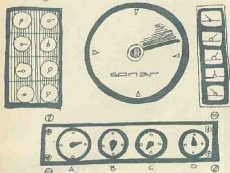


ΠΡΟΓΡΑΜΜΑ
ΤΟΥ ΜΗΝΑ

AMSTRAD



ΠΟΛΕΜΟΣ ΤΟΝ ΥΠΟΒΡΥΧΙΟΝ

Υπόθεση:

Βρίσκεστε μέσα σε ένα υποβρυχίο σας και ο computer σας, ο οποίος είναι ενωμένος με το "SONAR" τη συσκευή που λειτουργεί σαν ένα «μάτι» που βλέπει με τον ήχο, τα υποβρύχια. Ξεκινώντας λοιπόν το ταξίδι σας ο computer εντοπίζει διαφόρους στόχους όπως εχθρικά πλοία και υποβρύχια καθώς και ηχοεντοπιστικά ελικόπτερα (που είναι και τα πιο επικίνδυνα). Σκοπός σας είναι αφού ξεπεράσετε την αγωνία της αναμονής μέχρι να τα εντοπίσει ο computer σας να χτυπήσετε με ευστοχία τους στόχους σας και να πετύχετε όσο το δυνατόν μεγαλύτερο σκορ πριν τελειώσουν τα καύσιμα. Δυστυχώς δεν είναι πυρηνικού υποβρυχίου, γι' αυτό το ταξίδι σας θα είναι σύντομο, αλλά αρκετά περιπετειώδες.

ΔΟΜΗ ΤΟΥ ΠΡΟΓΡΑΜΜΑΤΟΣ

1-6: μεταβλητές προγράμματος
9-50: τοποθέτηση γραμμών στη μνήμη του computer
100-127: σύνταξη παρουσίαση των πρωταγωνιστών του προγράμματος
130-154: το σήμα του AY* (χειριστή) του SONAR) που σπικάει ο computer καθώς και το γνωστό πολεμικό ναυτικό εμβάθ-

ριο (ο ναύτης του Αιγαίου)
160-199: σχηματισμός οθόνης SONAR
200-283: εντοπισμός στόχων με επιλογή του computer
300-380: πίστα όπου πρέπει να χτυπήσετε ένα πλοίο
390-504: πίστα όπου πρέπει να χτυπήσετε ένα υποβρύχιο
510-669: πίστα όπου πρέπει να χτυπήσετε ένα ελικόπτερο
700-750: τέλος παιχνιδιού
1000-1208: υπορουτίνες κινήσεων πλοίου, υποβρυχίου και ελικόπτερου
2000-2005: έλεγχος μεταβλητών
3000-4011: υπορουτίνα για το ναυτικό εμβάθριο

ΟΔΗΓΙΕΣ

Το παιχνίδι αποτελείται από τρεις πίστες που εναλλάσσονται στην τύχη. Και οι τρεις πίστες παίζονται με τη βοήθεια joystick. Στην πίστα της φρεγάτας στρέφονται τα (j) προς ε-μπορούμε να στρέφουμε το περιοκόπιο αριστερά ή δεξιά, ενώ όταν το στρέψουμε προς τα ↓ εξασφαλίζουμε την τορπίλη Νο1 ενώ προς τα ↑ την τορπίλη Νο2. Επειδή οι φρεγάτες είναι δύσκολο στο να βυθιστούν μέσω του αφού φανει μια τορπίλη, γι' αυτό πρέπει να τη

χτυπήσεις ακριβώς στη μέση. Για περασσότερη βοήθεια ο computer δίνει πληροφορίες για την κατάσταση που επικρατεί. Στην πίστα του υποβρυχίου η συσκευή που χειρίζεστε ονομάζεται ΔΒ** και με τη χειριστήρια προσπαθούμε να φέρουμε τις ηλεκτρονικές ακίδες σε τέτοια θέση ώστε να εντοπίσουμε το στόχο μας παίρνοντας το FIRE του (J) (δηλαδή να τον πετύχουμε με το κέντρο του οπαιραίου). Στην αρχή της πίστας αυτής ο computer ζητά να βάλουμε στη μνήμη του ΔΒ τα στοιχεία του εχθρικού υποβρυχίου που ανίχνευσε. Στην τρίτη και τελευταία πίστα μετακινώντας το υποβρυχίο μας, δεξιά, αριστερά ή πάνω, κάτω προσπαθούμε να χτυπήσουμε το ελικόπτερο στο μπροστινό του μέρος, γιατί αν έρθει ακριβώς από πάνω μας θα μας χτυπήσει αμέσως.

