SOFTWARE DOSSIER n.10

LIRE 2000

BIBLIOTECA QUINDICINALE

GIOCHI E PROGRAMMI PER PERSONAL E HOME COMPUTER

PAGINA
02
MANCANTE

```
251 ONDGOTO273,429,427,425,273
253 ONDGOTO273,459,457,273,273
255 ONDGOTO273,273,367,273,273
257 ONDGOTO273,273,369,273,273
259 ONDGOTO273,371,373,273,273
261 ONDGOTO453,451,447,445,273
263 ONDGOTO273,273,459,457,273
265 ONDGOTO273,453,451,447,445
267 ONDGOTO273,273,381,273,273
269 ONDGOTO273,273,383,273,273
271 ONDGOTO273,273,385,387,273
273 RETURN
275 PRINT"⊒":RETURN
277 PRINT"▓"TAB(199)"▔▔▔▐▨▨▨▨▨▙▁▁▁⌋":RETURN
279 PRINT"▓"TAB(203)"▞▜▨▙▞":RETURN
281 PRINT"▓"TAB(203);:GOTO291
283 PRINT"▓"TAB(208)"▞▜▨▙▞":RETURN
285 PRINT"▓"TAB(215)"▌▔▔▔▨▨▨▨▙▁▁▁⌋":RETURN
287 PRINT"▓"TAB(214)"▞▟▨▙▚▜":RETURN
289 PRINT"▓"TAB(210);
291 PRINT"▌▔▔▔▔▐▨▨▨▨▨▙▁▁▁⌋":RETURN
293 PRINT"▓"TAB(209)"▞▟▨▙▚▜":RETURN
295 PRINT"▓"TAB(208)"▌▔▨▨▨▙⌋":RETURN
297 PRINT"▓"TAB(156);:GOTO303
299 PRINT"▓"TAB(155)"▔▔▐▨▌ ▐▨▌ ▐▨▌ ▐▨ ▐▨▌⌋":RETURN
301 PRINT"▓"TAB(161);
303 PRINT" ▚▨▌ ▚▨▌ ▐▨▌ ▐▨▌ ▟▨▌ ▌▞":RETURN
305 PRINT"▓"TAB(157)"▌▔▔▔▔▐":FORI=1TO4:PRINTTAB(3)"▌     ▐":NEXTI:PRINT"▐▨▨▙▁▁▁▁⌋":R
ETURN
307 PRINT"▓"TAB(172);:GOTO313
309 PRINT"▓"TAB(173)"▌▔▔▔▔▐▨▌ ▐▨▌  ▐▨▌  ▐▨▌ ▐▨▌⌋":RETURN
311 PRINT"▓"TAB(167);
313 PRINT"▞▟ ▐▨▨▨▙▞ ▐▨▌  ▐▨▌  ▐▨▌▚ ▐▨▚ ":RETURN
315 PRINT"▓"TAB(168)"▌▔▔▔▔▐":FORI=1TO4:PRINTTAB(14)"▌    ▐":NEXTI
316 PRINTTAB(14)"▙▁▁▁▁⌋":RETURN
317 PRINT"▓"TAB(162)"▌▔▔▔▔▐":FORI=1TO4:PRINTTAB(8)"▌      ▐":NEXTI
318 PRINTTAB(8)"▙▁▁▁▁⌋":RETURN
319 PRINT"▓▐▨▨▨▨▨▨▨▚▨▌  ▐▨▌ ▐▨▌ ▐▨▌  ▐";
320 PRINT"▐▨▌ ▐▨▌ ▐▨▌ ▐▨▌▞":RETURN
321 PRINT"▓"TAB(4)"▐▨▨▨▨▌ ▚▨▌ ▚▨▌▌  ▚ ":FORI=1TO6:PRINTTAB(5)"▌ ▐":NEXTI
323 PRINTTAB(5)"▌   ▟▨▨▨▌ ▟▨▚▨▌ ▌▞":RETURN
325 PRINT"▓▐▨▨▨▨▨▔▔▔▔▐":FORI=1TO10:PRINT"▐▨▌":NEXTI:PRINT"▐▨▙▁▁⌋":RETURN
327 PRINT"▓"TAB(20)"▐▨▨▨▨▨▌/▨▨▌▚▨▌ ":FORI=1TO4:PRINT"▌▌ ▐":NEXTI
329 PRINTTAB(19)"▌  ▐▨▙▚▨▌▞":RETURN
331 PRINT"▓"TAB(14)"▐▨▨▨▨▨▨▌/▚▟▚ ▐▨▨▌ ▐▨▌ ▐":FORI=1TO6:PRINTTAB(14)"▌   ▐":NEXTI
333 PRINTTAB(14)"▚▨▚▨▌ ▐▨▨▌ ▐▨▌ ▐":RETURN
335 PRINT"▓"TAB(17)"▐▨▨▨▨▨▔▔▔▔▔▐":FORI=1TO10:PRINTTAB(17)"▌     ▐":NEXTI
336 PRINTTAB(17)"▙▁▁⌋":RETURN
337 PRINT"▓"TAB(5)"▐▨▨▨▨▨▔▔▔▔▔▔▔▐":FORI=1TO10:PRINTTAB(5)"▌        ▐":NEXTI
339 PRINTTAB(5)"▙▁▁▁▁▁▁▁⌋":RETURN
341 PRINT"▐▨▨▌ ▚▨▌ ▚▨▌▌  ▚ ":FORI=1TO12:PRINT"▐▨▌  ▐":NEXTI
343 PRINT"▐▨▌  ▟▨▨▨▌ ▟▨▨▨▌ ▌▞":RETURN
345 PRINT"▐▨▌▌▐":FORI=1TO16:PRINT"▐▨▌ ▐":NEXTI:PRINT"▐▨⌋":RETURN
347 PRINT"▓"TAB(17)"▐▨▨▌  ▐▚▨▌/ ▐▌▚ ▐▨▌":FORI=1TO12:PRINTTAB(17)"▌  ▐":NEXTI
349 PRINTTAB(17)"▚  ▐▨▨▌ ▐▨▌▚ ":RETURN
