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130 REM *****
140 REM PRESENTACION
150 REM *****
160 GOSUB 1930
170 REM *****
180 REM MENU
190 REM *****
200 GOSUB 2150
210 REM *****
220 REM Dimensiones de matrices
230 REM e iniciacion de variables
240 REM *****
250 DIM parcial(4,6):DIM suma(4,21):
DIM total(4,21):DIM partida(21)
260 partida=1:r=0
270 REM *****
280 REM Definicion de caracteres
290 REM *****
300 SYMBOL AFTER 197
310 SYMBOL 197,2,6,30,62,126,254,254
,252
320 SYMBOL 198,64,96,120,124,126,127
,127,63
330 SYMBOL 199,240,195,15,31,63,31,7
,3
340 SYMBOL 200,15,131,224,248,252,24
8,224,192
350 SYMBOL 201,3,7,31,63,31,15,195,2
40
360 SYMBOL 202,192,224,248,252,248,2
24,131,15
370 SYMBOL 203,252,254,254,126,62,30
,6,2
380 SYMBOL 204,63,127,127,126,124,12
0,96,64
390 SYMBOL 205,0,63,127,103,103,127,
127,102
400 SYMBOL 206,0,252,254,230,230,254
,254,102
410 SYMBOL 207,102,127,127,103,103,1
27,63,0
420 SYMBOL 208,102,254,254,230,230,2
54,252,0
430 SYMBOL 209,0,63,127,103,103,126,
126,103
440 SYMBOL 210,0,252,254,230,230,126
,126,230
450 SYMBOL 211,103,126,126,103,103,1
27,63,0
460 SYMBOL 212,230,126,126,230,230,2
54,252,0
470 SYMBOL 213,0,63,127,120,120,127,
127,127
480 SYMBOL 214,0,252,254,30,30,158,1
58,158
490 SYMBOL 215,121,121,121,120,124,1
27,63,0
500 SYMBOL 216,158,158,158,30,62,254
,252,0
510 SYMBOL 217,0,63,127,124,120,113,
115,115
520 SYMBOL 218,0,252,254,62,30,142,2
06,206
530 SYMBOL 219,114,115,113,120,124,1
27,63,0
540 SYMBOL 220,206,78,142,30,46,254,
252,0
550 SYMBOL 221,0,63,127,115,115,114,
112,112
560 SYMBOL 222,0,252,254,158,30,62,1
26,254
570 SYMBOL 223,112,112,114,115,115,1
27,63,0
580 SYMBOL 224,254,126,62,30,158,254
,252,0
590 SYMBOL 225,0,63,127,127,124,120,
112,112
600 SYMBOL 226,0,252,254,254,62,30,1
4,14
610 SYMBOL 227,112,112,120,124,127,1
27,63,0
620 SYMBOL 228,14,14,30,62,254,254,2
52,0
630 REM *****
640 REM Numero y nombre
650 REM de los jugadores
660 REM *****
670 MODE 1:BORDER 13:INK 0,0:INK 1,1
8:INK 2,14:INK 3,6
680 PEN 1:LOCATE 6,6:PRINT"NUMERO DE
JUGADORES? (1 a 4)":a$=INKEY$:IF a
$="" THEN 680
690 ll=VAL(a$)
700 IF ll<1 OR ll>4 THEN 680
710 LOCATE 12,8:PEN 3:PRINT ll:SOUND
2,30,15,7
720 LOCATE 6,11:PEN 1:PRINT "NOMBRE
DE LOS JUGADORES:"
730 FOR t=1 TO 11
740 LOCATE 12,(2*t)+12:PEN 3:PRINT t
"-" :PEN 2:INPUT " ",jug$(t)
750 IF LEN(jug$(t))>5 THEN LOCATE 12
