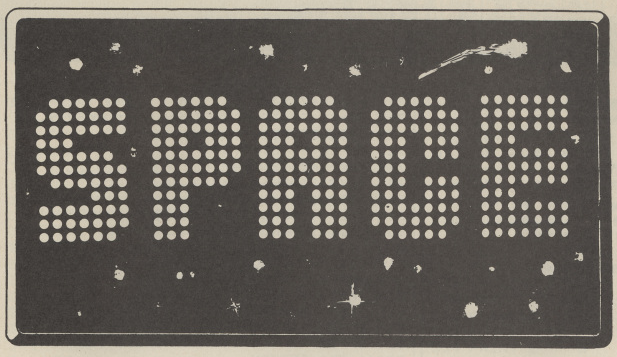

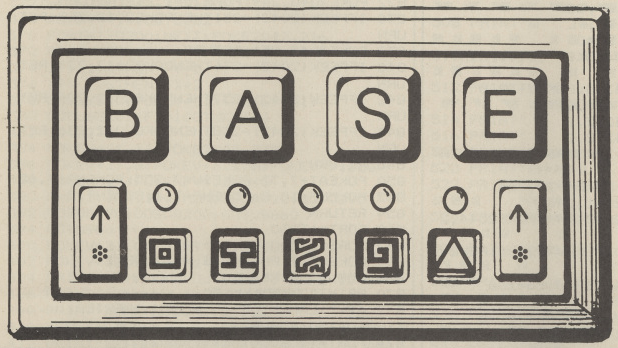

by Christian Fiott

You are the last survivor of an expedition sent to Mars to destroy the last batch of Martian Killer Robots (MKR). Being a hero, instead of trying to run away, you decide to stay to defend the base till help is sent to you.

You are equipped with 2 types of craft; the defence craft (DC) and the repair craft (RC). The DC can move left and right and fire, but it cannot move over holes caused by the MKR's lasers. The RC can move over such holes, and fill them be pressing the appropriate key. You also control a laser-gun, situated at the left hand side of the screen. This should be used only in emergency, since it uses a lot of energy. The available energy is displayed at the bottom right corner of the screen.

As the game begins, you will be shown the four types of MKR, and the points gained when you kill them. You gain no points if the robots crash on the floor of the base, but you gain extra points if you kill them by the DC instead of killing them with the laser-gun. Your score is shown at the bottom left corner of the screen.

After some time, an option to define the playing keys and the skill and speed level is given. Then the high score table is displayed. A demonstration of the game follows. Pressing a key between these options will start the game.

```
10 REM SPACE BASE
20 REM FOR COMPUTER GAMER
30 REM (C) CHRISSOFT 1986
40 REM DEDICATED TO ADRIAN M.
50 GOSUB 1850
60 REM MACHINE CODE
70 REM GETS CHAR
80 M=0:A$="DD6E00DD6601E5CD60BBE177C9":F
OR I=1 TO LEN(A$)STEP 2:M=M+1:POKE 19999
+M,VAL("&"+MID$(A$,I,2)):NEXT
90 REM GETS KEY NO
100 a$="dd6e00dd6601e53e00f5cd1ebb2008f1
3cfe5020f418f0f1e177c9":m=0:FOR i=1 TO L
EN(a$) STEP 2:m=m+1:POKE &74FF+m,VAL("&"
+MID$(a$,i,2)):NEXT
110 REM ALLOPHONE - SPEECH CONVERTOR
120 a$="01fefbdd7e00feff2814ed79dd23dd23
f53e00763cfe20280218f8f118e53e00ed79c9"
130 m=0:FOR i=1 TO LEN(a$) STEP 2:m=m+1:
POKE &6FFF+m,VAL("&"+MID$(a$,i,2)):NEXT
140 REM SET PEN 15 TO ALTERNATING COLOUR
S
150 a$="213a500681111d50cdefbc2134501134
00013400c3e9bc213450c3e9bc3a33503cfe1ac2
28503e01323350474f3e0fcd32bcc90100000000
000000000000000000"
160 m=0:FOR i=1 TO LEN(a$)STEP 2:m=m+1:P
OKE &4FFF+m,VAL("&"+MID$(a$,i,2)):NEXT
170 CALL &5000
180 CALL &BBFF
190 M=0:A$="0200    GAMER    0150
  0100 CHRISSOFT 0075              0050    G
AMER    0040              0030 CHRISSOFT 002
0              0010    GAMER    0005
  "
200 FOR I=1 TO LEN(A$)STEP 15:M=M+1:HS$(
M)=MID$(A$,I,15):NEXT
210 RANDOMIZE TIME:RESTORE
220 ENV 3,1,12,1,1,0,5,12,-1,2
230 ENV 1,16,-1,10
```

Hints and tips

You have a limited supply of energy, and this decreases when you or the MKR fire. You also have 3 lives for each type of craft, and if any of thse are used up, you will ... die! After killing 25 robots on each level, help is sent, and the lives and energy are replenished.

