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- QH
- KATAKIMBA
- BIK-ZAR
- K-3
- SABER
- PLUMADIS
- ANUALIDAD
- FUNCION
- ARRASER





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UN CHORRO

EFICAZ

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Editorial

Queridos lectores:

La acogida que tiene cualquier producto en el mercado se tiene que mantener con una atención constante a los usuarios.

Teniendo esto en cuenta y que si hablamos del mercado informático, esto se multiplica por 10, es por lo que es necesario, cada cierto tiempo, conocer esa opinión.

Como os anunciábamos en este número, se han introducido algunas variantes. Todos los juegos, a parte de estar listados muestran en la revista una pantalla de presentación otra de un momento en la ejecución de los mismos. Pensamos que es más entretenida y más atractiva.

Por otra parte, también os encontrareis con una encuesta que nos ayudará a conocernos mucho mejor y de esta forma que la revista sea cada vez más, un instrumento válido y actualizado.

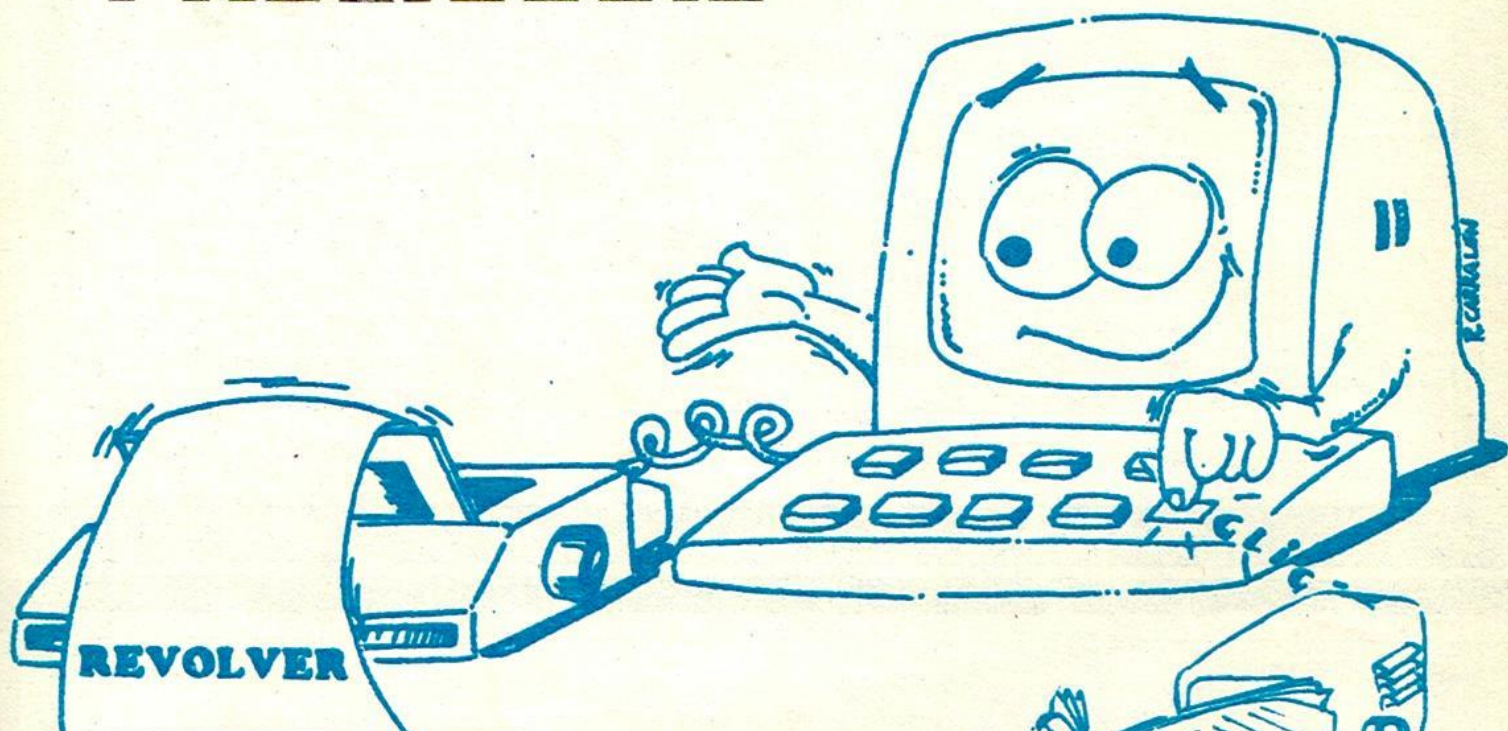
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Explicación de los programas... Pág 4

EXPLICACION DE LOS PROGRAMAS

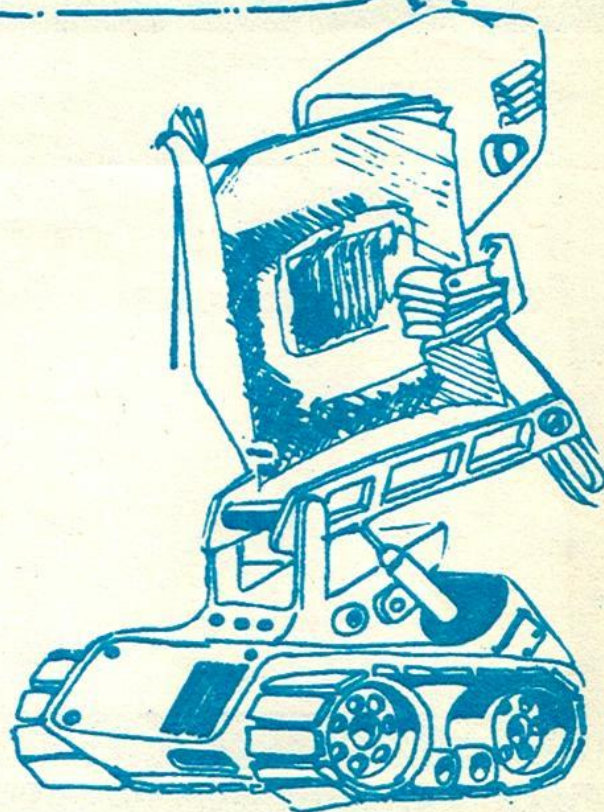


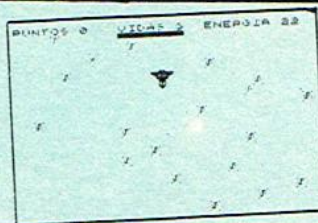
CARA A

- 64 CARACTERES
- UVE
- EMBOSCADA
- RELOJ
- ALTA RESOLUCION
- Q H
- KATAKIMBA

CARA B

- BIK-ZAR
- K-3
- SABER
- PLUMADIS
- ANUALIDAD
- FUNCION
- ARRASER





UVE La batalla final

10 REM V, la batalla final, por Carlos y Roberto Ferrero ? Mayo 1985
20 BORDER 2: PAPER 0: INK 7: CLS : PRINT AT 11,10; FLASH 1; 'PARE LA CINTA': PA

```

USE 100: CLS
30 LET a=INT (RND#4)+3
40 INK a
50 BORDER 4: PAPER 1: INK 6: CLS
60 FOR f=0 TO 255 STEP 5
70 PLOT 0,10
80 DRAW f,165
95 BEEP .01,40
90 NEXT f
100 PRINT : PRINT AT 1,2; INK 7; FLASH 1;'GRUPO FERRERO'
110 PRINT : PRINT AT 3,2; INK 7; FLASH 1;'PRESENTA'
120 FOR f=0 TO 255 STEP 5
130 PLOT 255,175
140 DRAW -f,-165
145 BEEP .01,50
150 NEXT f
160 PRINT AT 17,14; INK 7; FLASH 1;'UVE'
170 PRINT AT 19,14; INK 7; FLASH 1;'LA BATALLA FINAL'
190 FOR N=-30 TO 60
200 BEEP .01,N
210 NEXT N
220 FOR F=60 TO -30 STEP -1
230 BEEP .01,F
240 NEXT F
250 GO SUB 3010
260 FOR n=1 TO 19
270 BEEP .03,n
280 NEXT n
290 PRINT FLASH 1;AT 8,8;'LA BATALLA FINAL': GO SUB 9010: CLS
300 PRINT AT 10,6;'INSTRUCCIONES (s/n)'
310 LET a$=INKEY$: IF a$="" THEN GO TO 310
320 IF a$="s" OR a$="S" THEN GO TO 7010
330 IF a$="n" OR a$="N" THEN GO TO 510
390
500 REM JUEGO
501
510 CLS : BORDER 1: PAPER 1: INK 0: CLS
520 LET f=60: LET b=16: LET p=0: LET w=3
530 INK 7: PRINT AT 20,RND#31; BRIGHT 1;'?'
540 LET r=INT (RND#10)+1
550 IF r=9 THEN PRINT AT 18,RND#31; INK 7; FLASH 1; BRIGHT 1;'A'
560 LET v=INT (RND#14)+1
570 IF v=10 THEN PRINT AT 18,RND#31; INK 6; BRIGHT 1; FLASH 1;'?'
580 LET f=f-1
590 POKE 23692,255
600 PRINT AT 21,31;' *
610 PRINT AT 0,1; FLASH 1;'PUNTOS 'IP
615 PRINT AT 0,21; FLASH 1;'ENERGIA 'f
620 PRINT AT 0,12; INK 7; BRIGHT 1;'VIDAS 'w;AT 1,12;'????????'
630 IF INKEY$="z" AND b>1 OR IN 223=2 AND b>1 THEN LET b=b-1
640 IF INKEY$="x" AND b<30 OR IN 223=1 AND b<30 THEN LET b=b+1
650 IF SCREEN# (6,b)="A" THEN LET f=f+20: BEEP .5,40
660 IF ATTR (6,b)=79 THEN GO TO 1010

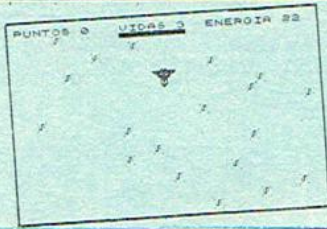
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670 IF ATTR (6,b)=206 THEN GO TO 1510
680 INK 7: PRINT AT 5,b-1;'???';AT 6,b;'?'
690 IF INKEY$="m" OR IN 223=16 THEN GO TO 2010
700 IF p<=-100 THEN PRINT AT 12,2; FLASH 1; BRIGHT 1;'!ERES MAS MALO QUE EL SEB
0!': PAUSE 200: GO TO 6010
710 IF p>999 THEN GO SUB 3010: GO TO 3210
720 IF p>499 THEN GO TO 760
730 BEEP .05,-10
740 IF p>299 THEN GO TO 760
750 BEEP .05,10
760 BEEP .05,20
770 IF f<=0 THEN PRINT AT 10,7; INK 7; FLASH 1;'!!!SIN ENERGIA!!!': GO TO 6010
780 PRINT OVER 1;AT 5,b-1;'???';AT 6,b;'?': INK 3
790 GO TO 530
830
1000 REM GRAFICOS DEL CHOQUE
1001
1010 INK 7: PRINT AT 5,b;'?'
?F??
?: INK 7: PRINT AT 10,10; FLASH 1;'HA CHOCADO'
1020 FOR w=0 TO 50
1030 BEEP 0.006,w
1040 NEXT w
1050 LET w=w-1
1060 IF w=0 THEN GO TO 6010
1070 CLS : GO TO 530
1200
:500 REM RESCATE DE HUMANOS

```



```

1501
1510 PRINT AT 10,8; FLASH 1;"HUMANO RESCATADO"
1520 FOR n=0 TO 30
1530 BEEP 0.05,n
1540 NEXT n
1550 LET p=p+25; LET f=f+10
1560 PRINT AT 10,8; FLASH 0;"
1580 GO TO 530
1600
2000 REM LASER Y DETECCION DE IMPACTOS
2001
2010 LET r=b#8+3; LET s=(21-5-1)#8
2020 INK 7; BRIGHT 1; PLOT r,s; DRAW OVER 1;0,-50
2030 BEEP .2,40; LET f=f-3; PAUSE 5
2040 PLOT r,s; DRAW OVER 1;0,-50
2050 LET t=(r-4)/8; FOR v=5 TO 12
2060 BRIGHT 0: IF ATTR (v,t)=79 THEN PRINT AT v,t;"?": BEEP .2,50; LET p=p+10; P
PRINT AT v,t;" *": INK 4
2070 IF SCREEN# (v,t)="*" THEN PRINT AT v,t;"?": BEEP 1,-20; PRINT AT v,t;" *": L
ET p=p-5
2080 IF ATTR (v,t)=207 THEN PRINT AT v,t-1;"?#?": FOR x=-10 TO -3: BEEP .120,x;
NEXT x: PRINT AT v,t-1;" *": LET p=p-50
2090 NEXT v
2100 GO TO 770
2200
3000 REM RUTINA DE PRESESTACION
3001
3010 CLS : BORDER 6; PAPER 7; INK 2; CLS
3020 FOR n=-10 TO 110
3030 PLOT 125,40; DRAW 10+n,-30+n
3040 PLOT 125,40; DRAW -10-n,-30+n
3045 BEEP .01,40
3050 NEXT n
3060 RETURN
3090
3200 REM VICTORIA
3201
3210 PRINT AT 5,5; INK 0; FLASH 1;"!!! V I C T O R I A !!!"
3220 FOR n=0 TO 2: FOR m=0 TO 60: BEEP .006,m; NEXT m
3230 NEXT n
3240 PAUSE 25
3250 CLS : GO TO 6020
3290
6000 REM RUTINA FINAL DEL JUEGO
6001
6010 PAUSE 200; CLS : BORDER 2; PAPER 7; INK 0; CLS
6020 PRINT AT 7,3; FLASH 1;"QUIERE JUGAR OTRA VEZ? (s/n)"
6030 PRINT AT 14,1;"(Para jugar otra vez pulse el boton de disparo o la tecla "
"s**)"
6040 IF INKEY#="s" OR IN 223=16 THEN GO TO 510
6050 IF INKEY#="n" THEN GO TO 6070
6060 GO TO 6040
6070 GO SUB 3010
6080 PRINT AT 1,3;"Este programa se destruira          en cinco segundos."
6090 PRINT AT 8,7;"!!!HASTA OTRA!!!"
6100 FOR n=0 TO 25
6110 BEEP .01,20; PAUSE 10
6120 NEXT n
6130 RANDOMIZE USR 0
6200
7000 REM INSTRUCCIONES
7001

```

```

7010 CLS : BORDER 6; PAPER 7; INK 0; CLS
7020 PRINT AT 1,4; INK 2;"I N S T R U C C I O N E S      ??????????????????????"
7030 PRINT INK 2; AT 3,8;"V,LA BATALLA FINAL          ??????????????????????"
7040 PRINT AT 5,4;"? Carlos & Roberto Ferrero"; AT 6,12;"Mayo 1985"
7050 PRINT AT 8,4;"Detalles de tu mision:"
7060 PRINT AT 11,0;"Eres el camara Mike Donovan (tanintrepido como el Indiana J
ones), y deberas atravesar el pa-sillo minado por el que los vi-sitantes env
ian hibernados a los humanos para comerselos.          !QUE CANTIBALES,OYE!."
7070 FOR n=0 TO 5: FOR m=0 TO 50: BEEP 0.006,m; NEXT m
7075 NEXT n
7080 PRINT n0;" PULSA UNA TECLA PARA CONTINUAR"; PAUSE 0; CLS
7085 PRINT AT 1,5;"Deberas destruir las minas con tu laser o esquivarlas, sinote
destruiran. Rescata a tus compatriotas con la esclusa que tienes en el morro de
la nave.          Como consumes energia al moverte y disparar, puedes cogerlade
los depositos que hay.          Si disparas contra los **HI-BERNADOS** o la e
nergia, perderaspuntos y el juego."
7090 PRINT AT 14,3; INK 2; FLASH 1;"**PUNTOS**"
7100 PRINT AT 14,20; INK 2; FLASH 1;"**ENERGIA**"
7110 PRINT AT 16,4;"MINAS ? +10 R CONSUMO -1 RESCATE ? +25 R CARGA +2
0 MUERTE #? -50 R RESCATE+10 ROTURA ENER.A -5 R DISPARO -3"
7120 FOR n=0 TO 5: FOR m=0 TO 50: BEEP 0.006,m; NEXT m
7130 NEXT n
7140 PRINT n0;" PULSA UNA TECLA PARA CONTINUAR"; PAUSE 0; CLS
7150 PRINT AT 3,8;"TECLAS MOVIMIENTO"; AT 6,10;"DERECHA = z"; AT 8,10;"IZQUIERDA
= x"; AT 10,10;"LASER = m"
7160 PRINT AT 12,3;"PUEDES UTILIZAR EL JOYSTICK          KEMFSTON"
7170 PRINT AT 15,2;"(Al avanzar el juego aumenta          la velocidad.)"
7180 PRINT AT 20,7; FLASH 1;"**ANIMO Y SUERTE!**"
7200 FOR n=0 TO 3: FOR m=0 TO 50: BEEP 0.006,m; NEXT m
7210 NEXT n
7220 GO TO 504
7300
9000 REM GENERACION DE GRAFICOS
9001
9010 RESTORE 9060
9020 FOR a=144 TO 153: FOR b=0 TO 7,
9030 READ c
9040 POKE (USR CHR# a)+b,c
9050 NEXT b: NEXT a
9060 DATA 0,0,63,27,15,3,1,1
9070 DATA 36,126,255,153,102,153,255,255
9080 DATA 0,0,252,216,240,192,128,128
9090 DATA 126,126,90,90,66,126,60,24
9100 DATA 129,28,16,84,16,112,0,129
9110 DATA 36,90,153,102,102,153,90,36
9120 DATA 66,165,126,36,36,126,165,66
9130 DATA 153,24,126,90,24,36,36,165
9140 DATA 17,33,71,153,129,66,34,18
9150 DATA 135,132,226,161,129,66,68,72
9160 RETURN

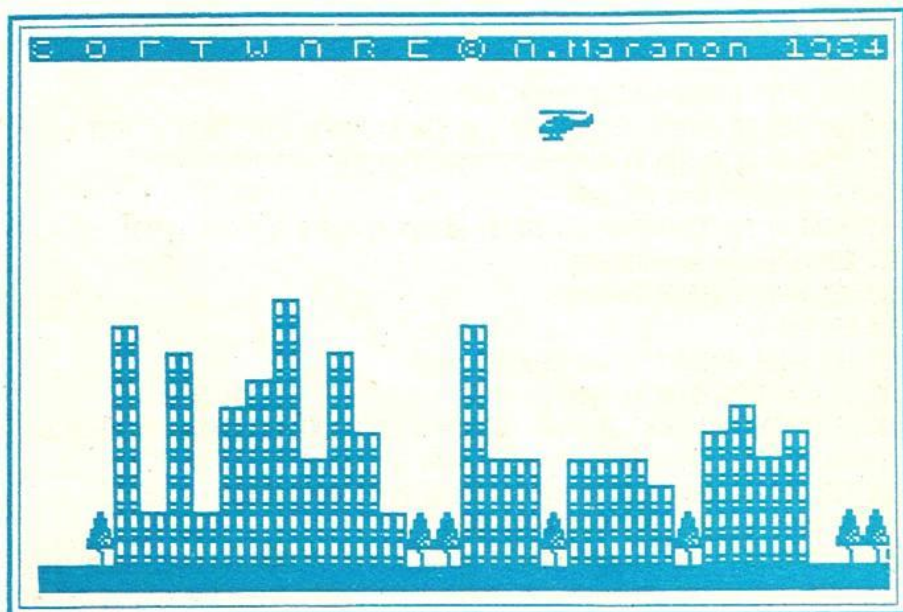
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"ARRASER"

Vueitas de contador: 014 (B)
Memoria ocupada: 6035 bytes

SE trata de un juego de habilidad y suerte con un helicóptero sobrevolando una ciudad enemiga, a la que debe arrasarse y poder aterrizar. Lanza bombas con O y disparar 3 cañonazos con P. Las defensas de la ciudad disparan antiaéreos.



