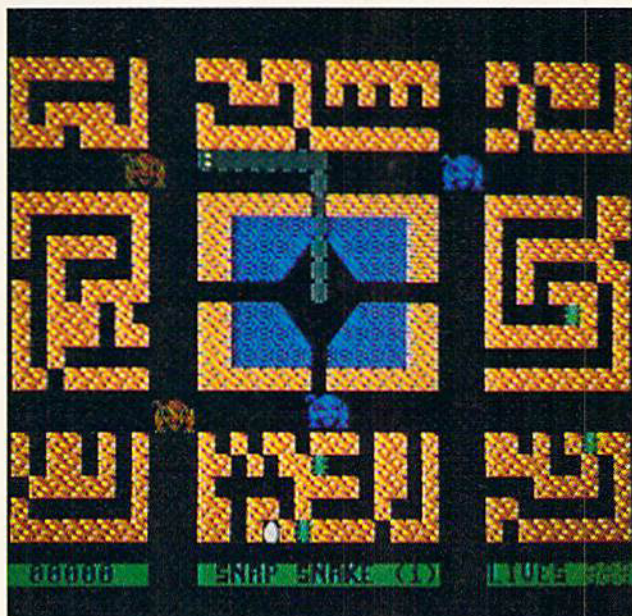
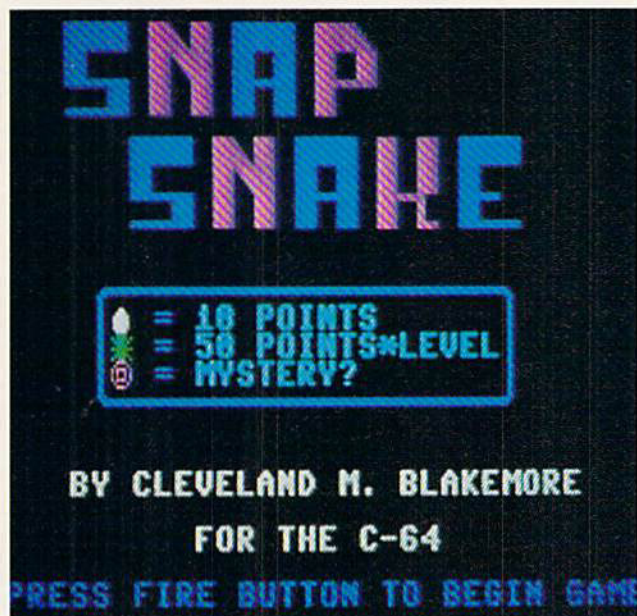




PHOTOS: MICHAEL R. DAVILA

If you ever get a chance to visit Texas, be sure to ask about the "snap snake" native to those parts. You'll end up with some red-faced farmer swearing up and down that one of those critters whipped his great grandson fifty lashes on the back when he tried to run the serpent over with the tractor last year. But you'll notice that it's always somebody else—his nephew, his thrice-removed cousin. Ask him if he's ever seen one, and he'll deny ever actually laying eyes on this awesome species—but he'll take a blood oath to the effect that he's heard them cracking and slapping stones to powder far off in the fields on some hot afternoon.

According to the great unwritten herpetological almanac of Texas legend, these snakes are extremely dangerous creatures that curl themselves into a hoop by swallowing their own tails. Rolling like wheels, they obtain the necessary horizontal speed, then catapult themselves angrily at terrified humans, disengaging at the last possible second and delivering a mighty whiplike blow with their hind end that knocks the helpless recipient goofy.

When I was going to college in Texas, the locals related this story to me time and time again, the same story so often repeated that it sometimes seemed there might be a grain of truth to it.

In any case, I have never seen a snap snake. However, I was so impressed with this folk tale that I thought it would make a neat computer game, especially aurally. I was right. *Snap Snake* is one of my favorite games in terms of sound. I hope you'll find it entertaining as well.

Plug your joystick into Port 2 to play. Only vertical and horizontal controls are used to control the snap snake.

My snap snake does not roll into a hoop. His only resemblance to his legendary cousin is that he makes a snapping sound as he extends out from and back into his hole.

