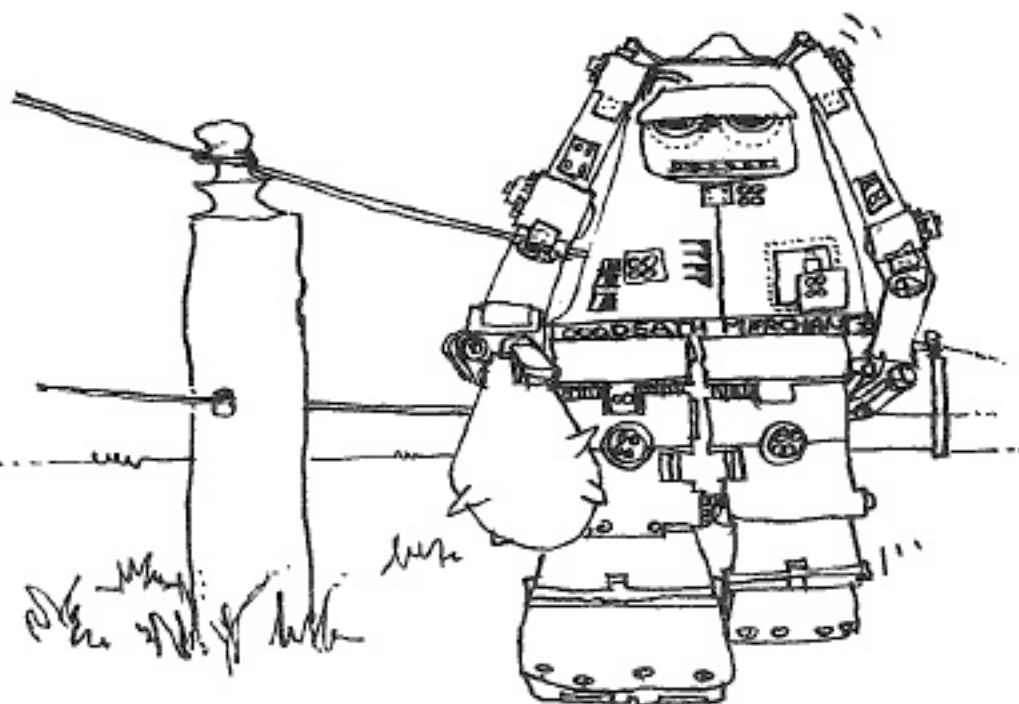


CHASE puts you in a maze made up of high-voltage fences and posts. This in itself isn't too unpleasant but there're also the five interceptor robots bent on just one thing—your destruction. If these robots touch you ... that's the end of the game (and you!). There's one hope—make the robots hit the maze, or each other (they're like people—sometimes they'd rather be alone). If you destroy them all, you win! If you find yourself in a totally hopeless situation, you have the option of making a tremendous leap to a random location (which may well be on top of a fence or a guard).

At the end of the game, you may replay with the same or different starting conditions.

I believe this game was originally created by Mac Oglesby. It was then modified by Bill Cotter and further improved by Arnold Loveridge. An intermediate version appeared in *Creative Computing*, Jan/Feb 1976.



RUN

CHASE
CREATIVE COMPUTING
HORRISTOWN, NEW JERSEY

YOU ARE WITHIN THE WALLS OF A HIGH VOLTAGE MAZE
THERE ARE FIVE SECURITY MACHINES TRYING TO DESTROY YOU
YOU ARE THE '+' THE INTERCEPTORS ARE THE '+'
THE AREAS MARKED 'X' ARE HIGH VOLTAGE
YOUR ONLY CHANCE FOR SURVIVAL IS TO MANEUVER EACH
INTERCEPTOR INTO AN 'X'.-----GOOD LUCK-----
MOVES ARE 7.8.9
4.*.6
1.2.3

