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10 ' *****
20 ' * DESTROYER BALL *
30 ' *
40 ' * By Hnos. Ruben & Jorge *
50 ' * Rodriguez Rengel *
60 ' * (C) MADRID 1987. *
70 ' *****
80 SYMBOL AFTER 32:GOSUB 5090:' REDEF
1ME LETRAS
90 MEMORY &7FFF:DEFINT a-z
100 LOAD 'ISPPBAS.BIN',&9000
110 CALL &9000
120 GOSUB 4190:REM Inicializa
130 GOSUB 2920:REM Presentacion
140 screen=1:PANTALLA=screen:puntos=0
:ives=5:xp=38:xb=40:yb=136:FRAME,1
150 WHILE 1
160 WHILE lives
170 GOSUB 1160:REM Pantalla
180 WHILE 1>0 AND ok
190 GOSUB 310:'MUEVE PALETA
200 GOSUB 450:'MUEVE BOLA
210 IF barril<0 THEN GOSUB 950:' MUE
VE BARRIL
220 IF D=1 THEN GOSUB 600:' MUEVE DIS
PARO
230 WEND
240 IF L THEN GOSUB 3380 ELSE GOSUB 3
990
250 WEND
260 WEND
270 END
280 :
290 FOR t=1 TO 20: SOUND 1,140,1,15,,
15: NEXT:ives=ives-1:GOSUB 1130:xb=x
p+2:yb=136:lb=1:ERASE,PALETA:PALETA=
8:'PRINT,PALETA,140,XP:PLB=0:LONG=4:R
ETURN
300 :
310 '
320 ' MUEVE PALETA
330 '
340 IF (INKEY(22))=0 OR JOY(0)=8) AND
xp<78-LONG AND DEMO=0 THEN xp=xp+4
350 IF (INKEY(71))=0 OR JOY(0)=4) AND
xp>4 AND DEMO=0 THEN xp=xp-4
360 IF yb=136 AND xb>xp-1 AND xb<xp
+LONG AND PLB=1 AND LB=0 AND DEMO=0 T
HEN LB=1
370 IF (INKEY(47))=0 OR JOY(0)=16) AND
lb=1 AND DEMO=0 THEN lb=0:pyb=-1:IF
INT(RND*2)=1 THEN pxb=1 ELSE pxb=-1
380 IF (INKEY(47))=0 OR JOY(0)=16) AND
lb=0 AND PALETA=5 AND D=0 AND DEMO=0
THEN :PRINT,3,124,XP+1:FOR 90=120 TO
10 STEP-10: SOUND 1,50,1,15,1,1,8: NEX
T:ERASE,3,0=1:XD1=XP+2:YD1=124:'PRIN
T,2,YD1,YD1
390 IF lb=0 AND PALETA=5 AND D=0 AND
DEMO=1 THEN :PRINT,3,124,XP+1:FOR 90=
120 TO 10 STEP-10: SOUND 1,50,1,15,1,1
,8: NEXT:ERASE,3,0=1:XD1=XP+2:YD1=124
:'PRINT,2,YD1,YD1
400 IF DEMO=1 THEN XP=XP-2
410 IF INKEY(69)=0 THEN LIVES=0
420 IF INKEY(44)=0 THEN GOSUB 4140
430 :MOVE,PALETA,140,XP
440 RETURN
450 '
460 ' MUEVE BOLA
470 '
480 IF yb=4 THEN pxb=1: SOUND 1,130,1,
15,1,1 ELSE IF yb=76 THEN pxb=-1: SOUN
D 1,130,1,15,1,1
490 IF yb<10 THEN pyb=1: SOUND 1,130,1,
15,1,1: IF PYB=0 THEN IF INT(RND*2)=1
THEN PYB=8 ELSE pxb=-1
500 IF yb=136 AND xb>xp-2 AND xb<xp
+LONG AND PLB=0 AND pxb<0 AND lb=0 T
HEN SOUND 1,350,6,15,0,1
510 IF yb=136 AND xb>xp-2 AND xb<xp
+LONG AND PLB=0 THEN pyb=-1: IF PYB=0
THEN IF INT(RND*2)=1 THEN PYB=1: SOUND
1,350,6,15,0,1 ELSE pxb=-1: SOUND 1,3
50,6,15,0,1
520 IF yb<137 THEN GOSUB 290
530 IF lives=0 THEN ok=0
540 IF lb=0 THEN xb=xb+(pyb*4):yb=yb+
(pyb*8)
550 IF lb=1 AND DEMO=0 THEN xb=xb+2:y
b=136
560 IF lb=1 AND DEMO=1 THEN LB=0
570 GOSUB 740:' DETECTA LADRILLOS
580 :MOVE,7,yb,xb
590 RETURN
600 '
610 ' MUEVE DISPARO
620 '
630 YD1=YD1-8
640 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=9:puntos=puntos+7:GOSUB 89
