

VIC-20

BY IVOR STONES

RUNS IN 3.5K

ON A VIC-20

POT

Not just anybody can get served in the Computer & Video Games City Saloon.

Newcomers are challenged to prove that they are good enough to drink with the other games players. The only way to prove what a games player's gotta prove, is by demonstrating your nerve and reactions in a few rounds of Pot Shot.

The bar tender will fill your glass and slide it along the bar top to you. It will go over the edge and fall to the floor. You must fire at just the right moment to hit the

glass as it falls.

When you score six hits in one round, the game becomes harder and you have to hit just the handle for all subsequent rounds.

Don't worry about the bar bill, as many drinks as you want will be provided by your landlord, Vic!

Pot Shot is one of those deceptively simple but compulsive games. The graphics show just what can be obtained using the VIC-20's built-in character set.

Aspiring games writers

would do well to note how well Pot Shot puts 10 of the golden game rules into practice:

- 1) It is visually novel.
- 2) As a reaction game it is hard but not so hard that maximum scores cannot be obtained.
- 3) As the player improves the game automatically gets harder.
- 4) The rules are easy to understand and are printed in an interesting way.
- 5) The game does not require constant resetting by the player-so no interrup-

tions.

6) If no keys are pressed the "attract mode" shows game operation.

7) Appropriate sound effects add to the overall impact.

8) Complicated character strings have been put in as data statements and odd symbols have been kept to a minimum to aid entry by readers.

9) Key program sections indicated by REMarks.

10) The game makes the most of the computer's facilities and memory.



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0 REM VIC POT SHOT
1 REM (C) I A STONES..MR.MICRO LTD
2 REM P.O.BOX24.SWINTON.MANCHESTER.M273AL
3 AA=73:BB=160:CC=103
5 RESTORE:SC=0
7 POKE36879,25:REM SCREEN COLOUR
9 SO=36876:V=36878:REM SOUND & VOL.
11 REM DATA FOR A$
13 A$="":FORI=1TO27:READA:A$=A$+CHR$(A):NEXT
15 DATA18,158,46,17,157,157,146,172,18,32,17,157,203,17,157,146,28,223,18,223
17 DATA17,157,157,169,146,169,144
19 REM DATA FOR G$
21 G$="":FORI=1TO35:READA:G$=G$+CHR$(A):NEXT
23 DATA144,175,18,17,157,162,162,162,164,164,164,145,157,146,172,17,17
25 DATA157,157,157,205,203,18,32,223,146,17,157,157,157,163,223,18,32,146
27 REM DATA FOR B$
29 B$="":FORI=1TO12:READA:B$=B$+CHR$(A):NEXT
31 DATA31,167,17,157,167,164,165,157,145,157,167,201
33 REM DATA FOR C$
35 C$="":FORI=1TO25:READA:C$=C$+CHR$(A):NEXT
37 DATA31,145,32,32,32,17,157,157,157,167,17,157,167,18,32,146,32,32,145,157,15
39 DATA157,167,201,32
41 A=7680:B=22:E=A+19*B+12:F=0
45 PRINT" ";
47 PRINT"  CITY SALOON"
49 FORGAME=1TO6:R=0
51 D$="  "
53 Z$=" "
55 PRINT"TAB(19)A$
57 PRINTTAB(17)B$
59 IFSC=0THENPRINT" ":FORI=1TO6:PRINT" ";:NEXT:PRINT:PRINT" ";
61 IFSC=0THENFORI=1TO6:PRINT" ";:NEXT:PRINT
63 IFSC=0THENPRINT"
65 PRINTLEFT$(Z$,11)"
67 PRINT"
69 PRINT"
71 PRINT"
73 PRINT"
75 PRINT"
77 PRINT"
79 PRINT"
81 PRINTLEFT$(Z$,19)TAB(13)G$:J=1
83 IFH<1THENGOSUB183
84 REM FILL GLASS
85 POKEV,8:FORI=128TO240:POKESO,I:POKESO-1,I
87 IFI/8=INT(I/8)THENPRINTLEFT$(Z$,10)TAB(18)MID$(D$,J,1):J=J+1
89 NEXT:POKESO,0:POKEV,0:POKESO-1,0
91 POKE198,0:REM CLEAR KEYBOARD BUFFER
93 PRINTTAB(19)" "
94 REM MOVE GLASS
95 FORI=17TO0STEP-1:PRINT"TAB(I)C$:GOSUB141:IFI=13THENGOSUB123
97 NEXT
98 REM MOVE GLASS DOWN
99 FORI=1TO13:PRINTLEFT$(Z$,I+9)C$"III":GOSUB141:NEXT:PRINTLEFT$(Z$,22)"
101 PRINTZ$"III";
103 POKEE-2+F,32

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