351 PRINT"▓"TAB(20)"▐▨▌▌":FORI=1TO16:PRINTTAB(20)"▌ ▐":NEXTI:PRINTTAB(20)"▙⌋":RETURN
```

```
353 PRINT"◥▩▮▮▮⎡                    ⎤":FORI=1TO16:PRINT"▮▮▮                    ▮":NEXT
355 PRINT"▮▮▮⎣_____⎦":RETURN
357 PRINT"◥▩N":FORI=1TO18:PRINT"▮I ▮":NEXTI:PRINT"▮▮/":RETURN
359 PRINT"◥"TAB(20)"/":FORI=1TO18:PRINTTAB(20)"I ":NEXTI:PRINTTAB(20)"\":RETURN
361 PRINT"◥"TAB(243)"⎯⎯⎯▼▩▮▮▮▮L⎯/":RETURN
363 PRINT"◥"TAB(245)"▮/▩▮⎡⎤___ ▮▮▮▮▮/⎯ ▼▩▮▮▮/":RETURN
365 PRINT"◥"TAB(250)"▮/▩▮⎡⎤__L___▮▮▮▮▮ N▩N▮▮⎯":RETURN
367 PRINT"◥"TAB(42)"⎡"TAB(176)TAB(218)"L":RETURN
369 PRINT"◥"TAB(105)"⎡"TAB(215)TAB(61)"L":RETURN
371 PRINT"◥"TAB(173)"⎡"TAB(129)"L":RETURN
373 PRINT"◥"TAB(168)"⎡"TAB(124)"L":RETURN
375 RETURN
377 PRINT"◥"TAB(254)"▼N▩N▮▮▮▮▮▮⎯___▮/⎯⎤▩N":RETURN
379 PRINT"◥"TAB(255)"▮▮▮▮⎯▼⎯⎯▩▮▮▮N___":RETURN
381 PRINT"◥"TAB(23)"⎤"TAB(242)TAB(133)"⎦":RETURN
383 PRINT"◥"TAB(92)"⎤"TAB(246)"⎦":RETURN
385 PRINT"◥"TAB(161)"⎤"TAB(117)"⎦":RETURN
387 PRINT"◥"TAB(156)"⎤"TAB(112)"⎦":RETURN
389 PRINT"◥▩▮▮▮"TAB(243)"⎯▼▩▮▮/":RETURN
391 PRINT"◥▩▮▮▮"TAB(244)"/⎯⎯⎤▩▮▮▮▮/ I  ▮▮▮▮▮L___/▮/▼▩▩▮":RETURN
393 PRINT"◥"TAB(247)"▩▩▩/▩⎡⎤_L_____⎤▮⎡⎤N";
394 PRINT"▼▮▮▮▮▮▮▮▮▮▮/ I      I N▮▮▮▮▮▮▮/⎯⎯⎯N"
395 RETURN
397 PRINT"◥"TAB(234)"▩▩▩N▩N▮⎤▮▮⎯⎯N▩▮▮▮ I N▩▮▮▮L__":RETURN
399 PRINT"◥"TAB(239)"▩▩▩N⎤▮▮":RETURN
401 PRINT"◥▩▮"TAB(243)"▩▩▩▩▩▮ ⎯▼▩▮▮▮ /▩▮▮/":RETURN
403 PRINT"◥"TAB(246)"▩▩▩▩▩/⎯      N▮▮▮▮▮▮▮▮▮▮▮▮▮/ I          I N"
405 PRINT"◥▮▮/▩▮⎡⎤_L_____⎤▮⎡⎤N":RETURN
407 PRINT"◥"TAB(237)"▩▩▩▩▩▩▩N⎯ ▮▮▮▮N▩N__":RETURN
409 PRINT"◥"TAB(243)TAB(177)"▼":RETURN
411 I=22:GOSUB669:PRINT"◥"TAB(243)TAB(177)"/⎯⎯⎯⎯⎯⎯⎯⎯N":FORJ=1TO7:GOSUB
665
413 GOSUB667:NEXTJ:PRINT"◥"TAB(243)"▩▩▩⎤ I ⎯⎯⎯⎯⎯⎯⎤":GOSUB665
415 PRINT"⎤▩N                /▩▮ ":GOSUB665
417 PRINT"▩▩▩▩▩▩▩":FORJ=1TO15:GOSUB667:GOSUB665:NEXTJ
419 PRINT" ▮/⎤        ▮N▩▩":RETURN
421 PRINT"◥"TAB(243)TAB(196)"▼▩":RETURN
423 REMDOOR 15
425 PRINT"◥"TAB(203);:GOTO431
427 PRINT"◥"TAB(208);:GOTO431
429 PRINT"◥"TAB(214);:GOTO431
431 PRINT"⎯▩▮▮ I I ▩▮▮▮ ▮I ▩▮▮▮LL L":RETURN
433 PRINT"◥"TAB(198)"▮L▩ ▩▮▮ I ▩▮▮ I ▩▮▮▮I ▩▮▮ I ▩▮▮LL":RETURN
435 PRINT"◥"TAB(207)"⎯▩▮▮ I I ▩▮▮▮ I I ▩▮▮▮";
436 PRINT"▮I I ▩▮▮▮ I /I ▩▮▮▮ I ▩▮▮▮LL L"
437 RETURN
439 PRINT"◥"TAB(240)" ▩▮ ▩▮ ▩▮ ▩▮ ▩▮L⎦":RETURN
441 PRINT"◥"TAB(228)"⎡⎯⎯⎯▩▮ ▩▮ ▩▮ ▩▮▮/ ▩▮ ▩▮";
442 PRINT" ▩▮ ▩▮L▮▮▮▮▮L__▮▮⎤I▮ ▯ ";
443 PRINT"⎤▮ ⎤▮ ⎤▮ ⎤▮▮I I ⎤▮ ":RETURN
445 PRINT"◥▩▮"TAB(221);:GOTO449
447 PRINT"◥"TAB(226);:
449 PRINT"▮ ▩▮ ▩▮.▩▮ ▩▮▼":RETURN
451 PRINT"◥"TAB(235);:GOTO455
453 PRINT"◥"TAB(240);:
455 PRINT"▮ ▩▮ ▩▮.▩▮ ▩▮▼":RETURN
```

