

SHARP DEFENDER

RUNS ON A SHARP MZ-80K IN 14K

BY BASIL ZIMMO

Can you defend the inhabitants of an alpine planet from destruction at the hands of alien kidnapers?

In Sharp Defender you are at the controls of a spacecraft flying across mountainous terrain with a mission of protection ahead of you.

The aliens enter from the right, firing and dropping bombs to try and pick off their prey from one of the mountain peaks.

You can judge their approach

on the radar screen and try to dodge their fire and pick the kidnapers off before they can get alien claws into human flesh.

Your task is made more difficult by the antics of the planet's inhabitants, who seem to come from mountaineering stock and climb the peaks regardless of the peril they put themselves in.

If an alien lander reaches his prey or manages to hit your ship, then you lose a life. After three

lives the game is over.

Basil Zimmo has produced a very neat graphical representation of the popular arcade game and although it is written in Basic it still proves difficult to excel at.

There are several good presentation touches and the game comes complete with a range of sound effects.

The control keys are: W= up; X= down; A= left; D= right; S= fire; H= hyperspace.

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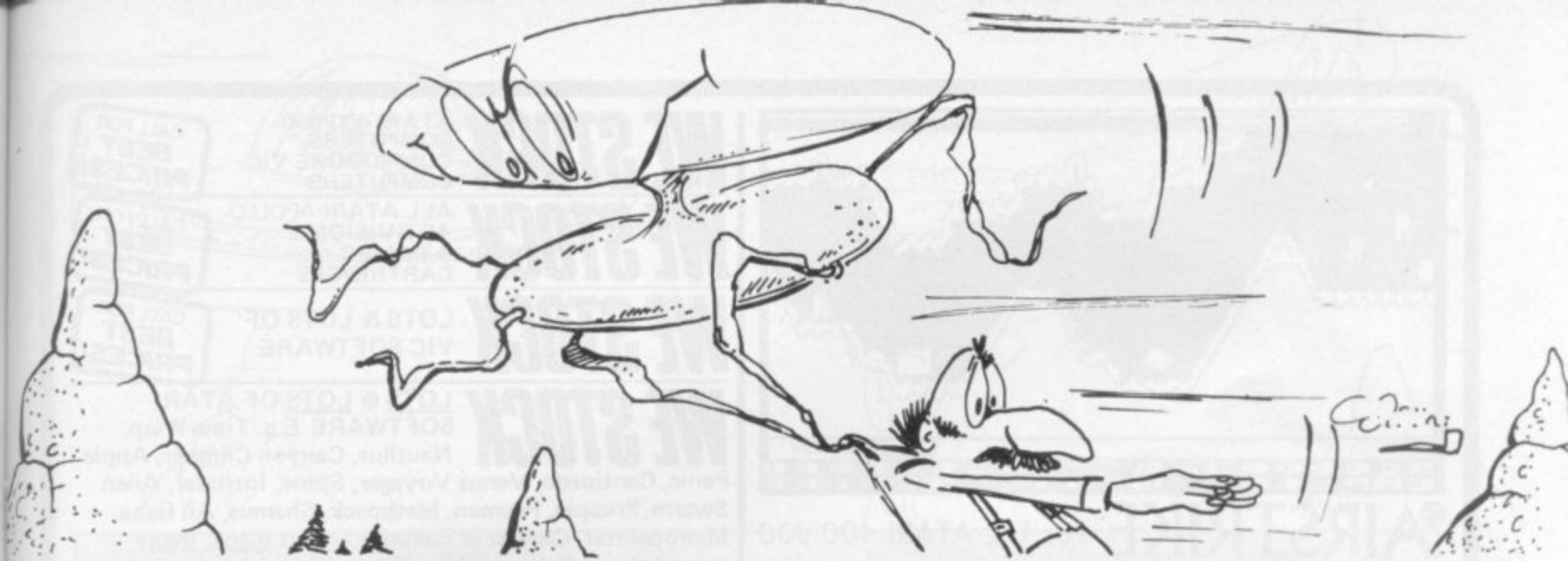
1 REM ███ SHARP DEFENDER
2 REM █ Written for C&U games
4 REM █ MAY 1982
5 REM ███ BY BASIL ZIMMO
6 REM
15 REM * INSTRUCTIONS *
16 REM "C"=CLEAR SCREEN, "H"=CURSOR HOME, "D"=CURSOR DOWN, "U"=CURSOR UP
20 PRINT"C";TAB(13);"D E F E N D E R"
25 PRINTTAB(13);" "
30 PRINT"D YOU ARE IN COMMAND OF A DEFENDER SHIP."
35 PRINT"YOUR MISSION IS TO DEFEND THE MEN ON THE";
40 PRINT"MOUNTAINS. IF A MAN IS KILLED OR YOUR SHIP IS HIT THEN YOU LOSE";
45 PRINT"ONE SHIP. GAME IS OVER WHEN ALL 3 SHIPS ARE LOST."
50 PRINT"CD CONTROLS ARE:"
55 PRINT" W = UP
56 PRINT" X = DOWN
57 PRINT" A = LEFT
58 PRINT" D = RIGHT
59 PRINT" S = FIRE
60 PRINT" H = HYPERSPACE
90 REM ABCDEFGHIJKLMNOPQRSTUVWXYZ1234567890! "#$%&'()*+,-*=:;.,/?:?[\]>@<#*#<()*+
95 REM CHR$(99)="#"
100 K$=CHR$(99):M$="
110 M$=M$+" "+K$+" / \ ^ "+K$+" ^ "+K$+" ^ "+K$+" ^ "

