

# AMIGOS DEL AMSTRAD

N.º 12

AÑO II

295  
PTS.

MONSTER

MANZANA

LABERBALL

INVASION

GLOBO

FRONTERA

EXPULSOR

DIBUJO

CAZA

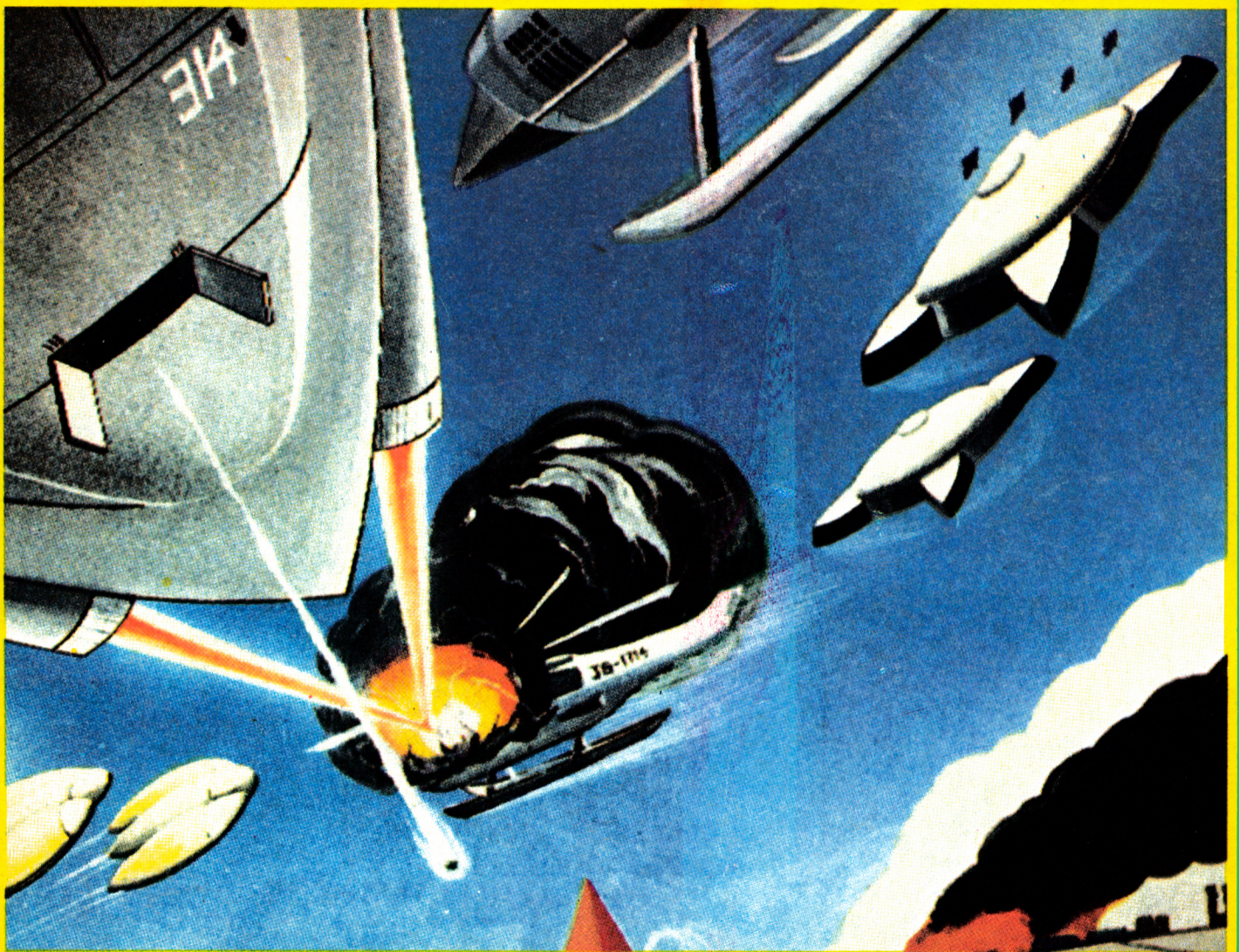
CARRETILLA

CAPP-BALL

CANIBAL

BOMBAS

AVANTI



TODO SOBRE EL

N.º 17 690 Ptas.

# AMSTRAAD

## PLUTON

LOS MEJORES  
PROGRAMAS  
COMERCIALES  
MADE IN TAIWAN



# AMIGOS DEL AMSTRAD

## SUMARIO

MONSTER

MANZANA

LABERBALL

INVASION

GLOBO

FRONTERA

EXPULSOR

DIBUJO

CAZA

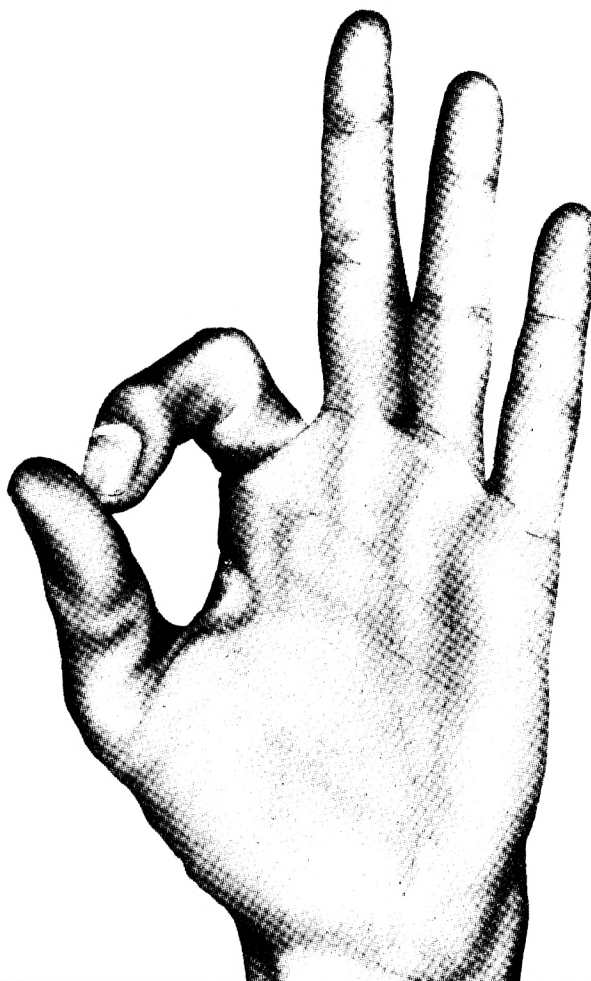
CARRETILLA

CAPP-BALL

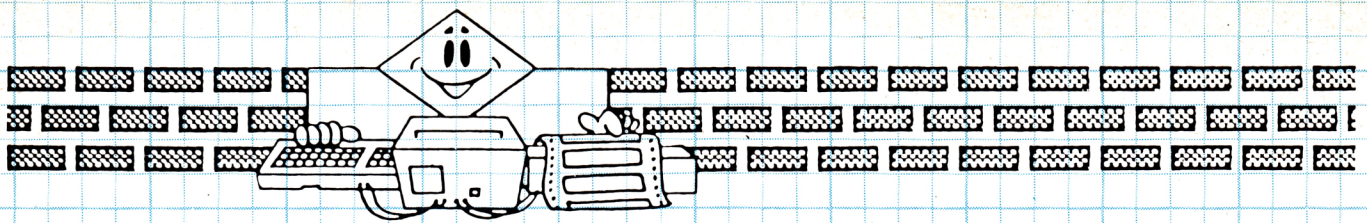
CANIBAL

BOMBAS

AVANTI



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# EXPLICACION DE LOS PROGRAMAS

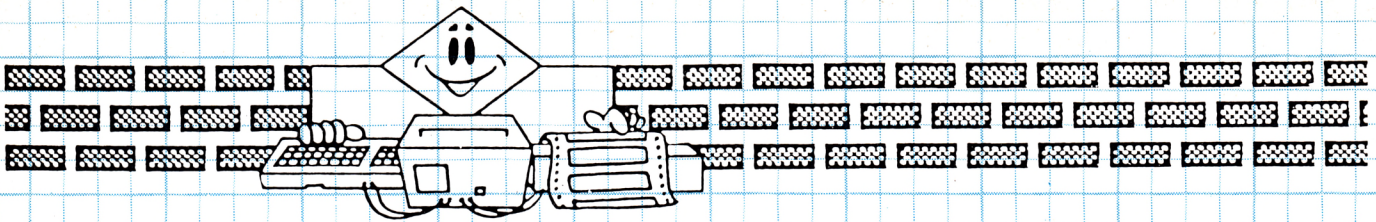
## MONSTER

```
10 REM **ANGEL MONSTER DE CABO**
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 8,12
160 PRINT "MONSTER"
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< MONSTER >>":GOSUB 270:PRINT:A$="DESTRUYE A LOS INVASOR
ES":GOSUB 270:A$="CON TU LASER DE TRES CANALES":GOSUB 270
330 PRINT:A$="A LOS CINCO FALLOS PERDERAS":GOSUB 270:PRINT:A$="CO
NTRILES":GOSUB 270:A$="CURSOR ARRIBA. ARRIBA":GOSUB 270:A$="CURS
```

```

OR ABAJO. ABAJO":GOSUB 270:A#="1.2.3. DISPARAN LASERS":GOSUB 270
340 PRINT:A#="PULSA -S- PARA EMPEZAR":GOSUB 270
350 IF INKEY(60)<>0 THEN 350
360 GOSUB 680
370 INK 0,0:PAPER 0:BORDER 0:MODE 0
380 INK 1,26:INK 2,15:INK 3,12
390 INK 4,23:INK 5,17
400 PEN 2:PRINT"aaaaaaaaaaaaaaaaaaaaaa          aa
      aa          aaaaaaaaaaaaaaaaaaaaaaa";
410 PEN 3:FOR A=6 TO 24:PRINT"a  a a  a a  a";:NEXT A
420 PRINT STRING$(20,"a");
430 WINDOW 2,19,6,24
440 WINDOW #1,2,19,2,4
450 P=0:FA=0:GOSUB 650
460 X=10:XB=X
470 C=INT (RND*3):C=1+(7*C):YM=C+INT(RND*4)
480 XM=1
490 IF NOT INKEY(0) THEN X=X-1:IF X<1 THEN X=1
500 IF NOT INKEY(2) THEN X=X+1:IF X>19 THEN X=19
510 LOCATE 6,XB:PRINT" ":LOCATE 13,XB:PRINT" "
520 PEN 4:LOCATE 6,X:PRINT"b":LOCATE 13,X:PRINT"b"
530 XB=X
540 LOCATE YM,XM:PRINT" ";
550 XM=XM+1:IF XM>19 THEN SOUND 4,200,25,15,0,0,31:FA=FA+1:GOSUB
650:GOTO 470
560 PEN 5:LOCATE YM,XM:PRINT"d";
570 IF NOT INKEY(64) THEN Y=1:GOTO 620
580 IF NOT INKEY(65) THEN Y=8:GOTO 620
590 IF NOT INKEY(57) THEN Y=15:GOTO 620
600 REM
610 GOTO 490
620 PEN 1:ENT 1,100,-1,1:LOCATE Y,X:PRINT"cccc";:SOUND 1,100,15,1
5,0,1
630 M=0:IF XM=X AND Y=C THEN SOUND 2,50,10,15:P=P+5:GOSUB 650:M=1
640 LOCATE Y,X:PRINT" ";:IF M=1 THEN 470 ELSE GOTO 600
650 LOCATE #1,2,2:PRINT#1,"PT:";P:LOCATE #1,13,2:PRINT#1,"FA:";FA
660 IF FA>4 THEN 760 ELSE RETURN
670 GOTO 670
680 SYMBOL AFTER 97
690 SYMBOL 97,0,126,66,90,90,66,126,0
700 SYMBOL 98,195,231,126,247,239,126,231,195
710 SYMBOL 99,219,219,0,219,219,0,219,219
720 SYMBOL 100,102,153,189,255,102,60,102,195
730 SYMBOL 101,18,64,9,160,4,145,4,32
740 SYMBOL 102,0,126,126,126,126,126,126,0
750 RETURN
760 REM *** GAME OVER ***
770 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
780 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
790 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
800 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
810 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
820 FOR A=1 TO 50:A#=INKEY#:NEXT A
830 PEN 1
840 IF INKEY(60)=0 THEN RUN 250
850 IF INKEY(46)=0 THEN CALL 0
860 GOTO 840

