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10 SCREEN 1,2:KEYOFF:COLOR 1,15,15
20 LOCATE 3,12:PRINT"LOADING PENGUIN SLALOM"
30 ' CARGAR SPRITES -----
40 GOSUB 2640
50 REM INICIAR TABLA DE COLORES -----
60 FOR K=3 TO 19 ' COLOR TILES BLANCOS Y AZUL MONTANYA
70 VPOKE(BASE(6))+K,247
80 NEXT K
90 REM RELLENAR TABLA DE PATRONES -----
100 FOR K=0 TO 7
110 VPOKE(BASE(7))+(34*8+K),255
120 NEXT K
130 FOR K=0 TO 7
140 VPOKE(BASE(7))+(32*8+K),0
150 NEXT K
160 RESTORE
170 FOR K=0 TO 31 ' CARGA TILES ARBOL I
180 READ A
190 VPOKE(BASE(7))+K,A
200 NEXT K
210 RESTORE
220 FOR K=64 TO 95 ' CARGA TILES ARBOL LINEA II
230 READ A
240 VPOKE(BASE(7))+K,A
250 NEXT K
260 FOR K=0 TO 7
270 VPOKE(BASE(7))+(44*8)+K,0
280 NEXT K
290 FOR K=0 TO 27*8 ' CARGA TILES MONTANYA
300 READ A
310 VPOKE(BASE(7))+(128*8)+K,A
320 NEXT K
330 RESTORE 1830
340 FOR K=0 TO 10*8 ' RELLENAR NUMEROS
350 READ A
360 VPOKE(BASE(7))+(48*8)+K,A
370 NEXT K
380 RESTORE 1940
390 FOR K=0 TO 26*8 ' RELLENAR LETRAS
400 READ A
410 VPOKE(BASE(7))+(65*8)+K,A
420 NEXT K
430 REM PANTALLA PRESENTACION -----
440 CLS
450 LOCATE 0,2:PRINT"----- PENGUIN SLALOM -----"
460 PUTSPRITE 4,(20,46),1,8
470 LOCATE 4,6:PRINT"CURSOR OR JOY RIGHT"
480 PUTSPRITE 5,(20,75),1,9
490 LOCATE 4,10:PRINT"CURSOR OR JOY LEFT"
500 LOCATE 0,14:PRINT"KEEP FAR AWAY FROM OTHERS PENGUINS AND CROSS THROUGH THE
FLAGS"
510 LOCATE 0,19:PRINT"TRY TO FINISH THE SLALOM WITHLESS OF 9 FAULTS "
520 GOSUB 3050
530 LOCATE 9,22:PRINT"PRESS SPACE"
540 W=STRIG(0)
550 IF W=-1 THEN GOTO 570 ELSE GOTO 540
560 REM RELLENAR TABLA DE NOMBRES -----
570 CLS:PUTSPRITE 0,(100,200),1,10
580 B=32*7
590 FOR J=0 TO 3
600 VPOKE(BASE(5))+B,2:VPOKE(BASE(5))+B+2,10:VPOKE(BASE(5))+B+4,2
610 VPOKE(BASE(5))+B+1,3:VPOKE(BASE(5))+B+3,11:VPOKE(BASE(5))+B+5,3
620 VPOKE(BASE(5))+B+26+1,3:VPOKE(BASE(5))+B+26+3,11:VPOKE(BASE(5))+B+26+5,3
630 VPOKE(BASE(5))+B+26,2:VPOKE(BASE(5))+B+26+2,10:VPOKE(BASE(5))+B+26+4,2
640 C=B+32
650 B=B+128
660 VPOKE(BASE(5))+C,0:VPOKE(BASE(5))+C+2,8:VPOKE(BASE(5))+C+4,0
670 VPOKE(BASE(5))+C+1,1:VPOKE(BASE(5))+C+3,9:VPOKE(BASE(5))+C+5,1
680 VPOKE(BASE(5))+C+26,0:VPOKE(BASE(5))+C+26+2,8:VPOKE(BASE(5))+C+26+4,0

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690 VPOKE(BASE(5))+C+26+1,1:VPOKE(BASE(5))+C+26+3,9:VPOKE(BASE(5))+C+26+5,1
700 NEXT J
710 B=32*9
720 FOR J=0 TO 3
730 VPOKE(BASE(5))+B,10:VPOKE(BASE(5))+B+2,2:VPOKE(BASE(5))+B+4,10
740 VPOKE(BASE(5))+B+1,11:VPOKE(BASE(5))+B+3,3:VPOKE(BASE(5))+B+5,11