The programme

There are 4 short machine code subroutines which are called from basic. These are read from strings, and I suggest that these routines should first be typed in and checked. The first subroutine is used to get the ASCII code of the character at the current cursor position. The second subroutine returns the key code (see manual App. III p.16) when a key is pressed. The third routine is a small programme using M/C interrupts, to set pen 15 into a set of 25 alternating colours. The last is an allphone-speech convertor for use with the DK Tronics speech synth.

```
240 ENT -2,25,2,1,27,-2,1:ENV 2,16,-1,20
250 ENT -3,1,1,4:ENV 7,11,-1,20
260 GOSUB 1880
270 GOSUB 560
280 GOSUB 760
290 GOSUB 1900:GOSUB 350
300 GOSUB 1450:CALL &BCA7
310 GOSUB 1810
320 FOR DO=1 TO SPL:GOSUB 1550:GOSUB 880
:GOSUB 1060:NEXT
330 GOSUB 1150:IF RND*10<((mo/2)+(SKL/10
*6))-1 AND (va<21) THEN GOSUB 1520
340 GOTO 320
350 REM setup screen
360 CALL &BCA7
370 MODE 0
380 PRINT CHR$(22)CHR$(1)
390 INK 0,0:BORDER 0
400 PEN 7
410 PRINT CHR$(23)CHR$(1)
420 FOR i=1 TO 20:LOCATE 1,i:PRINT CHR$(
199):NEXT
430 LOCATE 1,1:PRINT STRING$(20,196);
440 FOR i=1 TO 20:LOCATE 20,i:PRINT CHR$
(197);:NEXT
450 PRINT CHR$(22)CHR$(0)
460 PEN 1:LOCATE 1,20:PRINT CHR$(143):LO
CATE 18,20:PRINT CHR$(214)CHR$(143)CHR$(
143);
470 LOCATE 1,21:PRINT STRING$(3,143):LOC
ATE 18,21:PRINT STRING$(3,143);
480 PEN 9:LOCATE 1,23:PRINT STRING$(20,2
08);
490 PEN 10:FOR i=2 TO 19 STEP 3:LOCATE i
,24:PRINT CHR$(217)CHR$(218)CHR$(219);:N
EXT:LOCATE 1,24:PRINT CHR$(219);:LOCATE
20,24:PRINT CHR$(217);
500 PEN 15:PRINT CHR$(22)CHR$(1):FOR I=3
 TO 19 STEP 3:LOCATE 1,24:PRINT CHR$(220
);:NEXT I:PRINT CHR$(22)CHR$(0)
510 PEN 3:LOCATE 1,25:PRINT"    O  ***
+++  OO ";
520 PEN 4:LOCATE 1,22:PRINT"*":PEN 5:LOC
ATE 20,22:PRINT"+";
530 PEN 2:LOCATE 2,20:PRINT CHR$(224)CHR
$(225)
540 PEN 3:PRINT CHR$(22)CHR$(1):LOCATE 2
,20:PRINT CHR$(223);CHR$(22)CHR$(0)
550 RETURN
560 REM set chars
570 SYMBOL AFTER 32
580 SYMBOL 208,&FF,&FF,&FF,&FF
590 SYMBOL 217,&1,&7,&1F,&3F,&FF,&C3,&C3
,&FF
600 SYMBOL 218,&C3,&81,&81,&0,&C3,&E7,&E
7,&FF
610 SYMBOL 219,&80,&E0,&F8,&FC,&FF,&C3,&
C3,&FF
620 SYMBOL 220,&0,&18,&3C,&3C,&18
630 SYMBOL 42,&18,&18,&18,&3C,&24,&66,&4
2,&7E
640 SYMBOL 43,&0,&F,&F,&C,&7F,&7F,&7F,&4
9
650 SYMBOL 226,&18,&3C,&66,&3C,&18,&3C,&
66,&42
660 SYMBOL 227,&3C,&7E,&DB,&7E,&3C,&18,&
18,&18
670 SYMBOL 228,&0,&18,&3C,&7E,&E7,&E7,&6
6,&24
680 SYMBOL 229,&0,&18,&3C,&7E,&C3,&E7,&C
3,&81
690 SYMBOL 191,&18,&24,&42,&24,&18,&24,&
42,&24
700 SYMBOL 190,&18,&20,&C0,&70,&E,&3,&C,
&18
710 SYMBOL 224,0,0,&3F,&7F,&FF,&18,&3C,&
7E
720 SYMBOL 225,0,0,&C0,&F0,&FC
730 SYMBOL 223,0,0,0,0,0,&18,&3C,&7E
740 SYMBOL 222,0,0,&FF,0,&FF,0,&FF
750 RETURN
