

THE PC MAG

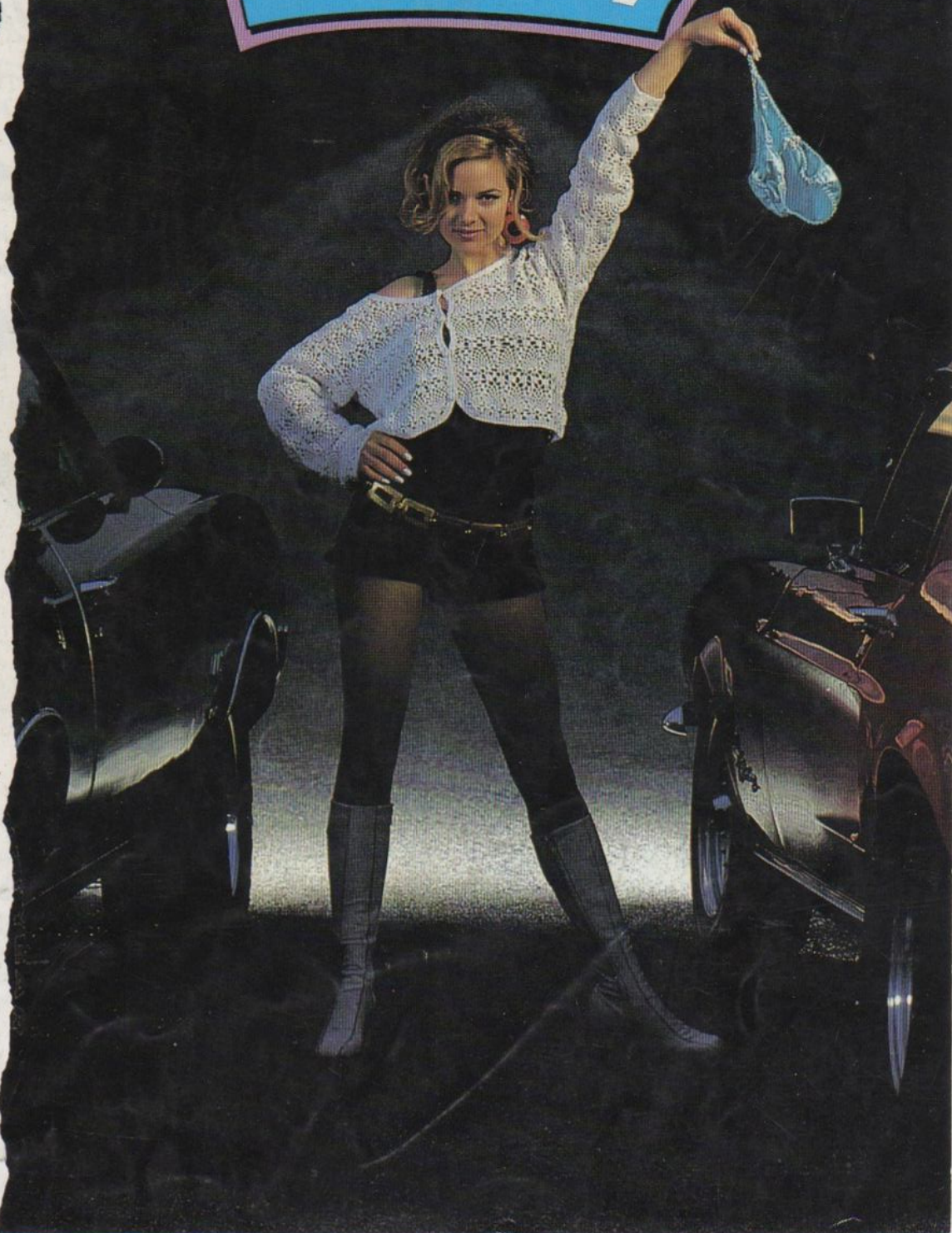
plus
**THE
AMSTRAD
USER**

July
1991

Registered by Australia Post
Publication No. VBP7017
National Library of Australia
ISSN - 1035-9516

The Next Generation

STREET ROD!



YELLOW REVERSE HEADING

USE LOGO SUPPLIED

BLACK-KEYLINE

STAR-CURSOR

DAWN

ANALOG LDR - 501

DO YOU THINK THIS IS TOO SUBTLE?? - AS THIS IS NEW TECH.