750 VPOKE(BASE(5))+B+26,10:VPOKE(BASE(5))+B+26+2,2:VPOKE(BASE(5))+B+26+4,10
760 VPOKE(BASE(5))+B+26+1,11:VPOKE(BASE(5))+B+26+3,3:VPOKE(BASE(5))+B+26+5,11
770 C=B+32
780 B=B+128
790 VPOKE(BASE(5))+C,8:VPOKE(BASE(5))+C+2,0:VPOKE(BASE(5))+C+4,8
800 VPOKE(BASE(5))+C+1,9:VPOKE(BASE(5))+C+3,1:VPOKE(BASE(5))+C+5,9
810 VPOKE(BASE(5))+C+26,8:VPOKE(BASE(5))+C+26+2,0:VPOKE(BASE(5))+C+26+4,8
820 VPOKE(BASE(5))+C+26+1,9:VPOKE(BASE(5))+C+26+3,1:VPOKE(BASE(5))+C+26+5,9
830 NEXT J
840 RESTORE 1750
850 FOR J=0 TO (32*7)-1
860 READ A
870 VPOKE((BASE(5))+J),A
880 NEXT J
890 FOR K=7 TO 22
900 FOR J=0 TO 19
910 VPOKE(BASE(5))+((K*32)+6)+J,34
920 NEXT J
930 NEXT K
940 FOR K=0 TO 31
950 VPOKE(BASE(5))+((23*32)+K),34
960 NEXT K
970 X=127:Y=80:CS=1 / ----- INICIAR VARIABLES -----
980 N=255:M=63:X1=127:X2=127:Y1=192:Y4=192:IN=6:LE=80:SF=4:LV=1:FL=0:Y5=192:T=0:X4=1
990 X5=50:FA=0:SP=7
990 / TABLA ATRIBUTOS SPRITES -----
1000 ON SPRITE GOSUB 2910
1010 SPRITE ON
1020 IF SF>6 THEN SF=4
1030 IF TI>0 THEN SPRITE OFF
1040 PUTSPRITE 0,(X,Y),1,SP
1050 PUTSPRITE 2,(X1,Y1),8,SF
1060 PUTSPRITE 3,(X1+64,Y1),4,SF
1070 PUTSPRITE 4,(X4,Y4),13,SF+3
1080 PUTSPRITE 5,(X5,Y5),10,SF+3
1090 SF=SF+1
1100 REM CAMBIAR TABLA DE COLORES SCREEN1 -----
1110 IF O=2 THEN SWAP M,N:O=0
1120 VPOKE(BASE(6)),M
1130 VPOKE(BASE(6))+1,N
1140 O=O+1
1150 / MOVIMIENTO DEL PINGUINO -----
1160 W=STICK(0):V=STICK(1)
1170 IF TI>0 THEN 1220
1180 IF W=3 OR V=3 THEN X=X+4:SP=8:IF X>192 THEN X=192
1190 IF W=7 OR V=7 THEN X=X-4:SP=9:IF X<48 THEN X=48
1200 IF W=0 AND V=0 THEN SP=7
1210 / MOVIMIENTO BANDERAS -----
1220 IF Y1<193 THEN Y1=Y1-IN
1230 IF Y1<64 THEN Y1=192:GOSUB 2690:X1=XR
1240 IF X1<48 THEN X1=48
1250 IF X1>99 THEN X1=99
1260 / MOVIMIENTO DE LOS PINGUINOS PEQUENYOS
1270 IF Y1<150 OR Y4<192 THEN Y4=Y4-IN
1280 IF Y1<110 OR Y5<192 THEN Y5=Y5-IN
1290 IF Y4<64 THEN Y4=192:GOSUB 2700:X4=XR
1300 IF X4>191 THEN CS=(-1)
1310 IF X4<48 THEN CS=(1)
1320 X4=X4+(T*CS)
1330 IF Y5<64 THEN Y5=192:GOSUB 2700:X5=XR
1340 IF X5>191 THEN CS=(-1)
1350 IF X5<48 THEN CS=(1)
1360 X5=X5+(T*CS)
1370 IF FL=5 THEN LV=LV+1:T=T+1:FL=0:PLAY"t180s0m4000o4c8","e8","g8"
1380 REM PUNTUACION -----

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1390 IF Y=Y1+14 THEN IF X=>X1 AND X<=X1+64 THEN PU=PU+10:BEEP:BEEP:FL=FL+1 ELSE GOSU
B 2960
1400 IF FA>9 THEN GOTO 2980
1410 LOCATE 4,0:PRINT PU:LOCATE 16,0:PRINT LV:LOCATE 26,0:PRINT FA
1420 IF LV>10 THEN 2720 ' FINAL DE PARTIDA -----
