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10 MODE 1:DEG:TAG:INK 1,3,10:INK 0,0:BORDER 0:INK 2,5:INK 3,24
20 w$="AMSTRADMANIA"
30 FOR a=180 TO 0 STEP-16.3
40   MOVE 320+200*COS(a),200+200*SIN(a)
50   PRINT MID$(w$,(180-a)\16.3+1,1);
60 NEXT:TAGOFF
70 LOCATE 14,13:PEN 3:PRINT"P R E S E N T A
80 LOCATE 16,18:PEN 2:PRINT"GAME CON...
90 w$="LA LOTERIA PRIMITIVA":LOCATE 2,22
100 FOR f=1 TO 23:PRINT MID$(w$,f,1) " ";:FOR i=1 TO 75:NEXT i,f
105 PEN 3:LOCATE 7,25:PRINT CHR$(164)" Editorial Cometa.
110 IF INKEY$="" GOTO 110
130 BORDER 10:INK 0,10:INK 1,0:WINDOW 1,80,1,24:PEN 1:PAPER 0
140 WINDOW#1,1,80,25:PEN#1,0:PAPER#1,1:CLS#1
150 DEFINT a-z:DIM datos(49):DIM salida(12):CLS
160 FOR i=1 TO 49:READ datos(i):sum=sum+datos(i):NEXT
180 DATA 2,7,3,4,5,4,2,2,4,4,5,3,4,6,6,3,4,5,3,3,2,2,3,1,2,2,4,4,3,6,2,3,2,7,7,4
,3,6,4,2,5,3,7,6,3,6,4,9,5
190 DEF FNesta(n)=n=salida(1)OR n=salida(2)OR n=salida(3)OR n=salida(4)OR n=
salida(5)OR n=salida(6)OR n=salida(7)OR n=salida
(8)OR n=salida(9)OR n=salida (10)OR n=salida(11)OR n=salida(12)
. Metodo multiple.":PRINT#1," P
ulse su opcion.
210 w$=INKEY$:IF INSTR ("12",w$)=0 OR w$="" GOTO 210 ELSE SOUND 7,200,15
220 ON VAL(w$) GOSUB 290,340
230 GOSUB 420
240 CLS:PRINT#1," Desea rellenar mas boletos (s/n).
250 w$=INKEY$:IF w$="" OR INSTR("SsNn",w$)=0 GOTO 250
260 IF w$="s"OR w$="S"THEN CLS:GOTO 200 ELSE MODE 1:END
270 '
280 ' Sencillo.
. Tres bloques => 3 apuesta
. Seis bloques => 6 apuestas.":PRINT#1," Pulse un numero de bloques.
300 LOCATE 3,4:PRINT"Rellenar varios bloques de 6 numeros."
310 w$=INKEY$:IF INSTR ("123",w$)=0 OR w$="" GOTO 310 ELSE SOUND 7,200,15
320 bloques=-1*(w$="1")-3*(w$="2")-6*(w$="3"):numeros=6:RETURN
330 ' Multiple.
340 w$=" apuestas."
. 8 numeros => 28"w$:LOCATE 3
. 10 numeros => 210"w$:LOCATE 3,12
. 12 numer " "os => 920"w$:LOCATE 3,4:PRINT"Un bloque con mas de
6 numeros.":LOCATE 3,5: PRINT"Una apuesta vale 25 pts.
370 PRINT#1," Pulse su numero de apuestas.
380 w$=INKEY$:IF INSTR ("123456",w$)=0 OR w$="" GOTO 380 ELSE SOUND 7,200,15
390 bloques=1:numeros=VAL(w$)+6:RETURN
400 '
410 ' P. principal
420 CLS:BORDER 0:INK 0,0:INK 1,0:w$=CHR$(154)+CHR$(154)
430 LOCATE 23,2:PRINT"LOTERIA PRIMITIVA":LOCATE 23,3:PRINT STRING$(17,"=")
"
450 LOCATE 1,1:PRINT CHR$(150);:FOR k=1 TO 6:PRINT w$CHR$(158);:NEXT:PRINT w$
CHR$(156)
460 FOR j=1 TO 7
470   LOCATE 1,j*2
480   FOR i=0 TO 6:PRINT CHR$(149);USING"##";i*7+j;:NEXT:PRINT CHR$(149)

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490 IF j<7 THEN PRINT CHR$(151);:FOR k=1 TO 6:PRINT w$CHR$(159);:NEXT:PRINT
      w$CHR$(157) ELSE PRINT CHR$(147);:FOR k=1 TO 6
:PRINT w$CHR$(155);:NEXT:      PRINT w$CHR$(153)
500 NEXT
. Generacion Estad
istica-aleatoria.
520 BORDER 10:INK 0,10:INK 1,0:INK 2,,10,17
530 FOR nmrbl=1 TO bloques
540   FOR f=1 TO 12:salida(f)=0:NEXT
":sacados=0
560   WHILE sacados<numeros
570     SOUND 7,200,25:PRINT#1," Pulse opcion de generacion.
580     w$=INKEY$:IF w$=""OR INSTR("123",w$)=0 GOTO 580 ELSE SOUND 7,200,15
590     ON VAL(w$) GOSUB 660,730,730
600   WEND:PRINT#1," Tome nota y pulse una tecla.
610   IF INKEY$=""GOTO 610
620   FOR f=1 TO numeros:nmr=salida(f):GOSUB 820:NEXT
630 NEXT:RETURN
640 '
650 ' Gen. Manual
660 nmr=1
670 WHILE nmr<>0 AND sacados<numeros
680   INPUT#1," Que numero desea (<ENTER> para fin) ",nmr:CLS#1
690   IF nmr>0 AND nmr<50 AND NOT FNesta(nmr) THEN GOSUB 790
700 WEND:RETURN
710 '
720 ' Gen. Aleatoria y Estadistica
730 CLS#1
740 WHILE sacados<numeros
750   IF VAL(w$)=2 THEN nmr=RND*49+1 ELSE nmr=RND*sum+1:i=0:WHILE nmr>0:i=i+1:
      nmr=nmr-datos(i):WEND:nmr=i
760   IF NOT FNesta(nmr) THEN GOSUB 790
770 WEND:RETURN
780 '
790 ' Dibujo de nmr
800 sacados=sacados+1:salida(sacados)=nmr:PAPER 2:GOSUB 820
810 PAPER 0:RETURN
820 LOCATE(nmr\7)*3+(nmr MOD 7=0)-2*(nmr MOD 7<>0),(nmr MOD 7)*2-14*(nmr MOD
      7=0):PRINT USING"##";nmr:RETURN

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