

1 REM TRAGAPERRAS

2 REM ***** Angel Larumba

5 DIM gana(15), comb(15)

10 ON BREAK GOSUB 1010

15 FOR i=1 TO 15:READ gana(i):NEXT

17 FOR i=1 TO 15:READ comb(i):NEXT

20 MODE 2


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25 REM ----- DECLARACION DE LAS VENTANAS -----
30 WINDOW1,20,60,8,18
40 WINDOW2,24,32,10,14
50 WINDOW3,36,44,10,14
60 WINDOW4,48,56,10,14
70 WINDOW5,1,80,22,24
80 WINDOW6,21,59,16,18
85 REM ----- ASIGNACION DE COLORES -----
90 BORDER 3:PAPER0,3:PEN0,0:CLS0
100 PAPER1,8:PEN1,13:CLS1
110 FOR i=2 TO 4
120 PAPERi,13:PENi,0:CLS1
130 NEXT
135 REM ----- COMBINACIONES GANADORAS -----
140 PRINT6," 444=40,111=36,222=30,333=26,443=20"
150 PRINT6," 211=18,422=16,133=14,134=12,221=10"
160 PRINT6," 121=08,124=06,432=04,242=02,132=01"
165 REM ----- COMIENZO DEL JUEGO -----
170 CLS5:INPUT5,"Introduzca cantidad para jugar (25 Pts. por partida) ",cant
180 IF cant MOD 25<>0 THEN 170
190 CLS5:PRINT5,"PULSE [ENTER] PARA JUGAR";
200 IF cant>0 THEN INPUT5," ",b$:CLS5:cant=cant-25:GOTO 210
205 GOTO 170
210 LOCATE 1,1:PRINT "CANTIDAD RESTANTE: ";cant:SOUND 6,2,5
211 REM ----- CALCULO DE LAS COMBINACIONES -----
212 veces=INT(RND*4)+1
215 FOR j=1 TO veces
220 FOR i=1 TO 3
222 IF i=1 THEN ci=28
225 IF i=2 THEN ci=40 ELSE ci=52
230 result(i)=INT(RND*4)+1:REM Calcula un valor entre 1 y 4
240 LOCATEi+1,ci,1:PRINTfi+1,result(i):SOUND 1,12,2
245 FOR k=1 TO 500:NEXT:REM Bucle de retardo para ver comb.
250 NEXT i,j
255 REM ----- CONVIERTE COMBINACION A UN NUMERO -----
260 FOR i=1 TO 3
270 IF i=1 THEN prod=100
280 IF i=2 THEN prod=10
285 IF i=3 THEN prod=1
290 compara=compara+(result(i)*prod)
295 NEXT i
297 REM ----- COMPARA COMBINACION CON GANADORAS -----
300 FOR k=1 TO 15
310 IF compara=comb(k) THEN cant=cant+25*gana(k):pasa=1
320 IF pasa=1 THEN CLS5:PRINT5,"GANA ";25*gana(k);" Pts."
325 IF pasa=1 THEN pasa=0:FOR z=1 TO 500:SOUND 1,z,1,12:NEXT
330 NEXT:compara=0:GOTO 190
1010 PEN 13:PAPER 0
1020 CLS
1030 END
2000 DATA 40,36,30,26,20,18,16,14,12,10,8,6,4,2,1
2010 DATA 444,111,222,333,443,211,422,133,134,221,121,124,432,242,132

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