

```
10 REM ***** RECOGIDA *****
20
30 REM * ANGEL GARCIA DELGADO *
40
50 REM ***** RECOGIDA *****
60
70
80 MODE 0
90 INK 0,0:INK 1,26:INK 2,7:INK 3,18
100 PAPER 0:BORDER 0
110 PRINT CHR$(22)+CHR$(1);
120 LOCATE 7,12
130 PRINT "RECOGIDA"
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 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT:FOR b=1 TO 50:NE
XT b:NEXT a
220 MODE 1
230 GOTO 300
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
290
300 REM *** INICIO DEL PROGRAMA ***
310
320
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330 A$="<<< RECOGIDA >>":GOSUB 240
340 PRINT:A$="RECOGE LAS PERAS DEL HUERT
O PARA":GOSUB 240
350 A$="CARGARLAS EN EL CAMION, ANTES DE
QUE":GOSUB 240
360 A$="ESTE SE MARCHE.":GOSUB 240
370 PRINT:A$="CONTROLES DEL JUEGO:":GOSU
B 240
380 A$="O. ARRIBA":GOSUB 240
390 A$="A. ABAJO":GOSUB 240
400 A$="D. IZQUIERDA":GOSUB 240
410 A$="P. DERECHA":GOSUB 240
420 PRINT:A$="PULSA -S- PARA EMPEZAR":GO
SUB 240
430 IF INKEY(60)<>0 THEN GOTO 430
440 P=0:T=250:F=1
450 MODE 1
460 INK 0,0:INK 1,26:INK 2,9:INK 3,24
470 BORDER 0:PAPER 0
480 PEN 1
490 WINDOW 1,40,7,25
500 GOSUB 990:GOSUB 1090
510 PRINT #1," PUNTOS: ";TAB(20);" TI
EMPO:"
520 A$="":B$=""
530 FOR A=1 TO 40
540 A$=A$+CHR$(166):B$=B$+CHR$(165)
550 NEXT A
560 PRINT #1,A$:PRINT #1,B$;" ";CHR$(16
1);CHR$(162);CHR$(163);CHR$(164):PRINT #
1,A$
570 CLS:GOSUB 880
580 PEN 3
590 T=300
600 X=5:Y=5:XB=5:YB=5:R=0
610 IF INKEY(67)=0 THEN X=X-1:IF X<1 THE
N X=1
620 IF INKEY(69)=0 THEN X=X+1:IF X>18 TH
EN X=18
630 IF INKEY(34)=0 THEN Y=Y-1:IF Y<1 THE
N Y=1
640 IF INKEY(27)=0 THEN Y=Y+1:IF Y>40 TH
EN Y=40
650 LOCATE YB,XB:PRINT " "
660 LOCATE Y,X:CALL 30000:C=PEEK(29999)
670 IF C=160 THEN R=R+1:SOUND 1,500,3:P=
P+5:LOCATE #1,11,1:PRINT#1,P
680 IF R>9+5*F THEN R=0:F=F+1:P=P+T:FOR
A=1 TO 1000 STEP 3:SOUND 1,A,1:NEXT A:GO
TO 570
690 PRINT CHR$(248+RND*3)
700 T=T-1:LOCATE #1,31,1:PRINT#1,USING "
###";T
710 IF T<1 THEN GOTO 740
720 XB=X:YB=Y

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730 GOTO 610
740 B$=" "+CHR$(161)+CHR$(162)+CHR$(163)
+CHR$(164)
750 FOR A=3 TO 36
760 LOCATE #1,A,5:PRINT #1,B$
770 SOUND 1,1000,1:FOR B=1 TO 50:NEXT B
780 NEXT A
790 MODE 0
800 PEN 2
810 LOCATE 6,7:PRINT"GAME OVER"
820 PEN 1
830 LOCATE 5,12:PRINT"PUNTOS:";USING "##
##";P
840 INK 2,11,0
850 FOR A=1 TO 4000 STEP 10:SOUND 1,A,1:
NEXT A
860 FOR A=1 TO 10000:NEXT A
870 RUN 220
880 FOR A=1 TO 10+5*F
890 X=1+INT(17*RND):Y=1+INT(RND*39)
900 LOCATE Y,X:CALL 30000:IF PEEK(29999)
<>32 THEN GOTO 890
910 PEN 2:PRINT CHR$(160)
920 PRINT CHR$(7);
930 NEXT A
940 RETURN
950 END
960 '
970 '
980 '
990 REM ** CODE SCREEN$ **
1000 '
1010 '
1020 DATA 205,96,187,50,47,117,201
1030 RESTORE 1020
1040 FOR a=30000 TO 30006:READ b:POKE a,
b:NEXT a
1050 RETURN
1060 '
1070 REM *****
1080 '
1090 SYMBOL AFTER 160
1100 SYMBOL 160,96,144,56,56,124,124,124
,56
1110 SYMBOL 161,255,128,128,128,128,255,
91,27
1120 SYMBOL 162,255,0,0,0,0,255,64,0
1130 SYMBOL 163,251,11,11,11,11,251,222,
216
1140 SYMBOL 164,224,176,152,143,255,255,
93,28
1150 SYMBOL 165,0,0,0,0,126,63,0,0
1160 SYMBOL 166,0,0,0,255,255,0,0,0
1170 RETURN

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