

software

VIC 20

Parà

di Renato Ferrario - Milano

Il giochino che vi presentiamo questo mese per il Vic 20 è abbastanza divertente e gira con la macchina in configurazione base, cioè senza alcuna espansione di memoria.

Il titolo del gioco è «Parà» ed il suo svolgimento è alquanto semplice, benché non privo di difficoltà. Dato il Run e dopo le schermate preliminari, comparirà un paracadutista, posto in alto sullo schermo, che noi dovremo aiutare ad atterrare destreggiandosi in un nugolo di ostacoli che appariranno abbondantemente e molto velocemente

nel cielo man mano che il tempo scorre. Naturalmente, non dovremo urtare nessuno di questi ostacoli, pena la fine del gioco. La manovra dell'omino viene effettuata servendosi dei tasti S, D, B e, per l'atterraggio, bisognerà individuare un pezzettino di terreno libero.

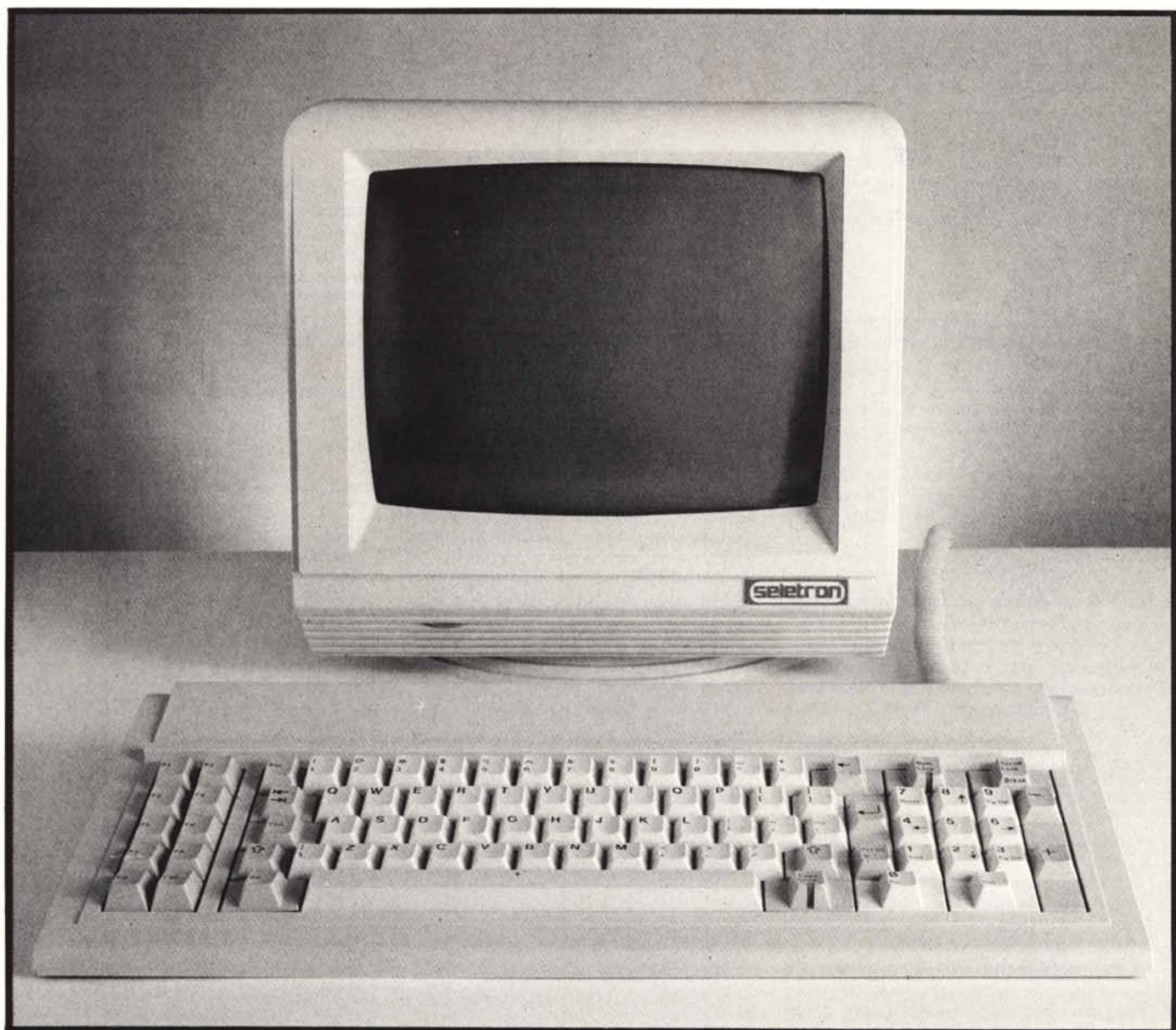
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1 REM *PROGRAMMA DI A. PUPPI*
10 PRINT"(CLR)":POKE36879,110
15 PRINT"(DOWN)(DOWN)(RED)(RIGHT)(RIGHT)(RIGHT)(RIGHT)
(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RVS)^(OFF)"
20 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
(RVS)^(OFF)"
21 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RVS)^(OFF)"
22 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RVS)^(OFF)"
23 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(WHT)\ | /"
24 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)\ | /"
25 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)\ | /"
26 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)\ | /"
27 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
\ | /"
28 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
(RIGHT)\ | /"
29 PRINT"(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
(RIGHT)(RIGHT)\ | /"
30 PRINT"(YEL)(RVS)^(OFF)(RIGHT)(RIGHT)(RVS)^(OFF)(RGT)
(RHT)(RVS)^(RIGHT)(RIGHT)(RIGHT)(RIGHT)"
31 PRINT"(GRN)(RVS)(RIGHT)(RIGHT)(RIGHT)^(RIGHT)(RIGHT)
(OFF)^(RVS)(RIGHT)^(RIGHT)"
32 PRINT"(PUR)(RVS)(OFF)^(RIGHT)(RVS)(OFF)^(RVS)(RGT)
