

JUEGA AL AJEDREZ

Presentamos en esta ocasión el clásico juego del ajedrez para jugar entre dos personas, el ordenador lo único que hace es controlar los movimientos que realizan los jugadores.



Las instrucciones de manejo del programa son muy sencillas, ya que es totalmente autoexplicativo, no obstante, ahí van algunas breves notas sobre su manejo.

Después de mover una pieza no se puede volver atrás.

Si le hemos dicho la pieza que queremos mover, pero no el destino, podemos volver atrás dándole una jugada incorrecta.

Para hacer el enroque basta con darle la posición del rey y la casilla que va a ocupar. Para el rey blanco sería:

Desde E8 hasta G8: enroque corto.

Desde E8 hasta C8: enroque largo.

En la línea 1800 están puestos los colores, puse esos porque en el monitor verde se ven mejor, para el de color poner los colores que queráis.

VARIABLES

JUGADA\$ () Tabla de 500 elementos que contendrá las jugadas realizadas para poder ver la partida después de acabarla. Tabla de 8x8, indica dónde se encuentran colocadas las piezas en el tablero.

H\$ () Coordenada horizontal de la pieza que se va a mover.

A\$ Coordenada vertical de la pieza que se va a mover.

B\$ Coordenada horizontal de la casilla donde se va a mover.

C\$ Coordenada vertical de la casilla donde se va a mover.

TNI, TND, TBI, TBD, REYN, REYB Cuando alguno de estos flag se pone a 1, indica que no se puede hacer el enroque con esa ficha.

Z\$ Cuadro blanco.

X\$ Cuadro negro.

T\$, P\$, AL\$, CA\$, R\$, RN\$ Contienen las figuras, torre, peón, alfil, caballo, rey y reina respectivamente.

PP Puntero de la tabla JUGADA\$().

REPETICION Si está a 1, indica que se está viendo la partida repetida y no mete la jugada en la tabla JUGADA\$().

JUGADOR Jugador al que le toca mover.

FICHA\$ Color de las piezas que tienen que mover.

```
110 CLEAR:DEFINT A=2:GOSUB 1310:DIM J
UGADA$(500):JUGADOR=2:PEN 1
120 LOCATE 4,4:PRINT P$:LOCATE 10,4:P
RINT T$:LOCATE 16,4:PRINT CA$:LOCATE
22,4:PRINT AL$:LOCATE 28,4:PRINT R$:L
OCATE 34,4:PRINT RN$
125 LOCATE 12,25:PRINT CHR$(164)+ " ER
ZURI 1986"
130 LOCATE 6,2:PRINT "AJEDREZ
(2 JUGADORES)
140 MOVE 144,158:DRAW 144,240:DRAW 49
4,240:DRAW 494,158:DRAW 144,158:LOCAT
E 11,12:PRINT "1.- INSTRUCCIONES":LOCA
TE 11,14:PRINT "2.- EMPEZAR EL JUEGO"
150 A$=INKEY$:IF A$="1" THEN GOSUB 29
10 ELSE IF A$="2" THEN 160 ELSE 150
160 CLS:GOSUB 1890
170 H$(1,1)="TN":H$(2,1)="CN":H$(3,1)
="AN":H$(4,1)="RN":H$(5,1)="RN":H$(6
,1)=H$(3,1):H$(7,1)=H$(2,1):H$(8,1)=H
$(1,1):FOR I=1 TO 8:H$(I,2)="PN":NEXT
180 FOR I=1 TO 8:H$(I,7)="PB":NEXT:H$
(1,8)="TB":H$(2,8)="CB":H$(3,8)="AB":
H$(4,8)="RB":H$(5,8)="RB":H$(6,8)=H
(3,8):H$(7,8)=H$(2,8):H$(8,8)=H$(1,8)
:PEN 1:LOCATE 28,1:PRINT "LETRA,NUMERO
":LOCATE 27,24:PRINT "2 PARA ACABAR"
190 PEN 1:IF JUGADOR=1 THEN JUGADOR=2
:FICHA$="NEGRAS" ELSE JUGADOR=1:FICHA
$="BLANCAS"
200 LOCATE CHR$(22);CHR$(0):LOCATE 39,
21:PRINT " ":LOCATE 34,4:PRINT " ":L
OCATE 34,5:PRINT " "
210 LOCATE 29,28:PRINT "JUGADOR:";JUGA
DOR:LOCATE 27,21:PRINT "MUEVEN ";FICHA
$:PRINT CHR$(22);CHR$(1):LOCATE 28,4:
```



```

PRINT"DESDE:";A$=INKEY$:IF A$="" THEN
210
220 A$=UPPER$(A$):IF A$="Z" THEN 2220
ELSE IF A$("<A" OR A$)"H" THEN 210
230 IF A$="A" THEN A=1 ELSE IF A$="B"
THEN A=2 ELSE IF A$="C" THEN A=3 ELS
E IF A$="D" THEN A=4 ELSE IF A$="E" T
HEN A=5 ELSE IF A$="F" THEN A=6 ELSE
IF A$="G" THEN A=7 ELSE IF A$="H" THE
N A=8

```

```

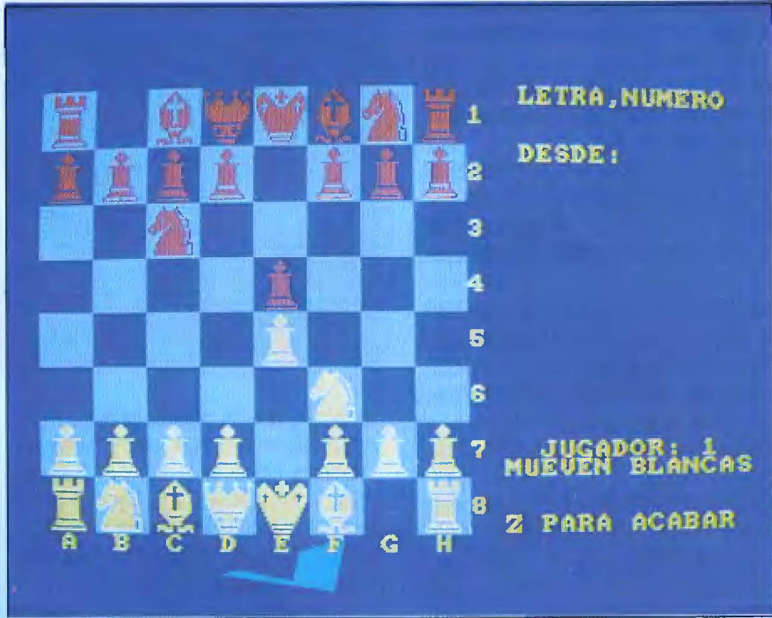
C=6 ELSE IF C$="G" THEN C=7 ELSE IF
C$="H" THEN C=8
330 IF H$(A,B)="PB" OR H$(A,B)="PN" T
HEN 350 ELSE IF H$(A,B)="TB" OR H$(A,
B)="TN" THEN 590 ELSE IF H$(A,B)="AB"
OR H$(A,B)="AN" THEN 770 ELSE IF H$(
A,B)="CB" OR H$(A,B)="CN" THEN 1150
340 IF H$(A,B)="RB" OR H$(A,B)="RN" T
HEN 980 ELSE IF H$(A,B)="RNB" OR H$(A
,B)="RNN" THEN 960

```

```

70
480 IF H$(A,B)="PB" AND RIGHT$(H$(C,D
),1)<>"N" THEN 500
490 IF H$(A,B)="PN" AND RIGHT$(H$(C,D
),1)<>"B" THEN 270
500 GOSUB 2400:IF SW=1 THEN SW=0:GOTO
270 ELSE GOSUB 1970
510 IF SW=2 THEN SW=0:BORDER 1,7 ELSE
530
520 A$=INKEY$:IF A$="" THEN 520 ELSE
BORDER 1:PRINT CHR$(22);CHR$(0):LOCAT
E 31,14:PRINT"
530 IF D=1 THEN 540 ELSE IF D=8 THEN
550 ELSE 580:'CAMBIAMOS UN PEON POR U
NA DAMA