1430 IF TI>0 THEN SPRITE OFF:TI=TI+1:SP=SP+1:IF SP>3 THEN SP=0
1440 IF TI>6 THEN SPRITE ON:TI=0
1450 GOTO 1020
1460 REM DATOS -----
1470 DATA 3,63,127,15,125,249,1,1,192,252,254,240,190,159,128,128,1,3,1,15,31,1,31,6
3,128,192,128,240,248,128,240,252
1480 DATA 0,3,0,7,0,31,0,255
1490 DATA 0,3,0,31,0,63,0,255
1500 DATA 0,31,0,63,0,127,0,255
1510 DATA 0,0,0,1,0,3,0,7
1520 DATA 0,1,0,7,0,31,0,63
1530 DATA 0,0,0,0,0,30,0,63
1540 DATA 0,224,0,252,0,255,0,255
1550 DATA 0,224,0,248,0,254,0,255
1560 DATA 0,192,0,255,0,255,0,255
1570 DATA 0,0,0,240,0,254,0,255
1580 DATA 0,0,0,7,0,31,0,255
1590 DATA 0,0,0,0,0,28,0,127
1600 DATA 0,192,0,248,0,252,0,254
1610 DATA 0,1,0,7,0,15,0,63
1620 DATA 0,7,0,31,0,63,0,127
1630 DATA 0,7,0,31,0,127,0,255
1640 DATA 0,0,0,0,0,112,0,252
1650 DATA 0,0,0,128,0,192,0,224
1660 DATA 0,252,0,255,0,255,0,255
1670 DATA 0,0,0,0,0,248,0,255
1680 DATA 0,248,0,252,0,254,0,255
1690 DATA 0,0,0,0,0,1,0,7
1700 DATA 0,0,0,120,0,254,0,255
1710 DATA 0,240,0,255,0,255,0,255
1720 DATA 0,0,0,128,0,248,0,255
1730 DATA 0,192,0,224,0,252,0,255
1740 DATA 0,255,0,255,0,255,0,255
1750 DATA 83,67,79,82,69,58,44,44,44,44,44,44,76,69,86,69,76,58,44,44,44,44,70,65,85
,76,84,58,44,44,44,44
1760 DATA 44,44,44,44,44,44,133,44,44,44,44,44,44,44,44,44,44,44,44,44,144,44,44,44,
44,44,44,44,44,44,44,44
1770 DATA 44,44,44,44,44,132,154,134,44,44,44,44,44,44,44,44,44,44,143,154,145,44
,44,44,44,44,44,44,44,44
1780 DATA 44,44,44,44,131,154,154,154,135,44,44,44,44,139,44,44,44,44,142,154,154,14
6,147,44,44,44,44,44,44,44,44
1790 DATA 44,44,44,44,130,154,154,154,154,136,137,44,138,154,140,44,44,141,154,154,1
54,154,154,148,44,44,149,150,44,44,44,44
1800 DATA 44,44,44,129,154,154,154,154,154,154,154,154,154,154,154,154,154,154,1
54,154,154,154,154,154,154,154,151,152,44,44
1810 DATA 44,128,154,154,154,154,154,154,154,154,154,154,154,154,154,154,154,154,
154,154,154,154,154,154,154,154,153,44
1820 ' DATA NUMEROS
1830 DATA 0,62,99,69,73,81,99,62
1840 DATA 0,12,30,6,6,6,6,31
1850 DATA 0,60,102,6,60,96,96,126
1860 DATA 0,126,71,3,31,7,71,126
1870 DATA 0,54,102,102,63,6,6,63
1880 DATA 0,127,115,112,126,7,103,126
1890 DATA 0,127,115,112,126,103,103,126
1900 DATA 0,127,103,14,28,56,112,96
1910 DATA 0,62,115,99,62,99,103,62
1920 DATA 0,62,115,99,63,14,28,120
1930 ' DATA LETRAS
1940 DATA 0,62,119,99,99,127,99,99
1950 DATA 0,126,103,103,126,103,103,126
1960 DATA 0,62,119,115,112,115,119,62
1970 DATA 0,124,126,99,97,99,126,124
