

*Special Edition*

# ***RE* RUN**

## **GAMEPAK**

*A  
special  
collection  
of RUN's  
best games!*

- 
- Arcade games ► Strategy games ► Old-time favorites  
► Educational games ► Adventure games
- 



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# Introduction

*Welcome to RUN's GAMEPAK.*

This is our first ReRUN issue devoted entirely to one theme—games—and it features 19 super creations to run on your C-64 and C-128. This special GAMEPAK contains the best of *RUN*'s published games, as well as some we have not yet published and may never have the chance to publish. (The game titles below—printed in capitals—are exactly as they appear in the directory and as you type them in when loading.)

This issue holds a wide appeal for game players of all ages. You can make choices from an impressive array of arcade games, but your ability to react quickly won't be all that's tested. If you want an intellectual challenge, we also include several brain teasers and educational games that are bound to stretch your brain muscles.

Furthermore, we have included some old-time favorites, games that have been played by families and friends for years before the advent of the computer. And finally, we're pleased to give you the best adventure game ever submitted to *RUN*.

Get set for plenty of action with arcade games such as Daredevil Skiing (SKI), in which you experience the excitement of maneuvering through the gates without crashing as you race downhill. CHOPPER RUN will give you the unnerving thrill of flying your helicopter a precarious 10 feet from ground level in enemy territory, with many obstacles to avoid. In Don't Bug Me (BUGS), you must use your bugspray to extinguish ants, killer bees and mosquitoes in this battle against invading insects.

For you target shooters out there, we have TRAP SHOOT, so ready, aim, fire! LAVA PIT will get you airborne, as you control one of two monster bats that are fighting for dominance above the deadly lava pit.

In Spider Eater (MAD ADDER), you control a hungry, spider-eating snake, which must eat as many spiders as it can before running out of playing space, all the while trying not to trip over its own tail. Money Grubber (TAXMAN) has been heralded as a big favorite among our readers. In this



game, you must grab as much money as you can, before the tax-man gets it—and you must avoid being grabbed yourself.

BATTLESHIP WAR will put you at the helm of a Navy battleship capable of firing torpedoes and air missiles. You hold the fate of your crew as you navigate through enemy territory. Canyons of Zelaz (ZELAZ) appeared in the premiere issue of *RUN* and continues to be a favorite among our readers. You have the unenviable job of safely landing your space shuttle on the cavernous planet of Zelaz.

When you've had enough fast action, you'll welcome a more intellectual challenge with our collection of brain teasers. In SNAKES, you instruct your snake to make decisions on its own as it faces three formidable opponents in a challenge for dominance over the screen. QUATRO is a challenging Tic-Tac-Toe game, in which you must get *four* in a row, playing against either the computer or a friend.

In the Mystery of Lane Manor (MYSTERY), you must solve a murder, and in the Riddle of the Symbol Code (SYMBOL), you try to break the four-symbol code in as few attempts as possible.

We have included two more educational games that will help students and adults alike to develop their vocabularies. In

SCRAMBLER, you and a friend are challenged to unscramble each other's words. Sound effects and color contribute to making this a very pleasant learning game. Find the Word (FINDWORD) is an old favorite, in which you make printouts with your chosen words hidden in a matrix of letters.

Three other old-time favorites are also included. In Commodore's Con Game (SHELL GAME), you try to outguess the computer's quick moves to find three peas hidden under nine shells. Also, we have the 64 Shuffle (SHUFFLE), a computerized version of Shuffleboard, in which one or two people can participate.

Judging from reader response, You're It! (TAG) will continue to be an all-time favorite among people of all ages. In this action-packed game, you and a friend chase each other madly around the screen, taking turns being IT.

We have been waiting a long time for the opportunity to give you HASSLE CASTLE, a superb adventure game. You are lost in the depths of an ancient castle. A host of demons and monsters await your untimely demise, as you try to find your way up and out of the catacombs to safety. The sound effects in this adventure truly enhance the hopeless feeling of impending doom.

You would be typing for weeks



if you had to enter a program like HASSLE CASTLE by hand. These ReRUN special issues give you some superb programs that are just too long for the magazine to publish. Look forward to more of these special issues in

addition to the regular bi-monthly ReRUNS.

*MARGARET MORABITO*  
*Technical Editor*  
*RUN Magazine*



# How To Load

## DISK:

To load any of the programs, type:

**LOAD "program name",8**

then press the RETURN key.

The disk drive should whirl while the screen prints SEARCHING FOR (program name). The screen should then print LOADING and then finally READY, with the flashing cursor beneath. Type RUN and press the RETURN key. The program will then begin.

## NOTES:

You should use the entire program name exactly as listed to avoid loading programs that have similar titles.

Before loading a program ALWAYS refer to the article in the booklet for special instructions.

# DIRECTORY

## *DISK*

- 1 "SKI
- 3 "HASSLE CASTLE"
- 6 "CHOPPER RUN"
- 8 "SNAKES"
- 11 "SHELL GAME"
- 12 "BUGS"
- 14 "TRAP SHOOT"
- 15 "SHUFFLE"
- 17 "LAVA PIT"
- 19 "MAD ADDER"
- 21 "SCRAMBLER"
- 23 "TAG"
- 24 "QUATRO"
- 26 "TAX LDR"\*
- 26 "TAXMAN"
- 27 "FINDWORD"
- 29 "MYSTERY"
- 32 "BATTLESHIP"
- 33 "SYMBOL"
- 36 "ZELAX"

\* Load and run TAX LDR first. This will automatically load and run TAXMAN.





# Daredevil Skiing

*Ski season isn't over yet. Today you are going for the challenge of a lifetime—you're in the great Seven Devils Ski Race.*

By Gary V. Fields

## **RUN It Right**

*Commodore 64; joystick*

The Seven Devils Ski Race is a fast, fun-filled ski challenge. You use the keyboard or a joystick plugged into port 2.

After you load and run the program, wait a moment for the slopes to clear. As soon as the starting screen is displayed, the clock begins ticking.

Start the race by pressing either the return or F key, or the fire-button on your joystick.

To go faster, press the F key, or push the joystick forward. If you go too fast, you will fall.

To slow the speed, press the S key, or pull back on the joystick. If you slow down too much, you will stop. Press the F key or the fire-button to start moving downhill again.

To turn right, press the > key, or push the joystick to the right.

To turn left, press the < key, or push the joystick to the left.

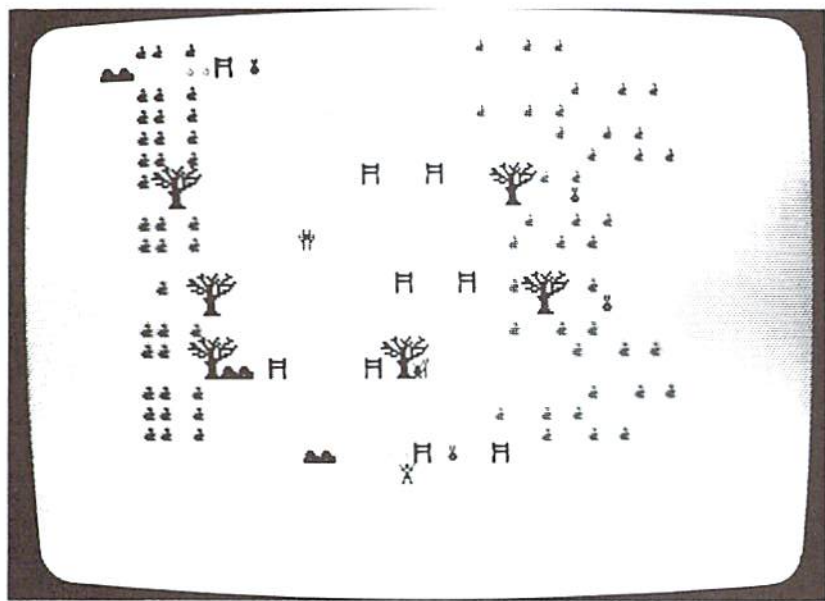
## **GATES AND RED DEVILS**

As you rush down the slope, you frequently will come upon two poles with a white banner between them. These are gates. To clear a gate, simply break through the white banner without touching a pole.

A gate guarded by a red devil adds no points to your score, and you will always fall when you try to pass through one. So watch out for the devil. Sometimes he appears for a moment and then is hidden by bushes or tree tops.