Since snakes are notorious egg-stealers, I set the game in the desert, with the snake's burrow in the middle of a maze of tunnels belonging to desert birds, who bury their eggs in the sand. The snake is in a good location for easy

meals all day long, except for one thing. His natural enemies, possums, roam the area constantly. They are ravenously hungry as well. If they touch any part of his body, he will end up a meal himself.

Our snake is a wary customer, though. He keeps his tail end anchored in the middle of his lair, and when a possum approaches, he spins back and withdraws into his hole. Press the fire button with the joystick centered to pull the snake back into his burrow.

Besides the eggs, there are occasional bugs in the nests that the snap snake can swallow for bonus points. If he is really fortunate, he may stumble on a gold nugget, which can be worth anywhere from 200 to 1000 points.

As soon as the snap snake clears the screen of eggs, the game moves to a new level, with faster possums, more eggs, and different colored terrain. Level 9 is the highest obtainable, and it is very difficult to clear the screen at this level.

Snap Snake is a hybrid of BASIC 2.0 and machine language, utilizing interrupts to play the music and move the possums. It also has multicolor graphics so that I could make easy color changes to the screen with little effort. I stuck it up in video block 3 (49152-65535) so that I'd have plenty of room for the character definitions. Make sure that you type POKE648,4 if you hit RUN STOP/RESTORE accidentally during gameplay. You'll be unable to see the cursor until you do.

Also be cautious when typing in the egg locations at the end of the program. *Bug Repellent* might not catch a transposition error here, but you should spot the problem if any egg, bug, or nugget appears anywhere but at the end of a tunnel. It could cause false collision data to occur if it is in the path of one of the possums.

Snap Snake will probably remind you of some of those zany, addictive games that were released in droves throughout the early half of the '80s, such as *Centipede* or *Frogger*. I hope you'll find yourself spending many frustrated hours playing "just one more game" of *Snap Snake*. □

SEE PROGRAM LISTING ON PAGE 74

HING CREATURE,AIR,""
 •1730 DATAEARTH,,FIRE,EARTH BURIES BUT FIRE INCINERATES
 •1740 DATAWOLVES,"DRAGONS ARE FANTASY-BUT WOLVES ARE REAL",DRAGONS,""
 •1750 DATASLOW DEATH,"YOU CAN SURVIVE TORTURE,BUT NEVER DEATH",SLOW TORTURE,""
 •1760 DATAREAL,,UNREAL,YOU CANNOT EXIST OUTSIDE REALITY
 •1770 DATADESPAIR,,PANIC,PANIC IS LOSS OF CONSCIOUS CONTROL AND CAUSES DEATH
 •1780 DATALIFE & DEATH,,ETERNAL CONFINEMENT,LIFE IS BETTER THAN IMPRISONMENT
 •1790 DATASAFE CHAOS,CHAOS IS OUTSIDE OF REALITY,DANGEROUS ORDER,""
 •1800 DATADEMONS,,TIGERS,"DEMONS ARE NOT REAL,TIGERS ARE"
 •1810 DATANIGHTMARES,"",RATTLESNAKES,VENOM KILLS BUT NIGHTMARES ARE HARMLESS
 •1820 DATADEATH SENTENCE,"",EXTERMINATION,"WHERE THERE'S LIFE,THERE'S HOPE"
 •1830 DATASEARING HEAT,,ABSOLUTE ZERO COLLID,NOTHING CAN SURVIVE ABSOLUTE ZERO
 •1840 DATAACCELERATION,TO BE ACCELERATED TOO QUICKLY IS FATAL,DEACCELERATION,"" PH

