SOFTWARE File

Programs for Software File should be fairly compact and sent on a cassette. Please include clear instructions and say what computer it's for. We pay between £6 and £36 for programs published. They must be double-checked and submitted

Vampire and priest

Adam Murray,
12 AD Regt.,
BFPO 20.

Amstrad

VAMPIRE AND PRIEST is a two-player game for the Amstrad CPC-464 and occupies just over 8K. It makes use of both sound and graphics with the latter being in Mode 0 — low resolution with 15 colours.

The game itself is written entirely in Amstrad Basic and is explained with the use of remark statements which can be left out when typing in the program.

Full instructions of how to play the game are provided within the program as is an option to change the skill level.

Provisions have been made for each player to use a joystick but with a few simple changes any keyboard/joystick layout is possible. This is how you do it.

Turn to appendix III page 16 of the user manual which should show a picture of the keyboard with appropriate values written on the individual keys.

Now look at lines 110 and 120. These hold the values of the keys to be used, and can be changed to your own choice. Initially they are set to use joysticks. The variable names are short but meaningful, e.g. VU%= key to use to move vampire up, PF%= key to use as fire for priest etc.

The routine between 560-630 is a simple fill routine and could be placed outside the program if the following parameters are passed: x%-X co-ord to start filling from. y%-Y co-ord to start filling from. c%- the colour to use in filling the area. In this case it must be the same as the outline of the shape. This could easily be changed to suite your own purposes.

I have used this routine to fill the church and castle at the start of the game and although slow does not need to be repeated after every game.

If all is well there should be a tuneful version of Greensleeves playing in the background. This is achieved simply by using the interrupts in the form of ON SQ(?) Gosub.

