

Tanx

Tanx is a two player game in which two guns are placed on either side of a range of randomly generated hills. Each player takes turns in attempting to hit the gun on the other side by entering the angle and velocity of fire. The winner is the player with the highest score after a total of seven hits have been made. Your best chance of success is to use the smallest possible angle of elevation for a given velocity and, at higher speeds, it may be possible to fire through one of the hills.

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5  REM**TANX**BBC  VERSION*
10  MODE2
20  GOSUB780
30  sc1=0:sc2=0
40  GOSUB1150
50  MODE2
60  GCOL3,7
70  COLOUR128:CLS:c=0:GOSUB920
80  GOTO100
90  IFRND(1)>.5  c=c+1:GOSUB420
100 GOSUB170
110 c=c+1
120 IFc=8  GOTO80
130 GOSUB420
140 c=c+1
150 IFc=8  GOTO80
160 GOTO100
170 PRINTTAB(1,26)SPC(100);
180 COLOUR11:PRINTTAB(1,26)"PLAYER 1":INPUT
TAB(1,27)"ENTER ELEVATION (0 TO 90)    "a
190 IFA>90 ORa<0  GOTO170
200 a=RAD(a)
210 INPUTTAB(1,29)"ENTER VELOCITY (2 TO 10)
"v
220 IFv<2  ORv>10  GOTO210
230 s1=f1
240 o1=f1
250 e=v*8*SIN(a)
260 D%=0:k=1280
270 FORg=64  TO1280  STEPv*8*COS(a)

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280     IFD%>0 GOTO330
290     IFs1>0 ANDs1<1024 ANDg>10 ANDPOINT(g,
s1)>0 k=g:SOUND1,-15,5,2:D%=POINT(g,s1)
300     IFs1>0 ANDs1<1024 PLOT69,g,s1
310     s1=s1+e
320     e=e-1
330 NEXTg
340 e=v*SIN(a)*8:FORg=64 TOK STEPv*8*COS(a)
350     IFo1>0 ANDo1<1024 PLOT69,g,o1
360     o1=o1+e
370     e=e-1
380 NEXTg
390 IFD%=2 GOSUB660:GOTO740
400 RETURN
410 IFc=9 CLS:GOTO30
420 PRINTTAB(1,26)SPC(100);
430 COLOUR14:PRINTTAB(1,26)"PLAYER 2":INPUT
TAB(1,27)"ENTER ELEVATION (0 TO 90)    "a
440 IFa>90 ORa<0 GOTO420
450 a=RAD(a)
460 INPUTTAB(1,29)"ENTER VELOCITY (2 TO 10)
"v
470 IFv<2 ORv>10 GOTO460
480 s1=f2
490 o1=f2
500 e=v*8*SIN(a)
510 D%=0:k=0
520 FORg=1216 TO0 STEP-v*8*COS(a)
530     IFD%>0 GOTO580
540     IFs1>0 ANDs1<1024 ANDg<1152 ANDPOINT(
g,s1)>0 k=g:SOUND1,-15,5,2:D%=POINT(g,s1)
550     IFs1>0 ANDs1<1024 PLOT69,g,s1
560     s1=s1+e
570     e=e-1
580 NEXTg
590 e=v*8*SIN(a):FORg=1216 TOK STEP-v*8*COS
(a)
600     IFo1>0 ANDo1<1024 PLOT69,g,o1
610     o1=o1+e
620     e=e-1
630 NEXTg
640 IFD%=2 GOSUB700:GOTO740
650 RETURN
660 FORf=1 TO100:SOUND1,-15,RND(25),.1:NEXT
f

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670 PRINTTAB(19,q2) " "
680 sc1=sc1+1
690 RETURN
700 FORf=1 TO100:SOUND1,-15,RND(25),.1:NEXT
f
710 PRINTTAB(0,q1) " "
720 sc2=sc2+1
730 RETURN
740 CLS:PRINTTAB(0,10)"PLAYER 1 HAS ";sc1"
PTS""""PLAYER 2 HAS ";sc2" PTS"
750 *FX15
760 IFsc1+sc2=7 PRINTTAB(1,16)"GAME OVER:AN
Y KEY TO PLAY":X=GET:CLS:sc1=0:sc2=0
770 FORX=0 TO3000:NEXT:GOTO70
780 q1=0:q2=6:e=12:v=18:FORf=21 TO1 STEP-1
790 COLOUR2:PRINTTAB(q1,f);"T":COLOUR6:PR
INTTAB(q2,f);"A":COLOUR3:PRINTTAB(e,f);"N":CO
LOUR7:PRINTTAB(v,f);"X"
800 SOUND1,-15,f,1
810 IFf>1 PRINTTAB(q1,f) " "TAB(q2,f) " "TA
B(e,f) " "TAB(v,f) " "
820 IFf=14 ORf=7 q1=q1+2:e=e-2:v=v-4
830 NEXT f
840 PRINT"The 2 players take it in turn to
enter the angle and velocity at which they
want to fire to try and hit their oppo
nent."
850 PRINT"The shells must be fired over th
e hillsbut if you are lucky your shell may be
able to go through a hill (particularly at
the higher speeds)"
860 PRINT"The winner is the player who ha
s hit his opponent the most after a total
of 7 hits have been made."
870 PRINT"To stand the best chance of hit
ting your opponent try to use the smallest
possible angle of elevation."
880 PRINT"PRESS ANY KEY":X=GET:CLS
890 PRINT""""The flashing caption at the bo
ttom of the screen indicates whose go it is
."
900 PRINT""""ANY KEY TO START"
910 X=GET:CLS:RETURN
920 q=26-RND(13)
930 FORf=2 TO17

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940     FORg=25 TOq STEP-1
950         COLOUR5:COLOUR134:PRINTTAB(f,g)CHR$
226
960         IFf=2 PRINTTAB(f-2,g)CHR$226;CHR$22
6
970         IFf=17 PRINTTAB(f,g)CHR$226;CHR$226
;CHR$226
980     NEXTg
990     q=q+RND(8)-RND(8)
1000    IFq<3  q=4+RND(2)
1010    IFq>17 q=17
1020 NEXTf
1030 X%=0:Z%=0
1040 FORf=1 TO30
1050     IFX%=1 GOTO1080
1060     Z%=FNATTR(0,f):IFZ%=5 ORZ%=6 COLOUR2:
COLOUR128:PRINTTAB(0,f-1)CHR$224:X%=1
1070     IFX%=1 f1=(31-f)*32+64:q1=f-1
1080 NEXTf
1090 X%=0:Z%=0:FORf=1 TO30
1100     IFX%=1 GOTO1130
1110     Z%=FNATTR(19,f):IFZ%=5 ORZ%=6 COLOUR2
:COLOUR128:PRINTTAB(19,f-1)CHR$225:X%=1
1120     IFX%=1 f2=(31-f)*32+64:q2=f-1
1130 NEXTf
1140 RETURN
1150 VDU23,224,0,1,2,60,56,255,255,127
1160 VDU23,225,0,128,64,60,28,255,255,127
1170 VDU23,226,170,85,170,85,170,85,170,85
1180 RETURN
1190 DEFFNATTR(X%,Y%)
1200 LOCALA%,B%,R%
1210 C=0
1220 A%=(X%+1)*64-32
1230 B%=(Y%+1)*-32+1032
1240 FORR%=A% TOA%+12
1250     Z=POINT(R%,B%)
1260     IFZ<>0 C=Z
1270 NEXT
1280 =C

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