```



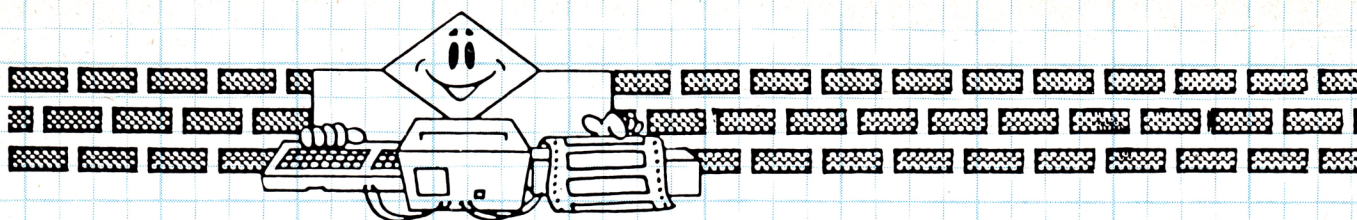
# MANZANA

```
10 REM *** LA MANZANA ENVENENADA ***
20 REM *** ANGEL GARCIA DELGADO ****
30 REM ***** G.T.S. *****
40 REM
50 SYMBOL AFTER 160
60 SYMBOL 160,60,6,59,113,1,29,63,103
70 SYMBOL 161,0,0,0,0,0,120,252,254
80 SYMBOL 162,111,95,95,127,127,63,30
90 SYMBOL 163,254,254,254,254,254,252,120,0
100 MODE 0:INK 0,24:INK 1,0:INK 2,6:INK 3,18
110 BORDER 24:PAPER 0:CLS
120 ORIGIN 320,200
140 FOR A=0 TO 2*PI STEP PI/50
150 PLOT 0,0,3:DRAWR COS(A)*300,SIN(A)*180
160 NEXT A
170 PRINT CHR$(22)+CHR$(1)
180 PEN 1
190 LOCATE 8,13:PRINT"MANZANA"
200 FOR A=1 TO 11000 STEP 4:SOUND 1,A,1,15,0,0,31:NEXT A
210 INK 3,18,24
220 FOR A=1 TO 1000 STEP 5:SOUND 1,A,1,15:SOUND 2,A+10,1,15:SOUND
  3,1000-A,1,15:NEXT A
230 a$=CHR$(160)+CHR$(161)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(162)+CHR
$(163)
240 INK 3,18
250 MODE 1
260 PEN 1
270 PRINT "<< LA MANZANA ENVENENADA >> << A.G.D. >>"
280 PRINT:PRINT:PRINT"VE COMIENDOTE LAS MANZANAS DEL CESTO..."
290 PRINT:PRINT"PERO SOLO LAS MADURAS, YA QUE SI MUERDES"
```

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300 PRINT"UNA QUE ESTE VERDE PERDERAS!!!."
310 PRINT:PRINT:PRINT"PARA ELEGIR LAS MANZANAS INTRODUCE"
320 PRINT:PRINT"PRIMERAMENTE LA FILA, Y LUEGO LA COLUMNA"
330 FOR A=1 TO 39 STEP 4:PEN 2:LOCATE A,20:PRINT A$;:PEN 3:PRINT
A$:NEXT A
340 INK 2,6,18:INK 3,18,6
350 IF INKEY#="" THEN 350
360 INK 2,6:INK 3,18
370 MODE 1:P=0:DIM M(8,5)
380 PEN 1
390 FOR A=1 TO 10:M(1+INT(RND*8),1+INT(RND*5))=2
400 NEXT A
420 MODE 1
430 ORIGIN 0,200
440 PLOT 0,150,1:DRAWR 700,0
450 PLOT 0,-150:DRAWR 700,0
460 WINDOW #1,12,35,9,19
470 PEN#1,J
480 LOCATE 12,7:PRINT"A B C D E F G H"
490 B$="1 2 3 4 5 "
500 FOR X=1 TO 10 STEP 2
510 PEN 1:LOCATE 10,X+9:PRINT MID$(B$,X,1)
520 FOR Y=1 TO 16 STEP 2
530 PEN 1:LOCATE#1,Y,X
540 PRINT#1,A$
550 NEXT Y:NEXT X
560 WINDOW #2,10,40,24,24
570 PEN#2,J
580 P=0
590 GOSUB 740
600 SOUND 1,200,20,15
610 INPUT #2," FILA (1-5):";F
620 IF F<1 OR F>5 THEN SOUND 1,400,50:GOTO 610
630 INPUT #2,"COLUMNA (A-H):";C$
635 C#=UPPER$(C$)
640 B$="ABCDEFGH"
650 C=0:FOR A=1 TO LEN(B$)
660 IF C#=MID$(B$,A,1) THEN C=A
670 NEXT A:IF C=0 THEN SOUND 1,400,50:GOTO 630
680 B=M(C,F)
690 IF B=2 THEN PEN#1,3:GOSUB 730:SOUND 1,400,50:GOTO 750
700 IF B=0 THEN M(C,F)=1:P=P+5:PEN#1,2:GOSUB 730:FOR A=1 TO 1000
STEP 10:SOUND 1,A,1,15:NEXT A
710 IF B=1 THEN SOUND 1,400,200:GOTO 610
720 GOTO 590
730 LOCATE #1,C*2-1,F*2-1:PRINT #1,A$:RETURN
740 LOCATE 14,2:PRINT "PUNTOS:";P:RETURN
750 FOR A=400 TO 0 STEP -1:SOUND 1,A,1:NEXT A
760 FOR C=1 TO 8:FOR F=1 TO 5
770 N=M(C,F):IF N=0 OR N=1 THEN PEN#1,2
780 IF N=2 THEN PEN#1,3
790 GOSUB 730
800 SOUND 1,100,5
810 FOR N=1 TO 50:NEXT N
820 NEXT F:NEXT C
830 PRINT #2," *** GAME OVER ***"
840 FOR A=1 TO 5000:NEXT A:RUN 220

```



# LABERBALL

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="LABER-BALL":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
```

```

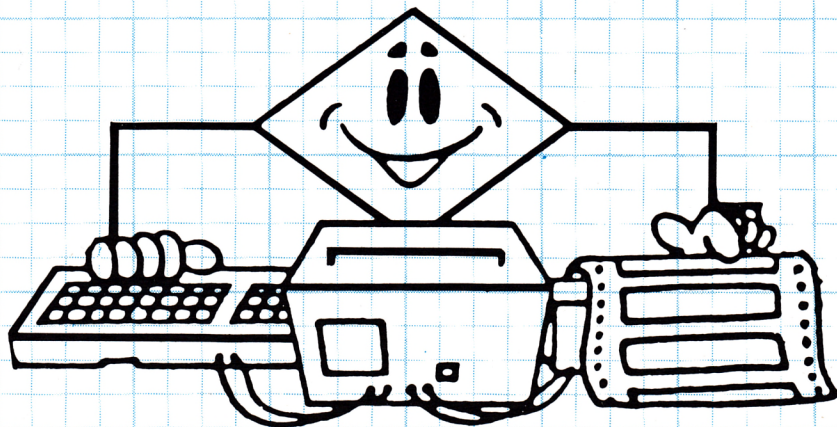
280 REM *** INICIO DEL PROGRAMA ***
290 a#="<< LABER-BALL >>":GOSUB 240:PRINT
300 A#="RECOGE LAS BOLAS DISPERSAS":GOSUB 240:A#="POR EL LABERINT
D, ANTES DE QUE":GOSUB 240:A#="EL TIEMPO SE AGOTE.":GOSUB 240
310 PRINT:A#="CONTROLES:":GOSUB 240:A#="O. ARRIBA  A. ABAJO":GOS
UB 240:A#="O. IZQUIERDA  P. DERECHA":GOSUB 240
320 PRINT:a#="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 830
350 INK 0,0:BORDER 0:PAPER 0:PEN 1:MODE 0
360 INK 1,26:INK 2,15
370 INK 4,24
380 WINDOW #1,1,20,1,3:WINDOW 1,20,4,25
390 PEN 2:GOSUB 620
400 P=0:T=250:GOSUB 590
410 PEN 3:INK 3,10,20:FOR A=1 TO 10
420 X=1+INT(RND*20):Y=1+INT(RND*20)
430 LOCATE Y,X:CALL 30000:IF PEEK(29999)=32 THEN LOCATE Y,X:PRINT
"b"; ELSE 420
440 NEXT
450 X=2:Y=2:XB=X:YB=Y
460 IF NOT INKEY(67) THEN X=X-1
470 IF NOT INKEY(69) THEN X=X+1
480 IF NOT INKEY(34) THEN Y=Y-1
490 IF NOT INKEY(27) THEN Y=Y+1
500 LOCATE Y,X:CALL 30000
510 C=PEEK(29999)
520 IF C=97 THEN SOUND 1,300,2:X=XB:Y=YB
530 IF C=98 THEN BO=BO+1:FOR A=100 TO 200 STEP 5:SOUND 2,A,1:NEXT
:F=P+T:GOSUB 590:IF BO>9 THEN 920
540 PEN 4:LOCATE YB,XB:PRINT " ";:LOCATE Y,X:PRINT"c";
550 XB=X:YB=Y
560 T=T-1:GOSUB 600
570 GOTO 460
580 GOTO 580
590 LOCATE #1,2,2:PRINT#1,"PT: ";F:LOCATE #1,11,2:PRINT#1,"TIME:"
600 LOCATE #1,17,2:PRINT#1,USING "###";T;:IF T<1 THEN 940
610 RETURN
620 PRINT"aaaaaaaaaaaaaaaaaaaaa";
630 PRINT"a          a          a";
640 PRINT"aaaaaa  aaaa          a";
650 PRINT"a          a aaaaa a";
660 PRINT"a aaaaaaaaaa a  a a";
670 PRINT"a a          a a  a  a a";
680 PRINT"a a aaa a a aa a a a";
690 PRINT"a a a a a a aaaa a a";
700 PRINT"a a a  a a          a a";
710 PRINT"a a aaaaa aaaaaaaaa a";
720 PRINT"a a          a a";
730 PRINT"a a aaaaa aaa aaaa a";
740 PRINT"a a a  a a a a  a a";
750 PRINT"a a a a a a a  a a";
760 PRINT"a a a a a a a a aa a";
770 PRINT"a a aaa a a a a aa a";
780 PRINT"a a          a a  a aa a";
790 PRINT"a aaaaaaa aaaaaaaaa a";
800 PRINT"a          a";
810 PRINT"aaaaaaaaaaaaaaaaaaaaa";

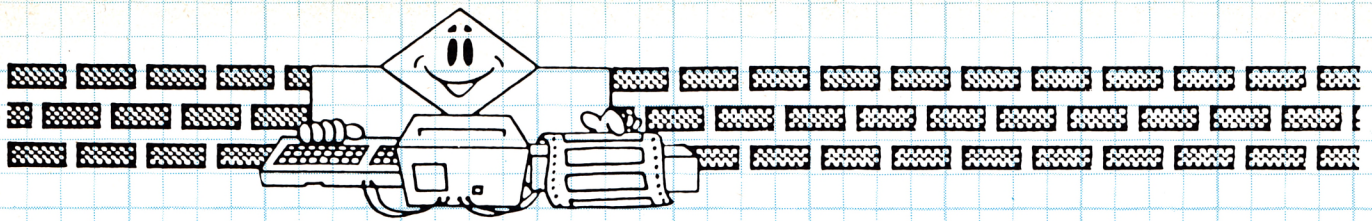
```

```

820 RETURN
830 DATA 205,96,187,50,47,117,201
840 RESTORE 830
850 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
860 SYMBOL AFTER 97
870 SYMBOL 97,255,129,189,189,189,189,129,255
880 SYMBOL 98,0,60,102,94,94,126,60,0
890 SYMBOL 99,0,60,90,126,66,36,90,0
900 SYMBOL 100,0,72,18,0,84,0,18,0
910 RETURN
920 ENT 1,5,-1,1,5,0,1:FOR A=300 TO 1 STEP -5:SOUND 1,A,10,15,0,1
:NEXT
930 P=P+500:GOTO 940
940 REM *** GAME OVER ***
950 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
960 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
970 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
980 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
990 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1000 FOR A=1 TO 50:A#=INKEY#:NEXT A
1010 PEN 1
1020 IF INKEY(60)=0 THEN RUN 220
1030 IF INKEY(46)=0 THEN CALL 0
1040 GOTO 1020