Each race contains 20 gates. Only a very lucky and highly skilled skier can clear them all. If you clear 14 gates, you are doing great. But if you fall, or hit a spectator or rabbit, points are subtracted from your score.

You gain points for speed and the number of gates you suc-



cessfully clear. But the quickest way to add points is to wipe out the red devils under the oak trees. For each devil you strike, you gain 1000 points.

Sometimes it seems impossible to avoid the gate guarded by a red devil. But there is a way to safely zip between the gate and the devil, and timing is very important. I'll leave it to you to discover the route.

There are several ways to compete with another player. Players can try to beat the high score, see who can clear the most gates, compete for speed, see who can get down the slope in record time, or, if you feel confident, see who can wipe out the most devils.

Any way you play the Seven Devils Ski Race, you will be challenged by the treacherous slopes. [R]



# Hassle Castle

*Can you fight your way out of the dark dungeons of Hassle Castle? Bela Lugosi would have felt right at home here, but for you it's either escape or perish.*

By Fred Randall

## **RUN It Right**

*Commodore 64*

Hassle Castle is an adventure game that uses text, 3-D graphics and sound effects. It's simple enough for a ten-year-old to play, yet absorbing enough to hold an adult's interest. Also—despite the seemingly random occurrence of events—it's a game of skill. Strategies that win consistently can be learned, but it isn't easy.

Unlike many games of this sort, there are no wrong moves—only foolish ones. An option menu will be presented to you whenever you are required to leave a room. You may go left (L), forward (F) or right (R) into either a room, passage, cell, a down-staircase or an up-staircase.

During play, you will be faced with trapdoors, tremors and other hassles, plus 101 of the most unlikely adversaries you will ever encounter (see Table 1).

They lurk behind doors, and they jump you in hallways and on staircases.

## **PLAYING THE GAME**

When you first run Hassle Castle, it's a good idea to read the scenario, because clues to successfully playing the game are liberally sprinkled therein. In subsequent games, you can bypass the scenario when prompted by the title screen. Just press the N key for No.

You begin your adventure on level 20, and your primary objective is to get out alive by ascending stairways and using the ancient elevator whenever possible to reach the top level.

To learn your status any time you are in a room and before making a decision, hold down the S key. The status report gives your remaining energy, remaining spells, gold pieces accumulated, creatures slain and treasure credit. It also gives your score

and the time you have spent so far in the castle.

Your status will be displayed in green if you're able to defend yourself well, yellow if your defenses are weak and red if you

are in immediate danger. Release the S key when you finish reading your status report. Use the H key to determine a creature's energy units. If the creature has more units than you do,

Anaconda	93	Iguanadon	13	Pit Viper	91
Bat Lizard	66	Iron Beast	71	Programmer	1
Black Widow	46	Iron Claw	72	Pterosaur	97
Blood Hulk	23	Iron Ghost	55	Pulverizer	86
Blood Newt	26	Iron Ghoul	77	Purple Pox	21
Blood Wolf	19	Iron Mummy	56	Rabid Wolf	14
Blue Smurf	41	Iron Robot	54	Rat Fink	95
Blue Witch	28	Iron Tiger	53	Red Crawler	89
Bystander	22	Iron Witch	57	Red Crusher	50
Claw Robot	49	Killer Bat	32	Red Knight	15
Cruncher	12	Killer Rat	64	Red Mauler	83
Devil Wolf	96	Killosaur	3	Red Spider	45
Dill Pickle	42	Mad Hacker	10	Red Witch	29
Drogonizer	51	Mad Hatter	7	Red Wizard	30
Executioner	99	Mad Jogger	0	Robot No. 1	8
Fang Wolf	48	Mad Wizard	18	Robot No. 2	9
Fire Beast	70	Mandrill	74	Sabertooth	92
Fire Cat	65	Man Eater	47	Sand Hulk	60
Fire Devil	82	Mangelizer	87	Sand Witch	59
Fire Eater	63	Manticore	39	Sand Wolf	61
Fire Ghost	20	Mauler Cat	84	Slime Hulk	33
Fire Ghoul	75	Megabyter	11	Slime Rat	25
Fire Lizard	6	Megadonkey	67	Steel Claw	85
Fire Tiger	90	Megasaurus	4	Stegosaur	34
Fire Witch	27	Moon Devil	36	Stone Hulk	98
Fire Worm	38	Moonshiner	35	Swamp Bat	79
Flesh Eater	37	Mud Beast	68	Swamp Devil	81
Gag Wumpus	58	Mud Ghoul	76	Swamp Hulk	80
Gigasaurus	5	Mud Spitter	43	Swamp Rat	78
Green Hulk	24	Mud Sucker	40	Tax Agent	100
Horned Bat	31	Mugwumpus	16	Wax Mummy	17
Ice Beast	69	Pit Crawler	88	Whomp Rat	2
Ice Lizard	52	Pit Crusher	62	Wolf Hulk	73
Idiot	94	Pit Spider	44		

Table 1. Inhabitant's energy levels.

you will most assuredly be killed.

Use the status report and the Listen and Help options to help you avoid confrontations with creatures more powerful than yourself.

Your score is based on the number of creatures you kill, the amount of gold you possess and your treasure credit. To win, you must reach level 1 or level 0. If you lose, your treasure credit is



The Retreat option allows you to seize a cell's contents without engaging in combat, but you will go down one level. Retreating doesn't always work, but sometimes it's your only option. Cells contain gold and artifacts, energy units for your sword and additional spells for you to cast on demons.

reduced to one. Your score totals will be tallied at the end of the game.

There are many plays you may use when faced with an uncertain situation, but you'll have to figure them out for yourself. Good luck! [R]

# Chopper Run

*Flying your helicopter low to the ground, you must use lightning-fast reflexes to evade ground obstacles and merciless attacks by heat-seeking missiles.*

**By Howard Campbell**

## **RUN It Right**

*Commodore 64; joystick*

You are the pilot of a reconnaissance helicopter trapped within enemy territory. In an effort to return to your home base, you must cross a heavily defended mountain region. You must fly low to the ground in an attempt to evade a heat-seeking missile that is trying to destroy your chopper. You must destroy the missile first, by forcing it to strike the ground obstacles you're trying to avoid. Each time a missile is destroyed, it is replaced by another one.

### **PREPARING FOR FIGHT OR FLIGHT**

This is the scenario for Chopper Run. Before playing, plug your joystick into control port 2. Your helicopter will move in the direction in which you push your stick.

After loading and running the program, the computer will ask if you wish to read the details about the game. Press the Y key to read the details or the N key to continue to the game.

Next, you will be asked to choose a skill level from 0 (hardest) to 5 (easiest). The more difficult the skill level, the faster the missile speeds towards your helicopter. After you've chosen a skill level, press the return key. On the screen you will see that you are in enemy territory.

At the beginning of the game, your helicopter is at the bottom center of the screen. The ground objects scroll down the screen, creating the illusion that you are flying above the ground. Push your joystick forward to advance your chopper up the screen. If you don't do this, the heat-seeking missile will smash into your chopper, and you'll have to start the game over.

Move your chopper in any di-



**DISTANCE 8**



rection to avoid ground objects and the approaching missile, but don't advance too far up the screen. You won't be able to react soon enough to swerve away from ground objects.

### **CHOPPER STRATEGY**

No matter in which direction you move your chopper, the missile will always be vertically aligned with it. You can avoid getting hit by the missile by positioning your helicopter in front of a ground object. This way, the missile will hit the ground object

and destroy itself. A new missile will then appear at the bottom of the screen and begin advancing.

The screen continuously displays your score and the highest score in the game so far. There is no maximum score. The game ends when either your chopper crashes or is hit by a missile.

That's all there is to it. But don't let Chopper Run's simplicity fool you; it takes a lot of practice just to evade the ground objects and missiles, and it takes an even greater skill to destroy the missiles. [R]



# Snakes

*Outwit your three opponents by teaching your snake strategic moves that will help it grow into victory.*

**By Douglas Fish**

## **RUN It Right**

*Commodore 64*

In Snakes, up to four players accumulate points by moving their snakes around the screen to occupy as many spaces as possible.

