

# TRAPPER

**T**RAPPER is a quick action game in which your aim is to trap the evil mass monster as fast as you can. The only way to do it is to corner him so that he cannot move up, down, left or right.

The mass monster is very intelligent and will escape from the most awkward situations. So be warned. You take the part of a hunter who is controlled by the following keys:

Z - Left  
X - Right  
/ - Down  
] - Up

The monster is afraid of everyone, so colliding with him sends him off in a totally different direction. This can be used to your advantage, as you will see when you play the game.

Happy trapping!



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10 RANDOMIZE TIME
20 REM Trapper
30 REM By Kevin Edwards
40 REM 1:
50 MODE 1
60 PAPER 0,PEN 1
70 LOCATE 12,0
80 PRINT "T r a p p e r !"
90 LOCATE 1,12
100 INPUT "Enter maze type, 0=single 2=complex ",level
110 IF level=1 OR level=2 THEN SOUND 1,200,50,0070 50
120 CLS
130 ans=234:usr=049
140 block=0:PRIM=10,0:CR=14:1
150 LOCATE 1,1:PRINT block
160 LOCATE 1,24:PRINT block

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170 FOR loop=1 TO 23
180 LOCATE 48,loop:PRINT CHR$(43);20
80(43)
190 NEXT
200 FOR loop=1 TO level*10
210 LOCATE INT(80/level)+30+0,INT(80/level)+1:21+0
220 PRINT CHR$(43)
230 SOUND 1,400-loop,1
240 NEXT
250 ans=10:usr=10
260 ans=20:loop=10
270 SOUND 600,6000 100
280 previous=TIME
290 type=INT(80/level)+1
300 ON type GOTO 310,320,330,340
310 ans=0:usr=0:GOTO 330

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320 ans=10:usr=0:GOTO 330
330 ans=20:usr=0:GOTO 330
340 ans=30:usr=0
350 ans=INT(110/level)+1,10+30-10:usr=1+0
360 IF ans=0 THEN SOUND 1,200,1,0:GOTO 370
370
380 ans=20:usr=0 100
390 ans=30:usr=1:ans=usr+1*1
400 FOR i=LOCATE 14,23:PRINT "time = "
:PRINT TIME-previous/1000:1
410 ans=usr+usr
420 IF INT(171+0) THEN ans=0:GOTO 440
430 IF INT(142+0) THEN ans=0:GOTO 440
440

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