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1 REM *****
2 REM *      U-BOOT      *
3 REM *                  *
4 REM * Juan Antonio *
5 REM *      Cuenda      *
6 REM *      -1987-      *
7 REM *****
8
10 REM ***** INICIALIZACION *****
20 GOSUB 2510
30 GOSUB 1990
40 RANDOMIZE TIME
50 FOR n=0 TO 14:INK n,0:NEXT:INK 15
,21,0
60 MODE 0:PAPER 1:BORDER 0:CLG 11:CL
S:DEG
70 ORIGIN 96,96:FOR a=0 TO 90
80 x=COS(a)*84:y=SIN(a)*84
90 MOVE -x,y:DRAW x,y,0:MOVE -x,-y:D
RAW x,-y
100 PLOT x,y,2:PLOT x,-y:PLOT -x,y:P
LOT -x,-y
110 NEXT
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120 ORIGIN 80,296:FOR a=0 TO 90 STEP 2
130 x=COS(a)*42:y=SIN(a)*42
140 MOVE -x,y:DRAW x,y,3:MOVE -x,-y:
DRAW x,-y
150 PLOT x,y,9:PLOT x,-y:PLOT -x,y:P
LOT -x,-y
160 NEXT
170 ORIGIN 304,286:FOR a=0 TO 90
180 x=COS(a)*112:y=SIN(a)*108
190 MOVE x,y:DRAW -x,y,11:MOVE x,-y:
DRAW -x,-y,12
200 PLOT x,y,3:PLOT -x,y:PLOT -x,-y:
PLOT x,-y
210 NEXT
220 ORIGIN 0,0
230 FOR n=286 TO 245 STEP -14:PLOT 3
04,n,10:NEXT
240 FOR n=256 TO 352 STEP 16:PLOT n,
286,10:NEXT
250 PEN 3:PAPER 1:LOCATE 1,7:PRINT"O
":LOCATE 5,7:PRINT"E":LOCATE 3,3:PRI
NT"N":LOCATE 3,11:PRINT"S"
260 PEN 4:LOCATE 15,2:PRINT"PUNTOS"
270 PAPER 0
280 PEN 6:FOR a=8 TO 14:LOCATE 15,a:
PRINT CHR$(133):NEXT
290 PEN 3:FOR a=15 TO 18:LOCATE 15,a
:PRINT CHR$(133):NEXT
300 PEN 6:FOR a=8 TO 11:LOCATE 17,a:
PRINT CHR$(133):NEXT
310 PEN 7:FOR a=12 TO 16:LOCATE 17,a
:PRINT CHR$(133):NEXT
320 PEN 8:LOCATE 17,17:PRINT CHR$(13
3):LOCATE 17,18:PRINT CHR$(133)
330 LOCATE 15,6:PAPER 1:PEN 2:PRINT"
V P"
340 PEN 2:LOCATE 7,23:PRINT"AIRE";P
APER 0:PRINT CHR$(237);STRING$(8,CHR
$(238));CHR$(239)
350 PAPER 1:LOCATE 7,20:PRINT"FUEL";
:PAPER 0:PRINT CHR$(237);CHR$(238);C
HR$(238);CHR$(239)
360 PAPER 0:PEN 4:LOCATE 7,16:PRINT"
TORP ";:PAPER 4:PEN 0:PRINT"90"
370 FOR n=0 TO 15:READ a:INK n,a:NEX
T:BORDER 9
380 DATA 0,9,24,20,26,18,14,11,2,6,2
0,14,2,13,13,13
390 EVERY 150,0 GOSUB 2790:EVERY 500
,1 GOSUB 2720
400 ve=176:ru=90:pr=250:nt=90:fuel=4
35:niv=14:aire=630
410 GOSUB 1080:GOSUB 1200:GOSUB 1350
:GOSUB 640:GOSUB 1920:GOSUB 1290
420 ENV 1,10,-1,5:ENV 2,7,-1,20:ENV
3,15,-1,30:ENV 4,10,1,5,10,-1,15:ENV
5,10,-1,30:ENT 1,70,-10,1
430 MOVE 325,38:DRAW 630,38,13:MOVE
325,40:DRAW 630,40,13
440 MOVE 325,88:DRAW 430,88,13:MOVE
325,86:DRAW 430,86,13
450 MOVE 432,326:DRAW 624,326,2:DRAW
624,104:DRAW 432,104:DRAW 432,326
