

ASTRONAUTA KERL

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Si te gustan las aventuras espaciales, en este programa podrás disfrutar de una misión por el espacio en el que tendrás que esquivar los asteroides y llegar a tu nave. Utiliza la estrategia y habilidad para finalizar tu misión.

Una vez que hemos cargado el programa Astronauta Kerl, nuestro ordenador nos traslada al espacio sideral, donde tendremos que manejar a un astronauta que al salir a reparar su nave SpaceShip 21 ha sido arrastrado al espacio abierto debido a una lluvia de asteroides. Deberás regresar a tu nave utilizando la mochila propulsora. El propulsor utiliza una batería inagotable de neodimio, pero si se recalienta debes parar unos segundos para que se recupere. Recoge botellas de oxígeno para no agotar todo el del traje y poder finalizar tu misión.

Esa zona del espacio es conocida por haberse perdido otras naves en épocas lejanas, así que no te equivoques y encuentra tu nave SpaceShip 21.

Las teclas de control son "O" y "P" para mover el astronauta a izquierda y derecha. La tecla "A" se utiliza para accionar el propulsor del traje espacial.

El juego consta de 11 fases de dificultad creciente. Para tener éxito en tu misión ten en cuenta:

- 1.- Esquiva los asteroides para no ser arrastrado hacia el espacio infinito
- 2.- Puedes descansar en los asteroides para frenar tu desplazamiento al espacio exterior.
- 3.- Los asteroides azules tienen mayor gravedad que los blancos y nos hacen consumir más oxígeno.

4.- Recupera botellas de oxígeno para poder respirar en el espacio y evitar asfixiarte

5.- Llega a tu nave para finalizar la misión.

Instrucciones para montar y disfrutar el programa:

1.- Teclea el LISTADO 1 y salvarlo en primer lugar en la cinta con:

SAVE "CARGADOR" LINE 10.

2.- Opcionalmente, crea una pantalla de presentación con tu programa de dibujo favorito y salvarlo a continuación con SAVE "pantalla" SCREEN\$. Si no quieres pantalla de presentación borra la línea 20 del listado 1.

3.- Ejecuta el programa del listado 1 con RUN 5000 que generará los datos gráficos y de demo y al terminar los salvará en la cinta.

4.- Teclea el LISTADO 2 y salvarlo en último lugar con SAVE "AKTCE" LINE 7000.

Rebobina la cinta, y carga el juego con LOAD "" y ¡a disfrutar! El programa se debe ejecutar en Spectrum 48K.

Puedes redefinir las teclas, modificando el programa a tu gusto en las líneas 40 y 44.



