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10 REM- LOCATE & DESTROY! / A solo ga
me
20 REM- -----
30 REM- by DANIEL J. BISHOP
40 REM- -----
50 REM- Version 1.0A
60 REM- Runs on CPC464/CPC664/CPC6128
70 REM- -----
80 MODE 2: BORDER 11: INK 0,26: INK 1,2
90 SYMBOL AFTER 224
100 SYMBOL 224,0,16,56,56,56,56,56,0
110 SYMBOL 225,0,0,4,24,56,112,32,0
120 SYMBOL 226,0,0,0,0,255,254,0,0
130 SYMBOL 227,0,32,112,56,24,4,0,0
140 SYMBOL 228,0,28,28,28,28,28,0,0
150 SYMBOL 229,0,4,14,28,24,32,0,0
160 SYMBOL 230,0,0,127,255,0,0,0,0
170 SYMBOL 231,0,0,32,24,28,14,4,0
180 DEF FNrange=INT(SQR((SHIPX-SUBX)^
2+(SHIPY-SUBY)^2+SUBZX^2))
190 DEG
200 ENV 1,20,0,1,15,-1,3
210 ENV 2,9,-1,2
220 ENV 3,6,2,5,12,-1,10
230 DIM SHIP$(7)
240 FOR L0%=0 TO 7: SHIP$(L0%)=CHR$(22
4+L0%):NEXT
250 SCORE%=0
260 LOCATE 1,23:PRINT " H.M.S."TAB(21
)"SPEED"TAB(46)"HELM"TAB(65)"CHARGES"
TAB(76)"TIME"
270 PRINT " ARNOLD":PRINT TAB(13)"IDL
E"TAB(23)"FULL AHEAD"TAB(38)"PORT"TAB
(49)"STARBOARD"
280 MOVE 95,20: DRAWR 0,9,1: DRAWR 161,
0: DRAWR 0,-9: DRAWR -161,0
290 MOVE 295,20: DRAWR 0,9: DRAWR 161,0
: DRAWR 0,-9: DRAWR -161,0
300 MOVE 376,18: DRAWR 0,13
310 ORIGIN 0,56,0,639,359,56: CLG 1
320 SHIPX=RND(1)*639: SHIPY=RND(1)*303
: SUBZX=RND(1)*15+1: SHIPDX=RND(1)*360:

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SUBDX=RND(1)*360
330 SUBX=RND(1)*639: SUBY=RND(1)*303: I
F FNrange<300 THEN GOTO 330
340 SPDZ=0: HELMX=0: DCX=10: TMX=10: SONA
RX=-1: SUBZDZ=-1: GAMENDX=0
350 TP$="...LOCATE & DESTROY!...": GOS
UB 1640: PRINT CHR$(8): CHR$(32)
360 S0$=INKEY$: IF S0$<>" " THEN 360
370 WHILE S0$="" AND JOY(0)=0: S0$=INK
EY$: WEND
380 FOR L0%=0 TO 2000: NEXT
390 TM0=TIME
400 GOSUB 870
410 RANGEZ=FNrange
420 IF SUBZX<=3 AND RANGEZ<=6 THEN GA
MENDX=1: GOSUB 1120: GOSUB 1490: GOSUB 1
360: GOTO 320
430 IF TMX=0 THEN GAMENDX=2: GOSUB 149
0: GOSUB 1360: GOTO 320
440 IF SUBZX<=3 AND RND(1)<0.1 AND RA
NGEX<100 THEN GOSUB 1400: IF GAMENDX=3
THEN GOSUB 1120: GOSUB 1490: GOSUB 136
0: GOTO 320
450 SOUND 2,1000-SPDZ*5,30,SPDZ*0.3+1
460 IF SONARX THEN GOSUB 1260: SONARX=
0: IF RANGEZ<150 THEN AFTER 10+RANGEZ^
1.3/5 GOSUB 1290 ELSE AFTER 150 GOSUB
1330
470 IF INKEY(54)=0 THEN GOSUB 810: TP$
="...LOCATE & DESTROY!...": GOSUB 1640
: PRINT CHR$(8): CHR$(32)
480 USERZ=JOY(0)
490 IF INKEY(28)=0 THEN USERZ=USERZ+1
500 IF INKEY(30)=0 THEN USERZ=USERZ+2
510 IF INKEY(71)=0 THEN USERZ=USERZ+4
520 IF INKEY(63)=0 THEN USERZ=USERZ+8
530 IF INKEY(47)=0 THEN USERZ=USERZ+1
