Type Attack: Mission to Mars

Presented by OctaSoft - Programmed by DD8

Elon Musk is trying to get as many people to Mars as he can before the Zombies can get to the rocket and stop it from launching. We need your help to type the 4 letter codes as fast as possible to beat back the Zombies and increase the number of Humans on the rocket before launch.

Insert typeattack.d64 into your drive of choice and type LOAD”*”,8 then press return. Once it is loaded, type RUN and the challenge begins.

The codes will be in the middle of the screen and as you type the correct letters, each letter will highlight green. For every word correctly typed a Human will be added to the rocket and the Zombies trying to reach the rocket will be beaten back to where they started. Beware, the Zombies get faster and faster as you get more codes correct. Five Zombies at the rocket will stop it from launching so Elon has commanded the captain to launch as soon as four Zombies make it there. Save as many Humans as you can and send them on their way to their new home on Mars.

General Program Explanation

0 - Variables defined and screen setup
1 - Display Rocket and ground graphic on screen
2 - String variable for words - X$
3 - Start of game loop - Random choice of word from X$ - display it
4 - Check end of game variable and print end of game text
5 - Advance Zombie + Rocket Data
6 - Get Keyboard input + Rocket Data
7 - Keyboard input doesn't match + Rocket Data
8 - Keyboard input matches + Rocket Data
9 - Return for next letter of word + Rocket Data

Detailed Program Explanation

0 - CLR - Clear variables and strings
  - V=1254 - screen location base for start of Rocket graphic
  - T=99 - variable for time delay between Zombie moves
  - B$="{ctrl-3}{shift-Q}{down}{left}{shift-V}{commodore-8}"
      - Red Zombie graphic string variable
  - C$="{left}{space}{up}{left}{space}"
      - Clear Zombie graphic string variable
  - PRINT"{commodore-8}DD8{shift-clr/home}" - print something to
      change text color to light grey and clear screen
  - POKE 53280,11 - change border to dark grey
  - POKE 53281,0 - change background to black
  - C=55976 - Rocket Graphic location base variable

1 - FOR X=.TO440 STEP40 - Outer loop to poke rocket graphic
  - FOR Y=.TO4 - Inner loop to poke rocket graphic
  - READ A - Read rocket graphic data
  - POKE V+X+Y,A - Poke data A into screen memory
  - NEXT:NEXT - return of each loop
  - FOR X=.TO39 - Loop to draw ground
  - POKE C+X,4 - change ground color to violet
  - POKE 1704+X,102 - Draw ground with character 102
  - NEXT - return of loop

2 -
X$="ABLESTOPUSERGOALFADEEDGENEONLYREAPEXITCHAIDEVASEMILEAKINFOODORCAKE
ELONUSED" - String variable with 36 four letter words. The last two
letters of each word starts a new word

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3 - R=(INT(RND(.)*36)*2)+1 - Random number to pick word from X$
  - Z$=MID$(X$,R,4) - String variable for chosen word
  - K=1 - variable to increment for correct letters pressed
  - M=30 - variable for number of locations Zombie can move
  - A$="{downx4}" - string variable to move cursor down screen
  - PRINT"{home}"A$A$TAB(17)Z$ - Move cursor from top of screen using
      A$ and print Code with Z$
  - IF R=S THEN3 - Choose other random number if it is same as last

4 - IF L=M-Z THEN L=0 - Check if Zombie has made it as far as it can
  - Z=Z+1 - Increment Number of Zombies at rocket variable
  - IF Z=4 THEN PRINT "GAME OVER -"N"HUMANS SAVED" - Check for 4
      Zombies and print end of game message and Human Saved Total
  - END - End of Game

5 - FOR X=.TO T:NEXT - Delay loop for Zombie speed
  - PRINT"{home}"A$A$A$A$TAB(L)C$; - Clear Zombie and advance 1 space
  - L=L+1 - increment Zombie location
  - PRINTTAB(L)B$; - Print Zombie graphic
  - DATA 32...223 - Rocket Graphic data

6 - GETK$ - keyboard input
  - IF K$="" THEN 5 - no keyboard input then advance Zombie
  - DATA 32...160 - Rocket Graphic data

7 - IF K$<>MID$(Z$,K,1)THEN 4 - Letter typed does not match then
      advance Zombie
   -  DATA 160...118 - Rocket Graphic data

8 - POKE 55632+K,5 - Correctly typed letter turns green
  - K=K+1 - increment correct letter count
  - IF K=5 THEN S=R - end of word sets variable S as last word
  - PRINTTAB(L)C$ - Clear Zombie and advance 1 space
  - L=0 - Set Zombie location to 0
  - N=N+1 - increment number of humans on rocket
  - T=T-2 - decrement the time delay for Zombie speed
  - GOTO 3 - Start game loop over with new word
  - DATA 160...118 - Rocket Graphic data

9 - GOTO 4 - after typing correct letter but not finished with word
      start back at line 4
  - DATA 160...228 - Rocket Graphic data
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