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BASIC COMPUTER GAMES

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101 BASIC Computer Games

Digital Equipment Corporation
Maynard, Massachusetts

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Contents

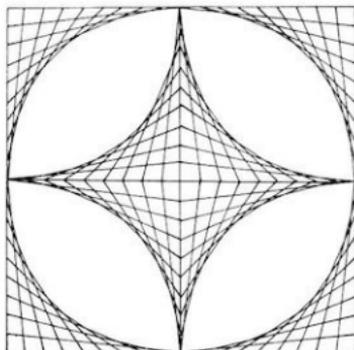
<u>Game</u>	<u>Brief Description</u>	<u>Page</u>
ACEYDU	Play acey-ducey with the computer	13
AMAZIN	Computer constructs a maze	15
ANIMAL	Computer guesses animals and learns new ones from you	17
AWARI	Ancient game of rotating beans in pits	19
BAGLES	Guess a mystery 3-digit number by logic	22
BANNER	Prints any message on a large banner	24
BASBAL	Baseball game	26
BASKET	Basketball game	29
BATNUM	Match wits in a battle of numbers vs. the computer	32
BATTLE	Decode a matrix to locate enemy battleship	34
BINGO	Computer prints your card and calls the numbers	36
BLKJAC	Blackjack (very comprehensive), Las Vegas rules	39
BLKJAK	Blackjack (standard game)	42
BOAT	Destroy a gunboat from your submarine	43
BOMBER	Fly World War II bombing missions	45
BOUNCE	Plot a bouncing ball	47
BOWL	Bowling at the neighborhood lanes	48
BOXING	3-round Olympic boxing match	50
BUG	Roll dice vs. the computer to draw a bug	52
BULCOW	Guess a mystery 5-digit number vs. the computer	55
BULEYE	Throw darts	57
BULL	You're the matador in a championship bullfight	59
BUNNY	Computer drawing of the Playboy bunny	62
BUZZWD	Compose your speeches with the latest buzzwords	63
CALNDR	Calendar for any year	65
CAN-AM	Drive a Group 7 car in a Can-Am road race	67
CHANGE	Computer imitates a cashier	72
CHECKR	Game of checkers	73
CHEMST	Dilute kryptocyanic acid to make it harmless	76
CHIEF	Silly arithmetic drill	77
CHOMP	Eat a cookie avoiding the poison piece (2 or more players)	78
CIVILW	Fight the Civil War	80
CRAPS	Play craps (dice), Las Vegas style	83
CUBE	Negotiate a 3-D cube avoiding hidden landmines	85
DIAMND	Prints 1-page diamond patterns	87
DICE	Summarizes dice rolls	89
DIGITS	Computer tries to guess digits you select at random	91
DOGS	Penny arcade dog race	93
EVEN	Take objects from a pile--try to end with an even number	96
EVEN1	Same as EVEN--computer improves its play	98
FIPPOP	Solitaire logic game--change a row of Xs to Os	99

FOOTBL	Professional football (very comprehensive)	101
FO'FBAL	High School football	104
FURS	Trade furs with the white man	106
GOLF	Golf game--choose your clubs and swing	109
GOMOKO	Ancient board game of logic and strategy	111
GUESS	Guess a mystery number--computer gives you clues	113
GUNNER	Fire a cannon at a stationary target	115
GUNER1	Fire a cannon at a moving target	117
HANG	Hangman word guessing game	118
HELLO	Computer becomes your friendly psychiatrist	120
HEX	Hexapawn game	122
HI-LO	Try to hit the mystery jackpot	124
HI-Q	Try to remove all the pegs from a board	126
HMRABI	Govern the ancient city-state of Sumeria	128
HOCKEY	Ice hockey vs. Cornell	130
HORSES	Off-track betting on a horse race	133
HURKLE	Find the Hurkle hiding on a 10x10 grid	135
KINEMA	Drill in simple kinematics	137
KING	Govern a modern island kingdom wisely	138
LETTER	Guess a mystery letter--computer gives you clues	141
LIFE	John Conway's Game of Life	143
LIFE-2	Competitive game of life (2 or more players)	146
LITQZ	Children's literature quiz	150
MATHD1	Children's arithmetic drill using pictures of dice	151
MNOPLY	Mcnopoly for 2 players	153
MUGWMP	Locate 4 Mugwumps hiding on a 10x10 grid	156
NICOMA	Computer guesses number you think of	158
NIM	Chinese game of Nim	160
NUMBER	Silly number matching game	162
ICHECK	Challenging game to remove checkers from a board	163
ORBIT	Destroy an orbiting germ-laden enemy spaceship	165
PIZZA	Deliver pizzas successfully	167
POETRY	Computer composes poetry in 4-part harmony	169
POET	Computer composes random poetry	171
POKER	Poker game	172
QUBIC	3-dimensional tic-tac-toe	175
QUEEN	Move a single chess queen vs. the computer	178
REVRSE	Order a series of numbers by reversing	180
ROCKET	Land an Apollo capsule on the moon	182
ROCKT1	Lunar landing from 500 feet (with plot)	185
ROCKT2	Very comprehensive lunar landing	186
ROCKSP	Game of rock, scissors, paper	188
ROULET	European roulette table	189
RUSROU	Russian roulette	192
SALVO	Destroy an enemy fleet of ships	193
SALVO1	Destroy 4 enemy outposts	196
SLOTS	Slot machine (one-arm bandit)	198
SNOOPY	Pictures of Snoopy	200
SPACWR	Comprehensive game of spacemar	201

