

Cuaderno de programas

Spectrum

NOTA PARA ENTENDER LOS LISTADOS

LAS LETRAS Y NUMEROS SUBRAYADOS DEBEN INTRODUCIRSE EN MODO GRAFICO (CAPS SHIFT + "9" en el Spectrum) MANTENIENDO PULSADO CAPS SHIFT EN EL CASO DE LOS NUMEROS. RECUERDA QUE PARA SALIR DEL MODO GRAFICO DEBERAS PULASAR OTRA VEZ "9" -en el Spectrum- O GRAPH -en el Spectrum Plus-.

TRES CON TIMONEL

de JUAN ANTONIO MUNOZ RIVAS

Este programa es una competicion . Para hacer avanzar la embarcacion debes pulsar la tecla "P" al ritmo de la palada.

Deberas superar distintas eliminatorias, pudiendo escoger el nivel de dificultad. Si consigues llagar al final, escucharas el himno.

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1 CLEAR :PAPER 0:BORDER 0:CLS :INK 2:BRIGHT 1:PRINT AT 9,9;PAPER 4;"
  ":PRINT AT 10,9;PAPER 4;" PARE LA CINTA ":PRINT AT 11,9;PAPER 4;"
  ":BRIGHT 0:FOR g=1TO 4:FOR n=1TO 25:BEEP .004,n:NEXT n:NEXT g
3 CLEAR 64000
4 INK 4
5 GO SUB 7000
6 BORDER 5: 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*dif): IF r=3 THEN LET x=x-1
27 IF INKEY$="p" OR IN 223=16 THEN GO TO 30
28 FOR h=1 TO 10 STEP 3: BEEP h/1000,60: NEXT h
29 IF INKEY$="p" 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 7; PAPER 8;a$(j);AT 20,x; INK 0;b$(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$(j);AT 17,c; INK 0;b$(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
2030 FOR a=64001 TO 64050: READ b: POKE a,b: NEXT a
2040 REM *****
2050 RESTORE 2070
2070 DATA 0,0,0,0,0,128,72,248,192,160,192,66,127,112,56,63,255,255,0,0,0,128,72,
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 255,255,0,0,0,0,0,0,255,255,0,1,18,4,72,18
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
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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$(1)=" 0 BABABA ": LET b$(1)=" GGGGEDCDCDCGG "
2240 LET a$(2)=" 0 F F F ": LET b$(2)=" GGGGHGHGHGGGG "
2900 REM *****
3000 PRINT AT 0,0: INK 2: PAPER 1,,,,,,,,,
3010 PRINT AT 6,0: INK 6: PAPER 4,,,,,,,,,: PRINT INK 0: PAPER 4,,,,,,,,: PRINT
AT 14,0: PAPER 5,,,,,,,,,
3020 PRINT AT 5,0: PAPER 2,,
3030 PRINT AT 4,0: PAPER 1: INK 2;"8888 I888888888888J I88888888J"
3040 PRINT AT 3,0: PAPER 1: INK 2;"I88J I8J IJI8J IJ I88J "
3045 PRINT AT 14,0: INK 4: PAPER 7;"33333333333333333333333333333333"
3050 FOR n=2 TO 30 STEP 8: FOR k=11 TO 9 STEP -1: PRINT AT k,n: INK 2: PAPER 4;"
5": NEXT k: NEXT n
3060 FOR n=15 TO 255 STEP 64: FOR g=1 TO 10: CIRCLE INK 6;n,100,g: NEXT g: NEXT
n
3061 PRINT AT 16,18: INK 3: PAPER 8;a$(2);AT 17,18: INK 0: PAPER 8;b$(2);AT 19,1
8: INK 7: PAPER 8;a$(2);AT 20,18: INK 0: PAPER 8;b$(2)
3064 FOR d=29 TO 1 STEP -3
3066 PAUSE 4: PRINT AT 12,d: INK 0: PAPER 8;"KK0":AT 13,d:"NNP": BEEP .05,-10: N
EXT d
3070 PRINT AT 12,0: INK 0: PAPER 8;"KKOQKOKKOOQKQKQKLOKKOLOKKKQKQOK"
3077 PRINT AT 13,0: INK 0: PAPER 8;"MNPMMMPMPMPMPMPMPMPMPMPMPMPMPMPMPMP"
3078 PAUSE 0: FOR n=0 TO 7: BEEP .02,60: NEXT n
3080 PRINT AT 21,20: INK 7: PAPER 4;"Record ";rec;+" "
3082 PRINT AT 21,12: INK 6: PAPER 2;z$(1)
3085 PRINT AT 21,1: INK 6;"CRONO"
4000 GO TO 10
6000 REM *****
6002 PLOT 16,55: DRAW INK 7;0,-47: PRINT AT 15,2: PAPER 4: INK 7: BRIGHT 1: FLA
SH 1;"J": BEEP 1,10
6005 IF x<=1 THEN GO TO 6800
6010 IF t<rec THEN LET rec=t
6020 PRINT AT 21,20: INK 7: PAPER 8;"Record ";rec;+" "
6030 IF c<=1 THEN LET vez=vez+1: PRINT AT 21,12: INK 7: PAPER 2;z$(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 5,,,,,,,,,
6090 LET t=0: PRINT AT 21,1: PAPER 5;" "
6095 PRINT AT 16,18: INK 3: PAPER 8;a$(2);AT 17,18: INK 0: PAPER 8;b$(2);AT 19,1
8: INK 7: PAPER 8;a$(2);AT 20,18: INK 0: PAPER 8;b$(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 5,,,,,,,,,: FOR n=1 TO 20: PRINT AT 17,3: INK INT (RN
D*6)+2;"E L I M I N A D O": PRINT : PRINT " Sea fuerte u prueba de nuevo": BEEP
.01,n: NEXT n
6804 PRINT AT 18,0: INK 2: PAPER 7: BRIGHT 1: FLASH 1;"Introduce la clase de riv