```

10 BORDER 0: PAPER 0: INK 7: BRIGHT 1
11 DATA 2,15,63,79,255,255,20,126,1,131,255,254,192,0,0,0,0,0,0,0,0,0,0,0,255,0,
0,0,0,0,0,0,252
12 DATA 0,0,0,8,24,60,12,2,10,64,42,25,144,22,41,2
14 DATA 255,153,153,153,153,255,153,255
16 DATA 24,24,60,60,60,126,122,118,233,245,255,16,8,8,8,8,0,0,0,204,0,0,0,0
17 RESTORE
20 FOR n=0 TO 79: READ q: POKE USR "a"+n,q: NEXT n
22 RESTORE
23 50 SUB 1000
24 BORDER 0: PAPER 0
25 PRINT AT 0,0: INK 2: PAPER 6: BRIGHT 1: INVERSE 1:"SOFTWARE? A.Mara
non 1984"
60 REM ciudad
62 PRINT AT 21,0: INK 7: PAPER 0:"?????????????????????????????????????"
66 PRINT AT 19,0: BRIGHT 1: INK 4: PAPER 0:" ?           ?? ? ?   ??"
67 PRINT AT 18,0: BRIGHT 1: INK 4: PAPER 0:" ?           ?? ? ?   ??"
70 FOR n=8 TO 13
72 LET x=INT (RND*9)+10: LET t=INT (RND*5)+1
73 FOR j=20 TO x STEP -1: PRINT AT j,n: INK t: PAPER 7: BRIGHT 1:"?": NEXT j:
NEXT n
75 FOR n=16 TO 19
76 LET x=INT (RND*8)+11: LET t=INT (RND*5)+1
77 FOR j=20 TO x STEP -1: PRINT AT j,n: INK t: PAPER 7:"?": NEXT j: NEXT n
78 FOR n=20 TO 23
79 LET x=INT (RND*5)+14: LET t=INT (RND*5)+1
80 FOR j=20 TO x STEP -1: PRINT AT j,n: INK t: PAPER 7:"?": NEXT j: NEXT n

```



```
81 FOR n=25 TO 28
82 LET x=INT (RND*5)+14: LET t=INT (RND*5)+1
83 FOR j=20 TO x STEP -1: PRINT AT j,n; INK t; PAPER 7;"?": NEXT j: NEXT n
85 PRINT AT 20,0; INK 4; PAPER 0;"????????????????????????????????"
90 LET f=0: LET l=2: LET c=29
95 PRINT AT 21,INT (RND*27)+2; INK 2; BRIGHT 1; PAPER 7; FLASH 1;"<"
100 REM rutina principal*****
101 REM *****
110 LET c=c-1
115 LET e=INT (RND*4): IF e=2 THEN LET c=c-1
120 IF c<=0 THEN PRINT AT 1,0;" "; AT 1-1,0;" "; LET c=30: LET l=1+1
130 IF INKEY$<>"0" THEN LET h=INT (RND*9)+1: LET i=INT (RND*26)+2: PRINT AT h,i
; INK 4;"*": BEEP .01,-20: PRINT AT h,i; INK 7;"?"; AT h,i;" ": GO TO 200
140 FOR n=1+1 TO 20: PRINT AT n,c+1; INK 6; PAPER 0;"?": BEEP .01,35
145 IF ATTR (n+1,c+1)=250 THEN GO TO 2000
150 IF SCREEN$ (n+1,c+1)<>" " THEN PRINT AT n,c+1;" ": FOR j=1 TO 5: PRINT AT n
+1,c+1; BRIGHT 1; INK INT (RND*6)+1; PAPER 0;"?": BEEP .01,-20: NEXT j: PRINT AT
n+1,c+1;" "; AT n,c+1;" ": GO TO 200
160 PRINT AT n,c+1;" "
170 NEXT n
200 IF SCREEN$ (1,c)<>" " THEN GO TO 500
210 PRINT AT 1-1,c; INK INT (RND*3)+4; BRIGHT 1; PAPER 0;"?? " : BEEP .001,20:
PRINT AT 1,c; INK 7; BRIGHT 1; PAPER 0;"?? "
215 LET g=INT (RND*5): IF g<>1 THEN GO TO 218
216 LET h=INT (RND*9)+1: LET i=INT (RND*26)+2: IF ATTR (h,i)=71 THEN GO TO 3000
217 LET f=INT (RND*3)+1: IF f=2 THEN FOR n=1 TO 3: PRINT AT h,i; INK 7; PAPER 0
;"*": BEEP .01,-20: PRINT AT h,i; INK 6; PAPER 0;"?"; AT h,i;" ": NEXT n
220 IF l=20 AND c=2 THEN GO TO 800
225 IF INKEY$="p" AND f<=2 AND c>=5 THEN PRINT AT 1,c-5; BRIGHT 1; INK 4; PAPER
0;"????": BEEP .008,-25: BEEP .01,5: PRINT AT 1,c-5;" " : LET f=f+1
230 GO TO 100
500 FOR n=1 TO 7: PRINT AT 1,c; INK INT (RND*4)+2; PAPER 0; BRIGHT 1;"???"; AT 1
-1,c;"??": BEEP .01,-28: BEEP .02,-16: NEXT n
505 PRINT AT 1,c;" "; AT 1-1,c;" "
520 FOR n=10 TO 15: PRINT AT n,13; INK 7; PAPER 0; INVERSE 1; BRIGHT 1;"R.I.P."
; NEXT n: FOR n=1 TO 2: BEEP 1,0: BEEP 1,2: BEEP .5,3: BEEP .5,3: BEEP .5,2: BEE
P 1,0: BEEP 1,3: BEEP 1,5: BEEP 2,7: BEEP .75,7: BEEP .25,8: BEEP .5,7: BEEP .5,
5: BEEP .5,3: BEEP .5,2: BEEP 1,0: NEXT n
530 PRINT AT 20,0; INK 4; PAPER 7; INVERSE 1;" pulse ENTER para otra pasada "
; PAUSE 0: CLS : GO TO 5
800 PRINT AT 17,3; INK 6; INVERSE 1; FLASH 1;"POLVORIN ALCANZADO.O.K.": FOR n=1
0 TO 15: PRINT AT n,10; INK 2; PAPER 7; INVERSE 1; BRIGHT 1;"*****": NEXT n
; FOR n=1 TO 2: BEEP 1,5: BEEP 0.2,2: BEEP .5,8: BEEP .5,3: BEEP .5,2: BEEP 1,14
; BEEP .05,6: BEEP 1,5: BEEP 2,7: BEEP .75,9: BEEP .25,6: BEEP .5,1: BEEP .5,10:
BEEP .5,3: BEEP .5,2: BEEP 1,5: NEXT n
810 PRINT AT 20,0; INK 4; PAPER 7; INVERSE 1;" pulse ENTER para otra pasada "
; PAUSE 0: CLS : GO TO 5
```




```
1000 PAPER 7; BRIGHT 0
1002 BORDER 4
1010 PRINT AT 10,10; INK 4; BRIGHT 1;" A R R A S E R.";AT 11,10; INK 2; BRIGHT 0
;" _____ "
1015 PRINT AT 15,15; INK 2;" ?? ";AT 14,15; INK 0;" ?? "
1020 PRINT AT 19,0; INK 0;" ? A. Marañon 1984"
1030 PAUSE 350; CLS
1040 REM instrucciones
1050 PAPER 0; CLS : PRINT AT 3,0; INK 6;" ARRASER es un Helicoptero de combat
e ( ?? ) en mision de total y heroico arrasamiento de una indefensa ciudad m
uy mona como podras comprobar. Tu mision es arrasarla si deseas
aterrizar tranquilamente en sus avenidas."
1060 PRINT AT 12,0; INK 5;"PULSA O PARA TIRAR ZAMBOMBAZO": PRINT : PRINT INK 5;"
Dispones de 3 disparos de canon para evitar choque pulsando p.": PRINT : PRINT
: PRINT INK 6;"pulsa enter para seguir": PAUSE 0; CLS : RETURN
2000 PRINT AT a,c;" "
2100 FOR n=1 TO 100
2150 LET a=INT (RND*15)+15: LET b=INT (RND*27)+2
2160 PRINT AT a,b; INK INT (RND*7)+1; BRIGHT 1; FLASH 1;"?": BEEP .01,INT (RND*
30): BORDER INT (RND*7): NEXT n
2170 GO TO 800
3000 FOR n=1 TO 5: PRINT AT 1,c; OVER 1; INK INT (RND*3)+4;"?": BEEP .03,-15: NE
XT n: PRINT AT 1,c;" "
3100 PRINT AT 1-1,c;" " : FOR n=1+1 TO 18: PRINT AT n-1,c; INK 2;" ";AT n,c;;
INK 6; OVER 1;"?";AT n-1,c; INK 0;" " : BEEP .01,8: NEXT n
3200 FOR d=1 TO 10: PRINT AT n,c; INK INT (RND*7)+1;"?": BEEP .01,-15: PRINT AT
n,c;" " : NEXT d
3300 GO TO 520
```

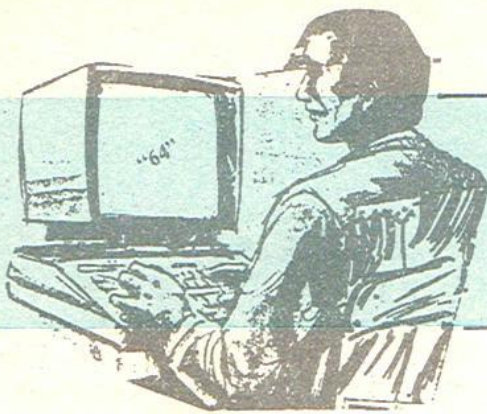
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LLAME AL

(91) 266 66 01

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Con este programa podrá escribir en pantalla o en impresora a 64 columnas por línea.

Podrá emplearlo en cualquier programa como complemento para poder ofrecer una mejor presentación a 64 columnas; para ello deberá cargar encima de su programa el código máquina de este (que a continuación vamos a grabar).

Cuando tenga grabado el código máquina y quiera pasarlo a su programa deberá hacerlo mediante:

```
LOAD""CODE:LOAD""CODE
```

Después deberá incluir en su programa la línea 9990-9991-9992, y además deberá incluir el posicionamiento del punto de impresión, asignando un valor para "x" (columna) y otro valor para "y" (línea).

Lo que desee imprimir a 64 columnas deberá cargarlo en la variable "u\$".

PREPARA EL CASSETTE CON UNA CINTA VIRGEN Y PONLO LISTO PARA GRABAR

64 Caracteres

Con este programa podrá escribir en pantalla o en impresora a 64 columnas por línea.

Podrá emplearlo en cualquier programa como complemento para poder ofrecer una mejor presentación a 64 columnas; para ello deberá cargar encima de su programa el código máquina de este (que a continuación vamos a grabar).

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Lo que desee imprimir a 64 columnas deberá cargarlo en la variable "u\$".

PREPARA EL CASSETTE CON UNA CINTA VIRGEN Y PONLO LISTO PARA GRABAR

"64"

Vueltas del contador: 028 (A)

Memoria ocupada: 16395 bytes

ESTE programa permite escribir en la pantalla, o en la impresora para Spectrum, con 64 letras o caracteres por línea, en vez de 32.

Se puede emplear en cualquier programa como complemento para ofrecer mejor presentación o aprovechamiento de la pantalla.

En el programa se explica la forma de grabar el código máquina para incorporarlo a otros.

```
5 PAPER 1: BORDER 1: CLS
10 CLEAR 61999
20 PRINT AT 11,3: PAPER 2: INK 7:"ESPERA UN MOMENTO POR FAVOR": PRINT AT 13,0:
PAPER 2: INK 7:"ESTOY CARGANDO EL CODIGO MAQUINA"
25 FOR N=0 TO 767
26 POKE 62000+N,PEEK (15616+N): NEXT N
29 LET S=10
30 FOR J=62000 TO 62759
32 IF J/2=INT (J/2) THEN LET S=30
33 BEEP 0.01,S
35 READ G: POKE J,G: NEXT J
110 DATA 0,64,0,64,64,64,64,0,0,160,160,0,0,0,0,0,64,224,64,64,0,0,64,
224,128,224,32,224,64,0,160,32,64,64,128,160,0,0,192,192,128,64,160,160,64,0,64,
64,0,0,0,0,0,64,128,128,128,128,64,0,0,64,32,32,32,32,64,0,0,0,64,224,224,224,
64,0,0,0,0,64,224,64,0,0,0,0,0,64,64,0,0,0,0,0,0,0,0,0,0,64,0,0,0,
32,32,64,64,128,128,0
```

```
120 DATA 0,224,160,160,160,160,224,0,0,192,64,64,64,224,0,0,224,32,32,64,128
,224,0,0,224,32,192,32,32,192,0,0,32,96,160,160,224,32,0,0,224,128,192,32,32,192
,0,0,224,128,224,160,160,224,0,0,224,32,32,64,128,128,0,0,224,160,64,160,160,224
,0,0,224,160,160,224,32,224,0
130 DATA 0,0,0,64,0,0,64,0,0,0,0,64,0,64,64,0,0,32,64,128,64,32,0,0,0,0,0,224
,0,224,0,0,0,128,64,32,64,128,0,0,192,32,32,64,128,0,128,0,0,224,160,160,96,96,0
140 DATA 0,64,160,160,224,160,160,0,0,192,160,192,192,160,192,0,0,224,128,128,1
28,128,224,0,0,192,160,160,160,160,192,0,0,224,128,192,128,128,224,0,0,224,128,1
92,128,128,128,0,0,224,128,128,160,160,192,0,0,160,160,160,224,160,160,0,0,224,6
4,64,64,64,224,0,0,32,32,32,32,160,64,0,0,160,160,192,192,160,160,0
141 DATA 0,128,128,128,128,128,224,0,0,160,224,224,160,160,160,0,0,192,160,160,
160,160,160,0,0,64,160,160,160,160,64,0,0,224,160,160,224,128,128,0,0,224,160,16
0,160,224,224,64,0,224,160,160,160,160,0,0,224,128,224,32,32,224,0,0,224,64,
64,64,64,64,0,0,160,160,160,160,160,160,224,0,0,160,160,160,160,160,64,0,0,160,160,1
60,224,224,224,0,0,160,160,64,64,160,160,0,0,160,160,160,64,64,64,0,0,224,32,64,
64,128,224,0
```

Con este programa podrá escribir en pantalla o en impresora a 64 columnas por línea.

Podrá emplearlo en cualquier programa como complemento para poder ofrecer una mejor presentación a 64 columnas; para ello deberá cargar encima de su programa el código máquina de este (que a continuación vamos a grabar).

Cuando tenga grabado el código máquina y quiera pasarlo a su programa deberá hacerlo mediante:

```
LOAD "CODE LOAD" "CODE"
```

Después deberá incluir en su programa la línea 9990-9991 para incluir el posicionamiento del punto de impresión, asignando un valor para "x" (columna) y otro valor para "y" (línea).

Lo que desea imprimir a 64 columnas deberá cargarlo en la variable "MS".

PREPARA EL CASSETTE CON UNA CINTA VIRGEN Y PONLO LISTO PARA GRABAR.