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Illustration: Dorian Cross

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120 M$=M$+" 7 " " +K$+" 7 " " +K$+" 7 " " +K$
130 M$=M$+" /
140 DIMM$(40):A$="PLEASE WAIT WHILE A NEW GAME IS PREPARED"
145 REM * PREPARE MOUNTAINS *
150 FORX=1TO40
155 PRINTMID$(A$,X,1);
160 FORI=0TO160STEP40
170 D$=D$+MID$(M$,I+2,39)+MID$(M$,I+1,1)
180 NEXTI:M$(X)=D$:M$=D$:D$="":NEXTX
181 PRINT"  PRESS ANY KEY "
182 GETA$:IFA$=" "THEN182
185 N=3:S=0
190 SY=4466: SX=4465: SC=53248: Z=0: AL=206: MA=202: SP=64: TEMP07
200 DX=11: DY=INT(RND(1)*9)+9
210 DIMA(4,2),S(4),T(4),E(15,15):PRINT" ":D$=""
215 REM * RANDOM POSITION FOR ALIENS *
220 FORI=1TO4
230 A(I,1)=INT(RND(1)*15)+62:A(I,2)=INT(RND(1)*11)+2:NEXT
240 H=0: MT=1: GOSUB5000: XD=DX: YD=DY
1000 GOSUB5100: D$="  ": GOSUB2000: GOSUB1920
1010 GOSUB2100: IFH=1THEN4000
1015 GOSUB1500: IFH=1THEN4000
1020 GOSUB5070
1030 GOSUB5100: R=1: GOSUB1500: R=0: IFH=1THEN4000
1040 GOTO1010
1499 REM * MOVE DEFENDER *
1500 POKE17828,0: GETK$: IFK$="" THENRETURN
1510 IF(R=1)*(K$="S") THENRETURN
1520 K=1*(K$="W")+1*(K$="X")+1*(K$="A")+1*(K$="D")+1*(K$="H")+1*(K$="S")
1530 IFK=0 THENRETURN
1540 K=0: XD=DX: YD=DY: IFK$="H" THEN1860
1550 IFK$="W" THEN1600
1560 IFK$="X" THEN1650
1570 IFK$="A" THEN1700
1580 IFK$="D" THEN1750
1590 IFK$="S" THEN1800
1600 DY=DY-1: IFDY<8 THENDY=8: GOTO1910
