

Can you find the passage which will beat the computer and give your pieces victory? A colourful boardgame comes to life on the screen.

Rainbow Passage runs on a VIC-20. By Ivor Stones

RAINBOW PASSAGE

Rainbow Passage is a first class example of how a board game can be brought to life on a computer screen.

A simple strategy game, Rainbow Passage makes good use of the Commodore VIC-20's colour graphics facilities and the addition of appropriate sound effects give a dimension which card-board games cannot match.

Your objective is simply to get one of the diamond-shaped pieces at the bottom of the screen to the top of the board before the computer can move one of his tokens to the bottom.

Taking alternate turns, you and the computer each move one of your four tokens forwards,

either to the square directly in front or the one diagonally left or right.

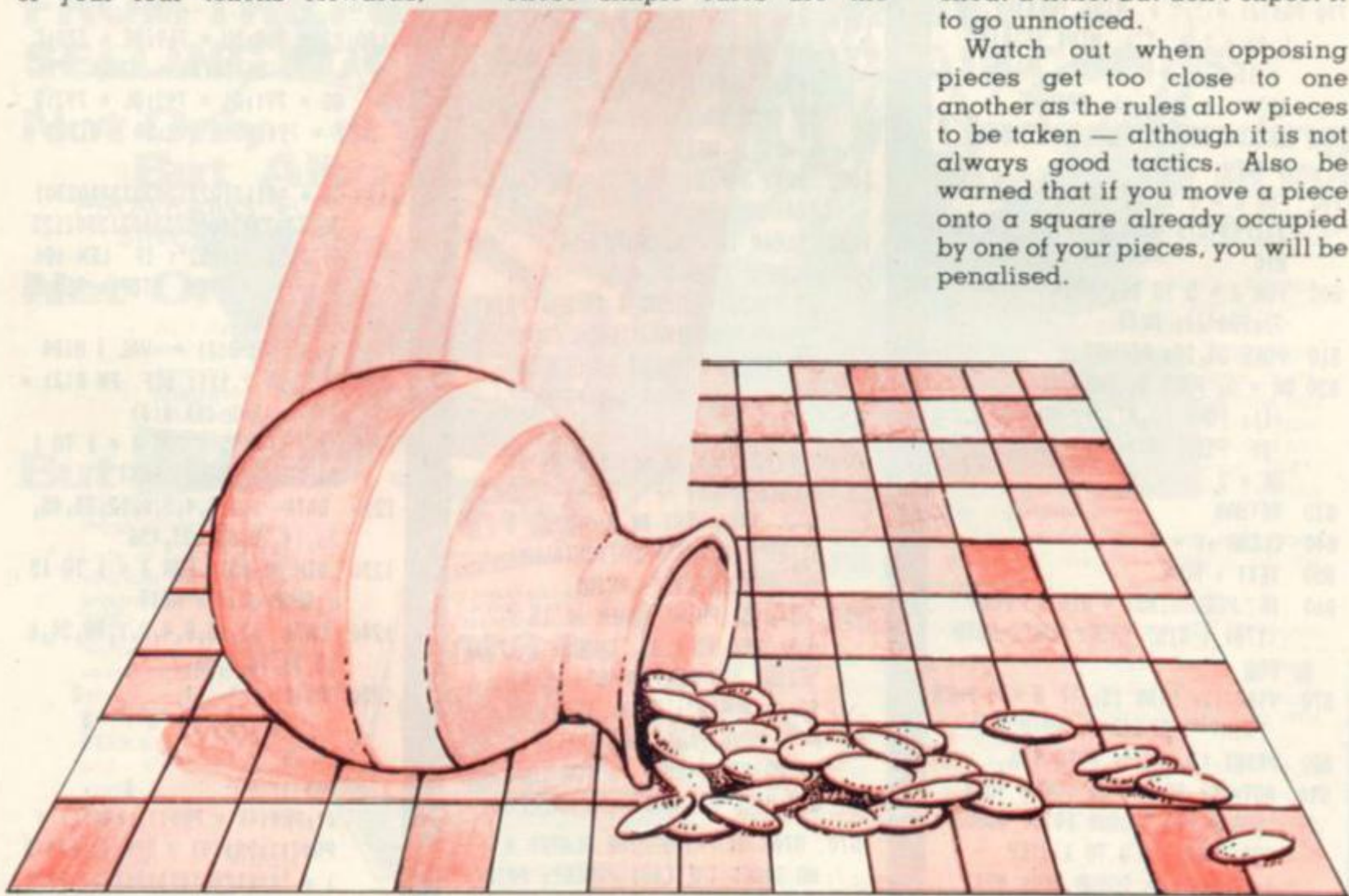
You go first and indicate which piece you wish to move. Then the computer asks which of the three possible squares you wish to move onto. The only rule you have to follow is that the colour of the square you move onto must be the same as one of the colours directly in front of a computer piece.

These simple rules are the

foundation on which you will build a cunning colour strategy. Ideally you should select a route to the other side of the board which will always put the same colour directly in front of you, taking care first to position your other three tokens so that they are behind the same colour.

Should the idea of the computer beating you prove unbearable, fear not because the understanding VIC will let you cheat a little. But don't expect it to go unnoticed.

Watch out when opposing pieces get too close to one another as the rules allow pieces to be taken — although it is not always good tactics. Also be warned that if you move a piece onto a square already occupied by one of your pieces, you will be penalised.