```

150 DATA 0,192,128,128,128,128,192,0,0,128,128,64,64,32,32,0,0,96,32,32,32,32,9
6,0,0,64,224,64,64,64,64,0,0,0,0,0,0,224,0,96,160,128,192,128,224,0
160 DATA 0,0,224,32,224,160,224,0,0,128,128,224,160,160,224,0,0,0,224,128,128,1
28,224,0,0,32,32,224,160,160,224,0,0,0,224,160,224,128,224,0,0,96,128,192,128,12
8,128,0,0,0,224,160,160,224,32,192,0,128,128,224,160,160,160,0,0,64,0,192,64,64,
224,0,0,32,0,32,32,160,64,0,0,160,160,192,160,160,0,0,128,128,128,128,128,64,
0,0,0,160,224,224,160,160,0,0,192,160,160,160,160,0,0,0,64,160,160,160,64,0,0,
0,224,160,160,224,128,128,0,0,224,160,160,224,32,32,0,0,96,128,128,128,128,0,0,0,
224,128,224,32,224,0,0,64,224,64,64,64,32,0,0,0,160,160,160,160,224,0,0,0,160,1
60,160,160,64,0,0,0,160,160,160,224,224,0,0,0,160,160,64,160,160,0,0,160,160,1
60,96,32,192,0,0,224,32,64,128,224,0
170 DATA 9,64,64,128,64,64,96,0,0,128,128,128,128,128,128,0,192,64,64,32,64,64
,192,0,64,160,0,0,0,0,0,0
200 CLEAR 62999: PRINT AT 13,1; PAPER 2; INK 7; "ESPERA UN MOMENTO POR FAVOR": P
RINT AT 13,0; PAPER 2; INK 7; "ESTOY CARGANDO EL CODIGO MAQUINA"
201 FOR N=0 TO 767
202 POKE 63000+N,PEEK (15616+N)
203 NEXT N
204 LET S=40
205 FOR I=63008 TO 63759
206 IF I/3=INT (I/3) THEN LET S=0
207 BEEP .01,S: READ C: POKE I,C: NEXT I
219 DATA 0,4,0,4,4,4,4,0,0,10,10,0,0,0,0,0,0,4,14,4,14,4,4,0,0,4,14,8,14,2,14,4
,0,10,2,4,4,8,10,0,0,12,12,8,4,10,10,4,0,4,4,0,0,0,0,0,4,8,8,8,4,0,0,4,2,2,2
,2,4,0,0,0,4,14,14,4,0,0,0,0,4,14,4,0,0,0,0,0,0,4,4,0,0,0,0,0,14,0,0,0,0,0,0,0
,0,0,4,0,0,0,2,2,4,4,8,8,0
220 DATA 0,14,10,10,10,10,14,0,0,12,4,4,4,4,14,0,0,14,2,2,4,8,14,0,0,14,2,12,2,
2,12,0,0,2,6,10,10,14,2,0,0,14,8,12,2,2,12,0,0,14,8,14,10,10,14,0,0,14,2,2,4,8,8
,0,0,14,10,4,10,10,14,0,0,14,10,10,14,2,14,0
230 DATA 0,0,0,4,0,0,4,0,0,0,0,0,4,0,4,0,0,2,4,8,4,2,0,0,0,0,0,14,0,14,0,0,0,
6,4,2,4,8,0,0,12,2,2,4,8,0,8,0,0,14,10,10,6,6,0
240 DATA 0,4,10,10,14,10,10,0,0,12,10,12,12,10,12,0,0,14,8,8,8,8,14,0,0,12,10,1
0,10,10,12,0,0,14,8,12,8,8,14,0,0,14,8,12,8,8,8,0,0,14,8,8,10,10,12,0,0,10,10,10
,14,10,10,0,0,14,4,4,4,4,14,0,0,2,2,2,10,4,0,0,10,10,12,12,10,10,0,0,8,8,8,8,8
,14,0,0,10,14,10,10,10,0,0,12,10,10,10,10,0,0,4,10,10,10,10,4,0,0,14,10,10
,14,8,8,0,0,14,10,10,14,14,4,0,14,10,10,12,10,10,0,0,14,8,14,2,2,14,0,0,14,4,
4,4,4,0,0,10,10,10,10,10,14,0,0,10,10,10,10,10,4,0,0,10,10,10,14,14,14,0,0,10,
10,4,4,10,10,0,0,10,10,10,4,4,0,0,14,2,4,4,8,14,0
250 DATA 0,12,8,8,8,8,12,0,0,8,8,4,4,2,2,0,0,6,2,2,2,2,6,0,0,4,14,4,4,4,0,0,0,0
,0,0,0,0,14,0,6,10,8,12,8,14,0
260 DATA 0,0,14,2,14,10,14,0,0,8,8,14,10,14,0,0,0,14,8,8,8,14,0,0,2,2,14,10,
10,14,0,0,0,14,10,14,8,14,0,0,6,8,12,8,8,8,0,0,14,10,10,14,2,12,0,8,8,14,10,10
,10,0,0,4,0,12,4,4,14,0,0,2,0,2,2,10,4,0,0,10,10,12,10,10,0,0,8,8,8,8,4,0,0,
0,10,14,14,10,10,0,0,12,10,10,10,0,0,0,4,10,10,10,4,0,0,14,10,10,14,8,8,0
,0,14,10,10,14,2,2,0,0,6,8,8,8,8,0,0,14,8,14,2,14,0,0,4,14,4,4,2,0,0,0,10,10
,10,10,14,0,0,0,10,10,10,4,0,0,0,10,10,14,14,0,0,0,10,4,10,10,0,0,0,10,
10,10,6,2,12,0,0,14,2,4,8,14,0
270 DATA 6,4,4,8,4,4,6,0,0,8,8,8,8,8,0,12,4,4,2,4,4,12,0,4,10,0,0,0,0,0,0,0,0
500 BEEP 1,20
598 PAPER 1: INK 7: BORDER 1: CLS
599 RESTORE 700
600 FOR t=1 TO 13
601 IF t=7 THEN PAUSE 500: BEEP 1,30: CLS
605 READ y,x,MS: GO SUB 9990
610 NEXT t
650 BEEP 1,20
700 DATA 2,0,"ESTE ES SU NUEVO JUEGO DE CARACTERES A 64 COLUMNAS:",4,0,"!""@%&
'()*+,-=:?;.,1234567890ABCDEFHIJKLMNOPQRSTUVWXYZ"~`~}abcdefghijklmnopqrstuvwxyz
xyz"
710 DATA 7,0,"PARA EMPLEARLO DEBERA CARGAR EL CODIGO MAQUINA DE ESTE PROGRAMA E
NCIMA DE SU PROGRAMA EN BASIC Y COPIAR EN SU PROGRAMA LA SUBRRUTINA 9990-9991-99
92",12,3,"Debe cargar en "x" e "y", el posicionamiento del punto de impresi

```

on (Las coordenadas)",16,3,"+Y debe cargar en "MS" el texto a imprimir a 64 co
lumnas.",21,0,"? Matias Casas Garrido. ?"

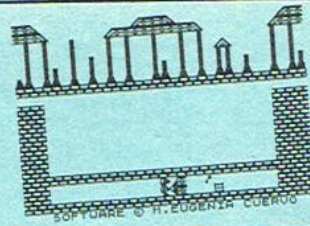
720 DATA 0,0,"Con este programa podrá escribir en pantalla o en impresora a 64
columnas por línea.",3,4,"Podrá emplearlo en cualquier programa como complemento
para poder ofrecer una mejor presentación a 64 columnas; para ello deberá ca
rgar encima de su programa el código máquina de este (que a continuación vamos a
grabar).",7,4,"Cuando tenga grabado el código máquina y quiera pasarlo a su pro
grama deberá hacerlo mediante:",10,6,"LOAD""CODE:LOAD""CODE",12,4,"Después d
ebera incluir en su programa la línea 9990-9991-9992, y además deberá incluir e
l posicionamiento del punto de impresión, asignando un valor para "x" (columna
) y otro valor para "y" (línea)"

730 DATA 17,4,"Lo que desea imprimir a 64 columnas deberá cargarlo en la varia
ble "MS""

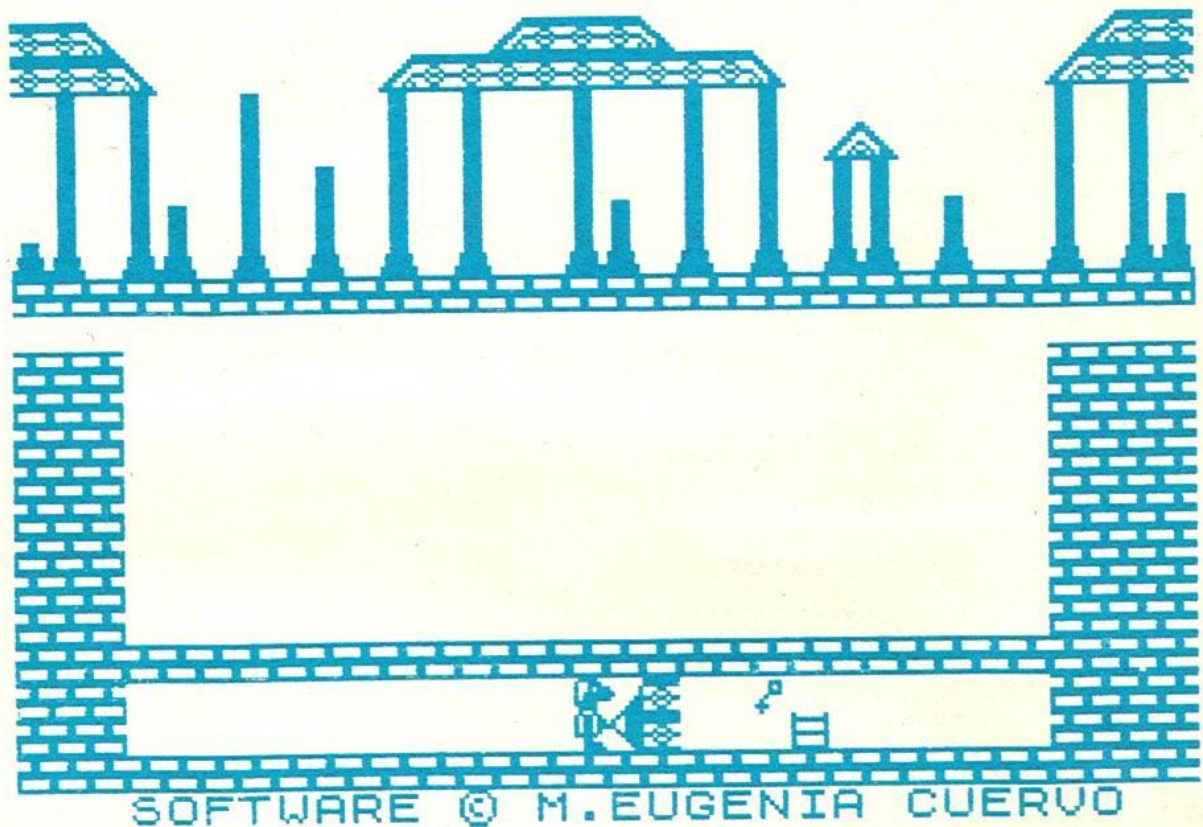
740 DATA 20,0,"PREPARA EL CASSETTE CON UNA CINTA VIRGEN Y PONLO LISTO PARA GRA
BAR"

800 SAVE "64COLUMNAS"CODE 62000,768: SAVE "64COLUMNAS"CODE 63000,768: CLS : PRI
NT AT 10,0; PAPER 6; INK 0;"PONGA EL CASSETTE EN "PLAY" PARA VERIFICAR": VERIF
Y "CODE 62000,768: VERIFY "CODE 63000,768: CLS : PRINT AT 10,10; PAPER 6; INK
0;"CORRECTO": PRINT AT 15,0;"HAS GRABADO EL CODIGO MAQUINA QUE DEBERAS CARGAR
ENCIMA DE TUS PROGRAMAS PARA PODER IMPRIMIR A 64 COLUMNAS"

810 BEEP 1,30
900 STOP
9990 PRINT AT Y,X;
9991 FOR N=1 TO LEN MS: LET PM=(N/2<>INT (N/2)): POKE 23606,24+(24*PM): POKE 236
0,245-(4*PM): PRINT CHR\$(CODE MS(N)); IF PM=1 AND N<LEN MS THEN PRINT CHR\$(
N
9992 OVER PM: NEXT N: OVER 0: POKE 23606,0: POKE 23607,60: RETURN



KATAQUIMBA



"KATAQUIMBA"

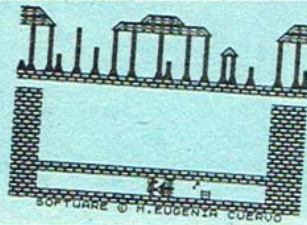
Vueltas de contador: 015 (B)

Memoria ocupada: 8390 bytes

SE trata de un juego con un explorador en unas ruinas griegas debe encontrar un tesoro escondido, pero debe

sortear los pasadizos que a veces están cerrados por rejas que deberá abrir con las llaves que se irá encontrando, tiene un número limitado de llaves a coger. Puede moverse en las cuatro direcciones, si encuentra escaleras para bajar o subir.

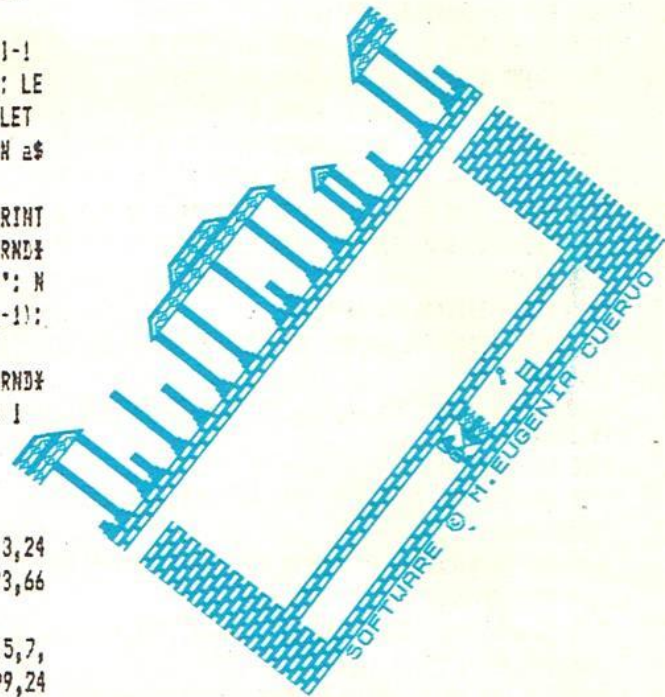
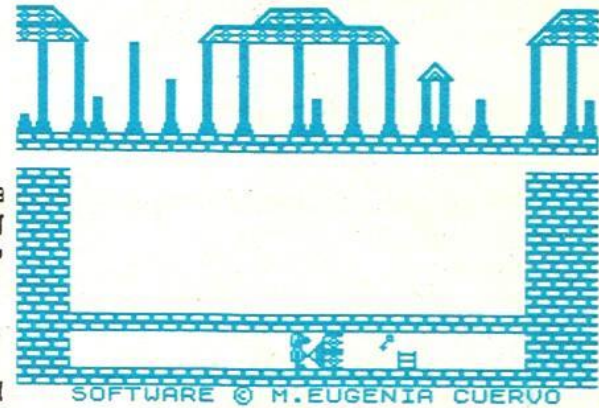
Con el 1 va a la izquierda, el 0 a la derecha, bajar con el 6 y subir con el 7. Si se encuentra prisionero entre rejas, pulsando R se vuelve a empezar.

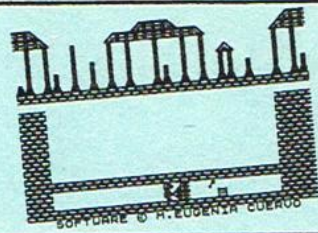


```

1 REM #####
2 REM #####
3 CLEAR 64299: GO SUB 2000
5 GO SUB 500
6 GO SUB 7000
7 GO SUB 700
10 IF INKEY="" THEN GO TO 10
15 LET j=j+1: IF j=3 THEN LET j=1
20 IF x$(8)="?" THEN BEEP .004,30: GO TO 50
40 IF INKEY="1" THEN LET x%=x$(LEN x%)+x$(1 TO LEN x%-1): LET a%=a$(LEN a%)+a$(1 TO LEN a%-1): PRINT AT 1,7: INK 3; PAPER 6;x$(1 TO 8);AT 1+1,7;a$(1 TO 8);AT 1,15: INK 6; PAPER 0;:AT 1+1,15;p$(j);AT 1,17: PAPER 0;: " ";AT 1+1,17;" ";AT 1-1,3; PAPER 7; INK 4;1$(j);AT 1+2,3;1$(j): LET mc=USR 64325: BEEP .0004,60: LET r=1
45 IF x$(9)="?" THEN BEEP .004,30: GO TO 60
50 IF INKEY="0" THEN LET x%=x$(2 TO LEN x%)+x$(1): LET a%=a$(2 TO LEN a%)+a$(1): PRINT AT 1,17: INK 3; PAPER 6;x$(9 TO 16);AT 1+1,17;a$(9 TO 16);AT 1,7: PAPER 0;" ";AT 1+1,7;" ";AT 1-1,3; INK 4; PAPER 7;1$(j);AT 1+2,3;1$(j);AT 1,15: INK 6; PAPER 0;k$(j);AT 1+1,15;d$(j): LET mc=USR 64300: BEEP .0004,60: LET r=r+2
60 IF INKEY="p" THEN IF r=1 THEN IF x$(8)="?" THEN BEEP .05,10: PRINT AT 1,14; PAPER 6;" "; LET x$(8)=" "; LET s=1
70 IF INKEY="p" THEN IF r=2 THEN IF x$(9)="?" THEN BEEP .05,10: PRINT AT 1,17; PAPER 6;" "; LET x$(9)=" "; LET s=1
80 IF INKEY="q" THEN IF s=1 THEN IF r=1 THEN FOR n=1 TO 10: BEEP .004,n: NEXT n: s=0
90 IF INKEY="q" THEN IF s=1 THEN IF r=2 THEN FOR n=1 TO 10: BEEP .004,n: NEXT n: PRINT AT 1,17: PAPER 6;" ";AT 1+1,17;" "; LET x$(9)=" "; LET a$(9)=" "; LET s=0
100 IF INKEY="r" THEN IF 1)10 THEN IF (x$(9)="?" OR x$(8)="?") THEN FOR n=1-1 TO 1+3: PRINT AT n,3: PAPER 0;" "; NEXT n: LET l=1-1: LET q=INT (RND*LEN x%)+1: FOR n=1 TO 5: LET x$(q)="?": LET a$(q)="?": NEXT n: LET q=INT (RND*LEN x%)+1: LET x%=x$(q TO LEN x%)+x$(1 TO q-1): LET a%=a$(q TO LEN a%)+a$(1 TO q-1)
110 IF INKEY="t" THEN IF (a$(9)="?" OR a$(8)="?") THEN FOR n=1-1 TO 1+3: PRINT AT n,3: PAPER 0;" "; NEXT n: LET l=1+1: LET q=INT (RND*LEN x%)+1: FOR n=1 TO 5: LET q=INT (RND*LEN x%)+1: LET x$(q)="?": LET a$(q)="?": NEXT n: LET x%=x$(q TO LEN x%)+x$(1 TO q-1): LET a%=a$(q TO LEN a%)+a$(1 TO q-1): IF 1)=19 THEN BEEP 1,-20: GO TO llegada
200 IF INKEY="r" THEN FOR g=1 TO 3: FOR n=1 TO 20: PRINT AT 8,0: INK INT (RND*7)+1;" 4 INTENTARLO DE NUEVO,NO?..": BEEP .03,n*PI-1: NEXT n: NEXT g: GO TO 1
300 GO TO 10
310 REM #####
500 REM graficos#####
510 DATA 0,0,127,101,193,224,240,248,60,114,210,250,250,62,60,36,244,242,243,244,243,240,224,192,90,218,218,90,62,24,120,248,244,242,243,244,248,226,195,193,66,248,206,71,61,108,198,143
515 DATA 0,0,129,193,131,7,15,31,63,78,75,95,95,124,60,36,47,79,207,47,31,15,7,3,90,91,91,90,124,24,30,61,47,79,207,47,31,71,195,131,66,91,115,226,188,54,99,24
!