760 REM INKS & KEYS
770 KEY DEF 76,0,13
780 SPEED INK 6,6
790 INK 2,2
800 INK 4,15:INK 5,25
810 INK 6,11
820 INK 7,26
```

```
830 INK 9,18
840 INK 10,11
850 INK 11,26,24:INK 12,9,18:INK 13,2,11
:INK 14,6,3
860 INK 15,24,0
870 RETURN
880 REM laser
890 'left
900 IF INKEY(k1)=-1 THEN 930 ELSE LOCATE
 h1,22:PRINT ";:IF h1=h2 THEN PEN 5:LOC
ATE h2,22:PRINT"+";
910 h1=h1-1:IF h1<1 THEN h1=1
920 PEN 4:LOCATE h1,22:CALL &BD19:PRINT"
*";:GOTO 960
930 IF INKEY(k2)=-1 THEN 980 ELSE LOCATE
 h1,22:PRINT " ";:IF h1=h2 THEN PEN 5:LOC
ATE h1,22:PRINT"+";
940 h1=h1+1:IF h1>20 THEN h1=20
950 PEN 4:LOCATE h1,22:CALL &BD19:PRINT"
*";:GOTO 960
960 REM check dwn
970 LOCATE h1,23:CALL 20000,@t:IF t<>32
THEN RETURN ELSE LOCATE h1,22:PRINT" ";:
LOCATE h1,23:PEN 4:PRINT"*";:GOTO 1620
980 IF INKEY(k3)=-1 OR (h1<4 OR h1>17)TH
EN RETURN
990 PEN 6:FOR i=21 TO va STEP -1:LOCATE
h1,i:PRINT CHR$(191);:NEXT
1000 FOR i=21 TO va STEP -1:LOCATE h1,i:
PRINT " ";:NEXT:IF h1=ha THEN 1020'kill i
m
1010 en=en-3:IF EN<1 THEN EN=0:GOTO 1620
 ELSE GOTO 1810
1020 ki=ki+1:IF ki=25 THEN GOSUB 3230
1030 sc=sc+3:sc=sc+mo:PEN 3:LOCATE 2,25:
PRINT USING "####";sc:IF RND<0.9 THEN 14
50
1040 IF RND>0.5 THEN CALL &7000,255,17,2
4,37,0,21,0,30,61 ELSE CALL &7000,255,11
,15,33,0,35,7,46
1050 GOTO 1450
1060 REM REPAIR CRAFT
1070 IF INKEY(k4)=-1 THEN 1100 ELSE LOCA
TE h2,22:PRINT" ";:IF h1=h2 THEN PEN 4:L
OCATE h1,22:PRINT"*";
1080 h2=h2-1:IF h2<1 THEN h2=1
1090 PEN 5:LOCATE h2,22:CALL &BD19:PRINT
"+";:RETURN
1100 IF INKEY(k5)=-1 THEN 1130 ELSE LOCA
TE h2,22:PRINT" ";:IF h1=h2 THEN PEN 4:L
OCATE h1,22:PRINT"*";
1110 h2=h2+1:IF h2>20 THEN h2=20
1120 PEN 5:LOCATE h2,22:CALL &BD19:PRINT
"+";:RETURN
1130 IF INKEY(k6)=-1 THEN RETURN ELSE LO
CATE h2,23:PEN 9:PRINT CHR$(208);
1140 RETURN
1150 REM him move
1160 LOCATE ha,va:PRINT" "
1170 IF va=22 AND ha=h1 THEN 1230 ELSE I
F va=22 AND ha=h2 THEN 1310
1180 VA=VA+1:IF VA>22 THEN 1400
1190 IF RND>0.5 OR va=21 THEN 1210
1200 ha=ha+INT(3*RND)-1:IF ha<5 THEN ha=
5 ELSE IF ha>16 THEN ha=16
1210 PEN 10+mo:LOCATE ha,va:CALL &BD19:P
RINT CHR$(225+mo)
1220 RETURN
1230 REM me1 die
1240 EN=99:EL=0:GOSUB 1810
1250 CALL &7000,255,50,32
1260 l1=l1-1:h1=1
1270 PEN 3:LOCATE 8,25:PRINT"   ";:LOCAT
E 8,25:PRINT STRING$(11,"*");
1280 IF l1=0 THEN 1620
1290 PEN 4:LOCATE 1,22:PRINT"*";
1300 GOTO 1430
1310 REM me2 die
1320 EN=99:EL=0:GOSUB 1810
1330 CALL &7000,255,50,31
1340 l2=l2-1:h2=20
1350 PEN 3:LOCATE 13,25:PRINT"   ";:LOCA
TE 13,25:PRINT STRING$(12,"+");
1360 IF l2=0 THEN 1620
1370 SOUND 2,300,100,15,,4
1380 PEN 5:LOCATE 20,22:PRINT"+";
1390 GOTO 1430
1400 REM **
1410 IF va>23 THEN 1620'die
1420 LOCATE ha,23:CALL 20000,@t%:IF t=32
 THEN 1620'die
1430 SOUND 2,0,100,15,1,,31:FOR i=1 TO 1
