

```

1 SPEED INK 10,10
10 MODE 0:BORDER 0:INK 0,0:INK 1,26:
INK 2,14:INK 3,6:INK 4,2:INK 5,7:INK
  6,6:INK 7,24,2:INK 14,2,24:INK 10,7
  ,1:INK 11,24:INK 13,13
20 PAPER 5:PEN 14:PRINT
  " SNOOPY HOUSE " :PAPER 0:P
EN 1
30 PRINT:PRINT " by JOSE V

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" :PRINT
40 PEN 6:PRINT " B O N U S
  "
50 PEN 11:PRINT " 100-400-600-
800 " :PRINT:PRINT " 1200-150
0-1800- " :PRINT:PRINT " 2000
-2200-2600- " :PRINT:PRINT "
  2800 "
60 PEN 7:PRINT:PRINT "
  EXTRA 1000

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```

END 3000 "
70 PAPER 10:PEN 14:PRINT
  " #Press any key# "
80 PAPER 0:PEN 1
90 ENV 1,100,-1,10:ENT 1,100,-1,10:R
ESTORE 95:WHILE INKEY$="":READ J:REA
D K:IF J=0 OR K=0 THEN 90 ELSE SOUND
  7,J,K,14,1,1:WEND:PRINT CHR$(7)
95 DATA 239,40,213,40,239,40,268,40,
284,40,268,40,239,70,319,40,284,40,2

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68,70,284,40,268,40,239,70,239,40,21
3,40,239,40,268,40,284,40,268,40,239
,70,319,80,239,80,284,80,358,80,0,0
100 ENV 1,10,1,1:ENT 1,10,5,1
110 MODE 0:BORDER 0:INK 0,0:INK 1,26
:INK 2,14:INK 3,6:INK 4,2:INK 5,7:IN
K 6,7:INK 7,2,24:INK 14,24,2:INK 10,
3:INK 11,7,2:INK 13,13
120 RANDOMIZE TIME
130 LET VIDAS=3
140 LET SCORE=0
150 REM ***** DEFINICION DE CARACTE
RES *****
160 SYMBOL AFTER 4
170 SYMBOL 91,&30,&7C,&AE,&BF,&66,&7
0,&30,&30
180 SYMBOL 92,&30,&30,&2C,&6C,&66,&6
C,&B8,&98
190 SYMBOL 93,&18,&3E,&6F,&0,&0,&FF,
&6C,&6C
200 SYMBOL 94,&0,&0,&C3,&C3,&7E,&C3,
&C3,&0
210 REM ***** COMIENZO JUEGO PRINC
IPAL *****
220 PAPER 6:PEN 7:LOCATE 1,12:FOR R=
1 TO LEN("SNOOPY'S"):PRINT MID$("SNO
OPY'S",R,1):NEXT PAPER 0
230 LOCATE 1,23:PEN 4:PRINT STRING$(
20,CHR$(208)):PEN 1
240 LOCATE 5,1:PEN 4:PRINT "PLAYER 1
:";SCORE:PEN 1
250 FOR VIDASB=1 TO VIDAS:LOCATE VID
ASB,24:PEN 14:PRINT "[":NEXT VIDASB:
PEN 1
260 REM ***** CAIDA HUESOS *****
***
270 PIC=INT(RND*5)+1:IF PIC=1 THEN D
IB$="" :C=1 ELSE IF PIC=2 THEN DIB$=
CHR$(228):C=5 ELSE IF PIC=3 THEN DIB
$=CHR$(191):C=10 ELSE IF PIC=4 THEN
DIB$=CHR$(252):C=13 ELSE IF PIC=5 TH

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EN DIB$="[":C=11
280 LET R=INT(RND*18)+2
290 PEN 3:LOCATE 1,2:PRINT STRING$(2
0,CHR$(245)):PEN 1
300 FOR RECORRE=4 TO 22
310 GOSUB 400:REM ***** MUEVE SNO
OPY *****
320 LOCATE R,RECORRE-1:PRINT " "
330 PEN C:LOCATE R,RECORRE:PRINT DIB
$:PEN 1
340 IF JOY(0)<>0 THEN GOSUB 400:REM
***** INSPECCIONA JOYSTICK Y MUEV
E *****
350 NEXT
360 LOCATE R,22:PRINT " "
370 GOTO 210
380 PEN 1:LOCATE 120,20:PRINT " [ ":
LOCATE 120,21:PRINT " ";CHR$(92);" "
:LOCATE 120,22:PRINT " ] "
390 REM ***** MOVIMIENTO SNOOPY
*****
400 IF JOY(0)=4 THEN LET 120=120-1
410 IF JOY(0)=8 THEN LET 120=120+1