At the beginning of the game, the screen prompts you to select one of four options:

1. Player controlled—new
2. Player controlled—old
3. Computer controlled—new
4. Computer controlled—old

For the first game, each player chooses a "new" snake by pressing the 1 key. If you play Snakes with fewer than four players, press the 3 key for each snake without a player. Your C-64 will determine these snakes' moves as the game progresses.

After all snakes have been assigned to a player or to the computer, the screen displays four differently colored and shaped characters. These are the snakes. You move your snake around the

screen one space at a time by using one of eight keys:

U—up	Y—up-left
H—left	I—up-right
J—right	B—down-left
N—down	M—down-right

As your turn comes up, the computer will prompt you to move your snake in one of the eight directions; you cannot, however, move to a place already occupied.

A "new" snake begins the game not knowing in which direction to move. If the computer is controlling the new snake, it chooses the snake's directions at random. If *you* control the snake, you'll be prompted for a direction every time the snake encounters a situation it does not recognize.

Initially, the snakes don't recognize any situations; everything is new to them. As the snakes grow, move by move, they begin to encounter familiar situations. As soon as a snake recognizes an old situation, it repeats the same moves that it "learned" to

perform the first time it was in that predicament.

For example, if a snake is moving to the right side of the screen and runs into the edge, it will stop and wait to be taught where to go when it runs into something on the right. If you move the snake up at that point, it will store in its memory this situation and the move, so the next time it runs into a wall on the right, it will always move up.

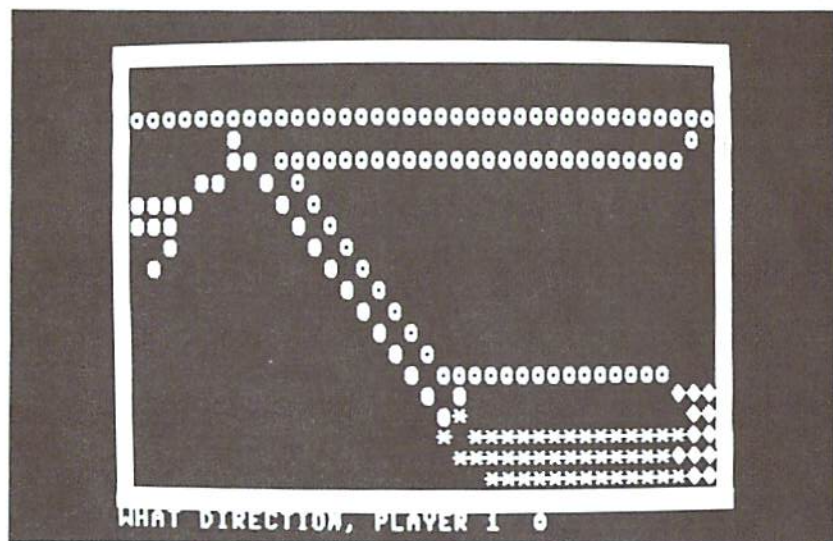
If your snake can use its most recent move or series of moves to advance into a space or spaces, the computer automatically moves your snake for you. Your snake will continue repeating this pattern until it reaches a place already occupied.

You must, however, move your snake to a new space if the computer doesn't make a move for you.

The game is over when all four snakes can no longer move to a space. Then the computer will take about a minute to total all of the characters on the screen and give each player his score.

### STRATEGY IS THE KEY

Press any key to return to the title screen. In this game and games immediately following, you may choose to have the computer save any or all snakes' moves from previous games. These are "old" snakes. Press the 2 and 4 keys to save each

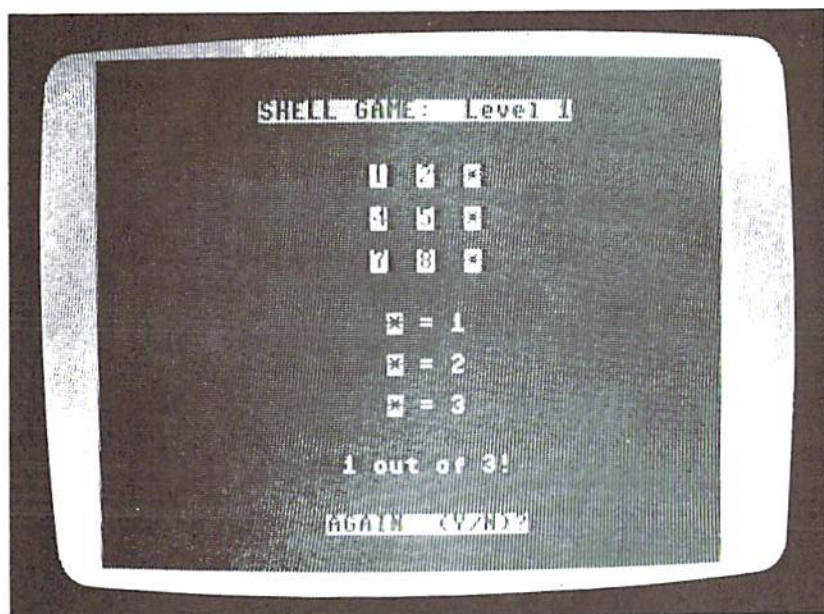


snake's moves from these games. If you want your snake to start the game anew, with no memory of previous games, press the 1 key. To start a game anew for the computer's snake, with no memory of previous games, press the 3 key.

Strategy is important in Snakes. As a game progresses, you can

create for your snake a series of moves to hinder an opponent's moves around the screen.

Positioning is another strategy you can use. Your snake is in a good position if it can trap any opponent's snake within a small area, leaving it with few spaces to fill. [R]





# Commodore's Con Game

*In this version of the pea-and-shell con game, you'll be facing a dealer of unusual dexterity—your computer. Instead of the usual three shells, this game uses nine, and you'll be looking for three peas, not just one. Luckily, the dealer doesn't cheat.*

**By Nick Sullivan**

## **RUN** It Right


*Commodore 64*

This game is very easy to play. You are first asked to choose a speed between 1 (molasses) and 9 (lightning). Then you're shown nine white squares with asterisks in three of them. The squares are the shells, of course, and the asterisks are the peas.

You are given a few moments to note the positions of the peas; then they vanish. The computer scrambles the shells with a series of deft moves and, when they are again at rest, numbers them from 1 to 9. Type in the three numbers corresponding to the shells you think now conceal

the peas. That's all there is to it. The computer will determine your score out of three, and give you a chance to play again.

It's also quick to play (each round takes less than a minute), which means that you can build up your skill in a relatively short time. The short turns also make it ideal for head-to-head competition with a friend, and since all the input can be handled by one player, there's no need for continually changing places.

Finally, this is one game that calls for concentration, alertness and quickness of eye, but not for speed of response, so you don't need the reflexes of a hockey goalie to win. 

# Don't Bug Me

*You've gone to war with them before, but never like this. The bugs are back, and they're bigger and more bothersome than ever.*

**By Steven L. Proper**

## **RUN** It Right

*Commodore 64  
Joystick*

In this game you must defend your home against killer insects. After you load and run the program, the screen prompts you to choose a skill level. Press the f1 key for Beginner, the f3 key for Intermediate or the f5 key for Professional. The level you choose determines the speed at which the bugs attack.

Then press the f1 key to read the game instructions. Use your joystick in port 2 to control the bugspray can's movement and the fire-button to control the spray.

You must spray an ant (worth six points each) six times to kill it, whereupon it disappears from the screen. Mosquitoes, bees (worth 12 and 18 points each, respectively) and attacking bees (worth 0-50 points each, with the num-

ber of points awarded randomly) require only one spray each to kill. You can spray and kill more than one bug at a time if they are sufficiently close together.

Press the return key or fire-button to get to the screen. As soon as the screen appears, bugs start moving from the left side of the screen toward your house on the right. As long as you prevent the bugs from getting near your house, you accumulate points.

Each time you kill four ants, a new wave of insect attacks begins. There is no limit to the number of waves you can play, but once you lose a wave, the game ends. To play again, press the Y key.

