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10 REM *****
20 REM ** El Guisante Rojo **
30 REM *****
40 REM * Roberto Sedes Diaz *
50 REM * Avd. Bazan, 22-b ***
60 REM * Ferrol / La Coruna *
70 REM * Tfn (981) 31.07.44 *
80 REM *****
90
100 REM - Cabecera de presentacion
110 MODE 0:RANDOMIZE TIME:DEFINT a-z
120 INK 1,1:INK 2,3,25:INK 3,22:INK 4
,25:INK 5,25,3:INK 7,0:INK 9,12:INK 1
0,26,0:INK 11,0,26:INK 12,20:INK 13,2
4:INK 14,6,24:INK 15,3
130 PAPER 15:CLS:BORDER 3
140 WINDOW#1,2,19,3,13:PAPER#1,9:PEN#
1,7:CLS#1
150 k1=1:k2=5:k3=2:k4=17:GOTO 190
160 k1=7:k2=11:k3=6:k4=13:GOTO 190
170 k1=2:k2=4:k3=2:k4=17:GOTO 190
180 k1=8:k2=10:k3=6:k4=13
190 FOR n=k1 TO k2 STEP 2
200 FOR m=k3 TO k4
210 READ a:SOUND 1,a,1:FOR t=1 TO 250
:NEXT
220 LOCATE#1,m,n:PRINT#1,CHR$(a)
230 NEXT:NEXT
240 IF k2=5 THEN 160
250 IF k2=11 THEN 170
260 IF k2=4 THEN 180
270 LOCATE 5,16:PEN 3:PRINT"Donde est
a"
280 LOCATE 9,19:PEN 4:PRINT"e1"
290 LOCATE 3,22:PEN 13:PRINT"GUISANTE
ROJO ?"
300 LOCATE 2,1:PEN 12:PRINT CHR$(164)
;" by Roberto Sedes"
310 SYMBOL 247,255,0,0,0,0,0,0
320 SYMBOL 248,0,0,0,0,0,0,255
330 SYMBOL 249,248,24,24,24,24,24,
24
340 SYMBOL 250,3,6,13,27,55,111,95,12
350 SYMBOL 251,192,224,240,248,252,25
4,254,254
360 SYMBOL 252,31,24,24,24,24,24,2
4
370 SYMBOL 253,24,24,24,24,24,24,2
48
380 SYMBOL 254,24,24,24,24,24,24,24,3
1
390 v$=CHR$(250)+CHR$(251):b$=CHR$(12
8)+CHR$(128):b1$=SPACE$(19)
400 LOCATE 1,25:PEN 7:PRINT"- Pulsa u
na tecla -":CLEAR INPUT
410 t$=INKEY$:IF t$="" THEN 410
420 CLS:CLS#1
430 REM - Definicion de la pantalla d
e juego
440 WINDOW#2,2,8,16,20:PAPER#2,1:PEN#
2,13:CLS#2
450 WINDOW#3,10,19,16,20:PAPER#3,1:PE
N#3,13:CLS#3
460 PEN 11:FOR r=2 TO 18 STEP 2:LOCAT
E r,1:PRINT CHR$(154):LOCATE r,14:PRI
NT CHR$(248):LOCATE r,15:PRINT CHR$(2
47):NEXT
470 LOCATE 20,1:PRINT CHR$(156)
480 FOR r=2 TO 20 STEP 2:LOCATE 1,r:P
RINT CHR$(149):NEXT

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490 FOR r=3 TO 21 STEP 2:LOCATE 20,r: 730 zz=2:LOCATE#3,1,4:PRINT#3,USING"*#
