

```

10 REM
20 REM
30 REM D O M I N O
40 REM
50 REM Por Julio Marcos
60 REM
70 REM Para MICROHOBBY AMSTRAD
80 REM
90 REM
100 MODE 1:DEFINT a-z
110 GOSUB 2930
120 GOSUB 410
130 GOSUB 170
140 GOSUB 3240
150 GOSUB 2460
160 GOTO 2210
170 REM --- Nombre y nivel ---
180 CLS
190 PEN 3:PAPER 0:CLS
200 GOSUB 3490
210 LOCATE 11,13:PRINT"ESCRIBE TU N
OMBRE"
220 nam$(4)=""
230 PEN 1
240 a$=INKEY$:IF a$="" GOTO 240
250 IF a$=CHR$(13) GOTO 330
260 IF a$=CHR$(127) THEN nam$(4)=LE
FT$(nam$(4),LEN(nam$(4))-1):GOTO 30
0
270 a$=UPPER$(a$)
280 IF a$<CHR$(32) OR a$>CHR$(128)
THEN PRINT#1,CHR$(7):GOTO 240
290 nam$(4)=nam$(4)+a$
300 LOCATE 16,20:PRINT nam$(4)+" ";
310 IF LEN(nam$(4))=9 GOTO 330
320 GOTO 240
330 REM --- Elige nivel ---
340 PAPER 0:PEN 3:INK 3,26:CLS
350 LOCATE 11,13:PRINT"ELIGE NIVEL
(1-9)":
360 a$=INKEY$:IF a$="" GOTO 360
370 IF a$<"0" OR a$>"9" GOTO 360
380 level=VAL(a$)
390 LOCATE 14,20:PEN 1:PRINT"Nivel
-":level
400 RETURN
410 REM --- Asigna variables y tabl
as ---
420 ver=0:hor=1:si=1:no=0:casi=2
430 DIM pl$(4,7),sen(3),col(3),n(3)
,v(3),y(3),doble(3)
440 DIM card$(28),valor(4,7,3),pasa
(4,6),jugada(9,2),nam$(4)
450 nam$(1)="MARCOS":nam$(2)="MERCE
":nam$(3)="CARLOS"
460 RETURN
470 REM ***** ELIGE LA FICHA QUÉ V
A A TIRAR *****
480 REM
490 player=player MOD 4:dob=0
500 IF player>4 THEN player=1
510 CLS#2
520 PRINT#4,nam$(player)
530 GOSUB 3490
540 REM --- Comprueba que la ficha
se puede colocar
550 total=0
560 FOR ficha=1 TO 7
570 IF pl$(player,ficha)="" THEN n1
=10:n2=10:GOTO 600
580 n1=VAL(LEFT$(pl$(player,ficha),
1))
590 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
600 FOR lado=1 TO 3 STEP 2
610 valor(player,ficha,lado)=0
620 IF n1=n(lado) OR n2=n(lado) THEN
valor(player,ficha,lado)=1:total=1
630 NEXT lado
640 NEXT ficha
650 IF total=0 GOTO 1440
660 REM --- Asigna valores a las fi
chas ---
670 FOR ficha=1 TO 7
680 CLS#2
690 FOR lado=1 TO 3 STEP 2
700 IF valor(player,ficha,lado)=0 G
OTO 950
710 n1=VAL(LEFT$(pl$(player,ficha),
1))
720 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
730 REM --- Comprueba si es ficha d
oble (100 p) ---
740 IF n1=n2 THEN valor(player,fich
a,lado)=100+n1+n2:dob=1:GOTO 950
750 IF n2=n(lado) THEN t=n1:n1=n2:n
2=t
760 REM --- Comprueba si la ficha c
ierra el juego ---
770 REM --- buscando mas fichas con
n2 ---
780 total=0
790 FOR w=1 TO 28
800 IF INSTR(1,card$(w),RIGHT$(STR$
(n2),1))<>0 THEN total=total+1
810 NEXT w
820 IF total=1 GOTO 950
830 valor(player,ficha,lado)=valor(
player,ficha,lado)+10+n2+n1
840 REM --- Comprueba si algun play
er paso de n2 ---
850 FOR pl=1 TO 4
860 IF pl=player GOTO 380
870 IF pasa(pl,n2)=si THEN valor(pl
ayer,ficha,lado)=valor(player,ficha
,lado)+5+n2+n1
880 NEXT pl