,2*t+12:PRINT"* MAXIMO 5 LETRAS *"
:SOUND 2,500,100,15,0,0,1:FOR con=1
TO 1000:NEXT:LOCATE 12,2*t+12:PRINT
STRING$(22," ") :GOTO 740
760 NEXT t
770 REM *****
780 REM JUEGO
790 REM *****
800 IF partida=21 THEN END:CLS
810 REM *****
820 REM Ventanas
830 REM *****
840 MODE 1:PEN 1:BORDER 0:INK 0,6:IN
K 1,26:INK 2,1:INK 3,24
850 WINDOW#1,2,33,2,24:PAPER#1,0:CLS
#1
860 WINDOW#2,35,40,1,25:PAPER#2,2:CL
S#2
870 WINDOW#3,1,34,1,25:PAPER#1,0:CLS
#3
880 WINDOW#4,35,40,2,2:PAPER#4,1
890 PEN 3:LOCATE 1,1:PRINT CHR$(150)
:STRING$(32,154):CHR$(156)
900 LOCATE 1,25:PRINT CHR$(147):STRI
NG$(32,154):CHR$(153)
910 FOR d=2 TO 24:LOCATE 1,d:PRINT C
HR$(149):LOCATE 34,d:PRINT CHR$(149)
:NEXT
920 REM *****
930 REM Partida
940 REM *****
950 LOCATE 10,11:PEN 1:PRINT"P A R T
I D A":LOCATE 10,13:PRINT"N U M E R
O":partida:LOCATE 10,12:PEN 2:PRINT
STRING$(13,154)
960 FOR c=2 TO 24:LOCATE#2,2,c:PEN#2
,1:PRINT#2,partida:NEXT
970 FOR con=1 TO 3000:NEXT
980 REM *****
990 REM Tiradas
1000 REM *****
1010 FOR r=1 TO 6:REM *Contador de g
rupos de tiradas*
1020 CLS#2:CLS#1
1030 cubo$=CHR$(201+r*4)+CHR$(201+r*
4+1)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(2
01+r*4+2)+CHR$(201+r*4+3)
1040 LOCATE#1,15,11:PEN#1,3:PRINT#1,
cubo$
1050 FOR con=1 TO 2000:NEXT
1060 FOR t=1 TO 11:REM *Contador de
jugadores*
1070 e=5:g=0:k=0
1080 CLS#1:CLS#2:CLS#4
1090 jug$(t)=UPPER$(jug$(t)):PEN#4,0
:PRINT#4,jug$(t)
1100 LOCATE#2,1,4:PEN#2,3:PRINT#2,cu
bo$
1110 FOR a=1 TO 3:REM *Contador de t
iradas por grupo*
1120 CLS#1
1130 PEN 1:LOCATE 12,22:PRINT"TIrada
No."a:FOR con=1 TO 1000:NEXT
1140 CLS#1
1150 FOR b=1 TO a:REM *Contador de l
os dados en juego*
1160 REM *****
1170 REM Movimiento del dado
1180 REM *****
1190 FOR n=2 TO 10
1200 SOUND 1,3822,10,1,0,0,15
1210 PEN 1:LOCATE b*7-4,n:PRINT CHR$
(197)+CHR$(198)
1220 PEN 1:LOCATE b*7-4,n+1:PRINT CH
R$(199)+CHR$(200)
1230 LOCATE b*7-4,n:PRINT CHR$(201)+
CHR$(202)
1240 LOCATE b*7-4,n+1:PRINT CHR$(203
)+CHR$(204)
1250 LOCATE b*7-4,n:PRINT " "
1260 LOCATE b*7-4,n+1:PRINT " "
1270 NEXT n
1280 l(b)=INT(RND*6)+1:dado$(l(b))=C
HR$(201+(l(b)*4))+CHR$(201+(l(b)*4)+
1)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(20
1+(l(b)*4)+2)+CHR$(201+(l(b)*4)+3)
1290 SOUND 1,40,1,15,2,1:LOCATE (b*7
)-4,11:PRINT dado$(l(b))
1300 NEXT b
1310 REM *****
1320 REM Eleccion de dados
1330 REM *****
1340 LOCATE 3,16:PEN 3:PRINT"1.
2. 3. 4. 5."