ERGONOMIC GRIP FOR SMOOTH CONTROL AND MAXIMUM GAME RESPONSE

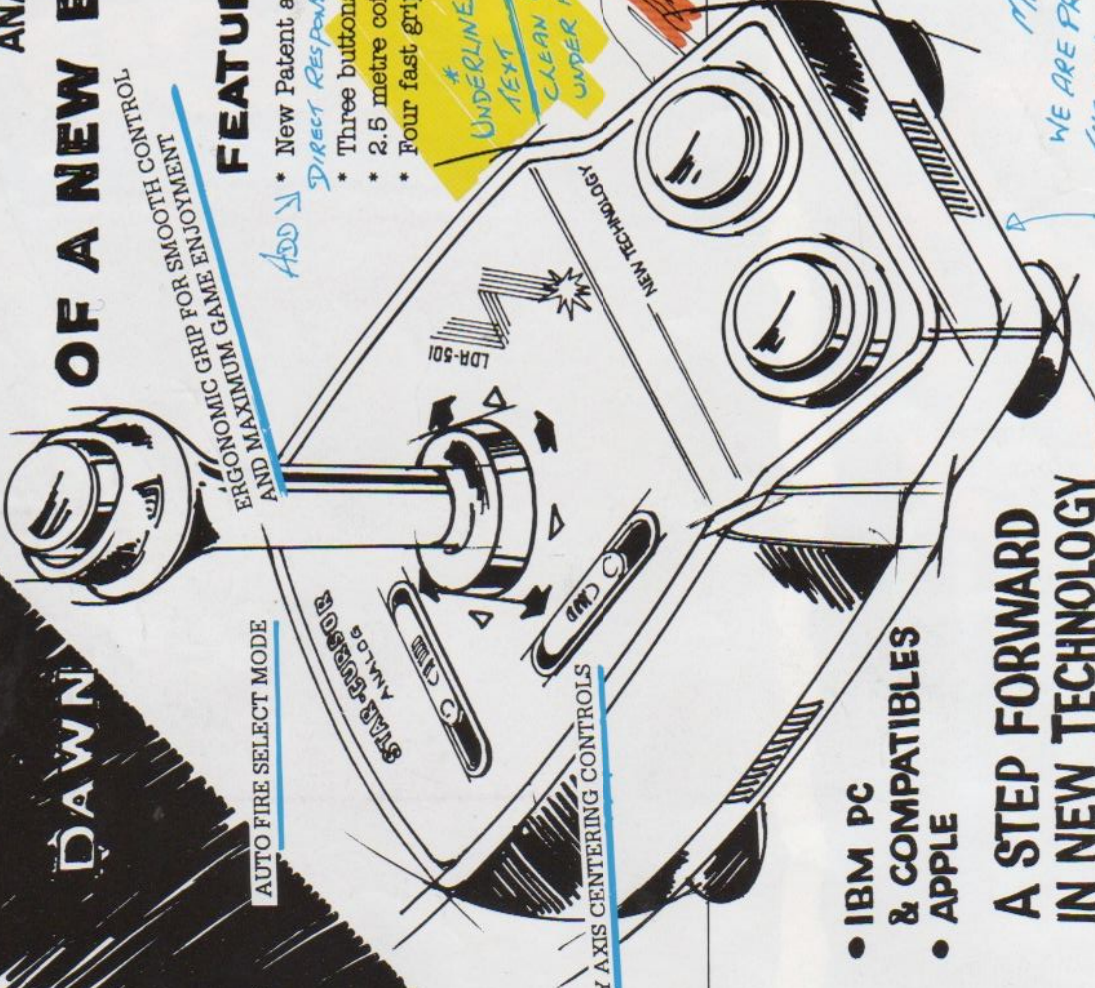
FEATURES

- * New Patent applied for technology giving DIRECT RESPONSE & LONG LIFE USAGE
- * Three buttons for choice of fire power
- * 2.5 metre coil cable
- * Four fast grip stabilising suction feet

ADD

UNDERLINE TEXT CLEAN UP & LIST UNDER FEATURES

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DEEP ETCH INTO BACKGROUND

COMMENTS

MIKE: A FEW CHANGES WILL BE NEEDED TO MAKE THIS FORMAT INTO A POSTER. IT SHOULD LOOK FANTASTIC.

P.S. WHAT'S AN "ANALOG - LDR"

MIKE,
 THIS IS OUR NEW SYSTEM THAT PUTS THIS 2/5 YEARS AHEAD OF THE REST - THE SYSTEM WORKS WITH LIGHT BEAMS & SHUFFERS - AND NOT POTS LIKE THE OLD JOYSTICKS!!
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All enquiries and contacts concerning this Publication should be made in the first instance by writing to The PC Mag, 641 High Street Road, Mount Waverley, Victoria 3149, Australia. Urgent matters can be telephoned through on (03) 803 9661.

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12 issues, which includes postage. For overseas subscriptions to New Zealand, PNG, Solomon Islands or Vanuatu please add \$30 for airmail costs. Other overseas prices are available upon application.

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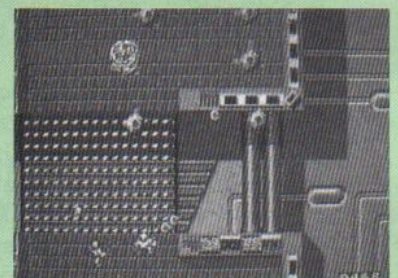
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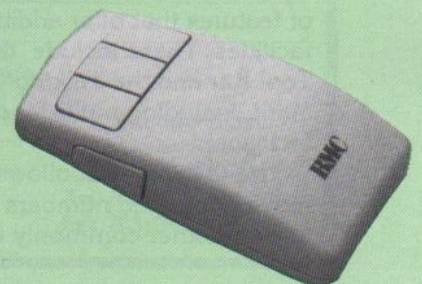
• Front cover: Street Rod 2 from Electronic Arts reviewed next month.



• The revolutionary Star Cursor Analog LDR-501 PC joystick, reviewed on page 8



• Screen shot from Final Orbit, reviewed on Page 15.



