. The idea to grasp here is that the calculations are based upon a totally linear course, progressing from value 0 to 4888, and that dividing its linear position by 1279 gives the displayed row or portion of the course.

Variables

D\$	Start of line, yellow on blue
E\$	Ditto, red on blue
F\$	Spaces for clearance purposes
X%	General counter
PL%	Number of players
P%(PL%,2)	Players' cash and bets
P\$(PL%)	Players' names
H%(20,2)	Horses' handicaps and odds (Pool)
R%(6,3)	Ditto (in current race), plus position
H\$(20)	Horses' names
HR%	Game time; hour
MIN%	Game time; minutes
P%	Current player being addressed
Q\$	Dummy
X%	General counter
Z%	Ditto, used when checking against duplicates
W%	Ditto, used when getting wager

H% Horse being bet on
 T% Position of current horse
 W% Number of winning horse
 SP% Odds (starting price) of winner

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10 REM - Derby
20 VDU23,224,8,24,26,127,188,36,66,129
30 MODE7:S$=STRING$(30," ")
40 D$=CHR$132+CHR$157+CHR$131
50 E$=CHR$132+CHR$157+CHR$129
60 F$=STRING$(10," ") + STRING$(10,CHR$8)
70 FORX%=5 TO 15 STEP 10
80 PRINTTAB(0,X%);CHR$129;STRING$(19,"Oo"):NEXT
90 PROCDBL(12,9,137,"DERBY DAY")
100 REPEAT
110 PRINTTAB(0,17);"How many players (1-6)";:PL%=GET-48
120 PRINT;PL%
130 UNTIL PL%>0 AND PL%<7
140 DIM P%(PL%,2),P$(PL%),H%(20,2),R%(6,3),H$(20)
150 CLS:FORX%=1 TO 20:READ H$(X%):NEXT
160 HR%=2:MIN%=0
170 PRINT'"Please input your names -"'
180 FOR P%=1 TO PL%
200 PRINT'CHR$(P%MOD7+128);"Player #";P%;"...";
210 INPUT P$(P%):P%(P%,0)=100
220 NEXT:INPUT'"Press RETURN...";Q$
230 FOR X%=1 TO 20
240 H%(X%,1)=RND(5)+3:H%(X%,2)=RND(3):NEXT
250 FOR X%=1 TO 6
260 Y%=RND(20)
270 FOR Z%=1 TO X%-1
280 IF Y%=R%(Z%,0) GOTO260 ELSE NEXT Z%
290 R%(X%,0)=Y%:R%(X%,1)=H%(Y%,1)
300 R%(X%,2)=H%(Y%,2):R%(X%,3)=0
310 NEXT X%
320 MODE7
330 PRINTD$'D$;
340 PRINT"H O N E S T   J O E   B L O G G S"
350 PRINTD$'E$'E$;
360 PRINT"***** M I C R O M E E T   *****"
370 PRINTD$
380 PRINTD$;" RUNNERS AND PRICES FOR ";HR%;":":MIN%;" pm."
390 PRINTD$
400 FOR X%=6 TO 1 STEP -1
410 VDU130,157,132:PRINT"No.";R%(X%,0);
420 PRINTTAB(8);H$(R%(X%,0));TAB(27);R%(X%,1);" to 1"
430 NEXT
440 FOR W%=1 TO PL%
450 PRINTTAB(0,15):FOR X%=1 TO 8:PRINTS$:NEXT
460 REPEAT:PRINTTAB(0,15);P$(W%);" -"

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470 PRINT "You have £";P%(W%,0)
480 PRINT "How much do you bet";F$;
490 INPUT P%(W%,1)
500 UNTIL P%(W%,1) <= P%(W%,0) AND P%(W%,1) > 0
510 PRINT TAB(0,19); "On which number horse";F$;
520 INPUT H%:X%=1
530 IF R%(X%,0)=H% GOTO560
540 X%=X%+1:IF X%<=6 GOTO530
550 PRINT "Horse #";H%; " not running.":GOTO510
560 RESTORE:FORZ%=1TOH%:READH$:NEXT
570 PRINT "£";P%(W%,1); " on ";H$; " accepted. "'
580 INPUT "Press RETURN...";Q$
590 P%(W%,2)=H%:NEXT W%
600 REM - Prepare course
610 MODE2:VDU18,0,130,16,18,0,132,0,0,0
620 VDU24,0;232;1279;276;16,24,0;490;1279;534;16
630 VDU24,0;748;1279;794;16,26,19,13,0,0,0,0
640 REM - Finishing post and rails
650 GCOL0,7:MOVE 1120,794:DRAW 1120,1023
660 COLOUR1:COLOUR 130:PRINTTAB(17,0);"o"
670 FORX%=232 TO 1002 STEP 258:PROCFENCE(X%):NEXT
680 REM - Starting gate line-up
690 MOVE 66,0:DRAW 66,232
700 VDU5,18,4,0
710 FOR X%=1 TO 6:MOVE 0,32*X%+32:PRINTCHR$224:NEXT:VDU4
720 FOR X%=1TO6:RESTORE
730 FOR Y%=1 TO R%(X%,0):READ H$:NEXT
740 PRINTTAB(2,31-X%);H$:NEXT
750 PRINTTAB(0,10);"UNDER ORDERS....";
760 INPUT Q$:PRINTTAB(0,10);S$
770 COLOUR2
780 FOR X%=1TO6:RESTORE
790 FOR Y%=1 TO R%(X%,0):READ H$:NEXT
800 PRINTTAB(2,31-X%);H$:NEXT
810 PRINTTAB(0,10);"THEY'RE OFF!"
820 Q=INKEY(50):PRINTTAB(0,10);S$:VDU5:H%=0
830
840 REM - THE RACE *****
850
860 REPEAT
870 FOR X%=1 TO 6
880 MOVE R%(X%,3)MOD1279,(R%(X%,3)DIV1279)*256+32*X%+32
890 PRINTCHR$224
900 T%=R%(X%,3)+R%(X%,2)+RND(20)+20
910 R%(X%,3)=T%
920 MOVE T%MOD1279,(T%DIV1279)*256+32*X%+32
930 PRINTCHR$224
940 IF T%>H% H%=T%
950 NEXT:UNTIL H%>=4888
960
970 REM - Find & give winner
980 W%=0:H%=0
990 FORX%=1 TO 6:IF R%(X%,3)>H% H%=R%(X%,3):W%=R%(X%,0)
1000 NEXT X%:VDU4:COLOUR 9