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```

LISTADO 1
10 CLEAR 60499: POKE 23739,111
20 LOAD "" : SCREEN$ = REM Borrar
esta línea si no desea pantalla
de presentación
30 LOAD "" : CODE
400 LOAD ""
500 STOP
49999 REM definición de graficos
y datos de demo
50000 CLS : PRINT "Generando graf
icos, mientras...": PRINT "Puede
tomarse la merienda"
50005 RESTORE 5010: FOR f=0 TO 31
4: READ a$: FOR g=1 TO LEN a$ : ST
EP 2: POKE 60499+(g/2)+(f*16),(1
6)*CODE (a$(g))-48-(7 AND a$(g))
50010 DATA "101C2E501625261514160
A181E0A0835"
50015 DATA "1106090D0CFF112609FF0
000000000000
000000000000
50025 DATA "00000000000000000000
000000000000
50030 DATA "00000000000000000000
000000000000
50035 DATA "00000000000000000000
000000000000
50040 DATA "00000000100C0E140D160
302D231E0C
50455 DATA "0E0C1E0C0E281E140D112
FF935008
50050 DATA "0D0CFF0000000000000000
000000000000
50055 DATA "00000000000000000000
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50060 DATA "00000000000000000000
000000000000
50065 DATA "00000000000000000000
000000000000
50070 DATA "0000000000000000100C1
150921D16
50075 DATA "0A200A1E15160A101D292
00C0E08309
50080 DATA "45FF0000000000000000
000000000000
50085 DATA "00000000000000000000
000000000000
50090 DATA "00000000000000000000
000000000000
50095 DATA "00000000000000000000
000000000000
50100 DATA "00000000000000000000
0010152420
5105 DATA "24151825181511160D111
02E0A1E0C18
5110 DATA "140E1C09FF101C1509081
00D191E0A10
5115 DATA "3C20CFF000000000000000
000000000000
5120 DATA "00000000000000000000
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5125 DATA "00000000000000000000
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5130 DATA "00000000000000000000
000000000000
5135 DATA "4814161410140D0C15192
0361A10141E
5140 DATA "0C0E0A080C0D112D11FF1
0C0D12309
5145 DATA "FF00000000000000000000
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5150 DATA "00000000000000000000
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5155 DATA "00000000000000000000
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5190 DATA "00000000000000000000
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8281 DATA "00000000071B3C1F2F372
8282 DATA "5D5ABA3EB7BE39B235CA1
8283 DATA "40808000000000000000
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8600 PRINT "Pulsa una tecla para
graba": PAUSE 0
8601 SAVE "graficos"CODE 60500,5
8602
```

LISTADO 2

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10 LET m=1:INT (RND*26): LET n
=1:INT (RND*3): LET o=INT (RND*5)
11 FOR i=1 TO 5: LET l$(i)="":
IF f=0 THEN LET p=(RND*30): LET
l$(i,1+p)="IIIIII"(1+RND*7)
12 IF f=1 THEN LET l$(i)=r$
13 PRINT BRIGHT 1: INVERSE 1:A
T 20,31;c$(j)
14 LET r=28-(q*20)/s-2
15 IF r>18 THEN LET r=18