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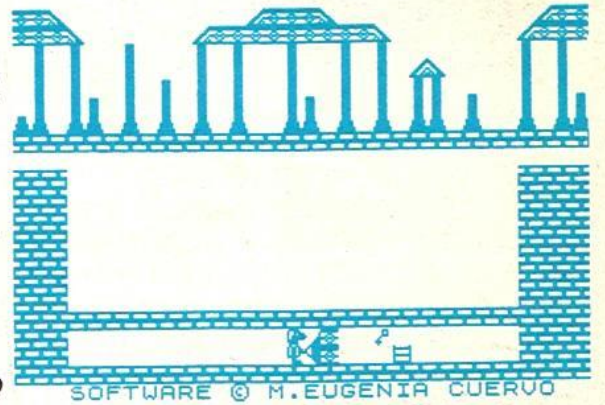


SOFTWARE © M. EUGENIA CUERVO

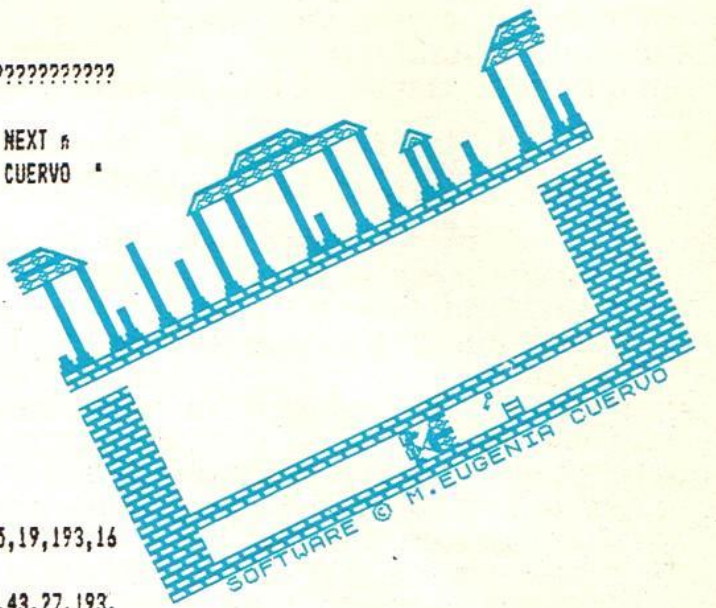
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520 DATA 129,255,129,129,255,129,129,255
530 DATA 255,255,24,36,219,36,24,255
540 DATA 255,24,24,255,255,129,129,255
550 DATA 255,129,129,255,255,24,24,255
555 DATA 128,192,96,48,152,76,174,255,1,3,6,12,25,50,101,255,60,60,60,126,126,1
26,255,255,60,60,60,60,60,60,60
555 DATA 0,28,20,28,32,64,224,64
600 RESTORE 510: FOR n=0 TO 167: READ q: POKE USR "a"+n,q: NEXT n
620 RETURN
700 REM inicializar#####
705 LET llegada=4000
710 LET k$=" ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?"
715 LET a$=" ? ? ? ? ? ? ? ? ?"
750 LET r=0: LET j=1: LET l=18: LET s=0
760 DIM l$(2,25): LET l$(1)="????????????????????????????????": LET l$(2)="?????????
????????????????????"
770 DIM p$(2,2): LET p$(1)="??": LET p$(2)="??": DIM d$(2,2): LET d$(1)="??": L
ET d$(2)="??"
780 LET c$="??": LET k$="?"
790 REM #####
792 PAPER 0: INK 6: BORDER 0: CLS
795 PRINT AT 8,0: PAPER 4,,: PRINT AT 7,0: INK 7: PAPER 2;"?????????????????????
????????????????"
800 FOR n=9 TO 20: PRINT INK 4: PAPER 7;AT n,0;"???";AT n,28;"???": NEXT n
840 PRINT AT 21,0: PAPER 2: INK 7: BRIGHT 1;" SOFTWARE ? N.EUGENIA CUERVO"
850 REM decoraaci#####
900 PRINT AT 0,0: INK 7: PAPER 0;" ?????? ??????"
910 PRINT AT 1,0: INK 7: PAPER 0;"????????? ??????????"
920 PRINT AT 2,0: INK 7: PAPER 0;"? ? ? ? ? ? ? ? ?"
925 PRINT AT 3,0: INK 7: PAPER 0;"? ? ? ? ? ? ? ? ? ? ?"
930 PRINT AT 4,0: INK 7: PAPER 0;"? ? ? ? ? ? ? ? ? ? ?"
940 PRINT AT 5,0: INK 7: PAPER 0;"? ? ? ? ? ? ? ? ? ? ? ?"
950 PRINT AT 6,0: INK 7: PAPER 0;"? ???? ? ? ? ? ? ? ? ? ? ?"
1000 RETURN
2000 REM #####
2050 DATA 6,64,17,0,64,213,225,35,197,1,31,0,26,237,176,43,119,0,35,35,19,193,16
,240,201
2100 DATA 6,64,17,255,71,213,225,43,197,1,31,0,26,237,164,35,119,0,43,43,27,193,
16,240,201
2300 RESTORE 2050
2400 FOR n=64300 TO 64349: READ w: POKE n,w: NEXT n
2500 RETURN
4000 REM llegada#####
4010 RESTORE 4015
4020 DATA 66,64,129,130,169,213,170,213,254,4,8,136,72,56,236,22,255,240,240,240
,240,112,43,31,255,1,97,97,1,1,1,255
4030 FOR n=0 TO 31: READ q: POKE USR "i"+n,q: NEXT n
4100 PRINT AT 1-1,0: INK 7: PAPER 4;"????????????????????????????????????";AT 1+2,0;

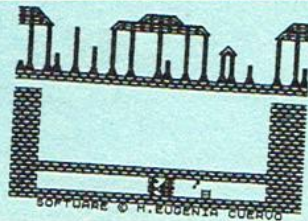
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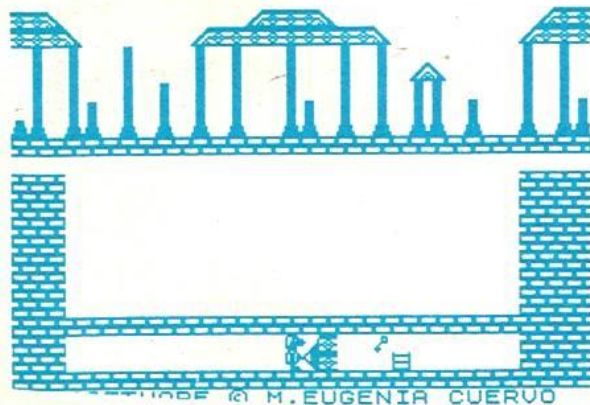
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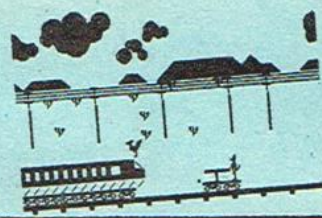


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'?????????????????????????????????????': FOR n=-20 TO 50: PRINT AT 1,15; INK 6; PAPER
0;"??";AT 1+1,15;"??";AT 1+1,9; PAPER 6; INK 1; BRIGHT 1; FLASH 1;" ?? ";AT 1
,9;" ?? "; BEEP .02,n: BORDER INT (RND*7): PRINT AT 9,0; FLASH 1; INK 9; PAPER
INT (RND*7);" LO HA CONSEGUIDO POR FIN.HO? ": NEXT n: PAUSE 0: CLS : RUN
7000 REM presentacion#####
7100 PAPER 1: BORDER 2: CLS : INK 4
7105 FOR n=175 TO 120 STEP -4: FLOT 0,n: DRAW INK 4;255,0: NEXT n
7110 PRINT AT 17,0; INK 6;"SOFTWARE ? M.Eugenia Cuervo 1985"
7120 FOR j=1 TO 10: BEEP .02,j: FOR n=2 TO 7: BEEP .01,j#PI-1
7200 PRINT AT 10,1; INK n;"? ? ????????? ? ? ? ? ? ? ? ?"
7300 PRINT AT 11,1; INK n;"?? ? ? ? ? ? ? ? ? ? ? ? ?"
7400 PRINT AT 12,1; INK n;"?? ??? ? ??? ?? ? ? ? ? ? ? ?"
7500 PRINT AT 13,1; INK n;"? ? ? ? ? ? ? ? ? ? ? ? ? ?"
7600 NEXT n
7650 NEXT j
7660 BEEP .5,10: BEEP 1,20
7700 REM instrucciones#####
8000 PAPER 4: INK 7: BORDER 4: CLS
8100 PRINT AT 4,10; INK 7; PAPER 0; FLASH 1;"INSTRUCCIONES"
8200 PRINT : PRINT : PRINT
8300 PRINT INK 7;"EL FAMOSO EXPLORADOR BIONISIO LANAS HA DECIDIDO ENCONTRAR
EL FAMOSO TESORO ESCONDIDO EN LOS SOTANOS PARADOJICOS DE LA ANTIGUA CIUDAD
DE KATAKINBA": PRINT
8400 PRINT INK 6; PAPER 2;"Para ir a la izquierda pulsar I Para la derecha O.
Para bajar o subir por las escaleras 6 o 7. Para abrir las r
ejas debara de tomar las llaves ? pulsando P. Para romperlas acerca
rse y pulsar la tecla 9.": PAUSE 900: CLS
8500 PRINT AT 10,0; PAPER 7; INK 0;"Ojo!,pues las llaves se van agotando ¡as
i pues no abuse de las llavecitas. Si no tiene salida pulse R para reconenz
ar.": PAUSE 300: CLS
8600 RETURN

```





"BIP-ZAP"

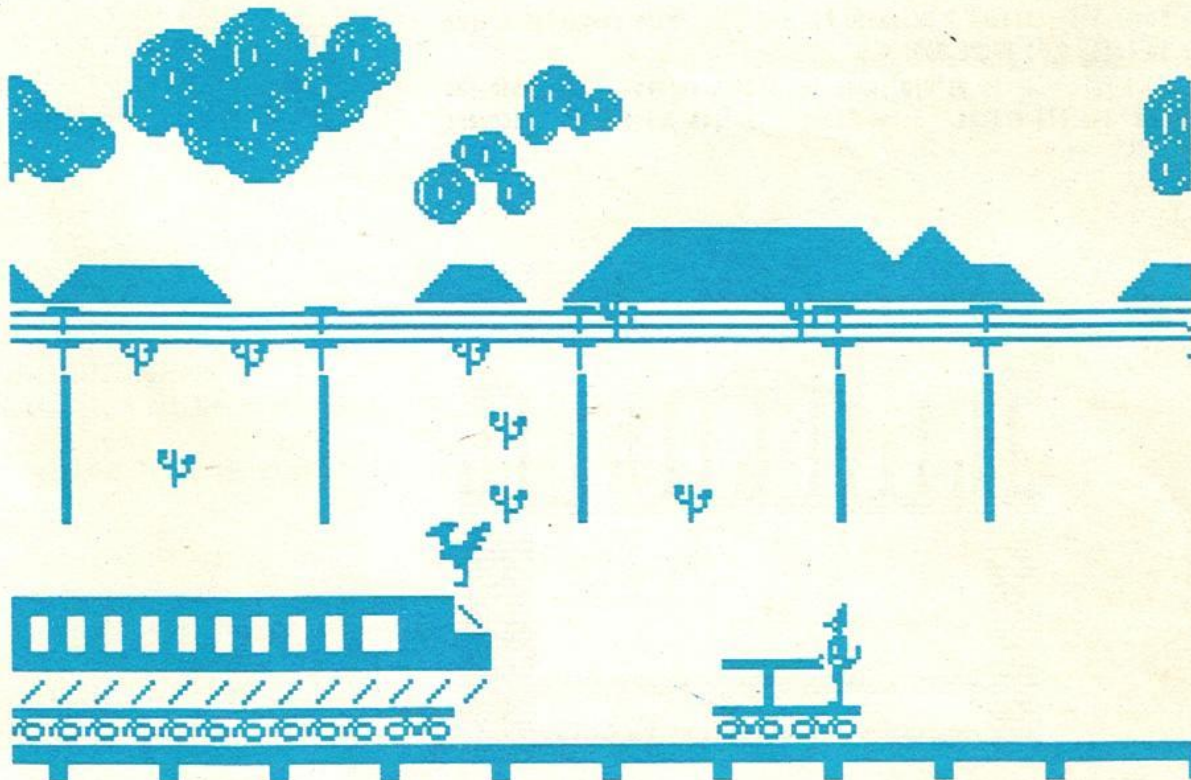
Vueltas de contador: 016 (B)

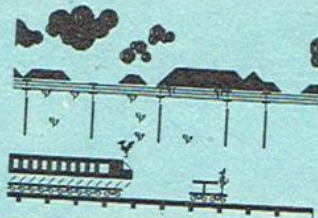
Memoria ocupada: 8308 bytes

EL juego consiste en que ZAP, el coyote que viaja en una vagoneta, debe atrapar a BIP el pájaro trotón, que camina sobre la vía del tren. El coyote avanzará apretando intermitentemente el 0 al ritmo adecuado.

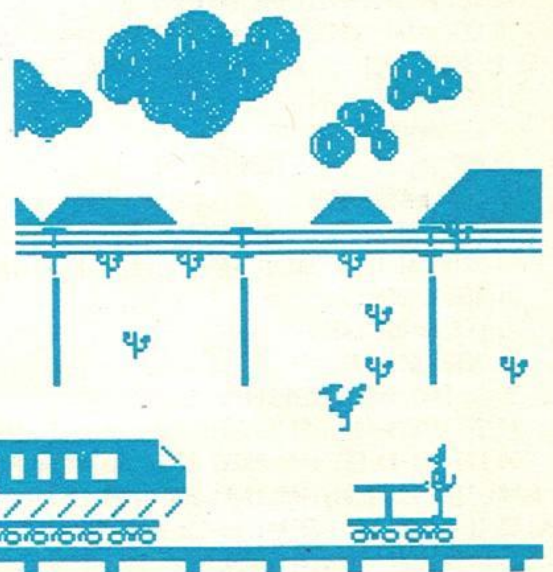
Hay que intentarlo antes que llegue el tren expreso que atropellará a ZAP el coyote.

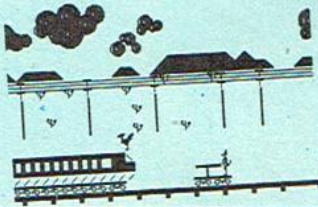
BIP - ZAP