NOTE _____

_____

_____

_____

_____

```
457 PRINT"◆"TAB(223)"◼ ▨◼ ▨◼ ▨◼.▨◼ ▨◼ ▨◼ ▨◼◢":RETURN
459 PRINT"◆"TAB(238)"◼ ▨◼ ▨◼ ▨◼.▨◼ ▨◼ ▨◼ ▨◼◣":RETURN
461 PRINT"◆"TAB(183));:GOTO467
463 PRINT"◆"TAB(179)):GOTO467
465 PRINT"◆"TAB(187);
467 PRINT"▮ ▨◼▩◼ ▩◼ ▨◼▮ ▨◼▮ ▮ ":RETURN
469 PRINT"◆"TAB(191));:GOTO467
471 PRINT"◆"TAB(195));:GOTO467
473 PRINT"◆"TAB(113));:GOTO479
475 PRINT"◆"TAB(119));:GOTO479
477 PRINT"◆"TAB(126);
479 PRINT"┌ ▨◼◼▧ ▨◼◼▮ ▮ ▨◼◼◼ ▨◼◼◼ ╱";
480 PRINT"▨◼◼◼ ▨◼◼◼ ▨◼◼◼ ┌▨◼◼◼◼└┐":RETURN
481 PRINT"◆"TAB(75)"┌ ▀▀▀▨◼ ▀▀▀◼◼ ▀▀▀◼◼▧ ◼◼◼ ▮";
482 PRINT"▨◼◼◼ ┌▨◼◼◼◼ ┘▨◼◼◼◼▮ ◼◼◼◼▮ ╱◼◼◼◼┌ ▮"
483 PRINTTAB(9)"▮ ◼◼◼◼◼ ◼◼◼◼◼ ▮";
484 PRINT"▨◼◼◼◼ ┌◼◼◼◼◼◼┘":RETURN
485 PRINT"◆▮◼▧          ▮":FORI=1TO14:PRINT"▮▮▮▮          ▮":NEXTI
487 PRINT"▮▮▮▮      ┌──────┐":FORI=1TO3:PRINT"▮▮▮▮      ▮      ▮":NEXTI
489 PRINT"▮▮▮▮      └┘          ▮"
491 J=INT(RND(B)*100+1)
492 IFJ<11THENPRINT"◆▶▶▶▶◀◀◀AVANTI ▨◼◼◼◼▮VITE ▨◼◼◼◼◼      "
493 RETURN
499 POKE36879,59:K=1:PRINT"◆":FORI=0TO20:PRINT"":FORJ=0TO20
500 IFK=1THENK=0:PRINT"◆";:GOTO503
501 K=1:PRINT"◆";
503 PRINT"◆";:NEXTJ,I:PRINT"◆":RETURN
504 GOSUB499:PRINT"◆TRACCIAT"N$
505 FORI=0TO20:FORJ=0TO20:POKE4140+I+J*22,M%(I,J):NEXTJ,I
507 PRINT"◆":GOSUB627:GOTO513
509 POKE36879,8:RETURN
511 REM
513 IFP<00RP>200RQ<00RQ>20THENJ=0:I=0:GOTO517
515 J=Q:I=P*22:F=PEEK(4140+I+J)
517 J=Q:I=P*22:F=PEEK(4140+I+J):POKE4140+I+J,42:I1=0:N=0
519 I1=0:N=0
521 GETA$:IFA$=""THEN521
523 IFA$="▲"ANDI>0THEN:I1=-22:GOSUB577:GOTO519
525 IFA$="▼"ANDI<440THENI1=22:GOSUB577:GOTO519
527 IFA$="◄"ANDJ>0THENN=-1:GOSUB577:GOTO519
529 IFA$="►"ANDJ<20THENN=1:GOSUB577:GOTO519
531 IFA$="*"THENPOKE4140+I+J,F:P=I/22:Q=J:PRINT"◆":GOTO509
533 IFA$="1"THENF=247:GOTO575
535 IFA$="2"THENF=244:GOTO575
537 IFA$="5"THENF=215:GOTO575
539 IFA$="3"THENF=239:GOTO575
541 IFA$="4"THENF=234:GOTO575
543 IFA$=" "THENF=160:GOTO575
545 IFA$="6"THENF=241:GOTO575
547 IFA$="0"THENF=137:GOTO575
549 IFA$="7"THENF=243:GOTO575
551 IFA$="8"THENF=242:GOTO575
553 IFA$="Q"THENF=204:GOTO575
555 IFA$="W"THENF=207:GOTO575
557 IFA$="X"THENF=214:GOTO575
559 IFA$="E"THENF=208:GOTO575
```