1350 LOCATE 11,22:PEN 1:PRINT"ELIGE
TUS DADOS"
1360 a$=INKEY$
1370 IF a$="1" AND (l(1)=r OR l(1)=6
) THEN b=1:GOSUB 1870
1380 IF a$="2" AND (l(2)=r OR l(2)=6
) THEN b=2:GOSUB 1870
1390 IF a$="3" AND (l(3)=r OR l(3)=6
) THEN b=3:GOSUB 1870
1400 IF a$="4" AND (l(4)=r OR l(4)=6
) THEN b=4:GOSUB 1870
1410 IF a$="5" AND (l(5)=r OR l(5)=6
) THEN b=5:GOSUB 1870
1420 IF e=0 THEN e=5

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1430 IF INKEY(47)=0 THEN 1450
1440 GOTO 1360
1450 NEXT a
1460 REM *****
*
1470 REM Valor del grupo de tiradas
1480 REM *****
*
1490 parcial(t,r)=r#g
1500 suma(t,partida)=parcial(t,1)+pa
rcial(t,2)+parcial(t,3)+parcial(t,4)
+parcial(t,5)+parcial(t,6)
1510 IF k=g THEN parcial(t,r)=0
1520 LOCATE 12,6:PRINT "TOTAL"
1530 LOCATE 18,5:PEN 3:PRINT cubo$
1540 LOCATE 21,6:PEN 1:PRINT "=";par
cial(t,r)
1550 IF parcial(t,r)=0 THEN SOUND 7,
2000,20,15 ELSE SOUND 1,50,15,15
1560 FOR con=1 TO 2000:NEXT
1570 NEXT t
1580 NEXT r
1590 REM *****
1600 REM PUNTUACIONES
1610 REM *****
1620 SPEED INK 15,50:INK 0,1:INK 1,2
:INK 2,1,26:INK 3,24
1630 MODE 1:PEN 3:LOCATE 3,2:PRINT"
PUNTUACIONES"
1640 LOCATE 5,3:PRINT STRING$(12,131
)
1650 PLOT 112,32,3:DRAWR 0,272:DRAWR
496,0:DRAWR 0,-272:DRAWR -496,0:PLO
T 500,304:DRAWR 0,-272
1660 FOR t=1 TO 11
1670 PEN 3:LOCATE 2,4+(t#4):PRINT ju
g$(t)
1680 FOR r=1 TO 6
1690 LOCATE 10,5:PEN 3:PRINT"N R J
Q K A PART TOTAL"
1700 PEN 1:LOCATE 6+(r#3),4+(t#4):PR
INT USING "##";parcial(t,r)
1710 NEXT r
1720 LOCATE 28,4+(t#4):PRINT USING "
###";suma(t,partida)
1730 IF partida=1 THEN total(t,parti
da)=suma(t,partida)
1740 IF partida<1 THEN total(t,parti
da)=total(t,partida-1)+suma(t,parti
da)
1750 PEN 2:LOCATE 33,4+(t#4):PRINT U
SING "####";total(t,partida)
1760 NEXT t
1770 REM *****
1780 REM OTRA JUGADA?
1790 REM *****
1800 LOCATE 8,25:PEN 3:PRINT "OTRA P
ARTIDA (S/N)?"
1810 IF INKEY(60)=0 THEN LOCATE 29,2
5:PEN 2:PRINT"Si":partida=partida+1:
FOR con=1 TO 500:NEXT:GOTO 800
1820 IF INKEY(46)=0 THEN LOCATE 29,2
5:PEN 2:PRINT"No":FOR con=1 TO 500:N
EXT:RUN
1830 GOTO 1810
1850 REM Rutina del dado selecciona
do
1870 e=e-1:g=g+1
1880 IF 1(b)=6 AND r<6 THEN k=k+1
1890 LOCATE -4+(b#7),11:PRINT "iCH

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R$(8)+CHR$(9)+CHR$(10);" ":PEN#2,1:
PRINT#2,dado$(1(b));r:1(b)=0:RETURN
1900 REM *****
1910 REM Presentacion
1920 REM *****
1930 MODE 1:INK 0,0:BORDER 0:INK 1,2
6:INK 2,6:INK 3,24
1940 LOCATE 12,2:PEN 1:PRINT CHR$(13
6)+STRING$(14,143)+CHR$(132):FOR d=3
TO 16:LOCATE 12,d:PRINT STRING$(16,
143):NEXT d:LOCATE 12,2:LOCATE 12,17
:PRINT CHR$(130)+STRING$(14,143)+CHR
$(129)
1950 FOR f=250 TO 350 STEP 2
1960 i=250+SQR(50*50-(f-300)*(f-300)
)
1970 j=250-SQR(50*50-(f-300)*(f-300)
)
1980 MOVE f,i:DRAW f,j,2