```
4100 FOR n=1 TO 9 STEP 3: PLOT 60,75: DRAW -15,8-n: NEXT n: FOR n=1 TO 9 STEP 3:
PLOT 70,75: DRAW 15,8-n: NEXT n
4110 LET z$="YO SOY AZAPÁ, EL COYOTE MAS TEMIDO DEL DESIERTO DE ARIZONA....PAS
SA ALGO TIO? PARA ATRAPAR AEBIPA EL PAJARO TROTON,HE DE MOVER CON EL RITH
O ADECUADO LA TECLA 000"
4111 LET s=11: LET d=0
4115 FOR n=1 TO LEN z$: LET s=s+1: IF s=29 THEN LET d=d+1: LET s=11
4117 PRINT AT d,s: INK INT (RND*6)+2;z$(n): BEEP .02,INT (RND*10)-10: PAUSE INT
(RND*5)+1
4120 OVER 1: PLOT 50,70: DRAW 12,-5: DRAW 3,-2: DRAW 12,8
4125 OVER 0: NEXT n
4500 PAUSE 200: INK 7: CLS : RETURN
9000 REM graficos
9005 RESTORE 8010: FOR n=0 TO 167: READ q: POKE USR "a"+n,q: NEXT n: RETURN
8010 DATA 0,0,8,24,24,56,216,48,16,56,120,89,89,121,78,60,48,48,16,16,16,16,1
12
8020 DATA 0,14,26,113,224,129,0,0,0,0,0,0,1,254,255,0,0,0,0,1,3,7,15,0,0,0,0,
0,255,255
8030 DATA 0,0,0,0,0,63,63,0,0,0,0,1,3,6,12,28,56,120,216,152,24,24,24,24,24,24
,24,24,24,24,24
8040 DATA 255,255,4,58,69,69,56,0,255,255,32,92,162,162,28,0
8050 DATA 7,31,62,6,6,3,7,7,131,15,28,30,56,252,240,240,7,195,254,0,0,0,0,0,224,
96,56,4,3,3,0,0
8055 DATA 224,224,32,32,32,224,0,0
8060 DATA 1,3,7,15,31,63,127,255,128,192,224,240,248,252,254,255
8065 DATA 208,211,151,114,18,28,16,16
8100 REM nubes#####
8120 DATA 47,154,6,52,160,10,60,150,8,70,165,10,70,150,12,85,157,8,92,165,8,15,1
50,10,25,145,7,33,146,5,11,140,5,120,143,5,115,144,3,125,135,4,110,135,6,130,150
,4,134,156,6,140,151,3,144,153,4
8140 PRINT AT 0,0: PAPER 5,,,,,,,,,,,,,,,,: PRINT PAPER 6,,,,,,,,,,,,,,,,
#####
8145 FOR n=1 TO 10: PRINT PAPER 6: INK 4;AT INT (RND*6)+8,INT (RND*31);"?": NEXT
n
8146 PRINT AT 6,0: INK 3: PAPER 5;" ?????????? "
8147 PRINT AT 7,0: INK 3: PAPER 5;"????????? ??? ?????????????? "
8148 FOR n=1 TO 31 STEP 7: PRINT AT 8,n: INK 0: PAPER 6;"T";AT 9,n;"T": FOR a=10
TO 15: PRINT AT a,n: INK 0: PAPER 6;"?": NEXT a: NEXT n
8149 PLOT 0,109: DRAW INK 0;255,0: PLOT INK 0;0,106: DRAW INK 0;255,0: PLOT 0,10
3: DRAW INK 0;255,0
8150 PRINT AT 20,0: INK 0: PAPER 4;"?????????????????????????????????????"
8152 PRINT AT 21,0: INK 7: PAPER 2: BRIGHT 1;"Paciencia!Mire que bonitas nubes"
8158 RESTORE 8120: FOR n=1 TO 19: READ a,b,r: FOR v=1 TO r: CIRCLE PAPER 5: INK
7;a,b,v: NEXT v: NEXT n
8159 PRINT AT 21,0: INK 7: PAPER 1: BRIGHT 1;" Fantasias ? M.Eugenia Cuervo "
8160 RETURN
9000 REM tren
9005 BEEP .8,10: PRINT AT 18,x: PAPER 6;" ";AT 19,x;" "
9018 FOR n=0 TO 28: BEEP .007,-n: PRINT AT 14,n: INK 2: PAPER 6;" ?";AT 15,n;"
```

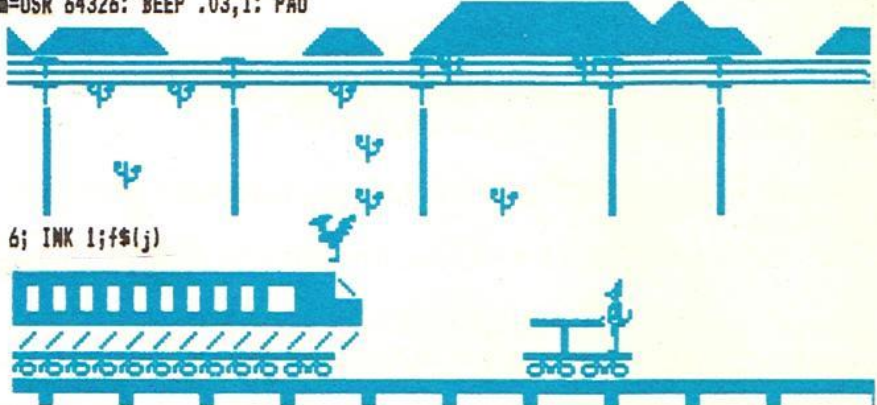


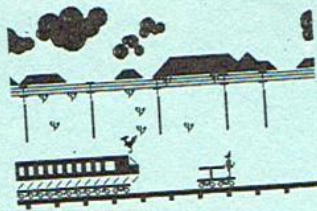


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1 CLEAR 64300: INK 7: GO SUB 4000
2 GO SUB 8000
3 GO SUB 8140: GO SUB 3000
4 DIM q$(2,31): LET q$(1)="????????????????????????????????": LET q$(2)="????
????????????????????????????????"
5 REM iniciar
6 LET x=20: LET l=25: LET j=0: LET k=0
7 DIM f$(2,3): DIM b$(2,5): DIM c$(2,5)
8 LET a$=" ? ": LET b$(1)=" ??? ": LET b$(2)="???? ": LET c$(1)="?? ? ": LE
T c$(2)=" ? ? ": LET d$="???? ": LET e$="?? ": LET f$(1)="?? ": LET f$(2)=" ? "
9 REM #####
10 LET n=INT (RND#6): IF n=2 THEN LET x=x-1: LET cm=USR 64326: BEEP .03,1: PAU
SE 2: BEEP .03,1: IF x<=0 THEN GO TO 9000
11 LET cm=USR 64301
12 LET cm=USR 64326
15 LET j=j+1: IF j=3 THEN LET j=1
16 LET cm=USR 64326
17 PRINT AT 20,0: INK 0: PAPER 4;q$(j)
20 PRINT AT 18,x: INK 2: PAPER 6;e$:AT 19,x: PAPER 6: INK 1;f$(j)
21 BEEP .0006,-5
22 LET cm=USR 64326
24 BEEP .0007,30
30 IF INKEY$="0" THEN LET k=.5
40 IF INKEY$="0" THEN GO TO 9
50 LET l=l-k: LET k=0: PRINT AT 16,1: INK 3: PAPER 6;a$:AT 17,1: INK 1: PAPER
6;b$(j);AT 18,1;c$(j);AT 19,1: INK 0: PAPER 6;d$
55 IF l=x+2 THEN FOR h=1 TO 10: BEEP INT (RND#1)+1/(10),INT (RND#30): PRINT AT
15,5: INK INT (RND#7): PAPER 6;"EL COYOTE HA GANADO": NEXT h: PRINT AT 21,0: IF
K 0:" PULSE UNA TECLA PARA OTRA,!!! ": FOR n=1 TO 50: BEEP .03,INT (RND#30): NE
XT n: PAUSE 0: PRINT AT 15,0: PAPER 6,,,,,,,,,,: GO TO 5
60 GO TO 9
70 REM #####
3000 RESTORE 3010
3008 FOR t=64301 TO 64350: READ i: POKE t,i: NEXT t
3009 RETURN
3010 DATA 6,64,17,255,71,213,225,43,197,1,31,0,26,237,184,35,119,0,43,43,27,193,
16,240,201
3020 DATA 6,64,17,255,79,213,225,43,197,1,31,0,26,237,184,35,119,0,43,43,27,193,
16,240,201
4000 REM presentacion#####
4010 BORDER 0: PAPER 0: CLS
4011 PLOT 0,175: DRAW 255,0: DRAW 0,-175: DRAW -255,0: DRAW 0,175
4030 INK 3: PLOT 50,160: DRAW 0,-50: DRAW -20,-20: DRAW 15,-20: DRAW 20,-20: DRA
W 20,20: DRAW 15,20: DRAW -20,20: DRAW 0,50: DRAW -15,-45: DRAW -15,45
4050 CIRCLE INK 4;53,100,7: CIRCLE INK 4;77,100,7
4060 FOR n=1 TO 2: CIRCLE INK 7;53,100,n: CIRCLE INK 7;77,100,n: NEXT n
4070 FOR n=1 TO 3: INK 2: CIRCLE 65,70,n: NEXT n
4080 PLOT 65,70: DRAW -6,18: PLOT 65,70: DRAW 6,18
4085 PLOT 50,75: DRAW 12,-15: DRAW 5,-2: DRAW 10,15: PLOT 48,72: DRAW 3,4: DRAW
-1,2

```





```
?": PRINT AT 16,n; INK 1; PAPER 6;"???" ;AT 17,n; INK 2; PAPER 7;"???" ;AT 18,n
; INK 0; PAPER 5;"////";AT 19,n; INK 0; PAPER 6;"???"
9020 NEXT n
9021 LET j=1: PRINT AT 16,30; INK 1; PAPER 6;"??";AT 17,30; INK 2; PAPER 7;"??";
AT 18,30; INK 0; PAPER 5; INK 0;"//";AT 19,30; INK 0; PAPER 6;"??"
9022 FOR c=0 TO 28: LET j=j+1: IF j=3 THEN LET j=1
9023 PRINT AT 14,29; INK 2; PAPER 8;e$(j);AT 15,29;f$(j): PRINT AT 16,c; PAPER 6;"
";AT 17,c;" ";AT 18,c;" ";AT 19,c;" ": BEEP .03,-20
9024 NEXT c
9030 PRINT AT 14,29; PAPER 6;" ";AT 19,29;" ";AT 15,29;" ";AT 16,29;" ";
AT 17,29;" ";AT 18,29;" "
9032 BEEP .05,25
9035 PRINT AT 21,0; INK 7; PAPER 4; BRIGHT 1;"pulse enter para otro coyote "
9040 LET j=j+1: IF j=3 THEN LET j=1
9050 PRINT AT 20,0; INK 0; PAPER 4;q$(j): PRINT AT 18,28; INK 2; PAPER 6;e$(j);AT 1
9,28;f$(j): BEEP .03,-20: LET cm=USR 64301: LET cm=USR 64326: LET cm=USR 64326
9060 IF INKEY$("<") THEN PRINT AT 19,26; PAPER 6;" ";AT 18,26;" ";AT 21,0;
INK 7; PAPER 2; BRIGHT 1;" BIP & ZAP ? M.Eugenia Cuervo ": GO TO 5
9070 GO TO 9040
```

"PLUMADIS"

Vueltas de contador: 016 (B)

Memoria ocupada: 9182 bytes

T AMBIEN con este programa se pueden realizar dibujos en la pantalla, pero en versión para 48 K solamente y es más completo.

En la pantalla se presentan las coordenadas del punto que hemos de mover que al principio aparece en el centro.

Pulsando P es color del papel general; T es tinta; C es círculo; B borra; Z rellena de color; M invierte los colores de tinta y papel; U papel-particular; A cadenas; J cargar pantallas; S salvar pantalla; X disgregar; F sobrear; Q origen del "draw"; W destino del "draw"; A transparencia; I "scroll" izquierda; D "scroll" derecha; O "scroll" alta resolución; R "scroll" continuo; E transparencia continua; ENTER para menú; L anula menú; 1 a 8 cursones; 0 borrar; G pinta.

```
1 CLEAR 50000
2 REM #####
3 REM ? J.MARANON †
4 REM #####
5 PAPER 7: BORDER 4: BRIGHT 0: CLS
```

```

6 PLOT 0,175: DRAW 255,0: DRAW 0,-175: DRAW -255,0: DRAW 0,175: FOR n=40 TO 1
STEP -4: CIRCLE PAPER INT (RND*7); INK 9;127,89,n: NEXT n
7 GO SUB 9000: GO TO 1000
10 LET jd=0: LET t=9: LET p=8: LET j=1: LET l=125: LET c=80: LET x=125: LET y=
80
11 BRIGHT 0: CLS : LET pa=7
14 INPUT "brillo? (1-0) ";br: BRIGHT br: CLS
15 INPUT "papel? ";z: INPUT "borde? ";i: PAPER z: CLS : BORDER i
16 PLOT 0,0: DRAW 0,8: DRAW 255,0: DRAW 0,-8: LET pa=p: PRINT INK 9; INVERSE 1
;AT 21,12;"borra"
17 REM #####
20 IF INKEY$="0" THEN BEEP .02,25: PRINT INVERSE 1;AT 21,12; INK 9;"borra": LE
T j=1
25 IF INKEY$="b" THEN BEEP .02,25: CIRCLE INK t; OVER 1;l,c,r
26 IF INKEY$="v" THEN BEEP .02,25: INPUT "Esta Seguro? (s/n) ";d$: IF d$="s" T
HEN CLS : GO TO 17
27 IF INKEY$="z" THEN FOR w=-20 TO 10: BEEP .01,w: NEXT w: GO SUB 4000
28 IF INKEY$="n" THEN PLOT OVER 1;l,c: RANDOMIZE USR 50001
30 IF INKEY$="9" THEN BEEP .02,25: PRINT INVERSE 1;AT 21,12; INK 9;"pinta": LE
T j=0
32 IF INKEY$="u" THEN BEEP .02,25: INPUT "papel? ";pa
35 IF INKEY$="s" THEN BEEP 3,-20: GO SUB 3500
36 IF INKEY$="x" THEN BEEP .1,-20: GO TO 8000
37 IF (INKEY$="n" OR IN 223=16) THEN BEEP .3,20: GO SUB 7000
38 IF INKEY$="j" THEN BEEP .02,10: PRINT AT 21,0;"Procedemos a cargar pantalla
": PAUSE 50: PRINT AT 21,0;"": LOAD "SCREEN
$
39 IF INKEY$=":" THEN BEEP .5,-10: GO SUB 5100
40 IF j=1 THEN LET p=1
42 IF INKEY$="g" THEN PRINT AT 21,0,,: PLOT OVER 1;l,c: RANDOMIZE USR 50020
44 IF INKEY$="i" THEN PRINT AT 21,0,,: PLOT OVER 1;l,c: RANDOMIZE USR 50038
46 IF INKEY$="d" THEN PRINT AT 21,0,,: PLOT OVER 1;l,c: RANDOMIZE USR 50063
48 IF INKEY$="c" THEN PRINT AT 21,0,,: PLOT OVER 1;l,c: RANDOMIZE USR 50088
50 IF INKEY$="a" THEN PRINT AT 21,0,,: PLOT OVER 1;l,c: RANDOMIZE USR 50120
52 IF INKEY$="p" THEN INPUT "numero(=255)=0 ?";jkk: POKE 50139,jkk: PRINT AT 21,
0,,: PLOT OVER 1;l,c: RANDOMIZE USR 50138
54 IF INKEY$="r" THEN BEEP 1,4: FOR q=1 TO 32: LET cm=USR 50063: NEXT q
55 IF INKEY$="e" THEN BEEP 1,4: FOR q=1 TO 64: LET cm=USR 50120: NEXT q
56 IF INKEY$="q" AND jd=0 THEN BEEP .5,20: LET xd=x: LET yd=y: LET jd=1: PRINT
AT 21,12; INK 9;"DRAW "
57 IF INKEY$="w" AND jd=1 THEN BEEP .5,-20: PLOT INK t;xd,yd: DRAW INK t;x-xd,
y-yd: LET jd=0: PRINT AT 21,12;" "
59 IF j=0 THEN LET p=0
60 IF IN 223=8 OR INKEY$="7" THEN LET c=c+1
70 IF IN 223=4 OR INKEY$="6" THEN LET c=c-1
80 IF IN 223=2 OR INKEY$="5" THEN LET l=l-1
90 IF IN 223=1 OR INKEY$="8" THEN LET l=l+1
110 IF IN 223=9 OR INKEY$="2" THEN LET l=l+1: LET c=c+1
120 IF IN 223=10 OR INKEY$="1" THEN LET l=l-1: LET c=c+1

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130 IF IN 223=6 OR INKEY$="3" THEN LET I=I-1: LET C=C-1
135 IF IN 223=5 OR INKEY$="4" THEN LET I=I+1: LET C=C-1
140 PRINT AT 21,6;"L="+STR$ (ABS (INT (Y/8)-21))+" ";AT 21,27;"C="+STR$ INT (X/
8)+ " "
150 IF I=1 THEN LET I=1
160 IF I>=254 THEN LET I=254
170 IF C=9 THEN LET C=9
180 IF C=174 THEN LET C=174
190 IF J=0 THEN LET P=0
195 IF INKEY$="c" THEN BEEP .02,25: INPUT "radio ";r: CIRCLE INK t; PAPER pa1,
c,r
196 IF INKEY$="t" THEN BEEP .02,25: INPUT "tinta? ";t
198 PRINT AT 21,0; INK 9; PAPER 2;"X="+STR$ I+" ";AT 21,20;"Y="+STR$ C+" "
200 PLOT PAPER pa; OVER p; INK t;x,y: LET X=I: LET Y=C
300 PLOT PAPER pa; INK t;l,c: GO TO 20
1000 PRINT AT 9,11; PAPER 0; INK 7; FLASH 1;" S U P E R ": FOR n=0 TO 30: PRINT
AT 10,8; INK 9; PAPER INT (RND*7);" L A P I Z B I S ";AT 18,1; INK 6; PAPER 2;"
SOFTWARE ? J . M A R A N O N . ": BEEP .02,n: NEXT n
1050 FOR q=1 TO 96: LET ca=USR 50063: BEEP .01,q-60: NEXT q: CLS
1200 PRINT AT 0,2;" I N S T R U C I O N E S "
1205 PRINT PAPER 4,,,,,,,,,,,,
1210 PRINT AT 10,0; INK 2;"PULSE tecla N PARA INSTRUCCIONES": PRINT : PRINT PAPE
R 4,,,,,,,,,,,,
1300 PRINT AT 2,0; PAPER 2,,: PRINT AT 18,1; INK 2; PAPER 6; FLASH 1;"PULSE LA T
ECLA L PARA EMPEZAR": PAUSE 0: GO SUB 7000: GO TO 10
3500 REM grabacion
3505 INPUT "número? ";n$
3510 PRINT AT 21,0; PAPER z,,
3700 SAVE n$SCREEN#
3800 RETURN
4000 REM #####
4100 LET pr=1
4110 REM =====
4120 IF POINT (pr+1,c)=1 THEN RETURN
4130 FOR h=pr+1 TO 255
4135 IF POINT (h,c)=1 THEN GO TO 5000
4150 PLOT INK t;h,c
4160 NEXT h
4170 BEEP 2,10: GO TO 17
5000 REM =====
5010 IF POINT (pr-1,c)=1 THEN RETURN
5020 FOR n=pr-1 TO 1 STEP -1
5030 IF POINT (n,c)=1 THEN PLOT INK t; OVER 1;pr,c: LET C=C-1: GO TO 4115
5040 PLOT INK t;n,c
5050 NEXT n
5060 BEEP 2,15: GO TO 17
5100 REM #####sewisombra
5110 PLOT OVER 1; INK t; PAPER pa;x,y: LET qa=y: LET ka=x-1: LET e=x
5120 FOR n=qa TO 0 STEP -1: IF POINT (x,n)=1 THEN PLOT INK t;e,n: LET Y=n: LET X
=e: RETURN

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5130 FOR e=ka TO 0 STEP -2
5132 IF POINT (e,n)=1 OR POINT (e+1,n)=1 THEN GO TO 5140
5135 PLOT INK t; PAPER paje,n: NEXT e
5140 FOR e=ka+2 TO 255 STEP 2
5142 IF POINT (e,n)=1 OR POINT (e-1,n)=1 THEN GO TO 5147
5145 PLOT INK t; PAPER paje,n: NEXT e
5147 LET n=n-1
5150 FOR e=ka-1 TO 0 STEP -2
5152 IF POINT (e,n)=1 OR POINT (e+1,n)=1 THEN GO TO 5160
5155 PLOT INK t; PAPER paje,n: NEXT e
5160 FOR e=ka+1 TO 255 STEP 2
5162 IF POINT (e,n)=1 OR POINT (e-1,n)=1 THEN LET z=n: NEXT n
6165 PLOT INK t; PAPER paje,n: NEXT e
6170 NEXT n
7000 REM #####
7010 REM menu
7020 LET a$=" O/borrar. 9/pintar. P/papel general. T/tinta. C/circulos.
      B/borra circulos. Z/rellenar. M/pantalla inversa. "
7030 LET s$="U/papel particular. X/cadenas. J/cargar pantalla. S/salvar pa
ntallas. 6/disgregar. F/sombrear. 0/origen draw. "
7040 LET d$=" W/destino draw. A/transparencia. I/scroll izq. D/scroll
derecho. 0/scroll alta resolucio. R/scroll continuo. E/transparencia co
ntinua. "
7050 LET f$="FIRE o ENTER para menu. L/anula menu. 1/8 cursores "
7060 LET o$=a$+s$+d$+f$
7070 LET o$=o$(2 TO LEN o$)+o$(1)
7072 PRINT AT 21,0; INK 9;o$(1 TO 31): PAUSE 3
7073 IF INKEY$="1" THEN PRINT AT 21,0;" *: RETURN

7075 GO TO 7070
7080 REM #####
8000 BEEP .05,30: PRINT AT 21,0; FLASH 1;"Cadena no mas de 29 caracteres ": IMP
UT ;k$: IF LEN k$>29 THEN BEEP 1,-25: GO TO 8000
8005 PRINT FLASH 0;AT 21,0,,
8010 INPUT "introduzca numero de linea";lk: IF lk>=21 THEN BEEP 1,-28: GO TO 801
0
8020 INPUT "numero de columna";ck: IF ck<0 OR ck>31 THEN BEEP 1,-28: GO TO 8020
8030 INPUT "brillo?(1-0)";bk: IF bk<0 OR bk>=2 THEN BEEP 1,-28: GO TO 8030
8040 INPUT "papel de la cadena?";pk: IF pk>8 OR pk<0 THEN BEEP 1,-20: GO TO 8040
8050 INPUT "tinta de la cadena?";tk: IF tk>9 OR tk<0 THEN BEEP 1,-20: GO TO 8050
8060 INPUT "Flash?";fk: IF fk<0 OR fk>1 THEN BEEP 1,-28: GO TO 8060
8070 PRINT AT lk,ck; INK tk; PAPER pk; FLASH fk; BRIGHT bk;k$
8080 GO TO 20
9000 REM C.M.#####
9002 RESTORE 9012
9010 FOR v=50001 TO 50168
9011 READ q: POKE v,q: NEXT v
9012 DATA 33,0,64,6,24,197,6,0,126,238,255,119,35,16,249,193,16,243,201
9013 REM #####
9014 DATA 33,255,87,14,32,167,203,38,43,13,32,250,62,63,188,32,242,201

