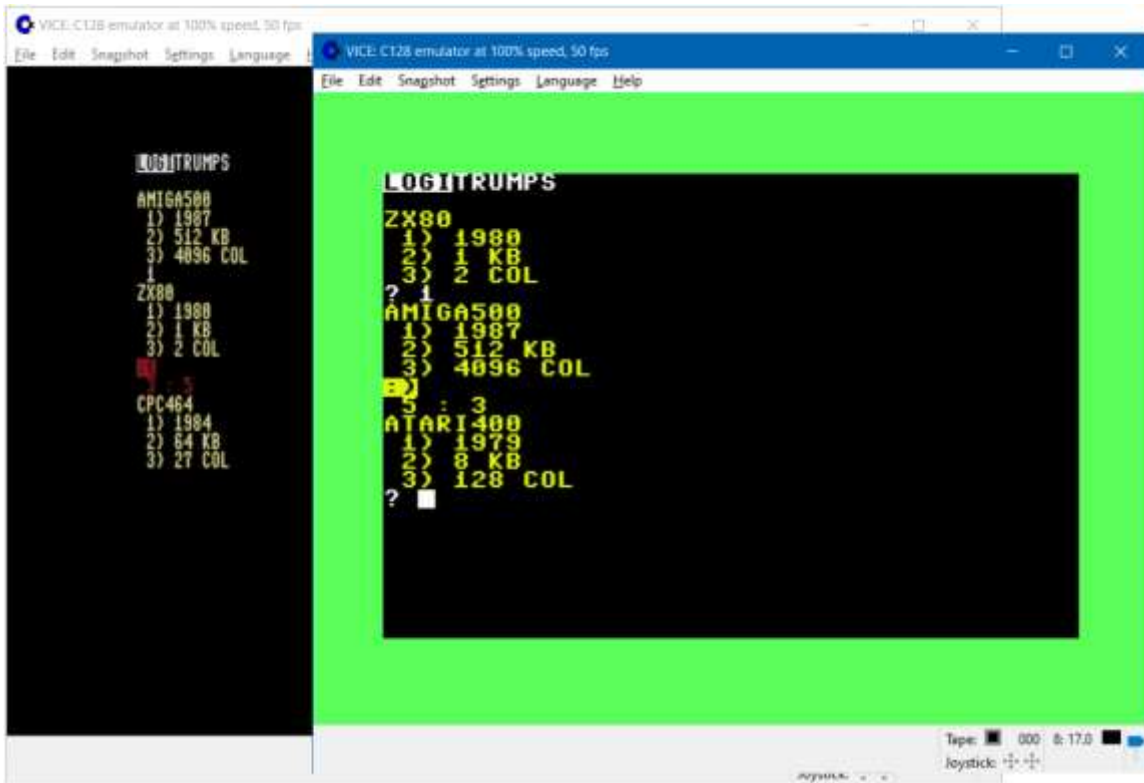


# LogiTrumps VS

A trump card game for two players on two separate screens for the Commodore C128.

## DESCRIPTION



LogiTrumps VS is a retro card game for two players on two separate screens. The game is like one of those we used to play in the 80ies. Each player (you and the computer) gets the same number of cards. Each card represents a retro computer and has several values like year, memory and colours. Each card has its strengths and weaknesses. If a computer has a lot of memory or colours, he usually is not that old and therefor would likely loose in the year category. Usually the higher value wins. The year category is the only category where the lower value wins. The player who gets all cards first wins the game.

## HOW TO PLAY

At the beginning of the game the cards are shuffled. You and the computer get the same number of cards. You can choose a category by typing the corresponding number. The program will calculate weather you won, lose or make a draw against the computers card. If you win, you get the computers card. If you lose the computer gets your card. If it's a draw you keep your cards and just continue with the next card. If it's the computers turn you can just watch what the computer choses and what happens.

## EMULATOR USAGE

Run the program with vice's x128.exe. (You may use drag and drop.)

## VARIABLES AND DATA STRUCTURES

Variable	Usage
<b>u</b>	Users turn (1) or computer (0)
<b>p[]</b>	Person's array for position of cards
<b>c[]</b>	Computer's array for position of cards
<b>r</b>	Number of cards of person
<b>e</b>	Number of cards of computer
<b>t\$[]</b>	Name of cards
<b>a(card, factor)</b>	Factors of the cards
<b>p</b>	Current position/card of person
<b>c</b>	Current position/card of computer
<b>n</b>	Round
<b>b</b>	Selected factor
<b>z</b>	Factor to print
<b>s\$</b>	Save both smileys.
<b>g</b>	Stores graphic mode.
<b>t\$</b>	Stores title

## CODE

```

0dataZX80,-1980,1,2,Amiga500,-1987,512,4096,CPC464,-1984,64,27,Atari400,-1979,8
1data128,TI99/4a,-1981,16,16,VC20,-1980,5,16,C-64,-1982,64,16,C=128,-1985,128,16
2t$="{clear}{white}{reverse on}logi{reverse off}trumps{return}{return}{27}x":printt$t$;:u=1:r=4:
e=4:fori=0to7:readt$(i):forf=0to2:reada(i,f)
3next:z=-(rnd(0)*(c<4)>rnd(0)*(p<4)):p=p+z:c=c+1-z:p(i)=p*z:c(i)=c*(1-z):next:color0,1
4n=n+1:p=0:c=0:fori=0to7:c=c-(c(i)=n)*i:p=p-(p(i)=n)*i:next:g=0:s=p:gosub9:g=5:s=c
5gosub9:graphic5-u*5:inputb:print"{27}x"b:b=b-1:g=0:s=c:gosub9:g=5:s=p:gosub9:p(p)=n+r:c(c)=n+e
6s$="{reverse on}{yellow}:){reverse off}{return}{27}x{reverse on}{red}:({reverse
off}":ifa(p,b)>a(c,b)thenprint"{27}x"s$:p(c)=n+r+1:c(c)=0:r=r+1:e=e-1:u=1
7ifa(p,b)<a(c,b)thenc(p)=n+e+1:p(p)=0:r=r-1:e=e+1:u=0:prints$
8graphic0:printr":e"{return}{27}x"e":r:on(r>0)*(e>0)goto4:print"end{27}xend{return}":getkeyp$:
run
9graphicg:print"{yellow}"t$(s)"{return} 1)"a(s,0)*-1"{return} 2)"a(s,1)"kb{return}
3)"a(s,2)"col{white}":return

```

## CODE DESCRIPTION

- 0-1 Cards data.
- 2 Set up both screens. Initialize variables. Read the cards into variables.
- 3 Shuffle the cards. Set colors.
- 4 Set/advance current card. Get the currently playing card's positions. Print card of player 1 on screen.
- 5 Print card of player 2 on screen. Activate correct screen for correct player. Ask for category. Print card of opponent on both screens.
- 6 Save string with :- and :-. Switch to the correct screen.
- 7 If player 1 lost: adapt cards and count. Print smileys.
- 8 Print score on first and second screen. If not over continue in 4, otherwise print end.
- 9 Print routine showing complete data of card.

## LINE LENGTHS

All lines have a shortened length of up to 80 characters. (GRAPHIC can be shortened by 5 characters for example, to gr.)