460 '
470 REM ***** PROGRAMA PRINCIPAL ***
**
480 IF INKEY(8))>-1 THEN ru=ru+5:GOSU
B 1060
490 IF INKEY(1))>-1 THEN ru=ru-5:GOSU
B 1070
500 IF INKEY(0))>-1 THEN GOSUB 1140
510 IF INKEY(2))>-1 THEN GOSUB 1180
520 IF INKEY(9))>-1 THEN GOSUB 1330
530 IF INKEY(47))>-1 THEN GOSUB 1560
540 IF INKEY(31))>-1 THEN GOSUB 1240
550 IF INKEY(39))>-1 THEN GOSUB 1280
560 IF niv<14 THEN GOSUB 640
570 GOSUB 720
580 IF pe=0 THEN GOSUB 1380
590 at=at+1:IF at>40-dif/2 THEN GOSU
B 790:at=0
600 cr=cr+1:IF cr>100/dif THEN rb=RN
D*360:cr=0
610 GOTO 480
620 '
630 REM ***** PROFUNDIDAD *****
640 MOVE 529,pr:DRAWR 12,0,0
650 pr=pr+(niv-14)/5
660 IF pr>286 THEN pr=286:RETURN
670 IF pr<114 THEN GOTO 2310
680 MOVE 529,pr:DRAWR 12,0,4
690 RETURN
700 '
710 REM ***** CONTROLA RADAR *****
720 IF dis<80 THEN MOVE 96,96:PLOTR
rx,ry,0
730 rx=rx-COS(ru)*v+COS(rb)/5:ry=ry-
SIN(ru)*v+SIN(rb)/5
740 dis=SQR(rx^2+ry^2)
750 IF dis<80 THEN MOVE 96,96:PLOTR
rx,ry,4
760 RETURN
770 '
780 REM ***** ATAQUE ENEMIGO *****
790 IF dis<10 AND pr<280 THEN GOSUB
830
800 IF dis<30 AND pr>=280 THEN GOSUB
870
810 RETURN
820 REM === CARGAS DE PROFUNDIDAD ===
=
830 SOUND 1,0,140,8,2,0,3:WHILE SQ(1
)>127:WEND
840 da=CINT(RND):IF da=0 THEN GOSUB
1020 ELSE GOSUB 920
850 RETURN
860 REM === ARTILLERIA ===
870 SOUND 1,0,50,10,1,0,20:WHILE SQ(
1)>127:WEND
880 FOR p=0 TO dis*10:NEXT
890 da=CINT(RND):IF da=0 THEN GOSUB
1020 ELSE GOSUB 920
900 RETURN
910 REM === TOCADO ===
920 SOUND 1,0,500,15,3,0,30
930 INK 1,6:BORDER 6
940 OUT &BC00,8:OUT &BD00,1
950 WHILE SQ(1)>127:WEND
960 OUT &BC00,8:OUT &BD00,0
970 dan$=dan$+CHR$(225):IF LEN(dan$)
>5-dif THEN GOTO 2310
980 LOCATE 8,18:PEN 9:PAPER 1:PRINT
dan$
990 INK 1,9:BORDER 9
1000 RETURN
1010 REM === AGUA ===
1020 SOUND 1,0,300,11,5,0,6
1030 RETURN
1040 '
1050 REM ***** BRUJULA *****
1060 MOVE 80,296:DRAWR COS(ru-5)*34,
SIN(ru-5)*34,3:GOTO 1080
1070 MOVE 80,296:DRAWR COS(ru+5)*34,

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SIN(ru+5)*34,3
1080 MOVE 80,296:DRAWR COS(ru)*34,SI
N(ru)*34,9
1090 IF ru=360 THEN ru=ru-360
1100 IF ru<0 THEN ru=ru+360
1110 RETURN
1120 '
1130 REM ***** VELOCIDAD *****
1140 MOVE 464,ve:DRAWR 12,0,0
1150 ve=ve+8:IF ve>286 THEN ve=286
1160 MOVE 464,ve:DRAWR 12,0,4
1170 v=(ve-176)/120:RETURN
1180 MOVE 464,ve:DRAWR 12,0,0
1190 ve=ve-8:IF ve<115 THEN ve=115
1200 MOVE 464,ve:DRAWR 12,0,4
1210 v=(ve-176)/120:RETURN
1220 '