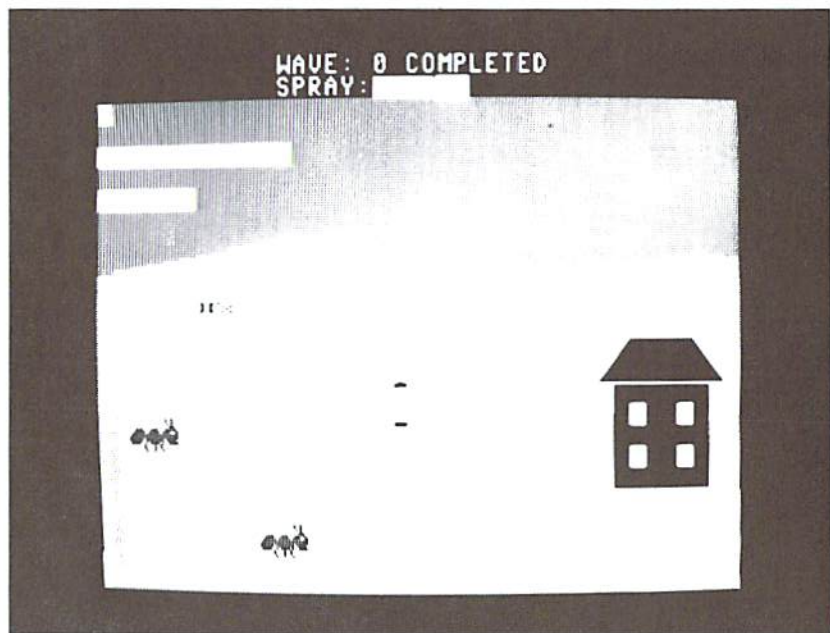
For each wave, you are given 33 shots of spray. Remember that for each wave it takes 24 squirts to kill the four ants, unless you kill more than one at a time. The amount of spray remaining



is kept track of for you at the top of the screen.

Your score, the new high score

and the wave completed are displayed in turn at the top of the screen. [R]



# Trap Shoot

*Trapshooting is an expensive sport, but with this program, you can fire away with unlimited free ammo and clay pigeons.*

**By Lee Fraley**

## **RUN It Right**

*Commodore 64  
Joystick*

The object of Trap Shoot is to improve your aim by shooting at flying clay pigeons, or blue rocks. There are 25 blue rocks on which to practice.

To begin, plug your joystick into port 2 and run the program. The C-64 will draw the playing field on the screen. To prepare for play, answer the three questions that appear on the field. First, choose your rock speed, from 1 (slow) to 15 (fast), and the gun muzzle speed, from 1 (slow) to 40 (fast). These factors will determine the difficulty level of the game. Keep in mind that the faster the rock's speed and the slower the gun's speed, the more difficult it will be for you to hit your target.

Next, press the fire-button to see how fast the blue rock speeds across the screen. Now push the joystick in any direction to move to the last question. You will be asked if you wish to change the difficulty level. If you do, press the fire-button; otherwise push the joystick in any direction to go on to the game.

At the bottom of the playing field are five posts. The shooter at the first post is there only to indicate which post you're on. The shooter will move on to the next post after you have used up five shots.

The black gun muzzle is at the far left of the trap house, above the shooter. You use your joystick to move the gun muzzle to shoot at the rocks. When the shooter moves on to the next post, the muzzle will move to a different starting location on the trap house.

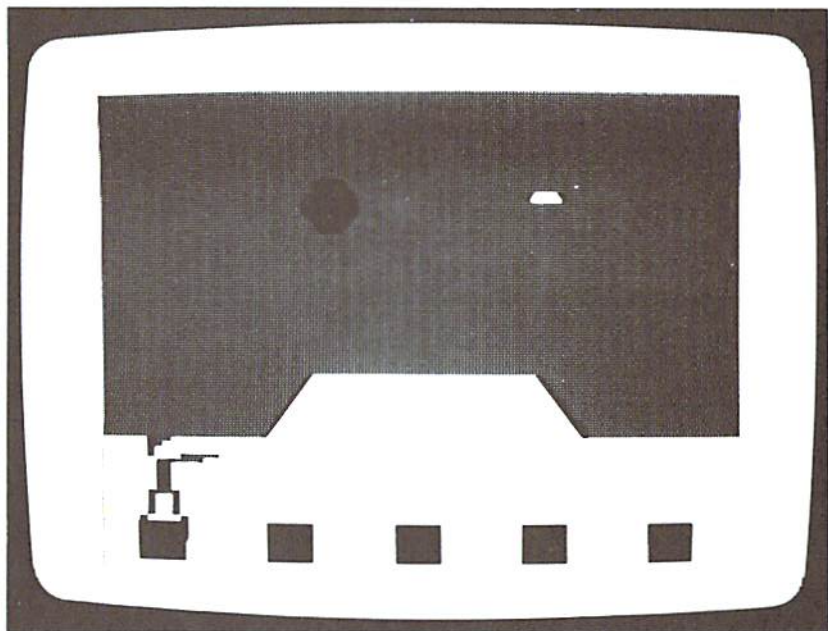
Now that you're at your post, press the fire-button to release a blue rock. With your joystick, move the gun muzzle over the moving target and shoot it by pressing the fire-button. If you hit the target, it will shatter, and one point will be added to your score, displayed at the top of the screen. You get only one shot at each of the five rocks; then you move on to the next post.

The game is over when you

have shot all 25 bullets. The computer will ask if you want to play again. If so, press the fire-button; if not, push the joystick in any direction.

For you programmers who wish to modify Trap Shoot, I used sprite 0 for the shooter, sprite 1 for the gun muzzle and sprite 2 for the blue rock. The joystick is read by the define statement.

Happy shooting! ®



# 64 Shuffle

*Luck won't help you here. Careful planning and shooting are the keys to winning this game.*

**By Buck Childress**

## **RUN It Right**

*C-64; 1 or 2 joysticks*

One or two persons can play 64 Shuffle. For one player, a joystick plugged into port 1 will control both red and blue shooters. If two are playing, port 1 controls the blue shooter and port 2 controls the red shooter.

The rules are simple. Two players, Red and Blue, take turns shooting pucks down an alley into scoring areas worth five, ten or 25 points. Each player is given three pucks per turn.

Play begins with Blue shooting first, and the players take turns until one of them reaches 150 points. (The running scores are displayed on the screen.) If the players tie the game at 150 points, the game will continue until there is a winner. Press the R key to play again. (You can also begin a new game during one already in progress by simply pressing the R key.)

## **JOYSTICK CONTROL AND STRATEGY**

Pushing the joystick to the left moves your shooter towards the top of the screen, and pushing it to the right moves your shooter down. To shoot, press the fire-button, then release it and push the joystick forward. The longer you hold down the fire-button, the farther the puck travels and the "harder" it hits any pucks in its path.

If you shoot first, your opponent may knock one of your pucks out of the scoring area, causing you to lose points. Plan your strategy with this in mind. You may bump into your own pucks as often as you like.

If you shoot second, try not to bump into your opponent's pucks more than once in any given turn. If you do, all your pucks will turn white, then disappear. Any points you have accumulated from pucks that are in scoring areas are then lost, and you forfeit the rest of that turn. ☐



# Lava Pit

*Two bat-like creatures battle to the death over a fiery lava pit. You and an opponent control the action.*

**By Scott Peterson**

## **RUN It Right**

*Commodore 64  
1 or 2 joysticks*

Lava Pit is an action game for two players, each of whom uses a joystick to control a bat-like creature called a vadrak (pigmented and albino). You move your vadrak horizontally by pushing the joystick left and right. To make the vadrak move up and down, use the fire-button. The rate at which the fire-button is repeatedly pressed determines whether the vadrak will soar higher, hover or sink.

If you use only one joystick, you may substitute the keyboard for the other joystick. Press the control key to move the vadrak left, the 2 key to move it right and the space bar to make the vadrak flap its wings.

To win a joust, you must attack your opponent's vadrak from above. Attacking from below only disintegrates your vadrak.

The vadrak who loses the bout, or falls into the lava pit, will disintegrate, and a new vadrak will be placed in the arena.

Instead of using a scoring system involving points, a "balance" system is used. Every time a player wins a bout, or his opponent's vadrak falls into the lava pit, the pointer at the bottom of the screen moves one space towards the winner's corner. When the pointer reaches one player's corner, that player wins the game. To play a new game, press the Y and return keys.

## **MODIFICATIONS**

If you wish, you may customize the jousting arena. The custom characters are set up between 192 and 255, so Poking anything less will result in garbage. The sprites (jousters) will bounce off anything you put on the screen. Just remember that the vadrak will die upon splashing into the lava.