```





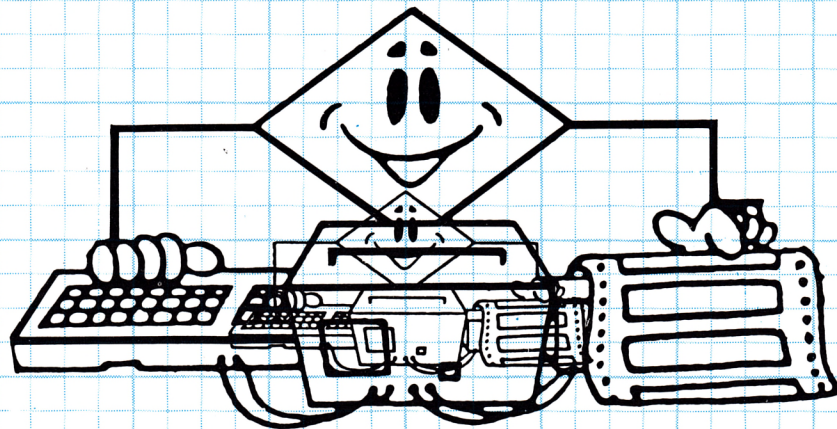
# INVASION

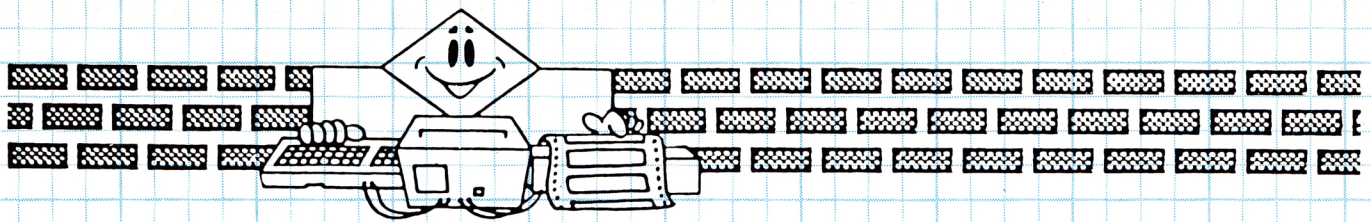
```
10 REM ***** INVASION *****
20 REM **** ANGEL GARCIA DELGADO ****
30 REM ***** G.T.S. *****
40 REM
50 SYMBOL AFTER 160
60 SYMBOL 160,252,132,246,251,255,254,252,252
70 SYMBOL 161,0,0,0,127,127,0,0,0
80 SYMBOL 162,66,36,126,153,153,126,60,231
90 SYMBOL 163,255,241,253,245,245,253,241,255
100 SYMBOL 164,73,146,73,146,73,146,73,146
110 MODE 0:INK 0,0:INK 1,26:INK 2,23:INK 3,8
120 PAPER 0:BORDER 0:PEN 1
130 CLS
140 ORIGIN 0,0:FOR A=0 TO 600 STEP 5:PLOT A,RND*400,1+INT(RND*15)
:NEXT A
150 LOCATE 7,12:PRINT "INVASION"
160 FOR A=1 TO 1000 STEP 10:SOUND 1,A,1,15:NEXT A
170 INK 1,26,0
180 FOR A=300 TO 0 STEP -1
190 SOUND 1,A,1,15:SOUND 2,A+10,1,15:SOUND 3,RND*200,1,15
200 NEXT A:INK 1,26
210 FOR A=15 TO 0 STEP -1:SOUND 1,200,100,A,0,0,31:NEXT A
220 MODE 1:INK 0,0:INK 1,26:INK 2,23:INK 3,8
240 FOR A=0 TO 600 STEP 5:PLOT A,RND*400,1:NEXT A
250 PEN 1
260 LOCATE 13,2:PRINT "<< INVASION >>"
270 PEN 3
280 LOCATE 1,5:PRINT "DESTRUYE A LOS INVASORES ANTES DE QUE SE"
290 LOCATE 1,7:PRINT "APODEREN DE TU BARRERA DE ENERGIA IONICA"
300 PEN 2
310 LOCATE 15,10:PRINT "CONTROLES:"
320 PEN 1
```

```

330 LOCATE 13,13:PRINT" TAB. ARRIBA"
340 LOCATE 13,15:PRINT" CAPS. ABAJO"
350 LOCATE 13,17:PRINT"ENTER. DISPARO"
360 LOCATE 5,22:PEN 3:PRINT "PULSA -S- PARA COMENZAR A JUGAR"
370 IF INKEY(60)<>0 THEN 370
380 MODE 1
390 PEN 1
400 DIM M(10)
410 ORIGIN 0,240
420 C=25
430 FOR A=0 TO 640 STEP 5:PLOT A,RND*150,1:NEXT A
440 FOR A=0 TO 640:C=C+9*RND-9*RND:PLOT A,0,2:DRAWR 0,ABS(C):NEXT
  A
450 FOR A=12 TO 21:LOCATE 2,A:PEN 1:PRINT CHR$(164)
460 PEN 3:LOCATE 39,A:PRINT CHR$(162)
470 M(A-11)=39:NEXT A
480 LOCATE 2,11:PRINT CHR$(163)
490 LOCATE 2,22:PRINT CHR$(163)
500 WINDOW #1,1,40,24,24
510 GOSUB 650
520 X=17
530 B$="":FOR A=1 TO 16:B#=B#+CHR$(161):NEXT A
540 LOCATE 3,X:PRINT " "
550 IF INKEY(68)=0 THEN X=X-1:IF X<12 THEN X=12
560 IF INKEY(70)=0 THEN X=X+1:IF X>21 THEN X=21
570 PEN 1:LOCATE 3,X:PRINT CHR$(160);
580 IF INKEY(18)=0 THEN GOSUB 660
590 PEN 2:N=1+INT(RND*10)
600 PEN 3
610 M(N)=M(N)-2:LOCATE M(N),N+11:PRINT CHR$(162);" "
620 IF M(N)<2 THEN GOTO 710
630 GOTO 540
640 END
650 PRINT#1,"PUNTOS:";P:RETURN
660 PEN 2:PRINT B$
670 FOR A=1 TO 100 STEP 10:SOUND 1,A,1,15:NEXT A
680 IF M(X-11)<20 THEN M(X-11)=39:SOUND 2,200,10,15,0,0,30:P=P+5:
  GOSUB 650
690 LOCATE 4,X:PEN 0:PRINT B$
700 RETURN
710 FOR a=1 TO 100:SOUND 2,a,1,15,0,0,30:NEXT a
720 MODE 0
730 PEN 2:INK 2,17,0:LOCATE 6,7:PRINT"GAME OVER"
740 PEN 1:LOCATE 5,13:PRINT"PUNTOS:";P
750 FOR A=1 TO 1000:A#=INKEY#:NEXT A
760 RUN 210