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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:
FOR 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 9,10; INK 5;
PAPER 1;"3 (TIMONEL)"
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 : GO TO 3
9000 CLS : INK 4: BORDER 2: PAPER 0: CLS
9010 PRINT : PRINT "SU PIRAGUA ES EL COLOR MAGENTA Y PARA GANAR DEBERA DE PULSAR
AL RITMO ADECUADO LA TECLA 'p'."
9020 PRINT : PRINT "HA DE SUPERAR LAS SUCEVAS          ELIMINATORIAS PARA LLEGAR A
LA GRAN FINAL."
9021 PRINT "DE NADA SERVIRA PULSAR LA TECLA CONTINUAMENTE"
9023 PRINT AT 18,0; INK 2; PAPER 7; BRIGHT 1; FLASH 1;"Introduce la clase de riv
al que deseas (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

```

EL COCINERO

de MANUEL BAUTISTA

Este juego es de inteligencia con varios niveles de dificultad. Consiste en trasladar los pasteles que se encuentran en el plato numero 1(el de la izquierda) al plato numero 3. Con la limitacion de que en ningun momento se puede superponer un pastel grande a uno de menor dimension. Es una variante de las torres de Hanoi.

```

1 REM *****
2 LET hj=0: GO SUB 7000: BORDER 0: PAPER 0: CLS : INPUT "Deseas instrucciones
s/n "; LINE k$: IF k$="s" OR k$="S" THEN GO SUB 8010: INK 7: PRINT AT 21,0;"Pu
lsa una tecla": PAUSE 0: CLS
10 INK 6: PRINT AT 1,12;"OPCIONES";AT 2,12;"-----";AT 4,10;"1- FACILISIMO";
AT 5,10;"2- FACIL";AT 6,10;"3- NORMAL";AT 7,10;"4- DIFICIL";AT 8,10;"5- DIFICILI
SIMO";AT 9,10;"6- IMPOSIBLE"
15 INPUT "Elige opcion: ";op: LET ch=3: LET hjl=0: FOR f=1 TO op: LET ch=ch*2+
1: NEXT f: LET m=0: IF op<1 OR op>6 THEN GO TO 15

```



THAT'S THE APIRIT

Tiene que capturar todos los espíritus que vagabundean por la ciudad de NEW YORK, dispone de algunos medios pero, ¿sabrá usted utilizarlos?, ¿ha elegido el objeto correcto?

Este juego es un reto continuo para los más experimentados jugadores de aventuras.

P.V.P.: 2.100 ptas.



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20 IF op=6 THEN DIM a$(1+op,8): LET g$="GEEEEEEH": LET a$(2)="DEEEEEEF": LET
a$(3)=" GEEEEH ": LET a$(4)=" DEEEEF ": LET a$(5)=" GEEH ": LET a$(6)=" DEEF
": LET a$(7)=" GH ": LET h$=" DF "
25 IF op=5 THEN DIM a$(2+op,8): LET g$="DEEEEEEF": LET a$(2)=" GEEEEH ": LET
a$(3)=" DEEEEF ": LET a$(4)=" GEEH ": LET a$(5)=" DEEF ": LET a$(6)=" GH
": LET a$(7)=" DF "
30 IF op=4 THEN DIM a$(2+op,8): LET a$(1)=" GEEEEH ": LET a$(2)=" DEEEEF ": L
ET a$(3)=" GEEH ": LET a$(4)=" DEEF ": LET a$(5)=" GH ": LET a$(6)=" D
F "
35 IF op=3 THEN DIM a$(2+op,8): LET a$(1)=" DEEEEF ": LET a$(2)=" GEEH ": L
ET a$(3)=" DEEF ": LET a$(4)=" GH ": LET a$(5)=" DF "
40 IF op=2 THEN DIM a$(2+op,8): LET a$(1)=" GEEH ": LET a$(2)=" DEEF ": L
ET a$(3)=" GH ": LET a$(4)=" DF "
45 IF op=1 THEN DIM a$(2+op,8): LET a$(1)=" DEEF ": LET a$(2)=" GH ": L
ET a$(3)=" DF "
100 INK 0: BORDER 0: PAPER 0: CLS : INK 6: FOR f=2 TO 4: PLOT f,0: DRAW 0,175:
PLOT f+248,0: DRAW 0,175: PLOT 0,f: DRAW 255,0: PLOT 0,f+168: DRAW 255,0: NEXT f
110 PRINT AT 6,1;"XXXXXXXXXXXXXXXXXXXXXXXXXXXXX": PLOT 5,127: DRAW 244,0: PLOT
5,120: DRAW 244,0
120 LET d=7: LET c=6: INK 5: PRINT AT 20,3;"ABBBBBBC ABBBBBC ABBBBBC": PRINT
