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10 ' *=====*
20 ' *          EL JUEGO DEL SIMON          *
30 ' *          NUMERICO                    *
40 ' *          AMSTRAD USER                *
50 ' *=====*
60 '
70 RANDOMIZE TIME
80 MODE 0:WINDOW 1,20,1,1:WINDOW#1,1,20,
2,25:GOSUB 370:LOCATE 1,1:PRINT "*      SI
MON DICE      *";
90 WHILE INKEY$<>"":WEND:LOCATE #1,1,23:
PRINT#1,"RAPIDO/LENTO(R/L)";
100 s$=INKEY$:IF s$="" THEN 100
110 s$=UPPER$(s$):IF s$="R" THEN s=250 E
LSE IF s$="L" THEN s=500 ELSE 90
120 gl=3
130 WHILE INKEY$<>"":WEND:DIM m(gl)
140 'juego
150 GOSUB 350
160 LOCATE#1,7,6:PRINT#1,"Nivel";gl-2
170 LOCATE #1,1,23:PRINT#1,"<ESPACIO>: e

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mpazar. "

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180 IF INKEY$="" THEN 180
190 GOSUB 400: ' Gira el disco
200 GOSUB 210:GOTO 260
210 ' mueve el display
220 FOR g=1 TO gl
230 INK m(g)+1,0:SOUND 1,m(g)*100
240 GOSUB 520::GOSUB 370
250 NEXT g:RETURN
260 ' entrada del jugador
270 FOR g=1 TO gl
280 a=VAL(INKEY$)
290 IF a<1 OR a>4 THEN 280
300 IF a<>m(g) THEN 440
310 INK m(g)+1,0:SOUND 1,m(g)*100
320 GOSUB 520:GOSUB 370
330 NEXT g:CLS:LOCATE 7,8:PRINT"CORRECTO
":GOSUB 520:GOSUB 370
340 ERASE m:gl=gl+1:GOTO 130
350 'dibuja pantalla
360 CLS:GOSUB 370:LOCATE #0,1,1:PRINT "*"
SIMON DICE      *":GOTO 380
370 BORDER 0:INK 0,0:INK 1,26:INK 2,6:IN
K 3,24:INK 4,18:INK 5,2:MOVE 0,0,1:RETUR
N
380 FOR d=1 TO 4:MOVE d*100,250:DRAWR 75
,0:DRAWR 0,-75:DRAWR -75,0:DRAWR 0,75:MO
VER 10,-10:FILL d+1
390 MOVE d*100-20,170:TAG:PRINT d::TAGOF
F:NEXT d
400 ' mueve el disco
410 FOR r=1 TO gl
420 m(r)=INT(RND*4)+1
430 NEXT r:RETURN
440 'Oooh
450 LOCATE #1,7,8:PRINT"Ooooh!":SOUND 1,
1000
460 FOR n=1 TO 1500:NEXT n:LOCATE #0,7,8
:PRINT"Era..."
470 GOSUB 210
480 LOCATE #1,2,8:PRINT#1,"Otra vez (S/N
)"?
490 IF INKEY(60)<>-1 THEN ERASE m:RUN
500 IF INKEY(46)<>-1 THEN MODE 2:END
510 GOTO 480
520 ' pausa
530 FOR t=1 TO s:NEXT t
540 RETURN
```