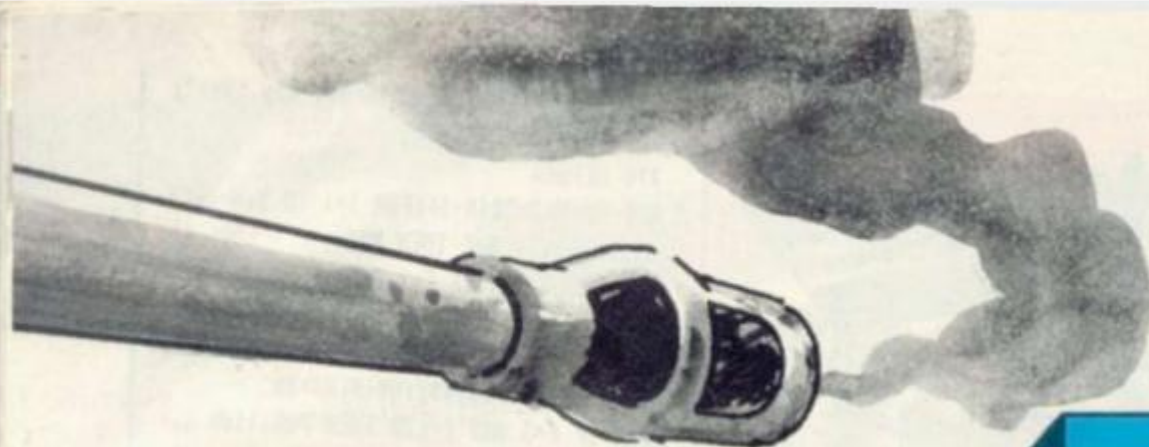




BY ALISTAIR HUTCHEON

TANK BATTLE

**RUNS ON A
SHARP MZ-80K**

Stalk your opponent's tank through the minefields and barriers of the Sharp MZ-80K battlefield.

In Tank Battle, two tank commanders guide their war

machines around the screen waiting for an opening to fire or to force their opponent over a mine.

Points are scored if you hit the opposing tank and if your opponent sets off a mine. The winner is the first to 10 points. Barriers can be destroyed by two direct hits to force your way through to surprise a hiding opponent.

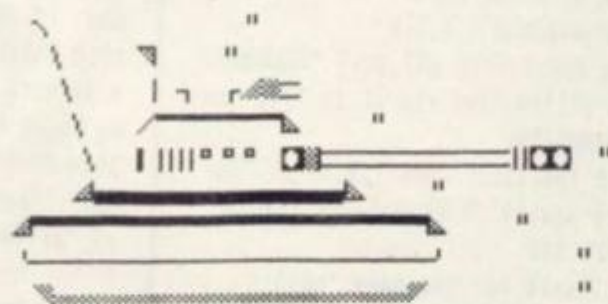
Each player controls his tank from a 3x3 section of keys at either end of the keyboard. The eight outside keys give direction and the centre key fires a shot in the direction of the last move.

Tank conflicts have proved a successful convert to the computer screen — and this game by Alistair Hutcheon incorporates most of the features of that success.

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1 PRINT "#####"
3 PRINT "TANK BATTLE Adapted for MZ-80K by"
5 PRINT "Alistair Hutcheon"
7 PRINT "TANK BATTLE"
9 PRINT
11 PRINT "
13 PRINT "
15 PRINT "
17 PRINT "
19 PRINT "
21 PRINT "
23 PRINT "
25 PRINT "
27 PRINT "
29 PRINT "#####"
31 PRINT "
33 USR(62)
34 MUSIC"C0DEF GFEDC"
35 PRINT "Press Return To Continue"
37 GET T$:IF T$="" THEN 37
39 PRINT"INSTRUCTIONS"
41 PRINT
43 PRINT "The object of the game is the first person to score ten points."
45 PRINT"Points are won in two ways....."
47 PRINT"1.BY SHOOTING OPPONENT'S TANK."
49 PRINT"2.IF OPPONENT STEPS ON A MINE"
51 PRINT
53 PRINT"If a shell hits a barrier";
55 PRINT"it will be half destroyed."
57 PRINT"The next hit will destroy the barrier completely."
59 PRINT:PRINT"The two tanks are denoted as 0 and ."
61 PRINT"Each has 9 controls as shown:"
63 PRINT:PRINT"Player 1's controls are:-":PRINT"1 2 3"
65 PRINT"Q W E"
67 PRINT" A S D":PRINT
69 PRINT"Player 2 has a similar 3X3 pad at the top right of"
71 PRINT"the keyboard":USR(62)

