

Program 2: Atari Version

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100 REM AIR DEFENSE - ATARI VERSION
110 REM Charles Brannon 1983
120 REM
130 GOSUB 590:REM Initialize game
140 PLANEPOS=30:BOMBFALLING=0
150 POSITION 28,0:IF DIFF=1 THEN ? "EASY":GOTO 170
160 ? "hard"
170 K=PEEK(53279):IF K=5 THEN DIFF=3-DIFF
180 IF K=PEEK(53279) THEN 180
190 IF K<>6 THEN 150
200 POSITION 28,0:?"{4 SPACES}":POKE 53278,0
210 IF PEEK(53279)=6 THEN RUN
220 IF SELECTED>=0 THEN 240
230 SELECTED=INT(39*RND(0)):IF CITY$(SELECTED+1,SELECTED+1)=CHR$(0) THEN 230
240 IF PLANEPOS>210 THEN PLANEPOS=30
250 A=USR(SPOKE,PLANEPOS):PLANEPOS=PLANEPOS+3
260 IF INT((PLANEPOS-48)/4)=SELECTED THEN YPOS=3:BOMBFALLING=1
270 IF NOT BOMBFALLING THEN 300
280 COLOR 32:PLOT SELECTED,YPOS-DIFF:COLOR 64:PLOT SELECTED,YPOS
290 YPOS=YPOS+DIFF:SOUND 0,YPOS,2,4:SOUND 1,YPOS,10,YPOS/1.4:IF YPOS>21 THEN 450
300 ST=STICK(0):GOSUB 400:IF ST=15 THEN VEL=0
310 VEL=VEL+1:XD=(PTRIG(0)-PTRIG(1))*VEL
320 PX=PX+XD:IF PX<46 OR PX>200 THEN PX=PX-XD
330 POKE 53250,PX
340 YD=VEL*(-((ST=14)+(ST=10)+(ST=6))+((ST=9)+(ST=5)+(ST=13)))
350 IF YD=0 THEN 210
360 POKE 77,0:PY=PY+YD:IF PY<32 OR PY>96 THEN PY=PY-YD:GOTO 210
370 D=YD:IF D<0 THEN D=128-D
380 A=USR(PMOVE,P2,D)
390 GOTO 210
400 IF PEEK(53254)=0 THEN RETURN
410 EX=PX:EY=PY:GOSUB 490:COLOR 32:PLOT SELECTED,YPOS-DIFF:BOMBFALLING=0:SELECTED=-1
420 SCORE=SCORE+(22-YPOS)*10:POSITION 28,0:?"SCORE:
430 PX=140*RND(0)+48:POKE 53250,PX
440 POKE 53278,0:POP:GOTO 210
450 EY=104:EX=SELECTED*4+44:POKE 53259,1:COLOR 32:PLOT SELECTED,YPOS-DIFF:GOSUB 490:POKE 53259,0:POKE 53278,0
460 BOMBFALLING=0:CITY$(SELECTED+1,SELECTED+1)=CHR$(0):SELECTED=-1
470 HIT=HIT+1:IF HIT=39 THEN 1020:REM TOTAL DESTRUCTION
480 PX=140*RND(0)+48:POKE 53250,PX:GOTO 210
490 REM DO EXPLOSION IN PLAYER 4
500 REM AT POSITION EX,EY
510 POKE 53251,EX:EP=P3+EY:POKE 53250,0
520 FOR I=1 TO LEN(EXPL$)
530 POKE 707,PEEK(53770):IF FINAL TH
EN POKE 53251,EX:EX=EX+4*(EX<250)
540 A=USR(QUICKMOVE,CHSET+ASC(EXPL$(I))*8,EP,7)
550 SOUND 0,I*5+YPOS*2,0,13-I+FINAL*2:SOUND 1,I*10+FINAL*100,0,6.5-I/2
560 NEXT I:POKE 53250,PX
570 RETURN
580 END
590 REM INITIALIZATION
600 DIM EXPL$(20):EXPL$(1)=CHR$(15):FOR I=2 TO 6:EXPL$(I)=CHR$(24+I):NEXT I:EXPL$(7)="; <=>?":EXPL$(12)=CHR$(0)
610 CHSET=(PEEK(106)-16)*256:IF PEEK(CHSET+8)=21 THEN 630
620 GRAPHICS 2+16:SETCOLOR 4,9,4:SETCOLOR 0,1,10:POSITION 5,5:?"#6:"PLEASE WAIT":GOSUB 1120:GOSUB 860
630 SPOKE=1719:QUICKMOVE=1729:PMOVE=1664:DIFF=1
640 GRAPHICS 0:POKE 756,CHSET/256:SC R=PEEK(88)+256*PEEK(89):SETCOLOR 4,1,10:POKE 559,0
650 DL=PEEK(560)+256*PEEK(561)+4
660 POKE DL-1,6+64:POKE DL+2,6
670 FOR I=3 TO 22:POKE DL+I,4:NEXT I:POKE DL+I,5:POKE DL+I+1,65:POKE DL+I+2,PEEK(560):POKE DL+I+3,PEEK(561)
680 DIM CITY$(39)
690 CITY$="!@#$%^&'()*+,-$%&'$+?!().-#!(%$'#$',.-":POSITION 0,21:?"CITY:
700 POSITION 5,0:?"AIR DEFENSE"
710 PMB=PEEK(106)-16:PMBASE=PMB*256:P0=PMBASE+512:P1=P0+128:P2=P1+128:P3=P2+128
720 PY=60:PX=127:OY=PY
730 FOR I=0 TO 3:POKE 53248+I,0:NEXT I
740 POKE 53277,3:POKE 54279,PMB:POKE 53256,1:POKE 53257,1:POKE 53258,0
750 FOR I=0 TO 3:A=USR(PMOVE,P0+I*128,0):NEXT I
760 RESTORE 780:FOR I=0 TO 7:READ A:POKE P0+I+22,A:NEXT I:FOR I=0 TO 7:READ A:POKE P1+I+22,A:NEXT I:FOR I=0 TO 7:READ A:POKE P2+PY+I,A:NEXT I
780 DATA 0,0,126,127,63,0,0,0
790 DATA 176,216,0,42,0,24,48,0
800 DATA 0,8,8,54,8,8,0,0
810 POKE 53250,PX:POKE 623,33:POKE 704,20:POKE 705,3*16+2:POKE 706,30
820 SETCOLOR 0,7,6:SETCOLOR 1,15,4:SETCOLOR 2,0,10:SETCOLOR 4,0,0:POKE 559,46
830 RETURN
840 GOTO 830
850 GOTO 850
860 RESTORE 870:FOR I=1664 TO 1752:READ A:POKE I,A:NEXT I:RETURN
870 DATA 104,104,133,204,104,133
880 DATA 203,104,104,170,48,20
890 DATA 160,126,177,203,200,145
900 DATA 203,136,136,16,247,169

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