NN
 OD
 EG
 OE
 MC
 KE
 DJ
 DF
 LG
 AL
 BL
 DJ
 PH

C0A8: AD 01 D0 18 6D D9 C1 8D D6
 C0B0: 01 D0 4C BF C0 AD 01 D0 CE
 C0B8: 38 ED D9 C1 8D 01 D0 60 3A
 C0C0: AD 10 D0 29 01 D0 17 AD 0F
 C0C8: 00 D0 38 CD EA C1 B0 06 03
 C0D0: AD EA C1 8D 00 D0 AD EC 24
 C0D8: C1 D0 17 4C E3 C0 AD EC 0E
 C0E0: C1 F0 0F AD 00 D0 38 CD 27
 C0E8: EB C1 90 06 AD EB C1 8D 16
 C0F0: 00 D0 AD 01 D0 38 CD ED 35
 C0F8: C1 B0 09 AD ED C1 8D 01 60
 C100: D0 4C 13 C1 AD 01 D0 38 A9
 C108: CD EE C1 90 06 AD EE C1 7B
 C110: 8D 01 D0 60 A2 07 AD F0 18
 C118: C1 3D BF C1 F0 41 8A 0A 5F
 C120: A8 BD F1 C1 18 6D 00 D0 90
 C128: 99 00 D0 90 0C BD BF C1 6E
 C130: 0D 10 D0 8D 10 D0 4C 44 1D
 C138: C1 A9 FF 5D BF C1 2D 10 BF
 C140: D0 8D 10 D0 C8 BD F9 C1 C1
 C148: 18 6D 01 D0 99 00 D0 A9 B3
 C150: 01 2D 10 D0 F0 09 BD BF D6
 C158: C1 0D 10 D0 8D 10 D0 CA 41
 C160: D0 B4 60 A9 2C 20 FF AE EA
 C168: 20 EB B7 A5 14 8D EB C1 21
 C170: A5 15 8D EC C1 20 9B B7 DA
 C178: 8E EA C1 60 20 9B B7 8E 16
 C180: ED C1 20 9B B7 8E EE C1 E2
 C188: 60 20 9B B7 8E F0 C1 60 FD
 C190: 20 9B B7 8E EF C1 60 20 C4
 C198: 9B B7 8E A7 02 20 9B B7 97
 C1A0: 8A AE A7 02 9D F1 C1 60 35
 C1A8: 20 9B B7 8E A7 02 20 9B 10
 C1B0: B7 8A AE A7 02 9D F9 C1 A4
 C1B8: 60 20 9B B7 8E D9 C1 01 B7
 C1C0: 02 04 08 10 20 40 80 00 BF
 C1C8: 00 00 FF 01 FF 01 00 01 CB
 C1D0: 01 00 01 FF 01 FF 00 FF D3
 C1D8: FF 01 00 01 05 00 07 08 EE
 C1E0: 06 00 03 02 04 00 00 00 EF
 C1E8: 00 00 18 F8 00 32 D2 FF FE
 C1F0: FE 00 18 30 48 00 18 30 C8
 C1F8: 48 00 00 00 00 15 15 15 80
 C200: 15 00 FF 15

MOB BLOB FROM PAGE 41

Starting address in hex: C000

Ending address in hex: C202

SYS to start: 49152

Flankspeed required for entry! See page 69.

C000: 78 A9 1F 8D 14 03 A9 C0 50
 C008: 8D 15 03 A9 F8 8D 12 D0 C0
 C010: AD 11 D0 29 7F 8D 11 D0 B7
 C018: A9 81 8D 1A D0 58 60 AD 22
 C020: 19 D0 8D 19 D0 29 01 D0 7C
 C028: 07 AD 0D DC 58 4C 31 EA 87
 C030: AD 00 DC 29 0F 8D A7 02 2A
 C038: A9 0F 38 ED A7 02 A8 B9 23
 C040: DA C1 F0 0F 8D A8 02 A8 BD
 C048: B9 BE C1 2D EF C1 F0 03 55
 C050: 20 64 C0 20 C0 C0 20 14 6B
 C058: C1 A9 F8 8D 12 D0 4C BC 36
 C060: FE 4C 31 EA AD A8 02 0A 2A
 C068: AA BD C7 C1 30 19 F0 2B BF
 C070: AD 00 D0 18 6D D9 C1 8D 9D
 C078: 00 D0 90 1F A9 01 4D 10 01
 C080: D0 8D 10 D0 4C 9B C0 AD 16
 C088: 00 D0 38 ED D9 C1 8D 00 A8
 C090: D0 B0 08 A9 01 4D 10 D0 F2
 C098: 8D 10 D0 AD A8 02 0A AA 14
 C0A0: E8 BD C7 C1 30 0F F0 17 18

SNAP SNAKE FROM PAGE 43

•10 GOTO30
 •20 POKEI+D,C:POKEG,F+D:POKEG,F:RETURN
 •30 POKE53281,..:POKE53280,..:POKE53282,8:P
 OKE53283,11:PRINT"[CLEAR]"CHR\$(8)CHR\$(14
 2)
 •40 GOSUB890:FORJ=50176TO50602:READL:POKE

