

AMSTRAD

ESPAÑA

AMIGOS DEL

AMSTRAD

N.º 5

295 PTS.



JOE LOVE • BATERIAS
ANTIAEREA • MOSQUITOS

BATERIAS • RECOGIDA
ENSAMBLAJE • ANTIRROBOT

INER-DRAW • HUESOS
NAUFRAGOS • MUSCULOS



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UN CHORRO

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AMIGOS DEL AMSTRAD

EDITORIAL

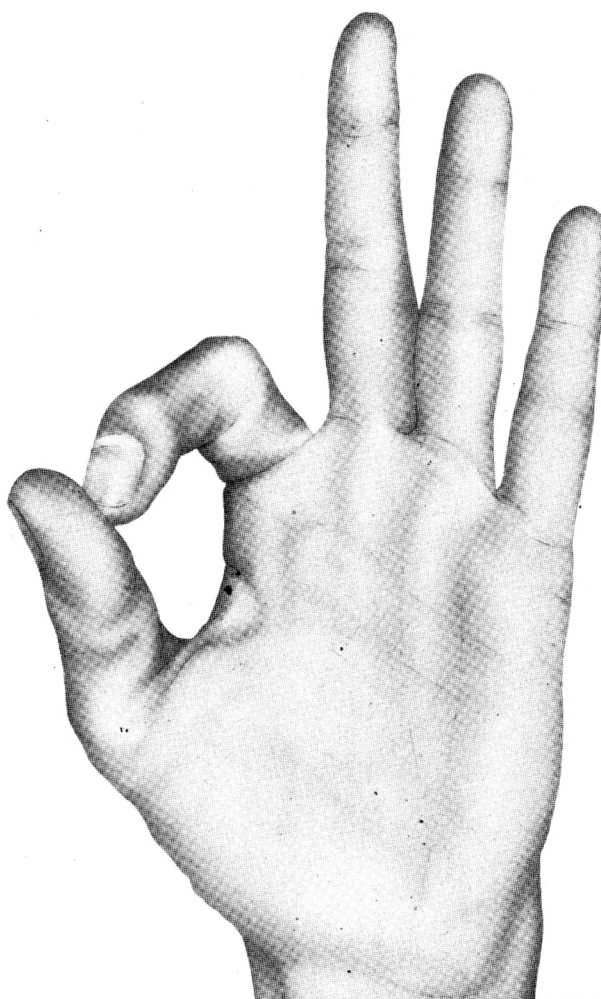
Todos los meses, con la revista, pretendemos que sea una guía práctica, incluyendo gran variedad de programas para que puedas disfrutar mientras aprendes.

Encontrarás programas que te mostrarán cómo construir imágenes de cualquier forma y a la vez utilizar el color.

También verás cómo se usan los sprites y a diseñar tus propios caracteres.

Otros programas te mostrarán cómo aplicar gráficos de alta resolución, a producir efectos sonoros y música.

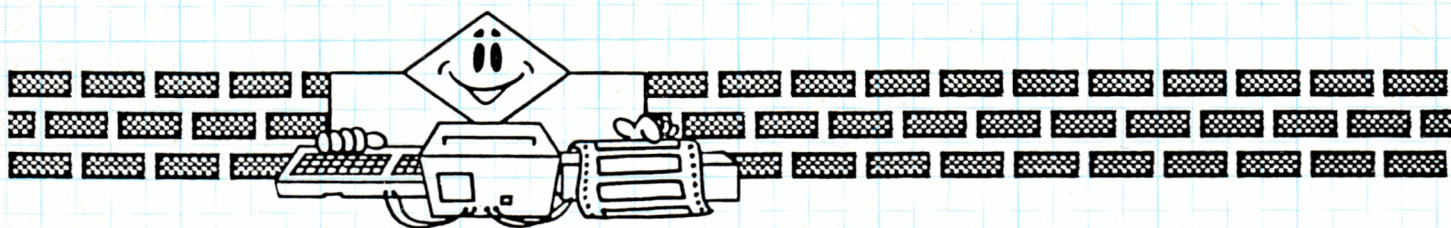
Diviértete.



Edita: Editorial GTS. C/. Bailén, 20. 1.º Izda. 28005 MADRID. **Secretaría Redacción:** Margarita Rancero. **Colaboradores:** Eugenio Garrido, J. F. Martínez, J. Bernal, R. Carralón, J. Ramos, Juan Jesús Ortega. **Dirección Artística y Técnica:** Carlos Gorrindo. **Publicidad:** Bailén, 20. 1.º. 28005 MADRID. **Fotocomposición:** Gráf. FUTURA, Sdad. Coop. Ltda. **Imprime:** Gráf. FUTURA, Sdad. Coop. Ltda. **Distribuye:** R.B.A. Promotora de Ediciones, S. A. Trav. de Gracia, 56. Atico 1.º. Teléfono: 200 82 56. **Depósito Legal:** M. 3988-1986.

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EXPLICACION DE LOS PROGRAMAS

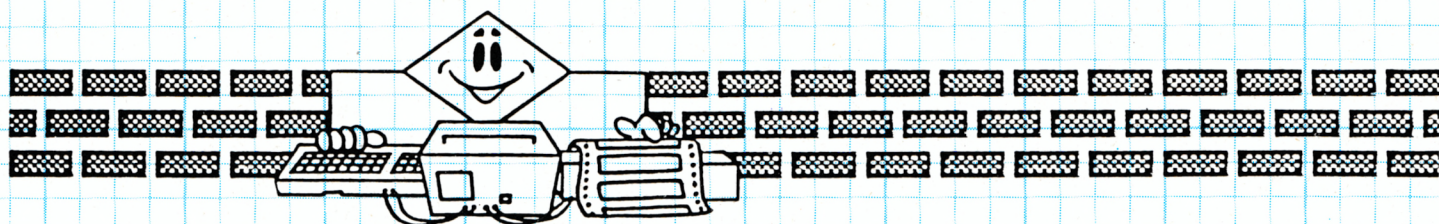
JOE LOVE

```
10 REM ***** JOE LOVE *****
20 REM * ANGEL GARCIA D. **
30 REM ***** G.T.S. *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 PEN 1
90 ORIGIN 318,210
100 FOR a=0 TO 2*PI STEP PI/70
110 PLOT 0,0,2
120 DRAW 300*COS(a),150*SIN(a)
130 DRAWR 0,30*SIN(a),3
140 NEXT a
150 PRINT CHR$(22)+CHR$(1);
160 LOCATE 7,12
170 PRINT "JOE LOVE"
180 PRINT CHR$(22)+CHR$(0);
190 INK 2,7,0:INK 3,0,18
200 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
210 INK 2,18,7:INK 3,7,18
220 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
230 INK 2,7:INK 3,18
240 FOR a=1 TO 500:NEXT a
250 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
```

```

260 MODE 1
270 GOTO 320
280 PRINT TAB(20-LEN(a#)/2):FOR a=1 TO LEN(a#)
290 b#=MID$(a#,a,1):PRINT b#;:IF b#<>" " THEN PRINT CHR$(7);
300 NEXT a
310 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
320 REM *** INICIO DEL PROGRAMA ***
330 a#="<<< JOE LOVE >>>":GOSUB 280
340 PRINT:A#="AYUDA A JOE A RECUPERAR":GOSUB 280
350 A#="LOS CORAZONES PERDIDOS, NECESARIOS":GOSUB 280
360 A#="PARA CONSEGUIR EL AMOR DE SU CHICA.":GOSUB 280
370 A#="PERO TEN CUIDADO CON LAS HIENAS":GOSUB 280
380 PRINT:A#="USA: TECLADO (Q.A.O.P) O JOYSTICK":GOSUB 280
390 PRINT:A#="PULSA UNA TECLA PARA EMPEZAR":GOSUB 280
400 A#=INKEY#:IF INKEY#="" THEN 400
410 PRINT CHR$(7);
420 GOSUB 950:GOSUB 850
430 V=3
440 MODE 1:INK 0,26:INK 1,0:INK 2,15:INK 3,2
450 PAPER 0:BORDER 26:CLS
460 WINDOW 1,40,4,25:PEN 1:CLS
470 WINDOW #1,1,40,1,3:PAPER#1,2:PEN#1,0:CLS#1
480 GOSUB 830
490 RESTORE 740:D=40000
500 READ A:POKE D,A:D=D+1
510 IF A=255 THEN GOTO 530
520 GOTO 500
530 DEFINT X,Y:X=10:Y=20
540 H=1+INT(RND*19):I=1+INT(RND*39):POKE 40015,H:POKE 40016,I:FOR B=100 TO 200 3
TEP 10:SOUND 2,B,1,15:NEXT B
550 GOSUB 830
560 CALL 32768
570 IF PEEK(39999)=1 THEN GOSUB 670:GOTO 440
580 IF INKEY(67)=0 OR JOY(0)=1 THEN X=X-1:IF X<1 THEN X=1
590 IF INKEY(69)=0 OR JOY(0)=2 THEN X=X+1:IF X>20 THEN X=20
600 IF INKEY(34)=0 OR JOY(0)=4 THEN Y=Y-1:IF Y<1 THEN Y=1
610 IF INKEY(27)=0 OR JOY(0)=8 THEN Y=Y+1:IF Y>39 THEN Y=39
620 POKE 40003,X:POKE 40004,Y
630 IF X=H AND Y=I THEN P=P+15:GOTO 540
640 IF X+1=H AND Y+1=I THEN P=P+15:GOTO 540
650 GOTO 560
660 DATA 1,10,10,2,1,20,2,1,15,1,172,176
670 POKE 40010,180:POKE 40011,184
680 FOR A=0 TO 255 STEP 10:SOUND 1,A,10,15,0,0,31:CALL 32768:NEXT A
690 V=V-1:IF V>=0 THEN RETURN
700 FOR a=0 TO 40:PRINT CHR$(7):A#=INKEY#:NEXT a
710 PEN 1:LOCATE 16,11:PRINT"GAME OVER"
720 IF INKEY#="" THEN 720
730 RUN 430
740 DATA 3,10,20,10,20,0,0,0,0,1,160,164
750 DATA 3,10,10,10,10,0,0,0,0,2,168,168
760 DATA 1,12,12,1,2,20,0,1,39,2,172,176
770 DATA 1,15,15,0,2,20,1,2,39,3,176,172
780 DATA 1,10,10,2,2,20,2,2,39,2,172,176
790 DATA 1,10,25,2,3,18,0,5,35,3,176,172
800 DATA 1,5,30,0,1,20,2,1,39,2,172,176
810 DATA 1,5,10,2,1,20,2,1,39,2,172,176
820 DATA 255
830 LOCATE#1,2,2:PRINT#1,"PUNTOS:";P;TAB(27);"VIDAS:";V
840 RETURN

