

**A Fast finger on the bomb-bay doors is needed to blast
your way through the city to a safe landing.**

City Bomb runs in 2K on a Sinclair ZX80 or ZX81. By Stephen Adams

CITY BOMB



BOMB

This is the game for those people who think only of themselves. Flying above a city full of people you find yourself running out of fuel and not a landing strip in sight.

Hmmmm! No parachutes either!

There's only one thing for it, you'll have to blow away the entire city to make a landing strip for yourself. If you attempt to land before the city has been cleared then you will crash.

The program produces a city from lines 11 down to 19 across on the screen. Should you wish to make it harder for yourself alter the first "11" in line number 60 to a greater number and the second to a smaller number.

The program was written for an 8K ROM ZX80. To convert to a ZX81, remove lines 170 and 520 to improve the picture. Both programs are under 2K long.

```
10 PRINT"DO YOU WISH INSTRUCTIONS"
20 INPUT CS
30 IF CODE CS=62 THEN GOTO 800
40 CLS
50 FOR X = 0 TO 31
60 FOR Y =INT(RND*11)+11 TO 19
70 PRINT AT Y,X:"■";
80 NEXT Y
90 NEXT X
100 LET AS="> = JLL"
110 LET CS=" "
120 FOR H=1 TO 20 STEP 2
130 FOR X=0 TO 31
140 PRINT AT H,X:AS;
150 LET F = PEEK( PEEK 16398 +1+ PEEK 16399*256)
160 IF NOT F=118 AND F>
170 PAUSE 100
180 IF INKEY$("<")="" THEN GOTO 500
190 PRINT AT H,X:CS;
200 NEXT X
210 NEXT H
220 PRINT AT 0,10;"WELL DONE"
230 STOP
500 FOR Y = H+1 TO 19
510 PRINT AT Y,X:"■ ";
520 PAUSE 5
530 PRINT AT Y,X:"■ ";
540 NEXT Y
550 PRINT AT H,X:CS
560 LET X = INT (RND*2)+X)
570 GOTO 170
700 PRINT AT 0,10;">=YOU CRASHED
    <="H*31+X;"POINTS"."ANOTHER GO?(Y)"
710 INPUT CS
720 IF CS ="Y" THEN GOTO 10
730 STOP
800 PRINT"CITY BOMB BY S.C.ADAMS"
810 PRINT"-----"
820 PRINT"YOU MUST BOMB AWAY THE CITY"
830 PRINT"BY PRESSING THE NEW LINE"
840 PRINT"KEY BEFORE LANDING"
850 INPUT CS
860 GOTO 40
```