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Αν δεν βουτήξετε έγκαιρα και χάσετε και τις 3 ζωές σας, τότε το παιχνίδι τελειώνει στα σαγόνια του καρχαρία.

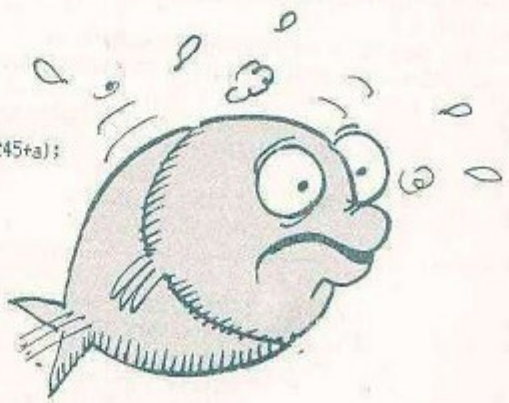
Το παιχνίδι δεν απαιτεί τόσο ταχύτητα, αλλά συγκέντρωση και σκοπευτική ικανότητα. Διακρίνεται για την ποικιλία των ήχων του και, πάνω από όλα, για τα εξαιρετικά του γραφικά.

ΔΟΜΗ
10-670 Εισαγωγή
700-1690 Οθόνη, βυθός, χαρακτήρες
1700-2440 Κινήσεις ψαριών
2450-3030 Κινήσεις ανθρώπου, βουτιές, βολές
3040-3230 Υποπρόγραμμα καρχαρία
3040-3420 Τέλος

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AMSTRAD

```
10 '^^^^^^^^^^^^^^^^^^^^
20 '^^^^^FISHING^^^^^^
30 '^^^^^^^^^^^^^^^^^^^^
40 '
50 '======ODHGIES========
60 '
70 KEY 128,"SOUND 1,,25,12"
80 MODE 0:PAPER 0:PEN 9
90 LOCATE 3,2:PRINT"THE FISHING":LOCATE 10,5:PRINT"DAY!"
100 FOR x=2 TO 20 STEP 2
110 LOCATE x,7:PEN x/2:PRINT"_"
120 LOCATE x,8:PEN x/2:PRINT"_"
130 NEXT
140 LOCATE 3,10:PRINT"'Z'.........LEFT "
150 LOCATE 3,12:PRINT"'X'.........RIGHT "
160 LOCATE 3,14:PRINT"'/'.........DIVE "
170 LOCATE 3,16:PRINT "'.'.........FIRE"
180 LOCATE 3,18:PRINT"'G'.........GAME"
190 a$=INKEY$:IF a$="G" OR a$="g" THEN GOTO 480
200 '
210 '^^^^^SOUND^^^^^
220 '
230 SOUND 1,239,25,12:SOUND 1,179,25,12:SOUND 1,179,25,12
240 SOUND 1,159,25,12:SOUND 1,159,25,12:SOUND 1,142,35,12
250 SOUND 1,134,20,12:SOUND 1,119,25,12:SOUND 1,134,25,12
260 SOUND 1,142,25,12:SOUND 1,142,25,12:SOUND 1,159,25,12
270 SOUND 1,159,25,12:SOUND 1,179,55,12
280 SOUND 1,239,25,12:SOUND 1,179,25,12:SOUND 1,179,25,12
290 SOUND 1,159,25,12:SOUND 1,159,25,12:SOUND 1,142,35,12
300 SOUND 1,134,20,12:SOUND 1,119,25,12:SOUND 1,134,25,12
310 SOUND 1,142,25,12:SOUND 1,142,25,12:SOUND 1,159,25,12
320 SOUND 1,159,25,12:SOUND 1,179,65,12
330 SOUND 1,119,20,12:SOUND 1,134,20,12:SOUND 1,142,20,12