I think this program demonstrates what can be done with Locomotive Basic and without special techniques.

```
10 '****************************
20 '****   PRIEST AND VAMP.  ****
30 '****          1985.      ****
40 '****        FOR THE      ****
50 '****   AMSTRAD CPC464.   ****
60 '****     WRITTEN   BY    ****
70 '****     ADAM MURRAY.    ****
80 '****************************
90 '
100 MODE 0
110 VU%=48:VD%=49:VL%=50:VR%=51:VF%=52
 'KEYS FOR VAMP
120 PU%=72:PD%=73:PL%=74:PR%=75:PF%=76
 'KEYS FOR PRIEST
130 no%=0:GOTO 180
140  no%=no%+1:IF no%=39 THEN RESTORE
160:no%=0
150 READ d%,n%:SOUND 1,n%,d%,15,1,4:RE
TURN
160 DATA 25,568,50,478,25,426,37,379,1
2,358,25,379,50,426,25,506,37,638,12,5
68,25,506,50,478,25,568,37,568,12,602,
25,568,50,506,25,602,50,758,25,568
170 DATA 50,478,25,426,37,379,12,358,2
5,379,50,426,25,506,37,638,12,526,25,5
06,37,478,12,506,25,568,37,606,12,677,
25,638,75,568,50,568,0,0
180 BORDER 11
190 SK%=500
200 ENV 1,10,-1,2
210 FOR i%=0 TO 15:INK i%,i%:NEXT
220 SYMBOL AFTER 229
230 '
240 'define graves
250 '
260 SYMBOL 230,0,0,24,60,110,94,255,25
5
270 '
280 'define priest
290
300 SYMBOL 232,60,60,255,60,60,24,255,
255
310 SYMBOL 233,255,189,189,189,189,126
,126,126
320 SYMBOL 234,126,126,126,126,228,4,4
,7
330 SYMBOL 235,126,126,126,39,32,32,22
4
340 '
350 'define vampire
360
370 SYMBOL 236,112,249,61,63,15,15,3,3
380 SYMBOL 237,14,143,188,252,240,240,
192,192
390 SYMBOL 238,1,1,7,31,63,57,48,32
400 SYMBOL 239,128,128,224,240,252,156
,12,4
410 '
420 'DEFINE WINDOWS
430 '
440 SYMBOL 240,0,0,24,52,82,82,145,145
450 SYMBOL 241,255,145,145,145,145,145
,145,255
460 '
470 'DEFINE GRASS
480 '
490 SYMBOL 242,32,34,148,72,42,26,40,1
6
500 '
510 GOSUB 2460'instructions
520 GOTO 810
530 '
540 'FILL ROUTINE
550 '
560 xo%=x%:yo%=y%
570 xo%=x%:yo%=y%
580 WHILE TEST(x%,y%)<>c%:PLOT x%,y%,c
%:x%=x%+4:WEND
590 x%=xo%-4
600 WHILE TEST(x%,y%)<>c%:PLOT x%,y%:
x%=x%-4:WEND
610 x%=xo%
620 IF TEST(x%,y%+2)<>c% THEN y%=y%+2:
GOTO 580
630 RETURN
640 '
650 IF TEST (xv%+32,yv%-16)<>6 THEN RE
TURN
660 SOUND 4,200,3,7:TAGOFF:PRINT CHR$(
23)+CHR$(0);:TAG
670 PLOT -10,0,10:MOVE (xv%+16),(yv%+8
):PRINT CHR$(230);:MOVE (xv%+16),(yv%-
