

FIND THEM!

Find them! is a game written for the MSX platform in just 10 lines of BASIC code.

- `Title...` : Find them!
- `Platform` : MSX
- `Author..` : Martin Rizzo
- `Language` : MSX BASIC 1.0
- `Category` : PUR-120

Files

FINDTHEM.BAS	The BASIC source code of the game (MSX)
FINDTHEM.GIF	Screenshot of the game
FINDTHEM.DSK	720Kb disk image to use with the emulator
LIST-01.PNG	Screenshot displaying lines from 1 to 5
LIST-02.PNG	Screenshot displaying lines from 6 to 10
README.PDF	Full documentation in PDF
README.HTM	Full documentation in HTML
README.MD	Full documentation in Markdown format
README.TXT	Text file with a brief description of the game

Gameplay

The game will show you a sequence of panels where strange symbols are repeated. Inside each panel there is a hidden symbol that is different from all the others, you must find it and destroy it as soon as possible in order to advance to the next one.

- Use the arrow keys to move the cursor.
- Press spacebar to destroy the symbol above the cursor.
- The game is over if time runs out or the wrong symbol is destroyed.
- Find 7 hidden symbols and you win!



How to Run the Game

Loading the game in blueMSX emulator

1. Download blueMSX FULL v2.8.2 (or above) from some of these links:
 - [blueMSX home page](#)
 - [blueMSX download page](#)
2. Install the emulator following the setup wizard.
3. Start blueMSX
4. Select `"File > Disk Drive A > Insert"`
5. Select the provided .DSK file (the disk image)
6. Select `"Emulation > Run"` and enjoy the game!

Source Code

```

LIST 1-5
1 CLEAR2048:DEFINT A-Z:Z=4:Q=16:K=Q*2:C=9
7:B=8204:DIMS(75):SCREEN1,0,0:WIDTH32:KEYOFF:FORI=0TO3:READB(I),C(I),M$(I),X$(I)

2 B$(I)=STRING$(240,C+I):NEXT:SPRITE$(0)="~~":DATA3,203,"DDFCF","YOU WIN!!",6,150,"S8CCC","GAME OVER",7,49,"S13L9B",,,,

3 FORI=0TO74:S(I)=8*ASC(MID$("29xX6ZZt18I1ww8ff836mmmq:66LC6I1*8((kt8%kx6##dt688mn8CC008Yk##8BDaw644c18*AB",I+1)):NEXT

4 LOCATE11,4:PRINT"PRESS SPACE":IFSTRIG(0)THENCLS:COLOR7,1,4:X=0:Y=8:FORL=1TO7:FORI=1TO10:J(I)=2*SIN((I+1)*.8):NEXTELSE4

5 CLS:W=11+L*2.5:H=1+L:F=1:FORJ=0TO1:VPOKEB+J,241:VPOKEB-7,107:A$(J)=B$(J):MID$(A$(J),1+RND(1-J)*W*H,1)=CHR$(C+8+J):NEXT

Ok

```

```

LIST 6-10
6 M=216:O=7-H\2:E=O-W\2:PRINT,X$(3):L:STRING$(2*(O-1),10):FORI=0TOH-1:FORJ=0TO1:PRINTSPC(E);MID$(A$(J),1+I*W,W):NEXTJ,I

7 S=(S+1+RND(1)*4)MOD15:T=S(S*5+4)\8-48:FORJ=0TOO:FORI=0TO1:VPOKEC*8+I*64+J,VPEEK(J\2+S(S*5+I-2*(J)=T)):NEXTI,J:V=2+L\3

8 M=M-V:VPOKE6182+M\16,K:T=STICK(0):X=X-J(T+2-(T=0)):Y=Y-J(T):X=X-(X<E)+(X)=E+W):Y=Y-(Y<O)+(Y)=O+H):Z=11-Z:A=6144+V*64+X

9 PUTSPRITE0,(X*8-1,Y*O+12),Z:LOCATE12,3:IFSTRIG(0)THENM=0:F=VPEEK(A)\9-9ELSEIFM THEN8:DATA"TIME:*****"SYMBOL"

10 F=(L<8)ANDF:COLORB(F):VPOKEB,C(F):PLAYM$(F):PRINTX$(F):IFF<2THEN3ELSEFORI=0TO21:VPOKEA+K*(IAND1),42-I\2:NEXTI,L:60TO9

Ok

```

Some Code References

Variables & constants

```

E,O  = BOARD POSITION ( left, top )
W,H  = BOARD SIZE ( Width x Height )
A$(0) = BOARD MATRIX (upper half of each symbol)
A$(1) = BOARD MATRIX (lower half of each symbol)
L    = CURRENT LEVEL
J(n) = ARRAY CONTAINING JOYSTICK MOVEMENT
S    = THE SYMBOL RANDOMLY CHOSEN FOR THIS LEVEL
S(n) = ARRAY CONTAINING SYMBOL GRAPHS TO COMBINE
A    = VIDEO ADDRESS OF THE POSITION OVER THE CURSOR
B    = VIDEO ADDRESS OF THE GOOD-SYMBOL COLOR (=8192+C\8 =8204)
B+1  = VIDEO ADDRESS OF THE FAKE-SYMBOL COLOR (=8192+C\8+1 =8205)
B-7  = VIDEO ADDRESS OF THE TIMEBAR COLOR (=8197)
C    = CHAR USED AS THE GOOD SYMBOL UPPER HALF (=97)
C+1  = CHAR USED AS THE GOOD SYMBOL LOWER HALF
C+8  = CHAR USED AS THE FAKE SYMBOL UPPER HALF
C+9  = CHAR USED AS THE FAKE SYMBOL LOWER HALF
X,Y  = CURSOR POSITION
Z    = CURSOR COLOR (used for blinking)
F    = STATE 0=YOU-WIN / 1=GAME-OVER / 2=NEXT-LVL
C(n) = SYM-COLOR  0:WIN-COLOR      | 1:GAMEOVER-COLOR | 2:NEXT-LVL-COLOR | 3:0
M$(n) = MUSIC      0:WIN-MUSIC     | 1:GAMEOVER-SOUND | 2:NEXT-LVL-SOUND | 3:<empty>
X$(n) = TEXT MSG   0:"YOU WIN!!"   | 1:"GAME OVER"    | 2:<empty>         | 3:TIME-B
T,U  = TEMPORARY VARS
M    = TIMER
V    = TIMER VELOCITY
K    = CONSTANT 32
Q    = CONSTANT 16

```

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2022 - Martin Rizzo martinrizzo@gmail.com