17 PRINT BRIGHT 1: INVERSE 1:A
T r,0: "AT r+1,0": "AT 20,0":
18 IF f=1 THEN POKE 23675,nd+(
i-1)*2-255*INT ((nd+(i-1)*2)/2
55): POKE 23676,INT ((nd+(i-1)*2
82)/255)
20 POKE 23692,9: LET n=n+5*(q<
1): PRINT l$(i): IF f=1 THEN POK
E 203675,9: POKE 23676,255
21 IF n: THEN PRINT BRIGHT 1:
AT 21,m: INK 1+5*(n>2): "G"+"HHH
H" (TO AND*4)+")
22 IF n+1: THEN PRINT BRIGHT
1:AT 21,m: INK 1+5*(n>2): "L"+"K
KK" (TO AND*4)+")
23 IF (o>2)*(n+2*i) THEN PRINT
INK 5,AT 21,m+2;
24 PRINT
30 PRINT AT 0,1: "Boost": PAPE
R 4:
" (TO b): PAPER 2
" (TO a/10-b): OVER 1:AT 0
0,17: "Air": a:
" (TO a/21): PAPER 5:
" (TO a/10): PAPER 2:
" (TO 10
(a/10)): IF k=1 THEN IF b>0 THE
N OUT 254,22: OUT 254,16: OUT 25
4,0
37 IF NOT e THEN GO TO 40
38 GO SUB 100: LET k=: IF e=-
1 THEN LET e=: GO TO 7000
39 GO TO 4
40 LET t=IN 65022=190
41 IF k=1 THEN LET y=y-1: IF b
>0 THEN LET y=y+2: LET b=b-1
42 IF k=0 THEN LET b=b+2: LET
y=y-2: IF b>10 THEN LET b=10
43 IF e THEN LET x=x+: GO TO
45
44 LET x=x+(IN 57342=190)-(IN
57342=189)
45 LET w=-1: LET z=(w<y) OR
(v<x): LET d=d+1: IF (q<1 AND i
=5) THEN LET f=f+1
46 LET c=: IF v<x THEN LET c=
47 IF v<x THEN LET c=: LET h=ATT
R (y,x): IF h>64 THEN IF q<=64
THEN LET y=y-1: LET g=ATTR (y,x
): LET h=ATTR (y+1,x)
51 IF g>64 OR h>64 OR y>19 THE
N LET y=: LET a=(g=65): LET g
=ATTR (y,x): LET h=ATTR (y+1,x)
54 IF g=64 OR h=64 THEN LET x=
v: LET g=ATTR (y,x): LET h=ATTR
(y+1,x)
53 IF g<5 THEN IF h<5 THEN L
ET a=a-1: GO TO 60
54 LET t=: BEEP .01,17: IF
a>100 THEN LET a=:
60 PRINT AT w,v: "AND z": AT w
+1,v: "AND z": INK 3: AT y,x: "BD
E" (c): AT y+1,x: "ACE" (c): LET v=x
: LET w=y: LET a=q-1
51 LET j=j+1: IF j=20 THEN LET
j=: LET c=: "SCORE - "+STR$ (d
)+")
65 IF y<1 OR a<1 THEN GO TO 70
66 IF g=6 OR h=6 THEN GO TO 60
67 GO TO 70
70 FOR i=1 TO 30: BEEP .03,i+1
80: NEXT i: PRINT FLASH 1: PAPER
0: AT 11,0: "YOU ARE ALIVE FOR ANOT
HER WALK": AT 11,8: "YOU
HAVE NO AIR" (a<1): AT 12,4
: "YOU ARE LOST IN SPACE" (AT 13,
6: "FOR EVER" (UNLESS": AT 14,1:
"SOMEONE TRY IT AGAIN": AT 15,6:
"LEAVE": "L": "SCORE": d
71 PRINT FLASH 1: INK 6: PAPER
2: AT 5,0: "IN AIR" AND (a<1):
"HAS QUEDADO" (IN AIR AND (a<1):
AT 6,2: "ESTAS PERDIDO EN EL ESPA
CIO" (AT 7,2: "PARA SIEMPRE" (A
MENOS, QUE" (AT 8,3: "ALGUIEN LO I
NVENTE DE NUEVO"
72 IF INKEY#<> THEN GO TO 72
73 PAUSE 50: PAUSE 0: GO TO 70
80 LET l=l+1: LET nd=61408+(l-
1)*360: LET q=40*(l+1): LET s=q:
LET r=2: LET b=10: LET a=100: L
ET f=0: LET c=: LET j=: LET c#
="SCORE "+STR$ (d)+": LET c#
=: LET z=: l+1 AND l<12
81 IF l<2 THEN GO TO 85
82 PRINT AT 19,4: "PRESS ANY KE
Y. SCORE": d: "PRINT AT 20,2
: "PULSA UNA TECLA. PUNTOS": d: "
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83 IF n=1 THEN INK 6: PRINT AT
4,2: "HAZ LEGADO A": AT 5,4: m$(
L-1): PRINT AT 5,1: "ENCUENTRA TU
