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2 rem chopper flight by mike buhidar jr.
  and kevin woram
4 cn=0:poke832,0:bc=53280:goto12
6 printtab(10);
8 d=d-8:pokecp,d:pokepl,192:forw=1to12:n
ext:pokepl,193
10 gosub122:forw=1to12:next:return
12 m1=0:gosub258:gosub132:fa=3:d=215
14 pokev,164:pokev+31,0:gosub302
16 print"Seenter skill level (1-6)"
18 rm=14:ws=11:gosub258
20 gets1$:ifval(s1$)<1orval(s1$)>6then20

22 gosub132
24 pokev+31,0:ls=192:q=4:m=88:u=83
26 br$="]]UrRQRQRQRQRQ":b2$="]]UrRQRQRQR
QRQ":hd=4-s1/3:gh=hd-1:md=int(gh*30)
28 wn$="]]UrQRQR rRQRR rQRRXOW.":w2$="X.
WPUrQRQR rRQRR rQRR":ifhd>3thenhd=3
30 tr$="]]UrQRQXWWWURQRR":os$="]]UrRQRR
rQRQR"
32 f$="]XZr          RLR":sb=13+(2*s1):p
okez,peek(z)and239:td=(7-s1)*10
34 print"Sqqqqq":rf$="]XPr0000000000RO":
printrf$spc(rm)rf$:pokev+1,y:pokev,x
36 gosub374
38 print"Q"br$spc(n)br$
40 forp=1to5:printwn$spc(ws)w2$:printbr$
spc(n)br$:printb2$spc(n)b2$:next
42 pokez,peek(z)or16
44 ti$="000000":forl4=1tosb:fork=1toq
46 printwn$spc(ws)w2$:gosub80
48 printbr$spc(n)br$:gosub80
50 printb2$spc(n)b2$:gosub80:next
52 mp=int(rnd(1)*2)*rm:printtab(13+mp)"A
QX":next
54 printwn$spc(ws)w2$:gosub80
56 printtr$spc(15)tr$:gosub80:fork=1to3:
printos$spc(15)os$:gosub80:next
58 printos$spc(5)"X000000"spc(4)os$
60 printf$spc(4)"XWWWWW"spc(4)f$;
62 print"X WWWWWWWWWWWWWWWWWWWWWWWWWWW
WWWWWWWWWW":gosub80
64 cp=833:forp=peek(v+1)to211step2:d=d+8
:pokev+1,p:gosub8:next:pokepl,193
66 print"s.qqqqqqqqqqqqqqqqqqq]llllllllll
llll]you did it!":form=1to2000:next

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68 zz=val(ti$):forhh=0to1000:next:pokev,
0:gosub358
70 print"e      press trigger to play ag
ain."
72 b=peek(jl)and16:ifb=0then76
74 goto72
76 clr:goto16
78 rem joystick routine
80 fr=(peek(jl)and16)/16+1:onfrgoto110,1
16
82 sp=192:xd=hd:yd=0:return
84 sp=194:xd=-hd:yd=0:return
86 sp=1s:xd=0:yd=0:return
88 sp=1s:yd=-hd:xd=0:return
90 sp=1s:yd=hd:xd=0:return
92 sp=194:xd=-hd:yd=-hd:return
94 sp=194:xd=-hd:yd=hd:return
96 sp=192:xd=hd:yd=-hd:return
98 sp=192:xd=hd:yd=hd:return
100 return
102 pokebc,8:return
104 pokebc,2:return
106 pokehf,20:x1=x:pokev+40,2:gosub284
108 rem slower fall
110 gosub122:fa=fa+2:iffa>50then252
112 gosub240:return
114 rem faster fall
116 gosub122:iffa<1thenfa=2
118 fa=fa-2:gosub240:return
120 rem sound
122 pokehf,7:pokelf,53:pokehf,0:pokelf,0
:pokehf,7:pokelf,163:pokelf,0:pokehf,0
124 forg1=0to(50-fa):next
126 pokehf,7:pokelf,53:pokehf,0:pokelf,0
:pokehf,7:pokelf,163:pokelf,0:pokehf,0
128 return
130 sprite initialization
132 print"S":pokebc,0:pokebc+1,0
134 v=53248:pl=2040:pokev+21,7:x=170:y=1
00:sp=192:pokev+39,15:pokepl,sp
136 pokepl+1,196:pokev+40,12
138 pokepl+2,197:pokev+28,4:pokev+41,8:p
okev+37,7:pokev+38,2
140 pokev+29,4:pokev+23,4:print"Sereadin
g data..."
142 ifpeek(12660)=150then148
144 r=12288:forg=1to6:fori=1to63:reada:d

