DETECTIVE

Could you solve the cases and survive the perils of being a detective. Find out by playing this game.

Firstly you are briefed on the correct number-plates for the cars and trucks you are likely to see. Then you are stationed near a main road, watching cars and lorries travel past.

You are looking for a stolen vehicle whose plates have been changed. When you see a car or lorry you suspect, you must call up by radio the two squad cars in the area, and tell them to set up a road-block.

If you time it right, the suspected vehicle, which veers off the road when it sees you are interested, will be caught. If your suspected vehicle was stolen and you catch it, the

driver comes quietly and your score increases. If however you catch a vehicle which has not been stolen, the driver dresses you down, and your score decreases. If you do not catch the suspected vehicle, then you are told whether your suspicions were correct but your score is unchanged.

How to play

Press C when you have read which cars and lorries have which number plates. You will then see cars and lorries travel by with the number plates they have attached to them displayed below the road. When you see a vehicle which you suspect has got the wrong number plate, then press A to get the white car at the top of the screen to set up a road block, or Z to have the other white car set up a trap. You may do this continuously, by trying to set up the road block just as the suspected vehicle passes by.

If you catch the vehicle you will hear police-car sirens as the other squad cars approach. Then you are told the result. Press RETURN to play again.

Programming hints

The cars and lorries are made up of two user-defined characters next to each other. They are animated, or made to travel along the road, in line 450. They are animated by PRINTing them in successive positions along the road, preceded by a space to erase the back half of the previously drawn vehicle.