SPLAT	Open a parachute at the last possible moment	205
STARS	Guess a mystery number--stars give you clues	207
STOCK	Stock market simulation	209
SYNONM	Word synonym drill	212
TARGET	Destroy a target in 3-D space--very tricky	214
3D PLOT	Plots families of curves--looks 3-dimensional	216
TICTAC	Tic-tac-toe	218
TOWER	Towers of Hanoi puzzle	221
TRAIN	Time-speed-distance quiz	223
TRAP	Trap a mystery number--computer gives you clues	224
23MTCH	Game of 23 matches--try not to take the last one	226
UGLY	Silly profile plot of an ugly woman	228
WAR	Card game of war	230
WAR-2	Troop tactics in war	232
WEKDAY	Facts about your birthday	234
WORD	Word guessing game	236
YAHTZE	Dice game of Yahtzee	238
ZOOP	BASIC programmer's nightmare	243

Appendices

A	Families of Games	247
B	Game Diagrams	248
C	Instructions to Game Authors	249



Preface

This is not the first collection of computer games and simulations nor will it by any means be the last. However, in many ways it is unique. It is the first collection of games all in BASIC. It is also the only collection that contains both a complete listing and a sample run of each game along with a descriptive write-up.

Educational Value of Games

Educators have widely different opinions as to the educational value of games. There tends to be agreement that games are highly motivational and frequently very addictive. Most educators agree that games generally foster learning by discovery--i.e., the player doesn't sit down at the terminal with the purpose of learning a principle of logic but after playing BAGLES three or four times he most assuredly has learned something about logic. Newton's second law is probably the furthest thing from the mind of a person sitting down to play ROCKET. However, when the player finally lands his LEM successfully on the moon, the chances are very good that he has discovered something about gravity varying inversely with the mass of the LEM and the distance from the moon.

The main objection to games as a learning tool seems to be the fact that it's largely unguided learning and potentially wasteful of computer time. Art Leuhrmann of Dartmouth joked that some computer center directors might be willing to pay to not have the book sold on campus because of the computer time that would be burned up by playing the games; however, the educational value of games can be enormous - not only in their playing but in their creation.

The majority of games submitted tend to simulate a sport, card or board game, a game of chance or something which already exists. Only a few games begin to use the logical and computational capabilities of the computer to come up with something new and truly unique. Some that do are STARES, BULCOW, ROCKET, and LIFE-2.

Certain games are, of course, more popular with game authors than others. There were no less than ten versions of NIM submitted, nine versions each of HORSES (Horse Race) and TICTAC (Tic-Tac-Toe), and eight versions of CRAPS. Other popular ones were simulations of baseball, basketball, football, blackjack, and hangman.

Families of Games

A word about the title of the book. The astute, quantitatively-oriented reader might notice that there seem to be more than 101 games in the book. In fact, there are 108 individual games; 7 are different versions of another game. There are 101 separate write-ups; thus, the title of the book.

Perhaps it is a disease of using the computer or perhaps it is just a compulsion of man that he must categorize things. The games in this book could be categorized by level of difficulty as is often the case in collections of puzzles. They could also be categorized in an educational sense, for example, those that could be used to teach logic principles, those that foster learning by discovery, those that require the user to solve an algebra problem, etc.

In the first two groups, Number or Letter Guessing and Piles of Objects, you will probably get more enjoyment if you play the games in the numbered order as there is a definite sequential nature to their difficulty. In the other fourteen categories, the games may be played in any order; one does not generally build upon another except in a few cases. In particular, you should play:

BAGLES before BULCOW
HI-Q before LCHECK
BATTLE before SALVO
GUNNER before SUNER1
ROCKET before ROCKT2
HMRABI before KING

Equipment to Play, Computer and Otherwise

Most of the games in this book require no special knowledge, tools or equipment to play, except, of course, a BASIC-speaking computer. Four of the matrix games will probably be more enjoyable if you use a grid or quadrille paper to play. Unless you have a photographic memory, QUBIC almost certainly requires a diagram. There is a page included as Appendix B which contains some supplemental diagrams; you may wish to reproduce it if you become addicted to the games on it.

