

Supersonic Bomber

You are on a lone supersonic bombing mission over the U.S. Your computer shows graphs of Robot population based on infrared photographs relayed to it by satellite. You only have time to attack one target in five, so you must quickly select the one with the highest population of Robots and release one of your "Corrodarobe" bombs on it. (These contain a substance so corrosive it can dissolve a Robot's body in seconds.)

To release a bomb, press the number key which corresponds to the number next to the graph of highest Robot population. If there are two the same, choose the one with the lowest number.

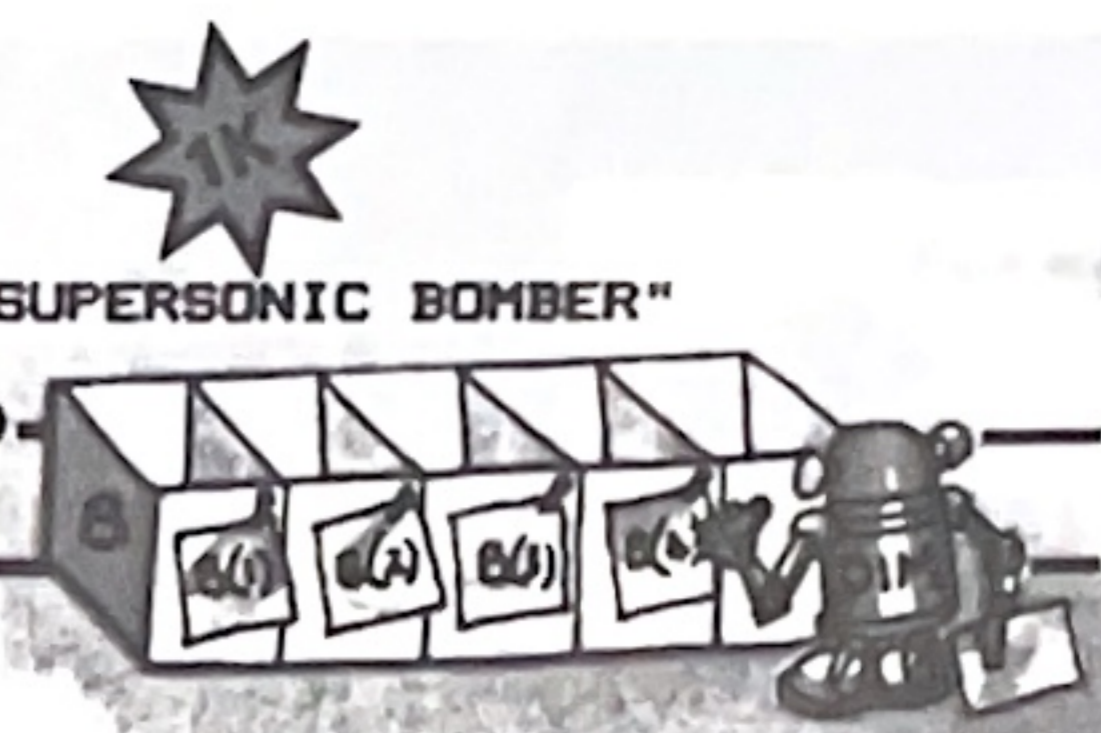
Will you be a hero when you return to base?



```

10 CLS
20 PRINT "SUPERSONIC BOMBER"
30 DIM B(5)
40 LET S=0

```



How the program works

This sets up B as an "array variable". It can hold five different values at a time, identifying them as B(1), B(2), B(3), B(4) and B(5).

Sets opening score at zero.

Start of loop for 10 goes. Done backwards in this game (i.e. G=10 for first go, 9 for the second and so on). This allows the delay loop in line 190 to give you more time for the earlier goes.

```
50 FOR G=10 TO 1 STEP -1
```



Sets number of highest population graph at 1 to start with.

```
60 LET M=1
```

```

70 FOR I=1 TO 5
*▲80 LET B(I)=INT(RND*10+1)
90 IF B(I)>B(M) THEN LET M=I
100 NEXT I

```

Chooses 5 numbers and puts them in the array B(1) to B(5). Checks which is biggest and changes M to correspond with it.

```

110 CLS
120 FOR I=1 TO 5
130 PRINT I;
140 FOR J=1 TO B(I)
150 PRINT " * ";
160 NEXT J
170 PRINT
180 NEXT I

```

Prints the 5 numbers on the screen in the form of rows of stars.

```

*▲190 FOR I=1 TO G*3
*▲200 LET I$=INKEY$
210 IF I$<>" " THEN GOTO 270
220 NEXT I

```

Checks if you are pressing a key and goes to 270 if you are.

```

230 PRINT "TOO LATE"
*▲240 FOR J=1 TO 10
250 NEXT J
260 GOTO 280
270 IF VAL(I$)=M THEN LET S=S+1
280 NEXT G

```

If you didn't press in time, prints TOO LATE and goes back for next go.

Checks if the key you pressed was correct and, if so, increases your score by 1.

Goes back for another go.

```

290 PRINT "YOU HIT ",S," OUT OF 10"
300 PRINT "HIGH DENSITY TARGETS"
310 IF S=10 THEN PRINT "YOU'RE A HERO"
320 IF S<10 THEN PRINT "TOUGH - YOU FAILED"
330 STOP

```

Prints score after 10 goes.

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

```

@10,110 HOME
A10,110 PRINT CHR$(147)
*▲80 LET B(I)=INT(RND(1)*10+1)
880 LET B(I)=INT(RND(10)*10+1)
*▲190 FOR I=1 TO G*30

```

```

@195 I$=""
*200 I$=INKEY$(1)
A200 GET I$
@200 IF PEEK(-16384)>127 THEN GET I$
*▲240 FOR J=1 TO 400

```

Changing the speed of the game

To give yourself more chance of pressing a key each time, change the last number in line 190 to a higher one.

As your skill improves, keep lowering the number in line 190. How low can you go and still win?

Puzzle corner



Can you work out how to make the computer give you more than 5 targets to choose from each time?