5:LOCATE ha,va:PEN i:PRINT CHR$(238);:NE
XT:LOCATE ha,va:PRINT" ";:GOTO 1450
1440 RETURN
1450 REM send
1460 SOUND 1,100,100,14,2,2:en=en+1:IF e
n>99 THEN en=99
1470 GOSUB 1810
1480 mo=INT(4*RND)+1:IF mo=0 THEN mo=1
1490 ha=(13*RND)+4:va=2
1500 LOCATE ha,va:PEN mo+10:PRINT CHR$(m
o+225);
1510 RETURN
1520 REM he fires
1530 en=en-1:IF en<1 THEN 1620 ELSE GOSU
B 1810
1540 PEN 8:FOR i=va+1 TO 23:LOCATE ha,i:
PRINT CHR$(190);:NEXT:FOR i=va+1 TO 23:L
OCATE ha,i:PRINT " ";:NEXT:IF ha=h1 THEN
 1230 ELSE IF ha=h2 THEN 1310 ELSE RETUR
N
1550 REM laser
1560 IF INKEY(k7)=-1 THEN RETURN
1570 SOUND 2,2000,30,15,1
1580 en=en-10:IF en<1 THEN en=0:GOTO 162
0 ELSE GOSUB 1810
1590  PEN 3:FOR i=4 TO ha:LOCATE i,20:PR
INT CHR$(222);:NEXT:FOR i=4 TO ha:LOCATE
 i,20:PRINT" ";:NEXT
1600 IF va=20 THEN sc=sc-3:GOTO 1020
1610 RETURN
1620 REM die
1630 PRINT CHR$(22)CHR$(0)
1640 CALL &BCA7
1650 GOSUB 1810
1660 SPEED INK 2,2
1670 SOUND 7,0,120,15,1,,10
1680 INK 10,6,0
1690 FOR i=10 TO 26:FOR d=1 TO 50:NEXT d
:BORDER i:INK 0,i:NEXT i
1700 FOR i=1 TO 5:SOUND 1,50*i,100,15,1:
SOUND 4,75*i,100,15,1:NEXT i:i=i-2
1710 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
100,15,1:i=i+2
1720 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
```

```
100,15,1
1730 FOR i=1 TO 10:IF VAL(LEFT$(hs$(i),4
))<sc THEN 1750
1740 NEXT:GOTO 1800
1750 FOR j=10 TO i+1 STEP -1:hs$(j)=hs$(
j-1):NEXT:hs$(i)="0000":hs$(i)=LEFT$(hs$
(i),5-LEN(STR$(sc)))+RIGHT$(STR$(sc),LEN
(STR$(sc))-1):hs$(i)=hs$(i)+" "
1760 CALL &7000,255,11,20,16,0,58,25,0,5
1,7,13,11,7
1770 CALL &BFF9,&C9,&1CED,&CF00
1780 PEN 3:LOCATE 1,1:INPUT "YOUR NAME:"
,N$:IF LEN(N$)>10 THEN N$=LEFT$(N$,10)
1790 hs$(i)=hs$(i)+n$
1800 FOR d=1 TO 3500:NEXT:GOTO 210
1810 REM disp en
1820 PEN 3:LOCATE 18,25:PRINT USING "##"
;en
1830 IF en>20 OR EL<>0 THEN RETURN ELSE
CALL &7000,255,53,45,0,19,38,52,7,11,7:E
L=1
1840 RETURN
1850 REM vars
1860 DEFINT h,v,k,m,l,t
1870 h1=1:h2=20:k1=74:k2=75:k3=76:k4=16:
k5=79:k6=47:k7=21:mo=0:l1=3:l2=3:t=0:en=
99:SKL=1:SPL=10
1880 h1=1:h2=20:t=0:en=99:EL=0:SC=0:L1=3
:L2=3:ki=0
1890 RETURN
1900 REM init
1910 MODE 0
1920 GOSUB 350
1930 PEN 3:LOCATE 5,4:PRINT"SPACE  BASE.
":PEN 2:PRINT CHR$(22)CHR$(1):LOCATE 5,4
:PRINT STRING$(12,CHR$(95)):PRINT CHR$(2
2)CHR$(0)
1940 CALL &7000,255,43,20,63,0,55,20,3,5
5,0,31,13,0,16,15,42,62,7,46
1950 CALL &BFF9,&C9,&1CED,&CF00
1960 FOR i=1 TO 4:LOCATE 5,i*3+5:PEN 10+
i:PRINT CHR$(225+i);" ----";i;"PTS.":NEX
T
1970 GOSUB 3120
1980 FOR i=1 TO 1500:IF INKEY$<>"" THEN
RETURN
1990 NEXT
2000 GOSUB 2120
2010 MODE 0
2020 GOSUB 350
2030 PEN 5:LOCATE 5,2:PRINT"SPACE  BASE.
":PEN 1:PRINT CHR$(22)CHR$(1):LOCATE 5,2
:PRINT STRING$(12,CHR$(95)):PRINT CHR$(2
2)CHR$(0)
2040 PEN 9:LOCATE 3,5:PRINT CHR$(164)" C
HRISSOFT 1986"
