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3 REM * (C)1985 *
4 REM * C.KING *
5 REM *****
10 GOSUB 30900
15 GOSUB 31000
20 GOSUB 20000
30 POKE 53278,N1
100 S=STICK(N0)
101 IF PEEK(764)=33 THEN GOSUB 900
110 DX=DX+M(((S=7) OR (S=N6) OR (S=5)) AND (DX<5))-M(((S=N10) OR (S=11) OR (S=9)
) AND (DX>-5))
120 DY=DY+M(((S=9) OR (S=13) OR (S=5)) AND (DY<5))-M(((S=N10) OR (S=14) OR (S=N6)
)) AND (DY>-5))
125 IF X<48 THEN X=198
126 IF X>200 THEN X=48
127 ON Y<N10 GOTO 6020
130 X=X+DX:Y=Y+DY:POKE 53248,X
140 A$(Y,Y+23)="♥♥♥♥♥♥♥♥<$4 f[00]♥♥♥♥♥♥♥♥"
150 IF STRIG(N0)=N0 THEN 1000
450 FUEL=FUEL-0.01:COLOR 32:PLOT FUEL,23:IF FUEL<N6 THEN 6020
460 ON PEEK(53252)>N0 GOTO 6000
465 VOL=ABS((DX)+ABS(DY))*N2:IF VOL>15 THEN VOL=15
470 SOUND N0,255,N6,VOL
475 ON LE=N4 OR LE=5 OR LE=7 OR LE=N8 OR LE>16 GOSUB 8000
480 ON LE>N8 GOSUB 9000
500 GOTO 100
900 POKE 764,12:IF PEEK(764)=33 THEN 900
901 IF PEEK(764)<>33 THEN 901
902 POKE 764,12:RETURN
1000 X=INT(X):Y=INT(Y)
1002 IF X/N4=INT(X/N4) OR CAR=N1 THEN 1100
1003 IF (X+N1)/N4=INT((X+N1)/N4) THEN X=X+N1:POKE 53248,X:GOTO 1100
1005 IF (X-N1)/N4=INT((X-N1)/N4) THEN X=X-N1:POKE 53248,X:GOTO 1100
1010 GOTO 450
1100 IF CAR=N1 THEN 1300
1110 CHX=(X-48)/N4:CHY=(Y-15)/N8:LOCATE CHX,CHY:CHR$=CHR:POSITION CHX,CHY:? CHR$(CHR)
1125 IF CHR=192 THEN GOSUB 1400:COLOR 32:PLOT CHX,CHY:PLOT CHX+N1,CHY:CAR=N1:POKE
704,61:DX=N0:DY=N0
1130 IF CHR=192 THEN LX=CHX:LY=CHY:GOTO 450
1200 GOTO 450
1300 IF X<94 OR X>98 OR Y<53 OR Y>55 THEN 450
1310 CAR=N0:POKE 704,119:GOSUB 1500:DX=N0:DY=N0:COLOR 160
1315 FOR K=5 TO 38:PLOT K,23:SOUND N0,255,10,10:FOR W=N1 TO N6:NEXT W:SOUND N0,N
0,N0,N0:NEXT K:FUEL=38
1320 SAFE=SAFE+N1:IF SAFE=5 THEN 5000
1330 GOTO 450
1400 FOR K=N1 TO 38:SOUND N0,K,N10,N10:FOR W=N1 TO 5:NEXT W:SOUND N0,N0,N0,N0:PO
KE 77,N0
1410 SC=SC+N1:POSITION 5,21:? SC:NEXT K:RETURN
1500 FOR K=30 TO N1 STEP -N1:SOUND N0,K,N10,N10:FOR W=N1 TO N6:NEXT W:SOUND N0,N
0,N0,N0:POKE 77,N0
1501 SC=SC+N1:POSITION 5,21:? SC:NEXT K
1505 FOR K=FUEL TO 5 STEP -N1:COLOR 32:PLOT K,23:SC=SC+N1:POSITION 5,21:? SC:SOU
ND 0,K*2,N10,N10:NEXT K
