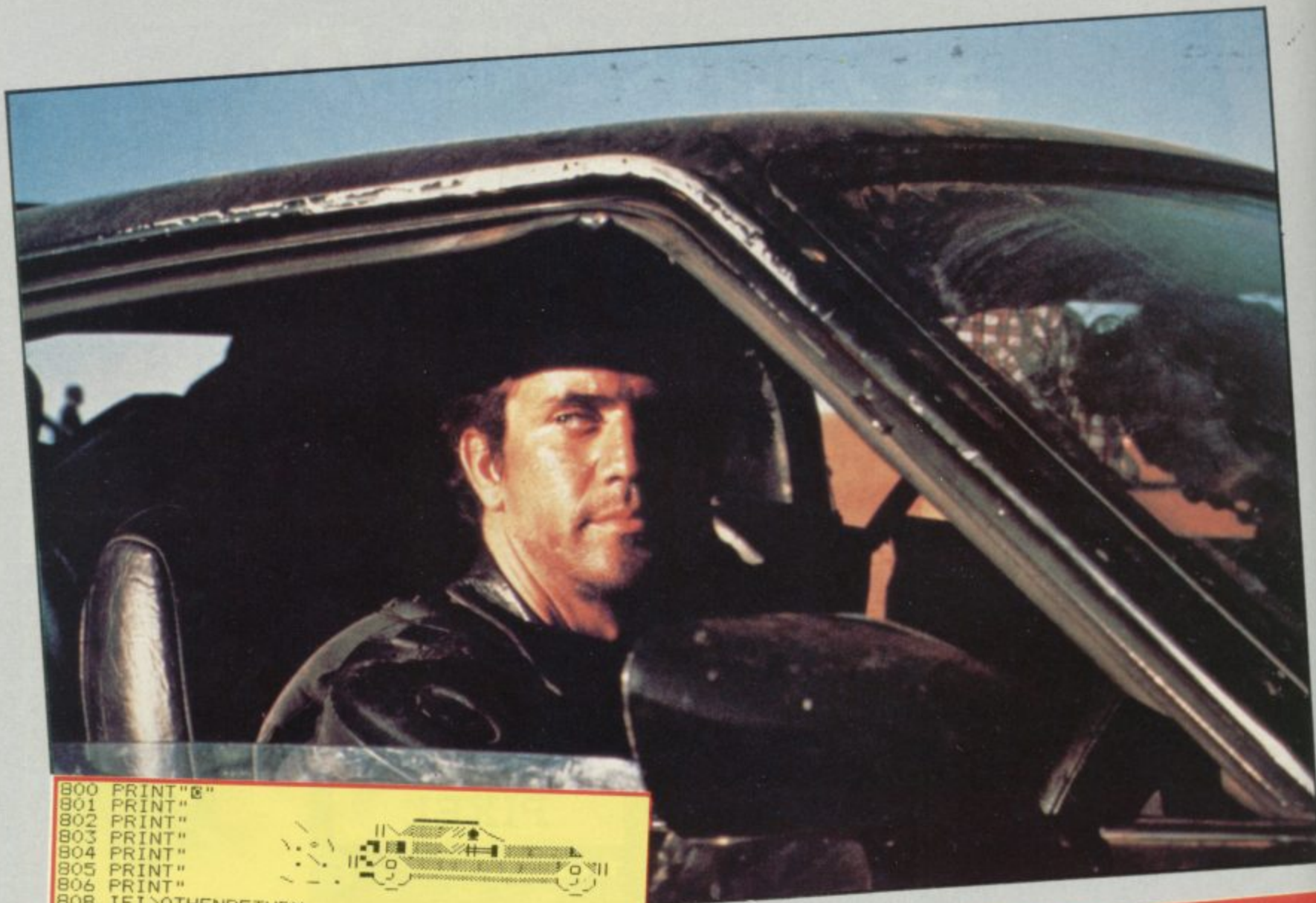
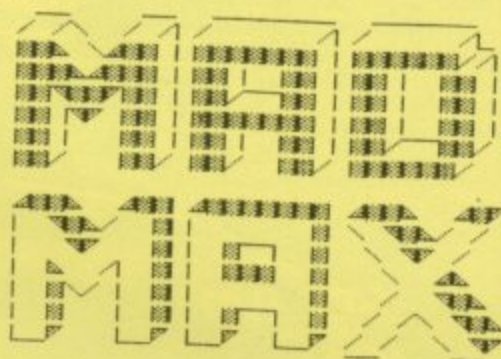
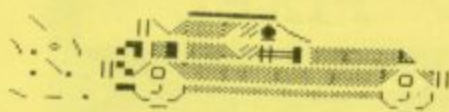




```

800 PRINT "C"
801 PRINT "
802 PRINT "
803 PRINT "
804 PRINT "
805 PRINT "
806 PRINT "
808 IF I>0 THEN RETURN
810 PRINT "
812 PRINT "
814 PRINT "
816 PRINT "
818 PRINT "
820 PRINT "
822 PRINT "
824 PRINT "
826 PRINT "
828 PRINT "
830 PRINT "
832 PRINT "
834 PRINT "
836 PRINT "
838 PRINT "
840 PRINT "
842 PRINT "
850 RETURN

