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15 REM *** SUM-VADERS Copyright John Wright
1985 ***
10 GOSUB 2000
15 GOSUB 2500
20 GOSUB 1000:GOSUB 800:score=0:lives=5:lev
el=1
30 GOSUB 900:GOSUB 920:GOSUB 930:GOSUB 940
50 GOTO 200
100 AFTER 800 GOSUB 160:type=3:g=0
105 CLS #3:f=0:x=0:b$="":LOCATE #3,2,1:PRIN
T #3,"?":WHILE INKEY$(">"):WEND
110 f=0:x=0:WHILE f=0
115 a$="":WHILE a$="" AND f=0:a$=INKEY$:WEN
D
120 IF f=1 THEN 155
125 x=ASC(a$):y=LEN(b$)
130 IF x=13 THEN f=1:GOTO 155
135 IF x=127 AND y>0 THEN b$=LEFT$(b$,y-1):
GOTO 150
140 IF y=type THEN f=1:GOTO 155
145 IF x(">")127 THEN b$=b$+a$
150 CLS #3:LOCATE #3,2,1:PRINT #3,b$
155 WEND:RETURN
160 f=1:g=1:RETURN
165 SOUND 3,800,20,6:SOUND 3,1800,65,6:FOR
j%=1 TO 2000:NEXT j%:RETURN
170 FOR j%=4 TO 200 STEP 2:SOUND 1,j%,1,5:N
EXT:RETURN
175 SOUND 2,50,20,3:SOUND 2,70,30,3:RETURN

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180 LOCATE #2,1,3:PAPER #2,3:PRINT #2,SPACE
#(20):RETURN
190 LOCATE #2,1,6:PAPER #2,3:PRINT #2,SPACE
#(20):RETURN
200 WHILE lives>0 AND level<7
210 WHILE inv>0 AND lives>0
220 WHILE laser<11 AND lives>0
240 ON level GOSUB 700,710,720,730,740,750
250 GOSUB 180:LOCATE #2,5,3:PEN #2,1:PRINT
#2,"Try this one"
260 GOSUB 190:x=INT(LEN(name#)/2):LOCATE #2
,11-x,6:PEN #2,2:PRINT #2,name#
270 LOCATE #2,4,9:PEN #2,0:PRINT #2, USING
"###":c:LOCATE #2,8,9:PRINT #2,x#
280 LOCATE #2,10,9:PRINT #2, USING "##":d:L
OCATE #2,13,9:PRINT #2,"="
290 count=0
300 PEN #3,0:GOSUB 100:IF g=0 THEN 330
310 count=count+1:GOSUB 170:GOSUB 180:LOCAT
E #2,5,3:PEN #2,1
320 PRINT #2,"Out of Time":FOR j%=1 TO 1500
:NEXT:GOTO 350
330 count=count+1
340 b=INT(VAL(b#)):b=ABS(b):IF b=e THEN 400
350 IF count=2 THEN 360 ELSE GOSUB 180:LOCA
TE #2,6,3:PEN #2,1
355 PRINT #2,"Second Try":GOSUB 165:GOTO 30
0
360 GOSUB 180:GOSUB 190:LOCATE #2,6,3:PEN #
2,0:PRINT #2,"Hard Luck"
370 LOCATE #2,2,6:PRINT #2,"CORRECT ANSWER
IS"
380 CLS #3:LOCATE #3,2,1:PRINT #3,e:FOR j%=
1 TO 2500:NEXT:lives=lives-1
390 GOSUB 940:FOR j%=1 TO 2000:NEXT:GOTO 41
0
400 GOSUB 175:IF count=1 THEN score=score+1
0 ELSE score=score+5
405 GOSUB 920:GOSUB 930:FOR j%=1 TO 2000:NE
XT
410 CLS #2:CLS #3:WEND
420 IF lives=0 THEN 570
430 BORDER 6,24:FOR j%=1 TO 6:SOUND 1,90,10
,5:SOUND 1,110,10,5:NEXT
440 LOCATE #2,3,6:PEN #2,1:PRINT #2,"PRESS
SPACE BAR"
450 IF inv>1 THEN fire=8 ELSE fire=4
460 WHILE INKEY(47)=-1:WEND:SOUND 3,150,10,
7,0,0,10
470 FOR j%=13 TO fire STEP -1:LOCATE #1,gun
,j%:PEN #1,2:PRINT #1,CHR$(145)
480 FOR i=1 TO 75:NEXT:LOCATE #1,gun,j%:PAP
ER #1,0:PRINT #1," ":NEXT:BORDER 1
490 FOR j%=2000 TO 200 STEP -25:SOUND 5,RND
#j%,2,j%/200,0,0,j%/100:NEXT
500 LOCATE #1,gun-1,fire-2:PAPER #1,0:PRINT
#1," ":LOCATE #1,gun-1,fire-1
510 PRINT #1," ":LOCATE #1,gun,14:PAPER #
1,0:PRINT #1," "
520 inv=inv-1:IF inv=0 THEN 550
530 IF inv=1 THEN gun=5
540 IF inv=2 THEN gun=7
550 GOSUB 870:score=score+10:GOSUB 920:lase
r=1:LOCATE #0,1,3:PAPER #0,4
560 PRINT #0,SPACE$(11):GOSUB 930
570 CLS #2:WEND
580 IF lives=0 THEN 610
590 level=level+1:IF level=7 THEN 610
600 GOSUB 900:CLS #1:GOSUB 800
610 WEND
620 GOTO 4000
700 c=INT(RND(1)*15)+1:d=INT(RND(1)*15)+1:e
=c+d:x#=CHR$(159):RETURN
710 c=INT(RND(1)*15)+10:d=INT(RND(1)*c)+1:e
=c-d:x#=CHR$(154):RETURN
720 c=INT(RND(1)*120)+1:d=INT(RND(1)*50)+1:
e=c+d:x#=CHR$(159):RETURN

