

```

10 / <<< S U B M A R I N O >>>
20
30 SYMBOL AFTER 0:MODE 1:BORDER 11:INK 0,11:INK 1,24:INK 2,6:INK 3,1:PAPER 0:PEN
  1:CLS:RESTORE 9000:FOR Z=1 TO 25:READ E$:LOCATE 1,Z
  :PRINT E$:SOUND 1,100,3:NEXT:GOSUB 9500
40 IF INKEY$="" THEN 40
50 MODE 1:BORDER 1:WINDOW #0,1,40,12,25:PAPER #0,3:PEN #0,1:WINDOW #1,1,40,2,11:
  PAPER #1,0:PEN #1,2:WINDOW #2,1,40,1,1:PAPER #2,3:PE
  N #2,2:CLS #0:CLS #1:CLS #2
60 NS=5:NT=10:TT=0:NB=TT:TB=TT:GOSUB 8000:GOSUB 8010:GOSUB 8020:YB=10
70 X=20:Y=11:GOSUB 5010:XMN=2:YMN=XMN:DXMN=1:DYMN=DXMN:GOSUB 5020
80 L$=INKEY$:IF L$<>"" THEN L$=UPPER$(L$)
90 IF L$="F" THEN 10000
100 IF L$="Q" AND X>1 THEN GOSUB 5000:X=X-1
110 IF L$="W" AND X<40 THEN GOSUB 5000:X=X+1
115 GOSUB 5010:GOSUB 5200
120 IF L$=CHR$(32) AND TP=0 THEN TP=1:XTP=X:YTP=Y-1:NT=NT-1:GOSUB 8010:TT=TT+1
125 IF TP=0 AND NT=0 THEN 7100
130 GOSUB 5020:IF XMN=X AND (YMN=Y OR YMN=Y+1) THEN 6000
140 IF TP=1 THEN GOSUB 5100
200 GOTO 80
999 GOTO 999
5000 LOCATE#0,X,Y:PRINT E$:LOCATE#0,X,Y+1:PRINT E$:RETURN
5010 LOCATE#0,X,Y:PRINT SB1$:LOCATE#0,X,Y+1:PRINT SB2$:RETURN
5020 PEN#0,2:LOCATE #0,XMN,YMN:PRINT E$:IF XMN>1 AND XMN<40 THEN XMN=XMN+DXMN EL
  SE DXMN=-DXMN:XMN=XMN+DXMN
5030 IF YMN>1 AND YMN<13 THEN YMN=YMN+DYMN ELSE DYMN=-DYMN:YMN=YMN+DYMN
5040 LOCATE#0,XMN,YMN:PRINT#0,MN$:PEN#0,1:RETURN
5050 LOCATE#1,XB,YB:PRINT B$(BB):RETURN
5100 LOCATE#0,XTP,YTP:PRINT#0,E$:SOUND 1,10,2:IF YTP>1 THEN YTP=YTP-1:LOCATE#0,X
  TP,YTP:PRINT#0,TP$:RETURN
5110 TP=0:IF XTP>=XB AND XTP<XB+LB THEN 5120 ELSE RETURN
5120 VOL=15:FOR Z=2000 TO 1950 STEP -1:LOCATE#1,XTP,YB:PRINT#1,EX1$:LOCATE#1,XTP
  ,YB:PRINT#1,EX2$:SOUND 1,Z,3,VOL:SOUND 2,Z+1000,3,VOL
  L:VOL=VOL-0.13:NEXT:NB=NB+1:GOSUB 8020:NT=NT+4-LB:GOSUB 8010
5130 LOCATE#1,XB,YB:PRINT#1,STRING$(3,32):XB=0:RETURN
5200 IF XB<2 THEN LOCATE#1,1,YB:PRINT#1,STRING$(3,32):BB=INT(RND*6+1):LB=LEN(B$(
  BB))-1:XB=40-LB:TB=TB+1
5210 XB=XB-1:LOCATE#1,XB,YB:PRINT#1,B$(BB):RETURN
6000 PEN#0,2:VOL=15:FOR Z=3000 TO 2950 STEP -1:LOCATE#0,XMN,YMN:PRINT#0,EX1$:LOC
  ATE#0,XMN,YMN:PRINT#0,EX2$:SOUND 1,Z,3,VOL:SOUND 2,Z
  +1000,3,VOL:VOL=VOL-0.13:NEXT:PEN#0,1:NS=NS-1:GOSUB 8000:IF NS=0 THEN 7000 ELSE
  80
7000 LOCATE#0,1,1:PRINT#0,"TU FLOTA DE SUBMARINOS HA SIDO DESTRUIDA":GOTO 7500
7100 LOCATE#0,1,1:PRINT#0,"TE QUEDASTE SIN TORPEDOS, HAS PERDIDO!!!":GOTO 7500
7500 FOR T=1 TO 3000:NEXT:MODE 1:CLS:LOCATE 5,6:PRINT"PUNTUACION:" :LOCATE 2,8:PR
  INT"N. TOTAL DE TORPEDOS DISPARADOS:";TT:LOCATE 2,10
  :PRINT"N. TOTAL DE BARCOS ENEMIGOS:";TB:LOCATE 2,12:PRINT"N. BARCOS ENEMIGOS HUN
