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10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
110 PRINT CHR$(22)+CHR$(1);
120 A$="POLICIA":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:S
OUND 2,a*2,1:NEXT a
190 INK 3,18:INK 2,7
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1
TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO L
EN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" "
THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RE
TURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< POLICIA >>":GOSUB 240:PRINT
300 A$="EL POLICIA DEBE CAPTURAR AL LADR
ON":GOSUB 240:A$="ANTES DE AGOTARSE EL T
IEMPO":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="
JUG. IZQUIERDO          JUG. DERECHO":GOSUB 2
40:A$="LADRON          POLICIA":GOSUB 240:
A$="Q. A. X. C.          CURSORES":GOSUB 24
0
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GO
SUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 900
350 PAPER 0:INK 0,22:BORDER 22:MODE 1
360 WINDOW #1,2,39,2,2:WINDOW 2,39,5,24
370 INK 1,0:INK 2,6:INK 3,8
380 PEN 2:GOSUB 690
390 T=250:GOSUB 670
400 XP=2:YP=2:XL=19:YL=19
410 PX=XP:PY=YP:LY=YL:LX=XL
420 IF NOT INKEY(0) THEN XP=XP-1
430 IF NOT INKEY(2) THEN XP=XP+1
440 IF NOT INKEY(1) THEN YP=YP+1
450 IF NOT INKEY(8) THEN YP=YP-1
460 LOCATE YP,XP:CALL 30000:C=PEEK(29999
)
470 IF C=97 THEN XP=PX:YP=PY
480 IF C=99 THEN GOTO 620
490 PEN 1:LOCATE PY,PX:PRINT" ";:LOCATE
YP,XP:PRINT"b";
500 PX=XP:PY=YP
510 IF NOT INKEY(67) THEN XL=XL-1
520 IF NOT INKEY(69) THEN XL=XL+1
530 IF NOT INKEY(62) THEN YL=YL+1
540 IF NOT INKEY(63) THEN YL=YL-1
550 LOCATE YL,XL:CALL 30000:C=PEEK(29999
)
560 IF C=97 THEN XL=LX:YL=LY
570 IF C=98 THEN GOTO 620
580 PEN 3:LOCATE LY,LX:PRINT" ";:LOCATE
YL,XL:PRINT"c";
590 LX=XL:LY=YL
600 T=T-1:GOSUB 670
610 GOTO 420
620 FOR A=100 TO 200:SOUND 1,A,2:NEXT
630 MODE 1
640 A$="EL POLICIA HA CAPTURADO":GOSUB 2
40:A$="AL LADRON":GOSUB 240
650 PRINT:A$="GANA EL POLICIA":GOSUB 240
:GOTO 1010

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660 GOTO 660
670 LOCATE #1,14,1:PRINT#1,"TIEMPO: ";US
ING "###";T:IF T<1 THEN 990
680 RETURN
690 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaa";
700 PRINT"a      a
      a";
710 PRINT"a aaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaa a";
720 PRINT"a a                                a a
a   a a";
730 PRINT"a a aaaaaaaa aaaaaaaaaaaaaaa aaaa
a a a a";
740 PRINT"a a a                                a a a a
a a a a";
750 PRINT"a a a a a a a aaa
a a a";
760 PRINT"a a aaaaaaaa aaa a a aa aaa aa
aa a a a";
770 PRINT"a
a a a";
780 PRINT"a a a aaaaaaaaaa aaaaaaaaaaaaaa
aaa a a";
790 PRINT"a a a a                                a
a   a a";
800 PRINT"a a a a aaaaaaaa aaaaaa aaaaa a
a a a a";
810 PRINT"a a a a                                a   a a a
a a a a";
820 PRINT"a          aaaaa aa a a aaa a a a a
a a a a";
830 PRINT"a a a          a aa a a          a a a a
a a a a";
840 PRINT"a a aaaaa aaaaaa aaaaaaa a aaa
a a a a";
850 PRINT"a a
a a a a";
860 PRINT"a aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aa aaa a";
870 PRINT"a
a   a";
880 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
aaaaaaa";
890 RETURN
900 DATA 205,96,187,50,47,117,201
910 RESTORE 900
920 FOR a=30000 TO 30006:READ b:POKE a,b
:NEXT a
930 SYMBOL AFTER 97
940 SYMBOL 97,0,127,127,127,0,247,247,24
7
950 SYMBOL 98,156,190,157,73,62,28,20,54
960 SYMBOL 99,28,28,8,62,93,221,212,54
970 SYMBOL 100,74,0,34,136,33,136,1,36
980 RETURN
990 MODE 1:LOCATE 1,5:A$="EL LADRON HA L
OGRADO ESCAPARSE":GOSUB 240:A$="DEL POLI
CIA":GOSUB 240:PRINT:A$="GANA EL LADRON"
:GOSUB 240
1000 GOTO 1010
1010 REM *** GAME OVER ***
1020 FOR A=1 TO 20:FOR B=100 TO 200 STEP
A:SOUND 1,B,1,15,0,0,31:NEXT B:NEXT A
1030 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0
:BOARDER 0:PEN 1:MODE 0
1040 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1050 PEN 1:LOCATE 4,12:PRINT"TIEMPO: ";US
ING "#####";T
1060 PEN 3:INK 3,15:LOCATE 5,17:PRINT "O
TRA? (S/N)"
1070 FOR A=1 TO 50:A$=INKEY$:NEXT A
1080 PEN 1
1090 IF INKEY(60)=0 THEN RUN 220
1100 IF INKEY(46)=0 THEN CALL 0
1110 GOTO 1090

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