```

BATERIAS ANTIAEREAS

```
10 REM *** BATERIAS ANTIAEREAS ***
20 REM * ANGEL GARCIA DELGADO **
30 REM ***** G.T.S. *****
40 REM
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 DRAW 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "BATERIAS"
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
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< BATERIAS ANTIAEREAS >>>":GOSUB 270
330 PRINT:A$="DERRIBA A LOS AVIONES ENEMIGOS QUE":GOSUB 270
340 A$="INVADEN TU ESPACIO AEREO":GOSUB 270
350 PRINT:A$="PARA HACERLO PULSA F1,F2 O F3":GOSUB 270
360 PRINT:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
370 IF INKEY(60)<>0 THEN GOTO 370
380 GOSUB 1010
390 ac=0
400 fa=0
```

```

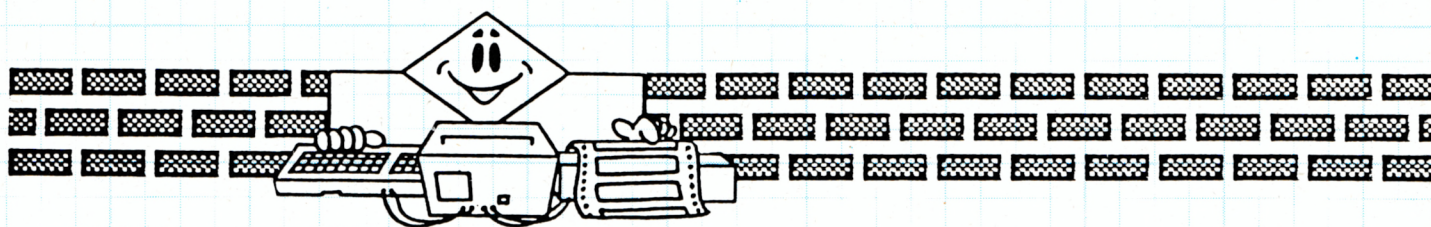
410 INK 0,20
420 INK 1,0
430 INK 2,3
440 MODE 1
450 PAPER 0
460 BORDER 20
470 PEN 2
480 a$=""
490 FOR a=1 TO 9
500 a$=a$+CHR$(163):NEXT a
510 b$=a$+CHR$(164)+a$+CHR$(165)+a$+CHR$(166)+a$
520 LOCATE 1,23
530 PRINT b$;
540 LOCATE 10,22:PRINT CHR$(162)
550 LOCATE 20,22:PRINT CHR$(162)
560 LOCATE 30,22:PRINT CHR$(162)
570 GOSUB 830
580 Z$=" "+CHR$(160)+CHR$(161):X$=""
590 D=1
600 X=2+INT(RND*20)
610 Y=1
620 ON D GOSUB 690,730
630 Y=Y+1:IF Y>37 THEN LOCATE Y,X:PRINT " ":GOTO 600
640 PEN 1
650 LOCATE Y,X:PRINT Z$
660 SOUND 1,1000,1
670 IF D=2 THEN IF H=X THEN IF I=Y+1 OR I=Y+2 THEN GOTO 780
680 GOTO 620
690 H=21:IF INKEY(13)=0 THEN D=2:I=10
700 IF INKEY(14)=0 THEN D=2:I=20
710 IF INKEY(5)=0 THEN D=2:I=30
720 RETURN
730 PEN 1:LOCATE I,H:PRINT " "
740 H=H-1:IF H<2 THEN SOUND 3,100,10:D=1:FA=FA+1:GOSUB 830:RETURN
750 LOCATE I,H:PRINT CHR$(239)
760 SOUND 2,50-H,1
770 RETURN
780 LOCATE I,H:PRINT CHR$(238)
790 FOR A=1000 TO 1100:SOUND 1,A,1:NEXT A
800 AC=AC+1:GOSUB 830
810 LOCATE I,H:PRINT " ":LOCATE Y,X:PRINT " "
820 GOTO 590
830 PEN 2:LOCATE 3,1:PRINT" DERRIBADOS: ";USING "###";AC
840 LOCATE 25,1:PRINT"FALLOS: ";USING "##";FA
850 IF FA>14 THEN 870
860 RETURN
870 FOR B=15 TO 30
880 FOR A=100 TO 1000 STEP B
890 SOUND 1,A,1
900 NEXT A
910 NEXT B
920 MODE 0
930 PEN 2
940 LOCATE 6,8:PRINT"GAME OVER"
950 INK 2,3,20
960 PEN 1
970 LOCATE 4,13:PRINT"PUNTOS:";USING "#####";AC*15
980 FOR A=1 TO 6000:NEXT A
990 GOTO 250
1000 LOCATE 1,1:END

```

```

1010 SYMBOL AFTER 160
1020 SYMBOL 160,64,224,227,255,127,7,0,0
1030 SYMBOL 161,0,2,192,250,255,250,0,2
1040 SYMBOL 162,60,36,44,44,44,44,110,255
1050 SYMBOL 163,255,255,255,255,255,255,255,255
1060 SYMBOL 164,255,247,231,199,247,247,195,255
1070 SYMBOL 165,255,195,129,249,195,159,129,255
1080 SYMBOL 166,255,195,129,249,227,185,195,255
1090 RETURN

```



MOSQUITOS

```

10 REM ***** MOSQUITOS *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 MODE 0
50 INK 0,0:INK 1,26:INK 2,7:INK 3,18
60 PAPER 0:BORDER 0
70 ORIGIN 318,210
80 FOR a=0 TO 2*PI STEP PI/70
90 PLOT 0,0,2
100 DRAW 300*COS(a),150*SIN(a)
110 DRAWR 0,30*SIN(a),3
120 NEXT a
130 PRINT CHR$(22)+CHR$(1);
140 LOCATE 7,12
150 PRINT "MOSQUITOS"
160 PRINT CHR$(22)+CHR$(0);
170 INK 2,7,0:INK 3,0,18
180 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
190 INK 2,18,7:INK 3,7,18
200 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a

```

```

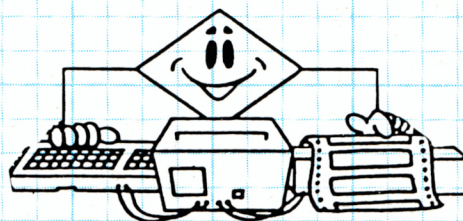
210 INK 2,7:INK 3,18
220 FOR a=1 TO 500:NEXT a
230 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
240 MODE 1
250 GOTO 300
260 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
270 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
280 NEXT a
290 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
300 REM *** INICIO DEL PROGRAMA ***
310 A$="<<< MOSQUITOS >>>":GOSUB 260
320 PRINT:A$="CON LA LLEGADA DEL VERANO VUELVEN":GOSUB 260
330 A$="LOS INDESEABLES MOSQUITOS. ELIMINA":GOSUB 260
340 A$="A LOS MOSQUITOS PEQUENOS, PERO SIN":GOSUB 260
350 A$="TOCAR A LOS MAS GRANDES":GOSUB 260
360 PRINT:A$="O. ARRIBA":GOSUB 260
370 A$="A. ABAJO":GOSUB 260
380 A$="O. IZQUIERDA":GOSUB 260
390 A$="P. DERECHA":GOSUB 260
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 260
410 IF INKEY(60)<>0 THEN GOTO 410
420 INK 0,22:INK 1,0:INK 2,8:INK 3,9
430 PAPER 0:BORDER 22:PEN 1
440 MODE 1
450 GOSUB 1150
460 GOSUB 1090
470 GOSUB 780
480 GOSUB 1010
490 P=0:GOSUB 1070
500 H=10:I=10
510 HB=10:IB=10
520 IF INKEY(67)=0 THEN H=H-1
530 IF INKEY(69)=0 THEN H=H+1
540 IF INKEY(34)=0 THEN I=I-1
550 IF INKEY(27)=0 THEN I=I+1
560 LOCATE I,H:CALL 30000:C=PEEK(29999)
570 PEN 1
580 LOCATE IB,HB:PRINT " "
590 LOCATE I,H:PRINT CHR$(161)
600 SOUND 1,2000,1,8
610 IB=I:HB=H
620 IF C>161 THEN GOTO 650
630 IF C=160 THEN FOR A=1 TO 200 STEP 20:SOUND 1,A,1:NEXT A:P=P+15:GOSUB 1070:GO
SUB 930
640 GOTO 520
650 REM *** MUERTE ***
660 INK 0,6,12:BORDER 6,12
670 FOR A=1 TO 1000 STEP 3
680 SOUND 1,A,1
690 NEXT A
700 INK 0,22:BORDER 22
710 MODE 0
720 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
730 PEN 1
740 LOCATE 4,13:PRINT"PUNTOS:";USING "#####";P
750 INK 2,22,1
760 FOR A=1 TO 10000:NEXT A
770 RUN 240
780 MODE 1
790 WINDOW #1,1,40,1,3

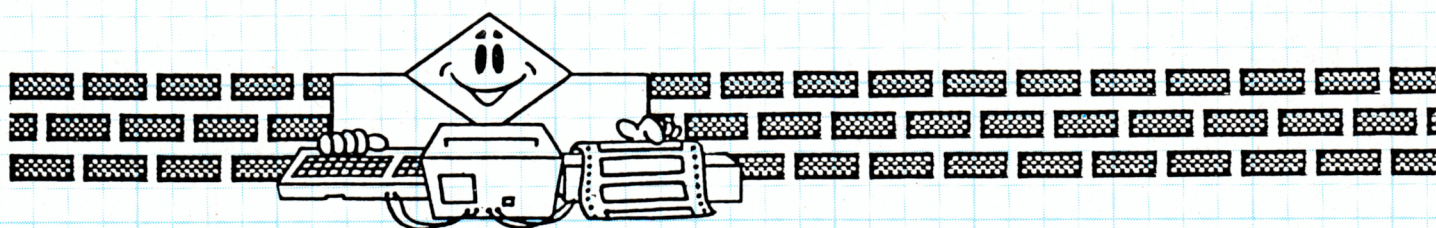
```

```

800 PAPER #1,3:CLS #1
810 WINDOW 1,40,4,25
820 PEN 3
830 A$=CHR$(166)+CHR$(166)
840 B$=""
850 FOR A=1 TO 20
860 B$=B$+A$
870 NEXT A
880 PRINT B$;B$;
890 FOR A=1 TO 17:PRINT A$;TAB(39);A$;;NEXT A
900 PRINT B$;B$;
910 RETURN
920 REM *** MOSQUITO GRANDE ***
930 X=3+INT(RND*16):Y=2+INT(RND*35)
940 PEN 2
950 LOCATE Y,X:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
960 LOCATE Y+1,X:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
970 LOCATE Y+1,X+1:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
980 LOCATE Y,X+1:CALL 30000:C=PEEK(29999):IF C<>32 THEN GOTO 930
990 LOCATE Y,X:PRINT CHR$(162)+CHR$(163)
1000 LOCATE Y,X+1:PRINT CHR$(164)+CHR$(165)
1010 X=3+INT(RND*17):Y=2+INT(RND*36)
1020 LOCATE Y,X:CALL 30000:C=PEEK(29999)
1030 IF C<>32 THEN GOTO 1010
1040 SOUND 1,300,1
1050 PEN 2:PRINT CHR$(160)
1060 RETURN
1070 LOCATE #1,10,2:PRINT#1,"PUNTUACION:";USING "#####";P
1080 RETURN
1090 REM ** CODE SCREEN# **
1100 DATA 205,96,187,50,47,117,201
1110 RESTORE 1100
1120 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
1130 RETURN
1140 REM *****
1150 SYMBOL AFTER 160
1160 SYMBOL 160,80,168,156,223,120,36,68,130
1170 SYMBOL 161,24,24,8,227,199,16,24,24
1180 SYMBOL 162,52,74,74,133,130,131,227,63
1190 SYMBOL 163,0,0,0,48,248,255,248,192
1200 SYMBOL 164,15,20,20,44,216,16,96,0
1210 SYMBOL 165,128,192,160,176,64,48,0,0
1220 SYMBOL 166,182,109,219,182,109,219,182,109
1230 RETURN