1990 NEXT f
2000 LOCATE 11,20:PEN 2:PRINT "MUVO:
PRODUCTIONS":LOCATE 14,22:PRINT"*
PRESENTA *"
2010 RESTORE 2060:FOR m=1 TO 34:READ
o,p
2020 SOUND 1,o,p*3,7:NEXT m
2030 LOCATE 9,25:PEN 3:PRINT"C U B
I L E T E"
2040 FOR con=1 TO 3000:NEXT con
2050 FOR s=1 TO 25:FOR u=0 TO 25:NEX
T u:SOUND 1,27+s,2,15:CALL &BC4D:NEX
T s
2060 DATA 253,15,239,5,213,10,190,10
,0,1,190,15,213,5
2070 DATA 253,10,213,10,0,1,213,15,2
39,5,284,10,213,10
2080 DATA 190,10,213,10,0,1,213,20,2
53,15,239,5,213,10
2090 DATA 190,10,0,1,190,15,213,5,25
3,10,213,10,0,1
2100 DATA 213,15,239,5,284,10,239,15
,253,30,0,60
2110 RETURN
2120 REM *****
2130 REM Menu
2140 REM *****
2150 SPEED INK 15,15:MODE 0:INK 0,11
:BORDER 1:INK 1,0:INK 2,6:INK 4,24,1
1:INK 3,0
2160 LOCATE 3,4:PEN 1:PRINT"MENU:"
2170 LOCATE 3,5:PRINT STRING$(4,131)
2180 LOCATE 3,9:PEN 2:PRINT"1-INSTRU
CCIONES"
2190 LOCATE 5,10:PRINT STRING$(13,13
1)
2200 LOCATE 3,13:PEN 2:PRINT"2-JUEGO
2210 LOCATE 5,14:PRINT STRING$(5,131
)
2220 LOCATE 3,21:PEN 4:PRINT"OPCION
??"
2230 LOCATE 3,22:PRINT STRING$(6,131
)
2240 FOR v=100 TO 200 STEP 5
2250 SOUND 7,300-v,1,4:NEXT v
2260 FOR x=100 TO 200 STEP 5
2270 SOUND 7,x,1,4:NEXT x
2280 a$=INKEY$:IF a$="" THEN 2240
2290 y=VAL(a$)
2300 IF y<1 OR y>2 THEN 2280
2310 LOCATE 13,21:PEN 3:PRINT y:SOUN

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D 1,70,5,7
2320 FOR con=1 TO 1000:NEXT con
2330 IF y=1 THEN 2370 ELSE 210
2340 REM *****
2350 REM Instrucciones
2360 REM *****
2370 MODE 1:INK 0,0:INK 1,2:INK 2,26
:INK 3,6:BORDER 1
2380 WINDOW#1,1,40,2,4:PAPER#1,1:CLS
#1
2390 WINDOW#2,2,39,6,24:PAPER#2,2:CL
S#2
2400 PLOT 1,387,2:DRAWR 640,0:PLOT 1
,333:DRAWR 640,0
2410 PEN#1,3:LOCATE#1,8,2:PRINT#1,"I
N S T R U C C I O N E S"
2420 PEN#2,3:LOCATE#2,1,5:PRINT#2,"
Esta es una version del clasico
juego de los dados de poker. Pua-
den jugar de una a cinco pers
o- nas que alternativamente elig
iran"
2430 PRINT#2," tus dados correspond
ientes a cada uno de los seis gr
upos existentes (rojos, negros,
jotas, ques, kas y ases)."
2440 LOCATE#2,1,15:PRINT#2," UNA TE
CLA":SOUND 2,30,5,7
2450 CALL &BB18
2460 CLS#2
2470 LOCATE#2,1,5:PRINT#2," Recue
rda que el * as # te sirve de co
modin para los grupos restan- tes
, siempre y cuando tengas como m
inimo una muestra del grupo; en"
2480 LOCATE#2,1,9:PRINT#2," caso co
ntrario el valor del grupo sera
0."
2490 LOCATE#2,1,15:PRINT#2," UNA TE
CLA":SOUND 2,30,5,7
2500 CALL &BB18
2510 CLS#2
2520 LOCATE#2,1,5:PRINT#2," Pulsa
la barra espaciadora des- pues
de cada eleccion.
Se pueden realizar hasta 20 par-
tidas consecutivas."
2530 LOCATE#2,1,15:PRINT#2," UNA TE
CLA PARA JUGAR":SOUND 2,30,35,7
2540 CALL &BB18
2550 GOTO 210

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