In general, Willy is rewarded for risky (expertise?) play. Keep this in mind when looking for more scoring opportunities!

Source Code:

Spit Wad Willy was written in approximately 20,000 lines of C/C++ and assembly language code. The following is an excerpt from Spit Wad Willy. It gives an insight into the design and flow of the game.

The main loop of Spit Wad Willy is shown in **figure 2**. As you can see, the main loop was kept simple and uncluttered. All the necessary functions are being executed repeatedly until the player decides to exit or runs out of lives. Once the game has ended, the high scores file is checked and updated if a new record has been set. The last thing the main loop does is show the high scores. Then the loop repeats.

Figure 2. C/C++ Source Code Sample:

```
void main()
{
      init_game();

      while (1)
      {
            start_title_loop();
            start_game();
            start_room(1);
            while(game_stage != MAX_STAGE)
            {
                  non_displayed_page = displayed_page^1;

                  check_keys();
                  game_cast->doit();
                  draw_score();
                  game_display->showPg(displayed_page =
                        non_displayed_page);
                  game_display->cycle();

                  game_snd_manager->doit();

                  sww_doit();
                  if (stop_game)
                  {
                        stop_all();
                        break;
                  }
            }
            check_for_high_score();
            show_all_scores();
      }
}
```