1610 P=SC+DX+DY*40: FORI=PTOP+3: IF(PEEK(I)=206)+(PEEK(I)=46) THENH=1
1620 NEXTI: GOTO1900
1650 DY=DY+1: IFDY>21 THENDY=21: GOTO1930
1660 GOTO1610
1700 DX=DX-1: IFDX<11 THENDX=11: GOTO1910
1710 IF(PEEK(SC+DX+DY*40)=46)+(PEEK(SC+DX+DY*40)=206) THENH=1
1720 GOTO1900
1750 DX=DX+1: IFDX>35 THENDX=DX-1: GOTO1910
1760 IF(PEEK(SC+DX+4+DY*40)=46)+(PEEK(SC+DX+4+DY*40)=206) THENH=1
1770 GOTO1900
1800 MUSIC" _A0"
1810 A=0: P=SC+DX+4+DY*40: FORI=PTOP+34-DX: J=I: IFPEEK(I)=AL THENA=1: I=P+39-DX
1815 IFPEEK(I)=46 THENI=P+39-DX: REM DISPLAY CODE 46 = "."
1820 POKEJ,124: NEXTI
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1830 FORI=PTQJ:POKEI,0:NEXT:IFA=1THEN1850
1840 RETURN
1850 POKEJ,107:MUSIC"_C1B0":S=S+1:POKEJ,0:RETURN:REM DISPLAY CODE 107 = "*"
1860 POKESX,DX:POKESY,DY:PRINT "      ":DX=INT(RND(1)*13)+15:DY=INT(RND(1)*9)+12
1870 GOSUB2000
1880 GOTO1910
1900 POKESX,XD:POKESY,YD:PRINT "      "
1901 IFYD>19THEN1916
1905 IF(K#="A")+(K#="D")THEN1915
1910 FORI=0TO3:RESETXD+15+I,YD-6+1:RESETDX+15+I,YD-6-1:RESETXD+15+I,YD-6:NEXT
1915 IFYD=8THENPRINT"0":TAB(13):"█"
1916 IFYD>18THENPOKESY,7:POKESX,13:PRINT"█":IFYD>19THEN1930
1920 RESETXD+15,YD-6:RESETXD+18,YD-6
1925 FORI=0TO3:SETDX+15+I,DY-6:NEXT
1930 POKESX,DX:POKESY,DY:PRINTD$
1940 RETURN
1999 REM * DISPLAY DEFENDER *
2000 FORI=-10TO-1:POKESX,DX+I:POKESY,DY:PRINT "  █"
2010 POKESY,DY:POKESX,DX+13-(11+I):PRINT"-  ":MUSIC"_C3":NEXTI