```





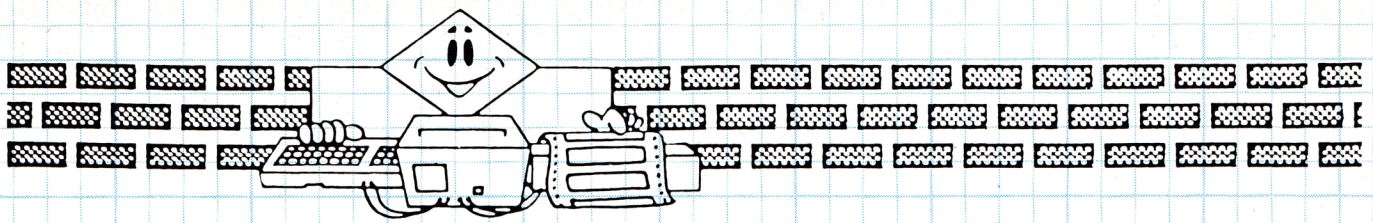
# GLOBO

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="GLOBO":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< GLOBO >>":GOSUB 240:PRINT
300 A$="RECÓGE CON TU GLOBO A LOS HOMBRES":GOSUB 240:A$="PERO SIN
  PINCHARLO CON":GOSUB 240:A$="LOS ALFILERES O LAS TIJERAS.":GOSUB
  240
310 PRINT:A$="CONTROLES:":GOSUB 240
320 A$="G. ARRIBA":GOSUB 240:A$="A. ABAJO":GOSUB 240:A$="D. IZQUI
  ERDA":GOSUB 240:A$="P. DERECHA":GOSUB 240
330 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
340 IF INKEY(60)<>0 THEN 340
350 GOSUB 660
```

```

360 INK 0,23:PAPER 0:BORDER 23:PEN 1:INK 1,0
370 MODE 0:INK 2,10:INK 4,26:INK 3,6
380 WINDOW #1,1,20,1,3:PAPER #1,4:CLS #1
390 WINDOW 1,20,4,25
400 P=0:FA=0:GOSUB 630
410 PEN 2:FOR A=1 TO 20:X=1+INT(RND*18):Y=1+INT(RND*19)
420 LOCATE Y,X:IF RND>0.5 THEN PRINT"q"; ELSE PRINT"h";
430 SOUND 1,A,2
440 NEXT
450 PEN 3:FOR A=1 TO 15:X=1+INT(RND*18):Y=1+INT(RND*19)
460 SOUND 2,50-A,2
470 LOCATE Y,X:PRINT"e";:NEXT
480 X=10:Y=9:XB=X:YB=Y
490 IF NOT INKEY(67) THEN X=X-1:IF X<1 THEN X=1
500 IF NOT INKEY(69) THEN X=X+1:IF X>18 THEN X=18
510 IF NOT INKEY(34) THEN Y=Y-1:IF Y<1 THEN Y=1
520 IF NOT INKEY(27) THEN Y=Y+1:IF Y>18 THEN Y=18
530 LOCATE Y,X:GOSUB 590:LOCATE Y+1,X:GOSUB 590
540 LOCATE Y,X+1:GOSUB 590:LOCATE Y+1,X+1:GOSUB 590
550 PEN 1:LOCATE YB,XB:PRINT"  ":LOCATE YB,XB+1:PRINT"  "
560 PEN 1:LOCATE Y,X:PRINT"ab":LOCATE Y,X+1:PRINT"cd"
570 XB=X:YB=Y
580 GOTO 490
590 CALL 30000:C=PEEK(29999)
600 IF C=101 THEN FOR A=100 TO 200 STEP 4:SOUND 1,A,1:NEXT:P=P+15
:GOSUB 630
610 IF C=103 OR C=104 THEN SOUND 2,50,15,15,0,0,31:FA=FA+1:GOSUB
630
620 RETURN
630 LOCATE #1,2,2:PRINT#1,"PTOS:";P:LOCATE #1,14,2:PRINT#1,"FA:";
FA
640 IF FA>4 THEN 790
650 RETURN
660 DATA 205,96,187,50,47,117,201
670 RESTORE 660
680 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
690 SYMBOL AFTER 97
700 SYMBOL 97,7,25,50,102,78,142,156,156
710 SYMBOL 98,224,152,76,102,114,113,57,57
720 SYMBOL 99,221,101,63,19,8,15,7,7
730 SYMBOL 100,187,166,252,200,16,240,224,224
740 SYMBOL 101,56,56,16,254,16,40,68,130
750 SYMBOL 102,18,0,68,16,129,40,2,72
760 SYMBOL 103,6,6,8,16,32,64,0,0
770 SYMBOL 104,231,165,231,104,16,40,68,130
780 RETURN
790 REM *** GAME OVER ***
800 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
810 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
820 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
830 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
840 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
850 FOR A=1 TO 50:A#=INKEY#:NEXT A
860 PEN 1
870 IF INKEY(60)=0 THEN RUN 220
880 IF INKEY(46)=0 THEN CALL 0
890 GOTO 870

```



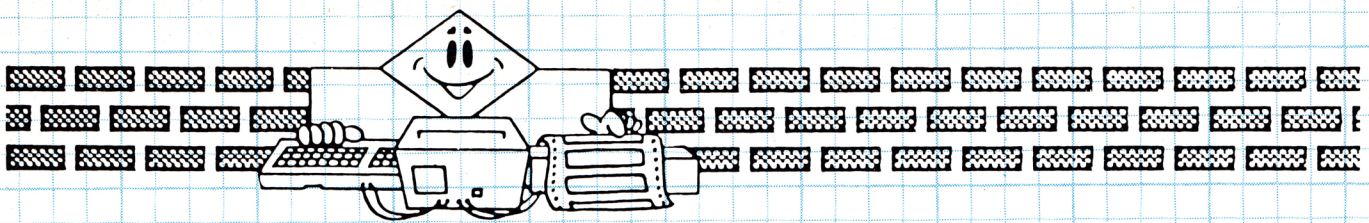
# FRONTERA

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="FRONTERA":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< FRONTERA >>":GOSUB 240:PRINT
```

```

300 A$="IMPIDE QUE LOS FANTASMAS LLEGEN":GOSUB 240:A$="A LA FRONT
ERA QUE TU":GOSUB 240:A$="ESTAS DEFENDIENDO.":GOSUB 240
310 PRINT:A$="CONTROLES.":GOSUB 240:A$="CURSOR ARRIBA":GOSUB 240:
A$="CURSOR ABAJO":GOSUB 240:A$="SPACE. DISPARA":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 590
350 PAPER 0:BORDER 3:INK 0,3:MODE 1
360 INK 1,26:INK 2,20:INK 3,15
370 PEN 3:FOR A=1 TO 25:PRINT STRING$(40,"g");:NEXT
380 WINDOW #1,2,39,2,4:WINDOW 2,39,6,24:CLS #1:CLS
390 DIM M(19):FOR A=1 TO 19
400 N=INT(RND*2):IF N=0 THEN M(A)=1+INT(RND*4) ELSE M(A)=40-INT(R
ND*4)
410 NEXT
420 X=9:XB=X:P=0:GOSUB 580
430 IF NOT INKEY(0) THEN X=X-1:IF X<1 THEN X=1
440 IF NOT INKEY(2) THEN X=X+1:IF X>19 THEN X=19
450 PEN 2:LOCATE 19,XB:PRINT " ";:LOCATE 19,X:PRINT"ab";
460 XB=X
470 IF NOT INKEY(47) THEN GOSUB 530
480 N=1+INT(RND*18)
490 LOCATE M(N),N:PRINT " ";:IF M(N)>19 THEN M(N)=M(N)-1:IF M(N)=2
0 THEN 680
500 IF M(N)<20 THEN M(N)=M(N)+1:IF M(N)=19 THEN 680
510 PEN 1:LOCATE M(N),N:PRINT"d";
520 GOTO 430
530 PEN 1:LOCATE 1,X:PRINT"cccccccccccccccccccc";:LOCATE 21,X:PRINT
"cccccccccccccccccccc";:ENT 1,100,10,1:ENT 2,1,0,2,100,10,1:SOUND 1
29,50,40,15,0,1:SOUND 130,50,40,15,0,2
540 IF M(X)>19 THEN M(X)=40 ELSE M(X)=1
550 P=P+5:GOSUB 580
560 LOCATE 1,X:PRINT " ";:LOCATE 21,X:PRINT "
";
570 RETURN
580 LOCATE #1,11,2:PRINT#1,"PUNTOS.....";P:RETURN
590 SYMBOL AFTER 97
600 SYMBOL 97,15,255,255,31,31,255,255,15
610 SYMBOL 98,240,255,255,248,248,255,255,240
620 SYMBOL 99,0,126,126,0,0,126,126,0
630 SYMBOL 100,62,73,109,127,65,99,127,85
640 SYMBOL 101,5,6,5,6,5,6,5,6
650 SYMBOL 102,32,32,32,32,32,32,32,32
660 SYMBOL 103,255,161,193,161,193,169,213,255
670 RETURN
680 REM *** GAME OVER ***
690 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
700 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
710 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
720 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
730 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
740 FOR A=1 TO 50:A$=INKEY$:NEXT A
750 PEN 1
760 IF INKEY(60)=0 THEN RUN 220
770 IF INKEY(46)=0 THEN CALL 0
780 GOTO 760

```



# EXPULSOR

```

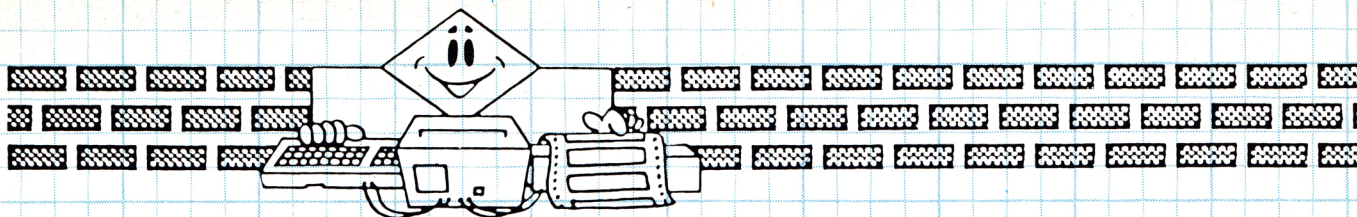
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAW 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="EXPULSOR":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18.
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< EXPULSOR >>":GOSUB 240:PRINT
300 A$="RECOGE LAS BOLAS QUE SON":GOSUB 240:A$="EXPULSADAS POR AM
BOS LADOS":GOSUB 240:A$="CON LAS PALETAS DE QUE DISPONES":GOSUB 2
40
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA PALA IZQUIERDA"
:GOSUB 240:A$="A. ABAJO PALA IZQ.":GOSUB 240:A$="P. ARRIBA PALA D
ERECHA":GOSUB 240:A$="L. ABAJO PALA DER.":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240

