## Acceptable in the 80s

<whimsy>...





BBC Computer 32K

Acorn DFS

BASIC

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## ARTILLERY DUEL (16k/32k)

by Colin Walton

This is a simple 2-D game which sets the scene for a duel between two artillery barrages, each barrage being shown as a single turret station. It is really a game for two players. Each player becomes the gunnery commander for the appropriate barrage, Each commander has alternate opportunities at trying to estimate:

a) the necessary angle of his gun turret, and
b) the number of powder bags required to hit his opponents gun,
Each entry is terminated by pressing returno. For each due, there is an invariable
wind direction and speed, displayed at the top of the screen, which must be taken
account of in your estimations as gunnery commander. Previous estimations are left
on the screen so that a clear record is keep to past attempts.

A nice feature of the game is the way in which it randomly creates different landscapes for each duel. Some of the resulting landscapes require considerable skill in gunnery, especially in view of the variety of possible wind directions and strenuths.

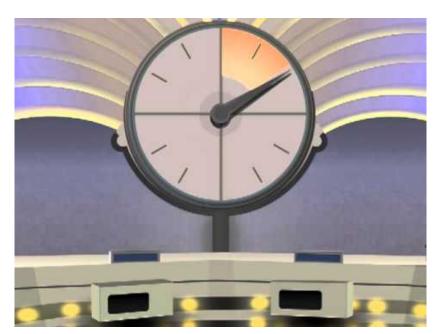
If you have a 32K machine you can obtain a greater range of colours by setting Mode 1 in line 60.

## LIST OF MAJOR PROCEDURES

PROCEDURE Ld Cs Gps Fr HIT	Sets the screen col Draws the gun posit This accepts the va missile, checking f	ues for a shot and then fires the	
1 ANTILLERY COURT TO THE ANTI-OLD TO A	1) 41 *APTILLERS CUEL***TAB(19) 1.THNO-200 1.828 1, 3, 2, 6, 0, 8 10(400) 1.1H18-4**FROD(168) -4:EH 4553) 1/2 1.PRO-200 (EDS) 1.PLEISTRE—1	270	
HOW REPEATIFRS PROCES	(BG%, BGY%, MG%, WGY%) ELSEPROCE	328 WB+EHB-48HB	
200 UNTILHIT%=1		338 IN-WEN-HEN	
218 GOTO68 228 END		348 JR=HER*COS (RAD ( (XXX=HHR) *368/WR) ) 358 KR= (XXX=HHR) * (EER-HER) /WR	
238 DEFERRICLA		368 = [3+38+83	
248 FOROXX-STO1288STEP	4	37# DEFFROCCION	
258 MOVEDORS - 8		38# GCOL# <sub>4</sub> 1	
268 DRAWOOTS, PNSEc (100%)		398 VDU5: MOVENCA, PNSEc (NGA)+30: PRINTCHR\$224	MOVEBOR-
278 NEXT		PNSEc (804-28)+38:PRINTCHRS225:VDU4	
288 ENDPRICE		488 ENDPROC	
298 DEFFNSÉC (XXX)		41# DEFPROCOS	
388 IFXXLORSTRENMEN		428 VDU23,224,1,2,4,8,24,56,128,255	
318 IFXXX>=EHBANDXXX<=1	279THEN-EE%	438 VDU23,225,128,64,32,16,24,28,38,255	



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- Pair up
- Install BeebEm http://www.mkw.me.uk/beebem/
- Get yourself a copy of BEEBUG magazine Vol. 1 No. 10 http://8bs.com/beebugmags.htm
- Refer to BBC User Manual http://bbc.nvg.org/doc/BBCUserGuide-1.00.pdf
- THERE IS NO SUCH THING AS THE INTERNET
- ► Goodluck . . .