

TETRON

De entre todos los juegos que han salido al mercado en los últimos años, Tetris ha sido de los pocos que se han ganado el apelativo de original, adictivo y simple. En realidad se trata de un juego muy entretenido, fácil de comprender y sobre todo muy original, ningún juego anterior a éste tenía un concepto similar. El listado que en esta ocasión publicamos en la revista es una réplica de esa máquina que a tantos cautivó y convirtió en locos por "hacer líneas". El juego se controla con las teclas O (Izquierda), P (Derecha) y A (Abajo). Suerte.

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70 RANDOMIZE TIME
80 SYMBOL AFTER 250:MEMORY 39999:SYMBOL
AFTER 240:FOR N=40000 TO 40031:READ A$:P
OKE N,VAL("&"+A$):NEXT
90 DATA FE,06,CO,DD,48,00,DD,7E,02,DD,5E
,04,DD,6E,0B,DD,56,0B,DD,86,0A,1D,2D,15,
25,CD,2C,BC,CD,50,BC,BC
100 "TETRON
110
120 MODE 1
130 SPEED KEY 255,255
140 KEY 0,"SPEED KEY 20,1"
150 FA=INT(ENDB$)+1:IF FA=0 OR FA=8 THEN
GOTO 150
160 FICH=FA
170 FA=INT(ENDB$)+1:IF FA=0 OR FA=8 THEN
GOTO 170
180 SCORE=0:NIVEL=1:LINEAS=0
190 X=18:Y=2
200 CONL=0
210 IT=0.2
220 INK 0,0:INK 1,14:INK 2,6:INK 3,24:BO
RDER 0:PAPER 0
230 WINDOW #2,5,33,6,14:PAPER #2,3:CLS #
2
240 LOCATE 17,3:PEN 3:PRINT "TETRON":LOC
ATE 1,21:PEN 2:PRINT " PULSA RETURN
 PARA JUGAR":PAPER 3:LOCATE 8,7:PEN 2:P
RINT " PROGRAMADO EN 1989-90 POR"
250 LOCATE 5,10:PEN 5,13:PRINT " CESAR VA
LENCIA FFFELO":LOCATE 5,13:PRINT "
ANSTRA..OCIO"
260 MOVE 71,180:DRAW 450,0,2:DRAW 0,13
4:DRAW -450,0:DRAW 0,-134
270
280 IF INKEY(18)=0 THEN GOTO 310
290 GOTO 280
300
310 RELEASE 7:MODE 1
320 MODE 1:PAPER 0:GRAPHICS PEN 1
330 INK 0,0:INK 1,0:INK 2,0:INK 3,0:BOERD
ER 0:PAPER 0
340 PEN 1:LOCATE 14,2:PRINT CHR$(214):LO
CATE 25,2:PRINT CHR$(215)
350 FOR M=3 TO 20:LOCATE 14,M:PRINT CHR$
(143):LOCATE 25,M:PRINT CHR$(143):NEXT

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360 LOCATE 14,21:PRINT CHR$(213):LOCATE
25,21:PRINT CHR$(212):LOCATE 15,21:PRINT
STRINGS(10,CHR$(143)):MOVE 220,64:DRAW
-120,-80:MOVE 380,64:DRAW 120,-80:MOVE
214,78:DRAW -200,-80:MOVE 384,78:DRAW
200,-80
370 LOCATE 1,1:PEN 2:PRINT "TETRON":LOCAT
E 33,1:PRINT "TETRON" PEN 3:LOCATE 1,3:PE
INT STRINGS(13,CHR$(131)):LOCATE 16,3:P
EN 3:LOCATE 1
16:PRINT STRINGS(13,CHR$(131)):LOCATE 2
6,16:PRINT STRINGS(14,CHR$(131))
380 PEN 2:LOCATE 1,5:PEN " NEXT":LOCA
TE 33,5:PRINT "SCORE":LOCATE 1,11:PRINT"
LEVEL":LOCATE 33,11:PRINT" LINES"
390 MOVE 152,48:DRAW 214,0,3:MOVE 158,3
0:DRAW 286,0,3:MOVE 116,10:DRAW 368,0,
3
400 LOCATE 11,4:PEN 2:PRINT CHR$(135):CH
R$(138):FOR CI=5 TO 15:LOCATE 11,C1:PRIN
T CHR$(133):CHR$(138):NEXT:LOCATE 11,16:P
RINT CHR$(141):CHR$(142):LOCATE 27,4:PEN
2:PRINT CHR$(135):CHR$(139)
410 LOCATE 27,16:PRINT CHR$(141):CHR$(14
2)
420 INK 0,0:INK 1,14:INK 2,6:INK 3,24:BO
RDER 0:PAPER 0
430 FOR TM=1 TO 10:LOCATE 15,11:PEN 3:PE
INT "PREPARADO":LOCATE 16,14:PRINT"PLAY
ER 1":FOR R=1 TO 75:NEXT:LOCATE 15,11:PE
N 3:PRINT " " :LOCATE 16,14:PRIN
T " " :FOR R=1 TO 75:NEXT:NEXT
440 FICH=FA
450 WINDOW #3,1,9,6,10:FA=INT(ENDB$)+1:I
F FA=0 OR FA=8 THEN GOTO 450
460 GOSUB 6810:PEN 3:LOCATE 32,8:PRINT R
IGHT$(STR$(7,"0")+RIGHT$(STR$(SCORE),
LEN$(STR$(SCORE))-1),7):LOCATE 33,14:PRIN
T "RIGHT$(STR$(5,"0")+RIGHT$(STR$(LINE
AS),LEN$(STR$(LINES))-1),5):PEN 1
470 PEN 1:LOCATE 4,13:PRINT NIVEL:GOSUB
6840
480 GOSUB 7330:GOSUB 7450
490

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500 GOSUB 7220
510 ON FICH GOTO 520,1090,1420,2030,2710
4450,5490
520 X=18:Y=2
530 LOCATE X,Y:PEN 1:PRINT CHR$(207):CHR
$(207):LOCATE X,Y+1:PRINT CHR$(207):CHR$
(207)
540 LOCATE X,Y+2:IF COPYCHR$(#0)<" * TH
EN SOUND 1,300,3,13:SCORE=SCORE+2*NIVEL:
GOSUB 6910:GOTO 440
550 LOCATE X+1,Y+2:IF COPYCHR$(#0)<" *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIVE
L:GOSUB 6910:GOTO 440
560 IF INKEY(69)=0 THEN IT=1
570 IF INKEY(27)=0 THEN GOSUB 640
580 IF INKEY(34)=0 THEN GOSUB 700
590 Y2=Y
600 Y=Y+1T
610 LOCATE X,Y2:PRINT " " :LOCATE X,Y2+1
:PRINT " "
620 GOTO 550
630 **** PULSA DERECHA
640 LOCATE X+2,Y:IF COPYCHR$(#0)<" * TH
EN RETURN
650 LOCATE X+2,Y+1:IF COPYCHR$(#0)<" *
THEN RETURN
660 LOCATE X+2,Y+2:IF COPYCHR$(#0)<" *
THEN RETURN
670 LOCATE X,Y:PRINT " " :LOCATE X,Y+1:P
RINT " "
680 X=X+1:RETURN
690 **** PULSA IZQUIERDA
700 LOCATE X-1,Y:IF COPYCHR$(#0)<" * TH
EN RETURN
710 LOCATE X-1,Y+1:IF COPYCHR$(#0)<" *
THEN RETURN
720 LOCATE X,Y:PRINT " " :LOCATE X,Y+1:P
RINT " "
730 LOCATE X-1,Y+2:IF COPYCHR$(#0)<" *
THEN RETURN
740 X=X-1:RETURN
750
760 LOCATE X,Y:PEN 1:PRINT CHR$(143):LOC
ATE X,Y+1:PRINT CHR$(143):LOCATE X,Y+2:P
RINT CHR$(143):LOCATE X,Y+3:PRINT CHR$(1