890 REM --- Mira las fichas de play
er que contengan n2 ---
900 total=0
910 FOR fi=1 TO 7
920 IF INSTR(1,pl$(player,fi),RIGHT
$(STR$(n2),1))<>0 THEN total=total+
1+n2+n1
930 NEXT fi
940 valor(player,ficha,lado)=valor(
player,ficha,lado)+2*total
950 NEXT lado
960 NEXT ficha
970 REM --- Coloca y ordena los val
ores de las fichas ---
980 ERASE jugada:DIM jugada(9,2)
990 FOR ficha=1 TO 7
1000 FOR lado=1 TO 3 STEP 2
1010 IF valor(player,ficha,lado)<ju
gada(0,1) GOTO 1030
1020 jugada(0,1)=ficha:jugada(0,2)=
lado:GOSUB 1310
1030 NEXT lado
1040 NEXT ficha
1050 REM --- Elige la ficha segun e
l nivel ---
1060 IF dob=1 THEN w=9:GOTO 1080
1070 w=level+INT((10-level)*RND)
1080 IF valor(player,jugada(w,1),ju
gada(w,2))=0 THEN w=w+1:GOTO 1080
1090 ficha=jugada(w,1)
1100 lado=jugada(w,2)
1110 n1=VAL(LEFT$(pl$(player,ficha)
,1))
1120 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
1130 v=1
1140 WHILE card$(v)<>pl$(player,fic
ha)
1150 v=v+1
1160 WEND
1170 card$(v)=""
1180 pl$(player,ficha)=""
1190 PLOT -2,-2,0
1200 GOSUB 1970
1210 GOSUB 3920
1220 GOSUB 3490
1230 REM --- Comprueba si player ha
terminado ---
1240 total=0
1250 FOR ficha=1 TO 7
1260 IF pl$(player,ficha)<>"" THEN
total=1
1270 NEXT ficha
1280 IF total=0 GOTO 6550
1290 player=player+1
1300 IF player>4 GOTO 470 ELSE 156
0
1310 REM --- Ordena los valores de
las fichas ---
1320 modif=si
1330 WHILE modif=si
1340 modif=no
1350 FOR w=0 TO 8
1360 IF valor(player,jugada(w,1),ju
gada(w,2))<valor(player,jugada(w+1
,1),jugada(w+1,2)) GOTO 1410
1370 FOR v=1 TO 2
1380 t=jugada(w,v):jugada(w,v)=jug
ada(w+1,v):jugada(w+1,v)=t
1390 NEXT v
1400 modif=si
1410 NEXT w
1420 WEND
1430 RETURN
1440 REM --- Player pasa ---
1450 playpas=playpas+1:IF playpas=4
GOTO 7540
1460 pasa(player,n(1))=si
1470 pasa(player,n(3))=si
1480 PRINT#2,"PASO";
1490 SOUND 1,200,10,7
1500 SOUND 1,700,30,7
1510 FOR q=1 TO 3000:NEXT
1520 CLS#2
1530 IF player=4 THEN GOSUB 3830
1540 GOSUB 3490
1550 GOTO 1290
1560 REM --- Turno del jugador nume
ro 4 ---
1570 CLS#2:player=4
1580 PRINT#4,nam$(player)
1590 PRINT(CHR$(23)+CHR$(1))
1600 PLOT -2,-2,2
1610 ficha=1
1620 GOTO 1700
1630 WHILE INKEY$<>"":WEND
1640 a$=INKEY$:IF a$="" GOTO 1640
1650 IF a$="P" OR a$="p" GOTO 1440
1660 IF a$=CHR$(13) GOTO 1730
1670 GOSUB 3830
1680 ficha=ficha+1
1690 IF ficha>7 THEN ficha=1
1700 IF pl$(4,ficha)="" GOTO 1680
1710 GOSUB 3830
1720 GOTO 1630
1730 REM tira jugador 4
1740 REM comprueba la validez de la
ficha
1750 n1=VAL(LEFT$(pl$(player,ficha)
,1))
1760 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
1770 IF n1=n(1) OR n1=n(3) OR n2=n(
1) OR n2=n(3) GOTO 1820
1780 PRINT#2,"INVALIDO":SOUND 1,80
,60,7
1790 FOR w=1 TO 2000:NEXT
1800 CLS#2
1810 GOTO 1640
1820 REM ficha valida
