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100 REM *****
110 REM * TANK *
120 REM *****
130 REM
140 REM (C) CHRIS FIOTT NOVEMBER 1987
150 REM
160 MODE 1
170 ww=5:w=INT(RND*20)-10:l=5
180 s(0)=30:s(2)=30:a(0)=1:a(2)=1
190 xco(0)=620:xco(2)=0
200 SPEED INK 2,2
210 DIM l1(50),n1(50),n2(35),l3(5)
220 FOR i=1 TO 45:READ l1(i),n1(i):NEXT
230 DATA .5,113,.5,134,1.5,0,.5,134,.5,1
27,.5,113,1,67,1,67,1,84,1,0,.5,113,.5,1
34,1.5,0,.5,134,.5,127,.5,134,1,113,1,11
3,1,127,1,0,.5,127,.5,150,1.5,0,.5,113,.
75,100,.25,113,.5,84,.5,113,1.5,0,.5,113
,.5,127,.5,134
240 DATA .5,150,.5,100,.5,0,.5,169,.5,17
9,.5,113,.5,0,.5,113,1,169,.75,169,.25,1
69,1,169,1,0
250 FOR i=1 TO 32:READ n2(i):NEXT
260 DATA 338,451,338,451,338,451,338,451
,338,451,338,451,358,451,358,451,358,451
,358,451,338,451,338,451,358,451,358,451
,338,451,338,451
270 FOR i=1 TO 5:READ l3(i):NEXT
280 DATA 1,1,1,.5,.5
290 DEG
300 KEY DEF 40,1,240:KEY DEF 49,1,241:KE
Y DEF 50,1,242:KEY DEF 51,1,243:KEY DEF
52,0,224:KEY DEF 72,1,65:KEY DEF 73,1,90
:KEY DEF 74,1,47:KEY DEF 75,1,92:KEY DEF
76,0,13:KEY DEF 9,0,224
310 SYMBOL AFTER 32:SYMBOL 142,0,&66,&66
,0,0,&66,&66,0:SYMBOL 141,0,&11,&11,&7F,
&11,&11,&11,&7F:SYMBOL 246,0,&2,&4,&38,&
78,&0,&7E,&7E:SYMBOL 247,&0,&40,&20,&1C,
&E,&0,&7E,&7E
320 ENV 1,1,12,1,1,0,5,12,-1,5:ENV 2,16,
1,2:ENT -1,16,1,2:ENT -2,1,1,5,1,-1,5:EN
V 3,120,-1,20
330 INK 0,0:BORDER 0:INK 1,13:INK 2,24:I
NK 3,26

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340 ORIGIN 0,16
350 FOR jj=0 TO 2 STEP 2:FOR ii=1 TO 5:R
EAD k(ii,jj):NEXT ii,jj
360 DATA 240,241,242,243,224,65,90,47,92
,13
370 g=9.8:n=10
380 GOSUB 2130:IF UPPER$(i$)="0" THEN GO
SUB 2510
390 GOSUB 840
400 WINDOW 1,40,1,5
410 CLS
420 TAG
430 GOSUB 1210
440 ply=1
450 GOSUB 490
460 ply=-1
470 GOSUB 490
480 GOTO 400
490 REM FIRE BULLET
500 GOSUB 1740
510 GOSUB 1160
520 snd%=0
530 SOUND 2,0,0,2,2,,1
540 snd%=0
550 ORIGIN xco(ply+1)+(ply*16)+(ply*318)
,80
560 TAGOFF
570 PLOT -1000,-1000,3
580 PRINT CHR$(23);CHR$(1);
590 TAG
600 ux=s(ply+1)*COS(a(ply+1))
