

RUNS ON A
TRS-80

BY ROBERT HALL

ENTRA

Entrapment is a deceptively simple strategy game which can be seen as a struggle for living space.

One of the best two-player games around, it requires fast reflexes, good control and the ability to think on the move and outwit your opponent.

Skill determines the outcome, yet it can be played and enjoyed by a four-year-old, the controls are that easy to master and the game's objectives so obvious.

The aim is to move a growing life-line into free space on the screen. That is space not taken-up by your own "tail", your opponent's "tail" or the boundaries of the screen.

As the screen gradually fills, so certain areas of it are cut off from one or both players. The winner is the player who can cut his opponent off with the least space to play with. And then just avoid mistakes until his opponent runs out of room and is forced to hit an existing line.

Take care not to reverse direction, as this is judged as running back into your own "tail".

The movement instructions are included in the table below:

Movement	left player	right player
UP	W	P
RIGHT	S	:
DOWN	Z	.
LEFT	A	L

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1 CLS
2 REM **ROBERT C. HALL, III (12/31/78)**
4 REM **PRINT THE INSTRUCTIONS**
5 GOSUB1000
10 CLS:PRINTCHR$(23)
11 PRINT"INPUT PLAYER ONE'S NAME:"
12 INPUT$
13 PRINT:PRINT"INPUT PLAYER TWO'S NAME:"
14 INPUT$
15 CLS
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APMMENT

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16 REM ##SET UP THE BOARD##
20 FORX=0TO127:SET(X,4):SET(X,47):NEXT
30 FORY=5TO46:SET(0,Y):SET(1,Y):SET(126,Y):SET(127,Y):NEXT
38 REM ##PLAYER 1'S POSITION (X,Y): INCREMENTS A,B##
40 X=10:Y=10:A=0:B=0
44 REM ##PLAYER 2'S POSITION (C,V): INCREMENTS D,E##
45 C=120:V=40:D=0:E=0
47 PRINT@1,B%:" HAS";RT;"WIN(S)";:PRINTTAB(23)"##ENTRAPMENT##";
48 PRINT@1(50-LEN(C%)),C%:" HAS";RE;"WIN(S)";
49 A%=INKEY$:IF A%="" THEN 50 ELSE 49
50 A%=INKEY$
55 IFA%=""THEN 500
60 IFA%="A"THEN A=-1:B=0:GOTO500
65 IFA%="L"THEN D=-1:E=0:GOTO600
70 IFA%="I"THEN A=0:B=1:GOTO500
75 IFA%="."THEN D=0:E=1:GOTO600
80 IFA%="S"THEN A=1:B=0:GOTO500
85 IFA%=";"THEN D=1:E=0:GOTO600
90 IFA%="M"THEN A=0:B=-1:GOTO500
95 IFA%="P"THEN D=0:E=-1:GOTO600
500 REM ##MOVE THOSE PIECES##
513 IF (A=0)AND(B=0)THEN 515
514 IFPOINT(X+A,Y+B)THEN 540
515 SET(X+A,Y+B)
520 X=X+A:Y=Y+B
530 GOTO600
540 PRINT@540,C%:" WINS";
541 RE=RE+1
545 FORX=1TO1000:NEXT:GOTO15
550 GOTO550
600 IF (D=0)AND(E=0)THEN 620
610 IFPOINT(C+D,V+E)THEN 700
620 SET(C+D,V+E)
630 C=C+D:V=V+E
640 GOTO50
700 PRINT@540,B%:" WINS";
701 RT=RT+1
710 GOTO545

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1000 REM ##SUBROUTINE TO PRINT INSTRUCTIONS##
1005 CLS
1010 PRINTCHR$(23);
1020 PRINT" I N S T R U C T I O N S "
1030 PRINTSTRING$(30,"#")
1040 PRINT"THIS IS THE GAME OF ENTRAPMENT"
1045 PRINT
1050 PRINT"THE OBJECT IS TO ENCLOSE YOUR"
1060 PRINT"OPPONENT AND FORCE HIM TO HIT"
1070 PRINT"A WALL. COLLIDING WITH ANY"
1080 PRINT"LIT SPACE WILL RESULT IN THE"
1090 PRINT"LOSS OF THE GAME."
1100 PRINT
1110 PRINT"THE GAME CONSISTS OF TWO MOV-"
1120 PRINT"ING WALLS, EACH CONTROLLED BY"
1130 PRINT"A DIFFERENT PLAYER. A CHANGE"
1140 PRINT"IN DIRECTION IS ACCOMPLISHED"
1150 PRINT"BY PRESSING CONTROL KEYS"
1151 INPUT"PRESS 'ENTER' TO CONTINUE";G$
1152 CLS:PRINTCHR$(23)
1160 PRINT"THE CONTROL KEYS ARE AS"
1170 PRINT"FOLLOWS"
1174 PRINT:PRINT
1180 PRINT"DIRECTION    PLYR.#1    PLYR.#2"
1185 PRINTSTRING$(30,"#")
1190 PRINT" UP                W                P"
1200 PRINT"DOWN            Z                ."
1210 PRINT"RIGHT            S                ;"
1220 PRINT"LEFT              A                L"
1230 PRINT:PRINT:INPUT"PRESS 'ENTER' TO CONTINUE";H$
1240 RETURN

```

