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10 PROGRAM 1
20 LECTURA/ESCRITURA DE SECTORES
30 PARA EL SORCERY PLUS
40
50 MEMORY 19999:H=20000:DIM S(8)
70 LIN=1000:ADD=H:FOR T=1 TO 48 STEP 8
80 CHK=0:FOR B=0 TO 7
90 READ A$:A$=UPPER$(A$):N=1
100 IF LEN (A$)<>2 THEN GOTO 250
110 B$=MID$(A$,N,1)
120 GOSUB 230:IF A=0 THEN GOTO 250
130 N=N+1:IF N=2 THEN GOTO 120
140 P=VAL("&" +A$):POKE ADD,P
150 ADD=ADD+1:CHK=CHK+P
160 S(B+1)=S(B+1)+P
170 NEXT B:READ A
180 IF A<>CHK THEN GOTO 250
190 PRINT "LINEA ";LIN;" CORRECTA":LIN=L
IN+10
200 NEXT T:FOR N=1 TO 8:READ A
210 IF S(N)=A THEN NEXT:END
220 PRINT "ERROR DE CHEQUEO VERTICAL ":E
ND
230 A=INSTR("0123456789ABCDEF",B$)
240 RETURN
250. PRINT "ERROR EN LA LINEA ";LIN:END
1000 DATA 3E,84,32,4A,4E,18,05,3E,487
1010 DATA 85,32,4A,4E,21,4A,4E,CD,725
1020 DATA D4,BC,D0,22,47,4E,79,32,962
1030 DATA 49,4E,21,30,75,1E,00,16,401
1040 DATA 01,0E,C2,DF,47,4E,C9,00,782
1050 DATA 00,00,84,00,00,00,00,00,132
1060 DATA 481,462,691,457
1070 DATA 370,284,405,339

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10  PROGRAMA 2
20  -
30  -
40  -
50  -
60  -
70  POKE 20034,193:POKE 20032,0
80  CALL 20000:A=PEEK(30001)
90  IF A=21 THEN GOTO 110
100 PRINT "DISCO INCORRECTO ":END
110 POKE 30265,&42:POKE 30266,&49
120 POKE 30297,&42:POKE 30298,&49
130 CALL 20007:CAT
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10 PROGRAMA 3
20 -
30 -
40 -
50 OPENOUT"d"
60 MEMORY 6143:H=30000:CLOSEOUT
70 LIN=230:ADD=H:FOR T=1 TO 72 STEP 8
80 CHK=0:FOR B=0 TO 7
90 READ A$:A$=UPPER$(A$):N=1
100 IF LEN (A$)<>2 THEN GOTO 220
110 B$=MID$(A$,N,1)
120 GOSUB 200:IF A=0 THEN GOTO 220
130 N=N+1:IF N=2 THEN GOTO 120
140 P=VAL("&" +A$):POKE"ADD,P
150 ADD=ADD+1:CHK=CHK+P
160 NEXT B:READ A
170 IF A<>CHK THEN GOTO 220
180 PRINT "LINEA ";LIN;" CORRECTA":LIN=L
IN+10
190 NEXT :END
200 A=INSTR("0123456789ABCDEF",B$)
210 RETURN
220 PRINT "ERROR EN LA LINEA ";LIN:END
230 DATA 06,18,21,00,C0,11,00,18, 296
240 DATA C5,01,06,00,E5,EB,ED,B0, 1081
250 DATA EB,E1,CD,26,BC,C1,10,F0, 1340
260 DATA C9,21,00,18,01,06,36,7E, 445
270 DATA ED,44,0F,D6,25,77,23,0B, 736
280 DATA 78,B1,20,F3,C9,21,00,18, 830
290 DATA 01,06,36,7E,C6,25,07,ED, 666
300 DATA 44,77,23,0B,78,B1,20,F3, 805
310 DATA C9,00,00,00,00,00,00,00, 201
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10 ^PROGRAMA 4
20 ^EDITOR DE SPRITES
30 ^
40 RESTORE:GOSUB 350:MODE 0:PRINT CHR$(2
3);CHR$(0)
50 LOCATE 2,14:PRINT CHR$(1);CHR$(0);:FO
R n=1 TO 15:PEN n:PRINT CHR$(143);:NEXT:
PEN 1:LOCATE 2,13:PRINT"0123456789ABCDEF
":LOCATE 12,1:PRINT"NO"
60 LOCATE 1,19
70 PEN 3:PRINT"ESPACIO.":;PEN 1:PRINT CH
R$(24)" SELECCIONA."CHR$(24);
80 PEN 4:PRINT"S.....":;PEN 1:PRINT CH
R$(24)" SALVA. "CHR$(24);
90 PEN 7:PRINT"C.....":;PEN 1:PRINT CH
R$(24)" COLOR. "CHR$(24);
100 PEN 8:PRINT"P.....":;PEN 1:PRINT C
HR$(24)" POSTERIOR. "CHR$(24);
110 PEN 6:PRINT"A.....":;PEN 1:PRINT C
HR$(24)" ANTERIOR. "CHR$(24);
120 PEN 9:PRINT"COPY....":;PEN 1:PRINT C
HR$(24)" PINTA SI/NO"CHR$(24);
130 FOR n=6144 TO 6144+13824-144 STEP 14
4
140 POKE 30007,INT(n/256):POKE 30006,n-(
PEEK(30007)*256):POKE 30013,235:POKE 300
16,235:CALL 30000
150 k$=INKEY$:IF k$=""THEN 150
160 IF k$=" "THEN GOSUB 380:GOTO 180
170 GOTO 300
180 PRINT CHR$(23);CHR$(1);:PLOT 184+x*3
,396-y*3,P:PRINT CHR$(23);CHR$(0);:P=P+1
:P=(P MOD 15)
190 k$=INKEY$:IF k$=""THEN 180
200 kk=ASC(k$)
210 PLOT 184+x*3,396-y*3,TEST(x,398-y)
220 x=x-4*((kk=243 AND x(>)44)-(kk=242 AN
D x(>)0))
230 y=y-2*((kk=241 AND y(>)46)-(kk=240 AN
D y(>)0))
240 IF k$(<)"c"AND k$(<)"C"THEN 280
250 LOCATE 1,17:PRINT SPACES(40);:LOCATE
1,17:INPUT"COLOR ";q$:q$=UPPER$(q$)
260 IF INSTR("0123456789ABCDEF",q$)=0 TH
EN 250
270 LOCATE 1,17:PRINT SPACES(40);:q$=q$+
"0":q=VAL("&" +LEFT$(q$,1)):LOCATE 1,17:P
RINT"COLOR ";HEX$(q)
280 IF kk=224 THEN T=1+(T=1):LOCATE 12,1
:PRINT"NO":IF T=1 THEN LOCATE 12,1:PRINT
"SI "
290 IF k$="s"OR k$="S"THEN POKE 30013,0:
POKE 30016,0:CALL 30000:GOTO 340
300 IF k$="P"OR k$="p"THEN 340
310 IF k$="A"OR k$="a"THEN n=n-2*144:GOT
O 340
320 IF T=1 THEN FOR z=0 TO 2:PLOT 180+x*
3,398-y*3-2*z,q:DRAW 8,0,q:NEXT:PLOT x,
398-y,q:tt=TEST(x,398-y)
330 GOTO 180
340 NEXT n:GOTO 50
350 FOR n=0 TO 15:READ a:INK n,a:NEXT
360 RETURN
370 DATA&00,&18,&0f,&06,&14,&1a,&0e,&11,
&12,&0a,&03,&09,&19,&13,&0d,&0c
380 FOR y=0 TO 46 STEP 2:FOR x=0 TO 44 S
TEP 4:FOR z=0 TO 2:PLOT 180+x*3,398-y*3-
2*z,TEST(x,398-y):DRAW 8,0:NEXT:NEXT:NE
XT:x=0:y=x
390 RETURN
1000 CALL 30025
1010 END
1020 CALL 30045
1030 END
1040 REM start=6144,size=13824