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430
770 LOCATE X,Y+4:IF COPCYCHR(80)<> * TH
EN SOUND 1,300,3,13:SCORE=SCORE+2*NIIVL
:GOSUB 6910:GOTO 440
780 T8=INKEY#
790 IF INKEY(69)=0 THEN IT=1
800 IF INKEY(27)=0 THEN GOSUB 930
810 IF INKEY(34)=0 THEN GOSUB 1010
820 IF T8= * THEN GOTO 860
830 Y2=Y
840 Y=Y+1T
850 LOCATE X,Y2:PRINT * :LOCATE X,Y2+1:
PRINT * :LOCATE X,Y2+2:PRINT * :LOCATE
X,Y2+3:PRINT *
860 GOTO 760
870 *** COMPUREBA SI PUEDE ROTAR ***
880 LOCATE X+1,Y:IF COPCYCHR(80)<> * TH
EN GOTO 830
890 LOCATE X+2,Y:IF COPCYCHR(80)<> * TH
EN GOTO 830
900 LOCATE X+1,Y:IF COPCYCHR(80)<> * TH
EN GOTO 830
910 LOCATE X,Y:PRINT * :LOCATE X,Y+1:PR
INT * :LOCATE X,Y+2:PRINT * :LOCATE X,
Y+3:PRINT * :X=X-1:GOTO 1100
920 **** NUEVE DERECHA
930 LOCATE X+1,Y:IF COPCYCHR(80)<> * TH
EN RETURN
940 LOCATE X+1,Y+2:IF COPCYCHR(80)<> *
THEN RETURN
950 LOCATE X+1,Y+3:IF COPCYCHR(80)<> *
THEN RETURN
970 LOCATE X+1,Y+4:IF COPCYCHR(80)<> *
THEN RETURN
980 LOCATE X,Y:PRINT * :LOCATE X,Y+1:PR
INT * :LOCATE X,Y+2:PRINT * :LOCATE X,
Y+3:PRINT *
990 X=X+1:LOCATE X,Y:PEN 1:PRINT CHR$(14
3):LOCATE X,Y+1:PRINT CHR$(143):LOCATE X,
Y+2:PRINT CHR$(143):LOCATE X,Y+3:PRINT
CHR$(143):RETURN
1000 **** NUEVE IZQUIERDA ***
1010 LOCATE X-1,Y:IF COPCYCHR(80)<> * T
HEN RETURN
1020 LOCATE X-1,Y+1:IF COPCYCHR(80)<> *
THEN RETURN
1030 LOCATE X-1,Y+2:IF COPCYCHR(80)<> *
THEN RETURN
1040 LOCATE X-1,Y+3:IF COPCYCHR(80)<> *
THEN RETURN
1050 LOCATE X-1,Y+4:IF COPCYCHR(80)<> *
THEN RETURN
1060 LOCATE X,Y:PRINT * :LOCATE X,Y+1:P
RINT * :LOCATE X,Y+2:PRINT * :LOCATE X,
Y+3:PRINT *
1070 X=X-1:LOCATE X,Y:PEN 1:PRINT CHR$(1
43):LOCATE X,Y+1:PRINT CHR$(143):LOCATE
X,Y+2:PRINT CHR$(143):LOCATE X,Y+3:PRINT
CHR$(143):RETURN
1080 *** FICHA HORIZONTAL ***
1090 X=18:Y=2
1100 LOCATE X,Y:PEN 1:PRINT CHR$(143):CH
R$(143):CHR$(143):CHR$(143)
1110 LOCATE X,Y+1:IF COPCYCHR(80)<> * T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIVL
:GOSUB 6910:GOTO 440
1120 LOCATE X+1,Y+1:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1130 LOCATE X+2,Y+1:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1140 LOCATE X+3,Y+1:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1150 T8=INKEY#
1160 IF INKEY(69)=0 THEN IT=1
1170 IF INKEY(27)=0 THEN GOSUB 1310
1180 IF INKEY(34)=0 THEN GOSUB 1370
1190 IF T8= * THEN GOTO 1250
1200 Y2=Y

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1210 Y=Y+1T
1220 LOCATE X,Y2:PRINT *
1230 LOCATE X+1,Y+2:IF COPCYCHR(80)<> *
THEN GOTO 1200
1240 *** PULSA ROTAR
1250 LOCATE X+1,Y+1:IF COPCYCHR(80)<> *
THEN GOTO 1200
1260 LOCATE X+1,Y+2:IF COPCYCHR(80)<> *
THEN GOTO 1200
1270 LOCATE X+1,Y+3:IF COPCYCHR(80)<> *
THEN GOTO 1200
1280 LOCATE X,Y:PRINT *
1290 X=X+1:GOTO 750
1300 **** NUEVE DERECHA
1310 LOCATE X+4,Y:IF COPCYCHR(80)<> * T
HEN RETURN
1320 LOCATE X+4,Y+1:IF COPCYCHR(80)<> *
THEN RETURN
1330 LOCATE X,Y:PRINT *
1340 X=X+1:LOCATE X,Y:PEN 1:PRINT CHR$(1
43):CHR$(143):CHR$(143):CHR$(143)
1350 RETURN
1360 **** NUEVE IZQUIERDA
1370 LOCATE X-1,Y:IF COPCYCHR(80)<> * T
HEN RETURN
1380 LOCATE X-1,Y+1:IF COPCYCHR(80)<> *
THEN RETURN
1390 LOCATE X,Y:PRINT *
1400 X=X+1:LOCATE X,Y:PEN 1:PRINT CHR$(1
43):CHR$(143):CHR$(143):CHR$(143)
1410 RETURN
1420 X=18:Y=2
1430 PEN 1:LOCATE X,Y:PRINT CHR$(232):LO
CATE X-1,Y+1:PRINT CHR$(232):CHR$(232):L
OCATE X-1,Y+2:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1440 LOCATE X-1,Y+3:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1450 LOCATE X,Y+2:IF COPCYCHR(80)<> * T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIVL
:GOSUB 6910:GOTO 440
1460 T8=INKEY#
1470 IF INKEY(69)=0 THEN IT=1
1480 IF INKEY(27)=0 THEN GOSUB 1600
1490 IF INKEY(34)=0 THEN GOSUB 1680
1500 IF T8= * THEN GOTO 1560
1510 Y2=Y+1T
1520 Y=Y+1T
1530 LOCATE X,Y2:PRINT * :LOCATE X-1,Y2
+1:PRINT * :LOCATE X-1,Y2+2:PRINT *
1540 GOTO 1430
1550 *** PULSA ROTAR
1560 LOCATE X,Y+2:IF COPCYCHR(80)<> * T
HEN GOTO 1510
1570 LOCATE X+1,Y+2:IF COPCYCHR(80)<> *
THEN GOTO 1510
1580 LOCATE X,Y:PRINT * :LOCATE X-1,Y+1
:PRINT * :LOCATE X-1,Y+2:PRINT * :X=X-
1:GOTO 1740
1590 **** NUEVE DERECHA
1600 LOCATE X+1,Y:IF COPCYCHR(80)<> * T
HEN RETURN
1610 LOCATE X+1,Y+1:IF COPCYCHR(80)<> *
THEN RETURN
1620 LOCATE X,Y+2:IF COPCYCHR(80)<> * T
HEN RETURN
1630 LOCATE X,Y+3:IF COPCYCHR(80)<> * T
HEN RETURN
1640 LOCATE X+1,Y+3:IF COPCYCHR(80)<> *
THEN RETURN
1650 LOCATE X,Y:PRINT * :LOCATE X-1,Y+1
:PRINT * :LOCATE X-1,Y+2:PRINT * :X=X-
1:LOCATE X,Y:PRINT CHR$(232):LOCATE X-1
,Y+1:PRINT CHR$(232):CHR$(232):LOCATE X-1
,Y+2:PRINT CHR$(232)
1660 RETURN
1670 *** NUEVE IZQUIERDA
1680 LOCATE X-1,Y:IF COPCYCHR(80)<> * T
HEN RETURN
1690 LOCATE X-2,Y+1:IF COPCYCHR(80)<> *
THEN RETURN
1700 LOCATE X-2,Y+2:IF COPCYCHR(80)<> *
THEN RETURN
1710 LOCATE X-2,Y+3:IF COPCYCHR(80)<> *
THEN RETURN

