

GREEN THINGS

BALLISTICS

SNAKE

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GAMES PACK

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carry up to two at a time. If you attempt to pick up a third weapon, the message:

DROP WHICH (0/1/2)?

will be printed. A reply of 0 will leave you with the weapons you are already holding; a reply of 1 or 2 will let you drop the first or second weapon you are holding to take the one you tried to pick up.

Note that fuel cans and gas bombs must be thrown through an explosion-proof door into another room.

Hints

- There is more than one of each weapon.
- If left alone, the green things will grow, lay eggs, and move around.
- You will only notice weapons when you stop moving.
- You can be killed if you encounter a large number of green things.

Good luck - you will need it!

BALLISTICS

Program 3K, graphics 6K; author Chris Cant.

A two-player game in which you take turns in firing shells at the other player. The problem is made more difficult because in each game you have to take into account the direction and velocity of the wind, and the shape of the hill. If you score a direct hit, the gun will explode.

Turns

In his turn each player enters the velocity of his shell, followed by RETURN, and then the initial angle of the shell, followed by RETURN. Each number should be an integer, and DELETE can be used to erase incorrect entries. The numbers for the last two attempts are displayed on that player's side of the screen.

SNAKE

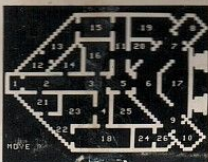
You are in control of a snake which you can guide around on the screen. The aim is to grow the snake by guiding it towards digits which appear on the screen; if it eats the digit, its length will increase by the value of the digit.

Controls

The snake is moved with the following controls:

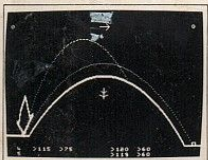
Z - left	[- up
X - right	/ - down

If the snake collides with the walls, or itself, you lose; press any key to start again.



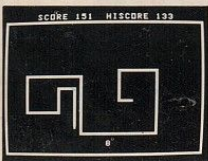
GREEN THINGS

Your computer has just informed you that an alien life-form has invaded your spacecraft; your only hope of survival is to discover a way of destroying the green things with the weapons available on the ship. Program 5K, graphics 2K.



BALLISTICS

A two-player game in which you take turns in firing shells at the other player, taking into account the wind and shape of the hill. Program 3K, graphics 6K, needs floating-point.



SNAKE

Grow yourself a snake by guiding it towards digits which it eats; but don't let it eat the walls, or itself. Program 2K, graphics 1/2K.