AT 3,c;"MN";AT 4,c;"OP";AT 5,c;"QR"; INK 7;AT d,c;"KL"
121 PRINT AT 1,1;"MOVIMIENTOS: 000";AT 2,1;"MOV. MINIMOS: ";ch
124 IF op=6 THEN PRINT BRIGHT 1; INK 7;AT 12,3;h$; INK 1; BRIGHT 0;AT 19,3;g$
: LET hj=1: LET hjl=1
125 IF op=5 THEN PRINT INK 1;AT 19,3;g$: LET hj=0: LET hjl=1
126 FOR f=1+hjl TO op+2-hj
127 PRINT PAPER 0; INK 7-(op+2)+f+hj;AT 20-f,3;a$(f)
128 NEXT f
200 INPUT "De cual plato cojo ";a: INPUT "en que plato lo pongo ";b: LET m=m+1:
PRINT INK 5;AT 1,18-LEN (STR$ m);m: IF b>3 OR b<1 THEN GO TO 200
210 IF a=1 THEN GO TO 500
215 IF a=2 THEN GO TO 600
220 IF a=3 THEN GO TO 700
230 GO TO 200
500 IF c=6 THEN GO TO 1000
501 FOR c=c-1 TO 6 STEP -1: PRINT INK 5;AT 3,c;"MN ";AT 4,c;"OP ";AT 5,c;"QR "
; INK 7;AT d,c;"KL ": NEXT c: LET c=c+1: GO TO 1000
600 IF c=15 THEN GO TO 1000
601 IF c>15 THEN FOR c=c-1 TO 15 STEP -1: PRINT INK 5;AT 3,c;"MN ";AT 4,c;"OP
";AT 5,c;"QR "; INK 7;AT d,c;"KL ": NEXT c: LET c=c+1: GO TO 1000
610 IF c<15 THEN FOR c=c TO 14: PRINT INK 5;AT 3,c;" MN";AT 4,c;" OP";AT 5,c;
" QR"; INK 7;AT d,c;" KL": NEXT c: GO TO 1000
700 IF c=24 THEN GO TO 1000
701 FOR c=c TO 23: PRINT INK 5;AT 3,c;" MN";AT 4,c;" OP";AT 5,c;" QR"; INK 7;A
T d,c;" KL": NEXT c: GO TO 1000
1000 LET d=d+1: PRINT INK 7;AT d-1,c;"IJ";AT d,c;"KL": IF ATTR (d+1,c)<>0 THEN
GO TO 1019

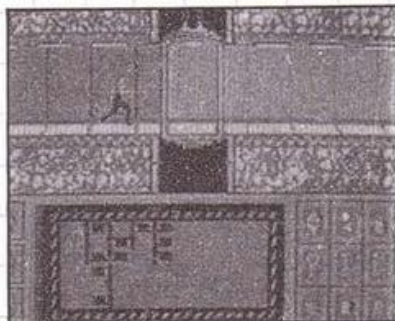
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IMPOSSIBLE MISSION


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1001 GO TO 1000
1019 IF d<>19 THEN GO TO 1030
1020 PRINT AT 1,19; FLASH 1; INK 6;"ESTA VACIO": PAUSE 200: PRINT FLASH 0;AT 1,
19;"
1021 PRINT INK 0;AT d,c;" "; INK 7;AT d-1,c;"KL": LET d=d-1: IF d=7 THEN GO T
O 200
1022 GO TO 1021
1030 PRINT INK 7;AT d,c;"IJ"
1035 LET cl=ATTR (d+1,c):LET k=0
1040 IF cl=7 THEN LET j$a$(op+2-hj)
1045 IF cl=6 THEN LET j$a$(op+1-hj)
1050 IF cl=5 THEN LET j$a$(op-hj)
1055 IF cl=4 THEN LET j$a$(op-1-hj)
1060 IF cl=3 THEN LET j$a$(op-2-hj)
1065 IF cl=2 THEN LET j$a$(op-3-hj)
1070 IF cl=1 THEN LET j$=g$
1071 IF cl=71 THEN LET cl=7: LET k=1: LET j$=h$
1095 GO SUB 1100: GO TO 1500+3*b
1100 PRINT INK cl; BRIGHT k;AT d,c-3;j$; BRIGHT 0; INK 0;AT d+1,c-3;" ":
LET d=d-1: IF d=7 THEN RETURN
1101 GO TO 1100
1503 FOR c=c-1 TO 6 STEP -1: PRINT INK 5;AT 3,c;"MN ";AT 4,c;"OP ";AT 5,c;"QR "
; INK 7;AT d,c;"IJ "; INK cl; BRIGHT k;AT d+1,c-3;j$;" "; BRIGHT 0: NEXT c: LET
c=c+1: GO TO 1800
1506 IF c>15 THEN FOR c=c-1 TO 15 STEP -1: PRINT INK 5;AT 3,c;"MN ";AT 4,c;"OP
";AT 5,c;"QR "; INK 7;AT d,c;"IJ "; INK cl; BRIGHT k;AT d+1,c-3;j$;" "; BRIGHT
0: NEXT c: LET c=c+1: GO TO 1800
1507 IF c<15 THEN FOR c=c TO 14: PRINT INK 5;AT 3,c;" MN";AT 4,c;" OP";AT 5,c;
" QR"; INK 7;AT d,c;" IJ"; INK cl; BRIGHT k;AT d+1,c-3;" ";j$; BRIGHT 0: NEXT c:
GO TO 1800
1508 FOR c=c-1 TO 15 STEP -1: PRINT INK 5;AT 3,c;"MN ";AT 4,c;"OP ";AT 5,c;"QR
"; INK 7;AT d,c;"IJ "; INK cl; BRIGHT k;AT d+1,c-3;j$;" "; BRIGHT 0: NEXT c: LET
c=c+1: GO TO 1800
1509 FOR c=c-1 TO 22: PRINT INK 5;AT 3,c+1;" MN";AT 4,c+1;" OP";AT 5,c+1;" QR";
INK 7;AT d,c+1;" IJ"; INK cl; BRIGHT k;AT d+1,c-2;" ";j$; BRIGHT 0: NEXT c: LET
c=c+1: GO TO 1800
1800 LET d=d+1: PRINT INK 7;AT d-1,c-3;" "; "IJ";" "; INK cl; BRIGHT k;AT d,