610 ux=ux+(w*ply)
620 uy=s(ply+1)*SIN(a(ply+1))
630 t=0:oy=0
640 x=0:y=0
650 MOVE x-(ply*320),y:PRINT CHR$(144);
660 WHILE y>=0
670 CALL &BD19
680 MOVE x-(ply*320),y:PRINT CHR$(144);
690 t=t+0.2
700 x=(ux*t)*ply
710 y=(uy*t)+(-g*(t^2))/2
720 IF (y<oy)AND (snd%=0) THEN SOUND 2^(
1-ply),30,700,5,,1:snd%=1
730 oy=y

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740 CALL &BD19
750 MOVE x-(ply*320)+6,y-6:IF (TESTR(0,0
)=2) OR (TESTR(2,0)=2) OR (TESTR(2,-2)=2
) OR (TESTR(0,-2)=2) THEN 1540
760 MOVE x-(ply*320)+6,y-6:IF (TESTR(0,0
)<>0) OR (TESTR(2,0)<>0) OR (TESTR(2,-2)
<>0) OR (TESTR(0,-2)<>0) THEN 810
770 MOVE x-(ply*320),y:PRINT CHR$(144);
780 WEND
790 MOVE x-(ply*320),y:PRINT CHR$(144);
800 y=y-4
810 GOSUB 1260
820 w=w+ROUND((RND*ww)-(ww/2)):IF ABS(w)
>40 THEN w=40*SGN(w)
830 RETURN
840 REM SETUP SCREEN
850 TAGOFF:PRINT CHR$(23);CHR$(0);
860 MODE 1:ORIGIN 0,0
870 PAPER #1,1:PAPER #2,1:PAPER #3,1
880 PEN #1,0:PEN #2,0:PEN #3,0
890 RANDOMIZE TIME
900 WINDOW #4,1,40,22,25:PAPER #4,1:CLS
#4:WINDOW #5,1,40,1,5:PAPER #5,1:WINDOW
#6,2,39,2,4:PAPER #6,1:PEN #6,0
910 PAPER 0:PEN 1
920 PLOT 80,64,3
930 PRINT #4,CHR$(22);CHR$(1);
940 FOR i=1 TO 6
950 h=INT(RND*(1+1))+2
960 WINDOW #4,i*5+1,i*5+5,20-h,21:PAPER
#4,1:CLS #4
970 PRINT#4:FOR j=1 TO h STEP 2
980 PRINT #4,CHR$(22);CHR$(0);
990 PEN #4,0:PRINT #4," ";CHR$(143);CHR
$(8);
1000 PRINT #4,CHR$(22);CHR$(1);
1010 PEN #4,1:PRINT #4,CHR$(142);CHR$(8)
;
1020 PEN #4,3:PRINT #4,CHR$(141):PRINT#4
1030 NEXT j
1040 DRAW ((i-1)*80)+80,(h*16)+96,3:DRAW
R 80,0
1050 NEXT i
1060 PRINT #4,CHR$(22);CHR$(0);
1070 WINDOW #3,2,11,23,24

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1080 PLOT 14,14,3:DRAW 162,0,3:DRAW 0,
34,3:DRAW -162,0,0:DRAW 0,-34,0
1090 WINDOW #1,30,39,23,24
1100 PLOT 462,14,3:DRAW 162,0,3:DRAW 0
,34,3:DRAW -162,0,0:DRAW 0,-34,0
1110 WINDOW #2,14,27,23,24
1120 PLOT 206,14,3:DRAW 226,0,3:DRAW 0
,34,3:DRAW -226,0,0:DRAW 0,-34,0
1130 FOR ply=-1 TO 1 STEP 2:GOSUB 1160:N
EXT
1140 GOSUB 1430
1150 RETURN
