

Space Traffic

As you travel about in the midst of an asteroid belt recovering lost satellites (well, someone has to do it), you are assailed by missiles and enemy spacecraft which you can either dodge or attack. Movement is either to left or right using the Z and X keys and your cannon can be fired with the M key, although this will lose you points.

The satellites are collected by manoeuvring your spaceship into them and points are gained for each one which you manage to recover. Collision with other objects results in destruction, although you are allocated five lives at the start of each game.

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1  REM **SPACE TRAFFIC ** *BBC VERSION*
5  MODE7
10 GOSUB9000
20 GOSUB8000
30 MODE2
40 VDU 23,1,0;0;0;0;
50 hs=0
70 PRINT"-ASTEROIDS DETECTED-":FOR F=1 TO
4:FOR d=97 TO 49 STEP-4:SOUND1,-15,4,1:NEXTd:
NEXTF
90 x1=x
99 *FX15,1
100 LETx=x+(INKEY(-98)ANDx>5)-(INKEY(-67)AN
Dx<18)
103 C%=FNATTR(x,7)
105 IF C%=7 OR C%=1 THEN hit=1
107 IF C%=2 THEN FOR d=0 TO 60 STEP20:SOUND
1,-15,d,1:NEXT:sc=sc+1
110 PRINTTAB(x1,6);" ":PRINTTAB(31,19);" ":
FORI=0TO5:PRINTTAB(x1,I)" ":NEXT I:COLOUR2:PR
INTTAB(x,6)CHR$224
112 IF q=6 THEN IF w=x THEN PROCBEEP(20):PR
OCBEEP(10):PROCBEEP(20):GOSUB4100
115 IF hit=1 THEN hit=0:PROCBEEP(10):GOSUB4
100
117 IF INKEY$(0)="M" THEN GOSUB 5000
120 l=RND(18):g=RND(3)*2+1:COLOUR7:PRINTTA

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B(1,30)a$;TAB(1,31)b$
125 IF c>400 THEN l=RND(18):g=RND(3)*2+1:COLOUR7:PRINTTAB(1,30)a$;TAB(1,31)b$
130 IF c=200 THEN a$=CHR$226+CHR$227+CHR$225+" "+CHR$234+" ":b$=CHR$228+CHR$229+" "
135 IF c=300 THEN a$=CHR$226+CHR$227+CHR$226+CHR$227+CHR$226+CHR$227:b$=CHR$228+CHR$229+CHR$228;CHR$229+CHR$228+CHR$229
140 IF RND(1)>.6 THEN COLOUR2:PRINTTAB(RND(19),31);CHR$230
150 IF RND(1)<.4 THEN COLOUR1:PRINTTAB(RND(19),31);CHR$231
155 Y%=0
159 S%=0
160 FOR L%=8 TO 11
165 C%=FNATTR(x,L%)
170 IF C%=1 THEN Y%=1 AND S%=L%
175 NEXT
180 IF Y%=1 THEN GOSUB 4000
185 c=c+1
187 IF c>400 THEN GOTO 90
190 q=q-2:COLOUR6:PRINTTAB(w,q);CHR$232;TAB(w,q+1);" ";TAB(w,q+2);" ";:IF q=0 THEN q=30:w=x
200 GOTO 90
4000 IF S%=11 THEN d=88 ELSE IF S%=10 THEN d=96 ELSE IF S%=9 THEN d=104 ELSE IF S%=8 THEN d=112
4005 MOVE x*64+24,d*4:PLOT69,0,832-d*4:FOR f=35 TO 40:PROCBEEP(f):NEXTf:PLOT71,0,832-d*4
4100 FOR g=1 TO 2:FOR f=5 TO 0 STEP-1:PRINTTAB(x-5+f,f)". ";TAB(x+5-f,f)". ";TAB(x-5+f,10-f)". ";TAB(x+5-f,10-f)". ";TAB(x,f)". ";TAB(x,10-f)". ";TAB(x+5-f,5)". ";TAB(x-5+f,5)". "
4110 NEXTf:COLOUR0:NEXTg:COLOUR2:PRINTTAB(x,5)" "
4130 li=li-1:COLOUR11:PRINTTAB(0,0)"LIVES LEFT:";li;TAB(12,0)"SCORE:";sc:FOR f=-30 TO 0:PROCBEEP(f):NEXTf
4135 IF li<>0 THEN RETURN
4137 FOR f=1 TO 4:PROCBEEP(f):PROCBEEP(2*f):FOR g=1 TO 20:NEXTg:NEXTf
4140 CLS:PRINTTAB(0,5)"You scored ";sc;" pts ."
4145 PRINTTAB(0,7)"High score ";hs

