

# mikrodata

MANGE  
PROGRAMMER  
VERDI OVER KR. 1500,-

med  
**HOBBY DATA**

## nr3

PRIS 20 NKR. 25 DKR.

april 1984

**ROLF PRESTHUS  
FORSØK MED CALC RESULT!**



**MER  
STOFF FRA  
BELLA-  
CENTERET**

**HEDEMARKS RAPPORTEN  
OM EDB I SKOLEN**

**VI PRESENTERER  
«MIKRODATA '84»**

**Intervjuer:  
TANUM ELEKTRONIKK &  
COMPUTER STANDARD AS**

**MÅNEDENS  
PROGRAM:  
ELGJAKT**



**TIPS OG PROGRAMTESTER  
FOR  
VIC-20, CBM-64, ORIC-1  
DRAGON 32, SPECTRUM  
SPECTRAVIDEO, SHARP  
M.M. INNE I BLADET**

**BLADET FOR DEG — AV DEG**

# ZX SPECTRUM

TORPEDO er et spill for 16/48K Spectrum.

Du er kaptein på en torpedo-båt og skal forsøke å senke så mange fiendtlige ubåter som mulig.

Ditt eneste våpen er synkeminer. De helt store poengsummer kan oppnås ved å droppe synkeminer på de små undervannsbasene.

**Programforklaring:**

- 1— 200 setter opp
- 200— 300 ubåter
- 300— 500 din båt
- 500— 700 bomber
- 700—1000 treff
- 1000—2000 Game Over
- 2000—3000 USR grafikk
- 3000—4000 instruksjon
- 4000— stopp tapen

Linjene 3000—8000 kan eventuelt strykes. Skriv da denne linjen: 2500 RETURN  
Skriv GOTO 8000 for å SAVE spillet.