• A mouse without a tail but it does have an infra red beam - reviewed on Page 11

GAME PLAY

F-16 COMBAT
PILOT

TOTAL RECALL

SWITCH BLADE

VERDICTS

■ ■ ■ ■ ■	Outstanding
■ ■ ■ ■	Above average
■ ■ ■	Average
■ ■	Fair
■	Waste of money

F-16 COMBAT PILOT

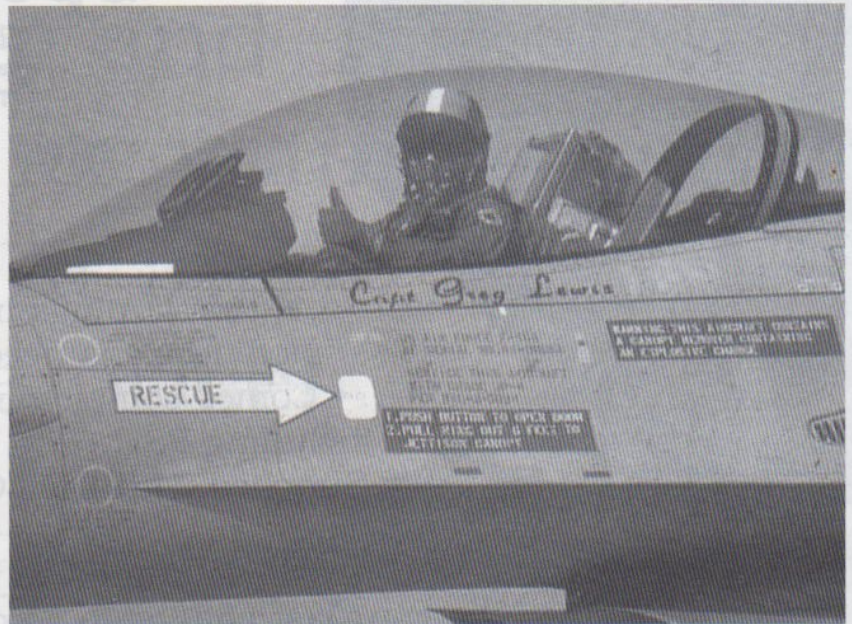
- Published by Digital Integration • Available through The PC Mag
- Suitable for Amstrad 464, 664 and 6128
- Prices: Disk \$42.95, Tape \$32.95

Which product won the "Best Flight Simulator 1990" at the European Computer Leisure Awards last year? Yes, it was F-16 Combat Pilot from Digital Integration and when you see it you'll realise why.

Without even a glance at the manual I went straight into the 'quickstart' facility and crashed on take-off! I couldn't have done too much damage to the \$25 million fighter as I was allowed to

Pilot is a strategic flight simulator featuring a variety of training missions, active front line squadron activities, and finally, global conflict involving real-time interaction between aircraft, ground forces and the supporting infrastructure of military installations and essential services.

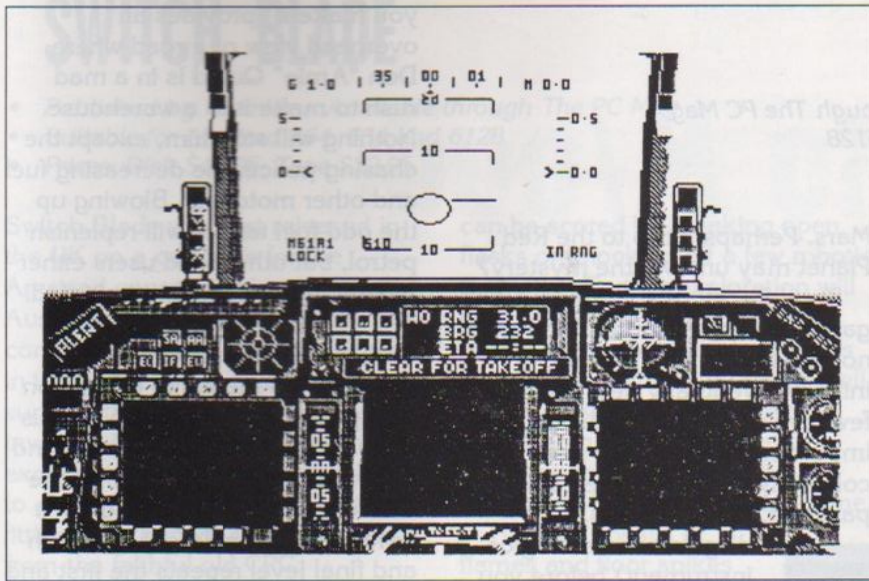
Although you have the ability to join any squadron, it is sensible to start at the beginning



try again. The second time I managed to take-off, performed a few rolls and dives - then crashed again! I should have realised that a program with a 100+ page manual is not going to let a joy rider like me get too far.

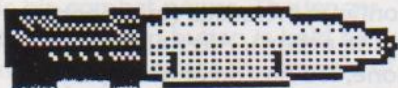
General Dynamic's F-16C Fighting Falcon is a traditional fighter plane and designed for close combat work such as like dog-fights or pin-point bombing raids; effectively a multi-role combat aircraft. F-16 Combat

with mission practice and aircraft familiarisation in the Training Mission. You can then move on to air-to-air interception in the Scramble Mission, offensive counter-air operations in the Hammerblow Mission, interdicator strikes in the Deepstrike mission or battlefield close-air support in the Tankbuster Mission. You also have the opportunity to carry out reconnaissance in the Watchtower Mission. All these missions consist of completing assigned



objectives.

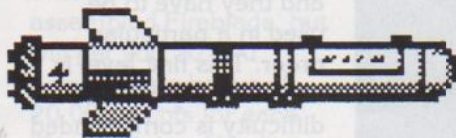
With all this experience under your belt (and you'll need it) you can tackle the final mission - Operation Conquest. It has a multi-mission scenario with an overall objective to force the enemy to surrender by reducing his fighting ability and morale. It's a sophisticated segment with different weather conditions, the passing of day and night and the deployment of mobile ground forces and tanks. And the enemy aren't exactly sitting back waiting for you!