```



```

240 LOCATE 34,4:PRINT A$;";B$=INKEY
$:IF B$="" THEN 240
250 IF B$("<1" OR B$)"8" THEN 240 ELSE
LOCATE 36,4:PRINT B$
260 B=VAL(B$):IF RIGHT$(H$(A,B),1)=""
THEN 270 ELSE 280
270 PRINT CHR$(7):LOCATE 29,14:PRINT"
IMPOSIBLE";A$=INKEY$:IF A$="" THEN 27
0 ELSE PRINT CHR$(22);CHR$(0):LOCATE
29,14:PRINT STRING$(10," "):LOCATE 34
,4:PRINT" ";LOCATE 34,5:PRINT" ";
PRINT CHR$(22);CHR$(1):GOTO 210
280 IF (JUGADOR=1 AND RIGHT$(H$(A,B),
1)="N") OR (JUGADOR=2 AND RIGHT$(H$(A
,B),1)="B") THEN 270
290 LOCATE 28,5:PRINT"MASTA:";C$=INKE
Y$:IF C$="" THEN 290
300 C$=UPPER$(C$):IF C$("<A" OR C$)"H"
THEN 290 ELSE LOCATE 34,5:PRINT C$;";
310 D$=INKEY$:IF D$("<1" OR D$)"8" THE
N 310 ELSE LOCATE 36,5:PRINT D$
320 D=VAL(D$):IF C$="A" THEN C=1 ELSE
IF C$="B" THEN C=2 ELSE IF C$="C" TH
EN C=3 ELSE IF C$="D" THEN C=4 ELSE I
F C$="E" THEN C=5 ELSE IF C$="F" THEN

```

```

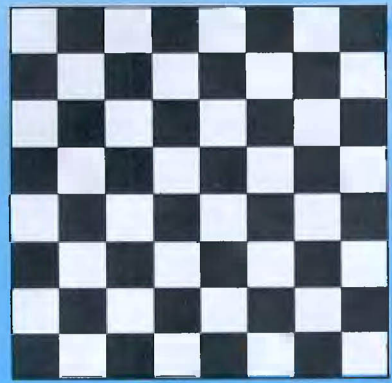
350 '***** PEON *****
360 IF A=C THEN 370 ELSE 430:'AVANZAR
Y COMER
370 IF B>D AND H$(A,B)="PN" THEN 270:
'NO PUEDEN IR PARA ATRAS LAS NEGRAS
380 IF D>B AND H$(A,B)="PB" THEN 270:
'NO PUEDEN IR PARA ATRAS LAS BLANCAS
390 IF (B-2)>D AND H$(A,B)="PB") OR (D
-B)>2 AND H$(A,B)="PN") THEN 270
400 IF (B-D=2 AND H$(A,B)="PB" AND B<
7) OR (D-B=2 AND H$(A,B)="PN" AND B<
7) THEN 270
410 IF (B+1=D OR B-1=D) AND H$(C,D)<>
"" THEN 270
420 GOTO 580
430 IF A-1=C OR A+1=C THEN 440 ELSE 2
70
440 IF (A-1=C OR A+1=C) AND H$(C,D)=""
THEN 270
450 IF (A-1=C OR A+1=C) AND H$(A,B)=""
PB" AND RIGHT$(H$(C,D),1)<>"N" THEN 2
70
460 IF (A-1=C OR A+1=C) AND H$(A,B)=""
PN" AND RIGHT$(H$(C,D),1)<>"B" THEN 2
70
470 IF B-1=D OR B+1=D THEN 480 ELSE 2

```

```

540 IF C=1 OR C=3 OR C=5 OR C=7 THEN
PEN 2:GOTO 560 ELSE PEN 0:GOTO 560
550 IF C=1 OR C=3 OR C=5 OR C=7 THEN
PEN 0:GOTO 570 ELSE PEN 2:GOTO 570
560 LOCATE C+C-2,D+D-2:PRINT Z$:P
EN 1:LOCATE C+C-2,D+D-2:PRINT R$
:H$(C,D)="RNB":GOTO 580
570 LOCATE C+C-2,D+D-2:PRINT Z$:L
OCATE C+C-2,D+D-2:PEN 3:PRINT R$
:H$(C,D)="RNN"
580 GOTO 190
590 '***** TORRE *****
600 IF A=C THEN 610 ELSE IF B=D THEN
710 ELSE 270:'MOVIMIENTO VERTICAL Y H
ORIZONTAL
610 IF B<D THEN 620 ELSE 640
620 FOR I=B+1 TO D-1:IF H$(C,I)<>"" T
HEN 270 ELSE NEXT:IF (H$(A,B)="TB" OR
H$(A,B)="RB" OR H$(A,B)="RNB") AND R
IGHT$(H$(C,D),1)="B" THEN 270
630 FOR I=B+1 TO D-1:IF H$(C,I)<>"" T
HEN 270 ELSE NEXT:IF (H$(A,B)="TN" OR
H$(A,B)="RN" OR H$(A,B)="RNN") AND R
IGHT$(H$(C,D),1)="N" THEN 270 ELSE 66
0
640 FOR I=D+1 TO B-1:IF H$(C,I)<>"" T
HEN 270 ELSE NEXT:IF (H$(A,B)="TB" OR
H$(A,B)="RB" OR H$(A,B)="RNB") AND R
IGHT$(H$(C,D),1)="B" THEN 270
650 FOR I=D+1 TO B-1:IF H$(C,I)<>"" T
HEN 270 ELSE NEXT:IF (H$(A,B)="TN" OR

```



```

H$(A,B)="RN" OR H$(A,B)="RNN") AND R
IGHT$(H$(C,D),1)="N" THEN 270
660 GOSUB 2400:IF SW=1 THEN SW=0:GOTO
270 ELSE GOSUB 1970
670 IF SW=2 THEN SW=0:BORDER 1,7 ELSE
690
680 A$=INKEY$:IF A$="" THEN 680 ELSE
BORDER 1:PRINT CHR$(22);CHR$(0):LOCAT
E 31,14:PRINT"
690 IF A=8 AND B=8 THEN TBD=1 ELSE IF
A=1 AND B=8 THEN TBI=1 ELSE IF A=1 A
ND B=1 THEN TNI=1 ELSE TND=1
700 GOTO 170
710 IF A<C THEN 720 ELSE 740
720 FOR I=A+1 TO C-1:IF H$(I,D)<>"* T
HEN 270 ELSE NEXT:IF (H$(A,B)="TB" OR
H$(A,B)="RB" OR H$(A,B)="RNB") AND R
IGHT$(H$(C,D),1)="B" THEN 270

