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10 REM ***** AMSTRAD USER *****
20 REM ***** 1986 *****
30 REM
40 ON BREAK GOSUB 4580
50 ON ERROR GOTO 4590
60 GOSUB 240
70 GOSUB 400
80 GOSUB 600
90 GOSUB 2450
100 GOSUB 680
110 GOSUB 970
120 EVERY 70,1 GOSUB 1630
130 GOSUB 1080
140 IF a=1 THEN 2280
150 IF a=7 THEN vid=0:GOTO 2300
160 rr=0
170 GOSUB 1180
180 IF rr=-1 THEN 2280
190 GOSUB 1880
200 IF rr=1 THEN 2240
210 IF con>=max1 THEN 1670
220 IF t<194 THEN a=REMAIN(1):vid=vid-1:
GOTO 2300
230 GOTO 130
240 DATA 24,40,24,8,124,28,11,120
250 DATA 24,56,24,8,124,29,122,0
260 DATA 24,20,24,16,62,56,208,30
270 DATA 24,28,24,16,62,184,94,0
280 DATA 20,60,90,127,222,127,52,24
290 DATA 0,0,62,73,127,73,127,0
300 DATA 0,238,138,202,42,42,206,0
310 DATA 238,238,0,119,119,0,238,238
320 DATA 54,73,93,62,28,24,56,112
330 DATA 108,146,214,124,56,24,28,14
340 SYMBOL AFTER 128
350 FOR B=128 TO 137
360 FOR A=1 TO 8:READ A(A):NEXT A
370 SYMBOL B,A(1),A(2),A(3),A(4),A(5),A(
6),A(7),A(8)
380 NEXT B
390 RETURN
400 MODE 0
410 WINDOW#1,2,19,2,19
420 INK 0,0:INK 1,26:INK 2,9:INK 3,13:IN
K 4,24:INK 5,6:INK 6,2:INK 7,6,8
430 INK 8,10:INK 9,3
440 SPEED INK 20,20
450 PAPER 0:PEN 6:CLS:BORDER 0
460 LOCATE 1,1
470 PRINT CHR$(150);STRING$(18,154);CHR$(
156);
480 FOR a=2 TO 19
490 LOCATE 1,a:PRINT CHR$(149)
500 LOCATE 20,a:PRINT CHR$(149);
510 NEXT a
520 PRINT CHR$(147);STRING$(18,154);CHR$(
153);
530 PEN 5:PRINT CHR$(150);STRING$(18,154
);CHR$(156);
540 PRINT CHR$(149);:PEN 4:PRINT"TIEM ";
STRING$(12,143);" ";:PEN 5:PRINT CHR$(14
9);
550 PRINT CHR$(151);STRING$(11,154);CHR$(
158);STRING$(6,154);CHR$(157);
560 PRINT CHR$(149);:PEN 4:PRINT"PUNTO
0";:PEN 5:PRINT CHR$(149);:PEN 4:PRIN
T"VID 3";:PEN 5:PRINT CHR$(149);

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570 PRINT CHR$(147);STRING$(11,154);CHR$(
(155);STRING$(6,154);CHR$(153);
580 PRINT CHR$(22)+CHR$(1);:LOCATE 5,1:P
EN 1:PRINT"ROCK HOPPER";:PRINT CHR$(22)
+CHR$(0);
590 RETURN
600 DIM fas(20,20),loadboard(20,20):hisc
ore=1000:name$="NJS"
610 SPEED KEY 255,255:KEY DEF 72,1,240:K
EY DEF 73,1,241:KEY DEF 74,1,242:KEY DEF
75,1,243
620 fas=1:vid=3:score=0
630 x=2:y=2:t=568
640 m=130:n=136
650 con=0
660 SPEED KEY 255,255
670 RETURN
680 IF ff=-1 THEN fas=0:GOTO 800
690 ON fas GOSUB 700,710,720,730,740,750
,760,770,780,790:GOTO 800
700 RESTORE 2680:RETURN
710 RESTORE 2870:RETURN
720 RESTORE 3060:RETURN
730 RESTORE 3250:RETURN
740 RESTORE 3440:RETURN
750 RESTORE 3630:RETURN
760 RESTORE 3820:RETURN
770 RESTORE 4010:RETURN
780 RESTORE 4200:RETURN
790 RESTORE 4390:RETURN
800 FOR a=2 TO 19
810 FOR b=2 TO 19
