

BREAKOUT

As a study in concentration and instinctive reactions, it's hard to beat Breakout.

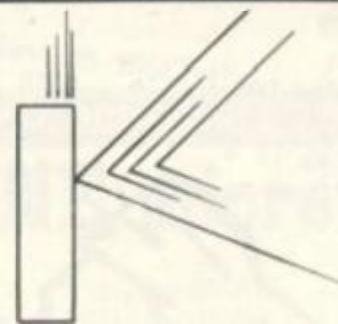
This is the second generation of "bat and ball" arcade games and the only one to still keep its place in the pub circuit.

The aim of the game is to demolish a brick wall by bounding a moving ball against it by use of a bat.

As the ball hits each brick it vanishes from the screen and the ball rebounds to be hit again. But should it slip past your bat then you lose a life.

The experienced Breakout player aims his ball continuously at a single spot in the wall to weaken it and let the ball through to wreak havoc on the other side. This gives him a respite while the ball bounces destructively behind the wall seeking a path back into play.

It makes for compulsive playing as the speeding ball defeats your attempts to return it. I don't know if it is popular in H.M. Prisons but Breakout is a simple but effective game which will keep the player on his toes.



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1 REM BREAKOUT
5 REM BY TIM JACKSON, JAN 81
10 DIM A1,PP5,BB5,LL5,NN6
20 FOR J=0 TO 5: LLJ=-1: BBJ=-1: PPJ=-1: NEXT
30 PRINT "12,21"
40 GOSUB a: GOSUB a
50 PRINT "6
60 B=3: C=0
70 PRINT "          BREAKOUT"
80 PRINT "          *****"
90 PRINT "BEST SCORE SO FAR = ",C
100 PRINT "HOW FAST DO YOU WANT TO PLAY?"
110 INPUT "TYPE 1 TO 5 AND PRESS RETURN",A
120 IF LEN A > 1 GOTO c
130 B=53-7A
140 IF B<0 OR B>4 GOTO c
150 CLEAR 0
160 MOVE 1,0: DRAW 1,44
170 MOVE 62,0: DRAW 62,44
180 ?E1=0
190 PRINT "01E,00A,09,0223,0223"
200 GOSUB e
210 PRINT "0D,00A,09: GOSUB e: PRINT "255,0255,00D,00A,09
220 PRINT "223,0223: GOSUB e: PRINT "01E"
230 S=0: ?00=14
240 FOR N=5 TO 1 STEP -1: REM MAIN LOOP
250 X=ABS(RND*60+2: Y=35: REM INITIAL X & Y OF BALL
260 ?U=-1: REM DOWN
270 R=ABS(RND*3-1: REM R,L OR 0
280 PRINT " SCORE: ",S,"      BALLS LEFT:",N,01E
290 Q=00000
300 PLOT 13,X,Y
310 Z=3
320 DO REM GRAPHICS LOOP
330 IF B=0 GOTO d
340 FOR J=1 TO B: WAIT: NEXT
350 WAIT
360 LINK LL0
370 UNTIL Z<3
380 IF Z=0 PRINT "7: GOTO b
390 REM Z=0 IF BAT MISSED
400 IF Z=2 S=S+50: LINK NN0: GOTO b
410 REM Z=2 IF THRO' GAP
420 REM Z=1 IF BRICK HIT, AND
430 REM Q THEN HOLOS SCREEN
440 REM ADDRESS OF BRICK HIT
450 IF Q12=1 Q=Q+1
460 M=Q-1
470 ?M=059: ?Q=066
480 LINK NN3

