

# Ambush

High resolution graphics make this forest scene something worth seeing! You are trapped by snipers hiding amongst the trees. Your only shelter is a low wall. Can you kill all the snipers before one of them succeeds in shooting you?

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10 REM AMBUSH.
20 REM @ MICHAEL BEWS.
30 MODE 1: BORDER 0: INK 0,0: INK 1,24: INK
  2,18: INK 3,9: WINDOW #1,1,40,1,25: PAPER
  #1,0: PEN #1,1: CLS #1
40 DIM P(5,5),L(11,2),S(5,2)
50 GOSUB 1000
60 TB=5000: TM=0: K$="0000000000": MN=0: AI=
  0: FR=0: MX=80
70 GOTO 600
80 REM KEYBOARD INPUT
90 TM=TM+1: LOCATE 29,16: PRINT MID$(STR$(
  TM),2);
100 IF INKEY(0)=0 THEN LOCATE 11,14: PRIN
  T R$(1);: LOCATE 11,15: PRINT R$(2);: LOCAT
  E 11,16: PRINT R$(3);: MN=1: GOTO 160
110 IF INKEY(2)=0 THEN LOCATE 11,14: PRIN
  T Q$(1);: LOCATE 11,15: PRINT Q$(2);: LOCAT
  E 11,16: PRINT Q$(3);: MN=0: GOTO 160
120 IF (INKEY(47)=0 AND MN=1) THEN FR=1:
  GOTO 160
130 IF INKEY(8)=0 THEN MX=MX-8: GOTO 160
140 IF INKEY(1)=0 THEN MX=MX+8: GOTO 160
150 GOTO 160
160 REM ACTION ROUTINE
170 IF MX<0 THEN MX=0
180 IF MX>220 THEN MX=220
190 IF FR=0 THEN 410
200 FR=0
210 Y=23
220 IF MX<42 THEN Y=Y+32: GOTO 270
230 IF MX<70 THEN Y=Y+7: GOTO 270
240 IF MX<124 THEN Y=Y+8: GOTO 270
250 IF MX<164 THEN 270
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260 Y=Y-8
270 REM TRACERS AND SOUNDS
280 PLOT 82*2+64,72*2+48,1
290 DRAWR (MX-60)*2,Y*2,1
300 FOR X=25 TO 30: SOUND 1,X,2:NEXT
310 PLOT 82*2+64,72*2+48,0
320 DRAWR (MX-60)*2,Y*2,0
330 REM CHECK FOR HIT
340 IF MX>29 AND MX<35 AND MID$(K$,1,1)>
"0" THEN LOCATE 5,6:PRINT CHR$(244);CHR$(
245);:PEN 3:PRINT CHR$(237);CHR$(238);:
PEN 1:MID$(K$,6,1)="1":GOTO 400
350 IF MX>61 AND MX<67 AND MID$(K$,2,1)>
"0" THEN LOCATE 9,9:PRINT CHR$(244);CHR$(
245);:PEN 3:PRINT CHR$(237);CHR$(238);:
PEN 1:MID$(K$,7,1)="1":GOTO 400
360 IF MX>101 AND MX<107 AND MID$(K$,3,1)
>"0" THEN LOCATE 14,9:PRINT CHR$(244);C
HR$(245);:PEN 3:PRINT CHR$(237);CHR$(238
);:PEN 1:MID$(K$,8,1)="1":GOTO 400
370 IF MX>144 AND MX<155 AND MID$(K$,4,1)
>"0" THEN LOCATE 20,10:PRINT CHR$(244);
CHR$(245);:PEN 3:PRINT CHR$(237);CHR$(23
8);:PEN 1:MID$(K$,9,1)="1":GOTO 400
380 IF MX>185 AND MX<195 AND MID$(K$,5,1)
>"0" THEN LOCATE 25,11:PRINT CHR$(244);
CHR$(245);:PEN 3:PRINT CHR$(237);CHR$(23
8);:PEN 1:MID$(K$,10,1)="1"
390 REM CHECK FOR WIN
400 IF MID$(K$,6,5)="11111" THEN 890
410 REM SNIPER ROUTINE
420 K=1+INT(RND*5)
430 IF MID$(K$,K+5,1)="1" THEN 90
440 IF MID$(K$,K,1)="4" THEN PEN 3:LOCAT
E S(K,2)+1,S(K,1)+1:PRINT S$(2);:PEN 1
450 IF MID$(K$,K,1)="5" OR (MID$(K$,K,1)
="7" AND MN=0) THEN GOSUB 490
460 MID$(K$,K,1)=CHR$(ASC(MID$(K$,K,1))+
1)
470 IF MID$(K$,K,1)>"7" THEN PEN 3:LOCAT
E S(K,2)+1,S(K,1)+1:PRINT S$(1);:PEN 1:M
ID$(K$,K,1)="0"
480 GOTO 90
490 REM SNIPER FIRING