*AY= αναγνωστής υποβρυχίων

**ΔΒ= διεύθυνση βολής

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1 POKE 127,5
2 POKE 128,5
3 POKE 129,5
4 POKE 130,5
5 POKE 131,5
6 POKE 132,0
9 SYMBOL AFTER 32
10 SYMBOL 33,0,0,14,14,4,72,240,240
11 SYMBOL 34,248,0,0,0,0,0,255,255
12 SYMBOL 35,255,0,0,128,248,254,255,255
13 SYMBOL 36,255,2,2,15,51,71,143,255
14 SYMBOL 37,255,0,0,0,0,0,0,3
15 SYMBOL 38,112,32,16,8,0,0,0,0
16 SYMBOL 39,248,16,0,0,128,0,0,0
17 SYMBOL 40,255,252,8,4,255,0,0,0
18 SYMBOL 41,255,127,16,16,255,0,0,0
19 SYMBOL 42,5,0,0,2,1,0,0,0
20 SYMBOL 43,56,68,129,34,28,0,0,0
21 SYMBOL 44,57,202,40,153,126,58,73,229
22 SYMBOL 45,128,116,125,124,62,95,46,37
23 SYMBOL 46,1,46,222,62,124,250,116,164
24 SYMBOL 127,128,248,193,255,252,240,192,0
25 SYMBOL 128,0,0,0,0,128,192,223,298
26 SYMBOL 129,248,153,252,255,255,255,255,255
27 SYMBOL 130,0,227,58,42,43,11,137,223
28 SYMBOL 131,255,227,255,255,255,255,255,255
29 SYMBOL 132,0,3,0,0,51,51,153,29
30 SYMBOL 133,159,255,255,255,255,255,255,255
31 SYMBOL 134,0,0,8,36,18,11,7,225
32 SYMBOL 135,71,231,207,255,255,255,255,255
33 SYMBOL 136,0,7,240,255,255,255,31,15
34 SYMBOL 137,192,128,128,128,248,248,248,248
35 SYMBOL 138,124,224,255,254,252,248,240,0
36 SYMBOL 139,252,254,255,255,255,255,255,255
37 SYMBOL 140,15,255,255,255,255,255,255,255
38 SYMBOL 141,0,0,15,255,255,255,255,15
39 SYMBOL 142,0,0,0,1,255,255,255,0
40 SYMBOL 67,6DB,6DB,6DB,6DB,67E,618,618,0
41 SYMBOL 68,618,63C,666,666,666,666,67E,0
42 SYMBOL 70,618,67E,6DB,6DB,67E,618,618,0
43 SYMBOL 71,67E,660,660,660,660,660,660,0
44 SYMBOL 74,67E,60,60,63C,60,60,67E,0
45 SYMBOL 76,618,67C,666,666,666,666,666,0
46 SYMBOL 80,6FE,6C6,6C6,6C6,6C6,6C6,6C6,0
47 SYMBOL 82,67C,666,666,67C,660,660,660,0
48 SYMBOL 83,6FE,660,630,618,630,660,6FE,0
49 SYMBOL 85,638,66C,6C6,6FE,6C6,66C,638,0
50 SYMBOL 86,67C,6C6,6C6,6C6,6C6,6C6,66E,0
100 MODE 2
101 FOR X=1 TO 80
102 LOCATE X,12 :PRINT CHR$(43)
103 NEXT X:Y=3
104 FOR X=75 TO 40 STEP-1
105 SOUND 1,389,1,15,14,9:15:SOUND 1,45,8,15,5,12,15
106 GOSUB 1000
107 NEXT X
108 FOR T=36 TO 42 STEP 2:SOUND 1,1,8,0,0,0,0:FOR D=5 TO 10 G:LOCATE T,D:PRINT CHR$(252):LOCATE T,D-1:PRINT " ":SOUND 1,D*5,5,15,4,11,15
109 NEXT D:T