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1720 LOCATE X,Y:PRINT * :LOCATE X-1,Y+1
:PRINT * :LOCATE X-1,Y+2:PRINT * :X=X-
1:LOCATE X,Y:PRINT CHR$(232):LOCATE X-1
,Y+1:PRINT CHR$(232):CHR$(232):LOCATE X-
1,Y+2:PRINT CHR$(232)
1730 RETURN
1740 PEN 1:LOCATE X,Y:PRINT CHR$(232):CH
R$(232):LOCATE X+1,Y+1:PRINT CHR$(232):CH
R$(232)
1750 LOCATE X,Y+1:IF COPCYCHR(80)<> * T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIVL
:GOSUB 6910:GOTO 440
1760 LOCATE X+1,Y+2:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1770 LOCATE X+2,Y+2:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
1780 T8=INKEY#
1790 IF INKEY(69)=0 THEN IT=1
1800 IF INKEY(27)=0 THEN GOSUB 1920
1810 IF INKEY(34)=0 THEN GOSUB 1980
1820 IF T8= * THEN GOTO 1860
1830 Y2=Y
1840 Y=Y+1T
1850 LOCATE X,Y2:PRINT * :LOCATE X+1,Y
2+1:PRINT *
1860 GOTO 1740
1870 *** PULSA ROTAR
1880 LOCATE X-1,Y:IF COPCYCHR(80)<> * T
HEN GOTO 1830
1890 LOCATE X,Y+1:IF COPCYCHR(80)<> * T
HEN GOTO 1830
1900 LOCATE X,Y:PRINT * :LOCATE X+1,Y+
1:PRINT * :X=X+1:GOTO 1430
1910 **** NUEVE DERECHA
1920 LOCATE X+2,Y+1:IF COPCYCHR(80)<> * T
HEN RETURN
1930 LOCATE X+3,Y+1:IF COPCYCHR(80)<> *
THEN RETURN
1940 LOCATE X+3,Y+2:IF COPCYCHR(80)<> *
THEN RETURN
1950 LOCATE X,Y:PRINT * :LOCATE X+1,Y+
1:PRINT * :X=X+1:LOCATE X,Y:PRINT CHR$(
232):CHR$(232):LOCATE X+1,Y+1:PRINT CHR
$(232):CHR$(232)
1960 RETURN
1970 **** NUEVE IZQUIERDA
1980 LOCATE X-1,Y:IF COPCYCHR(80)<> * T
HEN RETURN
1990 LOCATE X,Y+1:IF COPCYCHR(80)<> * T
HEN RETURN
2000 LOCATE X,Y+2:IF COPCYCHR(80)<> * T
HEN RETURN
2010 LOCATE X,Y:PRINT * :LOCATE X+1,Y+
1:PRINT * :X=X-1:LOCATE X,Y:PRINT CHR$(
232):CHR$(232):LOCATE X+1,Y+1:PRINT CHR
$(232):CHR$(232)
2020 RETURN
2030 X=18:Y=2
2040 LOCATE X,Y:PEN 1:PRINT CHR$(233):LO
CATE X,Y+1:PRINT CHR$(233):CHR$(233):LOC
ATE X+1,Y+2:PRINT CHR$(233)
2050 LOCATE X,Y+2:IF COPCYCHR(80)<> * T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIVL
:GOSUB 6910:GOTO 440
2060 LOCATE X+1,Y+3:IF COPCYCHR(80)<> *
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NIIV
EL:GOSUB 6910:GOTO 440
2070 T8=INKEY#
2080 IF INKEY(69)=0 THEN IT=1
2090 IF INKEY(27)=0 THEN GOSUB 2220
2100 IF INKEY(34)=0 THEN GOSUB 2300
2110 IF T8= * THEN GOTO 2170
2120 Y2=Y
2130 Y=Y+1T
2140 LOCATE X,Y2:PRINT * :LOCATE X,Y2+1
:PRINT * :LOCATE X+1,Y2+2:PRINT *
2150 GOTO 2040
2160 *** ROTAR FICHA
2170 LOCATE X-1,Y+2:IF COPCYCHR(80)<> *
THEN GOTO 2120
2180 LOCATE X,Y+2:IF COPCYCHR(80)<> * T

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HEN GOTO 2120
2190 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:P
RINT " ":LOCATE X+1,Y+2:PRINT " "
2200 GOTO 2370
2210 " *** MUEVE DERECHA
2220 LOCATE X+1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
2230 LOCATE X+2,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
2240 LOCATE X+2,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
2250 LOCATE X+2,Y+3:IF COPCYCHR#(HO)<> "
THEN RETURN
2260 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:P
RINT " ":LOCATE X+1,Y+2:PRINT " "
2270 X=X+1:LOCATE X,Y:PEN 1:PRINT CHR#(2
3):LOCATE X,Y+1:PRINT CHR#(233):CHR#(23
3):LOCATE X+1,Y+2:PRINT CHR#(233)
2280 RETURN
2290 " *** MUEVE IZQUIERDA
2300 LOCATE X-1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
2310 LOCATE X-1,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
2320 LOCATE X,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
2330 LOCATE X,Y+3:IF COPCYCHR#(HO)<> " T
HEN RETURN
2340 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:P
RINT " ":LOCATE X+1,Y+2:PRINT " "
2350 X=X-1:LOCATE X,Y:PEN 1:PRINT CHR#(2
3):LOCATE X,Y+1:PRINT CHR#(233):CHR#(23
3):LOCATE X+1,Y+2:PRINT CHR#(233)
2360 RETURN
2370 LOCATE X,Y:PEN 1:PRINT CHR#(233):CH
R#(233):LOCATE X-1,Y+1:PRINT CHR#(233):C
H R#(233)
2380 LOCATE X-1,Y+2:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
EL:GOSUB 6910:GOTO 440
2390 LOCATE X,Y+2:IF COPCYCHR#(HO)<> " T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6910:GOTO 440
2400 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
EL:GOSUB 6910:GOTO 440
2410 T=INKEY#
2420 IF INKEY(69)=0 THEN IT=1
2430 IF INKEY(27)=0 THEN GOSUB 2640
2440 IF INKEY(34)=0 THEN GOSUB 2560
2450 IF T#="" THEN GOTO 2510
2460 Y2=Y
2470 Y=Y+IT
2480 LOCATE X,Y2:PEN 1:PRINT " ":LOCATE
X+1,Y2+1:PRINT " "
2490 GOTO 2370
2500 " *** ROTAR FICHA
2510 LOCATE X-1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
2520 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN GOTO 2460
2530 LOCATE X,Y:PEN 1:PRINT " ":LOCATE
X,Y+1:PRINT " "
2540 GOTO 2040
2550 " *** MUEVE DERECHA
2560 LOCATE X-1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
2570 LOCATE X-2,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
2580 LOCATE X-2,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
2590 LOCATE X,Y:PEN 1:PRINT " ":LOCATE
X-1,Y+1:PRINT " "
2600 X=X-1
2610 LOCATE X,Y:PEN 1:PRINT CHR#(233):C
H R#(233):LOCATE X-1,Y+1:PRINT CHR#(233):C
H R#(233)
2620 RETURN
2630 " *** MUEVE IZQUIERDA
2640 LOCATE X+2,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
2650 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN

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2660 LOCATE X+1,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
2670 LOCATE X,Y:PEN 1:PRINT " ":LOCATE
X+1,Y+1:PRINT " "
2680 X=X+1
2690 LOCATE X,Y:PEN 1:PRINT CHR#(233):C
H R#(233):LOCATE X-1,Y+1:PRINT CHR#(233):C
H R#(233)
2700 RETURN
2710 X=18:Y=2
2720 LOCATE X,Y:PEN 1:PRINT CHR#(143):L
OCATE X,Y+1:PRINT CHR#(143):LOCATE X,Y+2:
PRINT CHR#(143):CHR#(143)
2730 LOCATE X,Y+3:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6910:GOTO 440
2740 LOCATE X+1,Y+3:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
EL:GOSUB 6910:GOTO 440
2750 T=INKEY#
2760 IF INKEY(69)=0 THEN IT=1
2770 IF INKEY(27)=0 THEN GOSUB 2900
2780 IF INKEY(34)=0 THEN GOSUB 2990
2790 IF T#="" THEN GOTO 2850
2800 Y2=Y
2810 Y=Y+IT
2820 LOCATE X,Y2:PRINT " ":LOCATE X,Y2+1
:PRINT " ":LOCATE X,Y2+2:PRINT " "
2830 GOTO 2720
2840 " *** ROTAR FICHA
2850 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN GOTO 2800
2860 LOCATE X+2,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
2870 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:P
RINT " ":LOCATE X,Y+2:PRINT " "
2880 GOTO 3070
2890 " *** MUEVE DERECHA
2900 LOCATE X+1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
2910 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
2920 LOCATE X+2,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
2930 LOCATE X+2,Y+3:IF COPCYCHR#(HO)<> "
THEN RETURN
2940 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:P
RINT " ":LOCATE X,Y+2:PRINT " "
2950 X=X+1
2960 LOCATE X,Y:PEN 1:PRINT CHR#(143):L
OCATE X,Y+1:PRINT CHR#(143):LOCATE X,Y+2:
PRINT CHR#(143):CHR#(143)
2970 RETURN
2980 " *** MUEVE IZQUIERDA
2990 LOCATE X-1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
3000 LOCATE X-1,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
3010 LOCATE X-1,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
3020 LOCATE X-1,Y+3:IF COPCYCHR#(HO)<> "
THEN RETURN
3030 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:P
RINT " ":LOCATE X,Y+2:PRINT " "
3040 X=X-1
3050 LOCATE X,Y:PEN 1:PRINT CHR#(143):L
OCATE X,Y+1:PRINT CHR#(143):LOCATE X,Y+2:
PRINT CHR#(143):CHR#(143)
3060 RETURN
3070 LOCATE X,Y:PEN 1:PRINT CHR#(143):C
H R#(143):CHR#(143):LOCATE X,Y+1:PRINT CH
R#(143)
3080 LOCATE X,Y+2:IF COPCYCHR#(HO)<> " T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6910:GOTO 440
3090 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
EL:GOSUB 6910:GOTO 440
3100 LOCATE X+2,Y+1:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
EL:GOSUB 6910:GOTO 440
3110 T=INKEY#
3120 IF INKEY(69)=0 THEN IT=1

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3130 IF INKEY(27)=0 THEN GOSUB 3270
3140 IF INKEY(34)=0 THEN GOSUB 3360
3150 IF T#="" THEN GOTO 3210
3160 Y2=Y
3170 Y=Y+IT
3180 LOCATE X,Y2:PRINT " ":LOCATE X,Y2
+1:PRINT " "
3190 GOTO 3070
3200 " *** ROTAR FICHA
3210 LOCATE X,Y-1:IF COPCYCHR#(HO)<> " T
HEN GOTO 3160
3220 LOCATE X+1,Y-1:IF COPCYCHR#(HO)<> "
THEN GOTO 3160
3230 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN GOTO 3160
3240 LOCATE X,Y:PRINT " ":LOCATE X,Y+1
:PRINT " "
3250 GOTO 3430
3260 " *** MUEVE DERECHA
3270 LOCATE X+3,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
3280 LOCATE X+1,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
3290 LOCATE X+3,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
3300 LOCATE X+1,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
3310 LOCATE X,Y:PRINT " ":LOCATE X,Y+1
:PRINT " "
3320 X=X+1
3330 LOCATE X,Y:PEN 1:PRINT CHR#(143):C
H R#(143):CHR#(143):LOCATE X,Y+1:PRINT CH
R#(143)
3340 RETURN
3350 " *** MUEVE IZQUIERDA
3360 LOCATE X-1,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
3370 LOCATE X-1,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
3380 LOCATE X-1,Y+2:IF COPCYCHR#(HO)<> "
THEN RETURN
3390 LOCATE X-1,Y+3:IF COPCYCHR#(HO)<> "
THEN RETURN
3400 X=X-1
3410 LOCATE X,Y:PEN 1:PRINT CHR#(143):C
H R#(143):CHR#(143):LOCATE X,Y+1:PRINT CH
R#(143)
3420 RETURN
3430 LOCATE X,Y:PEN 1:PRINT CHR#(143):C
H R#(143):LOCATE X+1,Y+1:PRINT CHR#(143):L
OCATE X+1,Y+2:PRINT CHR#(143)
3440 LOCATE X,Y+1:IF COPCYCHR#(HO)<> " T
HEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6910:GOTO 440
3450 LOCATE X+1,Y+3:IF COPCYCHR#(HO)<> "
THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
EL:GOSUB 6910:GOTO 440
3460 T=INKEY#
3470 IF INKEY(69)=0 THEN IT=1
3480 IF INKEY(27)=0 THEN GOSUB 3620
3490 IF INKEY(34)=0 THEN GOSUB 3700
3500 IF T#="" THEN GOTO 3560
3510 Y2=Y
3520 Y=Y+IT
3530 LOCATE X,Y2:PRINT " ":LOCATE X+1,Y
2+1:PRINT " ":LOCATE X+1,Y2+2:PRINT " "
3540 GOTO 3430
3550 " *** ROTAR FICHA
3560 LOCATE X+2,Y+1:IF COPCYCHR#(HO)<> "
THEN GOTO 3510
3570 LOCATE X+2,Y+2:IF COPCYCHR#(HO)<> "
THEN GOTO 3510
3580 LOCATE X,Y+2:IF COPCYCHR#(HO)<> " T
HEN GOTO 3510
3590 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
+1:PRINT " ":LOCATE X+1,Y+2:PRINT " "
3600 GOTO 3770
3610 " *** MUEVE DERECHA
3620 LOCATE X+2,Y:IF COPCYCHR#(HO)<> " T
HEN RETURN
3630 LOCATE X+2,Y+1:IF COPCYCHR#(HO)<> "
THEN RETURN
3640 LOCATE X+2,Y+2:IF COPCYCHR#(HO)<> "

