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10 REM ***** EMSAMBLAJE *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
42 GOSUB 1110:GOSUB 1170
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 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "EMSAMBLAJE"
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
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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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< ENSAMBLAJE >>>":GOSUB 270
330 PRINT:PRINT:A$="ENSAMBLA TU MODULO LUNAR CON LA NAVE":GOSUB 270
340 A$="NODRIZA PERO SIN ESTRELLARTE CONTRA LOS":GOSUB 270
350 A$="ASTEROIDES, O CONTRA EL SUELO DE LA LUNA":GOSUB 270
360 PRINT:A$="LOS CONTROLES DE LA NAVE SON:":GOSUB 270
370 A$="CURSOR <. MUEVE A LA IZQUIERDA":GOSUB 270
380 A$="CURSOR >. MUEVE A LA DERECHA":GOSUB 270
390 A$="CURSOR "+CHR$(196)+" . ACTIVA RETROPROPULSORES":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN GOTO 410
420 S$="":FOR A=1 TO 40:S$=S$+CHR$(164):NEXT A
430 INK 0,0:INK 1,26:INK 2,10:INK 3,3
440 PAPER 0:BORDER 0
450 PEN 1
460 MODE 1
470 P=0:V=5:F=1
480 WINDOW 1,40,2,25
490 GOSUB 930
500 X=1:Y=1+INT(RND*39)
510 XB=X:YB=Y
520 LOCATE Y,X:PEN 2:PRINT CHR$(160)
530 FOR A=1 TO 50:A$=INKEY$:NEXT A
540 A$=INKEY$:IF A$="" THEN GOTO 540
550 IF INKEY(8)=0 THEN Y=Y-1:IF Y<1 THEN Y=1
560 IF INKEY(1)=0 THEN Y=Y+1:IF Y>40 THEN Y=40
570 IF INKEY(0)<>0 THEN X=X+1:GOTO 600
580 SOUND 1,1000,1,15,0,0,31
590 X=X-1:IF X<1 THEN X=1
600 LOCATE Y,X:CALL 30000:C=PEEK(29999)
610 IF C=32 THEN GOTO 680
620 IF C=161 THEN 710
630 IF C=162 THEN 710
640 IF C=163 THEN 710
650 IF C=166 THEN 710
660 IF C=164 THEN 710
670 IF C=46 THEN GOTO 760
680 LOCATE YB,XB:PRINT" ":LOCATE Y,X:PRINT CHR$(160)
690 XB=X:YB=Y
700 GOTO 550
710 REM *** MUERTE ***
720 LOCATE YB,XB:PRINT" ":PEN 1:LOCATE Y,X:PRINT CHR$(238)
730 FOR A=1 TO 1000 STEP 5:SOUND 1,A,1,15,0,0,31:NEXT A
740 V=V-1:GOSUB 1070
750 GOTO 490
760 LOCATE YB,XB:PRINT" ":LOCATE Y,X:PRINT CHR$(160)
770 FOR A=1 TO 1000 STEP 5:SOUND 1,A,1:NEXT A
780 F=F+1
790 P=P+15*F
800 GOTO 490

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810 REM *** GAME OVER ***
820 FOR B=15 TO 200 STEP 2
830 FOR A=1 TO 500 STEP B
840 SOUND 1,A,1
850 NEXT A:NEXT B
860 MODE 0
870 LOCATE 6,8:PEN 2:PRINT"GAME OVER"
880 PEN 1
890 LOCATE 5,12:PRINT"PUNTOS:";USING "#####";P
900 INK 2,16,0
910 FOR A=1 TO 10000:NEXT A
920 RUN 250
930 REM *** ASTEROIDES ***
940 GOSUB 1070:CLS
950 PEN 3
960 FOR A=1 TO 10+F*5
970 X=1+INT(RND*21):Y=1+INT(RND*39)
980 LOCATE Y,X:CALL 30000:IF PEEK(29999)<>32 THEN GOTO 970
990 PRINT CHR$(166)
1000 NEXT A
1010 PEN 1:LOCATE 1,24:PRINT S$;
1020 PEN 2
1030 Y=1+INT(RND*36)
1040 LOCATE Y,23:PRINT CHR$(161)+CHR$(162)+CHR$(163)
1050 LOCATE Y,22:PEN 1:PRINT" ."
1060 RETURN
1070 LOCATE #1,1,1:PRINT#1,"PUNTOS: ";USING "####";P;:PRINT#1," VIDAS: ";V;"
FASE: ";:PRINT #1,USING "##";F
1080 IF V<1 THEN GOTO 810
1090 RETURN
1100 END
1110 REM ** CODE SCREEN$ **
1120 DATA 205,96,187,50,47,117,201
1130 RESTORE 1120
1140 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
1150 RETURN
1160 REM *****
1170 SYMBOL AFTER 160
1180 SYMBOL 160,24,44,94,191,191,255,255,60
1190 SYMBOL 161,6,15,11,11,11,11,6
1200 SYMBOL 162,60,36,102,231,231,165,60,0
1210 SYMBOL 163,96,240,208,208,208,208,96
1220 SYMBOL 164,123,255,255,241,255,223,255,255
1230 SYMBOL 165,24,60,60,24,24,16,32,0
1240 SYMBOL 166,56,122,247,255,223,122,126,28
1250 RETURN
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