PL
 AI
 BE

```

J,L: NEXT
50 FORJ=.TO63:READL:POKE51712+J,L: NEXT
60 DIM M(8),H(8),L(200),E(47)
70 DIMJ,L,C,V,D,P,T,F,I,G,K,L,U,B,S,EG,S
C,LV,SS,OF
80 FORX=1TO8:READM(X):NEXT:FORX=1TO8:REA
DH(X):NEXT
90 FORX=.TO15:READJ:POKE53248+X,J: NEXT
100 FORX=.TO7:POKE50168+X,40:C=-(C=.):PO
KE53248+39+X,6+3*C:NEXT
110 FORX=.TO47:READE(X):NEXT:SF$="[HOME]
":FORX=.TO23:SF$=SF$+"[DOWN]":NEXT
120 SYS50176
130 GOSUB610:WAIT56320,16,16:GOSUB410
140 J=.:C=.:T=.:P=.:I=54272:G=I+4:V=5324
8:D=1:F=128:K=200:E=49151:B=32:S=81
150 LV=.:SC=.:OF=6144:SS=3
160 POKEV+27,255:POKEV+23,.:POKEV+29,.:P
OKEV+28,.:POKEV+16,
170 DEFFNT(X)=J> .ANDM(J)ANDC<KANDT>EANDP
EEK(T)<=B
180 DEFFNC(X)=J= .ANDP=B
190 GOSUB790:EG=LV*4+D:POKEV+21,102+(LVA
ND1)*51:POKEI+6,233:POKEI+20,233
200 POKEV+34,(PEEK(V+34)+1)AND15:POKE501
37,177+LV:POKE681,9-LV
210 FORX=.TO10:J=PEEK(V+31):NEXT
220 C=.:L=49611:POKEL,H(D):L(.)=L
230 REM MAIN LOOP
240 J=USR(.):T=L+M(J)
250 IFFNT(. )THENPOKEL,S:L=T:C=C+D:L(C)=L
:P=PEEK(T):POKEL,H(J):GOSUB20
260 IFUSR(D)=.ANDCTHENPOKEL(C),B:C=C-D:L
=L(C):POKEL,H(D):GOSUB20
270 J=PEEK(V+B-D):ON-(FNC(.))GOTO240
280 IFJTHEN370
290 IFP=B-2THENEG=EG-D:SC=SC+50
300 IFP=B-4THENSEC=SC+100*(LV+D)
310 IFP=B-DTHENSEC=SC+INT(RND(D)*5)*200+2
00
320 P=B:POKEL+OF,15:POKEI+15,P:POKEI+18,
F+D:POKEI+18,F
330 A$=STR$(SC):PRINTSF$"[RVSON][GREEN][
RIGHT][RIGHT]"RIGHT$("[5"0"])+(RIGHT$(A$
,LEN(A$)-D)),5);
340 ON-(EG>.)GOTO240:IFLV<8THENLV=LV+D
350 IFC> .THENPOKEL(C),B:C=C-D:L=L(C):POK
EL,H(D):GOSUB20:GOTO350
360 GOTO190
370 FORJ=CTO.STEP-D:POKEL(J),B:FORX=.TO2
:POKEV+35,X: NEXT: NEXT
380 POKE50151-SS,160:POKEV+35,11:SS=SS-D
:C=.:ON-(SS>.)GOTO210
390 FORX=.TO2000:NEXT:POKEV+21,.:GOTO130
400 REM GAME SCREEN
410 PRINT"[c 8][CLEAR][DOWN][RIGHT][c 8]
[6"[s v]]][RIGHT][s v][3"[RIGHT]]][3"[s
v]]][RIGHT][3"[s v]]][RIGHT][7"[s v]]][3

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AB "[RIGHT]]][s v][s v][RIGHT][4"[s v]]][RI
LN GHT]]][s v]] LK
BK 420 PRINT"[RIGHT][s v][6"[RIGHT]]][s v][
5"[RIGHT]]][3"[s v]]][RIGHT][s v][RIGHT]
MN [s v][RIGHT][s v][RIGHT][s v][RIGHT][s v
][3"[RIGHT]]][s v][RIGHT][s v][RIGHT][3"
EP [s v]]][RIGHT][s v]] MH
MM 430 PRINT"[RIGHT][s v][RIGHT][4"[s v]]][
RIGHT][s v][3"[RIGHT]]][s v][5"[RIGHT]]]
DP [s v]"SPC(13)"[s v][5"[RIGHT]]][s v]] KG