1230 REM ***** LASTRE *****
1240 niv=niv+1:IF niv >17 THEN niv=1
7
1250 PEN 7:FOR n=16 TO niv STEP -1:L
OCATE 19,n:PRINT CHR$(143):NEXT
1260 PEN 0:FOR n=niv-1 TO 10 STEP -1
:LOCATE 19,n:PRINT CHR$(143):NEXT
1270 RETURN
1280 niv=niv-1:IF niv<10 THEN niv=10
1290 PEN 7:FOR n=16 TO niv STEP -1:L
OCATE 19,n:PRINT CHR$(143):NEXT
1300 PEN 0:FOR n=niv-1 TO 10 STEP -1
:LOCATE 19,n:PRINT CHR$(143):NEXT
1310 RETURN
1320 '
1330 REM ***** PERISCOPIO *****
1340 FOR p=1 TO 100:NEXT
1350 IF pe=0 THEN pe=1:INK 11,0:INK
12,0:INK 10,0:RETURN
1360 IF pe=1 THEN pe=0:INK 11,14:INK
12,2:INK 10,20:RETURN
1370 '
1380 REM ***** DIBUJA BARCO *****
1390 TAG:ORIGIN 0,0,200,406,288,320
1400 ra=ATN(ry/rx)
1410 IF rx<0 THEN ra=ra+180
1420 IF ra<0 THEN ra=ra+360
1430 lugar=208-(ra-ru)*8
1440 IF lugar<0 OR lugar>320 OR dis>
=80 THEN MOVE 196,302:PRINT" "
:GOTO 1480
1450 PLOT 0,0,0
1460 PLOT 0,0,0:MOVE lugar,302
1470 IF dis>40 THEN ON barco GOSUB 1
540,1530,1520 ELSE ON barco GOSUB 15
10,1500,1490
1480 TAGOFF:ORIGIN 0,0,0,640,400,0:R
ETURN
1490 PRINT" ";CHR$(244);CHR$(245);C
HR$(246);" ";:RETURN
1500 PRINT" ";CHR$(247);CHR$(248);C
HR$(249);" ";:RETURN
1510 PRINT" ";CHR$(250);CHR$(251);"
";:RETURN
1520 PRINT" ";CHR$(210);" ";:RET
URN
1530 PRINT" ";CHR$(211);" ";:RET
URN
1540 PRINT" ";CHR$(212);" ";:RET
URN
1550
1560 REM ***** DISPARA TORPEDOS ***
*
1570 IF pe=1 OR niv<>14 THEN RETURN
1580 IF nt>=2 THEN nt=nt-2 ELSE GOTO
2310
1590 PEN 0:PAPER 4:LOCATE 12,16:PRIN
T USING"***";nt
1600 WHILE SQ(1)>127:WEND:SOUND 1,0,
200,0,4,0,14
1610 FOR p=0 TO 1000:NEXT
1620 FOR i=36 TO 100 STEP 100/dis
1630 MOVE 192+i,178+i:DRAWR 6,6,0:MO
VE 416-i,178+i:DRAWR -6,6,0
1640 GOSUB 720:IF pe=0 THEN GOSUB 13
80
1650 MOVE 192+i,178+i:DRAWR 6,6,12:M
OVE 416-i,178+i:DRAWR -6,6,12
1660 NEXT
1670 IF TEST(304,290)=0 THEN GOSUB 1
700
1680 RETURN
1690 REM === TORPEDO EXPLOTA ===
1700 SOUND 1,0,500,15,3,0,30
1710 FOR n=1 TO 30:MOVE 290,288:PLOT
R RND*30,RND*15,9:NEXT
1720 WHILE SQ(1)>127:WEND
1730 toc=toc+1:IF toc=barco+1 THEN G
OSUB 1760
1740 RETURN
1750 REM === BARCO HUNDIDO ===
1760 WHILE SQ(1)>127:WEND
1770 FOR n=1 TO 3
1780 SOUND 1,900,70,12,0,1:SOUND 1,0
,10,0
1790 NEXT
1800 ORIGIN 0,0,200,406,288,320
1810 PLOT 0,0,0
1820 FOR hu=302 TO 287 STEP -1
1830 TAG
1840 MOVE lugar+64,hu+16:PRINT" ";
1850 MOVE lugar,hu
1860 IF dis>40 THEN ON barco GOSUB 1
540,1530,1520 ELSE ON barco GOSUB 15