c-3;j$; BRIGHT 0: IF ATTR (d+1,c)<>0 THEN GO TO 1900
1801 GO TO 1800
1900 IF NOT ATTR (d+1,c)>cl THEN GO TO 2000
1901 IF d=19 THEN GO TO 2000
1910 PRINT FLASH 1; INK 6;AT 2,19;"NO SE PUEDE": PAUSE 150: PRINT FLASH 0;AT 2
,19;"
1920 LET d=d-1
1930 PRINT INK cl; BRIGHT k;AT d,c-3;j$; BRIGHT 0; INK 0;AT d+1,c-3;" ":
LET d=d-1: IF d=7 THEN GO TO 1940
1931 GO TO 1930

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Desde su laboratorio subterráneo, el nefasto ELVIN está tomando a la población mundial como rehén bajo la amenaza de aniquilación nuclear. Debe entrar en las habitaciones y túneles de su fortaleza, evitar sus robots con forma humana y buscar las piezas de su código de seguridad, para desactivar el sistema. P.V.P.: 2.300 ptas.



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1940 INPUT "En que plato lo pongo ";b: GO TO 1500+3*b
2000 PRINT INK 7;AT d-1,c;"KL"
2010 PRINT INK 7;AT d-2,c;"KL"; INK 0;AT d-1,c;" ": LET d=d-1: IF d=8 THEN LE
T d=d-1: GO TO 3000
2011 GO TO 2010
3000 IF op<=5 THEN LET we=15+op: FOR f=19 TO 18-op STEP -1: LET we=we-2: IF ATT
R (f,24)=f-we THEN NEXT f: GO TO 4000
3001 IF op=6 THEN LET we=20: FOR f=19 TO 13 STEP -1: LET we=we-2: IF ATTR (f,19
)=f-we THEN NEXT f: IF ATTR (12,19)=71 THEN GO TO 4000
3002 GO TO 200
4000 IF m=ch THEN LET t$="ERES GENIAL!"
4001 IF m>ch THEN LET t$="TA'S PASAO!!"
4005 PRINT INK 5;AT 9,12;"LO HICISTE";AT 10,15;"EN";AT 11,11-LEN (STR$ m);m;" M
OVIMIENTOS";AT 12,11;t$: INPUT "Quieres jugar otra vez s/n "; LINE s$
4009 IF s$="s" OR s$="S" THEN CLS : GO TO 10
4010 STOP
6999 REM ***** G.D.U. *****
7000 INK 0: LET zx=-1: RESTORE : FOR f=USR "a" TO USR "t"+7: READ gr: POKE f,gr:
LET zx=zx+1.5: PLOT 0,0: DRAW zx,175: NEXT f
7001 PRINT INK 7;AT 1
4,15;"M. Bautista Lopez";AT 15,15;"Cordoba";AT 16,15;" 1985"
7002 FOR f=0 TO 255: OVER 1: PLOT f,0: DRAW 0,175: NEXT f: OVER 0
7003 PAUSE 0
7010 DATA 63,64,128,255,32,24,6,1
7020 DATA 255,0,0,255,0,0,0,255
7030 DATA 252,2,1,255,4,24,96,128
7040 DATA 0,1,7,15,15,7,1,0
7050 DATA 0,255,255,255,255,255,255,0
7060 DATA 0,128,224,240,240,224,128,0
7070 DATA 0,31,127,255,255,127,31,0
7080 DATA 0,248,254,255,255,254,248,0
7090 DATA 1,1,1,1,1,1,1,1
7100 DATA 128,128,128,128,128,128,128,128
7110 DATA 1,7,9,9,9,9,8,0
7120 DATA 128,224,144,144,144,144,16,0
7130 DATA 31,32,64,64,56,8,31,32
7140 DATA 248,4,2,2,28,16,248,4
7150 DATA 52,32,35,16,15,31,127,255
7160 DATA 52,4,196,8,240,248,254,255
7170 DATA 207,207,207,207,28,28,252,252
7180 DATA 243,243,243,243,56,56,63,63
7190 DATA 207,207,207,207,7,7,63,63
7200 DATA 243,243,243,243,224,224,252,252
7210 RETURN
8000 REM *****INSTRUCCIONES*****
8010 PRINT INK 7;AT 0,9;"INSTRUCCIONES"
8020 PRINT "' : LET p$=" Este juego consiste en trasladar los pasteles que se

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PENTAC


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en- cuenta en el primer plato al tercero.": GO SUB 8500
8030 PRINT "': LET p$=" Para realizar esta proeza tienes un ayudante que ob
edece- ra tus ordenes.": GO SUB 8500
8040 PRINT "': LET P$="!!NO ES TAN FACIL CONSEGUIRLO!!!"
8500 FOR f=1 TO LEN p$: PRINT INK 7;p$(f);: BEEP .01,0: NEXT f: RETURN