```



```

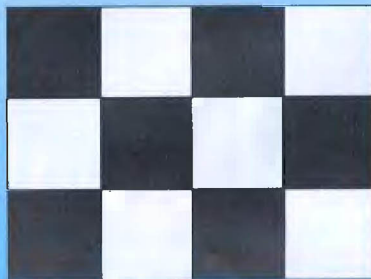
730 FOR I=A+1 TO C-1:IF H$(I,D)<>"* T
HEN 270 ELSE NEXT:IF (H$(A,B)="TN" OR
H$(A,B)="RN" OR H$(A,B)="RNN") AND R
IGHT$(H$(C,D),1)="N" THEN 270 ELSE 76
0
740 FOR I=C+1 TO A-1:IF H$(I,D)<>"* T
HEN 270 ELSE NEXT:IF (H$(A,B)="TN" OR
H$(A,B)="RN" OR H$(A,B)="RNN") AND R
IGHT$(H$(C,D),1)="N" THEN 270
750 FOR I=C+1 TO A-1:IF H$(I,D)<>"* T
HEN 270 ELSE NEXT:IF (H$(A,B)="TB" OR
H$(A,B)="RB" OR H$(A,B)="RNB") AND R
IGHT$(H$(C,D),1)="B" THEN 270
760 GOTO 660
770 '***** ALFIL *****
780 X=ABS(A-C):Y=ABS(B-D):IF X<Y THE
N 270 ELSE X=A:Y=B
790 IF A<C AND B<D THEN 800 ELSE IF A
>C AND B<D THEN 830 ELSE IF A<C AND B
>D THEN 860 ELSE IF A<C AND B>D THEN
890 ELSE 270
800 X=X+1:Y=Y+1:IF X=C THEN 810 ELSE
IF H$(X,Y)<>"* THEN 270 ELSE 800
810 IF (H$(A,B)="AB" OR H$(A,B)="RB"
OR H$(A,B)="RNB") AND RIGHT$(H$(C,D),
1)="B" THEN 270
820 IF (H$(A,B)="AN" OR H$(A,B)="RN"
OR H$(A,B)="RNN") AND RIGHT$(H$(C,D),
1)="N" THEN 270 ELSE 920

```

```

830 X=X-1:Y=Y+1:IF X=C THEN 840 ELSE
IF H$(X,Y)<>"* THEN 270 ELSE 830
840 IF (H$(A,B)="AB" OR H$(A,B)="RB"
OR H$(A,B)="RNB") AND RIGHT$(H$(C,D),
1)="B" THEN 270
850 IF (H$(A,B)="AN" OR H$(A,B)="RN"
OR H$(A,B)="RNN") AND RIGHT$(H$(C,D),
1)="N" THEN 270 ELSE 920
860 X=X-1:Y=Y-1:IF X=C THEN 870 ELSE
IF H$(X,Y)<>"* THEN 270 ELSE 860
870 IF (H$(A,B)="AB" OR H$(A,B)="RB"
OR H$(A,B)="RNB") AND RIGHT$(H$(C,D),
1)="B" THEN 270
880 IF (H$(A,B)="AN" OR H$(A,B)="RN"
OR H$(A,B)="RNN") AND RIGHT$(H$(C,D),
1)="N" THEN 270 ELSE 920
890 X=X+1:Y=Y-1:IF X=C THEN 900 ELSE
IF H$(X,Y)<>"* THEN 270 ELSE 890
900 IF (H$(A,B)="AB" OR H$(A,B)="RB"
OR H$(A,B)="RNB") AND RIGHT$(H$(C,D),
1)="B" THEN 270
910 IF (H$(A,B)="AN" OR H$(A,B)="RN"
OR H$(A,B)="RNN") AND RIGHT$(H$(C,D),
1)="N" THEN 270
920 GOSUB 2400:IF SW=1 THEN SW=0:GOTO
270 ELSE GOSUB 1970
930 IF SW=2 THEN SW=0:BORDER 1,7 ELSE
950
940 A$=INKEY$:IF A$="" THEN 940 ELSE
BORDER 1:PRINT CHR$(22);CHR$(0):LOCAT
E 31,14:PRINT"
950 GOTO 190
960 '***** REINA *****
970 IF A=C OR B=D THEN 590 ELSE 770
980 '***** REY *****
990 IF (A=5 AND B=8 AND C=3 AND D=8)O
R(A=5 AND B=8 AND C=7 AND D=8)OR(A=5
AND B=1 AND C=3 AND D=1)OR(A=5 AND B=
1 AND C=7 AND D=1) THEN 1000 ELSE 112
0
1000 GOSUB 2400:IF SW=1 THEN SW=0:GOT
O 270

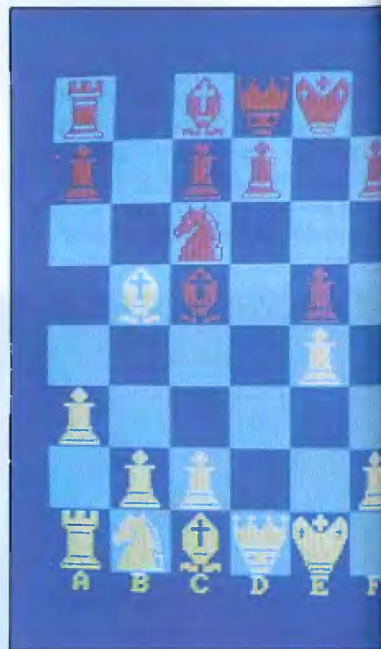
```



```

1010 IF SW=2 THEN SW=0:BORDER 1,7 ELS
E 1030
1020 A$=INKEY$:IF A$="" THEN 1020 ELS
E BORDER 1:PRINT CHR$(22);CHR$(0):LOC
ATE 31,14:PRINT"
1030 IF A=5 AND B=8 AND C=3 AND D=8 A

```



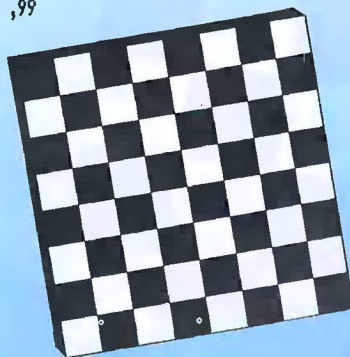
```

ND REYB=0 AND TBI=0 AND H$(2,8)="* AN
D H$(3,8)="* AND H$(4,8)="* THEN 1100
:'ENROQUE LARGO DE BLANCAS
1040 IF A=5 AND B=1 AND C=3 AND D=1 A
ND REYN=0 AND TNI=0 AND H$(2,1)="* AN
D H$(3,1)="* AND H$(4,1)="* THEN 1080
:'ENROQUE LARGO DE NEGRAS
1050 IF A=5 AND B=8 AND C=7 AND D=8 A
ND REYB=0 AND TBD=0 AND H$(7,8)="* AN
D H$(6,8)="* THEN 1090:'ENROQUE CORTO
DE BLANCAS
1060 IF A=5 AND B=1 AND C=7 AND D=1 A
ND REYN=0 AND TND=0 AND H$(7,1)="* AN
D H$(6,1)="* THEN 1110:'ENROQUE CORTO
DE NEGRAS
1070 GOTO 270
1080 TNI=1:REYN=1:PEN 2:LOCATE 13,1:P
RINT Z$:LOCATE 1,1:PRINT Z$:PEN 3:LOC
ATE 7,1:PRINT R$:LOCATE 10,1:PRINT T$:
H$(4,1)=H$(1,1):H$(3,1)=H$(5,1):H$(1
,1)=":H$(5,1)=":GOTO 190
1090 TBD=1:REYB=1:PEN 0:LOCATE 13,22:
PRINT Z$:PEN 1:LOCATE 19,22:PRINT R$:
PEN 2:LOCATE 22,22:PRINT Z$:PEN 1:LOC
ATE 16,22:PRINT T$:H$(7,8)=H$(5,8):H$
(6,8)=H$(8,8):H$(5,8)=":H$(8,8)=":G
OTO 190
1100 TBI=1:REYB=1:PEN 0:LOCATE 13,22:
PRINT Z$:LOCATE 1,22:PRINT Z$:PEN 1:L
OCATE 7,22:PRINT R$:LOCATE 10,22:PRIN
T T$:H$(4,8)=H$(1,8):H$(3,8)=H$(5,8):
H$(1,8)=":H$(5,8)=":GOTO 190
1110 TND=1:REYN=1:PEN 2:LOCATE 13,1:P
RINT Z$:PEN 3:LOCATE 19,1:PRINT R$:PE
N 0:LOCATE 22,1:PRINT Z$:PEN 3:LOCATE

