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10 REM ***** PHANTOMFIRE *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAW 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "PHANTOMFIRE"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2);FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;;IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< PHANTOMFIRE >>":GOSUB 270
330 PRINT:A$="DESTRUYE A LAS NAVES ENEMIGAS QUE HAN":GOSUB 270
340 A$="OSADO INTRODUCIRSE EN TU ESPACIO AEREO.":GOSUB 270
350 PRINT:A$="PON LA NAVE A TIRO (SUENA UN SONIDO) Y":GOSUB 270
360 A$="ENTONCES PULSA -SPACE- PARA DISPARAR":GOSUB 270

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370 PRINT:A$="PARA DESPLAZAR LA NAVE EMPLEA LAS":GOSUB 270
380 A$="TECLAS DEL CURSOR":GOSUB 270
390 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
400 IF INKEY(60)<>0 THEN 400
410 v=1:GOSUB 940:INK 0,26:PAPER 0:BORDER 26:INK 1,18:INK 2,19:INK 3,21:INK 4,0
INK 5,6:INK 6,15,5:INK 7,11:MODE 0:ENT 1,10,-1,1
420 ENV 1,30,-1,1:ENT 2,50,1,1
430 WINDOW #1,7,14,22,22:PEN #1,5
440 WINDOW #2,6,15,24,24:PEN #2,6
450 v$="&&&&&&&"
460 y=200:FOR n=1 TO 5
470 PEN 1:FOR a=1 TO n*2:y=y-2:PLOT 0,y,1:DRAWR 650,0:NEXT a
480 FOR a=1 TO n*3:y=y-2:PLOT 0,y,2:DRAWR 650,0:NEXT a
490 FOR a=1 TO n*4:y=y-2:PLOT 0,y,3:DRAWR 650,0:NEXT a
500 NEXT n
510 FOR a=150 TO 250:PLOT a,0,0:DRAWR 0,a-150:DRAWR -50,0:NEXT a
520 FOR a=250 TO 370:PLOT a,0:DRAWR 0,100:NEXT a
530 FOR a=370 TO 470:PLOT a,0:DRAWR 0,ABS(470-a):DRAWR 50,0:NEXT a
540 LOCATE 8,20:PEN 7:PRINT"&&&&&&"
550 p=0:GOSUB 880:GOSUB 860
560 y=300:x=150:PRINT CHR$(23)+CHR$(1):TAG
570 IF v=1 THEN INK 1,9:INK 2,18:INK 3,19
580 IF v=2 THEN INK 1,19:INK 2,9:INK 3,18
590 IF v=3 THEN INK 1,18:INK 2,19:INK 3,9
600 SOUND 4,500,10,10,0,0,31
610 x=x+INT(16*RND-16*RND):IF INKEY(0)=0 THEN x=x-8
620 IF INKEY(2)=0 THEN x=x+8
630 y=y+INT(16*RND-16*RND):IF INKEY(8)=0 THEN y=y+8
640 IF INKEY(1)=0 THEN y=y-8
650 IF x<124 THEN x=124
660 MOVE y,x,4:PRINT"[ ]":IF RND>0.99 THEN GOSUB 890
670 v=v+1:IF v>3 THEN v=1
680 IF x<240 THEN IF x>210 THEN IF y<310 THEN IF y>270 THEN SOUND 1,20,5,15
690 IF INKEY(47)=0 THEN GOSUB 720
700 MOVE y,x:PRINT"[ ]":
710 GOTO 570
720 MOVE 200,100:DRAW 316,220:MOVE 422,100:DRAW 320,220
730 SOUND 2,50,20,15,0,2
740 IF x>240 THEN GOTO 810
750 IF x<210 THEN GOTO 810
760 IF y>310 THEN 810
770 IF y<270 THEN 810
780 SOUND 3,100,30,15,0,2,31:p=p+15:GOSUB 880
790 MOVE y,x:PRINT"[ ]":x=200+INT(RND*200):y=INT(RND*600):MOVE y,x:PRINT"[ ]":
800 GOTO 830
810 p=p-2:IF p<0 THEN p=0
820 GOSUB 880
830 REM
840 MOVE 200,100:DRAW 316,220:MOVE 422,100:DRAW 320,220
850 RETURN
860 PRINT#2,v$:IF LEN(v$)=0 THEN GOTO 1030
870 RETURN
880 PRINT#1,p:RETURN
890 MOVE y,x-8:DRAW 312,114:MOVE y+64,x-8:DRAW 312,114
900 SOUND 1,100,10,15,0,1
910 v$=MID$(v$,2,11):GOSUB 860
920 MOVE y,x-8:DRAW 312,114:MOVE y+64,x-8:DRAW 312,114
930 RETURN
940 SYMBOL AFTER 32
950 SYMBOL 160,1,3,6,15,31,57,112,63
960 SYMBOL 161,128,192,96,240,248,156,14,252
970 SYMBOL 64,66,153,165,219,255,189,153,66
980 SYMBOL 91,0,7,9,61,119,192,128,0
990 SYMBOL 93,0,224,144,188,238,3,1,0
1000 SYMBOL 92,20,65,8,34,144,4,65,20
1010 SYMBOL 38,254,254,254,254,254,254,254,254
1020 RETURN
1030 REM *** GAME OVER ***

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1040 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
1050 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1060 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1070 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
1080 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1090 FOR A=1 TO 50:A$=INKEY$:NEXT A
1100 PEN 1
1110 IF INKEY(60)=0 THEN RUN 250
1120 IF INKEY(46)=0 THEN CALL 0
1130 GOTO 1110
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