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10 '      A B E C E D A R I O
20 '
30 MODE 0:BORDER 8:INK 0,8:INK 1,26,13:PAPER 0:PEN 1:SPEED INK 5,5:CLS:LOCATE 1,
12:PRINT"A B E C E D A R I O":LN=4:GOSUB 10000:SPEED
   INK 2,2:LN=2:GOSUB 10000
40 MODE 1:BORDER 11:INK 0,11:INK 1,26:INK 2,8,6:INK 3,24:SPEED INK 5,5:PAPER 0:P
EN 3:CLS
50 RESTORE 9000:FOR Z=1 TO 25:READ E$:FOR X=1 TO LEN(E$):EE$=MID$(E$,X,1):E=ASC(
EE$):SOUND 1,E,2:LOCATE X,Z:PRINT EE$
60 FOR T=1 TO 30:NEXT
70 NEXT X,Z:GOSUB 9100
80 IF INKEY$="" THEN 80
90 H$="ABC"+CHR$(248)+"DEFGHIJKL"+CHR$(249)+"MN"+CHR$(250)+"OPQRSTUVWXYZ":K$=H$:L
H=LEN(H$):DIM H$(LH),I$(LH),XI(LH),YI(LH):S$="N"
100 CLS:PEN 0:PAPER 3:LOCATE 2,1:PRINT STRING$(38,32):LOCATE 2,1:PRINT"DEBEN QUE
DAR COLOCADAS DE ESTA FORMA":LOCATE 6,25:PRINT"PULSA
   UNA TECLA PARA COMENZAR":PAPER 0
110 PEN 2:FOR Y=4 TO 22:LOCATE 2,Y:PRINT AB$:LOCATE 39,Y:PRINT AS$:NEXT
120 PEN 3:FOR Y=4 TO 22 STEP 3:LOCATE 1,Y:PRINT CHR$(241):LOCATE 40,Y:PRINT CHR$(
240):NEXT
130 FOR Y=5 TO 23 STEP 3:LOCATE 3,Y:PRINT STRING$(36,154):NEXT
135 FOR Y=5 TO 23 STEP 3:FOR X=5 TO 35 STEP 10:LOCATE X,Y:PRINT CHR$(158):NEXT:N
EXT
140 PEN 2:H=5:V=3:FOR Z=1 TO LH:LOCATE H,V:PRINT MID$(H$,Z,1):H=H+10
150 IF H=45 THEN H=5:V=V+3
160 NEXT
170 IF INKEY$="" THEN 170
180 PEN 1:FOR Y=3 TO 21 STEP 3:FOR X=5 TO 35 STEP 10:LOCATE X,Y:PRINT CHR$(32):N
EXT:NEXT:SOUND 1,100,10
190 PAPER 3:PEN 0:LOCATE 2,1:PRINT STRING$(38,32):LOCATE 2,1:PRINT"ABECEDARIO":L
OCATE 4,25:PRINT"PARA TERMINAR O ABANDONAR PULSA Z":
GOSUB 8000:GOSUB 8100
200 N=RND(TIME):FOR Z=1 TO LH
210 K=INT(RND*LH+1):IF H$(K)="" THEN H$(K)=LEFT$(K$,1):K$=MID$(K$,2,LH) ELSE 210

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220 NEXT
230 PEN 1:H=5:V=3:FOR Z=1 TO LH:LOCATE H,V:PRINT H$(Z):XI(Z)=H:YI(Z)=V:H=H+10
240 IF H=45 THEN H=5:V=V+3
250 NEXT
260 PEN 3:XC=4:YC=22:C$="D":LOCATE XC,YC:PRINT CD$
265 EVERY 50,0 GOSUB 8600
270 L$=INKEY$:IF L$="Z" OR L$="z" THEN 500
280 IF L$=CHR$(32) THEN 1000
290 IF L$=CHR$(240) THEN 2000
300 IF L$=CHR$(241) THEN 3000
310 IF L$=CHR$(242) THEN 4000
320 IF L$=CHR$(243) THEN 5000
330 GOTO 270
500 PAPER 3:PEN 0:LOCATE 2,25:PRINT"ABANDONAS (A) O EVALUO LA JUGADA (E)"
510 L$=INKEY$:IF L$="" THEN 510 ELSE L$=UPPER$(L$):IF L$="A" THEN 700 ELSE IF L$
<>"E" THEN 510
520 PAPER 3:PEN 0:LOCATE 1,25:PRINT STRING$(39,32):PEN 2:LOCATE 9,25:PRINT"EVALU
ANDO LA JUGADA..."
