

BOMBARDMENT II 2.0
General

This is a type of guessing game where the player pits his guesses against the computer's random choices. The player starts by moving the cursor with the joystick and selecting his "forts" with the trigger. The player and computer then alternate shots. The player shoots by moving the cursor on the computer's side to choose the "fort" to shoot at and then (pressing with the trigger, IF the cursor stays lit) it was a hit. The game restarts automatically.

Variables

A B C V W X Y Z

Index
Index
Index
Player's Score
Computer's Score
XY Cursor Coordinates
Side (-72 for player, 8 for computer's)

Note: The text editor uses L, Q, & R.

Line #	Statement(s)	Comments
1		
2	BOMBARDMENT II	Print Instructions
3	MSK 1,780	"
4	CLEAR INT=0; PRINT "US	"
5	ING PESTOL GREP;	"
7	PRINT "CHOOSE A BASES AS Y	"
8	OURS THEN ATTACK ENEMY B	"
	ASES FIRST TO DESTROY OT	"
	HER'S AMENS. GOOD LUCK!	"
9	PRINT "PUSH GO"; IF KP	"
	#13 GOTO 9	"
10	CLEAR INT=1	Init Screen, Sound
11	V=0; W=0	" Scores
12	S(2)=7; S(3)=7	" Alt FC
14	0(8)=8; FOR A=7 TO 33; 0	" Comp. Guesses
	(A)=0; NEXT A	"
15	BC=15; FC=7; S(0)=9; I; S	" BC, FC, Alt
	(1)=9; I; S(9)=30	" PC, Split
18	SX=6; PRINT "PLAYER'S" ; C	" Heading 1
	X=16; PRINT "COMPUTER'S" ;	"
20	FOR C=1 TO 2; ISTEP 5; C; Y	" Numbers
	=28; C=5; I; I	"
30	FOR A=-74 TO 6 STEP 80	"
A0	FOR B=CTO C+4; SX=A+14	"
	X(B-C)	"
50	PRINT #2, B	"
60	NEXT B	"
70	NEXT A	"
80	NEXT C	"
90	BOX -43, 40, 52, 8, 3	"
95	FOR A=0 TO 3; Z=-72; 6; 05	"
	UB 110	"
100	0(A)=0; FOR B=0 TO A; IF Z#0(C	"
	B) NEXT B; 0(A)=2; GOTO 106	"
105	BOX X, Y, 13, 9; Z=-72;	"
	GO SUB 110; GOTO 100	"
106	NEXT A	"
107	GOTO 200	Reject

Comments
Source Move/Read

Line # Statements(s)

```

110 X=Z,Y=28
120 BOX X,Y,1,3,9,3
125 IF TR(1),Z=ABS(Z-X)+1
130 4+1+(28-Y)/(1*5);RETURN
130 BOX X,Y,1,3,9,3
140 X=X+DX(1)*1+IF(X<Z)
150 + (X>Z+56) X=X+28
150 Y=Y+DY(1)*1+IF(Y>Z)
160 +(Y<16) Y=6
160 GOTO 170
200 FOR A=1 TO 7
210 B=RND(25);FOR S=4 TO
A;IF B+Q(S)NEXT S;Q(A)=B;N
EXT A;GOTO 230
220 GOTO 210
230 PRINT;GOTO 250
240 BOX -13,40,52,8,3
250 Z=8;GOSUB 110
260 B=0;FOR A=1 TO 7;IF Z=
Q(A),B=Z;GOTO 275
270 NEXT A
275 IF B,V=V+1;Q(A)=Q
280 BOX X,Y,1,3,9,3
290 BOX -13,40,52,8,3
300 BOX 42,40,63,8,3
310 A=BND(25)
320 FOR B=9 TO 0(8);IF Q(B)
)=AGOTO 310
330 NEXT B;Q(8)=Q(8)+1;Q(
0(8))=A
340 FOR B=0 TO 3;IF Q(B)=A
W=WH;C=Z;GOTO 360
350 NEXT B
360 A=A-1;BOX -72+14*(A+5
x0+RM),28-A+5*1,1,3,9,3
370 BOX 42,40,63,8,3
380 IF (V<9)*(W<4)GOTO 290
390 IF (V=A)*(W=4)PRINT;TIE
400 IF V<WPRINT;I WHEN SUSK6R
410 IF W<VPRINT;YOU WIN!
    
```

```

420 BOMBARDMENT II 2.0
430 FOR A=1 TO 1000;NEXT A
430 GOTO 100
NOTE: LINES 32763 THRU
32767 CONTAIN A
MTEXT EDITOR
    
```

PAGE 2 OF 3
Time Loop
Restart

USE OF SHARED AREA IS FOR THE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE #

Copyright 1988