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10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 PRINT CHR$(22)+CHR$(1);
60 A$="PIRAMIDE":A=11-(0.5*(LEN(A$)))
70 LOCATE A,12:PRINT A$;
80 PRINT CHR$(22)+CHR$(0);
90 INK 2,7,0:INK 3,0,18
100 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
110 INK 2,18,7:INK 3,7,18
120 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:S
OUND 2,a*2,1:NEXT a
130 INK 2,7:INK 3,18
140 FOR a=1 TO 500:NEXT a
150 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1
TO 50:NEXT b:NEXT a
160 MODE 1
170 GOTO 220
180 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO L
EN(a$)
190 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" "
THEN PRINT CHR$(7);
200 NEXT a
210 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RE
TURN
220 REM *** INICIO DEL PROGRAMA ***
230 a$="<< PIRAMIDE >>":GOSUB 180:PRINT
240 A$="ALCANZA LA CIMA DE LA PIRAMIDE":
GOSUB 180:A$="RECOGIENDO LOS TESOROS, PE
RO SIN":GOSUB 180:A$="CHOCAR CONTRA EL F
ANTASMA":GOSUB 180
250 PRINT:A$="CONTROLES:":GOSUB 180:A$="
Q. ARRIBA":GOSUB 180:A$="A. ABAJO":GOSUB
180:A$="O. IZQUIERDA":GOSUB 180:A$="P.
DERECHA":GOSUB 180
260 PRINT:a$="PULSA -S- PARA EMPEZAR":GO
SUB 180
270 IF INKEY(60)<>0 THEN 270
280 GOSUB 910
290 PAPER 0:BORDER 0:INK 0,0:MODE 1
300 INK 1,26:INK 2,15:INK 3,18
310 WINDOW #1,2,39,1,1:WINDOW 1,40,4,25
320 P=0:V=3:GOSUB 670
330 PEN 2:GOSUB 700
340 x=19:y=20:XB=X:YB=Y
350 XM=7:YM=20:BX=XM:BY=YM
360 IF NOT INKEY(67) THEN X=X-1
370 IF NOT INKEY(69) THEN X=X+1
380 IF NOT INKEY(34) THEN Y=Y-1
390 IF NOT INKEY(27) THEN Y=Y+1
400 LOCATE Y,X:CALL 30000:C=PEEK(29999)
410 IF C=97 THEN X=XB:Y=YB
420 IF C=98 THEN 1010
430 IF C=101 OR C=100 THEN P=P+75:GOSUB
670
440 PEN 1:LOCATE YB,XB:PRINT" ";:LOCATE
Y,X:PRINT CHR$(248+RND*3);
450 xb=x:yb=y
460 IF xm<x THEN xm=xm+1
470 IF xm>x THEN xm=xm-1
480 LOCATE ym,xm:CALL 30000:C=PEEK(29999
)
490 IF C<>32 THEN XM=BX
500 IF ym<y THEN ym=ym+0.5
510 IF ym>y THEN ym=ym-0.5
520 LOCATE YM,XM:CALL 30000:C=PEEK(29999
)
530 IF C>247 THEN 1010
540 IF C=98 THEN BY=YM
550 IF C<>32 THEN YM=BY
560 PEN 3:LOCATE BY,BX:PRINT" ";:LOCATE
YM,XM:PRINT"b";
570 BX=XM:BY=YM
580 IF x=5 THEN 600
590 GOTO 360
600 ENT 1,10,-2,1:FOR A=1 TO 100:SOUND 1
,A,10,15,0,1:NEXT
610 MODE 1:LOCATE 1,5:A$="LO CONSEGUISTE
!!!":GOSUB 180

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620 A$="ALCANZASTE LA CIMA DE LA PIRAMID
E":GOSUB 180
630 PRINT:A$="BONO DE 5000 PUNTOS":GOSUB
180
640 P=P+5000:SOUND 2,50,5,15,0,0,31:GOSU
B 670
650 GOTO 1010
660 GOTO 660
670 LOCATE #1,14,1:PRINT#1,"PUNTOS: ";P
680 IF V<1 THEN 1010
690 RETURN
700 PRINT"
aa
";
710 PRINT" a
aaaa
";
720 PRINT" aaa
aa aa
";
730 PRINT" a aaa
aa aa
a
";
740 PRINT" a aaaa
aa aa
aaa
";
750 PRINT" a aaaa
aaaaaa aaaa
a aaa
";
760 PRINT" aaaaa aa
a aaa
";
770 PRINT" aaaaaa aaaa
a aaa";
780 PRINT" aaaa aa d
a aaa";
790 PRINT" aaaa aaaaaaa aaaaa
a aa";
800 PRINT" aaaaaaa aa
a a a";
810 PRINT" aaaa aaaaaaa
aa aaaaaa";
820 PRINT" a a aa e
aa
";
830 PRINT" aaaaaaa aaaaaaa
aaaa a
";
840 PRINT" a a aa
eaa a";
850 PRINT" aaaaa aaaaaaa
aaaaa a
";
860 PRINT" aa d
aa a";
870 PRINT" aaaaaaa aaaa
aaaaaaa
";
880 PRINT" aa e
d aa
";
890 PRINT" aaaaaaa aaaaaaa
aaaaaaa";
900 RE"TURN
910 DATA 205,96,187,50,47,117,201
920 RESTORE 910
930 FOR a=30000 TO 30006:READ b:POKE a,b
:NEXT a
940 SYMBOL AFTER 97
950 SYMBOL 97,124,190,254,190,214,174,84
,0
960 SYMBOL 98,124,146,218,254,254,170,17
0,0
970 SYMBOL 99,8,161,4,160,9,64,17,68
980 SYMBOL 100,8,20,20,73,127,73,8,28
990 SYMBOL 101,0,0,62,46,46,20,8,62
1000 RETURN
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
:BORDER 0:PEN 1:MODE 0
1040 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1050 PEN 1:LOCATE 4,12:PRINT"PUNTOS: ";US
ING "#####";P
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 160
1100 IF INKEY(46)=0 THEN CALL 0
1110 GOTO 1090

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