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100 *Space Traffic*

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4150 IF sc>hs THEN hs=sc:PRINTTAB(0,9)"CONG
RATULATIONS"
4160 PRINTTAB(0,11)"ANY KEY TO PLAY"
4165 *FX15,0
4170 X=GET:CLS:GOSUB 9110:GOTO70
5000 sc=sc-1:flag=0:FOR f=7 TO 25
5010 PRINTTAB(x,f)".":PROCBEEP(1)
5020 PRINTTAB(x,f)" ":Z=FNATTR(f+1,x):IF
Z<>0 THEN flag=1
5025 NEXTf
5030 Z=FNATTR(x,f+1):IF Z=7 THEN RETURN
5040 PRINTTAB(x,f+1)" ":FOR d=1 TO 3 :PROCB
EEP(d):NEXT
5050 IF RND(1)>.4 THEN RETURN
5055 t=RND(4)+1
5060 FOR d=0 TO t:COLOUR7:PRINTTAB(x-d,f+1-
d)CHR$225;TAB(x+d,f+1-d)CHR$225;TAB(x-d,f+1+d
)CHR$225;TAB(x+d,f+1+d)CHR$225
5070 IF d<t THEN PRINTTAB(x-d,f+1-d)" ";T
AB(x+d,f+1-d)" ";TAB(x-d,f+1+d)" ";TAB(x+d,f+
1+d)" "
5080 NEXT d:RETURN
8000 PRINTCHR$141"SPACE TRAFFIC @ Paul Stanl
ey"
8001 PRINTCHR$141"SPACE TRAFFIC @ Paul Stanl
ey"
8010 PRINT:PRINT" You are flying through
space when suddenly you encounter an astero
id belt."
8020 PRINTCHR$130;"Enemy craft will fire at
you given the":PRINTCHR$130;"chance,and other
missiles are aimed ":PRINTCHR$130;"right a
t you."
8030 PRINT:PRINT"To score you have to recove
r lost satellites in the process."
8040 PRINT:PRINTCHR$132;"If you are despara
te you can fire at ":PRINTCHR$132;"asteroids
, but you lose a satellite in":PRINTCHR$132;"
the process."
8050 PRINT:PRINT"Move LEFT---Z,RIGHT---X,FI
RE---M"
8060 PRINT:PRINT"Any key to start.":X=GET:R
ETURN
9000 VDU23,224,254,124,40,124,40,56,16,16
9010 VDU23,225,0,48,72,84,72,48,0,0
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9020 VDU23,226,1,2,60,64,160,132,136,129
9030 VDU23,227,224,152,8,136,70,8,17,145
9040 VDU23,228,130,144,121,5,4,5,6,3
9050 VDU23,229,133,3,20,72,16,32,32,192
9060 VDU23,230,129,66,60,36,36,60,66,129
9070 VDU23,231,16,16,56,84,84,56,16,124
9080 VDU23,232,0,16,8,16,32,16,16,56
9090 VDU23,233,24,54,41,66,169,130,84,56
9100 VDU23,234,38,91,162,152,130,106,60,4
9110 a$=CHR$225+" "+CHR$233+" "+CHR$234
9120 b$=" "
9130 x=9:c=0:hit=0:sc=0
9140 q=30:w=x:li=5
9150 RETURN
10000 DEF FNATTR(X%,Y%)
10010 LOCALA%,B%,R%
10020 C=0
10030 A%=(X%+1)*64-32
10040 B%=(Y%+1)*-32+1032
10050 FOR R%=1 TO 12
10060     Z=POINT(A%+R%,B%+R%)
10070     IF Z<>0 THEN C=Z
10080 NEXT
10090 =C
11000 DEFPROC BEEP(d)
11010 SOUND1,-15,d,1
11020 ENDPROC

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