340 SOUND 1,142,30,12:SOUND 1,142,30,12:SOUND 1,134,20,12
350 SOUND 1,142,20,12:SOUND 1,159,20,12:SOUND 1,159,20,12
360 SOUND 1,159,45,12
370 SOUND 1,119,20,12:SOUND 1,134,20,12:SOUND 1,142,20,12
380 SOUND 1,142,30,12:SOUND 1,142,30,12:SOUND 1,134,20,12
390 SOUND 1,142,20,12:SOUND 1,159,20,12:SOUND 1,159,20,12
400 SOUND 1,159,45,12:SOUND 1,119,30,12
410 SOUND 1,142,30,12:SOUND 1,179,30,12:SOUND 1,159,30,12
420 SOUND 1,159,30,12:SOUND 1,179,40,12
440 GOTO 190
450 '
460 '========== PROG THN @ALLASSA ==========
470 '
480 MODE 1
490 BORDER 3,4
500 LOCATE 5,5:PRINT"THATS YOU AND YOU ARE":LOCATE 5,6:PRINT"GOING FISHING"
510 FRAME
520 gh=1
530 SYMBOL 240,0,1,3,7,15,15,30,36:SYMBOL 241,112,252,248,224,240,144,92,70
540 SYMBOL 242,32,28,6,3,255,63,50,2:SYMBOL 243,28,209,113,195,127,30,16,16
550 SYMBOL 244,15,15,7,14,12,63,63,63:SYMBOL 245,240,240,224,112,48,62,255,12
560 SYMBOL 246,15,15,3,3,3,7,7,7:SYMBOL 247,240,224,192,192,192,240,248,240
570 TAG
590 MOVE 0,52:DRAW 640,52:MOVE 340,50:FILL 13
590 PLOT 450,400:DRAW 450,200:DRAW 400,200:DRAW 400,160
600 DRAW 505,160:DRAW 545,180:DRAW 505,200:DRAW 453,200:DRAW 453,400
610 MOVE 426,188:PRINT"SEA";
620 FOR x=-64 TO 640 STEP 11
630 IF x-(INT(x/8)*8)<4 THEN a=0 ELSE a=2
640 MOVE x,100:PRINT" "+CHR$(240)+CHR$(241);:MOVE x,84
650 PRINT" "+CHR$(242)+CHR$(243);:MOVE x,68:PRINT" "+CHR$(244+a)+CHR$(245+a);
660 SOUND 1,230+x/2,1,12
670 NEXT
680 '
690 '
700 '========GRAPHICS KAI COONS==========
710 '
720 SYMBOL AFTER 60
730 FRAME:g=13:d=11
740 gun=3
750 BORDER 19
760 SYMBOL 105,0,0,24,24,24,24,28,0
770 SYMBOL 187,0,0,60,90,90,90,60,24
780 SYMBOL 184,0,0,254,108,108,108,108,0
790 SYMBOL 116,0,0,126,24,24,24,28,0
800 SYMBOL 182,96,48,24,24,60,108,230,0
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810 SYMBOL 112,0,0,60,102,102,124,96,96