```



1350 SYMBOL 147,1,1,1,1,1,1,1
 1360 SYMBOL 148,255,0,255,255,255,255,255
 1370 SYMBOL 149,128,128,128,128,128,128,128
 1380 SYMBOL 150,1,1,1,3,7,8,15,0
 1390 SYMBOL 151,255,255,0,255,255,0,255,0
 1400 SYMBOL 152,128,128,128,192,224,16,240
 1410 SYMBOL 153,0,0,0,0,0,0,0,3
 1420 SYMBOL 154,0,24,60,126,126,60,24,255
 1430 SYMBOL 155,0,0,0,0,0,0,0,192
 1440 SYMBOL 156,255,0,255,255,255,0,255,0
 1450 SYMBOL 157,0,0,0,0,0,1,3,7
 1460 SYMBOL 158,0,24,60,102,231,231,0,0
 1470 SYMBOL 159,0,0,0,0,0,128,192,224
 1480 SYMBOL 160,7,7,7,7,7,7,7,3
 1490 SYMBOL 161,231,231,231,231,231,2,31,255,255
 1500 SYMBOL 162,224,224,224,224,224,2,24,224,192
 1510 SYMBOL 163,1,0,0,0,15,15,9,0
 1520 SYMBOL 192,129,255,126,126,36,231,231,0
 1530 SYMBOL 165,128,0,0,0,240,240,144,0
 1540 SYMBOL 166,0,0,24,60,126,127,119,99



1550 SYMBOL 167,0,24,24,126,126,24,15,3,195
 1560 SYMBOL 168,0,0,24,60,126,254,238,198
 1570 SYMBOL 169,119,119,63,63,31,31,15,15
 1580 SYMBOL 170,238,238,252,252,248,2,48,240,240
 1590 SYMBOL 171,7,7,3,2,1,1,0,0
 1600 SYMBOL 172,255,255,255,0,255,0,255,0
 1610 SYMBOL 173,224,224,192,64,128,12,8,0
 1620 SYMBOL 174,0,1,1,3,7,15,15,14
 1630 SYMBOL 175,0,4,140,254,253,252,2



54,255
 1640 SYMBOL 176,0,0,0,0,0,128,64,96
 1650 SYMBOL 177,31,63,127,95,120,49,3,3
 1660 SYMBOL 178,255,223,191,127,255,255,255
 1670 SYMBOL 179,32,160,160,144,208,208,208,144
 1680 SYMBOL 180,7,15,15,15,31,31,31,0
 1690 SYMBOL 181,255,255,255,255,255,255,255,0
 1700 SYMBOL 182,160,184,200,200,200,200,248
 1710 SYMBOL 183,0,32,113,32,33,35,55,63
 1720 SYMBOL 184,0,129,195,129,129,195,231,255
 1730 SYMBOL 185,0,4,142,4,132,196,236,252
 1740 SYMBOL 186,63,63,63,31,31,15,0,7
 1750 SYMBOL 187,255,255,255,255,255,255,255,0
 1760 SYMBOL 188,252,252,252,248,248,240,16,224
 1770 SYMBOL 189,7,2,3,1,1,0,0,0
 1780 SYMBOL 190,126,60,126,255,0,255,255,0
 1790 SYMBOL 191,224,64,192,128,128,0,0,0
 1800 MODE 1:INK 1,24:INK 2,14:INK 3,6
 1810 z%=STRING\$(3,CHR\$(143))+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+STRING\$(3,CHR\$(143))+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+CHR\$(8)+STRING\$(3,CHR\$(143))
 1820 x%=STRING\$(3,CHR\$(128))+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+STRING\$(3,CHR\$(128))+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+CHR\$(8)+STRING\$(3,CHR\$(128))
 1830 T%=CHR\$(144)+CHR\$(145)+CHR\$(146)+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+CHR\$(147)+CHR\$(148)+CHR\$(149)+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+CHR\$(150)+CHR\$(151)+CHR\$(152)
 1840 P%=CHR\$(153)+CHR\$(154)+CHR\$(155)+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(143)+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(150)+CHR\$(156)+CHR\$(152)
 1850 AL%=CHR\$(157)+CHR\$(158)+CHR\$(159)+CHR\$(10)+CHR\$(8)+CHR\$(8)+CHR\$(8)+CHR\$(8)+CH

16,1:PRINT T%:H\$(7,1)=H\$(5,1):H\$(6,1)=H\$(8,1):H\$(5,1)="":H\$(8,1)="":GOTO 190
 1120 X=ABS(A-C):Y=ABS(B-D):LOCATE 27,12:IF X>1 OR Y>1 THEN 270
 1130 IF B=1 THEN REYN=1 ELSE REYB=1
 1140 IF A=C OR B=D THEN 590 ELSE 270
 1150 '***** CABALLO *****
 1160 IF A-1=C AND B-2=D THEN 1250
 1170 IF A-2=C AND B-1=D THEN 1250
 1180 IF A-2=C AND B+1=D THEN 1250
 1190 IF A-1=C AND B+2=D THEN 1250
 1200 IF A+1=C AND B+2=D THEN 1250
 1210 IF A+2=C AND B+1=D THEN 1250
 1220 IF A+2=C AND B-1=D THEN 1250
 1230 IF A+1=C AND B-2=D THEN 1250
 1240 GOTO 270
 1250 IF H\$(A,B)="CB" AND RIGHT\$(H\$(C,D),1)="B" THEN 270
 1260 IF H\$(A,B)="CN" AND RIGHT\$(H\$(C,D),1)="N" THEN 270
 1270 GOSUB 2400:IF S1=1 THEN S1=0:GOTO 270 ELSE GOSUB 1970
 1280 IF S1=2 THEN S1=0:GOTO 1,7 ELSE 1300
 1290 A%=INKEY\$:IF A%="" THEN 1290 ELSE BORDER 1:PRINT CHR\$(22):CHR\$(0):LOCATE 31,14:PRINT"
 1300 GOTO 190
 1310 SYMBOL AFTER 144
 1320 SYMBOL 144,0,7,7,7,7,4,3
 1330 SYMBOL 145,0,60,60,60,255,255,0,255
 1340 SYMBOL 146,0,224,224,224,224,224,2,32,192

```

R$(160)+CHR$(161)+CHR$(162)+CHR$(163)+CHR$(164)+CHR$(165)
1860 R$=CHR$(166)+CHR$(167)+CHR$(168)+CHR$(169)+CHR$(170)+CHR$(171)+CHR$(172)+CHR$(173)
1870 CA$=CHR$(174)+CHR$(175)+CHR$(176)+CHR$(177)+CHR$(178)+CHR$(179)+CHR$(180)+CHR$(181)+CHR$(182)
1880 RN$=CHR$(183)+CHR$(184)+CHR$(185)+CHR$(186)+CHR$(187)+CHR$(188)+CHR$(189)+CHR$(190)+CHR$(191):RETURN
1890 PEN 2:FOR j=1 TO 24 STEP 6:FOR i=1 TO 23 STEP 6:LOCATE i,j:PRINT z$:LOCATE i+3,j:PRINT x$:NEXT:NEXT
1900 FOR j=4 TO 24 STEP 6:FOR i=1 TO 24 STEP 6:LOCATE i,j:PRINT x$:LOCATE i+3,j:PRINT z$:NEXT:NEXT:K$=" 1 2 3 4 5 6 7 8":PEN 1:LOCATE 1,25:PRINT " A B C D E F G H":FOR I=2 TO 24 STEP 3:LOCATE 25,I:PRINT MID$(K$,I,1):NEXT
1910 PEN 3:PRINT CHR$(22):CHR$(1):LOCATE 1,1:PRINT T$:LOCATE 7,1:PRINT AL$

