

464-Tornado

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1 '*****
2 '*COPYRIGHT 1984 BY DIPL.ING. W.SCHULZ*
3 '*BASLERSTR.62, 7889 GRENZACH-WYHLEN 1*
4 '*****
5 '
6 '**** 464-TORNADO ****
7 '
8 '*** DEFINITION DER GRAFIKSYMBOLE ***
9 '
10 MODE 2:INK 0,1:INK 1,24:BORDER 1:PAPER 0:PEN 1:DEFINT A-Z:FOR G=1 TO 12
11 FOR T=1 TO 9:READ A(T):NEXT
12 SYMBOL A(1),B+A(2),B+A(3),B+A(4),B+A(5),B+A(6),B+A(7),B+A(8),B+A(9):NEXT
13 DATA 240,153,255,153,255,253,255,153,255,241,153,255,181,255,253,255,149,255,
242,51,218,54,126,189,62,118,18,243,33,132,24,98,24,162,16,68
14 DATA 244,128,192,224,240,255,255,127,0,245,0,0,3,4,255,224,255,0,246,0,0,128,
64,240,63,252,0,247,0,0,0,0,64,126,64,248,153,255,153,255,153,255,153,255,249,
24,24,24,68,126,255,129,255,250,0,40,36,22,255,224,255,0,251,0,33,34,22,255,224,
255,0
15 '
16 '*** UEBERSCHRIFT UND SPIELREGELN ***
17 '
18 M$=CHR$(244)+CHR$(245)+CHR$(246):B$="464 T O R
N A D O":FOR F=1 TO 77:LOCATE F,3:PRINT MID$(B$,
,F,1):M$:FOR U=1 TO 38:NEXT:NEXT:LOCATE F,3:PRINT " ";
19 DIM B(43):ENV 6,15,-1,1:ENT 1,30,10,1
20 PRINT:PRINT"Sie sind Bombenschuetze an Bord einer TORNADO. Ihr Flugzeug wur
de ueber bergi-gem Gelaende von feindlicher FLAK getroffen. Das Triebwerk ist
beschaedigt."
21 PRINT:PRINT"Der einzige flache Landeplatz in der Gegend ist ein Plateau, au
f dem einige verfallene Gebaeude stehen."
22 PRINT:PRINT"Sie muessen die Haeuser wegbomben, um fuer den Piloten einen
Landeplatz zuschaffen.":LOCATE 26,21:PRINT"--- U I E L E R F O L G ---"
23 LOCATE 14,14:PRINT"STEUERTASTEN: B....BOMBE":LOCATE 30,16:PRINT"R....RAKETE
"
24 LOCATE 1,18:PRINT"Sie haben eine unbegrenzte Menge an Bomben, aber nur 9 Rake
ten fuer den Notfall."
