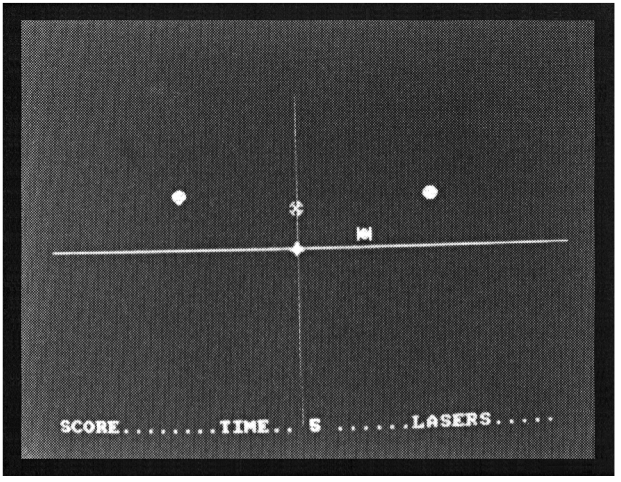
AMSTRADOIDS



CLASSIFICATION: Time-limit game

You have a limited amount laser power to wipe stop the assorted nasties overunning your base. You also have another problem a limited amount of time. To shoot the enemy you wait until they are in your line of fire. Using a combination of the keys given below, you can conserve your laser power and shoot as many aliens as possible.

Use 'space' to fire in all directions. Use 'Z' to fire horizontally and 'backslash' to fire vertically.

PROGRAMMING SUGGESTIONS

The time and number of shots could be altered to make the game easier or harder. There could be some random harmless obstacles placed on the screen as decoys to infuriate the player. A final suggestion would be to change the colours of the display as the time increases and have a warning noise to indicate impending doom.

PROGRAM Variables

C, T	Temps
LASERS	Number of shots remaining
SCORE	Player's score
S$	Space
AX(4), AY(4)	Alien coordinates
AXV(4), AYV(4)	Speeds
AC(4)	Alien characters
NOW	Time at gate start
ELAPSED	Time elapsed
WEAPON	Firing all drns, vert. or horiz. (1, 2, 3 respectively)

Program Structure

Lines	Function/Activity
1Ø	Start game
3Ø	Calculate time elapsed
5Ø	Call initialise
7Ø — 21Ø	Main loop
23Ø — 39Ø	Firing/align hit routine
41Ø — 66Ø	Introduction
68Ø — 82Ø	Game over
84Ø — 85Ø	Alternate alien's shape

Start Game

```
10      GOTO 50
```

Calculate time elapsed

```
20      :
30      DI : LOCATE 20,25 : ELAPSED =INT(( TIME - NOW)/100) : P
        RINT ELAPSED ; : EI :  RETURN
```

Call Initialise routine

```
40      :
50      GOSUB 410
```

Main program loop

```
60      :
70      DI : FOR T = 1 TO 4 : LOCATE AX(T), AY(T) : PRINT " "
80      IF ELAPSED >210 THEN FOR a = 200 TO 500 : SOUND 1,a,1 :
         NEXT : PEN 3 : LOCATE 1,8 : PRINT "Your time ran out !!
        " : GOTO 730
90      AX(T) = AX(T) + AXV(T) : AY(T) = AY(T) + AYV(T)
100     IF AX(T) > 39 THEN AX(T) = 2
110     IF AX(T) < 2 THEN AX(T) = 38
120     IF AY(T) > 23 THEN AY(T) = 2
130     IF AY(T) < 2 THEN AY(T) = 23
140     LOCATE AX(T), AY(T) : PRINT CHR$( AC(T))
150     IF AX(T) = 20 AND AY(T) = 12 THEN GOTO 680
160     NEXT : EI
170     IF RND(1) > 0.7 THEN SOUND 1,RND(1) * 300 + 300,10
180     IF INKEY(47) > -1 THEN LASERS = LASERS - 2 : WEAPON = 1
         : GOSUB 230 : GOTO 70
190     IF INKEY(22) > -1 THEN LASERS = LASERS - 1 : WEAPON = 2
         : GOSUB 230 : GOTO 70
200     IF INKEY(71) > -1 THEN LASERS = LASERS - 1 : WEAPON = 3
         : GOSUB 230
210     GOTO 70
```