2020 FORI=-5TO0:IFDY+I<9THEN 2040
2030 POKESX,DX+1:POKESY,DY+I-1:PRINT "  █":POKESX,DX+1:POKESY,DY+I:PRINT"█"
2040 IFDY-I>17THEN2070
2050 POKESX,DX+2:POKESY,DY-I+1:PRINT "  █":POKESX,DX+2:POKESY,DY-I
2060 PRINT"█":MUSIC"_B2"
2070 NEXTI
2080 RETURN
2090 REM * MOVE ALIENS *
2100 FORI=1TO4:RESETA(I,1),A(I,2)
2110 A(I,1)=A(I,1)-1:IF(A(I,1)>26)*(A(I,1)<55)THEN2200
2115 IFA(I,1)<3THENA(I,1)=75
2120 IF A(I,1)=26THENPOKESC+12+(A(I,2)+6)*40,0
2125 IF(S(I)<>0)*(PEEK(S(I))<>46)THENS(I)=0
2126 IFS(I)<>0THEN2240
2130 SETA(I,1),A(I,2)
2140 NEXTI:RETURN
2200 IFA(I,1)=54THENPOKESC+39+(A(I,2)+6)*40,AL:GOTO2130
2210 P=SC+A(I,1)-15+(A(I,2)+6)*40:IFPEEK(P+1)=0THEN2400
2215 IFPEEK(P)=0THEN2230
2220 H=1:GOTO2130
2230 IF(S(I)<>0)*(PEEK(S(I))=0)THENS(I)=0
2231 POKEP+1,0:POKEP,AL:GOSUB2500:IF(S(I)=0)*(RND(1)<.6)THEN2130
2234 IFA(I,1)<27THEN2130
2235 IFS(I)=0THENS(I)=P-1:MUSIC"_#F1"
2240 B=S(I):P=SC+DX+2+DY*40:FORJ=1TO3:POKEB,46:C=B:IF(B>P-2)*(B<P+2)THENH=1
2250 IF(B-P)<0THENB=B+39:GOTO2280
2260 IF(B-P)<30THENB=B-1:GOTO2280
2270 IF(B-P)>0THENB=B-41
2280 IFPEEK(B)=64THENS(I)=0:J=3:B=0
2285 IFPEEK(B)=MATHENH=1:S(I)=0:Z=1
2290 IFH=1THENJ=3
2300 POKEC,0:NEXT:POKEB,46:S(I)=B:GOTO2130:REM DISPLAY CODE 46 = "."
2400 A(I,1)=INT(RND(1)*15)+62:A(I,2)=INT(RND(1)*11)+2
2410 GOTO2130
2500 J=SC+A(I,1)+785
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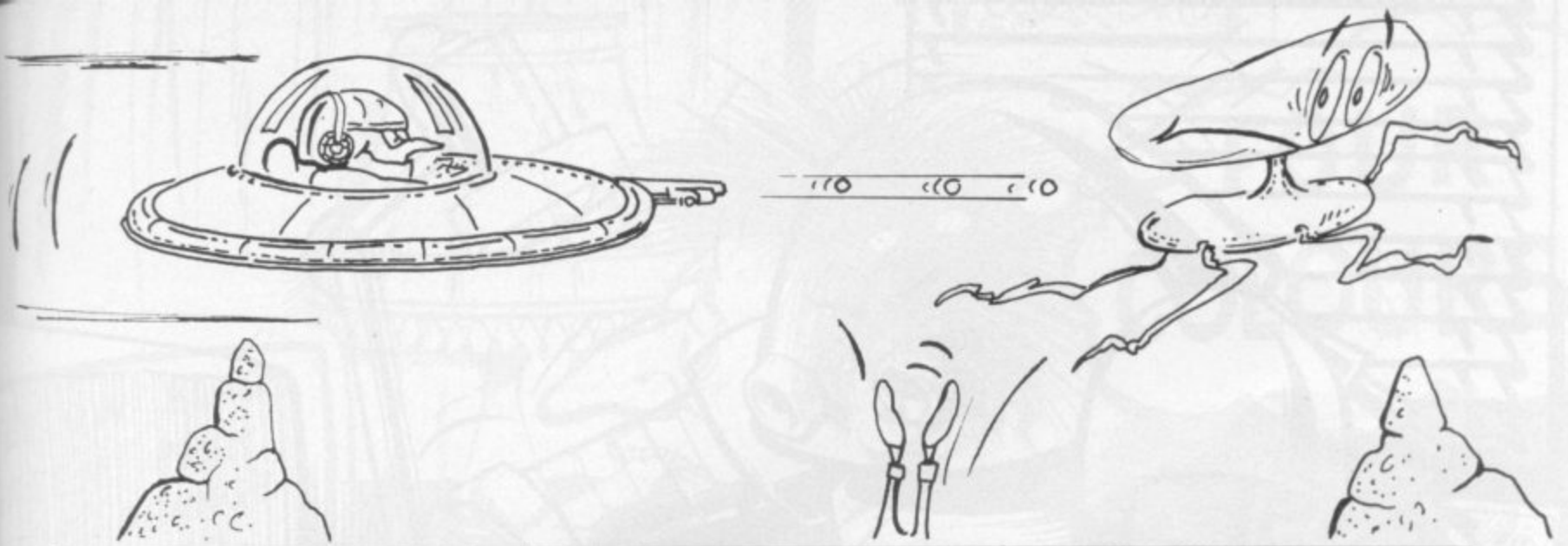


