Missile!

This game is different from the others in this book because it uses graphics. As the computers vary so much in the way their graphics work, there is a separate program for each one. Read the instructions on this page for how to play the game and then look through the pages that follow for the version for your computer.

How to play Missile!

You have three missile bases, each capable of launching one missile. When you see a plane approaching, you must judge its height and speed and fire your missiles at it one by one.

Your missiles are launched by pressing any key. The first time you press launches the left-hand one, second time the middle one and third time the right-hand one.

See how many enemy planes you can shoot down.

Missile!: TRS-80 version

```
10 CLS
20 DIM Y(3),F(3)
30 N=1
40 PS=INT(RND(0)*3+1)
50 P=INT(RND(0)*36+5)
60 GOSUB 400
70 FOR I=PS TO 100 STEP PS
80 GOSUB 300
90 F$=INKEY$
100 IF F$="" OR N>3 THEN 130
110 F(N)=1
120 N=N+1
130 FOR J=1 TO 3
140 RESET(32*J,46-Y(J))
150 IF F(J)=0 OR Y(J)>45 THEN 190
160 Y(J)=Y(J)+1
170 IF POINT(32*J,46-Y(J)) THEN 230
180 SET (32*J,46-Y(J))
190 NEXT
200 NEXT
210 PRINT @0,"MISSED"
220 END
230 PRINT @0,"HIT!!!"
240 END
300 RESET (I-PS,P) : RESET (I-PS+1,P)
310 SET (I,P) : SET (I+1,P)
320 RETURN
400 FOR J=1 TO 3
410 SET (J*32,47)
420 SET (J*32+1,47)
430 NEXT
440 RETURN
```

Missile!: BBC version

```
10 MODE 5
20 VDU 23,224,224,160,144,144,143,128,128,255
30 VDU 23,225,0,0,0,0,240,12,2,255
40 VDU 23,226,16,56,84,16,16,16,0,0
50 VDU 23,227,0,0,0,8,8,8,8,60
60 DIM Y(3),F(3)
70 N=1:MS=16
80 PS=RND(20)+10
90 P=RND(500)+400
100 PROCDISPLAY
110 FOR I=PS TO 1100 STEP PS
120 PROCPLANE(I-PS,P,0) : PROCPLANE(I,P,3)
130 F$=INKEY$(0)
140 IF F$="" OR N>3 THEN 170
150 F(N)=TRUE
160 N=N+1
170 FOR J=1 TO 3
180 IF NOT F(J) THEN 240
190 PROCMISSILE(J,0)
200 Y(J)=Y(J)+MS
210 IF Y(J)<1024 THEN PROCMISSILE(J,3)
220 X=J*320-I : Y=Y(J)+32-P
230 IF X<128 AND X>-40 AND Y>-32 AND Y<2 THEN 280
240 NEXT
250 NEXT
260 CLS : PRINT "MISSED!!!!"
270 END
280 PROCPLANE(I,P,1) : SOUND 0,-15,5,20
290 END
300 DEF PROCPLANE(X,Y,C)
310 GCOL 0,C
320 MOVE X,Y
330 VDU 5,224,225,4
340 ENDPROC
350 DEF PROCMISSILE(N,C)
360 GCOL 0,C
370 MOVE 320*N,32+Y(N)
380 VDU 5,226,4
390 ENDPROC
400 DEF PROCDISPLAY
410 FOR I=1 TO 3
420 MOVE I*320,32
430 VDU 5,227,8,226,4
440 NEXT
450 ENDPROC
```