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10 ^PROGRAMA 5
20 ^
30 ^
40 ^
50 ^
60 RESTORE 560: DIM W(6): FOR N=1 TO 6
70 READ A: READ B: : READ C: READ A$: READ B$
80 W(N)=W(N)+A+B+C
90 W(N)=W(N)+VAL("&" + A$) + VAL("&" + B$)
100 NEXT N: FOR N=1 TO 6: READ A
110 IF W(N)=A THEN NEXT N: GOTO 130
120 PRINT "ERROR EN LAS DATAS DE LA LINE
A "; N: END
130 D$="B6B4B2B0AEACAAA8A6"
140 RESTORE 560
150 IF PEEK (20000)=62 THEN GOTO 170
160 PRINT "CARGUE EL CODIGO ": END
170 POKE 20032, 0: POKE 20034, 193
180 CALL 20000: A=PEEK(30001)
190 IF A=21 THEN GOTO 210
200 PRINT "DISCO INCORRECTO ": END
210 TOT=0: FOR N=1 TO 18
220 G=VAL("&" + MID$(D$, N, 1))
230 TOT=TOT+G: NEXT N
240 IF TOT<>156 THEN PRINT "ERROR EN 60"
: END
250 PRINT "MODO PRACTIVA DISPONIBLE (S/N
)"
260 GOSUB 400
270 PRINT "ENERGIA INFINITA (S/N)"
280 GOSUB 400: GOSUB 410
290 INPUT "CUANTOS SORCERES "; N
300 IF N<0 OR N>8 THEN GOTO 290
310 N=N*2: K$=MID$(D$, N+1, 2)
320 K=VAL("&" + K$)
330 FOR N=1 TO 3
340 READ T: READ S: READ A
350 READ A$: READ B$
360 POKE 20032, t: POKE 20034, s+192
370 CALL 20000: POKE a, k: CALL 20007
380 NEXT : END
390
400 INPUT c$: c$=UPPER$(c$): c$=c$+ " "
410 READ t: READ s: READ a
420 READ a$: READ b$
430 l$=a$: IF LEFT$(c$, 1)<>"S" THEN l$=b$
440 POKE 20032, t: POKE 20034, s+192
450 CALL 20000
460 FOR n=1 TO LEN (a$) STEP 2
470 r=VAL("&" + MID$(l$, n, 2))
480 j=VAL("&" + MID$(a$, n, 2))
490 k=VAL("&" + MID$(b$, n, 2)): q=PEEK(a)
500 IF q<>j OR q<>k THEN GOTO 520
510 PRINT "ERROR EN LAS DATAS ": END
520 POKE A, R: A=A+1: NEXT
530 CALL 20007: RETURN
540 ^
550 ^MODO PRACTICA DISPONIBLE
560 DATA 8, 2, 30312, "B6B6", "6620"
570 ^ENERGIA INFINITA
580 DATA 8, 5, 30230, "B6B6", "09B4"
590 DATA 9, 3, 30088, "B6B6", "09B4"
600 ^ NUMERO DE SORCERES
610 DATA 8, 7, 30203, "0000", "0000"
620 DATA 8, 7, 30330, "0000", "0000"
630 DATA 9, 3, 30318, "0000", "0000"
640 DATA 37704, 13965, 13822
650 DATA 30218, 30345, 30330

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