1980 DATA 0,62,127,112,126,112,127,62

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1990 DATA 0,63,127,112,126,124,112,112
2000 DATA 0,63,119,112,119,119,115,63
2010 DATA 0,115,115,127,127,127,103,103
2020 DATA 0,127,93,28,28,28,93,127
2030 DATA 0,126,63,7,119,103,127,62
2040 DATA 0,115,54,60,56,60,54,115
2050 DATA 0,112,112,48,48,48,63,63
2060 DATA 0,99,119,127,107,99,99,99
2070 DATA 0,99,113,125,111,99,99,115
2080 DATA 0,62,103,99,99,99,115,62
2090 DATA 0,62,115,113,127,126,112,112
2100 DATA 0,62,115,97,97,109,102,57
2110 DATA 0,126,115,115,118,124,118,115
2120 DATA 0,62,115,113,28,71,103,62
2130 DATA 0,127,127,93,28,28,28,28
2140 DATA 0,97,115,115,115,115,127,62
2150 DATA 0,99,119,54,54,62,28,8
2160 DATA 0,99,119,54,62,62,54,20
2170 DATA 0,115,58,30,28,60,46,103
2180 DATA 0,99,119,54,62,28,28,62
2190 DATA 0,127,79,14,28,56,121,127
2200 ' PINGUINO CAIDA
2210 DATA &Hf1,&Hb9,&H1f,&H4f,&Hef,&H4f,&H5f,&Hff
2220 DATA &Hff,&H7f,&H3c,&H1d,&H0f,&H06,&H03,&H01
2230 DATA &H8f,&H9d,&Hf8,&Hf2,&Hf7,&Hf2,&Hfa,&Hfe
2240 DATA &Hff,&Hff,&H9e,&Hdc,&Hf8,&H30,&H60,&Hc0
2250 DATA &H01,&H03,&H07,&H0f,&H1f,&H3f,&H73,&Hdb
2260 DATA &H9f,&Hdb,&H73,&H3f,&H1f,&H0f,&H07,&H03
2270 DATA &H93,&Hf9,&H93,&Hc7,&Hfe,&Hfc,&Hfc,&Hff
2280 DATA &Hff,&Hfc,&Hfc,&Hfe,&Hc7,&H93,&Hf9,&H13
2290 DATA &H03,&H06,&H0c,&H1f,&H3b,&H79,&Hff,&Hff
2300 DATA &H7f,&H5f,&H4f,&Hef,&H4f,&H1f,&Hb9,&Hf1
2310 DATA &H80,&Hc0,&H60,&Hf0,&Hb8,&H3c,&Hfe,&Hff
2320 DATA &Hff,&Hfa,&Hf2,&Hf7,&Hf2,&Hf8,&H9d,&H8f
2330 DATA &Hc8,&H9f,&Hc9,&He3,&H7f,&H3f,&H3f,&Hff
2340 DATA &Hff,&H3f,&H3f,&H7f,&He3,&Hc9,&H9f,&Hc9
2350 DATA &Hc0,&He0,&Hf0,&Hf8,&Hfc,&Hce,&Hdb,&Hf9
2360 DATA &Hdb,&Hce,&Hfc,&Hf8,&Hf0,&He0,&Hc0,&H80
2370 ' SPRITE FLAG
2380 DATA &HC0,&HC0,&HFF,&HEA,&HE2,&HEB,&HEA,&HFF
2390 DATA &HFF,&HC0,&HC0,&HC0,&HC0,&HC0,&HC0,&HC0
2400 DATA &H00,&HFF,&H57,&HEF,&H6F,&H57,&HFF,&HFF
2410 DATA &H00,&H00,&H00,&H00,&H00,&H00,&H00,&H00
2420 DATA &HC0,&HFF,&HEA,&HE2,&HEB,&HEA,&HFF,&HC0
2430 DATA &HC0,&HC0,&HC0,&HC0,&HC0,&HC0,&HC0,&HC0
2440 DATA &H00,&HFF,&H57,&HEF,&H6F,&H57,&HFF,&H00
2450 DATA &h00,&h00,&h00,&h00,&h00,&h00,&h00,&h00
2460 DATA &HC0,&HFF,&HEA,&HE2,&HEB,&HEA,&HFF,&HFF
2470 DATA &HC0,&HC0,&HC0,&HC0,&HC0,&HC0,&HC0,&HC0
2480 DATA &H00,&H00,&HFF,&H57,&HEF,&H6F,&H57,&HFF
2490 DATA &HFF,&H00,&H00,&H00,&H00,&H00,&H00,&H00
2500 ' SPRITE PINGUINO PEQUENYO
2510 DATA &H03,&H04,&H0D,&H1F,&H3E,&H7F,&HFF,&HFC
2520 DATA &HD8,&H58,&H4C,&HED,&H4D,&H1F,&HBC,&H7E
