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10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="GLOB0":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
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210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$::IF b$(">") THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< GLOBO >>":GOSUB 240:PRINT
300 A$="RECOGE CON TU GLOBO A LOS HOMBRES":GOSUB 240:A$="PERO SIN PINCHARLO CON"
:GOSUB 240:A$="LOS ALFILERES O LAS TIJERAS.":GOSUB 2
40
310 PRINT:A$="CONTROLES:":GOSUB 240
320 A$="Q. ARIPIA":GOSUB 240:A$="A. ABAJO":GOSUB 240:A$="O. IZQUIERDA":GOSUB 240
:A$="P. DERECHA":GOSUB 240
330 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
340 IF INKEY(60)<>0 THEN 340
350 GOSUB 660
360 INK 0,23:PAPER 0:BORDER 23:PEN 1:INK 1.0
370 MODE 0:INK 2,10:INK 4,26:INK 3,6
380 WINDOW R1,1,20,1,3:PAPER R1,4:CLS R1
390 WINDOW 1,20,4,25
400 P=0:FA=0:GOSUB 630
410 PEN 2:FOR A=1 TO 20:X=1+INT(RND*18):Y=1+INT(RND*19)
420 LOCATE Y,X:IF RND>0.5 THEN PRINT"q"; ELSE PRINT"h";
430 SOUND 1,A,2
440 NEXT
450 PEN 3:FOR A=1 TO 15:X=1+INT(RND*18):Y=1+INT(RND*19)
460 SOUND 2,50-A,2
470 LOCATE Y,X:PRINT"e";:NEXT
480 X=10:Y=9:XB=X:YB=Y
490 IF NOT INKEY(67) THEN X=X-1:IF X<1 THEN X=1
500 IF NOT INKEY(69) THEN X=X+1:IF X>18 THEN X=18
510 IF NOT INKEY(34) THEN Y=Y-1:IF Y<1 THEN Y=1
520 IF NOT INKEY(27) THEN Y=Y+1:IF Y>18 THEN Y=18
530 LOCATE Y,X:GOSUB 590:LOCATE Y+1,X:GOSUB 590
540 LOCATE Y,X+1:GOSUB 590:LOCATE Y+1,X+1:GOSUB 590
550 PEN 1:LOCATE YB,XB:PRINT"  ":LOCATE YB,XB+1:PRINT"  "
560 PEN 1:LOCATE Y,X:PRINT"ab":LOCATE Y,X+1:PRINT"cd"
570 XB=X:YB=Y
580 GOTO 490
590 CALL 30000:C=PEEK(29999)
600 IF C=101 THEN FOR A=100 TO 200 STEP 4:SOUND 1,A,1:NEXT:P=P+15:GOSUB 630
610 IF C=103 OR C=104 THEN SOUND 2,50,15,15,0,0,31:FA=FA+1:GOSUB 630
620 RETURN
630 LOCATE R1,2,2:PRINTR1,"PTOS: ";P:LOCATE R1,14,2:PRINTR1,"FA: ";FA
640 IF FA>4 THEN 790
650 RETURN
660 DATA 205.96,187,50,47,117,201
670 RESTORE 660
680 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
690 SYMBOL AFTER 97
700 SYMBOL 97,7,25,50,102,78,142,156,156
710 SYMBOL 98,224,152,76,102,114,113,57,57
720 SYMBOL 99,221,101,63,19,8,15,7,7

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730 SYMBOL 100,187,166,252,200,16,240,224,224
740 SYMBOL 101,56,56,16,254,16,40,68,130
750 SYMBOL 102,18,0,68,16,129,40,2,72
760 SYMBOL 103,6,6,8,16,32,64,0,0
770 SYMBOL 104,231,165,231,104,16,40,68,130
780 RETURN
790 REM *** GAME OVER ***
800 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
810 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
820 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
830 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "RRRRRR";P
840 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
850 FOR A=1 TO 50:A$=INKEY$:NEXT A
860 PEN 1
870 IF INKEY(60)=0 THEN RUN 220
880 IF INKEY(46)=0 THEN CALL 0
890 GOTO 870
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