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730 c=INT(RND(1)*60)+40:d=INT(RND(1)*c)+1:e
=c-d:x#=CHR$(154):RETURN
740 c=INT(RND(1)*12)+1:d=INT(RND(1)*12)+1:e
=c*d:x#=CHR$(203):RETURN
750 d=INT(RND(1)*12)+1:e=INT(RND(1)*12)+1:c
=d*e:x#=CHR$(172):RETURN
800 LOCATE #1,4,2:PEN #1,11:PRINT #1,CHR$(2
04)+CHR$(224)+CHR$(205)
810 LOCATE #1,4,3:PEN #1,9:PRINT #1,CHR$(22
1)+CHR$(207)+CHR$(220)
820 LOCATE #1,2,6:PEN #1,12:PRINT #1,CHR$(2
04)+CHR$(224)+CHR$(205)
830 LOCATE #1,2,7:PEN #1,10:PRINT #1,CHR$(2
21)+CHR$(207)+CHR$(220)
840 LOCATE #1,6,6:PEN #1,12:PRINT #1,CHR$(2
04)+CHR$(224)+CHR$(205)
850 LOCATE #1,6,7:PEN #1,10:PRINT #1,CHR$(2
21)+CHR$(207)+CHR$(220)
860 gun=3:inv=3:laser=1
870 LOCATE #1,gun,14:PEN #1,2:PRINT #1,CHR$
(239):RETURN
900 LOCATE 1,14:PAPER 4:PRINT SPACE$(10):LO
CATE 1,14
910 PAPER 0:PEN 2:PRINT rank$(level):RETURN
920 LOCATE #0,7,6:PEN 0:PAPER 4:PRINT score
:RETURN
930 LOCATE #0,laser,3:PEN 2:PAPER 4:PRINT p
ower$:laser=laser+2:RETURN
940 LOCATE #0,7,9:PEN 0:PAPER 4:PRINT lives
:RETURN
1000 MODE 0:BORDER 1:CLS:RANDOMIZE TIME
1010 INK 0,0:INK 1,2:INK 2,6:INK 3,13:INK 4
,25
1020 INK 9,6,24:INK 10,24,6:INK 11,18,2:INK
12,2,18
1030 WINDOW #0,1,11,1,14:WINDOW #1,12,20,1,
14:WINDOW #3,14,20,23,23
1040 PAPER #0,4:CLS #0:PAPER #1,0:CLS #1
1050 WINDOW #2,1,20,15,25:PAPER #2,3:CLS #2
1060 PAPER #3,3:CLS #3
1070 LOCATE #0,1,1:PEN 2:PAPER 0:PRINT #0,"
LASER POWER"
1080 PEN 0:PAPER 4:LOCATE #0,1,6:PRINT #0,"
SCORE="
1090 LOCATE #0,1,9:PRINT #0,"LIVES=":LOCATE
#0,1,12:PRINT #0,"RANKING"
1100 LOCATE #0,1,12:PRINT #0,"RANKING":RETU
RN
2000 DIM rank$(6):SPEED INK 50,20:RESTORE 2
030
2010 FOR j=1 TO 6:READ a$:rank$(j)=a$:NEXT
2030 DATA Cadet,Corporal,Sergeant,Captain,M
ajor,General
2040 power#=CHR$(154)+CHR$(154)+CHR$(243):b
est$="":high=0:RETURN
2500 MODE 1:CALL %BC02:CALL %BB4E
2510 BORDER 0:INK 0,0:INK 1,0:INK 2,2:INK 3
,24:GOSUB 3000
2520 FOR iX=2 TO 24 STEP 2:SOUND 3,iX*10,20
,5:SOUND 3,iX*20,10,5
2530 INK 2,26-iX:INK 3,iX:FOR jX=1 TO 500:N
EXT jX:NEXT iX
2540 SOUND 3,600,60,5:WINDOW #3,12,29,20,20
:PAPER #3,0:CLS #3
2550 LOCATE #0,9,15:PEN 3:PRINT "Please typ
e in your name"
2560 type=15:PEN #3,2:GOSUB 105
2565 IF LEN(b#)=0 THEN GOSUB 165:GOTO 2560
2570 IF y<type THEN GOTO 2600
2580 CLS #3:GOSUB 165:LOCATE #3,3,1:PRINT #
3,"Shorter please"
2590 FOR jX=1 TO 2000:NEXT jX:GOTO 2560
2600 x=0:x=INSTR(b#," ")
2610 IF x=0 THEN name#=b#:GOTO 2630
2620 name#=LEFT$(b#,x)
2630 LOCATE #0,8,15:PRINT SPACE$(26):CLS #3
:b#="OK , "+name$:x=INT(LEN(b#)/2)
2640 LOCATE #0,21-x,18:PEN 3:PRINT b$:SPEED

