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10  ' ----- INITIALISE -----
20  MODE 0: INK 0,0: INK 1,18: BORDER 2,4
30  LOCATE 4,8: PEN 3: PRINT "SPACE ATTACK"
40  LOCATE 3,10: PEN 15: PRINT "BY G&M SOFTWARE"
50  LOCATE 7,12: PEN 14: PRINT CHR$(164); " 1986"
60  FOR N=1 TO 5000: NEXT
70  ' ----- VARIABLE -----
80  X=20: Y=22: XX=19: SC=0: HS=0: LI=5: Y1=3: X1=2: Q=1
90  INK 0,0: BORDER 3: INK 1,7: MODE 1
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100 LOCATE 8,10:PRINT"PRESS ANY KEY TO CONTINUE"
110 CALL %BB06
120 GOSUB 850
130 ?----- GAME -----
140 LOCATE X1,Y1:PRINT" qaas"
150 GOSUB 280
160 LOCATE X1-1,Y1:PRINT" "
170 IF X1=36 THEN LOCATE X1-1,Y1:PRINT"      ":Y1=Y1+1:X1=2
180 IF Y1=22 THEN GOSUB 650
190 A$=INKEY$
200 LOCATE X,Y:PRINT"bvd"
210 LOCATE XX,Y:PRINT" "
220 IF UPPER$(A$)="Z" THEN X=X-1:XX=X+3
230 IF UPPER$(A$)="X" THEN X=X+1:XX=X-1
240 IF A$=" " THEN GOSUB 430
250 IF X>37 THEN LOCATE X+3,Y:PRINT" ":X=37
260 IF X<2 THEN LOCATE X,Y:PRINT" ":X=2
270 CALL %BD19:X1=X1+1:GOTO 140

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280 ?----- AUTO FIRE -----
290 W=4:IF SC>100 THEN W=5
300 IF SC>200 THEN W=6
310 IF SC>300 THEN W=7
320 Q=INT((RND*W)^2)
330 IF Q<10 THEN RETURN
340 X2=X1*16+32:Y2=(25-(Y1+2))*16-16:X3=X*16+20
350 PLOT X2,(25-Y1)*16
360 DRAWR 0,-Y2,2
370 ENV 5,100,-1,10
380 SOUND 1,50,25,7,1,1
390 FOR M=1 TO 20:NEXT M
400 DRAWR 0,Y2,0
410 IF (X1+3)=X+1 OR (X1+3)=X+2 THEN GOSUB 650
420 Q=1:RETURN

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430 ?----- FIRE -----
440 X4=X*16+8:Y3=3*16+16:Y4=19*16-8
450 PLOT X4,Y3
460 DRAWR 0,Y4,3
470 ENV 6,15,-1,1
480 ENT 1,30,10,1
490 SOUND 1,100,25,7,1,1
500 FOR M=1 TO 30:NEXT M
510 DRAWR 0,-Y4,0
520 IF (X1+2)=X+1 OR (X1+3)=X+1 THEN GOSUB 540
530 RETURN

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540 ?----- ENEMY'S DISASTER -----
550 LOCATE X1,Y1:PRINT"jkkkk1"
560 LOCATE X1,Y1+1:PRINT"nnnnn"
570 SOUND 1,200,10,7,0,0,1

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580 FOR M=1 TO 1000:NEXT M
590 LOCATE X1,Y1:PRINT"
600 LOCATE X1,Y1+1:PRINT"
610 X1=2:Y1=3
620 SC=SC+10
630 GOSUB 850
640 RETURN
```

650 '----- YOUR DISASTER -----

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660 LOCATE X,Y-1:PRINT"ikkkk1"
670 LOCATE X,Y:PRINT"cccccc"
680 FOR T=250 TO 1 STEP -10
690 ENV 5,100,-1,10
700 SOUND 1,T,T/5,7,1,1
710 NEXT T
720 FOR M=1 TO 2000:NEXT M
730 LOCATE X,Y-1:PRINT"
740 LOCATE X,Y:PRINT"
750 LI=LI-1
760 IF LI=0 THEN GOSUB 790
770 GOSUB 850
780 X1=2:Y1=3:RETURN
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790 '----- GAME OVER -----

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800 LOCATE 15,10:PEN 3:PRINT"GAME OVER."
810 PRINT TAB(5);:INPUT"DO YOU WANT TO PLAY AGAIN ? (Y/N) ",W$
820 IF SC>HS THEN HS=SC
830 IF W$="Y" THEN LI=5:SC=0:RETURN
840 END
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850 '----- SCREEN -----

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860 MODE 1:PEN 1:PAPER 0:BORDER 3:INK 1,18
870 WINDOW #1,1,40,1,2:PAPER #1,3:PEN #1,2:CLS #1
880 WINDOW #2,1,40,23,25:PAPER #2,3:PEN #2,2:CLS #2
890 PRINT #1," SCORE: ";SC;" HISCORE: ";HS
900 PRINT #2," LIVES: ";LI
910 PRINT #2:PRINT #2," SPACE ATTACK By G&M SOFTWARE"
920 SYMBOL AFTER 32
930 SYMBOL 97,255,255,0,68,68,0,255,255
940 SYMBOL 98,0,0,0,255,192,192,192,255
950 SYMBOL 99,12,25,55,108,56,17,0,0
960 SYMBOL 100,0,0,0,255,3,3,3,255
970 SYMBOL 106,0,0,4,30,51,17,24,12
980 SYMBOL 107,0,24,60,102,195,129,0,0
990 SYMBOL 108,0,0,52,120,204,156,48,100
1000 SYMBOL 109,108,56,12,24,48,224,128,0
1010 SYMBOL 110,0,132,192,50,116,137,1,0
1020 SYMBOL 113,3,15,28,51,51,28,15,3
1030 SYMBOL 115,192,240,56,204,204,56,240,192
1040 SYMBOL 118,48,48,48,255,0,0,0,255
1050 RETURN
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