

```

0 LET W=W+3:
POKE 23607,223:
PRINT #0; AT 0,6;""; ; CHR$ Mi ; CHR$ D; ""
C;U;;
POKE 23607,251:
LET U=U+1:
IF U=10 THEN
LET U=0:
LET D=D+1:
IF D=48 THEN
LET h=h+1:
LET D=38:
LET C=C+1:
IF C=10 THEN
LET C=0:
LET Mi=Mi+1:
REM Imprime Puntuacion. Unico PRINT del programa!
4 LET l=l+1:
IF l>0 THEN
LET l=h-a:
LET i=56284+(i-56283 AND i<56295):
GO SUB PEEK i:
IF l>-6 THEN
LET l=-6
6 IF PEEK 23672>T THEN
BEEP .03*j,PEEK s:
LET s=s+1:
LET j=PEEK (s+256):
LET T=16+PEEK 23672:
IF NOT PEEK s THEN
LET T=T+16:
LET s=s+1:
LET j=PEEK (s+256):
IF NOT PEEK s THEN
LET s=219*256:
LET j=PEEK (s+256):
REM toca una nota cada 16frames. Si la nota es
8y0 salta al inicio de la canción
8 IF PEEK 23673 THEN
POKE 23673,0:
LET T=T-256:
LET f=NOT f:
IF f THEN
LET a=a-1:
IF a<14 THEN
LET a=14:
REM cada 10 segundos acelera enemigos
10 IF 111=PEEK 23560 THEN
POKE 23560,0:
GO TO B+36:
REM Palsa "o", Bueno a la izq
11 IF 112=PEEK 23560 THEN
POKE 23560,0:
GO TO B:
REM Palsa "p", Bueno a la drcha
12 IF INKEY$="m" THEN
POKE 24169,234+(16 AND PEEK 24169=234):
BEEP 0,1,7 AND PEEK 24169=250:
GO TO 2:
REM stop the music
20 GO TO 2:
REM Fin Loop Principal
21 GO TO R:
REM timing =1 - Rayo
22 GO TO N:
REM timing =2 - MaloIZQ
23 GO SUB N:
GO TO R:
REM timing =1+2
24 GO TO M:
REM timing =4 - MaloDrc
25 GO SUB M:
GO TO R:
REM timing =1+4
26 GO SUB M:
GO TO N:
REM timing =2+4
27 GO SUB M:
GO SUB N:
GO TO R:
REM timing =1+2+4
30 GO TO 2:
REM ---INI BUENO DRCHR ---. Va desde 9=pico a
31 1=casa. BiaBia Ret. Bueno drch
33 POKE 23680,24:
POKE 23681,88:
LPRINT "###YZZZZ":
LET B=30:
GO TO 2:
REM BiaBia dddd borro B2 ffff
36 LET B=33:
POKE 23680,24:
POKE 23681,88:
FOR K=1 TO R(R)=2:
LPRINT "--";
POKE 23680,22:

```

```

POKE 23681,89;
LPRINT "///";
GO TO 6000;
NEXT K;
LPRINT "WW";
POKE 23680,22;
POKE 23681,89;
IF R(R)=3 THEN
LPRINT "77i";
GO TO 2;
REM 53a82 Si rayo en B, te pille! mm hhh
38 LPRINT "///";
GO TO 2;
REM 53a82 es al borrar hhh, sino barril azul
39 LET B=36;
POKE 23680,19;
POKE 23681,89;
FOR K=1 TO R(R)=3;
LPRINT "788X";
GO TO 2;
NEXT K;
LPRINT " / *** ";
GO TO 2;
REM 54a83 irrb bidon ver ama, borrar B4 --
42 LET B=39;
POKE 23680,15;
POKE 23681,89;
FOR K=1 TO R(R)=4;
LPRINT " 999";
GO TO 6000;
NEXT K;
LPRINT "    11";
GO TO 2;
REM 55a84 JJJ
45 LET B=42;