PRINT CHR$(149):NEXT ,###,###";fo:IF fo<0 THEN 820
500 FOR r=3 TO 19 STEP 2:LOCATE r,22: 740 SPEED INK 60,60
PRINT CHR$(154):NEXT 750 LOCATE 2,24:PEN 5:PRINT"TE HAS AR
510 LOCATE 1,14:PRINT CHR$(254) RUINADO !"
520 LOCATE 20,14:PRINT CHR$(253) 760 LOCATE 2,25:PEN 2:PRINT"OTRA PART
530 LOCATE 1,22:PRINT CHR$(147) IDA (S/N)"
540 LOCATE 20,15:PRINT CHR$(249) 770 FOR n=100 TO 200 STEP 10:SOUND 1,
550 PEN 10:FOR r=3 TO 19 STEP 2:LOCAT -2 ELSE h=4*f+2
E r,1:PRINT CHR$(154):LOCATE r,14:PRI 990 FOR n=6 TO 4 STEP -1
NT CHR$(248):LOCATE r,15:PRINT CHR$(2 1000 SOUND 1,5*n,12,15
47):NEXT 1010 LOCATE#1,x1,n:PRINT#1,b2$
560 LOCATE 1,1:PRINT CHR$(150) 1020 LOCATE#1,x1,n-1:PRINT#1,v$;b3$;v
570 FOR r=3 TO 21 STEP 2:LOCATE 1,r:P $;b3$;v$
RINT CHR$(149):NEXT 1030 IF n<6 THEN 1050
580 FOR r=2 TO 20 STEP 2:LOCATE 20,r: 1040 PEN#1,14:LOCATE#1,h,6:PRINT#1,CH
PRINT CHR$(149):NEXT R$(231):PEN#1,7
590 FOR r=2 TO 18 STEP 2:LOCATE r,22: 1050 FOR t=1 TO 30:NEXT
PRINT CHR$(154):NEXT 1060 NEXT
600 LOCATE 20,22:PRINT CHR$(153) 1070 FOR t=1 TO 1000:NEXT
610 LOCATE 1,15:PRINT CHR$(252) 1080 FOR n=3 TO 5
620 LOCATE#2,2,2:PRINT#2,"Nivel" 1090 SOUND 1,5*n,12,15
630 LOCATE#3,2,2:PRINT#3,"Fondo ($)" 1100 LOCATE#1,x1,n:PRINT#1,b2$
640 REM - Comienzo del juego : mensaj 1110 LOCATE#1,x1,n+1:PRINT#1,v$;b3$;v
es $;b3$;v$
650 SPEED INK 10,10:fo=100:zz=1:PEN 4 1120 FOR t=1 TO 30:NEXT
:RESTORE 1890 1130 NEXT
660 b3$=SPACE$(4):b2$=SPACE$(14):x1=3 1140 IF ni=2 OR ni=3 THEN PEN#1,6
:j=6:p=3 1150 IF ni=4 THEN PEN#1,8
670 CLS#1:INK 6,0,9:INK 8,0,12 1160 REM - Bucle del movimiento de la
680 FOR k=3 TO 15 STEP 6:LOCATE#1,k,6 s tazas
:PRINT #1,v$:NEXT 1170 FOR m=1 TO 10
690 IF zz=2 THEN 730 1180 g=INT(RND*2)+1:c=INT(RND*3)+1
700 LOCATE 2,24:PRINT SPACE$(18) 1190 d=INT(RND*3)+1:IF c=d THEN 1190
710 LOCATE 2,25:PRINT SPACE$(18) 1200 e=c+d:ON e GOTO 110,110,1210,125
720 FOR k=1 TO 68:READ t1,t2,t3,du:SO 0,1290
UND 1,t1,du:SOUND 2,t2,du:SOUND 4,t3, 1210 IF f=1 THEN f=2:GOTO-1230
du:NEXT 1220 IF f=2 THEN f=1
970 FOR t=1 TO 200:NEXT 1230 IF j=6 THEN x=3:v=9:k=1:GOTO 133
980 f=INT(RND*3)+1:IF ni<3 THEN h=6*f 0

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1240 x=5:v=9:k=1:GOTO 1330
1250 IF f=1 THEN f=3:GOTO 1270
1260 IF f=3 THEN f=1
1270 IF j=6 THEN x=3:v=15:k=2:GOTO 1330
1280 x=5:v=13:k=2:GOTO 1330
1290 IF f=2 THEN f=3:GOTO 1310
1300 IF f=3 THEN f=2
1310 IF j=6 THEN x=9:v=15:k=1:GOTO 1330
1320 x=9:v=13:k=1
1330 y=6:w=6
1340 FOR n=1 TO j
1350 LOCATE#1,x,y:PRINT#1,b$:x=x+k:IF
g=1 THEN y=y-1 ELSE y=y+1
1360 LOCATE#1,x,y:PRINT#1,v$:LOCATE#1
,v,w:PRINT#1,b$:v=v-k:IF g=1 THEN w=w
+1 ELSE w=w-1
1370 LOCATE#1,v,w:PRINT#1,v$
1380 IF n<>p THEN 1400
1390 IF g=1 THEN g=2 ELSE g=1
1400 NEXT
1410 SOUND 1,1000,12,15
1420 NEXT
1430 REM - El jugador elige la taza q
ue cree que contiene el guisante
1440 INK 6,0:INK 8,0
1450 FOR n=1 TO 3
1460 IF j=4 THEN q=4*n+1 ELSE q=6*n-3
1470 PEN#1,3:LOCATE#1,q,10:PRINT #1,n
:NEXT
1480 LOCATE 1,24:PRINT b1$
1490 LOCATE 2,24:PRINT"Pulsa (1 - 2 -
3)"
