

RUNS ON AN APPLE

BY MARK PELCZARSK



Two World War I air aces are locked in an aerial duel in the skies above France.

Discover the skills needed to loop-the-loop and come back on your opponent's tail. This is one of those two player shoot-'em-down games in which the screen is the sky and the paddles your controls.

Each of two players has an aeroplane, presented on the Hi-Res Apple screen which can be directed with the paddle knob. The button allows you to

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5 REM DOGFIGHT - MARK PELCZARSK
  I, 1980
10 GOSUB 6000
20 POKE 232,0: POKE 233,3
22 BA = 0: PC(1) = 3
23 PC(2) = 6
24 HOME
27 S = 2
28 R2 = 3
152 INPUT "YOUR NAME? ";A$
154 INPUT "OPPONENT'S NAME? ";B$

160 INPUT "SPEED (1-10) ?";K
170 R = 8: SM = 0
180 SCALE = S
190 HGR
195 HCOLOR = BA: HPLLOT 0,0: CALL
  62454
200 HOME: VTAB 21: PRINT A$,"
  ";B$

300 X(1) = 20: Y(1) = 120
310 X(2) = 160: Y(2) = 120
320 D(1) = 16: D(2) = 16
400 FOR I = 1 TO 2: ROT = D(I) *
  4: HCOLOR = PC(I)
405 H(I) = 0: M(I) = 16
410 DRAW 1 AT X(I),Y(I): NEXT I
420 VTAB 23: PRINT "PRESS ANY KE
  Y TO START": GET C$
500 FOR I = 1 TO 2
505 J = 3 - I
510 GOSUB 1000
520 NEXT I

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530 IF SM = 1 OR H(1) = 5 OR H(2
  ) = 5 THEN 4000
540 GOTO 500
1000 HCOLOR = BA: ROT = D(I) * 4
1010 DRAW 1 AT X(I),Y(I)
1020 C = PDL (I - 1)
1030 IF C < 20 THEN D(I) = D(I) -
  1: GOTO 1060
1040 IF C > 235 THEN D(I) = D(I)
  + 1

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1105 A = 2: B = 1: GOTO 1120
1106 A = 1: B = 1: GOTO 1120
1107 A = 1: B = 2: GOTO 1120
1108 A = 0: B = 2: GOTO 1120
1109 A = - 1: B = 2: GOTO 1120
1110 A = - 1: B = 1: GOTO 1120
1111 A = - 2: B = 1: GOTO 1120
1112 A = - 2: B = 0: GOTO 1120
1113 A = - 2: B = - 1: GOTO 1120

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DOG

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1060 IF D(I) = 0 THEN D(I) = 16:
  GOTO 1080
1070 IF D(I) = 17 THEN D(I) = 1
1080 ON D(I) GOTO 1101,1102,1103
  ,1104,1105,1106,1107,1108,11
  09,1110,1111,1112,1113,1114,
  1115,1116
1101 A = 1: B = - 2: GOTO 1120
1102 A = 1: B = - 1: GOTO 1120
1103 A = 2: B = - 1: GOTO 1120
1104 A = 2: B = 0: GOTO 1120

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1114 A = - 1: B = - 1: GOTO 1120
1115 A = - 1: B = - 2: GOTO 1120
1116 A = 0: B = - 2
1120 X(I) = X(I) + K * A
1130 IF X(I) > 278 THEN X(I) = X
  (I) - 278
1140 IF X(I) < 1 THEN X(I) = X(I)
  + 278
1150 Y(I) = Y(I) + K * B
1200 DRAW 1 AT X(I),Y(I)
1250 IF ABS (X(I) - X(J)) < R2 AND
  ABS (Y(I) - Y(J)) < R2 THEN
  2500

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fire at your opponent but you only have 16 missiles so take care not to waste any.

You must hit your opponent five times to win the game. To prevent you crashing into the side of the screen and to help conjure sneaky ambushes, when you go off one side, you reappear on the other in a wrap-around effect.

The game can be played at 10 different speeds but five and six are recommended as the best for beginners.

Be careful not to collide with one another as the computer will register that as a crash.



```
1300 IF PEEK (I - 16288) < 128 THEN
    RETURN
1305 IF M(I) = 0 THEN RETURN
1308 M(I) = M(I) - 1
1309 VTAB 23: PRINT H(1); " HITS
    "; M(1); " MISSILES "; H(2); " H
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1345 HCOLOR= BA: DRAW 3 AT XM, YM
1350 NEXT L
1400 IF M(1) = 0 AND M(2) = 0 THEN
    PRINT "YOU'RE BOTH OUT OF M
    ISSLES." : SW = 1
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```
3020 NEXT L
3030 HCOLOR= BA
3040 FOR L = 1 TO 5
3050 SCALE= L: DRAW 2 AT X(J), Y(
    J)
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3060 NEXT L
3062 NEXT N
3065 SCALE= S
3070 RETURN
4000 IF SW = 1 THEN PRINT "NO W
    INNER..." : GOTO 4100
4010 IF H(1) = 5 THEN PRINT A;
    " IS A WINNER!"; GOTO 4100
4020 PRINT B; " IS A WINNER!";
4100 INPUT " TRY AGAIN?"; C
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4110 IF LEFT$ (C$, 1) = "Y" THEN
    I60
4120 IF LEFT$ (C$, 1) < > "N" THEN
    4100
4125 TEXT
4130 STOP
6000 FOR L = 768 TO 819
6010 READ M: POKE L, M
6020 NEXT
6025 RETURN
6030 DATA 3, 0, 8, 0, 21, 0, 48, 0, 36,
    18, 55, 55, 9, 9, 60, 60, 54, 62, 9, 7
    , 0
6040 DATA 18, 62, 60, 39, 45, 36, 55,
    63, 44, 44, 37, 39, 45, 46, 46, 44, 5
    4, 39, 55, 46, 46, 52, 62, 62, 36, 55
    , 0, 63, 33, 36, 0
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```
1160 IF Y(I) > 158 THEN Y(I) = Y
    (I) - 158
1170 IF Y(I) < 1 THEN Y(I) = Y(I)
    + 158
1190 HCOLOR= PC(I); ROT= D(I) *
    4
    ITS "; M(2); " MISSILES "
1310 XM = X(I) + A: YM = Y(I) + B
1315 FOR L = 1 TO 40
1320 XM = XM + A: YM = YM + B
1325 IF XM > 278 OR XM < 1 OR YM
    > 158 OR YM < 1 THEN 1400
1330 HCOLOR= 5: DRAW 3 AT XM, YM
1340 IF ABS (XM - X(J)) < R AND
    ABS (YM - Y(J)) < R THEN 20
    00
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1410 RETURN
2000 H(I) = H(I) + 1
2010 GOSUB 3000
2100 VTAB 23: PRINT H(1); " HITS
    "; M(1); " MISSILES "; H(2); " H
    ITS "; M(2); " MISSILES "
2200 IF H(I) < 5 THEN 1400
2210 RETURN
2500 GOSUB 3000
2510 PRINT "YOU DUMMIES CRASHED
    INTO EACH OTHER!!!"
2515 SW = 1
2520 RETURN
3000 FOR M = 1 TO 2
3005 FOR L = 1 TO 5
3010 HCOLOR= L: SCALE= L: DRAW 2
    AT X(J), Y(J)
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FIGHT