

```

10 H%=1
20 ENT -1,1,1,1,1,5,1:ENV 1,10,1,1,1,10,
0,1,1,1:ENT -2,1,-2,1
30 A$="":B%=0:S%=10:O%=1:Z%=0:P%=11:X=1:
Q=0.993
40 INK 0,0:BORDER 0:INK 1,26:INK 2,14:IN
K 3,6:PAPER 0:PEN 1:CLS
50 GOSUB 280
60 WHILE LEN(A$)<P%
70 FOR CX=1 TO S%
80 LOCATE#2,P%+1-LEN(A$),2:PRINT #2," ";
A$:O%=B%
90 IF INKEY(68)<>-1 THEN B%=B%+1:SOUND 1
,B%*2+50,2,7:LOCATE #1,1,21:PRINT#1,B% M
OD 10:IF B%=10 THEN B%=0
100 IF INKEY(70)<>-1 THEN B%=B%-1:SOUND
1,B%*2+50,2,7:LOCATE #1,1,1:PRINT#1,CHR$(
11):CHR$(11):(B%+1) MOD 10:IF B%=-1 THE
N B%=9
110 IF INKEY(21)<>-1 THEN GOSUB 240
120 IF C%=1 THEN A$=A$+RIGHT$(STR$(CINT(
RND*10)),1)
130 IF RND>Q AND LEN(A$)<P% THEN A$=A$+C
HR$(224)
140 NEXT CX
150 IF X<>0 THEN CLS#4:PRINT#4:X=0
160 IF RND<(S%/70) THEN S%=S%-1:LOCATE #
3,8,4:PRINT #3,10-S%:IF S%=0 THEN S%=1
170 WEND
180 FOR N%=1 TO 9:SOUND 2,50,50,5,1,1:NE
XT:CLS#2:PRINT#2:PRINT#2,"JUEGO ACABADO"

190 IF Z%>H% THEN H%=Z%:LOCATE #3,2,2:PR
INT#3,"NUEVO RECORD":LOCATE #3,8,6:PRINT
#3,H%
200 PRINT#4:PRINT#4," PULSA UNA TECLA"
210 WHILE INKEY$<>"":WEND:WHILE INKEY$="
":WEND
220 PAPER #5,0:FOR N%=1 TO 40:WINDOW #5,
N%,N%,1,25:CLS#5:SOUND 1,N%*5,2,7:SOUND
4,200-(N%*5),2,7:NEXT
230 GOTO 20
240 FOR N%=1 TO LEN(A$)
250 IF MID$(A$,N%,1)=RIGHT$(STR$((B%+5)
MOD 10),1) THEN A$=LEFT$(A$,N%-1)+RIGHT$(
A$,LEN(A$)-N%):SOUND 4,400,30,7,0,1:LOC
ATE#2,P%+1-LEN(A$),2:PRINT #2," ":A$:Z%
=Z%+(B%+5) MOD 10:LOCATE #3,8,2:PRINT#3,

```

```

Z%
260 NEXT
270 IF LEFT$(A$,1)=CHR$(224) THEN GOSUB
350
280 RETURN
290 WINDOW#1,9,9,3,24:PAPER#1,0:PEN#1,1:
WINDOW#2,12,24,11,13:PAPER#2,1:PEN#2,0:W
INDOW #3,28,40,18,25:PAPER#3,2:PEN#3,0:W
INDOW #4,22,30,3,5:PAPER#4,3:PEN #4,0:CL
S#1:CLS#2:CLS#3:CLS#4
300 PAPER #3,1:PEN #3,0:LOCATE#3,2,2:PR
INT#3,"PUNTOS":LOCATE#3,2,4:PRINT#3,"VELO
CIDAL":LOCATE#3,2,6:PRINT#3,"ALTO"
310 LOCATE #3,8,2:PRINT#3,0:LOCATE #3,8,
4:PRINT #3,0:LOCATE #3,8,6:PRINT#3,H%
320 LOCATE 8,11:PAPER 3:PEN 0:PRINT CHR$(
131):" ":CHR$(131):LOCATE 8,12:PRINT CH
R$(138):" ":CHR$(138):LOCATE 8,13:PRINT
CHR$(140):" ":CHR$(140):PAPER 0:PEN 2
330 PRINT#1," 1 2 3 4 5 6 7 8 9 0"
340 RETURN
350 SOUND 1,450,30,5,1,2:SOUND 2,225,30,
6,0,2
360 WHILE LEFT$(A$,1)=CHR$(224)
370 X=RND
380 IF X>0.8 THEN PRINT#4," N U K E":SOU
ND 7,1000,40,7,0,0,31:FOR N% TO 20:OUT &
BC 00,5:OUT &BD 00,N%:NEXT:FOR N%=20 TO
0 STEP -1:OUT &BC 00,5:OUT &BD 00,N%:NEX
T:A$="":CLS #2:Z%=Z%+50:GOTO 440
390 IF X>0.6 AND S%<10 THEN PRINT#4," S
L O W":S%=S%+1:LOCATE #3,8,4:PRINT #3,10
-S%:FOR N%-1 TO 20:SOUND 7,100,N%,7,1,0
,N%:NEXT:GOTO 430
400 IF X>0.4 THEN PRINT#4," + 1 0 0":Z%=
Z%+100:LOCATE #3,8,2:PRINT#3,Z%:FOR N%=0
TO 20:SOUND 7,N%*2,5,7:NEXT:GOTO 430
410 IF X>0.2 AND P%<25 THEN PRINT#4," LO
NGER":P%=P%+1:WINDOW #2,12,12+P%+1,11,13
:CLS#2:FOR N%=20 TO 0 STEP -2:SOUND 7,N%
*2,1,7:NEXT:GOTO 430
420 PRINT#4," MAS ":CHR$(224):Q=Q-0.005
:FOR N%=1 TO 20:SOUND 1,N%*5,2,7:SOUND 4
,200-(N%*5),2,7:NEXT:CLS#2:FOR N%=20 TO
0 STEP -2:SOUND 7,N%*2,1,7:NEXT:GOTO 430
430 A$=RIGHT$(A$,LEN(A$)-1)
440 WEND:RETURN