820 IF ff=-1 THEN GOSUB 1020:GOTO 840
830 READ c
840 IF c=0 THEN fas(a,b)=32
850 IF c=1 THEN fas(a,b)=207:PEN#1,2
860 IF c=2 THEN fas(a,b)=132:PEN#1,3
870 IF c=3 THEN fas(a,b)=133:PEN#1,7
880 IF c=4 THEN fas(a,b)=135:PEN#1,8
890 IF demo=1 THEN a$=INKEY$:IF a$(">")TH
EN demo=2:RETURN
900 LOCATE#1,b-1,18

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910 PRINT#1,CHR$(fas(a,b));
920 NEXT b:IF a<19 THEN PRINT#1
930 NEXT a
940 IF ff=-1 THEN max1=max2:gx=lgx:gy=lg
y:RETURN
950 READ max1,gx,gy
960 RETURN
970 FOR a=198 TO 572 STEP 4
980 PLOT a,50:DRAW a,60,5
990 SOUND 1,700-a,2
1000 NEXT a
1010 RETURN
1020 IF loadboard(a,b)=32 THEN c=0
1030 IF loadboard(a,b)=207 THEN c=1
1040 IF loadboard(a,b)=132 THEN c=2
1050 IF loadboard(a,b)=133 THEN c=3
1060 IF loadboard(a,b)=135 THEN c=4
1070 RETURN
1080 WHILE INKEY#(">"):WEND
1090 a$=INKEY$
1100 IF t<194 THEN RETURN
1110 IF a$="" THEN GOSUB 1290:GOTO 1090
1120 a=ASC(a$)
1130 IF a=1 OR a=7 THEN RETURN
1140 IF a<240 OR a>243 THEN 1090
1150 IF a=242 THEN m=128
1160 IF a=243 THEN m=130
1170 RETURN
1180 LOCATE x,y:PRINT CHR$(32);
1190 x1=x:y1=y
1200 x=x+(a=242)-(a=243)
1210 y=y+(a=240)-(a=241)
1220 IF x<2 THEN x=2
1230 IF x>19 THEN x=19
1240 IF y<2 THEN y=2
1250 IF y>19 THEN y=19
1260 IF fas(y,x)<>132 AND fas(y,x)<>135
THEN 1440
1270 x=x1:y=y1
1280 RETURN
1290 LOCATE x,y:PEN 4
1300 PRINT CHR$(m);
1310 IF gx=0 THEN 1340
1320 LOCATE gx,gy:PEN 1
1330 PRINT CHR$(n);
1340 c=c+1
1350 IF c>20 THEN GOSUB 1370
1360 RETURN
1370 IF m=128 THEN m=129:GOTO 1410
1380 IF m=129 THEN m=128:GOTO 1410
1390 IF m=130 THEN m=131:GOTO 1410
1400 IF m=131 THEN m=130:GOTO 1410
1410 IF n=136 THEN n=137:GOTO 1430
1420 IF n=137 THEN n=136
1430 c=0:RETURN
1440 IF fas(y,x)=32 AND fas(y+1,x)=32 TH
EN 1820
1450 IF fas(y,x)=133 THEN GOSUB 1570
1460 IF fas(y,x)=207 THEN score=score+5:
PEN 4:LOCATE 8,24:PRINT USING"#####";sco
re
1470 fas(y,x)=32
1480 IF gx=0 THEN RETURN
1490 PEN 2
1500 LOCATE gx,gy:PRINT CHR$(fas(gy,gx))
;
1510 gx1=gx:gy1=gy

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1520 gx=gx+(gx>x)-(gx<x)
1530 gy=gy+(gy>y)-(gy<y)
1540 IF x=gx AND y=gy THEN LOCATE x,y:PEN 9:PRINT CHR$(238);:rr=-1
1550 IF fas(gy,gx)<>207 AND fas(gy,gx)<>32 THEN gx=gx1:gy=gy1:RETURN
1560 RETURN
1570 score=score+50:PEN 4
1580 LOCATE 8,24:PRINT USING"#####";score
1590 LOCATE x,y:PEN 1:PRINT CHR$(134);
1600 FOR a=30 TO 50:SOUND 1,a,2:NEXT a
1610 con=con+1
1620 RETURN
1630 PLOT t,50:DRAW t,60,0
1640 t=t-4
1650 SOUND 3,t,2
1660 RETURN
1670 fas=fas+1:ff=0
1680 vid=vid+1:IF vid>99 THEN vid=99
1690 PEN 4
1700 a=REMAIN(1)
1710 FOR a=t TO 194 STEP-4
1720 score=score+10