8):PRINT CHR$(143);
680 TAGOFF:PRINT CHR$(23)+CHR$(1);:TAG
690 PLOT -10,0,9
700 wc%=wc%-1:IF wc%=0 THEN vopw%=1
710 RETURN
720 '
730 IF TEST (xp%+16,yp%-32)<>10 THEN R
ETURN
740 SOUND 4,100,3,7:TAGOFF:PRINT CHR$(
23)+CHR$(0);:TAG
750 PLOT -10,0,6:MOVE xp%,(yp%-16):PRI
NT CHR$(230);:MOVE xp%,(yp%-32):PRINT
CHR$(143);
760 TAGOFF:PRINT CHR$(23)+CHR$(1);:TAG
770 PLOT -10,0,8
780 wc%=wc%+1:IF wc%=24 THEN vopw%=1
790 RETURN
800 '
810 BORDER 11:INK 0,13
820 FOR i%=1 TO 15:INK i%,i%:NEXT
830 PRINT CHR$(23)+CHR$(0)
840 a$=CHR$(230)+" "+CHR$(230)+" "+CHR
$(230)+" "+CHR$(230)
850 b$=CHR$(143)+" "+CHR$(143)+" "+CHR
$(143)+" "+CHR$(143)
860 '
870 'set skyline
880 '
890 INK 13,26
900 PEN 2:LOCATE 1,1:PRINT STRING$(80,
143)
910 PEN 14:LOCATE 1,5:PRINT STRING$(80
,143)
920 PEN 13:LOCATE 1,9:PRINT STRING$(60
,143)
930 FOR I%=1 TO 20:LOCATE I%,11:PAPER
13:PEN 12:PRINT CHR$(242):NEXT
940 FOR i%=1 TO 3
950 PEN 0:LOCATE 3,8+i%:PRINT STRING$(
4,143):LOCATE 14,8+i%:PRINT STRING$(3,
143)
960 NEXT
970 MOVE 0,225:DRAWR 640,0,0
980 '
990 'draw castle
1000 '
1010 RESTORE 1040
1020 MOVE 66,226
1030 FOR dr%=1 TO 45:READ x%,y%:DRAWR
x%,y%,3:NEXT
1040 DATA 0,55,-10,10,-10,0,0,24,-4,16
,-10,0,0,34,14,4
1050 DATA 0,-14,14,0,2,12,16,0,0,-6,12
,-2,6,6,0,14
1060 DATA 18,0,0,-30,-10,-10,16,-4,0,-
16,40,0,0,12
1070 DATA 10,10,0,10,-10,10,0,20,12,8,
0,-14,9,0
1080 DATA 9,18,10,0,0,-18,14,0,0,16,14
,0,-4,-60,-16,0
1090 DATA -14,-20,0,-85,-19,0,0,47,-96
,0,0,-47,-14,0
1100 '
1110 'draw church
1120 '
1130 RESTORE 1160
1140 MOVE 400,226
1150 FOR dr%=1 TO 11:READ x%,y%:DRAWR
x%,y%,15:NEXT
1160 DATA 0,90,35,80,35,-90,100,0,20,-
20,0,-60,-75,0,0,47,-100,0,0,-47,-10,0
1170 '
1180 'fill castle
1190 '
1200 c%=3
1210 FOR i%=1 TO 7:READ x%,y%:GOSUB 56
0:NEXT
1220 DATA 71,229,101,359,40,355,193,31
8,220,375,169,375,180,229
1230 '
1240 'fill church
1250 '
1260 c%=15
1270 FOR i%=1 TO 3:READ x%,y%:GOSUB 56
0:NEXT
1280 DATA 411,229,432,334,516,229
1290 RESTORE 160
1300 LOCATE 3,4:PEN 0:PAPER 3:PRINT CH
R$(240)CHR$(8)CHR$(10)CHR$(241)
1310 LOCATE 18,8:PAPER 15:PRINT CHR$(2
40)CHR$(8)CHR$(10)CHR$(241)
1320 PAPER 0
1330 '
1340 'set up graves
1350 '
```