OC 440 PRINT"[RIGHT][3"[s v]]][RIGHT][4"[s
v]]][3"[RIGHT]]][6"[s v]]][RIGHT][8"[s v
BF ]]]][3"[RIGHT]]][s v][s v][RIGHT][6"[s v]
JA "]][DOWN][DOWN]] OD
IM 450 PRINT"[RIGHT][8"[s v]]][3"[RIGHT]]][
c 6][7"[s v]]][RIGHT][7"[s v]]][3"[RIGHT
JJ ]]]][c 8][6"[s v]]][RIGHT][s v][s v]] BC
AJ 460 PRINT"[RIGHT][s v][6"[RIGHT]]][s v][
3"[RIGHT]]][c 6][s v][s v][BLUE][5"#"]][R
IGHT][5"#"]][c 6][s v][s v][3"[RIGHT]]][c
CB 8][s v][6"[RIGHT]]][s v][s v]] PI
LG 470 PRINT"[RIGHT][s v][RIGHT][4"[s v]]][
RIGHT][s v][3"[RIGHT]]][c 6][s v][s v][B
CH LUE][4"#"]][sEP][RIGHT][c *][4"#"]][c 6][s
v][s v][3"[RIGHT]]][c 8][s v][RIGHT][6"
LG [s v]]]] OL
BG 480 PRINT"[3"[RIGHT]]][s v][4"[RIGHT]]][
s v][3"[RIGHT]]][c 6][s v][s v][BLUE][3"
NL #"]][sEP][3"[RIGHT]]][c *][3"#"]][c 6][s v
OE ][s v][3"[RIGHT]]][c 8][s v][RIGHT][s v]
DP [4"[RIGHT]]][s v][s v]] KN
AL 490 PRINT"[RIGHT][s v][RIGHT][s v][RIGHT
][4"[s v]]]"SPC(21)"[s v][RIGHT][s v][RI
FM GHT][3"[s v]]][RIGHT][s v]] GN
JJ 500 PRINT"[RIGHT][s v][RIGHT][3"[s v]]][
RIGHT][s v][4"[RIGHT]]][c 6][s v][s v][B
CL LUE][3"#"]][RVSON][c *][RVSOFF][3"[RIGHT]
CL "]][RVSON][sEP][RVSOFF][3"#"]][c 6][s v][s
DJ v][3"[RIGHT]]][c 8][s v][5"[RIGHT]]][s
v][RIGHT][s v]] KB
GB 510 PRINT"[RIGHT][s v][RIGHT][3"[s v]]][
RIGHT][s v][s v][3"[RIGHT]]][c 6][s v][s
ID v][BLUE][4"#"]][RVSON][c *][RVSOFF][RIGH
T][RVSON][sEP][RVSOFF][4"#"]][c 6][s v][s
DG v][3"[RIGHT]]][c 8][7"[s v]]][RIGHT][s
v]] BL
ND 520 PRINT"[RIGHT][s v][RIGHT][s v]"SPC(8
)"[c 6][s v][s v][BLUE][5"#"]][RIGHT][5"#
DB "]][c 6][s v][s v]"SPC(11)"[c 8][s v]] EE
JH 530 PRINT"[RIGHT][s v][s v][RIGHT][5"[s
v]]][3"[RIGHT]]][c 6][7"[s v]]][RIGHT][7
CG "[s v]]][3"[RIGHT]]][c 8][9"[s v]]][DOWN
MI ][DOWN]] EG
PC 540 PRINT"[RIGHT][s v][RIGHT][s v][s v][
RIGHT][s v][RIGHT][s v][3"[RIGHT]]][s v]
AL [RIGHT][s v][RIGHT][s v][s v][RIGHT][3"[
s v]]][RIGHT][s v][s v][RIGHT][s v][3"[R
IGHT]]][s v][s v][RIGHT][s v][RIGHT][s v]

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][RIGHT][s V][s V]"	AH	LUE]=[CYAN]10 POINTS"SPC(6)"[BLUE][s B]	PE
•550 PRINT"[RIGHT][s V][RIGHT][s V][s V][RIGHT][s V][RIGHT][s V][3"[RIGHT]"[s V][s V][RIGHT][s V][RIGHT][s V][s V][4"[RIGHT]"[s V][s V][RIGHT][s V][3"[RIGHT]"[4"[s V]"[RIGHT][RIGHT][s V][RIGHT][s V]"	AF	•710 PRINTTAB(9)"[s B][GREEN][EP][BLUE]=[CYAN]50 POINTS*LEVEL[BLUE][s B]"	EB