1830 PRINT CHR$(23)+CHR$(0)
1840 PLOT -2,-2,0
1850 GOSUB 3920
1860 w=1
1870 WHILE pl$(4,ficha)<>card$(w)
1880 w=w+1
1890 WEND
1900 card$(w)=""
1910 pl$(4,ficha)=""
1920 IF pasa(4,n1)=si GOTO 7360
1930 t=n1:n1=n2:n2=t
1940 IF pasa(4,n1)=si GOTO 7360
1950 IF beguin=si THEN RETURN
1960 GOTO 1230
1970 REM ----- Borra ficha de los j
ugadores 1-3 -----
1980 REM
1990 CALL &BBE4
2000 TAG
2010 ON player GOSUB 2040,2100,2150
2020 TAGOFF
2030 RETURN
2040 REM -- Borra ficha de player 1
--
2050 xp=616
2060 yp=68+38*ficha
2070 MOVE xp,yp:PRINT CHR$(247);
2080 MOVE xp,yp+16:PRINT CHR$(246);
2090 RETURN
2100 REM --- Borra ficha de player
2 ---

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2110 xp=150+38*ficha
2120 yp=392
2130 MOVE xp,yp:PRINT CHR$(248);CHR
$(249);
2140 RETURN
2150 REM --- Borra ficha de player
3 ---
2160 xp=6
2170 yp=68+38*ficha
2180 MOVE xp,yp:PRINT CHR$(251);
2190 MOVE xp,yp+16:PRINT CHR$(250);
2200 RETURN
2210 REM --- COMIENZO DE LA PARTIDA
---
2220 begin=si
2230 REM --- Busca el 6 doble ---
2240 player=1:ficha=1
2250 WHILE pl$(player,ficha)<>"6,6"
2260 ficha=ficha+1
2270 IF ficha=8 THEN ficha=1:player
=player+1
2280 WEND
2290 LOCATE #1,10,3:PRINT#1,"COMIEN
7A ";nam$(player)
2300 pl$(player,ficha)=" "
2310 card$(28)=" "
2320 x(1)=340:y(1)=230:x(3)=338:y(3
)=230
2330 topird=62:topder=586
2340 sen(1)=-1:sen(3)=1
2350 col(1)=hor:col(3)=hor
2360 n(1)=6:n(3)=6:doble(1)=si:dobl
e(3)=no
2370 lado=1
2380 n1=6:n2=6
2390 IF player=4 THEN GOSUB 1820:GO
TO 2420
2400 GOSUB 1970
2410 GOSUB 3920
2420 LOCATE#1,10,3:PRINT#1,SPACE$(2
3);
2430 PAPER 2
2440 begin=no
2450 GOTO 1290
2460 REM --- Pantalla inicial ---
2470 REM
2480 PAPER 0:PEN 1:PAPER#1,2:PEN #1
,1
2490 INK 3,26:CLS:CLS#1
2500 MOVE 46,368:DRAWR 546,0,1:DRAW
R 0,-306:DRAWR -546,0:DRAWR 0,306
2510 PRINT CHR$(23)+CHR$(0)
2520 TAB:PL0T -2,-2,1
2530 CALL &BBE4
2540 REM jugador 1
2550 x=616
2560 FOR y=106 TO 356 STEP 38
2570 PLOT -2,-2,1
2580 MOVE x,y:PRINT CHR$(247);
2590 MOVE x,y+16:PRINT CHR$(246);
2600 MOVE x+8,y-12:DRAWR 0,26,3:MOV
E x+10,y-12:DRAWR 0,26,3
2610 NEXT y
2620 REM
2630 REM jugador 2
2640 y=392
2650 FOR x=188 TO 452 STEP 38
2660 PLOT -2,-2,1
2670 MOVE x,y:PRINT CHR$(248)+CHR$(
249);
2680 MOVE x+2,y-4:DRAWR 26,0,3:MOVE
x+2,y-6:DRAWR 26,0,3
2690 NEXT x
2700 REM
2710 REM jugador 3
2720 x=6
2730 FOR y=106 TO 356 STEP 38
2740 PLOT -2,-2,1
2750 MOVE x,y:PRINT CHR$(251);
2760 MOVE x,y+16:PRINT CHR$(250);
2770 MOVE x+4,y-12:DRAWR 0,26,3:MOV
E x+6,y-12:DRAWR 0,26,3
2780 NEXT y
2790 TAGOFF
2800 REM
2810 REM jugador 4
2820 CALL &BBE4,0,0,0
2830 PLOT -2,-2,1
2840 ficha=1
2850 FOR x=188 TO 452 STEP 38
2860 y=60
2870 n1=VAL(LEFT$(pl$(4,ficha),1))
2880 n2=VAL(RIGHT$(pl$(4,ficha),1))
2890 GOSUB 5990
2900 ficha=ficha+1
