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10 KEY DEF 68,0,0,0,0: KEY DEF 68,1,9,9,
9
20 MODE 1: CLS
30 INK 1,24: INK 2,20: INK 3,6
31 INK 0,0: BORDER 4
40 PEN 3
50 XS=0: AS=0
60 PRINT
70 PRINT"      H O C K E Y      E S P A C I
A L": PRINT
80 PEN 1: PRINT"                      (C) MEGAOCIO 19
81"
90 LOCATE 1,14
100 PEN 2
110 PRINT"<<Pulsa C para un juego corto.
...T-500>>"
120 PRINT"<<Pulsa N para un juego medio.
..T-1000>>"
130 PRINT"<<Pulsa L para un juego largo.
..T-1500>>"
140 A*=UPPER*(INKEY*)
150 IF A*="L" THEN T=1500: GOTO 190
160 IF A*="C" THEN T=500: GOTO 190
170 IF A*="N" THEN T=1000: GOTO 190
180 GOTO 140
190 'PANTALLA DE SELECCION
200 INK 0,0: PEN 1: PAPER 0
210 TIE=0
220 BORDER 0: CLS
230 'CHRS
240 SYMBOL AFTER 92
250 SYMBOL 93,24,60,102,195,129,0,0,0
260 SYMBOL 251,0,24,60,36,102,102,255,21
8
270 SYMBOL 252,219,255,102,102,36,60,24,
0
280 SYMBOL 253,3,15,62,99,99,62,15,3
290 SYMBOL 254,192,240,124,198,198,124,2
40,192
300 SYMBOL 255,24,44,94,126,60,24
310 X=5: Y=16: A=35: B=5: G=20: H=11
320 PEN INT(RND*3)+1: LOCATE 1,23: PRINT
"|||||||||||||||||||||||||||||||||||||
|      P R E P A R A D O ? "
330 BORDER 1
340 FOR F=1 TO 100: E=RND*840: Q=RND*400
: W=INT(RND*3)+1: PLOT E,Q,W: NEXT
350 LOCATE 1,23
360 PRINT"|||||||||||||||||||||||||||||||||
|||||||||"
370 LOCATE 1,24
380 PRINT"      H O C K E Y      E S P A C
I A L"
390 LOCATE 1,25
400 PRINT"      1:
      2:"
410 LOCATE 8,25: PEN 3: PRINT XS
420 LOCATE 38,25: PEN 1: PRINT AS
430 PEN 3: LOCATE 1,5: PRINT"="
440 LOCATE 1,17: PRINT"="
450 PEN 1: LOCATE 40,5: PRINT"="

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460 LOCATE 40,17: PRINT=="
470 PEN 2: S=253: P=254
480 LOCATE X,Y: PRINT CHR*(254)
490 LOCATE A,B: PRINT CHR*(253)
500 PEN 2: LOCATE G,H
510 PRINT CHR*(255): PEN 1
520 'PROGRAMA PRINCIPAL
530 OX=X: OY=Y: OA=A: OB=B
540 OG=G: OH=H: T=T-1
550 LOCATE G,H: PEN 2: PRINT CHR*(255)
560 PEN 2: LOCATE 18,25: PRINT T
570 IF T<1 THEN 1450
580 IF CC=1 THEN 650
590 IF X=A AND B=Y THEN SOUND 2,80,10,5:
  T=T-10: IF H=B OR G=A THEN SOUND 1,50,1
  0,5: T=T-5
600 IF INKEY(9)>-1 THEN AA=2 ELSE AA=1
610 IF INKEY(0)>-1 THEN B=B-AA: S=251
620 IF INKEY(2)>-1 THEN B=B+AA: S=252
630 IF INKEY(8)>-1 THEN A=A-AA: S=253
640 IF INKEY(1)>-1 THEN A=A+AA: S=254
650 IF INKEY(76)>-1 THEN XX=2 ELSE XX=1
660 IF INKEY(72)>-1 THEN Y=Y-XX: P=251
670 IF INKEY(73)>-1 THEN Y=Y+XX: P=252
680 IF INKEY(74)>-1 THEN X=X-XX: P=253
690 IF INKEY(75)>-1 THEN X=X+XX: P=254
700 IF X>39 THEN X=39
710 IF X<2 THEN X=2
720 IF A>39 THEN A=39
730 IF A<2 THEN A=2
740 IF B<1 THEN B=1
750 IF B>22 THEN B=22
760 IF Y<1 THEN Y=1
770 IF Y>22 THEN Y=22
780 'P. CHR*
790 LOCATE OX,OY: PRINT " "
800 LOCATE OA,OB: PRINT " "
810 PEN 11: LOCATE X,Y: PRINT CHR*(P)
820 PEN 1: LOCATE A,B: PRINT CHR*(S)
830 'COLISION
840 FF=0
850 IF AA=2 THEN AA=7
860 IF XX=2 THEN XX=7
870 IF X=G-1 AND Y=H THEN FF=1: TT=XX
880 IF A=G-1 AND B=H THEN FF=1: TT=AA
890 IF FF=1 THEN 1120
900 IF X=G+1 AND Y=H THEN FF=1: TT=XX
910 IF A=G+1 AND B=H THEN FF=1: TT=AA
920 IF FF=1 THEN 1130
930 IF X=G AND Y=H-1 THEN FF=1: TT=XX
940 IF A=G AND B=H-1 THEN FF=1: TT=AA
950 IF FF=1 THEN 1140
960 IF X=G AND Y=H+1 THEN FF=1: TT=XX
970 IF A=G AND B=H+1 THEN FF=1: TT=AA
980 IF FF=1 THEN 1150
990 IF X=G-1 AND Y=H-1 THEN FF=1: TT=XX
1000 IF A=G-1 AND B=H-1 THEN FF=1: TT=AA
1010 IF FF=1 THEN 1160