Hilsen  
Espen Gaarder haug  
Østlien  
1430 ÅS



Torpedo  
Av Espen G. Haug

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1 REM *****
2 REM * By ESPEN G. HAUG *
3 REM * *****
4 GOTO 2000
5 LET a=15
6 LET f=5: LET T=0
7 BRIGHT 1: BORDER 2: PAPER 1
8 CLS: INK 7
9 INVERSE 1
10 FOR n=170 TO 140 STEP -8
11 PLOT PAPER 5;7,n: DRAW PAPER
12 NEXT n: INVERSE 0
13 PRINT AT 21,0; PAPER 0;""
14 PRINT AT 20,0; INK 4;"0 0"
15 PRINT AT 19,13; INK 3;"G":
16 PRINT AT 20,13; INK 3;"H"
17 PRINT AT 19,27; INK 3;"GGG"
18 PRINT AT 20,27; INK 3;"HHH"
19 PRINT AT 19,5; INK 3;"G": P
20 PRINT AT 20,5; INK 3;"H"
21 REM Ubaater
22 POKE 23672,0
23 LET i=RND*25+3
24 IF i>3 AND i<29 THEN PRINT
25 LET f=PEEK 23672
26 LET s=17*RND+2
27 IF f>70-10*s) AND s>5 AND
28 i<29 THEN PRINT AT s,i;
29 INK 6;"U": LET z=z+1
30 IF z>12 THEN GO TO 1500
31 PRINT AT 0,21;"Ubaater=";z;
32 PAPER 5;""
33 PRINT AT 0,3;"Poeng=";T
34 IF f>70-10*s) THEN POKE 23
35 REM Mine sveiper
36 IF INKEY$="P" THEN LET a=a+
37 BEEP 0,255,0
38 IF INKEY$="O" THEN LET a=a-
39 BEEP 0,255,0
40 IF a>27 THEN LET a=1: PRINT
41 AT 3,28; PAPER 5;""
42 IF a<0 THEN LET a=27: PRINT
43 AT 3,1; PAPER 5;""
44 PRINT AT 3,a; INK 0; PAPER
45 "ABC"
46 IF INKEY$="Z" THEN GO TO 55
47 IF INKEY$("<"Z" THEN GO TO 2
48 FOR k=4 TO 18
49 BEEP 0,255,k*10
50 PRINT AT k,a+3;"="
51 PRINT AT k,a+3;"="
52 IF ATTR (k+1,a+3)=75 THEN P
53 RINT AT 19,a+3; INK 5;"G": PRINT
54 AT 20,a+3; INK 5;"H": BEEP 1,-
55 BEEP 2,-13: GO TO 250
56 IF ATTR (k+1,a+3)=77 THEN P
57 RINT AT 19,a+3; INK 4;"G": PRINT
58 AT 20,a+3; INK 4;"H": BEEP .08,
59 -.20; INK 4;"G": GO TO 250
60 IF ATTR (k+1,a+3)=76 THEN G
61 O SUB 800
62 IF ATTR (k+1,a+3)=72 THEN P
63 RINT AT k+1,a+3; INK 2;"U": BEEP
64 1,-7: GO TO 250
65 IF ATTR (k+1,a+3)=78 OR ATT
66 R (k+1,a+3)=74 THEN GO SUB 700
67 IF k=18 THEN BEEP .04,z-15:
68 GO TO 250
69 NEXT k
70 GO TO 250
71 REM Treff
72 PRINT AT k+1,a+3; BRIGHT 0;
73 "D:"
74 BEEP .5,-12: BEEP .08,-13:
75 BEEP .1,-20: BEEP .2,-16"
76 PRINT AT k+1,a+3;"..
77 LET T=T+2
78 LET z=z-1
79 IF T=60 OR T=160 OR T=250 T
80 HEN GO TO 145
81 IF r<=0 AND z=0 THEN GO TO
82 1000
83 GO TO 250
84 FOR x=0 TO 7: BORDER x: INK
85 x: PRINT AT 19,a+3; BRIGHT 0;"D"
86 "X": PRINT AT 20,a+3; BRIGHT 0;"D"
87 BEEP .003,-3: BEEP .01,-9:
88 BEEP .02,-5
89 NEXT x
90 PRINT AT 19,a+3;" "": PRINT
91 AT 20,a+3;" "":
92 BORDER 2
93 LET T=T+10
94 IF r<=0 AND z=0 THEN GO TO
95 1000
96 GO TO 250
97 PRINT AT 10,6; FLASH 1;"DU
98 YUNNEG 8: LET
99 GO TO 1510
100 PRINT AT 10,11; FLASH 1; IN
101 VERSE 1
102 FOR x=50 TO 30 STEP -1: BE
103 EEP .1,x: NEXT x
104 PRINT AT 18,0; PAPER 0; INK
105 "": TRYKK 'N' FOR NYTT SPIL:
106 TRYKK 'N' FOR OG STOPPE
107 ..
108 IF INKEY$="D" THEN STOP
109 IF INKEY$="Y" THEN RUN
110 GO TO 1500
111 REM USR GRAFIKK
112 FOR x=0 TO 7
113 READ a: POKE USR "a"+x,a
114 NEXT x
115 DATA 0,0,0,0,255,63,31,15
116 FOR x=0 TO 7
