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10 * Programa: "Mision suicida" (24-2-1986)
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40 * Luis S. Visconti
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60 *
70 * ===== Definicion de caracteres,colores,ventanas y variables =====
80 *
90 MODE 1
100 vida=4: tv=231: chek=1: hek=1: ek=1: k=1: niv=0: bidon=11: fin=0
110 SYMBOL 255,128,192,126,255,126,192,128,0
120 SYMBOL 254,0,0,14,241,241,14,0,0
130 SYMBOL 253,67,103,0,54,28,124,8,195
140 SYMBOL 252,0,0,0,28,0,0,0,0
150 SYMBOL 251,0,0,24,24,24,24,0,0
160 SYMBOL 250,62,97,221,235,247,235,221,126
170 SYMBOL 249,126,195,129,165,129,219,66,126
180 SYMBOL 248,112,169,83,252,252,83,169,112
190 SYMBOL 247,0,24,36,102,255,126,0,0
200 SYMBOL 246,60,24,36,66,255,126,90,165
210 SYMBOL 245,3,15,31,255,31,15,18,99
220 SYMBOL 244,192,240,248,255,248,240,72,198
230 INK 0,9: BORDER 9: INK 1,26
240 PAPER 0: PEN 1
250 LOCATE 1,8: INPUT "Joystick (0) o Teclado (1)"; J
260 IF J <> 0 AND J <> 1 THEN 90
270 LOCATE 1,12: INPUT "Nivel entrenamiento (1) o avanzado (2)"; turbo
280 IF turbo <> 1 AND turbo <> 2 THEN 270
290 LOCATE 1,16: INPUT "Monitor en color (C) o verde (V)"; D#
300 WINDOW #5,1,40,1,1: PAPER #5,2: PEN #5,1: CLS #5
310 WINDOW#2,1,8,10,11: WINDOW#3,6,40,4,5: WINDOW#4,9,40,7,8: WINDOW#1,1,40,12,25
320 IF D# = "C" OR D# = "c" THEN 350
330 IF D# = "V" OR D# = "v" THEN 380
340 GOTO 290
350 CLS: INK 0,1: INK 2,11: INK 1,0: INK 3,6: BORDER 1
360 PEN #4,2: PEN 2: PAPER #1,2
370 GOTO 400
380 CLS: INK 0,1: INK 2,11: INK 1,0: INK 3,26: BORDER 1
390 PEN #4,3: PEN 3: PAPER #1,3
400 m = 32: q = 36
410 PAPER #0,0: CLS #1: PEN #1,1: PEN #2,3: PAPER #4,0: PAPER #3,3: PEN #3,2
420 LOCATE 1,4: PRINT "FUEL": LOCATE 1,7: PRINT "MISILES"
430 FOR fuel = 1 TO 35: LOCATE #3,fuel,1: PRINT #3, CHR$(143);: NEXT
440 CLS #4: FOR misil = 1 TO 32: PRINT #4, CHR$(251);: NEXT
450 veloz = 7: var = 7
460 CLS#1
470 x = 38: y = 8: a = 10: b = 14
480 IF turbo = 2 THEN 510
490 veloz = 5: var = 5: p#2 = 70: pd2 = 500+niv: g2 = 10: gd2 = 3
500 IF turbo = 1 THEN 520
510 veloz = 7: var = 7: p#2 = 100: pd2 = 300+niv: g2 = 5: gd2 = 2
520 CLS #5: PRINT #5, TAB(2) " " CHR$(tv) " " pd2; " " CHR$(250) " =Fuel"; " "
CHR$(249) " =Pierdes una vida "
530 FOR ret = 1 TO 1500: NEXT
540 SOUND 1,30,20,15
550 *
560 * ===== Numero de vidas =====
570 *
580 CLS#2: IF vida = -1 THEN 1220
590 FOR cohete = 1 TO vida
600 LOCATE #2,cohete,1: PRINT #2, CHR$(239)