```

RACING

de ELOY LAFUENTE y ALFREDO SANDIN

Deberas conducir tu flamante formula por un circuito lleno de dificultades, manchas de aceite y hasta peatones. Pulsa la "O" para ir hacia la izquierda, y la "P" para ir hacia la derecha.

```

1 FLASH 0: CLS
8 LET i=5
10 PAPER 0: INK 7: BORDER 0: CLS
15 GO TO 9000
19 INK 3
20 PRINT AT 9,12;"R A C I N G"
21 INK 7
22 PRINT AT 12,3;"ABC";AT 13,3;" E";AT 14,3;"GHI";AT 15,3;"JKL";AT 16,3;"MNO"
23 PRINT AT 9,25;" "
24 PRINT AT 21,31; INK 6;"I"
25 PRINT AT 12,10; INK 4;"Por: Eloy Lafuente P.";AT 14,15;"Alfredo Sandin R."
26 PRINT AT 19,3; INK 5;"PULSA J PARA JUGAR";AT 21,8;" I PARA INSTRUCCIONES."
27 IF INKEY$="j" THEN GO TO 49
28 IF INKEY$="" THEN GO TO 28
29 IF INKEY$="i" THEN GO TO 35
30 IF INKEY$<>"j" OR INKEY$<>"i" THEN GO TO 27
35 CLS
41 LET s$="TU MISION ES CONSEGUIR PASAR TO-DA LA PISTA ESQUIVANDO LAS MAN--CHA
S Y A LAS PERSONAS QUE SALEN DE ENTRE EL PUBLICO. CADA VEZ -QUE CONSIGAS LLEGAR
A LA META, - SE TE DEVOLVERA/AN LA/AS VIDA/-AS QUE SE TE QUITO/ARON CUANDO -PIL
LASTE UN PEATON, PISASTE U- -NA MANCHA O TE SALISTE DE LA PISTA. PARA PASARLA PO
SEES TRES VI-DAS. UTILIZA LAS SIGUIENTES TE--CLAS:
O : IZQUIERDA P : DERECHA
PULSA UNA TECLA "
42 FOR n=1 TO LEN s$
43 PAUSE 4: PRINT ;s$(n);: BEEP 0.01,(RND*9): NEXT n
44 PAUSE 0
50 INK 7
70 PAUSE 0

```

El ordenador ha abierto camino a un nuevo mundo de juegos. Vaya más allá de los juegos de reflejos rápidos y captura de alienígenas. El ordenador cobra vida propia con los juegos de estrategia. PENTAC ha sido diseñado para estimular la imaginación y llevarle a nuevos y extraños mundos.

¿Será usted capaz de descubrir el misterio del PENTAC?

P.V.P.: 1.850 ptas.