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c=dc+a:poker,a:r=r+1:next:r=r+1:next
146 ifdc<>27628thenprint"Serror in data.
. .":stop
148 jl=56320:n=15:z=53265:cd=53269
150 pokez,peek(z)and247:pokez,(peek(z)an
d248)+7:return
152 rem sprite data
154 data0,0,0,0,0,0,0,0,0,0,1,255,255,0,1,
0,0,7,192,0,31,240
156 data192,63,136,224,63,4,255,255,2,25
5,255,130,0,63,130,0,47,252,0,15,248

158 data0,6,248,1,4,17,1,140,27,0,255,25
4,0,0,0,0,0,0,0,0,0,0
160 data0,0,0,0,0,0,0,0,0,0,0,1,0,0,1,0,0,
7,192,0,31,240
162 data192,63,136,224,63,4,255,255,2,25
5,255,130,0,63,130,0,47,252,0,15,248
164 data0,6,248,1,4,17,1,140,27,0,255,25
4,0,0,0,0,0,0,0,0,0,0
166 data0,0,0,0,0,0,0,0,0,0,255,255,128,0,
128,0,3,224,0,15,248,0
168 data17,252,3,32,252,7,64,255,255,65,
255,255,65,252,0,63,248,0,31,240,0
170 data12,96,0,136,32,128,216,49,128,12
7,255,0,0,0,0,0,0,0,0,0,0
172 data0,0,0,0,0,0,0,0,0,0,0,128,0,0,128,
0,3,224,0,15,248,0
174 data17,252,3,32,252,7,64,255,255,65,
255,255,65,252,0,63,248,0,31,240,0
176 data12,96,0,136,32,128,216,49,128,12
7,255,0,0,0,0,0,0,0,0,0,0
178 data0,0,0,0,62,0,0,119,0,0,239,128,0
,207,128,0,255,128,0,0,0
180 data0,127,0,0,127,0,0,127,0,0,62,0,0
,62,0,0,62,0,0,28,0
182 data0,127,0,0,235,128,0,193,128,1,12
8,192,1,128,192,1,0,64,1,0,64
184 data0,20,0,0,85,0,1,150,64,5,105,80,
5,170,80,38,170,152,42,170,168
186 data46,170,184,91,190,229,122,255,17
3,119,255,221,90,255,165,27,190,232
188 data46,170,184
190 data42,170,168,5,170,80,5,105,80,1,1
50,64,0,85,0,0,20,0,0,0,0
192 rem sprite-data collision
194 xp=x-24:yp=y-54:cx=int(xp/8):cy=int(

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yp/8):bb=1104+cx+(40*cy)
196 p1=peek(bb):p2=peek(bb+1):p3=peek(bb
+2):p4=peek(bb+3)
198 ifp1=uorp2=uorp3=uorp4=uthenreturn
200 ifp1=morp2=morp3=morp4=mthen204
202 goto206
204 pokeh1,50:forl=0to49:next:pokeh1,0
206 ifp1=(m)then226
208 ifp2=(m)then228
210 ifp3=(m)then230
212 ifp4=(m)then232
214 rem put explosion here
216 e$="crashed into a building,"
218 pokehf,7:x=x-12:y=y-10:pokev+4,x:pok
ev+5,y:forwa=1to255:pokelf,wa:next
220 pokev+21,0
222 pokehf,0:pokelf,0:gosub268
224 rem pick up man here
226 ms=ms+1:pokebb,u:return
228 ms=ms+1:pokebb+1,u:return
230 ms=ms+1:pokebb+2,u:return
232 ms=ms+1:pokebb+3,u:return
234 pokehf,7:x=x-12:y=y-10:pokev+4,x:pok
ev+5,y:forwa=1to255:pokelf,wa:next
236 pokehf,0:pokelf,0:return
238 rem movement routine
240 jv=n-(peek(jl)andn)+1:tl=int((val(ti
$))/td)+1:gosub292
242 ifpeek(v+31)andx=xthengosub192
244 ontlgosub100,100,100,102,104,106
246 onjvgosub86,88,90,100,84,92,94,100,8
2,96,98:ls=sp
248 pokepl,sp:x=x+xd:pokev,x:y=peek(v+1)
+yd:pokev+1,y:pokepl,sp+1:return
250 rem hovering routine
252 fr=(peek(jl)and16)/16+1:iff=2thenfa
=48:goto110
254 gosub240
256 gosub122:goto252
258 rem sound initialization
260 s=54272:forq=stos+24:pokeq,0:next
262 pokes+24,15:pokes+5,18:pokes+6,33
264 pokes+4,129:hf=54273:lf=54272
266 pokes+12,255:pokes+13,255:pokes+11,1
7:h1=54280:l1=54279:return
268 rem end routine
270 pokebc,0:cn=peek(832):cn=cn+1