2050 PEN 15:FOR I=1 TO 10:LOCATE 4,I+8:P
RINT HS$(I):PEN 1:NEXT
2060 FOR i=1 TO 5:SOUND 1,50*i,100,15,1:
SOUND 4,75*i,100,15,1:NEXT i:i=i-2
2070 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
100,15,1:i=i+2
2080 SOUND 1,50*i,100,15,1:SOUND 4,75*i,
100,15,1
2090 FOR i=1 TO 8000:IF INKEY$<>"" THEN
RETURN
2100 NEXT
2110 RETURN
2120 REM
2130 MODE 0
2140 PEN 3:LOCATE 5,1:PRINT"DEFINE KEYS.
":PEN 1:PRINT CHR$(22)CHR$(1):LOCATE 5,1
:PRINT STRING$(12,CHR$(95)):PRINT CHR$(2
2)CHR$(0)
2150 PEN 9:LOCATE 2,4:PRINT"DEFENCE CRAF
T:":PEN 6:LOCATE 8,6:PRINT"LEFT   _":LOC
ATE 8,8:PRINT"RIGHT  _":LOCATE 8,10:PRIN
T"FIRE   _":PEN 7:LOCATE 2,12:PRINT"REPA
IR CRAFT :":PEN 8:LOCATE 8,14:PRINT"LEFT
  _":LOCATE 8,16:PRINT"RIGHT  _":LOCATE
 8,18
2160 LOCATE 8,18:PRINT"REPAIR _":LOCATE
2,20:PEN 10:PRINT"FIRE LASER  _"
2170 CALL &BFF9,&C9,&1CED,&CF00
2180 GOSUB 2590:GOTO 2550
2190 CALL &BFF9,&C9,&1CED,&CF00
2200 CALL &7500,@K1:I1$=INKEY$
2210 LOCATE 15,6:PEN 3+(K1<16 OR K1=20):
PRINT I1$;
2220 IF k1=9 THEN LOCATE 15,6:PRINT"COPY
" ELSE IF k1=6 OR k1=18 THEN LOCATE 15,6
:PRINT"ENT" ELSE IF k1=21 THEN PRINT"SHF
T" ELSE IF K1=79 THEN LOCATE 15,6:PRINT"
DEL"
2230 IF K1=23 THEN PRINT"CTRL" ELSE IF K
1=16 THEN PRINT"CLR" ELSE IF K1=47 THEN
LOCATE 15,6:PRINT"SPC" ELSE IF K1=70 THE
N PRINT"CPS" ELSE IF K1=68 THEN LOCATE 1
5,6:PRINT"TAB"
2240 IF K1>71 AND K1<78 THEN PEN 1:LOCAT
E 15,6:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K1-72)*4)+1,4)
2250 CALL &7500,@K2:I2$=INKEY$:IF K2=K1
THEN 2250
2260 LOCATE 15,8:PEN 3+(K2<16 OR K2=20):
PRINT I2$;
2270 IF k2=9 THEN LOCATE 15,8:PRINT"COPY
" ELSE IF k2=6 OR k2=18 THEN LOCATE 15,8
:PRINT"ENT" ELSE IF k2=21 THEN PRINT"SHF
T" ELSE IF K2=79 THEN LOCATE 15,8:PRINT"
DEL"
2280 IF K2=23 THEN PRINT"CTRL" ELSE IF K
2=16 THEN PRINT"CLR" ELSE IF K2=47 THEN
LOCATE 15,8:PRINT"SPC" ELSE IF K2=70 THE
N PRINT"CPS" ELSE IF K2=68 THEN LOCATE 1
5,8:PRINT"TAB"
2290 IF K2>71 AND K2<78 THEN PEN 1:LOCAT
E 15,8:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K2-72)*4)+1,4)
2300 CALL &7500,@K3:I3$=INKEY$:IF K3=K2
OR K3=K1 THEN 2300
2310 LOCATE 15,10:PEN 3+(K3<16 OR K3=20)
:PRINT I3$;
2320 IF k3=9 THEN LOCATE 15,10:PRINT"COP
Y" ELSE IF k3=6 OR k3=18 THEN LOCATE 15,
10:PRINT"ENT" ELSE IF k3=21 THEN PRINT"S
HFT" ELSE IF K3=79 THEN LOCATE 15,10:PRI
NT"DEL"
2330 IF K3=23 THEN PRINT"CTRL" ELSE IF K
3=16 THEN PRINT"CLR" ELSE IF K3=47 THEN
LOCATE 15,10:PRINT"SPC" ELSE IF K3=70 TH
EN PRINT"CPS" ELSE IF K3=68 THEN LOCATE
15,10:PRINT"TAB"
2340 IF K3>71 AND K3<78 THEN PEN 1:LOCAT