0
650 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=14:puntos=puntos+6:GOSUB 8
90
660 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=13:puntos=puntos+5:GOSUB 8
90
670 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=12:puntos=puntos+4:GOSUB 8
90
680 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=11:puntos=puntos+3:GOSUB 8
90
690 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=10:puntos=puntos+2:GOSUB 8
90
700 IF MID$(AA$(YD1/8),XD1/4,1)=""* T
HEN BLOQUE=15:puntos=puntos+1:GOSUB 8
90
710 IF D=1 THEN :MOVE,2,YD1,XD1
720 IF YD1<9 AND D=1 THEN D=0:ERASE
,2
730 RETURN
740 '
750 ' DETECTA LADRILLOS
760 '
770 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=9:puntos=puntos+7:GOSUB 850
780 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=14:puntos=puntos+6:GOSUB 850
790 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=13:puntos=puntos+5:GOSUB 850
800 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=12:puntos=puntos+4:GOSUB 850
810 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=11:puntos=puntos+3:GOSUB 850
820 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=10:puntos=puntos+2:GOSUB 850
830 IF MID$(AA$(YB/8),XB/4,1)=""* T
HEN N BLOQUE=15:puntos=puntos+1:GOSUB 850
840 RETURN
850 '
860 PEN 13:LOCATE 7,24:PRINT USING"00
0000":puntos:SOUND 1,300,5,15,1,1:L=L
-1:C=C+1:PRINT,BLOQUE,YB,XB:MID$(AA$(
YB/8),XB/4,1)=""* : IF INT(RND*2)+1=1
THEN PYB=PYB:PYB=PYB ELSE PYB=0
870 IF PYB=0 AND INT(RND*4)+1=1 TH
EN BARRIL=INT(RND*5)+1: IF BARRIL=5 AN
D INT(RND*3)=1 THEN BARRIL=5:INK 14,BARR
IL:INK 15,BARRIL*2:YB=YB:XBA=XB:'PRIN
T,4,YBA,XBA ELSE INK 14,BARRIL:INK 15,
BARRIL*2:YB=YB:XBA=XB:'PRINT,4,YBA,
XBA
880 RETURN
890 '
900 PEN 13:LOCATE 7,24:PRINT USING"00
0000":puntos:SOUND 1,300,5,15,1,1:L=L
-1:C=C+1:PRINT,BLOQUE,YD1,XD1:MID$(
AA$(YD1/8),XD1/4,1)=""* :ERASE,2,D=0
910 IF barril=0 AND INT(RND*2)=1 THEN
barril=INT(RND*5)+1:xb=x+yd1:y=yd1:
INK 14,BARRIL:INK 15,BARRIL*BARRIL:P
RINT,4,yba,xba
920 RETURN
930 IF BARRIL=0 AND INT(RND*3)+1=1 TH
EN BARRIL=4+INT(RND*5)+1:INK 14,BARRIL
:INK 15,BARRIL*2:YB=YB:XBA=XB:'PRIN
T,4,YBA,XBA
940 RETURN
950 '
960 ' MUEVE BARRIL
970 '
980 yba=yba+barril*2
990 IF yba<137 AND xba>xp-2 AND xba<
xp+2+LONG THEN SOUND 1,350,16,15,0,1
:GOSUB 1030:PUNTOS=PUNTOS+50*BARRIL*8
ARRIL=0:ERASE,4:GOSUB 1130:RETURN
1000 IF yba<137 THEN :PRINT,0,136,XBA
:barril=0:ERASE,4: SOUND 1,200,15,15,
1,1,10: SOUND 1,200,10,15,1,1,8:FOR RE
T=1 TO 10: SOUND 1,1100,1,11-ret,1,0,1
1-ret: NEXT: :PRINT,0,136,XBA:RETURN
1010 :MOVE,4,yba,xba
1020 RETURN
1030 '
1040 ' CUAL ES EL BARRIL?
