



If you have grown tired of forever running and dodging from the many tribes of aliens who make an honest crust by guesting in computer games, Alien Hunt will appeal to you.

In the game you are the dominant life-form and the poor alien is on the run.

It makes a nice change for the humans to be able to win so make the most of it.

The aim of this Acorn Atom game is to trap the alien in the top left hand corner of the screen by cutting his escape routes off by drawing lines around him.

If you miss your objective and mistakenly trap him elsewhere, penalty points are accrued. The aim is to get as low a score as possible.

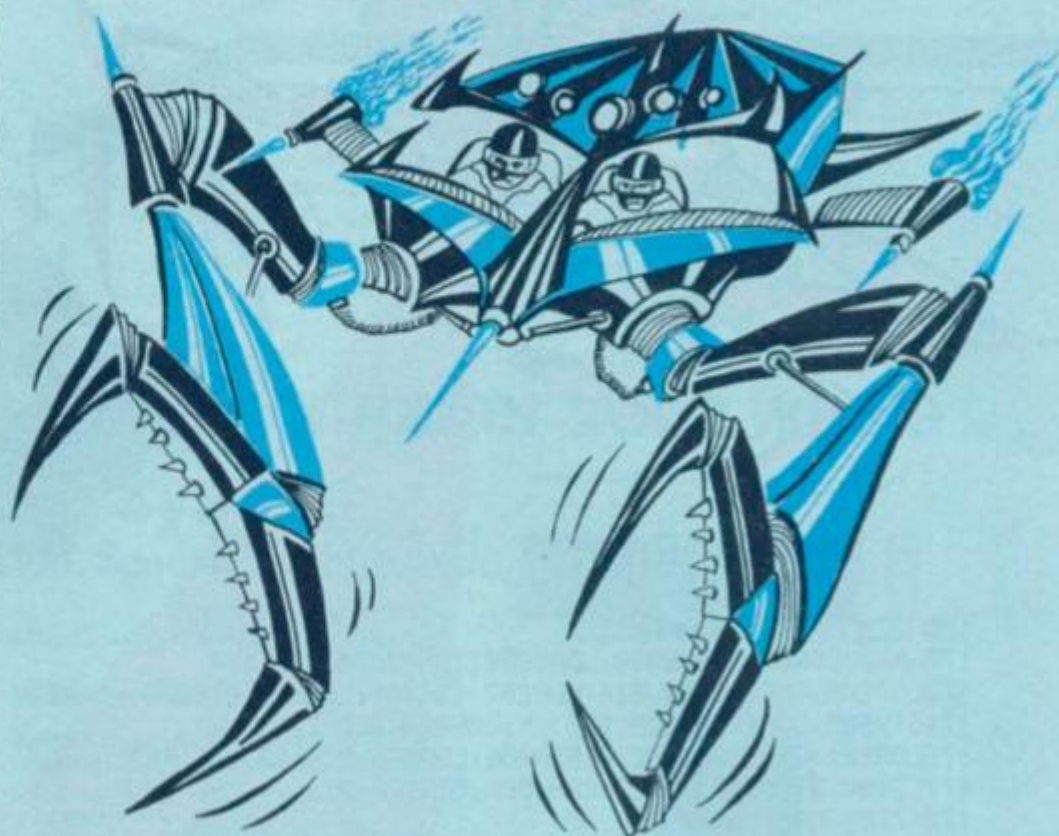
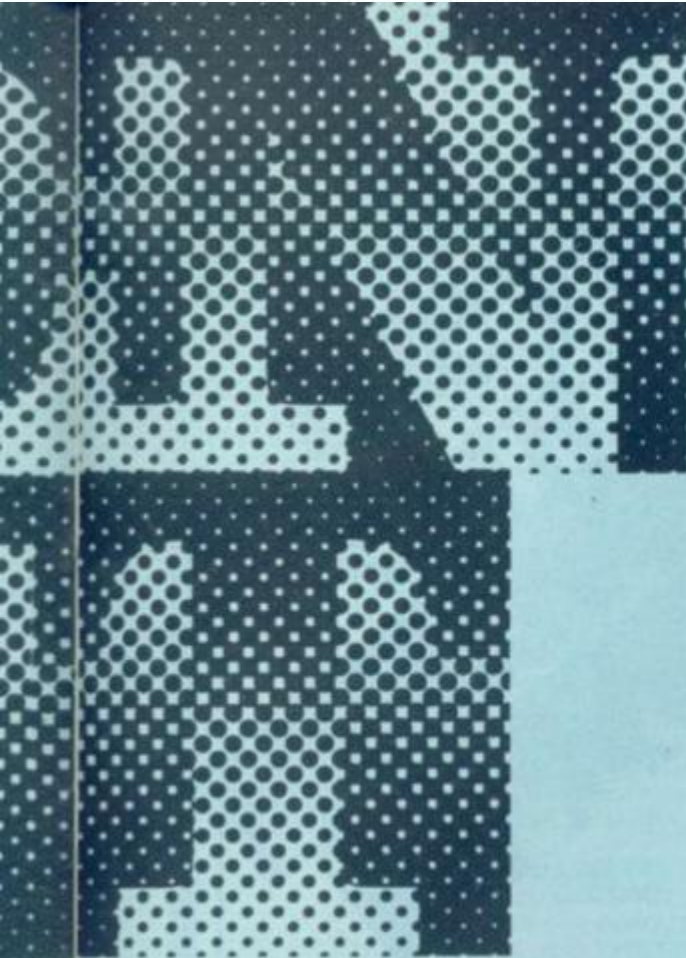
Your efforts are scored, commented upon and a new game is automatically restarted.