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272 print "qSechopper v -"cn;e$
274 print "qsend for replacement pilot im
mediate!q":pokev+5,0:poke832,cn
276 fork=0to999:next:zz=val(ti$):gosub35
8
278 goto70
280 rem missile moving routine
282 pokehf,20:x1=int(rnd(0)*68)+144
284 fory1=255to0step-10:pokelf,(255-y1)
286 pokev+2,x1:pokev+3,y1:ifpeek(v+30)an
d1=1thenifpeek(v+30)and2=2then300
288 next:pokev+31,0:m1=0:return
290 rem missile select
292 m1=m1+1:ifm1<mdthenreturn
294 pokehf,5:pokelf,5
296 ifm1>md+10then282
298 return
300 pokev+2,0:e$="destroyed by enemy fir
e,":goto218
302 rem title screen
304 forl=1to22:print:next
306 fork=1to3:printtab(19)"XB":next
308 t$(1)=".UCCCIUIUIUCCIUCCIUCCIUCCIUCC
CI"

lst
310 t$(2)="B UIBBBBBBUIBBUIBBUIBBUCKBUI
B"
312 t$(3)="B BJKBJKBBBBBBJKBBJKBBJCIJBK
B"
314 t$(4)="B BUIBUIBBBBBBUCKBUCKBUCKBUIU
K"
316 t$(5)="B JKBBBBBBJKBBB BB BJCIBBBB
"
318 t$(6)="JCCCKJKJKJCCCKJK JK JCCCKJKJK
"
320 t$(7)="" : t$(8)="" : j$(1)="UCCCIUI UC
CIUCCIUUIUIUCCCI"
322 j$(2)="B.UCKBB..JIUKBUCKBBBBJCIUCK"
324 j$(3)="B.JCIBB...BB.BBUIBJKB. BB."
326 j$(4)="B.UCKBB...BB.BBBBBUIB. BB."
328 j$(5)="B.B..BJCIUKJIBJKBBBBB. BB."
330 j$(6)="JCK..JCCKJCCKJCCKJKJK. JK."
332 bl$="B B":n1$="Bem
ichael buhidar jr..B"
334 tp$=". UCCCCCCCCCCI":db$="UCCCKe
designed by.JCCCI"

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336 an$=".B          eand.          B":n2$="
Be      kevin woram      .B"
338 cr$=".B          .B":ed$="J
CCCCCCCCCCCCCCCCCK"
340 cp=v+1:forl=1to7:gosub8:printtab(5) t
$(1):next
342 forl=1to6:gosub8:printtab(7)j$(1):ne
xt
344 print:gosub8
346 gosub6:printtp$:gosub6:printdb$:gosu
b6:printbl$:gosub6
348 printnl$:gosub6:printan$:gosub6:prin
tn2$
350 gosub6:printcr$:gosub6:printed$:gosu
b6:print
352 printtab(10) "epress trigger to play"

354 b=peek(jl) andl6:ifb=0thenreturn
356 goto354
358 rem final score
360 pokebc,0:fs=100*ms*sl+(500-zz):ts=(4
0-(14+ms))/2
362 ifms=0thenprint "S":printtab(13) ".no
men rescued":goto370
364 print "Se":printtab(ts) "men rescued:
";:formr=1toms:print "AX";:next:print
366 printtab(14) "ebonus: ";:forhh=1toms
:o=o+100:pokeh1,100:form=1to150:next
368 pokeh1,0:print "sqq"tab(21) o;:next:pr
int
370 printtab(11) "qqqqqqqqyour score: "f
s"q"
372 forjj=0to1000:next:return
374 rem movement checker
376 restore
378 r=12288:forg=1to6:fori=1to63:reada:d
c=dc+a:r=r+1:next:r=r+1:next
380 data173,1,208,201,50,144,7,201,229,1
76,11,76,49,234,105,4,141,1,208,76
382 data49,234,233,4,141,1,208,76,49,234

384 rem interrupt setup
386 data120,169,0,141,20,3,169,192,141,2
1,3,88,96
list 387-

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388 for p=49152 to 49194: read a: poke p, a: next
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390 sys 49182: return
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