25 LOCATE 1,23:INPUT"SCHWIERIGKEITSGRAD (1 bis 10) ";L:IF L<1 OR L>10 THEN 25
26 PRINT:PRINT SPC(29)"Zum Beginnen Taste druecken !!!"
27 IF INKEY$="" THEN 27
28 '
29 '*** INITIALISIERUNG ***
30 '
31 FOR T=1 TO 5:S$(T)="SCHNEIDER CPC-464":S(T)=380-T:NEXT
32 MODE 1:INK 2,6:INK 3,18:ENV 2,5,-3,30:MI=9+INT(L/2):C=1:D=1:E=0:S=0
33 FOR Y=2 TO 40:R=24-INT(RND*(L+5)):PEN INT(RND*3)+1:FOR X=24 TO R STEP -1:B(Y)
=R-1:LOCATE Y,X:PRINT CHR$(248):NEXT X:LOCATE Y,R-1:PRINT CHR$(249):NEXT Y
34 LOCATE 1,1:PRINT"SCORE: HI-SCORE: ";Q:LOCATE 29,1:PRINT"RAKETEN: ";MI
35 '
36 '*** SCHLEIFENANFANG, SPIELBEGINN ***
37 '
38 FOR Y=2 TO 25:FOR X=1 TO 40:LOCATE X,Y:PRINT CHR$(244)+CHR$(245)+CHR$(246)
39 IF C>23 THEN LOCATE D,C:PRINT " ":E=0:S=0
40 AS=INKEY$
41 IF AS="R"OR AS="r" THEN 71 ELSE IF E=1 THEN AS=" "
42 IF E=1 OR S=1 THEN GOSUB 81
43 IF AS="B"OR AS="b" THEN GOSUB 78
44 IF B=1 THEN E=1:B=0
45 CALL 6BD19
46 IF Y=25 THEN FOR T=1 TO 25:B(T)=26:NEXT T
47 IF C=B(D) THEN S=1:H=0
48 IF Z=0 AND X=40 AND B(2)=Y+1 THEN SOUND 1,302,150,1,2,1,5:LOCATE 2,Y+1:PRINT
CHR$(241):GOTO 85
49 IF Y=B(X+2) THEN SOUND 1,302,150,1,2,1,5:FOR T=0 TO 2:LOCATE X+2,Y:PRINT CHR$
(240+T):FOR I=1 TO 150:NEXT I:NEXT T:GOTO 85
50 IF S=1 THEN SOUND 1,200,7,12,0,0,21:SC=SC+1:B(D)=B(D)+1:IF RND*6<0.5 THEN E=0
:S=0:B=0:LOCATE D,C:PRINT " "
51 LOCATE 7,1:PRINT SC
52 IF Y=24 AND X=39 THEN Z=1:FOR T=1 TO 25:B(T)=26:NEXT T
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33 IF Y=25 AND X=1 THEN LOCATE X,Y:PRINT " ":GOTO 58
34 LOCATE X,Y:PRINT " ":NEXT X:NEXT Y
35 '
36 '*** SCHLEIFENENDE, SICHER GELANDET ***
37 '
38 Y=25:FOR T=2 TO 12:LOCATE T,Y:PRINT M$:FOR K=1 TO 75:NEXT K:LOCATE T,Y:PRINT "
  ":NEXT:LOCATE 12,Y:PRINT CHR$(244)
39 FOR T=1 TO 500:NEXT T
40 FOR I=1 TO 8:LOCATE 13,25:PRINT CHR$(250):FOR T=1 TO 200:NEXT T:LOCATE 13,25:
  PRINT CHR$(251):FOR T=1 TO 200:NEXT T:NEXT I
41 LOCATE 13,25:PRINT CHR$(245):FOR T=1 TO 500:NEXT T
42 Y=25:K=6
43 FOR T=12 TO 37:LOCATE T,Y:PRINT M$:FOR I=1 TO K*50:NEXT
44 IF K>1 THEN K=K-1
45 LOCATE T,Y:PRINT " ":NEXT
46 LOCATE 38,Y:PRINT CHR$(244)+CHR$(245):FOR K=1 TO 50:NEXT K:LOCATE 38,Y:PRINT "
  "+CHR$(244):FOR K=1 TO 50:NEXT K:LOCATE 39,Y:PRINT " "