2910 NEXT x
2920 RETURN
2930 REM ----- CARACTER
ES Y TINTAS -----
2940 REM
2950 BORDER 11:INK 0,11:INK 1,0:INK
2,13:INK 3,26
2960 PAPER 0:CLS
2970 WINDOW#1,4,37,3,21
2980 WINDOW#2,1,8,1,1
2990 WINDOW#3,7,34,7,17
3000 WINDOW#4,32,40,1,1
3010 WINDOW#5,11,30,10,14
3020 PAPER#1,2
3030 PAPER#2,0:PEN#2,1
3040 PAPER#3,1:PEN #3,3
3050 PAPER#4,0:PEN #4,1
3060 PAPER#5,1:PEN #5,0
3070 SYMBOL 240,126,126,126,126,126
,126,126,127
3080 SYMBOL 241,127,126,126,126,126
,126,126,126
3090 SYMBOL 242,1,255,255,255,255,2
55,255,0
3100 SYMBOL 243,128,255,255,255,255
,255,255,0
3110 SYMBOL 244,126,126,126,126,126
,126,126,254
3120 SYMBOL 245,254,126,126,126,126
,126,126,126
3130 SYMBOL 246,126,114,114,114,114
,114,114,115
3140 SYMBOL 247,115,114,114,114,114
,114,114,126
3150 SYMBOL 248,1,255,128,128,255,2
55,255,0
3160 SYMBOL 249,128,255,1,1,255,255
,255,0
3170 SYMBOL 250,126,78,78,78,78,78,
78,206
3180 SYMBOL 251,206,78,78,78,78,78,
78,126
3190 SYMBOL 252,255,128,128,128,128
,128,128,128
3200 SYMBOL 253,255,1,1,1,1,1,1,1
3210 SYMBOL 254,128,128,128,128,128
,128,128,255
3220 SYMBOL 255,1,1,1,1,1,1,1,255
3230 RETURN
3240 REM ----- REPARTE FICHA
S -----
3250 REM
3260 RANDOMIZE TIME
3270 GOSUB 3390
3280 REM Reparte Fichas
3290 FOR player=1 TO 4
3300 FOR ficha=1 TO 7
3310 w=INT(RND*28)+1
3320 IF card$(w)="" GOTO 3310
3330 pl$(player,ficha)=card$(w)
3340 card$(w)=""
3350 NEXT ficha
3360 NEXT player
3370 GOSUB 3390
3380 RETURN
3390 REM ----- ASIGNA FICHAS
-----
3400 REM
3410 w=1
3420 FOR a=0 TO 6
3430 FOR b=a TO 6
3440 card$(w)=RIGHT$(STR$(a),1)+", "
+RIGHT$(STR$(b),1)
3450 w=w+1
3460 NEXT b
3470 NEXT a
3480 RETURN
3490 REM --- Colorea las fichas de
los jugadores al tirar ---
3500 REM
3510 PRINT CHR$(23)+CHR$(1)
3520 PLOT -2,-2,2:CALL &BBE4
3530 TAG
3540 ON player GOSUB 3570,3660,3740
3550 TAGOFF
3560 RETURN
3570 REM jugador 1
3580 xp=616
3590 FOR ficha=1 TO 7
3600 IF pl$(player,ficha)="" GOTO 3
640
3610 yp=68+38*ficha
3620 MOVE xp,yp:PRINT CHR$(241);
3630 MOVE xp,yp+16:PRINT CHR$(242);
3640 NEXT ficha
3650 RETURN
3660 REM jugador 2
3670 yp=392
3680 FOR ficha=1 TO 7
3690 IF pl$(player,ficha)="" GOTO 3
720
3700 xp=150+38*ficha
3710 MOVE xp,yp:PRINT CHR$(242);CHR
$(243);
3720 NEXT ficha
3730 RETURN
3740 REM jugador 3
3750 xp=6
3760 FOR ficha=1 TO 7
3770 IF pl$(player,ficha)="" GOTO 3
810
3780 yp=68+38*ficha
3790 MOVE xp,yp:PRINT CHR$(245);
3800 MOVE xp,yp+16:PRINT CHR$(244);
3810 NEXT ficha
3820 RETURN
3830 REM Colorea la ficha de player 4
3840 TAG
3850 xp=188+(ficha-1)*38
3860 FOR yp=60 TO 0 STEP -16
3870 MOVE xp,yp
3880 PRINT CHR$(143);CHR$(143);
3890 NEXT yp
3900 TAGOFF
3910 RETURN
3920 REM ----- CALCULA COO
RDENADAS DE LA FICHA -----
3930 REM
3940 playpas=0
