

Comienzo del juego

10 GOTO 50

Calcula el tiempo transcurrido

20 :

30 DI:LOCATE 20,25:LAPSO=INT((TIME-TPO)/
100):PRINT LAPSO;:EI:RETURN

Rutina de llamada de inicialización

40 :

50 GOSUB 410

Bucle principal del programa

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60 :
70 DI:FOR T=1 TO 4:LOCATE AX(T),AY(T):PR
INT"_"
80 IF LAPSO>210 THEN FOR a=200 TO 500:SO
UND 1,a,1:NEXT:PEN 3:LOCATE 1,8:PRINT"_"T
u_tiempo_se_ha_acabado":GOTO 730
90 AX(T)=AX(T)+AXV(T):AY(T)=AY(T)+AYV(T)
100 IF AX(T)>39 THEN AX(T)=2
110 IF AX(T)<2 THEN AX(T)=38
120 IF AY(T)>23 THEN AY(T)=2
130 IF AY(T)<2 THEN AY(T)=23
140 LOCATE AX(T),AY(T):PRINT CHR$(AC(T))
150 IF AX(T)=20 AND AY(T)=12 THEN 680
160 NEXT:EI
170 IF RND(1)>0.7 THEN SOUND 1,RND(1)*30
0+300,10
180 IF INKEY(47)>-1 THEN LASERS=LASERS-2
:ARMA=1:GOSUB 230:GOTO 70
190 IF INKEY(22)>-1 THEN LASERS=LASERS-1
:ARMA=2:GOSUB 230:GOTO 70
200 IF INKEY(71)>-1 THEN LASERS=LASERS-1
:ARMA=3:GOSUB 230
210 GOTO 70
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Rutina de disparo/acierto de invasores

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220 :
230 DI:SOUND 1,1000,15,15,0,0,0
240 IF ARMA=1 OR ARMA=3 THEN MOVE 304,21
6:DRAWR-304,0,3:MOVE 320,216:DRAWR 320,0
,3
250 IF ARMA=1 OR ARMA=2 THEN MOVE 312,22
4:DRAWR 0,184,3:MOVE 312,208:DRAWR 0,-20
0,3
260 FOR T=1 TO 4
270 IF ARMA=1 THEN IF AX(T)=20 AND AY(T)
=12 THEN PUNT=PUNT+1000
280 IF ARMA=1 THEN IF AX(T)=20 OR AY(T)=
12 THEN PUNT=PUNT+250:GOTO 320
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290 IF ARMA=2 THEN IF AX(T)=20 THEN PUNT
=PUNT+250:GOTO 320
300 IF ARMA=3 THEN IF AY(T)=12 THEN PUNT
=PUNT+250:GOTO 320
310 GOTO 330
320 LOCATE AX(T),AY(T):PRINT CHR$(238);:
AX(T)=CINT(RND(1)*36)+2:AY(T)=CINT(RND(1)
)*18)+2:SOUND 1,200,15,15,0,0,0:SOUND 1,
250,15,15,1,1,1
330 PRINT CHR$(8);S$;
340 NEXT
350 MOVE 304,216:DRAWR-304,0,0:MOVE 320,
216:DRAWR 320,0,0
360 MOVE 312,224:DRAWR 0,184,0:MOVE 312,
208:DRAWR 0,-200,0
370 LOCATE 7,25:PRINT PUNT;
380 LOCATE 34,25:PRINT LASERS;:IF LASERS
<=0 THEN 680
390 EI:RETURN

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Introducción e inicialización

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400 :
410 MODE 0:PEN 2:LOCATE 5,6:PRINT"AMSTRA
DOIDES"
420 FOR T=1 TO 100:SOUND 2,T*30,5,13,1,1
,1:PEN 3:LOCATE 10,12
430 PRINT CHR$(238):PEN 1:LOCATE 10,12:P
RINT"_:NEXT T
440 SOUND 1,500,100,15,1,1,1:FOR T=0 TO
64 STEP 6:C=ROUND(RND(1)*14)+1:GOSUB 470
:NEXT T
450 C=0:FOR T=0 TO 64 STEP 6:GOSUB 470:N
EXT T
460 GOTO 480
470 PLOT 312+T,216,C:PLOT 312+T,216+T,C:
PLOT 312+T,216-T,C:PLOT 312,216+T,C:PLOT
312,216-T,C:PLOT 312-T,216-T,C:PLOT 312
-T,216,C:PLOT 312-T,216+T,C:RETURN
480 A$=INKEY$
490 LOCATE 1,15:PEN INT(RND(1)*4+1)
500 PRINT"Pulsa una tecla para comenzar
la mision"

