

SPACE CHASE

SETUP

MAKE

SPACE

HISCR

UP

DOWN

RIGHT

LEFT

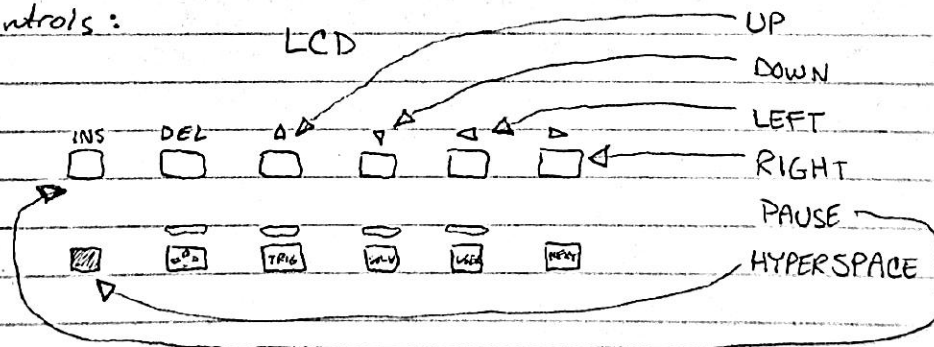
SHIFT

INS

These programs all work interactively as a fully animated space game. The programs SETUP and MAKE must be entered first. SETUP will call MAKE and create the ships, background, and high score files. ~~THE~~ SETUP and MAKE may be purged after SETUP has been executed.

SPACE can then be executed; which is the main program that calls all of the others except HISCR. Executing HISCR shows the current highscore and screen associated with it.

Game controls:



SPACE CHASE

The game play is pretty simple. The shift key operates hyperspace, which is limited to three times per game. Hyperspace will put the ship on a random location on the screen and can be used to get out of "tight squeezes".

To pause the game, press **[INS]**. The calculator may even be turned off with the game paused. To resume game play press **[ON]**.

SPACE CHASE

SETUP

```

* ( 255 24 24 36 102
90 90 102 36 24 24
255 ) 137 MAKE
'SHIP1' STO ( 64 97
250 228 228 228 228
228 250 97 64 ) 200
MAKE 'SHIP2' STO (
16 24 24 30 57 57 63
57 57 30 24 24 16 )
261 MAKE 'SHIP3' STO
CLLCD (0,0) PMIN
(136,31) PMAX 1 30
START RAND 137 *
FLOOR RAND 32 *
FLOOR R+C PIXEL
NEXT 'PPAR' PURGE
LCD→ 'BACK' STO 0 ""
2 →LIST 'HI' STO
CLMF
»

```

MAKE

```

« 0 CHR 1 9
START DUP +
NEXT 1 ROT SUB
SWAP LIST→ "" 1 ROT
START SWAP CHR +
NEXT + CLLCD →LCD
LCD→
»

```

SPACE

```

« # 11CAh SYSEVAL 0
SHIP2 SHIP1 SHIP3
WHILE 3 DUPN OR
DUP2 OR DUP BACK OR
→LCD XOR ==
REPEAT ( UP DOWN
LEFT RIGHT LEFT )
RAND 5 * CEIL GET
EVAL ROT
IF KEY
THEN STR→
END 512 .01 BEEP
ROT ( UP DOWN LEFT
RIGHT RIGHT ) RAND 5
* CEIL GET EVAL ROT
END 1 4
START LCD→ NOT
→LCD
NEXT 4 DROPN 50 1
BEEP
WHILE KEY
REPEAT DROP
END # 11CAh
SYSEVAL SWAP - B→R
819.2 / IP DUP LCD→
CLLCD SWAP 4 DISP
LCD→ OR →LCD
IF DUP HI 1 GET ≥
THEN LCD→ 2 →LIST
'HI' STO
ELSE DROP
»

```

HISCR

```

« HI 2 GET →LCD
»

```

SPACE CHASE

UP

< DUP 138 548 SUB
SWAP 1 137 SUB +
>

SHIFT

< 4 ROLL 1 + DUP 5
ROLLO
IF 3 4
THEN DUP RAND 547
* SWAP OVER CEIL 548
SUB 3 ROLLO 1 SWAP
FLOOR SUB + 512 1500
FOR x x .015
BEEP 50
STEP
END
>

DOWN

< DUP 1 411 SUB SWAP
412 548 SUB SWAP +
>

RIGHT

< DUP 540 548 SUB
SWAP 1 539 SUB +
>

INS

< # 11CAh SYSEVAL
DEPTH → d
< DGTIZ
WHILE DEPTH d ≠
REPEAT DROP
END # 11CAh
SYSEVAL SWAP - 6
ROLL + 5 ROLLO
> 'PPAR' PURGE
>

LEFT

< DUP 9 548 SUB SWAP
1 8 SUB +
>

SPACE CHASE - FAST VERSION

CHASE

<< # 11CAH SYSEVAL 0

BACK SHIP2 SHIP1

SHIP3

WHILE CH1

REPEAT { UP DOWN

LEFT RIGHT LEFT }

CH2

IF KEY

THEN STR→

END 900 .01 BEEP

ROT { UP DOWN LEFT

RIGHT RIGHT } CH2

END 1 4

START LCD→ NOT

→LCD

NEXT 5 DROPN 50 1

BEEP

WHILE KEY

REPEAT DROP

END # 11CAH

SYSEVAL SWAP - B→R

819.2 / IP DUP LCD→

CLLCD SWAP 4 DISP

LCD→ OR →LCD

IF DUP HI 1 GET ≥

THEN LCD→ 2 →LIST

'HI' STO

ELSE DROP

END

>>

CH1

76020

70170

3

B9020

DUPN

92282

OR

E6020

DUP2

92282

OR

A4020

DUP

9F170

8

7E120

ROLL

21020

50259

RIGHT

47484

45

A4020

DUP

30270

9

13320

ROLLO

92282

OR

D8152

→LCD

D3282

XOR

5D980

==

09F20

CH2

76020

300A0

RAND

D1311

5

84D11

*

58421

CEIL

35280

GET

8E450

EVAL

76120

ROT

09F20

SPACE CHASE CONT.

UP

76020

CDS70

~~A4020~~

DUP

11920

SI

A8000

138

11920

SI

42200

548

FC140

SUB

5E020

SWAP

3B170

1 (SI)

11920

SI

98000

137

FC140

SUB

28B30

+

09F20

LEFT

76020

CDS70

~~1A020~~

DUP

30270

9 (SI)

11920

SI

42200

548

FC140

SUB

5E020

SWAP

3B170

1 (SI)

9F170

8 (SI)

FC140

SUB

28B30

+

09F20

DOWN

76020

CDS70

~~A4020~~

DUP

3B170

1 (SI)

11920

SI

B9100

411

FC140

SUB

5E020

SWAP

11920

SI

09100

412

11920

SI

42200

548

FC140

SUB

5E020

SWAP

28B30

+

09F20

RIGHT

76020

CDS70

~~1A020~~

DUP

11920

SI

C1200

540

11920

SI

42200

548

FC140

SUB

5E020

SWAP

3B170

1 (SI)

11920

SI

B1200

539

FC140

SUB

28B30

+

09F20