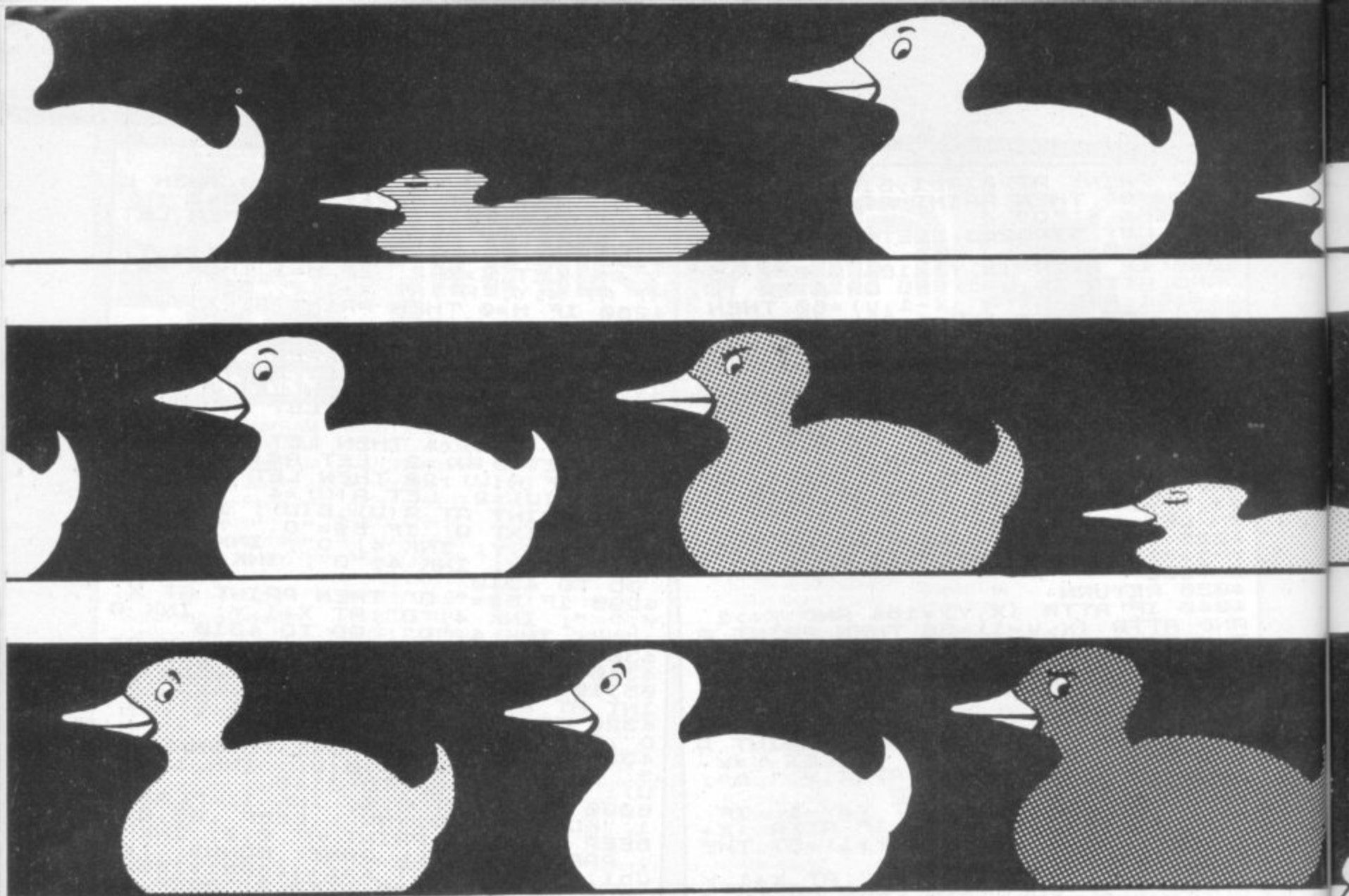




BY NIGEL PERCY

RUNS ON A SHARP MZ-80K IN 3K

USR calls and specialised Peeks and Pokes

USR (68) — Starts a sound after a value other than zero has been poked into locations 4514 or 4513

USR (71) — Stops the sound

USR (62) — Emits a short beep

USR (3494) — Stops some of the

screen noise when laser is fired

POKE 10167,1 — Switches off the

peek protect on Sharp Basic to allow

Peek (17828)

PEEK (17828) — Returns the ASC value of the current key being pressed (for continuous movement of laser)

List of main variables

TL — Time limit of game in seconds

Y — Random position of blocks

P — Target poke code

T — Position of target

X — Position of laser gun

P1 — Movement key input

TI\$ — Internal timer

F — Position of laser bullet

H — High score

F\$ — Message which is flashed on screen

If you like taking pot shots at those bobbing ducks and targets you find in fairground shooting galleries you'll enjoy this game. The object is to shoot down as many targets within one minute as you can. Each target is worth 100 points — and if you shoot down all nine you'll be rewarded with a 500 point bonus and another crack at the game. However, each time you win an extra go the time limit gets shorter. The targets are represented by the numbers 1-9. They appear at random among a "battlefield" of blocks. If you hit a block with a blast from your laser gun instead of a target number you will lose 10 points — and valuable time. Once one target is hit another appears to take its place until you have destroyed all nine. Your score and the high score are displayed throughout the game.

You'll be hooked from the moment you start blasting away — those targets have an annoying habit of avoiding you!