The alien emits a squeal through the Atom speaker when trapped or crushed.

Due to the printer used not having a hash (#) symbol, a "£" sign has been substituted. This should be turned into a hash sign wherever it crops up.

No graphic modes are used and the game is written, mainly in machine code, so it only takes up 4.3K on the computer.

Line 17 will be of interest to Atom users as it is a routine which waits for the frame sync pulse to go low, before POKE-ing to the screen, thus avoiding the usual Atom screen noise.



```

1GOS.c
10DIM FF0, KK9, MM0, PP0, ZZ15, SS5
11P, $12; M=24; MM0=-1; PP0=-1; KK8=-1; T=£B002
12F, N=1 TO 2; DIM P-1; P, $21
16C
17: FF0 LDA#128; BITEB002; BNE FF0; LDA#82; RTS
20: KK0 LDA#3; STA#B000; LDA#B001; CMP#£FE; BNE KK1
22LDA#AA; CMP#13; BEQ ZZ2; LDA#87; STA#81; LDA#86; STA#80
24LDY#0; LDX#£20; STX#85; JSR MM0; LDY#0; LDA#£80; Y; CMP#24; BEQ ZZ2
26LDA#81; STA#87; LDA#80; STA#86; LDA#127; STA#82; JSR FF0
27STAK#86; Y
28LDX#AA; INX; STX#AA; RTS
30: ZZ2 JMP KK8
70: KK1 LDA#3; STA#B000; LDA#B001; CMP#£7E; BNE KK2
72LDA#AA; CMP#13; BEQ ZZ2
74LDA#87; STA#81; LDA#86; STA#80; LDX#£20; STX#85; JSR MM0
76LDY#0; LDA#£80; Y; CMP#24; BEQ ZZ4; LDA#81; STA#87; LDA#80; STA#86
78LDA#64; STA#82; JSR FF0; STAK#86; Y; LDX#AA; INX; STX#AA; RTS
80: ZZ4 JMP KK8
120: KK2 LDA#2; STA#B000; LDA#B001; CMP#£FE; BNE KK3
122LDA#AA; CMP#0; BEQ ZZ6; LDA#87; STA#81; LDA#86; STA#80; LDX#£20
124LDY#0; STX#85; JSR PP0; LDA#£80; Y; CMP#24; BEQ ZZ6
126LDA#81; STA#87; LDA#80; STA#86; LDA#127; STA#82; JSR FF0
127STAK#86; Y; LDX#AA; DEX; STX#AA; RTS