To modify the force that one flap

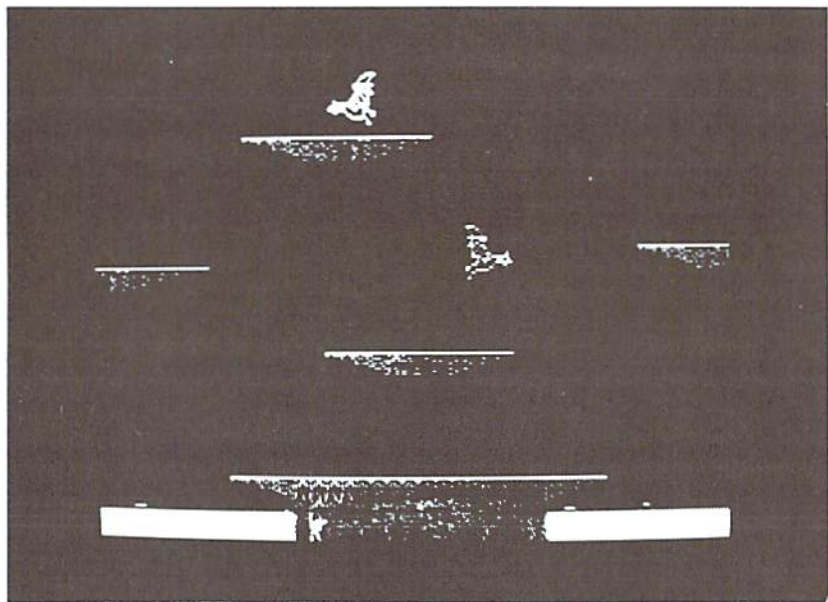


of a vadrak wing provides, simply change the contents of memory location 38606 (\$96CE) from the six normally held there to any strength you choose (the higher the number Poked in, the more power invested in each flap). Just remember to place the Poke somewhere between lines 20 and 150 of the Basic portion of the program. Immediate mode Poking will be useless, as the pro-

gram resets every time it is run.

This program runs so fast that I found it necessary to insert a delay loop (lines 200-250). The loop is special in that it becomes shorter (thereby speeding up the game) as the cursor (PEEK(38167)) nears the edge of the screen. You may change this loop to achieve any speed desired.

Happy jousting! ☐



# Spider Eater

*You'll need strategy, clever planning and a deft and nimble touch with the joystick to control and preserve this spider-eating Mad Adder.*

By James F. McConnell

## RUN It Right

*C-64; Joystick*

The Mad Adder, a joystick-controlled game, is cut from the same mold as Snake Byte, Serpentine, Slither and Viper.

The game requires a deft and nimble touch with the joystick (insert it in port 2) and clever planning and strategy. The game progresses through six stages, which become increasingly difficult. At the game's beginning, you select one of nine skill levels, ranging from the most difficult (1) to the easiest (9). If you succeed in moving through all the stages, you can roll the game—that is, start again from the first stage.

You control the Mad Adder, a voracious and venomous serpent constantly in search of his favorite food—the tarantula spider. Though the spiders are plentiful, you can occasionally

make fatal mistakes, such as causing the Adder to strike his own tail or knock himself senseless by running into the walls of his cave. The Adder grows longer with each spider he eats, thus increasing your chances for making such mistakes.

If you succeed in getting the Adder to eat 15 spiders, he will retire, to be replaced by a baby Adder in a new and smaller cave. It is this last feature that makes this game different from the others.

## LEVELS AND STAGES

The Mad Adder's game board consists only of the Adder and his quarry. While you do not have to maneuver the Adder through mazes or around obstacles, the space in which you can move him gradually shrinks as the game proceeds.

In the first few stages, there is plenty of room in which to move

the Adder. By the fifth stage, however, the Adder, fully grown, will occupy much of the available space in his cave.

In the sixth stage, the Adder need eat only seven spiders to earn retirement.

You start the game with three lives. You lose one if you cause the Adder to strike himself or the wall of his cave. You gain an extra life for each increment of 100 points in score and if you succeed in rolling the game back to the first stage.

The skill level sets the speed of the Adder's movement. Since the game is more difficult as the speed increases and as the stages progress, these factors enter into the scoring of the game.

If you select level 1, the fastest speed, each spider eaten in the first stage is worth one point, while each spider eaten in the

seventh stage is worth two points. If you select level 9, the slowest speed, each spider eaten in the first stage is worth two-thirds of a point, while each spider eaten in the seventh stage is worth one and one-third points.

The spiders in the middle stages and skill levels are awarded a proportionate number of points. If you select an easier skill level, you'll have to advance farther into the game to earn an extra life.

The game continues until you lose all of your lives. The high score of all games played at a sitting is also recorded and can be seen in the game-end display.

Finally, to pause the game, push the fire-button. Restart the game by pressing any key on the keyboard. Good luck and happy spider hunting. [R]

# Scrambler

*How good are you at unscrambling words or phrases? In this word game, you must decipher a computer-scrambled word or phrase entered by your opponent. Points are awarded based on the length of the word or phrase and the number of tries taken to correctly unscramble it.*

**By Chuck McGaffin**

## **RUN** It Right

*Commodore 64*

Scrambler starts with a player typing in a word or phrase that cannot be longer than 30 characters.

If the input word or phrase cannot be scrambled (for example, "A" or "XXX"), the program will discard the entry and request a new one.

The computer scrambles not only letters, but also numbers, symbols and spaces, then checks to be sure that the scrambled result is different from the original word or phrase. Next, it displays the scrambled result and prompts the player for input of the first character guessed.

As each correct letter is chosen, the completed portion of the


unscrambled word is displayed, and the scrambled word is updated to show only those characters remaining. You are then prompted to enter the next character. Wrong guesses are indicated with a musical reprimand.

When the word or phrase has been successfully unscrambled, the player's score is computed according to the length of the word or phrase and the number of errors made during play. The score is then displayed, and Scrambler waits for the player to hit the return key. This pause allows players to inspect the correct word or phrase and the resulting word score before proceeding to the next puzzler.

Scrambler allows each of several players to input a set of words or phrases at the beginning of play.



Each player's running score is displayed along with the score for the current word. The computer prints a prompt to identify which player is to make an entry or to unscramble the currently displayed word or phrase.

Scrambler is a simple yet enjoyable game for young and old. The game also can be used in conjunction with vocabulary lists as a fun way to help children learn to spell. 

## SCRAMBLED WORDS

TIM'S TURN:

00LSAC

PA0000



SELECT LETTER FOR POSITION NO. 3

NUMBER OF FLUBS = 3

SCORE:

TIM  
SUZANNE  
MARGARET

0  
0  
0

# You're It!

*How would you like to play tag indoors? Here's a Basic program that requires two joysticks, so you and a friend can chase each other around the screen.*

**By Gerald Coddington**

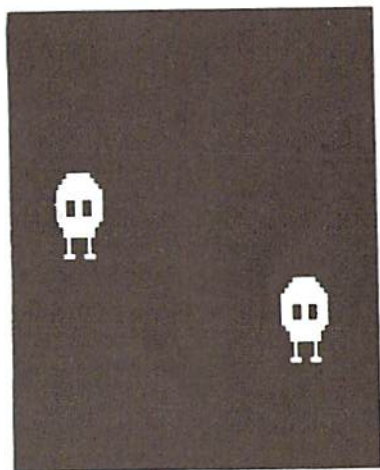
## **RUN It Right**

*Commodore 64  
Two joysticks*

Before you load and run Tag, make sure your two joysticks are plugged in. The opening screen allows you the option of reading instructions if you're not familiar with this game.

The object of this version of Tag is to accumulate two minutes' worth of free time. Your free-time total grows whenever your opponent is "It."

Note that there are two hiding spots located at the top and bottom sections of the screen. Use them to your advantage. ®



# Quatro

*This game adds a new dimension to tic-tac-toe. You must get four in a row to defeat your opponent.*

**By Sol Steinberg**

## **RUN It Right**

*Commodore 64*

This strategy game is like Tic-Tac-Toe, but more difficult. The playing field is seven columns wide and eight rows high. You play by choosing a column, and the computer then enters your color in the *lowest* unoccupied square in your chosen column. The first player to occupy four squares in a line (horizontally, vertically or diagonally) is the winner.