POKE 23680,10;
POKE 23681,89;
FOR K=1 TO R(R)=5;
LPRINT " =KK";
GO TO 6000;
NEXT K;
LPRINT "      UU";
GO TO 2;
REM 56a85 chh
46 LET B=45;
POKE 23680,6;
POKE 23681,89;
FOR K=1 TO R(R)=6;
LPRINT "099";
POKE 23680,9;
POKE 23681,89;
LPRINT "JKKK";
GO TO 6000;
NEXT K;
POKE 23680,6;
POKE 23681,89;
LPRINT "0990faa";
GO TO 2;
REM 57a86 nqq borra con cesped ghhh
51 LET B=48;
POKE 23680,8;
POKE 23681,88;
LPRINT ".....";
POKE 23680,6;
POKE 23681,89;
LPRINT "bcc";
GO TO 2;
REM 58a87 cesped lmm, borra
54 LET B=51;
GO SUB 1228+G;
GO TO 2;
REM 59a88 segun G
57 LET B=51;
GO SUB 1228+G;
GO TO 2;
REM 59a89 segun G
66 LET B=33;
POKE 23680,24;
POKE 23681,88;
FOR K=1 TO R(R)=2;
LPRINT "--Y";"ttoo" AND M=231;"@@@@@" AND M<>2
31;
GO TO 6000;
NEXT K;
LPRINT "WW";
IF M=231 THEN
LPRINT "YYttoo";
GO TO 6000-1;
REM 51a82 mm SI B=2 Te pille!
68 LPRINT "YY@@@@";
GO TO W<>30
69 LET B=36;
POKE 23680,24;
POKE 23681,88;
LPRINT ".....";
POKE 23680,22;
POKE 23681,89;

```

```

FOR K=1 TO R(R)=3:
LPRINT "88X";
GO TO W<>33;
NEXT K;
LPRINT "...";
GO TO W<>33;
REM 52aB3 bidon. rrb. borra B2 ff
72 LET B=39;
POKE 23680,19;
POKE 23681,89;
FOR K=1 TO R(R)=4:
LPRINT "99";///";
GO TO 6000;
NEXT K;
LPRINT "JJ";
POKE 23680,22;
POKE 23681,89;
IF R(R)=3 THEN
LPRINT "77i";
GO TO W<>36;
REM 53aB4 JJ. Te pille!. borrar bidon azul lmm
M
74 LPRINT "///";
GO TO W<>36;
REM 53aB4 99. borrar bidon azul hhh segun rayo
75 LET B=42;
POKE 23680,15;
POKE 23681,89;
FOR K=1 TO R(R)=5:
LPRINT "KKK";
GO TO 6000;
NEXT K;
LPRINT "UU";
GO TO W<>39;
REM 54aB5 hhh
76 LET B=45;
POKE 23680,10;
POKE 23681,89;
FOR K=1 TO R(R)=6:
LPRINT "KKKK(";
GO TO 6000;
NEXT K;
LPRINT "Zaa";
GO TO W<>42;
REM 55aB6 hhhh
81 LET B=48;
POKE 23680,6;
POKE 23681,89;
LPRINT "bccO";
GO TO W<>45;
REM 55aB7 lmmn cesped
84 LET B=51;
POKE 23680,6;
POKE 23681,89;
LPRINT "099";
POKE 23680,8;
POKE 23681,88;
FOR K=1 TO R(R)=8:
LPRINT "++";
GO TO 6000;
NEXT K;
LPRINT "eRe";
GO TO W<>48;
REM 57aB8 hhh borrar con cesped nqq! Te pille
87 LET B=54;
POKE 23680,8;
POKE 23681,88;
LPRINT "nnn";
GO SUB 1328+G;
FOR K=1 TO N<351:
GO TO W<>51;
NEXT K;
POKE 23680,3;
POKE 23681,89;
LPRINT "nny";
POKE 23680,3;
POKE 23681,88;
IF G<5 THEN
LPRINT "0GG";
GO TO 6000;
REM 58aB9 borra B8, goto PintarB9. Descansando
. Hay pared rota...