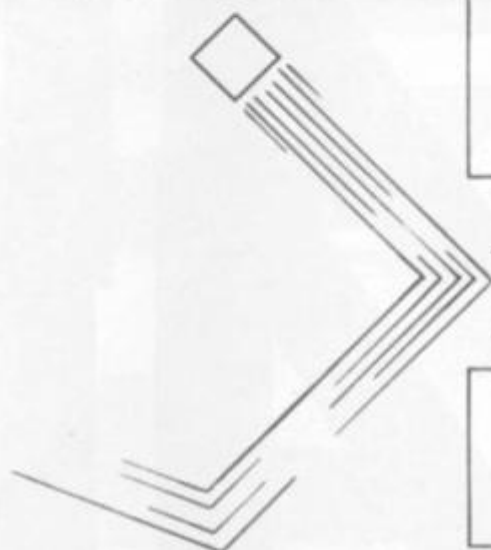
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490 ?M=040: ?Q=040
500 S=S+10: GOTO f
510 NEXT N: REM NEXT BALL
520 PRINT "FINAL SCORE: ",S," BALLS LEFT: 0",01E
530 FOR J=1 TO 15: P,00A: NEXT
540 PRINT "9,"PRESS SPACE BAR TO PLAY AGAIN "
550 LINK 0FE3
560 IF S>C C=S
570 PRINT "12: GOTO g
580 DIM P(-1)
590 C:LL0
600 LDA 0001
610 AND 0000
620 BEQ LL2
630 LDA 0002
640 AND 0040
650 BNE LL3
660 LL1 LDA 000
670 CMP 020
680 BCS LL3
690 INC 000
700 BNE LL3
710 LL2 LDA 000
720 CMP 02
730 BCC LL3
740 DEC 000
750 LL3 LDX 030
760 LL4 LDA 001E0,X
770 AND 00FC
780 STA 001E0,X
790 DEX
800 BNE LL4
810 LDX 000
820 LDY 03
830 LL5 LDA 001E0,X
840 ORA 03
850 STA 001E0,X
860 INX
870 DEY
880 BNE LL5
890 LDA 02
900 STA 05E
910 LDA 033A
920 BEQ 001 OUT IF Y=0
930 STA 05C
940 LDA 0339
950 STA 05A
960 JSR 0F6E2 BLANK BALL
970 LDA 0339
980 CMP 02 CHECK L.H. WALL

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OUT



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990 BNE BB2
1000 LDA #1; STA #333
1010 BNE BB3
1020:BB2 CMP #61 CHECK R.H.WALL
1030 BNE BB4
1040 LDA #0FF; STA #333
1050:BB3 LDA #339
1060:BB4 CLC
1070 ADC #333
1080 STA #339 NEW X
1090 JSR PP0
1100 CLC
1110 LDA #33A
1120 ADC #336
1130 CMP #45
1140 BEQ BB0 OUT IF THRO' GAP
1150 STA #33A NEW Y
1160 LDA #339; STA #5A
1170 LDA #33A; STA #5C
1180 JSR #F6E2 PLOT BALL
1190 RTS
1200:BB0 LDA #2; STA #33B
1210 RTS OUT WITH Z=2
1220:BB1 STA #33B; RTS OUT WITH Z=0
1230:PP0 LDA #339
1240 LSR A
1250 STA #5F STORE X/2
1260 LDA #47
1270 SEC
1280 SBC #33A
1290 SBC #336 Y = NEW Y
1300 LDX #0FF
1310 SEC
1320:PP1 INX
1330 SBC #3
1340 BCS PP1
1350 ADC #3
1360 STA #61 STORE (47-Y)/3*32
1370 TXA; ASL A; ASL A
1380 ASL A; ASL A; ASL A
1390 ORA #5F
1400 STA #5F STORE (X/2)((47-Y)/3*32
1410 LDA #000; ADC #0
1420 STA #60 HI BYTE OF SCREEN ADDRESS
1430 LDA #339; LSR A
1440 LDA #61
1450 ROL A; TAY
1460 LDA #F7CB,Y
1470 LDY #0
1480 AND (#5F),Y

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1490 BEQ PP5 RTN IF BIT CLEAR
1500 LDA #33A
1510 CMP #1; BNE PP3
1520 LDA #1
1530 STA #336 GO UP IF BIT HIT
1540 LDA #0001; AND #000
1550 BNE PP4 BRANCH IF NO SHIFT
1560 LDA #333; BHI PP5
1570 DEC #333; DEC #339 DEC XAR
1580 RTS
1590:PP4 LDA #0002
1600 AND #40
1610 BNE PP5 RTN IF NO REPT
1620 LDA #333; CMP #1
1630 BEQ PP5
1640 INC #333; INC #339 INC RAX
1650:PP5 RTS
1660:PP3 LDA #1
1670 STA #33B Z=1
1680 LDA #5F
1690 STA #332 SAVE ERICK POSN IN 0
1700 RTS
1710:NN0 LDA #0002 HIGH BLEEP
1720 LDY #0FF
1730:NN1 LDX #000
1740:NN2 DEX
1750 BNE NN2
1760 EOR #1
1770 STA #0002
1780 DEY
1790 BNE NN1
1800 RTS
1810:NN3 LDA #3 EXPLOSION
1820 STA #01
1830:NN4 LDX #0FF
1840:NN5 TXA; TAY
1850 LDA #0002
1860 EOR #1
1870 STA #0002
1880:NN6 DEY; BNE NN6
1890 DEX; BNE NN5
1900 DEC #01; BNE NN4
1910 RTS
1920: RETURN
1930:FOR I=1 TO 7
1940 PRINT #255,#255,#223,#223;NEXT
1950 RETURN

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