1050 '
1060 IF BARRIL=1 THEN LIVES=LIVES+1:
ERASE,PALETA:PALETA=8:'PRINT,PALETA,1
40,XP:LONG=4:PLB=0:RETURN
1070 IF BARRIL=2 THEN :ERASE,PALETA:P
ALETA=8:'PRINT,PALETA,140,XP:LONG=7:P
LB=0:RETURN
1080 IF BARRIL=3 AND DEMO=0 THEN PLB=
1: IF PALETA=5 THEN :ERASE,PALETA:PALE
TA=8:'PRINT,PALETA,140,XP:RETURN ELSE
RETURN
1090 IF BARRIL=4 AND d=0 THEN :ERASE,
PALETA:PALETA=5:'PRINT,PALETA,140,XP:
LONG=4:PLB=0:D=0:RETURN
1100 IF BARRIL=5 THEN :ERASE,PALETA:P
ALETA=8:'PRINT,PALETA,140,XP:GOSUB 40
20:PLB=0:GOTO 160:RETURN
1110 RETURN
1120 '
1130 ' PINTA MARCADORES
1140 '
1150 LOCATE 1,22:PEN 4:PRINT "VIDAS:"
:ives:LOCATE 1,24:PEN 13:PRINT "SCOR
E":LOCATE 7,24:PRINT USING"0000000":P
UNTOS:PEN 6:LOCATE 13,22:PRINT "MI-SC
ORE":LOCATE 13,24:PRINT HS(1):RETURN
1160 '
1170 ' PANTALLA
1180 '
1190 FOR S=0 TO 15:ERASE,S: NEXT:BARR
IL=0:PALETA=8:LONG=4:PLB=0:D=0
1200 MODE:FOR x=0 TO 78 STEP 4:'PRI
NT,1,1,x:PRINT,1,153,x: NEXT
1210 FOR y=9 TO 151 STEP 8:'PRINT,1,y
,0:'PRINT,1,y,76: NEXT
1220 z=FREE(")
1230 GOSUB 1130:' PINTA MARCADORES
1240 PEN 8:LOCATE 1,23:PRINT "SCREEN:
":PANTALLA
1250 GOSUB 1270:'DIBUJA SCREEN
1260 RETURN
1270 '
1280 ' DIBUJA SCREEN
1290 '
1300 z=FREE("):PANTALLA=PANTALLA+1
1310 IF SCREEN=0 THEN SCREEN=1:INT(RN
D*8)
