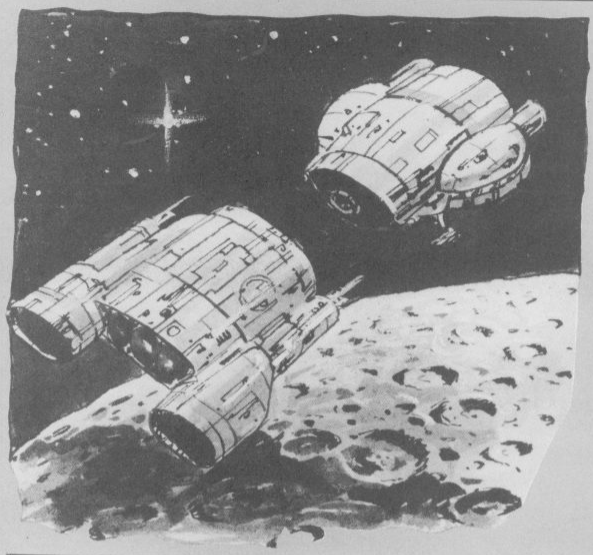
SPECTRANAUT BY NIBBLESOFT



The deep space shuttle mission started out peacefully enough — but then trouble. Your fuel tanks are empty.

Your only hope is to crash land on a nearby planet and collect fuel in the hope of being able to resume your mission.

But beware the flying saucers and deadly laser which could mean total destruction.

Full instructions for Spectranaut are included in the program.

```
10 MODE 1:INK 0,0:BORDER 0:INK 1,24:INK
2,26:INK 3,2
20 SYMBOL AFTER 97:SYMBOL 97,31,127,255,
255,254,254,255,127:SYMBOL 99,63,31,7,1,
0,0,0,0:SYMBOL 100,192,224,240,248,252,1
26,126,63:SYMBOL 101,0,0,0,0,0,127,255,255
,127:SYMBOL 102,63,63,127,255,255,254,25
2,248
30 PAPER 3:PEN 1:PRINT"                ad
                                       cd
                                       efPECT
RANAUT                ":PAPER 1:PEN 3:P
RINT"          BY  NIBBLESOFT
      "
40 PAPER 0:PEN 2:PRINT"AS YOU WERE FLYIN
G THROUGH SPACE IN YOURSPACE SHUTTLE YOU
 RAN OUT OF FUEL AND   HAD TO CRASH LAND
 ON AN ALIEN PLANET.   YOU NOW HAVE TO R
E-FUEL YOUR SHUTTLE   TO TAKE OFF SAFEL
Y."
50 PRINT:PRINT"YOU DO THIS BY FLYING UP
TO THE OIL DRUMAT THE TOP OF THE SCREEN
AND RETURNING  TO YOUR SHUTTLE AT THE BO
TTOM LEFT OF   THE SCREEN."
60 PRINT:PRINT"YOUR SHUTTLE NEEDS 10 UNI
TS OF FUEL TO  FLY, SO YOU WILL HAVE TO
MAKE THE       JOURNEY TEN TIMES."
70 PRINT:PRINT"HIT ENTER TO CONTINUE"
80 RESTORE 120:ENV 5,15,-1,10:ENV 6,15,-
1,2
90 READ N%,D%,E%:IF N%=-1 THEN 80
100 SOUND 1,N%/2,D%*10,15,E%+5
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110 IF INKEY(18)=0 THEN 200 ELSE 90
120 DATA 1517,4,1,1517,4,1,1517,4,1,1517
,4,1,1517,4,1:1517,4,1:1517,4,1
125 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,632,2,0,568,2,0,506,2,0
130 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,632,2,0,568,2,0,506,2,0
140 DATA 426,2,0,478,2,0,506,4,0,426,2,0
,478,2,0,506,4,0,426,2,0,478,2,0,506,2,0
,568,2,0,506,2,0,478,2,0
150 DATA 426,2,0,478,2,0,506,4,0,426,2,0
,478,2,0,506,4,0,426,2,0,478,2,0,506,2,0
,568,2,0,506,2,0,478,2,0
160 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,632,2,0,568,2,0,506,2,0
170 DATA 478,2,0,506,2,0,568,4,0,478,2,0
,506,2,0,568,4,0,478,2,0,506,2,0,568,2,0
,638,2,0,568,4,0,379,8,0
190 DATA -1,-1,-1
200 CLS:PRINT"WHEN YOU GET FUEL FROM THE
 DRUM THE      COMPUTER WILL BLEEP. YOU W
ILL HERE THIS SOUND AGAIN WHEN YOU TAKE
IT BACK TO THESHUTTLE."