```

```

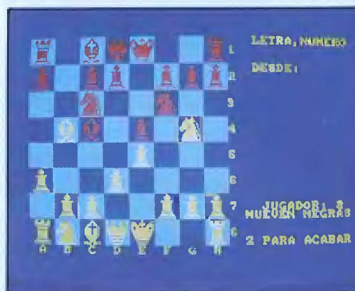
:LOCATE 10,1:PRINT RN$:LOCATE 4,1:PRINT CA$:LOCATE 13,1:PRINT R$
1920 LOCATE 16,1:PRINT AL$:LOCATE 19,1:PRINT CA$:LOCATE 22,1:PRINT T$:FOR I=1 TO 22 STEP 3:LOCATE I,4:PRINT P$:NEXT
1930 PEN 1:LOCATE 1,22:PRINT I$:LOCATE 7,22:PRINT AL$:LOCATE 10,22:PRINT RN$:LOCATE 4,22:PRINT CA$:LOCATE 13,22:PRINT R$
1940 LOCATE 16,22:PRINT AL$:LOCATE 19,22:PRINT CA$:LOCATE 22,22:PRINT T$:FOR I=1 TO 22 STEP 3:LOCATE I,19:PRINT P$:NEXT
1950 RETURN
1960 'BORRADO E IMPRESION DE FIGURAS
1970 IF (A=1 OR A=3 OR A=5 OR A=7) AND (B=1 OR B=3 OR B=5 OR B=7) THEN 2000
1980 IF (A=2 OR A=4 OR A=6 OR A=8) AND (B=2 OR B=4 OR B=6 OR B=8) THEN 2000
1990 PEN 0:LOCATE A+A-2,B+B-2:PRINT Z$:GOTO 2010:'CUADRO NEGRO
2000 PEN 2:LOCATE A+A-2,B+B-2:PRINT Z$::'CUADRO BLANCO
2010 IF (C=1 OR C=3 OR C=5 OR C=7) AND (D=1 OR D=3 OR D=5 OR D=7) THEN 2040

```

```

2020 IF (C=2 OR C=4 OR C=6 OR C=8) AND (D=2 OR D=4 OR D=6 OR D=8) THEN 2040
2030 PEN 0:LOCATE C+C-2,D+D-2:PRINT Z$:GOTO 2050:'CUADRO NEGRO
2040 PEN 2:LOCATE C+C-2,D+D-2:PRINT Z$::'CUADRO BLANCO
2050 PEN 1:LOCATE C+C-2,D+D-2
2060 IF H$(A,B)="PB" THEN PRINT P$:GO TO 2180

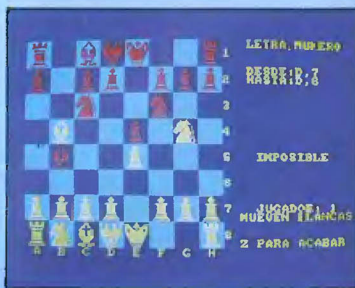
```



```

2070 IF H$(A,B)="PN" THEN PEN 3:PRINT P$:GOTO 2180
2080 IF H$(A,B)="TB" THEN PRINT T$:GO TO 2180
2090 IF H$(A,B)="TN" THEN PEN 3:PRINT T$:GOTO 2180
2100 IF H$(A,B)="CB" THEN PRINT CA$:GOTO 2180
2110 IF H$(A,B)="CN" THEN PEN 3:PRINT CA$:GOTO 2180
2120 IF H$(A,B)="AB" THEN PRINT AL$:GOTO 2180

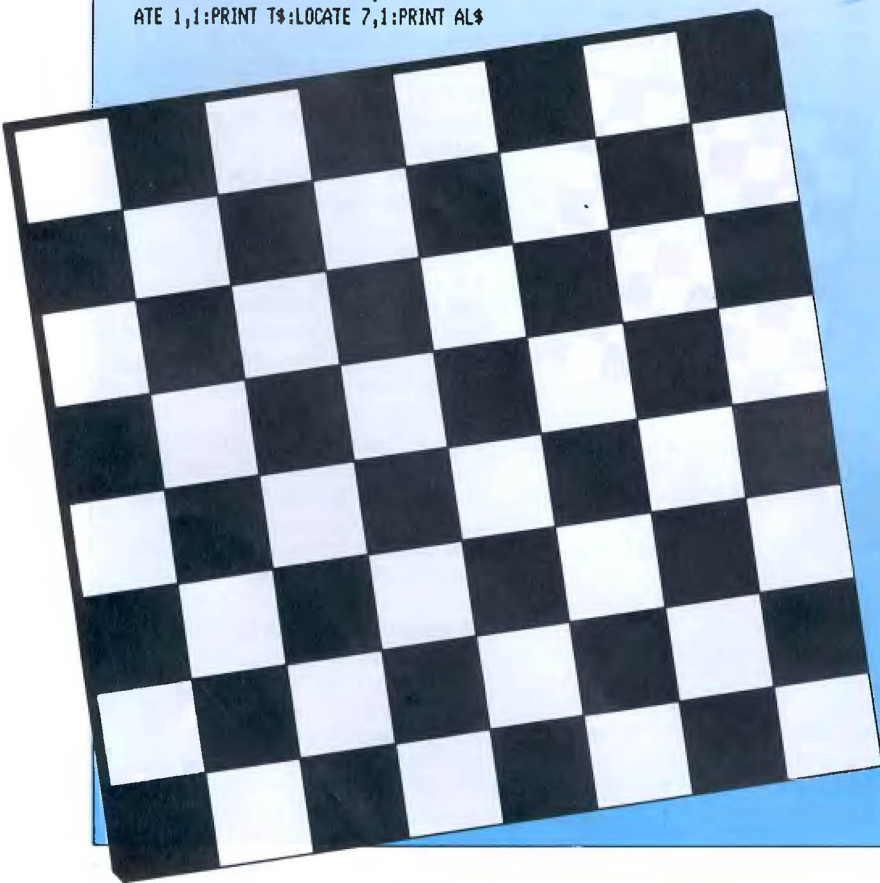
```



```

2130 IF H$(A,B)="AN" THEN PEN 3:PRINT AL$:GOTO 2180
2140 IF H$(A,B)="RB" THEN PRINT R$:GO TO 2180
2150 IF H$(A,B)="RN" THEN PEN 3:PRINT R$:GOTO 2180
2160 IF H$(A,B)="RNB" THEN PRINT RN$:GOTO 2180
2170 IF H$(A,B)="RNN" THEN PEN 3:PRINT RN$:GOTO 2180
2180 PRINT CHR$(22):CHR$(0):LOCATE 28,4:PRINT STRING$(10," "):LOCATE 28,5:PRINT STRING$(10," "):PRINT CHR$(22):