```

```

330 IF INKEY(60) <> 0 THEN 330
340 GOSUB 690
350 INK 0,26:BORDER 26:PAPER 0:INK 1,0:PEN 1
360 MODE 0
370 INK 2,8:INK 3,18:INK 4,6
380 PEN 2:FOR A=1 TO 25:PRINT STRING$(20,"f");:NEXT
390 WINDOW #1,2,19,2,4:WINDOW 2,19,6,24
400 CLS #1:CLS:LOCATE 9,1:PRINT"ff":LOCATE 9,19:PRINT"ff"
410 PEN 3:FOR A=2 TO 18:LOCATE 9,A:PRINT"bc":NEXT
420 P=0:FA=0:GOSUB 660
430 X1=10:X2=10
440 XB=2+INT(RND*17):YB=INT(RND*2)
450 IF YB=0 THEN YB=11:D=1
460 IF YB=1 THEN YB=8:D=-1
470 PEN 1:LOCATE 1,X1:PRINT" "
480 IF NOT INKEY(67) THEN X1=X1-1:IF X1<2 THEN X1=2
490 IF NOT INKEY(69) THEN X1=X1+1:IF X1>18 THEN X1=18
500 LOCATE 1,X1:PRINT"d"
510 LOCATE 18,X2:PRINT" "
520 IF NOT INKEY(27) THEN X2=X2-1:IF X2<2 THEN X2=2
530 IF NOT INKEY(36) THEN X2=X2+1:IF X2>18 THEN X2=18
540 LOCATE 18,X2:PRINT"e"
550 LOCATE YB,XB:PRINT" "
560 YB=YB+(D/2)
570 IF YB<2 THEN IF XB=X1 THEN GOTO 610 ELSE GOTO 630
580 IF YB>17 THEN IF XB=X2 THEN GOTO 610 ELSE GOTO 630
590 PEN 4:LOCATE YB,XB:PRINT"a"
600 GOTO 470
610 FOR A=100 TO 200 STEP 4:SOUND 1,A,1,15:NEXT:P=P+5:GOSUB 660
620 GOTO 440
630 SOUND 2,600,15,15,0,0,31
640 FA=FA+1:GOSUB 660:GOTO 440
650 GOTO 650
660 LOCATE #1,2,2:PRINT#1,"PTOS:";P;:LOCATE #1,13,2:PRINT#1,"FA:"
;FA;
670 IF FA>4 THEN 780
680 RETURN
690 SYMBOL AFTER 97
700 SYMBOL 97,60,102,223,191,191,255,126,60
710 SYMBOL 98,7,63,241,14,14,241,63,7
720 SYMBOL 99,224,252,143,112,112,143,252,224
730 SYMBOL 100,124,224,192,192,192,192,224,124
740 SYMBOL 101,62,7,3,3,3,3,7,62
750 SYMBOL 102,0,126,126,126,126,126,126,0
760 SYMBOL 103,16,69,0,146,0,164,1,72
770 RETURN
780 REM *** GAME OVER ***
790 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
800 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
810 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
820 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
830 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
840 FOR A=1 TO 50:A$=INKEY$:NEXT A
850 PEN 1
860 IF INKEY(60)=0 THEN RUN 220
870 IF INKEY(46)=0 THEN CALL 0
880 GOTO 860

```



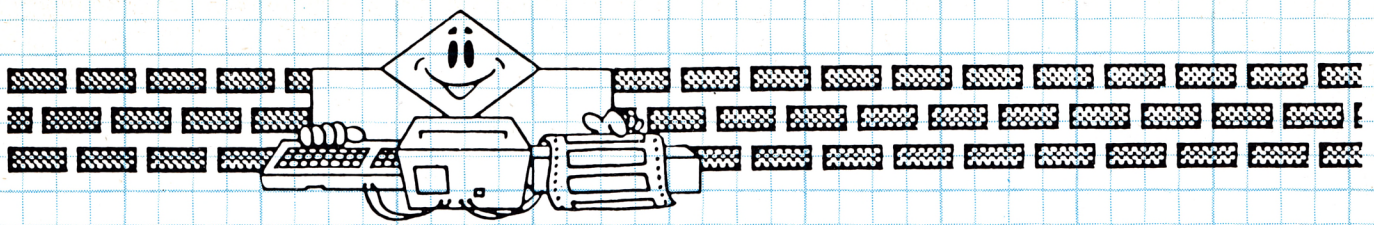
# DIBUJO

```
10 REM ***** DIBUJO *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
50 m=1:GOSUB 430:GOSUB 620
60 FOR A=0 TO 15:INK A,A:NEXT A
70 PAPER 0:BORDER 0:INK 1,26:MODE m
80 n=(1 AND m=2)+(2 AND m=1)+(4 AND m=0):I=1:INK 1,26:PEN 1
90 ORIGIN 0,0
100 METE=20100:SACA=20150
110 X=320:Y=210:xb=x:yb=y
120 IF INKEY(0)=0 OR INKEY(72)=0 THEN Y=Y+2
130 IF INKEY(2)=0 OR INKEY(73)=0 THEN Y=Y-2
140 IF INKEY(8)=0 OR INKEY(74)=0 THEN X=X-n
150 IF INKEY(1)=0 OR INKEY(75)=0 THEN X=X+n
160 CALL &BC59,1:TAG:MOVE X,Y:PRINT CHR$(160);:MOVE X,Y:PRINT CHR
$(160);:CALL &BC59:TAGOFF
170 IF INKEY(71)=0 OR INKEY(76)=0 THEN PLOT X-n,Y-8:xb=x-n:yb=y-8
180 IF INKEY(47)=0 THEN PLOT xb,yb:DRAW X-n,Y-8:xb=x-n:yb=y-8
190 IF INKEY(68)=0 THEN GOSUB 210
200 GOTO 120
210 CALL mete:FOR a=1 TO 20:a#=INKEY#:NEXT a:WINDOW #0,1,20,20,25
220 CLS:INPUT "COMANDO:";C#
230 c#=UPPER$(C#)
240 B#=MID$(C#,1,2):A#=MID$(C#,3,LEN(C#)-2)
250 PRINT"OK. ";B#;" ";A#
260 FOR A=1 TO 800:NEXT A
```

```

280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< POLICIA >>":GOSUB 240:PRINT
300 A$="EL POLICIA DEBE CAPTURAR AL LADRON":GOSUB 240:A$="ANTES D
E AGOTARSE EL TIEMPO":GOSUB 240
310 PRINT:A$="CONTROLES:";GOSUB 240:A$="JUG. IZQUIERDO      JUG. D
ERECHO":GOSUB 240:A$="LADRON      POLICIA":GOSUB 240:A$="Q.A.X.
C.      CURSORES":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 900
350 PAPER 0:INK 0,22:BORDER 22:MODE 1
360 WINDOW #1,2,39,2,2:WINDOW 2,39,5,24
370 INK 1,0:INK 2,6:INK 3,8
380 PEN 2:GOSUB 690
390 T=250:GOSUB 670
400 XP=2:YP=2:XL=19:YL=19
410 PX=XP:PY=YP:LY=YL:LX=XL
420 IF NOT INKEY(0) THEN XP=XP-1
430 IF NOT INKEY(2) THEN XP=XP+1
440 IF NOT INKEY(1) THEN YP=YP+1
450 IF NOT INKEY(8) THEN YP=YP-1
460 LOCATE YP,XP:CALL 30000:C=PEEK(29999)
470 IF C=97 THEN XP=PX:YP=PY
480 IF C=99 THEN GOTO 620
490 PEN 1:LOCATE PY,PX:PRINT " ";:LOCATE YP,XP:PRINT"b";
500 PX=XP:PY=YP
510 IF NOT INKEY(67) THEN XL=XL-1
520 IF NOT INKEY(69) THEN XL=XL+1
530 IF NOT INKEY(62) THEN YL=YL+1
540 IF NOT INKEY(63) THEN YL=YL-1
550 LOCATE YL,XL:CALL 30000:C=PEEK(29999)
560 IF C=97 THEN XL=LX:YL=LY
570 IF C=98 THEN GOTO 620
580 PEN 3:LOCATE LY,LX:PRINT " ";:LOCATE YL,XL:PRINT"c";
590 LX=XL:LY=YL
600 T=T-1:GOSUB 670
610 GOTO 420
620 FOR A=100 TO 200:SOUND 1,A,2:NEXT
630 MODE 1
640 A$="EL POLICIA HA CAPTURADO":GOSUB 240:A$="AL LADRON":GOSUB 2
40
650 PRINT:A$="GANA EL POLICIA":GOSUB 240:GOTO 1010
660 GOTO 660
670 LOCATE #1,14,1:PRINT#1,"TIEMPO: ";USING "###";T:IF T<1 THEN 9
90
680 RETURN
690 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
700 PRINT"a      a                                     a";
710 PRINT"a aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa aaaaaaaaaaaaa a";
720 PRINT"a a                                     a a      a a a";
730 PRINT"a a aaaaaaaa aaaaaaaaaaaaaa aaaa a a a a";
740 PRINT"a a a                                     a a a      a a a";
750 PRINT"a a a a a a a aaa                                     a a a";
760 PRINT"a a aaaaaaaa aaa a a aa aaa aaaa a a a";
770 PRINT"a                                     a a a";
780 PRINT"a a a aaaaaaaaaa aaaaaaaaaaaaaa aaa a a";
790 PRINT"a a a a                                     a a      a a";

