

Missile!: Apple version

```
10 HOME
20 HGR
30 HCOLOR=3
40 DIM Y(3),F(3)
50 N=1 : MS=5
60 PS=INT(RND(1)*6+4)
70 P=INT(RND(1)*135+11)
80 GOSUB 400
90 FOR I=PS TO 265 STEP PS
100 X=I-PS : Y=159-P : C=0 : GOSUB 300
110 X=I : C=3 : GOSUB 300
120 F$="" : IF PEEK(-16384)>127 THEN GET F$
130 IF F$="" OR N>3 THEN 160
140 F(N)=1
150 N=N+1
160 FOR J=1 TO 3
170 C=0 : GOSUB 350
180 IF F(J)=0 OR Y(J)>145 THEN 230
190 Y(J)=Y(J)+MS
200 C=3 : GOSUB 350
210 X=J*70-I : Y=P-Y(J)
220 IF X>-1 AND X<15 AND Y>-9 AND Y<5 THEN 270
230 NEXT
240 NEXT
250 VTAB 22 : PRINT "MISSED"
260 END
270 VTAB 22 : PRINT "HIT!!!"
280 END
300 HCOLOR=C
310 HPLOT X,Y TO X,Y-8
320 HPLOT TO X+3,Y-2 : HPLOT TO X+12,Y-2
330 HPLOT TO X+14,Y : HPLOT TO X,Y
340 RETURN
350 HCOLOR=C
360 HPLOT 70*J,158-Y(J) TO 70*J,154-Y(J)
370 RETURN
400 FOR J=1 TO 3
410 HPLOT 70*J-5,159 TO 70*J+5,159
420 NEXT
430 RETURN
```

Missile!: ZX81 version

```
10 CLS
20 DIM Y(3)
30 DIM F(3)
40 LET N=1
50 LET P=INT(RND*19+2)*2
60 FOR I=1 TO 48
70 PLOT I,P
80 PLOT I+1,P
90 UNPLOT I-1,P
100 LET B$=INKEY$
110 IF B$="" OR N>3 THEN GOTO 140
120 LET F(N)=1
130 LET N=N+1
140 FOR J=1 TO 3
150 IF F(J)=0 THEN GOTO 190
160 UNPLOT J*16,Y(J)
170 IF Y(J)=42 THEN GOTO 210
180 LET Y(J)=Y(J)+1
190 PLOT J*16,Y(J)
200 IF P=Y(J) AND (J*16=I OR J*16=I+1)
    THEN GOTO 260
210 NEXT J
220 NEXT I
230 CLS
240 PRINT "MISSED"
250 STOP
260 CLS
270 PRINT "HIT"
280 STOP
```

