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10 REM ***** MORTERO *****
20 REM ** ANGEL GARCIA DELGADO **
30 REM ***** MUNDO AMSTRAD *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 FOR A=1 TO 100
90 PLOT RND*640,RND*400,RND*15
100 NEXT
110 PRINT CHR$(22)+CHR$(1);
120 LOCATE 6,12
130 PRINT " MORTERO"
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:S
DUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT:FOR b=1 TO 50:NE
XT b:NEXT a
220 MODE 1
230 GOTO 290
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO L
EN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$(">") "
THEN SOUND 1,A,1,15
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RE
TURN
280
290 REM *** INICIO DEL PROGRAMA ***
300
310 A$="<< MORTERO >>":GOSUB 240
320 PRINT:A$="DESTRUYE UN TANQUE QUE SE
ENCUENTRA":GOSUB 240
330 A$="AL OTRO LADO DE LA CADENA DE MON
TES.":GOSUB 240

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340 PRINT:A$="TU PUEDES REGULAR EL ANGULO DE TIRO":GOSUB 240
350 A$="Y EL IMPULSO (VELOCIDAD INICIAL)":GOSUB 240
360 A$="DE TU UNIDAD ARTILLERA":GOSUB 240
370 PRINT:A$="POR CADA TANQUE DESTRUIDO SE TE":GOSUB 240
380 A$="AUMENTARA EN 100 UNIDADES EL IMPULSO":GOSUB 240
390 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 240
400 IF INKEY(60)<>0 THEN 400
410 '
420 ' * REDEFINICION GRAFICOS *
430 '
440 SYMBOL AFTER 32
450 SYMBOL 91,1,7,127,7,127,255,255,127
460 SYMBOL 93,128,224,224,224,254,255,255,254
470 SYMBOL 92,218,173,189,81,127,103,188,24
480 SYMBOL 64,129,66,36,152,104,102,233,150
490 '
500 ' * INICIALIZACION *
510 '
520 IM=300:AC=0
530 INK 0,23:PAPER 0:BORDER 23:INK 1,0:INK 2,9:INK 3,2:INK 4,3:INK 5,26:PEN 1:MODE 0
540 DEF FN R(X)=INT(RND*X):ORIGIN 0,0
550 LOCATE 1,22:PEN 4:PRINT"@ "
560 FOR A=0 TO 47:PLOT 0,A,2
570 DRAWR 650,0
580 NEXT A
590 WINDOW #2,1,20,24,25:PAPER #2,2:PEN #2,5
600 WINDOW #1,1,20,1,2:PEN #1,5
610 GOSUB 1040
620 FOR Z=250 TO 350 STEP 4
630 PLOT Z,47:DRAWR 0, FN R(100)
640 NEXT Z
650 X=19-FN R(8)
660 LOCATE X,22:PEN 3:PRINT"[ ]"
670 IF IM<1 THEN GOTO 1010
680 CALL &BB03
690 CLS #2:INPUT #2,"ANGULO: ",ANG
700 INPUT #2,"IMPULSO: ",I:IF I<0 OR I>I M THEN SOUND 1,100:GOTO 700
710 IM=IM-I
720 X=1:Y=200
730 ENT 1,10,1,1,20,-1,1
740 DEG:SOUND 1,500,30,15,0,1,31
750 VX=I*COS(ANG):VY=I*SIN(ANG)

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760 FOR Z=8 TO 650 STEP 4
770 PLOT X,Y,0
780 T=Z/VX:X=Z+16
790 Y=55+VY*T-4.9*T*T
800 TI=TEST (X,Y)
810 PLOT X,Y,1
820 SOUND 2,ABS(Y*2),1,13
830 FOR V=1 TO 30:NEXT V
840 IF TI=2 THEN GOTO 880:REM --- CHOQUE
CON PAISAJE --
850 IF TI=3 THEN GOTO 980:REM ---
CON TANQUE --
860 IF Y<8 THEN GOTO 880
870 NEXT Z
880 DRIGIN X,Y
890 PRINT CHR$(23);CHR$(1):TAG:FOR N=1 TO
0 50
900 MOVE RND*N,RND*N:PRINT"*";
910 MOVE -RND*N,RND*N:PRINT"*";
920 REM MOVE -RND*N,-RND*N:PRINT"*";
930 REM MOVE RND*N,-RND*N:PRINT"*";
940 SOUND 3,A*5,3,15,0,1,31
950 NEXT N:TAGOFF:PRINT CHR$(23);CHR$(0)
;
960 FOR N=1 TO 2000:NEXT N
970 GOTO 530
980 SOUND 3,50,30,15,0,1:AC=AC+1:GOSUB 1
040
990 IM=IM+100
1000 GOTO 880
1010 FOR A=1 TO 20:SOUND 3,50,30,15,0,1:
NEXT A
1020 GOTO 1050
1030 LOCATE 1,1:END
1040 CLS #1:PRINT#1,"IMPULSO: ";USING "
###";IM:PRINT#1,"IMPACTOS: ";USING "###"
;AC:RETURN
1050 REM
1060
1070 REM *** GAME OVER ***
1080
1090 FOR A=1 TO 20:FOR B=100 TO 200 STEP
A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
1100 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0
:BOARDER 0:PEN 1:MODE 0
1110 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1120 PEN 1:LOCATE 4,12:PRINT"PUNTOS: ";US
ING "#####";P
1130 PEN 3:INK 3,15:LOCATE 5,17:PRINT "O
TRA? (S/N)"
1140 FOR A=1 TO 50:A#=INKEY#:NEXT A
1150 PEN 1
1160 IF INKEY(60)=0 THEN RUN 220
1170 IF INKEY(46)=0 THEN CALL 0
1180 GOTO 1160

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