89 LPRINT "$GG";
GO TO 6000;
REM 58aB9 borra B8, gosub PintarB9. Pinta Perr
o.
90 LET G=G+2;
GO SUB 1338+G;
LET B=54;
BEEP 0.03,5;
GO SUB 1328+G;
POKE 23560,0;
GO TO 0;
REM 59-810 pintar golpeando
93 LET B=54;
RETURN;
REM 59-810 pintar golpeando ---INI RAYO ---

```

```

111 hasta_180 --- R1 Siempre borra R2 ---aabccc
POKE 23680,18;
POKE 23681,88;
LPRINT " !!!!####";:
LET R=124;
RETURN;
REM R2 fghijklmm. borra R3 o nada
121 POKE 23680,18;
POKE 23681,88;
IF B=33 THEN
LPRINT "&(*----";:
POKE 23680,21;
POKE 23681,89;
LPRINT "///";:
GO TO 6000;
RETURN;
REM Pillado! fghijklm ooooo
122 LET R=111;
FOR K=1 TO B=36;
LPRINT "&(*-,-,-";:
POKE 23680,21;
POKE 23681,89;
LPRINT "/...";:
RETURN;
NEXT K;
LPRINT "&(*-,-,-";:
POKE 23680,21;
POKE 23681,89;
LPRINT "///";:
RETURN;
REM añadir bajo bidon azul. Con onnn o Sin ne
de ooooo
124 POKE 23680,18;
POKE 23681,88;
FOR K=1 TO B=33;
LPRINT "&(*----";:
GO TO 6000;
RETURN;
NEXT K;
LPRINT "&(*-,-,-";:
LET R=134;
RETURN;
REM R3.Bidon. Borra R4 abcdef o R2 abcdefggg
131 POKE 23680,18;
POKE 23681,88;
LET R=121;
FOR K=1 TO B=36;
LPRINT "01=345";:
POKE 23680,18;
POKE 23681,89;
LPRINT " 788";:
RETURN;
NEXT K;
LPRINT "01=345";:
POKE 23680,18;
POKE 23681,89;
LPRINT " 777";:
RETURN;
REM bueno escondido ---hii
134 POKE 23680,18;
POKE 23681,88;
LET R=144;
FOR K=1 TO B=36;
LPRINT "01=345####";:
POKE 23680,21;
POKE 23681,89;
LPRINT "788";:
RETURN;
NEXT K;
LPRINT "01=345####";:
POKE 23680,21;
POKE 23681,89;
LPRINT "777";:
RETURN;
REM R4. Borra R5 ---opqr o R3 opqrst
141 POKE 23680,15;
POKE 23681,88;
FOR K=1 TO B=39;
LPRINT ">?EA";:
POKE 23680,14;
POKE 23681,89;
LPRINT " 999";:
GO TO 6000;
NEXT K;
LPRINT ">?EA";:
POKE 23680,14;
POKE 23681,89;
LPRINT " 9::";:
LET R=131;
RETURN;
REM bueno Pillado ----jjjl
144 POKE 23680,18;
POKE 23681,88;
FOR K=1 TO B=39;
LPRINT ">?EA!";:
POKE 23680,18;
POKE 23681,89;

```

```

LPRINT "999//";
GO TO 6000;
NEXT k;
LET R=154;
IF B=36 THEN
LPRINT ">?EA!""";;
POKE 23680,18;
POKE 23681,89;
LPRINT "9://";;
RETURN;
REM bueno Pillado jjjImm
146 POKE 23680,18;
POKE 23681,88;
LPRINT ">?EA!""";;
POKE 23680,18;
POKE 23681,89;
LPRINT "9://";;
RETURN;
REM sin bueno ni en bidon jkkImm. R5 abc. Borra
a R6 o R4
151 POKE 23680,12;
POKE 23681,88;
FOR k=1 TO B=42;
LPRINT "" 6<="";;
POKE 23680,9;
POKE 23681,89;
LPRINT "0 =KKK";;
GO TO 6000;
NEXT k;
LPRINT "" 6<="";;
POKE 23680,9;
POKE 23681,89;
LPRINT "0 =TTK";;
LET R=141;
RETURN;
REM bueno Pillado d----chhh
154 POKE 23680,15;
POKE 23681,88;
FOR k=1 TO B=42;
LPRINT "6<= !";;
POKE 23680,14;
POKE 23681,89;