1510 SOUND N0,N0,N0,N0:RETURN
5000 GOSUB 5200:GRAPHICS 18:GOSUB 30800:POSITION N1,N0:? #N6;"SPACE MISSION":POS
ITION N4,N2:? #N6;" (C) C.KING 1984"
5002 POSITION N0,N4:? #N6;"level ";LE;" completed"
5006 POSITION 5,N6:? #N6;"score ";SC:IF SC>HI THEN HI=SC
5008 POSITION 5,N8:? #N6;"high ";HI
5010 POSITION 5,10:? #N6;"PRESS FIRE"
5020 POSITION 3,11:? #N6;"FOR LEVEL ";LE+N1
5030 IF STRIG(N0) THEN 5030
5040 SAFE=N0:FUEL=38:LI=LI+N1:LE=LE+N1:GOTO N20
5100 GOTO 5100
5200 POKE 53248,96:FOR K=54 TO 74 STEP 0.4:A$(K,K+13)="♥♥♥<$4 f[00]"
5210 SOUND N0,RND(N0)*255,12,12:NEXT K:SOUND N0,N0,N0,N0:POKE 53248,N0
5220 FOR K=N0 TO 15 STEP 0.1:SOUND N0,255,N8,K:POKE 707,42+K:NEXT K
5230 FOR K=838 TO 768 STEP -1.5:SOUND N0,K/N4,N8,15:POKE 707,K-(256*N3)
5240 A$(K,K+24)="♥♥♥♥♥♥<11Z[03]174$B♥♥♥♥♥♥"
5250 NEXT K:SOUND N0,N0,N0,N0:RETURN
6000 POKE 53278,N1:POKE 77,N0
6005 FOR P=N1 TO 100:NEXT P
6010 IF PEEK(53252)=N0 AND PEEK(53261)<>N1 AND PEEK(53262)<>N1 THEN 465
6020 FOR K=N1 TO 100:SOUND N0,RND(N0)*250,N2,12:POKE 704,K:NEXT K:SOUND N0,N0,N0
,N0
6030 A$(Y,Y+30)=NUL$:POKE 704,119
6040 IF CAR=N1 THEN POSITION LX,LY:? "[00]";
6050 FOR K=N1 TO 100:NEXT K
6070 LI=LI-N1:POSITION 5,22:? LI;" "
6080 IF LI=N1 THEN 7000
6090 X=96:Y=54:CAR=N0:DX=N0:DY=N0:FUEL=38
6100 POSITION N0,21:? "SCORE";SC:POSITION 20,21:? "LEVEL";LE:POSITION 0,22:? "LI
VES";LI:POSITION 20,22:? "HIGH";HI
6110 POSITION N0,23:? "FUEL=";
6120 A$(Y,Y+23)="♥♥♥♥♥♥♥♥<$4 f[00]♥♥♥♥♥♥♥♥":POKE 53248,X

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6130 POKE 53278,N1:GOTO 100
7000 IF SC>HI THEN HI=SC
7004 GRAPHICS 18:GOSUB 30800:POSITION N3,N0:? #N6;"SPACE MISSION":POSITION N4,N2
:? #N6;" (C) C.KING 1985"
7006 POSITION 5,N6:? #N6;"score ";SC:IF SC>HI THEN HI=SC
7008 POSITION 5,9:? #N6;"high ";HI
7009 POSITION N6,N4:? #N6;"game over"
7010 POSITION 5,11:? #N6;"PRESS FIRE"
7012 IF STRIG(N0) THEN SOUND N0,PEEK(N20),12,N10:POKE 710,PEEK(20):GOTO 7012
7014 GOTO 15
8000 AX=AX+ADX:IF AX<54 OR AX>194 THEN ADX=-ADX
8005 AY=AY+ADY:IF AY>176 OR AY<104 THEN ADY=-ADY
8010 POKE 53249,AX:AS(256+AY,276+AY)="♥♥♥♥♥<114=81BBX♥♥♥♥♥"