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1010 PRINTTAB(0,11);H$(W%);" wins!"TAB(0,17):SP%=H%(W%,1)
1020 COLOUR0:INPUTTAB(2,17),QS:MODE7
1030
1040 REM - Tote - adjust cash
1050 FOR X%=1 TO PL%:CLS
1060 PROCDBL(5,5,131,P$(X%))
1070 PRINT'"Your £";P%(X%,1);
1080 PRINT" bet on #";P%(X%,2);" (";H$(P%(X%,2));)" "'
1090 IF P%(X%,2)=W% GOTO1130
1100 PROCDBL(5,11,129,"LOST")
1110 P%(X%,0)=P%(X%,0)-P%(X%,1)
1120 GOTO1150
1130 PROCDBL(5,11,130,"WIN!"):PRINT'"At ";SP%;" to !!"
1140 P%(X%,0)=P%(X%,0)+P%(X%,1)*SP%
1150 PRINT'"You have £";P%(X%,0)'"'"Press RETURN....";
1160 INPUT G$:NEXT X%:CLS
1170 FOR X%=1 TO PL%:IF P%(X%,0)<=0 PROCEND:END
1180 NEXT
1190
1200 REM - Adjust race time
1210 MIN%=MIN%+15:IF MIN%=60 MIN%=0:HR%=HR%+1
1220 IF HR%>=6 PROCEND:END
1230 REM - Adjust prices & handicaps
1240 FOR X%=1 TO 6
1250 IF R%(X%,0)<>W% GOTO1290
1260 H%(R%(X%,0),1)=H%(R%(X%,0),1)-1
1270 H%(R%(X%,0),2)=H%(R%(X%,0),2)-1
1280 GOTO1310
1290 H%(R%(X%,0),1)=H%(R%(X%,0),1)+1
1300 H%(R%(X%,0),2)=H%(R%(X%,0),2)+1
1310 NEXT:GOTO250:REM - NEXT RACE
1320
1330 DEFPROCDBL(X%,Y%,C%,X$)
1340 PRINTTAB(X%,Y%);CHR$C%;CHR$141;X$
1350 PRINTTAB(X%,Y%+1);CHR$C%;CHR$141;X$
1360 ENDPROC
1370
1380 DEFPROCSPB
1390 PRINTTAB(0,23);"Press SPACEBAR to continue....";
1400 REPEAT:G$=GET$:UNTIL G$=" "
1410 ENDPROC
1420
1430 DATA Uncle Vanya,Running Wild,Spindrift,Owzyafarver
1440 DATA White Tornado,Speedy Gonzalez,Saucy Minx,Black
Friar
1450 DATA Lively Lady,Spindleshanks
1460 DATA My Hope,Baker's Boy,Sweetheart,Fred's Fancy
1470 DATA Gillian Girl,Nosey Parker,Wild On,Muggins
1475 DATA Chipmunk,Silver Star
1480
1490 DEFPROCEND
1500 CLS:PROCDBL(2,2,131,"CASH AT END")
1510 PRINT':FORX%=1 TO PL%
1520 PRINTP$(X%);TAB(20);"£";P%(X%,0)

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1530 NEXT:PRINT
1540 PROCDBL(0,31,129,"THAT'S ALL FOLKS!"):ENDPROC
1550
1560 DEFPROCENCE(Y%)
1570 MOVE 0,Y%:DRAW 1279,Y%
1580 MOVE 0,Y%+40:DRAW 1279,Y%+40
1590 FOR S%=1 TO 1279 STEP 100
1600 MOVE S%,Y%:DRAW S%,Y%+40:NEXT
1610 ENDPROC
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