Let's Play Chicken!

Take on the challenge of a high-speed chase across the video screen. Quitters are chicken.

by Marty Butherus and Curtis Cooper

Chicken is a Hustle-like game for two players. The opponents move up, down, left and right using the keyboard, leaving a trail behind them on the screen as they move. Player Blue moves using the W, A, S and Z keys. Player Gold uses the P, L, ; and . keys. The object of the game is to avoid hitting your trail, your opponent's trail or the boundaries.

The Basic program, Chicken (Listing 1), loads the machine-language program, Obj.Chicken (Listing 2), and its data, Chicken Data (Listing 3), and lets you pick the game speed (1–256) and the number of games (points) required to win (1–99). After each point, press the space bar to start the next point. After a winner has been determined, the program prompts you for another game or quitting.

The following memory locations are utilized:

- Obj. Chicken $1400–$16BO
- Chicken Data $1700–$17BO
- Keyboard Data $1781–$17BF
- Text Data

Enjoy playing Chicken with your friends.

Write to Curtis Cooper at 803 E. Clark, Warrensburg, MO 64093.
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