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*****0!*Nu*****0***~P)***d*P*****X_**
1 !*****
2 !* "PARSEC" IS WRITTEN *
3 BY JOHN M. PHILLIPS *
4 :* 5502 56TH #504 *
5 !* LUBBOCK, TEXAS 79414*
6 !* 806-79797-4026 *
7 !*****
10 ON BREAK NEXT
11 ON WARNING NEXT
12 ON ERROR 8000
50 GOTO 10000 !DRIVER
100 !*** CHARS ***
103 CALL CLEAR
105 DISPLAY AT(12,9):"ONE MOMENT"
110 F$=RPT$("0",36)&"00021522D4240100"&RPT$("0",12):: CALL CHAR(104,F$)
120 B$="010297349834923471269650621203498102390492898353007725A7E400C3901A" :: C
ALL CHAR(108,B$)
130 S$="00B3C2A2929F909192BFC4091E0000000000804040FB040344F8B0" :: CALL CHAR(96,
S$)
140 D$="00000000000001"&RPT$("0",48):: CALL CHAR(100,D$)
150 CALL CHAR(128,"000000FF" :: CALL COLOR(13,7,1)!LASER
153 CALL CHAR(136,"000000FF" :: CALL COLOR(14,6,1)!LASER2
155 CALL CHAR(137,"007725A7E4")
160 E$="0000010204087FB07F000000000000000F0103C4484040BFO" :: CALL CHAR(112,E$)
163 F$="000000030C33428342320C030000000000F34C60404C644C744460404C6340F" :: CALL
CHAR(120,E2$)
168 E3$="0000010E103D4989492D100E010000000000807008AC2A912AAC087080" :: CALL CHA
R(124,E3$)
170 EX$="01010111080402F00204081101010100000000102040800FB0402010" :: CALL CHAR(
116,EX$)
299 RETURN
300 ***SCREEN***
310 CALL CLEAR :: CALL SCREEN(2)
320 CALL COLOR(2,12,12):: CALL HCHAR(21,1,42,128)
330 FOR I=3 TO 9 :: CALL COLOR(I,2,12):: NEXT I
340 DISPLAY AT(22,11)SIZE(6):"PARSEC"
350 !FOR I=4 TO 28 STEP 4 :: CALL VCHAR(22,I,137):: NEXT I
360 FOR I=1 TO 2 :: CALL VCHAR(22+I,3,95+I):: CALL VCHAR(22+I,4,97+I):: CALL VCH
AR(22+I,5,95+I):: CALL VCHAR(22+I,6,97+I):: NEXT I
370 DISPLAY AT(22,19)SIZE(6):"SCORE:"
399 RETURN
400 !**** SHIP ****
410 CALL SPRITE(#1,96,11,98,32,0,0)
420 CALL SPRITE(#2,104,16,98,16,0,0)
499 RETURN
500 !***** SPRITES *****
505 RANDOMIZE :: CALL MAGNIFY(3)
510 FOR I=7 TO 24
520 CALL SPRITE(#I,100,15,INT(RND*130)+1,INT(RND*256)+1,0,-2)
530 NEXT I
560 CALL SPRITE(#25,108,12,146,70,0,-4)
570 CALL SPRITE(#26,108,12,146,130,0,-4)
580 CALL SPRITE(#27,108,12,146,190,0,-4)
590 CALL SPRITE(#28,108,12,146,250,0,-4)
599 RETURN
600 !*** ENEMY SHIP *****
610 DISPLAY AT(24,7)SIZE(20):M$
612 CALL MOTION(#1,0,0,#2,0,0)
615 FOR I=1 TO 5 :: CALL SOUND(-99,500,8,1000,4,1500,0):: CALL SOUND(25,2000,0):
: NEXT I
620 FOR I=1 TO 5 :: GOSUB 1000 :: NEXT I :: DISPLAY AT(24,7)SIZE(20):RPT$("*",20

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625 CLR=INT((14-3+1)*RND)+3
627 GOSUB 1000
630 CALL SPRITE(#4,P,CLR,80,225,SP,0)
699 KF$="N" :: RETURN
800 !***** SCORE *****
815 SCORE=SCORE+PT
817 DISPLAY AT(22,25)SIZE(LEN(STR$(SCORE))):STR$(SCORE)
899 RETURN
1000 !**** KEYBOARD ****
1010 CALL KEY(O,K,S):: IF S=0 THEN CALL MOTION(#1,0,0,#2,0,0):: RETURN
1020 IF K=89 THEN GOSUB 1300 :: RETURN
1030 IF K=88 THEN GOSUB 1200 :: RETURN
