

Dear all,

Capital Quiz is not a complicated game. What was time consuming, but not difficult, is entering the 100 questions, trying to make it a bit difficult by entering 3 difficult choices (not to be easy to make the correct choice by excluding 2 choices).

What was a difficulty for me is that i used command AFTER for the first time. This command is used to make player (or both players) lose when they haven't answered for some seconds. I didn't know how to disable this when an answer is given, so i created a variable, DOTH, which is defined as 1 when an answer is given while it is 0 when no answer is given. Later, i discovered that i can use PRINT REMAIN for that. But this printed the remaining time, so i had to arrange this print to be in the same colour as background, so nobody sees something.

Another problem was to ensure that the same question will not appear in the same game. The choice of the question is random and it is defined by  $\text{INT}(\text{RND} \times 100) + 1$ , which gives a number from 1 to 100 randomly. Then by using ON EROTA (or EROTB or EROTC) GOTO we go to the appropriate line. Pls note that due to the fact that we cannot use the same variable in 1 line for 100 questions (we can't type 100 number lines in 1 line), we created EROTA, EROTB, and EROTC. When  $\text{EROTA} < 41$  then EROTA is left as it is, but when  $\text{EROTA} > 41$  AND  $< 80$  we define  $\text{EROTB} = \text{EROTA} - 40$ , so we use on EROTB GOTO (another 40 choices). Same with EROTC for questions 81-100. So, let's go back to the first problem of not making again the same question in the same game: we created 100 variables, ER1 ... to ER100. This variable is set to 1 when a question has been made. So, before making the question, the game examines this variable for the chosen question, so if it is 1, we go back to question choice. The questions consists of 2 lines, the first line examines the ER variable, the other sets the variables for the questions (XORA\$ for country, APA\$, APB\$, APC\$ for choices, COR\$ for correct answer), and finally sets the question variable to 1 (eg  $\text{ER27} = 1$ )

This procedure caused a small problem. When we are for example in high number questions, eg 90, most random choices that are made for question choice are sent back, due to the fact that ER variables are 1. And it needs time to go randomly to one question that is not shown yet. But delay is not so long, so we just added a <Loading question...> to be printed in order for the game to appear that it does not have a problem.

Other variables that we need to mention are AKOL that is the number of how many questions are already played, and PLIK that is which player of the 2 has given an answer.

I know that keys for player 2 are not the best option, but i preferred letters in order to avoid any incompatibilities with some emulators. At any case, the player can change them via the emulator settings in order to make a more suitable choice for keys.

Also, I have to note that intro music is based on a song of the fans of the team i support, OFI, that is many times song by fans in the stadium.

Concluding, i would like to say that this game can be a platform that may be used for creating another but similar game. If, for example, someone wants to make a quiz that we ask for the country that a river is, or we show a song and ask from the player to find the correct singer, it can be done easily. We just have to change in the 100 questions lines the questions and answers. So, we have to change XORA\$ (questions), APA\$, APB\$, APC\$ (answer choices), and COR\$ (define the correct answer- pls note that it has to be completely identical with the correct APA\$/APB\$/APC\$ answer, that means not even a change in a capital letter).

In addition, the way of getting points can lead to the fact that it is possible that the winner has less correct answers (if he answers correct in triple bet and double bet questions). I decided that because this is a game and not only a test, so it has more fun like that.

I believe that my game is not a complicated game, but it is playable, and can be educational and enjoyable!

That's all!

Hope you enjoy it!

Welcoming your comments at [skafesakis@yahoo.gr](mailto:skafesakis@yahoo.gr)

Many thx for reading this!

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