```



```

10 PEN 3:PAPER 0:SPACE=42
20 MODE 1:INK 0,26:INK 1,6:INK 2,5:INK 3
,0:BORDER 26
30 PAPER #2,2:PAPER #1,1
40 LOCATE 30,1:PEN 2:PRINT"CONECTA 4"
50 WINDOW #1,80,39,3,18
60 WINDOW #2,30,39,15,25
70 WINDOW #3,6,21,10,18
80 FOR N=1 TO 428 STEP 80
90 MOVE N,0:DRAW N,360,S
100 MOVE 0,N:DRAW 421,N
110 NEXT N:PEN 3
120 FOR N=1 TO 7:LOCATE (N*4)-3,1:PRINT
N
130 NEXT N
140 CLS #2:CLS #1
150 PEN 8:PAPER 2
160 LOCATE 31,16:PRINT"JUGADOR 2"
170 PAPER 1
180 LOCATE 31,4:PRINT"JUGADOR 1"
181 '
182 'POSICION COLOREADA DEL DISCO
183 '
190 P=1
200 PAPER P
210 LOCATE 31,(12*P)-6:INPUT"COL. ";COL
220 IF COL>7 OR COL<1 THEN GOTO 610
230 IF TEST((60*COL)-30,330)>0 THEN GOTO
620
240 LOCATE 31,(12*P)-6:PRINT"
"
250 Y=29
260 IF TEST((60*COL)-30,Y)=0 THEN 280
270 Y=Y+60:GOTO 260
271 '
272 'DIBUJA EL DISCO
273 '
280 FOR N=1 TO 38
290 MOVE ((60*COL)-30)-20,Y+20-N
300 DRAW ((60*COL)-30)+20,Y+20-N,P
310 NEXT N
320 SPACE=SPACE-1
340 GOSUB 370
350 IF P=1 THEN P=2:ELSE P=1
360 GOTO 200
361 '
362 'PRUEBA PARA LA LINEA DE CUATRO DISC
OS
363 '

```

```

370 FOR Y=1 TO 6
380 FOR X=1 TO 7
390 IF TEST((X*60)-30,(Y*60)-30)=P THEN
GOSUB 430
400 NEXT X
410 NEXT Y
420 RETURN
430 B=(X*60)-30:C=(Y*60)-30
440 IF TEST (B,C)=P AND TEST (B+60,C)=P
AND TEST (B+120,C)=P AND TEST (B+180,C)=
P THEN 490
450 IF TEST (B,C)=P AND TEST (B,C+60)=P
AND TEST (B,C+120)=P AND TEST (B,C+180)=
P THEN 490
460 IF TEST (B,C)=P AND TEST (B+60,C+60)
=P AND TEST (B+120,C+120)=P AND TEST (B+
180,C+180) THEN 490
470 IF TEST (B,C)=P AND TEST (B-60,C+60)
=P AND TEST (B-120,C+120)=P AND TEST (B-
180,C+180) THEN 490
475 IF SPACE=0 THEN CLS #3:PEPER P:LOCAT
E 9,12:PRINT"RED LLENA":GOTO 570
480 RETURN
481 '
482 'ROUTINA VENCEDOR
483 '
490 IF P=1 THEN D=6:ELSE D=5
500 FOR N=7 TO 0 STEP -1
510 INK P,D,26:SOUND 1,30,50,N
520 NEXT N
530 INK P,D
540 PAPER #3,P
550 CLS #3
560 LOCATE 7,12:PRINT"JUGADOR"P"GANAS"
570 LOCATE 7,15:PRINT"OTRO JUEGO?"
580 A$=INKEY$:IF A$="" THEN 580
590 IF UPPER$(A$)="S" THEN RUN
600 CLS:END
601 '
602 'SUBROUTINA TRAMPA
603 '
610 PRINT CHR$(7):LOCATE 50,(12*P)-3:PRI
NT"OFF GRID":FOR N=1 TO 500:NEXT N:LOCA
TE 31,(12*P)-9:PRINT"
":GOTO 210
620 PRINT CHR$(7):LOCATE 30,(12*P)-3:PRI
NT"COL LLENA":FOR N=1 TO 500:NEXT N:LOCA
TE 31,(12*P)-3:PRINT"
":GOTO 210

```