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10090 SYMBOL 237,30,15,15,3,59,127,127,5
7
10100 SYMBOL 238,0,0,0,0,129,195,195,129
10110 SYMBOL 239,120,240,240,192,220,254
,254,156
10120 PEN 15:INK 15,13
10130 LOCATE 8,10:PRINT CHR$(228);
CHR$(229);CHR$(230)
10140 LOCATE 8,11:PRINT CHR$(231);
CHR$(232);CHR$(233)
10150 LOCATE 8,12:PRINT CHR$(234);
CHR$(235);CHR$(236)
10160 LOCATE 8,13:PRINT CHR$(237);
CHR$(238);CHR$(239)
10170 PEN 1
10200 RETURN
19980 '<<<<<<inicializa pantalla>>>>>>'
20000 BORDER 0:PAPER 0:MODE 0
20040 INK 0,3:PEN 13
20050 PLOT 0,76,13:DRAW 639,76
20060 PLOT 0,72,13:DRAW 639,72
20070 PLOT 0,2,13:DRAW 639,2
20080 PLOT 0,6,13:DRAW 639,6
20090 PLOT 158,0:DRAW 158,78
20100 PLOT 150,0:DRAW 150,78
20110 PLOT 512,0:DRAW 512,78
20120 PLOT 520,0:DRAW 520,78
20130 GOSUB 21000
20140 PLOT 0,80,0:DRAW 240,200:
DRAW 240,278,15
20150 PLOT 639,80,0:DRAW 398,200:
DRAW 398,278,15
20160 PLOT 160,160,14:DRAW 160,318
20170 PLOT 478,160,14:DRAW 478,318
20180 PLOT 80,120,13:DRAW 80,358
20190 PLOT 558,120,13:DRAW 558,358
20200 LOCATE 1,22:PRINT "Meta"
20210 LOCATE 1,24:PRINT targ
20215 PRINT CHR$(22);CHR$(1);
20220 LOCATE 18,22:PRINT "Sa"
20230 LOCATE 17,24:PRINT high
20240 PRINT CHR$(22);CHR$(0);
20270 RETURN
20980 '<<<<<<<dibujoparedes>>>>>>>>>>'
21000 FOR n=80 TO 118 STEP 2
21010 PLOT 0,n,14:DRAW 558,n
21020 PLOT 0,280+n,13:DRAW 638,280+n
21030 NEXT n
21040 FOR n=120 TO 158 STEP 2
21050 PLOT 80,n,14:DRAW 558,n
21060 PLOT 80,200+n,14:DRAW 558,200+n
21070 NEXT n
21080 FOR n=160 TO 198 STEP 2
21090 PLOT 160,n,15:DRAW 478,n
21100 PLOT 160,120+n,15:DRAW 478,120+n
21110 NEXT n
21120 FOR n=200 TO 278 STEP 2
21130 PLOT 240,n,0:DRAW 398,n
21140 NEXT n
21150 FOR n=0 TO 78 STEP 4
21160 PLOT n,120,10:DRAW n,358
21170 PLOT 639-n,120,7:DRAW 639-n,358
21180 NEXT n
21190 FOR n=80 TO 158 STEP 4
21200 PLOT n,160,11:DRAW n,318

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21210 PLOT 639-n,160,8:DRAW 639-n,318
21220 NEXT n
21230 FOR n=160 TO 238 STEP 4
21240 PLOT n,200,12:DRAW n,278
21250 PLOT 639-n,200,9:DRAW 639-n,278
21260 NEXT n
21270 FOR n=360 TO 398 STEP 2
21280 PLOT 78,360,1:DRAW 0,n
21290 PLOT 78,118,1:DRAW 0,n-280
21300 PLOT 560,360,4:DRAW 638,n
21310 PLOT 560,118,4:DRAW 638,n-280
21320 NEXT n
21330 FOR n=320 TO 358 STEP 2
21340 PLOT 158,320,2:DRAW 80,n
21350 PLOT 158,158,2:DRAW 80,n-200
21360 PLOT 480,320,5:DRAW 558,n
21370 PLOT 480,158,5:DRAW 558,n-200
21380 NEXT n
21390 FOR n=280 TO 318 STEP 2