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INK 30,30
2650 INK 1,0,6:LOCATE #0,10,22:PEN 1:PRINT
"Press SPACE BAR to play"
2660 WHILE INKEY(47)=-1:WEND:RETURN
3000 PEN 1:LOCATE 1,25:PRINT "SUM-VADERS"
3010 FOR iX=0 TO 160 STEP 2
3020 FOR jX=0 TO 16 STEP 2
3030 IF TEST(iX,jX) THEN PLOT 165+iX#2,355+
jX#2,3:PLOT 165+iX#2,357+jX#2:PLOT 167+iX#2
,355+jX#2:PLOT 167+iX#2,357+jX#2
3040 NEXT jX:NEXT iX:LOCATE 1,25:PRINT SPAC
E$(18)
3050 PEN 1:LOCATE 1,25:PRINT "BY JOHN WRIGH
T"
3060 FOR iX=0 TO 224 STEP 2
3070 FOR jX=0 TO 16 STEP 2
3080 IF TEST(iX,jX) THEN PLOT 100+iX#2,300+
jX#2,2:PLOT 100+iX#2,302+jX#2:PLOT 102+iX#2
,300+jX#2:PLOT 102+iX#2,302+jX#2
3090 NEXT jX:NEXT iX:LOCATE 1,25:PRINT SPAC
E$(24):PEN 2:RETURN
4000 MODE 1:CALL &BC02:CALL &BB4E:h=0
4010 INK 0,1:INK 1,6:INK 2,11:INK 3,26
4020 PAPER 0:CLS:BORDER 14
4030 IF score<high THEN 4100
4040 high = score:best$=name$:h=2:FOR jX=1
TO 3:GOSUB 175:NEXT
4050 LOCATE 12,8:PEN 1:PRINT "A NEW HIGH SC
ORE"
4060 LOCATE 18,12:PEN 3:PRINT high:LOCATE 1
6,16:PRINT "scored by"
4070 LOCATE 20-INT(LEN(best$)/2),20:PEN 2:P
RINT best$:FOR jX=1 TO 8000:NEXT

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4100 CLS:IF level <7 THEN 4200
4110 FOR j%=200 TO 4 STEP-1:SOUND 2,j%,1,5:
NEXT
4120 x$="Well done "+name$
4130 LOCATE 21-INT(LEN(x$)/2),5:PEN 2:PRINT
x$:LOCATE 7,10
4140 PRINT "You have reached the rank of":L
OCATE 15,15:PEN 1
4150 PRINT "Air Marshall":LOCATE 14,22:PEN
3:PRINT "Press any Key"
4160 WHILE INKEY$<>"":WEND:IF f=2 THEN 4300
4200 CLS:IF h=2 THEN 4300
4210 GOSUB 170:LOCATE 20-INT(LEN(name$)/2),
5:PEN 2:PRINT name$
4220 LOCATE 15,10:PRINT "Scored ":score
4230 LOCATE 7,15:PEN 1:PRINT "The best so f
ar is ";high;" by"
4240 LOCATE 20-INT(LEN(best$)/2),20:PEN 1:P
RINT best$:FOR j%=1 TO 8000:NEXT
4300 CLS:SOUND 3,500,50,5:LOCATE 5,4:PEN 2
4310 PRINT "Do you want to play again..Y/N"
4320 WHILE INKEY$<>"":WEND:a$="":WHILE a$="
":a$=INKEY$:WEND
4330 IF UPPER$(a$)="N" THEN CALL 50
4340 IF UPPER$(a$)="Y" THEN 4360
4350 GOTO 4320
4360 LOCATE 4,4:PEN 1:PRINT " Same p
layer..Y/N ":REM 8+8 spaces
4370 WHILE INKEY$<>"":WEND:a$="":WHILE a$="
":a$=INKEY$:WEND
4380 IF UPPER$(a$)="N" THEN 15
4390 IF UPPER$(a$)="Y" THEN 20
4400 GOTO 4370

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