820 MODE 1:PEN 9
830 LOCATE 5,2:PRINT"** FISHING DAY **"
840 LOCATE 32,3:PRINT "POINTS"
850 PEN 3:LOCATE 31,4:PRINT"........."
860 PEN 0:LOCATE 31,5:PRINT "........."
870 PEN 9:LOCATE 32,7:PRINT"Po";CHR$(187);"os"
880 LOCATE 32,8:PRINT".3000..."
890 LOCATE 32,10:PRINT CHR$(190)+CHR$(184)+CHR$(176)+"pos"
900 LOCATE 32,11:PRINT"..700..."
910 LOCATE 32,13:PRINT CHR$(190)+CHR$(176)+CHR$(182)+CHR$(184)+CHR$(176)
920 LOCATE 32,14:PRINT"..350..."
930 LOCATE 32,16:PRINT"K"+CHR$(180)+CHR$(187)+CHR$(176)+CHR$(182)+"os"
940 LOCATE 32,17:PRINT"..600..."
950 LOCATE 32,19:PRINT"X"+CHR$(116)+CHR$(176)+CHR$(184)+"o"+CHR$(179)+"¡"
960 LOCATE 32,20:PRINT"..1100.."
970 LOCATE 32,22:PRINT CHR$(190)+CHR$(116)+"p"+CHR$(180)+"¡"+CHR$(179)+"¡"
980 LOCATE 32,23:PRINT"..5000.."
990 PEN 6
1000 FOR x=1 TO 30
1010 LOCATE x,25:PRINT CHR$(207)
1020 LOCATE x,24:PRINT CHR$(207)
1030 LOCATE x,23:PRINT CHR$(207)
1040 NEXT
1050 PEN 3
1060 LOCATE 5,16:PRINT CHR$(222)+CHR$(223)
1070 LOCATE 1,17
1080 PRINT CHR$(223)+"  "+CHR$(221)+CHR$(207)+CHR$(207)+CHR$(207)+" "+CHR$(207)+CHR$(223)+"  "+CHR$(207)+CHR$(223)+"     "+CHR$(221)+
CHR$(207)+CHR$(207)+CHR$(220)+"   "+CHR$(222)+CHR$(223)+" "+CHR$(222)+CHR$(207)
1090 LOCATE 1,18
1100 PRINT CHR$(207)+CHR$(223)+" "+CHR$(222)+CHR$(207)+CHR$(220)+"  "CHR$(207)+CHR$(220)+"  "+CHR$(207)+"  "+CHR$(222)+CHR$(207)+"
"+CHR$(221)+CHR$(207)+" "CHR$(222)+CHR$(207)+" "+CHR$(207)+CHR$(207)+" "+CHR$(221)+CHR$(207)
1110 LOCATE 1,19
1120 PRINT CHR$(207)+CHR$(220)+CHR$(222)+CHR$(207)+CHR$(207)+CHR$(223)+" "+CHR$(222)+CHR$(207)+"  "+CHR$(222)+CHR$(207)+CHR$(207)+"
"+CHR$(207)+CHR$(207)+CHR$(223)+" "+CHR$(222)+CHR$(207)+" "+CHR$(207)+"   "+CHR$(207)+" "+CHR$(222)+CHR$(207)
1130 LOCATE 2,20
1140 PRINT CHR$(222)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+"   "+CHR$(207)+CHR$(207)+CHR$(220)+"  "CHR$(221)+C
HR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+" "+CHR$(207)+CHR$(222)+CHR$(207)+"   "+CHR$(207)
1150 LOCATE 2,21
1160 PRINT CHR$(207)+CHR$(207)+CHR$(32)+CHR$(32)+"      "+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(223)+"  "+CHR$(222)+CHR$(207)+CHR$(207)+
"   "+CHR$(221)+CHR$(207)+CHR$(207)+"  "CHR$(222)+CHR$(207)+CHR$(207)
1170 LOCATE 1,22
1180 PRINT CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(223)+"   "+CHR$(222)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(
207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(223)+"   "+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)+CHR$(207)
1190 PEN 15
1200 SYMBOL 254,144,209,81,214,149,183,230,69
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1210 LOCATE 4,16:PRINT CHR$(254)
1220 LOCATE 7,16:PRINT CHR$(254)