NOTE _____
_____
_____
_____
_____
_____

```
561 IFA$="R"THENF=250:GOTO575
563 IFA$="9"THENF=235:GOTO575
565 IFA$="N"THEN649
567 IFA$="▓"THENG=G+1:GOSUB625:GOTO521
569 IFA$="S"THENGOSUB585:GOTO504
571 IFA$="L"THENGOSUB591:GOTO507
573 GOTO521
575 M%(J,I/22)=F:POKE4140+I+J,F:GOTO519
577 POKE4140+I+J,F:I=I+I1:J=J+N:F=PEEK(4140+I+J):POKE4140+I+J,42:RETURN
579 PRINT"▓▓CONFERMARE   ?                     "
581 GETA$:IFA$=""THEN581
583 RETURN
585 GOSUB579:IFA$<>"Y"THENRETURN
587 K=0:OPEN1,1,1,N$:PRINT#1,N$:FORI=0TO20:FORJ=0TO20:PRINT#1,CHR$(M%(I,J));:K=K
+1
589 PRINT"▓"TAB(22)K:NEXTJ,I:CLOSE1:RETURN
591 GOSUB579:IFA$<>"Y"THENRETURN
593 PRINT"▓";:K=0:OPEN1,1,0,"":INPUT#1,N$:PRINT"▓DISEGNO "N$:FORJ=0TO20:PRINT""
595 FORI=0TO20:IFK=1THENK=0:PRINT"▓";:GOTO599
597 K=1:PRINT"▓";
599 PRINT"▒ ";:NEXTI,J:PRINT"▓":K=0:FORI=0TO20:FORJ=0TO20:GET#1,A$:A=ASC(A$)
601 B=A-INT(A/1000)*1000
602 IFB=137ORB=247ORB=244ORB=234ORB=215ORB=214ORB=241ORB=243THEN623
603 IFB=242ORB=235ORB=204ORB=207ORB=208ORB=250ORB=160THEN623
605 IFB=213ORB=240THENB=207:GOTO623
607 IFB=200ORB=217ORB=231ORB=234ORB=246THENB=234:GOTO623
609 IFB=201ORB=238THENB=208:GOTO623
611 IFB=202ORB=237THENB=204:GOTO623
613 IFB=203ORB=253THENB=250:GOTO623
615 IFB=196ORB=197ORB=227ORB=247THENB=247:GOTO623
617 IFB=198ORB=210ORB=226ORB=228ORB=239ORB=249THENB=239:GOTO623
618 IFB=176ORB=143ORB=209THENB=215:GOTO623
619 IFB=199ORB=212ORB=225ORB=229ORB=244ORB=245THENB=244:GOTO623
620 IFB=152THENB=214:GOTO623
621 IFB>128THENB=B-128
623 M%(I,J)=B:POKE4140+I+J*22,B:NEXTJ,I:CLOSE1:RETURN
625 IFG>8THENG=1
627 ONGGOTO639,629,631,635,633,637,641,643
629 PRINT"▓MURO 1=▀,2=▌,3=▄,4=▐   ":RETURN
631 PRINT"▓PORTA 6=┴,7=┤,8=┬,9=├  ":RETURN
633 PRINT"▓BUCA 5=o, SCALA 0=▌,X=X  ":RETURN
635 PRINT"▓ANGOLO 0=L,W=Γ,E=┐,R=┘   ":RETURN
637 PRINT"▓S=SALVA,  L=CARICA       ":RETURN
639 PRINT"▓       ▓F1▓ X CODIFICA   ":RETURN
641 PRINT"▓3D←MAPPA & MAPPA←3D = *   ":RETURN
643 PRINT"▓N=CANCELLA TUTTO         ":RETURN
645 FORI=1TO15:R=INT(RND(G)*DC+1):PRINT"▓▓▓SCORRIM.      ":PRINT"▓▓▓SCORRIM."R
647 FORJ=1TO50:NEXTJ,I:RETURN
649 GOSUB579:IFA$<>"Y"THENGOSUB627:GOTO567
651 PRINT"▓NOME MAPPA N":INPUTN$:FORI=0TO20:FORJ=0TO20
652 M%(I,J)=160:NEXTJ,I:GOSUB499:GOTO507
653 GOSUB627:GOTO567
655 I=E%(3,1):IFI=247ORI=241ORI=320ORI=207ORI=208THEN663
657 I=E%(3,2):IFI=239ORI=242ORI=250ORI=204THEN663
659 I=E%(3,2):IFI=214THEN663
661 Q=Q+Z:P=P+Y:GOTO9
```

```
663 PRINT"▓▓▓ANCORA ▓MURO":FORI=1TO900:NEXTI:PRINT"▓▓▓▓        ▓▌    ":GOTO161
665 FORI=1TO30:NEXTI:RETURN
667 PRINT"  |           |":RETURN
669 POKE36866,PEEK(36866)AND128ORI:RETURN
671 PRINTTAB(15)K:RETURN
```
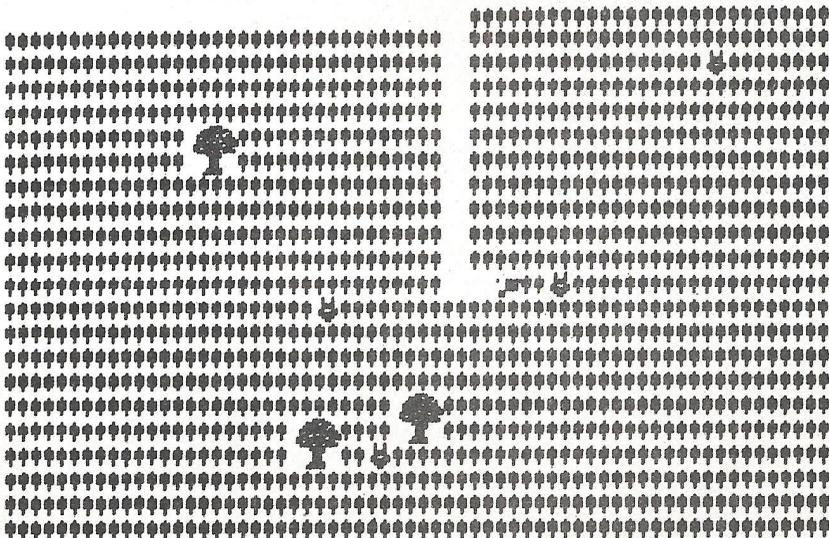
SP **TREBBIATRICE**

   Dovete con la Vostra trebbiatrice mietere tutto il
grano presente nel campo ma facendo estrema attenzione
alle piante ed ai conigli che in esso si trovano.
Attenzione come sempre ai caratteri grafici dello
SPECTRUM.