1730 LOCATE 8,24:PRINT USING"#####";score;
1740 PLOT a,50:DRAW a,60,0
1750 SOUND 3,a,2
1760 NEXT a
1770 IF fas>10 THEN 5570
1780 GOSUB 2640
1790 GOSUB 630
1800 LOCATE 18,24:PEN 4:PRINT USING"##";vid
1810 GOTO 100
1820 y=y+1
1830 IF y>19 THEN y=19
1840 GOSUB 1290
1850 LOCATE x,y:PRINT CHR$(32);:SOUND 2,y*2,5
1860 IF fas(y+1,x)<>32 THEN RETURN
1870 GOTO 1820
1880 IF fas(y-1,x)=132 THEN rr=1:RETURN
ELSE rr=0
1890 LOCATE x,y:PEN 4:PRINT CHR$(m);
1900 IF gx<>0 THEN LOCATE gx,gy:PEN 1:PRINT CHR$(n);
1910 IF x1=x AND y1=y THEN RETURN
1920 IF fas(y1-1,x1-1)=132 AND fas(y1-1,x1)=32 THEN 1950
1930 IF fas(y1-1,x1+1)=132 AND fas(y1-1,x1)=32 THEN 2030
1940 RETURN
1950 x2=x1-1:y2=y1-1
1960 LOCATE x1-1,y1-1:PRINT CHR$(32);
1970 fas(y1-1,x1-1)=32
1980 SOUND 1,500,20
1990 LOCATE x1,y1:PEN 3:PRINT CHR$(132);
2000 fas(y1,x1)=132
2010 SOUND 2,400,5
2020 GOTO 2100
2030 x2=x1+1:y2=y1-1
2040 LOCATE x1+1,y1-1:PRINT CHR$(32);
2050 fas(y1-1,x1+1)=32
2060 SOUND 1,500,20
2070 LOCATE x1,y1:PEN 3:PRINT CHR$(132);
2080 fas(y1,x1)=132
2090 SOUND 2,400,5
2100 IF fas(y2-1,x2)=132 THEN GOSUB 5170

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2110 IF x1=x AND(y1+1=y OR y1=y)THEN 224
0
2120 IF fas(y1+1,x1)<>32 THEN GOSUB 2210
:RETURN
2130 LOCATE x1,y1:PRINT CHR$(32);
2140 fas(y1,x1)=32
2150 y1=y1+1
2160 SOUND 2,y1*2,3
2170 IF x=x1 AND y=y1 THEN 2240
2180 LOCATE x1,y1:PEN 3:PRINT CHR$(132);
2190 fas(y1,x1)=132
2200 GOTO 2120
2210 IF fas(y1+1,x1+1)=32 AND fas(y1,x1+
1)=32 THEN 5050
2220 IF fas(y1+1,x1-1)=32 AND fas(y1,x1-
1)=32 THEN 5110
2230 RETURN
2240 LOCATE x,y-1:PRINT CHR$(32);
2250 SOUND 1,500,20
2260 LOCATE x,y:PEN 2:PRINT CHR$(132);
2270 SOUND 2,400,5
2280 vid=vid+1
2290 LOCATE 10,24:PEN 4:PRINT USING"##";
vid;
2300 FOR a=100 TO 200:SOUND 1,a,2:NEXT a
2310 LOCATE 18,24:PEN 4:PRINT USING"##";
vid;
2320 IF vid<1 THEN 2090
2330 a=REMAIN(1)
2340 PEN 2
2350 GOSUB 2650
2360 PEN 4:LOCATE 7,22:PRINT STRING$(12,
143);

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2370 GOSUB 630
2380 GOTO 100
2390 LOCATE 4,10:PRINT CHR$(22)+CHR$(1);
:PEN 4:PRINT"FINAL PARTIDA";:PRINT CHR$(
22)+CHR$(0);
2400 a=REMAIN(1)
2410 IF score>hiscore THEN hiscore=score
:GOSUB 4810 ELSE FOR a=1 TO 2000:NEXT a
2420 LOCATE 7,22:PEN 4:PRINT STRING$(12,
143);
2430 GOSUB 620
2440 GOTO 90
2450 CLS#1
2460 PEN#1,2:LOCATE#1,3,4:PRINT#1,"Guia
a FREDDIE";
2470 LOCATE#1,1,5:PRINT#1,"Por la pantal
la y"
2480 LOCATE#1,5,8:PEN#1,7:PRINT#1,"Recoj
e los tesoros"
2490 LOCATE#1,5,13:PEN#1,4:PRINT#1,"RECO
RD";
2500 LOCATE#1,5,15:PAPER#1,4:PEN#1,5:PRI
NT#1,USING"####";hiscore:LOCATE#1,10,15
:PRINT#1," ";name#;:PAPER#1,0