6
540 IF (USERZ>=16 AND USERZ<=24) THEN
GOSUB 1050: GOSUB 1360: GOSUB 870 ELSE
570
550 IF GAMENDX=4 THEN GOSUB 1120: GOSUB
1490: GOSUB 1360: GOTO 320

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540 IF GAMENDX=5 THEN SUBSUB 1490:GOTO
8 1360:GOTO 320
570 IF (USERX AND 1) OR (USERX AND 2)
THEN GOSUB 930
580 IF (USERX AND 4) OR (USERX AND 8)
THEN GOSUB 990
590 SHIPDX=SHIPDX+HELMX*SPDX/4
600 IF SHIPDX<0 THEN SHIPDX=SHIPDX+360
610 IF SHIPDX=360 THEN SHIPDX=SHIPDX
-360
620 SHIPY=SHIPY+SPDY*SIN(SHIPDX)/5
630 SHIPY=SHIPY+SPDY*COS(SHIPDX)/5
640 IF SHIPY>639 THEN SHIPY=639
650 IF SHIPY<0 THEN SHIPY=0
660 IF SHIPY>303 THEN SHIPY=303
670 IF SHIPY<0 THEN SHIPY=0
680 SUBX=SUBX+SIN(SUBDX)
690 SUBY=SUBY+COS(SUBDX)
700 SUBX=SUBX+SUBDX
710 IF SUBX>639 THEN SUBX=639:SUBDX=1
80+RND(1)*179
720 IF SUBX<0 THEN SUBX=0:SUBDX=RND(1)
*180
730 IF SUBY>303 THEN SUBY=303:SUBDX=9
0+RND(1)*180
740 IF SUBY<0 THEN SUBY=0:IF RND(1)<0
.5 THEN SUBDX=270+RND(1)*89 ELSE SUBD
X=RND(1)*90
750 IF SUBDX=0 THEN SUBDX=1
760 IF SUBDX=40 THEN SUBDX=-1
770 THX=10.5-(TIME-TH0)/9000
780 GOSUB 1360
790 GOTO 400
800 REM- Briefing
810 TP$="CODE: 200":GOSUB 1640:TP$="F
LEET COMMANDER ADMIRAL D.J.BISH
OP":GOSUB 1640:TP$="TO: CAPTAIN OF H.
M.S. ARNOLD":GOSUB 1640
820 TP$="MESSAGE FOLLOWS":GOSUB 1640
:TP$="ENEMY SUBMARINE IN YOUR SECTOR
STOP VERY DANGEROUS STOP":GOSUB 1640:
TP$="HAS ALREADY DAMAGED HMS ARK AMST
RAD STOP DETACH FROM FLEET STOP":GOSU
B 1640
830 TP$="LOCATE AND DESTROY STOP UTM
ST URGENCY STOP BEST OF LUCK STOP":GO
SUB 1640:TP$="END OF MESSAGE STOP":GO
SUB 1640
840 TP$="USE 1 X + AND ? KEYS OR
JOYSTICK TO CONTROL YOUR SHIP":GOSUB
1640:TP$="USE SPACEBAR OR FIREBUTTON
TO FIRE DEPTH CHARGES":GOSUB 1640
850 RETURN
860 REM- Update display
870 PLOT -5,-5,0:MOVE SHIPX-4,SHIPY+0
:TAG:PRINT SHIP$ (RND(SHIPDX/360)*8)
MOD 8):
880 IF SUBX=0 AND RND(1)<0.5 THEN PL
OT SUBX,SUBY:PLOT SUBX+1,SUBY+1
890 ORIGIN 0,0,0,639,399,0:MOVE 95,24
:DRAW SPDX=0,0,1:MOVE 376,24:DRAW H
ELMX=0,0:ORIGIN 0,56,0,639,399,56
900 TAGOFF:LOCATE 67,24:PRINT USING "
##":DCX=LOCATE 77,24:PRINT USING "##"
:TMX:
910 RETURN
920 REM- Speed
930 IF USERX AND 1 THEN SPDX=SPDX+1
940 IF SPDX>20 THEN SPDX=20
950 IF USERX AND 2 THEN SPDY=SPDY-1
960 IF SPDY<0 THEN SPDY=0
970 RETURN
980 REM- Helm
990 IF USERX AND 4 THEN HELMX=HELMX-1
1000 IF HELMX<-10 THEN HELMX=-10
1010 IF USERX AND 8 THEN HELMX=HELMX+1
1020 IF HELMX>10 THEN HELMX=10
1030 RETURN