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THEN RETURN
3655 LOCATE X+2,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN
3660 LOCATE X,Y:PRINT "  :LOCATE X+1,Y+
1:PRINT "  :LOCATE X+1,Y+2:PRINT "  *
3670 X=X+1:LOCATE X,Y:PRINT CHR<#1
43>:CHR<#143>:LOCATE X+1,Y+1:PRINT CHR<#
143>:LOCATE X+1,Y+2:PRINT CHR<#143>
3680 RETURN
3685 *** NUEVE IZQUIERDA
3700 LOCATE X-1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
3710 LOCATE X,Y+1:IF COPCYCHR<#0<> * T
HEN RETURN
3720 LOCATE X,Y+2:IF COPCYCHR<#0<> * T
HEN RETURN
3730 LOCATE X,Y+3:IF COPCYCHR<#0<> * T
HEN RETURN
3740 LOCATE X,Y:PRINT "  :LOCATE X+1,Y
1:PRINT "  :LOCATE X+1,Y+2:PRINT "  *
3750 X=X-1:LOCATE X,Y:PEN 1:PRINT CHR<#1
43>:CHR<#143>:LOCATE X+1,Y+1:PRINT CHR<#
143>:LOCATE X+1,Y+2:PRINT CHR<#143>
3760 RETURN
3770 PEN 1:LOCATE X,Y:PRINT CHR<#143>:CH
R<#143>:CHR<#143>:LOCATE X+2,Y-1:PRINT C
HR<#143>
3780 LOCATE X,Y+1:IF COPCYCHR<#0<> * T
HEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
:GUSUB 6910:GOTO 440
3790 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
3800 LOCATE X+2,Y+1:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
3810 T=INKEY
3820 IF INKEY(69)=0 THEN IT=1
3830 IF INKEY(27)=0 THEN GOSUB 3950
3840 IF INKEY(34)=0 THEN GOSUB 4030
3850 IF T#="" THEN GOTO 3910
3860 Y=2-Y
3870 Y=Y+1
3880 LOCATE X,Y:PRINT "  :LOCATE X+2,
Y-1:PRINT "  *
3890 GOTO 3770
3900 *** ROTAR FICHA
3910 LOCATE X+2,Y+1:IF COPCYCHR<#0<> *
  THEN GOTO 3960
3920 LOCATE X+2,Y+2:IF COPCYCHR<#0<> *
  THEN GOTO 3960
3930 LOCATE X,Y:PRINT "  :LOCATE X+2,Y,
-1:PRINT "  :GOTO 2720
3940 *** NUEVE DERECHA
3950 LOCATE X+3,Y-1:IF COPCYCHR<#0<> *
  THEN RETURN
3960 LOCATE X+3,Y:IF COPCYCHR<#0<> * T
HEN RETURN
3970 LOCATE X+3,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
3980 LOCATE X,Y:PRINT "  :LOCATE X+2,Y,
-1:PRINT "  *
3990 X=X+1
4000 PEN 1:LOCATE X,Y:PRINT CHR<#143>:CH
R<#143>:CHR<#143>:LOCATE X+2,Y-1:PRINT C
HR<#143>
4010 RETURN
4020 *** NUEVE IZQUIERDA
4030 LOCATE X-1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4040 LOCATE X-1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4050 LOCATE X,Y:PRINT "  :LOCATE X+2,Y,
-1:PRINT "  *
4060 X=X-1
4070 PEN 1:LOCATE X,Y:PRINT CHR<#143>:CH
R<#143>:CHR<#143>:LOCATE X+2,Y-1:PRINT C
HR<#143>
4080 RETURN
4090 X=18:Y=2
4100 LOCATE X,Y:PRINT CHR<#143>:CHR<#143>
:LOCATE X+1,Y+1:IF COPCYCHR<#0<> * T
  THEN RETURN
4110 LOCATE X-1,Y+3:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4120 LOCATE X,Y+3:IF COPCYCHR<#0<> * T
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4130 T=INKEY
4140 IF INKEY(69)=0 THEN IT=1
4150 IF INKEY(27)=0 THEN GOSUB 4280
4160 IF INKEY(34)=0 THEN GOSUB 4370
4170 IF T#="" THEN GOTO 4230
4180 Y=2-Y
4190 Y=Y+1
4200 LOCATE X,Y:PRINT "  :LOCATE X,Y+2+
1:PRINT "  :LOCATE X-1,Y+2+2:PRINT "  *
4210 GOTO 4100
4220 *** PULSA ROTAR
4230 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN GOTO 4180
4240 LOCATE X+2,Y+1:IF COPCYCHR<#0<> *
  THEN GOTO 4180
4250 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X-1,Y+2:PRINT "  *
4260 GOTO 4450
4270 *** PULSA DERECHA
4280 LOCATE X+1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4290 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4300 LOCATE X+1,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
4310 LOCATE X+1,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN
4320 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X-1,Y+2:PRINT "  *
4330 X=X+1
4340 LOCATE X,Y:PRINT CHR<#143>:LOCATE X
,Y+1:PRINT CHR<#143>:LOCATE X-1,Y+2:PRIN
T CHR<#143>:CHR<#143>
4350 RETURN
4360 *** PULSA IZQUIERDA
4370 LOCATE X-1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4380 LOCATE X-1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4390 LOCATE X-2,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
4400 LOCATE X-2,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN
4410 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X-1,Y+2:PRINT "  *
4420 X=X-1
4430 LOCATE X,Y:PRINT CHR<#143>:LOCATE X
,Y+1:PRINT CHR<#143>:LOCATE X-1,Y+2:PRIN
T CHR<#143>:CHR<#143>
4440 RETURN
4450 LOCATE X,Y:PEN 1:PRINT CHR<#143>:LO
CATE X,Y+1:PRINT CHR<#143>:CHR<#143>:CHR
<#143>
4460 LOCATE X,Y+2:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
:GUSUB 6910:GOTO 440
4470 LOCATE X+1,Y+2:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4480 LOCATE X+2,Y+2:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4490 T=INKEY
4500 IF INKEY(69)=0 THEN IT=1
4510 IF INKEY(27)=0 THEN GOSUB 4640
4520 IF INKEY(34)=0 THEN GOSUB 4720
4530 IF T#="" THEN GOTO 4590
4540 Y=2-Y
4550 Y=Y+1
4560 LOCATE X,Y:PRINT "  :LOCATE X,Y+2+
1:PRINT "  *
4570 GOTO 4450
4580 *** PULSA ROTAR
4590 LOCATE X+1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4600 LOCATE X+2,Y+2:IF COPCYCHR<#0<> * T
  THEN GOTO 4540

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4610 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  *
4620 GOTO 4790
4630 *** NUEVE DERECHA
4640 LOCATE X+1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4650 LOCATE X+3,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4660 LOCATE X+3,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
4670 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  *
4680 X=X+1
4690 LOCATE X,Y:PEN 1:PRINT CHR<#143>:LO
CATE X,Y+1:PRINT CHR<#143>:CHR<#143>:CHR
<#143>
4700 RETURN
4710 *** PULSA IZQUIERDA
4720 LOCATE X-1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4730 LOCATE X-1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4740 LOCATE X-1,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
4750 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  *
4760 X=X-1
4770 LOCATE X,Y:PEN 1:PRINT CHR<#143>:LO
CATE X,Y+1:PRINT CHR<#143>:CHR<#143>:CHR
<#143>
4780 RETURN
4790 LOCATE X,Y:PEN 1:PRINT CHR<#143>:CH
R<#143>:LOCATE X,Y+1:PRINT CHR<#143>:LOC
ATE X,Y+2:PRINT CHR<#143>
4800 LOCATE X+3:IF COPCYCHR<#0<> * T
HEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
:GUSUB 6910:GOTO 440
4810 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4820 T=INKEY
4830 IF INKEY(69)=0 THEN IT=1
4840 IF INKEY(27)=0 THEN GOSUB 4970
4850 IF INKEY(34)=0 THEN GOSUB 5060
4860 IF T#="" THEN GOTO 4820
4870 Y=2-Y
4880 Y=Y+1
4890 LOCATE X,Y:PRINT "  :LOCATE X,Y+2+
1:PRINT "  :LOCATE X,Y+2+2:PRINT "  *
4900 GOTO 4790
4910 *** ROTAR
4920 LOCATE X+2,Y:IF COPCYCHR<#0<> * T
HEN GOTO 4870
4930 LOCATE X+2,Y+1:IF COPCYCHR<#0<> *
  THEN GOTO 4870
4940 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X,Y+2:PRINT "  *
4950 GOTO 5140
4960 *** NUEVE DERECHA
4970 LOCATE X+2,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4980 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4990 LOCATE X+1,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
5000 LOCATE X+1,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN
5010 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X,Y+2:PRINT "  *
5020 X=X+1
5030 LOCATE X,Y:PEN 1:PRINT CHR<#143>:CH
R<#143>:LOCATE X,Y+1:PRINT CHR<#143>:LOC
ATE X,Y+2:PRINT CHR<#143>
5040 RETURN
5050 *** NUEVE IZQUIERDA
5060 LOCATE X-1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
5070 LOCATE X-1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
5080 LOCATE X-1,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
5090 LOCATE X-1,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN

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4110 LOCATE X-1,Y+3:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4120 LOCATE X,Y+3:IF COPCYCHR<#0<> * T
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4130 T=INKEY
4140 IF INKEY(69)=0 THEN IT=1
4150 IF INKEY(27)=0 THEN GOSUB 4280
4160 IF INKEY(34)=0 THEN GOSUB 4370
4170 IF T#="" THEN GOTO 4230
4180 Y=2-Y
4190 Y=Y+1
4200 LOCATE X,Y:PRINT "  :LOCATE X,Y+2+
1:PRINT "  :LOCATE X-1,Y+2+2:PRINT "  *
4210 GOTO 4100
4220 *** PULSA ROTAR
4230 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN GOTO 4180
4240 LOCATE X+2,Y+1:IF COPCYCHR<#0<> *
  THEN GOTO 4180
4250 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X-1,Y+2:PRINT "  *
4260 GOTO 4450
4270 *** PULSA DERECHA
4280 LOCATE X+1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4290 LOCATE X+1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4300 LOCATE X+1,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
4310 LOCATE X+1,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN
4320 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X-1,Y+2:PRINT "  *
4330 X=X+1
4340 LOCATE X,Y:PRINT CHR<#143>:LOCATE X
,Y+1:PRINT CHR<#143>:LOCATE X-1,Y+2:PRIN
T CHR<#143>:CHR<#143>
4350 RETURN
4360 *** PULSA IZQUIERDA
4370 LOCATE X-1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4380 LOCATE X-1,Y+1:IF COPCYCHR<#0<> *
  THEN RETURN
4390 LOCATE X-2,Y+2:IF COPCYCHR<#0<> *
  THEN RETURN
4400 LOCATE X-2,Y+3:IF COPCYCHR<#0<> *
  THEN RETURN
4410 LOCATE X,Y:PRINT "  :LOCATE X,Y+1:IF
RINT "  :LOCATE X-1,Y+2:PRINT "  *
4420 X=X-1
4430 LOCATE X,Y:PRINT CHR<#143>:LOCATE X
,Y+1:PRINT CHR<#143>:LOCATE X-1,Y+2:PRIN
T CHR<#143>:CHR<#143>
4440 RETURN
4450 LOCATE X,Y:PEN 1:PRINT CHR<#143>:LO
CATE X,Y+1:PRINT CHR<#143>:CHR<#143>:CHR
<#143>
4460 LOCATE X,Y+2:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
:GUSUB 6910:GOTO 440
4470 LOCATE X+1,Y+2:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4480 LOCATE X+2,Y+2:IF COPCYCHR<#0<> *
  THEN SOUND 1,300,3,13:SCORE=SCORE+2&NIVEL
EL:GUSUB 6910:GOTO 440
4490 T=INKEY
4500 IF INKEY(69)=0 THEN IT=1
4510 IF INKEY(27)=0 THEN GOSUB 4640
4520 IF INKEY(34)=0 THEN GOSUB 4720
4530 IF T#="" THEN GOTO 4590
4540 Y=2-Y
4550 Y=Y+1
4560 LOCATE X,Y:PRINT "  :LOCATE X,Y+2+
1:PRINT "  *
4570 GOTO 4450
4580 *** PULSA ROTAR
4590 LOCATE X+1,Y:IF COPCYCHR<#0<> * T
HEN RETURN
4600 LOCATE X+2,Y+2:IF COPCYCHR<#0<> * T
  THEN GOTO 4540

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5100 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:
PRINT " ":LOCATE X,Y+2:PRINT " "
5110 X=X-1
5120 LOCATE X,Y:PEN 1:PRINT CHR$(143):CH
R$(143):LOCATE X,Y+1:PRINT CHR$(143):LOC
ATE X,Y+2:PRINT CHR$(143)
5130 RETURN
5140 LOCATE X,Y:PEN 1:PRINT STRING$(3,CH
R$(143)):LOCATE X+2,Y+1:PRINT CHR$(143)
5150 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5160 LOCATE X+1,Y+1:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5170 T=INKEY$
5180 IF INKEY$(9)=0 THEN IT=1
5200 IF INKEY$(7)=0 THEN GOSUB 5340
5210 IF INKEY$(4)=0 THEN GOSUB 5420
5220 IF T#="" THEN GOTO 5280
5230 Y=Y-1
5240 Y=Y+1
5250 LOCATE X,Y:PRINT " ":LOCATE X+2,
Y+2:PRINT " "
5260 GOTO 5140
5270 ** PULSA ROTAR
5280 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN GOTO 5230
5290 LOCATE X+1,Y+2:IF COPCYCHR$(#0)<> "
" THEN GOTO 5230
5300 LOCATE X-1,Y+2:IF COPCYCHR$(#0)<> "
" THEN GOTO 5230
5310 LOCATE X,Y:PRINT " ":LOCATE X+2,Y
+1:PRINT " "
5320 GOTO 4100
5330 *** NUEVE DERECHA
5340 LOCATE X+3,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5350 LOCATE X+3,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5360 LOCATE X+3,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
5370 LOCATE X,Y:PRINT " ":LOCATE X+2,Y
+1:PRINT " "
5380 X=X+1
5390 LOCATE X,Y:PEN 1:PRINT STRING$(3,CH
R$(143)):LOCATE X+2,Y+1:PRINT CHR$(143)
5400 RETURN
5410 *** NUEVE IZQUIERDA
5420 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5430 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5440 LOCATE X-1,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
5450 LOCATE X,Y:PRINT " ":LOCATE X+2,Y
+1:PRINT " "
5460 X=X-1
5470 LOCATE X,Y:PEN 1:PRINT STRING$(3,CH
R$(143)):LOCATE X+2,Y+1:PRINT CHR$(143)
5480 RETURN
5490 X=X+1
5500 LOCATE X,Y:PRINT STRING$(3,CH
R$(143)):LOCATE X+1,Y+1:PRINT CHR$(143)
5510 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5520 LOCATE X+1,Y+2:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5530 LOCATE X+1,Y+2:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5540 T=INKEY$
5550 IF INKEY$(9)=0 THEN IT=1
5570 IF INKEY$(7)=0 THEN GOSUB 5680
5580 IF INKEY$(4)=0 THEN GOSUB 5750
5590 IF T#="" THEN GOTO 5640
5600 Y=Y+1
5610 Y=Y-1

