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10 REM ***** ASTEROIDES *****
20 REM * ANGEL GARCIA DELGADO *
30 REM *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 PRINT CHR$(22)+CHR$(1);
90 LOCATE 6,12
100 PRINT "ASTEROIDES"
110 PRINT CHR$(22)+CHR$(0);
120 INK 2,7,0:INK 3,0,18
130 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
140 INK 2,18,7:INK 3,7,18
150 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:S
OUND 2,a*2,1:NEXT a
160 INK 2,7:INK 3,18
170 FOR a=1 TO 500:NEXT a
180 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1
TO 50:NEXT b:NEXT a
190 MODE 1
200 GOTO 250
210 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO L
EN(a$)
220 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" "
THEN PRINT CHR$(7);
230 NEXT a
240 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RE
TURN
250 REM *** INICIO DEL PROGRAMA ***
260 A$="<< ASTEROIDES >>":GOSUB 210
270 PRINT:A$="RECOGE LOS BIDONES DE COMB
USTIBLE":GOSUB 210
280 A$="EVITANDO SER ALCANZADO POR LOS":
GOSUB 210
290 A$="ASTEROIDES":GOSUB 210
300 PRINT:A$="CONTROLES:":GOSUB 210:A$="
CURSOR <. IZQUIERDA":GOSUB 210:A$="CURSO
R >. DERECHA":GOSUB 210
310 PRINT:A$="PULSA -S- PARA EMPEZAR":GO
SUB 210
320 IF INKEY(60)<>0 THEN 320
330 GOSUB 540
340 INK 0,0:BORDER 0:INK 1,26
350 INK 2,20:INK 3,6
360 INK 4,2
370 INK 5,24
380 MODE 0

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390 WINDOW #1,1,20,1,3:PAPER #1,4:PEN #1
,2
400 CLS #1:WINDOW 1,20,5,25
410 P=0:GOSUB 530
420 Y=10
430 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 TH
EN Y=1
440 IF NOT INKEY(1) THEN Y=Y+1:IF Y>20 T
HEN Y=20
450 IF RND>0.9 THEN PEN 5:A$="c" ELSE a$
="b":PEN 3
460 LOCATE 1+INT(RND*19),1:PRINT a$;CHR$
(11)
470 LOCATE Y,21:CALL 30000:C=PEEK(29999)
480 PEN 2
490 LOCATE Y,21:PRINT"a";
500 IF C=98 THEN LOCATE Y,21:PRINT"d":GO
TO 640
510 IF C=99 THEN SOUND 1,50,15,15,0,1:P=
P+5:GOSUB 530
520 GOTO 430
530 LOCATE #1,4,2:PRINT#1,"PUNTOS...";P:
RETURN
540 REM ** CODE SCREEN$ **
550 DATA 205,96,187,50,47,117,201
560 RESTORE 550
570 FOR a=30000 TO 30006:READ b:POKE a,b
:NEXT a
580 SYMBOL AFTER 97
590 SYMBOL 97,66,129,153,189,231,189,153
,129
600 SYMBOL 98,12,62,127,126,255,255,94,5
6
610 SYMBOL 99,255,126,66,126,98,126,114,
255
620 SYMBOL 100,16,68,0,137,32,9,128,34
630 RETURN
640 REM *** GAME OVER ***
650 FOR A=1 TO 20:FOR B=100 TO 200 STEP
A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
660 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:
BORDER 0:PEN 1:MODE 0
670 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
680 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USI
NG "#####";P
690 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OT
RA? (S/N)"
700 FOR A=1 TO 50:A$=INKEY$:NEXT A
710 PEN 1
720 IF INKEY(60)=0 THEN RUN 190
730 IF INKEY(46)=0 THEN CALL 0
740 GOTO 720

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