10,1500,1490
1870 TAGOFF
1880 FOR p=1 TO 500:NEXT
1890 NEXT
1900 ORIGIN 0,0,0,640,0,400:MOVE 96,
96:PLOT rx,ry,0
1910 toc=0:ptos=ptos+barco*100
1920 PAPER 1:PEN 4:LOCATE 15,4:PRINT
USING"*****";ptos
1930 IF ptos>=dif*600 THEN 2310
1940 barco=FIX(RND*3+1)
1950 rx=RND*140-70:ry=RND*140-70:IF
SQR(rx^2+ry^2)>75 THEN 1950
1960 rb=RND*360
1970 RETURN
1980 '
1990 REM ***** INSTRUCCIONES *****
2000 MODE 1:INK 0,2:INK 1,20:INK 2,1
4:INK 3,11
2010 PAPER 0:CLS:BORDER 2
2020 PEN 1:LOCATE 14,1:PRINT"INSTRUC
CIONES"
2030 LOCATE 14,2:PRINT"-----"
":PRINT
2040 PEN 2
2050 PRINT:PRINT" Eres el comanda
nte de un submarino"

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600 THEN PRINT" TE FELICITO " 255
ELSE PRINT" HAS FRACASADO " 2610 SYMBOL 248,32,32,48,112,255,255
2370 PAPER 3:LOCATE 10,10:PRINT STRI 255,255
NG$(20," ") 2620 SYMBOL 249,0,0,0,0,255,252,255,
2380 PEN 1:PAPER 0:LOCATE 1,17 255
2390 IF pr<114 THEN PRINT" La presio 2630 SYMBOL 250,0,0,5,5,7,31,255,255
n era demasiado elevada a esa profun 2640 SYMBOL 251,0,0,0,0,128,224,254,
didad y el submarino se ha de 254
struido. No ha habido supervivientes 2650 SYMBOL 254,4,4,8,8,16,16,32,32
" 2660 SYMBOL 255,32,32,16,16,8,8,4,4
2400 IF LEN(dan$)>5-dif THEN PRINT" 2670 SYMBOL 210,0,0,0,0,0,40,124,255
Tu submarino ha sido alcanzado por l 2680 SYMBOL 211,0,0,0,0,16,16,255,25
os disparos enemigos y se ha hundido 5
. Los supervivientes han sido recog 2690 SYMBOL 212,0,0,0,0,0,16,60,126
idos por el barco enemigo y hechos pr 2700 RETURN
isioneros." 2710 '
2410 IF fuel<135 THEN PRINT" Te has 2720 REM ***** COMBUSTIBLE *****
quedado sin combustible y el subm 2730 x=XPOS:y=YPOS
arino ha sido presa facil de los 2740 fuel=fuel-ABS(v#4):IF fuel<325
barcos enemigos que lo han capturado 2750 MOVE 430,88:DRAW fuel,88,0:MOVE
." 430,86:DRAW fuel,86,0
2420 IF aire<325 THEN PRINT" Llevas 2760 MOVE x,y
demasiado tiempo sumergido y elaire 2770 RETURN
se ha agotado. Toda la tripulacion 2780 '
ha muerto por asfisia." 2790 REM ***** AIRE *****
2430 IF ptos)=dif*600 THEN PRINT" !M 2800 x=XPOS:y=YPOS
uy bien!. El alto mando esta content 2810 IF pr>284 THEN GOTO 2860
opor tu hazana y te felicita po 2820 aire=aire-300*dif/pr:IF aire<32
r tuvalentia. Seras recompensado p 5 THEN GOTO 2310
or ello yascendido muy pronto." 2830 MOVE 630,38:DRAW aire,38,0:MOVE
2440 IF nt<=0 THEN PRINT" Te has que 630,40:DRAW aire,40,0