```



```

CHR$(1):PEN 1:IF REPETICION=1 THEN 22
10
2190 PP=PP+1:A$=STR$(A):B$=STR$(B):C$
=STR$(C):D$=STR$(D):JUGADA$(PP)=A$+B$
+C$+D$
2200 IF H$(C,D)="RN" OR H$(C,D)="RB"
THEN 2220
2210 H$(C,D)=H$(A,B):H$(A,B)="":RETUR
N
2220 REPETICION=1:WINDOW#1,26,40,1,24
:CLS#1:LOCATE#1,3,5:PRINT#1,"QUEREIS
VER":LOCATE#1,3,7:PRINT#1,"LA PARTIDA
?":LOCATE#1,6,9:PRINT#1,"S/N"
2230 A$=INKEY$:IF A$="" THEN 2230
2240 A$=UPPER$(A$):IF A$="S" THEN 225
0 ELSE IF A$="N" THEN 2370 ELSE 2230
2250 H$(1,1)="TN":H$(2,1)="CN":H$(3,1
)="AN":H$(4,1)="RN":H$(5,1)="RN":H$(
6,1)=H$(3,1):H$(7,1)=H$(2,1):H$(8,1)=
H$(1,1):FOR I=1 TO 8:H$(I,2)="PN":NEX
T
2260 FOR I=1 TO 8:H$(I,7)="PB":NEXT:H
$(1,8)="TB":H$(2,8)="CB":H$(3,8)="AB"
:H$(4,8)="RB":H$(5,8)="RB":H$(6,8)=H
$(3,8):H$(7,8)=H$(2,8):H$(8,8)=H$(1,8
)
2270 CLS:GOSUB 1890:JUGADOR=2
2280 FOR I=1 TO PP:IF JUGADOR=2 THEN
JUGADOR=1:FICHA$="BLANCAS" ELSE JUGAD
OR=2:FICHA$="NEGRAS"
2290 PRINT CHR$(22);CHR$(0):LOCATE 29
,2:PRINT"JUGADOR":JUGADOR:LOCATE 27,3
:PRINT"MUOVEN ";FICHA$:LOCATE 28,9:PR
INT"JUGADA";I
2300 A$=LEFT$(JUGADA$(1),2):A=VAL(A$)
:IF A=1 THEN A$="A" ELSE IF A=2 THEN
A$="B" ELSE IF A=3 THEN A$="C" ELSE I
F A=4 THEN A$="D" ELSE IF A=5 THEN A$
="E" ELSE IF A=6 THEN A$="F" ELSE IF
A=7 THEN A$="G" ELSE IF A=8 THEN A$="
H"
2310 B$=MID$(JUGADA$(1),3,2):B=VAL(B$
):LOCATE 28,11:PRINT"DESDE ";A$;B$
2320 C$=MID$(JUGADA$(1),5,2):C=VAL(C$
):IF C=1 THEN C$="A" ELSE IF C=2 THEN
C$="B" ELSE IF C=3 THEN C$="C" ELSE
IF C=4 THEN C$="D" ELSE IF C=5 THEN C
$="E" ELSE IF C=6 THEN C$="F" ELSE IF
C=7 THEN C$="G" ELSE IF C=8 THEN C$=
"H"
2330 D$=RIGHT$(JUGADA$(1),2):D=VAL(D$
):LOCATE 28,12:PRINT"HASTA ";C$;D$:PR
INT CHR$(22);CHR$(1)
2340 GOSUB 1970
2350 L$=INKEY$:IF L$="" THEN 2350 ELS
E NEXT
2360 GOTO 2220
2370 CLS#1:LOCATE 6,12:PRINT"QUEREIS
JUGAR":LOCATE 6,13:PRINT"OTRA PARTIDA
?"

```

```

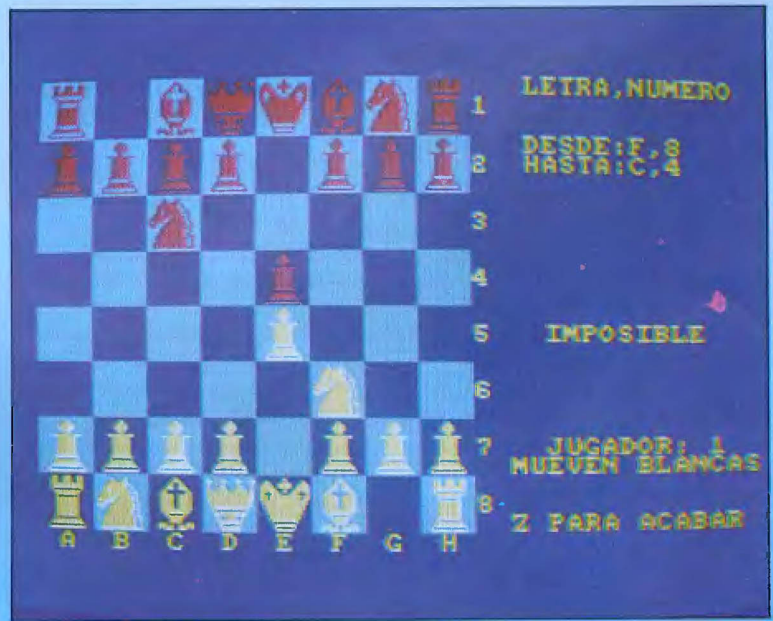
2380 A$=INKEY$:IF A$="" THEN 2380 ELS
E A$=UPPER$(A$)
2390 IF A$="S" THEN 110 ELSE IF A$="N
" THEN CLS:NEW ELSE 2390
2400 ANT$=H$(A,B):POST$=H$(C,D):H$(C,
D)=H$(A,B):H$(A,B)="" :JAQUE AL REY B
LANCO
2410 FOR I=1 TO 8:FOR J=1 TO 8:IF H$(
I,J)="RB" THEN 2420 ELSE NEXT:NEXT
2420 RX=I:RY=J
2430 FOR I=1 TO 8:FOR J=1 TO 8:IF RIG
HT$(H$(I,J),1)="N" THEN GOSUB 2460
2440 IF SW<0 THEN RETURN ELSE NEXT:N
EXT
2450 GOTO 2660:'NO HAY JAQUE
2460 IF H$(I,J)="PN" THEN 2470 ELSE I
F H$(I,J)="TN" THEN 2480 ELSE IF H$(I
,J)="CN" THEN 2550 ELSE IF H$(I,J)="A
N" THEN 2560 ELSE IF H$(I,J)="RN" TH
EN 2620 ELSE IF H$(I,J)="RN" THEN 263
0
2470 IF (I+1=RX AND J+1=RY) OR (I-1=R
X AND J+1=RY) THEN 2640 ELSE RETURN
2480 IF I=RX THEN 2490 ELSE IF J=RY T
HEN 2520 ELSE RETURN
2490 IF J<RY THEN 2500 ELSE 2510
2500 FOR L=J+1 TO RY-1:IF H$(I,L)<>""
THEN RETURN ELSE NEXT:GOTO 2640
2510 FOR L=RY+1 TO J-1:IF H$(I,L)<>""
THEN RETURN ELSE NEXT:GOTO 2640
2520 IF I<RX THEN 2530 ELSE 2540
2530 FOR L=I+1 TO RX-1:IF H$(L,J)<>""
THEN RETURN ELSE NEXT:GOTO 2640
2540 FOR L=RX+1 TO I-1:IF H$(L,J)<>""
THEN RETURN ELSE NEXT:GOTO 2640
2550 IF (I+1=RX AND J-2=RY) OR (I+2=R
X AND J-1=RY) OR (I+2=RX AND J+1=RY)

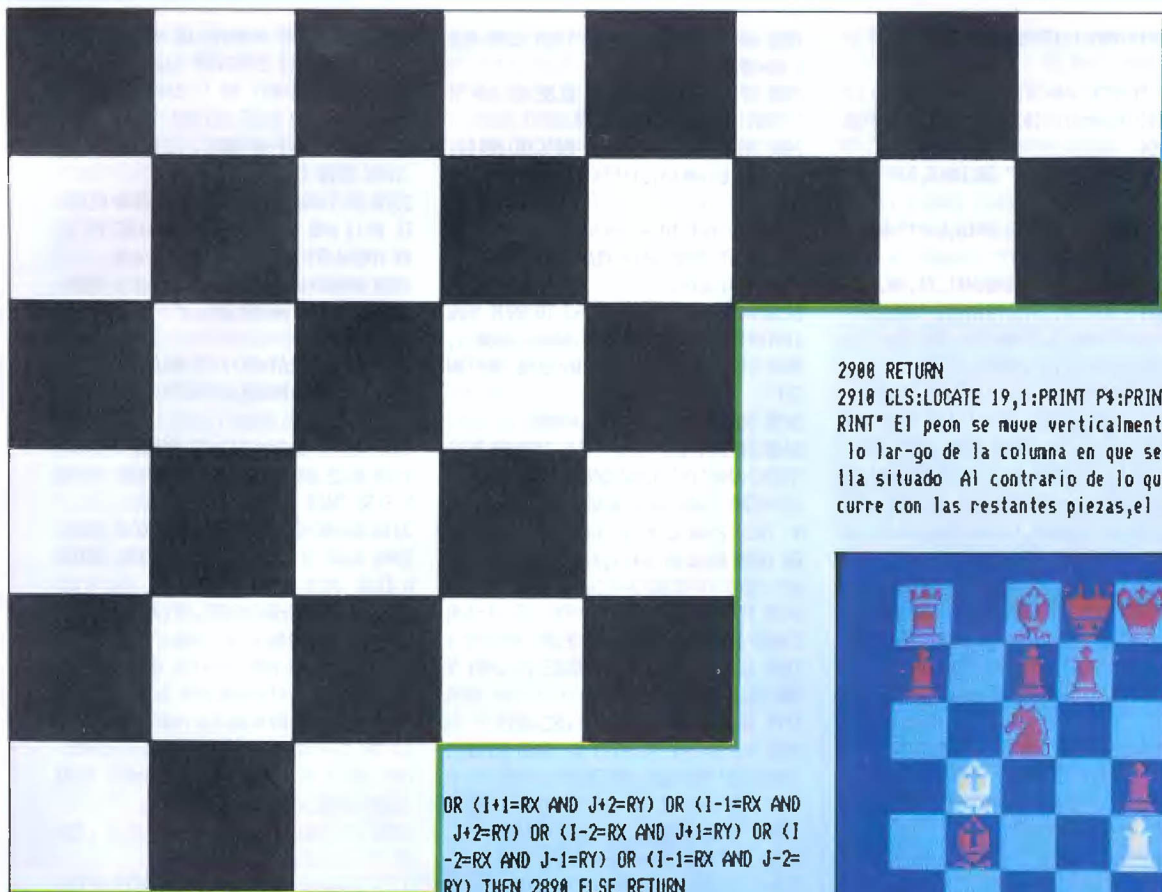
```

```

OR (I+1=RX AND J+2=RY) OR (I-1=RX AND
J+2=RY) OR (I-2=RX AND J+1=RY) OR (I
-2=RX AND J-1=RY) OR (I-1=RX AND J-2
=RY) THEN 2640 ELSE RETURN
2560 AX=I:AY=J:IF ABS(I-RX)=ABS(J-RY)
THEN 2570 ELSE RETURN
2570 IF I<RX AND J>RY THEN 2580 ELSE
IF RX<I AND RY>J THEN 2590 ELSE IF I<
RX AND J<RY THEN 2600 ELSE 2610
2580 AX=AX+1:AY=AY-1:IF AX<RX-1 THEN
2640 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2580
2590 AX=AX-1:AY=AY+1:IF AX<RX+1 THEN
2640 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2590
2600 AX=AX+1:AY=AY+1:IF AX<RX-1 THEN
2640 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2600
2610 AX=AX-1:AY=AY-1:IF AX<RX+1 THEN
2640 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2610
2620 IF ABS(I-RX)=ABS(J-RY) THEN AX=I
:AY=J:GOTO 2570 ELSE 2480
2630 IF (I=RX AND J-1=RY) OR (I=RX AN
D J+1=RY) OR (I-1=RX AND J-1=RY) OR (
I-1=RX AND J=RY) OR (I-1=RX AND J+1=R
Y) OR (I+1=RX AND J-1=RY) OR (I+1=RX
AND J=RY) OR (I-1=RX AND J+1=RY) THEN
2640 ELSE RETURN
2640 IF JUGADOR=1 THEN SW=1 ELSE LOCA
TE 31,14:PRINT"JAQUE":SW=2
2650 H$(A,B)=ANT$:H$(C,D)=POST$:RETUR
N
2660 FOR I=1 TO 8:FOR J=1 TO 8:IF H$(
I,J)="RN" THEN 2670 ELSE NEXT:NEXT
2670 RX=I:RY=J
2680 FOR I=1 TO 8:FOR J=1 TO 8:IF RIG