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```

80 CLS
86 PRINT #1;"          SALIDA"
98 LET j=12: LET r=0
99 LET w=0
100 LET a$="ABC": LET b$="E": LET c$="GHI": LET d$="JKL": LET e$="MNO": LET f$="
"PQ": LET g$="RS"
103 LET g=3
104 LET h=72-j: LET t=50-i
105 LET x=14: LET y=1
106 PRINT AT y,x;a$;AT y+1,x+1;b$;AT y+2,x;c$;AT y+3,x;d$;AT y+4,x;e$
107 RESTORE 9800
109 READ a: IF a=20 THEN PRINT #1;"          META": GO TO 9991
110 PRINT AT 21,a-5; BRIGHT 1;"U";AT 21,a+10; BRIGHT 1;"U"
111 LET w$="TTTTTTTTTTTTTTTTTTTTTTTTTTTTTTTTTTTT"
113 PRINT AT 21,0; BRIGHT 1; PAPER 4;w$( TO a-5)
114 PRINT AT 21,a+11; BRIGHT 1; PAPER 2;w$(a+12 TO )
115 RANDOMIZE USR 3582: BEEP 0.01,20
116 LET r=r+1
117 PRINT AT y-1,x;" "
118 IF CODE SCREEN$ (y,x-1)<32 AND INKEY$="o" THEN GO TO 7000
119 IF CODE SCREEN$ (y,x+3)<32 AND INKEY$="p" THEN GO TO 7500
120 IF INKEY$="p" THEN PRINT AT y,x;" ";AT y+1,x;" ";AT y+2,x;" ";AT y+3,x;" "
;AT y+4,x;" ": LET x=x+1 : BEEP 0.01,20
130 IF INKEY$="o" THEN PRINT AT y,x+2;" ";AT y+1,x+2;" ";AT y+2,x+2;" ";AT y+3
,x+2;" ";AT y+4,x+2;" ": LET x=x-1: BEEP 0.01,20
140 PRINT AT y,x;a$;AT y+1,x+1;b$;AT y+2,x;c$;AT y+3,x;d$;AT y+4,x;e$
141 IF w=h THEN PRINT AT 21,a+6; BRIGHT 1;"T": LET w=0
142 LET w=w+1
150 IF a=19 THEN PRINT AT 21,a-4; INK 6; BRIGHT 1;"PQ"
160 IF a+10=16 THEN PRINT AT 21,a+7; BRIGHT 1; INK 5;"RS"
164 IF ATTR (y+5,x+1)>64 OR ATTR (y+5,x)>64 OR ATTR (y+5,x+2)>64 OR ATTR (y+1,x
)>64 OR ATTR (y+1,x+2)>64 THEN GO TO 9900
200 LET t=t-1
205 IF t=0 THEN PRINT AT 21,a-2; BRIGHT 1; INK 3;"U": BRIGHT 0: LET t=50-i
300 GO TO 109
7000 PRINT AT y,x-1;"ABC ";AT y+1,x-1;"DEF ";AT y+2,x-1;"GHI ";AT y+3,x-1;"JKL "
;AT y+4,x-1;"MNO "
7100 GO TO 9905
7500 PRINT AT y,x;" ABC";AT y+1,x;" DEF";AT y+2,x;" GHI";AT y+3,x;" JKL";AT y+4,
x;" MNO"
7600 GO TO 9905
9000 DATA 31,24,138,200,231,242,242,242,255,0,0,255,0,255,255,255,248,24,80,19,2
31,79,79,79,242,242,4,8,17,17,17,17,255,126,0,255,0,24,66,36,79,79,32,16,136,136
,136,136,17,17,17,17,16,8,6,2,24,0,60,0,255,0,0,0,136,136,136,136,8,16,96,64,2,2
,2,2,2,25,25,24,8,24,40,8,8,8,189,129,64,64,64,64,152,152,24,24,24,7,4,7,0,0,
0,195,66,255,0,255,0,0,0,24,24,224,32,224,0,0,0,0,32,31,31,63,63,31,31,56,254,19
8,231,254,254,240,240,31,63,127,255,127,63,31,4,232,248,164,168,176,184,192,0,60
,126,219,255,189,165,165,36,255,195,195,195,255,195,195,195
9003 RESTORE 9000
9005 FOR n=USR "a" TO USR "u"+7: READ a: POKE n,a: NEXT n
9010 GO TO 16
9800 DATA 15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,16,16,17,17,18,18,1
8,18,18,17,17,17,17,17,18,19,18,17,16,15,14,13,12,11,10,10,11,12,13,13,13,13,14,
15,16,17,17,18,19,19,19,18,17,16,15,14,14,14,13,13,13,12,11,10,10,10,11,11,11,12
,12,13,14,15,15,16,16,17,17,18,18,18,18,19,19,18,18,17,17,17,17,17,16,16,16,1
5,15,15,15,14,14,14
9801 DATA 14,14,15,15,16,17,18,19,19,19,18,17,16,15,14,13,12,11,10,9,8,7,6,7,8,9
,10,10,10,10,10,11,11,11,12,12,13,14,15,16,17,17,17,18,18