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5610 LOCATE X,Y:PRINT " ":LOCATE X+1,
Y+2:PRINT " "
5620 GOTO 5500
5630 ** ROTA
5640 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5650 LOCATE X,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
5660 LOCATE X+3,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
5670 GOTO 5820
5680 LOCATE X+3,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
5690 LOCATE X+2,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5700 LOCATE X+2,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
5710 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
+1:PRINT " "
5720 X=X-1
5730 PEN 1:LOCATE X,Y:PRINT STRING$(3,CH
R$(143)):LOCATE X+1,Y+1:PRINT CHR$(143)
5740 RETURN
5750 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5760 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5770 LOCATE X,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
5780 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
+1:PRINT " "
5790 X=X-1
5800 PEN 1:LOCATE X,Y:PRINT STRING$(3,CH
R$(143)):LOCATE X+1,Y+1:PRINT CHR$(143)
5810 RETURN
5820 LOCATE X,Y:PEN 1:PRINT CHR$(143):LO
CATE X,Y+1:PRINT CHR$(143):CHR$(143):LO
CATE X,Y+2:PRINT CHR$(143)
5830 LOCATE X,Y+3:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5840 LOCATE X+1,Y+2:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
5850 T=INKEY$
5860 IF INKEY$(9)=0 THEN IT=1
5870 IF INKEY$(7)=0 THEN GOSUB 5950
5880 IF INKEY$(4)=0 THEN GOSUB 6080
5890 IF T#="" THEN GOTO 5940
5900 Y=Y-1
5910 Y=Y+1
5920 LOCATE X,Y:PRINT " ":LOCATE X,Y+2:
PRINT " "
5930 GOTO 5820
5940 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5950 LOCATE X+2,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
5960 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
5970 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:
PRINT " "
5980 GOTO 6160
5990 LOCATE X+1,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
6000 LOCATE X+2,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6010 LOCATE X+1,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
6020 LOCATE X+2,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
6030 LOCATE X+1,Y+3:IF COPCYCHR$(#0)<> "
" THEN RETURN
6040 LOCATE X,Y:PRINT " ":LOCATE X,Y+1:
PRINT " "
6050 X=X+1
6060 LOCATE X,Y:PEN 1:PRINT CHR$(143):LO
CATE X,Y+1:PRINT CHR$(143):CHR$(143):LO
CATE X,Y+2:PRINT CHR$(143)
6070 RETURN
6080 LOCATE X-1,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
6090 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "

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```

" THEN RETURN
6100 LOCATE X-1,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
6110 LOCATE X-1,Y+3:IF COPCYCHR$(#0)<> "
" THEN RETURN
6120 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6130 X=X-1
6140 LOCATE X,Y:PEN 1:PRINT CHR$(143):LO
CATE X,Y+1:PRINT CHR$(143):CHR$(143):LO
CATE X,Y+2:PRINT CHR$(143)
6150 RETURN
6160 PEN 1:LOCATE X,Y:PRINT STRING$(3,CH
R$(143)):LOCATE X+1,Y+1:PRINT CHR$(143)
6170 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
6180 LOCATE X+1,Y+1:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
6190 LOCATE X+2,Y+1:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
6200 T=INKEY$
6210 IF INKEY$(9)=0 THEN IT=1
6220 IF INKEY$(7)=0 THEN GOSUB 6340
6230 IF INKEY$(4)=0 THEN GOSUB 6410
6240 IF T#="" THEN GOTO 6250
6250 Y=Y-1
6260 Y=Y+1
6270 LOCATE X,Y:PRINT " ":LOCATE X+1,
Y+2:PRINT " "
6280 GOTO 6180
6290 LOCATE X,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6300 LOCATE X,Y+2:IF COPCYCHR$(#0)<> "
" THEN RETURN
6310 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN GOTO 6250
6320 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
-1:PRINT " "
6330 GOTO 6480
6340 LOCATE X+2,Y-1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6350 LOCATE X+3,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
6360 LOCATE X+3,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6370 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
-1:PRINT " "
6380 X=X+1
6390 PEN 1:LOCATE X,Y:PRINT STRING$(3,CH
R$(143)):LOCATE X+1,Y+1:PRINT CHR$(143)
6400 RETURN
6410 LOCATE X,Y-1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6420 LOCATE X-1,Y:IF COPCYCHR$(#0)<> "
" THEN RETURN
6430 LOCATE X-1,Y+1:IF COPCYCHR$(#0)<> "
" THEN RETURN
6440 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
-1:PRINT " "
6450 X=X-1
6460 PEN 1:LOCATE X,Y:PRINT STRING$(3,CH
R$(143)):LOCATE X+1,Y+1:PRINT CHR$(143)
6470 RETURN
6480 PEN 1:LOCATE X,Y:PRINT CHR$(143):LO
CATE X-1,Y+1:PRINT CHR$(143):CHR$(143):L
OCATE X,Y+2:PRINT CHR$(143)
6490 LOCATE X-1,Y+2:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
6500 LOCATE X+1,Y+3:IF COPCYCHR$(#0)<> "
" THEN SOUND 1,300,3,13:SCORE=SCORE+2*NI
VEL
:GOSUB 6S10:GOTO 440
6510 T=INKEY$
6520 IF INKEY$(9)=0 THEN IT=1
6530 IF INKEY$(7)=0 THEN GOSUB 8650
6540 IF INKEY$(4)=0 THEN GOSUB 6730
6550 IF T#="" THEN GOTO 8600
6560 Y=Y-1
6570 Y=Y+1
6580 LOCATE X,Y:PRINT " ":LOCATE X+1,Y
+2:PRINT " "

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41:PRINT "  ":LOCATE X,Y+2:PRINT "  "
6590 GOTO 6480
6600 LOCATE X+1,Y:IF COPYCHR*(#0)<> "  " THEN GOTO 6560
6610 LOCATE X+2,Y:IF COPYCHR*(#0)<> "  " THEN GOTO 6560
6620 LOCATE X+1,Y+1:IF COPYCHR*(#0)<> "  " THEN GOTO 6560
6630 LOCATE X,Y:PRINT "  ":LOCATE X-1,Y+1:PRINT "  ":LOCATE X,Y+2:PRINT "  "
6640 GOTO 6560
6650 LOCATE X+1,Y:IF COPYCHR*(#0)<> "  " THEN RETURN
6660 LOCATE X+1,Y+1:IF COPYCHR*(#0)<> "  " THEN RETURN
6670 LOCATE X+1,Y+2:IF COPYCHR*(#0)<> "  " THEN RETURN
6680 LOCATE X+1,Y+3:IF COPYCHR*(#0)<> "  " THEN RETURN
6690 LOCATE X,Y:PRINT "  ":LOCATE X-1,Y+1:PRINT "  ":LOCATE X,Y+2:PRINT "  "
6700 X=X+1
6710 PEN 1:LOCATE X,Y:PRINT CHR*(143):LOCATE X-1,Y+1:PRINT CHR*(143):LOCATE X,Y+2:PRINT CHR*(143)
6720 RETURN
6730 LOCATE X-1,Y:IF COPYCHR*(#0)<> "  " THEN RETURN
6740 LOCATE X-2,Y+1:IF COPYCHR*(#0)<> "  " THEN RETURN
6750 LOCATE X-1,Y+2:IF COPYCHR*(#0)<> "  " THEN RETURN
6760 LOCATE X-1,Y+3:IF COPYCHR*(#0)<> "  " THEN RETURN
6770 LOCATE X,Y:PRINT "  ":LOCATE X-1,Y+1:PRINT "  ":LOCATE X,Y+2:PRINT "  "
6780 X=X-1
6790 PEN 1:LOCATE X,Y:PRINT CHR*(143):LOCATE X-1,Y+1:PRINT CHR*(143):LOCATE X,Y+2:PRINT CHR*(143)
6800 RETURN
6810 IF FA=1 THEN CLS #3:LOCATE 4,7:PEN 1:PRINT CHR*(207):CHR*(207):LOCATE 4,8:PRINT CHR*(207):CHR*(207):RETURN
6820 IF FA=2 THEN CLS #3:LOCATE 4,7:PEN 1:PRINT CHR*(143):CHR*(143):CHR*(143):CHR*(143):RETURN
6830 IF FA=3 THEN CLS #3:LOCATE 7,7:PEN 1:PRINT CHR*(232):LOCATE 6,8:PRINT CHR*(232):RETURN
6840 IF FA=4 THEN CLS #3:LOCATE 4,7:PEN 1:PRINT CHR*(233):LOCATE 4,8:PRINT CHR*(233):CHR*(233):LOCATE 5,8:PRINT CHR*(233):RETURN
6850 IF FA=5 THEN CLS #3:LOCATE 4,7:PEN 1:PRINT CHR*(143):LOCATE 4,8:PRINT CHR*(143):LOCATE 4,8:PRINT CHR*(143):CHR*(143):RETURN