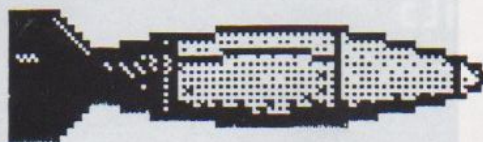
The F-16 can be armed with an array of deadly weapons; infrared, anti-radiation, laser guided missiles, heat-seeking Sidewinders and Amraam radar-guided missiles. You can choose those you wish to take on a mission or select the automatic "crew's choice".

From within the cockpit, a variety of advanced electronic monitoring is conveniently displayed directly in front of your head by way of the HUD (Head

Up Display) and MFD (Multi Function Display). The Up Front Control Panel for navigation and communications is directly below with the rest of the instruments beside and below that. Switching on the HUD and MFD is simply a question of hitting a key and selecting suitable weapons is the same.

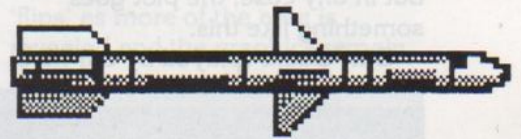


Enemy fighters will show as a dot on the radar screen. Because of all the electronic wizardry, all you have to do is to aim your plane in the direction of the on-coming enemy, select a an air-to-air missile and when the control panel indicates that the weapon has 'locked on', release it and get away fast.

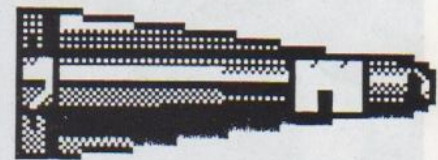


As with most flight simulators, taking off and flying always seems easier than landing. You can attempt to land without help,

but using the ILS (Instrument Landing System) makes life much easier. It helps you line up your approach to the runway and adjust any drift accordingly. This feature is particularly useful when you really don't want to down the plane after expending a great deal of effort in successfully completing a mission to that point. At the end of each mission a debriefing screen is displayed showing your 'kill rating' and how effective the overall mission was.



The manual is pretty comprehensive and, being generic, in a few places contains information on the more sophisticated 16- or 32-bit versions. But don't feel cheated - the Amstrad 8-bit version is crammed to capacity with features and the bits that are omitted are not vital.



F-16 Combat Pilot is without doubt the best flight simulator around at the moment. The graphics are clear and, despite the internal speed of the CPC, the movement of the plane is remarkably smooth. The 'sim' really gives you a feeling of excitement when alarms fire up indicating a hostile activity ahead. It also gives you a good feeling of satisfaction when you land safely after a successful mission. Flight simulators are not everyone's cup of tea, nevertheless this one has to be recommended as a superb game.

VERDICT ■ ■ ■ ■

TOTAL RECALL

- Published by Ocean • Available through The PC Mag
- Suitable for Amstrad 464, 664 and 6128
- Prices: Disk \$39.95, Tape \$29.95

Arnold Schwarzenegger, who has probably had more computer games made of his films than anyone else, had another big hit last year in a film called Total Recall. If you didn't see it you can probably get the video by now, but in any case, the plot goes something like this.

Don Quaid (played by our hero



Arnie) pays a visit to ReKall Inc., a company who specialise in implanting memories into people's minds. He opts for a hero-adventurer type memory but in the process of implanting, his own memory is wiped. Now he doesn't know who he is - his past is fiction and his true identity shrouded in mystery. While all this confusion reigns, people want to assassinate him and he uncovers a plot to wreck the atmosphere on the recently colonised planet of

Mars. Perhaps a trip to the Red Planet may unravel the mystery?

Total Recall (the computer game) starts on Earth and may not run true to the film plot initially, eventually gets there a few levels on. The first level is important, for here you need to collect five objects (briefcase, passport, ticket to Mars, a

disguise and a surgical instrument) before you can proceed any further. There is a deal big, chunky sprite jumping and punching over various horizontally-scrolling floor levels, up elevators and through barriers and laser beams. Strategically placed switches will remove or add barriers and they have to be used in a particular order. This first level is not that easy and the difficulty is compounded by the fact that you only have one life to complete it - and complete it you must to be able to continue onto the next level.

The second level (if

you make it) provides an overhead view of a road where Don "Arnie" Quaid is in a mad rush to make it to a warehouse. Nothing will stop him, except the chasing police, the decreasing fuel and other motorists. Blowing up the odd fuel tanker will replenish petrol, but other road users either have to be dodged or eliminated. The third level is similar to the first, but more hectic, and provides the means to escape on a ship to Mars. The fourth level is a revamped version of the second driving segment, but again more difficult, and the destination this time is a rebel hide-out. The fifth and final level repeats the first and third with more barriers and switches, but oh, with just one life and so many baddies, many will find it extremely difficult. If you do manage to get past this and find the key to the reactor, you will enter the final battle with the Big Boss.

Total Recall is not for beginners and even hardened gamers will need all their wits about them to succeed. The graphics are suitably designed to match the action and the sound is full of thump. As the first level is not easy, weaker players could give up in desperation, but once through it the challenge to continue increases (in proportion to the action). After all said and done, it's has great gameplay.