NOTE _____

```
  10 BORDER 2: PAPER 4: INK 6
  20 LET a=0: LET d=0: LET c=INT
 (RND*20): LET b=INT (RND*30): L
ET f=INT (RND*20): LET g=INT (RN
D*30)
  30 LET s=INT (RND*20): LET w=I
NT (RND*30)
  40 LET H=INT (RND*20): LET J=I
NT (RND*30): LET AB=INT (RND*20)
: LET BA=INT (RND*30)
  50 LET ct=688
  60 LET as=INT (RND*20): LET sa
=INT (RND*30): LET SD=INT (RND*2
0): LET DS=INT (RND*30)
  70 FOR x=0 TO 55: READ y: POKE
 USR "a"+x,y: NEXT x
  80 DATA 0,68,238,238,236,68,68
,0,0,0,159,28,30,30,96,96
  90 DATA 1,7,15,31,23,29,63,55,
224,184,244,172,254,95,239,252
 100 DATA 30,3,1,1,1,1,3,7,222,2
24,224,192,192,192,224,224
 110 DATA 36,36,60,60,102,126,60
,24
 120 GO SUB 0370
 130 LET A$="♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦
♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦"
 140 INK 6
 150 FOR P=0 TO 21: PRINT AT P,0
;A$: NEXT P
 160 INK 0
 170 PRINT AT c,b;"●"
 180 PRINT AT c+1,b;"I"
 190 PRINT AT f,g;"●"
 200 PRINT AT f+1,g;"I"
 210 PRINT AT s,w;"●"
 220 PRINT AT s+1,w;"I"
 230 PRINT AT AB,BA;"♦": PRINT A
T H,J;"♦";AT as,sa;"♦";AT SD,DS;
"♦"
 240 IF ATTR (a,d)=32 THEN GO TO
 0350
 250 IF ct=0 THEN GO TO 0440
 260 IF ATTR (a,d)=38 THEN LET c
t=ct-1
 270 INK 2
 280 PRINT AT a,d;"■"
 290 LET a1=a: LET d1=d
```

```
  300 LET a=a+(INKEY$="6" AND a<=
20)-(INKEY$="7" AND a>=0)
  310 LET d=d+(INKEY$="6" AND d<=
30)-(INKEY$="5" AND d>=0)
  320 FOR N=0 TO 5: NEXT N
  330 PRINT AT a1,d1;" "
  340 GO TO 0240
  350 BEEP .02,0: BEEP .5,3: PRIN
T ; BRIGHT 1; INVERSE 1; FLASH 1
; INK 2;"SEI ANDATO A SPATTERE";
 INK 7;" PECCATO!!"
  360 STOP
  370 INK 2
  380 PRINT TAB 7;"++++++++TREBBIATRI
CE++++++++"
  390 PRINT AT 2,7;"METTETEVI NEI
 PANNI"
  400>PRINT AT 4,0;"DI UN COLTIVA
TORE"
  410 PRINT AT 8,0;"UTILIZZATE I
TASTI DI CURSORE"
  420 PRINT AT 10,4;"PREMERE UN T
ASTO": PAUSE 0
  430 RETURN
  440 BEEP .09,9: BEEP .2,2: PRIN
T ; FLASH 1; BRIGHT 1; INVERSE 1
; INK 7;"Y": STOP
```

VALUTAZIONI

Un programma per le scuole che dispongono di un computer del tipo APPLE od APPLE COMPATIBILE. Esso aiutera' notevolmente l'insegnante nell'assegnare le votazioni. Il programma all'inizio richiedera' il nome della prova e la data. Poi il nome di ogni alievo e gli errori da lui commessi nella prova. Dopo aver immesso l'ultimo alievo dovra' essere battuto XX per indicare che si e' terminata l'immissione. A questo punto il computer visualizzera' partendo dal

NOTE

piu' BRAVO tutti gli alievi caricati ed i relativi errori. In fondo al video viene evidenziato il miglior allievo e viene richiesto di immettere la valutazione. Lo stesso viene fatto per il peggior allievo. Tutte le valutazioni intermedie le fa il computer in percentuale tra la massima e la minima.

```
10   TEXT : HOME
20   V = 5:T$ = "PER I PUNTEGGI": GOSUB 1240:V = 1
       0:T$ = "NELLE SCUOLE D'ITALIA      ": GOSUB 1
       240
30   V = 12:T$ = "PRESENTATO DA SOFTWARE DS": GOSUB
       1240
40   PRINT : PRINT : PRINT "ISTRUZIONI     (1)": PRINT
       "INIZIO      (2)": INPUT R
50   IF R = 1 THEN  GOTO 1470: IF R = 2 GOTO 60
60   CLEAR
70   TEXT : HOME
80   V = 5:T$ = "INTESTAZIONE": GOSUB 1240
90   VTAB 7: POKE 36,H: INVERSE : PRINT "";: INPUT
       TX$
100  V = 10:T$ = "     DATA     ": GOSUB 1240
110  VTAB 12: POKE 36,H: INVERSE : PRINT "";: INPUT
       DT$: NORMAL : PRINT
120   DIM A$(40)
130   DIM A(40)
140   DIM Y$(80)
150   DIM Y(80)
160   DIM B(80,40)
170   DIM B$(80,40)
180   DIM N$(40)
190  D$ =  CHR$ (4)
200   PRINT : PRINT "(PER TORNARE INDIETRO       ":
       PRINT : PRINT "BATTETE    '-1' !)": PRINT
210   REM
220   FOR J = 1 TO 40
230  N = N + 1
```

```
240    PRINT N;". ";"NOME ?"
250    INVERSE : INPUT A$(N): NORMAL
260    IF A$(N) < > "-1" THEN 280
270 N = N - 1: GOTO 240
280    IF A$(N) = "XX" THEN  GOTO 300
290    INPUT "ERRORI ?";A(N): GOTO 310
300 J = 40: GOTO 330
310    IF A(N) < >  - 1 THEN 330
320 A$(N) = "":A(N) = 0: GOTO 240
330    NEXT
340    REM
350 N = N - 1:S = 0
360    FOR C = 1 TO N
370 H = 0
380    FOR J = 1 TO N
390    IF A(C) < A(J) THEN 410
400    GOTO 420
410 H = H + 1
420    NEXT J
430 :
440 B$(H,C) = A$(C):B(H,C) = A(C)
450    NEXT C
460 :
470    REM
480    FOR H = (N - 1) TO 0 STEP  - 1
490    FOR C = 1 TO N
500    IF B$(H,C) < > A$(C) GOTO 580
510 PS = PS + 1:L = L + 1
520    PRINT PS;". ";B$(H,C);:: POKE 36,30: PRINT B
       (H,C)
530    IF PS = 1 THEN MAX = B(H,C):MAX$ = B$(H,C)
540    IF PS ≥ N THEN MIN = B(H,C):MIN$ = B$(H,C)
550    IF L > 22 THEN 570
560    GOTO 580
570    INPUT "RETURN X CONTINUARE";R$:L = 0
580    NEXT : NEXT : PRINT : PRINT
590 :
600    REM
```