2510 LOCATE#1,3,18:PEN#1,1:PRINT#1,"PULS
A UNA TECLA"
2520 PEN 2
2530 xx=0:demo=0:fas=1:ff=0
2540 WHILE INKEY#<>"":WEND
2550 a#=INKEY#:xx=xx+1
2560 IF xx>2000 THEN 5270
2570 IF a#="" THEN 2550
2580 LOCATE 1,24:PEN 5:GOSUB 530
2590 IF a#=CHR$(12) THEN 4820
2600 IF a#="_" THEN GOSUB 4210
2610 IF a#=" " THEN 5410
2620 IF a#="." THEN 5270
2630 IF a#=CHR$(14) THEN CALL 0
2640 FOR a=200 TO 100 STEP-5:SOUND 1,a,5
:SOUND 2,a*2,5:SOUND 3,a*3,5:NEXT a
2650 CLS#1
2660 LOCATE 7,10:PEN 4:PRINT"BASE";fas;
2670 RETURN
2680 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
2690 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
2700 DATA 1,1,2,1,1,1,1,1,1,1,0,0,0,0,0,
0,2,1
2710 DATA 1,1,1,3,2,1,1,2,1,1,0,1,1,1,1,
1,1,1
2720 DATA 1,1,1,1,1,1,1,2,1,1,0,1,1,1,1,
1,1,1
2730 DATA 2,1,1,1,1,1,1,3,1,1,0,1,1,1,1,
1,1,1
2740 DATA 3,1,1,1,1,1,1,1,1,1,0,1,1,2,2,
1,1,1
2750 DATA 1,1,1,2,3,2,1,1,1,0,3,1,1,3,3,
3,1,1
2760 DATA 1,1,1,1,1,1,1,1,1,1,0,1,1,1,1,2,
2,1,1
2770 DATA 1,1,1,1,1,1,1,1,1,1,0,1,1,1,1,1,
1,1,1
2780 DATA 1,1,2,1,1,1,2,1,1,0,1,1,1,1,1,
1,1,1
2790 DATA 1,1,0,0,0,0,0,0,1,1,0,1,1,1,1,1,
1,1,1
2800 DATA 1,1,0,4,4,4,0,1,1,0,1,1,1,1,1,1,

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1,1,1
2810 DATA 1,1,0,4,3,4,0,0,0,0,1,1,4,4,2,
2,1,1
2820 DATA 1,1,0,4,3,4,0,1,1,1,1,1,2,2,2,
2,1,1
2830 DATA 1,1,0,4,1,4,0,1,1,1,1,1,2,4,4,
2,1,1
2840 DATA 1,1,0,0,0,0,0,1,1,1,1,1,1,1,1,
1,1,1
2850 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,3,
3,1,1
2860 DATA 12,0,0
2870 DATA 1,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,1
2880 DATA 1,1,2,1,1,1,0,0,2,2,0,0,1,1,1,
2,1,1
2890 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
2900 DATA 1,1,1,1,1,1,1,1,3,3,1,1,1,1,1,
1,1,1
2910 DATA 2,2,4,1,4,1,4,4,2,2,4,4,1,4,1,
4,2,2
2920 DATA 1,1,1,1,0,0,0,1,1,1,1,0,0,0,1,
1,1,1
2930 DATA 1,0,0,1,0,3,0,2,1,1,2,0,3,0,1,
0,0,1
2940 DATA 1,0,0,1,0,2,2,1,1,1,1,2,2,0,1,
0,0,1
2950 DATA 1,0,0,1,1,1,1,1,1,1,1,1,1,1,1,
0,0,1
2960 DATA 1,0,0,0,1,1,1,1,1,1,1,1,1,1,0,
0,0,1
2970 DATA 1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,0,1
2980 DATA 1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,0,1
2990 DATA 1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,0,1
3000 DATA 1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,0,1
3010 DATA 1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,0,1
3020 DATA 1,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,0,1
3030 DATA 1,0,0,0,0,0,1,0,2,2,0,1,0,0,0,
0,0,1
3040 DATA 3,3,3,3,3,3,1,3,4,4,3,1,3,3,3,
3,3,3
3050 DATA 12,0,0
3060 DATA 1,1,1,0,0,0,0,0,0,0,0,0,0,0,0,
1,1,1