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1 REM RAINBOW PASSAGE--FOR A 3.5K VIC-20
2 REM (C) I.A.STONES..MR.MICRO.LTD
3 D$="XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
4 DIMBK%(13,13),F%(13,13)
5 G=7680:C=38400:B=36879:POKEB,8:PRINT" "
6 BL=209:DI=218:BK=208:S0=36876:V=36878:N=36877
7 PRINT"RAINBOW PASSAGE "
8 FORI=1TO12:FORJ=1TO12:BK%(I,J)=RND(1)*6+1.4:NEXTJ,I:GOSUB9:GOTO21
9 REM
10 U=0
11 FORI=1TO12
12 P=G+89+22*I
13 POKEP,103:POKEP+13,101
14 FORJ=1TO12
15 POKEJ+P,80+128
16 POKEJ+P+30720,BK%(I,J)
17 NEXTJ,I
18 PRINT"ABCDEFGHIJKLMN "
19 PRINT" ";:FORI=65TO76:PRINTCHR$(I):NEXT
20 PRINT"LEFT$(D$,17)"":RETURN
21 REM
22 FORI=1TO12:FORJ=1TO12:F%(I,J)=BK:NEXTJ,I
23 F%(1,3)=BL:F%(1,5)=BL:F%(1,7)=BL:F%(1,9)=BL
24 F%(12,4)=DI:F%(12,6)=DI:F%(12,8)=DI:F%(12,10)=DI
25 GOSUB26:GOSUB32:POKESO,0:GOSUB72:GOTO25
26 FORX=1TO12
27 P=G+89+22*X
28 FORZ=1TO12
29 POKEZ+P,F%(X,Z)
30 NEXTZ,X:POKEN,0
31 RETURN
32 PRINT"LEFT$(D$,19)":FORI=1TO44:PRINT" ";:NEXT
33 FORI=1TO20:GETA$:NEXT
34 PRINT"LEFT$(D$,18)"POSSIBLE MOVES ARE-":GOSUB47:PRINT:PRINT" 'M' IF YOU'
RE STUCK
35 PRINT"TAB(16)"YOURMOVESROW ";
36 GETA$:IFA$=""THEN36
37 IFA$="M"THENRETURN
38 IFA$="M"ORA$<"A"THEN36
39 PRINTA$:PRINTTAB(16)"COL ";
40 GETB$:IFB$=""THEN40
41 PRINTB$;:IFB$>"L"ORB$<"A"THENPRINT" ";:GOTO40
42 PRINT:PRINT"TAB(16)"JUMP,LEFT,DR,RIGHT"?";
43 GETC$:IFC$=""THEN43
44 PRINTC$:IFC$<"U"ANDC$<"L"ANDC$<"R"THENGOSUB96:GOTO35
45 GOTO59
46 PRINT" ":FORI=1TO10:PRINTTAB(16)" ":NEXT:RETURN
47 X=0:FORI=1TO12:FORJ=1TO12
48 IFF%(I,J)=BLTHENL%=BK%(I+1,J):GOSUB50
49 NEXTJ,I:RETURN
50 C(X)=L%:X=X+1
51 PRINT" ":ONL%GOTO52,53,54,55,56,57,58

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RAINBOW PASSAGE

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52 PRINT "WHITE"; RETURN
53 PRINT "RED"; RETURN
54 PRINT "CYAN"; RETURN
55 PRINT "PURPLE"; RETURN
56 PRINT "GREEN"; RETURN
57 PRINT "BLUE"; RETURN
58 PRINT "YELLOW"; RETURN
59 A=ASC(A$)-64: B=ASC(B$)-64
60 IFC$="U" THEN C=0
61 IFC$="L" THEN C=-1
62 IFC$="R" THEN C=1
63 IFF%(A,B)<>D THEN GOSUB 96: GOTO 35
64 F%(A,B)=BK
65 IFA-1=1 THEN PRINT "YOU WIN!!!!": GOTO 105
66 F%(A-1,B+C)=DI
67 F=0: FOR X=0 TO 3: IF BK%(A-1,B+C)=C(X) THEN F=1
68 NEXT X: IFF=1 THEN F=0: GOTO 71
69 PRINT "CHEAT!"
70 POKE 150: POKE 15: GOSUB 97
71 GOSUB 103: GOSUB 26: GOTO 46
72 PRINT "MY MOVE"
73 FOR I=1 TO 2000: NEXT
74 PRINT " "
75 Z=0: FOR I=1 TO 12: FOR J=1 TO 12
76 IFF%(I,J)=D THEN Q%(Z)=BK%(I-1,J): Z=Z+1
77 POKE 7: POKE 0, RND(1)*128+128
78 NEXT J, I: POKE 0
79 FOR I=11 TO 1 STEP -1
80 FOR J=11 TO 1 STEP -1
81 IFF%(I,J)=BL THEN GOSUB 85
82 NEXT J, I
83 IF K=0 THEN PRINT "I'M STUCK"
84 K=0: RETURN
85 K=0
86 FOR Z=-1 TO 1: FOR Q=0 TO 3
87 IF BK%(I+1,J+Z)=Q%(Q) THEN F%(I,J)=BK: F%(I+1,J+Z)=BL: J=1: Q=3: Z=1: K=1
88 IF K=1 THEN POKE 9: GOSUB 103
89 NEXT Q, Z
90 GOSUB 26: IF K=1 AND I=11 THEN PRINT "HOOORAY I'VE WON!!": GOTO 105
91 POKE 0: IF K=1 THEN I=1
92 IF K=0 THEN PRINT "HMMM!!"
93 FOR X=1 TO 1000: NEXT
94 PRINT " "
95 RETURN
96 PRINT "INVALID MOVE!"
97 PRINT " ";
98 FOR I=1 TO 11
99 PRINT TAB(16) " "
100 NEXT
101 FOR Z=1 TO 6000: NEXT
102 PRINT " ": RETURN
103 POKE 15: FOR S=128 TO 200: POKE 0, S: NEXT
104 POKE 0: POKE 0: RETURN
105 FOR I=1 TO 50: GOSUB 103: NEXT: RUN
READY.

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