117 READ b: POKE USR "b"+x,b
118 NEXT x
119 DATA 0,30,63,255,85,255,255
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1000 FOR x=0 TO 7
1001 READ c: POKE USR "c"+x,c
1002 NEXT x
1003 DATA 0,0,0,0,15,255,255,255
1004 FOR x=0 TO 7
1005 READ d: POKE USR "d"+x,d
1006 NEXT x
1007 DATA 137,90,16,7,90,50,6,13
1008
1009
1010 FOR x=0 TO 7
1011 READ t: POKE USR "t"+x,t
1012 NEXT x
1013 DATA 0,0,0,24,126,255,255,1
1014
1015 FOR x=0 TO 7
1016 READ f: POKE USR "f"+x,f
1017 NEXT x
1018 DATA 0,0,0,12,63,12,0,0
1019 FOR x=0 TO 7
1020 READ u: POKE USR "u"+x,u
1021 NEXT x
1022 DATA 24,24,126,255,255,126,
1023
1024 FOR x=0 TO 7
1025 READ h: POKE USR "h"+x,h
1026 NEXT x
1027 DATA 90,255,90,255,126,60,2
1028
1029 BORDER 1: BRIGHT 0: PAPER 1
1030 CLS
1031 PRINT AT 1,8; INK 4;"--=TOR
1032 PEDO==--"
1033 PRINT AT 4,2;"DU er Kaptein
1034 av en torpedo-båt.
1035 Din oppgave er å utrydde fi
1036 endene. Det blir ubåter mot d
1037 eg, det er også små und
1038 ervannsbaser som du må ut
1039 slette. Hvis du taper,
1040 er du ute. Hvis du treffer
1041 en ubåt, så blir det 3 torpedo
1042 er. Gule ubåter med 1 torpedo
1043 og svarte med 2 torpedo
1044 er.
1045 PRINT AT 17,8; INK 4;"--KON
1046 TROLLER==": PRINT AT 19,2;"Bakov
1047 er="; PAPER 0;
1048 BOMBER="; Z"
1049 PRINT #1,AT 0,0;"
1050
1051 KNAPP FOR Å FORTSETTE" TRYKK EN
1052 IF INKEY$="" THEN BORDER 2:
1053 BORDER 7: BORDER 1: BORDER 0:
1054 GO TO 3042: BEEP .3,4
1055 PRINT AT 1,12;"*****"
1056 PRINT AT 2,12;"POENG=";
1057 PRINT AT 3,12;"*****"
1058 PRINT AT 7,2;"U=2 Poeng"
1059 PRINT AT 7,20; INK 2;"U"
1060 PRINT AT 7,21;"=2 Poeng"
1061 PRINT AT 9,10; INK 4;"G =10
1062 Poeng": PRINT AT 10,10; INK 4;"
1063 H"
1064 PRINT AT 17,0;"VELG VANSK
1065 LIGHETS GRAD 1-5. 1=LETTESTE
1066 OG SVANSKLIGST"
1067 INPUT "VANSKLIGHETS GRAD ?"
1068 m
1069 IF m<1 OR m>5 THEN GO TO 31
1070
1071 RETURN
1072 BORDER 0: PAPER 0: CLS: PA
1073 PER 0: INK 7
1074 FOR x=0 TO 21 STEP 2
1075 PRINT AT x,10; PAPER 0; I
1076 NK 6; FLASH 1;"STOPP TEIPEN"
1077 PRINT AT x,10; PAPER 5; INK
1078 2; FLASH 1;"STOPP TEIPEN"
1079 BEEP .02,-20: BEEP .01,-18:
1080 BEEP .04,-30
1081 NEXT x
1082 LET B=32: GO TO 4023
1083 FOR P=0 TO 7: BEEP .03,B: B
1084 ORDER P: NEXT P: BORDER 0: RETUR
1085 N
1086
1087 LET B=B-5: GO SUB 4022
1088 LET B=B-5: GO SUB 4022
1089 LET B=B-5: GO SUB 4022
1090 LET B=B-5: GO SUB 4022
1091 CLS
1092 FOR x=0 TO 100
1093 PLOT 250*RND,175*RND
1094 NEXT x
1095 PRINT AT 2,8; BRIGHT 1;"AV
1096 Espen G. Haug"
1097 PRINT AT 12,12; FLASH 1; PA
1098 PER 2; INK 6;"TORPEDO"
1099 FOR x=40 TO 47: BEEP .05,x-
1100 50: BEEP .03,7: CIRCLE INK 3;124
1101 .75,x: NEXT x
1102 PAUSE 50
1103 GO TO 1
1104 PRINT AT 10,8; INK 6; PAPER
1105 2; FLASH 1;"Av Espen G. Haug": S
1106 AVE "Torpedo" LINE 4000

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SEND OSS PROGRAMMER OG PROGRAMTIPS DU SITTER INNE MED!!