1320 IF SCREEN=1 THEN RESTORE 1550
1330 IF SCREEN=2 THEN RESTORE 1720
1340 IF SCREEN=3 THEN RESTORE 1890
1350 IF SCREEN=4 THEN RESTORE 2060
1360 IF SCREEN=5 THEN RESTORE 2230
1370 IF SCREEN=6 THEN RESTORE 2400
1380 IF SCREEN=7 THEN RESTORE 2570
1390 IF SCREEN=8 THEN RESTORE 2740
1400 L=0
1410 FOR CY=1 TO 16
1420 READ AA$(CY)
1430 FOR CX=1 TO 19
1440 IF MID$(AA$(CY),CX,1)=""* THEN 1
520
1450 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,3,CY*8,CX*4
1460 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,14,CY*8,CX*4
1470 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,12,CY*8,CX*4
1480 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,12,CY*8,CX*4
1490 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,11,CY*8,CX*4
1500 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,10,CY*8,CX*4
1510 IF MID$(AA$(CY),CX,1)=""* THEN L
=L+1:'PRINT,15,CY*8,CX*4
1520 NEXT: NEXT
1530 xp=38:ok=-1:'PRINT,8,140,XP:'PRI
NT,7,136,40:RETURN
1540 ' SCREEN 1
1550 DATA .....
1560 DATA .....
1570 DATA .....
1580 DATA .XXXXXXXXXXXXXXXXXXXX
1590 DATA .XXXXXXXXXXXXXXXXXXXX
1600 DATA .....
1610 DATA .....
1620 DATA .....
1630 DATA .00000000000000000000
1640 DATA .55555555555555555555
1650 DATA .....
1660 DATA .....
1670 DATA .....
1680 DATA .....
1690 DATA .....
1700 DATA .....
1710 ' SCREEN 2
1720 DATA .....
1730 DATA .....
1740 DATA .....
1750 DATA .....
1760 DATA .....
1770 DATA .....
1780 DATA .....
1790 DATA .....
1800 DATA .55555555555555555555
1810 DATA .....
1820 DATA .....
1830 DATA .....
1840 DATA .....
1850 DATA .....
1860 DATA .....
1870 DATA .....
1880 ' SCREEN 3
1890 DATA .....
1900 DATA .....
1910 DATA .....
1920 DATA .....
1930 DATA .....
1940 DATA .....
1950 DATA .....
1960 DATA .....
1970 DATA .....
1980 DATA .....
1990 DATA .....
2000 DATA .....
2010 DATA .....
2020 DATA .....
2030 DATA .....
2040 DATA .....
2050 ' SCREEN 4
2060 DATA .....
2070 DATA .....
2080 DATA .....
2090 DATA .....
2100 DATA .....
2110 DATA .....
2120 DATA .....
2130 DATA .....
2140 DATA .....
2150 DATA .....
2160 DATA .....
2170 DATA .....
2180 DATA .....
2190 DATA .....
2200 DATA .....
2210 DATA .....
2220 ' SCREEN 5
2230 DATA .....
2240 DATA .....
2250 DATA .....
2260 DATA .....
2270 DATA .....
2280 DATA .....
2290 DATA .....
2300 DATA .....
2310 DATA .....
2320 DATA .....
2330 DATA .....
2340 DATA .....
2350 DATA .....
2360 DATA .....
2370 DATA .....
2380 DATA .....
2390 ' SCREEN 6
2400 DATA .....
2410 DATA .....
2420 DATA .....
2430 DATA .....
2440 DATA .....
2450 DATA .....
2460 DATA .....
2470 DATA .....
2480 DATA .....
2490 DATA .....
2500 DATA .....
2510 DATA .....
2520 DATA .....
2530 DATA .....
2540 DATA .....
2550 DATA .....
2560 ' SCREEN 7
2570 DATA .....
2580 DATA .....
2590 DATA .....
2600 DATA .....
2610 DATA .....
2620 DATA .....
2630 DATA .....
2640 DATA .....
2650 DATA .....
2660 DATA .....
2670 DATA .....
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2600 DATA 8.5.....8
2700 DATA 0.5555555555555555
2710 DATA 0
2720 DATA 0000000000000000
2730 * SCREEN 8
2740 DATA .....
2750 DATA .....
2760 DATA .....
2770 DATA .....
2780 DATA .....
