

Bricklayer

You are in control of a small aircraft which flies across the top of the screen. From the bottom of the screen, a large wall is being built up which will eventually fill the whole of the playing area. The object of the game is to drop men out of the aircraft, aiming to plummet them through gaps in the wall to the bottom of the screen. If a man should hit any part of the wall then a life will be lost. In order to create gaps for the men to drop through and to prevent the wall advancing too far up the screen, you also have the option of dropping bombs which blow sections of the wall away.

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10 REM BRICKLAYER
20 MODE 1:BORDER 1:INK 0,0:INK 1,24:INK
2,20:INK 3,6:WINDOW #1,1,40,1,25:PAPER #
1,0:CLS #1
30 HS=0
40 GOSUB 530
50 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #0
,1:CLS #0
60 GOSUB 610
70 GOSUB 310
80 CLS
90 LOCATE 14,1:PRINT"HI:";HS
100 X=X+F
110 IF X=0 OR X=29 THEN SOUND 1,120,5:F=
-F
120 LOCATE 1,1:PEN 3:PRINT"SCORE:";:PEN
1:PRINT S:LOCATE 23,1:PEN 3:PRINT"LIVES:
";:PEN 1:PRINT LIVES;" "
130 LOCATE 1,2:PRINT CHR$(24)STRING$(32,
32);:LOCATE X+1,2:PRINT" ";CHR$(232);" "
;CHR$(24)
140 A$=INKEY$
150 A$=UPPER$(A$)
160 IF A$="Z" THEN IF T<>1 THEN T=1:K=X+
1:L=2
170 IF A$="M" AND X>3 AND X<27 THEN IF Z
<>1 THEN Z=1:Q=X+1:I=2
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180 IF T=1 THEN LOCATE K+1,L+1:PRINT " ":
L=L+1:LOCATE K+1,L+1:PEN 3:PRINT CHR$(23
3):PEN 1:SOUND 1,90,7:LOCATE K+1,L+2:CAL
L 360:VX=PEEK (367):IF VX<>32 THEN GOSUB
 270
190 IF Z=1 THEN LOCATE Q+1,I+1:PRINT " ":
I=I+1:LOCATE Q+1,I+1:PEN 2:PRINT CHR$(23
4):PEN 1:SOUND 1,180,9:LOCATE Q+1,I+2:CA
LL 360:VX=PEEK (367):IF VX<>32 THEN GOSU
B 290
200 IF L=21 THEN LOCATE K+1,L+1:PRINT " "
:T=0
210 IF I=21 THEN S=S+B*2:SOUND 1,120,8:L
OCATE Q+1,I+1:PRINT " ":I=0:Z=0
220 A=A+C
230 LOCATE A+1,B+1:PRINT CHR$(231)
240 IF A<3 OR A>27 THEN C=-C:B=B-1
250 IF B=3 THEN GOTO 420
260 GOTO 100
270 LOCATE K+1,L+1:PRINT " ":LOCATE K-1,L
+2:PRINT " ":T=0:IF L<20 THEN LOCATE K
,L+3:PRINT " "
280 RETURN
290 LOCATE Q+1,I+1:PRINT"*":LIVES=LIVES-
1:SOUND 1,180,8:SOUND 1,120,8:Z=0:LOCATE
  Q+1,I+1:PRINT " ":LOCATE Q,I+2:PRINT "
":IF LIVES=0 THEN 420
300 RETURN
310 SYMBOL AFTER 230
320 SYMBOL 231,0,126,126,126,126,126,126
,126
330 SYMBOL 232,0,24,118,219,255,110,24,0
340 SYMBOL 233,231,126,60,60,60,60,60,24
350 SYMBOL 234,28,28,8,62,8,8,20,34
360 A=27:B=20
370 C=-0.6:T=0:L=1:Z=0:I=1
380 X=0:F=1
390 S=0
400 LIVES=10
410 RETURN
420 IF LIVES=0 THEN LOCATE 31,1:PRINT" 0
";
430 FOR O=-30 TO 30 STEP 2
440 SOUND 1,50+O,5

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450 NEXT
460 LOCATE 4,11:PEN 3:PRINT"PRESS ANY KE
Y TO CONTINUE":PEN 1
470 IF S>HS THEN HS=S
480 IF INKEY$("<>") THEN 480
490 A$=INKEY$: IF A$="" THEN 490
510 GOSUB 360:CLS:FOR PZ=1 TO 1000:NEXT:
GOTO 90
520 STOP
530 PRINT CHR$(24) "          B R I C K
L A Y E R          ";CHR$(24)
540 PEN 2: PRINT:PRINT:PRINT:PRINT"The o
bject is to drop humanoids from thespace
craft at the top of the screen.":PEN 1
550 PEN 3:PRINT:PRINT"As the game progre
sses a wall will be built up,starting
from the bottom.Holes can be made in thi
s by releasing a bomb.":PEN 1

560 PRINT:PRINT"You have TEN lives a
nd each time ahumanoid hits the wall h
is life is lost."
570 PEN 3:PRINT:PRINT:PRINT"[Z].....
DROPS BOMBS          [M].....
RELEASES HUMANOIDS":PEN 1
580 PEN 2:PRINT:PRINT:PRINT"          PRE
SS ANY KEY TO START":PEN 1
590 IF INKEY$=""THEN 590 ELSE CLS
600 RETURN
610 RESTORE 620:FOR X=360 TO 366:READ A:
POKE X,A:NEXT :RESTORE:RETURN
620 DATA 205,96,187,50,111,1,201

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