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500 N=1+INT(RND*P(K,4))
510 NX=N-P(K,3)
520 PLOT P(K,1)*2+64,P(K,2)*2+48,1
530 DRAWR NX*2,-P(K,5)*2,1
540 FOR X=45 TO 50: SOUND 1,X,2:NEXT
550 PLOT P(K,1)*2+64,P(K,2)*2+48,0
560 DRAWR NX*2,-P(K,5)*2,0
570 IF MN=0 THEN RETURN
580 IF P(K,1)+NX>78 AND P(K,1)+NX<86 THE
N LOCATE 11,14:PRINT Q$(1);:LOCATE 11,15
:PRINT Q$(2);:LOCATE 11,16:PRINT Q$(3);:
LOCATE 10,16:PRINT P$;:GOTO 840
590 RETURN
600 LOCATE 1,1:PRINT CHR$(24);"
      A M B U S H                               ";CHR$(24
)
610 LOCATE 1,5:PEN 2:PRINT"You have been
ambushed by gunmen in a forest.The on
ly safe place is a low wallbehind which
you take cover.":PEN 1
620 PRINT:PRINT"You must try to shoot al
l gunmen by aiming over the top of t
he wall.But the snipers are quite good s
hots!!"
630 PEN 2:PRINT:PRINT"Use cursor keys to
stand UP or crouch DOWN and to change
direction of your aim LEFT or RIGHT.
Use SPACEBAR to fire":PEN 1
640 PRINT:PRINT:PRINT:PRINT"           How lon
g can you survive?...."
650 W$=STRING$(32,242)
660 T$(1)=CHR$(231)+CHR$(232)+CHR$(233):
T$(2)=CHR$(234)+CHR$(235)+CHR$(236):T$(3
)=CHR$(237)+CHR$(238)+CHR$(239)
670 S$(1)=CHR$(237)+CHR$(238):S$(2)=CHR$(
240)+CHR$(241)
680 Q$(1)=" ":Q$(2)=CHR$(242):Q$(3)=CHR$(
243):P$=CHR$(244)+CHR$(245)
690 R$(1)=CHR$(246):R$(2)=CHR$(247):R$(3
)=" "
700 LOCATE 6,24:PRINT CHR$(24);"PRESS AN
Y KEY TO FIND OUT!!!";CHR$(24)
710 IF INKEY$<>" " THEN 710
720 IF INKEY$="" THEN 720 ELSE CLS