3950 IF player<>4 THEN a=lado:GOTO
4040
3960 IF n1<>n(3) AND n1<>n(1) THEN
t=n1:n1=n2:n2=t
3970 IF n1<>n(3) AND n1<>n(1) THEN
RETURN:REM Ficha no valida
3980 IF n1=n2 GOTO 5080
3990 IF n(1)<>n(3) GOTO 4020
4000 a=RND*10+1
4010 IF a>4 THEN a=3 ELSE a=1
4020 IF (n1=n(3) AND n2=n(1)) OR (n
1=n(1) AND n2=n(3)) THEN GOSUB 5540
:GOTO 4040
4030 IF n1=n(1) THEN a=1 ELSE a=3
4040 IF n1=n2 GOTO 5080
4050 IF col(a)=ver GOTO 4550:REM co
loca despues de una vertical
4060 IF doble(a)=1 GOTO 4330:REM co
loca despues de una doble horizonta
l
4070 REM coloca despues de una hori
zontal normal
4080 x=x(a)+64*sen(a):y=y(a)
4090 IF x>topird AND x<topder GOTO
4270:REM caso 1
4100 x=x(a)+32*sen(a)
4110 IF x>topird AND x<topder GOTO
4200:REM caso 2
4120 REM caso 3,top=si
4130 x=x(a)
4140 IF sen(a)=1 THEN x=x-2
4150 y=y(a)+34*(a-2):IF a=3 THEN y=
y-2
4160 top(a)=si
4170 col(a)=ver
4180 doble(a)=no
4190 GOTO 5650
4200 REM caso 2,top=casi
4210 x=x(a)+34*sen(a):IF sen(a)=-1
THEN x=x-2
4220 y=y(a)
4230 IF a=3 THEN y=y-2
4240 top(a)=casi
4250 col(a)=ver
4260 GOTO 5650
4270 REM caso 1,top=no
4280 x=x(a)+66*sen(a)
4290 y=y(a)
4300 top(a)=no
4310 col(a)=hor
4320 GOTO 5650
4330 REM despues de ficha doble
4340 IF top(a)=si GOTO 4480
4350 IF top(a)=casi GOTO 4420
4360 REM top=no;caso 1
4370 x=x(a)+66*sen(a)
4380 y=y(a)+16*(a-2)
4390 col(a)=hor

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4400 GOTO 5650
4410 doble(a)=no
4420 REM top=casi; caso 2
4430 x=x(a)
4440 y=y(a)+66*(a-2)
4450 col(a)=ver
4460 GOTO 5650
4470 doble(a)=no
4480 REM top=si; caso 3
4490 sen(a)=-sen(a)
4500 x=x(a)-2*sen(a)
4510 y=y(a)
4520 col(a)=hor
4530 doble(a)=no
4540 GOTO 5650
4550 REM despues de ficha vertical
4560 IF doble(a)=si GOTO 4730:REM c
4570 IF top(a)=casi GOTO 4660
4580 REM top=si; caso 5
4590 sen(a)=-sen(a)
4600 x=x(a)+98*sen(a):IF sen(a)=1 T
4610 y=y(a)+30*(a-2):IF a=3 THEN y=
y+2
4620 top(a)=no
4630 doble(a)=no
4640 col(a)=hor
4650 GOTO 5650
4660 REM top=casi; caso 4
4670 sen(a)=-sen(a)
4680 x=x(a)+64*sen(a):IF sen(a)=-1
THEN x=x+2

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4490 y=y(a)+64*(a-2):IF a=3 THEN y=
y+2
4700 col(a)=hor
4710 top(a)=no
4720 GOTO 5650
4730 REM ficha despues de doble ver
tical
4740 IF top(a)=si GOTO 5000
4750 x=x(a)+64*sen(a)
4760 IF x>topizd AND x<topder GOTO
4930:REM caso 1
4770 x=x(a)+32*sen(a)
4780 IF x>topizd AND x<topder GOTO
4860:REM caso 2
4790 REM caso 3; top=si despues de d
oble vertical
4800 x=x(a)
4810 y=y(a)+64*(a-2):IF a=3 THEN y=
y+2
4820 top(a)=si
4830 doble(a)=no
4840 col(a)=ver
4850 GOTO 5650
4860 REM caso 2; top=casi despues de
doble vertical
4870 x=x(a)
4880 y=y(a)+64*(a-2)
4890 top(a)=si
4900 doble(a)=no
4910 col(a)=ver
4920 GOTO 5650