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6860 IF FA=6 THEN CLS #3:LOCATE 4,7:PEN 1:PRINT CHR*(143):LOCATE 4,8:PRINT CHR*(143):LOCATE 3,9:PRINT CHR*(143):CHR*(143):RETURN
6870 IF FA=7 THEN CLS #3:LOCATE 4,7:PEN 1:PRINT CHR*(143):CHR*(143):CHR*(143):LOCATE 5,8:PRINT CHR*(143):RETURN
6880 RETURN
6890 END
6900 *** MIRA SI ES GAME OVER
6910 IF Y<=3 THEN FOR N=1 TO 100 STEP 10: SOUND 1,M,5,15: SOUND 2,M+1,5,14: SOUND 4,M+2,3,15: NEXT: LOCATE 15,2:PRINT "GAME OVER":FOR E=1 TO 1500: NEXT:RUN
6920 RETURN
6930 *** RECONOCE SI HAY LINEA
6940 XP=15
6950 LOCATE XP,Y:IF COPYCHR*(#0)<> "  " THEN INC=INC+1
6960 IF INC=10 THEN FOR SD=300 TO 200 STEP -20: SOUND 1,SD,3,14: SOUND 2,SD+1,3,14: SOUND 3,SD,3,14: NEXT: CALL 40000,15,24,2,Y+1,0,0: INC=0: LINEAS=LINE
6970 IF XP=24 THEN INC=0: GOTO 7000
6980 XP=XP+1
6990 GOTO 6950
7000 IF Y+1=>20.5 THEN GOTO 7070
7010 XP=15
7020 LOCATE XP,Y+1:IF COPYCHR*(#0)<> "  " THEN INC=INC+1
7030 IF INC=10 AND (Y+1)<=21 THEN FOR SD=400 TO 300 STEP -20: SOUND 1,SD,3,14: SOUND 2,SD+1,3,14: SOUND 4,SD,3,14: NEXT: CALL 40000,15,24,2,Y+1,0,0: INC=0: LINEAS=LINE
7040 IF XP=24 THEN INC=0: GOTO 7070
7050 XP=XP+1
7060 GOTO 7020
7070 IF Y+2=>20.5 THEN GOTO 7140
7080 XP=15
7090 LOCATE XP,Y+2:IF COPYCHR*(#0)<> "  " THEN INC=INC+1
7100 IF INC=10 AND (Y+2)<=21 THEN FOR SD=500 TO 400 STEP -20: SOUND 1,SD,3,14: SOUND 2,SD+1,3,14: SOUND 4,SD,3,14: NEXT: CALL 40000,15,24,2,Y+2,0,0: INC=0: LINEAS=LINE
7110 IF XP=24 THEN INC=0: GOTO 7140
7120 XP=XP+1
7130 GOTO 7090
7140 IF Y+3=>20.5 THEN GOTO 7210
7150 XP=15
7160 LOCATE XP,Y+3:IF COPYCHR*(#0)<> "  " THEN INC=INC+1
7170 IF INC=10 AND (Y+3)<=21 THEN FOR SD=600 TO 500 STEP -20: SOUND 1,SD,3,14: SOUND 2,SD+1,3,14: SOUND 4,SD,3,14: NEXT: CALL

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40000,15,24,2,Y+3,0,0: INC=0: LINEAS=LINE
A5: SCORE=SCORE+50: GOSUB 7300: RETURN
7180 IF XP=24 THEN INC=0: RETURN
7190 XP=XP+1
7200 GOTO 7160
7210 RETURN
7220 IF NIVEL=1 THEN IT=0.2
7230 IF NIVEL=2 THEN IT=0.3
7240 IF NIVEL=3 THEN IT=0.4
7250 IF NIVEL=4 THEN IT=0.5: PEN 1: FOR IF=16 TO 20: LOCATE IF,IF: PRINT CHR*(202): LOCATE 24,IF: PRINT CHR*(202): NEXT
7260 IF NIVEL=5 THEN IT=0.6: PEN 1: LOCATE 18,19: PRINT CHR*(143): LOCATE 17,17: PRINT CHR*(143): LOCATE 21,19: PRINT CHR*(143)
7270 IF NIVEL=6 THEN IT=0.7
7280 IF NIVEL=7 THEN IT=0.8: PEN 1: LOCATE 16,20: PRINT STRING$(8,CHR*(203)): LOCATE 17,19: PRINT STRING$(6,CHR*(203)): LOCATE 18,18: PRINT STRING$(4,CHR*(203)): LOCATE 19,17: PRINT STRING$(2,CHR*(203))
7290 IF NIVEL>7 THEN IT=1
7300 RETURN
7310 PEN 3: LOCATE 32,8: PRINT RIGHT$(STR(NC*(7,"0"))+RIGHT$(STR(SCORE)),LEN$(STR$(SCORE))-1),7): LOCATE 33,14: PRINT RIGHT$(STR(NC*(5,"0"))+RIGHT$(STR$(LINEAS),LEN$(STR$(LINEAS))-1)),5): PEN 1
7320 RETURN
7330 IF LINEAS<5 THEN NIVEL=1
7340 IF LINEAS>5 AND LINEAS<10 THEN NIVEL=2
7350 IF LINEAS<10 AND LINEAS<15 THEN NIVEL=3
7360 IF LINEAS>15 AND LINEAS<20 THEN NIVEL=4
7370 IF LINEAS>20 AND LINEAS<25 THEN NIVEL=5
7380 IF LINEAS>25 AND LINEAS<30 THEN NIVEL=6
7390 IF LINEAS>30 AND LINEAS<35 THEN NIVEL=7
7400 IF LINEAS>35 AND LINEAS<40 THEN NIVEL=8
7410 IF LINEAS>40 AND LINEAS<45 THEN NIVEL=9
7420 IF LINEAS>45 THEN NIVEL=10
7430 GOSUB 7310
7440 RETURN
7450 IF NIVEL=1 THEN IT=0.2: RETURN
7460 IF NIVEL=2 THEN IT=0.3: RETURN
7470 IF NIVEL=3 THEN IT=0.4: RETURN
7480 IF NIVEL=4 THEN IT=0.5: RETURN
7490 IF NIVEL=5 THEN IT=0.6: RETURN
7500 IF NIVEL=6 THEN IT=0.7: RETURN
7510 IF NIVEL=7 THEN IT=0.8: RETURN
7520 IF NIVEL=7 THEN IT=1: RETURN
7530 RETURN

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SI QUIERES RECIBIR ESTE PROGRAMA EN DISCO, COMODAMENTE, SIN TECLEARLO, PUEDES SOLICITARLO CONTRA REEMBOLSO DE 1500 PTAS. A LA SIGUIENTE DIRECCION:

MEGAOCIO
DISCO TETRON

C/ GARCIA DE PAREDES, 76 DPDO. 1º IZDA.

28010 MADRID

Nombre
Apellidos
Dirección
Población C.P.
Teléfono