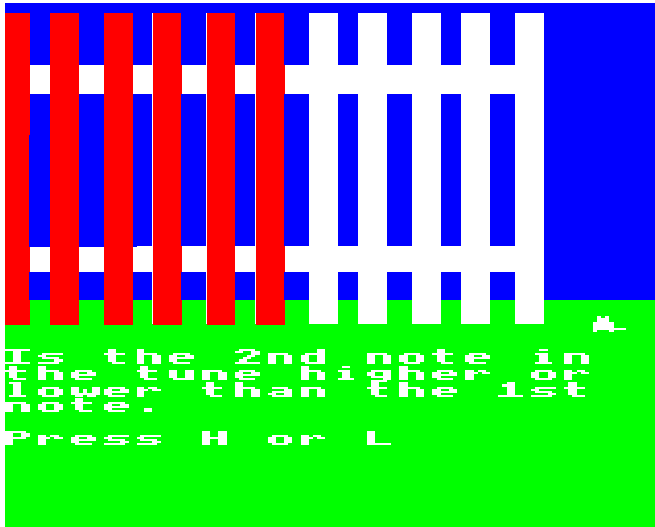


# DON'T PAINT THE CAT



Seems a strange title for a program. I mean, who would want to emulsion paint the family mogg anyway?

Well you see, the family have decided that you have to paint the garden fence. You lost the draw - it might have been your sister instead who had to do it, but never mind there is always next time. Across the fence from you and your fantastic paint brush, is your neighbour's transistor. As a mental challenge you have decided to paint the fence according to the high/low pitch of your neighbour's music.

Look out for your cat, it's parked at the end of the fence.

## How to play

As the game begins you will hear just two notes to compare but, everytime you get the answer correct the next tune will have an extra note.

You will be told which two notes to compare, and you must key in H or L for High or Low.

If you get it wrong you must wait for the fence, and the poor old pussy, to be painted.

If you take too long to answer, the cat will wind up getting covered in paint anyway.

Press the RETURN key when you want a new tune.

## Programming hints

If you can work out the answer long before the cat is painted, then reduce the 50 if INKEY\$(50) in line 540.

If you find that it is too difficult to tell the difference between notes, then increase the 5 after the '\*' sign in line 470.

Alternately you can increase the time allowed to answer, or reduce the difference between the notes, by doing the opposite of what is described above.

```

10 REM DON'T PAINT THE CAT!
20 REM COPYRIGHT (C) G.LUDINSKI 1983
30 MODE 5
40 DIM N(10)
50 CLS
60 VDU 19,0,4,0,0,0,19,2,2,0,0,0
70 GOTO 170
80 REM
90 REM U.D.G. CALCULATOR
100 REM
110 DEF FNB(N$)
```

```

120 TF=0
130 FOR L=0 TO 7
140     TF=TF+(2^L)*VAL(MID$(N$,8-L,1))
150 NEXT L
160 =TF
170 REM
180 REM CAT SHAPE
190 REM
200 VDU 23,224,FNB("01010000"),FNB("0
11110000"),FNB("01110000"),FNB("1111100
),FNB("11111000"),FNB("11111000"),255,FN
B("10001000")
210 REM
220 REM DRAW FENCE
230 REM
240 FOR J=2 TO 9
250     COLOUR 128:CLS
260     GCOL 0,2:PROC_BLOCK(0,0,1280,450
)
270     GCOL 0,3
280     FOR I=0 TO 1000 STEP 100
290         PROC_BLOCK(I,400,50,600)
300     NEXT I
310     PROC_BLOCK(0,500,1050,50):PROC
_BLOCK(0,850,1050,50)
320     COLOUR3:COLOUR130:PRINTTAB(18,
19);CHR$(128)
330     COLOUR3:COLOUR130
340     W1=RND(J):W2=RND(J):IF W1=W2 T
HEN 340
350     T1$="th":TS$="th":IF W1=1 THEN
T1$="st"
360     T2$="th":IF W2=1 THEN T2$="st"
370     IF W1=2 THEN T1$="nd"
380     IF W2=2 THEN T2$="nd"
390     IF W1=3 THEN T1$="rd"
400     IF W2=3 THEN T2$="rd"
410     PRINTTAB(0,21)"Is the ";W1;T1$
;" note in the tune higher or lower th
an the ";W2;T2$;" note."'"Press H or L
";
420     N(0)=0
430     FOR K=1 TO J
440         REM
450         REM PLAY THE TUNE
460         REM
470         N(K)=INT(RND(5)*5+50):IF N
(K)=N(K-1) THEN 470
480         IF J=2 AND N(1)=N(2) THEN
GOTO 470
490         SOUND 1,-15,N(K),10:SOUND
1,0,0,1
500     NEXT K
510     IF N(W1)>N(W2) THEN A$="H"
520     IF N(W1)<N(W2) THEN A$="L"
530     GCOL 0,1:I=-100:IS$="":ID=0
540     IS$=INKEY$(50):IF IS$="" OR ID=1
THEN I=I+100:PROC_BLOCK(I,400,50,600):I
F I<1000 THEN 540
550     IF IS$=A$ AND ID=0 THEN PRINT'"
Yes, you're right":GOTO600
560     IF I<1000 THEN PRINT IS$;:ID=1:
GOTO540
570     COLOUR1:PRINTTAB(18,19);CHR$(1
28):SOUND1,-1,80,1:SOUND0,-15,7,20:COLOU
R3
580     IF A$="H" THEN PRINTTAB(0,28)"
No, it's higher (H)"
590     IF A$="L" THEN PRINTTAB(0,28)"
No, it's lower (L)"

```

```

600      COLOUR3:PRINTTAB(0,30)"Hit RETUR
N for more";:INPUT RB$
610      IF I$ <> A$ THEN GOTO 250
620      NEXT J
630      PRINTTAB(0,27)"A musician like
yourself shouldn't be painting fences!
":GOTO 700
640      REM
650      DEFPROC_BLOCK(X,Y,W,H)
660      MOVE X,Y:MOVE X+W,Y
670      PLOT 85,X,Y+H
680      PLOT 85,X+W,Y+H
690      ENDPROC
700      END

```