21400 PLOT 238,280,3:DRAW 160,n
21410 PLOT 238,198,3:DRAW 160,n-120
21420 PLOT 400,280,6:DRAW 478,n
21430 PLOT 400,198,6:DRAW 478,n-120
21440 NEXT n
21450 RETURN
21980 '<<<<<<<<,color datos>>>>>>>>'
22000 DIM l(14,9)
22010 RESTORE 22000
22020 FOR n=1 TO 14
22030 FOR m=1 TO 9
22040 READ a:l(n,m)=a
22050 NEXT m
22060 NEXT n
22070 RETURN
22080 DATA 6,6,6,6,6,6,20,11,2
22090 DATA 6,6,2,6,6,3,20,11,2
22100 DATA 6,11,6,6,3,6,20,11,2
22110 DATA 6,11,2,6,3,3,20,11,2
22120 DATA 20,6,6,3,6,6,20,11,2
22130 DATA 20,6,2,3,6,3,20,11,2
22140 DATA 20,11,6,6,3,6,20,11,2
22150 DATA 20,11,2,3,6,3,20,11,2
22160 DATA 6,6,3,6,6,3,20,11,3
22170 DATA 6,11,3,6,3,3,20,11,3
22180 DATA 20,6,3,3,6,3,20,11,3
22190 DATA 20,11,3,6,3,3,20,11,3
22200 DATA 6,3,3,6,3,3,20,3,3
22210 DATA 20,3,3,3,3,3,20,3,3
22980 '<<<<<<<<elegir colores>>>>>>>>'
23000 FOR n=1 TO 3
23010 INK n,l(vl,n)
23020 NEXT n
23030 FOR n=4 TO 9
23040 INK n+6,l(vl,n)
23050 NEXT n
23060 FOR n=1 TO 6
23070 INK n+3,l(vl,n)
23080 NEXT n
23110 RETURN
23980 '<<<<<<<<<variables>>>>>>>>'
24000 DIM m(55)
24010 GOSUB 25000
24020 addr=34999:GOSUB 29500
24250 RETURN
24980 '<<<<<<<<datos laberinto>>>>>>>>'

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25000 RESTORE 25000
25010 FOR n=1 TO 55
25030 READ a:m(n)=a
25050 NEXT n
25090 RETURN
25100 DATA 4,6,1,6,7,5,4,6,5,6,1
25110 DATA 10,13,2,9,12,10,11,9,14,11,1
25120 DATA 6,9,6,3,9,2,5,6,9,6,5
25130 DATA 12,6,13,2,5,6,15,9,6,9,12
25140 DATA 10,9,10,3,9,8,10,3,9,2,9
25980 '<<<<<<<<<n/s/e/w>>>>>>>>>>>>>>>>'
26000 x=m(po)
26010 no=0:so=0:ea=0:we=0
26020 IF x>=8 THEN no=1:x=x-8
26030 IF x>=4 THEN so=1:x=x-4
26040 IF x>=2 THEN ea=1:x=x-2
26050 IF x>=1 THEN we=1:x=x-1
26060 RETURN
26980 '<<<<<<<<<chek view>>>>>>>>>>>>>'
27000 GOSUB 30000
27040 vl=1:vr=1:a=1:sa=po
27050 FOR q=2 TO 0 STEP -1
27055 ok=q*disp:IF sa+ok<1 OR sa+ok>55
    THEN GOTO 27160
27060 po=sa+ok
27070 GOSUB 26000
27075 d=0:l=0:r=0
27080 IF view=1 THEN d=we:l=so:r=no
27090 IF view=2 THEN d=no:l=we:r=ea
27100 IF view=3 THEN d=ea:l=no:r=so
27110 IF view=4 THEN d=so:l=ea:r=we
27120 IF d=0 THEN GOSUB 27500
27130 IF l=1 THEN vl=vl+a
27140 IF r=1 THEN vr=vr+a
27150 a=a*2
27160 NEXT q
27170 po=sa
27180 RETURN
27480 '<<<<<<<<<XYZ>>>>>>>>>>>>>>>>'
27500 vl=13:a=1
27510 IF q=2 THEN vl=1
27520 IF q=1 THEN vl=9
27530 vr=vl
27540 RETURN
27980 'posicion movimiento>>>>>>>>>>>>>'
28000 GOSUB 29000
28010 IF le=1 THEN view=view-1:
    GOSUB 32000