```

```

9015 REM
9016 DATA 6,192,17,0,64,213,225,35,197,1,31,0,26,237,176,43,119,0,35,35,19,193,1
6,240,201
9017 REM #####
9018 DATA 6,192,17,255,87,213,225,43,197,1,31,0,26,237,184,35,119,0,43,43,27,193
,16,240,201
9019 REM #####
9020 DATA 33,0,64,6,192,197,6,31,126,203,39,119,35,126,203,39,119,48,6,43,126,20
3,199,119,35,16,241,35,193,16,230,201
9025 REM #####
9030 DATA 33,0,64,14,32,167,203,14,35,13,32,250,62,88,188,32,242,201
9035 REM #####
9040 DATA 62,0,203,39,203,39,203,29,230,56,87,33,0,88,6,3,197,6,0,126,230,199,17
8,119,35,16,248,193,16,242,201
9500 RETURN

```

SAPER

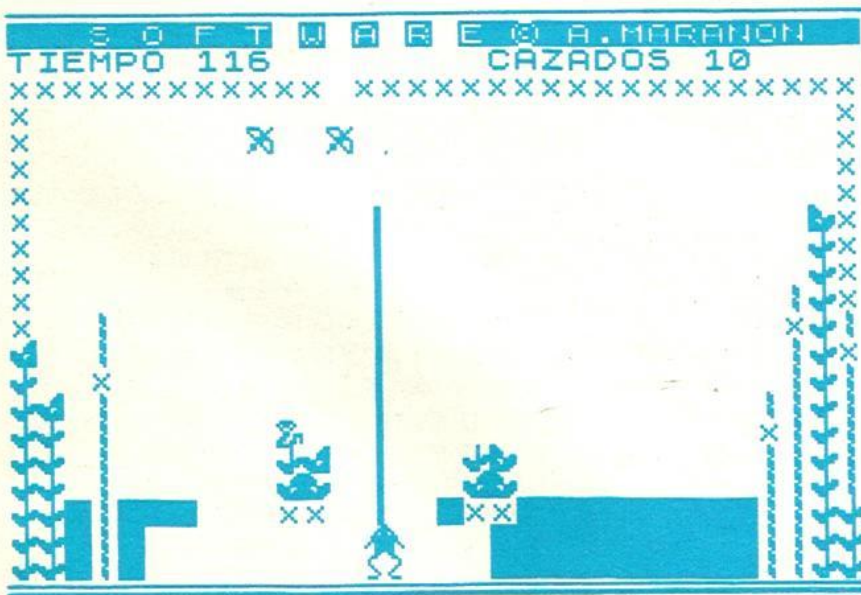
“SAPER”

Vueltas de contador: 013 (B)

Memoria ocupada: 8706 bytes

CONSISTE el juego en convertir a la rana en rey, ya que está embrujado, para lo cual habrá de comerse la mayor cantidad de mariposas que vuelan sobre el estanque, pero tiene el tiempo limitado.

El 1 mueve a la izquierda y el 2 a la derecha, el 0 lanza el chorro M20.





```

1 REM #####GTS#####
2 PRINT AT 0,0; FLASH 1; " espere un momento por favor " : GO SUB 6000: BORD
ER 0: PAPER 3: CLS : INK 7: GO SUB 7000
5 CLS : GO TO 2000
6 BORDER 0
49 GO TO 80
50 PRINT AT 19,x; INK 4; PAPER 1;"?"; AT 20,x;"?": IF SCREEN$(18,x)="x" THEN
BEEP .01,7; BEEP .01,-12: GO TO 100: REM lengua++++++++++++++++++++
51 PRINT AT 18,x; INK 7; PAPER 1;"?": FOR e=17 TO 5 STEP -1: BEEP .003,10
52 IF ATTR(e,x)=70 THEN LET z=z+1: PRINT AT 1,18; INK 2; PAPER 7; INVERSE 1;
BRIGHT 1;"CAZADOS "+STR$ z: GO TO 60
53 IF SCREEN$(e,x)("<>)" THEN FOR n=20 TO 0 STEP -5: FOR m=1 TO 100 STEP 13: O
UT 254,y; BEEP .008,n*2: OUT 254,n: NEXT m: NEXT n: LET v=v-10: BEEP .01,26: BOR
DER 0: GO TO 57
55 PRINT AT e,x; INK 7; PAPER 0; BRIGHT 1;"?": NEXT e
57 REM retirar lengua::::::::::::::::::::::::::
58 PRINT AT 19,x; INK 4; PAPER 1;"?"; AT 20,x;"?": FOR n=e TO 17: PRINT AT n
,x;" " : BEEP .006,7: NEXT n
59 PRINT AT 18,x; INK 1; PAPER 1;" " : GO TO 100
60 REM coronas////////////////////////
61 FOR n=1 TO 5: BEEP .01,5: PRINT AT e,x; INK 5; PAPER 0;"*": BEEP .005,n: PR
INT AT e,x; INK 2; PAPER 0; BRIGHT 1;"*": NEXT n
62 IF z=20 THEN LET c$="?": PRINT AT 1c,cc; INK 0; PAPER 0;c$: PRINT AT 21,14;
INK 6; PAPER 0; FLASH 1; BRIGHT 1;c$: GO TO 700
63 IF z=15 THEN LET b$="?": LET tb=3: LET pb=0: PRINT AT 21,12; INK 7; PAPER 2
; FLASH 1; BRIGHT 1;"a"
64 IF z=10 THEN LET a$="?": LET ta=5: LET pa=0: PRINT AT 21,10; INK 7; PAPER 1
; FLASH 1; BRIGHT 1;"a"
67 GO TO 57
80 REM programa principal(<><><><><><><><><><><>)
81 LET la=10: LET lb=7: LET lc=14: LET ca=5: LET cb=12: LET cc=6
82 LET ra=10: LET rb=2: LET rc=5: LET sa=2: LET sb=12: LET sc=6
83 LET ta=6: LET tb=6: LET tc=6: LET v=300: LET z=0
84 LET x=10: LET y=10
85 LET a$="?": LET b$="?": LET c$="?"
86 LET pa=0: LET pb=0: LET pc=0
95 REM rutina principal moscas=====
100 LET n=INT(RND*2)+1: LET m=INT(RND*2)+1
110 LET la=la+(n=1)-(n=2): LET ca=ca+(m=1)-(m=2)
120 IF SCREEN$(la,ca)("<>)" OR la=17 THEN LET la=ra: LET ca=sa
130 PRINT AT ra,saj;" " : LET ra=la: LET sa=ca: PRINT AT la,ca; PAPER pa; INK ta;
a$
140 LET lb=lb+(n=2)-(n=1): LET cb=cb+(m=2)-(m=1)
150 IF SCREEN$(lb,cb)("<>)" OR lb=17 THEN LET lb=rb: LET cb=sb
160 PRINT AT rb,sbj;" " : LET rb=lb: LET sb=cb: PRINT AT lb,cb; PAPER pb; INK tb;
b$
170 LET lc=lc+(n=1)-(n=2): LET cc=cc+(m=2)-(m=1)
180 IF SCREEN$(lc,cc)("<>)" OR lc=17 THEN LET lc=rc: LET cc=sc
190 PRINT AT rc,scj;" " : LET rc=lc: LET sc=cc: PRINT AT lc,cc; PAPER pc; INK tc;
c$

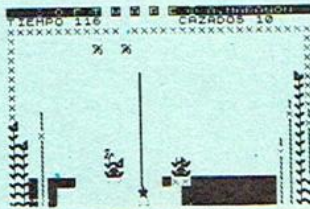
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200 LET v=v-1: PRINT AT 1,0; INK 2; PAPER 7; BRIGHT 1; INVERSE 1;"TIEMPO "+STR$
v+" ";AT 1,18;"CAZABOS "+STR$ z: IF v=0 THEN GO TO 5000
210 IF v<=0 THEN GO TO 40
300 REM rana#####
310 IF INKEY$="" THEN GO TO 100
318 IF INKEY$="0" THEN GO TO 50: REM lengua
320 PRINT AT 20,x; INK 4; BRIGHT 1; PAPER 1;"?";AT 19,x;"?": BEEP .01,18
330 LET x=x+(INKEY$="2")-(INKEY$="1"): IF x<=3 OR x=26 THEN LET x=26
350 PRINT AT 20,y; BRIGHT 1; INK 1; PAPER 1;" ";AT 19,y;" ": LET y=x: PRINT A
T 20,x; INK 4; PAPER 1;"?";AT 19,x;"?": BEEP .01,-24
360 GO TO 100
700 FOR n=1 TO 10: BORDER INT (RND#7): BEEP .01,n: PRINT AT 20,x; INK INT (RND#
6)+1; PAPER 1;"?";AT 19,x;"?": BEEP .01,INT (RND#70)-30: PRINT AT 19,x; INK 7;
PAPER 1;"?": NEXT n
710 FOR n=1 TO 10: BEEP .01,n: BORDER INT (RND#7): LET h=INT (RND#6)+1: PRINT A
T 20,x; INK h; PAPER 1;"?";AT 19,x;"?";AT 18,x; PAPER 0;"?": NEXT n
720 PRINT AT 20,x; INK 6; PAPER 1;"?";AT 19,x;"?";AT 18,x; INK 6; PAPER 1;"?
"
730 PRINT AT 10,0; INK 6; "POR FIN EL REY ES REY Y NO RANA ": FOR n=1 TO 100: N
EXT n: PAUSE 0: CLS : GO TO 2
2000 BORDER 4: REM decorado
2050 PAPER 0: CLS : INK 7: BRIGHT 1
2052 PRINT AT 0,0; INK 7; PAPER 1; BRIGHT 1; INVERSE 1;" S O F T W A R E ? A.M
ARANON "
2053 FOR n=18 TO 20: PRINT INK 1; BRIGHT 1;AT n,0;"????????????????????????????
?"; NEXT n
2054 PRINT AT 21,0; INK 4; BRIGHT 0;"?????????????????????????????????????"
2055 REM limites laterales#####
2056 FOR n=2 TO 17: PRINT AT n,0; INK 0; PAPER 0;"x";AT n,31;"x": NEXT n
2060 PRINT AT 2,0; INK 0; PAPER 0;"xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx"
2065 BRIGHT 1
2070 FOR n=13 TO 17: PRINT AT n,0; INK 4; PAPER 0;"?": NEXT n
2071 FOR n=15 TO 17: PRINT AT n,1; INK 4; PAPER 0;"?": NEXT n
2072 FOR n=11 TO 17: PRINT AT n,3; INK 6; PAPER 0;"?": NEXT n
2073 REM juncos derecha-----
2075 FOR n=14 TO 17: PRINT AT n,28; INK 6; PAPER 0;"?": NEXT n
2076 FOR n=10 TO 17: PRINT AT n,29; INK 6; PAPER 0;"?": NEXT n
2077 FOR n=8 TO 17: PRINT AT n,30; INK 4; PAPER 0;"?": NEXT n
2078 FOR n=11 TO 17: PRINT AT n,31; INK 6; PAPER 0;"?": NEXT n
2079 FOR n=18 TO 20: PRINT AT n,28; INK 6; PAPER 1;"?";AT n,29;"?";AT n,30; INK
4; PAPER 1;"?";AT n,31; INK 6; PAPER 1;"?": NEXT n
2080 FOR n=18 TO 20: PRINT AT n,0; INK 4; PAPER 1;"?";AT n,1;"?";AT n,3; INK 6;
PAPER 1;"?": NEXT n
2090 PRINT AT 7,30; INK 3; PAPER 0; BRIGHT 1;"?";AT 12,0; INK 5; PAPER 0;"?";AT
14,1; INK 3; PAPER 0;"?": PRINT AT 12,31; INK 2; PAPER 2;"x";AT 11,29;"x";AT 15,
28;"x";AT 13,3;"x"
2095 LET a=INT (RND#11)+4: LET b=INT (RND#10)+16
2096 PRINT AT 17,a; INK 7; PAPER 0;"?";AT 17,b;"?";AT 16,a; INK 5; PAPER 0;"?
";AT 16,a+1; INK 3; PAPER 0;"?";AT 16,b; PAPER 0; INK 4;"?";AT 16,b+1; INK 2; PAP

```

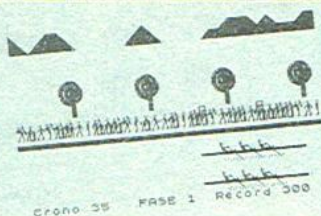


```

ER 0;?"
2097 PRINT AT 18,a; INK 1; PAPER 1;"xx";AT 18,b;"xx"
3000 GO TO 6
5000 FOR n=1 TO 10: BORDER INT (RND*7): BEEP (INT (RND+6))/10,n: NEXT n
5100 LET j$="EL TIEMPO DE LA MAGIA SE ACABO Y LA RANA SGUIRA SIENDO RANA"
5120 FOR n=1 TO LEN j$: IF j$=" " THEN PRINT " "; GO TO 5125
5121 PRINT j$(n); BEEP .01,INT (RND*70)-30
5125 NEXT n: PAUSE 200: GO TO 3
6000 REM graficos+++++
6010 DATA 1,3,5,15,15,23,39,7,6,12,16,16,8,4,2,28,128,192,160,240,240,232,228,22
4,96,48,8,8,16,32,64,56
6020 DATA 0,0,0,1,3,21,31,7,0,0,0,128,192,168,248,224,7,7,255,64,32,16,8,56,224,
224,255,2,4,8,16,60
6030 DATA 120,180,72,48,55,101,205,248,120,180,72,55,61,29,1,31,24,60,153,153,21
9,255,165,255,3,3,3,3,3,3,3
6040 DATA 8,8,8,11,207,254,120,56,16,24,24,8,16,24,24,8
6050 DATA 3,7,15,207,243,247,127,63,192,224,240,243,207,239,254,252
6060 DATA 241,138,76,62,25,105,101,131
6065 DATA 9,13,15,15,14,172,69,227,144,176,242,242,114,50,162,194,225,95,93,85,8
5,86,119,71,130,250,186,170,175,106,238,226
6079 RESTORE
6080 FOR n=0 TO 167: READ q: POKE USR "a"+n,q: NEXT n
6090 RETURN
7000 LET g$="ERASE UNA VEZ EN UNA CHARCA MUY LEJANA ,QUE UN REY POR OBRA DE LA M
AGIA PERDIO SUS ATRIBUTOS REALES Y ENCIMA SE CONVIRTIO EN UNA HERMOSA RANA."
7100 LET f$="PERO LA MAGIA ES LA MAGIA Y EL HADO BUENO LE PERMITE CADA NOCHE OBS
CURA INTENTAR RECOBRAR SU CONDICION REAL."
7150 LET i$="LO CONSEGUIRA O NO LO CONSEGUIRA.....?"
7200 FOR n=1 TO LEN g$: IF g$(n)=" " THEN PRINT " "; GO TO 7250
7220 PRINT INK 7;g$(n); BEEP .01,INT (RND*20)
7250 NEXT n
7251 FOR n=1 TO LEN f$: IF f$(n)=" " THEN PRINT " "; GO TO 7254
7252 PRINT INK 7;f$(n); BEEP .01,10
7254 NEXT n
7260 PAUSE 200: CLS
7265 FOR n=1 TO LEN i$: IF i$(n)=" " THEN PRINT " "; GO TO 7280
7270 PRINT i$(n); INK 3;i$(n); BEEP .01,n
7280 NEXT n
7283 PRINT AT 16,0; INK 6;"la tecla 1 mueve la rana a la izquierda
la tecla 2 a la derecha, y 0 lanza el chorro de H2O": PAUSE 0

7285 PAUSE 500
7300 RETURN

```



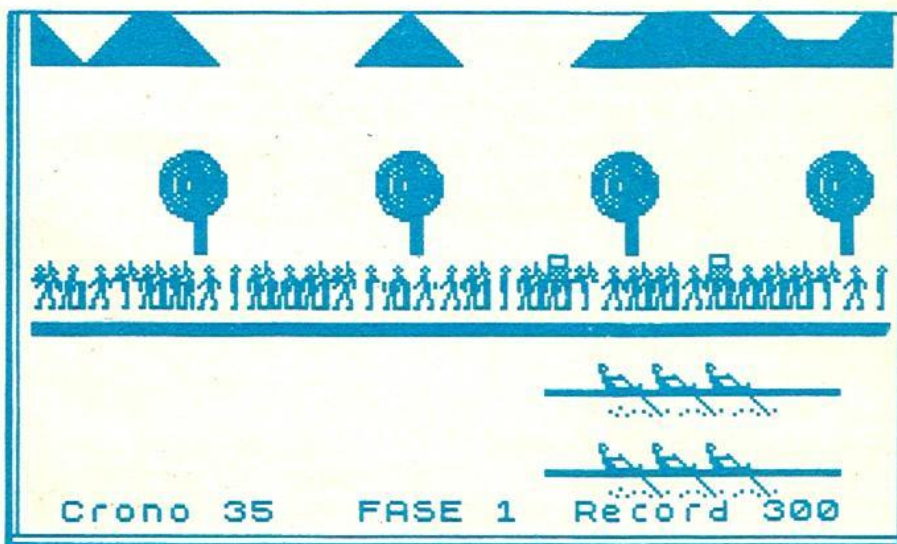
K-3

"K-3"

Vueltas de contador: 015 (B)
Memoria ocupada: 9807 bytes

ES un juego deportivo de competición de remo de 2 piraguas. Al principio se debe indicar la elección de las tres velocidades posibles.

