

# Dam Eaters

The object of this game is to prevent the dam-eating creatures from eating away the dam which is built up on the left-hand side of the screen by dropping shells on them from any of the three cannon at the top. The dam eaters enter randomly from the right of the screen and gradually chew away the bricks of the dam until finally they break through and you have lost the game. The game contains a number of other features which you will have to discover by experience.

```

      5  REM**DAMEATERS**BBC VERSION **CONVERTE
D I. THOMAS FROM ORIGINAL @ P. STANLEY
      10 DIMY(3),X(3)
      20 HS=0
      30 GOSUB730
      40 MODE5
      50 GOSUB640
      60 MODE2
      70 GOSUB840
      80 GOSUB690
      90 VDU23,1,0;0;0;0;0;
     100 I=1:ENDFL=0
     110 X(I)=X(I)-1:IFRND(1)>.8 GOSUB320
     120 COLOUR1:PRINTTAB(X(I),Y(I))CHR$227;CHR$
228" "
     130 Z=FNAT(X(I)-1,Y(I))
     140 IFZ<>32 GOSUB370
     145 IF ENDFL=1 THEN 530
     150 I=I+1:IF I<=N THEN 110
     160 IFB<>0 GOTO210
     170 Q=INKEY(0)-48
     180 *FX15
     190 IFB=0 ANDQ>0 ANDQ<4 G=Q*3+3:S1=Q:F=1:B=
1:SOUND1,-15,30,1
     200 IFB=0 GOTO100
     210 FLAG=0
     220 I=1
     230 PRINTTAB(G,F)" "
     240 F=F+1:IFF=29 FLAG=1
     250 Z=FNAT(G,F)
     260 IFZ<>32 GOTO430

```

```

270 COLOUR2:PRINTTAB(G,F)"|":COLOUR1
280 I=I+1:IF I=2 THEN 230
290 IFFLAG=1 GOTO620
300 IFN<3 C=C+1:IFC=130 N=N+1:C=0:PRINTTAB(
7,7)"Enemy"TAB(7,8)"reinforcement":FORI=1TO30
:SOUND1,-15,I,2:NEXT:PRINTTAB(7,7)SPC(5);TAB(
7,8)SPC(13)
310 GOTO100
320 PRINTTAB(X(I),Y(I))"    "
330 Y(I)=Y(I)+1+2*(RND(1)>.5)
340 IFY(I)<2 Y(I)=29
350 IFY(I)>29 Y(I)=2
360 RETURN
370 PRINTTAB(X(I)-1,Y(I))CHR$229;CHR$230:SO
UND1,-15,5,3:FORO=0TO100:NEXT
380 PRINTTAB(X(I)-1,Y(I))"    "
390 Z=FNAT(X(I)-2,Y(I))
400 IFZ=159 THEN ENDFL=1:RETURN
410 Y(I)=RND(24)+2:X(I)=17
420 RETURN
430 PRINTTAB(G-1,F)CHR$229;CHR$230;CHR$229:
FORO=3 TO9 STEP3:SOUND1,-15,0,1:NEXT:FORO=0TO
100:NEXT:SOUND1,-15,25,1:PRINTTAB(G-1,F)"    "
440 SC=INT(SC+S1*2+F/3):PRINTTAB(17,27);SC
450 B=0
460 FLAG=0
470 FORI=1 TON
480 IFF=Y(I) AND(G=X(I) OR G=X(I)+1) FLAG
=1
490 NEXT
500 IFFLAG=0 GOTO100
510 Y(FLAG)=RND(24)+2:X(FLAG)=17
520 GOTO100
530 FORI=0TO200:NEXT:GCOL0,4
540 FORI=0TO200:NEXT:GCOL0,4
550 FORO=0 TO991 STEP4:PLOT77,640,O:NEXT
560 COLOUR128:FORI=0TO2000:NEXT:CLS:*FX15
570 PRINTTAB(0,4)"You scored ";SC" points"
580 IFSC>HS HS=SC:PRINTTAB(2,6)"Well Done!"
TAB(2,8)"A new high-score"
590 PRINTTAB(2,11)"Hi-score ";HS
600 PRINTTAB(0,20)"Any key to play"
610 X=GET:GOTO60
620 COLOUR3:PRINTTAB(G,30)CHR$232;TAB(G,29)
" "

```

## 274 *Dam Eaters*

```
630 B=0:GOTO100
640 MODE7:PRINTTAB(6,0)"DAM EATERS"
650 PRINT'"Can you prevent the dam from be
ing        broken by the dam eaters ?"
660 PRINT'"Release bombs from any of the 3
cannons above the dam with the keys 1-3."
670 PRINT'"There are several features which
you        will have to wait to see !"
680 PRINT'"'"Press any key to start.":X=GE
T:RETURN
690 SC=0:B=0
700 N=1:C=0
710 FORI=1TO3:X(I)=17:Y(I)=RND(24)+2:NEXT
720 RETURN
730 VDU23,224,119,119,0,221,221,0,119,119
740 VDU23,225,0,221,221,0,119,119,0,221
750 VDU23,226,221,0,119,119,0,221,221,0
760 VDU23,227,0,255,171,0,0,171,255,0
770 VDU23,228,28,39,255,255,255,255,0,0
780 VDU23,229,96,10,193,20,101,128,51,140
790 VDU23,230,194,40,67,24,130,40,67,16
800 VDU23,231,63,31,15,7,3,3,1,1
810 VDU23,232,2,196,40,23,232,16,231,24
820 VDU23,255,255,255,255,255,255,255,2
55
830 RETURN
840 COLOUR3:FORF=0 TO29 STEP3:PRINTTAB(2,F)
CHR$224;CHR$224;CHR$224;TAB(2,F+1)CHR$225;CHR
$225;CHR$225;TAB(2,F+2)CHR$226;CHR$226;CHR$22
6:NEXT
850 COLOUR132:FORF=0TO30:PRINTTAB(0,F)"    ";
:NEXT
860 PRINTTAB(0,30)SPC(20);
870 COLOUR5:COLOUR128:PRINTTAB(6,0)CHR$231"
"CHR$231"    "CHR$231
880 RETURN
890 DEFFNAT(X%,Y%)
900 VDU31,X%,Y%
910 A%=135:A%=USR&FFF4 AND&FFFF
920 =A% DIV256
```

