

Moonlander

This is an up-market real-time lander program which gives you an opportunity to grapple with the problems which face a space-lagged cruiser commander returning home after a long haul. The object of the exercise is to land your craft on the chillingly small landing-pad at the bottom of the screen. Precision is the name of the game, because if your rate of descent is greater than -5 you and your crew are gonners. A word of warning: if you over-fire your rockets you'll disappear into hyperspace until returning back on screen, plummeting to your doom unless you've been doing some nifty blind flying to slow your descent.

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10  REM *Moon lander * BBC VERSION*   @ Rob
ert Erskine 1983
20  REM CONVERTED FROM SPECTRUM TO BBC BY C
.R.TANNER
30  MODE7:VDU 23;8202;0;0;0;
40  GOSUB 410
50  MODE1:VDU 23;8202;0;0;0;
60  GOSUB 510
70  IF E=0 THEN GOTO130
80  m1=m:m=m-F1
90  H1=H:H=(H+V)-.81
100 V=V-( (T/F1) * (LN(m/m1)) ) -1.62
110 F=F-F1
120 GOTO 160
130 m1=m
140 H1=H:H=(H+V)-.81
150 V=V-1.62
160 col1=col
170 IF col>0 AND RND(1)>.5 THEN col=col-1
180 IF col<39 AND RND(1)>.5 THEN col=col+1
190 PRINT TAB(0,0); "Height ";INT(H); "
"
200 PRINT "Velocity ";INT(V); "
210 PRINT "Fuel ";F; "
220 IF INKEY(-105) THEN E=0
230 IF INKEY(-73) THEN E=1
240 IF INKEY(-98) AND col>0 THEN col=col-1
250 IF INKEY(-67) AND col<39 THEN col=col+1

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260 IF H>2700 OR H<1 THEN GOTO 290
265 IF H>2600 THEN PRINT TAB(col1,3);" ":GO
TO 290
270 PRINT TAB(col1,29-(H1/100));" ":COLOUR
2:PRINT TAB(col,29-(H/100));CHR$(224)
280 IF E=1 THEN PRINT TAB(col1,30-(H1/100))
;" ":COLOUR 1:PRINT TAB(col,30-(H/100));CHR$(
225);TAB(col,30-(H/100));" "
290 COLOUR 1:PRINT TAB(20,28);"_"
300 IF F=0 OR H<=0 THEN GOTO 320
310 GOTO 70
320 IF F=0 THEN PRINT TAB(10,8);"OUT OF FUE
L"
330 IF H<=0 AND V<-5 THEN PRINT TAB(8,11);"
YOU HAVE CRASHED":GOTO 401
340 IF H<=0 AND V>-6 THEN PRINT TAB(8,11);"
YOU HAVE LANDED"
350 IF H<=0 AND V>-6 AND col=20 THEN PRINT
TAB(8,12);"IN THE CORRECT PLACE"
360 IF H<=0 AND V>-6 AND col<>20 THEN PRINT
TAB(8,12);"IN THE WRONG PLACE"
370 PRINT TAB(8,30);"PRESS ANY KEY TO RESTA
RT"
380 *FX15,1
390 IF INKEY$(1000)=" " THEN GOTO 390
400 GOTO 60
401 PRINT TAB(col1,29-(H1/100));" ";:COLOUR
1:PRINT TAB(col1,28);CHR$(226);
402 FOR x=1 TO 10
403     SOUND 0,-15,6,1
404 NEXT x
405 GOTO 370
410 CLS:PRINT TAB(0,0);CHR$(141);CHR$(129);
"----- MOON LANDER -----"CHR$(1
41);CHR$(130);"----- MOON LANDER -----
-----"''
420 PRINT" This is a real-time moon lander
game inwhich you must land the lunar module o
n a small purple landing pad. You must lan
d in the correct place at a rate of descent
not faster than -5.0 M/S.""
430 PRINT CHR$(132);"Use the following comm
and keys:''
440 PRINT " ";CHR$(134);"Z";CHR$(1
35);"= move left"'
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450 PRINT "                ";CHR$(134);"X";CHR$(1
35);"= move right"'
460 PRINT "                ";CHR$(134);"*";CHR$(1
35);"= motor on"'
470 PRINT "                ";CHR$(134);"?";CHR$(1
35);"= motor off"'
480 PRINT TAB(6,24);CHR$(136);CHR$(132);"Pr
ess any key to start";
490 IF INKEY$(1000)=" " THEN GOTO 490
500 RETURN
510 H=2000:V=-20:m=1378:T=4800
520 F1=2:F=378:E=1:col=15:y=8
530 CLS:COLOUR 3
540 FOR x=1 TO 256
550   PLOT 69,INT(RND(1280)),INT(RND(940))+
80
560 NEXT
570 MOVE 0,0:PLOT 5,1280,0
580 VDU 23,224,60,126,219,255,255,126,189,1
29
590 VDU 23,225,24,60,60,60,24,24,0,0
595 VDU 23,226,0,0,0,0,24,60,126,255
600 VDU 19,1,5,0,0,0,19,2,4,0,0,0
610 COLOUR 1
620 PRINT TAB(20,28);"_ "
630 RETURN
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