dado sin torpedos. La proxima vez pro 2840 MOVE x,y
cura racionalizarlos mejor si noqui 2850 RETURN
eres que te ocurra lo mismo." 2860 IF aire>630 THEN RETURN
2450 PAPER 0:PEN 3:LOCATE 11,25:PRIN 2870 aire=aire+2
T" OTRO JUEGO [S/N] " 2880 MOVE 325,38:DRAW aire,38,9:MOVE
2460 a%=UPPER$(INKEY$) 325,40:DRAW aire,40,13
2470 IF a%="S" THEN RUN 30 2890 MOVE x,y
2480 IF a%="N" THEN PAPER 0:PEN 3:CL 2900 RETURN
S:END
2490 GOTO 2460
2500 '
2510 REM ***** DEFINE CARACTERES ***
**
2520 SYMBOL AFTER 200
2530 SYMBOL 200,102,16,173,82,173,10
2,153,90
2540 SYMBOL 237,255,255,128,128,128,
128,255,255
2550 SYMBOL 238,255,255,0,0,0,255,
255
2560 SYMBOL 239,255,255,1,1,1,1,255,
255
2570 SYMBOL 244,0,0,0,1,55,255,255,2
55
2580 SYMBOL 245,0,144,144,184,254,25
5,255,255
2590 SYMBOL 246,0,0,0,0,80,255,254,2
52
2600 SYMBOL 247,0,0,0,0,255,255,255,

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2060 PRINT"aleman durante la Segunda
Guerra Mundial"
2070 PRINT"y se te ha encomendado la
dificil mision"
2080 PRINT"de atacar los barcos enem
igos y destruir"
2090 PRINT"todos los que puedas."
2100 PRINT:PRINT" Pero cuidado
porque tu submarino"
2110 PRINT"tambien puede ser destrui
do."
2120 PRINT:PRINT" Hay varios nivel
es de dificultad: que"
2130 PRINT"van desde facil hasta cas
i imposible."
2140 PEN 3:PAPER 1:LOCATE 12,25:PRIN
T" PULSA UNA TECLA "
2150 WHILE INKEY$="":WEND
2160 PAPER 0:CLS
2170 PEN 1:LOCATE 14,1:PRINT" PARA
JUGAR "
2180 LOCATE 14,2:PRINT"-----
"
2190 PRINT:PRINT" [COPY]....
periscopio"
2200 PRINT:PRINT" [SPACE]...
torpedos"
2210 LOCATE 1,11:PRINT "<....soltar
lastre":LOCATE 22,11:PRINT">....co
ger lastre"
2220 LOCATE 1,13:PRINT CHR$(240);"...
...+ velocidad":LOCATE 22,13:PRINT C
HR$(242);"...izquierda"
2230 LOCATE 1,15:PRINT CHR$(241);"...
...- velocidad":LOCATE 22,15:PRINT C
HR$(243);"...derecha"
2240 PAPER 0:PEN 1:LOCATE 1,20:PRINT
"INTRODUCE NIVEL DE DIFICULTAD (1-5
) ";
2250 dif=VAL(INKEY$):IF dif<1 OR dif
>5 THEN 2250
2260 PAPER 0:CLS
2270 LOCATE 9,12:PEN 1:PRINT"BUENA S
UERTE COMANDANTE"
2280 FOR p=1 TO 1000:NEXT
2290 RETURN
2300 '
2310 REM ***** FIN *****
2320 PRINT REMAIN (0);REMAIN(1)
2330 MODE 1
2340 INK 0,2:INK 1,13:INK 2,6:INK 3,
24:BORDER 2:PAPER 0:CLS
2350 PAPER 3:LOCATE 10,8:PRINT STRIN
G$(20," ")
2360 PEN 2:LOCATE 10,9:IF ptos)=dif#

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