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73 PRINT "          Press Return To Continue"
75 GET J$: IF J$="" THEN 75
77 PRINT "To move 1 square in any direction press"
79 PRINT "the key in that direction from the      centre key."
81 PRINT "The centre key fires a shell in the      direction of your last move."
83 PRINT:PRINT "  = BARRIER"
85 PRINT:PRINT "  = MINE  "
87 USR(62)
89 PRINT:PRINT "          Press Return To Start"
91 GET J$: IF J$="" THEN 91
93 GOSUB 243:PRINT"
95 FOR X=0 TO 39
97 POKE 53248+X,208:POKE 54048+X,208
99 NEXT X
101 FOR Y=1 TO 19
103 POKE 53248+40*Y,208:POKE 53287+40*Y,208
105 NEXT Y
107 USR(62)
109 FOR Y=1 TO 19
111 FOR X=1 TO 38
113 R=RND(1)*10
115 IF (R>8.9)*(R<9.65) THEN POKE 53248+40*Y+X,46:USR(62)
117 IF R>9.65 THEN POKE 53248+40*Y+X,166:MUSIC"_C0"
119 NEXT X:NEXT Y
121 LV=10:LH=3:RV=10:RH=36
123 M=0
125 POKE 53651,71:MUSIC""#B0":POKE 53684,72:MUSIC""#B0"
127 REM***AND NOW TO GET CONTROL***
129 POKE 54141,SL+32:POKE 54154,SR+32
131 IF (SL=10)+(SR=10) THEN 231
133 IF (SL=10)+(SR=10) THEN 231
135 A$=""
137 GET A$: IF A$="" THEN 137
139 IF (A$="A")+(A$="") THEN R=-1:D=1
141 IF (A$="S")+(A$="I ") THEN R=0:D=1

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143 IF(A$="D")+(A$="7") THEN R=1:D=1
145 IF(A$="Q")+(A$="L") THEN R=-1:D=0
147 IF(A$="W")+(A$="J") THEN 191
149 IF(A$="E")+(A$="8") THEN R=1:D=0
151 IF(A$="1")+(A$="I") THEN R=-1:D=-1
153 IF(A$="2")+(A$="4") THEN R=0:D=-1
155 IF(A$="3")+(A$="9") THEN R=1:D=-1
157 IF(R=0)*(D=0) THEN 135
159 REM****CONTROL INPUT****
161 LL=ASC(A$)
163 IF LL>100 THEN RR=R:RD=D:U=RU:H=RH:P=72:S=SL:M=RM
165 IF LL<100 THEN LR=R:LD=D:U=LU:H=LH:P=71:S=SR:M=LM
167 C=53248+H+40*U
169 N=53248+H+R+40*(U+D)
171 IF(PEEK(N)>70)*(PEEK(N)<>46) THEN 127
173 IF(PEEK(N)=0) THEN POKE C,M:M=0:POKE N,P
175 IF PEEK(N)=46 THEN POKE C,M
177 IF PEEK(N)=46 THEN M=46:POKE N,P:GOSUB 245:GOSUB 217:S=S+1
179 H=H+R:U=U+D
181 LL=ASC(A$)
183 IF LL>100 THEN RU=U:RH=H:SL=S:RM=M
185 IF LL<100 THEN LU=U:LH=H:SR=S:LM=M
187 GOTO 127
189 REM*****TANK MOVEMENT*****
191 IF A$="J" THEN U=RU:H=RH:R=RR:D=RD:Q=72
193 IF A$="W" THEN U=LU:H=LH:R=LR:D=LD:Q=71
195 MUSIC""A0"
197 C=53248+H+40*U
199 N=53248+H+R+40*(U+D)
201 IF PEEK(N)=0 THEN POKE C,Q:POKE N,68:H=H+R:U=U+D:Q=0:GOTO 197
203 IF PEEK(N)=212 THEN POKE C,Q:GOSUB 217:POKE N,0:GOTO 127
205 IF PEEK(N)=166 THEN POKE C,Q:GOSUB 217:POKE N,212:GOTO 127
207 IF PEEK(N)=46 THEN POKE C,Q:POKE N,68:H=H+R:U=U+D:Q=46:GOTO 197
209 IF PEEK(N)=71 THEN SR=SR+1:POKE C,Q:GOSUB 217:GOTO 127
211 IF PEEK(N)=72 THEN SL=SL+1:POKE C,Q:GOSUB 217:GOTO 127
213 IF PEEK(N)>200 THEN POKE C,Q:GOTO 127
215 REM****FIRE MISSILES*****
217 REM***EXPLOSION***
219 Z1=PEEK(N+1):Z2=PEEK(N-1):Z3=PEEK(N+40):Z4=PEEK(N-40)
221 POKE N+1,247:POKE N-1,247:POKE N+40,247:POKE N-40,247
223 POKE N+1,Z1:POKE N-1,Z2:POKE N+40,Z3:POKE N-40,Z4
225 MUSIC"_C0_D_C_D_"
227 RETURN
229 REM*****EXPLOSION SUBROUTINE*****
231 IF SL=10 THEN A$="LEFT"
233 IF SR=10 THEN A$="RIGHT"
235 PRINT"*****THE GAME WAS WON BY THE ";A$,"PLAYER"
237 INPUT"ANOTHER GAME?";A$
239 IF LEFT$(A$,1)="Y" THEN GOSUB 243:GOTO 93
241 END
243 A$="":R=0:D=0:SL=0:SR=0:LM=0:RM=0:RETURN
245 POKE 4514,1
247 FOR T=0 TO 255
249 POKE 4513,T
251 USR(68)
253 NEXT T
255 RETURN

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