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109 FOR X=36 TO 42:LOCATE X,8:PRINT CHR$(44):SOUND 1,4030,10,15,11,14,7:FOR E=15
  TO 9 STEP -1:SOUND 1,728,15,E,0,9,1:NEXT E:NEXT X:L
OCATE 39,6:PRINT"0"
110 LOCATE 36,8:PRINT"POLEMOS"
112 FOR Y1=5 TO 10 :Y1=11
113 SOUND 1,887,30,15,10,14,15
114 GOSUB 1100
115 NEXT X1: FOR U=1 TO 1000:NEXT U:SOUND 1,100,40,15,0,0,2
116 FOR X=17 TO 40 :LOCATE X,11:PRINT CHR$(46):LOCATE X-1,11:PRINT" ":SOUND 1,X*
7,5,15,4,11,15:NEXT X
117 FOR X=39 TO 41 :LOCATE X,11:PRINT CHR$(44):SOUND 1,4030,30,15,11,14,7:FOR E=
15 TO 9 STEP -1:SOUND 1,728,15,E,0,9,1:NEXT E:NEXT X
118 LOCATE 39,11:PRINT"1":LOCATE 40,11:PRINT"W":LOCATE 41,11:PRINT"N":SOUND 1,40
00,50,15,11,14,9
119 FOR X2=5 TO 40 :Y2=23
120 GOSUB 1200
121 FOR E=15 TO 9 STEP-1:SOUND 1,50,7,E,0,9,1:NEXT E
122 NEXT X2
123 FOR X=36 TO 45 STEP 2:SOUND 1,1,10,0,0,0,9:FOR D=20 TO 15 STEP -1:LOCATE T,D
:PRINT CHR$(239):LOCATE T,D+1:PRINT" ":SOUND 1,D*5,5
,15,4,11,15:NEXT D,T
124 FOR X=36 TO 45:LOCATE X,15:PRINT CHR$(44):SOUND 1,4030,30,15,11,14,7:FOR E=1
5 TO 9 STEP -1:SOUND 1,728,15,E,0,9,1:NEXT E:NEXT X
125 LOCATE 36,15:PRINT"YPOBRIXIVN":SOUND 1,4030,30,15,11,14,7:FOR E=15 TO 0 STEP
-1: SOUND 1,728,100,E,0,9,1:NEXT E
127 FOR S=1 TO 2000:NEXT
130 MODE 1:GOTO 139
131 FOR a=1 TO 361 STEP 1,63676364
132 READ D,1:GOSUB 3500:DEG
133 ORIGIN 288,324
134 PLOT 80*COS(a),80* SIN(a)
135 PLOT 75*COS(a),75* SIN(a)
136 PLOT 70*COS(a),70* SIN(a)
137 NEXT:RESTORE:GOTO 150
138 PLOT 288,352
139 DRAW 352,112:DRAW 350,112:DRAW 288,350:DRAW 288,352
140 DRAW 224,112:DRAW 226,112: DRAW 288,350
141 PLOT 208,304:DRAW 384,128:DRAW 384,144
142 DRAW 368,128:DRAW 384,128:PLOT 384,304
143 DRAW 320,240:DRAW 320,256:DRAW 256,192
144 DRAW 256,208:DRAW 192,144:DRAW 208,144
145 DRAW 192,160:DRAW 192,144
146 FOR a=1 TO 360 STEP 10
147 DEG
148 ORIGIN 288,352:PLOT 8* COS(a),8* SIN(a)
149 NEXT: GOTO 131
150 LOCATE 8,1:PRINT"0 POLEMOS TVN YPOBRIXIVN"
151 LOCATE 7,23:PRINT"KATASKEVASTHS PROGRAMMATOS"
152 LOCATE 2,24:PRINT"DOKIMOS KEL HN AY LIAROS KONSTANTINOS"
153 LOCATE 2,25:PRINT"5 8 PA K E KANELOPOYLOS SKARAFASKA"
154 FOR X=1 TO 6500:NEXT X
160 GOSUB 2000
161 IF (PEEK (127))<1 OR (PEEK (128))<1 OR (PEEK (129))<1 OR (PEEK (130))<1 OR (
PEEK (131))<1 THEN 700
162 MODE 1:FOR a=320 TO 640:PLOT a,384:PLOT a,224:NEXT
163 FOR a=0 TO 400:PLOT 320,a:NEXT