1040 IF K=69 THEN GOSUB 1100 :: RETURN
1050 CALL MOTION(#1,0,0,#2,0,0)
1060 RETURN
1100 !***** UP *****
1110 CALL POSITION(#1,Y,X):: IF Y<16 THEN CALL MOTION(#1,0,0,#2,0,0):: RETURN EL
SE CALL MOTION(#1,-6,0,#2,-6,0):: RETURN
1200 !***** DOWN *****
1210 CALL POSITION(#1,Y,X):: IF Y>124 THEN CALL MOTION(#1,0,0,#2,0,0):: RETURN E
LSE CALL MOTION(#1,6,0,#2,6,0):: RETURN
1300 !**** LASER SHOT ****
1305 CALL MOTION(#1,0,0,#2,0,0):: CALL POSITION(#1,Y,X)
1310 R=INT(Y/8)+2 :: CALL SPRITE(#3,32,1,Y,225):: CALL SOUND(-99,-1,0):: CALL HC
HAR(R,7,128,22):: CALL HCHAR(R,7,32,22)
1320 CALL COINC(#3,#4,T,HIT):: IF HIT<>-1 THEN 1340 ELSE GOSUB 3000 ! COINC
1340 CALL LOCATE(#3,220,50):: IF KF$="N" THEN GOSUB 4000
1350 RETURN
2000 !***** MOVE ENEMY ****
2005 GOSUB 1000
2010 RAND=INT(2*RND)+1 :: IF RAND=1 THEN DIR=-1 ELSE DIR=1
2015 CALL POSITION(#4,Y,X):: IF Y<40 THEN MD=SP ELSE IF Y>112 THEN MD=-SP ELSE M
D=DIR*DIR
2025 GOSUB 1000
2030 CALL MOTION(#4,MD,0):: RETURN
3000 !***** COINC *****
3010 CALL SOUND(-150,-7,0):: CALL PATTERN(#4,116):: KF$="Y" :: HITS=HITS+1 :: CA
LL DELSPRITE(#4)
3015 GOSUB 800 !SCORE
3020 IF HITS=5 THEN 10100 ELSE 10140
3030 RETURN
4000 !**** ENEMY SHOT ****
4005 CALL MOTION(#4,0,0)
4007 CALL POSITION(#4,Y,X):: IF Y>132 THEN CALL MOTION(#4,-SP,0):: RETURN
4010 R=INT(Y/8)+2 :: CALL SPRITE(#5,32,1,Y,32):: CALL SOUND(-99,-2,0):: CALL HCH
AR(R,7,136,22):: CALL HCHAR(R,7,32,22)
4015 CALL MOTION(#4,SP,0)
4020 CALL COINC(#5,#1,8,HIT):: IF HIT<>-1 THEN 4040 ELSE GOSUB 6000
4035 CALL COINC(#1,#4,8,HIT):: IF HIT--1 THEN GOSUB 6000
4040 CALL LOCATE(#5,220,50):: RETURN
5000 !***** WIN ROUTINE **
5010 CALL DELSPRITE(#1,#2):: DISPLAY AT(12,7)SIZE(16):"CONGRATULATIONS!"
5020 FOR I=1 TO 10 :: CALL SOUND(80,1800,0,1550,2):: CALL SOUND(25,1800,30)
5030 CALL SOUND(80,1550,0,1200,2):: CALL SOUND(25,1550,30):: CALL SOUND(80,1200,
0,1000,2):: CALL SOUND(25,1200,0):: NEXT I
5040 DISPLAY AT(12,7)SIZE(16):" "
5050 GOSUB 7000 !AGAIN
5055 RETURN
6000 !***** LOSE SHIP ***
6010 CALL PATTERN(#1,116):: CALL SOUND(-99,-7,0):: CALL DELSPRITE(#1,#2,#3,#4)
6020 LIM=LIM-1 :: IF LIM=0 THEN 6030 ELSE 6050
6030 DISPLAY AT(12,3)SIZE(22):"BETTER LUCK NEXT TIME!" :: FOR I=1 TO 500 :: NEXT
I
6040 DISPLAY AT(12,3)SIZE(22):" " :: GOSUB 7000
6050 IF LIM=2 THEN CALL VCHAR(23,5,42,2):: CALL VCHAR(23,6,42,2)

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6060 IF LIM=1 THEN CALL VCHAR(23,3,42,2):: CALL VCHAR(23,4,42,2)
6070 GOTO 10130
6999 RETURN
7000 !***** AGAIN *****
7010 DISPLAY AT(12,5):"A AGAIN Q QUIT"
7020 CALL KEY(O,K,S):: IF S=0 THEN 7020
7030 IF K=65 THEN DISPLAY AT(12,5)SIZE(18):" " :: GOTO 10060
7040 IF K=81 THEN CALL DELSPRITE(ALL):: CALL CLEAR :: CALL CHARSET :: DISPLAY AT
(13,12):"BYE!" :: STOP
7050 CALL SOUND(100,262,0):: GOTO 7020