610 NEXT
620 vida = vida - 1
630 *
640 * ===== Movimiento del cohete =====
650 *
660 IF x = a AND y = b THEN 1130
670 LOCATE#1,a,b: PRINT#1, CHR$(254)
680 LOCATE#1,a,b: PRINT#1, CHR$(32); CHR$(255)
690 IF b > 14 THEN b = 14
700 IF b < 1 THEN b = 1
710 IF JOY(j) = 16 AND m = 32 THEN GOSUB 1240
720 IF JOY(j) = 1 THEN LOCATE#1,a,b: PRINT#1, SPC(2); b = b - 1
730 IF JOY(j) = 2 THEN LOCATE#1,a,b: PRINT#1, SPC(2); b = b + 1
740 IF b > 14 THEN b = 14
750 IF b < 1 THEN b = 1
760 IF x = a AND y = b THEN 1130
770 LOCATE#1,a,b: PRINT#1, CHR$(254)
780 LOCATE#1,a,b: PRINT#1, CHR$(32); CHR$(255)
790 LOCATE#1,a,b: PRINT#1, CHR$(254)
800 LOCATE#1,a,b: PRINT#1, CHR$(32); CHR$(255)
810 GOSUB #60
820 IF INKEY# = "" THEN 770
830 IF JOY(j) = 16 THEN GOSUB 1240
840 GOTO 650
850 *
860 * == Subrutina del movimiento de los meteoritos y chequeo de pantallas ==
870 *
880 LOCATE 19,10: PRINT pX
890 IF q <= 1 THEN 1110
900 IF gas = g2 THEN g = g - 1: LOCATE #3,g,1: PRINT #3, CHR$(32): gas = 0
910 x = x - veloz: pX = pX + turbo: gas = gas + 1
920 IF pX >= 1000 AND chek <> 0 THEN pantalla = 1: chek=0: GOTO 1610
930 IF pX >= 2000 AND hek <> 0 THEN pantalla = 2: hek=0: GOTO 1610
940 IF pX >= 3000 AND ek <> 0 THEN pantalla = 3: ek=0: GOTO 1610
950 IF pX >= 4500 AND k <> 0 THEN pantalla = 4: k=0: GOTO 1610
960 IF x = a AND y = b THEN 1130
970 LOCATE#1, x,y: PRINT#1, SPC(8)
980 IF bidon = 4 THEN meteor = 250: GOTO 1010
990 IF bidon = c OR bidon = r OR bidon = t THEN meteor = 249: GOTO 1010
1000 meteor = tv

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1010 LOCATE #1,x,y: PRINT #1, CHR$(meteor)
1020 IF x <= var THEN bidon = INT ((RND (1) * 10) + 1)
1030 IF x <= var THEN LOCATE#1, x,y : PRINT#1, CHR$(32)
1040 IF x <= var THEN y = INT ((RND (1) * 14) + 1)
1050 IF turbo = 2 THEN 1080
1060 IF x <= var THEN x = 35
1070 IF turbo = 1 THEN 1090
1080 IF x <= var THEN x = 38
1090 RETURN
1100 *
1110 *----- Colision -----*
1120 *
1130 CLS#1: CLS#2
1140 LOCATE#1,a,b: PRINT#1, CHR$(253): SOUND 1,2000,150,15,0,0,25
1150 FOR ret = 1 TO 1000: NEXT
1160 IF fin = 1 THEN HODE 0: LOCATE 8,10: PRINT "O.K.": LOCATE 3,14: PRINT "RISI
ON CUMPLIDA"
1170 IF fin = 1 THEN 1170
1180 IF vida = -1 THEN 1220
1190 pX = pX - pm2
1200 IF pX <= 0 THEN pX = 0
1210 IF D# = "C" OR D# = "c" THEN 350 ELSE 380
1220 CLS
1230 LOCATE 13,12:PRINT "Puntuacion ";pX:GOTO 1230
1240 *
1250 *----- Subrutina del disparo de misiles -----*
1260 *