210 PRINT:PRINT"THE AMOUNT OF FUEL IN TH
E SHUTTLE IS     SHOWN BY A REN LINE ON I
T."
220 PRINT:PRINT"LIFE IS NOT THAT SIMPLE
THOUGH. ON YOUR JOURNEY YOU MUST WATCH O
UT FOR THE       FLYING SAUCERS AND THE D
```

```
EADLY LAZER.     IF YOU GET HIT BY A FLYI
NG SAUCER OR THELAZER YOU LOOSE ONE OF Y
OUR 3 LIVES."
230 PRINT:PRINT"IF YOU LOOSE A LIFE AFTE
R COLLECTING     FUEL YOU CAN TAKE THAT F
UEL BACK TO THE SHUTTLE ON YOUR NEXT LIF
E WITHOUT GOING TO COLLECT SOME MORE."
240 PRINT:PRINT"KEYS:
                        SPACE=THRUST
                      Z=LEFT X=RIGHT"
250 PRINT:PRINT"HIT ENTER TO PLAY"
260 IF INKEY(18)<>0 THEN 260
270 CLS:PRINT"PLEASE WAIT"
280 ENV 1,15,-1,10:ENT 1,15,5,2:ENV 2,15
,-1,2
290 RESTORE 300:FOR I=37000 TO 37090:REA
D A:POKE I,A:NEXT
300 DATA 62,0,50,80,145,221,126,0,111,22
1,126,1, 103,35,17,0,0,205,29,188,221,12
6,2,95,  221,126,3,87,237,90,43,6,6,126,
254,0,194,221,144,35,16,247,43,6,18,126,
254,0,194,221,144,205,38,188,16,245,205,
41,188,6
310 DATA 6,126,254,0,194,221,144,43,16,2
47,35,6, 18,126,254,0,194,221,144,205,41
,188,16, 245,201,62,1,50,80,145,201
320 I=38000
330 READ A:IF A=-1 THEN 420
340 POKE I,A:I=I+1:GOTO 330
350 DATA 221,126,0,50,102,148,221,126,1,
50,103,  148,221,42,102,148,33,232,3,125
,221,119,0,124,221,119,1,221,229,205,88,
152,221, 225,221,126,6,254,1,202,213,148
,254,2,  202,0,149,221,126,7,254
360 DATA 1,202,46,149,254,2,202,82,149,2
21,126,6,254,1,202,133,149,254,2,202,143
,149,221,126,7,254,1,202,153,149,254,2,2
02,163,  149,33,0,0,125,221,119,0,124,22
1,119,1, 205,88,152,201
370 DATA 38,0,221,126,2,111,17,0,0,43,43
,43,43,43,43,43,43,205,29,188,22,0,221,1
26,4,95, 27,237,90,126,254,0,202,159,148
,62,2,221,119,6,195,159,148,38,0,221,126
,2,111,17
380 DATA 0,0,43,43,43,43,43,43,43,43,205
,29,188, 22,0,221,126,4,95,19,19,19,19,2
37,90,126,254,0,202,159,148,62,1,221,119
,6,195,  159,148,38,0,221,126,2,111,17,0
,0,35,205
390 DATA 29,188,22,0,221,126,4,95,19,237
,90,126, 254,0,202,172,148,62,2,221,119,
7,195,172,148,38,0,221,126,2,111,17,0,0,
43,43,43,43,43,43,43,43,43,43,43,43,43,4
3,43,43
400 DATA 205,29,188,22,0,221,126,4,95,19
,237,90, 126,254,0,202,172,148,62,1,221,
119,7,195,172,148,221,126,4,61,221,119,4
,195,185,148,221,126,4,60,221,119,4,195,
185,148, 221,126,2,60
410 DATA 221,119,2,195,198,148,221,126,2
,61,221, 119,2,195,198,148,-1
420 FOR I=39000 TO 39073:READ A:POKE I,A
:NEXT
```

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430 DATA 17 , 64 , 156 , 221 , 110 , 0 ,
 221 ,  35 , 221 , 102 , 0 , 237 , 90 ,