1230 SYMBOL 255,0,0,18,18,83,81,113,99
1240 LOCATE 17,17:PRINT CHR$(255)
1250 LOCATE 20,16:PRINT CHR$(218)+CHR$(255)
1260 LOCATE 22,16:PRINT CHR$(254)
1270 LOCATE 19,16:PRINT CHR$(254)
1280 LOCATE 24,20:PRINT CHR$(254)
1290 LOCATE 8,22:PRINT CHR$(254)
1300 LOCATE 12,19:PRINT CHR$(254)
1310 LOCATE 6,19:PRINT CHR$(255)
1320 LOCATE 16,21:PRINT CHR$(254)
1330 LOCATE 30,20:PRINT CHR$(254)
1340 LOCATE 2,20:PRINT CHR$(255)
1350 LOCATE 24,18:PRINT CHR$(254)
1360 LOCATE 29,17:PRINT CHR$(254)
1370 LOCATE 26,17:PRINT CHR$(218)+CHR$(255)
1380 LOCATE 22,22:PRINT CHR$(255)
1390 LOCATE 1,17:PRINT CHR$(255)
1400 LOCATE 9,17:PRINT CHR$(255)
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1410 LOCATE 4,22:PRINT CHR$(255)
1420 LOCATE 13,16:PRINT CHR$(254)
1430 LOCATE 4,18:PRINT CHR$(255)
1440 LOCATE 20,19:PRINT CHR$(255)
1450 LOCATE 27,22:PRINT CHR$(255)
1460 LOCATE 25,20:PRINT CHR$(223)
1470 FOR r=1 TO 30
1480 PEN 11
1490 LOCATE r,10:PRINT CHR$(196)
1500 SYMBOL 253,96,12,96,3,48,6,192,3
1510 LOCATE 31,10:PRINT" "
1520 NEXT r
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1530 SYMBOL 244,8,20,56,221,126,254,125,56
1540 SYMBOL 245,1,7,15,63,111,255,255,31
1550 SYMBOL 246,64,160,224,243,255,255,251,24
1560 SYMBOL 247,4,14,11,11,4,14,9,8
1570 SYMBOL 248,255,255,255,255,255,255,128,128,0
1580 SYMBOL 249,0,255,3,255,3,2,3,3
1590 SYMBOL 250,14,21,78,78,61,159,106,25
1600 SYMBOL 251,0,0,56,125,255,249,16,0
1610 SYMBOL 252,0,0,121,255,253,0,0,0
1620 SYMBOL 253,192,240,190,235,192,235,254,149
1630 SYMBOL 254,145,219,93,214,149,183,230,68
1640 SYMBOL 255,68,170,68,48,74,72,49,4
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1650 SYMBOL 238,64,192,192,192,204,76,127,30:SYMBOL 239,0,0,0,0,30,127,127,30
1660 SYMBOL 230,0,0,0,14,28,60,124,248:SYMBOL 231,255,247,127,53,10,31,7,0
1670 live=3
1680 SYMBOL 232,254,255,255,255,255,255,255,255,28:SYMBOL 233,0,225,255,255,255,255,255,1:SYMBOL 234,0,128,31,255,240,254,30,0
1690 SYMBOL 170,0,0,0,125,255,125,0
1700 '
1710 '===== KINKSEIS ==========
1720 '
1730 po=0:PEN 9:n=1
1740 FOR x=1 TO 4
1750 IF kef<>1 THEN LOCATE 26,17:PRINT CHR$(170)
1760 n=ABS(n-1)
1770 IF x<2 THEN PEN 9 ELSE PEN 15
1780 LOCATE 15+n,20:PRINT CHR$(250)
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1790 IF n=0 THEN LOCATE 16,20 ELSE 1870
1800 PRINT" "
1810 GOSUB 2470
1820 po=po+1
1830 IF po=4 THEN po=0:GOSUB 3060
1840 FOR oip=1 TO 30:LOCATE oip,10
1850 PRINT CHR$(196):SOUND 2,505,3,5-INT(OIP/6), , ,2
1860 NEXT:GOTO 1880
1870 LOCATE 15,20:PRINT " "
1880 '
1890 PEN 3
1900 LOCATE 11,21:PRINT CHR$(254)
1910 LOCATE 3,21:PRINT CHR$(250)
1920 PEN 9:gf=0
1930 LOCATE 3+y,21:PRINT" "+CHR$(245)+CHR$(246)+" "
1940 e=e+1