3070 DATA 1,1,1,0,0,0,0,0,2,2,0,0,0,0,0,
1,1,1
3080 DATA 1,1,1,2,2,0,0,0,1,1,0,0,0,2,2,
1,1,1
3090 DATA 1,1,2,3,1,0,0,0,1,1,0,0,0,1,3,
2,1,1
3100 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
3110 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
3120 DATA 4,4,4,4,4,4,4,2,0,0,2,4,4,4,4,
4,4,4
3130 DATA 4,0,0,0,0,0,0,0,0,0,0,0,1,1,1,
1,1,2
3140 DATA 4,0,0,0,0,0,0,0,3,3,0,0,1,1,1,
1,3,2

3150 DATA 4,0,0,0,0,0,0,0,1,1,0,0,0,0,0,
0,1,2
3160 DATA 4,0,0,0,0,0,1,1,1,1,1,1,0,0,0,
0,1,2
3170 DATA 4,0,2,2,1,1,1,1,1,1,1,1,1,1,0,
0,1,2
3180 DATA 4,0,0,2,1,1,2,2,1,1,7,2,1,1,0,
0,1,2
3190 DATA 4,0,0,2,1,3,3,3,1,1,3,3,3,1,0,
0,1,2
3200 DATA 4,0,0,2,1,1,1,1,1,1,1,1,1,1,0,
0,1,2
3210 DATA 4,0,0,2,1,1,1,1,1,1,1,1,1,1,0,
0,1,2
3220 DATA 4,3,3,2,1,1,1,1,1,1,1,1,1,1,1,
1,1,2
3230 DATA 4,4,4,4,4,4,4,4,4,4,4,4,4,4,4,
4,4,4
3240 DATA 13,0,0
3250 DATA 1,1,2,0,0,0,0,0,0,0,0,0,0,0,0,
2,1,1
3260 DATA 1,1,2,0,0,0,0,3,3,3,3,0,0,0,0,
2,1,1
3270 DATA 1,1,1,1,1,2,4,1,4,4,1,4,2,1,1,
1,1,1
3280 DATA 1,1,2,2,1,0,0,3,3,3,3,0,0,1,2,
2,1,1
3290 DATA 1,1,3,2,0,0,0,0,0,0,0,0,0,0,2,
3,1,1
3300 DATA 1,1,1,1,0,2,2,2,2,2,2,2,2,2,0,1,
1,1,1
3310 DATA 1,4,1,1,0,2,2,2,2,7,2,2,2,0,1,
1,4,1
3320 DATA 1,4,1,1,0,0,0,0,0,0,0,0,0,0,1,
1,4,1
3330 DATA 1,1,1,1,4,4,4,4,4,4,4,4,4,4,1,
1,1,1
3340 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
3350 DATA 1,0,2,2,1,1,2,2,2,2,2,2,1,1,2,
2,0,1
3360 DATA 1,0,0,0,1,1,0,0,0,0,0,0,1,1,0,
0,0,1
3370 DATA 1,1,1,1,1,0,0,0,0,0,0,0,0,1,1,
1,1,1
3380 DATA 1,0,0,0,1,0,3,3,3,3,3,3,0,1,0,
0,0,1
3390 DATA 1,0,0,0,1,0,0,0,0,0,0,0,0,1,0,
0,0,1
3400 DATA 1,0,0,0,1,0,2,2,2,2,2,2,0,1,0,
0,0,1
3410 DATA 4,4,4,4,4,4,4,4,4,4,4,4,4,4,4,
4,4,4
3420 DATA 4,4,4,4,4,4,4,4,4,4,4,4,4,4,4,
4,4,4
3430 DATA 16,0,0
3440 DATA 1,1,1,2,2,1,0,0,0,0,0,1,1,1,1,
1,1,2
3450 DATA 1,1,1,3,3,1,0,0,0,0,1,1,0,0,0,
0,0,0
3460 DATA 1,1,4,4,4,1,4,4,4,4,1,0,0,0,3,
3,3,0
3470 DATA 1,4,3,3,4,1,4,2,2,0,1,0,0,0,0,
0,0,0
3480 DATA 1,4,1,0,4,1,4,2,0,0,1,4,4,4,0,
0,0,0
3490 DATA 1,4,1,0,4,1,4,0,0,1,1,0,0,0,0,
0,0,0

3500 DATA 1,4,1,4,4,1,0,0,1,1,2,2,4,4,0,
0,0,0
3510 DATA 1,0,1,1,1,1,0,0,1,0,0,0,0,0,0,
0,0,0
3520 DATA 1,1,1,1,1,1,3,3,3,0,0,0,0,0,0,
0,0,0
3530 DATA 2,2,1,1,0,0,0,0,0,0,0,0,0,0,0,
0,0,2
3540 DATA 0,0,0,1,0,0,0,0,0,4,4,0,0,0,0,
0,0,4
3550 DATA 0,0,0,1,0,2,2,2,0,0,0,0,0,0,0,
1,1,4
3560 DATA 1,1,1,2,0,1,1,0,0,0,0,2,0,0,0,
4,1,4
3570 DATA 4,0,0,4,0,2,2,0,4,0,0,4,0,0,0,
4,1,4
3580 DATA 4,0,0,4,0,0,0,0,4,0,0,1,1,1,1,
1,1,4
3590 DATA 4,0,0,4,0,0,0,0,4,0,0,4,0,2,4,
0,3,4
3600 DATA 4,3,3,1,1,1,1,1,1,3,3,4,0,2,4,
4,4,4
3610 DATA 4,4,4,4,0,2,2,0,4,4,4,4,0,2,0,
0,2,0
3620 DATA 15,0,0