The program will ask if you want instructions. Type Y for yes or N for no. Next, you'll be asked if you want to play against the computer or another player. Type C or P.

If you type P, the game will start, one player will be red and the other black. The computer's only functions in this situation will be to act as a recorder and an umpire; it will neither allow illegal moves nor overlook a win.

If you type C, you'll be asked for the play level. Type A for amateur, P for pro or W for world class. At the pro level, the computer looks ahead to see that it doesn't create new opportunities for you to win. At the world class level, the computer sets traps and waits for you to fall into them. If you are playing against the computer, you will always be red.

Each player will be asked, "Which Column?" Simply type the column number you want to play, and the computer will fill the next vacant square with your color and will sound a tone. It also will check to see if that move gives you a win and if any squares are left to be played. A winning move receives a fanfare. After each game, the program will ask if you want to play again. Type Y or N. The starting player varies with each new game.

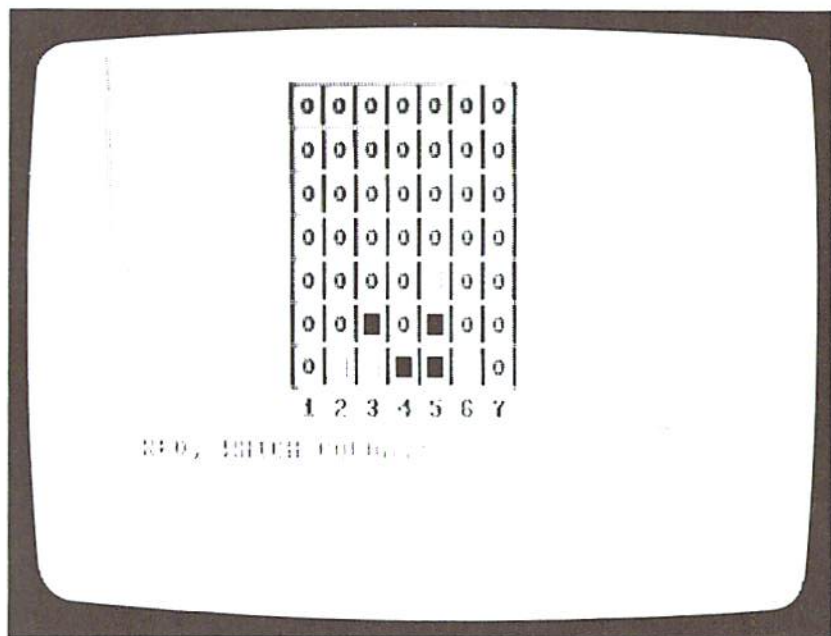
If you play against the computer, the computer's first play is random, to provide variety in the

games. Try to control the center of the playing field and avoid creating an opportunity for your opponent to win. You must keep in mind that each time you move to a square, the square above that one becomes available to your opponent.

The computer takes nearly 15

seconds per move; it must consider every possible combination of four contiguous squares that includes the available square in the chosen column.

I hope you will find this game a welcome break from arcade and adventure types. [R]





# Money Grubber

*You've got to be quick to stay ahead of that money-grubbing taxman, who's hot on your trail. He's after your every dollar and won't stop at that. He wants your life.*

**By Doug Smoak**

## **RUN It Right**

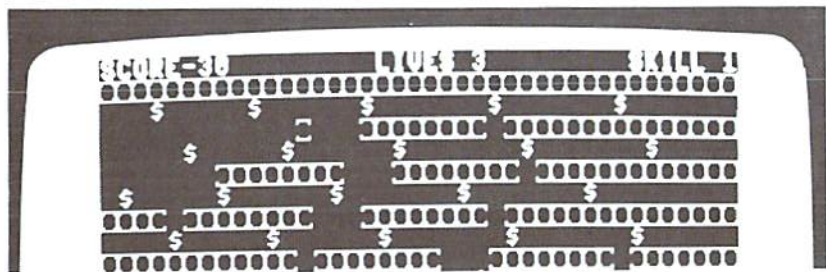
*Commodore 64  
Joystick*

In Taxman, you must move through different levels of the screen and gather money. But, just as in real life, someone else wants your money, too. The taxman, of course. But, unlike real life, the taxman wants more than your money...he wants you!

To play Taxman, you must plug a joystick into the rear port

of your C-64. You earn points for each \$ that you gather and you lose points for each one that the taxman gets. You begin with three lives (maybe nine would be better?), and each time the taxman catches you, you lose one life. If you reach 2000 points, you gain a life. The program makes a noise when you get caught and a beep when you gain an extra life.

I hope you enjoy beating the Taxman! ☐



# Find the Word

*If you like playing find-the-word games, you'll like this program, which enables you to play magazine-quality games on your computer.*

**By Gerald A. Caron**

## **RUN It Right**

*Commodore 64  
Printer*

I wrote this program for my special education class. The kids really like doing find-the-word games, but have problems with letters spaced too closely together.

Find the Word produces a duplication of the commercial find-the-word games. I used a Gemini 10X printer to create Figure 1. A 1526 printer will produce the same results, but a bit smaller.

You may input up to 20 words. Words must be at least three

letters in length and no more than 15.

The program will scramble your words and construct the grid. The screen will display PLEASE WAIT. It doesn't take too long, but you'll need a little patience. Think of the number of possibilities the computer must consider.

When the screen is finished, the printer will start and print the grid on paper. The grid is over 60 spaces across, with a single space between adjacent letters and a line space between adjacent rows.

Good hunting! [R]

S	O	L	T	I	F	T	H	E	N	A	H	O	R	E	T	U	R	N	F
D	L	O	I	N	T	T	S	E	P	A	T	R	A	O	R	L	A	T	O
A	O	S	N	A	R	N	E	L	E	L	A	O	F	P	R	I	E	D	R
L	S	F	T	R	A	T	L	G	I	M	T	O	P	K	N	A	T	I	A
T	E	E	O	R	I	E	O	I	H	A	P	O	I	O	O	T	R	G	G
T	L	X	N	R	R	L	N	N	R	N	L	I	N	P	T	R	L	H	D
E	B	F	L	O	R	E	R	R	R	T	P	S	D	D	S	O	R	X	R
E	A	E	S	M	O	P	E	R	L	P	L	O	O	P	S	O	G	P	O
O	I	O	V	A	M	I	E	O	O	S	K	R	G	A	R	L	O	S	I
O	A	L	P	E	O	R	T	E	O	D	L	L	O	O	E	K	I	L	P
P	V	T	T	E	O	R	H	P	K	A	R	O	V	O	E	D	L	A	T
D	O	O	O	O	S	R	O	P	O	S	E	P	A	D	I	T	A	S	T
E	I	R	O	I	O	A	F	A	M	S	E	I	F	M	O	R	O	R	T
I	I	S	X	S	B	P	N	A	\$	M	E	N	A	M	R	O	H	P	K
N	A	I	K	U	O	P	R	I	R	E	N	I	N	A	O	G	O	M	O
V	T	R	S	S	E	G	F	I	H	N	E	O	Y	L	V	V	N	O	R
O	M	O	N	O	O	T	A	S	C	M	X	S	T	N	P	X	A	D	E
A	G	O	G	R	N	P	E	N	R	M	T	T	P	F	R	L	N	N	T
P	O	A	P	L	R	A	C	E	E	T	E	P	E	O	T	E	R	A	D
N	L	E	I	S	T	P	F	T	R	N	D	O	O	R	T	R	A	R	O

Figure 1. Sample printout of the Find the Word game. Hidden words can be found horizontally, vertically or diagonally.

# The Mystery of Lane Manor

*Where are Sherlock Holmes, Nero Wolfe and Peter Wimsey when you need them? Someone's been murdered at Lane Manor, and you're going to need more than a slick trenchcoat and a funny hat to discover where, with what and whodunit.*

By Jim Sanders

## **RUN** It Right

*Commodore 64  
1 or 2 joysticks*

Mystery of Lane Manor is a whodunit game, in which the players act as detectives trying to solve the mysterious murder of industrialist James Lane. The mystery is solved (and the winner declared) when the murderer and weapon are discovered and the location of the crime is determined. The correct answers are randomly generated each time the program is run, so the game provides an endless source of mystery.

There are six different rooms where the crime could have oc-

curred. There are five different people who could have murdered Mr. Lane. And there are five weapons that could have been used.