NOTE

```
610   PRINT "L'ALLIEVO ";: INVERSE : PRINT MAX$: NORMAL
    : PRINT " E' IL MIGLIORE    ";MAX;"         ERRORI
      .": PRINT : PRINT
620   INPUT "CHE VOTAZIONE GLI DATE ?         ";M
      X
630   PRINT : PRINT : PRINT "L'ALLIEVO  ";: INVERSE
      : PRINT MIN$: NORMAL : PRINT " E' IL PEGGIO
      RE CON         ";MIN;"      ERRORI": PRINT : PRINT

640   INPUT "CHE VOTAZIONE GLI DATE ?         ";M
      N
650 :
660   REM
670 X1 = (MN - MX) / (MIN - MAX)
680 X2 = MX - (MAX * X1)
690 :
700   REM
710   FOR C = 1 TO N
720 H = N
730   FOR J = 1 TO N
740   IF A$(C) < A$(J) THEN 760
750 H = H + 1
760   NEXT J
770 B$(H,C) = A$(C):B(H,C) = A(C)
780 Y(H) = B(H,C) * X1 + X2
790 Y(H) =  INT (Y(H) * 120 + .5) / 100
800   NEXT C
810 :
820   REM
830   INPUT "STAMPA SU CARTA  ?  (S/N) ";R$
840 · HOME
850   IF R$ < > "S" THEN  GOTO 870
860   PR# 1
870 V = 1:T$ = TX$ + "" + DT$: GOSUB 1240: PRINT
      : GOSUB 880: GOTO 1120
880   PRINT "NOME";: POKE 36,21: PRINT "ERR.   ";:
      POKE 36,27: PRINT "VOTI";: POKE 36,33: PRINT
      "V.ARR."
```

NOTE _____
_____
_____
_____
_____
_____

```
890     PRINT : PRINT :S = 0:SM = 0:SA = 0
900     FOR H = N TO N + N
910     FOR C = 1 TO N
920     IF B$(H,C) <  > A$(C) GOTO 1100
930     REM
940 Y$(H) =  STR$ (Y(H))
950     IF  LEN (Y$(H)) < 4 THEN Y$(H) = Y$(H) + "0
        ": GOTO 950
960     IF  VAL ( RIGHT$ (Y$(H),3)) > .74 THEN 990
970     IF  VAL ( RIGHT$ (Y$(H),3)) < .25 THEN 1000

980 A(H) =  INT (Y(H)) + .5: GOTO 1010
990 A(H) =  INT (Y(H)) + 1: GOTO 1010
1000 A(H) =  INT (Y(H))
1010    PRINT B$(H,C);: POKE 36,21: PRINT B(H,C);:
        POKE 36,27: PRINT Y(H);: POKE 36,33: PRINT
        A(H)
1020 N$(H) = B$(H,C)
1030 S = S + B(H,C):LI = LI + 1:SM = SM + Y(H)
1040 SA = SA + A(H)
1050    IF R$ = "S" GOTO 1100
1060    IF LI > 22 THEN 1080
1070    GOTO 1100
1080    INPUT "RETURN X CONTINUARE";RP$
1090 L = 0
1100    NEXT : NEXT : RETURN
1110  :
1120    REM
1130 M1 =  INT (S / N * 120 + .5) / 100
1140 M2 =  INT (SM / N * 120 + .5) / 100
1150 M3 =  INT (SA / N * 120 + .5) / 100
1160    PRINT : PRINT : PRINT "MEDIE   ";: POKE 36
        ,21: PRINT M1;: POKE 36,27: PRINT M2;: POKE
        36,33: PRINT M3
1170 L = 0: PR# 0
1180    PRINT : PRINT "VOLETE MODIFICARE LA VALUTA
        ZIONE  ": PRINT "IN UN ALTRA ? (S/N)"
1190    INPUT RE$
```

NOTE _____

_____

_____

_____

_____

```
1200    IF RE$ = "S" THEN  GOTO 600
1210   :
1220    END
1230   :
1240    REM
1250    REM
1260  H = 20 -  LEN (T$) / 2
1270    VTAB V
1280    POKE 36,H
1290    INVERSE
1300    PRINT T$
1310    NORMAL
1320    RETURN
1330    DATA   "ISTRUZIONI   "
1340    DATA "PRINT"
1350    DATA   "  QUESTO PROGRAMMA VI PERMETTE DI D
       ARE ACCURATE VALUTAZIONE AI VOSTRI ALIEVI.
         DOVETE IMMETTERE IL NOME E GLI ERRORI FAT·
       TI."
1360    DATA "PRINT"
1370    DATA   "  PER TERMINARE DOVETE IMMETTERE 'X
       X' AL POSTO DEL NOME DELL'ALLIEVO."

1380    DATA   "IL COMPUTER PROVVEDERA' IN AUTOMATI
       CO AD ORDINARE IN BASE AGLI ERRORI GLI ALLI
       EVI. "
1390    DATA  "PRINT"
1400    DATA   "  DOVRETE DARE IL VOTO AL MIGLIOR A
       LIEVO ED IL VOTO AL PEGGIORE; IL COMPUTER P
       ROVVEDERA' AUTOMATICAMENTE AD ASSEGNARE TUT
       TI I VOTI INTERMEDI."
1410    DATA   "VISUALIZZANDO LA LISTA ORDINATA ALF
       ABETICAMENTE DEGLI ALLIEVI CON LA VOTAZIONE
         ASSEGNATA AD OGNUNO E SULLA DESTRA IN FORM
       A ARROTONDATA"
1420    DATA   "I BENEFICI DERIVANTI DA QUESTO METO
       DO DI VALUTAZIONE NON TARDERANNO NEL FARSI
       SENTIRE. "
```