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9802 DATA 17,16,15,14,13,12,11,10,9,8,7,6,7,8,9,10,11,12,13,14,15,16,17,18,19,19
,19,19,18,17,16,15,14,13,12,11,10,9,8,7,6,7,8,8,9,10,11,11,12,12,13,13,14,14,15,
15,16,16,17,17,18,18,19,19,19,19,19,18,17,16,15,15,15,14
9803 DATA 14,13,12,11,10,9,8,7,6,6,6,7,8,9,10,11,12,13,14,15,16,17,18,19,19,18,1
7,16,15,14,13,12,11,10,9,8,7,6,6,6,6,6,6,7,8,9,10,11,12,13,14,15,16,17,18,19,19,
19,18,17,16,15,14,13,12,11,10,9,8,7,6,7,8,9,10,11,12,13,14,13,12,11,12,13,14,14,
13,12,11,11,12,13,14,13,13,14,15,16,17
9804 DATA 17,16,15,14,13,12,11,10,9,8,7,7,7,7,7,7,7,7,7,7,7,17,17,17,17,17,17,
17,17,17,17,18,19,19,19,18,17,18,17,16,15,14,13,13,12,12,11,10,9,9,9,9,9,9,9,9,9
,9,9,9,9,9,8,8,8,7,8,9,10,11,12,13,14,15,16,17,18,18,9,9,9,9,9,9,10,10,10,10,10,
10,10,10,9,9,8,8,7,7,6,6,7,8,9,10,11,12,13,14,15,16,17,18,19,10,10,10,10,10,10,1
0,10,10,10,9,8,7,7,7,17,17,17,17,16,15,14,13,12,13,14,15,16,17,18,18,18,9,9,9,9,
9,9,8
9805 DATA 8,8,9,10,10,11,12,13,14,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15
9806 DATA 15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15
9808 DATA 15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,15,1
5,15,15,20
9900 RANDOMIZE USR 3582
9901 PRINT AT y-1,x;" ";AT y,x;"ABC";AT y+1,x;"DEF";AT y+2,x;"GHI";AT y+3,x;"J
KL";AT y+4,x;"MNO"
9905 PAUSE 4
9909 FOR i=0 TO 2
9910 FOR m=0 TO 4
9920 FOR z=2 TO 6
9930 BORDER z
9940 BEEP 0.03,z*m
9950 NEXT z
9960 NEXT m
9970 NEXT i
9971 BORDER 0: PAPER 0: CLS
9972 LET g=g-1: LET x=14: LET y=1: IF g<>0 THEN GO TO 115
9973 PAUSE 90
9974 INK 7: BORDER 6: FLASH 1: PRINT AT 10,8;"Juego terminado": FLASH 0
9975 LET x=31: PAPER 2: FLASH 0: PRINT AT 10,x;"*"
9976 PRINT AT 20,6;"PULSA K PARA EMPEZAR"
9977 LET x=x-1: PRINT AT 10,x;"*"
9978 IF INKEY$="k" THEN RUN
9979 INK 7: PAPER 2: FLASH 1: PRINT AT 15,5;"TU PUNTUACION ES ": PRINT AT 15,23
; FLASH 1; INK 2; PAPER 7;r
9980 PAUSE 2
9981 BEEP 0.03,19
9982 INK 7
9983 IF x=0 THEN GO TO 9975
9985 FLASH 1: PRINT AT 10,8;"Juego terminado": FLASH 0
9990 GO TO 9977
9991 LET v=25
9992 PRINT AT y-1,x;" ";AT y,x;"ABC";AT y+1,x;"DEF";AT y+2,x;"GHI";AT y+3,x;"J
KL";AT y+4,x;"MNO"
9993 BEEP 0.03,19: PAUSE 2
9994 RANDOMIZE USR 3582: BEEP 0.03,19
9995 LET v=v-1: IF v<0 THEN GO TO 9998
9996 GO TO 9992
9997 PRINT AT y-1,x;" ";AT y,x;" ";AT y+1,x;" ";AT y+2,x;" ";AT y+3,x;" "
;AT y+4,x;" "
9998 LET j=j+10: LET i=i+5
9999 GO TO 103

```

CAVERNAS DE HIELO

de RAFAEL MARQUEZ

Para encontrar el tesoro de un naufragio tienes que recorrer las peligrosas cavernas articas. Toma la comida y las antorchas que encuentres a tu paso si no quieres quedarte sin energia. Los movimientos se realizan con las teclas del cursor. Pulsa "M" para ver el mapa.

