

Flying Bomb

The year is 1943. You are a wartime test-pilot under orders to conduct a series of tests on a powerful new flying bomb which, if it proves its mettle, could bring D-Day that much closer. Your instructions are to try out the new wonder weapon on a Nazi bunker (situated at the bottom right of your TV screen). You can only drop one bomb per run, and because you've never grappled with these devices before, it's going to take you a while to get the hang of the controls. But do your best. Your country is depending on you!

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1  REM ***FLYING BOMB** by M.BEWS
10 REM CONVERTED TO BBC MICRO BY C.R.TANNE
R
20 MODE1:COLOUR 130:CLS:COLOUR 128
30 VDU 23;8202;0;0;0;28,4,27,35,4
40 VDU23,224,192,64,127,26,15,0,0,0
50 VDU23,225,0,0,248,175,254,190,127,190
60 VDU23,226,0,0,248,175,254,0,0,0
70 VDU23,227,0,0,0,0,0,190,127,190
80 VDU23,228,64,64,64,64,64,64,64,-1
90 VDU23,229,1,3,7,15,31,63,127,255
100 VDU23,230,-1,-1,-1,-1,-1,-1,-1,-1
110 VDU 19,0,4,0,0,0
120 VDU 19,1,2,0,0,0
130 VDU 19,2,6,0,0,0
140 SC=0
150 PO=0:CR=0:DIST=27000:DC=DIST:TH=1000:D=
0:H=4:DK=D:HK=H:S=150
160 CLS:COLOUR 3:PRINT "FLYING BOMB"
170 PRINT TAB(0,2);"SCORE:    ";TAB(6,2);SC
180 PRINT TAB(14,0);"MLS TO TARGET:    ";TA
B(18,1);"HEIGHT FT:    ";TAB(18,2);"SPEED KTS
:
190 COLOUR 129:PRINT TAB(0,18);"
    ":COLOUR 128
200 COLOUR 3:PRINT TAB(0,20);"USE *&? KEYS
FOR HEIGHT, Z&X FORSPEED AND <SPACE> TO RELEA
SE    BOMB! "
210 COLOUR 2:PRINT TAB(31,14);CHR$(228);TAB

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166 *Flying Bomb*

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(30,15);CHR$(229);TAB(29,16);CHR$(229);TAB(28,17);CHR$(229)
220 COLOUR 1:PRINT TAB(31,15);CHR$(230);TAB(30,16);CHR$(230);CHR$(230);TAB(29,17);CHR$(230);CHR$(230)CHR$(230)
230 REM MAIN ROUTINE
240 COLOUR 3:PRINT TAB(28,1);" ";TAB(28,1);INT((17-H)*100-20)
250 PRINT TAB(28,0);" ";TAB(28,0);(27-D)/5
260 PRINT TAB(28,2);" ";TAB(28,2);S*2
270 COLOUR 2:PRINT TAB(DK,HK);" ";TAB(D,H);CHR$(224);CHR$(225);:HK=H:DK=D
280 IF INKEY(-67) THEN S=S+5:IF S>195 THEN S=195
290 IF INKEY(-98) THEN S=S-5:IF S<45 THEN PRINT TAB(0,16);"STALLED!":GOTO 670
300 IF INKEY(-73) THEN H=H-.1
310 IF INKEY(-105) THEN H=H+.1:IF H>16.8 THEN GOTO 590
320 IF H<2.2 THEN H=2.2
330 IF INKEY(-99) THEN COLOUR 2:PRINT TAB(DK,HK);CHR$(224);CHR$(226);:GOTO 400
340 IF H>13 AND D>27 THEN GOTO 610
350 REM MOVE CLOSER
360 DC=DC-S:D=INT((DIST-DC)/TH)
370 IF D>30 THEN GOTO 630
380 GOTO 240
390 REM BOMB DROPED
400 Y=1:V=H+1:F=D+1:HK=V:DK=F
405 SOUND 1,-15,100,2
406 FOR A%=1 TO 1000:NEXT
410 X=Y*Y*(1-S/200)
420 SOUND 0,-9,4,1
430 V=V+X/40:F=F+Y/8
440 IF V>15 AND F>28 THEN GOTO 520
450 IF V>18.5 AND F>31 THEN GOTO 630
460 PRINT TAB(DK,HK);" ";
470 COLOUR 3:PRINT TAB(F,V);CHR$(227)
480 FOR A%=1 TO 80:NEXT
490 HK=V:DK=F
500 Y=Y+1:GOTO 410
510 REM WON GAME
520 PRINT TAB(DK,HK);" ";
530 PRINT TAB(11,6);"CONGRATULATIONS!";
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540 SC=SC+1:PRINT TAB(6,2);SC
550 PRINT TAB(31,14);CHR$(228);TAB(30,15);"
";TAB(29,16);"      ";TAB(28,17);"      "
560 FOR X=1 TO 10:SOUND 1,-15,80,1:SOUND 1,
-15,110,1:SOUND 1,-15,90,1:NEXT
570 FOR X=1 TO 500:NEXT X:GOTO 150
580 REM DITCHED
590 PRINT TAB(11,16);"DITCHED!":GOTO 680
600 REM CRASH ON TARGET
610 PRINT TAB(11,16);"THAT'S CLEVER!":GOTO
550
620 REM LOST GAME
630 PRINT TAB(DK,HK);"  "
640 PRINT TAB(11,16);"  LOST!"
650 GOTO 680
660 REM STALLED
670 FOR X=H TO 16:FORA%=1 TO 60:NEXT:PRINT
TAB(D,X);"  ";TAB(D,X+1);CHR$(224)+CHR$(225)
:NEXT X
680 FOR X=1 TO 10:SOUND 1,-15,30,1:SOUND 1,
-15,60,1:SOUND 1,-15,40,1:NEXT X
690 FOR X=1 TO 500:NEXT X
700 GOTO 150

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