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1 REM *** Written for FLORRIE BRIARS ***
2 REM *** by Craig Shorland ***
3 RESTORE
4 DIM C$(4), PL$(2), H$(12), HY(9), HU(9,4), SU(4), EE(4): RT=0: CO=0
5 P$=""B1R2/B3R2/B1"
6 FOR GG=1 TO 4: READ C$(GG): NEXT GG
7 PRINT "*****": P=0: POKE 10407, 0: GOSUB 92
8 TEMPO7: PRINT "*****":
9 PL=0
10 PRINT "*****": A$=""*****"
11 B$=A$+"*****"
12 C$=""*****"/*****0*****"
13 D$=B$+"*****"
14 F$=""***** ****"
15 G$=""*****"
16 H$=""*****"
17 P=0: FOR G=1 TO 6: PRINT G; ". ";
18 R=INT(1+8*RND(1)+1): P=P+R: HY(G)=R
19 FOR H=1 TO R
20 PRINT "### ***** G";
21 NEXT: PRINT: PRINT: PRINT: NEXT
22 PRINT "##### CVBORG*****": GOTO 222
23 R1=53406: PL=PL+1: IF PL=3 THEN PL=1
24 FOR RO=1 TO 3
25 POKER1-1, 177: POKER1, 67: POKER1+1, 178: POKER1+39, 66: POKER1+40, 122: POKER1+41, 86
26 POKER1+79, 71: POKER1+80, 72: POKER1+81, 71: POKER1+119, 66: POKER1+120, 208
27 POKER1+121, 86: POKER1+159, 78: POKER1+160, 54: POKER1+161, 77
28 R1=R1+240: NEXTR O
29 IF (CO=1)*(PL=2) THEN GOTO 228
30 PRINT G$: SPC(39): G$: "WHICH ROW ": PL$(PL); " ?": HM=0
31 O1=53485: O2=53725: O3=53965
32 TI$=""000001"
33 GETHM: IF (HM<1)+(HM>6) THEN GOTO 36
34 IFHY(HM)=0 THEN GOTO 29
35 MUSICF$: PRINTHM: GOTO 125
36 N=INT(6*RND(1)+1)
37 IF (TI$=""000010")+(TI$=""000011") THEN GOTO 177
38 ONNGOTO 39, 42, 45, 48, 51, 54
39 POKEO1, 72: POKEO1+1, 71: POKEO1+2, 72
40 POKEO1+41, 109
41 GOTO 33
42 POKEO2, 72: POKEO2+1, 71: POKEO2+2, 72
43 POKEO2+41, 109
44 GOTO 33
45 POKEO3, 72: POKEO3+1, 71: POKEO3+2, 72
46 POKEO3+41, 109
47 GOTO 33
48 POKEO1, 71: POKEO1+1, 72: POKEO1+2, 71
49 POKEO1+41, 208
50 GOTO 33
51 POKEO2, 71: POKEO2+1, 72: POKEO2+2, 71
52 POKEO2+41, 208
53 GOTO 33
54 POKEO3, 71: POKEO3+1, 72: POKEO3+2, 71
55 POKEO3+41, 208
56 GOTO 33
57 FOR I=25 TO 19 STEP -1: GOTO 61
58 POKE4514, I: FOR J=25 TO 0 STEP -5: POKE4513, J: USR(68): NEXT J: NEXT I: USR(71)
59 GOTO 80
60 PRINT "*****":
61 IF (HM=1)+(HM=2) THEN GOSUB 68: GOTO 58
62 IF (HM=3)+(HM=4) THEN GOSUB 72: GOTO 58
63 IF (HM=5)+(HM=6) THEN GOSUB 76: GOTO 58
64 FOR I=19 TO 25 STEP 1: GOTO 142
65 POKE4514, I: FOR J=0 TO 25 STEP 5: POKE4513, J: USR(68): NEXT J: NEXT I: USR(71)
66 GOTO 23
67 PRINT "*****":
68 PRINT A$:
69 PRINT F$:
70 PRINT A$: C$:
71 RETURN
72 PRINT B$:
73 PRINT F$:
74 PRINT B$: C$:
75 RETURN
76 PRINT D$:
77 PRINT F$:
78 PRINT D$: C$:
79 RETURN
80 IF HM=1 THEN NR1=53406: GOTO 86
81 IF HM=2 THEN DG=53525: GOTO 89
82 IF HM=3 THEN NR1=53646: GOTO 86
83 IF HM=4 THEN DG=53765: GOTO 89
84 IF HM=5 THEN NR1=53886: GOTO 86
85 IF HM=6 THEN DG=54005: GOTO 89
86 POKER1+1, 77: POKER1+81, 0: POKER1+121, 0: POKER1+161, 0: POKER1+160, 67
87 POKER1+79, 72: POKER1+80, 71
88 GOTO 113
89 POKEDG, 78: POKEDG-118, 77: POKEDG+2, 0: POKEDG+41, 67: POKEDG+42, 0: POKEDG-38, 0
90 POKEDG-40, 72: POKEDG-39, 71
91 GOTO 119
92 Q=53248: R=53287: S=54208: T=54247: G=67: Z=0
93 IFZ=4 THEN 103
94 FORX=Q TOR: POKE X, G: NEXT
95 FORX=R TOT STEP 40: POKE X, G: NEXT

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So this is what happens when Robots decide to play a game! Do you want to join them? Then type in this listing. The computer will set up random numbers of counters in six different rows. You select your row and the number of counters to be knocked out. Then the robots come into it! One of the three tin men on the right hand side of the screen will destroy the number of counters you have decided to wipe out. The winner is the player to take the last counter. Full instructions are included in the program. Dare you take on the robots?