1950 IF e>4 AND e<9 THEN y=4-x ELSE y=x
1960 IF e=12 THEN e=4
1970 IF x=1 THEN GOSUB 2010
1980 IF x=2 OR x=4 THEN GOSUB 2050
1990 IF x=3   THEN GOSUB 2030
2000 GOTO 2050
2010 LOCATE 7,19:PRINT CHR$(251)
2020 LOCATE 7,18:PRINT"  "
2030 RETURN
2040 GOSUB 2470
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2050 LOCATE 7,18:PRINT CHR$(251)+" "
2060 GOSUB 2470
2070 LOCATE 7,19:PRINT" ":RETURN
2080 LOCATE 7,18:PRINT " "+CHR$(251):RETURN
2090 IF x=4 THEN GOSUB 2110
2100 GOTO 2170
2110 LOCATE 9,20:PRINT CHR$(253)
2120 LOCATE 14,18:PRINT CHR$(253)
2130 LOCATE 24,19:PRINT CHR$(253)
2140 GOSUB 2470
2150 LOCATE 20,21:PRINT CHR$(253)
2160 t=TIME:WHILE TIME<t+1:WEND:RETURN
2170 GOSUB 2470
2180 LOCATE 9,20:PRINT CHR$(32)
2190 LOCATE 14,18:PRINT CHR$(32)
2200 LOCATE 24,19:PRINT" "
2210 LOCATE 20,21:PRINT" "
2220 IF x=1 THEN GOSUB 2270
2230 GOSUB 2470
2240 IF x=2 OR x=4 THEN GOSUB 2290
2250 IF x=3 THEN GOSUB 2310
2260 GOTO 2320
2270 LOCATE 26,20:PRINT CHR$(244)+" "
2280 RETURN
2290 LOCATE 26,20:PRINT" "+CHR$(244)+" ":RETURN
2300 GOSUB 2470
```

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2310 LOCATE 27,20:PRINT " "+CHR$(244):RETURN
2320 LOCATE 18,19:IF x=1 THEN PRINT CHR$(238) ELSE PRINT CHR$(239)
2330 IF x=1 THEN GOSUB 2370
2340 IF x=2 OR x=4 THEN GOSUB 2380
2350 IF x=3 THEN GOSUB 2400
2360 GOTO 2410
2370 LOCATE 22,21:PRINT CHR$(250):LOCATE 22,20:PRINT" ":RETURN
2380 LOCATE 22,20:PRINT CHR$(250)
2390 LOCATE 22,21:PRINT" ":LOCATE 22,19:PRINT" ":RETURN
2400 LOCATE 22,19:PRINT CHR$(250):LOCATE 22,20:PRINT" ":RETURN
2410 GOSUB 2470
2420 NEXT
2430 GOTO 1740
2440 '
2450 '=====KINHSH ANDRWPOY=======
2460 '
2470 a$=INKEY$:IF a$="z" THEN g=g-1
2480 IF a$="x" THEN g=g+1
2490 IF a$="/" THEN GOSUB 2580
2500 IF a$="." THEN GOSUB 2720
2510 IF g>28 THEN g=g-1
2520 IF g<2 THEN g=g+1
2530 LOCATE g-1,11:PRINT" "+CHR$(247)+CHR$(248)+CHR$(249)+" "
2540 RETURN
2550 '
2560 '-----BOYTIA-----
2570 '
2580 FOR q=1 TO 8
2590 gf=0
2600 t=TIME:WHILE TIME<t+2:WEND
2610 IF q=1 OR q=7 THEN LOCATE g,12:PRINT CHR$(247)+CHR$(248)+CHR$(249):LOCATE g,13:PRINT"   ":LOCATE g,11:PRINT"   "
2620 IF q=2 OR q=6 THEN LOCATE g,13:PRINT CHR$(247)+CHR$(248)+CHR$(249):LOCATE g,12:PRINT"   ":LOCATE g,14:PRINT"   "
2630 IF q=3 OR q=5 THEN LOCATE g,14:PRINT CHR$(247)+CHR$(248)+CHR$(249):LOCATE g,13:PRINT"   ":LOCATE g,15:PRINT"   "
2640 IF q=8 THEN LOCATE g,12:PRINT"   "
2650 IF q=4 THEN LOCATE g,15:PRINT CHR$(247)+CHR$(248)+CHR$(249):LOCATE g,14:PRINT"   ":GF=1
2660 q$=INKEY$:IF q$="." THEN GOSUB 2720
2670 NEXT
2680 RETURN
2690 '
2700 '==ELEGXOS BOLHS====
2710 '
2720 IF q<>4 THEN FOR GF=15 TO 8 STEP -1:SOUND 1,1,8,GF, , ,2:NEXT
2730 IF gf<>1 THEN RETURN