E 15,10:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K3-72)*4)+1,4)
```

```
2350 CALL &7500,@K4:I4$=INKEY$:IF K4=K3
OR K4=K2 OR K4=K1 THEN 2350
2360 LOCATE 15,14:PEN 3+(K4<16 OR K4=20)
:PRINT I4$;
2370 IF k4=9 THEN LOCATE 15,14:PRINT"COP
Y" ELSE IF k4=6 OR k4=18 THEN LOCATE 15,
14:PRINT"ENT" ELSE IF k4=21 THEN PRINT"S
HFT" ELSE IF K4=79 THEN LOCATE 15,14:PRI
NT"DEL"
2380 IF K4=23 THEN PRINT"CTRL" ELSE IF K
4=16 THEN PRINT"CLR" ELSE IF K4=47 THEN
LOCATE 15,14:PRINT"SPC" ELSE IF K4=70 TH
EN PRINT"CPS" ELSE IF K4=68 THEN LOCATE
15,14:PRINT"TAB"
2390 IF K4>71 AND K4<78 THEN PEN 1:LOCAT
E 15,14:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K4-72)*4)+1,4)
2400 CALL &7500,@K5:I5$=INKEY$:IF K5=K4
OR K5=K3 OR K5=K2 OR K5=K1 THEN 2400
2410 LOCATE 15,16:PEN 3+(K5<16 OR K5=20)
:PRINT I5$;
2420 IF k5=9 THEN LOCATE 15,16:PRINT"COP
Y" ELSE IF k5=6 OR k5=18 THEN LOCATE 15,
16:PRINT"ENT" ELSE IF k5=21 THEN PRINT"S
HFT" ELSE IF K5=79 THEN LOCATE 15,16:PRI
NT"DEL"
2430 IF K5=23 THEN PRINT"CTRL" ELSE IF K
5=16 THEN PRINT"CLR" ELSE IF K5=47 THEN
LOCATE 15,16:PRINT"SPC" ELSE IF K5=70 TH
EN PRINT"CPS" ELSE IF K5=68 THEN LOCATE
15,16:PRINT"TAB"
2440 IF K5>71 AND K5<78 THEN PEN 1:LOCAT
E 15,16:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K5-72)*4)+1,4)
2450 CALL &7500,@K6:I6$=INKEY$:IF K6=K5
OR K6=K4 OR K6=K3 OR K6=K2 OR K6=K1 THEN
 2450
2460 LOCATE 15,18:PEN 3+(K6<16 OR K6=20)
:PRINT I6$;
2470 IF k6=9 THEN LOCATE 15,18:PRINT"COP
Y" ELSE IF k6=6 OR k6=18 THEN LOCATE 15,
18:PRINT"ENT" ELSE IF k6=21 THEN PRINT"S
HFT" ELSE IF K6=79 THEN LOCATE 15,18:PRI
NT"DEL"
2480 IF K6=23 THEN PRINT"CTRL" ELSE IF K
6=16 THEN PRINT"CLR" ELSE IF K6=47 THEN
LOCATE 15,18:PRINT"SPC" ELSE IF K6=70 TH
EN PRINT"CPS" ELSE IF K6=68 THEN LOCATE
15,18:PRINT"TAB"
2490 IF K6>71 AND K6<78 THEN PEN 1:LOCAT
E 15,18:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K6-72)*4)+1,4)
2500 CALL &7500,@K7:I7$=INKEY$:IF K7=K6
OR K7=K5 OR K7=K4 OR K7=K3 OR K7=K2 OR K
7=K1 THEN 2500
2510 LOCATE 15,20:PEN 3+(K7<17 OR K7=20)
:PRINT I7$;
2520 IF k7=9 THEN LOCATE 15,20:PRINT"COP
Y" ELSE IF k7=6 OR k7=18 THEN LOCATE 15,
20:PRINT"ENT" ELSE IF k7=21 THEN PRINT"S
HFT" ELSE IF K7=79 THEN LOCATE 15,20:PRI
NT"DEL"
2530 IF K7=23 THEN PRINT"CTRL" ELSE IF K
7=16 THEN PRINT"CLR" ELSE IF K7=47 THEN
LOCATE 15,20:PRINT"SPC" ELSE IF K7=70 TH
EN PRINT"CPS" ELSE IF K7=68 THEN LOCATE
15,20:PRINT"TAB"
2540 IF K7>71 AND K7<78 THEN PEN 1:LOCAT
E 15,20:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K7-72)*4)+1,4)
2550 PEN 1:LOCATE 5,24:PRINT"IS THIS OK
?"