BY CRAIG SHORLAND

RUNS ON A SHARP MZ80K in 20K


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190 H$(1)="
191 H$(2)="
192 H$(3)=" This is the game of CYBORG."
193 H$(4)=" It is played by choosing a row"
194 H$(5)=" in which there is a random number of"
195 H$(6)=" counters. The winner is the player who"
196 H$(7)=" takes the last piece."
197 H$(8)=" You can either play another humanoid"
198 H$(9)=" or challenge ME....if you dare."
199 H$(10)=" After you have chosen the number of"
200 H$(11)=" counters to be eliminated,"
201 H$(12)=" MY ROBOTS WILL DESTROY THEM !!"
202 FORI=1TO12
203 FORJ=1TOLEN(H$(I))
204 PRINTMID$(H$(I),J,1);
205 IF(ASC(MID$(H$(I),J,1))=32)THENGOTO207
206 JJ=1:POKE4514,JJ:USR(68):USR(71)
207 NEXTJ:PRINT":NEXTI
208 PRINTTAB(2);"1 ### ## ## ## ##";TAB(36);"/\ "
209 PRINTTAB(2);" ## ## ## ## ##";TAB(36);"/\ "
210 PRINTTAB(36);"000"
211 PRINTTAB(36);"/\ "
212 PRINTTAB(36);"/\ "
213 FORXC=1TO5
214 FORM=20TO30:POKE4514,M:USR(68):NEXTM:USR(71)
215 L=54082
216 IFPEEK(L)=163THENGOTO218
217 POKEL,62:L=L-1:POKE4514,L:GOTO216
218 POKE4514,L:FORHJ=1TO20:POKE4514,HJ:USR(68):NEXTHJ:USR(71)
219 POKE4514,L:POKE4514,L-1:POKE4514,L+40:0
220 NEXTXC
221 FORQL=1TO500:NEXTQL:PRINT"0":GOTO146
222 PRINTG$:"ARE THESE RANDOM ENOUGH ?"
223 GETRE$:IFRE$=""THEN223
224 IFRE$="Y"THENPRINTG$:SPC(39):GOSUB274:GOTO23
225 IFRE$="N"THENPRINT"0000":GOTO17
226 GOTO223
227 REM#####":MUSICP$
228 PRINTG$:"MY MOVE!"
229 GOSUB250:FORJ=1TO4:SU(J)=0
230 FORI=1TO6:SU(J)=SU(J)+HU(I,J):NEXTI
231 SU(J)=SU(J)-INT(SU(J)/VY)*VY
232 NEXTJ
233 W=0:FORJ=1TO4:W=W+SU(J):NEXT
234 IFW=0THEN247
235 I=1
236 FORJ=1TO4
237 EE(J)=SU(J)+HU(I,J):EE(J)=EE(J)-INT(EE(J)/2)*VY
238 NEXT
239 EE=8*EE(4)+4*EE(3)+2*EE(2)+EE(1)
240 IF(HV(I)=0)+(EE)=HV(I)THEN245
241 F=HV(I)-EE:HM=I
242 PRINTG$:"I'LL TAKE";F;" FROM ROW";I;".":MUSICP$
243 FORZ=0TO750:NEXT
244 GOTO256
245 I=I+1:IFI<=6THEN236
246 I=1:GOTO236
247 I=INT((6+1)*RND(1))
248 IF(HV(I)=0)+(I=0)+(I>9)THEN247
249 F=1:HU(I)=HU(I)-1:GOTO242
250 VY=2:FORI=1TO6
251 V1=HV(I)/VY:HU(I,1)=HV(I)-INT(V1)*VY
252 V2=V1/VY:HU(I,2)=INT(V1)-INT(V2)*VY
253 V3=V2/VY:HU(I,3)=INT(V2)-INT(V3)*VY
254 V4=V3/VY:HU(I,4)=INT(V3)-INT(V4)*VY
255 NEXT:RETURN
256 IFI=1THENHM=1
257 IFI=2THENHM=2
258 IFI=3THENHM=3
259 IFI=4THENHM=4
260 IFI=5THENHM=5
261 IFI=6THENHM=6
262 GOTO57
263 PRINT"0"
264 FORI=53248TO53287STEP2:POKEI,208:POKEI+1,67:NEXTI
265 FORI=53327TO54207STEP80:POKEI,208:POKEI+40,67:NEXTI
266 FORI=54247TO54208STEP-2:POKEI,67:POKEI-1,208:NEXTI
267 FORI=54208TO53248STEP-80:POKEI,208:POKEI-40,67:NEXTI
268 PRINT"00000000000000000000SOME OF US HAVE IT"
269 PRINT"00000000000000000000AND SOME OF US DON'T"
270 PRINT"00000000000000000000FANCY ANOTHER GAME ?"
271 PRINT"00000000000000000000"
272 GOSUB281
273 GOTO174
274 N=100
275 FORG=1TO6:U=1:FORC=NT00STEP-1:POKE4514,C:USR(68):NEXTC
276 N=N-15:NEXTG
277 RETURN
278 B=1:FORA=255TO0STEP-1.5
279 POKE4513,B:USR(68):POKE4513,A:USR(68):NEXTA:USR(71)
280 RETURN
281 FORGH=1TO5:FORHG=255TO1STEP-9:POKE4514,GH:POKE4513,HG:USR(68)
282 NEXTHG,GH:USR(71)
283 MUSIC"C"
284 RETURN

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