4930 REM caso 1; top=no despues de d
oble vertical

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4940 x=x(a)+66*sen(a):IF sen(a)=1 T
HEN x=x+2
4950 y=y(a)+16*(a-2)
4960 top(a)=no
4970 doble(a)=no
4980 col(a)=hor
4990 GOTO 5650
5000 REM coloca ficha despues de do
ble con top=si
5010 sen(a)=-sen(a)
5020 x=x(a)+98*sen(a):IF sen(a)=si
THEN x=x+2
5030 y=y(a)+30*(a-2):IF a=3 THEN y=
y+2
5040 top(a)=no
5050 col(a)=hor
5060 doble(a)=no
5070 GOTO 5650
5080 REM coloca ficha doble
5090 IF n1=(1) THEN a=1 ELSE a=3
5100 IF col(a)=ver GOTO 5360
5110 x=x(a)+64*sen(a)
5120 IF x>topizd AND x<topder GOTO
5290
5130 x=x(a)+32*sen(a)
5140 IF x>topizd AND x<topder GOTO
5220
5150 REM top=si; caso 3
5160 x=x(a):IF sen(a)=1 THEN x=x-2
5170 y=y(a)+34*(a-2)
5180 top(a)=si
5190 col(a)=ver
5200 doble(a)=si
5210 GOTO 5650
5220 REM top=casi; caso 2
5230 x=x(a)+34*sen(a):IF sen(a)=-1
THEN x=x-2
5240 y=y(a)-16*(a-2)
5250 top(a)=casi
5260 col(a)=ver
5270 doble(a)=si
5280 GOTO 5650
5290 REM top=no; caso 1
5300 x=x(a)+34*sen(a):IF sen(a)=-1
THEN x=x-2
5310 y=y(a)-16*(a-2)
5320 top(a)=no
5330 col(a)=ver
5340 doble(a)=si
5350 GOTO 5650
5360 REM coloca ficha doble en hori
zontal
5370 IF top(a)=si GOTO 5460:REM cas
o 1
5380 REM top=casi
5390 sen(a)=-sen(a)
5400 x=x(a)+48*sen(a):IF sen(a)=1 T
HEN x=x+2
5410 y=y(a)+66*(a-2)
5420 col(a)=hor
5430 doble(a)=no
5440 top(a)=no
5450 GOTO 5650
5460 REM top=si
5470 sen(a)=-sen(a)
5480 x=x(a)+98*sen(a):IF sen(a)=1 T
HEN x=x+2
5490 y=y(a)+30*(a-2):IF a=3 THEN y=
y+2
5500 top(a)=no
5510 col(a)=hor
5520 doble(a)=no
5530 GOTO 5650
5540 REM ----- Decide lado a colo
car -----
5550 IF y(1)<370-y(3) THEN po=20 EL
SE po=1
5560 LOCATE#1,9,po
5570 PRINT#1,CHR$(174)+"A que lado?
(D/I)"
5580 a$=UPPER$(INKEY$):IF a$="" GOT
O 5580
5590 IF a$="D" THEN a=3:GOTO 5620
5600 IF a$="I" THEN a=1:GOTO 5620
5610 GOTO 5580
5620 LOCATE#1,9,po:PRINT#1,SPACE$(1
9);
5630 PAPER 0
5640 RETURN
5650 REM ----- DIBUJA LA FIC
HA -----
5660 REM --- Borra la ficha del jug
ador ---

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5670 PRINT CHR$(23)+CHR$(0)
5680 PLOT -2,-2,0
5690 IF player=4 THEN GOSUB 3830:GO
TO 5720
5700 GOSUB 1970
5710 REM
5720 CALL &BBE4,0,0,0
5730 IF y>350+(col(a)-1)*16 THEN FO
R z=1 TO 3:LOCATE#1,1,1:PRINT#1,CHR
$(8):y=y-16:y(1)=y(1)-16:NEXT:GOTO
5730
5740 IF y<112+ABS((col(a)-1)*16) TH
EN FOR z=1 TO 2:LOCATE #1,1,25:PRIN
T#1:y=y+16:y(3)=y(3)+16:NEXT:GOTO 5
740
5750 x(a)=x
5760 y(a)=y
5770 IF n1<>n(a) THEN t=n1:n1=n2:n2=
t
5780 n(a)=n2
5790 IF sen(a)=-1 THEN t=n1:n1=n2:n
2=t
5800 IF col(a)=ver THEN 5940
5810 REM ----- COLOCA FICHA
HORIZONTAL -----
5820 REM
5830 LOCATE 1,1:PRINT CHR$(23)+CHR$(
0);
5840 PLOT -2,-2,1
5850 IF sen(a)=1 THEN x=x-64
5860 num=n1
5870 GOSUB 6100