LPRINT "=KKK //";;
GO TO 6000;
NEXT k;
LPRINT "6<= !";;
POKE 23680,14;
POKE 23681,89;
LPRINT "=TTK //";;
LET R=164;
RETURN;
REM bueno Pillado chhh---f. R6 -----abcdef. B
orra R7 o R5
161 POKE 23680,7;
POKE 23681,88;
FOR k=1 TO B=45;
LPRINT "-----DEFGH();";
POKE 23680,9;
POKE 23681,89;
LPRINT "JKKKK(L";;
GO TO 6000;
NEXT k;
LPRINT "-----DEFGH();";
POKE 23680,9;
POKE 23681,89;
LPRINT "JMNNK();LU"(1+(B=42));;
LET R=151;
RETURN;
REM bueno Pillado ghhhhfi
164 POKE 23680,12;
POKE 23681,88;
FOR k=1 TO B=45;
LPRINT "DEFGH();";
POKE 23680,9;
POKE 23681,89;
LPRINT "JKKKK(L ";;
GO TO 6000;
NEXT k;
LPRINT "DEFGH();";
POKE 23680,9;
POKE 23681,89;
LPRINT "JMNNK(L ";;
LET R=174;
RETURN;
REM bueno Pillado ghhhhfi--. R7 . Borra R6 si
empre (---- (R)
171 LET R=161;
RETURN;
174 POKE 23680,9;
POKE 23681,89;
LPRINT "0 //";"U "(2 OR (B=42));;
POKE 23680,7;
POKE 23681,88;
FOR k=1 TO B=51;
LPRINT "++++2PQ'L ";
GO TO 6000;
NEXT k;

```

```

LPRINT "+SUS+2PQ'L ";
LET R=171;
RETURN;
REM te pille hhhhhemnoi
200 REM --- FIN RAYO ---INI MALODRCHA--- NO. Siem
pre borra M1
201 POKE 23680,20;
POKE 23681,90;
LPRINT "";
LET M=205;
RETURN;
REM M1. Siempre borra M2(en restidad borraris
@ o 2
205 LET P=P+1;
IF NOT P THEN
LET P=(h>5)-2-INT (RND*(4+(h>5)));
LET M=215;
RETURN;
REM waiting RND...
206 RETURN;
211 POKE 23680,26;
POKE 23681,89;
LPRINT "zz ";
POKE 23680,20;
POKE 23681,90;
LPRINT "YYCBB"; w$(v);
LET M=201;
RETURN;
REM oldM es 2, borrar M2 fffff----(aaaaaaa), Pint
o 1 cceddazzzzzz
215 POKE 23680,20;
POKE 23681,90;
LPRINT "YYCBB";
LET M=225;
RETURN;
REM pinto M1 ccedd, borrar M0 ??????127
220 REM M2. borra M1 o M3
221 LET M=211;
POKE 23680,26;
POKE 23681,89;
LPRINT "\\\t\t\t\t";
POKE 23680,25;
POKE 23681,90;
LPRINT v$(v);
RETURN;
REM oldM es 3, borrar 3 iijjjj, Pinto 2 ghhhcc
c
225 LET M=234;
POKE 23680,26;
POKE 23681,89;
LPRINT "\\\t\t\t\t";
POKE 23680,20;
POKE 23681,90;
LPRINT " "; v$(v);
RETURN;
REM oldM es 1, borrar 1 ghhhccc, Pinto 2 iijjjj
j
230 REM M3. borra M2 o M4
231 POKE 23680,28;
POKE 23681,88;
LPRINT "zzzz";
POKE 23680,26;
POKE 23681,89;
LPRINT "____hddd";
LET M=221;
RETURN;
REM oldM es 4, borrar 4 bbbb, Pinto 3 kkoll
235 POKE 23680,26;
POKE 23681,89;
LPRINT "____hddd";
POKE 23680,25;
POKE 23681,90;
LPRINT w$(v);
LET M=241;
RETURN;
REM oldM es 2, borrar 2 aaaaaaa, Pinto 3 kkoll
l
240 REM M4. borra M3 siempre ffffff
241 LET M=231;
POKE 23680,26;
POKE 23681,89;
LPRINT "zz["";"""];
POKE 23680,28;
POKE 23681,88;
FOR k=1 TO B=30;
LPRINT "ffffYY";
RETURN;
NEXT k;
LPRINT "tt00";
GO TO 6000-1;