```



# CAZA

```
10 REM ***** CAZA *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
50 MODE 0:ENT 1,100,1,1
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 P1/70
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 9,12
160 PRINT "CAZA"
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$)
```

```

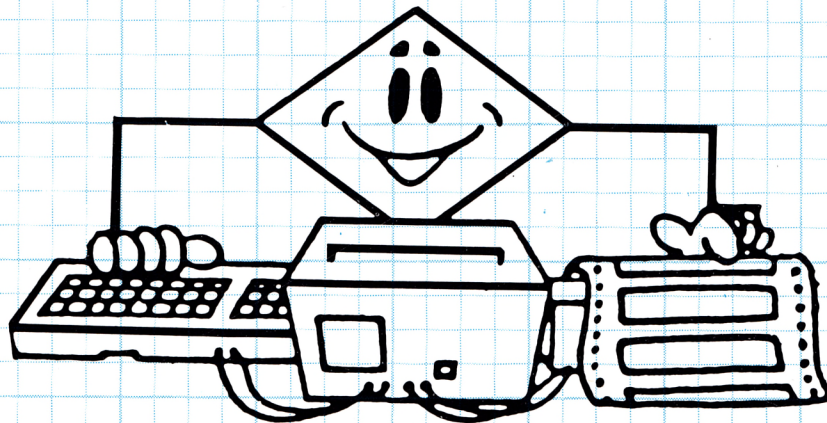
280 b#=MID$(a#,a,1):PRINT b#;:IF b#<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A#="<< CAZA >>":GOSUB 270
330 PRINT:A#="MATA A LOS PAJAROS CON TU ESCOPETA":GOSUB 270
340 A#="CUANDO LOS TENGAS A TIRO":GOSUB 270
350 PRINT:A#="SI DESPERDICIAS 10 CARTUCHOS":GOSUB 270
360 A#="PERDERAS":GOSUB 270
370 PRINT:A#="CONTROLES:":GOSUB 270
380 A#="LOS CURSORES. DESPLAZAN LA MIRILLA":GOSUB 270
390 A#="SPACE. DISPARA LA ESCOPETA":GOSUB 270
400 PRINT:A#="PULSA -S- PARA EMPEZAR"
410 GOSUB 270
420 IF INKEY(60)<>0 THEN 420
430 GOSUB 940
440 INK 0,20:BORDER 20
450 INK 1,0:INK 2,3:INK 3,26:INK 4,2
460 MODE 0
470 WINDOW #1,1,20,1,3:PEN #1,4:PAPER #1,3:CLS #1
480 WINDOW 1,20,4,25
490 PEN 3
500 PRINT"igi gighighhhi gi gi"
510 WINDOW 1,20,5,25
520 P=0:FA=0
530 GOSUB 910
540 X1=1:X2=1:X3=1:X4=1
550 Y1=2+INT (RND*17):Y2=2+INT(RND*17)
560 Y3=2+INT (RND*17):Y4=2+INT(RND*17)
570 GOSUB 780:GOSUB 750:GOSUB 760:GOSUB 770
580 X=9:Y=10:XB=X:YB=Y
590 IF NOT INKEY(0) THEN X=X-1:IF X<1 THEN X=1
600 IF NOT INKEY(2) THEN X=X+1:IF X>18 THEN X=18
610 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
620 IF NOT INKEY(1) THEN Y=Y+1:IF Y>20 THEN Y=20
630 PEN 1:LOCATE YB,XB:PRINT" ":LOCATE Y,X:PRINT"a":XB=X:YB=Y
640 PEN 2:Y1=Y1+1:IF Y1>17 THEN GOSUB 750
650 LOCATE Y1,X1:PRINT" bc"
660 Y3=Y3+1:IF Y3>16 THEN GOSUB 770
670 LOCATE Y3,X3:PRINT" bc"
680 Y2=Y2-1:IF Y2<3 THEN GOSUB 760
690 LOCATE Y2,X2:PRINT"ef "
700 Y4=Y4-1:IF Y4<2 THEN GOSUB 780
710 LOCATE Y4,X4:PRINT"ef "
720 IF NOT INKEY(47) THEN GOSUB 790
730 IF RND>0.8 THEN SOUND 4,10+RND*5,10+RND*5,10,0,1
740 GOTO 590
750 LOCATE Y1,X1:PRINT"      ":X1=1+INT(RND*18):Y1=1:RETURN
760 LOCATE Y2,X2:PRINT"      ":X2=1+INT(RND*18):Y2=17:RETURN
770 LOCATE Y3,X3:PRINT"      ":X3=1+INT(RND*18):Y3=1:RETURN
780 LOCATE Y4,X4:PRINT"      ":X4=1+INT(RND*18):Y4=17:RETURN
790 IF Y=Y1+2 AND X=X1 THEN GOSUB 900:GOTO 750
800 IF Y=Y1+1 AND X=X1 THEN GOSUB 900:GOTO 750
810 IF Y=Y3+2 AND X=X3 THEN GOSUB 900:GOTO 770
820 IF Y=Y3+1 AND X=X3 THEN GOSUB 900:GOTO 770
830 IF Y=Y2 AND X=X2 THEN GOSUB 900:GOTO 760
840 IF Y=Y2+1 AND X=X2 THEN GOSUB 900:GOTO 760

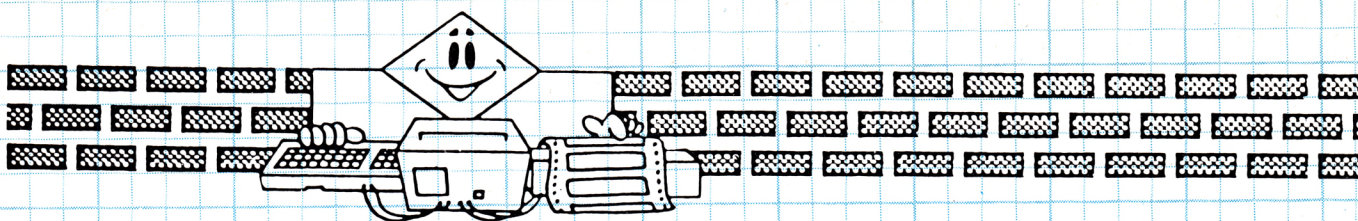
```

```

850 IF Y=Y4 AND X=X4 THEN GOSUB 900:GOTO 780
860 IF Y=Y4+1 AND X=X4 THEN GOSUB 900:GOTO 780
870 FA=FA+1:GOSUB 910
880 SOUND 1,100,20,15,0,0,31
890 RETURN
900 SOUND 2,100:P=P+5:GOSUB 910:RETURN
910 LOCATE #1,2,2:PRINT#1,"PTOS:";P:LOCATE #1,14,2:PRINT#1,"FA:";
FA
920 IF FA>9 THEN GOTO 1050
930 RETURN
940 SYMBOL AFTER 97
950 SYMBOL 97,24,24,24,195,195,24,24,24
960 SYMBOL 98,252,62,15,255,63,15,116,40
970 SYMBOL 99,0,56,244,255,188,0,0,0
980 SYMBOL 100,41,134,42,85,184,85,40,146
990 SYMBOL 101,0,28,47,255,61,0,0,0
1000 SYMBOL 102,63,124,240,255,252,240,46,20
1010 SYMBOL 103,255,255,127,63,7,3,0,0
1020 SYMBOL 104,255,255,255,255,247,227,192,128
1030 SYMBOL 105,255,254,252,240,240,192,0,0
1040 RETURN
1050 REM *** GAME OVER ***
1060 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:
NEXT B:NEXT A
1070 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1080 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1090 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
1100 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1110 FOR A=1 TO 50:A#=INKEY#:NEXT A
1120 PEN 1
1130 IF INKEY(60)=0 THEN RUN 250
1140 IF INKEY(46)=0 THEN CALL 0
1150 GOTO 1130

```





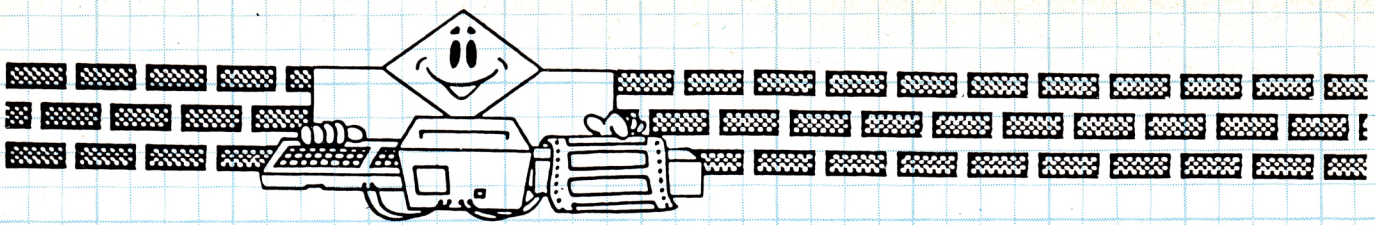
# CARRETILLA

```
10 REM ***** CARRETILLA *****
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 6,12
160 PRINT "CARRETILLA"
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< CARRETILLA >>":GOSUB 270:PRINT:A$="RECOGE CON TU CARRE
TILLA LOS LADRILLOS":GOSUB 270:A$="NECESARIOS PARA CONSTRUIR":GOS
UB 270:A$="TU CHALET EN LA PLAYA":GOSUB 270:PRINT:A$="SI DEJAS CA
ER 5 LADRILLOS PERDERAS":GOSUB 270:PRINT:A$="CONTROLES:":GOS
330 A$="CURSOR <. IZQUIERDA":GOSUB 270:A$="CURSOR >. DERECHA (SOL
TAR LADRILLO)":GOSUB 270:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB
```

```

340 IF INKEY(60)<>0 THEN 340
350 GOSUB 590
360 INK 0,26:PAPER 0:BORDER 26
370 INK 1,0:INK 2,2:INK 3,24
380 MODE 0
390 INK 10,2:INK 11,8
400 PAPER 3:FOR A=1 TO 25:PRINT STRING$(20,"i");:NEXT A
410 WINDOW #1,2,19,2,4:CLS #1
420 PAPER 0:WINDOW 2,19,6,24:CLS
430 WINDOW #2,20,20,22,24:CLS #2
440 P=0:FA=0:GOSUB 560
450 D=1:Y=8
460 XL=1:YL=2+INT(RND*16)
470 IF NOT INKEY(8) THEN D=1:Y=Y-1:IF Y<1 THEN Y=1
480 IF NOT INKEY(1) THEN D=2:Y=Y+1:IF Y>14 THEN Y=14:IF CO=1 THEN
  SOUND 1,100,10:CO=0:P=P+5:GOSUB 560
490 PEN 10:IF D=2 THEN LOCATE Y,18:PRINT" a ";:LOCATE Y,19:PRIN
T" bcd ";:IF CO=1 THEN LOCATE Y+3,18:PRINT"i";
500 IF D=1 THEN LOCATE Y,18:PRINT" e ";:LOCATE Y,19:PRINT" hgf
";:IF CO=1 THEN LOCATE Y+1,18:PRINT"i";
510 PEN 11:LOCATE YL,XL:PRINT" ":XL=XL+1
520 IF XL=18 THEN IF YL>Y AND YL<Y+5 THEN IF CO=0 THEN CO=1:SOUND
  1,50,20:GOTO 460
530 IF XL>19 THEN LOCATE YL,19:PRINT"j":SOUND 4,200,20,15,0,0,31:
FA=FA+1:GOSUB 560:LOCATE YL,19:PRINT" ":GOTO 460
540 LOCATE YL,XL:PRINT"i";
550 GOTO 470
560 LOCATE #1,2,2:PRINT #1,"PT:";P:LOCATE #1,12,2:PRINT #1,"FA:";
FA
570 IF FA>4 THEN 720
580 RETURN
590 SYMBOL AFTER 97
600 SYMBOL 97,0,0,0,15,15,15,7,14
610 SYMBOL 98,14,15,15,15,31,57,48,56
620 SYMBOL 99,192,55,15,135,135,193,112,112
630 SYMBOL 100,254,252,240,238,223,155,31,14
640 SYMBOL 101,0,0,0,240,240,240,224,112
650 SYMBOL 102,112,240,240,240,248,156,12,28
660 SYMBOL 103,3,236,240,225,225,131,14,14
670 SYMBOL 104,127,63,15,119,251,217,248,112
680 SYMBOL 105,126,235,213,169,193,165,209,126
690 SYMBOL 106,36,145,2,72,37,152,37,239
700 SYMBOL 107,3,29,243,235,213,107,117,62
710 RETURN
720 REM *** GAME OVER ***
730 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
740 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
750 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
760 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
770 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
780 FOR A=1 TO 50:A#=INKEY#:NEXT A
790 PEN 1
800 IF INKEY(60)=0 THEN RUN 250
810 IF INKEY(46)=0 THEN CALL 0
820 GOTO 800