 68 ,  77 , 197 , 221 , 35 , 221 , 110
 , 0 ,  221 , 35 , 221 , 102 , 0 , 17 ,
 0 , 0 , 205 , 29 , 188 , 193 , 221 , 35
 , 221
440 DATA 94 , 0 , 221 , 35 , 221 , 86 ,
 0 , 237 , 90 , 89 , 80 , 6 , 4 , 14 , 16
 , 26 ,  119 , 19 , 35 , 16 , 250 , 6 ,
 4 , 43 ,  43 , 43 , 43 , 205 , 38 , 188 ,
 13 ,  62 , 0 , 185 , 194 , 139 , 152
 , 201
450 FOR I=40000 TO 40063:READ A:POKE I,A
:NEXT
460 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,68,13
6,0,0,152,100,0,0,152,100,0, 68,204,204,
136,152, 48,48,100
470 DATA 152,48,48,100,68,204,204,136,0,
152,100,0,0,152,100,0,0,68,  136,0,0,0,0
,0,0,0,0,0,0,0,0,0
480 FOR I=40064 TO 40127:READ A:POKE I,A
:NEXT
490 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,80,
160,0,0, 180,240,0,0,180,240,0,0,80,160,
0,0,20,40
500 DATA 0,0,120,124,0,0,240,252,0,0,60,
252,0,84,252,252,0,252,252,  252,84,252,
252,252, 252,252,252,252,84, 252,252,252
510 FOR I=40128 TO 40191:READ A:POKE I,A
:NEXT
520 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,80,160,
0,0,240, 120,0,0,240,120,0,0,80,160,0,0,
20,40,0,0
530 DATA 188,180,0,0,252,240,0,0,252,60,
0,0,252, 252,168,0,252,252,  252,0,252,2
52,252,  168,252,252,252,252,252,252,252
,168
540 REM**********************************
550 MODE 0:INK 0,0:BORDER 0:INK 1,0:INK
2,18:INK 3,6:INK 4,2:INK 5,24:INK 6,7:IN
K 7,20:INK 8,26:INK 9,24:INK 10,15
560 SYMBOL AFTER 42:SYMBOL 104,0,0,1,1,3
,3,7,7:SYMBOL 98,0,0,0,0,15,19,35,35,67:SY
MBOL 99,0,0,0,0,255,255,17,119,17:SYMBOL 1
00,15,15,31,255,254,126,126,126:SYMBOL 1
01,131,255,255,255,254,255,255,127:SYMBO
L 102,221,17,255,252,0,255,255,255
570 SYMBOL 103,126,126,254,14,14,254,254
,254
580 FOR I=1 TO 50:PLOT RND*640,RND*400,R
ND*15:NEXT
590 WINDOW #1,9,11,1,25:PEN #1,8:PRINT#1
,"  hbcdefg"
600 FOR I=1 TO 22:LOCATE #1,1,1:PRINT#1,
CHR$(11);:FOR D=1 TO 40:NEXT:SOUND 1,I*10
,2,15:NEXT
610 SOUND 1,0,0,15,1 ,0,10
620 FOR I=100 TO 0 STEP-2:PLOT 0,I,0:DRA
W 639,I:FOR D=1 TO 50:NEXT:NEXT
630 FOR D=1 TO 500:NEXT
640 SYMBOL 42,255,129,129,129,129,129,12
9,255:SYMBOL 43,255,126,60,24,0,0,0,0:SY
MBOL 143,1,7,31,127,31,7,1,0:SYMBOL 142,
128,224,248,254,248,224,128,0
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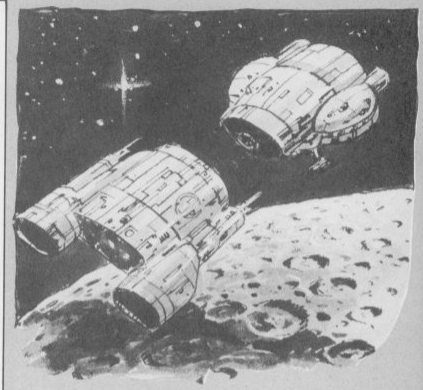
SPECTRANAUT
AMSTRAD CPC 464

```
650 SYMBOL 97,255,195,219,219,195,255,19
5,231:SYMBOL 98,231,195,255,223,223,223,
195,255
660 PEN 1:PRINT"********************";:F
OR I=1 TO 23:PRINT"*                  *"
;:NEXT:PEN 2:PRINT"++++++++++++++++++++"
;
670 LOCATE 1,1:PRINT CHR$(22)+CHR$(1):PE
N 8:LOCATE 1,22:PRINT"b":PRINT"d":PRINT"