1160 REM print info for player #ply
1170 CLS # (2+ply)
1180 PRINT # (2+ply), "ANGLE:"; a(ply+1);
1190 PRINT # (2+ply), "SPEED:"; STR$(s(ply+1
));
1200 RETURN
1210 REM print wind
1220 PRINT #2, "WIND SPEED"; STR$(ABS(w));
1230 PRINT #2, "DIRECTION ";
1240 IF w=0 THEN PRINT #2, "-"; ELSE PRINT
#2, CHR$(243+(w<0));
1250 RETURN
1260 REM x-plosion
1270 CALL &BCA7
1280 SOUND 7,0,0,2,1,,30
1290 TAGOFF
1300 INK 3,6,0
1310 PRINT CHR$(23);CHR$(0);
1320 TAG
1330 MOVE x-(ply*320),y
1340 FOR ii%=1 TO 8
1350 FOR jj%=1 TO 8
1360 MOVER 2,0:IF (RND>0.3) AND (TESTR(0
,0)<>2) THEN PLOT 0,0,0
1370 NEXT
1380 MOVER -16,-2
1390 NEXT
1400 INK 3,26
1410 TAGOFF
1420 RETURN
1430 REM print d guns
1440 ORIGIN 0,78
1450 TAGOFF
1460 PRINT CHR$(23);CHR$(0);
1470 TAG
1480 PLOT -1000,-1000,2
1490 FOR pp=-1 TO 1 STEP 2
1500 MOVE xco(pp+1),0:PRINT CHR$(246-(pp
<0));
1510 NEXT
1520 TAGOFF
1530 RETURN
1540 REM SOMEONE DIED
1550 TAGOFF
1560 PRINT CHR$(23);CHR$(0);
1570 INK 3,6,26
1580 CALL &BCA7
1590 PRINT CHR$(23);CHR$(0);
1600 SOUND 7,0,0,2,1,,30
1610 FOR ii%=1 TO 100
1620 MOVE x-(ply*320),y:PLOT RND*20-10,
RND*20-10,INT(RND*3)
1630 NEXT
1640 ORIGIN 0,0
1650 CLS #5:CLS #6:PLOT 0,320,3:DRAW 64
0,0,0:DRAW 0,78,0:DRAW -640,0,3:DRAW
0,-78,3:PLOT 14,334,3:DRAW 610,0,0:DRAW
R 0,50,0:DRAW -610,0,3:DRAW 0,-50,3
1660 INK 3,26
1670 PRINT #6:PRINT #6, "    PLAYER #":1-(
ply=1); " GAME OVER !!!!!"
1680 FOR d=1 TO 3000:NEXT
1690 CLS #5:CLS #6:PLOT 0,320,3:DRAW 64
0,0,0:DRAW 0,78,0:DRAW -640,0,3:DRAW
0,-78,3:PLOT 14,334,3:DRAW 610,0,0:DRAW
R 0,50,0:DRAW -610,0,3:DRAW 0,-50,3
1700 PRINT #6:PRINT #6, "    PLAYER #":2+(
ply=1); " IS THE WINNER !"
1710 IF INKEY$<>" " THEN 1710
1720 GOSUB 2320
1730 RUN
1740 REM input routine
1750 ORIGIN 0,0
1760 TAGOFF
1770 PRINT CHR$(23);CHR$(0);
1780 IF INKEY$<>" " THEN 1780
1790 CLS #5:CLS #6:PLOT 0,320,3:DRAW 64
0,0,0:DRAW 0,78,0:DRAW -640,0,3:DRAW
0,-78,3:PLOT 14,334,3:DRAW 610,0,0:DRAW
R 0,50,0:DRAW -610,0,3:DRAW 0,-50,3
1800 PRINT #6:PRINT #6, "    PLAYER #":2+(ply=
1); " SELECT SPEED AND ANGLE."
