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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 PRINT CHR$(22)+CHR$(1);
60 A$="FRONTERA":A=11-(0.5*(LEN(A$)))
70 LOCATE A,12:PRINT A$;
80 PRINT CHR$(22)+CHR$(0);
90 INK 2,7,0:INK 3,0,18
100 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
110 INK 2,18,7:INK 3,7,18
120 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:S
OUND 2,a*2,1:NEXT a
130 INK 2,7:INK 3,18
140 FOR a=1 TO 500:NEXT a
150 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1
TO 50:NEXT b:NEXT a
160 MODE 1
170 GOTO 220
180 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO L
EN(a$)
190 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" "
THEN PRINT CHR$(7);
200 NEXT a
210 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RE
TURN
220 REM *** INICIO DEL PROGRAMA ***
230 a$="<< FRONTERA >>":GOSUB 180:PRINT
240 A$="IMPIDE QUE LOS FANTASMAS LLEGEN"
:GOSUB 180:A$="A LA FRONTERA QUE TU":GOS
UB 180:A$="ESTAS DEFENDIENDO.":GOSUB 180
250 PRINT:A$="CONTROLES.":GOSUB 180:A$="
CURSOR ARRIBA":GOSUB 180:A$="CURSOR ABAJ
O":GOSUB 180:A$="SPACE. DISPARA":GOSUB 1
80
260 PRINT:a$="PULSA -S- PARA EMPEZAR":GO
SUB 180
270 IF INKEY(60)<>0 THEN 270
280 GOSUB 530
290 PAPER 0:BORDER 3:INK 0,3:MODE 1
300 INK 1,26:INK 2,20:INK 3,15
310 PEN 3:FOR A=1 TO 25:PRINT STRING$ (4
0,"g");:NEXT
320 WINDOW #1,2,39,2,4:WINDOW 2,39,6,24:
CLS #1:CLS
330 DIM M(19):FOR A=1 TO 19
340 N=INT(RND*2):IF N=0 THEN M(A)=1+INT(
RND*4) ELSE M(A)=40-INT(RND*4)
350 NEXT
360 X=9:XB=X:P=0:GOSUB 520
370 IF NOT INKEY(0) THEN X=X-1:IF X<1 TH
EN X=1
380 IF NOT INKEY(2) THEN X=X+1:IF X>19 T
HEN X=19
390 PEN 2:LOCATE 19,XB:PRINT" ";:LOCATE
19,X:PRINT"ab";
400 XB=X
410 IF NOT INKEY(47) THEN GOSUB 470
420 N=1+INT(RND*18)
430 LOCATE M(N),N:PRINT" ";:IF M(N)>19 T
HEN M(N)=M(N)-1:IF M(N)=20 THEN 620
440 IF M(N)<20 THEN M(N)=M(N)+1:IF M(N)=
19 THEN 620
450 PEN 1:LOCATE M(N),N:PRINT"d";
460 GOTO 370

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470 PEN 1:LOCATE 1,X:PRINT"cccccccccccccc
cccc";:LOCATE 21,X:PRINT"cccccccccccccc
cccc";:ENT 1,100,10,1:ENT 2,1,0,2,100,10
,1:SOUND 129,50,40,15,0,1:SOUND 130,50,4
0,15,0,2
480 IF M(X)>19 THEN M(X)=40 ELSE M(X)=1
490 P=P+5:GOSUB 520
500 LOCATE 1,X:PRINT"
";:LOCATE 21,X:PRINT"
";
510 RETURN
520 LOCATE #1,11,2:PRINT#1,"PUNTOS.....
";P:RETURN
530 SYMBOL AFTER 97
540 SYMBOL 97,15,255,255,31,31,255,255,1
5
550 SYMBOL 98,240,255,255,248,248,255,25
5,240
560 SYMBOL 99,0,126,126,0,0,126,126,0
570 SYMBOL 100,62,73,109,127,65,99,127,8
5
580 SYMBOL 101,5,6,5,6,5,6,5,6
590 SYMBOL 102,32,32,32,32,32,32,32,32
600 SYMBOL 103,255,161,193,161,193,169,2
13,255
610 RETURN
620 REM *** GAME OVER ***
630 FOR A=1 TO 20:FOR B=100 TO 200 STEP
A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
640 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:
BORDER 0:PEN 1:MODE 0
650 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
660 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USI
NG "#####";P
670 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OT
RA? (S/N)"
680 FOR A=1 TO 50:A$=INKEY$:NEXT A
690 PEN 1
700 IF INKEY(60)=0 THEN RUN 160
710 IF INKEY(46)=0 THEN CALL 0
720 GOTO 700

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