420 IF 120<2 THEN LET 120=1
430 IF 120>17 THEN LET 120=18

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440 SOUND 1,180,1,14,1,1:LOCATE 120,
20:PRINT " [ ":LOCATE 120,21:PRINT "
";CHR$(92);" ":LOCATE 120,22:PRINT
" ] "
450 REM ***** COMPROBACION DE
COGIDA DE HUESOS *****
460 IF R=120+1 AND RECORRE=20 THEN 4
70 ELSE 530
470 IF PIC=4 OR PIC=3 THEN 540 ELSE
LET SCORE=SCORE+PIC*10:LOCATE 5,1:PR
INT "PLAYER 1:";SCORE:FOR BW=200 TO
190 STEP -1:SOUND 7,BW,10,10,1,1:NEX
T BW:GOTO 480
480 IF SCORE=100 OR SCORE=400 OR SCO
RE=600 OR SCORE=800 OR SCORE=1200 OR
SCORE=1500 OR SCORE=1800 OR SCORE=2
000 OR SCORE=2200 OR SCORE=2600 OR S
CORE=2800 THEN GOTO 500 ELSE IF SCOR
E >3000 THEN 640 ELSE IF SCORE=1000
THEN 520 ELSE RETURN
490 LOCATE 2,19:PRINT SPACE$(19)
500 FOR 120=120 TO 1 STEP -1:LOCATE
120,20:PRINT "[ ":LOCATE 120,21:PRIN
T CHR$(92);" ":LOCATE 120,22:PRINT "
] ":SOUND 7,120+100,30,10,1,1:NEXT:F
OR R=0 TO 49:SCORE=SCORE+1:LOCATE 5,
1:PRINT "PLAYER 1:";SCORE:SOUND 7,SC
ORE,10,14,1,1:NEXT
510 LOCATE 2,19:PRINT STRING$(19," "
):GOTO 710
520 VIDAS=4:FOR VIDASB=1 TO VIDAS:LO
CATE VIDASB,24:PEN 7:PRINT "[":NEXT
VIDASB:PEN 1
530 IF R<>120 AND RECORRE=20 AND PIC
=4 OR PIC=3 THEN 550 ELSE IF R<>120
AND RECORRE=20 THEN 540 ELSE 550

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540 LET VIDAS=VIDAS-1:LOCATE 1,24:FO
R VIDASB=1 TO VIDAS:SOUND 7,VIDASB+1
000,30,7,1,1,7:LOCATE VIDASB,24:PEN
2:PRINT "[ ":NEXT VIDASB:PEN 1:IF VI
DAS=0 THEN 570 ELSE RETURN
550 RETURN
560 REM ***** GAME OVER ****
*****
570 LOCATE 6,10:PEN 2:PRINT "GAME OV
ER":FOR A=400 TO 900 STEP 10:SOUND 1
,A,5,14,1,1:NEXT A:PEN 1:LOCATE 2,12
:PRINT "ANOTHER PLAY?(Y/N)"
580 LET T$=INKEY$
590 IF T$="" THEN 580
600 IF UPPER$(T$)="N" THEN LOCATE 7,
14:PEN 4:PRINT "BYE-BYE":FOR R=1 TO
3000:NEXT:MODE 1:END
610 IF UPPER$(T$)="Y" THEN RUN

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620 GOTO 580
630 REM ***** FIN JUEGO A LOS 2.0
00 PTS *****
640 LOCATE 3,10:PEN 2:PRINT "B R A V
O ! ! !":PEN 1
645 ENJ 1,100,-1,10:RESTORE 95:WHILE
INKEY$="":READ J:READ K:IF J=0 OR K
=0 THEN 90 ELSE SOUND 7,J,K,14,1:WEN
D:PRINT CHR$(7)
650 LOCATE 2,12:PRINT "ANOTHER GAME?
(Y/N)":FOR R=50 TO 0 STEP -5:SOUND 1
,R,10,14,1,1:NEXT R:FOR R=500 TO 100
STEP -5:SOUND 1,R,5,10,1,1:NEXT R:G
OTO 660
660 LET T$=INKEY$
670 IF T$="" THEN 660
680 IF UPPER$(T$)="Y" THEN RUN
690 IF UPPER$(T$)="N" THEN LOCATE 7,
14:PEN 14:PRINT "BYE-BYE":PEN 1:FOR
R=1 TO 3000 :NEXT:MODE 1:END
700 GOTO 660
710 REM ***** BONUS *****
*****
720 PEN 14:PAPER 6:LOCATE 6,12:PRINT
"B O N U S":FOR R=350 TO 100 STEP -
10:SOUND 1,R,10,14,1,1:PEN 1:PAPER 0
:NEXT R:LOCATE 6,12:PRINT "
":IZQ=IZQ:RETURN

```