10 = NO MOVE FOR THE REST OF THE GAME
-1 = GAVE UP, SITUATION HOPELESS.
0 = A TREMENDOUS (BUT UNFORTUNATELY RANDOM) LEAP

```

XXXXXXXXXXXXXXXXXXXXX
X                X  XX
X X +          X X  X
X              X X  X
X                X  X
X X +          X  +X
X X  X X XXX  X
XX    XX +    X
X *  X        + X
XXXXXXXXXXXXXXXXXXXXX
? 5
XXXXXXXXXXXXXXXXXXXXX
X                X  XX
X X          X X  X
X +          X X  X
X                X  X
X X X        X  X
X X  +X X XXX+ X
XX    XX     X
X +  X +    + X
XXXXXXXXXXXXXXXXXXXXX
? 5
XXXXXXXXXXXXXXXXXXXXX
X                X  XX
X X          X X  X
X              X X  X
X +          X  X
X X X        X  X
X X  X X XXX  X
XX  + XX    + X
X *  X +    + X
XXXXXXXXXXXXXXXXXXXXX
? 5
XXXXXXXXXXXXXXXXXXXXX
X                X  XX
X X          X X  X
X              X X  X
X +          X  X
X X X        X  X
X X  X X XXX  X
XX  + XX    + X
X *  X +    + X
XXXXXXXXXXXXXXXXXXXXX
? 4
XXXXXXXXXXXXXXXXXXXXX
X                X  XX
X X          X X  X
X              X X  X
X                X  X
X X X        X  X
X X  X X XXX  X
XX    XX     X
X ++  X ++   X
XXXXXXXXXXXXXXXXXXXXX
? 0
$6,000,000 JUMP!!!
HIGH VOLTAGE!!!!!!!
***** ZAP ***** YOU'RE DEAD!!!

ANOTHER GAME (Y/N)? N
    
```

```

LIST
10 PRINT TAB(26);"CHASE"
20 PRINT TAB(20);"CREATIVE COMPUTING"
30 PRINT TAB(18);"MORRISTOWN, NEW JERSEY"
40 PRINT:PRINT:PRINT
41 PRINT "YOU ARE WITHIN THE WALLS OF A HIGH VOLTAGE MAZE"
42 PRINT "THERE ARE FIVE SECURITY MACHINES TRYING TO DESTROY YOU"
60 PRINT "YOU ARE THE '+' THE INTERCEPTORS ARE THE 'X'"
70 PRINT "THE AREAS MARKED 'X' ARE HIGH VOLTAGE"
80 PRINT "YOUR ONLY CHANCE FOR SURVIVAL IS TO MANEUVER EACH"
90 PRINT "INTERCEPTOR INTO AN 'X'.-----GOOD LUCK-----"
100 PRINT "MOVES ARE 7.8.9"
110 PRINT "      4.+.6"
120 PRINT "      1.2.3"
130 PRINT
140 PRINT "10 = NO MOVE FOR THE REST OF THE GAME"
150 PRINT "-1 = GAVE UP, SITUATION HOPELESS."
160 PRINT " 0 = A TREMENDOUS (BUT UNFORTUNATELY RANDOM) LEAP"
170 PRINT
180 DIM A(10,20),A1(10,20),N(12),L(5),M(5),L1(5),M1(5)
190 REM
210 FOR B=1 TO 10
220 FOR C=1 TO 20
230 X=INT(10*RND(1))
240 IF X=5 THEN 270
250 A(B,C)=ASC(" ")
260 GOTO 280
270 A(B,C)=ASC("X")
280 NEXT C
290 NEXT B
300 FOR D=1 TO 10
310 A(D,1)=ASC("X"):A(D,20)=ASC("X")
320 NEXT D
330 FOR F=1 TO 20
340 A(1,F)=ASC("X"):A(10,F)=ASC("X")