1810 k$=""
1820 WHILE k$<>CHR$(k(5,ply+1))
1830 k$=UPPER$(INKEY$):IF k$="" THEN 183
0
1840 FOR ii=1 TO 4:IF k(ii,ply+1)=ASC(k$
) THEN 1860
1850 NEXT ii:SOUND 7,500,20,2,1:GOTO 189
0
1860 IF ii=1 THEN a(ply+1)=a(ply+1)+1 EL
SE IF ii=2 THEN a(ply+1)=a(ply+1)-1 ELSE
IF ii=3 THEN s(ply+1)=s(ply+1)-1 ELSE I
F ii=4 THEN s(ply+1)=s(ply+1)+1
1870 IF a(ply+1)<1 THEN a(ply+1)=1 ELSE
IF a(ply+1)>90 THEN a(ply+1)=90
1880 IF s(ply+1)<30 THEN s(ply+1)=30 ELS
E IF s(ply+1)>200 THEN s(ply+1)=200
1890 GOSUB 1160
1900 WEND
1910 CLS #5:CLS #6:PLOT 0,320,3:DRAW 64
0,0,0:DRAW 0,78,0:DRAW -640,0,3:DRAW
0,-78,3:PLOT 14,334,3:DRAW 610,0,0:DRAW
R 0,50,0:DRAW -610,0,3:DRAW 0,-50,3
1920 PRINT #6:PRINT #6, "    PLAYER #":2+(
ply=1); " SELECT POSITION."
1930 k$=""
1940 WHILE k$<>CHR$(k(5,ply+1))
1950 k$=UPPER$(INKEY$):IF k$="" THEN 195
0
1960 FOR ii=2 TO 4:IF k(ii,ply+1)=ASC(k$
) THEN 1980
1970 NEXT ii:SOUND 7,500,20,2,1:GOTO 201
0
1980 GOSUB 2050
1990 IF (ii=4) AND (flag2=0) THEN xco(pl
y+1)=xco(ply+1)+2 ELSE IF (ii=3) AND (fl
ag1=0) THEN xco(ply+1)=xco(ply+1)-2
2000 IF xco(ply+1)<-2 THEN xco(ply+1)=-2
ELSE IF xco(ply+1)>626 THEN xco(ply+1)=
626
2010 GOSUB 1430
2020 WEND
2030 PAPER #5,0:CLS #5:PAPER #5,1
2040 RETURN
2050 REM
2060 ORIGIN 0,64
2070 flag1=0:flag2=0
2080 FOR i=0 TO 14 STEP 2:IF TEST (xco(p
ly+1)+16,i) <>0 THEN flag2=1
2090 NEXT:IF TEST(xco(ply+1)+16,-2)=0 TH
EN flag2=1
2100 FOR i=0 TO 14 STEP 2:IF TEST(xco(pl
y+1)-2,i)<>0 THEN flag1=1
2110 NEXT:IF TEST(xco(ply+1)-2,-2)=0 THE
N flag1=1
2120 RETURN
2130 REM title screen
2140 MODE 1
2150 ORIGIN 0,0
2160 WINDOW #5,1,40,19,23:PAPER #5,1:WIN
DOW #6,2,39,20,22:PAPER #6,1:PEN #6,0
2170 MOVE 50,200:DRAW 40,0,2:DRAW 0,10
0:DRAW 45,0:DRAW 0,45:DRAW -130,0,3:D
RAW 0,-45:DRAW 45,0,2:DRAW 0,-100,3
2180 MOVE 160,200:DRAW 48,145,3:DRAW 3
0,0:DRAW 48,-145,2:DRAW -30,0:DRAW -3
2,87,3:DRAW -32,-87,2:DRAW -30,0
2190 MOVE 320,200:DRAW 0,145,3:DRAW 30
,0:DRAW 64,-100,2:DRAW 0,100,3:DRAW 3
0,0:DRAW 0,-145,2:DRAW -30,0:DRAW -64
,100,3:DRAW 0,-100,2:DRAW -30,0
2200 MOVE 484,200:DRAW 0,145,3:DRAW 30
,0:DRAW 0,-60,2:DRAW 60,60,3:DRAW 30,
0:DRAW -60,-60,2:DRAW 60,-85:DRAW -30
,0:DRAW -60,45,3:DRAW 0,-45,2:DRAW -3
0,0
2210 MOVE 620,200:DRAW 10,0,2:DRAW 0,1
0:DRAW -10,0,3:DRAW 0,-10
2220 CLS #5:CLS #6:PLOT 0,32,3:DRAW 640
,0,0:DRAW 0,78,0:DRAW -640,0,3:DRAW 0
,-78,3:PLOT 14,46,3:DRAW 610,0,0:DRAW
0,50,0:DRAW -610,0,3:DRAW 0,-50,3
2230 a$="          "+CHR$(164)+" CHRIS F
IOTT 1987":GOSUB 2310:i$=INKEY$:IF I$<>
" " THEN RETURN
2240 a$="    DESIGN & PROGRAMMING BY CHR
IS":GOSUB 2310:i$=INKEY$:IF I$<> " " THEN
RETURN
2250 a$="          WRITTEN FOR PCW":GO
SUB 2310:i$=INKEY$:IF I$<> " " THEN RETUR
N
2260 a$="    HELLO TO MARIO, B.A.M., & MA
RCEL":GOSUB 2310:i$=INKEY$:IF I$<> " " TH
EN RETURN
2270 a$="    PRESS 'O' FOR OPTIONS ..
