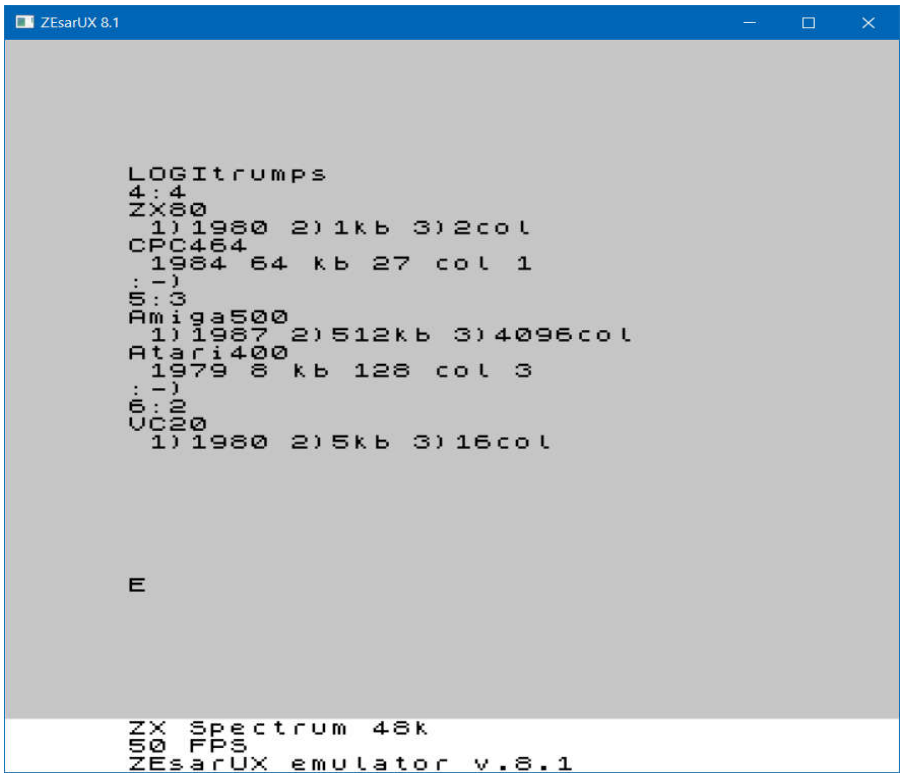
LogiTrumps

A card game for the Sinclair Spectrum.

DESCRIPTION



LogiTrumps is a trump card game with retro computers. It's like we used to play it 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 tap file with your favorite emulator (e.g. ZEsarUX, where you just select the file within the menu.).

VARIABLES AND DATA STRUCTURES

Variable	Usage
u	Users turn (1) or computer (0)
p[]	Person's array for position of cards
c[]	Computer's array for position of cards
r	Number of cards of person
e	Number of cards of computer
t$[]	Name of cards
a(card, factor)	Factors of the cards
p	Current position/card of person
c	Current position/card of computer
n	Round
b	Selected factor
z	Factor to print
d	User (1) or computer (0) to be printed as symbol

CODE

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10 DATA "ZX80",-1980,1,2,"Amiga500",-1987,512,4096,"CPC464",-
1984,64,27,"Atari400",-1979,8
20 DATA 128,"TI99/4a",-1981,16,16,"VC20",-1980,5,16,"C-64",-
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1982,64,16,"C=128",-1985,128,16
30 PRINT "LOGItrumps": LET p=0: LET c=0: DIM t$(9,9): DIM a(9,4):
DIM p(9): DIM c(9): LET n=0: LET u=1: LET r=4: LET e=4: FOR i=1
TO 8: READ t$(i): FOR f=1 TO 3: READ a(i,f): NEXT f
40 LET z=RND*(c<4)<RND*(p<4): LET p=p+z: LET c=c+1-z: LET p(i)
=p*z: LET c(i)=c*(1-z): NEXT i
50 LET n=n+1: LET p=0: LET c=0: FOR i=1 TO 8: LET c=c+(c(i)=n)*i:
LET p=p+(p(i)=n)*i: NEXT i: LET b=1+(a(c,2)>16)*2
60 PRINT r;":";e: PRINT t$(p): PRINT " 1)";a(p,1)*-1;" 2)";a
(p,2);"kb 3)";a(p,3);"col": IF u THEN INPUT b: LET b=b
70 PRINT t$(c): PRINT " ";a(c,1)*-1;" ";a(c,2);" kb ";a(c,3);"
col ";b: LET p(p)=n+r: LET c(c)=n+e: IF a(p,b)>a(c,b) THEN PRINT
":-)": LET p(c)=n+r+1: LET c(c)=0: LET r=r+1: LET e=e-1: LET u=1
80 IF a(p,b)<a(c,b) THEN PRINT ":-(": LET c(p)=n+e+1: LET p(p)=0:
LET r=r-1: LET e=e+1: LET u=0
90 IF ((r>0) AND (e>0)) THEN GO TO 50
100 PRINT r;":";e: PRINT "game over": INPUT x: RESTORE : GO TO 1
```

CODE DESCRIPTION

10, 20 Data lines
30 Show name of the game, initialize variables, read data
40 Set random variables
50 get next cards; set computers category
60 print score, show players card, ask players category, if it is his turn
70 show computers card; if won: show result and adapt cards
80 if lost: show :-(and adapt cards
90 check if have to continue
100 game over; run again

LINE LENGTHS

I am not really familiar with this machine. Therefor I can only guess that each line should be under 120.

FURTHER INFORMATION

This program is part of a bigger project and available for different platforms. For more information check https://logiker.com/LogiTrumps.