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1 POKE10167,1:TL=60
2 PRINT"#####";TAB(14);""SHOOT OUT""
3 PRINTTAB(8);"BY NIGEL PERCY (C) 1982"
4 PRINTTAB(6);"DO YOU REQUIRE INSTRUCTIONS"
5 PRINTTAB(11);"ANSWER 'Y' OR 'N'"
6 GETA$:IFA$=""THEN6
7 IFA$="Y"THENGOSUB91:GOTO10
8 IFA$="N"THEN10
9 GOTO6
10 PRINT"@"
11 FORI=53288TO53327
12 POKEI,208:POKEI+920,208
13 NEXT
14 FORI=53328TO54168STEP40
15 POKEI,208:POKEI+39,208
16 NEXT
17 FORI=1TO110
18 Y=INT(780*RND(1)+53288)
19 IFPEEK(Y)<>0THEN18
20 POKEY,67:NEXT
21 P=33
22 T=INT(780*RND(1)+53288)
23 IFPEEK(T)<>0THEN22
24 POKEI,P
25 X=54169:POKEY,31
26 GOSUB27:TI$="000000":GOTO28
27 PRINT"    SCORE:   "
28 GETA$:P1=PEEK(17828):IFP1=0THEN37
29 IFVAL(TI$)>=TLTHEN72
30 IFP1=65THENM=-1:GOTO34
31 IFP1=68THENM=1:GOTO34
32 IFP1=76THEN48
33 GOTO37
34 POKEY,0
35 IFPEEK(X+M)<>0THENPOKEY,31:GOTO37
36 X=X+M:POKEY,31
37 IFINT(3*RND(1)+1)=1THEN39
38 GOTO28
39 ONINT(4*RND(1)+1)GOTO40,41,42,43
40 M=-1:GOTO44
41 M=1:GOTO44

```

SHOOT OUT



Illustration: Terry Rogers

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42 M=-40:GOTO44
43 M=40
44 POKET,0
45 IFPEEK(T+M)<>0THENPOKET,P:GOTO28
46 IFT+M>54089THENPOKET,P:GOTO28
47 T=T+M:POKET,P:GOTO28
48 F=X-40
49 POKEF,0
50 IFPEEK(F-40)<>0THEN53
51 F=F-40:USR(3494):POKEF,121
52 POKE4514,1:USR(68):USR(71):GOTO49
53 IFPEEK(F-40)=208THEN39
54 IFPEEK(F-40)=67THENPOKEF-40,0:S=S-10:GOSUB27:GOTO39
55 S=S+100:GOSUB27
56 FORDL=1TO30
57 POKET,INT(50*RND(1)+188):POKE4513,INT(255*RND(1)+1):USR(68):NEXT:USR(71)
58 POKET,0
59 P=P+1:IFP=42THEN63
60 T=INT(780*RND(1)+53288)
61 IFPEEK(T)<>0THEN60
62 POKET,P:GOTO28
63 F$=""
64 PRINT"Q":GOSUB85
65 PRINT"QWELL DONE YOU HAVE DESTROYED ALL THE"
66 PRINT"QTARGETS AND YOU HAVE RECIEVED A BONUS"
67 PRINT"QOF 500 POINTS AND AN EXTRA GO."
68 TL=TL-10:IFTL<=10THENTL=10
69 PRINT"Q"
70 GETA$:IFA$="" THEN10
71 GOTO70
72 F$=""
73 PRINT"Q" YOU HAVE RUN OUT OF TIME..!!"
74 PRINT"QBAD LUCK!!! YOU HAVE RUN OUT OF TIME"
75 PRINT"QBUT YOU SCORED";S;" POINTS"
76 IFS>HTHENH=S
77 S=0:TL=60
78 PRINT"QDO YOU WANT ANOTHER GAME (Y OR N)"
79 GETA$:IFA$="" THEN79
80 IFA$="Y" THEN10
81 IFA$="N" THEN83
82 GOTO79
83 PRINT"Q";TAB(9);"THANKS FOR PLAYING."
84 END
85 FORI=1TO5
86 PRINT"Q";F$:USR(62)
87 FORDL=1TO150:NEXT
88 PRINT"Q"
89 FORDL=1TO150:NEXT
90 NEXTI:RETURN
91 PRINT"Q";TAB(14);"'SHOOT OUT'"
92 PRINTTAB(14);" "
93 PRINT"Q The object of this game is to shoot"
94 PRINT"Qas many targets (each worth 100 points)"
95 PRINT"Qin 1 minute. The targets are represented "
96 PRINT"Qby the numbers 1-9 depending on how"
97 PRINT"Qmany you have shot down."
98 PRINT"QIf you shoot all nine in one minute"
99 PRINT"Qyou will receive a bonus of 500 points"
100 PRINT"Qand an extra go - every time you"
101 PRINT"Qreceive an extra go your time limit"
102 PRINT"Qwill decrease by ten seconds."
103 PRINT"QPRESS [SPACE] FOR FURTHER INSTRUCTIONS"
104 GETA$:IFA$="" THEN106
105 GOTO104
106 PRINT"QTo move your laser base you use the"
107 PRINT"Qfollowing keys:-"
108 PRINT"Q      A - LEFT      D - RIGHT"
109 PRINT"QYou use key 'L' to fire the laser"
110 PRINT"QThe targets are moving randomly in a"
111 PRINT"Qmaze which is made up of 'Q's and"
112 PRINT"Qeach time you destroy one of these"
113 PRINT"Qblocks your score is decremented by"
114 PRINT"Qten points."
115 PRINT"Q      PRESS [SPACE] TO PLAY"
116 GETA$:IFA$="" THENRETURN
117 GOTO116

```

Qbeam."