

SPACE BATTLE 9.0

INSTRUCTIONS:

YOU HAVE 50 TIME UNITS TO SHOOT DOWN AS MANY ENEMY SPACE-CRAFT AS YOU CAN. THE JOYSTICK CONTROLS YOUR MOVEMENT RELATIVE TO THE SPACE-CRAFT. THE TRIGGER FIRES THE LASER. THREE MISSES ARE ALLOWED PER TIME PERIOD. THE SPACE-CRAFT'S MOVEMENT BECOMES MORE EVASIVE WITH EACH HIT. BEFORE YOU START THE GAME BY PULLING THE TRIGGER, YOU CAN CHANGE THE COLORS WITH THE JOYSTICK.

VARIABLES:

A & B - OLD SPACECRAFT XY POSITION
D & E - NEW SPACECRAFT XY POSITION
C & F - MAJOR & MINOR TIME COUNTERS
J & K - JX(1) & JY(1)
N - SPACECRAFT DRIFT DIRECTION & SPEED
P - ROCKET SOUND ON/OFF
S - YOUR RELATIVE SPEED
X - COUNTER TO TURN OFF LASER
Y - NUMBER OF HITS COUNTER

NOTE

SEVERAL ADDITIONS / CHANGES CAN BE MADE (VARIABLE SPEED, FUEL COUNTING, ETC) BUT THEY TEND TO SLOW THE PROGRAM. ALSO SECOND PLAYER ~~COULD~~ CONTROL ENEMY.

PROGRAM NAME SPACE BATTLE 9.0

Line #	Statements(s)	Comments
200	S=8	
210	E(23)=1.50	Turn on Volume
100	LINE -5, 5, 1	Draw the
110	LINE 5, -5, 1	target
120	LINE 5, 5, 4	X
130	LINE -5, -5, 1	
140	A=RND(149)-75	Random Ship
150	B=RND(79)-40	Start Position
160	N=3-6*(A<0)	Calculate Drift
170	BOX A, B, 3, 3	Draw Ship
180	IF YGOTO 230	During Game?
190	FOR C=50 TO STEP -1	Time Incr Loop
200	CX=-78, PRINT #5, C	Print Time
210	IF C=0 GOTO 400	Time Up?
220	FOR F=1 TO 10	Time Slides
230	J=JX(1), K=JY(1)	Fetch Jovstick
240	P=0; IF (J#0)+(K#0), P=32	Set Sound on
250	S(21)=P	or off
260	D=A+N-(Y+1)/2+RND(Y+1)+JX5	Movement
270	E=B-(Y+1)/2+RND(Y+1)+KX5	"
280	BOX A, B, 3, 3; BOX D, E, 3, 3	Move Ship
290	A=0; B=E	"
300	IF X>2 GOTO 370	Out of Ammo?
310	IF TRC(1)=0 GOTO 370	Fire?
320	BOX 0, -1, 9, 1, 3, 9, 1	Draw Laser
330	MV="E"	"Beep"
340	BOX 0, -1, 9, 1, 3, 9, 2	Erase Laser
350	IF ABS(A)<4 IF ABS(B)<5	Hit?
	AGOTO 410	
360	X=X+1	Laser Count
370	NEXT F	
380	X=0	Reset Count
390	NEXT C	
400	FOR C=0 TO 1023, NEXT S	Loop until
	YGOTO 200	restart
410	Y=Y+1	Hit count
420	BOX A, B, 3, 3, 3	Erase Ship
430	CX=30; PRINT #5, Y	Update Count
440	GOTO 140	Get New Enemy

USE OF SHAD0 AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT THIS IS DONE BY THE UNIT

SPACE BATTLE 9.0

PAGE 1.082

SPACE BATTLE

9.0

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RETURN

BC=BC+JX(1)

FC=FC+JY(1)

IF TR(1)=0 GOTO 20

CLEAR

X=0

Y=0

AND STATEMENT THIS IS DONE BY