

# Heli-Bomber

After all this intergalactic warfare, you'll find it refreshing to return to Earth and struggle to cope with a fleet of helicopters whose pilots are committed to wiping out your fair city. Thankfully you're in control of the metropolitan laser tower, and it's up to you to shoot down the bombs before they hit the city. You'll get points for every bomb you hit, and whilst you can wipe out a chopper if you feel so inclined, you will not add to your tally by so doing. You move your laser sight with the cursor keys, and the game is over once one of the bombs finds a clear path to the ground or the laser tower itself is destroyed.

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5   REM *HELIBOMBER* BBC VERSION**@ERSKINE
.CONVERTED BY I.THOMAS*
10  SC=0:HS=0
20  MODE7:PRINT'CHR$141;CHR$&82;CHR$157;CHR
$&84"           Heli-Bomber           "CHR$15
6'CHR$141;CHR$&82;CHR$157;CHR$&84"           H
eli-Bomber           "CHR$156
30  PRINT'"Your city is under attack from
"'helicopter bombers. When a bomb has a"'cl
ear path through to the ground or whenyour la
ser tower is destroyed the game  ends."
40  PRINT'"Move your laser sight using the
cursor keys and try to shoot down the bombs
"'using the space bar."
50  PRINTTAB(7,22)CHR$136;CHR$&85"Press SPA
CE to play."
60  REPEATUNTILGET=32
70  GOSUB470
80  LIN=LIN-2*(INKEY(-42) AND LIN<13)
90  IFFNAT(15,21)=32 GOTO500
100 COL=COL+2*INKEY(-26):IFCOL<0 COL=31
110 LIN=LIN+2*(INKEY(-58) AND LIN>0)
120 COL=COL-2*INKEY(-122):IFCOL>31 COL=0
130 COLOUR2:PRINTTAB(CL,IN) "  TAB(COL,LIN) "
+" :IN=LIN:CL=COL
140 IFCOL1=30 COL1=0:LIN1=RND(10)
150 LIN1=LIN1-(RND(1)>.7 AND LIN1<13)
160 LIN1=LIN1+(RND(1)>.7 AND LIN1>0)

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170 COL1=COL1-(COL1<30)
180 PRINTTAB(CL1,IN1) " "TAB(CL1,IN1+1) " "
:COLOUR2:PRINTTAB(COL1,LIN1) "__"TAB(COL1,LIN1
+1)CHR$227;CHR$228:IN1=LIN1:CL1=COL1
190 IFG=1 AND RND(1)>.8 LIN2=LIN1+2:COL2=CO
L1:G=-G:IN2=LIN2:CL2=COL2
200 IFG=1 GOTO240
210 LIN2=LIN2+1
220 PRINTTAB(CL2,IN2) " ":COLOUR3:PRINTTAB(C
OL2,LIN2)CHR$229:IN2=LIN2:CL2=COL2:SOUND&11,-
15,100-LIN2*4,10:IFLIN2=21 GOTO500
230 IFFNAT(COL2,LIN2+1)>127 PRINTTAB(COL2,L
IN2) " "TAB(COL2,LIN2+1) " ":G=-G:SOUND&11,0,0,
0:SOUND0,-15,4,1:SOUND0,-13,5,1:SOUND0,-10,4,
1:SOUND0,-8,6,3
240 IF NOTINKEY(-99) GOTO80
250 X=488:Y=168:MOVEX,Y:GCOL3,3
260 XX=COL*32+16:YY=687-LIN*32
270 DRAWXX,YY
280 IF(COL=COL1 OR COL=COL1+1) AND (LIN=LIN
1 OR LIN=LIN1+1) H=-H
290 IFFNAT(COL2,LIN2)<32 B=-B
300 DRAWX,Y
310 IFB=-1 GOSUB340
320 IFH=-1 GOSUB360
330 GOTO80
340 FORX=1TO10:SOUND0,-15,4+(X)MOD3,1:COLOU
RRND(4):PRINTTAB(COL2,LIN2) "*" :NEXT
350 PRINTTAB(COL2,LIN2) " ":SC=SC+10:G=1:B=1
:RETURN
360 *FX15
370 FORX=LIN1 TO20
380 PRINTTAB(CL1,IN1) " "TAB(CL1,IN1+1) "
"
390 COLOUR1:PRINTTAB(COL1,LIN1) " "TAB(CO
L1,LIN1+1)CHR$227+CHR$228
400 IN=LIN1:CL1=COL1:LIN1=X
410 SOUND1,-15,80-X,1
420 NEXT
430 PRINTTAB(COL1,LIN1) " ":IFFNAT(15,21)=3
2 GOTO500
440 LIN1=0:COL1=RND(3)-1
450 H=1
460 RETURN
470 FORI=224TO229:VDU23,I:FORX=0TO7:READN:V

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DUN:NEXT,
  480 DATA255,165,165,255,165,165,165,255,2
4,126,126,126,60,24,24,255,129,195,165,153,15
3,165,195,129,0,0,195,255,15,7,0,0,128,128,22
4,152,252,248,0,0,195,195,36,24,24,36,195,195
490 GOTO570
500 PRINTTAB(10,10)"End of game"TAB(7,12)
"Your score was ";SC:IFSC>HS HS=SC
510 PRINTTAB(9,14)"High Score ";HS
520 FORX=0TO3000:NEXT
530 PRINTTAB(4,16)"Press any key to resta
rt"
540 *FX15
550 X=GET
560 SC=0:GOSUB570:GOTO80
570 MODE1:VDU28,4,27,35,4,29,128;192;
580 COLOUR1
590 FORX=0TO31
600 R=RND(5)+16
610 FORY=R TO21
620 PRINTTAB(X,Y)CHR$224
630 NEXT,
640 COLOUR2:PRINTTAB(15,16)CHR$225
650 FORX=17TO21
660 PRINTTAB(15,X)CHR$226
670 NEXT
680 LIN=10:COL=15:PRINTTAB(COL,LIN)+"
690 LIN1=10:COL1=RND(31)-1:IN=LIN:CL=CO
L
700 PRINTTAB(COL1,LIN1)"__"TAB(COL1,LIN
1+1)CHR$227;CHR$228
710 IN1=LIN1:CL1=COL1
720 G=1:H=1:B=1
730 RETURN
740 DEFFNAT(X,Y)
750 VDU31,X,Y
760 A%=135:A%=USR&FFF4 AND&FFFF
770 =A% DIV256
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