NOTE _____

_____

_____

_____

_____

_____

```
1430    DATA "PRINT"
1440    DATA  "RETURN X CONTINUARE."
1450    DATA "END"
1460  :
1470    CLEAR
1480    REM
1490 TC = 40
1500    READ A$
1510   IF A$ = "END" THEN  PRINT TE$: INPUT R$: HOME
      : GOTO 40
1520   IF A$ = "PRINT" THEN  PRINT TE$:TE$ = "": PRINT

      : GOTO 1500
1530 A$ = TE$ + A$
1540 Y = 0
1550 TE$ =  LEFT$ (A$,TC - Y)
1560   IF  LEN (TE$) =  LEN (A$) THEN  GOTO 1500
1570   IF  RIGHT$ (TE$,1) = " " THEN  FOR T = 1 TO
      1000: NEXT : GOTO 1600
1580 Y = Y + 1
1590   GOTO 1550
1600   PRINT  LEFT$ (TE$,TC - 1)
1610 T =  LEN (A$) -  LEN (TE$)
1620   IF T = 0 THEN  GOTO 1500
1630 A$ =  RIGHT$ (A$,T)
1640   GOTO 1540
1650   RETURN
```

CM   MERGE

Nella routine quotidiana di ogni programmatore si
presenta molte volte l'esigenza di poter FONDERE

NOTE _____
_____
_____
_____
_____
_____

assieme dei programmi. Ecco quindi un utilita' per realizzare appunto questa funzione. Verra' inizialmente richiesto il nome del programma principale e di seguito quello del programma che si desidera fondere con il primo. A questo punto Vi verra' chiesto il nome con cui salvare il nuovo programma. E' richiesta l'unita' a dischi per il funzionamento di questa utilita'.

```
10000 DIMA(500),A$(500),N$(1)
10100 MP=2049
10200 PRINT"JMERGE (FUSIONE) N"
10300 INPUT"NOME DEL PROGRAMMA BASE ";N$(0)
10400 INPUT"NOME DEL PROGRAMMA DA FONDERE";N$(1)
10500 S$=N$(0)
10600 INPUT"XNOME CON CUI SALVARLO";S$
10700 OPEN15,8,15
10800 PRINT#15,"I"
10900 X=0
11000 GOSUB13200
11100 E1=P-1
11200 P2=P
11300 X=1
11400 GOSUB13200
11500 E2=P-1
11600 PRINT"XSALVATAGGIO ";S$
11700 OPEN2,8,2,"@0:"+S$+",P,W"
11800 GOSUB15200
11900 PRINT#2,CHR$(1);CHR$(8);
12000 IFA(P2)=A(P1)THENZ=P1:P1=P1+1:P2=P2+1:GOTO12300
12100 IFA(P2)<A(P1)THENZ=P2:P2=P2+1:GOTO12300
12200 IFA(P2)>A(P1)THENZ=P1:P1=P1+1
12300 MP=MP+LEN(A$(Z))+2
12400 X=INT(MP/256)
12500 Y=MP-256*X
12600 PRINT#2,CHR$(Y);CHR$(X);A$(Z);
12700 IFP1<E1ORP2<E2THEN12000
12800 PRINT#2,CHR$(0);CHR$(0);
12900 CLOSE2
13000 CLOSE15
13100 END
13200 PRINT"XCARICAMENTO ";N$(X)
13300 OPEN2,8,2,"0:"+N$(X)+",P,R"
13400 GOSUB15200
13500 GET#2,A$,B$
13600 GET#2,A$,B$
13700 IFA$=""ANDB$=""THENA(P)=65000:P=P+1:CLOSE2:RETURN
13800 GET#2,A$
```

NOTE
_____
_____
_____
_____
_____
_____

```
13900 IFA$=""THENA$=CHR$(0)
14000 X=ASC(A$)
14100 A$(P)=A$
14200 GET#2,A$
14300 IFA$=""THENA$=CHR$(0)
14400 A(P)=X+256*ASC(A$)
14500 A$(P)=A$(P)+A$
14600 GET#2,A$
14700 IFA$=""THENA$=CHR$(0)
14800 A$(P)=A$(P)+A$
14900 IFA$<>CHR$(0)THEN14600
15000 P=P+1
15100 GOTO13600
15200 INPUT#15,EN,EM$,ET,ES
15300 IFEN=0THENRETURN
15400 PRINT"ERRORE DISCO"
15500 PRINTEN;EM$;ET;ES
15600 CLOSE2
15700 CLOSE15
```