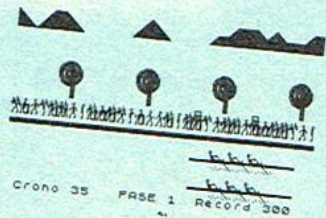
La canoa del jugador es la más alta y avanza pulsando adecuada y alternativamente la tecla 0. Al final de varias eliminatorias, se llega a la gran final.



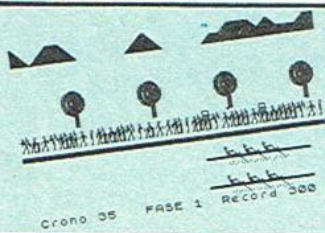
```

1 REM #####
2 REM #####GT#####
3 CLEAR 64000
4 INK 4
5 GO SUB 7000
6 BORDER 1: CLS : BORDER 0
7 GO TO 2005
10 REM #####
20 LET j=j+1: IF j=3 THEN LET j=1
22 LET t=t+1: PRINT AT 21,1: INK 6: PAPER 1:"Crono "t
25 LET r=INT (RND#d#f): IF r=3 THEN LET x=x-1
27 IF INKEY$="0" OR IN 223=16 THEN GO TO 30
28 FOR h=1 TO 10 STEP 3: BEEP h/1000,60: NEXT h
29 IF INKEY$="0" OR IN 223=16 THEN LET q=q+kk
30 IF q=1 THEN LET c=c-q: LET q=0
40 PRINT AT 19,x: INK 6: PAPER 8;a$(j);AT 20,x: INK 7;b$(j)
42 FOR h=1 TO 10 STEP 3: BEEP h/1000,60: NEXT h
45 PRINT AT 16,c: INK 3: PAPER 8;a$(j);AT 17,c: INK 7;b$(j)
47 LET ek=USR 64026: LET ek=USR 64001: LET ek=USR 64026
50 IF x=1 OR c=1 THEN GO TO 6000
60 GO TO 20
2000 REM #####
2005 RESTORE 2010
2010 DATA 6,64,17,255,71,213,225,43,197,1,31,0,26,237,184,35,119,0,43,43,27,193,
16,240,201
2020 DATA 6,64,17,255,79,213,225,43,197,1,31,0,26,237,184,35,119,0,43,43,27,193,
16,240,201

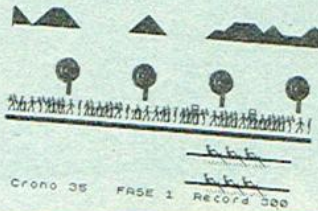
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```
2030 FOR a=64001 TO 64050: READ b: POKE a,b: NEXT a
2040 REM #####
2050 RESTORE 2070
2070 DATA 0,0,0,0,128,72,248,192,160,192,66,127,112,56,63,255,255,0,0,0,128,72
,32
2075 DATA 255,255,4,2,1,0,36,129,255,255,0,0,0,2,16,4,24,20,8,31,50,108,122,113
2078 DATA 255,255,0,0,0,0,0,255,255,0,1,18,4,72,18
2080 DATA 1,3,7,15,31,63,127,255,128,192,224,240,248,252,254,255
2085 DATA 0,0,4,36,86,37,122,243,126,66,66,126,85,106,214,255,183,187,187,51,83,
83,83,223,127,119,55,54,85,85,85,221
2086 DATA 0,0,0,8,20,8,12,30,45,77,12,20,20,34,34,102,0,0,0,8,20,8,24,24,24,24,2
4,8,8,8,8,24
2100 FOR n=0 TO 143: READ w: POKE USR "a"+n,w: NEXT n
2200 REM #####
#####
2210 LET j=1
2215 LET x=18: LET c=18: LET q=0
2216 LET t=0: LET vez=1: LET rec=300
2217 DIM z$(7,7): LET z$(1)="FASE 1 ": LET z$(7)="CAMPEON": LET z$(2)="FASE 2 ":
LET z$(3)="8/Final": LET z$(4)="4/Final": LET z$(5)="Semifin": LET z$(6)="FINAL
"
2220 DIM a$(2,15): DIM b$(2,15)
2230 LET a$(1)=" ???? ? ": LET b$(1)=" ?????????? "
2240 LET a$(2)=" ? ? ? ": LET b$(2)=" ?????????? "
2900 REM #####
3000 PRINT AT 0,0: INK 1: PAPER 5,,,,,,,,,
3010 PRINT AT 6,0: INK 3: PAPER 4,,,,,,,,, : PRINT INK 0: PAPER 4,,,,,,,,: PRINT A
T 14,0: PAPER 1,,,,,,,,,
3020 PRINT AT 5,0: PAPER 1,,
3030 PRINT AT 4,0: PAPER 5: INK 1:"???? ???? ??????????????"
3040 PRINT AT 3,0: PAPER 5: INK 1:" ??? ?? ?????? ??? "
3045 PRINT AT 14,0: INK 2: PAPER 7:"?????????????????????????????????"
3050 FOR n=2 TO 30 STEP 8: FOR k=11 TO 9 STEP -1: PRINT AT k,n: INK 2: PAPER 4:"
?": NEXT k: NEXT n
3060 FOR n=15 TO 255 STEP 64: FOR g=1 TO 10: CIRCLE INK 3;n,100,g: NEXT g: NEXT
n
3061 PRINT AT 16,18: INK 3: PAPER 8;a$(2);AT 17,18: INK 7: PAPER 8;b$(2);AT 19,1
8: INK 6: PAPER 8;a$(2);AT 20,18: INK 7: PAPER 8;b$(2)
3064 FOR d=29 TO 1 STEP -3
3066 PAUSE 5: PRINT AT 12,d: INK 0: PAPER 8;"???":AT 13,d;"???": BEEP .05,-10: N
EXT d
3070 PRINT AT 12,0: INK 0: PAPER 8;"?????????????????????????????????"
3077 PRINT AT 13,0: INK 0: PAPER 8;"?????????????????????????????????"
3078 PAUSE 0: FOR n=0 TO 7: BEEP .02,60: NEXT n
3080 PRINT AT 21,20: INK 4: PAPER 8;"Record ";rec;" "
3082 PRINT AT 21,12: INK 6: PAPER 2;z$(1)
3085 PRINT AT 21,1: INK 6;"CRONO"
4000 GO TO 10
6000 REM #####
6002 PLOT 16,55: DRAW INK 7;0,-47: PRINT AT 15,2: PAPER 4: INK 7: BRIGHT 1: FLAS
```



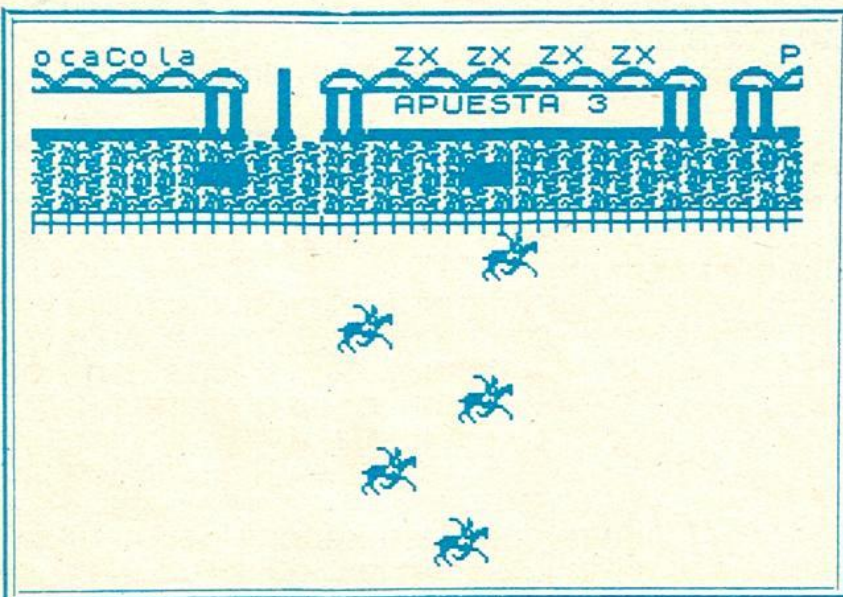
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H 1;"?": BEEP 1,10
6005 IF x<=1 THEN GO TO 6800
6010 IF t<rec THEN LET rec=t
6020 PRINT AT 21,20; INK 4; PAPER 8;"Record ";rec;" "
6030 IF c<=1 THEN LET vez=vez+1: PRINT AT 21,12; INK 7; PAPER 2;z$(vez)
6040 IF vez=7 THEN GO TO 8000
6050 FOR n=1 TO 100: BEEP .0003,60: NEXT n
6070 PRINT AT 15,0; PAPER 1,,,,,,,,,
6090 LET t=0: PRINT AT 21,5; PAPER 1;" "
6095 PRINT AT 16,18; INK 3; PAPER 8;a$(2);AT 17,18; INK 7; PAPER 8;b$(2);AT 19,1
8; INK 6; PAPER 8;a$(2);AT 20,18; INK 7; PAPER 8;b$(2)
6097 PAUSE 0: FOR n=1 TO 20: BEEP .003,-20: NEXT n
6100 LET c=17: LET x=17
6200 GO TO 10
6800 PRINT AT 16,0; PAPER 1,,,,,,,,,: FOR n=1 TO 20: PRINT AT 17,3; INK INT (RM
D#6)+2;"E L I M I N A D O": PRINT : PRINT " Sea valiente y pruebe de nuevo": BEE
P .01,n: NEXT n
6804 PRINT AT 18,0; INK 2; PAPER 7; BRIGHT 1; FLASH 1;"Introduce la clase de riv
al que quieres (1-Facil 2-asequible 3-rapidísimo": INPUT zx
6805 LET #if=40-(zx#10)
6808 LET kk=.25: IF zx=1 THEN LET kk=.50
6810 PRINT AT 15,0; PAPER 1,,,,,,,,,
6820 LET t=0: LET x=17: LET c=17: LET q=0
6830 PRINT AT 16,17; INK 3; PAPER 8;a$(2);AT 17,17; INK 7; PAPER 8;b$(2);AT 19,1
7; INK 6; PAPER 8;a$(2);AT 20,17; INK 7; PAPER 8;b$(2)
6840 LET t=0: LET vez=1: LET rec=300
6845 PRINT AT 21,4; PAPER 1;" "
6850 GO TO 10
7000 REM #####
7005 RESTORE 7020
7010 FOR n=0 TO 7: READ a: POKE USR "a"+n,a: NEXT n
7020 DATA 60,126,255,255,255,126,60
7030 RESTORE 7040
7040 DATA 33,0,88,58,0,91,14,22,6,31,35,94,43,115,35,16,249,119,35,13,32,242,201
7045 FOR n=64101 TO 64123: READ q: POKE n,q: NEXT n
7070 REM #####
7075 BORDER 0: PAPER 0: CLS
7080 FOR n=2 TO 4: PRINT AT n,0;"? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?": NEXT n
7082 FOR n=18 TO 20: PRINT AT n,0;"? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?": NEXT n
7083 FOR n=2 TO 20: PRINT AT n,0;"?";AT n,31;"?": NEXT n
7084 PRINT AT 3,0;"? ? ? ? ? ? ? ? ? ? ? ? ? ? ? ?";AT 19,0;"? ? ? ? ? ? ? ? ?
? ? ? ? ? ? ? ?"
7085 LET e=3
7086 PRINT AT 6,2; INK 6;"creado por M.Eugenia Cuervo"
7087 PRINT AT 21,1; INK 6;"Pulse una tecla para empezar"
7090 PRINT AT 10,8; INK e;"? ? ? ? ?"
7091 PRINT AT 11,8; INK e;"? ? ?"
7092 PRINT AT 12,8; INK e;"? ? ?"
7093 PRINT AT 13,8; INK e;"? ? ? ? ?"
7094 PRINT AT 14,8; INK e;"? ? ?"
```



```

7095 PRINT AT 15,8; INK e;" ?      ????
7096 LET tono=10
7097 DATA 11,6,15,11,18,16,15,13,11,11,10,8,6,11,13,15,18,16,15,13,11,18,18,15,1
8,16,13,16,15,11,15,13,6,8,10,11,13,15,16,18,16,15,13,11
7098 LET p=2: RESTORE 7097
7100 PAUSE 10: LET tono=tono+10: FOR v=1 TO 44: READ a: BEEP .07,a*tono: LET p=p
+1: IF p=7 THEN LET p=2
7105 IF tono=40 THEN LET tono=-10
7110 POKE 23296,p
7115 BEEP .003,v
7120 LET mc=USR 64101
7121 IF INKEY$("<") THEN GO TO 7200
7130 NEXT v
7135 IF INKEY$="" THEN GO TO 7097
7200 GO TO 9000
8000 REM #####
8001 CLS : BORDER 0: PAPER 0: CLS
8002 PLOT 0,175: INK 4: DRAW 255,0: DRAW 0,-175: DRAW -255,0: DRAW 0,175
8005 RESTORE 7097
8010 FOR n=2 TO 13: PRINT FLASH 1;AT n,7; PAPER 2;"          ": NEXT n: F
OR n=5 TO 10: PRINT FLASH 1;AT n,10; PAPER 6;"          ": NEXT n
8020 PRINT AT 7,12; INK 7; PAPER 0; FLASH 1; BRIGHT 1;"CAMPEON";AT 9,14; INK 5;
PAPER 1;"K-3"
8021 PRINT AT 20,2;"Pulse una tecla para empezar"
8050 FOR n=1 TO 44: READ q: BEEP .4,q: IF INKEY$("<") THEN GO TO 8070
8060 NEXT n
8070 CLS : RUN
9000 CLS : INK 4: BORDER 2: PAPER 0: CLS
9010 PRINT AT 2,1; INK 0;"SU K-3 ES EL COLOR MAGENTA Y   PARA GANAR DEBERA DE P
ULSAR   AL RITMO ADECUADO LA TECLA 006."
9020 PRINT : PRINT "HA DE SUPERAR LAS SUCESTIVAS   ELIMINATORIAS PARA LLEGAR A
LA GRAN FINAL."
9021 PRINT "DE NADA SERVIRA PULSAR LA TECLA CONTINUAMENTE"
9022 PRINT : PRINT "COMPATIBLE CON STICK KEMSTON   edispar06"
9023 PRINT AT 18,0; INK 2; PAPER 7; BRIGHT 1; FLASH 1;"Introduce la clase de riv
al que quieres (1-Facil 2-asequible 3-rapidisimo": INPUT zx
9024 LET kk=.25: LET dif=40-(zx*10): IF zx=1 THEN LET kk=.50
9025 IF zx<(1 OR zx>3 THEN BEEP .3,-10: GO TO 9023
9030 CLS : RETURN
  
```

QH Quiniela Hípica

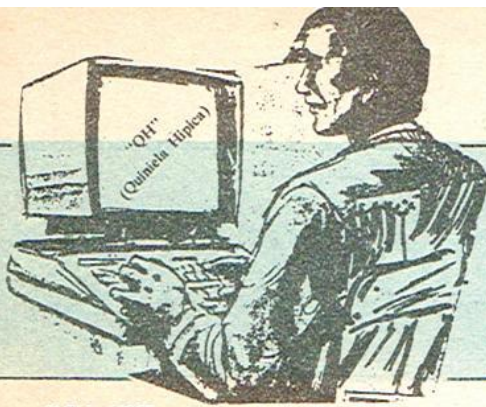


"QH" (Quiniela Hípica)
Vueltas de contador: 011 (A)
Memoria ocupada: 5934 bytes

ES un juego de apuestas hípicas en carreras. En la pantalla tenemos una pista con 5 caballos y previamente habremos apostado por uno de ellos indicándoselo al ordenador.

La carrera se desarrolla aleatoriamente y gana uno cualquiera.

Al final de 6 carreras aparece la "QH" ganadora.



