

Energy Field

You are at the edge of Time, closely pursued by a fleet of alien craft who are out to steal your ship's power. However you have a trick or two up your sleeve. You have the capacity to guard the ends of the time tunnel by setting up energy fields at each of the four open ends of the system. If you attempt to set up a force field anywhere other than at the ends of the time tunnel, the force will feed back and destroy you. Likewise if you set up a field at the end of an unoccupied tunnel you are finished. Passive cruiser commanders who allow too many aliens through will find their power drained and the game over.

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1  REM *** BBC VERISION ***
2  REM *** ENERGY FIELDS ***
10 GOSUB1340
20 H=0
30 GOSUB1150
40 VDU19,1,3;0;
50 PRINTTAB(28,0);H
60 PROCPRIN(X,Y,CHR$231+CHR$232)
70 IFLI<=1 GOTO1110
80 P=P-.05:PRINTTAB(0,0);S:G=1:ON RND(4) G
OTO180,290,400,510
90 FORD=1TOP:PROCPRIN(X,Y,CHR$231+CHR$232)
100 IFINKEY(-58) X=X+1:Y=Y-1
110 IFINKEY(-42) X=X+1:Y=Y+1
120 IFY<0 Y=21
130 IFY>21 Y=0
140 IFX>31 X=0
150 PROCPRIN(X,Y,CHR$231+CHR$232)
160 IFINKEY(-99) AND G GOSUB620
170 NEXTD:RETURN
180 O=S:FORF=1TO4
190 A=1
200 PROCPRIN(15,10+2*F,MID$(A$,F,1))
210 GOSUB90
220 PROCPRIN(15,10+2*F,MID$(A$,F,1)):PROC
PRIN(15,11+2*F,MID$(A$,F,1))
230 GOSUB290
240 PROCPRIN(15,11+2*F,MID$(A$,F,1))
250 NEXTF