REM mmcc
300 REM --- FIN MALODRCHA ---INI MALO IZO --- NO.
Siempre borra N1
301 POKE 23680,8;
POKE 23681,90;
LPRINT "PAAAAAA";
LET N=305;

```

```

        RETURN :
REM borra paaaaa
305 LET O=O+1:
IF NOT O THEN
LET O=-2-INT (RND*3):
LET N=315:
RETURN :
REM waiting RND...
RETURN
310 REM N1. Siempre borra N2(en restidad borra N2
o NO)
311 POKE 23680,1:
POKE 23681,90:
LPRINT "BBBBBBBBCDDEEF":
LET N=301:
RETURN :
REM Pinta N1 cddeef, borra N2 bbbbbbb
315 POKE 23680,8:
POKE 23681,90:
LPRINT "CDDEEF":
LET N=325:
RETURN :
REM Pinta N1 cddeef, borra NO?
320 REM N2. borra N1 o N3
321 POKE 23680,0:
POKE 23681,89:
LPRINT "AABBBBCCDD":
POKE 23680,0:
POKE 23681,90:
LPRINT "@@@JJHHHI":
LET N=311:
RETURN :
REM oldN es 3, borrar N3 bb, Pinto N2 gggjjjh
325 POKE 23680,1:
POKE 23681,90:
LPRINT "@@JJHHHIAAAAAA":
LET N=335:
RETURN :
REM oldN es 1, borrar N1 aaaaa, Pinto N2 gggjh
hhi
330 REM N3. borra N2 o N4
335 POKE 23680,0:
POKE 23681,89:
LPRINT "TTBBBB":
POKE 23680,0:
POKE 23681,90:
LPRINT "LLLMMMBBPP":
LET N=341:
RETURN :
REM oldN es 2, borrar N2 bbbP, Pinto 3 kkbbb y
lllmm
340 REM N4 nnnoo. borra N3 siempre bbbbb
341 FOR K=1 TO 5<54:
LPRINT "NNNJJ":
LET N=361:
RETURN :
NEXT K:
LET N=351:
LPRINT "NNNnny":
POKE 23680,3:
POKE 23681,88:
IF G<5 THEN
LPRINT "OGG":
GO TO 6000
343 LPRINT "KGG":
GO TO 6000:
REM Te pille nnnppq con el mazo tss!! GOTO 6000
351 POKE 23680,0:
POKE 23681,89:
LPRINT "TTBBBBJ":
POKE 23680,0:
POKE 23681,90:
LPRINT "LLLMM":
LET N=321:
RETURN :
REM oldN es 4, borrar N4 kkbbbj, Pinto N3 lllm
361 LET N=351:
RETURN :
REM --- FIN MALODRCHA ---
REM --- INI BUENO PARED ---
1200 POKE 23680,4:
POKE 23681,88:
LPRINT "OPPO":
RETURN :
REM ss oppo borrar pared segun Golpes ??????