```





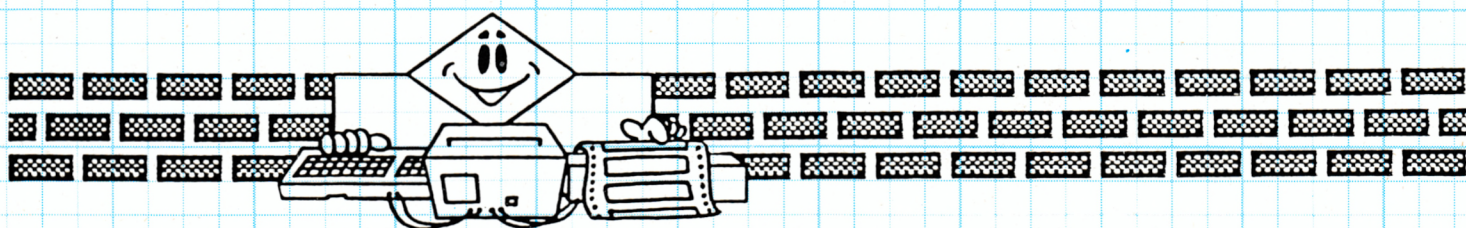
BATERIAS

```
1 GOSUB 3000
10 MODE 1
20 INK 0,26:INK 1,0:INK 2,20:INK 3,8
30 WINDOW#1,1,8,1,8:WINDOW 1,40,9,25:WINDOW#2,10,40,1,8
40 PAPER#1,2:CLS#1:PEN#1,1
50 BORDER 26
52 GOSUB 2500
55 DIM A$(8,8):DIM G(8)
56 GOSUB 2000
60 FOR A=1 TO 8:FOR B=1 TO 8:LET A$(A,B)="0":NEXT B
70 NEXT A
80 X=1:Y=1
90 LOCATE#1,Y,X
100 IF A$(X,Y)="0" THEN PRINT#1," ";
105 IF A$(X,Y)="1" THEN PRINT#1,CHR$(143);
110 IF INKEY(8)=0 THEN Y=Y-1:IF Y<1 THEN Y=1
115 IF INKEY(1)=0 THEN Y=Y+1:IF Y>8 THEN Y=8
120 IF INKEY(0)=0 THEN X=X-1:IF X<1 THEN X=1
125 IF INKEY(2)=0 THEN X=X+1:IF X>8 THEN X=8
130 IF INKEY(18)=0 THEN A$(X,Y)="1"
140 IF INKEY(79)=0 THEN A$(X,Y)="0"
150 LOCATE#1,Y,X
160 IF A$(X,Y)="1" THEN PRINT#1,CHR$(233);
165 IF A$(X,Y)="0" THEN PRINT#1,CHR$(232);
200 T#=INKEY#
210 IF INKEY(61)=0 THEN GOSUB 1000
220 IF INKEY(35)=0 THEN GOSUB 1500
230 IF INKEY(62)=0 THEN CLS#1:GOTO 60
240 IF INKEY(27)=0 THEN GOSUB 1600
250 IF INKEY(63)=0 THEN GOSUB 1800
260 IF INKEY(58)=0 THEN GOSUB 1900
270 IF INKEY(71)=0 THEN GOSUB 2500
280 IF INKEY(55)=0 THEN GOSUB 1950
490 FOR Z=1 TO 60:NEXT Z
500 GOTO 90
1000 CLS#2:PRINT#2,"*** DATAS ***":PRINT#2:INPUT#2,"SYMBOL INICIAL: ";SI:INPUT#2,
"SYMBOL FINAL: ";SF
1010 PEN 1:MODE 2
1015 L=9000+(2*(SI-32))
1018 SYMBOL AFTER 255
1020 FOR N=SI TO SF
```

```

1030 PRINT L+(5*(N-SI));"SYMBOL";N;CHR$(8);", ";
1040 p=40700+(N*8)
1050 FOR b=p TO P+7:z#=STR$(PEEK(b))
1060 PRINT MID$(z#,2,LEN(z#)-1);", ";
1070 NEXT b:PRINT CHR$(8);" "
1080 NEXT n
1100 END
1500 CLS#2:PRINT#2,"*** INTRODUCIR ***":PRINT#2:INPUT#2,"EN QUE CARACTER (32-255
):";C
1505 PRINT#2,"CAMBIAMOS: ";CHR$(C)
1510 FOR A=1 TO 8:D#="" :FOR Z=1 TO 8:D#=D#+A$(A,Z):NEXT Z:NU=VAL("&X"+D#)
1515 G(A)=NU
1520 POKE 40699+(C*8)+A,NU:NEXT A
1525 SYMBOL C,G(1),G(2),G(3),G(4),G(5),G(6),G(7),G(8)
1528 GOSUB 2130
1530 PRINT#2,"OK. INTRODUCIDO";C;": ";CHR$(C)
1540 RETURN
1600 CLS#2:PRINT#2,"*** ELEGIR ***":PRINT#2:INPUT#2,"QUE CARACTER (32-255):";C
1610 P=40700+(C*8):FOR Z=P TO P+7
1620 Z#=BIN$(PEEK(Z),8):FOR N=1 TO 8:A$(Z-P+1,N)=MID$(Z#,N,1):NEXT N
1630 NEXT Z
1640 GOSUB 1700
1650 PRINT#2,"OK, ";CHR$(C);" EN PANTALLA."
1660 RETURN
1700 FOR K=1 TO 8:FOR L=1 TO 8
1710 LOCATE#1,L,K
1720 IF A$(K,L)="0" THEN PRINT#1,CHR$(32);
1730 IF A$(K,L)="1" THEN PRINT#1,CHR$(143);
1740 NEXT L:NEXT K:RETURN
1800 INPUT#2,"CARACTER INICIAL: ";C
1810 CLS#2
1820 PRINT#2,CHR$(C);CHR$(C+1):PRINT#2,CHR$(C+2);CHR$(C+3)
1830 RETURN
1900 FOR K=1 TO 8:FOR L=1 TO 4
1910 Z#=A$(K,L):A$(K,L)=A$(K,9-L):A$(K,9-L)=Z#
1920 NEXT L:NEXT K
1930 GOSUB 1700:RETURN
1950 FOR K=1 TO 8:FOR L=1 TO 8
1960 IF A$(K,L)="0" THEN A$(K,L)="1" ELSE A$(K,L)="0"
1980 NEXT L:NEXT K:GOSUB 1700:RETURN
2000 H#="" :FOR A=32 TO 71:H#=H#+CHR$(A):NEXT A
2010 I#="" :FOR A=72 TO 111:I#=I#+CHR$(A):NEXT A
2020 J#="" :FOR A=112 TO 151:J#=J#+CHR$(A):NEXT A
2030 K#="" :FOR A=152 TO 191:K#=K#+CHR$(A):NEXT A
2040 L#="" :FOR A=192 TO 231:L#=L#+CHR$(A):NEXT A
2050 M#="" :FOR A=232 TO 255:M#=M#+CHR$(A):NEXT A
2060 CLS:PRINT:FOR A=32 TO 255 STEP 40:PEN 2:PRINT A:PRINT:NEXT A
2120 SYMBOL AFTER 32
2130 PEN 1:LOCATE 1,3:PRINT H#:PRINT I#:PRINT J#:PRINT K#:PRINT L#:PRINT M#
2190 PEN 1
2200 RETURN
2500 CLS#2:PRINT#2,"<<< GENERADOR DE CARACTERES >>>":PRINT
2510 PRINT#2,"MOVIMIENTO CON TECLAS CURSOR"
2515 PRINT#2,"ENTER. ENCIENDE DEL. APAGA"
2520 PRINT#2,"I. INTRODUCIR P. ELEGIR"
2530 PRINT#2,"C. BORRA CELDILLA"
2540 PRINT#2,"E. ESPEJO V. INVERTIR"
2550 PRINT#2,"D. DATAS Z. PONE ESTA PAGINA";
2560 SOUND 1,200,10
2600 RETURN
3000 MODE 0:PRINT"GENERADOR:"
3010 PRINT:PRINT"ANGEL GARCIA DELGADO":PRINT"G.T.S. 1986"
3020 FOR A=1 TO 1000 STEP 5:SOUND 1,A,1,15:NEXT A:RETURN

