The game **Piranha** originated in a CP/M library and was later published in *Interface Age* magazine. It was subsequently ported to the Exidy Sorcerer and appeared as a listing in the hobbyist Sorcerer newsletter *'Port FE'* in February and March 1981.

The original listing from *Port FE* was captured, cleaned up and recompiled with an 8080 assembler. It was then moved to a Sorcerer using software developed for the purpose of software recovery and saved as a .wav file.

BEFORE   **AFTER**

```
*********************************
*                               *
*          PIRANHA              *
* Program originated for SOL/VDM *
*   from CP/M user library # 28 *
*     Game from INTERFACE AGE   *
* Modified and assembled to run *
* on the Sorcerer computer @ 100 *
* Hex. Program can be modified   *
* for different graphics if one  *
* so desires.                    *
*                               *
*                               *
*   Modified by H.A.Lautenbach   *
*         January/1981           *
*********************************

0100                ORG     100H    ;
0100 3E00   RESTART MVI     A,0
0102 D3C8           OUT     0C8H
0104 310008         LXI     SP,JUMPS
0107 CD3706         CALL    SETUP

010A 217B08 MAINLP  LXI     H,VTABL
010D 23             INX     H
010E 7E             MOV     A,M
010F FE4F           CPI     DEAD
0111 CA2001         JZ      MP1
0114 E5             PUSH    H
0115 CD9801         CALL    ADDSCR
0118 3A0807         LDA     SCRFLG
011B B7             ORA     A
011C F4CA03         CP      VMOVE
011F E1             POP     H
0120 CD1D03 MP1     CALL    USER
0123 CD2802         CALL    BIGCTR
0126 CD3602         CALL    NEWFISH
```

```
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; *                               *
; *                               *
; *   Modified by H.A.Lautenbach   *
; *         January/1981           *
; *      Restored by Sean Corr     *
; *          May/2020              *
; *********************************

        0100            ORG     0100H
0100    3E00    RESTART MVI     A,0
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011F    E1              POP     H
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0123    CD2802          CALL    BIGCTR
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```

etc.

Original Instructions:

P I R A N H A

If any of you Sorcerer friends have played Martian Invaders, then this PIRANHA game is a <u>must</u> for you! The following is a brief summary of the game listed on the following pages in Hex and Mnemonic form.

The screen formats to a large Rectangle with you, the swimmer, right in the center, and the PHASE level and SCORE at the base of the screen. Then from the bottom piranhas start to move vertically up to the top of the screen, some slowly, but others faster --- then one is right in line with you! If the piranha gets you, you're finished! But by using the numeric arrow keys you can avoid being devoured! Now with special attention to your movements you are able to avoid the piranhas coming up from the bottom of the screen. The intention of the game is to score as high as possible without being eaten. This is accomplished by moving from one side of the screen to the other side, as many times as possible, without running into a hungry piranha along the way.

When you accomplish this in Phase 0 you score 50 points for each pass. As the Phases increment by 1, this score rate for crossing the screen from border to border will increment accordingly. At Phase 2 your scoring is 100 per pass but the piranhas begin to increase in numbers from the bottom of the screen with an additional problem. Instead of just going up the screen some begin to move sideways toward you! It now becomes more and more difficult to find a free passage across the screen. At Phase 4 the problem becomes a little bit more hairy! -- because the piranhas have now decided to appear from the top of the screen moving downwards and occasionally begin to move sideways towards you and start hemming you in. Occasionally two piranhas will collide and fight it out. This obliterates them both from the screen. At Phase 5 scoring increases to 180 pts. per pass, but it becomes more and more difficult to cross from one side to the other. You manage to survive to reach Phase 6 and there are approximately 20 piranhas on the screen with very few openings available. At Phase 7 they are all moving towards you with great vigor!! More collisions appear between hungry piranhas and scoring is up to 250 pts. per pass.

With less and less chances of crossing the screen a break occurs. There are now only 6 piranhas on the screen. The score climbs to 28,000 and you are a bag of nerves! The screen soon fills up with more piranhas - it's just uncanny and impossible to watch all the piranhas at once to see in which direction they are all moving.

Phase 8 has now been attained. Ten minutes has gone by since you started. Just then a piranha came from the side right adjacent to your location. You were only inches from being eaten!!! Phase 9 finally has been reached. The score is now 42,000 Ooooooohhhhhh!!!!!!!!!......... a piranha got me with a score of 42,044 High score to date has been achieved by Tony Lautenbach, the co-author of this newsletter, with a score of 94,000.

by: Tony Bagshaw

If any of you Sorcerer friends have played Martian Invaders, then this PIRANHA game is a <u>must</u> for you!   The following is a brief summary of the game listed on the following pages in Hex and Mnemonic form.

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This obliterates them both from the screen. At Phase 5 scoring increases to 180 pts. per pass, but it becomes more and more difficult to cross from one side to the other. You manage to survive to reach Phase 6 and there are approximately 20 piranhas on the screen with very few openings available. At Phase 7 they are all moving towards you with great vigor!! More collisions appear between hungry piranhas and scoring is up to 250 pts. per pass.

With less and less chances of crossing the screen a break occurs. There are now only 6 piranhas on the screen. The score climbs to 28,000 and you are a bag of nerves! The screen soon fills up with more piranhas - it's just uncanny and impossible to watch all the piranhas at once to see in which direction they are all moving.

Phase 8 has now been attained. Ten minutes has gone by since you started. Just then a piranha came from the side right adjacent to your location. You were only inches from being eaten!!! Phase 9 finally has been reached. The score is now 42,000   Ooooooohhhhhh!!!!!!! ……… a piranha got me with a score of 42,044   High score to date has been achieved by Tony Lautenbach, the co-author of this newsletter, with a score of 94,000.

Note: Use the arrows on the Sorcerer keypad to move your swimmer. Movement is initiated with the arrow keys or diagonally with 1/7/9/3 keys and halted with the '5' key. If you do not halt movement with the '5' key on the keypad, your swimmer will move all the way from one side to another. <ESC> or <ENTER> starts a new game.