



Follow That!

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10 REM Follow That! game
30 LET h=0: LET n=0: LET w=3
40 DIM c(4): DIM p(4): DIM a(50)
50 LET p(1)=5: LET p(2)=8: LET p(3)=12: LET
p(4)=15
60 LET c(1)=1: LET c(2)=2: LET c(3)=4: LET
c(4)=6
70 LET s$="" : FOR i=1 TO 5: LET s$=s$+s$
NEXT i
80 LET b$=CHR$(143): REM a block
100 REM *** Instructions page
110 CLS : PRINT TAB(10); "Follow That!"
120 PRINT : PRINT
130 IF n>0 THEN PRINT : PRINT "You managed
";n;" turns"
140 IF n>h THEN PRINT : PRINT "... A new re
cord !!!": LET h=n
150 IF h>0 THEN PRINT : PRINT "The best ye
t is ";h;" turns"
155 PRINT : PRINT "Try to repeat the compute
r's sequence of lights and sounds"
160 PRINT "by pressing the keys 1 to 4"
170 PRINT : PRINT "Press P to play, S to stop"
180 LET a$=INKEY$: IF a$="" THEN GO TO 180
190 IF a$="s" OR a$="S" THEN CLS : STOP
200 IF a$<>"p" AND a$<>"P" THEN GO TO 180
205 REM *** New game
210 CLS : PRINT TAB(10); "Follow That!"
220 FOR a=1 TO 4: GO SUB 1000: NEXT a
230 LET n=0: LET m=0: RANDOMIZE
240 REM *** Next turn
250 LET n=n+1
270 LET a(n)=INT (RND*4)+1
280 IF m=w THEN GO SUB 2000: LET m$="*" +STR$(w)
+" wrong answers!": GO SUB 6000: GO TO 100
285 LET m$="*Here it comes ...": GO SUB 6000
290 FOR i=1 TO n
300 LET a=a(i): GO SUB 1000
310 FOR j=1 TO 100/n: NEXT j
320 NEXT i
330 LET m$="Follow that ...": GO SUB 6000
340 LET i=1
350 GO SUB 1500
360 IF t=0 THEN GO SUB 2000: LET m$="*Too s
low!": GO SUB 6000: GO TO 100
370 IF a<>a(i) THEN LET m=m+1: GO SUB 2500:
GO TO 280
380 LET i=i+1: IF i<=n THEN GO TO 350
390 IF n>50 THEN LET m$="*You Win with 50 t
urns!": GO SUB 6000: GO TO 100
400 LET m$="*Get ready to try again": GO SUB
6000
410 GO TO 250
1000 REM *** Light box a
1010 INK c(a)
1015 LET p=(a-1)*8+2
1020 FOR l=10 TO 14
1030 PRINT AT l,p;
1040 IF l=12 THEN PRINT b$;b$;a;b$;b$;
1050 IF l<>12 THEN PRINT b$;b$;b$;b$;b$;
1060 NEXT l
1070 BEEP 2/(n+1),p(a)
1080 PRINT AT 10,p;" "
1090 PRINT AT 11,p;" ";b$;b$;b$;" ";
1100 PRINT AT 12,p;" ";b$;a;b$;" ";
1110 PRINT AT 13,p;" ";b$;b$;b$;" ";
1120 PRINT AT 14,p;" "
1130 INK 0: RETURN
1500 REM *** Read a key
1510 LET t=250
1520 LET a$=INKEY$: IF a$="" THEN LET t=t-1:
IF t>0 THEN GO TO 1520
1530 IF t=0 THEN RETURN
1540 IF a$<>"1" AND a$<>"2" AND a$<>"3" AND a
$<>"4" THEN GO TO 1520
1550 LET a=VAL (a$): GO SUB 1000
1560 RETURN
2000 REM *** Raspberry

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2010 BEEP 3,0: RETURN
2500 REM Warning
2510 BEEP 1,0: RETURN
6000 REM *** Print m$
6010 PRINT AT 20,1;s$;AT 20,1;
6030 IF m$(1)="*" THEN PRINT m$(2 TO ): FOR
z=1 TO 200: NEXT z
6040 IF m$(1)<>"*" THEN PRINT m$
6050 RETURN

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Basic Flavours

Commodore 64

Replace CLS by PRINT CHR\$(147).
 Replace LET AS=INKEYS by GET AS
 Replace RANDOMIZE by XX=RND(-TI).
 Replace (RND*4) by (RND(1)*4).
 Replace MS(1) by LEFTS(MS,1).
 Replace MS(2 TO) by MIDS(MS,2).
 Replace CHR\$(143) by CHR\$(166).
 Replace PRINT AT L,C; by PRINT
 LEFTS(DNS,L+1)TAB(C); (e.g. line 6010 becomes
 6010 PRINT LEFTS(DNS,21)TAB(1);SS;
 LEFTS(DNS,21)TAB(1);
 Replace DIM C(4) by DIM CS(4)
 Replace b\$;b\$;a;b\$;b\$; by BSBSZ\$BSBS\$; in 1040.
 Replace b\$;a;b\$; by BSZ\$BS in 1100
 Insert:
 20 VL=54296:AD=54277:SR=AD+1:WF=AD-1:
 NO=17:N1=NO:LF=AD-5:HF=LF+1
 25 POKE AD,255:POKE SR,48:POKE VL,15
 50 CS(1)=CHR\$(31):CS(2)=CHR\$(28):CS(3)=
 CHR\$(30):CS(4)=CHR\$(158)
 60 P(1)=51:P(2)=34:P(3)=64:P(4)=38
 90 DNS=CHR\$(17):FOR K=1 TO 5:
 DNS=DNS+DNS:NEXT K:
 DNS=CHR\$(19)+DNS
 1010 PRINT CS(A);
 1015 P=(A-1)*9+3:ZS=RIGHT\$(STR\$(A),1)
 1130 PRINT CHR\$(144):RETURN
 2010 SD=15:SP=4:N1=33:GOSUB 7000:RETURN
 2510 SD=10:SP=10:N1=33:GOSUB 7000:RETURN
 7000 REM *** BEEP SD,SP
 7010 POKE VL,15:POKE WF,N1
 7020 POKE LF,SP:POKE HF,SP:
 FOR DD=1 TO SD*50:NEXT DD
 7030 POKE HF,0:POKE LF,0:N1=NO:RETURN

BBC Micro

Replace AT Y,X by TAB(X,Y). For example, line 6010
 becomes:
 6010 PRINT TAB(1,20);SS;TAB(1,20)
 Replace INKEYS by INKEYS(0)
 Insert:
 20 MODE 2
 25 COLOUR 135:CLS
 60 C(1)=1:C(2)=2:C(3)=4:C(4)=5
 80 BS=CHR\$(35)
 1010 COLOUR C(A)
 1015 P=(A-1)*4
 1070 SOUND 1,-10,P(A),40/(N+1):FOR DE=1
 TO 2000/N:NEXT
 1130 COLOUR 0:RETURN
 2010 SOUND 1,-15,2,40
 2510 SOUND 1,-15,40,40