```



RUNS ON A SHARP MZ-80K

BY BASIL ZIMMO

Motorway-madness takes on a whole new meaning in the world of Mad Max. The apocalypse has been and gone — and Max is king of the roads. Petrol has replaced gold as the most valuable commodity — and Max is out to corner the market. He needs fuel to maintain his position as a self-appointed 21st century traffic-warden, tracking down drivers who break the rules of the road — the kingdom of Mad Max.

You can become Max in this riotous road race. You receive a message that there is a petrol station which has managed to hang on to a stockpile of fuel. You leap into your supercharged vehicle and roar off through the

bleak countryside. You race through deserted suburbs, over a bridge, through a farm, a barren forest and past a city before the petrol station comes into view.

If you hit anything along the way — obstacles include the wrecks of cars that have attempted to reach the fuel, or if you go off the road, the game will end. The further along the road you get, the more points you collect. If you manage to reach the petrol and claim the fuel you'll get 5,000 points.

Keys A, D, W, and X control the action. If you want to make the game even more difficult try using the X key to move forward. That way less of the road is visible!

We know it's a long program to key in — but the game is extremely addictive and well worth all the effort!


```

1 REM * MAD MAX
2 REM * Copyright 1982
3 REM * BASIL ZIMMO
4
5 GOSUB800
6 DIMR$(255),P$(7):FORI=0TO255:READR$(I):NEXT:FORI=1TO7:READP$(I):NEXT
7 DIMHS(20),HS$(20):PL=0:PRINT"***** MAD MAX *****"
8 PRINT:PRINT:GOSUB801
9 PRINT"CONTROLS":PRINT"X" W":PRINT"↑":PRINT" A+":CHR$(98); "→D"
10 PRINT"↓":PRINT" "
11 INPUT"ENTER NUMBER OF PLAYERS ?";N
12 IFN<1THENUSR(62):GOTO25
13 NU=0:PL=PL+1:IFPL>NTHEN 510
14 PRINT"PLAYER":PL;" TO MAKE A RUN":FORI=1TO2000:NEXT
15 X=53828:R=24:PRINT"R":M=201:XS=1:SC=0
16 FORI=0TO23:PRINTTAB(8);R$(I):NEXT
17 FORI=1TO500:NEXT:POKEX,M
18 POKE4514,240:USR(68):POKE17828,0:GETA$:IFA$=""THEN300
19 IFA$="A"THENA=-1:GOTO150
20 IFA$="D"THENA=1:GOTO150
21 IF(A$="X")*(X<54128)THENA=40:XS=XS+1:GOTO150
22 IF(A$="W")*(X>53847)THENA=-40:XS=XS-1:GOTO150
23 GOTO300
24 POKE4514,250:USR(68):IF(PEEK(X+A)=46)*(PT=1)THEN700
25 IFPEEK(X+A)=46THEN170
26 IFPEEK(X+A)<>79THEN403
27 POKEX,79:X=X+A:POKEX,M
28 R$=R$(R):IFUNTHENR$=P$(UN)
29 RD=INT(RND(1)*26+1):IFRD>13THENUSR(71)
30 IFMID$(R$,RD,1)="":THEN320
31 GOTO330
32 R$=LEFT$(R$,RD-1)+CHR$(97)+MID$(R$,RD+1,27)
33 PRINTTAB(8);R$:IFPEEK(X)<>79THEN400
34 POKEX-40,79:POKEX,M:R=R+1
35 IFUNTHENUN=UN+1:IFUN=6THENUN=0:R=1:GOTO350
36 IFR>255THENR=1:NU=NU+1:IFNU=2THENNU=0:UN=1:PT=1
37 SC=SC+10*XS:GOTO100
38 IF(PEEK(X)=46)*(PT=0)THEN335
39 IF(PEEK(X)=46)*(PT=1)THEN700
40 IFPEEK(X)=MTHEN335
41 FORJ=1TO3
42 POKE4514,130:USR(68):C=67:GOSUB500
43 POKE4514,160:USR(68):C=71:GOSUB500
44 POKE4514,100:USR(68):C=46:GOSUB500
45 POKE4514,140:USR(68):C=46:GOSUB500
46 NEXTJ
47 POKE4514,90:USR(68):C=0:GOSUB500
48 USR(71):PRINT"PLAYER":PL
49 PRINT"SCORE":SC:IFHS(20)>SCTHEN475
50 PRINT"YOU HAVE GOT ONE OF THE HIGH SCORES"
51 INPUT"ENTER YOUR NAME":N$
52 N$=LEFT$(N$,6)
53 FORI=1TO20:IFHS(I)>SCTHEN 490
54 FORJ=19TO1STEP-1:HS(J+1)=HS(J):HS$(J+1)=HS$(J):NEXT:HS(I)=SC:HS$(I)=N$
55 PRINT"HIGH SCORES":FORI=1TO10
56 PRINTI;"":TAB(4);HS$(I):TAB(12);HS$(I):TAB(20);I+10;"":TAB(25);
57 PRINTHS(I+10):TAB(33);HS$(I+10)
58 NEXTI:USR(62)
59 HS=HS(1):D$=HS$(1)
60 PRINT"Press any key when ready"
61 GETA$:IFA$=""THEN495
62 GOTO40
63 POKEX,C:POKEX-1,C:POKEX+1,C:POKEX-40,C:POKEX+40,C
64 FORI=1TO100:NEXT:RETURN
65 PRINT"GAME OVER"
66 PRINT"HIGH SCORE":HS;" HELD BY ";N$
67 PRINT"PRESS 'P' TO PLAY AGAIN"
68 GETA$:IFA$=""THEN530
69 IFA$="P"THEN20
70 END
71 POKEX,79:X=X+A:POKEX,M
72 PRINT"YOU MADE":PRINT"IT TO":PRINT"THE"
73 PRINT"PETROL":PRINT"STATION":PRINT"5000":PRINT"POINTS"
74 FORI=1TO4000:NEXT:SC=SC+5000:PT=0:POKE4466,24:GOTO300