3630 DATA 1,0,4,1,3,1,1,1,1,1,1,1,1,1,1,
3,4,3
3640 DATA 4,0,4,1,4,1,4,4,4,4,4,4,4,4,4,
4,4,1
3650 DATA 4,0,4,1,4,1,4,1,3,1,4,1,3,2,2,
2,2,1
3660 DATA 4,0,4,1,4,1,1,1,4,1,4,1,4,2,2,
2,2,1
3670 DATA 4,0,4,1,4,4,4,4,4,1,4,1,4,2,2,
2,2,1

3680 DATA 4,0,4,1,4,4,1,1,1,1,4,1,4,2,2,
2,2,1
3690 DATA 4,0,4,1,4,4,1,4,4,4,4,1,4,4,4,
4,2,1
3700 DATA 4,0,4,1,4,4,1,4,1,1,1,1,1,1,3,
4,2,1
3710 DATA 4,0,4,1,4,4,1,1,3,4,4,4,4,4,1,
1,2,1
3720 DATA 4,0,4,1,4,1,1,4,4,4,4,4,4,4,4,
1,2,1
3730 DATA 4,0,4,1,4,1,4,4,1,1,1,1,1,1,3,4,
1,2,1
3740 DATA 4,0,4,1,4,1,4,1,1,4,4,4,4,1,4,
1,2,1
3750 DATA 4,0,4,1,4,1,4,1,4,4,4,4,4,1,4,
1,2,1
3760 DATA 4,0,4,1,4,1,4,1,4,1,3,1,4,1,4,
1,2,1
3770 DATA 4,0,4,1,4,1,4,1,4,1,4,1,4,1,4,
1,2,1
3780 DATA 4,0,4,1,4,1,4,1,4,1,4,1,4,1,4,
1,2,1
3790 DATA 4,0,4,1,4,1,4,1,4,1,4,1,4,4,4,
1,4,1
3800 DATA 4,0,3,0,4,1,1,1,1,1,4,1,1,1,1,
1,4,1
3810 DATA 10,0,0
3820 DATA 1,1,1,1,1,1,1,1,1,2,1,1,3,1,4,
4,2,2
3830 DATA 4,4,4,2,1,4,1,2,1,2,1,2,3,1,1,
1,1,1
3840 DATA 3,3,3,1,1,1,1,4,1,2,1,2,4,1,2,
1,1,1
3850 DATA 4,4,4,2,1,1,1,1,1,2,1,2,4,1,2,
1,1,4

3860 DATA 1,1,1,1,1,1,1,1,1,2,1,2,4,1,3,
1,1,1
3870 DATA 1,4,1,1,1,1,1,1,1,2,1,2,4,1,3,
1,1,1
3880 DATA 2,4,1,2,4,1,4,4,4,2,1,2,4,1,3,
1,1,1
3890 DATA 1,1,1,1,0,1,1,1,4,4,1,4,4,2,2,
4,0,4
3900 DATA 4,4,4,4,0,4,4,1,1,1,1,3,3,2,4,
0,0,0
3910 DATA 2,2,2,2,0,2,4,4,4,4,4,2,4,2,4,
0,0,0
3920 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0
3930 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0
3940 DATA 4,4,4,4,0,4,4,4,1,4,4,4,4,4,1,
4,4,4
3950 DATA 0,0,0,0,0,1,1,1,1,1,1,4,1,1,1,
1,1,3
3960 DATA 0,0,0,0,0,1,1,1,4,4,1,4,1,4,1,
4,1,2
3970 DATA 1,1,1,2,3,2,1,1,4,4,1,4,1,4,1,
4,1,2
3980 DATA 0,0,0,2,1,3,2,1,1,4,1,4,1,4,1,
4,1,2
3990 DATA 0,0,0,2,1,1,4,1,1,4,1,1,1,4,1,
1,1,4
4000 DATA 13,0,0
4010 DATA 0,1,2,3,0,4,3,4,0,0,0,0,0,1,1,
1,1,3
4020 DATA 1,1,1,4,0,4,3,4,0,0,0,0,0,0,0,
0,0,1
4030 DATA 2,2,1,4,0,0,1,0,0,0,0,0,0,0,0,
0,0,1
4040 DATA 1,1,1,4,2,4,0,4,0,0,3,0,0,0,0,
0,2,1
4050 DATA 0,0,0,0,1,2,0,2,0,4,4,4,4,0,0,
0,2,1
4060 DATA 0,0,0,0,1,2,0,4,0,0,0,0,0,0,0,
0,2,1
4070 DATA 0,0,0,0,1,1,0,0,0,0,0,0,0,0,0,
0,4,1
4080 DATA 0,0,0,0,1,4,1,1,1,4,1,1,1,1,1,
1,4,1
4090 DATA 0,0,0,0,1,4,1,1,2,4,4,4,4,2,1,
1,4,1
4100 DATA 0,0,0,1,1,1,1,1,3,3,3,3,3,3,1,
1,4,1
4110 DATA 0,0,0,1,0,4,1,1,2,2,2,2,2,2,1,
1,4,1
4120 DATA 2,0,0,1,0,4,1,1,1,1,1,1,1,1,1,
1,1,1
4130 DATA 1,0,0,1,0,4,1,1,4,4,4,4,4,4,0,
4,4,0
4140 DATA 3,0,0,1,0,4,4,4,4,0,0,0,0,0,0,
0,0,0
4150 DATA 1,0,0,1,0,0,0,0,0,0,0,0,0,0,4,
0,0,0
4160 DATA 3,0,0,1,0,0,0,0,0,0,0,0,0,0,0,
4,0,0
4170 DATA 1,0,0,1,1,1,1,1,1,1,1,1,1,1,0,
0,4,0
4180 DATA 3,3,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,4