```



RECOGIDA

```
10 REM ***** RECOGIDA *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
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 7,12
160 PRINT "RECOGIDA"
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
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< RECOGIDA >>>":GOSUB 270
330 PRINT:A$="RECOGE LAS PERAS DEL HUERTO PARA":GOSUB 270
340 A$="CARGARLAS EN EL CAMION, ANTES DE QUE":GOSUB 270
350 A$="ESTE SE MARCHE.":GOSUB 270
360 PRINT:A$="CONTROLES DEL JUEGO:":GOSUB 270
370 A$="0. ARRIBA":GOSUB 270
380 A$="A. ABAJO":GOSUB 270
390 A$="D. IZQUIERDA":GOSUB 270
400 A$="P. DERECHA":GOSUB 270
```

```

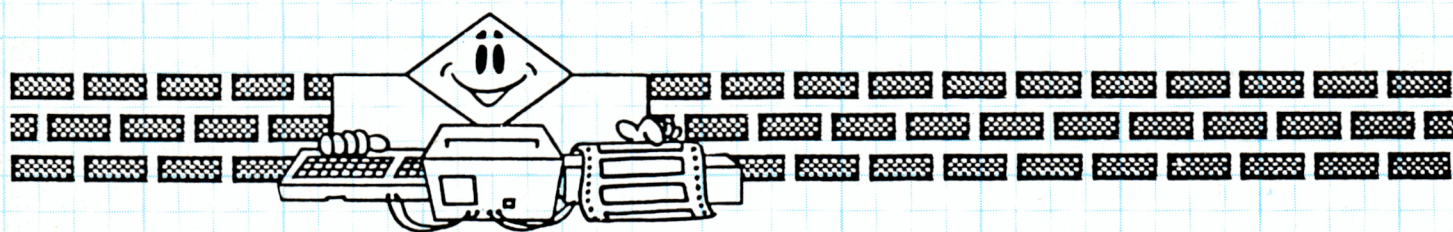
410 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
420 IF INKEY(60)<>0 THEN GOTO 420
430 P=0:T=250:F=1
440 MODE 1
450 INK 0,0:INK 1,26:INK 2,9:INK 3,24
460 BORDER 0:PAPER 0
470 PEN 1
480 WINDOW 1,40,7,25
490 GOSUB 950:GOSUB 1010
500 PRINT #1," PUNTOS:";TAB(20);" TIEMPO:"
510 A$="":B$=""
520 FOR A=1 TO 40
530 A$=A$+CHR$(166):B$=B$+CHR$(165)
540 NEXT A
550 PRINT #1,A$:PRINT #1,B$;" ";CHR$(161);CHR$(162);CHR$(163);CHR$(164):PRINT #
1,A$
560 CLS:GOSUB 870
570 PEN 3
580 T=300
590 X=5:Y=5:XB=5:YB=5:R=0
600 IF INKEY(67)=0 THEN X=X-1:IF X<1 THEN X=1
610 IF INKEY(69)=0 THEN X=X+1:IF X>18 THEN X=18
620 IF INKEY(34)=0 THEN Y=Y-1:IF Y<1 THEN Y=1
630 IF INKEY(27)=0 THEN Y=Y+1:IF Y>40 THEN Y=40
640 LOCATE Y,X:PRINT " "
650 LOCATE Y,X:CALL 30000:C=PEEK(29999)
660 IF C=160 THEN R=R+1:SOUND 1,500,3:P=P+5:LOCATE #1,11,1:PRINT#1,P
670 IF R>9+5*F THEN R=0:F=F+1:P=P+T:FOR A=1 TO 1000 STEP 3:SOUND 1,A,1:NEXT A:GO
TO 560
680 PRINT CHR$(248+RND*3)
690 T=T-1:LOCATE #1,31,1:PRINT#1,USING "###";T
700 IF T<1 THEN GOTO 730
710 XB=X:YB=Y
720 GOTO 600
730 B$=" "+CHR$(161)+CHR$(162)+CHR$(163)+CHR$(164)
740 FOR A=3 TO 36
750 LOCATE #1,A,5:PRINT #1,B$
760 SOUND 1,1000,1:FOR B=1 TO 50:NEXT B
770 NEXT A
780 MODE 0
790 PEN 2
800 LOCATE 6,7:PRINT"GAME OVER"
810 PEN 1
820 LOCATE 5,12:PRINT"PUNTOS:";USING "####";P
830 INK 2,11,0
840 FOR A=1 TO 4000 STEP 10:SOUND 1,A,1:NEXT A
850 FOR A=1 TO 10000:NEXT A
860 RUN 250
870 FOR A=1 TO 10+5*F
880 X=1+INT(17*RND):Y=1+INT(RND*39)
890 LOCATE Y,X:CALL 30000:IF PEEK(29999)<>32 THEN GOTO 880
900 PEN 2:PRINT CHR$(160)
910 PRINT CHR$(7);
920 NEXT A
930 RETURN
940 END
950 REM ** CODE SCREEN# **
960 DATA 205,96,187,50,47,117,201
970 RESTORE 960
980 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a

```

```

990 RETURN
1000 REM *****
1010 SYMBOL AFTER 160
1020 SYMBOL 160,96,144,56,56,124,124,124,56
1030 SYMBOL 161,255,128,128,128,128,255,91,27
1040 SYMBOL 162,255,0,0,0,0,255,64,0
1050 SYMBOL 163,251,11,11,11,11,251,222,216
1060 SYMBOL 164,224,176,152,143,255,255,93,28
1070 SYMBOL 165,0,0,0,0,126,63,0,0
1080 SYMBOL 166,0,0,0,255,255,0,0,0
1090 RETURN

```



ENSAMBLAJE

```

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

```

```

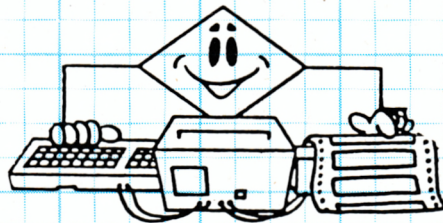
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< 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

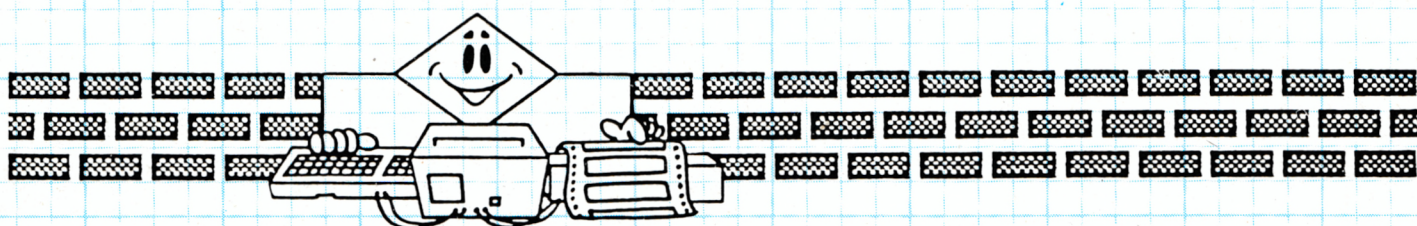
```

```

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 161,6,15,11,11,11,11,11,6
1200 SYMBOL 162,60,36,102,231,231,165,60,0
1210 SYMBOL 163,96,240,208,208,208,208,208,96
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

```





ANTIRROBOT

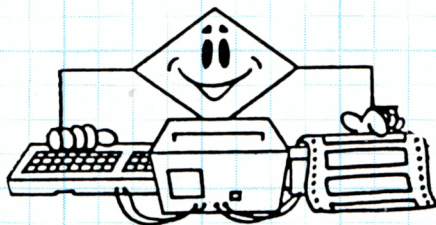
```
10 REM ***** ANTIRROBOT *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*STN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "ANTIRROBOT"
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
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< ANTIRROBOT >>>":GOSUB 270
330 PRINT:A$="CONDUCE TU ROBOT A LA ZONA MARCADA":GOSUB 270
340 A$="CON UNA -H- PARPADEANTE, PERO":GOSUB 270
350 A$="TENIENDO SUMO CUIDADO DE NO PISAR":GOSUB 270
360 A$="LAS MINAS QUE APARECEN EN EL CAMINO":GOSUB 270
370 PRINT:A$="D. ARRIBA":GOSUB 270
380 A$="A. ARAJO":GOSUB 270
390 A$="D. IZQUIERDA":GOSUB 270
400 A$="P. DERECHA":GOSUB 270
```