9":LOCATE 1,1:PRINT CHR$(22)+CHR$(0)
680 PEN 8:PRINT CHR$(22)+CHR$(1):LOCATE
1,13:PRINT CHR$(142);"
";CHR$(143):PRINT CHR$(22)+CHR$(0)
690 PEN 10:LOCATE 20,1:PRINT"a":LOCATE 2
0,2:PRINT"b"
700 FOR I=39200 TO 39207:POKE I,0:NEXT:P
OKE 39204,4:POKE 39202,100:POKE 39206,2:
POKE 39207,1:FOR I=39210 TO 39217:POKE I
,0:NEXT:POKE 39214,72:POKE 39212,100:POK
E 39216,1:POKE 39217,2
710 FOR I=39220 TO 39227:POKE I,0:NEXT:P
OKE 39224,72:POKE 39222,183:POKE 39226,1
:POKE 39227,2:FOR I=39230 TO 39237:POKE
I,0:NEXT:POKE 39234,4:POKE 39232,31:POKE
 39236,2:POKE 39237,1
720 FOR I=41000 TO 41063:POKE I,0:NEXT
730 REM**********************************
***
740 FLAG%=0:FUEL%=0:LIVES=3
750 X%=52:Y%=25:DIR%=64
760 SPRITE=39000:ALIEN=38000:DETECT=3700
0
770 IF INKEY(71)=0 AND X%>6 THEN CALL SP
RITE,X%,Y%,1000:DIR%=64:X%=X%-2
780 IF INKEY(63)=0 AND X%<70 THEN CALL S
PRITE,X%,Y%,1000:DIR%=128:X%=X%+2
790 IF INKEY(47)=0 AND Y%<181 THEN CALL
SPRITE,X%,Y%,1000:Y%=Y%+2:SOUND 1,0,5,12
,0,0,5 ELSE IF Y%>25 THEN Y%=Y%-2
800 IF RND>0.97 THEN F%=1:PLOT 0,200,9:D
RAW 639,200:SOUND 2,50,0,15,2,1
810 CALL SPRITE,X%,Y%,DIR%
820 IF X%=70 AND Y%>179 THEN GOSUB 880
830 IF X%=6 AND Y%=25 THEN 900
840 CALL ALIEN,39200:CALL ALIEN,39210:CA
LL ALIEN,39220:CALL ALIEN,39230
850 CALL DETECT,X%,Y%:IF PEEK(37200)=1 T
HEN 990
860 IF F%=1 THEN PLOT 0,200,0:DRAW 639,2
00:F%=0
870 GOTO 770
880 IF FLAG%=0 THEN FLAG%=1:FUEL%=FUEL%+
1:SOUND 2,50,5,15
890 RETURN
900 IF FLAG%=0 THEN 840
```



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910 FLAG%=0:PLOT 0,16+FUEL%*2,3:DRAW 12,
16+FUEL%*2:SOUND 2,50,5,15:IF FUEL%<10 T
HEN 840
920 CLS:SYMBOL AFTER 42:SYMBOL 104,0,0,1
,1,3,3,7,7:SYMBOL 98,0,0,0,15,19,35,35,6
7:SYMBOL 99,0,0,0,255,255,17,119,17:SYMB
OL 100,15,15,31,255,254,126,126,126:SYMB
OL 101,131,255,255,255,254,255,255,127:S
930 SYMBOL 103,126,126,254,14,14,254,254
,254:FOR I=1 TO 50:PLOT RND*640,RND*400,
RND*15:NEXT
940 WINDOW #1,9,11,1,25:LOCATE #1,1,25:P
EN #1,8:PRINT#1,"  hbcdefg"
950 FOR I=25 TO 1 STEP-1:PRINT #1,"":SOU
ND 1,I*10,2,15:FOR D=1 TO 40:NEXT:NEXT
960 CLS:PRINT"WELL DONE YOU FILLEDYOUR S
HUTTLE WITH   FUEL AND TOOK OFF OK"
970 PRINT:PRINT"HIT ENTER TO PLAY   AGAI
N."
980 IF INKEY(18)=0 THEN RUN ELSE 980
990 SOUND 1,2000,0,15,1,0,15
1000 FOR I=1 TO 50:INK 7,6:FOR D=1 TO 20
:NEXT:INK 7,25:FOR D=1 TO 20:NEXT:NEXT:I
NK 7,20
1010 CALL SPRITE,X%,Y%,1000:LIVES=LIVES-
1:IF LIVES=0 THEN 1030
1020 FOR D=1 TO 200:NEXT:GOTO 750
1030 CLS:PRINT "GAME OVER":PRINT:PRINT:P
RINT"HIT ENTER"
1040 IF INKEY(18)=0 THEN RUN ELSE 1040
```