With few exceptions, the games all run in "standard" BASIC. Any exceptions are noted in the write-ups under the heading, "Computer Limitations." The major difference between various computer systems appears to be in the handling of alphabetic strings. On Digital systems a subscripted string variable, for example, A\$(8) or C1\$(15), refers to a variable in an array or matrix. Other BASIC compilers may not have string arrays.

On some systems, in particular, Digital's Edusystems 20, 25, and 50, strings are limited to 6 characters. Several strings may, of course, be combined in an array to permit longer than 6-letter words to be used.

Many programs use the RANDOMIZE command to start the random number generator at a random point. Some BASIC compilers do not recognize RANDOMIZE and it must be removed in order for the program to run.

Digital BASIC permits more than one statement on each program line. Statement separators on the line may be one of three characters -- / or : or \diamond .

Digital Equipment Corporation
Maynard, Massachusetts
July 1973

ROCKET

LAND AN APOLLO CAPSULE ON THE MOON

Description

ROCKET, known also as LUNAR, LEM, and APOLLO, is by far and away the single most popular computer game. It exists in versions that start you anywhere from 500 feet to 200 miles above the moon, or other planets, too. Some allow the control of directional stabilization rockets and/or the retro rocket. The three versions presented here appear to be the most popular of the many variations.

ROCKET. In this program, you set the burn rate of the retro rockets (pounds of fuel per second) every 10 seconds and attempt to achieve a soft landing on the moon. 200 lbs/sec really puts the brakes on, and 0 lbs/sec is free fall. Ignition occurs at 8 lbs/sec, so do not use burn rates between 1 and 7 lbs/sec. To make the landing more of a challenge, but more closely approximate the real Apollo LEM capsule, you should make the available fuel at the start (N) equal to 16,000 lbs, and the weight of the capsule (M) equal to 32,500 lbs in Statement 15.

Some computers object to the series expansion calculations in Statements 91 and 94 (as you near the lunar surface, these numbers get very small). If yours does, substitute the expanded form--for the expansion in Statement 91:

$$-Q*(1+Q*(1/2+Q*(1/3+Q*(1/4+Q/5))))$$

You should be able to figure the other one out yourself.

ROCKET1. In this version, you start 500 feet above the lunar surface and control the burn rate in 1-second bursts. Each unit of fuel slows your descent by 1 ft/sec. The maximum thrust of your engine is 30 ft/sec/sec.

ROCKET2. This is the most comprehensive of the three versions and permits you to control the time interval of firing, the thrust, and the attitude angle. It also allows you to work in the metric or English system of measurement. The instructions in the program dialog are very complete, so you shouldn't have any trouble.

In most versions of ROCKET, the temptation is to slow up too soon and then have no fuel left for the lower part of the journey. This, of course, is disastrous (as you will find out when you land your own capsule)!

Source

To put all the conflicting stories to rest, we can say with confidence that ROCKET was originally written in FOCAL by a Lexington High School student back in the mid 60's.

ROCKET:

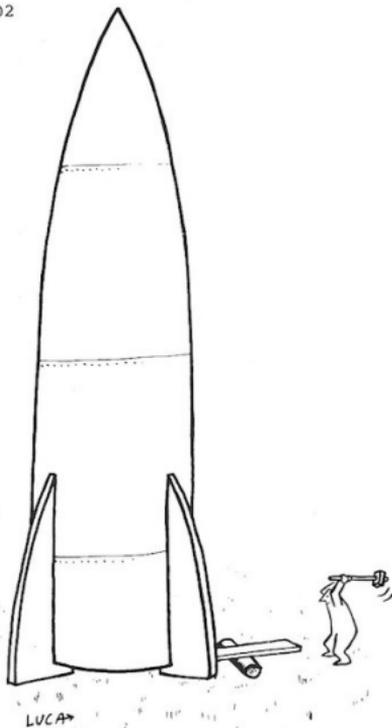
Jim Storer
Lexington High School
Lexington, MA 02173

ROCKET1:

Eric Peters
Digital Equipment Corp.
Maynard, MA 01754

ROCKET2:

William Labaree II
621 Oakley Place
Alexandria, VA 22302



ROCKET PROGRAM LISTING

```

ROCKET EDUSVSTER 30

2 PRINT "THIS IS A COMPUTER SIMULATION OF AN APOLLO LUNAR"
3 PRINT "LANDING CAPSULE ^PRINT^PRINT"
4 PRINT "THE ON-BOARD COMPUTER HAS FAILED (IT WASN'T MADE BY"
5 PRINT "DIGITAL) SO YOU HAVE TO LAND THE CAPSULE MANUALLY"
6 PRINT^PRINT "SET BURN RATE OF RETRO ROCKETS TO ANY VALUE BETWEEN"
7 PRINT "0 (FREE FALL) AND 200 (MAXIMUM BURN) POUNDS PER SECOND"
8 PRINT "SET NEW BURN RATE EVERY 10 SECONDS ^PRINT"
9 PRINT "CAPSULE WEIGHT 32,500 LBS: FUEL WEIGHT 16,500 LBS"
10 PRINT^PRINT^PRINT "GOOD LUCK!!!"
11 END

13 PRINT^PRINT "SEC." "M) + FT." "MPH." "LB FUEL." "BURN RATE" ^PRINT
15 M=28*V+V*W=3000*W=16500*G*E=3.2+1.0
21 PRINT L INT(A) INT(S200+R-INT(A))-3600+V,M-N \INPUT K%T=10
22 IF M<K .881 THEN 41 \IF T .001 THEN 21 \IF M>N+S*K THEN 35
32 S=(M-N)/K
35 GOSUB 31 \IF I<0 THEN 71 \IF V<0 THEN 70 \IF J<0 THEN 81
38 GOSUB 61 \GOTO 31
41 PRINT "FUEL OUT AT" L" SEC" S=( -V+SOR(V+V+2*H*G) ) / ( G * V + V * G + S * L * L + S
51 M=3600+V ^PRINT "ON MOON AT" L" SEC - IMPACT VELOCITY" M " MPH"
52 IF M<2 THEN 53 ^PRINT "PERFECT LANDING (LUCK!!)" \GOTO 95
53 IF M<10 THEN 56 ^PRINT "GOOD LANDING (COULD BE BETTER)" \GOTO 95
55 PRINT "A RESCUE PARTY ARRIVES. YOU'RE STRANDED HERE UNTIL"
56 PRINT "SORRY, BUT THERE WERE NO SURVIVORS. YOU ELEM IT"
59 PRINT "IN FACT, YOU DISCOVERED A NEW LUNAR CRATER" M " 2777" FT DEEP"
60 GOTO 95
61 L=L-S*V+T-S*V+M-S*V+R \IF V<0 RETURN
71 IF S<0-S THEN 51 \D=V+SOR(V+V+2*H*G) / ( G * V + V * G + S * 2 * R / D
73 GOSUB 91 \GOSUB 61 \GOTO 71
81 M=(L-M*G) / (2*G) \D=S*W+V / (2*G + (M+SOR(M+M+V / (2*G) ) * S) * G) \GOTO 91
82 IF I<0 THEN 71 \GOSUB 61 \IF J<0 THEN 31 \IF V<0 THEN 81 \GOTO 31
91 D=S*G*V / (V+V+2*G) + (D+D) / (2*G) \D=S*W+V / (2*G) + (D+D) / (2*G) \GOTO 91
95 PRINT^PRINT^PRINT "TRY AGAIN?" \GOTO 6
99 END

```

SAMPLE RUN

```

ROCKET EDUSVSTER 30

THIS IS A COMPUTER SIMULATION OF AN APOLLO LUNAR
LANDING CAPSULE.

THE ON-BOARD COMPUTER HAS FAILED (IT WASN'T MADE BY
DIGITAL) SO YOU HAVE TO LAND THE CAPSULE MANUALLY.

SET BURN RATE OF RETRO ROCKETS TO ANY VALUE BETWEEN
0 (FREE FALL) AND 200 (MAXIMUM BURN) POUNDS PER SECOND
SET NEW BURN RATE EVERY 10 SECONDS.

CAPSULE WEIGHT 32,500 LBS: FUEL WEIGHT 16,500 LBS

```

```

GOOD LUCK!!!

```

SEC	M) + FT	MPH	LB FUEL	BURN RATE
0	120 0	3600	16500	70
10	109 3815	3636	16500	70
20	99 4223	3672	16500	70
30	89 2903	3700	16500	70
40	79 1855	3744	16500	70
50	68 3258	3780	16500	70
60	59 1855	3816	16500	70
70	47 2903	3852	16500	7200
80	37 1882	3492.07	14500	7200
90	26 1191	3896.7	12500	7200
100	20 1251	2659.65	10500	7200
110	13 2549	2124.94	8500	7200
120	0 370	1672.63	6500	7200
130	4 658	1139.17	4500	7200
140	1 4203	526.599	2500	7100
150	0 4842	212.242	1500	745
160	0 1953	84.1921	1050	720
170	0 986	45.9129	850	717
180	0 438	19.187	650	712
190	0 241	8.6832	560	711
200	0 157	2.7691	450	709
210	0 105	4.27036	360	709.5
220	0 46	3.65466	265	709.8
230	0 7	1.66462	167	709.7

ON MOON AT 232.183 SEC - IMPACT VELOCITY 1.6842 MPH
GOOD LANDING (COULD BE BETTER)

TRY AGAIN??



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