```



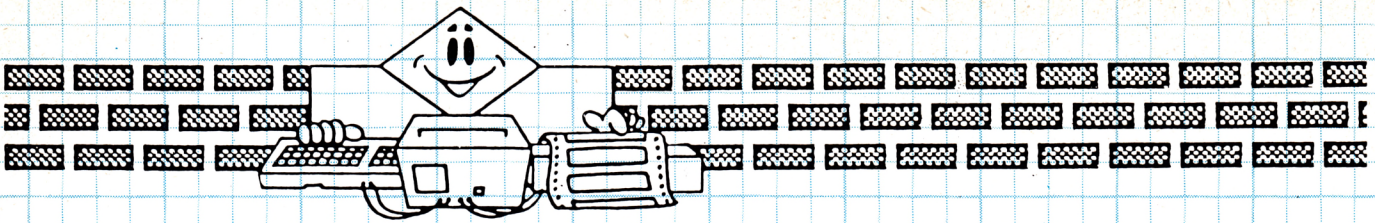
# CAPP-BALL

```
10 REM ***** CAPP-BALL *****
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 "CAPP-BALL"
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< CAPP-BALL >>":GOSUB 270:PRINT:A$="PROCURA INTRODUCIR L
AS BOLAS":GOSUB 270:A$="QUE CAEN, EN EL RECOGEDOR DE ABAJO":GOSUB
270:A$="PARA CONSEGUIRLO AYUDATE DEL RECOGEDOR":GOSUB 270
330 A$="INTERMEDIO":GOSUB 270:PRINT:A$="CONTROLES:";A$="CURSOR >
DERECHA":GOSUB 270:A$="CURSOR <. IZQUIERDA":GOSUB 270:A$="SPACE
SOLTAR":GOSUB 270
340 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
350 IF INKEY(60)<>0 THEN 350
360 GOSUB 730
370 INK 0,26:BORDER 26:PAPER 0
380 INK 1,0:INK 2,6:INK 3,9
390 INK 4,15
400 MODE 0
410 PEN 4:PRINT STRING$(20,"a");:FOR A=1 TO 23:PRINT"a
a ";:NEXT a
```

```

420 PRINT STRING$(20,"a");
430 WINDOW 2,12,2,24:WINDOW #1,14,19,4,7
440 WINDOW #2,14,19,10,13
450 WINDOW #3,14,19,16,19
460 P=0:FA=0:GOSUB 680:GOSUB 690:GOSUB 710
470 D=1:YD=4:Y=6:CO=0
480 PEN 3
490 XB=1:YB=1+INT(RND*11)
500 PEN 2:LOCATE Y,14:PRINT " ";
510 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
520 IF NOT INKEY(1) THEN Y=Y+1:IF Y>11 THEN Y=11
530 IF CO=0 AND XB=14 AND YB=Y THEN SOUND 1,100,1:CO=1
540 LOCATE Y,14:IF CO=0 THEN PRINT "c"; ELSE PRINT "e";:YB=Y
550 IF CO=1 THEN GOTO 590
560 LOCATE YB,XB:PRINT " ";:XB=XB+1
570 IF XB>23 THEN SOUND 2,1000,30,15,0,0,31:FA=FA+1:GOSUB 690:GOTO 490
580 LOCATE YB,XB:PRINT "g";
590 IF CO=1 AND NOT INKEY(47) THEN LOCATE Y,14:PRINT "+";:LOCATE Y,15:PRINT "g";:XB=15:CO=0:FOR A=100 TO 200 STEP 5:SOUND 2,A,1:NEXT A
600 LOCATE YD,23:PRINT " ";
610 YD=YD+D
620 IF YD<2 THEN D=1
630 IF YD>8 THEN D=-1
640 PEN 3:LOCATE YD,23:PRINT "bcd";
650 IF XB=23 THEN IF YB=YD OR YB=YD+1 OR YB=YD+2 THEN GOTO 670
660 GOTO 500
670 LOCATE YD,23:PRINT "bed";:SOUND 4,50,20:p=p+15:GOSUB 680:GOTO 490
680 LOCATE #1,1,1:PRINT#1," PTOS":LOCATE #1,2,3:PRINT #1,F:RETURN
690 LOCATE #2,1,1:PRINT#2,"FALLOS";:LOCATE #2,2,3:PRINT #2,FA
700 IF FA>4 THEN 830 ELSE RETURN
710 LOCATE #3,1,1:PRINT#3," CAPP":LOCATE #3,1,3:PRINT #3," BALL":RETURN
720 GOTO 720
730 SYMBOL AFTER 97
740 SYMBOL 97,0,126,126,126,126,126,126,0
750 SYMBOL 98,0,0,0,3,71,111,127,255
760 SYMBOL 99,0,129,129,129,129,195,255,126
770 SYMBOL 100,0,0,0,192,226,246,254,255
780 SYMBOL 101,60,102,223,223,255,189,195,126
790 SYMBOL 102,126,255,195,129,129,129,129,0
800 SYMBOL 103,60,102,94,94,126,60,0,0
810 SYMBOL 104,66,8,162,8,64,21,128,42
820 RETURN
830 REM *** GAME OVER ***
840 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
850 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
860 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
870 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";F
880 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
890 FOR A=1 TO 50:A$=INKEY$:NEXT A
900 PEN 1
910 IF INKEY(60)=0 THEN RUN 250
920 IF INKEY(46)=0 THEN CALL 0
930 GOTO 910

```



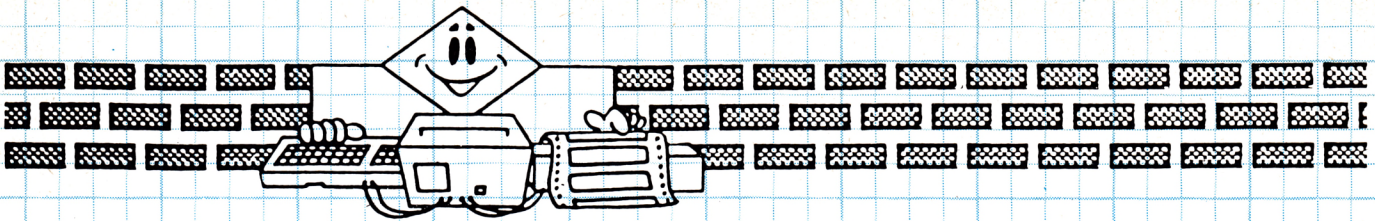
# CANIBAL

```
10 REM ***** CANIBAL *****
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 A$="CANIBAL":A=11-(0.5*(LEN(A$)))
160 LOCATE A,12:PRINT A$;
170 PRINT CHR$(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$="<< CANIBAL >>":GOSUB 270:PRINT
330 a$="MATA CON TUS FLECHAS A":GOSUB 270
340 a$="LOS CANIBALES QUE SE INTRODUCAN":GOSUB 270:a$="EN TU CAM
PAMENTO.":GOSUB 270:PRINT:a$="CONTROLES.":GOSUB 270:a$="CURSOR AR
RIBA":GOSUB 270:a$="CURSOR ABAJO":GOSUB 270:a$="SPACE. DISPARA FL
```

```

ECHA":GOSUB 270
350 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 270
360 IF INKEY(60)<>0 THEN 360
370 GOSUB 650
380 BORDER 26:INK 0,26:INK 1,0:INK 2,9
390 PAPER 0:MODE 0:PEN 2
400 FOR A=1 TO 25:PRINT STRING$(20,"e");:NEXT
410 WINDOW #1,2,19,2,4:WINDOW 2,19,6,24:CLS #1:CLS
420 D=1:X=10:Y=1:P=0:FA=0
430 GOSUB 620
440 XC=1:YC=5+INT(RND*13)
450 PEN 1
460 ON D GOSUB 500,550
470 LOCATE YC,XC:PRINT" ":XC=XC+1:IF XC>17 THEN GOSUB 610
480 LOCATE YC,XC:PRINT"a":LOCATE YC,XC+1:PRINT"b"
490 GOTO 460
500 IF NOT INKEY(0) THEN X=X-1:IF X<2 THEN X=2
510 IF NOT INKEY(2) THEN X=X+1:IF X>18 THEN X=18
520 LOCATE Y,X-1:PRINT" ":LOCATE Y,X+1:PRINT" ":LOCATE Y,X:PRINT"
c"
530 IF NOT INKEY(47) THEN D=2:SOUND 1,100,10,15,0,0,31
540 RETURN
550 LOCATE Y,X:PRINT" ":Y=Y+1:IF Y>17 THEN D=1:FA=FA+1:GOSUB 620:
Y=1:RETURN
560 LOCATE Y,X:PRINT"c":IF Y=YC THEN IF X=XC OR X=XC+1 THEN GOSUB
580
570 RETURN
580 SOUND 2,600,20,15,0,0,10:LOCATE YC,XC:PRINT"d":LOCATE YC,XC+1
:PRINT"d"
590 P=P+5:GOSUB 620
600 D=1:Y=1
610 LOCATE YC,XC:PRINT" ":LOCATE YC,XC+1:PRINT" ":XC=1:YC=5+INT(R
ND*13):RETURN
620 LOCATE #1,2,2:PRINT#1,"PTOS:";P:LOCATE #1,13,2:PRINT#1,"FA:";
FA
630 IF FA>7 THEN 720
640 RETURN
650 REM SYMBOL AFTER 97
655 SYMBOL AFTER 32
660 SYMBOL 97,99,62,107,156,170,190,162,156
670 SYMBOL 98,190,221,149,157,148,148,54,119
680 SYMBOL 99,0,0,0,198,127,198,0,0
690 SYMBOL 100,137,32,10,128,17,68,0,146
700 SYMBOL 101,111,247,232,27,189,219,196,30
710 RETURN
720 REM *** GAME OVER ***
730 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
740 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
750 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
760 PEN 1:LOCATE 4,12:PRINT"FUNTOS:";USING "#####";P
770 PEN 3:INK 3,15:LOCATE 5,17:PRINT"OTRA? (S/N)"
780 FOR A=1 TO 50:A$=INKEY$:NEXT A
790 PEN 1
800 IF INKEY(60)=0 THEN RUN 250
810 IF INKEY(46)=0 THEN CALL 0
820 GOTO 800

