WARNING A I R R A I D
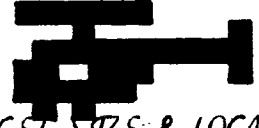
A I R R A I D

DIFFICULTY 1-5, TARGET SIZE & LOCATION   *DIFFICULTY 6-9, TARGET SIZE & LOCATION*

"AIR RAID" is for players of all ages and skills. Load the game into the computer & run. The computer will ask you which difficulty level you want, enter using the keypad (1 is the easiest, 9 the hardest). The computer will then ask your choice of air plane or helicopter (0=air plane and 1=helicopter). Knob control #1 allows you to aim your gun, trigger #1 fires the gun. The object is to protect the city below from the enemy air craft which is firing upon it. The enemy air craft will make five passes over the city during each game. You must destroy the air craft as quickly as possible, thus allowing the enemy a minimum amount of time to fire upon the city. When using levels 1 through 5, 50 pts. is deducted from your score each time the city is fired upon, 100 pts. is deducted from your score each time the city is fired upon when using levels 6-9. Two types of guns are used to play the game, level 1-5 uses a type which allows the player to hit the air craft easier than when using levels 6-9. The harder the level you choose the faster the aircraft will fly and the more times it will fire upon the city. Possible score, your score, difficulty used, type of air craft used and your rating are all displayed at the end of each game. Ratings: Expert, Sharpshooter, Marksman, Amateur, Beginner - Press any key for a replay.

LINES / STATEMENTS

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1   CLEAR B,C,V=3; PRINT
2   IF CV<7,V=KP-48
3   CX=69; PRINT "PLANE"; FOR
    HELICOPTER=1,H=KP-48,G
3   GOTO 29
    FOR Z=1 TO 29; NEXT Z
    IF U>A-4 IF U<A+G GOTO 6
4   CY=B;CX=U; PRINT "*";BC=BC
    BOX U-1,B;U,3;BC=8; BO
    OX,U-1,B;6,2;X(A3)=0; IF
    U>A-2 IF U<A+G GOTO 6
5   GOTO 14
6   CY=9;CX=U;CV=A; PRINT
    **; FC=BC;BOX A+2,B+2,3,
    -5; NEXT Z;FOR Z=1 TO 35; NEX
    WARNING   AIR   RAID
    B,Z=9 GOTO A,5 STEP -2;X(19)
    NEXT Z; NEXT M;BC=15; FO
6   BOX 9,0,35; GOTO A,8
    NT=0; Q(19)=0; X(19)=0; CLEAR
    E=20-D;P=X;FC=8; GOTO 15
    FC=8;FOR Z=1 TO 35; PRINT "
    ...X(A3)=0; BC=Z; MU=0; BC=Z; NEXT
7   Z=9 GOTO A,5 STEP -2;X(19)
    NEXT Z; NEXT M;BC=15 FO
8   BOX 9,0,35; GOTO A,8
10  BOX 9,0,35;B,0,8;6; IF C,2; IF H,C(
11  TEP=-4; FOR A=Z1 TO -65 STEP 3;B+
    BOX A,B,5,2,3; BOX A+2,B+
12  IF RND(1)=V,D=V; C=3;D=D+1;B; FOR
    Z=1 TO A,5 STEP -2; BOX A1=-3
    TY=3;BC=BC; BC=Z; NEXT 50; NEX
    T;RC(1)=KN(1)+2+4;X&C(A3
13  IF L; GOTO N
    BOX A+2,B,1,3; Z; NEXT A;
    GOTO 21
14  C=3,5;BC=C;CY=40; PRINT "
    POSSIBLE SCORE    P PTS.
15  CORE=4;F=5;P;"PTS."; PRINT;
    CX=-55; PRINT "LEVEL #1="V
16  IF H; PRINT "HELICOPTER
    ...; GOTO 18
17  PRINT "AIR PLANE   YOUR
18  PRINT; PRINT;CX=-36; GOT
    RATING; PRINT;CX=-36; GOTO
19  PRINT "BEGINNER"; GOTO 24
20  CX=-23; PRINT "AMATEUR"; GO
21  PRINT "MARKSMAN"; GOTO 24
22  CX=-37; PRINT "SHARPSHOOTER
23  GOTO 29
24  CX=-18; PRINT "EXPERT"
25  IF KP CLEAR; GOTO 29; RETURN
    MU=RND(99); NEXT Z
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26  FOR A=7 TO -65 STEP -4; V=RO
    X A-3;BOX A,B,5,
    3,3; BOX A+2,B+2,1; BOX
    A-2,B-2,3; BOX A,B-2
27  BOX A+5,B+,5,1; BOX A+
    3;BOX A+5; BOX A,B+1;
    3,3,3; FC=8; BOX
28  BOX A,B+3,3,1; BC=8; BO
29  GE=2;N=1; BC=1; IF CV<1,CV>9
    GOTO ...
30  =3,5;B=3;Y;E=0;D=0; PRINT
    =35; NT=1;CV=3; PRINT
    SCREEN PREPARATION
35  FAV>5;N=4;G=1;B=A
    XY=-236;7; LINE 4,52,5,3;GO
    SUB 43;XY=40,51; LINE 70,
    26,3; XY=35,34; LINE 70,25
    20;GOSUB 25;XY=64;70
40  LINE 79,1,47; XY=64;70
    06; LINE 5,6,3; XY=64; LINE
    LINE 40,3; XY=38,70; LINE
    -70,3; LINE 5,29; LINE 37,3;G
45  OSUB 35;XY=16,0; LINE 79
    -40,3; XY=10,63; LINE 79
    (3);+1; GOSUB 25; TO
50  K=RND(6); X=81; BOX
    X,T, J,K; XY=64,57; LINE 58,3
    3; X=46; LINE 4; LINE 4,1-20
55  XY=-40;5; LINE -5,3; B
    OX=-30;3; BOX -3,3; BOX-50;
    3; BOX A-3,3; BOX-52;-18
56  3; BOX -48,18; LINE-3
    GOSUB 3; BOX K-3,3,3
    6;FOR Y=35 TO -75; GOTO 7
    NEXT M; GOTO 7
6   CHANGE FOR 2000 BAUD
    XC19; Q(CY=BCY; A; PRINT"
    **;FC=BC;BOX A+2,B+2,3,3;
    FOR Z=1 TO Q STEP -5;X(A3
    Q=Z;X(19)=L; BC=Z; NEXT Z
7   NT=1; X(A1)=0; X(19)=0; CLE
    E=20-D;P=X;FC=8; GOTO 15
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