•560 PRINT"[RIGHT][RIGHT][5"[s V]"[RIGHT][s V][3"[RIGHT]"[s V][5"[RIGHT]"[4"[s V]"[RIGHT][s V][s V][RIGHT][s V][6"[RIGHT]"[4"[s V]"[RIGHT][s V]"	AB	•720 PRINTTAB(9)"[s B][PURPLE][BACKARROW][BLUE]=[CYAN]MYSTERY?"SPC(7)"[BLUE][s B]"	JD
•570 PRINT"[RIGHT][s V][6"[RIGHT]"[s V][3"[RIGHT]"[s V][s V][RIGHT][s V][s V][RIGHT][s V][4"[RIGHT]"[s V][RIGHT][RIGHT][s V][3"[RIGHT]"[s V][s V][6"[RIGHT]"[s V]"	GC	•730 PRINTTAB(9)"[BLUE][s J][19"[s C]"[s K]"	NC
•580 PRINT"[RIGHT][8"[s V]"[3"[RIGHT]"[s V][s V][RIGHT][s V][RIGHT][s V][RIGHT][4"[s V]"[RIGHT][3"[s V]"[3"[RIGHT]"[s V][RIGHT][7"[s V]"[DOWN]"	HN	•740 IFSC>HITHENHI=SC	OG
•590 PRINT"[GREEN][RVSON][5"0"] [3"[RIGHT]"[s W]" ";	HK	•750 IFHITHENPRINTTAB(11)"[YELLOW]HIGH SCORE:[WHITE]"HI	ND
•600 PRINT"[UP]":PRINT"[RVSON][INSERT] ";:PRINT"[HOME]";:RETURN	EO	•760 PRINTTAB(8)"[WHITE][DOWN][DOWN]BY CLEVELAND M. BLAKEMORE":PRINTTAB(14)"[DOWN]FOR THE C-64"	HK
•610 REM TITLE SCREEN	DE	•770 PRINTTAB(5)"[DOWN][BLUE]PRESS FIRE BUTTON TO BEGIN GAME":RETURN	BI
•620 L\$(1)="[BLUE][RIGHT][RVSON][3" "[DOWN][3"[LEFT]" [DOWN][LEFT][RVSOFF][c Y][c Y][RVSON][RVSOFF][DOWN][3"[LEFT]"[3"[c Y]"[3"[UP]"	FE	•780 REM DISTRIBUTE RANDOM EGGS	FI
•630 L\$(2)="[PURPLE][RIGHT][RVSON][c *][DOWN][3"[LEFT]" [RVSOFF][c *][RVSON][DOWN][3"[LEFT]" [RIGHT][RIGHT][DOWN][4"[LEFT]"[RVSOFF][c Y][c Y][3"[UP]"	ON	•790 FORJ=.TOLV*4	PM
•640 L\$(3)="[BLUE][RIGHT][RVSON][3" "[DOWN][3"[LEFT]" [RIGHT][DOWN][3"[LEFT]"[RVSOFF][c Y][RVSON][RVSOFF][DOWN][3"[LEFT]"[c Y][c Y][3"[UP]"	AN	•800 X=RND(D)*48:C=PEEK(E(X)):IFC=BORC=28 THENPOKEE(X),30:POKEE(X)+OF,1:GOTO820	FD
•650 L\$(4)="[PURPLE][RIGHT][RVSON][RIGHT][DOWN][3"[LEFT]" [RIGHT][DOWN][3"[LEFT]"[RVSOFF][c Y][c Y][DOWN][3"[LEFT]"[c Y][c Y][3"[UP]"	IE	•810 GOTO800	EL
•660 L\$(5)="[BLUE][RIGHT][RVSON][3" "[DOWN][3"[LEFT]" [DOWN][LEFT][RVSOFF][c Y][RVSON][DOWN][LEFT][LEFT][RVSOFF][3"[c Y]"[3"[UP]"	GL	•820 NEXT	LJ
•665 L\$(6)="[c 5][RIGHT][RVSON][c *][DOWN][3"[LEFT]" [RIGHT][DOWN][3"[LEFT]"[RVSOFF][c Y][c Y][DOWN][3"[LEFT]"[c Y][RIGHT][RIGHT][3"[UP]"	KE	•830 FORJ=.TO3	NP
•670 PRINT"[CLEAR][DOWN]"TAB(7);:FORX=1TO3:PRINTL\$(X);:NEXT:PRINTL\$(6)"[3"[DOWN]"	OG	•840 X=RND(D)*48:C=PEEK(E(X)):IFC=BORC=28 THENPOKEE(X),28:POKEE(X)+OF,5:GOTO860	BI