5880 MOVE x+28,y-14:GOSUB 6470
5890 x=x+30:SOUND 2,600,5,7,0,0,2
5900 num=n2
5910 GOSUB 6100
5920 MOVE x,y-14:GOSUB 6470
5930 RETURN
5940 REM ----- COLOCA FICHA
VERTICAL -----
5950 REM
5960 IF a=3 THEN y=y+32
5970 IF (a=1 AND sen(a)=-1) OR (a=3
AND sen(a)=1) THEN t=n1:n1=n2:n2=t
5980 IF sen(a)=1 THEN x=x-32
5990 REM ----- AQUI DIBUJA L
AS FICHAS DEL PRINCIPIO -----
6000 PRINT CHR$(23)+CHR$(0)
6010 PLOT -2,-2,1
6020 num=n1+7
6030 GOSUB 6100
6040 MOVE x+14,y-28:GOSUB 6470
6050 y=y-30:SOUND 2,600,5,7,0,0,2
6060 num=n2+7
6070 GOSUB 6100
6080 MOVE x+14,y:GOSUB 6470
6090 RETURN
6100 REM -----DIBUJO DEL CUA
DRO-----
6110 REM
6120 TAG
6130 MOVE x,y:PRINT CHR$(252)+CHR$(
253);
6140 MOVE x,y-16:PRINT CHR$(254)+CH
R$(255);
6150 RESTORE
6160 READ w
6170 WHILE w<>num
6180 FOR z=1 TO 10
6190 READ w
6200 NEXT z
6210 WEND
6220 MOVE y+6,y-6
6230 FOR b=1 TO 3
6240 FOR c=1 TO 3
6250 READ t
6260 IF t=1 THEN GOSUB 6470
6270 MOVER 8,0
6280 NEXT c
6290 MOVER -24,-8
6300 NEXT b
6310 TAGOFF
6320 RETURN
6330 DATA 0,0,0,0,0,0,0,0,0,0,0
6340 DATA 1,0,0,0,0,1,0,0,0,0,0
6350 DATA 2,0,0,1,0,0,0,1,0,0,0
6360 DATA 3,0,0,1,0,1,0,1,0,1,0
6370 DATA 4,1,0,1,0,0,0,1,0,1,0
6380 DATA 5,1,0,1,0,1,0,1,0,1,0
6390 DATA 6,1,1,1,0,0,0,1,1,1,1
6400 DATA 7,0,0,0,0,0,0,0,0,0,0
6410 DATA 8,0,0,0,0,1,0,0,0,0,0
6420 DATA 9,1,0,0,0,0,0,0,0,1,0
6430 DATA 10,0,0,0,1,0,0,0,0,1,0
6440 DATA 11,1,0,1,0,0,0,1,0,1,0
6450 DATA 12,1,0,1,0,1,0,1,0,1,0
6460 DATA 13,1,0,1,1,0,1,1,0,1,0
6470 REM ----- DIBUJO DEL
PUNTO -----
6480 REM
6490 PLOTR 0,0,1
6500 PLOTR 2,0
6510 PLOTR 0,-2
6520 PLOTR -2,0
6530 MOVER 0,2
6540 RETURN
6550 REM --- Final de la partida y
calcula puntos ---
6560 CLS#5
6570 PRINT#5:PRINT#5:PRINT#5," G
ana ";nam$(player)
6580 win=player
6590 GOSUB 7600:REM musica
6600 a=1:sen(a)=-1
6610 FOR player=1 TO 4:puntos(playe
r)=0:NEXT player
6620 CALL &BBE4,0,0,0:PLOT -2,-2,1
6630 sen(a)=-1
6640 REM player 1
6650 player=1:IF player=win THEN pu
ntos(player)=-10:GOTO 6750
6660 FOR ficha=1 TO 7
6670 IF pl$(player,ficha)="" GOTO 6
740
6680 x=574
6690 y=84+ficha*38
6700 n1=VAL(LEFT$(pl$(player,ficha)
,1))
6710 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
6720 puntos(player)=puntos(player)+
n1+n2
6730 GOSUB 5810
6740 NEXT ficha
6750 REM player 2
6760 player=2:IF player=win THEN pu
ntos(player)=-10:GOTO 6860
6770 FOR ficha=1 TO 7
6780 IF pl$(player,ficha)="" GOTO 6
850
6790 x=150+ficha*38
6800 y=398
6810 n1=VAL(LEFT$(pl$(player,ficha)
,1))
6820 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
6830 puntos(player)=puntos(player)+
n1+n2
6840 GOSUB 6000
6850 NEXT ficha
6860 REM player 3
6870 player=3:IF player=win THEN pu
ntos(player)=-10:GOTO 6970
6880 FOR ficha=1 TO 7
6890 IF pl$(player,ficha)="" GOTO 6