47 MODE 2:PEN 1:PRINT "          G L U E C K W U N S C H ,      geschafft.....!
  !!":PLOT 64,380:DRAW 574,380:SC=SC+MI*100:GOTO 86
48 '
49 '*** SUBROUTINE FUER RAKETE ***
50 '
51 IF MI=0 THEN 54 ELSE SOUND 1,10,30,15,6,1
52 M=X+3:N=Y:FOR I=1 TO 19:LOCATE M,N:PRINT CHR$(247):FOR T=1 TO 5:NEXT T:LOCATE
  M,N:PRINT " ":IF N=B(M) AND M<41 THEN B(M)=B(M)+1
53 IF M>40 THEN N=N+1:M=0
54 M=M+1:NEXT I:MI=MI-1:LOCATE 37,1:PRINT MI:GOTO 50
55 '
56 '*** SUBROUTINE FUER BOMBE ***
57 '
58 IF Y>23 THEN RETURN
59 IF E=0 THEN B=1:H=9:C=Y+1:D=X+1:RETURN
60 RETURN
61 LOCATE D,C:PRINT " ":C=C+1:LOCATE D,C:PRINT CHR$(243+H):RETURN
62 '
63 '*** ABBRUCH BEI BRUCHLANDUNG ***
64 '
65 FOR I=1 TO 5500:NEXT I:MODE 2:PEN 1:PRINT "          ----- B R U C H
  L A N D U N G -----":PLOT 96,380:DRAW 490,380:T(2)=1:FOR I=1 TO 1000:NEXT:GOT
  O 100
66 LOCATE 10,3:PRINT "Ihre Punkte: ";SC
67 LOCATE 30,3
68 IF SC<5 THEN PRINT "    ---- SEHR SCHLECHT ----":PRINT:PRINT "          Dies
  war keine Bestleistung unter den ersten - 5 - ":FOR T=1 TO 500:NEXT:GOTO 100
69 PRINT "    ---- SEHR GUT ----":PRINT:PRINT "          Dieses Ergebnis gehoert unter
  die 5 Besten.....Bitte Namen eingeben:"
70 LOCATE 30,8:PRINT "-----":LOCATE 20,10:PRINT "ENDE: -1- eingeben
  Korrektur mit - 0 - "
71 D$=INKEY$:IF D$="" THEN 91
72 IF D$="1" OR LEN(N$)>20 THEN 94 ELSE IF D$="0" THEN N$="":LOCATE 30,8:PRINT "--
  -----":GOTO 91
73 N$=N$+D$:LOCATE 30,8:PRINT N$:GOTO 91
74 IF SC>5(5) AND SC=(5(4) THEN 5(5)=SC:5(5)=N$
75 IF SC>5(4) THEN 5(5)=5(4):5(5)=5(4):5(4)=SC:5(4)=N$
76 IF SC>5(3) THEN 5(4)=5(3):5(4)=5(3):5(3)=SC:5(3)=N$
77 IF SC>5(2) THEN 5(3)=5(2):5(3)=5(2):5(2)=SC:5(2)=N$
78 IF SC>5(1) THEN 5(2)=5(1):5(2)=5(1):5(1)=SC:5(1)=N$:Q=SC
79 LOCATE 20,10:PRINT "
80 LOCATE 27,8:PRINT "HI-SCORE  RANGFOLGE  ":PLOT 146,270:DRAW 440,270:PLOT 146
  ,266:DRAW 440,266
81 LOCATE 18,10:PRINT " 1 - ";5(1):LOCATE 51,10:PRINT USING"####";5(1)
82 LOCATE 18,12:PRINT " 2 - ";5(2):LOCATE 51,12:PRINT USING"####";5(2)
83 LOCATE 18,14:PRINT " 3 - ";5(3):LOCATE 51,14:PRINT USING"####";5(3)
84 LOCATE 18,16:PRINT " 4 - ";5(4):LOCATE 51,16:PRINT USING"####";5(4)
85 LOCATE 18,18:PRINT " 5 - ";5(5):LOCATE 51,18:PRINT USING"####";5(5)
86 IF T(2)=1 THEN SC=0
87 PRINT:PRINT:PRINT "Waehle neue Schwierigkeitsstufe:":PRINT:PRINT "          H = Hoe
  her um 1          G = gleiche Stufe          N = niedriger um 1"
88 D$=INKEY$:IF D$="" THEN 100
89 IF D$="H" OR D$="h" THEN L=L+1:GOTO 112
90 IF D$="N" OR D$="n" THEN L=L-1:GOTO 112

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111 IF D8='9' OR D8='G' THEN 112 ELSE 108
112 IF L>10 THEN L=10
113 IF L<1 THEN L=1
114 N8='': GOTO 32
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