```

Runs on an Acorn Atom in 4.5K

By John Kirk

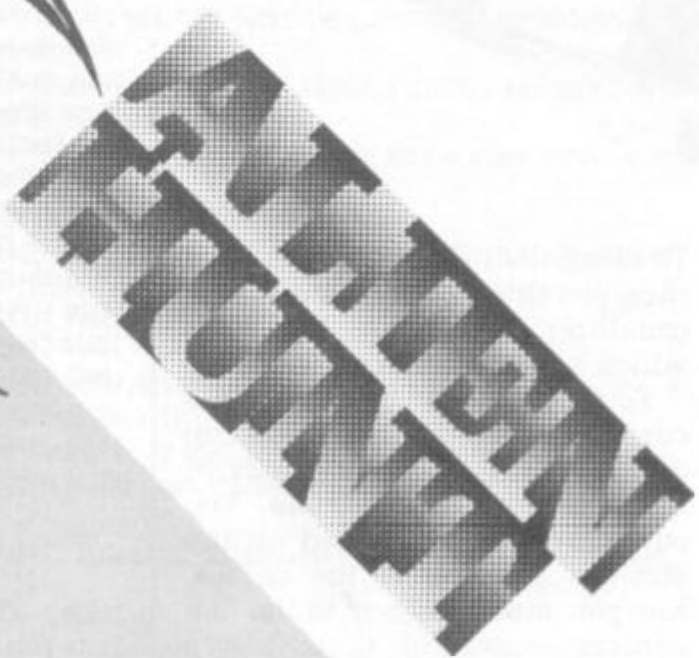
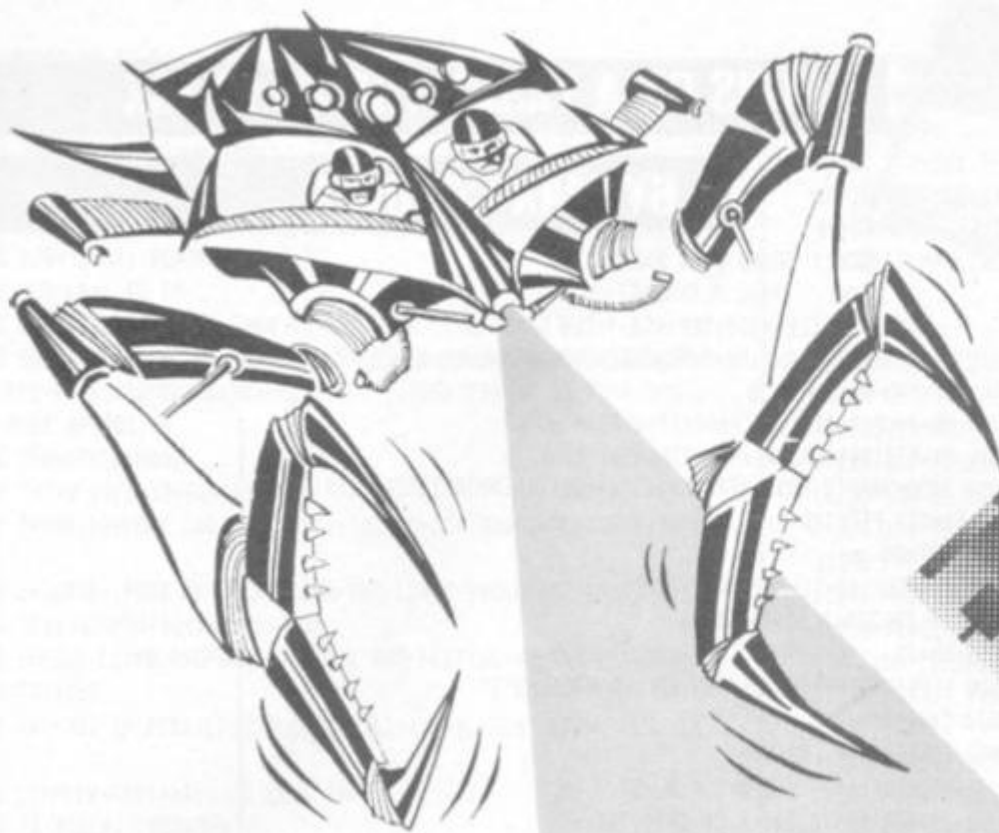


```

130:ZZ6 JMP KK8
170:KK3 LDA#2;STAE#000;LDA#001;CMP#E7E;BNE KK4
172LDA#EA;CMP#0;BEQ ZZ6;LDA#87;STAE#1;LDA#86;STAE#0;LDX#E20
174STX#85;JSR PP0;LDA#80;Y;CMP#24;BEQ ZZ8
176LDA#81;STAE#7;LDA#80;STAE#6;LDA#64;STAE#2;JSR FF0
177LDY#0;STA#86;Y;LDX#EA;DEX;STX#EA;RTS
178:ZZ8 JMP KK8
220:KK4 LDA#6;STAE#000;LDA#001;CMP#E7E;BNE KK5
222LDA#90;CMP#1;BEQ ZZ10;LDA#87;STAE#1;LDA#86;STAE#0;LDX#1
224STX#85;JSR MM0;LDY#0;LDA#80;Y;CMP#24;BEQ ZZ10
226LDA#81;STAE#7;LDA#80;STAE#6;LDA#127;STAE#2;JSR FF0
228LDY#0;STA#86;Y;LDX#90;DEX;STX#90;RTS
230:ZZ10 JMP KK8
270:KK5 LDA#6;STAE#000;LDA#001;CMP#E7E;BNE KK6
272LDA#90;CMP#1;BEQ ZZ12;LDA#87;STAE#1;LDA#86;STAE#0;LDX#1
274STX#85;JSR MM0;LDY#0;LDA#80;Y;CMP#24;BEQ ZZ12;LDA#81
275STAE#7
276LDA#80;STAE#6;LDA#64;STAE#2;JSR FF0;STA#86;Y;LDX#90
278DEX;STX#90;RTS
300:ZZ12 JMP KK8
320:KK6 LDA#6;STAE#000;LDA#001;CMP#E7D;BNE KK7
321LDY#0
322LDA#90;CMP#30;BEQ ZZ13;LDA#87;STAE#1;LDA#86;STAE#0;LDX#1
324STX#85;JSR PP0;LDA#80;Y;CMP#24;BEQ ZZ13;LDA#81;STAE#7