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164 FOR a=1 TO 360 STEP 5:DEG:ORIGIN 160,256:PLOT 144*COS(a),144*SIN(a):PLOT 148
165 ORIGIN 32,96
166 PLOT 16*COS(a),16*SIN(a)
167 ORIGIN 32,48
168 PLOT 16*COS(a),16*SIN(a)
169 ORIGIN 272,96
170 PLOT 16*COS(a),16*SIN(a)
171 ORIGIN 272,48
172 PLOT 16*COS(a),16*SIN(a)
173 NEXT
180 LOCATE 1,1:PRINT"sonar"
181 LOCATE 27,1:PRINT"computer"
182 LOCATE 22,14:PRINT"OYGO"
183 LOCATE 22,16:PRINT"BAUOS"
184 LOCATE 22,18:PRINT"TORPICES"
185 LOCATE 22,20:PRINT"PYRAYLOI"
186 LOCATE 22,22:PRINT"KAYSIMA"
187 LOCATE 5,21:PRINT"APOSTASH"
188 LOCATE 9,23:PRINT"BAUOS"
189 FOR x=30 TO (30+(PEEK(127)))
190 LOCATE x,14:PRINT CHR$(255):NEXT
191 FOR x=30 TO (30+(PEEK(128)))
192 LOCATE x,16:PRINT CHR$(255):NEXT
193 FOR x=30 TO (30+(PEEK(129))):LOCATE x,18:PRINT CHR$(255):NEXT
194 FOR x=30 TO (30+(PEEK(130)))
195 LOCATE x,20:PRINT CHR$(255):NEXT
196 FOR x=30 TO (30+(PEEK(131)))
197 LOCATE x,22:PRINT CHR$(255):NEXT
198 LOCATE 26,23:PRINT"BAUMOI"
199 LOCATE 25,24:PRINT (PEEK(132))*1000
200 VYX=(INT(RND*56+1))*4
201 FOR t=0 TO 144 STEP 4:LOCATE 15,20:PRINT t:FOR e=15 TO 9 STEP -1:SOUND 1,30,2
202 FOR a=1 TO 360 STEP 10:LOCATE 15,23:PRINT a
203 DEG
204 ORIGIN 160,256
205 PLOT t*COS(a),t*SIN(a)
206 IF t=VYX THEN 220
207 NEXT a
208 NEXT t
220 ON=INT(RND*12+1):K=INT(RND*12+1)
221 LOCATE ON,K:PRINT CHR$(137)
222 SH=INT(RND*3+1)
223 ON SH GOTO 230,250,270
230 LOCATE 22,3:PRINT"PROSOXH ENTOPISA"
231 LOCATE 22,4:PRINT"FREGATA KAME THRA"
232 LOCATE 22,5:PRINT"ANADYSH GIA NA THN"
233 LOCATE 22,6:PRINT"XYVHSEIS"
234 LOCATE 24,8:PRINT"SYNAGERMOS"
235 LOCATE 29,10:PRINT"EPIFANEIAS"
236 LOCATE 25,11:PRINT"ATA TO A"
237 A$=INKEY$
238 IF A$="A" THEN 300
239 FOR F=70 TO 370 STEP 10:SOUND 1,F,3,15,0,0,0:NEXT F
240 FOR T=400 TO 100 STEP -10:SOUND 1,T,3,15,0,0,0:NEXT T
241 GOTO 237
250 LOCATE 22,3:PRINT"PROSOXH FLHSTAZEI"
251 LOCATE 22,4:PRINT"EXURIKO YPOBRIXIO"

