

STAR WARS
INSTRUCTIONS

THE OBJECT OF STAR WARS IS TO DESTROY AS MANY TIE FIGHTERS AS YOU CAN BEFORE YOU ARE DESTROYED.

TO DESTROY THE TIE FIGHTER YOU HAVE TO GET HIM TO BE LINED UP WITH THE BOX AT THE BOTTOM CENTER OF THE SCREEN. TO GET HIM TO MOVE TURN THE KNOB THE OPPOSITE WAY THAT YOU WANT HIM TO GO. THUS, IF YOU WANT HIM TO GO TO THE LEFT TURN THE KNOB TO THE RIGHT(CLOCKWISE) AND VICE VERSA.

YOU CAN ALSO MAKE THE TIE FIGHTER GET BIGGER OR SMALLER BY PULLING THE JOYSTICK TOWARD YOU TO MAKE THE TIE FIGHTER GET SMALLER AND PUSH IT AWAY FROM YOU TO MAKE HIM GET BIGGER. HOWEVER, IF HE GETS TO CLOSE(TO BIG) HE WILL FIRE AT YOU. IF THIS HAPPENS YOU HAVE TO MAKE HIM GET SMALLER. ALSO, AT RANDOM TIMES, THE TIE FIGHTER WILL FIRE AT YOU. IF IT HITS YOU, YOU WILL HEAR SOME FUNNY NOISES AND THE SCREEN WILL GO BLANK. THIS MEANS THAT YOU WERE DESTROYED AND THE GAME IS OVER.

TRY TO GET THE HIGHEST SCORE YOU CAN AND MAY THE FORCE BE WITH YOU!!

STAR WARS

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01 CLEAR
05 &(21)=255;&(23)=0
12 X=0;Y=0;M=0;Z=0;Q=0
13 W=0;H=0;S=2;T=10;K=0
33 NT=0
50 BC=0;FC=126
60 FOR A=1 TO 51
70 BOX RND(160)-80,RND(87)-44,1,1,1
80 NEXT A
100 GOSUB 151
105 L=-42
110 BOX 0,L,20,2,1
120 IF TR(1)=1 GOTO 230
130 IF JY(1)=1 GOTO 440
131 GOSUB 156
132 IF KN(1) < -100 X=X+8
133 IF KN(1) < -20 X=X+4
134 IF KN(1) < 20 X=X
135 IF KN(1) < 100 X=X-4
137 IF KN(1) > 99 X=X-8
139 GOSUB 156
140 IF JY(1)=-1 GOTO 460
145 U=RND(12)
146 IF U=4 GOTO 700
147 IF U=12 GOTO 700
149 GOTO 110
151 Y=RND(70)-35
152 X=RND(135)-65
153 W=6;H=6;S=2;T=10
154 GOSUB 160
155 RETURN
156 IF W > 20 GOTO 480
157 GOSUB 160
159 RETURN
160 BOX X,Y,W,H,3
170 BOX X-8,Y,S,T,3
180 LINE X-6,Y,4;LINE X-4,Y,3
190 BOX X+8,Y,S,T,3
195 LINE X+6,Y,4;LINE X+4,Y,3
200 RETURN
210 X=X+RND(6)-3
215 Y=Y+RND(6)-3
220 GOTO 120
230 F=-5;D=L
231 E=9;B=6
235 BOX F,D,2,6,3
237 BOX F+10,D,2,6,3
239 NT=5
240 MU="V"
245 Q=0
250 IF F > X-E IF F < X+E Q=Q+1 Q=Q+1
255 IF D > Y-6 IF D < Y+6 Q=Q+1
260 IF Q=2 Z=1
265 Q=0
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270 IF Z=1 GOTO 305
280 BOX F,D,2,6,3
283 BOX F+10,D,2,6,3
285 IF D<35 GOTO 290
286 GOSUB 156
287 X=X+RND(6)-3;Y=RND(6)-3
288 GOTO 139
290 D=D+7
300 GOTO 235
305 Z=0
306 BOX F,D,2,6,3
308 BOX F+10,D,2,6,3
350 FOR A=1 TO 10
353 MU="P";MU=100
360 NEXT A
365 FOR A=1 TO 700; NEXT A
367 K=K+1;GOSUB 780
370 GOSUB 156
380 BOX X+4,Y,1,1,1
390 BOX 0,L,20,2,3
430 GOTO 100
440 GOSUB 156
442 Y=Y-5
443 W=W+2;H=H+2
445 S=S+2;T=T+2
446 E=E+2;B=B+2
447 GOSUB 156
450 GOTO 140
460 GOSUB 156
462 Y=Y+5
463 W=W-2;H=H-2
464 IF W<1W=1;H=1
465 S=S-2;T=T-2
466 IF S<1S=1;T=S+8
467 E=E-2;B=B-2
468 IF B<1B=1;E=B+3
469 GOTO 156 GOSUB 156
470 GOTO 145
480 GOSUB 160
490 I=RND(25)-10;V=RND(10)-43
495 IF JY(1)=1W=W+2;H=H+2;T=T+2
500 BOX I,V,2,6,1
505 NT=5
510 MU="V";MU="P";MU="5"
520 FOR A=1 TO 5
525 BC=98+A
530 NEXT A
535 BOX I,V,2,6,2
540 Q=0;Z=0
550 IF I>-6 IF I<6 Q=Q+1
560 IF V>-44 IF V<-37 Q=Q+1
570 IF Q=2Z=1
580 IF Z=1 GOTO 600
590 BC=0;Q=0
591 IF JY(1)=-1W=W-2;H=H-2;S=S-2;T=T-2; GOTO 596
592 IF W<21 GOTO 139
595 GOTO 490
596 BOX 0, L+4,20,2,3; BOX 0,L,20,2,3
597 GOTO 592
600 FOR A =1 TO 750; NEXT A
615 BC=0;FC=0
620 &(21)=255;&(23)=100;PRINT"VWXX45V"
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640 CLEAR
645 BC=0;FC=126
650 FOR A =1 TO 51
660 BOX RND(160)-80,RND(87)-44,1,1,1
670 NEXT A
680 GOTO 800
700 G=RND(30)-10
705 O=0
710 R=RND(10)
720 IF G>-10 IF G<10 GOTO 740
730 GOTO 750
740 IF R=2 O=1
742 IF R=7O=1
750 IFO=1LINE X,Y,4;LINE 0,L,3;NT=5; MU="V";GOTO 600
760 LINE X,Y,4;LINE-20,L,3
765 LINE X,Y,4;LINE-20,L,3
766 NT=5
767 MU="V";MU="V"
770 GOTO 149
780 CX=-40;CY=40;PRINT"SCORE"
785 PRINT #9,K
790 RETURN
800 GOSUB 780
810 PRINT
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CORRECTIONS FOR STAR WARS
(LISTING ONLY)

THERE ARE TWO LINES THAT NEED TO BE CHANGED.
THE TWO LINES ARE:

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250 IF F>X-EIF F<X+E Q=Q+1
469 GOSUB 156
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Scott Waldinger