•680 PRINTTAB(10);:FORX=1TO5:PRINTL\$(X);:NEXT:PRINT"[4"[DOWN]"	ID	•850 GOTO840	HP
•690 PRINTTAB(9)"[BLUE][s U][19"[s C]"[s I]"	MF	•860 NEXT:X=RND(D)*48:IFPEEK(E(X))=BTHENPOKEE(X),31:POKEE(X)+OF,7	HI
•700 PRINTTAB(9)"[s B][WHITE][UPARROW][B		•870 RETURN	PH
		•880 REM COPY CHAR SET	DK
		•890 POKE56333,127:POKE1,51	KB
		•900 POKE781,9:POKE782,1:POKE90,..:POKE91,216:POKE88,..:POKE89,248:SYS41964	GG
		•910 POKE1,55:POKE56333,129	GF
		•920 READJ:IFJ=-1THEN940	EA
		•930 FORL=.TO7:READC:POKE61440+J*8+L,C:NEXT:GOTO920	KL
		•940 POKE56578,PEEK(56578)OR3:POKE56576,PEEK(56576)AND252	HM
		•950 POKE53272,PEEK(53272)AND15:POKE648,192:PRINTCHR\$(147)	KN
		•960 POKE53272,(PEEK(53272)AND240)OR12:POKE53270,PEEK(53270)OR16:RETURN	GF
		•970 REM CHARACTER DATA	BF
		•980 DATA028,60,189,90,60,255,60,126,153	DA
		•990 DATA030,,24,60,126,126,126,126,60	OP
		•1000 DATA031,60,66,189,165,165,189,66,60	PL
		•1010 DATA035,219,54,205,54,205,54,219,108	EE
		•1020 DATA065,40,170,170,170,235,170,170,40	HD
		•1030 DATA081,40,170,170,170,170,170,170,40	FM
		•1040 DATA083,40,170,170,235,170,170,170,40	AI
		•1050 DATA086,214,85,181,85,91,85,109,85	AP
		•1060 DATA088,40,170,186,170,170,186,170,	

40
 •1070 DATA090,40,170,174,170,170,174,170,40
 •1080 DATA129,129,129,153,129,153,153,153,255
 •1090 DATA139,24,17,3,7,3,17,24,255
 •1100 DATA142,25,9,1,33,49,57,57,255
 •1110 DATA147,129,129,159,129,249,129,129,255
 •1120 DATA215,195,221,253,131,127,115,187,195,-1
 •1130 REM INTERRUPT DATA
 •1140 DATA120,169,32,141,20,3,169,196,141,21,3,169,187,141,17,3,169
 •1150 DATA196,141,18,3,173,169,2,141,170,2,32,229,196,88,96,206,170
 •1160 DATA2,240,3,76,181,196,173,169,2,141,170,2,169,7,141,167,2
 •1170 DATA172,167,2,185,144,197,240,6,141,168,2,32,68,196,76,173,196
 •1180 DATA173,168,2,10,170,189,126,197,8,152,10,170,40,48,26,240,45
 •1190 DATA185,152,197,24,125,,208,157,,208,144,33,185,118,197,77,16
 •1200 DATA208,141,16,208,76,130,196,189,,208,56,249,152,197,157,,208
 •1210 DATA176,9,185,118,197,77,16,208,141,16,208,173,168,2,10,170,232
 •1220 DATA189,126,197,8,152,10,170,232,40,48,15,240,23,185,152,197,24
 •1230 DATA125,,208,157,,208,76,172,196,189,,208,56,249,152,197,157
 •1240 DATA,208,96,206,167,2,48,3,76,51,196,32,12,197,76,49,234
 •1250 DATA32,170,177,152,41,1,170,208,22,173,,220,41,15,133,253,169
