

Secret Weapon

If you could destroy the main Robot Spare Parts Store, which lies underground somewhere in the eastern wastes of the U.R.S., you could cripple the robot attack quite severely.

You have a new secret weapon, as yet unknown to the robots, which can cut silently through solid rock, vapourizing everything in its path. The Store is very cleverly concealed though. All you can do is aim your weapon blindly and hope you get somewhere near the target.

Your computer will ask you for a difficulty number (the smallest number allowed is 4) and then ask for your guesses for the X and Y coordinates of the target. (Enter these separately, pressing RETURN, NEWLINE or ENTER after each one.)

For a clue to the possible values of X and Y, look carefully at the program listing.



How the program works

```
▲10 CLS
20 PRINT "SECRET WEAPON"
30 PRINT "ENTER DIFFICULTY "
40 INPUT D
50 IF D<4 THEN GOTO 30
★▲60 LET X=INT(RND*D+1)
★▲70 LET Y=INT(RND*D+1)
80 FOR G=1 TO D+5
90 PRINT "GUESSES FOR X AND Y"
100 INPUT X1
110 INPUT Y1
120 LET Z=SQR((X-X1)*(X-X1)+(Y-Y1)*(Y-Y1))
130 IF Z=0 THEN GOTO 200
140 IF Z<=3 THEN PRINT "CLOSE"
150 IF Z>3 THEN PRINT "NOT EVEN CLOSE"
160 NEXT G
170 PRINT "THE ROBOTS HAVE SEEN"
180 PRINT "YOU - AGGH-HHH....."
190 STOP
200 PRINT "YOU DESTROYED IT IN "
210 PRINT G;" GOES"
220 STOP
```

Gets a difficulty number from you, puts it in D and checks it is not less than 4.

Selects numbers for X and Y.

Beginning of loop which gives you a number of goes depending on the difficulty you chose.

Gets your guesses and puts them in X1 and Y1.

Works out the distance between your shot and the target and puts the answer in Z.

Checks Z to see how close you were and prints a message. (If Z = 0 you've won.)

End of loop. Goes back for next turn.

Prints when you've used all your goes.

Prints if you were successful.



SQR takes square roots.

The above listing will work on a ZX81. For other computers, make the changes below.

```
●10 HOME
▲10 PRINT CHR$(147)
★▲60 LET X=INT(RND(1)*D+1)
 60 LET X=INT(RND(0)*D+1)
★▲70 LET Y=INT(RND(1)*D+1)
 70 LET Y=INT(RND(0)*D+1)
```

Puzzle corner

Can you work out how to add the following scoring system?
Score 1 point for each time you are close.
Score 10 points for a win.