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510 IF A$="" THEN 480
520 PUNT=0:LASERS=50
530 S$="_"
540 MODE 1:INK 0,0:INK 1,18:INK 2,24:INK
   3,6:PAPER 0:PEN 1:BORDER 0
550 LOCATE 1,25:PRINT"PUNTOS_ _ _ _ _ _ _ _ _ _ TIEMP
   0_ _ _ _ _ _ _ _ _ _ LASERS_ _ _ _ _ _ _ _ _ _"
560 DIM AX(4),AY(4),AXV(4),AYV(4):FOR T=
   1 TO 4
570 AX(T)=CINT(RND(1)*36)+2:AY(T)=CINT(R
   ND(1)*18)+2
580 AXV(T)=CINT(RND(1)*3)-2:AYV(T)=CINT(
   RND(1)*3)-2
590 IF AXV(T)=0 OR AYV(T)=0 THEN 570
600 NEXT
610 DIM AC(4):AC(1)=181:AC(2)=224:AC(3)=
   231:AC(4)=202
620 SYMBOL AFTER 181:SYMBOL 224,24,126,2
   13,171,255,66,60,24:SYMBOL 181,36,66,165
   ,24,24,165,66,36:SYMBOL 231,129,153,165,
   219,255,165,153,129
630 SYMBOL 240,24,24,60,255,255,60,24,24
   :LOCATE 20,12:PEN 1:PRINT CHR$(240):PEN
   2
640 TPO=TIME
650 EVERY 10,1 GOSUB 30:EVERY 40,2 GOSUB
   840
660 RETURN

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Fin del juego

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670 :
680 V=RESTO(1):V=RESTO(2):LOCATE 20,12:P
   RINT CHR$(238):SOUND 0,200,100,15,1,1,1:
   SOUND 1,250,100,15,1,1,1:SOUND 2,300,100
   ,15,1,1,1
690 FOR T=1 TO 100:PEN 3:LOCATE 20,12:PR
   INT CHR$(238):PEN 1:LOCATE 20,12:PRINT"_
   _":NEXT T
700 C=3:INK 3,24,6:SPEED INK 10,15:FOR N
   =1 TO 2:FOR T=0 TO 64 STEP 6
710 PLOT 312+T,216,C:PLOT 312+T,216+T,C:
   PLOT 312+T,216-T,C:PLOT 312,216+T,C:PLOT

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312,216-T,C:PLOT 312-T,216-T,C:PLOT 312
-T,216,C:PLOT 312-T,216+T,C
720 NEXT T:C=0:NEXT N:INK 3,6
730 LOCATE 1,10:PEN 1:PRINT"otra_mision?
_(s=si,_n=no)"
740 A$=INKEY$
750 LOCATE 14,1:PEN INT(RND(1)*4+1):PRIN
T"AMSTRADOIDES"
760 IF A$=""THEN 740
770 IF A$="S"OR A$="s"THEN RUN
780 IF A$="N"OR A$="n"THEN 800
790 GOTO 740
800 LOCATE 1,8:PRINT SPACE$(20)
810 LOCATE 1,10:PEN 1:PRINT"adios,_por_la
hora";SPACE$(20)
820 END

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Cambia las formas de los invasores

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830 :
840 IF C1=1 THEN C1=0:SYMBOL 202,0,60,12
6,143,255,241,126,60:RETURN
850 C1=1:SYMBOL 202,0,60,126,241,255,143
,126,60:RETURN

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Tablas de comprobación

10 = 272	140 = 2524	270 = 5423
20 = 0	150 = 2607	280 = 5727
30 = 4309	160 = 397	290 = 4535
40 = 0	170 = 2811	300 = 4529
50 = 344	180 = 4536	310 = 265
60 = 0	190 = 4511	320 = 8299
70 = 2946	200 = 4268	330 = 884
80 = 7076	210 = 260	340 = 176
90 = 4742	220 = 0	350 = 2028
100 = 2153	230 = 1086	360 = 2296
110 = 2155	240 = 4308	370 = 1067
120 = 2139	250 = 4607	380 = 2625
130 = 2142	260 = 891	390 = 422

400 =	0	560 =	2917	720 =	1503
410 =	1896	570 =	4316	730 =	2955
420 =	2602	580 =	4420	740 =	757
430 =	2104	590 =	2617	750 =	2966
440 =	4853	600 =	176	760 =	1223
450 =	2480	610 =	3899	770 =	2150
460 =	415	620 =	6421	780 =	2003
470 =	12307	630 =	3249	790 =	420
480 =	757	640 =	948	800 =	845
490 =	1747	650 =	1017	810 =	2780
500 =	3956	660 =	201	820 =	152
510 =	1154	670 =	0	830 =	0
520 =	1635	680 =	6105	840 =	3606
530 =	553	690 =	3806	850 =	2700
540 =	1753	700 =	3384		
550 =	2619	710 =	12105	TOTAL =	219832