(continued on page 103)

(continued from page 101)

```
1360 INK 10,20:INK 6,24
1370 FOR y%=14 TO 22 STEP 4
1380 LOCATE 2,y%:PEN 10:PRINT a$
1390 LOCATE 2,y%+1:PEN 10:PRINT b$
1400 NEXT
1410 FOR y%=14 TO 22 STEP 4
1420 LOCATE 13,y%:PEN 6:PRINT a$
1430 LOCATE 13,y%+1:PEN 6:PRINT b$
1440 NEXT
1450 '
1460 'set up variables
1470 '
1480 xp%=416:yp%=270 'co-ord of priest
1490 xv%=80:yv%=246  'co-ord of vampir
e
1500 wc%=12
1510 tod=1:vopw%=0
1520 '
1530 'start of main game
1540 '
1550 PRINT CHR$(23)+CHR$(1);
1560 TAG
1570 PLOT -10,0,8
1580 MOVE xp%,yp%:PRINT CHR$(232);:MOV
E xp%,(yp%-16):PRINT CHR$(233);:MOVE x
p%,(yp%-32):PRINT CHR$(234);
1590 PLOT -10,0,9
1600 MOVE xv%,yv%:PRINT CHR$(236)+CHR$
(237);
1610 TAG
1620 '
1630 'main game loop
1640 '
1650 time1=TIME+SK%+INT(RND*1000)
1660 WHILE time1>TIME AND vopw%=0
1670 IF (XP%-XV%)=16 AND (YP%-YV%)=24
 THEN vopw%=1
1680 PLOT -10,0,8:MOVE xp%,yp%:PRINT C
HR$(232);:MOVE xp%,(yp%-16):PRINT CHR$
(233);:MOVE xp%,(yp%-32):PRINT CHR$(23
4);
1690 IF xp%<320 AND yp%>200 THEN 1710
1700 IF INKEY(PU%)=0 AND TEST(xp%+16,y
p%+30)=0 THEN yp%=yp%+32
1710 IF INKEY(PD%)=0 AND yp%>48 THEN
yp%=yp%-32
1720 IF INKEY(PL%)=0 AND TEST(xp%-4,yp
%)<>15 AND xp%>32 THEN  xp%=xp%-32
1730 IF INKEY(PR%)=0 AND TEST(xp%+32,y
p%)<>15 AND xp%<560 THEN  xp%=xp%+32
1740 MOVE xp%,yp%:PRINT CHR$(232);:MOV
E xp%,(yp%-16):PRINT CHR$(233);:MOVE x
p%,(yp%-32):PRINT CHR$(235);
1750 '
1760 PLOT -10,0,9
1770 MOVE xv%,yv%:PRINT CHR$(236)CHR$(
237);
1780 IF xv%>320 AND yv%>200 THEN 1800
1790 IF INKEY(VU%)=0 AND TEST(xv%+28,y
v%+30)=0 THEN yv%=yv%+32
1800 IF INKEY(VD%)=0 AND yv%>32 THEN y
v%=yv%-32
1810 IF INKEY(VL%)=0 AND TEST(xv%-4,yv
%)<>3 AND xv%>=32 THEN xv%=xv%-32
1820 IF INKEY(VR%)=0 AND TEST(xv%+64,y
v%)<>3 AND xv%<=530 THEN xv%=xv%+32
1830 MOVE xv%,yv%:PRINT CHR$(238)CHR$(
239);
1840 ON SQ(1) GOSUB 140
1850 PLOT -10,0,8:MOVE xp%,yp%:PRINT C
HR$(232);:MOVE xp%,(yp%-16):PRINT CHR$
(233);:MOVE xp%,(yp%-32):PRINT CHR$(23
5);
1860 IF INKEY(PF%)=0 AND tod=1 THEN GO
SUB 730
1870 MOVE xp%,yp%:PRINT CHR$(232);:MOV
E xp%,(yp%-16):PRINT CHR$(233);:MOVE x
p%,(yp%-32):PRINT CHR$(234);
1880 PLOT -10,0,9
1890 MOVE xv%,yv%:PRINT CHR$(238)CHR$(
239);
1900 IF INKEY(VF%)=0 AND tod=2 THEN GO
SUB 650
1910 MOVE xv%,yv%:PRINT CHR$(236)CHR$(
237);
1920 WEND
1930 IF vopw%=1 THEN GOTO 1970
1940 SOUND 2,150,3,7,0,0,10
1950 IF tod=1 THEN INK 2,9:INK 14,21:I
NK 13,19:BORDER 18:INK 0,0:tod=2:GOTO
1610
1960 INK 2,2:INK 14,14:INK 13,26:BORDE
R 11:tod=1:INK 0,13:GOTO 1610
1970 IF tod=2 THEN GOTO 2010 ELSE GOTO
 2180
1980 '
1990 'vamp win
2000 '
2010 TAGOFF
2020 PRINT CHR$(23)+CHR$(0);
2030 TAG
2040 PLOT -10,0,0
2050 MOVE xp%,yp%:PRINT CHR$(143);:MOV
E xp%,yp%-16:PRINT CHR$(143);:MOVE xp%
,yp%-32:PRINT CHR$(143);
2060 TAGOFF
2070 PRINT CHR$(23)+CHR$(1);
2080 PEN 15
2090 FOR r%=12 TO 24
2100 INK 0,RND*26
2110 LOCATE 6,r%:PRINT"Evil wins"
2120 SOUND 1,r%*10,1,7
2130 NEXT:INK 0,0:RESTORE 2310
2140 GOTO 2300
2150 '
2160 'priest win
2170 '
2180 TAGOFF
2190 PRINT CHR$(23)+CHR$(0)
2200 TAG
2210 PLOT -10,10,0
2220 MOVE xv%,yv%:PRINT CHR$(143);:MOV
E xv%+32,yv%:PRINT CHR$(143);
2230 TAGOFF