530 I$="":FOR Z=1 TO LH:PS=(YI(Z)/3*4-4)+(XI(Z)+5)/10:I$(PS)=H$(Z):NEXT:FOR Z=1
TO LH:I$=I$+I$(Z):NEXT
540 IF I$<>H$ THEN 600 ELSE PEN 3:LOCATE 1,25:PRINT STRING$(39,143):PEN 0:LOCATE
5,25:PRINT"POR LAS LETRAS BIEN COLOCADAS":FOR Z=1 T
O LH:PT=PT+10:SOUND 1,ABS(PT),3:GOSUB 8100:NEXT
550 PAPER 3:PEN 0:LOCATE 1,25:PRINT STRING$(39,32):PEN 2:LOCATE 5,25:PRINT"POR E
L POCO TIEMPO UTILIZADO:":TM
560 FOR T=TM TO 2000 STEP 10:SOUND 1,1500-TM,3:PT=PT+10:GOSUB 8100:NEXT
570 IF SQ(1)<>4 THEN 570
580 FOR T=1 TO 2000:NEXT:GOTO 700
600 PAPER 3:PEN 0:LOCATE 1,25:PRINT STRING$(39,32):PEN 2:LOCATE 3,25:PRINT"LAS L
ETRAS NO ESTAN BIEN COLOCADAS":SOUND 1,500,50:FOR T=
1 TO 2000:NEXT
610 PAPER 3:PEN 0:LOCATE 1,25:PRINT STRING$(39,32):PEN 2:LOCATE 2,25:PRINT"ABAND
ONAS (A) O CONTINUAS EL JUEGO (C)"
620 L$=INKEY$:IF L$="" THEN 620 ELSE L$=UPPER$(L$):IF L$="A" THEN 700 ELSE IF L$
="C" THEN PEN 0:LOCATE 1,25:PRINT STRING$(39,143):PE
N 0:LOCATE 4,25:PRINT"PARA TERMINAR O BANDONAR PULSA Z":PAPER 0:PEN 3:GOTO 270 E
LSE 620
700 PAPER 0:PEN 1:CLS
710 LOCATE 1,5:PRINT"PUNTOS:":PT:LOCATE 1,7:PRINT"TIEMPO:":TM:LOCATE 4,10:PRINT"
PULSA LA OPCION QUE PREFIERAS:":LOCATE 5,12:PRINT"P
PARA OTRA PARTIDA":LOCATE 5,14:PRINT"T PARA OTRO PROGRAMA"
720 L$=INKEY$:IF L$="" THEN 720 ELSE L$=UPPER$(L$):IF L$="P" THEN RUN ELSE 900
900 BORDER 1:INK 0,1:INK 1,24:PAPER 0:PEN 1:CLS:PRINT"PREPARADO PARA EL SIGUIENT
E PROGRAMA":RUN""
1000 IF S$="S" THEN 1490
1005 IF C$="D" THEN CX=XC+1 ELSE CX=XC
1010 FOR Z=1 TO LH:IF CX=XI(Z) AND YC-1=YI(Z) THEN LT=Z:Z=LH*2-1
1020 NEXT:IF Z<LH*2 THEN GOSUB 8500:GOTO 270
1030 LT$=H$(LT):IF LT$=CH$ THEN GOSUB 8500:GOTO 270 ELSE CH$=LT$
1040 LOCATE XI(LT),YI(LT):PRINT " ":PEN 1:YI(LT)=YI(LT)+1:LOCATE XI(LT),YI(LT):P
RINT LT$:PEN 3:S$="S":GOTO 270
1490 IF XI(LT)=2 THEN 1600 ELSE IF XI(LT)=39 THEN 1700
1500 FOR Z=1 TO LH
1510 IF Z=LT THEN 1530
1520 IF XI(Z)=XI(LT) AND YI(Z)=YI(LT)-1 THEN Z=LT*2-1
1530 NEXT:IF Z=LT*2 THEN GOSUB 8500:GOTO 270
1540 LOCATE XI(LT),YI(LT):PRINT CHR$(95):SOUND 1,100,5:PEN 1:YI(LT)=YI(LT)-1:LOC
ATE XI(LT),YI(LT):PRINT LT$:PEN 3
1550 LT$="":LT=0:S$="N":PS=0:GOSUB 8000:GOTO 270

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1600 PS=PS+1:GOSUB 8000:IF YC=22 THEN GOSUB 8500:GOTO 270
1610 PEN 2:LOCATE 2,YC:PRINT AB$:E$:YI(LT)=YI(LT)+3:YC=YI(LT):PEN 3:LOCATE XC,YC
:PRINT CI$:PEN 1:LOCATE XI(LT),YI(LT):PRINT H$(LT):P
EN 3:GOTO 270
1700 PS=PS+1:GOSUB 8000:IF YC=4 THEN GOSUB 8500:GOTO 270
1710 PEN 2:LOCATE 37,YC:PRINT E$:AB$:YI(LT)=YI(LT)-3:YC=YI(LT):PEN 3:LOCATE XC,Y
C:PRINT CD$:PEN 1:LOCATE XI(LT),YI(LT):PRINT H$(LT):
PEN 3:GOTO 270
2000 IF S$="S" THEN GOSUB 8500:GOTO 270
2010 IF YC>4 THEN LOCATE XC,YC:PRINT E$ ELSE 270
2015 IF XC=2 OR XC=3 THEN PEN 2:LOCATE 2,YC:PRINT AB$ ELSE IF XC=37 OR XC=38 THE
