

# DECISIVE HERO



The wicked Baron has captured your love, Loretta, and tied her to the railroad track. Only you can save her from a grisly fate, but you will have to think fast and act even quicker. Wherever the Baron has taken her, you can be sure that it will be in a town far away from you, and you must work out the three possibilities, key in your answer and stop the train.

## How to play

The names of eight towns will be displayed on the screen with letters A to H. Against each of the letters you will be shown a combination of numbers.

You must decide which three series of numbers are highest, type them in and stop the train.

Example: from the screen shown above you will see that the correct answer is C, G and H. You don't have to key in your answers in alphabetical order, just key them in correctly and quickly. If you stop the train or, unfortunately for Loretta, the train reaches the end of the screen, you will be asked if you wish to continue or end the program.

Press C and RETURN to continue, or E and RETURN to end the game.

### **Skill rating**

When the game ends, a score sheet will be displayed showing your total, giving a qualitative rating and an IQ level of your decisiveness. This is not a true IQ level as intelligence is made up of reasoning ability, memory etc. but this result will be an indication of your IQ decisiveness level.

Classifications below Fair are omitted, as I know that if you are using this book you are above average!

### **Programming hints**

The number of carriages pulled by the engine can be increased by adding more sets of a space and CA\$ to line 250.

CA\$ is the shape for the carriage top.

You must also add the same number of sets of a space and CR\$ in line 260.

CR\$ is the shape for the carriage bottom.

Count the number of characters you have added and add the same number of spaces to A\$(1) in line 240.

Remember also to alter the TR\$ in line 960 as this effects the backspace characters required.

Before you decide to increase the number of carriages, remember that the more carriages there are, the closer the head of the train is to Loretta.

After thinking about this, you may decide to reduce the number of carriages and thereby increase your thinking time.

```

10 REM DECISIVE HERO
20 REM COPYRIGHT (C) G.LUDINSKI
30 MODE 4
40 DIM A$(3), X(12), Y(12), N(3,8), S(8), T
$(8), TW(8):CLS
50 CLS
60 S$="
"
70 REM
80 REM Cursor Movement And Shape Defi
nitions
90 REM
100 VDU23,224,255,255,255,255,255,255,
255,255
110 VDU23,225,0,0,0,255,255,255,255,25
5
120 VDU23,226,0,0,0,255,255,0,0,0
130 VDU23,227,255,255,255,255,255,0,0,
0
140 VDU23,228,0,0,0,0,0,255,255,255
150 VDU23,229,240,240,240,240,240,255,
255,255
160 VDU 19,0,4,0,0,0
170 CB$=CHR$(8):CU$=CHR$(11)
180 GO$=CHR$(224):G1$=CHR$(225):G2$=CH
R$(226):G3$=CHR$(227):CA$=G1$+G2$+G1$:CR
$=GO$+G3$+GO$
190 D$=" "+CHR$(175)
200 REM
210 REM Store Town Names And Train Sha
pe
220 REM
230 RESTORE:FOR I=1 TO 8:READ T$(I):NE
XT I
240 A$(1)=LEFT$(S$,8)+CHR$(132)+CHR$(1
32)+"
250 A$(2)=" "+CA$+" "+CA$+" "+GO$+CHR$
(132)+CHR$(133)
260 A$(3)=" "+CR$+" "+CR$+" "+CR$
270 REM
280 REM Store Positions Of Smoke