":GOSUB 2310:i$=INKEY$:IF I$<> " " THEN
RETURN
2280 a$="    PRESS ANY KEY TO START"
:GOSUB 2310:i$=INKEY$:IF I$<> " " THEN RE

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TURN	2440 SOUND 4,n2(c2),48,2,1	EIGHT *:1
2290 GOSUB 2320	2450 c2=c2+1:IF c2>32 THEN c2=1	2590 k\$=UPPER\$(INKEY\$):IF k\$="*" THEN 259
2300 RETURN	2460 RETURN	0
2310 SOUND 7,2000,300,0,3:CLS #6:PRINT#6	2470 IF (SQ(2) AND 7)=0 THEN RETURN	2600 FOR ii=1 TO 5:IF (k(ii,0)=ASC(k\$))
:PRINT#6,a\$:FOR d=1 TO 2600:NEXT:RETURN	2480 SOUND 2,0,13(c3)*48,1,1,,1	OR (k(ii,2)=ASC(k\$)) THEN 2620
2320 REM tune	2490 c3=c3+1:IF c3>5 THEN c3=1	2610 NEXT ii:SOUND 7,250,20,2,1:GOTO 259
2330 CALL &BCA7	2500 RETURN	0
2340 IF INKEY\$<>"*" THEN 2340	2510 REM options	2620 IF ii=1 THEN l=1+1 ELSE IF ii=2 THE
2350 c1=1:c2=1:c3=1	2520 MODE 1	N l=1-1
2360 GOSUB 2390:GOSUB 2430:GOSUB 2470	2530 IF INKEY\$<>"*" THEN 2530	2630 IF ii=3 THEN ww=ww-1 ELSE IF ii=4 T
2370 i\$=INKEY\$:IF i\$<>"*" THEN CALL &BCA7	2540 k\$=""	HEN ww=ww+1
:RETURN	2550 PEN 2:PRINT:PRINT TAB(15)*<< OPTION	2640 IF ww<0 THEN ww=0 ELSE IF ww>10 THE
2380 GOTO 2360	S >>*	N ww=10
2390 IF (SQ(1) AND 7)=0 THEN RETURN	2560 WHILE (k\$<>CHR\$(k(5,0))) AND (k\$<>C	2650 IF l<1 THEN l=1 ELSE IF l>10 THEN l
2400 SOUND 1,n1(c1),11(c1)*48,2,1	HR\$(k(5,2)))	=10
2410 c1=c1+1:IF c1>45 THEN c1=1	2570 PEN 3:LOCATE 12,10:PRINT*WIND VARIA	2660 WEND
2420 RETURN	TION *:ww	2670 RETURN
2430 IF (SQ(4) AND 7)=0 THEN RETURN	2580 PEN 1:LOCATE 12,15:PRINT*BUILDING H	2680 REM ** THAT'S ALL FOLKS **