```



1000	DATA	"***** MAD MAX *****"
1005	DATA	"***** MAD MAX *****"
1010	DATA	"***** MAD MAX *****"
1012	DATA	"***** MAD MAX *****"
1014	DATA	"***** MAD MAX *****"
1016	DATA	"***** MAD MAX *****"
1018	DATA	"***** MAD MAX *****"
1020	DATA	"***** MAD MAX *****"
1022	DATA	"***** MAD MAX *****"
1024	DATA	"***** MAD MAX *****"
1026	DATA	"***** MAD MAX *****"
1028	DATA	"***** MAD MAX *****"
1030	DATA	"***** MAD MAX *****"
1032	DATA	"***** MAD MAX *****"
1034	DATA	"***** MAD MAX *****"
1036	DATA	"***** MAD MAX *****"
1038	DATA	"***** MAD MAX *****"
1040	DATA	"***** MAD MAX *****"
1042	DATA	"***** MAD MAX *****"
1044	DATA	"***** MAD MAX *****"
1046	DATA	"***** MAD MAX *****"
1048	DATA	"***** MAD MAX *****"
1050	DATA	"***** MAD MAX *****"
1052	DATA	"***** MAD MAX *****"
1054	DATA	"***** MAD MAX *****"
1056	DATA	"***** MAD MAX *****"
1058	DATA	"***** MAD MAX *****"
1060	DATA	"***** MAD MAX *****"
1062	DATA	"***** MAD MAX *****"
1064	DATA	"***** MAD MAX *****"
1066	DATA	"***** MAD MAX *****"
1068	DATA	"***** MAD MAX *****"
1070	DATA	"***** MAD MAX *****"
1072	DATA	"***** MAD MAX *****"
1074	DATA	"***** MAD MAX *****"
1076	DATA	"***** MAD MAX *****"
1078	DATA	"***** MAD MAX *****"
1080	DATA	"***** MAD MAX *****"
1082	DATA	"***** MAD MAX *****"
1084	DATA	"***** MAD MAX *****"
1086	DATA	"***** MAD MAX *****"
1088	DATA	"***** MAD MAX *****"
1090	DATA	"***** MAD MAX *****"
1092	DATA	"***** MAD MAX *****"