350 NEXT F
360 GOTO 410
370 H=INT(2+8*RND(1))
380 I=INT(2+18*RND(1))
390 IF A(H,I) <> ASC(" ") THEN 370
400 RETURN
410 GOSUB 370
420 A(H,I)=ASC("+")
430 J=H:K=I
440 FOR N9=1 TO 5
450 GOSUB 370
460 A(H,I)=ASC("+")
470 L(N9)=H:M(N9)=I
480 NEXT N9
490 FOR B1=1 TO 10:FOR B2=1 TO 20:A1(B1,B2)=A(B1,B2):NEXT B2:NEXT B1
500 FOR B1=1 TO 5:L1(B1)=L(B1):M1(B1)=M(B1):NEXT B1
520 J1=J:K1=K
530 Y9=0
540 FOR D2=1 TO 10
550 FOR B2=1 TO 20
560 N%=CHR$(A(D2,B2))
570 PRINT N%;
580 NEXT B2
590 PRINT
600 NEXT D2
610 IF Y9 <> 10 THEN 640
620 PRINT
630 GOTO 890
640 INPUT Y9
650 J2=J:K2=K
660 IF Y9=0 THEN 860
670 IF Y9 < 0 THEN 1230
680 IF Y9=10 THEN 1070
690 ON Y9 GOTO 820,800,780,840,890,760,700,720,740
700 J=J-1:K=K-1
710 GOTO 890
720 J=J-1
730 GOTO 890
740 J=J-1:K=K+1
750 GOTO 890
760 K=K+1
770 GOTO 890
780 J=J+1:K=K+1
790 GOTO 890
800 J=J+1
810 GOTO 890
820 J=J+1:K=K-1
830 GOTO 890
840 K=K-1
850 GOTO 890
860 PRINT "86,000,000 JUMP!!!"
870 J=INT(2+8*RND(1))
880 K=INT(2+18*RND(1))
890 IF A(J,K)=ASC("X") THEN 1260
900 A(J2,K2)=ASC(" ")
910 A(J,K)=ASC("+")
920 GOTO 1070
930 REM INTERCEPTOR MOVEMENT
940 IF A(X,Y)=ASC("X") THEN 1040
950 X2=X:Y2=Y
960 X=SGN(J-X):Y=SGN(K-Y)
970 X=X+X2:Y=Y+Y2
980 IF A(X,Y)=ASC("+") THEN 1050
990 IF A(X,Y)=ASC(" ") THEN 1020
1000 A(X2,Y2)=ASC(" ")
1010 RETURN
1020 A(X,Y)=ASC("+")
1030 A(X2,Y2)=ASC(" ")
1040 RETURN
1050 G9=99
1060 RETURN
1070 FOR N9=1 TO 5
1080 X=L(N9):Y=M(N9)
1090 B9=0
1100 GOSUB 940
1110 IF G9 <> 0 THEN 1240
1120 L(N9)=X:M(N9)=Y
1130 NEXT N9
1140 FOR N9=1 TO 5
1150 IF A(L(N9),M(N9)) <> ASC(" ") THEN 1170
1160 A(L(N9),M(N9))=ASC("+")
1170 NEXT N9
1180 FOR N9=1 TO 5
1190 IF A(L(N9),M(N9)) <> ASC("X") THEN 540
1200 NEXT N9
1210 PRINT "YOU HAVE DESTROYED ALL YOUR OPPONENTS - THE GAME IS YOURS"
1220 GOTO 1290
1230 PRINT "GIVE UP, EH."
1240 PRINT "*** YOU HAVE BEEN DESTROYED BY A LUCKY COMPUTER ***"
1250 GOTO 1290
1260 PRINT "HIGH VOLTAGE!!!!!!!!!!!!!"
1270 PRINT "***** ZAP ***** YOU'RE DEAD!!!"
1280 PRINT
1290 PRINT "ANOTHER GAME (Y/N)";
1300 INPUT N9%
1310 IF N9% <> "Y" THEN 1400
1320 PRINT "SAME SETUP (Y/N)";
1330 INPUT N9%
1340 IF N9% <> "Y" THEN 190
1350 FOR B1=1 TO 10:FOR B2=1 TO 20:A(B1,B2)=A1(B1,B2):NEXT B2:NEXT B1
1360 FOR B1=1 TO 5:L1(B1)=L1(B1):M1(B1)=M1(B1):NEXT B1
1380 J=J1:K=K1
1390 GOTO 530
1400 END
OR

```