4190 DATA 15,0,0

4200 DATA 0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
4210 DATA 1,1,2,1,1,1,1,1,1,2,1,1,1,1,1,
1,1,2
4220 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
4230 DATA 1,1,1,1,2,1,1,2,1,1,1,1,2,1,1,
1,1,1
4240 DATA 2,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
2,1,1
4250 DATA 1,1,2,1,1,1,4,4,4,4,4,1,1,1,1,
1,1,1
4260 DATA 1,1,1,1,1,1,4,1,1,1,4,1,1,1,1,
1,1,1
4270 DATA 1,1,1,1,1,1,4,1,1,1,4,1,1,2,1,
1,1,1
4280 DATA 1,2,1,1,1,1,2,4,4,1,4,1,1,1,1,
1,1,1
4290 DATA 1,1,1,1,1,1,2,1,3,1,4,1,1,1,1,
2,1,1
4300 DATA 1,1,1,1,1,1,2,1,3,1,4,1,1,1,1,
1,1,1
4310 DATA 1,1,1,2,1,1,4,1,1,1,4,1,1,1,1,
1,1,1
4320 DATA 1,1,1,1,1,1,4,4,4,4,4,1,1,2,1,
1,1,1
4330 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
4340 DATA 1,1,2,4,2,4,2,4,2,4,2,4,2,1,1,
1,1,1
4350 DATA 1,1,0,2,0,2,1,2,1,2,0,2,0,1,1,
1,1,1
4360 DATA 1,1,3,1,3,1,4,1,4,1,3,1,3,1,1,
1,1,1
4370 DATA 1,1,1,2,1,2,1,2,1,2,1,2,1,1,1,
1,1,1
4380 DATA 6,11,12
4390 DATA 0,1,1,1,1,1,1,1,1,1,1,1,1,2,4,
4,4,2
4400 DATA 1,1,1,1,1,4,4,4,4,1,1,1,1,4,3,
3,3,2
4410 DATA 1,1,1,1,1,4,1,1,1,1,1,1,1,2,0,
0,3,2
4420 DATA 1,1,1,1,1,4,1,1,4,1,1,1,1,4,3,
3,3,2
4430 DATA 1,1,1,1,1,4,1,1,4,1,1,1,1,2,2,
2,2,2
4440 DATA 2,2,1,1,1,4,4,4,4,1,1,1,1,1,1,
1,1,1
4450 DATA 3,1,1,1,1,2,1,1,1,1,1,1,1,1,1,
1,1,1
4460 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
1,1,1
4470 DATA 1,1,1,1,1,1,1,1,1,1,2,1,2,1,1,
1,1,1
4480 DATA 1,1,1,1,1,1,1,1,1,1,4,1,4,1,1,
1,1,1
4490 DATA 1,1,1,1,1,1,1,1,1,1,4,1,4,1,1,
1,1,1
4500 DATA 1,1,2,1,1,1,1,1,4,4,4,1,4,4,1,
1,1,1
4510 DATA 4,1,4,1,1,1,4,4,4,0,0,0,0,4,4,
1,1,1
4520 DATA 4,1,4,1,4,4,4,2,0,0,0,2,0,0,4,
4,1,3
4530 DATA 4,1,4,4,4,0,0,1,0,0,2,0,2,0,0,
4,4,1

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4540 DATA 4,3,4,0,0,0,0,1,0,0,0,0,0,0,0,
2,4,4
4550 DATA 4,1,0,0,0,0,0,1,0,2,0,1,0,2,0,
1,0,4
4560 DATA 4,1,0,0,0,0,0,1,0,0,3,3,3,0,0,
1,0,4
4570 DATA 13,17,4
4580 MODE 1:PEN 1:PRINT:GOTO 4600
4590 MODE 1:PEN 1:PRINT"Error";ERR;"in l
ine";ERL
4600 SPEED KEY 40,2
4610 END
4620 CLOC#1
4630 PEN 4:WINDOW SWAP 0,1
4640 LOCATE 2,3:PRINT"Carga de pantalla"
;
4650 LOCATE 2,5:PRINT"Pulse PLAY Y"
4660 LOCATE 2,6:PRINT"ESPACIO"
4670 LOCATE 2,9:PRINT"ENTER para finaliz
ar"
4680 a$=INKEY$
4690 IF a$="" THEN 4680
4700 IF a$=CHR$(13) THEN WINDOW SWAP 0,1:
GOTO 2450
4710 IF a$(">") THEN 4680
4720 LOCATE 2,10:PRINT"Buscando...";
4730 OPENIN"!fas"
4740 LOCATE 2,12:PRINT"cargando....";
4750 FOR a=2 TO 19
4760 FOR b=2 TO 19
4770 INPUT#9,loadboard(a,b)
4780 NEXT b,a
4790 INPUT#9,max2,lgy,lgy
4800 CLOSEIN:WINDOW SWAP 0,1:GOTO 2450
4810 name$=""