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252 LOCATE 22,5:PRINT"KANE KATADYSH"
253 LOCATE 24,8:PRINT"SYNAGERMOS K Y"
254 LOCATE 24,10:PRINT"DATA TO K"
255 A$=INKEY$
256 IF A$="K" THEN 399
259 FOR E=15 TO 0 STEP -1:SOUND 1,30,8,E,0,9,1:NEXT E
260 GOTO 257
270 LOCATE 22,3:PRINT"PROSDXH"
271 LOCATE 22,4:PRINT"HXGENTOP1STIKO"
272 LOCATE 22,5:PRINT"ELIKOPTRO"
273 LOCATE 22,6:PRINT"KATASTREVE TO"
274 LOCATE 25,8:PRINT"SYNAGERMOS"
275 LOCATE 27,9:PRINT"A A"
276 LOCATE 25,11:PRINT"DATA TO P"
278 A$=INKEY$
279 IF A$="P" THEN 510
280 SOUND 1,60,10,15,10,15,0:SOUND 1,4,8,15,4,4,1
283 GOTO 278
300 MODE 2:PLOT 144,399:DRAW 144,352:DRAW 304,352:DRAW 304,399
301 DRAW 304,352:DRAW 440,352:DRAW 424,320:DRAW 24,320
302 DRAW 8,352:DRAW 144,352:DRAW 8,352:DRAW 8,144
303 DRAW 440,144:DRAW 440,352:DRAW 424,320:DRAW 424,176
304 DRAW 440,144:DRAW 424,176:DRAW 24,176:DRAW 8,144
305 DRAW 24,176:DRAW 24,320:PLOT 128,144:DRAW 128,112
306 DRAW 80,112:DRAW 80,128:DRAW 72,128:DRAW 72,64
307 DRAW 80,64:DRAW 80,80:DRAW 128,80:DRAW 128,64
308 DRAW 144,64:DRAW 144,48:DRAW 160,48:DRAW 160,32
309 DRAW 272,32:DRAW 272,48:DRAW 288,48:DRAW 288,64
310 DRAW 304,64:DRAW 304,80:DRAW 352,80:DRAW 352,64
311 DRAW 360,64:DRAW 360,128:DRAW 352,128:DRAW 352,112
312 DRAW 304,112:DRAW 304,144:PLOT 144,64:DRAW 288,64
313 PLOT 160,48:DRAW 272,48:PLOT 480,400:DRAW 480,0
314 PLOT 480,384:DRAW 640,384:PLOT 480,224:DRAW 640,224
315 LOCATE 67,1:PRINT "computer"
316 LOCATE 62,14:PRINT"OXYGEN 76 MPH6"
317 LOCATE 62,16:PRINT"BAUDS 000 K"
318 LOCATE 62,18:PRINT"TORPILES"
319 LOCATE 62,20:PRINT"PYRAYL D1"
320 LOCATE 67,22:PRINT"KAYSIRIA"
321 FOR X=70 TO (70+(PEEK (129)))
322 LOCATE X,18:PRINT CHR$(233):NEXT
323 FOR X=70 TO (70+(PEEK (130)))
324 LOCATE X,20:PRINT CHR$(233):NEXT
325 FOR X=70 TO (70+(PEEK (131)))
326 LOCATE X,22:PRINT CHR$(233):NEXT
327 FOR X=5 TO 52
328 LOCATE X,11:PRINT CHR$(43):NEXT
329 PLOT 248,176:DRAW 256,208:DRAW 264,176
330 PLOT 144,176:DRAW 152,208:DRAW 160,176
331 PLOT 200,320:DRAW 208,304:DRAW 216,320
332 LOCATE 18,20:PRINT"9876543210123456789"
333 FOR X1=5 TO 47:Y1=10
334 SOUND 1,887,30,15,10,14,15
335 GOSUB 1100:SOUND 1,186,1,13,0,0,0
338 IF X1=47 THEN 160
339 SOUND 1,200,2,15,10,0,2
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341 IF JOY(0)=4 THEN GOTO 362
342 IF JOY(0)=8 THEN GOTO 360
343 IF JOY(0)=1 THEN GOSUB 364
344 IF JOY(0)=2 THEN GOSUB 376
345 IF X1=41 THEN GOSUB 359
346 IF X1=50 THEN GOSUB 357
347 IF X1=26 THEN GOSUB 355
348 IF X1=16 THEN GOSUB 353
349 IF X1=12 THEN GOSUB 351
350 NEXT X1
351 LOCATE 61,4:PRINT "SE 5 SEC H FREGATA": LOCATE 61,6:PRINT "UA BRISKET
A1 " LOCATE 61,8:PRINT "SE AKTINA BOLHS":
LOCATE 61,10:PRINT "TORPILHS NOI":RETURN
353 LOCATE 61,4:PRINT "TORPILH NOI ETOIMH": LOCATE 61,6:PRINT "ETOIMOS
" LOCATE 61,8:PRINT "GIA
LOCATE 61,10:PRINT "PYRODOTISH ":RETURN
355 LOCATE 61,4:PRINT "SE 7 SEC H FREGATA": LOCATE 61,6:PRINT "UA BRISKET
A1 " LOCATE 61,8:PRINT "SE AKTINA BOLHS ":
LOCATE 61,10:PRINT "TOPILHS NO2 ":RETURN
357 LOCATE 61,4:PRINT "TORPILH NO2 ETOIMH": LOCATE 61,6:PRINT "ETOIMOS
" LOCATE 61,8:PRINT "RIA
LOCATE 61,10:PRINT "PYRODOTISH ":RETURN
359 LOCATE 61,4:PRINT "SE 10 SEC H FREGATA": LOCATE 61,6:PRINT "UA BRISKET
A1 " LOCATE 61,8:PRINT "EKTOS THS ":
LOCATE 61,10:PRINT "AKTINA BOLHS ":RETURN
360 X1=X1+1:GOSUB 1100
361 GOTO 339
362 X1=X1-1:GOSUB 1100
363 GOTO 339
364 FOR X=0 TO 5
365 LOCATE (38-X),(15-X):PRINT CHR$(45)
366 SOUND 1,(X+7)*10,5,15,4,1,15:LOCATE (38-X),(15-X):PRINT "":NEXT X
367 LOCATE 33,10:PRINT CHR$(44):SOUND 1,4030,50,15,11,14,7
368 IF (X+2)=53 THEN 370
369 RETURN
370 FOR E=15 TO 0 STEP -1:SOUND 1,728,60,E,0,9,1:NEXT E
374 UI=PEEK (132):UI=UI+2:POKE 132,UI
375 POKE 127,8:GOTO 160
376 FOR X=0 TO 5
377 LOCATE (15+X),(15-X):PRINT CHR$(46):SOUND 1,(X+7)*10,5,15,4,1,15:LOCATE (15
+X),(15-X):PRINT "":NEXT X
379 IF (X1+2)=20 THEN 370
380 LOCATE 20,10:PRINT CHR$(44):SOUND 1,4030,50,15,11,14,7:RETURN
390 MODE 2
397 PLOT 200,400:DRAW 200,64:PLOT 320,400:DRAW 320,64
398 PLOT 200,64:DRAW 320,64:PLOT 200,224:DRAW 320,224
399 LOCATE 27,14:PRINT"EXURIQ":LOCATE 27,2:PRINT"YPOBRIXIO"
400 LOCATE 27,4:PRINT"KLISH":LOCATE 27,7:PRINT"APOSTASH"
401 LOCATE 27,10:PRINT"BAUDS":LOCATE 27,13:PRINT"TO"
402 LOCATE 27,14:PRINT"YPOBRIXIO BOY":LOCATE 27,16:PRINT"KLISH"
403 LOCATE 27,18:PRINT"APOSTASH":LOCATE 27,20:PRINT"BAUDS"
404 LOCATE 14,24:PRINT"XRNDOS EXURIQHS BOLHS"
405 PLOT 336,400:DRAW 336,0:FOR a=1 TO 360 STEP 10:DEG:PLOT 104+B0*DCOS(a),224+B0
*XSIN(a):PLOT 104+B3*DCOS(a),224+B3*XSIN(a):NEXT a
406 KL=INT(RND*360+1):LOCATE 27,5:PRINT KL
407 PLOT 104,224:DRAW B1*DCOS(KL),B1*XSIN(KL)