```
1 CLEAR 64299
2 LET v=0: DIM q(6)
4 GO SUB 8000: FOR n=0 TO 127: READ q: POKE USR "a"+n,q: NEXT n
5 PAPER 4: BORDER 4: CLS : 60 SUB 2000: INK 7
6 GO SUB 9000
7 BORDER 0: DIM x(6): LET e=0
9 REM #####
10 LET j=INT (RND*5)+1: LET c(j)=c(j)+1
12 LET p=p+1: IF p=3 THEN LET p=1
15 PRINT AT 8,c(1): INK 0;a$(p):AT 11,c(2): INK 7;a$(p):AT 14,c(3): INK 0;a$(p)
16 LET cm=USR 64200: BEEP .01,-10
17 LET k=k+1
19 PRINT AT 9,c(1): INK 0;b$(p):AT 12,c(2): INK 7;b$(p):AT 15,c(3): INK 0;b$(p)
20 PRINT AT 18,c(4): INK 3;b$(p):AT 21,c(5): INK 0;b$(p)
19 IF c(j)=2 THEN PLOT 223,111: DRAW INK 7;0,-111: PRINT AT 7,27: INK 7: PAPER 2: FLASH 1: BRIGHT 1;"?": PRINT AT 7,5: INK 0: PAPER 7: FLASH 1:"GANADOR n. "
17 LET v=v-1: LET q(v)=j: GO TO 9700
20 BEEP .02,-20
21 LET cm=USR 64300
25 GO TO 10
1977 REM #####
2000 DIM c(6)
2100 LET c(1)=1: LET c(2)=1: LET c(3)=1: LET c(4)=1: LET c(5)=1
2200 DIM a$(2,4): DIM b$(2,6): LET a$(1)=" ??": LET a$(2)=" ??": LET b$(1)=" ?
??": LET b$(2)=" ???"
2400 LET p=0
2410 LET k=0
3000 REM #####
3100 PRINT AT 0,0: PAPER 1: BRIGHT 1:,,,,,,
3200 FOR r=4 TO 6 STEP 2: PRINT AT r,0: INK 3: PAPER 6:"????????????????????
????????": NEXT r: PRINT AT 5,0: INK 3: PAPER 6:"????????????????????
????????"
3300 PRINT AT 7,0: PAPER 1: PLOT 0,119: DRAW INK 7;255,0: FOR t=0 TO 255 STEP
6: PLOT t,119: DRAW INK 7;0,-7: NEXT t: PLOT 0,115: DRAW INK 7;255,0
3400 PRINT AT 1,0: INK 7: PAPER 1: BRIGHT 1:"???????????? ? ??????????????"
3410 PRINT AT 2,0: INK 7: BRIGHT 1: PAPER 1:"?? ? ? ? ? ? ? ? ? ? ? ? ? ? ?"
3420 PRINT AT 3,0: INK 7: BRIGHT 1: PAPER 1:"???????????? ? ??????????????"
3500 PRINT AT 2,18: INK 7: BRIGHT 1: PAPER 1:"APUESTA ":cab
3510 PRINT AT 0,2: INK 4: PAPER 1: BRIGHT 1:"PocaCola": INK 3:AT 0,18:"ZX ZX ZX
ZX"
4000 REM #####
5000 DATA 192,192,128,199,191,191,249,176
5100 DATA 0,0,7,9,17,1,127,254
5200 DATA 160,160,254,98,17,9,4,2
5300 DATA 254,254,243,224,32,16,136,72
5400 DATA 29,2,1,1,1,1,126,252
5500 DATA 64,96,96,195,175,191,249,48
5600 DATA 252,255,227,192,201,71,32,16
5700 DATA 160,224,248,196,130,1,1,0
5800 DATA 1,2,0,0,1,1,0,0
5900 DATA 3,0,0,0,1,2,2,1
5910 DATA 3,15,63,80,160,192,255,255
5920 DATA 192,240,252,10,5,3,155,255
5930 DATA 60,60,60,60,126,126,255,255
5940 DATA 60,60,60,60,60,60,60,60
```



```
5950 DATA 60,59,30,240,23,78,190,34,5,34,58,93,23,59,43,123
6100 REM #####
6200 RESTORE 6300: FOR d=64300 TO 64324: READ q: POKE d,q: NEXT d
6300 DATA 6,64,17,0,64,213,225,35,197,1,31,0,26,237,176,43,119,0,35,35,19,193,16
,240,201
6900 RETURN
8000 LET a=0: FOR n=4 TO 25 STEP 8: FOR g=2 TO 18: LET a=a+1: IF a=8 THEN LET a=
1
8100 PRINT AT g,n: PAPER a: " ": NEXT g: NEXT n
8120 PAPER 2: BORDER 2: PLOT 0,175: INK 7: DRAW 255,0: DRAW 0,-175: DRAW -255,0:
DRAW 0,175
8125 FOR n=1 TO 6: CIRCLE PAPER 1:87,143,20-n: NEXT n: FOR n=1 TO 6: PLOT 120+n,
173: DRAW PAPER 1:0,-60: NEXT n: FOR n=1 TO 6: PLOT 90,135: DRAW PAPER 1:-10-n,-
20: NEXT n: FOR n=1 TO 6: PLOT 127,145-n: DRAW PAPER 1:25,0: NEXT n: FOR n=1 TO
6: PLOT 145+n,173: DRAW PAPER 1:0,-60: NEXT n
199 GO TO 106
200 REM --MODO TEXTO--
210 BORDER 6: INPUT "": BRIGHT 8: LET XT=0: LET YT=0
215 IF PEEK 16384=255 THEN OVER 1: PLOT 0,0: DRAW 255,0: DRAW 0,175: DRAW -255,
0: DRAW 0,-175: PLOT 0,0: OVER 0
220 GO SUB 3000: PAUSE 0: LET CO=CODE INKEY$
221 POKE 23613,0: IF CO=6 THEN IF PEEK 23658=0 THEN INPUT "": PRINT A1:"MAYUSCU
LAS": POKE 23658,8: BEEP 1/3,20: GO SUB 3000: GO TO 220
222 IF CO=6 THEN IF PEEK 23658=8 THEN INPUT "": PRINT A1:"MINUSCULAS": POKE 236
58,0: BEEP 1/3,20: GO SUB 3000: GO TO 220
223 IF CO=7 THEN IF PEEK 23607=60 THEN INPUT "": PRINT A1:"CARACTERES ESPECIALE
S": POKE 23607,250: BEEP 1/5,30: GO SUB 3000: GO TO 220
224 IF CO=7 THEN IF PEEK 23607=250 THEN INPUT "": PRINT A1:"CARACTERES NORMALES
": POKE 23607,60: BEEP 1/5,30: GO SUB 3000: GO TO 220
225 IF CO=8 THEN GO SUB 3000: GO TO 220
230 IF CO=11 THEN GO SUB 3000: LET XT=XT-1: IF XT<0 THEN LET XT=0
231 IF CO=10 THEN GO SUB 3000: LET XT=XT+1: IF XT>21 THEN LET XT=21
232 IF CO=8 THEN GO SUB 3000: LET YT=YT-1: IF YT<0 THEN LET YT=0
233 IF CO=9 THEN GO SUB 3000: LET YT=YT+1: IF YT>31 THEN LET YT=31
234 IF CO=13 THEN GO SUB 3000: LET YT=0: LET XT=XT+1: IF XT>21 THEN LET XT=21
235 IF CO=12 THEN GO SUB 3000: LET YT=YT-1: IF YT<0 THEN LET YT=0
240 IF CO<14 THEN GO TO 220
242 IF CO=14 THEN GO SUB 3000: BORDER 7: POKE 23658,0: POKE 23607,60: INPUT "":
GO TO 100
250 BEEP 1/100,30: PRINT AT XT,YT:CHR$ CO: LET YT=YT+1: IF YT>31 THEN LET YT=0
: LET XT=XT+1: IF XT>21 THEN LET XT=21
299 GO TO 220
300 REM --GRABACION Y CARGA--
301 POKE 23613,0
310 LET L=USR 3438: PRINT A1:"S-GRABAR PAN. L-CARGAR PANTALLA"
320 BEEP 1,20: PAUSE 0
330 LET A$=INKEY$
340 IF A$="S" THEN BEEP 1/50,30: INPUT "Nombre:";N$: SAVE N$SCREEN$: RETURN
350 IF A$="L" THEN BEEP 1/50,30: INPUT "Nombre:";N$: LOAD N$CODE: LET L=USR 65
140: LET L=USR 65120: RETURN
370 BEEP 1/50,20: INPUT "": RETURN
1000 REM --CUADRICULAR--
1010 BEEP 1/50,20: FOR A=0 TO 20 STEP 2: FOR B=0 TO 31 STEP 2: PRINT AT A,B: OVE
R 1: BRIGHT 1: " ";AT A+1,B+1: " ": NEXT B: NEXT A
1020 PLOT 0,0: DRAW 255,0: DRAW 0,175: DRAW -255,0: DRAW 0,-175
1030 BEEP 1/50,20: RETURN
1050 REM --DESCUADRICULAR--
1060 BEEP 1/50,20: FOR A=0 TO 21: PRINT AT A,0: OVER 1: BRIGHT 0: "
": NEXT A
1070 BEEP 1/50,20: RETURN
1100 REM --POSICIONAR CURSOR--
1101 IF X>255 THEN LET X=255
1102 IF X<0 THEN LET X=0
1103 IF Y<0 THEN LET Y=0
1104 IF Y>175 THEN LET Y=175
1105 PLOT OVER 1:XP,YP: PLOT OVER 1:XP,Y: LET XP=X: LET YP=Y: GO SUB 1200: RETURN
```

MODO GRABACION

**S-GRABAR LA
PANTALLA
EN CURSO
L-CARGAR DEL
CASSETTE UNA
PANTALLA
SI PULSAS
OTRA TECLA
VUELVES AL
MODO PIXEL**

**RUTINA
** COLOREAR ****

**0-ARR. 2-AB.
1-12. P-0ER.**

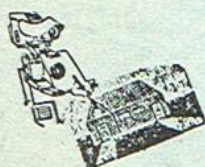
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Y TINTA**

**0-CAMBIA
PAPEL Y TINTA**

**4-INVIERTE
LA TINTA**

**B-BORRADO
DEL PIXEL**

**R-VOLVER AL
MODO PIXEL**



```

1200 REM --DATOS DE PANTALLA--
1205 LET L=USR 3438: PRINT A!;"X:"!X!" ";!Y:"!Y!" "
1210 RETURN
1250 REM --BORRAR LO ULTIMO--
1260 BEEP 1/50,20: LET L=USR 65120: PLOT OVER !X,Y: BEEP 1/50,30: RETURN
1300 REM --PAINT-FILL--
1310 BEEP 1/50,20: POKE 65190,X: POKE 65191,Y: POKE 65192,56: GO SUB 1400: LET L
=USR 65200: PLOT OVER !X,Y: BEEP 1/50,30: RETURN
1400 REM --ALMACENAR PAN-1--
1405 PLOT OVER !X,Y: LET L=USR 65100: RETURN
1450 REM --DIBUJAR LINEA--
1452 GO SUB 1400: PLOT XB,YB: DRAW OVER O!X-Xb,Y-Yb: BEEP 1/50,30: LET xb=x: LET
yb=y: RETURN
1500 REM --HACER UN PUNTO--
1510 GO SUB 1400: GO SUB 1100: BEEP 1/50,35: LET xb=x: LET yb=y: RETURN
1550 REM --CIRCULO--
1560 GO SUB 1400
1570 INPUT "RADIO:"!R: IF X-R<0 OR X+R>255 OR Y-R<0 OR Y+R>175 THEN LET L=USR 34

```

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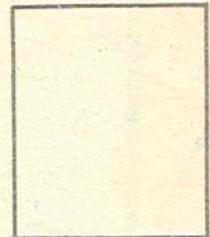
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```
8200 PRINT AT 10,6; INK 0; PAPER 7; BRIGHT 1; FLASH 1;"H I P O D R O M U S";AT 1
4,0; FLASH 0; INK 2;" 8.H. ? Emilio Martinez. ": PAUSE 0
8300 CLS
8400 PRINT AT 10,1;"PORQUE CABALLO APUESTA USTED EN ESTA CARRERA ? ": INPUT c
ab: CLS
8600 RETURN
9000 REM #####
9100 RESTORE 9200
9200 DATA 2,2,2,2,2,2,2,7,9,11,2,2,2,2,2,7,11,9,6,2,2,2,2,2,2,2,2,7,9,11,7
,11,19,7,11,7,11
9400 FOR n=1 TO 2: RESTORE 9200: FOR g=1 TO 40: READ q: BEEP .08,q+10: NEXT g: N
EXT n: BEEP 1,10: RETURN
9600 RETURN
9700 REM #####
9710 IF v<6 THEN PAUSE 300: BEEP 1,-20: INPUT "porque caballo apuesta? ";cab: GO
TO 5
9715 PAPER 0: CLS
9716 FOR n=1 TO 6: PRINT AT 6+n,5; INK 7; PAPER 2;n; INK 7;" CARRERA GANADOR ";q
(n): BEEP .2,n: NEXT n
9717 PLOT 10,126: DRAW INK 4;235,0: DRAW INK 4;0,-60: DRAW INK 4;-235,0: DRAW IN
K 4;0,60: PLOT 180,126: DRAW INK 7;0,-59
9800 PRINT AT 4,10; INK 2; PAPER 7; BRIGHT 1; FLASH 1;"SU 8. H.": PAUSE 0: PRINT
#0;"pulse para otra": PAUSE 0: RUN
```

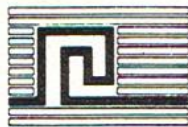
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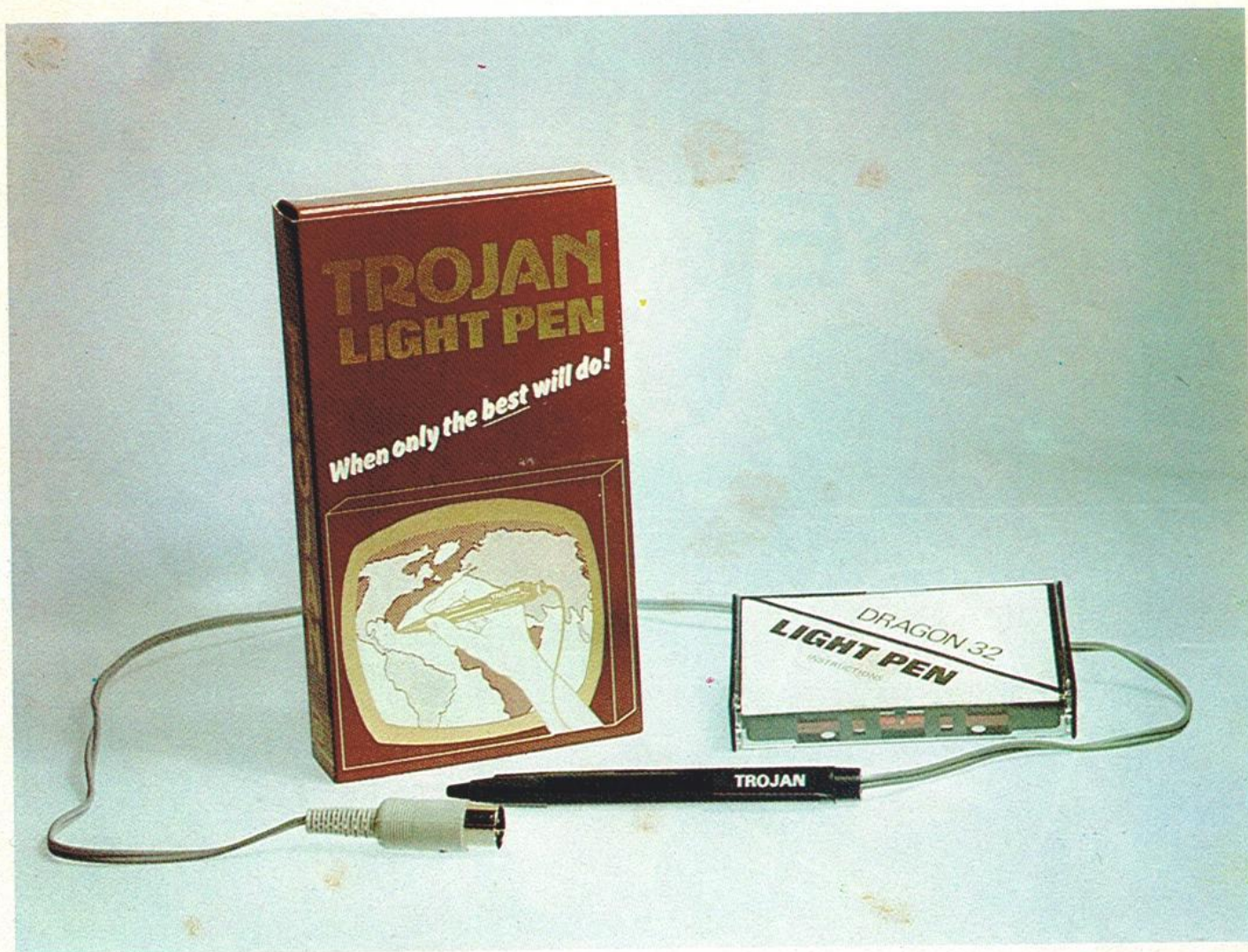
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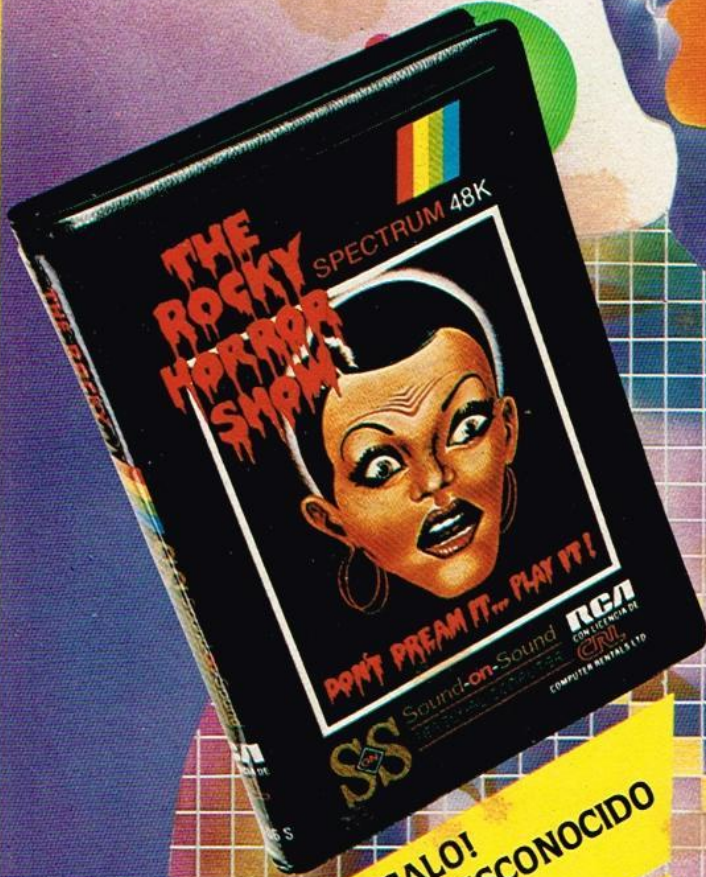
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