1226 IF R(R)=8 THEN
POKE 23680,1:
POKE 23681,88:
LPRINT "KLMN""""++++":
GO TO 6000:

```

```

        RETURN :
REM $8 bcdeeff dhhh G0
1229 POKE 23680,1;
POKE 23681,88;
LPRINT "klmn""""eRe";
RETURN :
REM $8 bcdeeff opo G0
1230 IF R(R)=8 THEN
POKE 23680,1;
POKE 23681,88;
LPRINT "ksmn""""++++";
GO TO 6000;
RETURN :
REM $8 bjdeeff dhhh G1
1231 POKE 23680,1;
POKE 23681,88;
LPRINT "ksmn""""eRe";
RETURN :
REM $8 bjdeeff opo G1
1232 IF R(R)=8 THEN
POKE 23680,1;
POKE 23681,88;
LPRINT "ymmn""""++++";
GO TO 6000;
RETURN :
REM $8 pedeff dhhh G2
1233 POKE 23680,1;
POKE 23681,88;
LPRINT "ymmn""""eRe";
RETURN :
REM $8 pedeff opo G2
1234 IF R(R)=8 THEN
POKE 23680,1;
POKE 23681,88;
LPRINT "ymnn""""++++";
GO TO 6000;
RETURN :
REM $8 peeeff dhhh G3
1235 POKE 23680,1;
POKE 23681,88;
LPRINT "ynnn""""eRe";
RETURN :
REM $8 peeeff opo G3
1236 IF R(R)=8 THEN
POKE 23680,1;
POKE 23681,88;
LPRINT "Innn""""++++";
GO TO 6000;
RETURN :
REM $8 seeeff dhhh G4
1237 POKE 23680,1;
POKE 23681,88;
LPRINT "Innn""""eRe";
RETURN :
REM $8 seeeff opo G4
1300 REM Bueno iザ. EN LA PARED S=pico, G=5 escapa
1326 POKE 23680,0;
POKE 23681,88;
LPRINT "Jk(Pqqr";
RETURN :
REM $9 abcghhi. Descanso G0
1330 POKE 23680,1;
POKE 23681,88;
LPRINT "kspqqr";
RETURN :
REM $9 bighhi. Descanso G1
1332 POKE 23680,1;
POKE 23681,88;
LPRINT "ynPqqr";
RETURN :
REM $9 peshhi. Descanso G2
1334 POKE 23680,1;
POKE 23681,88;
LPRINT "ynxqqr";
RETURN :
REM $9 peohhi. Descanso G3
1336 POKE 23680,1;
POKE 23681,88;
LPRINT "inxqqr";
RETURN :
REM $9 seohhi. Descanso G4
1338 POKE 23680,0;
POKE 23681,88;
LPRINT "Jklmn";
POKE 23680,28;
POKE 23681,88;
LPRINT "ZZZZ";
LET B=30;
LET G=0;
RETURN ;
GO TO 0;
REM $9 abcghhi. Golpeando G0 NO EXISTE!!!! Es
Escapando!
1340 POKE 23680,1;
POKE 23681,88;
LPRINT "kzuqqv";
RETURN :

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```

        REM B9_bkhhm. Golpeando G1
1342  POKE 23680,1;
        POKE 23681,88;
        LPRINT "y\n\Uqqv";
        RETURN :
REM B9_pthhm. Golpeando G2
1344  POKE 23680,1;
        POKE 23681,88;
        LPRINT "y\n\Wqqv";
        RETURN :
REM B9_ptnhhm. Golpeando G3
1346  POKE 23680,1;
        POKE 23681,88;
        LPRINT "I\n\Wqqv";
        RETURN :
REM B9_stnhhm. Golpeando G4
1348  POKE 23680,0;
        POKE 23681,88;
        LPRINT {"\nnnn\nnnnn"};
        BEEP .1,12;
        BEEP .1,16;
        BEEP .2,19;
        PAUSE 3;
        BEEP .1,16;
        BEEP .1,19;
        BEEP .2,24;
        LET T=T-PEEK 23672;
        POKE 23672,0;