```





```

HT$(H$(I,J),1)="B" THEN GOSUB 2710
2690 IF SW<>0 THEN RETURN ELSE NEXT:G
EXT
2700 H$(A,B)=ANT$:H$(C,D)=POST$:RETUR
N:"NO HAY JAQUE"
2710 IF H$(I,J)="PB" THEN 2720 ELSE I
F H$(I,J)="TB" THEN 2730 ELSE IF H$(I
,J)="CB" THEN 2800 ELSE IF H$(I,J)="A
B" THEN 2810 ELSE IF H$(I,J)="RNB" TH
EN 2870 ELSE IF H$(I,J)="RB" THEN 288
0
2720 IF (I+1=RX AND J+1=RY) OR (I-1=R
X AND J+1=RY) THEN 2890 ELSE RETURN
2730 IF I=RX THEN 2740 ELSE IF J=RY T
HEN 2770 ELSE RETURN
2740 IF J<RY THEN 2750 ELSE 2760
2750 FOR L=J+1 TO RY-1:IF H$(I,L)<>""
THEN RETURN ELSE NEXT:GOTO 2890
2760 FOR L=RY+1 TO J-1:IF H$(I,L)<>""
THEN RETURN ELSE NEXT:GOTO 2890
2770 IF I<RX THEN 2780 ELSE 2790
2780 FOR L=I+1 TO RX-1:IF H$(L,J)<>""
THEN RETURN ELSE NEXT:GOTO 2890
2790 FOR L=RX+1 TO I-1:IF H$(L,J)<>""
THEN RETURN ELSE NEXT:GOTO 2890
2800 IF (I+1=RX AND J-2=RY) OR (I+2=R
X AND J-1=RY) OR (I+2=RX AND J+1=RY)

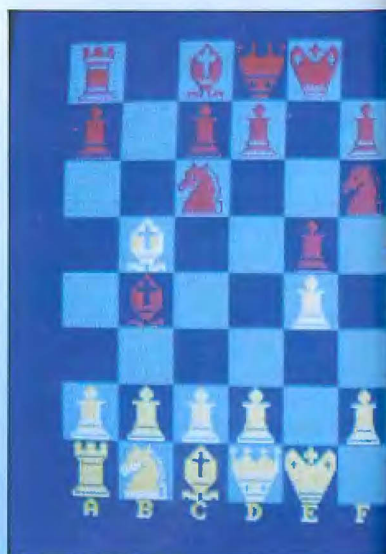
```

```

OR (I+1=RX AND J+2=RY) OR (I-1=RX AND
J+2=RY) OR (I-2=RX AND J+1=RY) OR (I
-2=RX AND J-1=RY) OR (I-1=RX AND J-2=
RY) THEN 2890 ELSE RETURN
2810 AX=I:AY=J:IF ABS(I-RX)=ABS(J-RY)
THEN 2820 ELSE RETURN
2820 IF I<RX AND J>RY THEN 2830 ELSE
IF RX<I AND RY>J THEN 2840 ELSE IF I<
RX AND J<RY THEN 2850 ELSE 2860
2830 AX=AX+1:AY=AY-1:IF AX>RX-1 THEN
2890 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2830
2840 AX=AX-1:AY=AY+1:IF AX<RX+1 THEN
2890 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2840
2850 AX=AX+1:AY=AY+1:IF AX>RX-1 THEN
2890 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2850
2860 AX=AX-1:AY=AY-1:IF AX<RX+1 THEN
2890 ELSE IF H$(AX,AY)<>"" THEN RETUR
N ELSE 2860
2870 IF ABS(I-RX)=ABS(J-RY) THEN AX=I
:AY=J:GOTO 2820 ELSE 2730
2880 IF (I=RX AND J-1=RY) OR (I=RX AN
D J+1=RY) OR (I-1=RX AND J-1=RY) OR (
I-1=RX AND J=RY) OR (I-1=RX AND J+1=R
Y) OR (I+1=RX AND J-1=RY) OR (I+1=RX
AND J=RY) OR (I-1=RX AND J+1=RY) THEN
2890 ELSE RETURN
2890 H$(A,B)=ANT$:H$(C,D)=POST$:IF JU
GADOR=2 THEN SW=1 ELSE LOCATE 31,14:P
RINT"JAQUE":SW=2

