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10 REM ***** RECOGIDA *****
20 REM * ANGEL GARCIA DELGADO *
30 REM ***** G.T.S. *****
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAW 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 7,12
160 PRINT "RECOGIDA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< RECOGIDA >>>":GOSUB 270
330 PRINT:A$="RECOGE LAS PERAS DEL HUERTO PARA":GOSUB 270
340 A$="CARGARLAS EN EL CAMION, ANTES DE QUE":GOSUB 270
350 A$="ESTE SE MARCHE.":GOSUB 270
360 PRINT:A$="CONTROLES DEL JUEGO:":GOSUB 270
370 A$="0. ARRIBA":GOSUB 270
380 A$="A. ABAJO":GOSUB 270
390 A$="Q. IZQUIERDA":GOSUB 270
400 A$="P. DERECHA":GOSUB 270

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410 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
420 IF INKEY(60)<>0 THEN GOTO 420
430 F=0:T=250:F=1
440 MODE 1
450 INK 0,0:INK 1,26:INK 2,9:INK 3,24
460 BORDER 0:PAPER 0
470 PEN 1
480 WINDOW 1,40,7,25
490 GOSUB 950:GOSUB 1010
500 PRINT #1," PUNTOS:";TAB(20);" TIEMPO:"
510 A$="":B$=""
520 FOR A=1 TO 40
530 A$=A$+CHR$(166):B$=B$+CHR$(165)
540 NEXT A
550 PRINT #1,A$:PRINT #1,B$;" ";CHR$(161);CHR$(162);CHR$(163);CHR$(164):PRINT #
1,A$
560 CLS:GOSUB 870
570 PEN 3
580 T=300
590 X=5:Y=5:XB=5:YB=5:R=0
600 IF INKEY(67)=0 THEN X=X-1:IF X<1 THEN X=1
610 IF INKEY(69)=0 THEN X=X+1:IF X>18 THEN X=18
620 IF INKEY(34)=0 THEN Y=Y-1:IF Y<1 THEN Y=1
630 IF INKEY(27)=0 THEN Y=Y+1:IF Y>40 THEN Y=40
640 LOCATE YB,XB:PRINT " "
650 LOCATE Y,X:CALL 30000:C=PEEK(29999)
660 IF C=160 THEN R=R+1:SOUND 1,500,3:P=P+5:LOCATE #1,11,1:PRINT#1,P
670 IF R>9+5*F THEN R=0:F=F+1:P=P+T:FOR A=1 TO 1000 STEP 3:SOUND 1,A,1:NEXT A:GO
TO 560
680 PRINT CHR$(248+RND*3)
690 T=T-1:LOCATE #1,31,1:PRINT#1,USING "###";T
700 IF T<1 THEN GOTO 730
710 XB=X:YB=Y
720 GOTO 600
730 B$=" "+CHR$(161)+CHR$(162)+CHR$(163)+CHR$(164)
740 FOR A=3 TO 36
750 LOCATE #1,A,5:PRINT #1,B$
760 SOUND 1,1000,1:FOR B=1 TO 50:NEXT B
770 NEXT A
780 MODE 0
790 PEN 2
800 LOCATE 6,7:PRINT"GAME OVER"
810 PEN 1
820 LOCATE 5,12:PRINT"PUNTOS:";USING "####";P
830 INK 2,11,0
840 FOR A=1 TO 4000 STEP 10:SOUND 1,A,1:NEXT A
850 FOR A=1 TO 10000:NEXT A
860 RUN 250
870 FOR A=1 TO 10+5*F
880 X=1+INT(17*RND):Y=1+INT(RND*39)
890 LOCATE Y,X:CALL 30000:IF PEEK(29999)<>32 THEN GOTO 880
900 PEN 2:PRINT CHR$(160)
910 PRINT CHR$(7);
920 NEXT A
930 RETURN
940 END
950 REM ** CODE SCREEN$ **
960 DATA 205,96,187,50,47,117,201
970 RESTORE 960
980 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a

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990 RETURN

1000 REM *****

1010 SYMBOL AFTER 160

1020 SYMBOL 160,96,144,56,56,124,124,124,56

1030 SYMBOL 161,255,128,128,128,128,255,91,27

1040 SYMBOL 162,255,0,0,0,0,255,64,0

1050 SYMBOL 163,251,11,11,11,11,251,222,216

1060 SYMBOL 164,224,176,152,143,255,255,93,28

1070 SYMBOL 165,0,0,0,0,126,63,0,0

1080 SYMBOL 166,0,0,0,255,255,0,0,0

1090 RETURN