Illustration: Dorian Cross

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2510 IFPEEK(J)<>MATHEN2540
2520 IF(P-J)=0THENH=1:Z=1
2530 A(I,2)=A(I,2)+1:GOTO2600
2540 J=SC+A(I,1)+825
2550 IFPEEK(J)<>MATHENRETURN
2560 IF(P-J)=0THENH=1:Z=1
2570 A(I,2)=A(I,2)+1
2600 POKEP,0
2605 P=SC+A(I,1)-15+(A(I,2)+6)*40:J=SC+DX+DY*40
2610 IF(P>DX-1)*(P<DX+4)THENH=1
2620 IFPEEK(P)=ALTHENA(I,2)=A(I,2)+1:GOTO2605
2625 IFPEEK(P)=MATHENH=1:Z=1
2630 POKEP,AL:RETURN
4000 REM * HIT *
4010 H=0:A$="YOUR SHIP WAS HIT":IFZ=1THENA$="A MAN WAS KILLED"
4020 X=DX*2+2:Y=DY*2:RESTORE
4025 PRINT"0000";TAB(12);A$:FORI=1TO1000:NEXT
4030 FORI=1TO40
4031 REM * SOUND *
4035 POKE4513,8:POKE4514,50-I:USR(68)
4040 A=INT(RND(1)*15):B=INT(RND(1)*15):IFE(A,B)<>0THEN4040
4045 IF(Y-B<0)THENNEXT:GOTO4070
4050 IFA/2=INT(A/2)THENSETX+A,Y+B:SETX-A,Y-B:E(A,B)=-1:NEXT:GOTO4070
4060 SETX+A,Y-B:SETX-A,Y+B:E(A,B)=1:NEXT
4070 MUSIC"Z"
4075 FORI=15TO0STEP-1:FORJ=0TO15
4080 IFE(I,J)=-1THENRESETX+I,Y+J:RESETX-I,Y-J:E(I,J)=0:GOTO4100
4090 IFE(I,J)=1THENRESETX+I,Y-J:RESETX-I,Y+J:E(I,J)=0
4100 NEXTJ,I:PRINT"0":N=N-1:IFN=0THEN4500
4110 FORI=1TO1000:NEXT:GOTO190
4500 PRINT"0000000000000000";TAB(10);"GAME OVER"
4510 PRINTTAB(10);"ANOTHER GAME?"
4520 GETA$:IFA$=""THEN4520
4530 IFA$="Y"THEN185
4540 IFA$="N"THENPRINT"0":END
4550 GOTO4520
4999 REM * DISPLAY RADAR *
5000 PRINT"0";
5010 FORY=1TO6:POKESY,Y:POKESX,0:PRINT" | ":POKESY,Y:POKESX,39:PRINT" | ":NEXT
5020 PRINT"0";
5030 FORI=SC+320TOSC+720STEP40:POKEI,64:NEXT
5050 POKESY,23:PRINT"||||||||||||||||||||||||||||||||||||||||||||||||||||";
5060 PRINT"SCORE:          HIGH:          SHIPS:          ";:RETURN
5070 POKESY,24:POKESX,6:PRINTS;:POKESX,20:IFS>HSTHENSH=1:HS=S
5080 PRINTHS;:POKESX,34:PRINTN;" ";
5090 RETURN
5100 MT=MT+1
5110 IFMT>40THENMT=1
5115 FORI=1TO4:T(I)=0
5120 IF(A(I,2)>12)*(PEEK(SC+A(I,1)-15+(A(I,2)+6)*40)=206)THEN5140
5130 NEXT:GOTO5150
5140 T(I)=-1:NEXT
5150 POKESY,19:POKESX,0:PRINTM$(MT);:POKESX,DX:POKESY,DY:PRINTD$
5160 FORI=1TO4:IFT(I)=0THENNEXT:RETURN
5170 POKESC+A(I,1)-15+(A(I,2)+6)*40,206:NEXT:RETURN

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