2560 FOR i=1 TO 2000:IF INKEY(43)<>-1 TH
EN RETURN ELSE IF INKEY(46)<>-1 THEN LOC
ATE 5,24:PRINT"                    ";:GOSUB 2890
:GOTO 2190
2570 NEXT
2580 GOSUB 2940:RETURN
2590 REM print current keys
2600 LOCATE 15,6:PEN 3+(K1<16 OR K1=20):
PRINT I1$;
2610 IF k1=9 THEN LOCATE 15,6:PRINT"COPY
" ELSE IF k1=6 OR k1=18 THEN LOCATE 15,6
:PRINT"ENT" ELSE IF k1=21 THEN PRINT"SHF
T" ELSE IF K1=79 THEN LOCATE 15,6:PRINT"
DEL"
2620 IF K1=23 THEN PRINT"CTRL" ELSE IF K
1=16 THEN PRINT"CLR" ELSE IF K1=47 THEN
LOCATE 15,6:PRINT"SPC" ELSE IF K1=70 THE
N PRINT"CPS" ELSE IF K1=68 THEN LOCATE 1
5,6:PRINT"TAB"
2630 IF K1>71 AND K1<78 THEN PEN 1:LOCAT
E 15,6:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K1-72)*4)+1,4)
2640 LOCATE 15,8:PEN 3+(K2<16 OR K2=20):
PRINT I2$;
2650 IF k2=9 THEN LOCATE 15,8:PRINT"COPY
" ELSE IF k2=6 OR k2=18 THEN LOCATE 15,8
:PRINT"ENT" ELSE IF k2=21 THEN PRINT"SHF
T" ELSE IF K2=79 THEN LOCATE 15,8:PRINT"
DEL"
2660 IF K2=23 THEN PRINT"CTRL" ELSE IF K
2=16 THEN PRINT"CLR" ELSE IF K2=47 THEN
LOCATE 15,8:PRINT"SPC" ELSE IF K2=70 THE
N PRINT"CPS" ELSE IF K2=68 THEN LOCATE 1
5,8:PRINT"TAB"
2670 IF K2>71 AND K2<78 THEN PEN 1:LOCAT
E 15,8:PRINT MID$("UP  DOWNLEFTRGHTFIREF
IRE",((K2-72)*4)+1,4)
2680 LOCATE 15,10:PEN 3+(K3<16 OR K3=20)
:PRINT I3$;
2690 IF k3=9 THEN LOCATE 15,10:PRINT"COP
Y" ELSE IF k3=6 OR k3=18 THEN LOCATE 15,
10:PRINT"ENT" ELSE IF k3=21 THEN PRINT"S
HFT" ELSE IF K3=79 THEN LOCATE 15,10:PRI
NT"DEL"
2700 IF K3=23 THEN PRINT"CTRL" ELSE IF K
3=16 THEN PRINT"CLR" ELSE IF K3=47 THEN
LOCATE 15,10:PRINT"SPC" ELSE IF K3=70 TH
EN PRINT"CPS" ELSE IF K3=68 THEN LOCATE
15,10:PRINT"TAB"
2710 IF K3>71 AND K3<78 THEN PEN 1:LOCAT
E 15,10:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K3-72)*4)+1,4)
2720 LOCATE 15,14:PEN 3+(K4<16 OR K4=20)
:PRINT I4$;
2730 IF k4=9 THEN LOCATE 15,14:PRINT"COP
Y" ELSE IF k4=6 OR k4=18 THEN LOCATE 15,
14:PRINT"ENT" ELSE IF k4=21 THEN PRINT"S
HFT" ELSE IF K4=79 THEN LOCATE 15,14:PRI
NT"DEL"
2740 IF K4=23 THEN PRINT"CTRL" ELSE IF K
4=16 THEN PRINT"CLR" ELSE IF K4=47 THEN
LOCATE 15,14:PRINT"SPC" ELSE IF K4=70 TH
EN PRINT"CPS" ELSE IF K4=68 THEN LOCATE
15,14:PRINT"TAB"
```

```
2750 IF K4>71 AND K4<78 THEN PEN 1:LOCAT
E 15,14:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K4-72)*4)+1,4)
2760 LOCATE 15,16:PEN 3+(K5<16 OR K5=20)
:PRINT I5$;
2770 IF k5=9 THEN LOCATE 15,16:PRINT"COP
Y" ELSE IF k5=6 OR k5=18 THEN LOCATE 15,
16:PRINT"ENT" ELSE IF k5=21 THEN PRINT"S
HFT" ELSE IF K5=79 THEN LOCATE 15,16:PRI
NT"DEL"
2780 IF K5=23 THEN PRINT"CTRL" ELSE IF K
5=16 THEN PRINT"CLR" ELSE IF K5=47 THEN
LOCATE 15,16:PRINT"SPC" ELSE IF K5=70 TH
EN PRINT"CPS" ELSE IF K5=68 THEN LOCATE
15,16:PRINT"TAB"
2790 IF K5>71 AND K5<78 THEN PEN 1:LOCAT
E 15,16:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K5-72)*4)+1,4)
2800 LOCATE 15,18:PEN 3+(K6<16 OR K6=20)
:PRINT I6$;
2810 IF k6=9 THEN LOCATE 15,18:PRINT"COP
Y" ELSE IF k6=6 OR k6=18 THEN LOCATE 15,
18:PRINT"ENT" ELSE IF k6=21 THEN PRINT"S
HFT" ELSE IF K6=79 THEN LOCATE 15,18:PRI
NT"DEL"
2820 IF K6=23 THEN PRINT"CTRL" ELSE IF K
6=16 THEN PRINT"CLR" ELSE IF K6=47 THEN