```

```

290 REM
300 FOR I=1 TO 2
310   X(I)=12-I
320   Y(I)=2-I
330 NEXT I
340 FOR I=3 TO 12
350   Y(I)=2
360   X(I)=13-I
370 NEXT I
380 TE=0:ER=0:CR=0
390 REM
400 REM The Action Starts Here
410 REM
420 CLS
430 TE=TE+1
440 REM
450 REM Store Lists Of Numbers And The
ir Sums
460 REM
470 FOR K=1 TO 7:S(K)=0:NEXT K
480 FOR J=1 TO 8
490   FOR I=1 TO 3
500     N(I,J)=INT(RND(1)*9+1)
510     S(J)=S(J)+N(I,J)
520   NEXT I
530 NEXT J
540 FOR I=1 TO 8:TW(I)=I:NEXT I
550 REM
560 REM Bubble Sort Of The Sums Of Eac
h List
570 REM
580 FOR J=1 TO 6
590   FOR I=1 TO 7
600     IF S(I)<S(I+1) THEN TP=S(I):S(I+1)=S(I):S(I)=TP:TW(I+1)=TP
610   NEXT I
620 NEXT J
630 REM
640 REM Check For Any Duplicates
650 REM
660 TWN=3:FOR I=4 TO 8
670   IF S(I)=S(1) OR S(I)=S(2) OR S(I)=S(3) THEN TWN=I
680 NEXT I
690 REM
700 REM Display Problem
710 REM
720 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
T
730 PRINT "-----@-----"
---@---
740 PRINT'''
750 PRINT:PRINT:PRINT
760 PRINTLEFT$(S$,10);LEFT$(T$(J),1)
;" ";RIGHT$(T$(J),9);" ";
770 FOR I=1 TO 3
780   PRINTSTR$(N(I,J));" ";
790 NEXT I
800 PRINT:PRINT
810 NEXT J
820 PRINT
830 CR1=0
840 VDU30:PROCTRAIN
850 SOUND1,-10,32,10:SOUND1,-10,14,10
860 *FX 15,1
870 PRINTTAB(0,28)"Press C to continue
or E to end program":INPUT C$
880 IF C$="C" THEN GOTO 420
890 GOTO 420

```

```

900 GOTO 1400
910 REM
920 DEFPROC SMOKE
930 PRINTTAB(X(I)+L,Y(I));G$
940 ENDPROC
950 DEFPROC TRAIN
960 TR$=A$(1)+CHR$(10)+STRING$(12,CHR$(
(8))+A$(2)+CHR$(10)+STRING$(12,CHR$(8))+
A$(3)
970 FOR L=1 TO 24
980 I$=INKEY$(0)
990 IF I$="" THEN GOTO 1040
1000 FOR J=1 TO TWN
1010 IF I$=CHR$(64+TW(J)) THEN CR1=
CR1+1 : SOUND 1,-15,81,10 : GOTO 1040
1020 NEXT J
1030 ER=ER+1
1040 IF CR1=3 THEN CR=CR+1 : GOTO 1240
1050 PRINTTAB(L,3) " " TR$;
1060 SOUND 0,-15,100,2
1070 I=1
1080 G$=D$
1090 PROC SMOKE
1100 I=I+1
1110 G$=D$
1120 PROC SMOKE
1130 I=I-1
1140 PROC SMOKE
1150 I=I+1
1160 PROC SMOKE
1170 G$=D$
1180 IF I<12 THEN GOTO 1100
1190 G$=" "
1200 I=9
1210 PROC SMOKE
1220 G$=" "+CHR$(175)
1230 NEXT L
1240 ENDPROC
1250 DEFPROC IQ
1260 CLS
1270 PRINT:PRINT "Number of tests comple
ted = ";TE
1280 PRINT:PRINT "Number of tests correc
t = ";CR
1290 PRINT:PRINT "Number of incorrect an
swers = ";CR
1300 SC=INT(((ER*3)+((TE-CR)*10))/TE)
1310 PRINT
1320 IF SC<5 THEN PRINT "This is classed
as SUPERIOR (Upper 10%)" : GOTO 1350
1330 IF SC<7 THEN PRINT "This is classed
as GOOD (Upper 30%)" : GOTO 1350
1340 IF SC<9 THEN PRINT "This is classed
as FAIR (Upper 60%)"
1350 IF SC=0 THEN IQU=150 : GOTO 1370
1360 IQU=INT(760/SC) : IF IQU>150 THEN IQ
U=150
1370 PRINT "'Your I.Q. level (decisivene
ss) = ";IQU
1380 ENDPROC
1390 DATA "Aldershot ","Bracknell ","Ca
mberley ","Dorking ","Egham
nham ","Guildford ","Henley "
1400 REM END

```