VERDICT ■ ■ ■ ■



SWITCH BLADE

- Published by Gremlin • Available through The PC Mag
- Suitable for Amstrad 464, 664 and 6128
- Prices: Disk \$42.95, Tape \$32.95

Switch Blade was first released in the UK on a cartridge for the Amstrad consoles (alas not sold in Australia) and by all accounts, this console-conversion is just as good in terms of clarity. This seems to suggest that all the Poms who invested in the console unit, in the expectation that they were going to get better graphics, are getting little more than you would expect from the faithful old CPC.

Switch Blade is produced by Gremlin and falls into the 'kick-em-up' class. It stars Hiro, the last of the Bladeknights, a hi-tech warrior armed with stealth, cunning and a reprogrammable cyber-arm. But what happened to all the other Bladeknights you ask? They, along with the Undercity people of Thraxx, had been decimated by the evil Havoc since he shattered the Fireblade sword, the source of power on Thraxx. Hiro's job is to gather up all sixteen pieces of the sword and avenge the death of his people.

Hiro's movements are controlled through the joystick as is his combat power. The longer the fire button button is held before release determines the amount of power to be used. The game starts on the surface where a few points

can be scored by breaking open flasks or knocking off a few robotic Spikelice. Further exploration will take you to the first of many rooms which, before you enter, is in darkness so that you cannot tell what is in store for you. Once inside, someone conveniently switches on the light and it remains lit for the rest of the game.

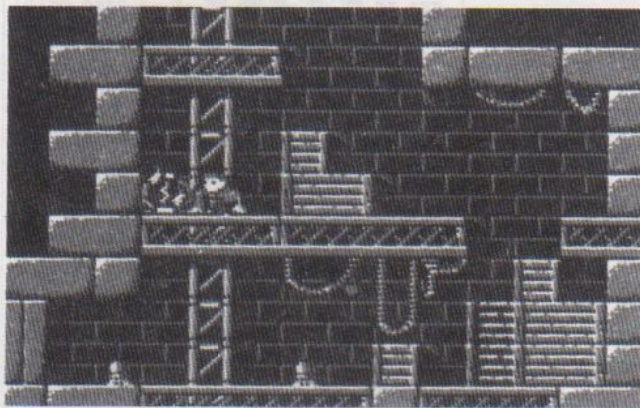
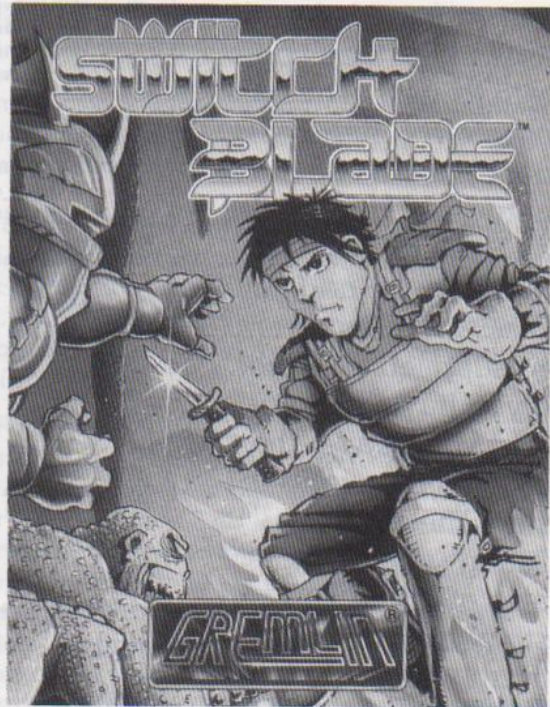
Hazards consist of flames and floor spikes which cannot be removed - you just have to find a way around or over them. The baddies (and there are many of them) add points to your score if destroyed. The bigger the baddie to remove, the bigger the points. Havoc is the arch-villain and can only be destroyed with a re-assembled Fireblade, but will get you 50,000 points plus a bonus of 20,000 points for each life remaining. You have five lives at the start of the game and losing a life (from lack of vitality) is indicated with by a star being released from Hiro.

Further exploring will

uncover bonuses in various guises, hidden rooms, more baddies, extra weaponry, shields and, of course, fragments of the Fireblade. Make no mistake though, despite the fact that progress

appears to be quick, Switchblade will take a long time to explore before it finally gives up all its secrets.

It's not colourful, but then it doesn't matter as most of the action takes place below the surface of Thraxx. The screen 'flips' as more of the area is revealed and the graphics remain



smooth and well animated throughout the game. On the minus side, the documentation tells you to type Run""disc instead of Run"disc (sigh... do they ever get it right? - Ed), and I couldn't get the music switched on. The sound effects worked though.

Switchblade is a quality game, totally addictive with plenty of fun and lasting enjoyment. It's a must for all CPC owners.

VERDICT ■ ■ ■ ■

Guide to M/code - 6

More on interrupts, chips, controllers and loops.

Basic machine code this month finishes off on interrupts with a real time clock that works with Protext. The basic program (on the next page) should be saved onto your Protext disc as DISC.2BAS. This replaces the original DISC2.BAS program as supplied by Arnor. If you have customised your loader then alter this program to suit. The assembly listing (opposite) is also given so you can study how the program works.