## **HOW TO SLEUTH**

To make a guess, each player, in turn, moves a token to the red square in a room.

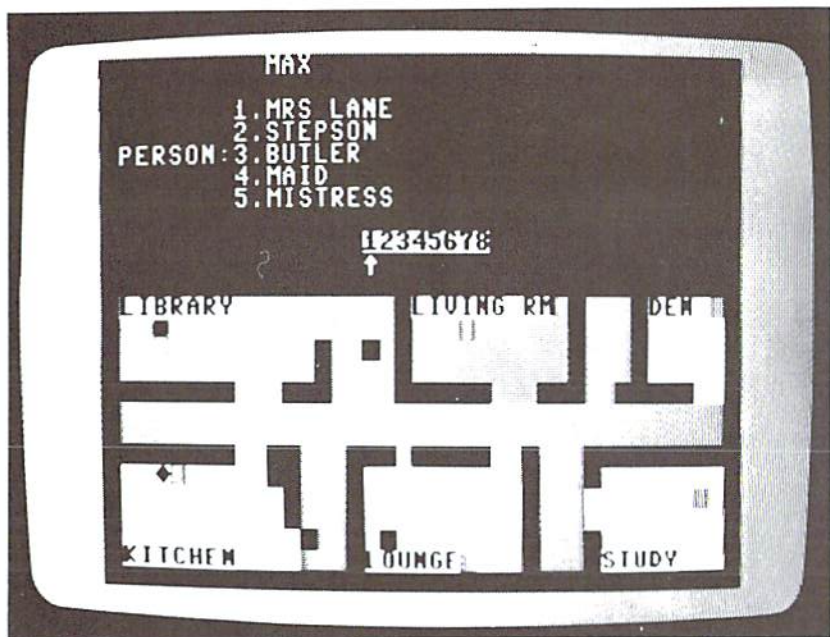
The step-generator, which is running when the play screen is initially displayed, determines the number of steps you move your token. The player whose name is displayed goes first, by pressing the fire-button. This stops the step-generator, and an arrow reveals the number of steps you must move.

Once you've reached the red



1. One or two detectives may work on the case.
2. The object is to solve the murder in the shortest amount of time or, if two players, before your opponent.
3. Murderer, room and weapon must be found.
4. In order to make a guess, you must be in a room and on the red square.
5. You must move your token the number of steps given by the step-generator.
6. After you've made your guesses, you'll be informed how many are correct.
7. After a guess, your token will be placed in the safety of the main hallway.
8. To win, you must solve the murder in the room where it occurred.
9. Guesses are made using the guess-selector, via the joystick and the fire-button.
10. The fire-button is also used to stop the step-generator.

*Table. Summary of play instructions for Mystery of Lane Manor.*



square, the program will enter the Guess routine, and the list of suspects will be displayed under your name. Move the flashing arrow (via the joystick) to the number corresponding to the suspect you deem guilty, and push the joystick's fire-button to register your guess. Next, the six possible rooms will be listed; guess again and press the fire-button. The list of weapons will then be displayed.

After you've made your three guesses, a review of these guesses will be displayed and the number of correct guesses will be revealed.

For an added challenge, at the beginning of the game you're given the option of seeing or not seeing the step-generator pointer. With the pointer invisible, planned movement through the manor is practically impossible. After you make a guess, the token is placed somewhere in the main hallway.

### LOOK OUT!

The manor is not without its own hazards. Trapdoors randomly spring open and can be-

come very troublesome. If you fall through a trapdoor, you are forced to begin the trek again, from the home position. As the game progresses, the trapdoors may block doors or eliminate needed guessing squares. You may clear the manor of the trapdoors by pressing the return key. If you do this, both tokens are forced to begin again at the home position.

You may discover all the data to solve the mystery, but your final guess must be made in the room where the crime was committed.

When the mystery is finally solved, the winning detective is congratulated with a musical fanfare and the time it took to solve the mystery.

For your convenience, I've included an itemized list of instructions, which should make learning the game easier. I hope you enjoy playing *Mystery of Lane Manor*. [R]

# Battleship War

*This battleship game challenges you to defend your fleet from enemy attack.*

**By Keith Meade**

## **RUN It Right**

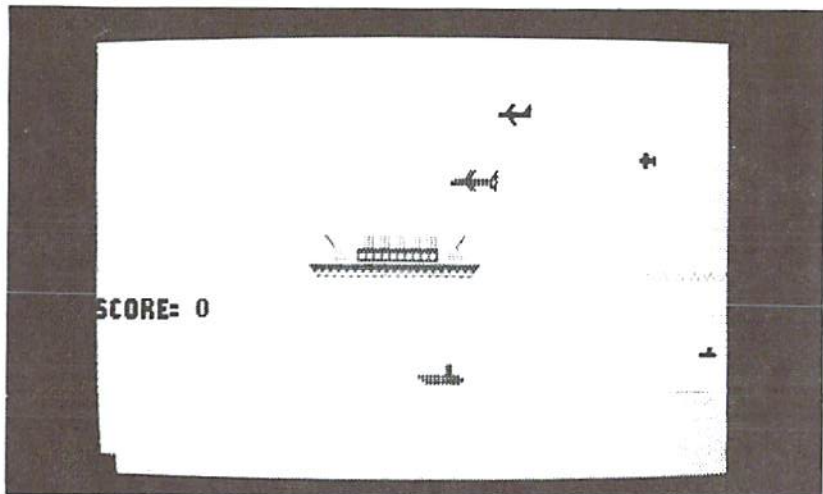
*Commodore 64*

Battleship War, an arcade-style game for the Commodore 64, begins with an instruction display that describes user controls and target point values. You must, as in any good shoot-'em-

up, blast as many objects as possible—the smaller the targets the higher the point value. The submarines can be elusive, but if you watch them too closely, the airplanes will slip past you.

To fire missiles, press the cursor left and right keys. To fire torpedoes, press the space bar.

Good luck and have fun. ☐



# The Riddle Of the Symbol Code

*This game is a mind challenger. Fast thinking is a plus, but fast reaction, manual dexterity and everything else that makes you a good arcade-game player, are irrelevant.*

**By Evangelos Petroutsos**

## **RUN It Right**

*Commodore 64*

Symbol Code is an adaptation for the Commodore 64 computer of the once very popular table-game, Mastermind. The object of Mastermind is to break a code consisting of a sequence of four colors selected from a palette of six different colors. The code is set by another player. Each time you make a guess, you are provided with some information concerning the success of your attempt. Good judgment and the use of all available information will help you break the hidden code.

### **MANY PERMUTATIONS**

Symbol Code uses six different symbols (see Figure 1) instead of

colors, so that the display is more interesting and the game can be played on either a color or a black and white TV set. Since the code consists of four out of six symbols, there are at least 360 possible four-symbol codes. If you allow any symbol to appear more than once in the code, there can be as many as  $6^4$ , or 1296, possible codes. The challenge is to break the hidden code in as few trials as possible. Your task is not easy, as you will discover!



*Figure 1. The symbols used to form the codes in the game program, Symbol Code.*

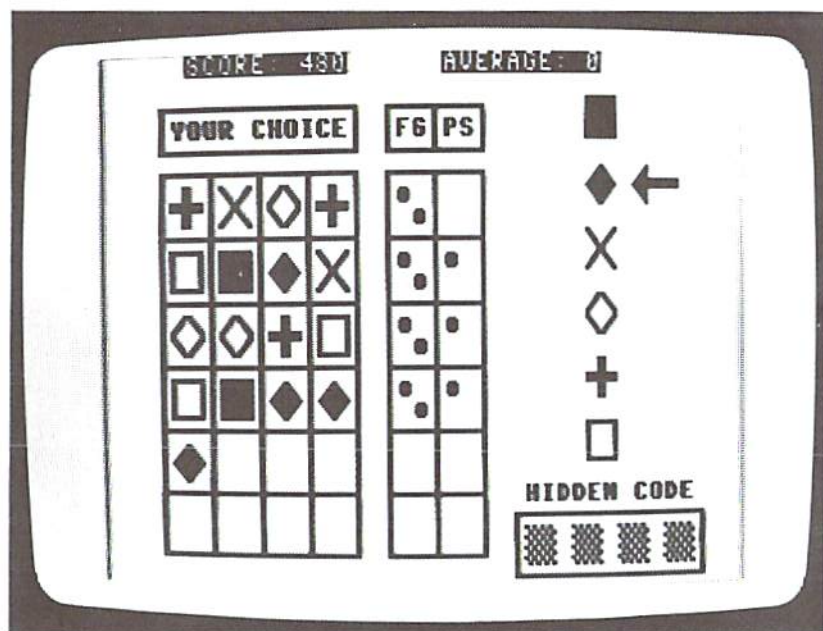


Let's take a look at the game. After you run the program, an empty grid will appear on the screen. Its columns are labeled 1, 2, 3, 4, FG and PS. The six symbols are displayed at the right-hand side of the screen, with an arrow pointing to the first one. Your guesses will appear in the first four columns.

