

Dambusters

Dambusters is a game in which you have to defend a dam which is under attack from enemy aircraft, armed with bouncing bombs. Each bomb which succeeds in hitting the dam will blow a section of it away until eventually the water pours through and the game is over.

Your defence consists of two beams guns which are mounted at each side of the dam and which fire converging ray beams at a target sight controlled by the player. Since the aircraft are out of range, you must aim at the bouncing bombs themselves by moving your sight up, down, right or left and then use the 9 key to fire. Unfortunately your beam weapons need to be recharged after every three firings and therefore accuracy is vital, especially as there is a strong wind which has a tendency to blow your sights off course!

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1  REM *** BBC VERSION ***
2  REM *** DAMBUSTERS ***
10  REM @ PAUL STANLEY
20  HS=0
30  CLS:MODE1:VDU23,1,0;0;0;0;0;
40  GOSUB 630
50  GOSUB560
60  COLOUR3:PRINTTAB(4,5)"SCORE:0"
70  PRINTTAB(24,5)"HI-SCORE:";HS
80  COLOUR1:I=0:VDU31,4,25:REPEAT VDU154:I
=I+1:UNTILI=32:I=0:VDU31,4,26:REPEAT VDU154:I
=I+1:UNTILI=32
90  COLOUR3:FORF=1TO50:VDU31,RND(32)+4,RND
(13)+5,153:NEXT
100  GCOL0,2:G=0:FORF=1TO5:MOVE G*4+128,(15
+F)*4+160:DRAW(255-G)*4+128,(15+F)*4+160:G=G+
2:NEXT
110  GCOL0,3:MOVE128,220:DRAW128,256:DRAW16
0,256:DRAW160,246:MOVE148,256:DRAW180,288:DRA
W184,284:DRAW160,252
120  MOVE1152,220:DRAW1152,256:DRAW1120,256
:DRAW1120,246:MOVE1132,256:DRAW1100,288:DRAW1
096,284:DRAW1120,252
130  MOVE256,246:DRAW620,352:DRAW1024,246
140  D=1:S=0:A=1:P=16:Y=9

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150 X=RND(19)+6
160 COLOUR1:FORF=1TO5STEP2:PRINTTAB(X+4,10)
MID$(B$,F,1);MID$(B$,F+1,1):SOUND2,-12,60+F*8
,4:FORBB=1TO1000:NEXT:PRINTTAB(X+4,10)MID$(B$
,F,1);MID$(B$,F+1,1):NEXT:VDU31,X+4,10,32,32
170 FORF=1TO4:PRINTTAB(X+4,10-F)MID$(B$,5,1)
);MID$(B$,6,1),TAB(X+4,10+F)CHR$(142):SOUND2,
-12,110-F*10,2:FORBB=1TO1000:NEXT:PRINTTAB(X+
4,10-F)MID$(B$,5,1);MID$(B$,6,1),TAB(X+4,10+F
)CHR$142:VDU31,X+4,10-F,32,32,31,X+4,10+F,32,
32:NEXT
180 F=RND(25)+2:G=RND(11)+4
190 A$=CHR$141+CHR$142+CHR$143+CHR$144+CHR$
145+CHR$146:HT=10
200 *FX15,1
210 PRINTTAB(X+4,Y+5)MID$(A$,A,1)
220 KEY$=INKEY$(7)
230 F=F-(KEY$="P" AND F<29)+(KEY$="O" AND
F>2):G=G-(KEY$="A" AND G<15)+(KEY$="2" AND G>
1)
240 COLOUR2:PRINTTAB(F+4,G+5)+" "
250 LOSS=LOSS+LEEK
260 IF LOSS>1000 THEN GOTO510
270 IF KEY$="9" THEN IF S<3 THEN GOSUB380
280 SOUND2,-12,70,2
290 COLOUR1:PRINTTAB(X+4,Y+5)MID$(A$,A,1):V
DU31,X+4,Y+5,32
300 PRINTTAB(F+4,G+5)+" ":VDU31,F+4,G+5,32
310 Y=Y+D
320 IF RND(1)>.6 THEN F=F+INT(RND(1)*1.5)*
(F>2)-INT(RND(1)*1.5)*(F<29)
330 IF RND(1)<.4 THEN G=G-INT(RND(1)*1.5)*
(G<15)+INT(RND(1)*1.5)*(G>1)
340 IF Y=HT THEN P=P+1:D=1:A=A+1
350 IF Y=P THEN SOUND3,-12,40,1:D=-1:HT=HT
-2
360 IF A=7 THEN GOTO450
370 GCOL0,3:MOVE256,246:DRAW620,352:DRAW10
24,246:GOTO210
380 K=(21-G)*8-25:GCOL0,2:MOVE152,276:DRAW
144+F*32,276+K*4:FORBB=1TO200:NEXT:SOUND2,-12
,180,2.:GCOL0,0:MOVE152,276:DRAW144+F*32,276+
K*4
390 S=S+1
400 GCOL0,2:MOVE1124,276:DRAW144+F*32,K*4+
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276:FORBB=1TO200:NEXT:SOUND2,-12,180,2.:GCOL0
,0:MOVE1124,276:DRAW144+F*32,K*4+276
410 GCOL0,3:MOVE256,246:DRAW620,352:DRAW10
24,246
420 IF G=Y THEN IF X=F THEN GOTO440
430 RETURN
440 SC=SC+10:COLOUR2:PRINTTAB(10,5);SC:VDU
31,F+4,G+5,148:FORBB=1TO4:SOUND BB-1,-13,20+BB
B*50,2+BB*3:NEXT:VDU31,F+4,G+5,32:GOTO140
450 FORBB=1TO4:SOUND BB-1,-13,20+BB*50,2+BB
*3:NEXT:X%=X+4:Y%=24:GOSUB760:IF C=32 THEN GO
TO470
460 VDU31,X+4,24,32,32:GOTO140
470 X%=X+4:Y%=25:GOSUB760:IFC<>154 THEN GO
TO500
480 LEEK=LEEK+1
490 COLOUR3:VDU31,X+4,25,32,31,X+4,26,147:G
OTO140
500 COLOUR3:LEEK=LEEK+2:VDU31,X+3,24,32,32,
32,31,X+3,25,32,32,32,31,X+3,26,147,147,147:G
OTO140
510 COLOUR1:PRINTTAB(9,15)"- G A M E O V
E R -",TAB(6,18)"Press any key to play again.
":FORJ=20TO120STEP5:SOUND2,-13,J,2:SOUND3,-13
,240-J,4:NEXT
520 IFSC>HS THEN HS=SC
530 *FX15,1
540 G=GET:CLS:GOTO50
550 END
560 LOSS=0:SC=0:LEEK=0
570 VDU23,141,0,0,0,16,0,0,0,0,23,142,0,0,
0,24,24,0,0,0,23,143,0,0,0,56,56,0,0,0,23,144
,0,0,0,60,60,60,0,0
580 VDU23,145,0,0,126,126,126,126,0,0,23,1
46,0,0,254,254,254,254,254,0,23,147,73,146,73
,73,74,145,74,137
590 VDU23,148,153,58,36,219,219,36,58,153,
23,149,0,0,0,8,62,0,0,0,23,150,0,0,24,255,66,
0,0,0,23,151,0,0,1,255,73,0,0,0,23,152,0,0,12
8,255,164,0,0,0,23,153,0,0,0,0,8,0,0,0
600 VDU23,154,255,255,147,255,255,147,255,
255
610 B$=CHR$(149)+CHR$(32)+CHR$(150)+CHR$(3
2)+CHR$(151)+CHR$(152)
620 RETURN