The Protext clock assembly listing

```

stream_select equ &bbb4
set_cursor equ &bb75
kl_init_event equ &BCEF
kl_add_ticker equ &BCE9
kl_del_ticker equ &BCEC
event_class equ &81

org &5100
.add_ticker
ld hl,eventblock
ld b,event_class
ld de,routine
call kl_init_event
ld hl,tickblock
ld de,50 ;initial count 1 second
ld bc,50 ;recharge count 1 second
call kl_add_ticker
ret

.tickblock
ds 6 ;define 6 bytes of workspace
.eventblock
ds 7 ;define 7 bytes of workspace
.del_ticker
ld hl,tickblock
call kl_del_ticker
ret

;workspace to store some bits
.stream
ds 1
.swap2 db &10 ;control code invert inks
.secs
db "0","0" ;two nums as ascii chars
db ":"
.mins
db "0","0" ;two nums as ascii chars
db ":"
.hrs
db "0","0" ;two nums as ascii chars
.swap1 db &10 ;control code invert inks
.routine
ld hl,secs ;point to secs lsb
inc (hl) ;secs=secs+1
ld a,(hl)
cp &3a
jr c,noinc ;if a<=9 then goto noinc
ld a,"0"
ld (hl),a ;secs lsb=0
inc hl

inc (hl) ;inc secs msb
ld a,(hl)
cp &36
jr c,noinc
ld a,"0"
ld (hl),a ;zero secs msb
inc hl
inc hl ;mins lsb
inc (hl) ;mins=mins+1
ld a,(hl)
cp &3a
jr c,noinc
ld a,"0"
ld (hl),a ;zero mins lsb
inc hl
inc hl ;mins msb
ld a,(hl)
cp &36
jr c,noinc
ld a,"0"
ld (hl),a ;zero mins msb
inc hl
inc (hl) ;hrs=hrs+1
ld a,(hl)
cp &3a
jr c,noinc
ld a,"0"
ld (hl),a ;zero mins msb
inc hl
inc (hl)
.noinc
ld a,7
call stream_select
ld (stream),a ;save current stream
ld h,70
ld l,1
call set_cursor
ld hl,swap1
ld b,10

;Display the time on screen
.display
ld a,(hl)
call &bb5a
dec hl
djnz display
ld a,(stream)
call stream_select
ret
list
end

```



```

1 'Protect Clock Listing
2 'TAU - July 1991
3 'Save on Protect disc as DISC2.BAS
4 'This will replace the original file
10 MEMORY &SEFF:GOSUB 200
20 INPUT "Hours ";hrs$:INPUT"Minutes ";m$:INPUT"Seconds ";
secs$
30 IF LEN(hrs$)=1 THEN hrs$="0"+hrs$
40 IF LEN(m$)=1 THEN m$="0"+m$
50 IF LEN(secs$)=1 THEN secs$="0"+m$
60 POKE &5F31,ASC(LEFT$(secs$,2)):POKE &5F30,ASC(RIGHT$(se
cs$,1))
70 POKE &5F34,ASC(LEFT$(m$,2)):POKE &5F33,ASC(RIGHT$(m$,1)
)
80 POKE &5F37,ASC(LEFT$(hrs$,2)):POKE &5F36,ASC(RIGHT$(hrs
$,1))
90 CALL &5F00:CLOSEIN:IP:END
200 addr=&5F00:sum=0:chk=0
210 FOR ln=10000 TO 10180 STEP 10
220 FOR x=1 TO 8:READ byte$
230 sum=sum+VAL("&"+byte$)
240 POKE addr,VAL("&"+byte$)
250 NEXT
260 READ chk:IF sum(<)chk THEN PRINT"Checksum error in line
";ln:END
270 chk=0:sum=0:NEXT
280 RETURN
10000 DATA 21,1e,5f,06,81,11,39,5f,462
10010 DATA cd,ef,bc,21,18,5f,11,32,851
10020 DATA 00,01,32,00,cd,e9,bc,c9,878
10030 DATA 00,00,00,00,00,00,00,00,0
10040 DATA 00,00,00,00,00,21,18,5f,152
10050 DATA cd,ec,bc,c9,00,00,00,18,854
10060 DATA 30,30,3a,30,30,3a,30,30,404
10070 DATA 18,21,30,5f,34,7e,fe,3a,690
10080 DATA 38,2f,3e,30,77,23,34,7e,545
10090 DATA fe,36,38,25,3e,30,77,23,665
10100 DATA 23,34,7e,fe,3a,38,1a,3e,669
10110 DATA 30,77,23,34,7e,fe,36,38,744
10120 DATA 10,3e,30,77,23,23,34,7e,493
10130 DATA fe,3a,38,05,3e,30,77,23,637
10140 DATA 34,3e,07,cd,b4,bb,32,2e,789
10150 DATA 5f,26,46,2e,01,cd,75,bb,759
10160 DATA 21,38,5f,06,0a,7e,cd,5a,621
10170 DATA bb,2b,10,f9,3a,2e,5f,cd,899
10180 DATA b4,bb,c9,00,00,00,00,00,568

```

ERROR ROUTINE UPDATE

I managed to get hold of a CPC664 recently and I found that the error routine in the Basic rom of a 664 is at &CB58 and works in the same way as the error routine in a CPC6128 which is at &CB55.

INS AND OUTS

Using the out command is not particularly difficult. You just need to have read the Advanced User Guide (just \$9.95 + \$1 postage from Strategy Publications). Peripheral chips are physically outside of the z80, so information is passed via the IN and OUT commands. All you need to know are the port addresses of the chips with which you want to communicate, and the registers in the chip that you want to read or write.

THE 8255 PPI

This chip can be thought of as having 3 ports which are referred to as ports A, B and C. The printer busy signal is available from B which is connected at address &F500. You can check to see if your printer is connected and on line, by reading a byte from port B. To do this simply type a=INP(&F500):PRINT BIN\$(a,8). You will see a string of ones and zeros printed on screen and it is bit 6, the second number from the left, that tells you if the printer is busy or not. 1 means busy 0 means ready. So it is quite easy to include a line in any program (Basic or machine code) which checks to see if the printer is ready or not.