2740 IF g=28 AND x=3 THEN GOSUB 2890
2750 IF q=4 THEN SOUND 1,1,8,15, , ,2
2760 IF g=25 AND x=1 THEN GOSUB 2890
2770 IF g=23 AND x=1 THEN GOSUB 2890
2780 IF g=26  THEN GOSUB 2890
2790 IF g=18 AND x=1 THEN GOSUB 2890
2800 IF q=4 AND x=3 AND g<>8 AND g<>28 THEN gun=gun-1
2810 IF g<>1 AND x=18 THEN gun=gun-1
2820 IF g=15 AND x=4 THEN GOSUB 2890
2830 IF g=11 AND x=4 THEN GOSUB 2890
2840 IF q=4 THEN SOUND 1,1,8,15, , ,2:IF g=8 AND x=3 THEN GOSUB 2890
2850 RETURN
2860 '
2870 '==BAOMOI==
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2880 '
2890 SOUND 1,20+15*x,10,15:IF g=8 THEN points=points+450
2900 IF gun=0 THEN gun=3:points=points-5000
2910 IF x=3 AND g<>8 AND g<>28 THEN gun=gun-1
2920 IF g<3 THEN GOTO 3020
2930 IF g=11 THEN points=points+3000
2940 IF g=15 THEN points=points+1100
2950 IF g=18 THEN points=points+5000
2960 IF g=22 THEN points=points+1100
2970 IF g=25 OR g=28 THEN points=points+700
2980 IF g=26  THEN points=points+600
2990 IF g=8 AND x=3 THEN points=points+350
3000 LOCATE  10,4:PRINT"POINTS:";points
3010 LOCATE 2,24:PRINT"GUNS:";gun
3020 RETURN
3030 '
3040 '======KARXARIAS======
3050 '
3060 a=230:dr=11
3070 FOR j=420 TO -74 STEP -8
3080 IF dr=11 THEN sp=1
3090 IF es=1 THEN dr=dr+sp
3100 IF es=1 THEN LOCATE g,dr:PRINT CHR$(247)+CHR$(248)+CHR$(249):LOCATE g,dr+1:PRINT"    ":LOCATE g,dr-1:PRINT"   "
3110 TAG
3120 MOVE j,a:PRINT CHR$(231)+CHR$(232)+CHR$(233)+CHR$(234)+" ";:MOVE j+16,246:PRINT CHR$(230)+" ";
3130 TAGOFF
3140 IF INT(j/16)=g AND  dr<14 THEN live=live-1:LOCATE 19,24:PRINT"LIVES :";live:j=j-8:SOUND 1,450,100,15, , ,1
3150 IF live=0 THEN GOTO 3250
3160 IF dr=15 THEN sp=-1
3170 GOSUB 3220
3180 a$=INKEY$:IF a$="/" THEN es=1  ELSE es=0
3190 NEXT
3200 LOCATE g,11:PRINT CHR$(247)+CHR$(248)+CHR$(249):LOCATE g,12:PRINT"   ":LOCATE g,13:PRINT "   ":LOCATE g,14:PRINT "   ":LOCATE g
,15:PRINT "    "
3210 RETURN
3220 '
3230 RETURN
3240 '====================TELOS====================
3250 MODE 0
3260 MOVE 0,20:DRAW 120,150:DRAW 240,20:DRAW 360,150:DRAW 480,20:DRAW 600,150:DRAW 720,20
3270 PLOT 720,250:DRAW 600,380:DRAW 480,250:DRAW 360,380:DRAW 240,250:DRAW 120,380:DRAW -10,250
3280 MOVE 50,20:FILL 13:MOVE 5,350:FILL 13:MOVE 20,100:FILL 3
3290 PAPER 3:LOCATE 2,10:PEN 15:PRINT"THE SHARKS ATE YOU"
3300 FOR lk=100 TO 800 STEP 30
3310 SOUND 1,lk,20,10:NEXT lk
3320 t=TIME:WHILE TIME<t+900:WEND
3330 BORDER 1,2:MODE 0
3340 IF a$="p" OR a$="P" THEN GOTO 720
3350 FOR k=3 TO 400 STEP 5
3360 MOVE 0,200:DRAW 640,k,INT(k/30)
3370 NEXT
3380 a$=INKEY$
3390 LOCATE 1,25:PRINT"¡To play press 'p'¿"
3400 IF a$="p" OR a$="P" THEN GOTO 480
3410 PAPER 0
3420 GOTO 3380
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