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408 AP=INT(RND*35+1)
409 LOCATE 27,8:PRINT AP
410 FOR a=1 TO 360 STEP 36: SOUND 1,a,19,15,0,0,1
411 PLOT 104+(80-(AP*2))*COS(a),224+(80-(AP*2))*SIN(a)
412 NEXT a
413 T1=59:D2=13:LOCATE T1,25:PRINT CHR$(244)
414 BA=INT(RND*20+1)
415 LOCATE 27,11:PRINT BA
416 LOCATE 42,D2:PRINT CHR$(246)
417 LOCATE 27,17:INPUT I1
418 IF I1=KL THEN 425
419 LOCATE 38,17:PRINT CHR$(225):GOTO 419
420 LOCATE 38,17:PRINT CHR$(224)
421 LOCATE 27,19:INPUT I2
422 IF I2=AP THEN 430
423 LOCATE 38,19:PRINT CHR$(225):GOTO 426
424 LOCATE 38,19:PRINT CHR$(224)
425 LOCATE 27,21:INPUT I3
426 IF I3=BA THEN 434
427 LOCATE 38,21:PRINT CHR$(225):GOTO 431
428 LOCATE 38,21:PRINT CHR$(224):Y2=6:FOR X2=43 TO 76
429 IF X2=76 THEN 160
430 FOR E=15 TO 9 STEP -1:SOUND 1,30,9,E,0,9,1:NEXT E
431 B=INT(RND*2+1):ON B GOTO 439,440
432 Y2=Y2-1:GOTO 441
433 Y2=Y2+1:GOTO 461
434 IF Y2=8 OR Y2<8 THEN Y2=6
435 GOSUB 1200:LOCATE 27,8:PRINT X2:LOCATE 27,11:PRINT Y2
436 LOCATE 27,19:PRINT X2:LOCATE 27,21:PRINT Y2:FOR MX=1 TO 10
437 SOUND 1,10,2,10,0,0,0
438 IF JOY(0)=4 THEN GOSUB 481
439 IF JOY(0)=2 THEN GOSUB 484
440 IF JOY(0)=8 THEN GOSUB 485
441 IF JOY(0)=1 THEN GOSUB 486
442 IF JOY(0)=16 THEN GOSUB 491
443 NEXT MX
444 NEXT X2
445 IF Y2=21 OR Y2>21 THEN Y2=21
446 GOSUB 1200:LOCATE 27,19:PRINT X2:LOCATE 27,21:PRINT Y2
447 LOCATE 27,8:PRINT X2:LOCATE 27,11:PRINT Y2:FOR MX=1 TO 10
448 IF JOY(0)=4 THEN GOSUB 481
449 IF JOY(0)=2 THEN GOSUB 484
450 IF JOY(0)=8 THEN GOSUB 485
451 IF JOY(0)=1 THEN GOSUB 486
452 IF JOY(0)=16 THEN GOSUB 491
453 NEXT MX
454 GOTO 460
455 IF T1=43 THEN 483
456 T1=T1-1:LOCATE T1,25:PRINT CHR$(244):LOCATE T1-1,25:PRINT " ":LOCATE T1+1,25:
PRINT " "
457 RETURN
458 GOSUB 1330:RETURN
459 GOSUB 1310:RETURN
460 IF D2=2 THEN 490
461 D2=D2-1:LOCATE 42,D2:PRINT CHR$(246):LOCATE 42,D2-1:PRINT " ":LOCATE 42,D2+1:
PRINT " "
462 RETURN
```

AMSTRAD