```

2900 RETURN
2910 CLS:LOCATE 19,1:PRINT P\$:PRINT:P
RINT" El peon se mueve verticalmente a
lo lar-go de la columna en que se ha
lla situado Al contrario de lo que o
corre con las restantes piezas,el peo



n siempre avanza,nunca puede retroced
er.
2920 PRINT"Si es la primera vez que s
e mueve el pe-on, este puede avanzar
dos casillas, en los demas casos solo
una.
2930 PRINT"El peon captura en diagona
l avazando si-empre un paso, esto da
la oportunidad al peon de cambiar de
columna. Si el peon encuentra alguna
pieza frente a si, se dice que esta
bloqueada ya que no puede avanzar
2940 a\$=INKEY\$:IF a\$="" THEN 2940
2950 CLS:LOCATE 19,1:PRINT T\$:PRINT:P
RINT" La torre se juega siempre en li
nea rec-ta, tanto en sentido vertical
como hori-zontal.":PRINT" Puede captu
rar piezas enemigas de la misma forma
que se mueve
2960 a\$=INKEY\$:IF a\$="" THEN 2960

2970 CLS:LOCATE 19,1:PRINT AL\$:PRINT:
PRINT" El alfil se mueve en diagonal,
al igual que la torre captura de la
misma forma en que se juega.

2980 PRINT" Hay dos alfiles en cada u
no de los ban-dos : uno sobre casilla
s blancas y otro sobre negras, los cu
ales han de permane-cer sobre diagona
les del mismo color.

2990 a\$=INKEY\$:IF a\$="" THEN 2990

3000 CLS:LOCATE 19,1:PRINT RN\$:PRINT:
PRINT" La dama es la pieza de mayor
campo de accion porque su movimiento e
s una combi-nacion de los ya conocido
s de la torre y del alfil. Esta puede
moverse en diago-nal, horizontal y v
ertical.

3010 a\$=INKEY\$:IF a\$="" THEN 3010

3030 PRINT" en una excepto cuando se
realiza el en-roque (mover a la vez e
l rey y la torre)

3040 PRINT" El rey es el elemento fu
ndamental del juego. Hay que proteger
lo del ataque de las piezas contraria
s, al mismo tiempo, tendremos que ata
car su rey.

3050 n\$="ABCDEFGH":PRINT CHR\$(22);CHR
\$(1):FOR i=11 TO 29 STEP 6:LOCATE i,2
0:PRINT z\$:NEXT:PEN 2:LOCATE 29,20:PR
INT t\$:LOCATE 20,20:PRINT r\$:j=0:FOR
i=9 TO 30 STEP 3:j=j+1:LOCATE i,24:PR
INT MID\$(n\$,j,1):NEXT

3060 PEN 1:FOR I=1 TO 500:NEXT:a\$=INK
EY\$:IF a\$="" THEN 3070 ELSE 3120

3070 IF SWITCH=1 THEN 3080 ELSE IF SW
ITCH=0 THEN 3090

3080 PRINT CHR\$(22);CHR\$(0):PEN 1:LOC
ATE 23,20:PRINT Z\$:LOCATE 26,20:PRINT
X\$:PEN 2:LOCATE 8,20:PRINT T\$:LOCATE
20,20:PRINT R\$:FOR I=1 TO 50:LOCATE
13,18:PRINT"ENROQUE LARGO":NEXT:GOTO
3100

3090 PRINT CHR\$(22);CHR\$(0):LOCATE 14
,20:PRINT X\$:PEN 1:LOCATE 17,20:PRINT
Z\$:PEN 2:LOCATE 20,20:PRINT R\$:PRINT
CHR\$(22);CHR\$(1):LOCATE 29,20:PRINT
T\$:PRINT CHR\$(22);CHR\$(0):FOR I=1 TO
50:LOCATE 13,18:PRINT"ENROQUE CORTO":
NEXT:GOTO 3110

3100 SWITCH=0:PRINT CHR\$(22);CHR\$(0):
LOCATE 20,20:PRINT X\$:LOCATE 14,20:PR
INT R\$:LOCATE 8,20:PRINT X\$:PRINT CHR
\$(22);CHR\$(1):LOCATE 17,20:PRINT T\$:F
OR I=1 TO 3000:NEXT:GOTO 3060

3110 SWITCH=1:PRINT CHR\$(22);CHR\$(0):
LOCATE 20,20:PRINT X\$:LOCATE 26,20:PR
INT R\$:PRINT CHR\$(22);CHR\$(1):PEN 1:L
OCATE 29,20:PRINT Z\$:PEN 2:LOCATE 23,
20:PRINT T\$:FOR I=1 TO 3000:NEXT:GOTO
3060

3120 CLEAR INPUT:CLS:LOCATE 19,1:PRIN
T CA\$:PRINT:PRINT" Ninguna pieza pued

e pasar por encima de otra excepto el
caballo. Este salta en forma de L,es
decir,desde la casilla que ocupa pue
de moverse a otra que diste 2 casilla
s horizontales y una vertical o

3130 PRINT"alreves,hacia atras o haci
a adelante

3140 LOCATE 16,16:PRINT z\$:LOCATE 22,
16:PRINT z\$:LOCATE 19,19:PRINT z\$:LOC
ATE 16,22:PRINT z\$:LOCATE 22,22:PRINT
z\$

3150 FOR i=1 TO 1000:NEXT:a\$=INKEY\$:I
F a\$="" AND SWITCH=1 THEN 3160 ELSE I
F a\$="" AND SWITCH=0 THEN 3170 ELSE R
ETURN

3160 PRINT CHR\$(22);CHR\$(1):PEN 2:SWI
TCH=0:LOCATE 16,16:PRINT ca\$:FOR i=1
TO 400:NEXT:PEN 1:LOCATE 16,16:PRINT
z\$:PEN 2:LOCATE 19,22:PRINT ca\$:FOR i
=1 TO 400:NEXT:PRINT CHR\$(22);CHR\$(0)
:LOCATE 19,22:PRINT x\$:GOTO 3150

3170 PRINT CHR\$(22);CHR\$(1):PEN 2:SWI
TCH=1:LOCATE 16,16:PRINT ca\$:FOR i=1
TO 400:NEXT:PEN 1:LOCATE 16,16:PRINT
z\$:PEN 2:LOCATE 22,19:PRINT ca\$:FOR i
=1 TO 400:NEXT:PRINT CHR\$(22);CHR\$(0)
:LOCATE 22,19:PRINT x\$:GOTO 3150

LETRA, NUMERO
DESDE:
JUGADOR: 1
MUEVEN BLANCAS
Z PARA ACABAR

3020 CLS:LOCATE 19,1:PRINT r\$:PRINT:P
RINT" El rey tiene el mismo movimient
o que la dama : horizontal,vertical y
diagonal. Pero mientras la dama pu
ede mover las casillas que quiera el
rey solo puede ser jugado a las casill
as contiguas de una"