NAVE, STARSHIP 21": INK 4: PRIN
T AT 6,5: "YOU ARRIVED": AT 9,4: m
$(L+9): PRINT AT 10,3: "FIND YOUR
SHIP": STARSHIP 21: INK 7
84 IF l=12 THEN FLASH 1: INK 3
: PRINT PAPER 4: AT 4,1: "HAS LL
EGADO A STARSHIP 21": PRINT
PAPER 4: AT 5,1: "ESTAS VIVO!": P
ARA OTRO PAUSE": INK 8: PRINT P
APER 4: AT 5,1: "YOU ARRIVED STA
RSHIP 41": INK 3: PRINT PAPER 4: A
T 9,1: "YOU ARE ALIVE FOR ANOTHE
R WALK": FLASH 0: INK 7
85 IF INKEY#<> THEN GO TO 85
86 IF l<2 THEN RESTORE 1040:
LET c=: GO SUB 1103: FOR i=1 T
O INKEY#=: LET i=NOT (INKEY#="
"): NEXT i
87 IF l=12 THEN GO TO 7000
88 CLS: IF e THEN PRINT AT 12
10: "DEMO": "SAVE" AND e=2: MOD
E
89 GO TO 10
900 NEXT i: GO TO 10
901 REM demo
1000 IF e>1 THEN GO TO 200
1005 IF INKEY#<> THEN LET e=-1
1005 IF s THEN GO TO 125
1006 LET sv=PEEK sd: LET sd=sd+1
1007 IF sv=255 THEN LET sd=sd-1:
LET sv=: LET e=-1
1008 LET s=INT (sv/8): LET sv=s
v-s*c#
110 LET usv>3
120 LET t=((sv=1) OR (sv=5))-1*
((sv=2) OR (sv=6))
1300 LET c=c-s*(c>0)
1301 RETURN
1000 REM demo save
2000 LET u=IN 65022=190: LET t=(
IN 57342=190)-(IN 57342=189)
LET sv=(t=1)*2*(t=-1)+4*u
IF s<31 THEN GO TO 220
215 POKE sd,sp+s*c#8: LET sd=sd+
1: POKE sd,255
200119 LET sc=:
100000 LET sc=f THEN LET e=-1
200300 LET sc=sv
200300 RETURN
100000 REM Musica menu
100000 DATA 0,0,18,0,25,18,0,5,17,0
0,5,17,1,0,0,17,0,25,18,0,375,17,0
100000 DATA 0,0,15,0,13,0,5,15,1,0,15,
0,25,15,0,13,0,25,11,1,5,15,0,
0,5,15,0,25,15
1010 DATA 0,0,5,15,0,5,13,0,25,11
,0,0,7,0,25,18,0,25,18,0,5,16,17,
0,0,25,5
1015 DATA 0,0,18,0,25,18,0,5,17,
0,5,17,0,5,17,0,5,18,0,5,17,0,5,
15,0,7,5,10,7,5,15
1020 DATA 0,0,25,15,0,25,11,0,5,15
1025 DATA 0,0,15,0,13,0,25,13,
0,2,11,3,0,15,0,13,0,25,13,
10255 DATA 0,0,20,0,20,20,0,5,19,
0,5,19,1,0,0,0,0,20,0,5,19,2
1030 DATA 0,0,15,0,15,0,15,0,15,
1031 DATA 0,0,15,0,15,0,15,0,15
1032 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0
1040 DATA 0,0,25,22,0,25,27,0,25,2
5,0,25,27
1045 DATA 0,0,5,15,0,7,0,25,22,0
0,25,27,0,1,7,0,25,27,0,5,25,27,0
1046 DATA 1,0,26,1,5,29,-2,-2
1100 RESTORE 1000: LET dd=LEN o$
132: LET cc=1
1105 IF INKEY#<> THEN GO TO 11
05
1115 READ aa,bb
1120 IF INKEY#<> THEN LET e=e+
(INKEY#="D")+2*(INKEY#="G"): RET
URN
1125 IF aa=-1 THEN LET e=1: RETU
RN
1126 IF aa=-2 THEN PAUSE 0: RETU
RN
1130 BEEP aa,bb
1135 IF cc=0 THEN PRINT #0: INK
5: AT 0,0: ccc (cc to cc+31): LET c
c=cc+1: IF cc>dd THEN LET cc=1
1140 GO TO 1115
6000 REM inicio Partida
7000 CLEAR 60499: RESTORE 8000:
READ x,y,w,b,c,s,l,d,k,e: DIM
l$(5,31): DIM m$(20,31): LET nd=
65005: READ o$,p$,q$: LET r#="
0"+CHR$ 15+CHR$ 6+CHR$ 19+CHR$
705: "ABDEFH"
705 FOR i=1 TO 10: READ m$(i),m
$(i+10): NEXT i: PAPER 0: BORDER
0: INK 7: CLS
7009 REM menu
7010 LET b#="ASTRONAUTE"
```

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