

WHAT'S YOURS



Do you know that awful feeling when you have been put in charge of the drinks purchase at your friend's wedding?

You can be sure that you will get a soft drink for the big fellow in the corner or, even worse, a double whisky with pint chaser for someone's grandmother.

Anyway, it's your turn to buy the drinks and the order is on the bar. If you remember to get everyone the correct drink you will receive a whisky from each of them as they will be so pleased with your effort. If you get the total round correct, they will all pitch in and pay for the drinks themselves.

All the drinks are £1 each, so everytime you get the round right you make £1 per drink for yourself.

Oh, we almost forgot, everytime you get it right someone else joins your circle of friends.

How to play

Five different types of drinks can be ordered as follows:-

Beer	Red Mug	B
Lager	Yellow Mug	L
Red Wine	Red Glass	R
White Wine	White Glass	W
Whisky	Yellow Glass	-

Look at the order details on the bar and key in your copy. As you key in your order, the drinks will appear on the screen. When you finish the first round, a second will appear in a different order and, if the last round was correct, an additional member will be added to your group.

When the drink runs out, you can go home - by taxi.

Programming hints

This program is a good example of the use of user-defined graphics. Just two shapes are defined, a glass and a mug shape, but as they are displayed in many different colours there appears to be a large number of shapes. Remember to use COLOUR and not GCOL for user-defined graphics, as they are handled in the same way as text.

You may wish to add some more drinks in the appropriate shaped glass or mug. For example, a white beer mug could represent lemonade, or you could define a brandy or sherry glass shape. If you add more drinks you must allow W in line 320 to have a larger maximum value. Check for the letter that represents the new drinks in line 480. Display the new drinks after line 250.

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10 REM WHAT'S YOURS?
20 REM COPYRIGHT (C) G. LUDINSKI 1983
30 MODE 5
40 DIM W(20)
50 GOTO 160
60 DEF FNB(N$)
70 TF=0
80 FOR L=0 TO 7
90 TF=TF+(2^L)*VAL(MID$(N$,8-L,1))
100 =TF
110 CLS
120 REM
130 REM DEFINE GLASS AND BEER MUG SHAP
E
140 REM
150 VDU 23,224,FNB("00111110"),FNB("00
111110"),FNB("00111110"),FNB("000011100")
,FNB("00001000"),FNB("00001000"),FNB("00
001000"),FNB("00111110")
160 VDU 23,225,FNB("01111000"),FNB("01
111000"),FNB("01111110"),FNB("01111010")
,FNB("01111010"),FNB("01111010"),FNB("01
111110"),FNB("01111000")
170 MG$=CHR$(225):GL$=CHR$(224)
180 REM
190 REM DRAW BAR AND NOTEPADS
200 REM
210 CLS
220 GCOL0,1:PROC_BLOCK(0,520,1279,240)
230 GCOL0,3:PROC_BLOCK(250,0,255,280)
240 GCOL0,3:PROC_BLOCK(755,0,270,280)
250 COLOUR0:COLOUR131:PRINTTAB(4,24)"B
i11"TAB(12,24)"Back"TAB(4,26)"`"TAB(12,2
6)"`":COLOUR3:COLOUR128
260 REM
270 REM DRAW DRINKS ORDERED
280 REM
290 M=0:OW=0
300 FORJ=2TO20
310 FORI=1TOJ
320 W(I)=INT(RND(1)*4)
330 IFW(I)=0 THEN CL=1:C$=GL$
340 IFW(I)=1 THEN CL=1:C$=MG$
350 IFW(I)=2 THEN CL=2:C$=MG$
360 IFW(I)=3 THEN CL=3:C$=GL$
370 COLOUR CL:PRINTTAB(I-1,7);C$:P
RINTTAB(I-1,16)" ";
380 NEXTI
390 EI=0
400 COLOUR3:COLOUR128:PRINTTAB(0,18)
" What's your order? B=Beer L=Lager
R=Red & W=White Wine"
410 OW=OW+J:VDU19,1,1;0;19,2,3;0;19,
3,7;0;
420 REM

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430     REM DRAW DRINKS BOUGHT
440     REM
450     FORK=1TOJ
460     I$=GET$
470     IFK=1 THEN PRINTTAB(0,7);STRIN
G$(20," ");
480     IFI$<>"B" AND I$<>"L" AND I$<>
"R" AND I$<>"W" THEN 460
490     IFI$="R" THEN COLOUR1:PRINTTAB
(K-1,7)GL$:IP=0
500     IFI$="W" THEN COLOUR3:PRINTTAB
(K-1,7)GL$:IP=3
510     IFI$="B" THEN COLOUR1:PRINTTAB
(K-1,7)MG$:IP=1
520     IFI$="L" THEN COLOUR2:PRINTTAB
(K-1,7)MG$:IP=2
530     IFIP=W(K) THEN COLOUR2:PRINTTA
B(K-1,16)GL$:M=M+1:GOTO550
540     EI=1
550     COLOUR0:COLOUR131:PRINTTAB(5,2
6);OW;TAB(13,26);M:COLOUR128
560     NEXTK
570     IF EI=0 THEN M=M+J:COLOUR0:COLOU
R131:PRINTTAB(13,26);M:COLOUR128
580     RB$=INKEY$(50*J)
590     *FX 15,1
600     IF EI=1 THEN GOTO 310
610     NEXTJ
620     PRINTTAB(0,16)"You did it! You
will need a real      drink after that ";
630     END
640     DEFPROC_BLOCK(X,Y,W,H)
650     MOVE X,Y:MOVEX+W,Y
660     PLOT 85,X,Y+H
670     PLOT 85,X+W,Y+H
680     ENDPROC

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