        LET f=1;
        LET W=27;
        LET U=U+4;
        IF U>9 THEN
        LET U=U-10;
        LET D=D+1;
        IF D=48 THEN
        LET h=h+1;
        LET D=38;
        LET C=C+1;
        IF C=10 THEN
        LET C=0;
        LET Mi=Mi+1;
        REM B9_rueefff. LIBRE!!! G5
        RETURN
1349  REM **** Te Pillaron, parpadea y quita una V
5999  ida ****
        LET Pdrc=1;
        REM ***** Te Pillaron, parpadea y quita una V
        FOR K=1 TO 3:
        POKE 23680,15;
        POKE 23681,90;
        LPRINT "TTYY";
        IF Pdrc THEN
        POKE 23680,28;
        POKE 23681,88;
        LPRINT "@@@";
        POKE 23680,28;
        POKE 23681,89;
        LPRINT "";
        GO TO 6005;
        REM oculta poli dcha
6003  GO SUB 6001+B;
        REM oculta bueno
6005  BEEP .2,16;
        BEEP .1,11;
        BEEP .3,12;
        PAUSE 2;
        POKE 23680,15;
        POKE 23681,90;
        LPRINT "zzzz";
        IF Pdrc THEN
        POKE 23680,28;
        POKE 23681,89;
        LPRINT "[\n\000]";
        POKE 23680,28;
        POKE 23681,88;
        LPRINT "ttoo";
        GO TO 6007;
        REM pinta poli dcha
6006  GO SUB 6000+B;
        REM pinta bueno en pos B
6007  BEEP .1,11;
        BEEP .3,4;
        PAUSE 7;
        NEXT K:
        POKE 23564,224;
        POKE 224*256+32,221;
        LET s$=e$;
        POKE 23564,0;
        POKE 23680,25;
        POKE 23681,90;
        LPRINT w$(v);
        IF U=1 THEN
        GO TO 6100;
        REM Fin Partida?
6009  LET a=30;
        LET l=h-a;
        LET B=30;

```

```

LET W=30:
LET M=201:
LET N=315:
LET R=154:
LET G=0:
LET Pdrc=0:
GO SUB R:
POKE 23560,0:
GO TO 2:
REM Añadir al calabozo
6033 POKE 23680,24:
POKE 23681,88:
LPRINT "--";
RETURN:
REM FARRADEOS: Pinta bueno
6034 POKE 23680,24:
POKE 23681,88:
LPRINT "/":
RETURN:
REM borra bueno
6039 POKE 23680,19:
POKE 23681,89:
LPRINT "99":
RETURN:
6040 POKE 23680,19:
POKE 23681,89:
LPRINT "::";
RETURN:
6042 POKE 23680,15:
POKE 23681,89:
LPRINT "KK":
RETURN:
6043 POKE 23680,15:
POKE 23681,89:
LPRINT "TT":
RETURN:
6045 POKE 23680,10:
POKE 23681,89:
LPRINT "KKK":
RETURN:
6046 POKE 23680,10:
POKE 23681,89:
LPRINT "MNN":
RETURN:
6051 POKE 23680,8:
POKE 23681,88:
LPRINT "+++":
RETURN:
6052 POKE 23680,8:
POKE 23681,88:
LPRINT "SUS":
RETURN:
6054 POKE 23680,3:
POKE 23681,88:
LPRINT "KO"(1+(G<5)) ; "GGT":
POKE 23680,3:
POKE 23681,89:
LPRINT "nny":
RETURN:
6055 POKE 23680,3:
POKE 23681,88:
LPRINT "nm"(1+(G<5)) ; "n~~~~~":
POKE 23680,3:
POKE 23681,89:
LPRINT "jjJ":
RETURN:
6099 STOP
6100 REM FIN PARTIDA
6102 IF Hs > (Mi-38) *1000+C*100+(D-38)*10+U-1 THEN
GO TO 6105
6103 LET Hs=(Mi-38)*1000+C*100+(D-38)*10+U-1:
LET K=INT (Hs*.001):
LET S=INT ((Hs-1000*K)*.01):
LET J=INT (((Hs-1000*K)-100*S)*.1):
POKE 23607,223:
PRINT #0; AT 1,6; INK 0; PAPER 4; BRIGHT 1;
CHR$(K+38); CHR$(J+38); "" ; OVER 1;s;Hs-1000
K-100*s-10*j;;
POKE 23607,60:
LET K=1:
REM Imprime HiScore
6104 LET K=k+1 OR k=4:
PRINT #0; AT 1,6; PAPER 3+k; OVER 1;"      ";
IF INKEY$="" THEN
PAUSE 5:
GO TO 6104:
REM Imprime HiScore
6105 GO TO 9002
9000 CLEAR 219*256-1:
POKE 23739,244:
PAPER 7:
INK 0:
BORDER 0:
BRIGHT 1:
OVER 0:
INVERSE 0:
POKE 23561,0:

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POKE 23562,0;
REM Declaracion de Variables
9001 POKE 23675,88;
POKE 23676,255;
: POKE 23606,0;
POKE 23607,251;
: FOR K=1 TO 0;
NEXT K;
LET B=0;
LET R=0;
FOR M=1 TO 0;
NEXT M;
FOR N=1 TO 0;
NEXT N;
: DIM R(174);
LET R(124)=1;
LET R(111)=2;
LET R(134)=2;
LET R(121)=3;
LET R(144)=3;
LET R(131)=4;
LET R(154)=4;
LET R(141)=5;
LET R(164)=5;
LET R(151)=6;
LET R(174)=6;
LET R(161)=6;
LET R(171)=6;
LET L=0;
LET T=0;
LET i=57380;
LET W=30;
LET a=30;
LET L=-a;
LET h=0;
LET U=1;
DIM V$(4,7);
DIM W$(4,7);
LET G=0;
LET s=0;
LET j=0;
LET f=1;
LET u=4;
LET D=38;
LET c=0;
LET o=2;
LET p=2;
LET Pdrc=0;
LET Mi=38;
LET Hs=0;
CLS;
FOR m=0 TO 2;
POKE 23680,0;
POKE 23681,88+m;
LPINT " ";
NEXT m
9002 REM IF INKEY$="" THEN GO TO 9002
9100 LET B=30;
LET R=154;
LET M=201;
LET N=315;
LET W=30;
LET v$(1)="IRRRYYYY";
LET v$(2)="IRRYY>>>";
LET v$(3)="IRRQQ>>>";
LET v$(4)="IOOOQ>>>";
LET w$(1)="@@@@@@@@@";
LET w$(2)="@@@@@@SSS";
LET w$(3)="@@@SSSSS";
LET w$(4)="@SSSSSSS";
LET U=1;
LET D=38;
LET C=0;
LET Mi=38;
LET G=0;
LET U=4;
LET o=-1-INT (RND*3);
LET p=-1-INT (RND*3);
CLS;
POKE 23607,223;
POKE 23564,224;
LET P$=U$;
LET S$=e$;
RANDOMIZE (256*PEEK 23673+PEEK 23672);
BEEP .1,12;
BEEP .1,16;
BEEP .2,19;
PAUSE 3;
BEEP .1,16;
BEEP .1,19;
BEEP .2,24;
PAUSE 0;
POKE 224*256+32,221;
LET S$=e$;

```

```
POKE 23564,0;
LET K=INT (Hs*.001);
LET s=INT ((Hs-1000*K)*.01);
LET j=INT ((Hs-1000*K-100*s)*.1);
PRINT #0;AT 1,6; INK 0; PAPER 7; BRIGHT 1;
CHR$ (K+38);CHR$ (j+38);""; OVER 1;s;Hs-1000
K-100*s-10*j;;
POKE 23607,251;
LET a=30;
LET l=-a;
LET h=0;
LET T=16;
LET s=219*256;
LET j=PEEK (s+256);
POKE 23672,0;
POKE 23673,0;
POKE 23674,0;
POKE 23672,0;
GO SUB R;
GO TO 2;
REM Inicializacion variables Partida Nueva
9999 POKE 23564,0;
POKE 23607,60;
POKE 24173,250
```