1270 IF m <= 0 THEN 1290
1280 LOCATE #4,a,1: PRINT #4, CHR$(32); CHR$(32)
1290 FOR bala = a+veloz TO 38 STEP veloz
1300 IF m <= 0 THEN 1340
1310 IF b = y AND bala >= x THEN 1390
1320 SOUND 1,2000,20,15,0,0,1
1330 LOCATE#1, bala,b: PRINT#1, CHR$(252)
1340 GOSUB 660
1350 LOCATE#1, bala,b: PRINT#1, CHR$(32)
1360 NEXT
1370 m = m - 1,5
1380 RETURN
1390 *
1400 *----- Disparo acertado -----*
1410 *
1420 IF meteor = tv THEN pX = pX + pd2: GOTO 1470
1430 IF meteor = 250 THEN 1500
1440 IF meteor=249 AND vida = -1 THEN SOUND 1,1000,35,15: PRINT #2, CHR$(32): G
OTO 1220
1450 IF meteor=249 THEN vida=vida-1:LOCATE#2,cohete-1,1:cohete=cohete-1:PRINT#2
,CHR$(32)
1460 LOCATE #1,x,y: PRINT #1,CHR$(32): SOUND 1,1000,35,15: GOTO 1480
1470 LOCATE#1,x,y: PRINT#1, CHR$(253): SOUND 1,1911,50,15,0,0,25
1480 FOR ret = 1 TO 30: NEXT: LOCATE#1,x,y: PRINT#1, CHR$(32)
1490 x = 38: y = INT ((RND (1) * 14) + 1): GOTO 650
1500 ENT 1,70,-1,1
1510 SOUND 1,60,50,15,0,1
1520 FOR bono = 0 TO gd2
1530 IF g+bono >= 36 THEN g = g + bono: GOTO 1480
1540 LOCATE #3,g+bono,1: PRINT #3, CHR$(143)
1550 NEXT
1560 g = g + bono
1570 GOTO 1480
1580 *
1590 *----- Cambio de pantalla -----*
1600 *
1610 IF pantalla = 0 THEN c=20:r=20:t=20
1620 IF pantalla = 1 THEN tv = 248:c=8:r=20:t=20:niv=50
1630 IF pantalla = 2 THEN tv = 247:c=8:r=1:t=20:niv=100
1640 IF pantalla = 3 THEN tv = 246:c=8:r=1:t=9:niv=150
1650 IF pantalla = 4 THEN GOTO 1670
1660 vida = vida + 1: IF D# = "C" OR D# = "c" THEN 350 ELSE 380
1670 LOCATE #1,x,y: PRINT #1,CHR$(32)
1680 *
1690 *----- Ultima pantalla -----*
1700 *
1710 FOR ret = 1 TO 1500: NEXT
1720 SOUND 1,30,20,15
1730 LOCATE #1,a,y: PRINT #1, CHR$(32)
1740 y = 1
1750 CLS#2: PRINT#2, vida+1
1760 LOCATE #1,a,b: PRINT #1, CHR$(32); CHR$(255)
1770 FRAME
1780 LOCATE #1,30,y: PRINT #1, CHR$(245); CHR$(244)
1790 FOR ret = 1 TO 80: NEXT
1800 FRAME
1810 LOCATE #1,30,y: PRINT #1, CHR$(32); CHR$(32)
1820 IF JOY (1) = 16 THEN GOSUB 1870
1830 y = y + 1
1840 IF y = 15 THEN y = 1
1850 IF fin = 1 THEN 1870
1860 GOTO 1780
1870 fin = 1
1880 FRAME
1890 LOCATE #1,a,b: PRINT #1, CHR$(32);CHR$(32)
1900 a = a + 1
1910 LOCATE #1,a,b: PRINT #1, CHR$(254); CHR$(255)
1920 LOCATE #1,a,b: PRINT #1, CHR$(32)
1930 IF a = 29 AND b = y THEN 1110
1940 IF a = 30 AND b = y THEN 1110
1950 IF a > 30 THEN 1970
1960 GOTO 1780
1970 IF vida <> -1 THEN vida = vida -1: fin = 0: a = 10: CLS#1: GOTO 1740
1980 GOTO 1220

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