The cassette motor can be switched on and off via bit 4 of port C which sits at address &F600. This time it is necessary to write data and the OUT command is used. OUT &F600,&x1000 will switch the cassette motor on. Setting bit 4 to zero will turn it off again eg. OUT &F600,0

THE CRTIC 6845

CRTC stands for Cathode Ray Tube Controller. You can do all sorts of interesting things by writing directly to its registers. This is done in two stages. First write to the chip saying which register you want to change, then send the actual data.

Register 1, for example, contains the number of characters displayed horizontally, normally 40 for any mode. To change to, say 20 type OUT &BC00,1:OUT &BD00,20. Register 6 has the number of characters displayed vertically. This is normally 25. To change it to say 23, first set the register you wish to change with OUT &BC00,6, then send the actual data with OUT &BD00,23. Put things back to normal with OUT &BC00,6:OUT &BD00,25. It looks good in a loop.

```

10 FOR a=25 to 0 STEP -1
20 OUT &BC00,6:OUT &BD00,a
30 FOR delay=1 to 50:NEXT:NEXT
40 CALL &BB18:'press any key
50 FOR a=0 to 25
60 OUT &BC00,6:OUT &BD00,a
70 FOR delay=1 to 50:NEXT:NEXT

```

Now try to combine both ideas with two loops. More on this next time.

Grid Warrior

A multi-level game to test even the most quick witted gamers.

Here's a game to keep you on your toes, or to be more precise, on your keyboard. The screen is made up of a grid consisting of 19 x 38 squares (722 squares). The entire grid is surrounded by a force field containing fatal laser beams, so it must be avoided at all costs. Within the grid are a number of pillars, also to be avoided, and randomly positioned power pods.

All the pods have to be collected before the game moves on to the next level. If you manage to get a high score, the game will record it.