You can make the game more difficult by making the vehicles whizz past faster. To do this reduce the value of K in line 400.

```
   10   REM  DETECTIVE
   20   REM  COPYRIGHT  (C)  G.LUDINSKI  1983
   30   MODE  5
   40   DIM  V$(6),C(6),P$(6),VM$(6)
   50   B=128:BL=0:RD=1:GR=2:WH=3:SC=0
   60   VDU  19,GR,2,0,0,0
   70   GOTO  200
   80   REM
   90   REM  U.D.G.  CALCULATOR
  100   REM  REM
  110   DEF  FNB(N$)
  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  CAR  AND  LORRY  SHAPES
  190   REM
  200   VDU  23,224,FNB("00001111"),FNB("00
001000"),FNB("00001000"),255,255,255,255
,FNB("00001100")
  210   VDU  23,225,FNB("11110000"),FNB("00
010000"),FNB("00010000"),255,255,255,255
,FNB("00000110")
  220   VDU  23,226,FNB("11000000"),FNB("11
111000"),FNB("11001000"),FNB("11001111")
,255,255,255,FNB("11001110")
  230   VDU  23,227,255,255,255,255,255,255
,255,FNB("01110001")
  240   CA$=CHR$(224)+CHR$(225):LO$=CHR$(2
27)+CHR$(226)
  250   C(1)=WH:P$(1)="   "+CA$:C(2)=RD:P$(2
)="   "+CA$:C(3)=2:P$(3)="   "+CA$
  260   FORI=1TO3:C(I+3)=C(I):P$(I+3)="   "+
LO$:NEXTI
  270   PROC_START
  280   REM
  290   REM  DRAW  FIELDS,ROAD,POLICE  CARS
  300   REM
  310   COLOUR  B+BL:COLOUR  WH:CLS
  320   GCOL  0,GR:PROC_BLOCK(0,300,1280,60
)
  330   GCOL  0,BL:PROC_BLOCK(0,300,1280,60
)
  340   PROC_MIX
  350   COLOUR  B+GR:COLOUR  WH:PRINT  TAB(0,
7);CA$;TAB(0,14);CA$:COLOUR  BL:PRINT  TAB
(0,30);CA$;TAB(10,30)"Score  ";SC
  360   COLOUR  WH:PRINT  TAB(0,27)"Call  up
cars  A  or  Z  "
  370   REM
  380   REM  LETS  CARS  TRAVEL  ALONG  ROAD
  390   REM
  400   COLOUR  B+BL:K=20
  410   J=RND(6)
  420   FOR  I=0  TO  17
  430      IF  I=0  THEN  COLOUR  C(J):PRINT  TA
B(I,21);P$(J):COLOUR  B+BL:COLOUR  WH:PRIN
T   TAB(6,24);VM$(J):FOR  D=1  TO  5000:NEXT
 D
  440      COLOURC(J)
  450      I$=INKEY$(0):IF  I$=""  THEN  PRINT
 TAB(I,21);P$(J):GOTO  480
  460      IF  I$="H"  THEN  PROC_START:GOTO31
0
  470      GOTO510
  480      FOR  D=1  TO  K:NEXTD
  490   NEXTI:COLOUR0:PRINTTAB(17,21)"     "
;
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   500 COLOUR WH:GOTO 410
   510 PROC_CHASE
   520 REM
   530 REM FINAL MESSAGE & POLICE SIREN
   540 REM
   550 COLOUR BL
   560 IF EN=1 AND (VN$=VM$(A) OR VN$=VM$
(BB)) THEN SC=SC+1:PRINTTAB(0,27)"It's a
 fair cop, guv.":GOTO 600
   570 IF EN=1 THEN PRINTTAB(0,27)"I'll s
ue you, fool! ":SC=SC-1:GOTO600
   580 IF VN$=VM$(A) OR VN$=VM$(BB) THEN
PRINTTAB(0,27)"Stolen car has gone ":GOT
O600
   590 PRINTTAB(0,27)"Chasing wrong car
"
   600 *FX15,0
   610 FOR I=1 TO 4:SOUND 1,-15,109,10:SO
UND 1,-15,101,10:NEXT
   620 PRINTTAB(0,30)"Press RETURN
";:INPUT RB$:GOTO 270
   630 REM
   640 DEFPROC_BLOCK(X,Y,W,H)
   650 MOVEX,Y:MOVEX+W,Y
   660 PLOT85,X,Y+H
   670 PLOT85,X+W,Y+H
   680 ENDPROC
   690 DEFPROC_START
   700 COLOUR B+BL:CLS
   710 FORI=1 TO 6
   720   V$(I)=CHR$(64+RND(26))+CHR$(64+R
ND(26))+CHR$(64+RND(26))+STR$(RND(10)-1)
+STR$(RND(10)-1)+STR$(RND(10)-1)+CHR$(64
+RND(26))
   730 NEXT
   740 FORI=1 TO 6 STEP 2
   750   COLOURC(I):PRINTTAB(3,10+(4*INT(
(I-1)/2)));P$(I);:COLOURC(I+1):PRINTTAB(
12,10+(4*INT((I-1)/2)));P$(I+1)
   760   COLOURC(I):PRINT'"  ";V$(I);"   "
;:COLOUR C(I+1):PRINTV$(I+1):PRINT
   770 NEXT I
   780 COLOUR WH:PRINTTAB(0,27)"Press C t
o continue"
   790 RB$=INKEY$(6000)
   800 ENDPROC
   810 DEFPROC_MIX
   820 A=RND(6):BB=RND(6):IF BB=A THEN GO
TO820
   830 FOR I=1 TO 6
   840   VM$(I)=V$(I)
   850 NEXTI
   860 WK$=VM$(A):VM$(A)=VM$(BB):VM$(BB)=
WK$
   870 ENDPROC
   880 DEFPROC_CHASE
   890 COLOUR B+BL:PRINT TAB(0,21)SPC(19)
,"                   ";
   900 COLOUR B+GR
   910 CL=C(J):VT$=RIGHT$(P$(J),2):VN$=VM
$(J)
   920 X=2:Y=19:GO=0:X1=X:Y1=Y:EN=0
   930 COLOUR WH:PRINTTAB(0,7);CA$
   940 PRINTTAB(0,14)CA$
   950 I$=INKEY$(0)
   960 IF I$="A" THEN PROC_ROAD(7)
   970 IF I$="Z" THEN PROC_ROAD(14)
   980 IF EN=1 THEN 1080
   990 COLOUR CL:PRINT TAB(X,Y);VT$;
  1000 PRINTTAB(X1,Y1)"   ";
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```
1010  Y1=Y:X1=X
1020  I$=INKEY$(0)
1030  IF  I$="A"  THEN  PROC_ROAD(7)
1040  IF  I$="Z"  THEN  PROC_ROAD(14)
1050  X=X+1:IF  X  >  18  THEN  X=2
1060  Y=Y-INT(2*RND(1)):IF  Y<0  THEN  Y=19
1070  GO=GO+1:IF  GO<50  THEN  GOTO  950
1080  ENDPROC
1090  DEFPROC_ROAD(L)
1100  COLOUR  WH:PRINTTAB(0,L)CA$;"------
-----------"
1110  FOR  D=1  TO  100:NEXT  D
1120  PRINT  TAB(0,L)CA$;SPC(18)
1130  IF  Y=L  THEN  EN=1
1140  ENDPROC
```