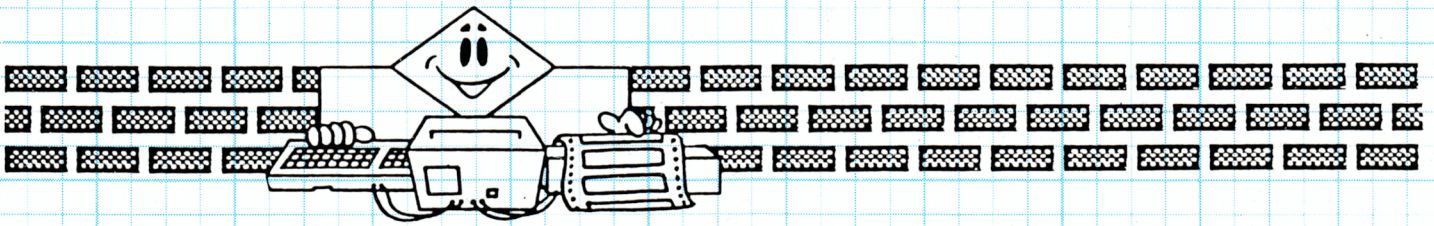
```

410 PRINT:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
420 IF INKEY(60)<>0 THEN GOTO 420
430 INK 0,0:INK 1,24:INK 2,23:INK 3,6,17
440 PAPER 0:BORDER 0:PEN 1
450 GOSUB 1110
460 GOSUB 1170
470 MODE 1
480 WINDOW #1,20,35,1,3:PAPER #1,1:CLS #1
490 PEN#1,2
500 PRINT#1,"*****";
510 f=1:p=0
520 GOSUB 1040
530 LOCATE 1,1:PEN 3
540 PRINT CHR$(165)+CHR$(166)
550 LOCATE 1,2
560 PRINT CHR$(167);CHR$(168)
570 p$=CHR$(160)+CHR$(161)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(162)+CHR$(163)
580 b$=" "+CHR$(10)+CHR$(8)+CHR$(8)+" "
590 x=23:y=39
600 xb=23:yb=39
610 M=0
620 IF INKEY(67)=0 THEN x=x-1:IF x<1 THEN x=1
630 IF INKEY(69)=0 THEN x=x+1:IF x>23 THEN x=23
640 IF INKEY(34)=0 THEN y=y-1:IF y<1 THEN y=1
650 IF INKEY(27)=0 THEN y=y+1:IF y>39 THEN y=39
660 LOCATE y,x:GOSUB 780
670 LOCATE y+1,x:GOSUB 780
680 LOCATE y,x+1:GOSUB 780
690 LOCATE y+1,x+1:GOSUB 780
700 PEN 2
710 LOCATE yb,xb:PRINT b$
720 IF M>10-F THEN GOSUB 1060:M=0
730 LOCATE y,x:PRINT p$
740 M=M+1
750 SOUND 3,25+25*RND,1
760 xb=x:yb=y
770 GOTO 620
780 CALL 30000:c=PEEK(29999)
790 IF c=32 THEN RETURN
800 IF c=164 THEN GOTO 840
810 IF c=42 THEN GOTO 840
820 IF c>164 THEN GOTO 970
830 RETURN
840 REM *** MUERTO ***
850 INK 0,3,12:BORDER 3,12
860 FOR A=1 TO 1000 STEP 3:SOUND 1,A,1:NEXT A
870 INK 0,0
880 BORDER 0
890 MODE 0
900 PEN 2
910 LOCATE 6,7:PRINT"GAME OVER"
920 PEN 1
930 LOCATE 4,13:PRINT"PUNTOS:";USING "#####";P
940 INK 2,25,0
950 FOR A=1 TO 10000:NEXT A
960 RUN 250
970 REM *** H... OTRA FASE ***
980 LOCATE YB,XB:PRINT B$:LOCATE 1,1:PEN 3:PRINT P$
990 FOR A=20 TO 30:FOR B=100 TO 500 STEP A:SOUND 2,B,1:NEXT B:NEXT A
1000 P=P+15*F

```

```
1010 GOSUB 1040
1020 F=F+1
1030 GOTO 530
1040 PEN #1,0:PEN 1:LOCATE #1,2,2:PRINT#1,"PUNTOS: ";USING "#####";F
1050 RETURN
1060 H=4+INT(20*RND):I=1+INT(RND*39)
1070 PEN 1:LOCATE I,H:PRINT CHR$(164)
1080 SOUND 1,100,1
1090 RETURN
1100 END
1110 REM ** CODE SCREEN$ **
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 160,96,48,31,63,127,247,227,231
1190 SYMBOL 161,6,12,248,252,254,239,199,231
1200 SYMBOL 162,255,248,124,63,63,202,219,27
1210 SYMBOL 163,255,31,62,252,252,83,219,216
1220 SYMBOL 164,60,66,167,155,155,167,126,60
1230 SYMBOL 165,255,255,255,227,227,227,227,224
1240 SYMBOL 166,255,255,255,199,199,199,199,7
1250 SYMBOL 167,224,227,227,227,227,255,255,255
1260 SYMBOL 168,7,199,199,199,199,255,255,255
1270 RETURN
```





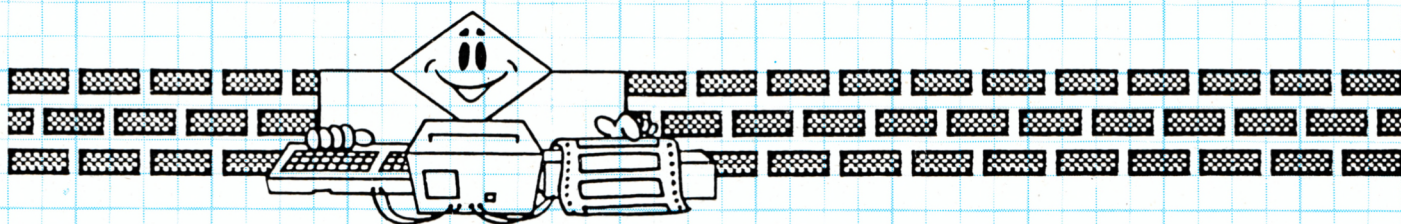
INER-DRAW

```
10 REM **** INER-DRAW ****
20 REM * ANGEL GARCIA D. *
30 REM ***** G.T.S. *****
40 REM
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 "INER-DRAW"
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
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 a$="<<< INER-DRAW )))":GOSUB 270
330 PRINT:A$="DIBUJA DE UNA FORMA MUY ESPECIAL:":GOSUB 270
340 A$="!!! CON INERCIA !!!":GOSUB 270
350 A$="VERAS QUE RESULTADOS CONSIGUES":GOSUB 270
360 PRINT:A$="SI SUELTAS LAS TECLAS LOS REBOTES":GOSUB 270
370 A$="DEL CURSOR DIBUJARAN UN ENTRAMADO.":GOSUB 270
380 PRINT:A$="Q.A.O.F. MUEVEN EL CURSOR":GOSUB 270
390 A$="R. BORRA LA PANTALLA":GOSUB 270
400 A$="F. FINALIZAR":GOSUB 270
```

```

410 PRINT:A$="PULSA -S- PARA EMPEZAR"
420 GOSUB 270
430 IF INKEY(60)<>0 THEN GOTO 430
440 MODE 2
450 ORIGIN 300,200
460 PLOT 0,0
470 x=0
480 y=0
490 xi=0
500 yi=0
510 IF INKEY(67)=0 THEN yi=yi+1:IF yi>8 THEN yi=8
520 IF INKEY(69)=0 THEN yi=yi-1:IF yi<-8 THEN yi=-8
530 IF INKEY(34)=0 THEN xi=xi-1:IF xi<-8 THEN xi=-8
540 IF INKEY(27)=0 THEN xi=xi+1:IF xi>8 THEN xi=8
550 IF INKEY(50)=0 THEN RUN 440
560 IF INKEY(53)=0 THEN GOTO 250
570 x=x+xi:y=y+yi
580 IF x>300 THEN xi=-xi
590 IF x<-300 THEN xi=-xi
600 IF y<-200 THEN yi=-yi
610 IF y>200 THEN yi=-yi
620 DRAW x,y
630 GOTO 510

```



HUESOS

```

10 REM ** HUESOS **
20 REM * *
30 REM ** ANGEL GARCIA **
40 REM * *
50 REM ** G. T. S. **
60 REM
70 INK 0,0:INK 1,26:INK 2,8
80 BORDER 0:PAPER 0:PEN 1