(RHT)^(RIGHT)(OFF)^(RVS)(RIGHT)(OFF)^(RIGHT)"
33 PRINT"(CYN)(RVS)^(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
(OFF)^(RIGHT)(RVS)(RIGHT)(RIGHT)"
34 PRINT"(WHT)(RVS)^(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)
(OFF)^(RVS)^(RIGHT)(OFF)"
35 PRINT"(RED)(RVS)^(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
(RHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(OFF)"
36 PRINT"(YEL)(RVS)^(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RGT)
(RHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(OFF)"
37 FORT-1TO6000:NEXT
40 POKE36879,25:PRINT"(CLR)(BLU)(DOWN)(DOWN)UN LANCIO S
BAGLIATO (RIGHT)(RIGHT)(DOWN)E DEVI SCENDERE NEL "
41 PRINT"(DOWN)'PUNTO' LIBERO DELLA (RIGHT)(DOWN)CITTA' .
42 PRINT"(DOWN)MA ATTENZIONE ALTRE(RIGHT)(RIGHT)(RIGHT)(DO
WN)DIFFICOLTA' TI (RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)
(RIGHT)(DOWN)ATTENDONO !!!"
43 PRINT"(DOWN) S = SINISTRA
44 PRINT"(DOWN) D = DESTRA
45 PRINT"(DOWN) B = SCENDERE
46 PRINT"(DOWN)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)PREM
I UN TASTO
50 GETAS:IFAS=""THEN50
55 PRINT"(CLR)":PRINT"(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DO
WN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RGT)
(RHT)A T T E N D E R E
60 PRINT"(DOWN)(DOWN) MI FUMA IL
65 PRINT"(DOWN)(DOWN) C E R V E L L O N E
100 POKES1,255:POKE52,27:POKE55,255:POKE56,27:L=0:V=0
120 FORI=0TO81:POKE7168+I,PEEK(32768+I):NEXT
130 RESTORE:FORI=0TO103:READA
140 POKE7168+I+(N*8),A:NEXT
150 DATA56,124,238,68,16,108,16,40
155 DATA28,62,62,28,126,255,254,124
160 DATA24,32,120,8,16,32,64,128
165 DATA60,82,255,137,169,169,169,255
170 DATA56,56,40,40,56,248,207,201
175 DATA7,5,7,5,31,31,245,181
180 DATA8,28,42,73,28,42,73,8
185 DATA2,7,37,85,221,255,175,175
190 DATA0,255,32,16,126,171,255,36
195 DATA0,0,0,248,222,173,255,98
196 DATA0,0,8,8,20,42,8,20
197 DATA255,0,170,170,85,85,170,170
198 DATA0,0,0,0,0,0,0,16
199 POKE36869,255:PRINT"(CLR)":POKE36879,187:L=L+1
200 N=7680:P=7680:C=38400:C1=38400