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260 IFS<>O PROCPRIN(15,11+2*F,CHR$233):SOUN
D0,-15,4,1:SOUND0,-13,6,1:SOUND0,-11,5,1:SOUN
D0,-8,6,1:PROCPRIN(15,11+2*F,CHR$233)
270 IFS=O LI=LI-.2:PRINTTAB(27,21);INT(LI) "
"
280 GOTO70
290 O=S:FORF=1TO4
300 A=2
310 PROCPRIN(16,11-2*F,MID$(A$,F,1))
320 GOSUB90
330 PROCPRIN(16,11-2*F,MID$(A$,F,1)):PROC
PRIN(16,10-2*F,MID$(A$,F,1))
340 GOSUB90
350 PROCPRIN(16,10-2*F,MID$(A$,F,1))
360 NEXTF
370 IFS<>O PROCPRIN(16,10-2*F,CHR$233):SOUN
D0,-15,4,1:SOUND0,-13,6,1:SOUND0,-11,5,1:SOUN
D0,-8,6,1:PROCPRIN(16,10-2*F,CHR$233)
380 IFS=O LI=LI-.2:PRINTTAB(27,21);INT(LI) "
"
390 GOTO70
400 O=S:FORF=1TO5
410 A=3
420 PROCPRIN(15-2*F,10,MID$(B$,F,1))
430 GOSUB90
440 PROCPRIN(15-2*F,10,MID$(B$,F,1)):PROC
PRIN(14-2*F,10,MID$(B$,F,1))
450 GOSUB90
460 PROCPRIN(14-2*F,10,MID$(B$,F,1))
470 NEXTF
480 IFS<>O PROCPRIN(14-2*F,10,CHR$233):SOUN
D0,-15,4,1:SOUND0,-13,6,1:SOUND0,-11,5,1:SOUN
D0,-8,6,1:PROCPRIN(14-2*F,10,CHR$233)
490 IFS=O LI=LI-.2:PRINTTAB(27,21);INT(LI) "
"
500 GOTO70
510 O=S:FORF=1TO5
520 A=4
530 PROCPRIN(16+2*F,11,MID$(B$,F,1))
540 GOSUB90
550 PROCPRIN(16+2*F,11,MID$(B$,F,1)):PROC
PRIN(17+2*F,11,MID$(B$,F,1))
560 GOSUB90
570 PROCPRIN(17+2*F,11,MID$(B$,F,1))
580 NEXTF
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590 IFS<>0 PROCPRIN(17+2*F,11,CHR$233):SOUN
D0,-15,4,1:SOUND0,-13,6,1:SOUND0,-11,5,1:SOUN
D0,-8,6,1:PROCPRIN(17+2*F,11,CHR$233)
600 IFS=0 LI=LI-.2:PRINTTAB(27,21);INT(LI) "
"
610 GOTO70
620 IFX<6 GOTO740
630 IFX>9 AND X<22 GOTO830
640 IFX<25 GOTO1020
650 IFX>29 OR Y<2 OR Y>19 GOTO1020
660 SOUND0,-15,3,10
670 FORQ=2TO19:PROCPRIN(27,Q,CHR$233+CHR$23
3+CHR$233):NEXT
680 SOUND0,-15,3,10
690 FORQ=2TO19:PROCPRIN(27,Q,CHR$233+CHR$23
3+CHR$233):NEXT
700 IFA<>4 GOTO1020
710 S=S+20
720 G=0
730 RETURN
740 IFX<1 OR Y<2 OR Y>19 GOTO1020
750 SOUND0,-15,3,10
760 FORQ=2TO19:PROCPRIN(2,Q,CHR$233+CHR$233
+CHR$233):NEXT
770 SOUND0,-15,3,10
780 FORQ=2TO19:PROCPRIN(2,Q,CHR$233+CHR$233
+CHR$233):NEXT
790 IFA<>3 GOTO1020
800 S=S+20
810 G=0
820 RETURN
830 IFY>10 GOTO930
840 IFY<1 OR Y>3 GOTO1020
850 SOUND0,-15,3,10
860 FORQ=11TO20:PROCPRIN(Q,1,CHR$233):PROCP
RIN(Q,2,CHR$233):PROCPRIN(Q,3,CHR$233):NEXT
870 SOUND0,-15,3,10
880 FORQ=11TO20:PROCPRIN(Q,1,CHR$233):PROCP
RIN(Q,2,CHR$233):PROCPRIN(Q,3,CHR$233):NEXT
890 IFA<>2 GOTO1020
900 S=S+20
910 G=0
920 RETURN
930 IFY>20 OR Y<18 GOTO1020
940 SOUND0,-15,3,10