```



# BOMBAS

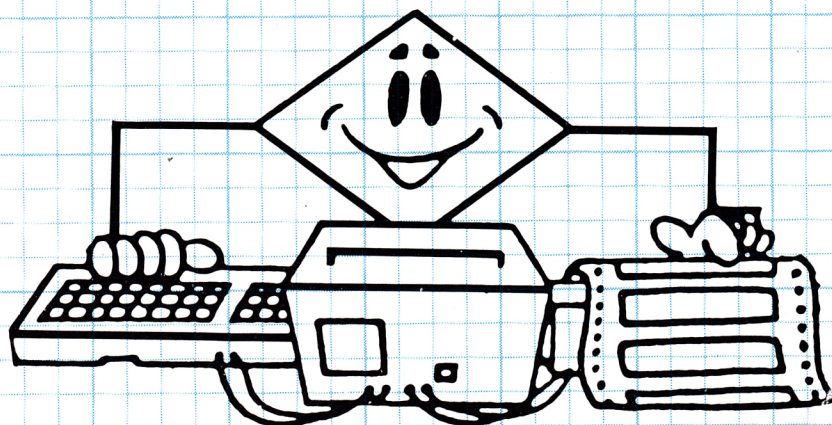
```
10 REM ***** BOMBAS *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 8,12
160 PRINT "BOMBAS"
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#)
```

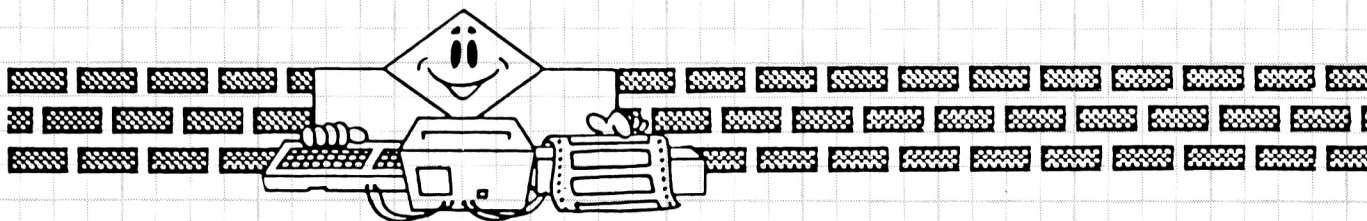
```

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#="<< BOMBAS >>":GOSUB 270:PRINT:A#="DESTRUYE CON TU DESTRUC
TOR":GOSUB 270:A#="LOS AVIONES Y SUBMARINOS ENEMIGOS":GOSUB 270:A
#="ANTES DE QUE SE TE AGOTE":GOSUB 270:A#="LA MUNICION":GOSUB 270
330 PRINT:A#="CONTROLES:":GOSUB 270:A#="CURSOR >. DERECHA":GOSUB
270:A#="CURSOR <. IZQUIERDA":GOSUB 270:A#="O. DISPARA MISIL":GOSU
B 270:A#="A. DISPARA MISIL":GOSUB 270
340 PRINT:A#="PULSA -S- PARA EMPEZAR":GOSUB 270
350 IF INKEY(60)<>0 THEN 350
360 GOSUB 700
370 BORDER 8:INK 0,20:INK 2,14:INK 8,8:INK 1,26:MODE 0
380 INK 10,0:INK 11,2:INK 12,6
390 PAPER 8:CLS:FEN 1:FOR A=1 TO 25:PRINT STRING$(20,97);:NEXT A
400 WINDOW #1,2,19,2,4:WINDOW 2,19,6,24:WINDOW #2,2,19,16,24
410 PAPER #2,2:PAPER #1,8:PAPER 0:CLS #1:CLS:CLS #2
420 p=0:FA=0:GOSUB 670
430 D1=0:D2=0:YA=5:YS=15:Y=10
440 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
450 IF D1=0 AND NOT INKEY(67) THEN SOUND 1,100,10,15,0,0,31:D1=1:
X1=9:Y1=Y+2
460 IF NOT INKEY(1) THEN Y=Y+1:IF Y>15 THEN Y=15
470 IF D2=0 AND NOT INKEY(69) THEN SOUND 1,100,10,15,0,0,31:D2=1:
X2=11:Y2=Y+1
480 PEN 10:PAPER 0:LOCATE Y,10:PRINT" fg "
490 YA=YA+1:IF YA>16 THEN LOCATE 16,3:PRINT" ";YA=1
500 PEN 11:LOCATE YA,3:PRINT" bc"
510 IF D1=0 THEN 550
520 LOCATE Y1,X1:PRINT" ":X1=X1-1:IF X1<1 THEN D1=0:GOSUB 650:GOT
O 550
530 PEN 12:LOCATE Y1,X1:PRINT"i"
540 IF X1=3 THEN IF Y1=YA+1 OR Y1=YA+2 THEN A=3:B=YA+1:GOSUB 630:
D1=0:YA=1
550 PAPER 2:YS=YS-1:IF YS<1 THEN LOCATE 1,17:PRINT" ";:YS=16
560 PEN 1:LOCATE YS,17:PRINT"de "
570 IF D2=0 THEN 610
580 LOCATE Y2,X2:PRINT" ":X2=X2+1:IF X2>19 THEN D2=0:GOSUB 650:GO
TO 610
590 PEN 12:LOCATE Y2,X2:PRINT"h"
600 IF X2=17 THEN IF Y2=YS+1 OR Y2=YS THEN A=17:B=YS:GOSUB 630:D2
=0:YS=16
610 REM
620 GOTO 440
630 SOUND 1,50,5:LOCATE B,A:PRINT"jj":SOUND 4,400,20,15,0,0,31:P=
P+5:GOSUB 670
640 LOCATE B,A:PRINT" ":RETURN
650 SOUND 2,50,5,15,0,0,31:FA=FA+1:GOSUB 670
660 RETURN
670 LOCATE #1,2,2:PRINT#1,"PT: ";P:LOCATE #1,12,2:PRINT#1,"FA: ";FA
680 IF FA>9 THEN 820
690 RETURN
700 SYMBOL AFTER 97
710 SYMBOL 97,255,129,189,165,165,189,129,255
720 SYMBOL 98,0,128,193,231,255,31,0,0
730 SYMBOL 99,0,0,194,58,255,250,2,0
740 SYMBOL 100,6,3,7,127,111,63,0,0

```

```
740 SYMBOL 100,6,3,7,127,111,63,0,0
750 SYMBOL 101,0,0,192,251,255,243,0,0
760 SYMBOL 102,0,9,7,45,255,127,63,31
770 SYMBOL 103,0,144,224,180,255,254,252,248
780 SYMBOL 104,0,40,56,16,56,56,56,16
790 SYMBOL 105,16,56,56,56,16,56,40,0
800 SYMBOL 106,36,68,17,128,68,81,0,147
810 RETURN
820 REM *** GAME OVER ***
830 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
840 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
850 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
860 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";F
870 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
880 FOR A=1 TO 50:A#=INKEY#:NEXT A
890 PEN 1
900 IF INKEY(60)=0 THEN RUN 250
910 IF INKEY(46)=0 THEN CALL 0
920 GOTO 900
```





# AVANTI

```
10 REM ***** AVANTI *****
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 8,12
160 PRINT "AVANTI"
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< AVANTI >>":GOSUB 270
330 PRINT:A$="RECOGE CON TU CAZA GALACTICO":GOSUB 270
340 A$="EL COMBUSTIBLE PARA CONTINUAR":GOSUB 270
350 A$="LA BATALLA, PERO TENIENDO MUCHO":GOSUB 270
360 A$="CUIDADO DE NO ESTRELLARTE CONTRA":GOSUB 270
370 A$="LOS NUMEROS ASTEROIDES":GOSUB 270
380 PRINT:A$="CONTROLES":GOSUB 270
```

```

390 A$="CURSOR ARRIBA":GOSUB 270:A$="CURSOR ABAJO":GOSUB 270
400 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
410 IF INKEY(60)<>0 THEN 410
420 GOSUB 700
430 INK 0,0:INK 1,20
440 INK 2,5:INK 3,9
450 PAPER 0:BORDER 0
460 MODE 1
470 PEN 3:PRINT STRING$(40,97);"a PUNTOS: 0          aaaaa FALLOS: 0
   a";STRING$(40,97);
480 LOCATE 1,24:PRINT STRING$(40,"f");
490 GOSUB 670
500 X=12:Y=1:XB=X:YB=Y
510 P=0:FA=0
520 ENT 1,100,-1,1
530 ENT 2,100,1,1
540 IF RND>0.95 THEN PEN 2:LOCATE 1+INT (RND*39),4+INT(RND*18):PR
INT"c";:SOUND 1,100,10,15,0,0,31
550 IF RND>0.97 THEN PEN 1:LOCATE 1+INT (RND*39),4+INT(RND*18):PR
INT"d";:SOUND 2,50,10,15,0,1
560 IF NOT INKEY(0) THEN X=X-1:IF X<4 THEN X=4
570 IF NOT INKEY(2) THEN X=X+1:IF X>23 THEN X=23
580 Y=Y+1:IF Y>39 THEN Y=1
590 LOCATE Y,X:CALL 30000:C=PEEK(29999)
600 IF C=97 OR C=99 OR C=102 THEN PRINT"e":FA=FA+1:SOUND 4,C,30,1
5,0,1,31:GOSUB 670
610 IF C=100 THEN SOUND 4,20,10,15,0,2:P=P+5:GOSUB 670
620 PEN 1
630 LOCATE YB,XB:PRINT" ";:LOCATE Y,X:PRINT"b";
640 XB=X:YB=Y
650 GOTO 540
660 GOTO 660
670 PEN 1:LOCATE 10,2:PRINT P:LOCATE 31,2:PRINT FA
680 IF FA>4 THEN GOTO 810
690 RETURN
700 DATA 205,96,187,50,47,117,201
710 RESTORE 700
720 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
730 SYMBOL AFTER 97
740 SYMBOL 97,238,170,238,0,238,170,238,0
750 SYMBOL 98,254,17,56,108,108,56,17,254
760 SYMBOL 99,60,126,255,252,127,255,126,56
770 SYMBOL 100,6,31,47,79,93,123,117,127
780 SYMBOL 101,17,64,4,32,0,137,32,2
790 SYMBOL 102,131,219,255,255,255,255,255,255
800 RETURN
810 REM *** GAME OVER ***
820 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
830 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
840 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
850 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "#####";P
860 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
870 FOR A=1 TO 50:A$=INKEY$:NEXT A
880 PEN 1
890 IF INKEY(60)=0 THEN RUN 250
900 IF INKEY(46)=0 THEN CALL 0
910 GOTO 890

```

# MGSX

N.º 19

690 Ptas.

## SOFTWARE

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LOS MEJORES  
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