N PEN 2:LOCATE 39,YC:PRINT AS$
2020 YC=YC-3:PEN 3:LOCATE XC,YC:IF C$="D" THEN PRINT CD$ ELSE PRINT CI$
2030 GOTO 270
3000 IF S$="S" THEN GOSUB 8500:GOTO 270
3010 IF YC<22 THEN LOCATE XC,YC:PRINT E$ ELSE 270
3015 IF XC=2 OR XC=3 THEN PEN 2:LOCATE 2,YC:PRINT AB$ ELSE IF XC=37 OR XC=38 THE
N PEN 2:LOCATE 39,YC:PRINT AS$
3020 YC=YC+3:PEN 3:LOCATE XC,YC:IF C$="D" THEN PRINT CD$ ELSE PRINT CI$
3030 GOTO 270
4000 IF XC<3 THEN 270
4005 IF S$="S" AND C$="D" THEN XI(LT)=XI(LT)-1
4010 LOCATE XC,YC:PRINT E$:XC=XC-1:LOCATE XC,YC:PRINT CI$:C$="I":IF S$="S" THEN
PS=PS+1:GOSUB 8000:PEN 1:LOCATE XC,YC:PRINT LT$:xi(1
t)=xi(1t)-1:PEN 3
4020 IF XC=37 THEN PEN 2:LOCATE 39,YC:PRINT AS$:PEN 3
4030 GOTO 270
5000 IF XC>37 THEN 270
5005 IF S$="S" AND C$="I" THEN XI(LT)=XI(LT)+1
5010 LOCATE XC,YC:PRINT E$:XC=XC+1:PEN 3:LOCATE XC,YC:PRINT CD$:C$="D":IF S$="S"
THEN PS=PS+1:GOSUB 8000:PEN 1:XI(LT)=XI(LT)+1:LOCAT
E XI(LT),YI(LT):PRINT LT$:PEN 3
5020 IF XC=3 THEN PEN 2:LOCATE 2,YC:PRINT AB$:PEN 3
5030 GOTO 270
8000 PAPER 3:PEN 0:LOCATE 15,1:PRINT USING"PASOS:##":PS:PAPER 0:PEN 3
8010 IF PS>10 THEN GOSUB 8500
8020 RETURN
8100 PAPER 3:PEN 0:LOCATE 27,1:PRINT USING"PUNTOS:####":PT:PAPER 0:PEN 3:RETURN
8500 SOUND 1,1000,10:PT=PT-1:GOSUB 8100:RETURN
8600 TM=TM+1:RETURN
9000 DATA " " A B E C E D A R I O"," ", " Es un iuego de ingenio y habili
dad, en",el que hay que colocar las letras por,orden
alfabetico., " ", " Para hacerlo tienes que ayudarte con",una carretilla elevado
ra que te trans-
9010 DATA portara las letras hacia derecha e,"izquierda, no mas de 10 pasos segu
idos","y de dos ascensores, uno de baiada a la","iz
quierda y otro de subida a la derecha,","por donde descenderan o ascenderan de,ni
vel las letras y la carretilla.
9020 DATA " ", " La carretilla se mueve con las teclas",del cursor y las letras
se recogen o,sueltan de la carretilla pulsando la,ba
rra espaciadora., " ", " El programa dispone de un cronometro"
9030 DATA que medira el tiempo transcurrido., " ", " ", " PULSA UNA TECLA PARA COME
NZAR EL JUEGO"
9100 SYMBOL AFTER 243:SYMBOL 244,195,36,24,0,195,36,24,0:SYMBOL 245,24,36,195,0,
24,36,195,0:SYMBOL 246,97,81,117,37,125,253,255,69:S
YMBOL 247,134,138,174,164,190,191,255,146:SYMBOL 248,104,136,136,142,138,138,106
,0:SYMBOL 249,238,68,68,68,68,85,255,0

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9110 SYMBOL 250,240,30,0,230,246,222,206,0:CD$=CHR$(246)+CHR$(95):CI$=CHR$(95)+C  
HR$(247):AB$=CHR$(244):AS$=CHR$(245):E$="  ":RETURN  
10000 FOR T=100 TO 900 STEP 10  
10010 SOUND 1,T,LN  
10020 IF SQ(1)<>4 THEN 10020  
10030 NEXT:RETURN  
11000 FOR Y=3 TO 21 STEP 3:FOR X=5 TO 35 STEP 10:PRINT(Y/3*4-4)+(X+5)/10::NEXT:N  
EXT
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