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1 INK 0,1:INK 1,24:PEN 1:PAPER 0:BORDER 1:MODE 1
2 RESTORE 10000:FOR I=1 TO 16:READ X$:LOCATE 1,I:PRINT X$:NEXT I
4 X$=INKEY$:IF X$="" THEN 4 ELSE CLS
10 CLS:INPUT "Nombre del jugador 1 (max. 10 letras) ";n$:IF LEN(n$)>10 THEN 10
12 CLS:INPUT "Nombre del jugador 2 (max. 10 letras) ";m$:IF LEN(m$)>10 THEN 12
14 CLS:LOCATE 9,10:PRINT"NIVEL DE JUEGO (1 o 2)"
16 x$=INKEY$:IF x$="1" THEN nj=1 ELSE IF x$="2" THEN nj=2 ELSE 16
20 CLS:pn=0:pm=0:PX=10:PY=10:X1=6:Y1=11:X2=35:Y2=10:GOSUB 2000:GOTO 900
100 IF y<y1-2 OR y>y1+2 THEN RETURN ELSE IF (y=y1-2 AND iy=1) OR (y=y1+2 AND iy=-1) THEN SOUND 1,100,5,7:ix=-ix:iy=-iy:RETURN
102 SOUND 1,100,5,7:ix=-ix:RETURN
110 IF y<y2-2 OR y>y2+2 THEN RETURN ELSE IF (y=y2-2 AND iy=1) OR (y=y2+2 AND iy=-1) THEN SOUND 1,100,5,7:ix=-ix:iy=-iy:RETURN
112 SOUND 1,100,5,7:ix=-ix:RETURN
120 IF y<y1-1 OR y>y1+1 THEN RETURN ELSE IF (y=y1-1 AND iy=1) OR (y=y1+1 AND iy=-1) THEN SOUND 1,100,5,7:ix=-ix:iy=-iy:RETURN
122 SOUND 1,100,5,7:ix=-ix:RETURN
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-1) THEN SOUND 1,100,5,7:ix=-ix:iy=-iy:x=px:y=py:RET
URN
122 SOUND 1,100,5,7:ix=-ix:x=px:y=py:RETURN
130 IF y<y2-1 OR y>y2+1 THEN RETURN ELSE IF (y=y2-1 AND iy=1) OR (y=y2+1 AND iy=
-1) THEN SOUND 1,100,5,7:ix=-ix:iy=-iy:x=px:y=py:RET
URN
132 SOUND 1,100,5,7:ix=-ix:x=px:y=py:RETURN
140 FOR I=-1 TO 1:LOCATE x1,y1+i:PRINT" ":NEXT i:FOR i=-1 TO 1:LOCATE xx,yy+i:PR
INT CHR$(138):NEXT i:x1=xx:y1=yy:RETURN
150 FOR I=-1 TO 1:LOCATE x2,y2+i:PRINT" ":NEXT i:FOR i=-1 TO 1:LOCATE xx,yy+i:PR
INT CHR$(133):NEXT i:x2=xx:y2=yy:RETURN
900 LOCATE PX,PY:PRINT" ":FOR i=6 TO 35:X$=INKEY$:LOCATE i,1:PRINT CHR$(143):LOC
ATE i,20:PRINT CHR$(143):NEXT i:xx=6:yy=11:GOSUB 140
:xx=35:yy=10:GOSUB 150
910 px=21:py=10:IY=1:Z=RND:IF Z<0.5 THEN ix=1 ELSE ix=-1
1000 WHILE (px<35 AND px>6)
1010 x=px+ix:y=py+iy:IF y=2 OR y=19 THEN iy=-iy:SOUND 1,150,5,7
1020 IF (x=x1+1 AND ix=-1) THEN GOSUB 100 ELSE IF (x=x1 AND ix=-1) THEN GOSUB 12
0
1030 IF (x=x2-1 AND ix=1) THEN GOSUB 110 ELSE IF (x=x2 AND ix=1) THEN GOSUB 130
1040 LOCATE px,py:PRINT" ":LOCATE x,y:PRINT CHR$(144):px=x:py=y
1060 x$=INKEY$:IF (x$="q" OR x$="Q") AND y1>3 THEN xx=x1:yy=y1-1:GOSUB 140
1065 IF x$="l" AND y2>3 THEN xx=x2:yy=y2-1:GOSUB 150
1070 IF (x$="a" OR x$="A") AND y1<18 THEN xx=x1:yy=y1+1:GOSUB 140
1075 IF x$="j" AND y2<18 THEN xx=x2:yy=y2+1:GOSUB 150
1077 IF nj=1 THEN GOTO 1200
1080 IF x$="\ " AND x2<34 THEN xx=x2+1:yy=y2:GOSUB 150
1085 IF (x$="x" OR x$="X") AND x1<18 THEN xx=x1+1:yy=y1:GOSUB 140
1090 IF x$="/" AND x2>22 THEN xx=x2-1:yy=y2:GOSUB 150
1095 IF (x$="Z" OR x$="z") AND x1>7 THEN xx=x1-1:yy=y1:GOSUB 140
1200 X$=INKEY$:WEND
1300 IF PX>34 THEN PN=PN+1 ELSE PM=PM+1
1302 GOSUB 2000:GOTO 900
2000 LOCATE 6,22:PRINT n$;";":pn:LOCATE 6,24:PRINT m$;";":pm:LOCATE 9,1:PRINT"1:
PARTIDA      2:ABANDONAR"
2002 X$=INKEY$:IF X$="1" THEN RETURN ELSE IF X$="2" THEN 4000 ELSE 2002
4000 CLS:RUN"
10000 DATA "          TENIS",," Juego de tenis para dos jugadores, con","do
s niveles de juego, en el nivel 1, la","raqueta se m
ueve solo en sentido verti-","cal en el nivel 2, en sentido vertical y","horizon
tal."
10002 DATA" El jugador 1 esta a la izquierda y mue-","ve con Q,A (arriba y abajo
), Z,X (izq.,"der.), y el jugador 2 esta a la derec
ha","y mueve con [,] (arriba y abajo), /,\","(izq. der.).",,,,"      PULSA TECLA
PARA CONTINUAR"

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