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10 REM ***** ANTIRROBOT *****
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 6,12
160 PRINT "ANTIRROBOT"
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$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<<< ANTIRROBOT >>>":GOSUB 270
330 PRINT:A$="CONDUCE TU ROBOT A LA ZONA MARCADA":GOSUB 270
340 A$="CON UNA -H- PARPADEANTE, PERO":GOSUB 270
350 A$="TENIENDO SUMO CUIDADO DE NO PISAR":GOSUB 270
360 A$="LAS MINAS QUE APARECEN EN EL CAMINO":GOSUB 270
370 PRINT:A$="O. ARIIBA":GOSUB 270
380 A$="A. ARAJO":GOSUB 270
390 A$="O. IZQUIERDA":GOSUB 270
400 A$="P. DERECHA":GOSUB 270

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410 PRINT:PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
420 IF INKEY(60)<>0 THEN GOTO 420
430 INK 0,0:INK 1,24:INK 2,23:INK 3,6,17
440 PAPER 0:BORDER 0:PEN 1
450 GOSUB 1110
460 GOSUB 1170
470 MODE 1
480 WINDOW #1,20,35,1,3:PAPER #1,1:CLS #1
490 PEN#1,2
500 PRINT#1,"*****";
510 f=1:p=0
520 GOSUB 1040
530 LOCATE 1,1:PEN 3
540 PRINT CHR$(165)+CHR$(166)
550 LOCATE 1,2
560 PRINT CHR$(167);CHR$(168)
570 p$=CHR$(160)+CHR$(161)+CHR$(10)+CHR$(8)+CHR$(8)+CHR$(162)+CHR$(163)
580 b$=" "+CHR$(10)+CHR$(8)+CHR$(8)+" "
590 x=23:y=39
600 xb=23:yb=39
610 M=0
620 IF INKEY(67)=0 THEN x=x-1:IF x<1 THEN x=1
630 IF INKEY(69)=0 THEN x=x+1:IF x>23 THEN x=23
640 IF INKEY(34)=0 THEN y=y-1:IF y<1 THEN y=1
650 IF INKEY(27)=0 THEN y=y+1:IF y>39 THEN y=39
660 LOCATE y,x:GOSUB 780
670 LOCATE y+1,x:GOSUB 780
680 LOCATE y,x+1:GOSUB 780
690 LOCATE y+1,x+1:GOSUB 780
700 PEN 2
710 LOCATE yb,xb:PRINT b$
720 IF M>10-F THEN GOSUB 1060:M=0
730 LOCATE y,x:PRINT p$
740 M=M+1
750 SOUND 3,25+25*RND,1
760 xb=x:yb=y
770 GOTO 620
780 CALL 30000:c=PEEK(29999)
790 IF c=32 THEN RETURN
800 IF c=164 THEN GOTO 840
810 IF c=42 THEN GOTO 840
820 IF c>164 THEN GOTO 970
830 RETURN
840 REM *** MUERTO ***
850 INK 0,3,12:BORDER 3,12
860 FOR A=1 TO 1000 STEP 3:SOUND 1,A,1:NEXT A
870 INK 0,0
880 BORDER 0
890 MODE 0
900 PEN 2
910 LOCATE 6,7:PRINT"GAME OVER"
920 PEN 1
930 LOCATE 4,13:PRINT"PUNTOS:";USING "#####";P
940 INK 2,25,0
950 FOR A=1 TO 10000:NEXT A
960 RUN 250
970 REM *** H... OTRA FASE ***
980 LOCATE YB,XB:PRINT B$:LOCATE 1,1:PEN 3:PRINT P$
990 FOR A=20 TO 30:FOR B=100 TO 500 STEP A:SOUND 2,B,1:NEXT B:NEXT A
1000 P=P+15*F

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1010 GOSUB 1040
1020 F=F+1
1030 GOTO 530
1040 PEN #1,0:PEN 1:LOCATE #1,2,2:PRINT#1,"PUNTOS: ";USING "#####";F
1050 RETURN
1060 H=4+INT(20*RND):I=1+INT(RND*39)
1070 PEN 1:LOCATE I,H:PRINT CHR$(164)
1080 SOUND 1,100,1
1090 RETURN
1100 END
1110 REM ** CODE SCREEN$ **
1120 DATA 205,96,187,50,47,117,201
1130 RESTORE 1120
1140 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
1150 RETURN
1160 REM *****
1170 SYMBOL AFTER 160
1180 SYMBOL 160,96,48,31,63,127,247,227,231
1190 SYMBOL 161,6,12,248,252,254,239,199,231
1200 SYMBOL 162,255,248,124,63,63,202,219,27
1210 SYMBOL 163,255,31,62,252,252,83,219,216
1220 SYMBOL 164,60,66,167,155,155,167,126,60
1230 SYMBOL 165,255,255,255,227,227,227,227,224
1240 SYMBOL 166,255,255,255,199,199,199,199,7
1250 SYMBOL 167,224,227,227,227,227,255,255,255
1260 SYMBOL 168,7,199,199,199,199,255,255,255
1270 RETURN
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