1500 t$=INKEY$:IF t$="" THEN 1500
1510 gr=ASC(t$)-48
1520 IF j=4 THEN h=4*f+2 ELSE h=6*f-2
1530 FOR n=6 TO 4 STEP -1
1540 PEN#1,7:LOCATE#1,x1,n:PRINT#1,b2
$
1550 LOCATE#1,x1,n-1:PRINT#1,v$;b3$;v
$;b3$;v$
1560 PEN#1,14:LOCATE#1,h,6:PRINT#1,CH
R$(231)
1570 FOR t=1 TO 30:NEXT
1580 NEXT
1590 PEN#1,7
1600 LOCATE#2,4,4:PRINT#2,CHR$(128)
1610 LOCATE 1,24:PRINT b1$
1620 IF gr<>f THEN 1730
1630 REM - Acierto
1640 LOCATE 2,24:PRINT "Ganas: ";ap*n
i
1650 READ a,b,c,d
1660 SOUND 12,a,b:SOUND 33,c,d:SOUND
12,0,2:SOUND 33,0,2
1670 IF b<>60 THEN 1650
1680 RESTORE 2040
1690 fo=fo+ap*ni
1700 FOR t=1 TO 2000:NEXT

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1710 GOTO 660
1720 REM - Fallo
1730 LOCATE 2,24:PRINT"Pierdes: ";ap
1740 FOR pp=1 TO 15
1750 FOR n=90 TO 125 STEP INT(RND(1)*
10)+1
1760 SOUND 1,n,2,15,,,1:NEXT
1770 NEXT pp
1780 FOR n=15 TO 1 STEP -1:SOUND 1,42
6,40,n,,,1:NEXT
1790 FOR t=1 TO 2000:NEXT
1800 fo=fo-ap:GOTO 660
1810 DATA 207,207,217,217,217,217,207
,128,207,128,219,217,217,207,217,207
1820 DATA 219,207,217,217,217,128,219
,217,128,219,207,207,128,219,217,219
1830 DATA 207,207,217,207,217,217,207
,217,128,219,219,217,128,219,217,207
1840 DATA 207,207,217,207,128,217,217
,207,207,207,217,217,128,217,217,217
1850 DATA 219,217,217,207,217,207,217
,207
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1860 DATA 219,128,217,217,128,217,128	82,71,50,1204,301,75,20,1136,284,72,2	
,217,219,219,207,217,128,219,217,128	0	
1870 DATA 219,217,217,217,217,128,217	1910 DATA 1136,282,71,30,1204,301,75,	
,217,207,219,219,207,128,219,217,128	20,1136,284,72,20,956,239,60,30,1136,	
1880 DATA 219,217,217,217,128,217,217	284	
,217,219,219,217,217,217,217,217	1920 DATA 72,20,956,239,60,20,1073,26	
1890 DATA 956,239,60,35,1073,268,67,2	8,67,40,1276,319,80,30,1276,319,80,20	
0,1136,282,71,20,1136,284,72,30,1204,	,1351	
301	1930 DATA 338,84,20,1276,319,80,20,12	2000 DATA 89,20,1432,358,89,20,1432,3
1900 DATA 75,20,1136,284,72,20,1136,2	76,319,80,20,1351,338,84,20,1276,319,	60,89,30,1517,379,95,20,1432,360,89,3
	80,20	0,716
	1940 DATA 1073,268,67,20,1136,284,72,	2010 DATA 179,45,20,1432,358,89,20,12
	20,1276,319,80,20,1136,284	76,319,80,20,1136,284,72,20,956,239,6
	1950 DATA 72,20,956,239,60,20,956,241	0,20
	,61,20,851,213,53,30,851,215,54,30,12	2020 DATA 1432,358,89,20,1276,319,80,
	76	20,1136,284,72,20,956,239,60,20,1432,
	1960 DATA 319,80,60,956,239,60,35,107	358
	3,268,67,20,1136,282,71,20,1136,284,7	2030 DATA 89,20,1276,319,80,20,1136,2
	2,30	84,72,20,1276,319,80,40,1432,358,89,5
	1970 DATA 1204,301,75,20,1136,284,72,	0
	20,1136,282,71,50,1204,301,75,20,1136	2040 DATA 80,28,95,28,80,8,95,8,80,18
	,284	,95,18,80,18,95,18,95,18,119,18,119,1
	1980 DATA 72,20,1073,268,67,15,1136,2	8,142
	84,72,20,1276,319,80,20,1517,379,95,2	2050 DATA 18,142,18,179,18,119,18,142
	0	,18,95,18,119,18,71,18,89,18,80,18,95
	1990 DATA 1276,319,80,30,1432,358,89,	,18
	30,1432,358,89,30,1517,379,95,20,1432	2060 DATA 89,18,106,18,80,28,95,28,80
	,358	,8,95,8,80,18,95,18,80,60,95,60