1040 REM- Depth charge
1050 SOUND 1,0,20,15,0,0,30:FOR L0X=1
TO 20:SOUND 1,L0X*500,3,7-L0X/4,0,0,
L0X:NEXT:SOUND 4,330,150,0,3,0,30
1060 DCX=DCX-1
1070 IF DCX=0 THEN GAMENDX=5
1080 IF RND(1)<12/RANGEX THEN TM1=TIM
E:GAMENDX=4

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1090 FOR L0X=1 TO 200:NEXT
1100 RETURN
1110 REM- Explosion
1120 FOR L0X=15 TO 0 STEP -1
1130 SOUND 1,0,40,L0X,0,0,RND(1)*31
1140 SOUND 4,0,20,L0X,0,0,RND(1)*31
1150 IF GAMENDX<4 THEN FOR L1X=1 TO
2:MOVE SHIPX,SHIPY:PLOT RND(1)*20-10
,RND(1)*20-10,0:NEXT:PLOT RND(1)*30-
15,RND(1)*30-15
1160 IF GAMENDX=1 OR GAMENDX=3 THEN 1
F RND(1)<0.5 THEN BORDER 6,24 ELSE BO
RDER 15,25
1170 NEXT
1180 FOR L0X=1 TO 6000:NEXT
1190 BORDER 11
1200 RETURN
1210 REM- Click
1220 FOR L0X=1 TO 200:NEXT
1230 SOUND 2,0,1,14,0,0,1
1240 RETURN
1250 REM- Bing
1260 SOUND 1,30,40,15,1
1270 RETURN
1280 REM- Sip
1290 SOUND 4,30,9,12,2
1300 AFTER RANGEX GOSUB 1330
1310 RETURN
1320 REM- Sonar on
1330 SONARX=-1
1340 RETURN
1350 REM- Clear display
1360 CL0
1370 ORIGIN 0,0,0,639,399,0:MOVE 96,2
4:DRAW 159,0,0:MOVE 296,24:DRAW 159
,0:ORIGIN 0,56,0,639,399,56
1380 RETURN
1390 REM- Torpedo
1400 NX=SHIPX-SUBX:N1X=SHIPY-SUBY
1410 IF RND(1)<5/RANGEX THEN GAMENDX=
3 ELSE NX=NX-10+RND(1)*20:N1X=N1X-1
0+RND(1)*20
1420 FOR L0X=1 TO RANGEX
1430 MOVE SUBX,SUBY:IF RND(1)<0.3 THE
N PLOT RNX*(L0X/RANGEX),N1X*(L0X/RAN
GEX),0
1440 SOUND 2,0,1,7*(L0X/RANGEX),0,0,1
1450 NEXT
1460 IF GAMENDX=0 THEN FOR L0X=1 TO 1
000:NEXT
1470 RETURN
1480 REM- End of game
1490 ON GAMENDX GOTO 1500,1510,1520,1
530,1540
1500 NX=-150:TP$="THE SUBMARINE RAMM
ED YOUR SHIP AND BOTH ARE DESTROYED":
GOTO 1550
1510 NX=-50:TP$="YOU FAILED TO DESTR
OY THE SUBMARINE WITHIN THE TIME LIMI
T":GOTO 1550
1520 NX=-200:TP$="THE SUBMARINE SANK
YOUR SHIP WITH A TORPEDO":GOTO 1550
1530 NX=300+DCX*(90000-TM1+TH0)/5000:
TP$="CONGRATULATIONS CAPTAIN, YOU HAV
E DESTROYED THE ENEMY SUBMARINE":GOTO
1550
1540 NX=-50:TP$="YOU ARE OUT OF DEPT
H CHARGES"
1550 GOSUB 1640
1560 TP$="YOU SCORE "+STR$(NX)
1570 GOSUB 1640
1580 SCOREX=SCOREX+NX
1590 TP$="YOUR TOTAL SCORE IS NOW "+S
TR$(SCOREX)
1600 GOSUB 1640
1610 LOCATE 67,24:PRINT SPC(12)
1620 RETURN
1630 REM- Teletype
1640 FOR L0X=0 TO 2000:NEXT:LOCATE 1,
2:PRINT TAB(00):LOCATE 1,2:PRINT CHR
$(143):GOSUB 1220:FOR L0X=0 TO 2000:
NEXT
1650 FOR L1X=1 TO LEN(TP$):PRINT CHR
$(MID$(TP$,L1X,1)):CHR$(143):GOSUB
1220:NEXT
1660 RETURN

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