Firing and alien hit routine

```
220     :
230     DI : SOUND 1, 1000, 15, 15, 0, 0, 0
240     IF WEAPON = 1 OR WEAPON = 3 THEN MOVE 304, 216 : DRAWR
        -304, 0, 3 : MOVE 320, 216 : DRAWR 320, 0, 3
250     IF WEAPON = 1 OR WEAPON = 2 THEN MOVE 312, 224 : DRAWR
        0, 184, 3 : MOVE 312, 208 : DRAWR 0, -200, 3
260     FOR T = 1 TO 4
270     IF WEAPON = 1 THEN IF AX(T) = 20 AND AY(T) = 12 THEN SC
        ORE = SCORE + 1000
```

```
280   IF WEAPON = 1 THEN IF AX(T) = 20 OR AY(T) = 12 THEN SCO
      RE = SCORE + 250 : GOTO 320
290   IF WEAPON = 2 THEN IF AX(T) = 20 THEN SCORE = SCORE + 2
      50 : GOTO 320
300   IF WEAPON = 3 THEN IF AY(T) = 12 THEN SCORE = SCORE + 2
      50 : GOTO 320
310   GOTO 330
320   LOCATE AX(T), AY(T) : PRINT CHR$(238); : AX(T) = CINT(
      RND(1) * 36) + 2 : AY(T) = CINT( RND(1) * 18) + 2 : SOUN
      D 1, 200, 15, 15, 0, 0, 0 : SOUND 1, 250, 15, 15, 1, 1,
      1
330   PRINT CHR$(8); S$ ;
340   NEXT
350   MOVE 304, 216 : DRAWR -304, 0, 0 : MOVE 320, 216 : DRAW
      R 320, 0, 0
360   MOVE 312, 224 : DRAWR 0, 184, 0 : MOVE 312, 208 : DRAWR
       0, -200, 0
370   LOCATE 7, 25 : PRINT SCORE ;
380   LOCATE 34, 25 : PRINT LASERS; : IF LASERS <= 0 THEN GOT
      O 680
390   EI : RETURN
```

Introduction and Initialise

```
400   :
410   MODE 0 : PEN 2 : LOCATE 5, 6 : PRINT "AMSTRADOIDS"
420   FOR T = 1 TO 100 : SOUND 2, T * 30, 5, 13, 1, 1, 1 : PE
      N 3 : LOCATE 10, 12
430   PRINT CHR$ (238) : PEN 1 :  LOCATE 10, 12 : PRINT " " :
       NEXT T
440   SOUND 1, 500, 100, 15, 1, 1, 1 : FOR T = 0 TO 64 STEP 6
       : C = ROUND( RND(1) * 14) + 1 : GOSUB 470 : NEXT T
450   C = 0 : FOR T = 0 TO 64 STEP 6 : GOSUB 470 : NEXT T
460   GOTO 480
470   PLOT 312 + T, 216, C : PLOT 312 + T, 216 + T, C : PLOT
      312 + T, 216 - T, C : PLOT 312, 216 + T, C : PLOT 312, 2
      16 -T, C : PLOT 312 - T, 216 - T, C : PLOT 312 - T, 216,
       C : PLOT 312 - T, 216 + T, C : RETURN
480   A$ = INKEY$
490   LOCATE 1,15 : PEN INT(RND(1) * 4 + 1)
500   PRINT "Hit a key to start  mission"
510   IF A$ = "" THEN 480
520   SCORE = 0 : LASERS = 50
530   S$ = " "
540   MODE 1 : INK 0, 0 : INK 1, 18 : INK 2, 24 : INK 3, 6 :
      PAPER 0 : PEN 1 : BORDER 0
550   LOCATE 1, 25 : PRINT "SCORE.......TIME..........LASER
      S....."
560   DIM AX(4), AY(4), AXV(4), AYV(4) : FOR T = 1 TO 4
570   AX(T) = CINT( RND(1) * 36) + 2 : AY(T) = CINT( RND(1) *
       18) + 2
580   AXV(T) = CINT( RND(1) * 3) - 2 : AYV(T) = CINT( RND(1)
      * 3) - 2
590   IF AXV(T) = 0 OR AYV(T) = 0 THEN GOTO 570
600   NEXT
610   DIM AC(4) : AC(1) = 181 : AC(2) = 224 : AC(3) = 231 : A
      C(4) = 202
620   SYMBOL AFTER 181 : SYMBOL 224, 24, 126, 213, 171, 255,
      66, 60, 24 : SYMBOL 181, 36, 66, 165, 24, 24, 165, 66, 3
      6 : SYMBOL 231, 129, 153, 165, 219, 255, 165, 153, 129
630   SYMBOL 240, 24, 24, 60, 255, 255, 60, 24, 24 : LOCATE 2
      0, 12 : PEN 1 : PRINT CHR$(240) : PEN 2
```

```
640   NOW = TIME
650   EVERY 10, 1  GOSUB 30 : EVERY 40, 2 GOSUB 840
660   RETURN
```