```

```

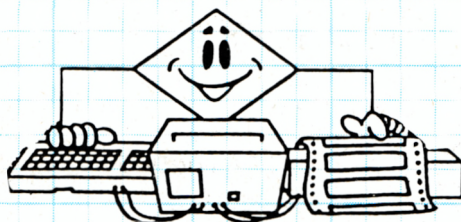
90 MODE 0
100 ORIGIN 310,200
110 FOR A=0 TO 2*PI STEP PI/50,
120 PLOT 0,0,2:DRAW SIN(A)*(150+RND*180),COS(A)*(80+RND*160)
130 NEXT A
140 PRINT CHR$(22);CHR$(1)
150 SPEED INK 30,30
160 LOCATE 8,13:PEN 1:PRINT "HUESOS"
170 INK 2,8,0
180 RESTORE 1020
190 READ A,B:IF A=-1 THEN GOTO 180
200 F=440*(2^(B/12)):T=ROUND(12500/F)
210 SOUND 1,T*5,A*10,15
220 SOUND 2,T*3,A*10,15
230 IF INKEY#<>" " THEN 250
240 GOTO 190
250 REM *** MENU ***
260 MODE 1
270 INK 3,11
280 INK 2,8
290 ORIGIN 0,0:DRAWR 600,0,1:DRAWR 0,399:DRAWR -600,0:DRAWR 0,-399
300 WINDOW 8,32,6,25
310 PRINT " ";PRINT " "
320 PEN 3:PRINT "**** ELIGE TU OPCION ****"
330 PRINT " "
340 PEN 1:PRINT " 1. CUESTIONARIO"
350 PRINT " "
360 PRINT " 2. LISTAR DATOS"
370 PRINT " "
380 PRINT " 3. TERMINAR"
390 PRINT " "
400 PRINT " "
410 PEN 3:PRINT"*****"
420 IF INKEY(64)=0 THEN GOTO 460
430 IF INKEY(65)=0 THEN GOTO 880
440 IF INKEY(57)=0 THEN MODE 1:CALL 0
450 GOTO 420
460 REM **** CUESTIONARIO ****
470 MODE 1:INK 1,26:INK 2,20:INK 3,8
480 FOR P=1 TO 20
490 MODE 1:PEN 1:PRINT"***** HUESOS DEL CUERPO HUMANO *****"
500 N=INT (RND*3)
510 IF N=0 THEN RESTORE 960
520 IF N=1 THEN RESTORE 980
530 IF N=2 THEN RESTORE 1000
540 READ R$,NN:NN=INT(RND*NN):FOR Z=0 TO NN:READ I$:NEXT Z
550 PEN 3:PRINT " "
560 PRINT"PREGUNTA:";P;TAB(17);"HUESO: ";I$
570 PRINT " ":PEN 2
580 PRINT " "
590 PRINT "A QUE PARTE PARTE DEL CUERPO CORRESPONDE";:PRINT " ":PRINT "
    EL HUESO CITADO:"
600 PRINT " ":PRINT " "
610 PEN 3:PRINT " (PULSA 1,2 o 3)"
620 PEN 1:PRINT " "
630 PRINT " ":PRINT " 1. CABEZA (Y CUELLO)"
640 PRINT " ":PRINT " 2. TRONCO (TORAX-ABDOMEN)"
650 PRINT " ":PRINT " 3. EXTREMIDADES"
660 SOUND 1,100,10
670 REM

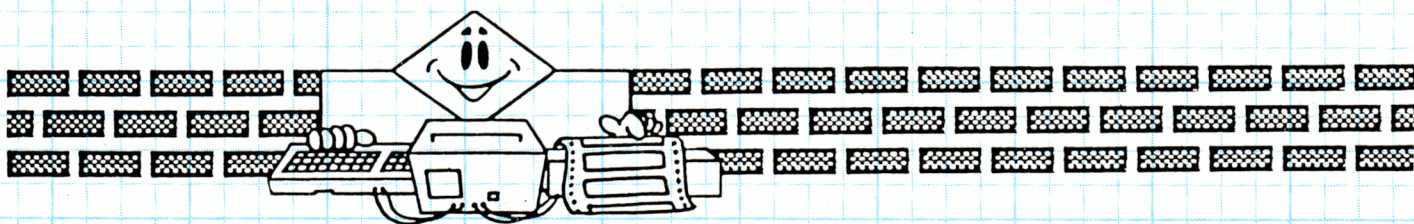
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680 IF INKEY(64)=0 THEN NR=0:GOTO 720
690 IF INKEY(65)=0 THEN NR=1:GOTO 720
700 IF INKEY(57)=0 THEN NR=2:GOTO 720
710 GOTO 670
720 PEN 2:PRINT " ":PRINT " ":IF NR=N THEN PRINT "!!!CORRECTO!!! LA RESPUESTA ES
";R$:FOR B=1 TO 3:FOR A=15 TO 0 STEP -1:INK 0,A:SOUN
D 1,A,1:NEXT A,B:AC=AC+1
730 IF NR<>N THEN PRINT "INCORRECTO. LA RESPUESTA ERA ";R$:SOUND 1,600,100:FOR A
=1 TO 100:PLOT RND*600,RND*400:NEXT A
740 NEXT P
750 MODE 0:FOR A=1 TO 15:INK A,27-A:NEXT A
760 PEN 5:PRINT "**** RESULTADOS ****"
770 PRINT " ":PRINT " "
780 PEN 2:PRINT " ACIERTOS.....";AC
790 PRINT " "
800 PEN 3:PRINT " FALLOS.....";20-AC
810 PRINT " ":PRINT " ":PRINT " "
820 PEN 1:PRINT " PORCENTAJE:";AC*5;"%"
830 PRINT " ":PRINT " ":PRINT " "
840 PRINT "*****"
850 FOR A=0 TO 100:A$=INKEY$:SOUND 1,A,1,15:NEXT A
860 IF INKEY$=""THEN 860
870 GOTO 250
880 MODE 2:RESTORE 960
890 FOR A=1 TO 3
900 READ A$,N
910 PRINT "- ";A$;":":PRINT " "
920 FOR B=1 TO N:READ B$:PRINT " ";B$,NEXT B
930 PRINT " ":PRINT " ":PRINT " "
940 NEXT A
950 GOTO 850
960 DATA CABEZA,15
970 DATA PARIETAL,TEMPORAL,FRONTAL,OCCIPITAL,ETMOIDES,ESFENOIDES,MANDIBULA,NASAL
,UNGUIS,CORNETES,POMULOS,PALATINO,MAXILAR,VOMER,HIOI
DES
980 DATA TRONCO,10
990 DATA VERT. CERVICAL,VERT. LUMBAR,VERT. DORSAL,VERT. SACRA,VERT. COXIGEA,C. A
RTICULADAS,C. VERDADERAS,C. FALSAS,C. FLOTANTES,ESTE
RNON
1000 DATA EXTREMIDADES,22
1010 DATA CLAVICULA,OMOPLATO,HUMERO,CUBITO,RADIO,CARPO,ESCAFOIDES,SEMILUNAR,PIRA
MIDAL,PISIFORME,TRAPECIO,METACARPOS,FALANGES,ILEON,I
SQUION,PUBIS,FEMUR,TIBIA,PERONE,ASTRAGALO,CALCANEOS,ESCAFOIDES
1020 DATA 8,4,4,5,4,7,4,7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,4,2,2,8,2,8,4,4,5,4,7,4,
7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,2,2,0,9,0
1030 DATA -1,-1

```





NUCLEO ENERGETICO

```
10 REM **** NUCLEO ENERGETICO ***
20 REM ** ANGEL GARCIA DELGADO **
30 REM
40 REM
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 8,12
160 PRINT "NUCLEO"
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
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< NUCLEO ENERGETICO >>":GOSUB 270
330 PRINT:A$="DEFIENDE TU NUCLEO ENERGETICO":GOSUB 270
340 A$="DE LOS ATAQUES DE LOS ALIENIGENAS":GOSUB 270
350 A$="DEL PLANETA DRAKOV":GOSUB 270
360 PRINT:A$="LOS CONTROLES SON:":GOSUB 270
370 A$="O. ARRIBA A. ABAJO":GOSUB 270
380 A$="O. IZQUIERDA P. DERECHA":GOSUB 270
390 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
400 IF INKEY(60)<>0 THEN 400
```

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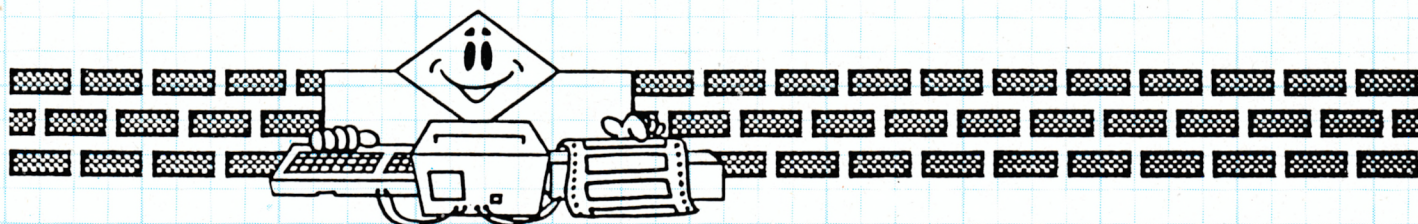
410 GOSUB 870
420 CO=24
430 DIM M(8,2)
440 MODE 1
450 ENT 1,10,1,1,10,-2,1
460 ENT 2,20,1,3
470 INK 1,26:INK 3,18:INK 2,CO,CO+3
480 B$="":FOR A=1 TO 6:B$=B$+CHR$(160):NEXT A
490 C$=B$+CHR$(160)+CHR$(160)
500 D$=C$+CHR$(160)+CHR$(160)
510 LOCATE 5,8
520 A$=B$:GOSUB 970:A$=C$:GOSUB 970:A$=D$:FOR A=1 TO 5:GOSUB 970:NEXT A
530 A$=C$:GOSUB 970:A$=B$:GOSUB 970
540 X=10:Y=5
550 XB=X:YB=Y
560 FOR A=1 TO 8
570 GOSUB 980
580 NEXT A
590 A=1
600 PEN 3:GOSUB 740
610 A=A+1:IF A>8 THEN A=1
620 IF INKEY(67)=0 THEN X=X-1:IF X<1 THEN X=1
630 IF INKEY(69)=0 THEN X=X+1:IF X>25 THEN X=25
640 IF INKEY(34)=0 THEN Y=Y-1:IF Y<1 THEN Y=1
650 IF INKEY(27)=0 THEN Y=Y+1:IF Y>39 THEN Y=39
660 LOCATE Y,X:CALL 30000:C=PEEK(29999)
670 IF C=0 THEN X=XB:Y=YB
680 IF C=161 THEN GOSUB 840
690 PEN 1
700 LOCATE YB,XB:PRINT " ":LOCATE Y,X:PRINT CHR$(248+RND*3)
710 XB=X:YB=Y
720 SOUND 4,100,20,5+CO/3,0,1
730 GOTO 600
740 XM=M(A,1):YM=M(A,2):LOCATE YM,XM:PRINT " "
750 IF XM>12 THEN IF RND>0.5 THEN XM=XM-1
760 IF XM<12 THEN IF RND>0.5 THEN XM=XM+1
770 IF YM<20 THEN IF RND>0.5 THEN YM=YM+1
780 IF YM>20 THEN IF RND>0.5 THEN YM=YM-1
790 LOCATE YM,XM:CALL 30000:C=PEEK(29999)
800 IF C=0 THEN GOSUB 1040
810 PEN 3:LOCATE YM,XM:PRINT CHR$(161)
820 M(A,1)=XM:M(A,2)=YM
830 RETURN
840 FOR A=1 TO 8
850 IF M(A,1)=X THEN IF M(A,2)=Y THEN SOUND 1,200,25,15,0,2:GOSUB 980:P=P+5:RETU
RN
860 NEXT A:A=1:RETURN
870 REM ** CODE SCREEN# **
880 DATA 205,96,187,50,47,117,201
890 RESTORE 880
900 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
910 SYMBOL AFTER 160
920 SYMBOL 160,126,219,165,219,219,165,219,126
930 SYMBOL 161,255,153,189,255,129,255,66,231
940 SYMBOL 162,0,36,90,36,36,90,36,0
950 RETURN
960 REM *****
970 PRINT TAB(20-LEN(A$)/2);:PAPER 3:PEN 2:PRINT A$:PAPER 0:PEN 1:RETURN
980 XX=1+INT(RND*24):YY=1+INT(RND*39)
990 LOCATE YY,XX:CALL 30000

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```

1000 IF PEEK(29999)<>32 THEN GOTO 980
1010 M(A,1)=XX:M(A,2)=YY
1020 LOCATE YY,XX:PEN 3:PRINT CHR$(161)
1030 RETURN
1040 REM *** MUERTO ***
1050 XM=M(A,1):YM=M(A,2)
1060 FOR Z=1 TO 200 STEP 10:SOUND 2,Z,2,15,0,1:NEXT Z
1070 CO=CO-2:INK 2,CO,CO+3:IF CO<1 THEN GOTO 1090
1080 RETURN
1090 REM *** GAME OVER ***
1100 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
1110 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1120 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1130 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
1140 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1150 FOR A=1 TO 50:A#=INKEY$:NEXT A
1160 PEN 1
1170 IF INKEY(60)=0 THEN RUN 250
1180 IF INKEY(46)=0 THEN CALL 0
1190 GOTO 1170

```



NAUFRAGO

```

10 REM *** NAUFRAGO ***
20 REM * ANGEL GARCIA *
30 REM **** G.T.S. ****
40 REM
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)

```