LOCATE 15,18:PRINT"SPC" ELSE IF K6=70 TH
EN PRINT"CPS" ELSE IF K6=68 THEN LOCATE
15,18:PRINT"TAB"
2830 IF K6>71 AND K6<78 THEN PEN 1:LOCAT
E 15,18:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K6-72)*4)+1,4)
2840 LOCATE 15,20:PEN 3+(K6<17 OR K7=20)
:PRINT I7$;
2850 IF k7=9 THEN LOCATE 15,20:PRINT"COP
Y" ELSE IF k7=6 OR k7=18 THEN LOCATE 15,
20:PRINT"ENT" ELSE IF k7=21 THEN PRINT"S
HFT" ELSE IF K7=79 THEN LOCATE 15,20:PRI
NT"DEL"
2860 IF K7=23 THEN PRINT"CTRL" ELSE IF K
7=16 THEN PRINT"CLR" ELSE IF K7=47 THEN
LOCATE 15,20:PRINT"SPC" ELSE IF K7=70 TH
EN PRINT"CPS" ELSE IF K7=68 THEN LOCATE
15,20:PRINT"TAB"
2870 IF K7>71 AND K7<78 THEN PEN 1:LOCAT
E 15,20:PRINT MID$("UP  DOWNLEFTRGHTFIRE
FIRE",((K7-72)*4)+1,4)
2880 RETURN
2890 REM clear all keys
2900 PEN 3
2910 FOR i=6 TO 10 STEP 2:LOCATE 15,i:PR
INT"_     ";:NEXT
2920 FOR i=14 TO 20 STEP 2:LOCATE 15,i:P
RINT"_     ";:NEXT
2930 RETURN
2940 REM SKILL LEVEL
2950 GOSUB 350
2960 M=1
2970 PEN 6:LOCATE 2,14:PRINT"PRESS:":PEN
 9:LOCATE 2,16:PRINT"SPACE   = QUIT":LOC
ATE 2,17:PRINT"ENT/FIRE= INCREASE":LOCAT
E 2,18:PRINT"ANY KEY = CHANGE"
2980 PEN 1:LOCATE 3,4:PRINT"SPEED LEVEL
:":LOCATE 3,10:PRINT"SKILL LEVEL :":PEN
2:LOCATE 17,4:PRINT USING "##";SPL:LOCAT
E 17,10:PRINT USING "##";SKL
2990 GOTO 3030
3000 FOR d=1 TO 3000:IN$=INKEY$:IF IN$="
" THEN 3010 ELSE IF IN$=" " THEN RETURN
ELSE IF IN$=CHR$(13) THEN 3080 ELSE 3030
3010 NEXT d
3020 RETURN
3030 PEN 1:A%=0:LOCATE 3,7+(M*3):IF M<1
THEN PRINT"SPEED LEVEL :" ELSE PRINT"SKI
LL LEVEL :"
3040 M=M*-1
3050 PEN 1:PRINT CHR$(24):A%=0:LOCATE 3,
7+(M*3):IF M<1 THEN PRINT"SPEED LEVEL :"
 ELSE PRINT"SKILL LEVEL :"
3060 PRINT CHR$(24)
3070 GOTO 3000
3080 IF M<1 THEN SPL=SPL+1:IF SPL>10 THE
N SPL=1
3090 IF M=1 THEN SKL=SKL+1:IF SKL>10 THE
N SKL=1
3100 PEN 2:LOCATE 17,4:PRINT USING "##";
SPL:LOCATE 17,10:PRINT USING "##";SKL
3110 GOTO 3000
3120 FOR i=1 TO 22 STEP 3:FOR j=1 TO 4:S
OUND 7,0,10,0,3,,i:NEXT j:NEXT
3130 FOR i=1 TO 96:READ a
3140 IF INKEY$<>"" THEN RETURN
3150 SOUND 2,0,20,3,3,,1-(3*(a<>0))
3160 SOUND 1,a*3,20,15
3170 SOUND 4,a,20,3,3
3180 NEXT
3190 DATA 100,130,130,130,100,130,130,13
0,120,150,150,150,150,0,150,150,120,120,
150,150,120,120,150,150,100,100,100,100,
100,0,0,0
3200 DATA 100,130,130,130,100,130,130,13
0,120,150,150,150,150,0,150,150,120,120,
150,150,120,120,150,150,100,100,100,100,
100,0,0,0
3210 DATA 90,100,120,120,120,120,100,120
,100,130,130,130,130,130,130,0,120,130,1
45,145,145,145,130,130,100,100,100,100,1
00,0,0,0
3220 RETURN
3230 REM won level
3240 ki=0:ma=0:skl=skl+1:IF skl>10 THEN
skl=10:ma=1
3250 spl=spl-1:IF spl<1 THEN spl=1:IF ma
=1 THEN 3300
3260 l1=3:l2=3:en=99:PEN 3:LOCATE 8,25:P
RINT"***  +++  99":CALL &7000,255,35,6,3
9,7,0,9,45,7,27
3270 PEN 9:LOCATE 1,23:PRINT STRING$(20,
208);
3280 CALL &7000,255,2
3290 RETURN
3300 REM won
3310 WINDOW 5,15,5,10:PAPER 15:CLS
3320 PEN 0:PRINT:PRINT:PRINT"YOU WON !!!
":PRINT:PRINT
3330 CALL &7000,255,11,23,46,0,31,25
3340 SOUND 7,100,400,10,,2
3350 FOR j=1 TO 10
3360 CALL &BD19
3370 FOR i=1 TO 6:PRINT CHR$(11);:NEXT
3380 CALL &BD19
3390 FOR i=1 TO 6:PRINT CHR$(10);:NEXT
3400 CALL &BD19
3410 NEXT
3420 GOTO 1700
```