

Copilot

Certainly! Creating a slalom game in Sinclair ZX81 BASIC is a fun challenge. While the ZX81's limited memory and processing power make it a bit tricky, I'll provide you with a simple example to get you started. Feel free to enhance and expand upon it!

```
10 REM SLALOM GAME
20 LET X=10: LET Y=0: LET DX=0
30 PRINT AT Y,X;"*"
40 LET K$=INKEY$: IF K$="" THEN 40
50 IF K$="0" THEN END
60 IF K$="5" THEN LET DX=0
70 IF K$="6" THEN LET DX=1
80 IF K$="4" THEN LET DX=-1
90 LET X=X+DX
100 IF X<1 THEN LET X=1
110 IF X>20 THEN LET X=20
120 IF Y=0 THEN LET Y=1
130 IF Y=1 THEN LET Y=0
140 GOTO 30
```

Here's how it works:

- The player controls an asterisk (*) that moves left (4), right (6), or stays still (5).
- The game loops until the player presses '0'.
- The slalom gates are represented by the player's position on the screen.
- You can adjust the screen size (e.g., 32x24) and add more features as desired.

Remember, this is a basic example. You can enhance it by adding obstacles, scoring, and smoother movement. Have fun coding! 😊

If you'd like more information or need further assistance, feel free to ask! 🎮