The columns labeled PS and FG will be filled in by the computer as follows: FG is the number of symbols you have guessed correctly. PS shows the number of correctly guessed symbols that are also in the correct position.

For example, three dots in the FG column and one dot in the PS column indicate that in your last guess you have guessed three symbols correctly, but only one of them is in the correct position. Your task is to find out which are the correctly guessed symbols and which one is in the correct position.

The grid is large enough to display six consecutive efforts. If you have not broken the code after the six trials, your next guess will replace the least recent one. With experience, however, you'll realize that six guesses are sufficient.



## MAKING THE MOVES

To enter your move, first choose a symbol and the position in which you want it placed. Then, using the function keys, move the arrow up (f1) or down (f7) so that it points to the desired symbol. Lastly, hit the key (1, 2, 3 or 4) corresponding to the square in which you wish to place the selected symbol, and it will appear there.

In case you change your mind, you can overwrite any symbol in any position, changing the combination as many times as you wish before hitting the space bar to enter your move. But once all four squares are filled and you hit the space bar, there is no turning back. When you hit the space bar, the program will read your move, compare it to the hidden code and display the results of the comparison in the FG and PS columns next to your guess.


Although the hidden code ordinarily consists of four *different* symbols, you may choose to repeat a symbol in any given guess to try to find out whether or not it belongs to the hidden code. Beginners frequently use this technique, which sometimes—combined with a little luck—provides useful information about the hidden code at the first stages of the game.

Suppose, for example, that the hidden code does *not* include the symbol "x" or "+," and that

your first guess is "+ + x x." The results of the comparison tell you immediately the four symbols making up the code. Then you have to determine their order. After breaking the hidden code, you can start a new game by pressing any function key.

One last feature of the game is the Help command. As you try to break the hidden code, four small black squares are continuously displayed at the lower right-hand corner of the screen. These are the symbols in the hidden code. Each time you press H, one of the symbols in the hidden code will be revealed. When you break the code, all four symbols will be displayed there.

A word about the score. The maximum score you can get in one play is 500. If you break the code with your first or second guess, you get all 500 points. If not, each unsuccessful guess after the first two will cost you ten points. You also lose 50 points every time you ask for Help, and asking for Help four times in the same play reduces your score to zero. Your current score, as well as the average score of all your previous games, will be displayed at the top of the screen.

If you find the game too easy to play, you can remove lines 135 and 137. Doing so will almost triple the number of possible combinations for the hidden code. 

# Canyons of Zelaz

*You're good—no doubt about it. You've fought off hundreds of invaders, made the jump to hyperspace and shot your way through a meteor swarm that was blizzard-thick on your sensors. Now you've earned a rest, unless... maybe you're good enough to fly the mail run in the Canyons of Zelaz.*

**By Gary D. McClellan**

## **RUN** It Right

*Commodore 64  
Joystick*

Zelaz is an airless planetoid discovered in 2183. Mineral deposits of commercial quantity were located in the northern hemisphere. The first three landing parties perished when their ships were destroyed at landing. Fluxes in the planetoid's magnetic field were discovered, and a landing team was sent in farther south.

After a successful landing, the team moved north with tracked vehicles. Rich deposits of Ellisonite were discovered. Mining operations began and the excavations followed the Ellisonite plugs

down through the crystalline mantle of Zelaz.

The aberrations in the magnetic field stabilized below the surface of Zelaz, so the miners nicknamed the destructive forces at the top of the canyons the "magwinds." A warning beacon was erected at the top of each canyon wall to warn of the danger. Other problems occurred.

The crystalline layer surrounding the deposits of Ellisonite reacted violently to Earth-manufactured alloys. To protect their equipment and themselves from serious damage, the miners left a thin coating of Ellisonite covering the canyon sides as a buffer zone. A heavily shielded shuttle was built to haul loads of Ellisonite from the bottom of the



subcanyons created by the mining operation to the landing pad at the upper level of the main canyon.

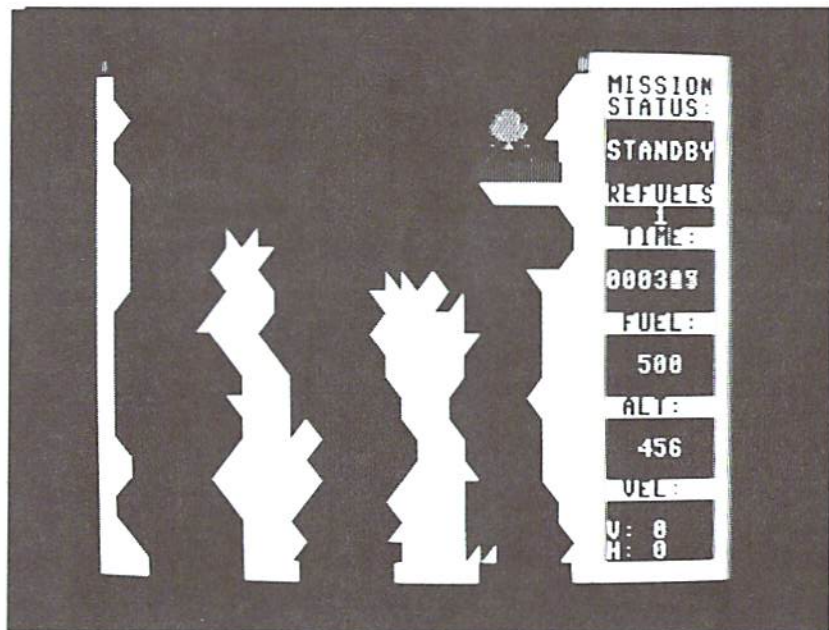
### ACTION

The mission of the shuttle pilot is to fly into each subcanyon and to land successfully at the bottom. At each of three landing pads in the canyons, the shuttle drops off mail and supplies for the mining team working there and takes on a cargo of Ellisonite and 300 units of fuel. The shuttle then must be flown to the next landing pad or returned to the

upper landing pad, where greater supplies of fuel are available.

If the shuttle makes contact with a landing pad at a velocity of  $-10$  or less or a horizontal velocity of  $4.5$  or greater or  $-4.5$  or less, the shuttle will explode. If the shuttle brushes against the canyon walls briefly, nothing will happen. More than brief contact will explode the ship.

When the shuttle is returning to the upper pad, if the shuttle altitude reaches the same altitude of the warning beacons, the shuttle will be ripped apart by the magwinds or hurled into the upper canyon walls.





After all three lower landing pads have been reached and the shuttle has safely returned to the upper pad, the mission is complete. A status report will be generated on the mission computer and the shuttle pilot scored.

### GAME-PLAYING

After the game program is entered into your machine, you're ready to fly a mission.

Until you get the feel of the shuttle, be careful when taking off. Positive vertical velocity builds up rapidly and you'll find yourself in the magwinds. Push the joystick to the left as you take off to build up horizontal velocity to help you clear the landing

pad. The shuttle's on-board computer will hold the horizontal velocity constant until increased or decreased by the joystick.

The lower pads are green until you land; then they turn red. If you reland on a red pad, you won't receive any fuel, since it already has been depleted.

If at first you are burning too much fuel, take off and then immediately reland on the upper pad. Each time you reland, your fuel reserves will build. Your final score will suffer, but you'll be able to complete the mission.

If you find yourself on a lower pad and feel you don't have enough fuel to continue, pull back on the joystick and the mission will be aborted. [R]

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- ▶ Battleship War
- ▶ Mystery of Lane Manor
- ▶ Tag
- ▶ Daredevil Skiing
- ▶ Bugs
- ▶ Lava Pit
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