2790 DATA .....
2800 DATA .....
2810 DATA .....
2820 DATA .....
2830 DATA .....
2840 DATA .....
2850 DATA .....
2860 DATA 0.5555555555555555
2870 DATA .....
2880 DATA .....
2890 DATA .....
2900 DATA .....
2910 DATA .....
2920 *
2930 * PRESENTACION
2940 *
2950 MODE 0:ENVY 1,5,-20;ENT 1,5,-20
2960 DRAW 0,398;DRAW 638,398;DRAW 6
398,0;DRAW 0,0;PLOT 92,349,4;DRAW 544,
349;DRAW 544,390;DRAW 92,390;DRAW 92,
349
2970 INK 15,24,15;INK 14,4;RESTORE 29
50;FOR LETRA=4 TO 17:READ LETRAS;PRIN
TI,0,6,(LETRAS4):LOCATE LETRA,2:PEN 1
,5,SOUND 1,200,10,15,1,1,8;SOUND 1,200
,5,15,1,1,8;FOR RET=1 TO 100:NEXT:ER
ASE,0;DOUBLE,LETRAS;NEXT:PEN 1
2980 DATA "0","E","S","T","R","A","D","O","Y","
"E","R","E","S","A","Y","L","L"
2990 FOR x=18 TO 58 STEP 4:PRINT,1,2
6,x;PRINT,1,106,x;NEXT:FOR y=34 TO 1
00 STEP 8:PRINT,1,y,18;PRINT,1,y,58
:NEXT
3000 s=9;FOR x=2 TO 76 STEP 4:PRINT,
x,125,x;PRINT,x,164,x;s=s+1;IF s>15
THEN s=9
1000 NEXT
3010 PEN 2;LOCATE 2,23;BB="A" BY RUBEN
4 JUDGE;"DOUBLE,888
3020 PEN 4;LOCATE 2,18;PRINT"1-INST."
LOCATE 2,20;PRINT"0-DEMO."LOCATE 12
,19;PEN 2;PRINT"3-JUGAR"
3040 B=1-BB-1;YB0=76;YB2=72;YD1=68;
WAP,1,1;FRAME,0;PRINT,6,80,27;PRIN
T,5,100,37;PRINT,6,80,47;PRINT,7,YB
0,29;PRINT,4,YB0,49;PRINT,3,84,38;
ERASE,3;PRINT,2,68,39
3050 AS="";WHILE AS="";AS=UPPER(INKE
Y)
3060 MOVE,7,YB0,29;MOVE,4,YB4,49;IN
OVE,2,YD1,39;YB0=YB0+8;YB4=YB4+8;YD1
=YD1+1
3070 IF YB0=35 THEN BB=1:SOUND 1,130,1
,15,1,1
3080 IF YB4=35 THEN BB=1:SOUND 1,350,
6,15,0,1
3090 IF YD1=34 THEN PRINT,3,84,38;FO
R S=10 TO 10 STEP -10:SOUND 1,50,1,1
5,1,1,1;NEXT:YD1=68 ELSE ERASE,3
3100 IF YB0=76 THEN BB=1:SOUND 1,130,
1,15,1,1
3110 IF YB4=72 THEN BB=1:SOUND 1,350
,6,15,0,1
3120 WINDOW,6,12,56,18;OSCROLL
3130 WINDOW,176,1,76,16;LSCROLL
3140 WEND
3150 IF UPERS(AS)<"0" THEN UPERS(AS
="0") AND UPERS(AS)<"0" THEN GOTO
3050
3160 SELECT,1:FOR S=0 TO 15:ERASE,S
NEXT
3170 IF UPERS(AS)<"0" THEN DEMO=0:LB
=1:RETURN
3180 IF UPERS(AS)<"0" THEN Q=0:GOSUB
3220
3190 IF UPERS(AS)<"0" THEN DEMO=1:LB
=0:RETURN
3200 GOTO 2950
3210 *

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3220 * INSTRUCCIONES
3230 *
3240 AS="";0=0;MODE 1
3250 LOCATE 1,2;PEN 3;PRINT CHR$(150)
;STRINGS(38,CHR$(154));CHR$(156);LOC
TE 15,1;PEN 2;PRINT INSTRUCCIONES;PE
N 3
3260 FOR F=3 TO 23:LOCATE 1,F;PRINT C
HR$(149);LOCATE 40,F;PRINT CHR$(149);
NEXT
3270 LOCATE 1,24;PRINT CHR$(147);STRI
NG$(32,CHR$(154));CHR$(153)
3280 RESTORE 3300;W=22
3290 Q=4;PEN 2;FOR F=3 TO W:READ LE
TRAS;LOCATE 2,F;FOR P=1 TO LEN(LETRAS
):SOUND 1,ASC(MID(LETRAS,P,1)),3,10,
1,1;PRINT MID(LETRAS,P,1);NEXT:NEXT
3300 DATA * DESTROYER BAL
L *
3310 DATA *
3320 DATA * ES UN JUEGO EN EL QUE HA
Y QUE TENER*,* NERVIOS DE ACERO PARA
SOSREVVIVIR*,* EL JUEGO ESTA DIV
IDIDO EN 8 PANTA*
3330 DATA * LLAS EN LAS QUE DEBES DE
RUIR TODOS*,* LOS BLOQUES, PARA ELLO
CONFORMAS COM*,* LA AYUDA DE TU MODU
LO TRANSFORMABLE*,* Y TU HABILIDAD,*
3340 DATA * TEN CUIDADO CON LOS REBO
TES DE LA *,* PELOTA, PUEDEN SER MORTA
LES*,* Y ESTATE ATENTO A LOS BA
RRILES QUE*,* PUEDEN CAER EN CUALQUIE
R INSTANTE Y*,* LOS CUALES TE PUEDEN
SER MUY UTILES*,* PULSA
UNA TECLA PARA SEGUIR*