4820 LOCATE 8,12:PRINT"RECORD";
4830 LOCATE 9,14:PRINT"???"
4840 FOR a=1 TO 3
4850 WHILE INKEY$(">") :WEND
4860 a$=INKEY$:IF a$="" THEN 4860
4870 LOCATE A+8,14:PRINT a$;:name$=name$
+a$
4880 NEXT a

```

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4890 FOR a=1 TO 5:SOUND 1,200,2:SOUND 1,
0,2:NEXT a
4900 RETURN
4910 LOCATE#1,1,18:PEN#1,4:PRINT#1,"SELE
CIONA FASE  ??";
4920 b$=""
4930 FOR a=1 TO 2
4940 WHILE INKEY$(">")="":WEND
4950 a$=INKEY$:IF a$=""THEN 4950
4960 IF a$(">CHR$(13)AND(a$("<"0"OR a$(">"9")
THEN 4950
4970 LOCATE#1,a+16,18:PRINT#1,a$;
4980 b$=b$+a$
4990 NEXT a
5000 LOCATE#1,1,18:PRINT#1,SPACE$(18);
5010 b=VAL(b$)
5020 IF b=99 THEN ff=-1:GOTO 5040
5030 IF b<1 OR b>10 THEN 4910
5040 fas=b:RETURN
5050 LOCATE x1,y1:PRINT CHR$(32)::fas(y1
,x1)=32
5060 SOUND 1,200,20
5070 x1=x1+1:y1=y1+1
5080 LOCATE x1,y1:PEN 3:PRINT CHR$(132);
:fas(y1,x1)=132
5090 SOUND 2,100,5
5100 GOTO 2100
5110 LOCATE x1,y1:PRINT CHR$(32)::fas(y1
,x1)=32
5120 SOUND 1,200,20
5130 x1=x1-1:y1=y1+1
5140 LOCATE x1,y1:PEN 3:PRINT CHR$(132);
:fas(y1,x1)=132
5150 SOUND 2,100,5
5160 GOTO 2100
5170 LOCATE x2,y2-1:PRINT CHR$(32)::fas(
y2-1,x2)=32
5180 SOUND 1,200,20
5190 LOCATE x2,y2:PEN 3:PRINT CHR$(132);
:fas(y2,x2)=132
5200 SOUND 2,100,5
5210 IF fas(y2+1,x2)(">32 THEN RETURN
5220 y2=y2+1

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5230 LOCATE x2,y2-1:PRINT CHR$(32):fas(y
2-1,x2)=32
5240 SOUND 1,y2,2
5250 LOCATE x2,y2:PEN 3:PRINT CHR$(132);
:fas(y2,x2)=132
5260 GOTO 5210
5270 CLS#1:LOCATE#1,1,2:PEN#1,1:PRINT#1,
"Hit a key to start";
5280 LOCATE#1,5,4:PEN#1,2:PRINT#1,"DEMOS
TRACION"
5290 PRINT#1:PRINT#1
5300 PRINT#1:PEN#1,6:PRINT#1,"FINAL - 10
x TIEM"
5310 PRINT#1:PEN#1,7:PRINT#1," ";CHR$(
133);" - 50 PUNTOS"
5320 PRINT#1:PEN#1,2:PRINT#1," ";CHR$(
207);" - 5 PUNTOS"
5330 PRINT#1:PEN#1,3:PRINT#1," ";CHR$(
132);" - ROCAS"
5340 PRINT#1:PEN#1,8:PRINT#1," ";CHR$(
135);" - MUROS";
5350 demo=1
5360 fas=1
5370 FOR a=1 TO 2000:IF INKEY#<>" THEN 2
450 ELSE NEXT a
5380 CLS#1:LOCATE#1,5,9:PEN#1,4:PRINT#1,
USING"FASE ##";fas
5390 GOSUB 680
5400 IF demo=2 THEN 2450
5410 fas=fas+1
5420 IF fas>10 THEN FOR a=1 TO 3000:NEXT
a:GOTO 5270
5430 GOTO 5370
5440 CLS#1
5450 PEN#1,5:LOCATE#1,1,1:PRINT#1," TECL
AS DE FUNCION ";
5460 PEN#1,4:LOCATE#1,1,3:PRINT#1,"TECLA
S FUNCION"
5470 PRINT#1," ^A CANCELAR FASE";
5480 PRINT#1," ^G FIN JUEGO"
5490 PRINT#1:PEN#1,3:PRINT#1," ^B SELEC
CIONA FASE"
5500 PRINT#1," ^D DEMOSTRACION
5510 PRINT#1," ^L CARGAR PANTALLA";
5520 PRINT#1," ^N RESET"
5530 PRINT#1:PEN#1,2:PRINT#1," (^ = C
TRL)"
5540 LOCATE#1,4,18:PEN#1,1:PRINT#1,"PULS
A UNA TECLA"
5550 WHILE INKEY#<>"":WEND
5560 A$=INKEY#:IF A$="" THEN 5560 ELSE 24
50
5570 CLS#1:LOCATE#1,2,2:PEN#1,5:PRINT#1,
"FELICIDADES!"
5580 PRINT#1:PEN#1,4:PRINT#1,"Has comlet
ado";
5590 PRINT#1,"Todas las fases en";
5600 PRINT#1," este juego."
5610 PRINT#1:PRINT#1:PRINT#1:PEN#1,8:PRI
NT#1," PULSA UNA TECLA PARA FINALIZAR"
5620 WHILE INKEY#<>"":WEND
5630 a$=INKEY#:IF a$="" THEN 5630
5640 IF score>hiscore THEN hiscore=score
:CLS#1:GOSUB 4810
5650 GOSUB 620:GOTO 90

```