  DIDOS:";NB
7510 LOCATE 1,14:PRINT"HAS HUNDIDO EL";INT(NB*100/TB);"% DE LA FLOTA ENEMIGA":LO

```

```

DATE 7,22:PRINT"PARA OTRA PARTIDA PULSA P":LOCATE 7,
24:PRINT"PARA OTRO PROGRAMA PULSA O"
7520 L$=INKEY$:IF L$="" THEN 7520 ELSE L$=UPPER$(L$)
7530 IF L$="P" THEN RUN ELSE IF L$="O" THEN 10000 ELSE 7520
8000 LOCATE #2,2,1:PRINT#2,"N. ";NS$;"":LOCATE #2,8,1:PRINT#2,USING"###";NS:RETU
RN
8010 LOCATE #2,13,1:PRINT#2,"N. ";TP$;"":LOCATE #2,18,1:PRINT#2,USING"####";NT:R
ETURN
8020 LOCATE #2,25,1:PRINT#2,B$(4);"HUNDIDOS":LOCATE #2,36,1:PRINT#2,USING"####";
NB:RETURN
9000 DATA "      <<< S U B M A R I N O >>>"," Eres el Capitan de un submarino
en","guerra, y por lo tanto tu mision es",hundir el
maximo numero posible de,barcos enemigos.,," Te bastara un solo torpedo para h
undir"
9010 DATA a cualquiera de tus enemigos y por cada,uno que hundas recibiras mas t
orpedos.,," El enemigo estara defendido por medio",
de una terrible mina submarina.,," El movimientodel submarino se realiza"
9020 DATA con las teclas Q (a la izquierda) y,"W a la derecha), el torpedo se di
spara",pulsando la barra espaciadora.,," El juego t
ermina al ser hundido cinco","veces, al acabarse los torpedos o al",pulsar la te
cla F.
9030 DATA ,," PULSA UNA TECLA PARA COMENZAR EL JUEGO"
9500 SYMBOL 170,16,56,124,124,254,254,238,198:SYMBOL 171,198,198,238,254,124,124
,56,40:SYMBOL 172,0,0,2,78,83,255,127,62:SYMBOL 173,
0,0,0,0,8,28,254,127:SYMBOL 174,0,7,116,55,255,127,63,31:SYMBOL 175,64,192,39,24
6,255,255,254,252
9510 SYMBOL 176,0,0,73,73,255,127,63,31:SYMBOL 177,32,60,34,62,255,255,254,252:S
YMBOL 178,0,0,238,102,255,127,63,31:SYMBOL 179,0,127
,170,213,255,255,255,255:SYMBOL 180,48,248,172,84,255,255,254,252
9520 SYMBOL 181,4,60,20,255,63,31,15,7:SYMBOL 182,16,241,83,255,255,255,255,255:
SYMBOL 183,240,168,84,255,252,252,248,240
9530 SYMBOL 186,16,56,56,56,56,16,56,40:SYMBOL 187,36,60,235,86,106,215,60,36:SY
MBOL 188,133,80,132,41,134,53,74,149:SYMBOL 189,34,2
0,165,66,165,153,74,36:E$=CHR$(32):SB1$=CHR$(170):SB2$=CHR$(171):TP$=CHR$(186):M
N$=CHR$(187)
9540 EX1$=CHR$(188):EX2$=CHR$(189):B$(1)=CHR$(172)+E$:B$(2)=CHR$(173)+E$:B$(3)=C
HR$(174)+CHR$(175)+E$:B$(4)=CHR$(176)+CHR$(177)+E$:S
YMBOL 190,1,0,3,63,127,255,127,63:SYMBOL 191,192,192,224,248,253,254,254,253
9550 B$(5)=CHR$(178)+CHR$(179)+CHR$(180)+E$:B$(6)=CHR$(181)+CHR$(182)+CHR$(183)+
E$:NS$=CHR$(190)+CHR$(191):RETURN
10000 MODE 1:CLS:PRINT"PREPARADO PARA EL SIGUIENTE PROGRAMA:";RUN""

```