3350 IF Q=2 THEN LOCATE 6,6;PRINT "C"
I LUQUERDA C() DERECHA*LOCATE 6
,8;PRINT"(SPACE) DISPARA (H) PAUSA"
LOCATE 15,10;PRINT"(A) ABORTAR*LOC
TE 10,12;PRINT",* O CON EL JOYSTICK..
*CALL BB8B;RETURN
3360 CALL BB8B;FOR F=3 TO W:SOUND 1,
F,5,10;LOCATE 2,F;PRINT STRINGS(38,
*)NEXT:RESTORE 3370;W=14;GOTO 3290
3370 DATA * EL MOVIMIENTO SE REALIZA
CON:*,*
*,* PULSA UNA TECLA PARA
SEGUIR*
3380 *
3390 * MUERTO
3400 *
3410 INK 15,24,15;PEN 15;LOCATE 6,10;
BB="GAME OVER";DOUBLE,888;FOR T=1 T
O 2000:NEXT
3420 GOSUB 3440;*TABLA DE RECORDS
3430 GOTO 130
3440 *
3450 * TABLA DE RECORDS
3460 *
3470 MODE 1
3480 LOCATE 4,5;PEN 3;PRINT CHR$(150)
;STRINGS(32,CHR$(154));CHR$(156)
3490 LOCATE 18,3;PEN 2;PRINT "HI-SCOR
E";PEN 3
3500 FOR F=6 TO 15:LOCATE 4,F;PRINT C
HR$(149);LOCATE 37,F;PRINT CHR$(149);
NEXT
3510 LOCATE 16,16;PRINT CHR$(147);STRI
NG$(32,CHR$(154));CHR$(153)
3520 FOR F=1 TO 8
3530 IF PUNTOS(HS(F)) THEN GOSUB 3750;
F=10
3540 NEXT
3550 FOR F=1 TO 8;PEN 2;LOCATE 8,F;6:
PRINT NAK(F);LOCATE 18,F;6;PEN 3;PRIN
T",.....";PEN 2;PRINT USING "###
###";HS(F);NEXT
3560 LOCATE 1,17;PRINT STRINGS(220,"
")
3570 IF INKEY<"0" THEN 3570
3580 PEN 1;LOCATE 1,20;PRINT STRINGS(
40,CHR$(154));LOCATE 1,22;PRINT STRIN
G$(40,CHR$(154));PEN 2
3590 LOCATE 1,23;PRINT STRINGS(40," *
")
3600 LOCATE 9,21;PEN 3;PRINT "PULSA";
PEN 3;PRINT" ESPACIO ";PEN 3;PRIN
T"PARA JUGAR,"PEN 2
3610 RESTORE 3650

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3620 FOR N=1 TO 68:READ P,D;IF P=999
THEN RESTORE 3650;GOTO 3620
3630 FR=440*(2*(10+(P-10)/12));PN=RO
UND(125000/FR)
3640 SOUND 1,PN,D,50,5
3650 0=18;FR=440*(2*(2+(P-10)/12));
PN=ROUND(125000/FR)
3660 SOUND 1,PN,M,15,1
3670 WHILE INKEY<"0" THEN 3670
3680 IF INKEY(47)<0 THEN NEXT ELSE R
ETURN
3690 DATA 5,40,5,40,12,40,12,40,10,
40,40,7,40,5,40,3,40,5,40
3700 DATA 7,40,8,40,10,40,12,80,5,40,
5,40,12,40,12,40,10,40,8,40,7,40,5,40
,3,40,5,40,7,40,8,40,10,40
3710 DATA 12,40,12,40,13,40,10,40,12,
40,13,40,15,40,17,40,12,40,10,40
3720 DATA 8,40,5,40,7,40,8,40,10,40,8
,40,10,40,12,80,13,40,12,40,10,40,
40,8,40,7,40,5,80,8,20,7,20,5,40
3730 DATA 10,40,8,40,10,40,12,40,13,4
0,15,40,17,40,12,40,10,40,8,40,7,40,5
,80
3740 DATA 999,999
3750 AS="ABCDEFGHIJKLMNORSTUVWXYZ
";INST(1)=""CHR$(242)
3760 C=19;LOCATE 1,20;PEN 2;PRINT AS
3770 LOCATE 3,17;PEN 2;PRINT" TECLAS
12QU.,DER. Y ESPACIO "LOCATE 4,18;PR
INT"PARA SELECCIONAR LETRAS.(MAX. DE
10)*PEN 2;LOCATE 1,19;PRINT STRINGS(
40,CHR$(154));LOCATE 1,22;PRINT STRIN
G$(40,CHR$(154))
3780 LOCATE 3,23;PEN 3;PRINT"PULSE";
PEN 3;PRINT" (H) ";PEN 3;PRINT"PAR
A SALIR."PEN 1
3790 X=0
3800 FOR Y=1 TO 10
3810 LOCATE C,21;PEN 2;PRINT" *
3820 IF DEMO=1 THEN IS="ORDENADOR."I
=11:GOTO 3900
3830 IF (INKEY(22)=0 OR JOY(0)=8) AND
C<40 THEN C=C+1
3840 IF (INKEY(71)=0 OR JOY(0)=4) AND
C>1 THEN C=C-1
3850 IF INKEY(47)=0 AND C=40 THEN LO
CATE 7,F;6;PRINT" *";Y=100;6
GOTO 3900
3860 IF INKEY(44)=0 THEN T=11:GOTO 3
900
3870 IF INKEY(47)=1 THEN LOCATE C,21
:PRINT"--";FOR A=1 TO 50:NEXT:GOTO 381
0
3880 X=X+1;MID$(AS,C,1):LOCATE 7+Y,F
;6;PEN 2;PRINT MID$(AS,C,1)
3890 FOR A=1 TO 200:NEXT
3900 NEXT
3910 IF Y=101 THEN GOTO 3790
3920 HS(8)=PUNTOS;NA$(8)=X