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1020 IF X=G+1 AND Y=H-1 THEN FF=1: TT=XX
1030 IF A=G+1 AND B=H-1 THEN FF=1: TT=AA
1040 IF FF=1 THEN 1170
1050 IF X=G+1 AND Y=H+1 THEN FF=1: TT=XX
1060 IF A=G+1 AND B=H+1 THEN FF=1: TT=AA
1070 IF FF=1 THEN 1180
1080 IF X=G-1 AND Y=H+1 THEN FF=1: TT=XX
1090 IF A=G-1 AND B=H+1 THEN FF=1: TT=AA
1100 IF FF=1 THEN 1190
1110 GOTO 530
1120 G=G+TT: GOTO 1200
1130 G=G-TT: GOTO 1200
1140 H=H+TT: GOTO 1200
1150 H=H-TT: GOTO 1200
1160 G=G+TT: H=H+TT: GOTO 1200
1170 G=G-TT: H=H-TT: GOTO 1200
1180 G=G-TT: H=H-TT: GOTO 1200
1190 G=G+TT: H=H-TT
1200 SOUND 1,30,10,8
1210 IF G<3 AND H<17 AND H>5 THEN 1330
1220 IF G>38 AND H<17 AND H>5 THEN 1370
1230 IF G<3 THEN G=3: SOUND 1,300,15,7
1240 IF G>38 THEN G=38: SOUND 1,300,15,7
1250 IF H>21 THEN H=21: SOUND 1,300,15,7
1260 IF H<2 THEN H=2: SOUND 1,300,15,7
1270 IF AA=6 THEN AA=2
1280 IF XX=6 THEN XX=2
1290 PEN 2: LOCATE OG,OH: PRINT " "
1300 LOCATE G,H: PRINT CHR*(255)
1310 PEN 1: GOTO 530
1320 'GOL
1330 G=1: LOCATE OG,OH: PRINT " "
1340 LOCATE G,H: PEN 2: PRINT CHR*(255)
1350 AS=AS+1: G=1
1360 GOTO 1400
1370 G=40: LOCATE OG,OH: PRINT " "
1380 LOCATE G,H: PEN 2: PRINT CHR*(255)
1390 XS=XS+1: G=40
1400 FOR FX=5 TO 15
1410 SOUND 2,0,15,5,0,0,FX
1420 NEXT
1430 P=254: S=253: CLS: GOTO 310
1440 'FINAL
1450 FOR FY=5 TO 15: SOUND 1,FY,10,7
1460 NEXT
1470 FOR G=1 TO 1500: NEXT
1480 IF AS=XS AND TIE=0 THEN TIE=1: LOCA
TE 14,15: PEN 2: PRINT'TIEMPO EXTRA': FO
R G=1 TO 1000: NEXT: T=100: SOUND 1,200,
50,3: SOUND 1,150,50,3: SOUND 1,100,50,3
: CLS: GOTO 310
1490 Z$="G A M E O V E R"
1500 FOR Q=1 TO 1+(LEN(Z$)/2): LOCATE 10
+Q*2,5: PRINT MID$(Z$,Q*2-1,1): SOUND
1,(Q+20)*4,2,4,0,0,Q: FOR W=1 TO 500: NE
XT: NEXT
1510 IF XS>AS THEN LOCATE 1,16: PEN 3: P
RINT'JUGADOR 1 (ROJO) - GANADOR!!'
1520 IF AS>XS THEN LOCATE 1,16: PEN 1: P
RINT'JUGADOR 2 (AMARILLO) - GANADOR!!'
1530 IF AS=XS THEN LOCATE 14,16: PEN 2:
PRINT'EMPATE!'
1540 LOCATE 1,20
1550 PRINT" PULSA DISPARO PARA JUG
AR OTRA VEZ"
1560 IF INKEY(76)>-1 OR INKEY(9)>-1 THEN
20 ELSE 1560

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