Funnily enough, Grid Warrior is harder to play on a 464 than a 6128. This is because the program allows you to cross over (or back track) a route already taken on a 6128 whilst on the 464 it is not allowed. More experienced programmers may be able to work out why.

```

10 'GRID WARRIOR (v1) Copyright Steve Anderson
20 '
100 REM START SCREEN
110 MODE 1
120 INK 1,20
130 INK 0,0
140 INK 2,2
150 INK 3,6,24
160 PAPER 0
170 BORDER 0
180 CLS
190 PEN 1
200 LOCATE 15,1:PRINT"GRID WARRIOR"
210 PEN 2
220 LOCATE 15,2:PRINT"-----"
230 PEN 3
240 LOCATE 8,10:PRINT"A=UP,Z=DOWN,O=LEFT,P=RIGHT"
250 LOCATE 15,12:PRINT"OR JOYSTICK"
260 PEN 2
270 LOCATE 7,18:PRINT"PRESS SPACE OR FIRE TO PLAY"
280 IF INKEY(47)=0 THEN 310
290 IF INKEY(76)=0 THEN 310
300 GOTO 280
310 h=0
320 REM RESTORE DATA AND SET UP U.D.C'S
330 RESTORE
340 SYMBOL AFTER 240
350 SYMBOL 240,192,192,254,245,245,254,192,192
360 SYMBOL 241,3,3,127,175,175,127,3,3
370 SYMBOL 242,24,36,60,36,60,60,255,255
380 SYMBOL 243,255,255,60,60,36,60,36,24
390 SYMBOL 244,255,129,129,129,129,129,129,255
400 SYMBOL 245,255,153,189,153,153,189,153,255
410 REM POKE MACHINE CODE IN PLACE
420 FOR f=30000 TO 30009
430 READ byte
440 POKE f,byte
450 NEXT
460 FOR f=32000 TO 32022
470 READ byte
480 POKE f,byte
490 NEXT
500 REM SET UP $ VARIABLES
510 a$=STRING$(40,CHR$(127))
520 b$=CHR$(127)+STRING$(38,CHR$(244))+CHR$(127)
530 s=0:l=3
540 PEN 1
550 CLS
560 PRINT a$;
570 FOR f=2 TO 20
580 PRINT b$;
590 NEXT
600 PRINT a$;

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610 FOR f=1 TO 10
620 LOCATE INT (RND*37)+2,INT (RND*12)+2:PRINT CHR$(127)+CHR
$(127)
630 LOCATE INT (RND*36)+2,INT (RND*3)+16:PRINT CHR$(127)+CHR
$(127)
640 NEXT
650 PEN 3
660 IF XE=34 AND YE=10 THEN RESTORE 1040
670 FOR f=1 TO 6
680 READ xe,ye
690 LOCATE xe,ye:PRINT CHR$(245);
700 NEXT
710 flag=0
720 x=20:y=15
730 count=0
740 la$=CHR$(242)
750 LOCATE 1,22:PEN 1:PRINT"SCORE=";LOCATE 13,22:PRINT"HIG
H=";LOCATE 24,22:PRINT"WARRIORS="
760 REM MAIN LOOP
770 IF INKEY(27)=0 OR INKEY(75)=0 THEN la$=CHR$(240)
780 IF INKEY(34)=0 OR INKEY(74)=0 THEN la$=CHR$(241)
790 IF INKEY(69)=0 OR INKEY(72)=0 THEN la$=CHR$(242)
800 IF INKEY(71)=0 OR INKEY(73)=0 THEN la$=CHR$(243)
810 x2=x:y2=y
820 IF la$=CHR$(240) THEN x=x+1
830 IF la$=CHR$(241) THEN x=x-1
840 IF la$=CHR$(242) THEN y=y-1
850 IF la$=CHR$(243) THEN y=y+1
860 LOCATE x,y
870 CALL 30000
880 IF PEEK(31000)=127 OR PEEK(31000)=143 THEN flag=1 ELSE
flag=0
890 IF PEEK(31000)=245 THEN count=count+1:SOUND 2,100,10,6
:s=s+10:IF count=6 THEN flag=2
900 PEN 2:PRINT la$
910 LOCATE x2,y2:PRINT CHR$(143)
920 LOCATE 7,22:PEN 1:PRINT s
930 LOCATE 18,22:PRINT h
940 LOCATE 33,22:PRINT 1
950 IF flag=1 THEN 1070
960 IF flag=2 THEN 1330
970 SOUND 1,(x*20),2,5
980 IF s>1000 AND zx=0 THEN l=1+1:zx=1:ENT 3,20,-5,5:SOUND
2,150,100,7,0,3
990 GOTO 770
1000 REM MACHINE DATA
1010 DATA &F5,&CD,&60,&BB,&21,&18,&79,&77,&F1,&C9
1020 DATA &F5,&C5,&D5,&E5,&06,&01,&3E,&00,&CD,&4D,&BC,&06,
&00,&3E,&00,&CD,&4D,&BC,&E1,&D1,&C1,&F1,&C9
1030 REM CRYSTAL DATA
1040 DATA 10,3,30,10,25,5,38,14,19,14,11,13
1050 DATA 23,5,14,17,2,15,11,4,35,6,34,10
1060 REM CRASH
1070 INK 2,6,2
1080 LOCATE x,y:PEN 2:PRINT CHR$(238)
1090 ENT 1,200,10,2:SOUND 2,300,400,5,0,1
1100 l=1-1
1110 IF l=0 THEN 1220
1120 PEN 1
1130 FOR F=1 TO 50:CALL 32000:NEXT
1140 CLS
1150 IF L>1 THEN LOCATE 10,13:PRINT L;" WARRIORS LEFT"
1160 IF L=1 THEN LOCATE 10,13:PRINT L;" WARRIOR LEFT"
1170 LOCATE 1,1
1180 FOR F=1 TO 3000:NEXT
1190 INK 2,2
1200 GOTO 560
1210 REM DEATH ROUTINE
1220 CLS
1230 PEN 1
1240 LOCATE 5,10:PRINT"YOU FAILED TO ESCAPE"
1250 LOCATE 10,12:PRINT"YOU SCORED";s
1260 IF s>h THEN LOCATE 10,14:PRINT"NEW HIGHEST":h=s
1270 LOCATE 5,16:PRINT"PRESS SPACE TO PLAY AGAIN"
1280 WHILE INKEY(47)<>0
1290 WEND
1300 INK 2,2
1310 GOTO 330
1320 REM NEXT BOARD
1330 FOR f=500 TO 100 STEP -4:SOUND 3,f,2,5:NEXT
1340 s=s+100
1350 CLS
1360 IF s>2000 THEN 1410
1370 LOCATE 10,13:PEN 1:PRINT"TRANSPORTED TO NEXT BOARD"
1380 FOR F=1 TO 1000:NEXT
1390 GOTO 540
1400 REM ESCAPED
1410 PEN 1
1420 LOCATE 1,13:PRINT STRING$(40,CHR$(244));
1430 LOCATE 18,5:PRINT" YOU'VE ESCAPED THE POWER GRID"
1440 LOCATE 36,11:PRINT"EXIT"
1450 PEN 2
1460 FOR F=1 TO 39
1470 LOCATE F,13:PRINT CHR$(143)+CHR$(240)
1480 SOUND 1,F*10,2,3:SOUND 2,F*20,2,3:SOUND 3,F*15,2,3
1490 FOR G=1 TO 100:NEXT
1500 NEXT
1510 FOR F=1 TO 2000:NEXT:CLS:PEN 1:GOTO 1250

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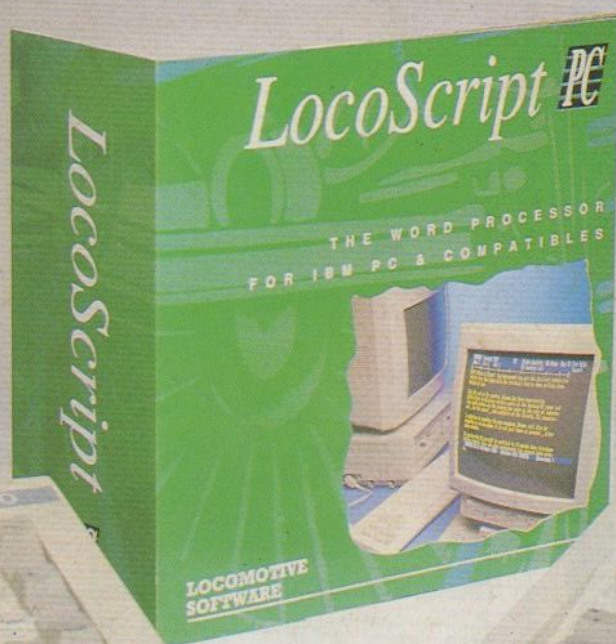
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