3930 IF I=C/2 THEN 3930
3940 FOR Y=1 TO 7
3950 IF HS(Y)HS(Y+1) THEN T=HS(Y+1);
HS(Y+1)=HS(Y);HS(Y)=T;AS=NA$(Y+1);NA$(
Y+1)=NA$(Y);NA$(Y)=AS;F=1
3960 NEXT
3970 IF F=1 THEN 3970
3980 T=FR(");RETURN
3990 *
4000 * HECHO:
4010 *
4020 INK 15,24,15;PEN 15;LOCATE 5,9;B
="BIEN HECHO";DOUBLE,888;RESTORE
4030;FOR F=1 TO 10;STEP 10;A=2
0,5;NEXT
4040 DATA 60,58,47,45,60,0,45,47,45,4
0,53,47,45,36,40,45,45,47,53,47,60
4050 SOUND 129,100,3
4060 PUNTOS=PUNTOS+1
4070 PEN 13;LOCATE 7,24;PRINT USING "
#####";PUNTOS
4080 FOR J=1 TO 100:NEXT
4090 NEXT
4100 *
4110 *
4120 * PAUSA
4130 *
4140 CALL BB8B;IF INKEY(47)=0 THEN R
ETURN
4150 GOTO 4140
4160 *
4170 * DATAS DE SPRITES
4180 *
4190 RESTORE 4200;FOR C=0 TO 15:READ
T;INK C;NEXT
4200 DATA 1,1,20,6,2,6,24,3,9,3,15,18
,10,26,4,7
4210 BORDER 0;CLS
4220 DIM A$(18),B$(20,20),H$(8),NA$(
8)
4230 RESTORE 4440;FOR I=0 TO 575:READ
J;POKE 48000+I,J;NEXT
4240 :SPRITE,0,0,0,0,8B0C,16,8
4250 :SPRITE,1,0,0,0,8B10,8A,8
4260 :SPRITE,2,8B19,8B19,8B19,8B19
0,16,1
4270 :SPRITE,3,0,0,0,8B16,16,3
4280 :SPRITE,4,8B18,8B18,8B18,8B18
8,8,5

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4290 :SPRITE,5,8B14,8B14,8B14,8B11
4,6,6
4300 :SPRITE,6,8B0EC,8B0EC,8B0EC,8B0E
C,5,8
4310 :SPRITE,7,8B0E2,8B0E2,8B0E2,8B0E
2,5,2
4320 :SPRITE,8,8B0C4,8B0C4,8B0C4,8B0C
4,5,6
4330 :SPRITE,9,0,0,0,8B0A8,7,4
4340 :SPRITE,10,0,0,0,8B08C,7,4
4350 :SPRITE,11,0,0,0,8B070,7,4
4360 :SPRITE,12,0,0,0,8B054,7,4
4370 :SPRITE,13,0,0,0,8B038,7,4
4380 :SPRITE,14,0,0,0,8B01C,7,4
4390 :SPRITE,15,0,0,0,8B000,7,4
4400 RETURN
4410 *
4420 REM Ladrillo azul oscuro
4430 REM Filas=7/Columnas=4
4440 DATA 36,192,192,8,96,192,192,128
,96,192,192,128,96,192,192,128,96,192
,192
4450 DATA 128,36,192,192,8,48,48,3
2
4460 REM Ladrillo azul claro
4470 REM Filas=7/Columnas=4
4480 DATA 132,48,48,8,144,48,32,14
4,48,48,32,144,48,32,144,48,48,32,12
8
4490 DATA 48,48,48,8,192,192,192,128
4500 REM Ladrillo rojo oscuro
4510 REM Filas=7/Columnas=4
4520 DATA 140,195,195,8,201,195,195,1
30,201,195,195,130,240,195,195,130,20
1
4530 DATA 195,195,130,140,195,195,8,2
04,204,204,136
4540 REM Ladrillo amarillo
4550 REM Filas=7/Columnas=4
4560 DATA 14,60,60,8,30,60,60,40,30,6
0,40,30,60,60,40,30,60,60,40,14,60,60
4570 DATA 8,15,15,15,10
4580 REM Ladrillo rojo claro
4590 REM Filas=7/Columnas=4
4600 DATA 172,240,240,8,248,240,240,1
6,248,240,240,160,248,240,240,160,24
8
4610 DATA 240,240,160,172,240,240,8,2
52,252,252,168
4620 REM Ladrillo verde
4630 REM Filas=7/Columnas=4
4640 DATA 142,3,3,8,139,3,3,2,139,3,3
,2,139,3,3,2,139,3,3,2,142,3,3,8,207,
207
4650 DATA 207,138
4660 REM Ladrillo gris
4670 REM Filas=7/Columnas=4
4680 DATA 166,51,51,8,179,51,51,34,17
9,51,51,34,179,51,51,34,179,51,51,34,1
66
4690 DATA 51,51,8,243,243,243,162
4700 REM Paleta
4710 REM Filas=5/Columnas=6
4720 DATA 5,0,0,0,5,0,78,12,12,12,12,76
,10,201,48,48,48,97,136,195,192,192,19
2
4730 DATA 192,130,65,0,0,0,65,0
4740 REM Bola
4750 REM Filas=5/Columnas=2
4760 DATA 81,162,115,243,51,243,51,51
,17,34
4770 REM Paleta doble
4780 REM Filas=5/Columnas=8
4790 DATA 5,0,0,0,0,0,10,78,12,12,12,1
2,12,12,12,141,201,48,48,48,48,198
