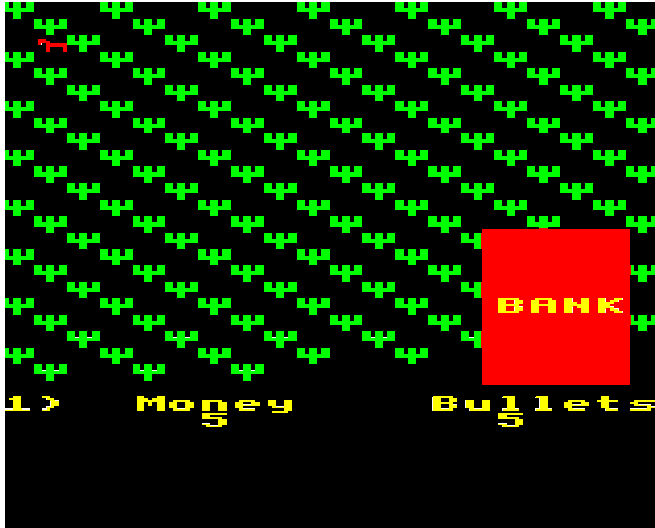# WESTERN ADVENTURE GAME

Your rough, tough and ready desparado colleagues have fled into the scrubland, dropping their guns and the loot.

Well we all know that a man, or a Calamity Jane, has got to do what ever it is. So, you are on your own outside the bank and you have to make it to the horses, which some idiot left on the outskirts of the town.

On the way you can collect money and guns with bullets and then decide, if you run into the Sheriff's posse, whether to bribe or blast your way to freedom. Obviously your aim is to reach the horses with some bullets and some money.

We are not advocating here that crime pays - that is up to you.

How to play

Use the ARROW keys to make your moves.

Your footsteps will appear on the screen as you move toward the horse in the top left hand corner of the screen.

Your progress will be recorded on the bottom of the screen, and you will, in your progress, be told that you have run into the posse, and you will then be asked if you intend to shoot or bribe your way out.

Key in SHOOT or BRIBE

Should you run out of bullets, I'm afraid that a lynching is your fate, as the posse were playing poker when you robbed the bank, and the Sheriff had a Royal Flush.

To exit from the game press the BREAK key.

Programming hints

You can increase the number of events in the adventure by allowing W on line 450, to be larger.

A procedure describing the event, and the effect of it, on the money and bullets can be written.

The new procedures can be listed after line 490.

Remember that

        BU   is number of bullets
        MO   is money
        X   is the random amount to increase/
        decrease

```
  10  REM WESTERN ADVENTURE GAME
  20  REM COPYRIGHT (C) G.LUDINSKI 1983
  30  *KEY 10 "OLD|M"
  40  MODE 5
  50  X0=13:Y0=22
  60  VDU 19,3,2,0,0,0
  70  COLOUR 128:COLOUR 2
  80  CLS
  90  GCOL 0,1
 100  REM
 110  REM BINARY TO DECIMAL CONVERSION F
OR USER DEFINED GRAPHICS
 120  REM
 130  DEF FNH(N$)=VAL(RIGHT$(N$,1))+2*VA
L(MID$(N$,7,1))+4*VAL(MID$(N$,6,1))+8*VA
L(MID$(N$,5,1))+16*VAL(MID$(N$,4,1))+32*
VAL(MID$(N$,3,1))+64*VAL(MID$(N$,2,1))+1
28*VAL(LEFT$(N$,1))
 140  REM
 150  REM CACTUS
 160  REM
 170  VDU 23,225,FNH("11011011"),FNH("11
011011"),FNH("11011011"),255,255,FNH("00
011000"),FNH("00011000"),FNH("00011000")
 180  COLOUR3:FORI=1TO150:PRINTCHR$(225)
;"    ";:NEXTI:COLOUR2
 190  REM
 200  REM DRAW BANK
 210  REM
 220  PROC_BLOCK(940,280,279,300)
 230  COLOUR129:PRINTTAB(15,18)"BANK":CO
LOUR128
 240  REM
 250  REM HORSE
 260  REM
 270  VDU23,224,0,0,FNH("01100000"),FNH(
"01110000"),FNH("01011111"),FNH("0001111
1"),FNH("00010001"),FNH("00010001")
 280  COLOUR1:PRINTTAB(1,2);CHR$(129):CO
LOUR2
 290  REM
 300  REM WRITE MESSAGES
 310  REM
 320  BU=5:MO=5:DI=1
 330  PROC_BLANK:PRINTTAB(0,24);DI;")  ";
" Money    Bullets"TAB(6,25);MO;"
 ";BU
 340  IF BU<=0 THEN PRINT'"You are shot.
 You   have travelled ";DI;" yds":GOTO78
0
 350  X=INT(RND(1)*5+2)
 360  *FX4,1
 370  TU$=GET$
 380  IF TU$<CHR$(136) OR TU$>CHR$(139)
THEN 370
 390  IF TU$=CHR$(136) THEN X0=X0-1
 400  IF TU$=CHR$(137) THEN X0=X0+1
 410  IF TU$=CHR$(138) THEN Y0=Y0+1
 420  IF TU$=CHR$(139) THEN Y0=Y0-1
```

```
 430  PRINTTAB(X0,Y0)"*";
 440  DI=DI+1
 450  W=INT(RND(1)*4+1)
 460  COLOUR1
 470  IF  W=1  THEN  PROC_POSSE
 480  IF  W=2  THEN  PROC_BULLETS
 490  IF  W=3  THEN  PROC_MONEY
 500  COLOUR2
 510  GOTO330
 520  REM
 530  DEFPROC_POSSE:PRINTTAB(0,26)"You m
eet  one  of  the  sheriff's  posse.  Do  you  s
hoot  or  bribe?"
 540  INPUTI$
 550  IF  I$<>"SHOOT"  AND  I$<>"shoot"  AND
 I$<>"BRIBE"  AND  I$<>"bribe"  THEN  VDU11:
GOTO540
 560  IF  I$="SHOOT"  OR  I$="shoot"  THEN  B
U=BU-X
 570  IF  I$="BRIBE"  OR  I$="bribe"  THEN  M
O=MO-X
 580  IF  BU<0  THEN  BU=0
 590  IF  MO<0  THEN  MO=0
 600  ENDPROC
 610  DEFPROC_BULLETS:PRINTTAB(0,26)"You
 find  ";X;"   bullets  that  your  gang  left
 behind"
 620  BU=BU+X
 630  I$=GET$
 640  ENDPROC
 650  DEFPROC_MONEY:PRINTTAB(0,26)"You  f
ind  ";X;"  bags  of   money  that  your  gangl
eft  behind"
 660  MO=MO+X
 670  I$=GET$
 680  ENDPROC
 690  DEFPROC_BLOCK(X,Y,W,H)
 700  MOVE  X,Y:MOVE  X+W,Y
 710  PLOT  85,X,Y+H
 720  PLOT  85,X+W,Y+H
 730  ENDPROC
 740  DEFPROC_BLANK
 750  PRINTTAB(1,24)SPC(140);
 760  ENDPROC
 770  END
 780  REM  END
```