330LDA#80;STAE#6;LDA#127;STAE#2;JSR FF0;STA#86;Y
335LDX#90;INX;STX#90;RTS
340:ZZ13 JMP KK8
370:KK7 LDA#6;STAE#000;LDA#001;CMP#E7D;BNE KK8
372LDA#90;CMP#30;BEQ KK8;LDA#87;STAE#1;LDA#86;STAE#0
373LDY#0;LDX#1
374STX#85;JSR PP0;LDA#80;Y;CMP#24;BEQ KK8;LDA#81;STAE#7
376LDA#80;STAE#6;LDA#64;STAE#2;JSR FF0;STA#86;Y
378LDX#90;INX;STX#90;RTS
420:KK8 RTS
1300:MM0 SEC;LDA#80;SBC#85;STAE#0;LDA#81;SEC#0;STAE#1;RTS
1310:PP0 CLC;LDA#80;ADC#85;STAE#0;LDA#81;ADC#0;STAE#1;RTS
1311:SS0 STY#83
1312:SS1 LDA T;LDY#84
1313:SS2 LDX#85
1314:SS3 DEX;BNE SS3;EOR #4;STA T;DEY;BNE SS2;LDY #83;RTS
1318J
1319N.N;P.#6
1320CLEAR 0;S=0
1321F.N=32768T032799;LINK FF0;?N=127;N.N
1322F.N=33248T033279;LINK FF0;?N=127;N.N
1323F.N=32800T033216 STEP32;LINK FF0;?N=127;N.N
1324F.N=32831T033247 STEP 32;LINK FF0;?N=127;N.N
1330?E86=E8F;?E87=E81
1332?E8A=2;?E90=15
1333F.N=1T026;?E818F=E2A;LINK FF0;?E8021=E3C;?E8022=E2D;LINKFF0
1334?E8023=E2D;?E8024=E14;?E8025=E12;?E8026=E01;?E8027=E10
1335LINK FF0;?E818F=127;WAIT;?E818F=E2B;F.G=E8021T0E8027;?G=64
1336N.G;LINK FF0;N.N;?E818F=127
1339X=A.R.%(33278-33088)+33088
1340IF?X<E40 G.1339