```

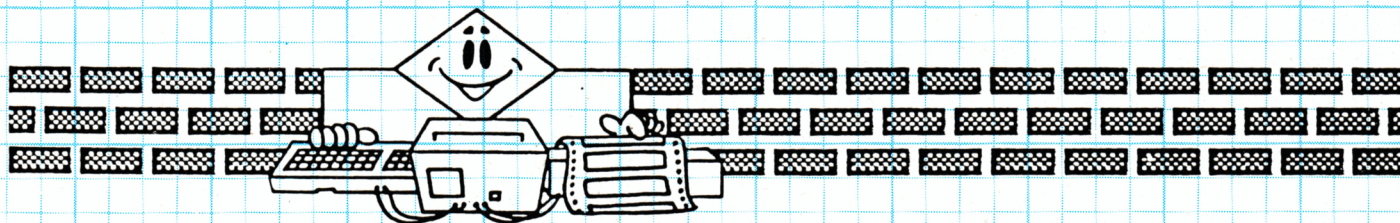
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "NAUFRAGO"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< NAUFRAGO >>":GOSUB 270
330 PRINT:A$="RECOGE LAS PROVISIONES QUE TE":GOSUB 270
340 A$="ENVIA EL AVION PARA QUE SOBREVIVAS":GOSUB 270
350 A$="AL NAUFRAGIO, HASTA QUE VENGA":GOSUB 270
360 A$="UN BARCO A RESCATARTE":GOSUB 270
370 PRINT:A$="CONTROLES DE TU BARCA:":GOSUB 270
380 A$="F1. MUEVE A LA IZQUIERDA":GOSUB 270
390 A$="F3. MUEVE A LA DERECHA":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 ENT 1,10,1,1,10,-1,1
430 GOSUB 720
440 INK 0,23:PAPER 0:BORDER 23:INK 1,0:PEN 1:MODE 0
450 INK 2,4:INK 3,6:INK 4,14:INK 5,26
460 WINDOW #1,1,20,24,25:PEN #1,5:PAPER #1,4:WINDOW #2,1,20,19,25:PAPER #2,4:CLS
#2
470 AC=0:FA=0:GOSUB 660
480 pa=1:xp=5:yp=5
490 y=8
500 xa=1+INT(RND*10):ya=0
510 IF INKEY(13)=0 THEN y=y-1:IF y<2 THEN y=2
520 IF INKEY(5)=0 THEN y=y+1:IF y>18 THEN y=18
530 EVERY 50 GOSUB 830
540 LOCATE y-1,18:PEN 3:PRINT ba$
550 ya=ya+1:IF ya>17 THEN LOCATE ya,xa:PRINT " ":xa=1+INT(RND*10):ya=1
560 LOCATE ya,xa:PEN 1:PRINT av$
570 SOUND 1,800,10,10,0,1,31
580 ON pa GOSUB 600,620
590 GOTO 510
600 IF RND>0.95 THEN pa=2:xp=xa+1:yp=ya+2:SOUND 2,100,10,15
610 RETURN
620 LOCATE yp,yp:PRINT " ":xp=xp+1:LOCATE yp,xp:PEN 2:PRINT pc$
630 IF xp>16 THEN LOCATE yp,xp:PRINT " ":LOCATE yp,xp+1:PRINT " ":pa=1:fa=fa+1:SOU
ND 2,400,20,15:GOSUB 660
640 IF xp=15 OR xp=16 THEN IF yp=y OR yp=y+1 THEN SOUND 2,200,20,15:ac=ac+1:GOSU
B 660:LOCATE yp,xp:PRINT " ":LOCATE yp,xp+1:PRINT " ":
pa=1
650 RETURN
660 LOCATE #1,4,1:PRINT #1,"AC: ";USING "##";AC
670 LOCATE #1,13,1:PRINT #1,"FA: ";USING "##";FA

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```

680 IF FA>19 THEN GOTO 700
690 RETURN
700 P=AC*15:FOR A=1 TO 20:A#=INKEY$:NEXT A
710 GOTO 840
720 SYMBOL AFTER 160
730 SYMBOL 160,224,240,240,249,135,126,63,0
740 SYMBOL 161,0,0,129,64,253,255,248,1
750 SYMBOL 162,60,78,191,255,129,66,36,24
760 SYMBOL 163,110,255,126,255,255,110,0,0
770 SYMBOL 164,3,11,5,3,255,127,31,15
780 SYMBOL 165,192,208,160,192,255,254,248,240
790 av#=" "+CHR$(160)+CHR$(161)
800 pc#=CHR$(162)+CHR$(8)+CHR$(10)+CHR$(163)
810 ba#=" "+CHR$(164)+CHR$(165)+" "
820 RETURN
830 CALL &BD19:RETURN
840 REM *** GAME OVER ***
850 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
860 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
870 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
880 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
890 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
900 FOR A=1 TO 50:A#=INKEY$:NEXT A
910 PEN 1
920 IF INKEY(60)=0 THEN RUN 250
930 IF INKEY(46)=0 THEN CALL 0
940 GOTO 920

```



MUSCULOS

```

10 REM ** MUSCULOS **
20 REM *
30 REM ** ANGEL GARCIA **
40 REM *
50 REM ** G. T. S. **

```

```

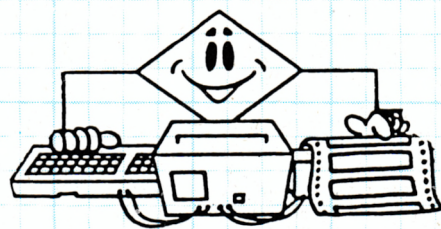
60 REM
70 INK 0,0:INK 1,26:INK 2,8
80 BORDER 0:PAPER 0:PEN 1
90 MODE 0
100 ORIGIN 310,200
110 FOR A=0 TO 2*PI STEP PI/50
120 PLOT 0,0,2:DRAW SIN(A)*(150+RND*180),COS(A)*(80+RND*160)
130 NEXT A
140 PRINT CHR$(22);CHR$(1)
150 SPEED INK 30,30
160 LOCATE 7,13:PEN 1:PRINT "MUSCULOS"
170 INK 2,8,0
180 RESTORE 1020
190 READ A,B:IF A=-1 THEN GOTO 180
200 F=440*(2^(B/12)):T=ROUND(12500/F)
210 SOUND 1,T*5,A*10,15
220 SOUND 2,T*3,A*10,15
230 IF INKEY#<>" " THEN 250
240 GOTO 190
250 REM *** MENU ***
260 MODE 1
270 INK 3,11
280 INK 2,8
290 ORIGIN 0,0:DRAWR 600,0,1:DRAWR 0,399:DRAWR -600,0:DRAWR 0,-399
300 WINDOW 8,32,6,25
310 PRINT " ":PRINT " "
320 PEN 3:PRINT "**** ELIGE TU OPCION ****"
330 PRINT " "
340 PEN 1:PRINT "    1. CUESTIONARIO"
350 PRINT " "
360 PRINT "    2. LISTAR DATOS"
370 PRINT " "
380 PRINT "    3. TERMINAR"
390 PRINT " "
400 PRINT " "
410 PEN 3:PRINT"*****"
420 IF INKEY(64)=0 THEN GOTO 460
430 IF INKEY(65)=0 THEN GOTO 880
440 IF INKEY(57)=0 THEN MODE 1:CALL 0
450 GOTO 420
460 REM **** CUESTIONARIO ****
470 MODE 1:INK 1,26:INK 2,20:INK 3,8
480 FOR P=1 TO 20
490 MODE 1:PEN 1:PRINT"***** MUSCULOS DEL CUERPO HUMANO *****"
500 N=INT (RND*3)
510 IF N=0 THEN RESTORE 960
520 IF N=1 THEN RESTORE 980
530 IF N=2 THEN RESTORE 1000
540 READ R$,NN:NN=INT(RND*NN):FOR Z=0 TO NN:READ I$:NEXT Z
550 PEN 3:PRINT " "
560 PRINT"PREGUNTA:";P;TAB(17);"MUSCULO: ";I$
570 PRINT " ":PEN 2
580 PRINT " "
590 PRINT "A QUE PARTE PARTE DEL CUERPO CORRESPONDE";:PRINT " ":PRINT "
    EL MUSCULO CITADO:"
600 PRINT" ":PRINT" "
610 PEN 3:PRINT "          (PULSA 1,2 o 3)"
620 PEN 1:PRINT " "
630 PRINT" ":PRINT "          1. CABEZA (Y CUELLO)"
640 PRINT" ":PRINT "          2. TRONCO (TORAX-ABDOMEN)"