8015 IF PEEK(53261)=N1 THEN POP :GOTO 6000
8020 RETURN
9000 AST=AST+LE/N3:IF AST>200 THEN AST=40
9002 IF PEEK(53262)=N1 THEN POP :GOTO 6000
9004 POKE 53250,AST:RETURN
20000 GOSUB 30300:? " "
20005 POSITION N0,N4
20010 ? " )<> %$ %$) ";
20015 ? "> < %!!!!$ %$> <> <> )X#] X##!$";
20020 ? "!!!!##### ?#!!!!$ X!##] ?####";
20025 ? "#####!!!!!!#####!!!!!!] ?####";
20026 QE=LE
20027 IF QE>N3 THEN QE=QE-N3:GOTO 20027
20030 GOSUB QE*100+20000
20032 GOSUB 30800
20034 POKE 53251,92:POKE 53259,N1
20036 FOR K=768 TO 838 STEP 0.5:SOUND N0,K/N4,N8,N8:POKE 707,K-768
20038 AS(K,K+N20)="♥♥♥♥♥<11Z=Z=Z1$B♥♥♥♥♥"
20040 NEXT K:FOR K=14 TO N0 STEP -0.1:SOUND N0,255,N8,K:POKE 707,42+K:NEXT K
20042 AS(840,842)="4<":POKE 704,119:POKE 53248,96:FOR K=74 TO 60 STEP -0.4:AS(K,
K+13)="♥♥♥<$ $4 f100♥♥♥"
20043 SOUND N0,RND(N0)*255,12,12:NEXT K:SOUND N0,N0,N0,N0
20050 X=96:Y=54:CAR=N0:DX=N0:DY=N0
20060 POSITION 0,21:? "SCORE";SC:POSITION 20,21:? "LEVEL";LE:POSITION 0,22:? "LI
VES";LI:POSITION 20,22:? "HIGH";HI
20062 POSITION N0,23:? "FUEL=";
20070 IF LE>N8 THEN POKE 706,91:AS(554,568)="CBB<$$$$<BBC"
20090 RETURN
20100 ? "#####& '[[[[";
20105 FOR K=9 TO 18:COLOR 93:PLOT N0,K:COLOR 63:PLOT 39,K:NEXT K
20110 ? "## [K %!$ [K %!$ [K %!$ [K %!$ [K %!$";
20115 ? "#####";
20120 RETURN
20200 ? "#####& '[[[[";
20205 FOR K=9 TO 19:COLOR 93:PLOT N0,K:COLOR 63:PLOT 39,K:NEXT K
20209 ? "#####";
20220 V=12:FOR C=5 TO 29 STEP 12:GOSUB 20290:NEXT C:V=N16:C=11:GOSUB 20290:C=23:
GOSUB 20290:RETURN
20290 POSITION C,V:? " [K":POSITION C,V+N1:? "%!!!!$":POSITION C,V+N2:? "'[[[[&
":RETURN
20300 ? "#####& '[[[[";
20301 ? "## ;## '## '## '## '##";
20302 ? "J ? ? ? ? ?";
20303 ? "J ? ? ? ? ?$ ?";
20304 ? "J [K ? [K ? [K ? [K ?#!!!!$ ?";
20305 ? "##!! ?!! ?!! ?!! ?!! ?& '$ ?";
20306 ? "##[& ?#(& ?#(& ?#(& ?#(& ? ] ?";
20307 ? "##& ?& ?& ?& ?& ? ] ?";
20309 ? "J %# %# %# %# %# [K ] ?";
20310 ? "J %!## %!## %!## %!## %!## !!!& ?";
20311 ? "J ?";
20312 ? "## %#";
20313 ? "#####";
20314 IF LE>N3 THEN POSITION 30,11:? "> <>":POKE 201,7:POSITION 5,N16:? "> ) ) )
"