```
1 REM *** Rafael Marquez ***
10 GO SUB 9900
20 LET im=8000
21 LET ma=5000
22 LET pul=8300
23 LET pa=3000
24 LET fin=6500
25 LET bor=6600
30 GO SUB 9800
40 GO SUB 8100
99 REM variables
100 LET x=2: LET y=2: LET a(x,y)=0
110 LET o=6: LET p=15
120 LET s=INT (RND*9)+11: LET t=1: IF s=15 THEN GO TO 120
130 LET an=0: LET pe=0: LET cai=0: LET cav=x*8-16+y-1: LET en=200
200 GO SUB pa
999 REM moviniento
1000 IF INKEY$="5" AND ATTR (o,p-1)<>5 THEN LET p=p-1
1010 IF INKEY$="8" AND ATTR (o,p+1)<>5 THEN LET p=p+1
1020 IF INKEY$="6" AND ATTR (o+1,p)<>5 THEN LET o=o+1
1030 IF INKEY$="7" AND ATTR (o-1,p)<>5 THEN LET o=o-1
1040 IF o=0 THEN LET x=x-1: LET o=11: GO SUB pa
1050 IF o=12 THEN LET x=x+1: LET o=1: GO SUB pa
1060 IF p=9 THEN LET y=y-1: LET p=20: GO SUB pa
1070 IF p=21 THEN LET y=y+1: LET p=10: GO SUB pa
1080 IF ATTR (o,p)=2 THEN BEEP .1,40: BEEP .1,50: LET an=an+1: LET a(x,y)=0: LET en=en+15
1090 IF ATTR (o,p)=4 THEN BEEP .1,50: BEEP .1,40: LET pe=pe+1: LET a(x,y)=0: LET en=en+20
1100 LET t=t+1
1110 IF a(x,y)=200 THEN GO TO 6800
1500 PRINT AT o,p;"A"
1510 PRINT AT t,s; INK 6;"B"
1600 BEEP .05,0
1610 IF INKEY$="m" THEN GO SUB ma: GO SUB pa
1620 IF o=t AND p=s THEN GO TO 6000
```

Leonardo



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5070 NEXT d: NEXT c
5075 PRINT AT 5+x,10+y; INK 1; FLASH 1; PAPER 7; BRIGHT 1;"A"
5080 LET i$="E - comida": LET a=17: LET b=10: INK 4: GO SUB im
5082 LET i$="C - antorcha": LET a=18: LET b=10: INK 2: GO SUB im
5083 LET i$="D - caverna helada": LET a=19: LET b=10: INK 5: GO SUB im
5086 LET i$="G - caverna vacia": LET a=20: LET b=10: INK 7: GO SUB im
5088 LET i$="F - muro": LET a=21: LET b=10: INK 6: GO SUB im
5090 INK 7: PAUSE 0: RETURN
5999 REM desprendimiento
6000 BEEP 1,-20
6010 PAPER 2: INK 6: LET a=15: LET b=0: LET i$="<No puedes seguir, estas herido>
": GO SUB im: PAPER 0: INK 7: GO TO fin
6099 REM energia agotada
6100 BEEP 1,-20
6110 PAPER 2: INK 6: LET a=15: LET b=0: LET i$="No tienes fuerzas para continuar
": GO SUB im: PAPER 0: INK 7: GO TO fin
6490 REM fin
6500 PRINT AT 21,0; PAPER 6; INK 0;"-----OTRA PARTIDA (s/n) ?-----"
6510 IF INKEY$="s" THEN RUN
6520 IF INKEY$="n" THEN STOP
6530 GO TO 6510
6599 REM borrar mensajes
6600 FOR g=0 TO 31: PRINT AT 15,g;" ";AT 21,g;" ": NEXT g: RETURN
6999 REM tesoro encontrado
7000 BEEP .5,30
7010 FOR g=20 TO 10:PRINT INK 6;AT g,11;"8888888888":NEXT g
7020 FOR g=10 TO 20: BEEP .1,10: BEEP .1,g: BEEP .1,g+10: NEXT g
7030 PAUSE 40: BEEP .5,30: CLS
7050 INK 0: LET g=1: FOR e=0 TO 21: PRINT AT e,0; PAPER g;"*!BIEN , ENCONTRASTE
EL TESORO!*": BEEP .01,g: BEEP .01,e: LET g=g+1: IF g=7 THEN LET g=1
7060 NEXT e
7070 PAUSE 40: BEEP .5,30
7100 BORDER 6: PAPER 6: INK 0: CLS
7110 CIRCLE 127,87,60: CIRCLE 100,100,10: CIRCLE 154,100,10
7120 FOR g=0 TO 5: CIRCLE 100,95,g: CIRCLE 154,95,g: NEXT g
7130 PLOT 118,87: DRAW 20,0,2
7140 PLOT 80,87: DRAW 100,0,3
7150 LET p=1: FOR g=0 TO 21: PRINT AT g,0; INK p; PAPER 0;"$ $ $ $ ";AT g,24;"$
$ $ $ ": LET p=p+1
7160 IF p=8 THEN LET p=1
7170 NEXT g
7180 LET p=1: FOR g=8 TO 23: PRINT INK p; PAPER 0;AT 0,g;"$";AT 1,g;"$";AT 2,g;
"$";AT 19,g;"$";AT 20,g;"$";AT 21,g;"$": LET p=p+1: IF p=8 THEN LET p=1
7190 NEXT g
7210 FOR e=1 TO 5
7220 FOR f=20 TO 10 STEP -1
7230 BEEP .1,e: BEEP .1,f

```



HIGHWAY ENCOUNTER

Los aliens han invadido la tierra. Hay una sola vía para viajar antes de que ellos alcancen su objetivo final: la total dominación del mundo. Su misión es detener su avance y alcanzar su centro de inteligencia.

P.V.P.: 1.900 ptas.



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```

9849 GO TO 9846
9850 CLS : INK 1: PAPER 7: FLASH 1: LET i$="*****INSTRUCCIONES*****" :
  LET a=0: LET b=0: GO SUB im: FLASH 0: INK 2: PAPER 6
9860 PRINT PAPER 2; INK 6; AT 2,0;" Un barco cargado de oro se en-callo en los
hielos del antarti-co y tu debes recuperarlo.      Para ello debes recorrer nu
me-rosas cavernas donde es facil   que haya derrumbamientos.      "
9870 PRINT PAPER 2; INK 6;" Tendras que recoger peces paracomer y antorchas pa
ra calentar-te por que sino te quedaras sin fuerzas.      Ha
y cavernas que tienen el suelo resbaladizo y si entras en   ellas patinaras."
9880 PRINT AT 16,8; FLASH 1; INK 7; PAPER 1;"!!BUENA SUERTE!!"
9890 GO SUB pul: PAPER 0: INK 7: BORDER 0: CLS : RETURN
9899 REM graficos definidos
9900 FOR g=0 TO 55: READ a: POKE USR "a"+g,a: NEXT g: RETURN
9910 DATA 60,126,90,255,165,189,36,102
9920 DATA 255,255,255,255,110,46,36,4
9930 DATA 8,146,64,32,124,56,16,16
9940 DATA 0,0,62,127,255,254,124,0
9950 DATA 0,49,123,222,254,123,49,0
9960 DATA 173,146,36,73,146,36,73,146
9970 DATA 255,129,129,129,129,129,129,255
9973 REM Rafael Marquez

```



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