```
491 PLOT((T1*8)-4),0:DRAW((T1*8)-4),400
492 PLOT 336,((400-((D2-1)*16))-B):DRAW 640,((400-((D2-1)*16))-B)
493 IF X2=T1 AND Y2=D2 THEN 498
494 IF X2+1=T1 AND Y2=D2 THEN 498
495 IF X2+3=T1 AND Y2=D2 THEN 498
496 IF X2+4=T1 AND Y2=D2 THEN 498
497 RETURN
498 LOCATE X2,Y2:PRINT CHR$(44)
502 SOUND 1,4030,30,15,11,14,7:FOR E=15 TO 0 STEP -1:SOUND 1,56,10,15,4,9,1:SOUD
D 1,689,30,E,0,9,1:NEXT E
503 UI=PEEK (132):UI=UI+4:POKE 132,UI
504 POKE 128,8:POKE 129,7:GOTO 160
510 MODE 1
511 FOR X=1 TO 40
512 LOCATE X,13:PRINT CHR$(43)
513 NEXT X
514 PLOT 544,400:DRAW 544,368:DRAW 640,368
515 PLOT 640,96:DRAW 544,96:DRAW 544,48
516 DRAW 640,48:DRAW 544,48:DRAW 544,0
517 LOCATE 36,1:PRINT"YPSOS"
518 LOCATE 36,21:PRINT"BAUDS"
519 LOCATE 36,24:PRINT"BOLH"
520 X2=28:Y2=18
521 GOSUB 1200
522 Y=INT(RND*10+1):LOCATE 36,2:PRINT 12-Y
530 FOR X=34 TO 1 STEP-1
532 GOSUB 1000
533 IF X=2 THEN GOTO 160
534 FOR UR=1 TO 3:SOUND 1,389,1,13,14,9,15:SOUND 1,45,8,15,5,12,15
535 SOUND 1,10,2,15,0,0,1
536 IF JOY(0)=4 THEN GOSUB 600
537 IF JOY(0)=8 THEN GOSUB 610
538 IF JOY(0)=1 THEN GOSUB 620
539 IF JOY(0)=2 THEN GOSUB 630
540 IF JOY(0)=16 THEN GOSUB 640
541 IF X=X2 THEN GOSUB 550
542 LOCATE 36,22:PRINT Y2-13:LOCATE 36,25:PRINT((12-Y)+(Y2-13))
543 NEXT UR
544 IF X=X2 THEN GOSUB 550
545 NEXT X
550 FOR B0=(Y+2) TO 24:SOUND 1,80*15,5,13,6,13,15
551 LOCATE X+3,B0:PRINT CHR$(252)
552 LOCATE X+3,B0-1:PRINT" "
553 IF B0=Y2 THEN 666
554 NEXT B0
555 LOCATE X+3,24:PRINT CHR$(44)
558 LOCATE X+3,24:PRINT" "
559 RETURN
600 IF X2=5 OR X2<5 THEN 603
601 X2=X2-1
602 GOSUB 1200
603 RETURN
610 IF X2=35 OR X2>35 THEN 613
611 X2=X2+1
612 GOSUB 1200
613 RETURN
```


AMSTRAD