20315 IF LE>N3 THEN POSITION N0,N16:? "J )X# )X# )X# )X# [K ] ?"
;
20399 RETURN
29999 REM Old P-M setup is in 30000, 30005 & 30010. Seyer's Player Missile book,
p109 used to replace AS. V,P REMOVED
30000 REM DIM AS(1024):V=PEEK(134)+PEEK(135)*256:P=(PEEK(106)-16)*256+1024-PEEK(
140)-PEEK(141)*256
30001 DIM FILLER1$(1),FILLER2$(INT(ADR(FILLER1$)/2048)+1)*2048-ADR(FILLER1$)-1)
30002 DIM ERASE$(256),FILLER3$(256),FILLER4$(256),MISSILE5$(256),AS(1000)
30005 REM POKE V+3,INT(P/256):POKE V+2,P-256*INT(P/256)
30008 N0=0:N1=1:N2=2:N3=3:N6=6:N8=8:N16=16:N20=20:N4=4:N10=N8+N2
30010 POKE 54279,ADR(ERASE$)/256:REM POKE 54279,PEEK(106)-16
30012 REM GOTO30250:REM SKIP UG5'S
30015 CR0=PEEK(756)*256:CRA=(PEEK(106)-8)*256:FOR K=0 TO 1023:POKE CRA+K,PEEK(CR
0+K)
30017 POSITION 7,12:? #6;"*";1023-K;"* ":NEXT K
30020 DIM R$(1):POSITION N2,10:? #6;"nearly finished"
30025 FOR K=1 TO 14:READ R$:R=ASC(R$):IF R<32 THEN R=R+64

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30026 POSITION 7,12:? #6;"*";14-K;"* "
30030 IF R<96 THEN IF R>31 THEN R=R-32
30035 FOR I=0 TO 7:READ A:B=I+R*8+CRA:POKE B,A:NEXT I:NEXT K
30110 DATA !,85,85,238,187,238,187,238,187
30120 DATA #,238,187,238,187,238,187,238,187
30130 DATA $,64,64,208,144,228,186,237,185
30140 DATA %,1,1,6,7,30,27,110,123
30150 DATA &,237,185,228,180,208,144,64,64
30160 DATA ',110,123,30,27,6,7,1,1
30170 DATA @,128,170,175,189,189,175,170,128
30180 DATA (,2,170,250,126,126,250,170,2
30190 DATA ),0,42,38,42,12,207,60,12
30200 DATA <,42,38,42,3,195,3,3,3
30210 DATA >,0,42,38,42,192,0,0,0
30220 DATA I,238,187,238,187,238,187,85,85
30230 DATA I,237,185,237,185,237,185,237,185
30240 DATA ?,110,123,110,123,110,123,110,123
30250 DIM M(1),NUL$(30):M(1)=0.25:M(0)=0:NUL$="*****"
30270 RETURN
30300 GRAPHICS N0:POKE 82,N0:DL=PEEK(560)+PEEK(561)*256:POKE DL+N3,68:FOR K=DL+N
6 TO DL+25:POKE K,N4:NEXT K
30305 POKE 756,PEEK(106)-N8
30307 POKE 708,40:POKE 711,78:POKE 709,200:POKE 710,144:POKE 53277,N3:POKE 559,6
2:POKE 752,N1:POKE 623,N8
30310 RETURN
30800 A$="":A$(1000)="":A$(N2)=A$
30802 FOR K=53248 TO 53251:POKE K,30:NEXT K:RETURN
30900 GRAPHICS 17:POSITION 3,0:? #6;"space mission":POSITION 2,2:? #6;"(C) C.K
ING 1985"
30920 POSITION 2,8:? #6;"LOADING GRAPHICS":POSITION 4,10:? #6;"please wait":POS
ITION 7,12:? #6;"*1024*"
30930 GOSUB 30000
30960 POSITION 5,14:? #N6;"press fire"
30970 IF STRIG(N0)=N0 THEN SOUND N0,N0,N0,N0:RETURN
30980 K=K+2.5:IF K>250 THEN K=0
30990 SOUND N0,K,N4,10:IF K/10=INT(K/10) THEN POKE 709,K
30995 GOTO 30970
31000 GRAPHICS 18:POSITION 3,0:? #6;"SPACE MISSION":POSITION 1,2:? #6;" (C) C.KI
NG 1985"
31003 LE=N1:SC=0:LI=5:FUEL=38:CAR=N0:SAFE=N0:AX=70:AY=150:ADX=N2:ADY=N2:POKE 705
,12
31004 POSITION N4,10:? #N6;"SELECT LEVEL"
31005 POSITION N3,5:? #N6;"high ";HI:POSITION N3,7:? #N6;"level ";LE;" "
31090 POSITION 5,11:? #N6;"press fire":IF STRIG(N0) THEN POKE 711,PEEK(N20):SOUN
D N0,PEEK(N20),N6,10
31092 IF PEEK(53279)=5 THEN LE=LE+N1:IF LE=21 THEN LE=N1
31094 IF PEEK(53279)<>N6 AND STRIG(N0) THEN 31005
31099 SOUND N0,N0,N0,N0:RETURN

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