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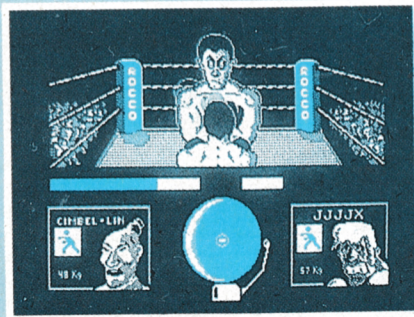
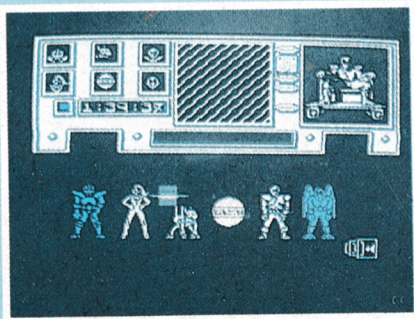
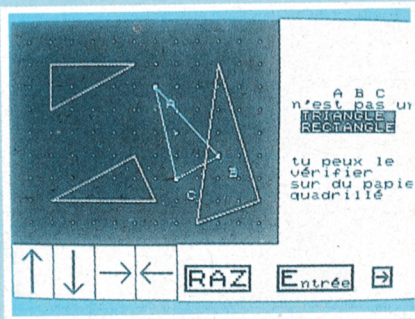
650 PRINT " ":PRINT "          3. EXTREMIDADES"
660 SOUND 1,100,10
670 REM
680 IF INKEY(64)=0 THEN NR=0:GOTO 720
690 IF INKEY(65)=0 THEN NR=1:GOTO 720
700 IF INKEY(57)=0 THEN NR=2:GOTO 720
710 GOTO 670
720 PEN 2:PRINT " ":PRINT " ":IF NR=N THEN PRINT "!!!CORRECTO!!! LA RESPUESTA ES
";R#:FOR B=1 TO 3:FOR A=15 TO 0 STEP -1:INK 0,A:SOUN
D 1,A,1:NEXT A,B:AC=AC+1
730 IF NR<>N THEN PRINT "INCORRECTO. LA RESPUESTA ERA ";R#:SOUND 1,600,100:FOR A
=1 TO 100:PLOT RND*600,RND*400:NEXT A
740 NEXT P
750 MODE 0:FOR A=1 TO 15:INK A,27-A:NEXT A
760 PEN 5:PRINT "**** RESULTADOS ****"
770 PRINT " ":PRINT " "
780 PEN 2:PRINT "  ACIERTOS.....";AC
790 PRINT " "
800 PEN 3:PRINT "  FALLOS.....";20-AC
810 PRINT " ":PRINT " ":PRINT " "
820 PEN 1:PRINT "  PORCENTAJE:";AC*5;"%"
830 PRINT " ":PRINT " ":PRINT " "
840 PRINT "*****"
850 FOR A=0 TO 100:A#=INKEY#:SOUND 1,A,1,15:NEXT A
860 IF INKEY#=""THEN 860
870 GOTO 250
880 MODE 2:RESTORE 960
890 FOR A=1 TO 3
900 READ A#,N
910 PRINT "- ";A#;":":PRINT " "
920 FOR B=1 TO N:READ B#:PRINT " ";B#,:NEXT B
930 PRINT " ":PRINT " ":PRINT " "
940 NEXT A
950 GOTO 850
960 DATA CABEZA,9
970 DATA TEMPORAL,MASETERO,PTERIGOIDEO,ORBICULAR,SUPERCILIAR,BUCCINADOR,LINGUAL,
ESTERNOCLEIDOMASTOIDEO,CUTANEO
980 DATA TRONCO,8
990 DATA PECTORAL,SERRATO,INTERCOSTAL,RECTO,OBLICUO,TRANSVERSO,CUADRADO,DIAFRAGM
A
1000 DATA EXTREMIDADES,18
1010 DATA DELTOIDES,SUPRAESPINOSO,INFRAESPINOSO,REDONDO,SUBESCAPULAR,BICEPS,TRIC
EPS,BRAQUIAL,CUBITAL,RADIAL,SUPINADOR,EXTENSORES,FLE
XORES,SARTORIO,SEMITENDINOSO,TIBIAL,PERONEOS,GEMELOS
1020 DATA 8,4,4,5,4,7,4,7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,4,2,2,8,2,8,4,4,5,4,7,4,
7,4,5,4,4,4,2,4,0,4,0,4,2,4,4,8,2,2,0,9,0
1030 DATA -1,-1

```



AMSTRAD EDUCATIVO

N.º 7 - 295 Ptas.



i ya está a la venta!

FICHAS DEL AMSTRAD
COMO CREAR FICHEROS EN DISCO
EL AMSTRAD Y CP/M



BIBLIOGRAFIA

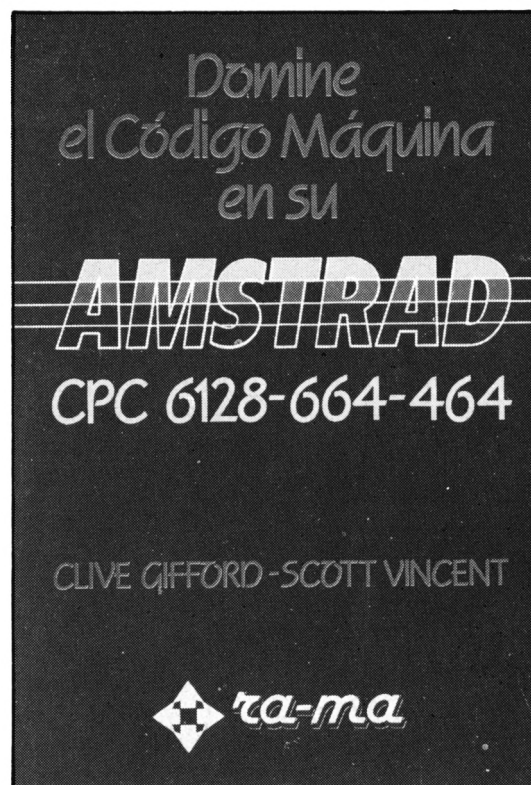


EL DOMINIO DEL AMSTRAD PCW 8256/8512

“El dominio del Amstrad PCW 8256/8512” le sitúa en la vía rápida hacia el éxito en los negocios. Lo mismo si está Vd. empezando a utilizar uno de estos ordenadores, como si está considerando comprárselo, este libro le mostrará rápidamente cómo rentabilizar al máximo su inversión.

Una gran parte del libro trata del proceso de texto.

Esta parte del libro es un medio didáctico excelente, que le conducirá desde los usos más sencillos del proceso de textos, a los más avanzados. Una sección aparte cubre el uso de NewWord, la potente alternativa de NewStarSoftware.



DOMINE EL CODIGO MAQUINA EN SU AMSTRAD

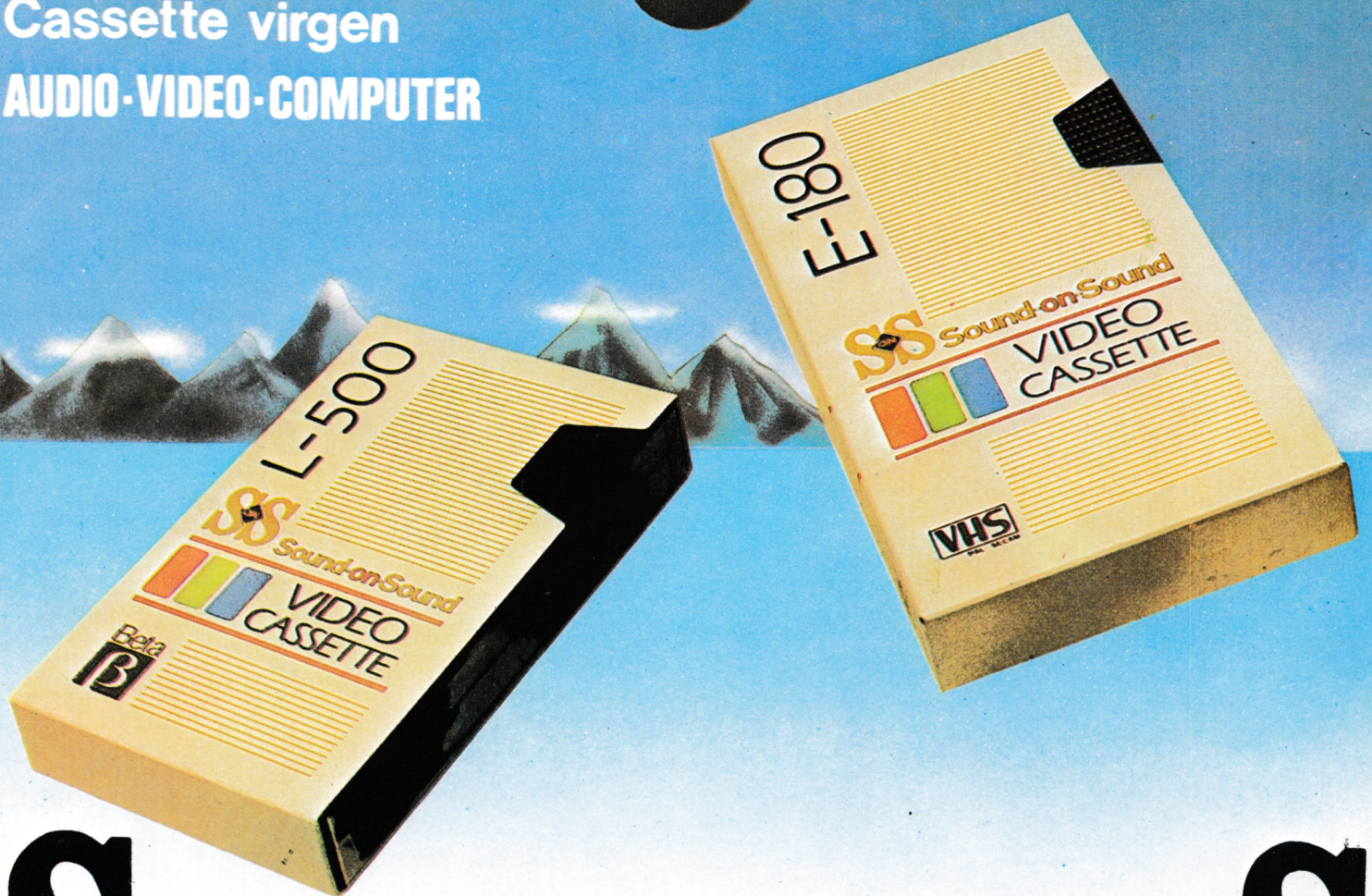
Ahora tiene la oportunidad de aprender a programar en código máquina en su ordenador Amstrad. Clive y Scott —dos programadores muy competentes, con gran experiencia en libros y software a sus espaldas— son los guías ideales para ayudarle a comprender las interioridades de la programación en código máquina del Amstrad.

Debe ir trabajando en código máquina del Amstrad.

Debe ir trabajando a lo largo del libro, saltándose las secciones que le presentan una especial dificultad la primera vez que las lea. Cuando haya terminado su primera lectura, tendrá los suficientes conocimientos como para poder comprender aquellas secciones que dejó sin completar la primera vez que pasó por ellas.

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Cassette virgen
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prácticas con...

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ZX SPECTRUM**



**Microordenador
COMMODORE**



**Microordenadores
AMSTRAD, MSX, PC**



Para saber cómo hablar con los ordenadores

El Curso CEAC a Distancia, BASIC + Microordenadores, le va a introducir paso a paso, con un cuidado método, en uno de los temas más apasionantes de nuestros días:

la programación de ordenadores.

Al aprender PRACTICANDO desde un principio a programar BASIC, lenguaje diseñado especialmente para dar los primeros pasos en programación, estará sentando las bases para el estudio de cualquier otro lenguaje de alto nivel.

Curso CEAC de BASIC + Microordenadores: un diálogo permanente con el ordenador.

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