

Drive Me Crazy!

A BASIC driving game for the Sinclair ZX Spectrum

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Drive Me Crazy! title screen

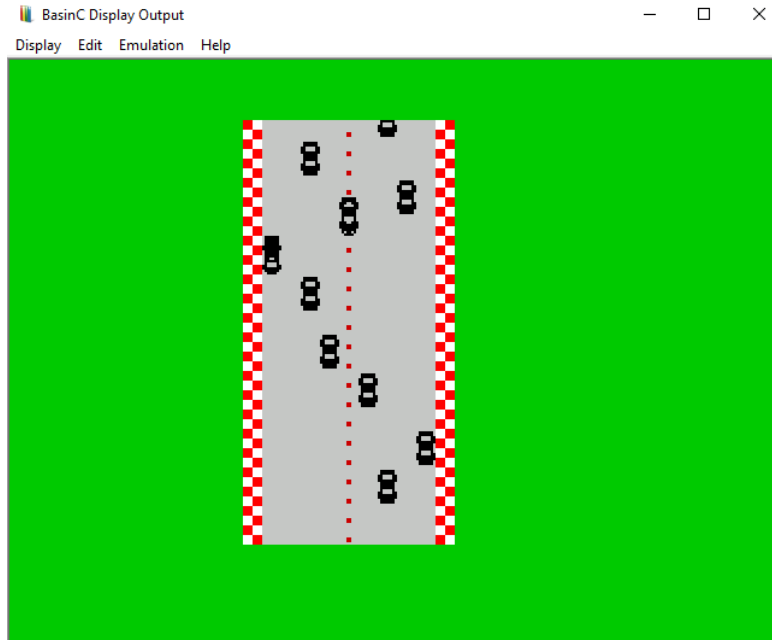
Drive Me Crazy! is a driving game for the [Sinclair ZX Spectrum](#) home computer, implemented in [BASIC](#) language. Drive along selected track, avoiding hitting obstacles and other vehicles. Collect fuel tanks for bonus score. You can choose among 3 tracks, with different levels of difficulty, by pressing the corresponding key in the game main menu screen:

1. Highway
2. Country road
3. City road at night

The car moves downwards, and you can control it with the following keys:

- **q**: brake
- **a**: accelerate
- **o**: steer left (player point of view)
- **p**: steer right (player point of view)

The game keeps track of the best score for each of the three available tracks.



Heavy traffic on the highway, today.

Quick start

Load the **DrvMCrazy.tap** file in your ZX Spectrum computer or emulator. If you do not know where to start, you can try the [Fuse](#) emulator, which is available for many host platforms (Windows, MacOS, Linux, ...).

When loading is complete, press any key to go to the game menu.

You can choose the selected track by pressing **1**, **2**, or **3** numeric key.

Control the car using **q**, **a**, **o**, **p** keys.

Program description

Drive Me Crazy! is my entry to the “[Concorso BASIC 2020](#)” context, “BASIC pura” category.

It has been coded entirely in [Sinclair ZX Spectrum BASIC](#). For screen scrolling, the program uses the ‘scrolling’ subroutine, located in the ZX Spectrum ROM at byte 3582 (Hex: [0DFE](#)).

UDGs (cars, trucks and other objects) are defined and loaded at lines 5020 – 5040.

For each track, track properties (vehicles and objects colour, road width and so on) are defined at lines 2101, 2102, 2103 respectively, while track data start at lines 6000, 7000 and 8000.

Track data is made up of elements, defined as follows:

- instant in which the element will be drawn on screen or will take effect;

- road "curve" (=0: no curve; >0: curve right; <0 curve left);
- number of following items (cars, obstacles, bonus fuel tank);
- for each item:
 - item type:
 1. car,
 2. truck,
 3. trailer,
 4. tractor,
 7. fuel tank (bonus),
 8. danger sign (obstacle),
 9. finish line;
 - item offset, from the left side of the road.

The variables used in the game are:

B: border colour

O: horizontal road offset from the left side of the screen

W: road width

S: road side attributes

R: road attributes

E: environment scenery attributes

F: finish line attributes

F\$: finish line shape

N: bonus (fuel tank) attributes

R\$: road shape

C: vehicles attributes

X: player's car column

Y: player's car row

OX: previous player's car column

OY: previous player's car row

K\$: input key

Z: peeked value - collision detection (player's car front)

Q: peeked value - collision detection (player's car rear)

T: selected track

K: game tick

D: next track element tick event

G: track element item type (see explanation above)

H: track item offset

L: cars left

V: collected bonus score

A\$(2): road backup of characters occupied by player's car

H(3): Hi Scores

I, J: iterators; temporary variables

Credits

Drive Me Crazy! has been coded using [Visual Studio Code](#), [bas2tap](#) and [BasinC](#) and tested with [Fuse](#) emulator and on the [ZX Spectrum Next](#).

Title screen fonts: "Infinite Justice" by [Insanitype! Font Design](#) And "Full Pack 2025" by [Imagex Fonts](#).

Game font: "[GC Atari 2600 Pixel Font](#)" by [Zeh Fernando](#), converted to the Speccy by myself.

Chequered flag adapted from the [Finish Flag Icon](#) included in the [Windows 8 Pack \(Metro Style\) icon set](#); license: [Creative Commons \(Attribution 3.0 Unported\)](#).