7060 RETURN
7500 !**** TITLE ****
7520 SR=20 :: SC=24 :: CALL MAGNIFY(2)
7530 FOR I=1 TO 6 :: READ CD,CLR
7540 CALL SOUND(-99,262+20*I,0)
7550 CALL SPRITE(#I,CD,CLR,SR,SC)
7560 SR=SR+28 :: SC=SC+14 :: NEXT I
7565 DISPLAY AT(12,16):"CREATED BY:"
7566 DISPLAY AT(13,15):"JOHN PHILLIPS"
7570 DISPLAY AT(24,3):"PRESS ANY KEY TO BEGIN"
7580 CALL KEY(O,K,S):: IF S=0 THEN 7580
7590 DATA 80,6,65,10,82,4,83,14,69,4,67,16
7600 RETURN
8000 !***** ERRORS *****
8010 ON ERROR 8000
8020 RETURN NEXT
8500 !**** INSTRUCTS *****
8501 CALL CLEAR :: CALL DELSPRITE(ALL):: DISPLAY AT(12,1):"INSTRUCTIONS (Y/N)? "
8502 DISPLAY AT(24,8):"PRESS ENTER!" :: ACCEPT AT(12,21)SIZE(1)BEEP VALIDATE("Y
N"):I$
8503 IF I$="N" THEN RETURN
8505 M$="AS CAPTAIN OF THE STARSHIP 'PARSEC', YOUR MISSION IS TORID THE GALAXY
OF ALL EVIL." :: GOSUB 8900
8510 M$="THESE EVIL BEINGS COME IN THE FORM OF 'PHILITES', 'ARNITES', AND
'TEXITES'." :: GOSUB 8900
8515 M$="USE THE 'E' AND 'X' KEYS TO MOVE UP AND DOWN AND USE THE 'Y' KEY TO FIRE
YOUR LASER." :: GOSUB 8900
8520 M$="ALL-IN-ALL, THERE ARE 15 ENEMY SHIPS TO DESTROY . . .EACH SET GETS F
ASTER AND WILL FIRE AT YOU MORE FREQUENTLY."
8525 GOSUB 8900
8530 M$="YOU WILL BE GRANTED 3 LIVES IN THE COURSE OF YOUR MISSION. USE TH
EM WISELY." :: GOSUB 8900
8535 M$="IF YOU ARE DESTROYED BY AN ENEMY VESSEL, ALL ENEMY SHIPS WITHIN TH
AT SET ARE REINCARNATED." :: GOSUB 8900
8540 M$="GOOD LUCK. YOU WILL NEED IT!
JOHN PHILLIPS" :: GOSUB 8900
8545 RETURN
8900 !*** PRINT INSTRUCTS *
8910 CALL CLEAR
8920 PRINT M$ :: FOR I=1 TO 10 :: PRINT :: NEXT I
8930 DISPLAY AT(24,3):"PRESS ANY KEY TO GO ON"
8940 CALL KEY(O,K,S):: IF S=0 THEN 8940
8950 RETURN
10000 !*****
10010 !* DRIVER *
10020 !*****
10030 CALL CLEAR :: CALL SCREEN(2):: FOR I=1 TO 8 :: CALL COLOR(I,16,2):: NEXT I
10032 GOSUB 7500 !TITLE
10035 GOSUB 8500 !INSTRUCTS
10040 GOSUB 100 !CHARS
10060 GOSUB 300 !SCREEN
10080 GOSUB 500 !SPRITES
10085 LIM=3 !SHIPS
10090 SET,SCORE,PT=0 :: KF$="Y" :: DISPLAY AT(22,25)SIZE(4):"****" :: GOSUB 800
10100 SET=SET+1 :: IF SET=4 THEN GOSUB 5000 !WIN
10110 IF SET=1 THEN P=112 :: T=8 :: RN=4 ELSE IF SET=2 THEN P=120 :: T=9 :: RN=3

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ELSE P=124 :: T=10 :: RN=2
10115 IF SET=1 THEN M$="PHILITE*APPROACHING*" ELSE IF SET=2 THEN M$="ARNITE*APPR
DACHING**" ELSE M$="TEXITE*APPROACHING**"
10120 IF SET=1 THEN SP=10 :: PT=10 ELSE IF SET=2 THEN SP=14 :: FT=20 ELSE SP=20
:: PT=50
10130 HITS=0
10135 GOSUB 400 !SHIP
10140 W=INT(RND*4)+1 :: IF W=4 THEN GOSUB 600 :: RANDOMIZE ELSE GOSUB 1000 :: RA
NDUMIZE :: GOTO 10140
10150 GOSUB 1000 !KYBRD
10160 GOSUB 2000 !MOVE ENE
10170 IF INT(RND*RN)+1=2 THEN GOSUB 4000
10180 GOTO 10150
10190 END
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