This program won 1st prize in the summer 2006 game programming contest. To download this program complete with sound effects click here:

Entrap.zip

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' Program Entrap
' The first version of this program was written in machine
' language and used to demonstrate Digital Group equipment.
' MAXI-BASIC version by Hal Knippenberg, April 1979
' Liberty Basic version by Harmonv, July 2006
nomainwin
global w$, cr$, move, blu, yelo
blu = 1 : yelo = 0 : gwin = 0
cr$ = chr$(13)
[newgame]
if gwin=1 then close #g
tm = 0 ' total moves
call boardsetup
UpperLeftX = 40 : UpperLeftY = 20
WindowWidth = 500 : WindowHeight = 350
menu #g, "File", "New Game", [newgame], |, "Exit", [alldone]
menu #g, "Help", "Entrap Rules", showrules, "About Entrap", about
button #g.b, "Done", [alldone], UL, 340, 240 ' {, width, height}
statictext #g.s1, "Entrap", 320, 40, 160, 60
statictext #g.s2, "Want the rules?"+cr$+"Check Help menu.", 300, 120,
190, 80
open "Entrap" for graphics_nsb as #g
gwin=1 ' set window flag to active
print #g, "color black ; down"
print #g.s1, "!font Arial 14"
print #g.s2, "!font Arial 14"
print #g, "flush"
print #g, "trapclose [quit]"
print #g, "when leftButtonDown [clicked]"
gosub [showgboard]
wait
' start of main loop
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[clicked]
gosub [getmousemove]
if b(move)=yelo then
#g.s2, " Illegal move."+cr$+" Try Again."
wait
else
#g.s2, ""
end if
tm = tm + 1
call updateboard move
gosub [showgboard]
call winorlose
if w$<>"" then [endgame]
wait
[showgboard]
#g.s1, "Total Moves"+cr$+" ";tm
for i = 1 to 9
x = 10+90*((i-1) mod 3)
y = 10+90*int((i-1)/3)
#g, "place ";x;" ";y
if b(i)=yelo then
#g, "backcolor yellow"
else
#g, "backcolor blue"
end if
#g, "boxfilled ";x+80;" ";y+80
#g, "flush"
next i
return
[getmousemove]
move = 0
if abs(MouseX-50)<40 and abs(MouseY-50)<40 then move = 1
if abs(MouseX-140)<40 and abs(MouseY-50)<40 then move = 2
if abs(MouseX-230)<40 and abs(MouseY-50)<40 then move = 3
if abs(MouseX-50)<40 and abs(MouseY-140)<40 then move = 4
if abs(MouseX-140)<40 and abs(MouseY-140)<40 then move = 5
if abs(MouseX-230)<40 and abs(MouseY-140)<40 then move = 6
if abs(MouseX-50)<40 and abs(MouseY-230)<40 then move = 7
if abs(MouseX-140)<40 and abs(MouseY-230)<40 then move = 8
if abs(MouseX-230)<40 and abs(MouseY-230)<40 then move = 9
return
[endgame]
if w$="won" then
playwave "yeehaw.wav", async
#g.s2, " ** You WON!! **"+cr$+"Congratulations!!"
end if
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```
if w$="lost" then
playwave "wlaugh.wav", async
#g.s2, " -- You lost --"+cr$+"Better luck next time."
end if
wait
[alldone]
[quit]
if gwin=1 then close #g
end
' ----- end of main routine -----

sub boardsetup
ok = 0
do
for i = 1 to 9
t = rnd(1)
if t<0.666 then
b(i) = yelo
else
b(i) = blu
ok = 1
end if
next i
loop until ok=1
end sub
sub winorlose
sum = 0
w$ = ""
for i = 1 to 9
sum = sum + b(i)
next i
if sum=0 then w$="lost"
if (sum=8) and (b(5)=yelo) then w$="won"
end sub
sub updateboard move
select case move
case 1: s=1245
case 2: s=123
case 3: s=2356
case 4: s=147
case 5: s=24568
case 6: s=369
case 7: s=4578
case 8: s=789
case 9: s=5689
end select
```

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for i = 1 to len(str$(s))
t = s mod 10 : b(t) = 1 - b(t)
s = int(s/10)
next i
end sub
sub showrules
playwave "help.wav", async
n$ = space$(10)+"Entrap Instructions"+cr$+cr$
n$=n$+ "This game is played on a 3-by-3 grid. "+cr$
n$=n$+ "When the game starts the board will be "+cr$
n$=n$+ "filled with yellow and blue squares. "+cr$+cr$
n$=n$+ "To change the board, click on any of the "+cr$
n$=n$+ "blue squares. "+cr$+cr$
n$=n$+ "To win, make the center square yellow "+cr$
n$=n$+ "and all the other squares blue."+cr$+cr$
n$=n$+ "If all the squares turn yellow, you lose. "+cr$+cr$
n$=n$+ "As you pick squares, the board will change "+cr$
n$=n$+ "based on these rule(s): "+cr$+cr$
n$=n$+ "If you pick a corner square, the 4 squares "+cr$
n$=n$+ "in the area will change."+cr$+cr$
n$=n$+ "Pick one in the middle of an edge and all "+cr$
n$=n$+ "three squares along the edge will change. "+cr$+cr$
n$=n$+ "Pick the center square and the center plus "+cr$
n$=n$+ "the 4 middle edge squares will change. "+cr$+cr$
n$=n$+ "To end the game, click the [Done] button. "+cr$+cr$
n$=n$+ "Good Luck !"+cr$
notice n$
end sub
sub about
n$="About Entrap"+cr$
n$=n$+ "The first version of this program was "+cr$
n$=n$+ "written in machine language and was used "+cr$
n$=n$+ "to demonstrate Digital Group equipment. "+cr$+cr$
n$=n$+ "MAXI-BASIC version by Hal Knippenberg, Apr 1979 "+cr$+cr$
n$=n$+ "Liberty Basic version by HarmonV, July 2006 "+cr$
notice n$
end sub
```