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730 WINDOW #0,5,36,1,25:PAPER #0,0:PEN #
0,1:CLS #0
740 REM PRINT THE SCENE
750 FOR X=10 TO 26 STEP 4:LOCATE X+1,2:P
EN 3:PRINT T$(1);:LOCATE X+1,3:PRINT T$(
2);:LOCATE X+1,4:PRINT T$(3);:PEN 1:NEXT
X
760 FOR X=1 TO 11:LOCATE L(X,2)+1,L(X,1)
+1:PEN 3:PRINT T$(1);:LOCATE L(X,2)+1,L(
X,1)+2:PRINT T$(2);:LOCATE L(X,2)+1,L(X,
1)+3:PRINT T$(3);:PEN 1:NEXT
770 FOR X=3 TO 11:LOCATE L(X,2)+3,L(X,1)
+3:PRINT CHR$(239);:NEXT
780 LOCATE 1,16:PEN 3:PRINT T$(1);:LOCAT
E 1,17:PRINT T$(2);:LOCATE 1,18:PRINT T$(
3);:LOCATE 4,18:PRINT T$(1);:LOCATE 4,1
9:PRINT T$(2);:LOCATE 4,20:PRINT T$(3);:
PEN 1
790 LOCATE 1,15:PRINT W$
800 LOCATE 11,14:PRINT Q$(1);:LOCATE 11,
15:PRINT Q$(2);:LOCATE 11,16:PRINT Q$(3)
;
810 LOCATE 24,16:PRINT"TIME: ";
820 GOTO 80
830 REM PLAYER SHOT
840 LOCATE 1,21:PRINT CHR$(24);"You have
been shot! In time:";CHR$(24);MID$(STR$(
TM),2);:LOCATE 1,13:PEN 2:PRINT"This is
the";:PEN 1:PRINT" sniper ";:PEN 2:PRIN
T"who shot you";:PEN 1
850 LOCATE S(K,2)+1,S(K,1)+1:PRINT S$(2)
;
860 SOUND 1,1000,30:SOUND 1,2000,30:SOUN
D 1,3000,30:SOUND 1,4000,30
870 GOTO 920
880 REM ALL SNIPERS DEAD
890 IF TB>TM THEN TB=TM
900 LOCATE 1,21:PRINT CHR$(18);:LOCATE 1
,21:PRINT"You shot all the snipers in ";
MID$(STR$(TM),2);:LOCATE 1,22:PRINT"Best
time so far:";TB;
910 FOR X=1 TO 30:SOUND 1,50+INT(RND*150
),4:NEXT
920 LOCATE 4,24:PRINT"PRESS ANY KEY TO R
ESTART"

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## 100 Ambush

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930 IF INKEY$<>" " THEN 930
940 IF INKEY$=" " THEN 940
950 MX=80:K$="0000000000"
960 TM=0:MN=0:FR=0
970 CLS:GOTO 740
980 END
990 REM GRAPHICS
1000 SYMBOL AFTER 230
1010 SYMBOL 231,3,3,15,15,126,127,255,12
7
1020 SYMBOL 232,15,255,255,255,255,255,2
55,223
1030 SYMBOL 233,0,192,240,248,126,254,25
2,252
1040 SYMBOL 234,127,63,55,31,31,24,0,0
1050 SYMBOL 235,255,255,247,63,60,60,60,
60
1060 SYMBOL 236,252,188,248,248,240,48,0
,0
1070 SYMBOL 237,0,0,0,0,0,0,0,0
1080 SYMBOL 238,60,60,60,60,60,60,60,60
1090 SYMBOL 239,8,0,138,40,138,162,160,3
2
1100 SYMBOL 240,0,63,2,3,0,1,1,3
1110 SYMBOL 241,252,252,124,252,124,252,
124,60
1120 SYMBOL 242,51,255,219,255,253,255,1
83,255
1130 SYMBOL 243,249,113,113,33,255,113,1
23,219
1140 SYMBOL 244,0,0,0,0,160,247,255,247
1150 SYMBOL 245,0,0,0,0,0,224,241,255
1160 SYMBOL 246,248,113,115,118,38,250,2
54,112
1170 SYMBOL 247,115,255,251,255,253,251,
247,255
1180 FOR X=1 TO 11:READ L(X,1),L(X,2):NE
XT
1190 FOR X=1 TO 5:READ S(X,1),S(X,2):NEX
T
1200 FOR X=1 TO 5:FOR Y=1 TO 5:READ P(X,
Y):NEXT Y,X
1210 DATA 2,4,1,18,3,6,2,20,3,24,4,11,4,
29,6,10,6,15,7,21,8,26
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1220 DATA 5,6,8,10,8,15,9,21,10,26

1230 DATA 47,127,10,50,54,79,110,39,70,3  
7,119,110,60,60,37,167,102,127,80,29,207  
,94,200,120,21

1240 RETURN