```





```

1370?X=M
1375GOS.r
1377IF ?(X+D)<0?E40 G.1375
1379?X=64;LINK FF0;?(X+D)=M;X=(X+D);S=S+1
1380LINK KK0
1390IF X=E8021 AND ?E8022=127 AND ?E8041=127 G.10000
1400IF?(X+1)=127AND?(X-1)=127AND?(X-E20)=127AND?(X+E20)=127G.1
2005G.1375
3000rA=(A.R.%4)+1
3001IF A=1 D=-32;R.
3002IF A=2 D=32;R.
3003IF A=3 D=-1;R.
3004IF A=4 D=1;R.
10000F.N=1T040;?E83=66;?E84=66;LINK SS0
10020?E84=32;?E83=32;LINK SS0;N.N
11000P.#12;P."THE ALIEN IS IN THE TRAP!!!"
15030F.N=1T080;WAIT;N.N
18948P.#12;P."YOUR SCORE IS..."S""
18958GOS.v;G.1320
200011F.A=1T039;LINK FF0;?X=63;LINK FF0;?X=24;N.A
20002P.#12;P."YOUR SCORE IS "S+2985 "!!!!"
20003F=100;D=100
20004F.O=1T044;?E84=D;?E85=F;LINK SS0;D=D-2;F=F-1;N.O
20005F.I=1T044;?E84=D;?E85=F;LINK SS0;D=D+2;F=F+1;N.I;P.#7
20006P."YOU'VE CRUSHED"
20007P."THE ALIEN !!"""";?EE1=0
20010F.N=1T0093;WAIT;N.N;G.1320
32000cP.#12;P."*****alien trap *****"
32101P."TRAP THE""ALIEN""IN THE TOP"
32102P."L.H. CORNER OF THE SCREEN"
32103P."USING THE FOLLOWING KEYS:"""
32104P."J .....IS FOR LEFT""
32105P."RETURN .....IS FOR RIGHT""
32106P."UP/DOWN ARROW..IS FOR DOWN""
32107P."AND L/R ARROW.....IS FOR UP"";F.J=1T05;GOS.b;N.J
32108P."EUSE ""SHIFTED""KEYS TO ERASE"";F.N=1T010;COS.b;N.N
32109P."Press shift to continue"
3211000 WAIT;U.?(E8001)<0?E40
32111F.N=E8000T0E81FF;?N=32;N.N;R.
32112bF.N=1T0 60;WAIT;N.N;R.
32120v?EE1=0;IF S<=100 P." EXCELLENT";G.32130
32121 IF S<=175 P."VERY GOOD";G.32130
32122IF S<=210 P."GOOD";G.32130
32123IF S<=245P."AVERAGE";G.32130
32124IF S<=300 P."POOR";G.32130
32125IF S<=400P."BAD";G.32130
32126IF S<=500 P."VERY BAD";G.32130
32130GOS.b;R.

```

