

Missile!: ZX Spectrum version

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10 CLS
15 INVERSE 0
20 DIM y(3)
30 DIM f(3)
40 LET n=1
50 LET ms=8
60 LET ps=INT(RND*6+5)
70 LET p=INT(RND*140+20)
80 GOSUB 400
90 FOR i=ps TO 240 STEP ps
100 LET c=1 : LET x=i-ps
110 GOSUB 300
120 LET c=0 : LET x=i
130 GOSUB 300
140 LET f$=INKEY$
150 IF f$="" OR n>3 THEN GOTO 170
160 LET f(n)=1 : LET n=n+1
170 FOR j=1 TO 3
180 LET c=1 : GOSUB 350
190 IF f(j)=0 OR y(j)>148 THEN GOTO 240
200 LET y(j)=y(j)+ms
210 LET c=0 : GOSUB 350
220 LET x=j*64-i : LET y=p-y(j)
230 IF x>-1 AND x<12 AND y<10 AND y>-5 THEN GOTO 280
240 NEXT j
250 NEXT i
260 PRINT AT 0,0;"Missed"
270 STOP
280 PRINT AT 0,0;"Hit!!!"
290 STOP
300 INVERSE c
310 PLOT x,p
320 DRAW 0,8 : DRAW 3,-6
330 DRAW 8,0 : DRAW 2,-2
340 DRAW -13,0 : RETURN
350 INVERSE c
360 PLOT 64*j+4,Y(j)+4
370 DRAW 0,6 : DRAW -2,-2
380 DRAW 2,2 : DRAW 2,-2
390 RETURN
400 FOR a=65 TO 66
410 FOR b=0 TO 7
420 READ c
430 POKE USR CHR$(a)+b,c
440 NEXT b
450 NEXT a

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Missile!: VIC 20 version

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10 PRINT CHR$(147)CHR$(5);
20 POKE 36879,8
60 DIM Y(3),F(3)
70 N=1:MS=2
90 P=INT(RND(1)*9+2)*2
110 FOR I=1 TO 21 STEP RND(1)/2+.5
120 GOSUB 300
130 GET F$
140 IF F$="" OR N>3 THEN 170
150 F(N)=-1
160 N=N+1

170 FOR J=1 TO 3
180 IF F(J)=0 THEN 220
190 POKE 8164+J*5-Y(J)*22,32
200 IF Y(J)=22 THEN 240
210 Y(J)=Y(J)+1
220 POKE 8164+J*5-Y(J)*22,30
230 IF ABS(I-J*5)<=1 AND P=Y(J) THEN 280
240 NEXT
250 NEXT
260 PRINT CHR$(147);"MISSED!!!"
270 END
280 PRINT CHR$(147);"HIT!!!"
282 POKE 36877,220 : POKE 36878,15
284 FOR K=1 TO 500 : NEXT
286 POKE 36877,0 : POKE 36878,0
290 END
300 POKE 8163+I-P*22,32
310 POKE 8164+I-P*22,121
320 RETURN

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Special note for Spectrum users:
The convention used for showing graphics characters in a PRINT statement is as follows:
The character [means press the GRAPHICS key once. Then type the following letter keys (shifted for the ZX81). Press the GRAPHICS key again when] is shown.