 •1260 DATA15,56,229,253,168,185,160,197,168,169,,108,5,,173,,220
 •1270 DATA41,16,168,169,,108,5,,162,24,169,,157,,212,202,16
 •1280 DATA250,169,15,141,24,212,169,,141,176,2,169,240,141,13,212,169
 •1290 DATA17,141,11,212,169,25,141,9,212,141,10,212,96,169,68,133,250
 •1300 DATA169,197,133,251,206,175,2,208,3,169,20,141,175,2,172,176,2
 •1310 DATA56,192,48,144,5,160,,140,176,2,177,250,141,8,212,200,177
 •1320 DATA250,141,7,212,200,140,176,2,173,175,2,24,105,100,141,9,212
 •1330 DATA96,4,48,6,71,4,48,6,71,4,180,4,48,6,167,6,167
 •1340 DATA6,71,4,48,6,71,4,180,6,71,4,180,4,251,4,251,4
 •1350 DATA48,4,180,4,251,4,251,4,48,6,71,4,180,4,48,4,48
 AP
 FE
 DK
 PL
 JP
 HM
 JF
 MI
 GD
 MH
 HE
 CA
 OM
 FK
 EG
 OI
 LG
 LL
 NI
 GK
 CF
 EO
 MO
 OI
 KJ
 HB
 JC
 PC
 KM
 CL

•1360 DATA1,2,4,8,16,32,64,128,,,,,255,1,255,1,,1
 •1370 DATA1,,1,255,1,255,,255,255,1,5,1,5,3,7,3,7
 •1380 DATA1,1,1,1,1,1,1,1,,1,5,,7,8,6,,3,2,4
 •1390 REM RAT DATA
 •1400 DATA,,,,,,,,,
 •1410 DATA,,,,,,,,,
 •1420 DATA,,,,,,,,,
 •1430 DATA,,112,124,,153,255
 •1440 DATA,14,254,192,21,125,80,52
 •1450 DATA186,88,52,90,88,59,255,184
 •1460 DATA61,187,120,60,146,120,24,124
 •1470 DATA48,28,56,112,42,16,168,,
 •1480 REM SNAKE MOVEMENT DATA
 •1490 DATA -40,,1,,40,,-1,,
 •1500 REM SNAKE'S HEAD DIRECTIONS
 •1510 DATA 65,,88,,83,,90,,
 •1520 REM INITIAL SPRITE POSITIONS
 •1530 DATA 97,,97,,241,,241,,,83,,83,,171,,171
 •1540 REM EGG LOCATION DATA
 •1550 DATA49274,49279,49316,49249,49330,49207,49253
 •1560 DATA49255,49257,49263,49344,49224,49265,49596
 •1570 DATA49714,49640,49638,49716,49755,49588,49667
 •1580 DATA49550,49629,49914,49917,49994,49953,49885
 •1590 DATA49887,49890,49931,50011,50016,49965,49926
 •1600 DATA49928,50009,50048,50050,49931,50011,50016
 •1610 DATA50055,49949,49904,49947,49908,50063
 EA
 GI
 BF
 PA
 FA
 IK
 HE
 EH
 II
 AF
 CB
 OD
 HD
 EK
 KC
 HP
 EA
 FJ
 PO
 NJ
 KP
 OK
 OC
 JD
 AH
 ND

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DIRECTORY SCANNER

•1 REM===== NM
 •2 REM JD
 •3 REM DIRECTORY SCANNER FH
 •4 REM JF
 •5 REM RUPERT REPORT #54 CF
 •6 REM JH
 •7 REM==== C-64/128 ==== 1541/1571 ===== MH
 •10 REM JL
 •20 REM READ AND DISPLAY DIRECTORY DO
 •30 REM USING DOS DIRECT ACCESS COMMANDS KC
 •40 REM LJ
 •100 GOSUB 1000 :REM INITIALIZE DD