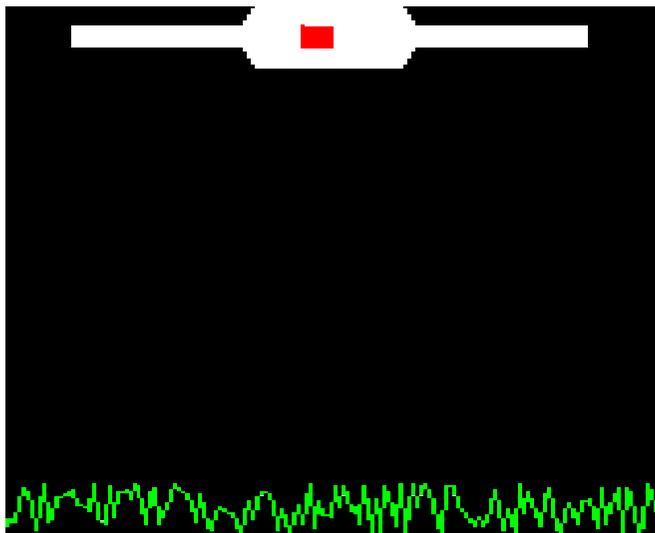


CLOSE ENCOUNTERS OF THE FOURTH KIND



The aliens have sneaked into this book after all - but we believe they are friendly. It's up to you to find out.

Hovering above a field, lights rotating around it's outer edge, is a flying saucer. From the saucer comes a sequence of notes which may contain a message of peace. To find out you must repeat the notes in the same sequences as the aliens have transmitted them.

Every time you repeat the notes properly, the saucer will descend one level towards the ground. Try and bring them in carefully as the last time we succeeded the space vessel blew up after landing.

How to play

The number keys 0 to 9 represent a note in the octave starting with middle C.

Key in S to indicate the start of a tune.

You can either try guessing by starting with S or you can play with the keyboard until you have found the correct note.

The saucer will first emit one note and, if you copy correctly, descend slightly before sounding its next tone which will be a tune of two notes and so on. Each time you have guessed the sequence correctly the saucer will descend. Remember to start each guess with S.

If you can't find the correct note press G and RETURN and a new tune sequence will begin.

Programming hints

The sound buffer is flushed just before you key in a tune when S is pressed by using *X15,0 in line 780. This is to prevent the last few notes the player has just keyed in from being played before the tune he is about to key in. Commands commencing with an asterisk may not be including in a line of more than one statement. I have got around this by putting *FX15,0 in a procedure and calling the procedure.

You could increase the number of possible notes in the tunes by changing the maximum value of N(L) in line 220. Then add lines for larger values of NT after line 750.

```

10 REM CLOSE ENCOUNTERS OF THE FOURTH
KIND
20 REM COPYRIGHT (C) G.LUDINSKI 1983
30 MODE 5
40 DIM N(7)
50 CLS
60 REM
70 REM DRAW SPACE SHIP
80 REM
90 VDU 19,2,2,0,0,0
100 HT=964
110 PROC_SHIP(HT,3)
120 GCOL0,2
130 MOVE0,0
140 FORX=0 TO 1280 STEP 10
150 DRAWX,RND(100)
160 NEXTX
170 REM
180 REM GENERATE NOTES
190 REM
200 FORJ=1TO7
210 FORL=1TOJ
220 N(L)=INT(8*RND(1)+1)
230 IF L=1 THEN 250
240 IF N(L)=N(L-1) THEN 220
250 PROC_PLAY(N(L))
260 NEXTL
270 REM
280 REM PLAY NOTES
290 REM
300 EI=0
310 I=140
320 FORK=1TOJ
330 I$=INKEY$(0):IF I$<>"G" AND I$<>
"S" AND (I$=" " OR I$<"1" OR I$>"9") THEN
I=I+50:PROC_LIGHTS(HT):GOTO330
340 IF I$="G" THEN K=J:GOTO380
350 IF I$="S" THEN PROC_FLUSH:K=1:GOTO
330
360 PROC_PLAY(VAL(I$))
370 IF VAL(I$)<>N(K) THEN EI=1
380 NEXT K
390 IF I$="G" THEN GOTO 210
400 IF EI=0 THEN PROC_SHIP(HT,0):HT=HT
-120:PROC_SHIP(HT,3):PROC_ROTATE:GOTO420
410 GOTO300
420 NEXTJ
430 REM
440 REM EXPLOSION
450 REM
460 FORI=1TO100:VDU19,0,1,0,0,0,19,0,3
,0,0,0:NEXT I:GOTO 840
470 :
480 DEFPROC_SHIP(HT,CL)
490 GCOL 0,CL
500 PROC_BLOCK(140,HT-20,1000,40)
510 MOVE460,HT
520 MOVE500,HT-60:PLOT85,500,HT+60
530 MOVE 820,HT
540 MOVE780,HT-60:PLOT85,780,HT+60
550 PROC_BLOCK(500,HT-60,280,120)
560 ENDPROC
570 DEFPROC_BLOCK(X,Y,W,H)
580 MOVEX,Y:MOVEX+W,Y
590 PLOT85,X,Y+H
600 PLOT85,X+W,Y+H
610 ENDPROC
620 DEFPROC_LIGHTS(HT)
630 IF I>=1090 THEN GCOL0,3:PROC_BLOCK
(I,HT-20,50,40):I=140

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640 GCOL0,3:PROC_BLOCK(I,HT-20,50,40)
650 GCOL0,1:PROC_BLOCK(I+50,HT-20,50,4
0)
660 ENDPROC
670 DEFPROC_PLAY(NT)
680 IF NT=1 THEN SOUND 1,-15,53,10
690 IF NT=2 THEN SOUND 1,-15,61,10
700 IF NT=3 THEN SOUND 1,-15,69,10
710 IF NT=4 THEN SOUND 1,-15,73,10
720 IF NT=5 THEN SOUND 1,-15,81,10
730 IF NT=6 THEN SOUND 1,-15,89,10
740 IF NT=7 THEN SOUND 1,-15,97,10
750 IF NT=8 THEN SOUND 1,-15,101,10
760 ENDPROC
770 DEFPROC_ROTATE
780 *FX15 0
790 FORD=1 TO 50:I=I+50:PROC_LIGHTS(HT):
NEXTD
800 ENDPROC
810 DEFPROC_FLUSH
820 *FX15 0
830 ENDPROC
840 REM

```