2530 DATA &HE0,&H90,&HD8,&H78,&H3C,&H7E,&HFF,&H3F
2540 DATA &H1B,&H1A,&H32,&HB7,&HB2,&HF8,&H3D,&H7E
2550 DATA &H07,&H0C,&H1D,&H3F,&H7E,&HFF,&HFF,&H5E
2560 DATA &H5C,&H5C,&H7E,&H7E,&H5F,&HEF,&H47,&H03
2570 DATA &HE0,&H90,&HD8,&H7C,&H3E,&H7F,&HFF,&H1B
2580 DATA &H0A,&H0C,&HD8,&HD8,&HF8,&H1A,&H5E,&HDC
2590 DATA &H07,&H09,&H1B,&H3E,&H7C,&HFE,&HFF,&HD8
2600 DATA &H50,&H30,&H1B,&H1B,&H1F,&H58,&H7A,&H3B
2610 DATA &HE0,&H30,&HB8,&HFC,&H7E,&HFF,&HFF,&H7A
2620 DATA &H3A,&H3A,&H7E,&H7E,&HFA,&HF7,&HE2,&HC0
2630 DATA *
2640 ' SUBROUTINA PARA CARGAR SPRITES -----
2650 S=BASE(9):RESTORE 2210
2660 READ R$:IF R$="*" THEN RETURN ELSE VPOKE S,VAL(R$)
2670 S=S+1

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2680 GOTO 2660
2690 / ----- RUTINA ASIGNAR X A LAS FLAG -----
2700 XR=48+(INT(RND(1)*112)):RETURN
2710 XR=48+(INT(RND(1)*191)):RETURN
2720 CLS / ----- RUTINA FIN DE PRUEBA -----
2730 SPRITE OFF
2740 LOCATE 6,6: PRINT"CONGRATULATIONS!!!"
2750 LOCATE 1,7: PRINT"YOU HAVE FINISHED THE SLALOM"
2760 LOCATE 6,10: PRINT"YOUR SCORE IS: ":LOCATE 20,10:PRINT PU
2770 SF=9:Y=110
2780 PUTSPRITE 0,(117,Y),1,SF
2790 PUTSPRITE 4,(50,Y),13,SF
2800 PUTSPRITE 5,(185,Y),10,SF
2810 PUTSPRITE 2,(100,192),8,SF
2820 PUTSPRITE 3,(50,192),4,SF
2830 SF=SF+1:IF SF>9 THEN SF=7
2840 IF SF>3 AND SF<5 THEN SF=0
2850 LOCATE 3,20:PRINT"1- NEW GAME      2- QUIT"
2860 S$=INKEY$
2870 IF S$="1" THEN CLEAR:PUTSPRITE 0,(70,192),1,10:PUTSPRITE 4,(0,192),1,10:PUTSPRI
TE 5,(200,192),1,10:GOTO 440
2880 IF S$="2" THEN CLS:SCREEN0:COLOR 15,4,7:END
2890 FOR A=0 TO 15:NEXTA
2900 GOTO 2780
2910 / COLISION -----
2920 SPRITE OFF
2930 TI=1:SP=0:FA=FA+1:PU=PU-10
2940 SOUND 6,6:SOUND 7,7:SOUND 8,16:SOUND 11,11:SOUND 12,12:SOUND 13,0
2950 RETURN
2960 SOUND 6,0:SOUND 7,0:SOUND 8,16:SOUND 9,0:SOUND 10,0:SOUND 11,1:SOUND 12,50:SOUN
D 13,0:PU=PU-10:FA=FA+1:RETURN
2970 REM SF=SF+1:IF>3THEN SF=0
2980 CLS / ----- RUTINA DESCALIFICADO -----
2990 SPRITE OFF
3000 LOCATE 1,6: PRINT"YOU ARE DISQUALIFIED!!!"
3010 LOCATE 4,10: PRINT"YOUR SCORE IS: ":LOCATE 10,10:PRINTPU
3020 SF=0:Y=120
3030 GOTO 2830
3040 REM MUSIC
3050 BEEP
3060 PLAY "T180S0M15000","T180S1#4000"
3070 PLAY "01CEGB-","05C804B-8r8g8b-8o5o8o4b-8"
3080 PLAY "02C01B-GE","05C804B-46805C8"
3090 PLAY "01CEGB-"
3100 PLAY "02C01B-GE"
3110 PLAY "01FA02CE-","05F8E-C8"
3120 PLAY "FE-C01A","F8E-4C8F8"
3130 PLAY "CEGB-"
3140 PLAY "02C01B-GE"
3150 PLAY "02GBDB","G8B8D8B8"

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