Game over

```
670   :
680   V = REMAIN (1) : V = REMAIN (2) : LOCATE 20, 12 : PRINT
       CHR$ (238) : SOUND 0, 200, 100, 15, 1, 1, 1 : SOUND 1,
      250, 100, 15, 1, 1, 1 : SOUND 2, 300, 100, 15, 1, 1 ,1
690   FOR T = 1 TO 100 : PEN 3 : LOCATE 20, 12 : PRINT CHR$ (
      238) : PEN 1 :  LOCATE 20, 12 : PRINT "␣" : NEXT T
700   C = 3 : INK 3, 24, 6 : SPEED INK 10, 15 : FOR N = 1 TO
      2 : FOR T = 0 TO 64 STEP 6
710   PLOT 312 + T, 216, C : PLOT 312 + T, 216 + T, C : PLOT
      312 + T, 216 - T, C : PLOT 312, 216 + T, C : PLOT 312, 2
      16 -T, C : PLOT 312 - T, 216 - T, C : PLOT 312 - T, 216,
       C : PLOT 312 - T, 216 + T, C
720   NEXT T : C = 0 : NEXT N : INK 3, 6
730   LOCATE 1,10 : PEN 1 : PRINT "another␣mission?␣(y=yes,n=
      no)"
740   A$ = INKEY$
750   LOCATE 14,1 : PEN INT(RND(1) * 4 + 1) : PRINT "AMSTRADO
      IDS"
760   IF A$ = "" THEN 740
770   IF A$ = "Y" OR A$ = "y" THEN RUN
780   IF A$ = "N" OR A$ = "n" THEN 800
790   GOTO 740
800   LOCATE 1,8 : PRINT SPACE$(20)
810   LOCATE 1,10 : PEN 1 : PRINT "bye␣for␣now" ; SPACE$(20)
820   END
```

Alternate Alien's shape

```
830   :
840   IF C1=1 THEN C1=0 : SYMBOL 202, 0, 60, 126, 143, 255, 2
      41, 126, 60 : RETURN
850   C1=1 : SYMBOL 202, 0, 60, 126, 241, 255, 143, 126, 60 :
       RETURN
```

ChexSum Tables

```
10 = 272
20 = 0
30 = 4596
40 = 0
50 = 376
60 = 0
70 = 2978
80 = 6825
90 = 4742
100 = 2249
110 = 2251
120 = 2235
130 = 2238
140 = 2588
150 = 2959
160 = 397
170 = 2939
180 = 4705
190 = 4680
200 = 4437
210 = 292
220 = 0
230 = 1118
240 = 4646
250 = 4945
260 = 987
270 = 5698
280 = 6002
290 = 4810
300 = 4804
310 = 297
320 = 8459
330 = 980
340 = 208
350 = 2124
360 = 2424
370 = 1152
380 = 3201
390 = 422
400 = 0
410 = 1859
420 = 2794
430 = 2168
440 = 5109
450 = 2704
460 = 447
470 = 12563
480 = 789
490 = 1811
500 = 2757
510 = 1250
520 = 1720
530 = 553
540 = 2041
550 = 2847
560 = 3045
570 = 4316
580 = 4420
590 = 2969
600 = 176
610 = 3931
620 = 6581
630 = 3409
640 = 949
650 = 1209
660 = 201
670 = 0
680 = 5705
690 = 3838
700 = 3736
710 = 12361
720 = 1599
730 = 3508
740 = 757
750 = 2929
760 = 1255
770 = 2226
780 = 2067
790 = 452
800 = 909
810 = 2399
820 = 152
830 = 0
840 = 3734
850 = 2732

TOTAL = 227013
```