2240 PRINT CHR$(23)+CHR$(1);
2250 FOR r%=12 TO 24
2260 INK 0,RND*26
2270 LOCATE 6,r%:PEN 8:PRINT"Good wins
"
2280 SOUND 1,r%*10,1,7
2290 NEXT:INK 0,0:RESTORE 2310
2300 FOR d%=1 TO 26:READ n%:SOUND 1,n%
*4,20,7:SOUND 2,n%,20,7:NEXT
2310 DATA 60,53,47,45,60,0,45,47,45,40
,53,0,53,0,53,47,45,36,40,40,45,45,47,
53,47,60
2320 FOR i%=0 TO 13:LOCATE 1,1:PRINT C
HR$(11):NEXT
2330 GOTO 2350
2340 '
2350 'another go
2360 '
2370 INK 1,1+RND*26
2380 LOCATE 3,7:PRINT "Another go Y/N?
"
2390 IF INKEY(43)=0 THEN no%=0:RESTORE
 160:GOTO 2420
2400 IF INKEY(46)=0 THEN RUN
2410 GOTO 2370
2420 FOR i%=0 TO 13:LOCATE 1,26:PRINT
CHR$(8):NEXT
2430 GOTO 1330
2440 NEXT
2450 '
2460 'instructions
2470 '
2480 INK 0,26:INK 13,3,8
2490 LOCATE 5,1:PEN 12:PRINT"****Instr
uctions****"
2500 LOCATE 3,10:PEN 13:PRINT"press sp
ace to cont."
2510 LOCATE 3,18:PEN 9:PRINT"press S t
o start."
2520 IF INKEY(60)=0 THEN CLS:RETURN
2530 IF INKEY$=" " THEN GOTO 2540 ELSE
 GOTO 2520
2540 GOSUB 3060
2550 LOCATE 1,8:PEN 3:PRINT"******Vamp
ire-******"
2560 LOCATE 9,10:PRINT CHR$(238);CHR$(
239)
2570 LOCATE 2,13:PEN 9:PRINT "up down
left right"
2580 LOCATE 5,15:PEN 11:PRINT "joy sti
ck 1"
2590 IF INKEY$<>" "THEN 2590
2600 GOSUB 3060
2610 LOCATE 1,8:PEN 6:PRINT"******Prie
st-*******"
2620 LOCATE 10,10:PEN 4:PRINT CHR$(232
);CHR$(10);CHR$(8);CHR$(233);CHR$(10);
CHR$(8);CHR$(234)
2630 LOCATE 2,14:PEN 9:PRINT "up down
left right"
2640 LOCATE 5,16:PEN 11:PRINT "joy sti
ck 0"
2650 IF INKEY$<>" "THEN 2650
2660 GOSUB 3060
2670 IF INKEY$<>" "THEN 2670
2680 MODE 1:INK 1,0:INK 2,7,8
2690 PRINT"THE PRIEST MUST CHANGE ALL
THE CYAN"
2700 PRINT"GRAVES TO YELLOW AND THE VA
MPIRE SHOULD"
2710 PRINT"DO THE OPPOSITE."
2720 PRINT
2730 PRINT"THE PRIEST MAY ONLY CHANGE
GRAVES"
2740 PRINT"DURING THE DAY AND THE VAMP
IRE"
2750 PRINT"MAY ONLY CHANGE GRAVES DURI
NG"
2760 PRINT"THE NIGHT."
2770 PRINT
2780 PRINT"NIGHT IS INDICATED BY A  SH
ADED GREEN"
2790 PRINT"SKY WHEREAS DAY IS INDICATE
D BY A"
2800 PRINT"SHADED BLUE SKY."
2810 PRINT
2820 PRINT"GRAVES ARE CHANGED BY POSIT
IONING YOUR"
2830 PRINT"PLAYER OVER THE TOP AND PRE
SSING 'FIRE'"
2840 PRINT"ON THE JOYSTICK."
2850 PRINT
2860 PEN 2:PRINT"       PRESS SPACE TO
CONTINUE."
2870 IF INKEY$<>" " THEN GOTO 2870
2880 CLS
2890 PEN 2:LOCATE 15,2:PRINT"WARNING."
2900 PRINT
2910 PEN 3:PRINT"DURING HIS OWN PLAYIN
G PERIOD A"
2920 PRINT"PLAYER MAY CAPTURE HIS OPPO
NENT FOR"
2930 PRINT"AN IMMEDIATE VICTORY."
2940 PRINT
2950 PRINT"*************************
*************"
2960 PRINT
2970 PRINT:PRINT:PRINT"    INPUT SKILL
 LEVEL (1 TO 20)"
2980 PRINT"        1-HARD     20-EASY ";
2990 INPUT SK%
3000 IF SK%<1 OR SK%>20 THEN SOUND 1,5
0,10,7:GOTO 2990
3010 SK%=(SK%*100)
3020 PRINT:PEN 2:PRINT"       PRESS SPA
CE BAR TO PLAY."
3030 IF INKEY$<>" " THEN 3030
3040 MODE 0
3050 RETURN
3060 FOR i%=1 TO 23:LOCATE 1,1:PRINT C
HR$(8):NEXT
3070 FOR i%=1 TO 23:LOCATE 1,26:PRINT
CHR$(11):NEXT
3080 BORDER 0:SOUND 1,100,10,7
3090 FOR D%=1 TO 100:NEXT
3100 BORDER 26:SOUND 1,200,10,7
3110 FOR D%=1 TO 100:NEXT
3120 LOCATE 3,19:PEN 13:PRINT"press sp
ace to cont."
3130 RETURN
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