28020 IF ri=1 THEN view=view+1:
    GOSUB 32000
28040 IF do=1 THEN view=view-1:
    GOSUB 32000:view=view-1:
    GOSUB 32000:GOSUB 28500
28050 IF up=1 THEN GOSUB 28500
28060 IF do=1 THEN view=view-1:
    GOSUB 32000:view=view-1:
    GOSUB 32000
28090 IF po=54 THEN WON=1
28110 RETURN
28500 IF view=1 AND we=0 THEN GOTO 28900
28510 IF view=2 AND no=0 THEN GOTO 28900
28520 IF view=3 AND ea=0 THEN GOTO 28900
28530 IF view=4 AND so=0 THEN GOTO 28900
28540 GOSUB 30000
28550 IF po+disp>55 OR po+disp<1 THEN
    GOTO 28900
28560 po=po+disp:GOSUB 32000
28570 RETURN

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28900 BORDER 18
28910 SOUND 2,300,25,15
28920 FOR z=1 TO 25
28930 NEXT z
28940 BORDER 0
28950 RETURN
28980 '>>>>>>>INKEY>>>>>>>>>>>>>>>>>>>'
29000 le=0:ri=0:up=0:do=0:fi=0:ex=0:q=0
29010 CALL addr+1:a=FEEK(addr)
29020 IF a=8 OR a=242 THEN le=1
29030 IF a=9 OR a=243 THEN ri=1
29040 IF a=11 OR a=240 THEN up=1
29050 IF a=10 OR a=241 THEN do=1
29060 IF a=88 OR a=224 THEN fi=1
29070 IF a=13 THEN q=1
29080 IF a=32 THEN ex=1
29090 RETURN
29480 '>>>>>>>>>POKE INKEYS>>>>>>>>>>>>>'
29500 c=INT(addr/256):b=addr-256*c
29510 RESTORE 29580
29520 FOR n=addr TO addr+13
29530 READ a:IF a=999 THEN a=b
29540 IF a=998 THEN a=c
29550 POKE n,a
29560 NEXT n
29570 RETURN
29580 DATA 0,62,0,50,999,998,205,27
29590 DATA 187,208,50,999,998,201
29980 '<<<<<<<<<<<<<movimiento>>>>>>>>>>>>>'
30000 IF view=1 THEN disp=-1
30010 IF view=2 THEN disp=-11
30020 IF view=3 THEN disp=1
30030 IF view=4 THEN disp=11
30040 RETURN
30980 '<<<<<<<<<<<<<arrow>>>>>>>>>>>>>>>>>'
31000 sym=241
31010 IF view=0 THEN view=4
31020 IF view=5 THEN view=1
31030 IF view=1 THEN sym=242
31040 IF view=2 THEN sym=240
31050 IF view=3 THEN sym=243
31070 PRINT CHR$(sym);
31080 RETURN
31980 '<<<<<<<<<<<<<map>>>>>>>>>>>>>>>>>'
32000 FOR n=21 TO 25
32010 LOCATE 6,n
32020 PRINT SPC(11):PRINT
32030 NEXT n
32040 yp=INT(po/11)
32050 xp=po-(11*yp)
32060 IF xp=0 THEN xp=11:yp=yp-1
32070 PRINT CHR$(23);CHR$(1);
32080 LOCATE xp+5,yp+21
32090 GOSUB 31000
32100 PRINT CHR$(23);CHR$(0);
32110 RETURN
32980 '<<<<<<<<<<<<<fuera>>>>>>>>>>>>>>>>'
33000 fin=TIME-start
33010 sc=INT(fin/800)
33020 IF sc<=high THEN high=sc
33030 won=0:CLS
33040 PRINT:PRINT "Tu tiempo fue ;"sc
33060 PRINT:IF sc<targ THEN
    PRINT "Lo conseguiste ! !"
33070 GOSUB 10000
33490 LOCATE 3,24:PRINT "Prueba otra vez
."
33500 FOR z=1 TO 3000:NEXT z
33510 GOTO 1050

```

## «Entrada de caracteres» y

[illegible]