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630 COLOUR1:VDU19,1,14,0,0,0: PRINTTAB(9,5
) "D A M B U S T E R S"
640 MOVE288,829:DRAW896,829
650 FORI=1TO80:SOUND2,-14,200-I,1.:NEXT:FO
RJ=6TO4STEP-1:SOUND0,-15,J,10-J:NEXT:VDU20
660 COLOUR2:PRINTTAB(11,7) "@ Paul Stanley
."
670 COLOUR3:VDU19,3,6,0,0,0:COLOUR3:PRINTT
AB(4,9)"THE YEAR IS 1943. YOU ARE IN",TAB(4,1
0)"CHARGE OF A POWERFUL BEAM WEAPON",TAB(4,11
)"WITH WHICH YOU ARE TO PROTECT",TAB(4,12)"A
DAM FROM THE BOUNCING BOMBS OF"
680 PRINTTAB(4,13)"THE BRITISH ATTACKERS.
THEY HAVE",TAB(4,14)"SEVERAL LANCASTER BOMBER
S WHICH",TAB(4,15)"FLY TOWARDS YOU AND RELEAS
E",TAB(4,16)"THEIR DANGEROUS BOMBS."
690 PRINTTAB(4,18)"HOWEVER, YOUR TASK IS N
OT ALL",TAB(4,19)"THAT SIMPLE FOR YOUR WEAPON
IS",TAB(4,20)"UNABLE TO REACH THE LANCASTERS
",TAB(4,21)"SO YOU MUST JUST SHOOT AT THE"
700 PRINTTAB(4,22)"BOMBS INSTEAD. YOUR CON
TROLS ARE:":COLOUR1:PRINTTAB(6,24)"UP AND DOW
N.....2 AND A",TAB(6,25)"LEFT AND RIGHT...O
AND P",TAB(6,26)"AND FIRE WITH....9"
710 COLOUR2:PRINTTAB(5,29)"PRESS ANY KEY T
O CONTINUE":G=GET:CLS
720 COLOUR3:PRINTTAB(4,7)"EVEN ADJUSTING T
HE SIGHTS IS":PRINTTAB(4,8)"DIFFICULT BECAUSE
THERE IS A",TAB(4,9),"STRONG WIND WHICH CAUS
ES YOUR",TAB(4,10)"SIGHT TO MOVE ABOUT."
730 COLOUR1:PRINTTAB(4,14)"BECAUSE OF THE
POWER OF YOUR",TAB(4,15)"WEAPON AFTER 3 SHOTS
IT IS ",TAB(4,16)"DRAINED OF POWER AND WILL
ONLY",TAB(4,17)"BE READY BY THE NEXT TIME AN"
740 PRINTTAB(4,18)"AEROPLANE ATTACKS. YOUR
BATTLE",TAB(4,19)"IS OVER WHEN TOO MUCH WATE
R HAS",TAB(4,20)"POURED THROUGH THE BROKEN DA
M.":COLOUR2:PRINTTAB(5,23)"PRESS ANY KEY TO S
TART":G=GET:CLS
750 RETURN
760 VDU31,X%,Y%:C=USR(&FFF4):C=C AND &FFFF:
C=C DIV &100:RETURN
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