```
620 IF V2=15 OR V2<15 THEN 623
621 V2=V2-1
622 GOSUB 1200
623 RETURN
630 IF V2=23 OR V2>23 THEN 633
631 V2=V2+1
632 GOSUB 1200
633 RETURN
640 FOR PYR=V2-2 TO Y STEP -1
641 LOCATE X2+1,PYR:PRINT CHR$(239)
642 LOCATE X2+1,PYR+1:PRINT" "
643 SOUND 1,PYR*7,5,15,4,11,15
644 IF PYR=Y AND X2+1=K THEN 660
645 NEXT PYR
646 RETURN
660 LOCATE X,Y:PRINT CHR$(44)
661 SOUND 1,4030,100,15,11,14,7: SOUND 1,2456,120,15,4,9,5:FOR E=15 TO 1 STEP -1:
SOUND 1,498,40,E,0,9,1:NEXT E:SOUND 1,356,100,15,3,1
5,8:FOR E=15 TO 0 STEP -1:SOUND 1,765,50,E,4,9,3:NEXT E
664 U1=PEEK(132):U1=U1+15:POKE 132,U1
665 POKE 130,8:GOTO 160
666 LOCATE X2,Y2:PRINT CHR$(44)
667 SOUND 1,4025,30,15,11,14,7:FOR E=15 TO 0 STEP -1:SOUND 1,728,40,E,0,9,1:NEXT
E:FOR E=15 TO 0 STEP -1:SOUND 1,512,60,E,12,9,1:NEXT
E
669 GOTO 700
700 MODE 0
701 LOCATE 1,3:PRINT"TO PAIXNIDI TELEWSE"
702 LOCATE 1,5:PRINT"SYMPLIWSES BAUMOYS"
703 LOCATE 8,7:PRINT (PEEK(132))*1000
704 GOSUB 3000:LOCATE 7,11:PRINT"AN UES NA"
705 LOCATE 3,13:PRINT"JANAPROSPAUZEIS"
706 LOCATE 8,15:PRINT"DATA TO"
707 LOCATE 8,17:PRINT"PLIKTRO"
708 LOCATE 11,20:PRINT"T"
710 A$=INKEY$
711 IF A$="" THEN 710
712 IF A$="I" THEN 1
750 GOTO 710
1000 REM HELIKOPTER
1001 LOCATE X,Y:PRINT CHR$(37):LOCATE X+1,Y:PRINT CHR$(36)
1002 LOCATE X+2,Y:PRINT CHR$(35):LOCATE X+3,Y:PRINT CHR$(34)
1003 LOCATE X+4,Y:PRINT CHR$(33):LOCATE X,Y+1:PRINT CHR$(42)
1004 LOCATE X+1,Y+1:PRINT CHR$(41):LOCATE X+2,Y+1:PRINT CHR$(40)
1005 LOCATE X+3,Y+1:PRINT CHR$(39):LOCATE X+4,Y+1:PRINT CHR$(38)
1006 LOCATE X+5,Y:PRINT" ":LOCATE X+5,Y+1:PRINT" "
1007 RETURN
1100 REM FREGATA
1101 LOCATE X1,Y1:PRINT CHR$(136):LOCATE X1+1,Y1-1:PRINT CHR$(134)
1102 LOCATE X1+1,Y1:PRINT CHR$(135):LOCATE X1+2,Y1-1:PRINT CHR$(132)
1103 LOCATE X1+2,Y1:PRINT CHR$(133):LOCATE X1+3,Y1-1:PRINT CHR$(130)
1104 LOCATE X1+3,Y1:PRINT CHR$(131):LOCATE X1+4,Y1-1:PRINT CHR$(128)
1105 LOCATE X1+4,Y1:PRINT CHR$(129):LOCATE X1+5,Y1:PRINT CHR$(127)
1106 LOCATE X1+6,Y1:PRINT" ":LOCATE X1+5,Y1-1:PRINT" ":LOCATE X1-1,Y1:PRINT" ":L
OCATE X1,Y1-1:PRINT" "
1107 RETURN
```