4800 DATA 195,192,192,192,192,192,192
,195,65,0,0,0,0,130
4810 REM Paleta de disparo
4820 REM Filas=6/Columnas=6
4830 DATA 4,0,68,0,4,24,140,12,12,1
52,8,152,152,51,51,152,136,152,146,48
,48
4840 DATA 146,136,192,194,192,192,194
,128,64,0,0,64,0
4850 REM Barril
4860 REM Filas=8/Columnas=5
4870 DATA 20,0,0,0,40,190,255,255,255
,125,190,255,0,85,125,190,255,85,1
25
4880 DATA 62,127,0,21,61,62,63,21,63
,61,62,63,63,61,20,0,0,0,40

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4890 REM Disparo 1
4900 REM Filas=16/Columnas=3
4910 DATA 0,68,0,0,0,0,0,68,0,0,0,0,0
,68,0,0,68,0,0,0,68,0,0,5,0,0,14
1
4920 DATA 136,0,141,136,68,15,78,5,15
,15,20,45,60,60,40,0,20,0
4930 REM Disparo 2
4940 REM Filas=16/Columnas=1
4950 DATA 20,20,20,5,5,5,5,5,68,68,68
,68,0,68,0,68
4960 REM Borde
4970 REM Filas=8/Columnas=4
4980 DATA 1,144,36,0,64,192,144,8,192
,48,48,12,192,48,48,12,192,48,48,12,1
92
4990 DATA 48,48,12,64,192,144,8,0,144
,36,0
5000 REM Explosion
5010 REM Filas=16/Columnas=8
5020 DATA 189,0,0,68,0,168,0,127,16
8,84,136,0,0,84,0,0,68,0,0,68,0,68,168
,0
5030 DATA 0,0,0,68,0,157,136,0,136,0,
84,0,127,170,68,136,0,68,0,170,0,168
5040 DATA 68,78,0,68,0,84,0,136,0,141
,31,204,236,0,68,0,0,5,126,141,136,0,141
5050 DATA 0,204,157,236,78,136,204,0,
0,68,78,173,45,110,15,136,204,68,156,141
5060 DATA 78,141,45,84,173,15,141,15,45
,15,78,0,68,30,78,30,45,15,136,136,168
5070 DATA 141,60,60,28,60,42,78,0,68,156
,44,12,45,136,0
5080 * REDEFINE LETRAS
5090 *
5100 *
5110 RESTORE 5140
5120 READ T;IF T=999 THEN RETURN
5130 READ A,B,C,D,E,F,G,H;SYMBOL IT,A
,B,C,D,E,F,G,H;GOTO 5120
5140 DATA 48,254,130,130,130,134,134,134,254
5150 DATA 49,8,8,8,24,24,24,24,24
5160 DATA 50,254,130,2,254,192,192,19
2,2,254
5170 DATA 51,252,132,4,254,5,6,134,25
4
5180 DATA 52,132,132,132,132,132,254,12
,12
5190 DATA 53,254,128,128,254,6,6,134,254
5200 DATA 54,254,130,128,128,254,134,134,254
5210 DATA 55,254,2,2,6,6,6,6,6
5220 DATA 56,124,68,68,254,134,134,13
4,254
5230 DATA 57,254,130,130,130,254,6,6,6
5240 DATA 44,0,0,0,0,0,24,24,8
5250 DATA 59,0,0,24,24,0,24,24,8
5260 DATA 45,0,0,0,255,0,0,0,0
5270 DATA 65,0,126,66,126,66,98,98,0
5280 DATA 66,0,126,66,126,66,98,126,0
5290 DATA 67,0,126,66,64,96,96,126,0
5300 DATA 68,0,126,70,66,98,102,124,0
5310 DATA 69,0,126,66,120,64,98,126,0
5320 DATA 70,0,126,66,120,64,96,96,0
5330 DATA 71,0,126,66,64,102,98,126,0
5340 DATA 72,0,66,66,126,66,98,98,0
5350 DATA 73,0,126,74,8,24,90,126,0
5360 DATA 74,0,126,68,4,100,100,126,0
5370 DATA 75,0,68,72,112,72,100,98,0
5380 DATA 76,0,64,64,64,96,98,126,0
5390 DATA 77,0,66,102,90,74,98,98,0
5400 DATA 78,0,66,98,82,74,102,98,0
5410 DATA 79,0,126,66,98,98,98,126,0
5420 DATA 80,0,126,66,126,64,96,96,0
5430 DATA 81,0,124,68,100,100,108,122
0
5440 DATA 82,0,124,72,126,66,98,98,0
5450 DATA 83,0,124,64,126,2,70,126,0
5460 DATA 84,0,126,74,8,24,24,0
5470 DATA 85,0,126,66,66,106,106,126,0
5480 DATA 86,0,66,66,66,102,108,120,0
5490 DATA 87,0,66,66,66,106,106,126,0
5500 DATA 88,0,98,20,20,30,70,0
5510 DATA 89,0,66,36,24,8,24,24,0
5520 DATA 90,0,126,68,8,22,38,126,0
5530 DATA 999

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