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950 FORQ=11TO20:PROCPRIN(Q,18,CHR$233):PROC
PRIN(Q,19,CHR$233):PROCPRIN(Q,20,CHR$233):NEX
T
960 SOUND0,-15,3,10
970 FORQ=11TO20:PROCPRIN(Q,18,CHR$233):PROC
PRIN(Q,19,CHR$233):PROCPRIN(Q,20,CHR$233):NEX
T
980 IFA<>1 GOTO1020
990 S=S+20
1000 G=0
1010 RETURN
1020 PROCPRIN(X,Y,CHR$231+CHR$232)
1030 FORR=Y TO21
1040 PROCPRIN(X-1,R,CHR$233+CHR$233+CHR$23
3)
1050 SOUND1,-15,50-R,1
1060 PROCPRIN(X-1,R,CHR$233+CHR$233+CHR$23
3)
1070 NEXT
1080 LI=LI-1:PRINTTAB(27,21);INT(LI)" ":IFL
I<=1 GOTO1110
1090 PROCPRIN(X,Y,CHR$231+CHR$232)
1100 RETURN
1110 FORI=100TO70STEP-1:SOUND1,-15,I,1:NEXT:
MODE7:PRINTTAB(12,15)CHR$136;CHR$141;CHR$&86"
Game Over"TAB(12,16)CHR$136;CHR$141;CHR$&86"G
ame Over"
1120 IFS>H H=S
1130 PRINTTAB(7,22)"Press SPACE to play agai
n.":*FX15
1140 REPEATUNTILGET=32:GOSUB1210:GOTO40
1150 FORF=224TO233:VDU23,F:FORI=0TO7:READX:V
DUX:NEXT,
1160 DATA40,84,186,124,186,84,40,0,0,16,40
,84,40,16,0,0
1170 DATA0,0,0,24,24,0,0,0,0,0,16,0,0,0,
0
1180 DATA255,195,189,189,189,189,195,255,0
,62,54,42,54,62,0,0
1190 DATA0,0,28,28,28,0,0,0,96,240,249,239
,249,240,96,0
1200 DATA6,15,159,247,159,15,6,0,218,33,76
,195,24,101,147,100
1210 X=1:Y=1
1220 A$=CHR$227+CHR$226+CHR$225+CHR$224
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1230    B$=CHR$227+CHR$226+CHR$230+CHR$229+CH
R$228
1240    S=0
1250    LI=8:P=5
1260    MODE1:VDU28,4,27,35,4,29,128;192;
1270    PLOT69,504,372:PLOT1,16,0:PLOT1,0,-16
:PLOT1,16,0:PLOT1,0,-16:PLOT1,-16,0:PLOT1,0,-
16:PLOT1,-16,0:PLOT1,0,16:PLOT1,-16,0:PLOT1,0
,16:PLOT1,16,0:PLOT1,0,16
1280    PLOT1,-160,308:PLOT1,336,0:PLOT1,0,-1
00:PLOT1,-336,0:PLOT1,0,100:PLOT69,344,580:PL
OT1,160,-208:PLOT1,16,0
1290    PLOT1,160,208:PLOT1,0,100:PLOT1,-160,
-308
1300    PLOT69,504,324:PLOT1,-160,-308:PLOT1,
336,0:PLOT1,0,100:PLOT1,-336,0:PLOT1,0,-100:P
LOT1,0,100:PLOT1,160,208:PLOT1,16,0:PLOT1,160
,-208:PLOT1,0,-100:PLOT1,-160,308
1310    PLOT69,480,356:PLOT1,-428,284:PLOT1,1
20,0:PLOT1,0,-584:PLOT1,-120,0:PLOT1,0,584:PL
OT1,120,0:PLOT1,308,-284:PLOT1,0,-16:PLOT1,-4
28,-284:PLOT1,120,0:PLOT1,308,284
1320    PLOT69,536,356:PLOT1,428,284:PLOT1,-1
20,0:PLOT1,0,-584:PLOT1,120,0:PLOT1,0,584:PL
OT1,-120,0:PLOT1,-308,-284:PLOT1,0,-16:PLOT1,4
28,-284:PLOT1,-120,0:PLOT1,-308,284
1330    RETURN
1340    MODE7:FORF=1TO7:PRINTTAB(F*2,F)CHR$(&
80+F)"Energy Fields.":NEXT
1350    PRINT"Guard the tube with your craft
by          setting up energy shields at the 4
open ends of the system. Attempting to place
a field at any place other than the end will
result in your destruction."
1360    PRINT"Setting one up at a tube not c
ontaining an enemy will also result in
          destruction."
1370    PRINTTAB(0,22)CHR$136;CHR$&82"    Pre
ss SPACE to continue.":REPEAT:UNTILGET=32
1380    PRINTTAB(0,9)"Move up and down using
the cursor keys, but remember that you move r
ight at the same time and going off the scree
n will place you on the opposite side."SPC(45
)
1390    PRINT"Place an energy field at a tube

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mouth with the SPACE BAR. Letting an enemy
past or self destruction results in p
ower loss and if this is too great then t
he game is over."

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1400 REPEATUNTILGET=32:RETURN
1410 DEFPROCPRIN(X,Y,A$)
1420 VDU5:GCOL3,2
1430 MOVEX*32,703-Y*32
1440 PRINTA$:VDU4
1450 ENDPROC
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