960
6900 x=0
6910 y=84+ficha*38
6920 n1=VAL(LEFT$(pl$(player,ficha)
,1))
6930 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
6940 puntos(player)=puntos(player)+
n1+n2
6950 GOSUB 5810
6960 NEXT ficha
6970 REM player 4
6980 player=4:IF player=win THEN pu
ntos(player)=-10:GOTO 7050
6990 FOR ficha=1 TO 7
7000 IF pl$(player,ficha)="" GOTO 7
040
7010 n1=VAL(LEFT$(pl$(player,ficha)
,1))
7020 n2=VAL(RIGHT$(pl$(player,ficha)
,1))
7030 puntos(player)=puntos(player)+
n1+n2
7040 NEXT ficha
7050 REM --- Puntuacion ---
7060 CLS#3:PRINT#3
7070 PRINT#3,TAB(4);"NOMBRE" TAB(14
);"PUNTOS" TAB(23);"TOTAL"
7080 PRINT#3
7090 FOR player=1 TO 4
7100 total(player)=total(player)+pu
ntos(player)
7110 name$=LEFT$(nam$(player)+STRIN
G$(11,"."),11)
7120 sco$(player,1)=nam$(player):sc
o$(player,2)=STR$(puntos(player)):s
co$(player,3)=STR$(total(player))
7130 NEXT player
7140 REM ---- Orden la tabla ---
7150 modif=si
7160 WHILE modif=si
7170 modif=no
7180 FOR player=1 TO 3
7190 IF VAL(sco$(player,3))<=VAL(sc
o$(player+1,3)) GOTO 7240
7200 FOR w=1 TO 3
7210 t$=sco$(player,w):sco$(player,
w)=sco$(player+1,w):sco$(player+1,w
)=t$
7220 NEXT w
7230 modif=si
7240 NEXT player
7250 WEND
7260 FOR player=1 TO 4
7270 IF player=1 THEN PEN#3,0 ELSE
PEN#3,3
7280 PRINT#3,TAB(2);sco$(player,1)
TAB(15);sco$(player,2) TAB(24);sco$
(player,3)
7290 PRINT#3
7300 NEXT player
7310 LOCATE #1,9,19:PRINT#1,CHR$(17
4)+""Otra partida? (S/N)";
7320 a$=INKEY$:IF a$="" GOTO 7320
7330 IF a$="S" OR a$="s" THEN ERASE
pasa:DIM pasa(4,6):GOSUB 330:win=0
:GOTO 140
7340 IF a$="N" OR a$="n" THEN RUN
7350 GOTO 7320
7360 REM ----- Renuncio ---
7370 CLS#3:LOCATE#3,8,4:PRINT#3,"R
E N U N C I O";
7380 PRINT#3:PRINT#3:PRINT#3
7390 INK 3,6,26
7400 SOUND 1,2000,500,7
7410 SOUND 2,200,500,7
7420 PRINT#3:PRINT#3," Antes pasas
te de ";
7430 IF n1=0 THEN PRINT#3,"BLANCAS"
;
7440 IF n1=1 THEN PRINT#3,"UNOS";
7450 IF n1=2 THEN PRINT#3,"DOSES";
7460 IF n1=3 THEN PRINT#3,"TRESSES";
7470 IF n1=4 THEN PRINT#3,"CUATROS"
;
7480 IF n1=5 THEN PRINT#3,"CINCOS";
7490 IF n1=6 THEN PRINT#3,"SEISES";
7500 REM --- Penaliza ---
7510 puntos(4)=30
7520 FOR w=1 TO 5000:NEXT
7530 GOTO 7050
7540 REM ---- Se cierra el juego ---
--
7550 REM musica
7560 REM musica
7570 PAPER#1,2:PEN#1,3
7580 LOCATE#1,10,20:PRINT#1,"Juego
terminado";
7590 GOTO 6610
7600 REM --- Felicidades ---
7610 RESTORE 7660
7620 READ nota,dur:IF nota=0 THEN R
ETURN
7630 SOUND 1,nota/2,dur,7:SOUND 1,0
,2
7640 SOUND 4,nota*2,dur,6:SOUND 4,0
,2
7650 GOTO 7620
7660 DATA 322,30,287,30,256,30,242,
60,322,90,242,30,256,30,242,30,215,
60,287,90,287,30,256,30,242,30,192,
45,215,12,215,30,242,27,242,30,256,
30,287,30,256,30,242,120,0,0

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