205 PRINT"(WHT)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)"
210 PRINT"(BLU)C(RED)J(BLU)D(GRN)F(BLU)D(GRN)F(RED)JHJJ
(BLU)I(GRN)F(BLU)CEDI(GRN)F(RED)J(BLU)G(GRN)F(RED)J(BLU)
)C";
220 PRINT"KKKKKKKKKKKKKKKKKKKKKKKK";
225 PRINT"(RED)(RVS)(RIGHT)(RIGHT)LANCI" :PRINT"(YEL)(RV
S)CENTRI"V
230 Z=INT(RND(1)*22):P=P+Z:C=C+Z
240 G=INT(RND(1)*22):POKE8098+G,12:POKE38818+G,1
250 S=36874:POKES+4,15:POKES,170:POKES+3,240
260 Q=INT(RND(1)*374):POKEN+Q,1:POKEC1+Q,6:POKEN+Q+22,2
:POKEC1+Q+22,7:GOSUB1000
270 A=-2:B=INT(RND(1)*4):A=A+B
275 T=PEEK(197):POKEP,0:POKEC,2
280 IFT=41THENP=P-1:C=C-1:POKEP+1,32:GOSUB1100
290 IFT=18THENP=P+1:C=C+1:POKEP-1,32:GOSUB1100
300 IFT=35THENP=P+A+22:C=C+A+22:POKEP-A-22,32:GOSUB1100
310 IFFPEEK(P)>32AND PEEK(P)>12AND PEEK(P)>0THEN1500
320 IFFPEEK(P)=12THEN1800
330 GOTO260
1000 FORT=1TO100:NEXT:POKEC1+Q+22,2:FORT=1TO100:NEXT:PO
KEN+Q+22,32:POKEC1+Q+22,3:RETURN
1100 POKES+3,220:FORT=1TO200:NEXT:POKES+3,240:RETURN
1500 POKES,0:POKES+3,0:POKES+4,0:POKE198,0:H=1
1505 POKE36869,240
1510 POKE36879,42:PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RIGHT)(RGT)
(RHT)(BLU)S B A T T U T O":FORT=1TO50:NEXT:H=H+1
1520 POKE36879,93:PRINT"(CLR)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)A T T U T O":FORT=1TO50:NEXT:IFH=10THEN2000
1530 GOTO1510
1800 POKES,0:POKE+3,0:POKES+4,0:POKE198,0:POKE36879,127
:V=V+1
1805 POKE36869,240
1810 PRINT"(CLR)(RED)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOW
N)(DOWN)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)(RIGHT)E V V I V A
":PRINT"c i s e i"
1820 PRINT"(DOWN)(DOWN)(DOWN)(RIGHT)(RIGHT)(RIGHT)(RIGHT)
(PUR)I U S C I T O(BLU)":GOTO2000
2000 PRINT"(HOME)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(D
OWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)
(DOWN)(DOWN)(DOWN)(DOWN)(DOWN)(RIGHT)(RIGHT)PREMI UN TASTO"
2010 GETAS:IFAS=""THEN2010
2020 IFAS<>""THEN199

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seletron

S10 PC



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