CM OROLOGIO

Un ausilio per l'insegnamento delle ore ai bambini.
Sotto forma di gioco questo programma Vi aiutera' ad
insegnare a leggere le lancette dell'orologio. Una
volta scelto il grado di difficolta' verra'
visualizzato un orologio con in alto a sinistra in
cifre un ora. A questo punto mediante la pressione
ripetuta dei tasti di funzione "F1" ed "F3" potrete
spostare le lancette e con il tasto "F7" fermare
l'orologio. In caso di risposta esatta verra' emesso
un messaggio.

```
600 B$=„I5413I54813I33II23IISSII8431814318838IS2eI2Ie3Ie3II538„:85=24582
200 Ib$=„+33S8+33S8-0Ie4-4ISS-4ISS-400e-33S8-33S8+0Ie4+4ISS+4ISS+40ee„
400 IH$=„+33S8+33S8-4ISS-4ISS-4ISS-33S8-33S8-33S8+4ISS+4ISS+4ISS+33S8„
300 ГH$=„I353I4431eI431Se3ISe3ISe7ISe7IS28Ie38I43813I8I35II35e„
500 Г$=„I35SI4081I25e3Ie83ISe3ISe3ISe0IeSI8I2I8I338I35e1I353„
I00 ᴚEW
```

```
700 CO=54272:V=54296:SC=53281:BO=53280:W2=54283:A2=54284:H2=54280:L2=54279
800 FORX=54272TO54296:POKEX,0:NEXTX:POKEV,15:POKEA2,116:POKES2,128
900 POKESC,12:POKEBO,3
1000 PRINT"⬛⬛⬛⬛⬛⬛ OROLOGIO    ⬛":PRINT"⬛";SPC(8),"00":PRINT"    ____ 5"
1100 PRINT"  55/ 12 \":PRINT"   /11  1 \ 10":PRINT" 50/      \"
1200 PRINT"  |10 OROL. 2 | ":PRINT" |";SPC(11);"|"
1300 PRINT"45 9  ●-⬛   3| 15":PRINT"  |   |   |"
1400 PRINT"  | 8 |    4 | ":PRINT" 40\   |   /20"
1500 PRINT"   \ 7 ● 5 /":PRINT"   35\ 6 /25"
1600 PRINT"    ⁻":PRINTTAB(7)"30"
1700 PRINT"⬛    ORE = 9:30"
1800 PRINT"⬛⬛ PREMERE 'F7' X PARTIRE    ,O TASTO ":PRINT" 'D' X DESCRIZIONE  "
1900 GETS$:IFS$=""THEN1900
2000 IFS$="D"THEN2200
2100 GOTO3800
2200 PRINT"⬛";SPC(11);"⬛ DESCRIZIONE⬛"
2300 PRINT"⬛ FERMARE L'OROLOGIO NEL SUO CAMMINO  ":PRINT"SULL'ORA SCRITTA SOPRA.
"
2400 PRINT"⬛ VINCI SE RISPONDI GIUSTO X TRE VOLTE"
2500 PRINT"⬛⬛⬛ TASTI CONTROLLO ⬛":PRINT"⬛'F1' MUOVE LE LANCETTE PICCOLE"
2600 PRINT"⬛'F3' MUOVE LE LANCETTE GRANDI"
2700 PRINT"⬛'F7' FERMA L'OROLOGIO"
2800 PRINT"⬛⬛⬛ (PREMERE UN TASTO)"
2900 GETS$:IFS$=""THEN2900
3000 POKESC,11:POKEBO,7:PRINT"⬛⬛⬛⬛GRADO DI DIFFICOLTA'⬛"
3100 PRINT"⬛(1)  ORE⬛⬛(2)  ORE  & 1/2-ORE  "
3200 PRINT"⬛(3) INTERVALLI DI 5 MIN."
3300 PRINT"⬛⬛⬛⬛⬛⬛ PREMERE 1,2, O 3":PRINT"⬛⬛⬛⬛ PREMERE'Q' X FINE  "
3400 GETD$:IFD$=""THEN3400
3500 IFD$="Q"THENPOKEV,0:POKESC,6:POKEBO,14:PRINT"⬛⬛":END
3600 D=VAL(D$)
3700 IFD>3ORD<1THEN3400
3800 PRINT"⬛⬛":R=0:W=0:POKESC,8:POKEBO,2
3900 PRINTTAB(12)"_____":PRINTTAB(10)"⬛ ⬛ ";SPC(15);"\"
4000 PRINTTAB(9)"⬛ ⬛  11      12      1\":PRINTTAB(8)"⬛ ⬛ ";SPC(19);"\"
4100 PRINTTAB(8)"⬛ ⬛10";SPC(18);"2\":PRINTTAB(8)"⬛ ⬛";SPC(22);"| "
4200 PRINTTAB(8)"⬛ ⬛";SPC(22);"| ":PRINTTAB(8)"⬛ ⬛";SPC(22);"| "
4300 PRINTTAB(8)"⬛ ⬛";SPC(22);"| ":PRINTTAB(8)"⬛ ⬛";SPC(22);"| "
4400 PRINTTAB(8)"⬛ ⬛";SPC(9);"⬛    ⬛";SPC(9);"| "
4500 PRINTTAB(8)"⬛ ⬛ 9";SPC(7);"⬛    ⬛";SPC(7);"3 | "
4600 PRINTTAB(8)"⬛ ⬛";SPC(9);"⬛    ⬛";SPC(9);"| "
4700 PRINTTAB(8)"⬛ ⬛";SPC(9);"⬛    ⬛";SPC(9);"| "
4800 PRINTTAB(8)"⬛ ⬛";SPC(22);"| ":PRINTTAB(8)"⬛ ⬛";SPC(22);"| "
4900 PRINTTAB(8)"⬛ ⬛";SPC(22);"| ":PRINTTAB(8)"⬛ ⬛";SPC(22);"| "
5000 PRINTTAB(8)"⬛ ⬛";SPC(22);"| ":PRINTTAB(8)"⬛⬛⬛8";SPC(18);"4/"
5100 PRINTTAB(9)"⬛⬛⬛";SPC(18);"/":PRINTTAB(10)"⬛⬛⬛";SPC(6);"6";SPC(7);"5/"
5200 PRINTTAB(11)"⬛⬛⬛_____/"
5300 HR=INT(RND(1)*12+1):Q=0
5400 IFD=3THENMN=INT(RND(1)*12):GOTO5700
5500 IFD=2THENMN=6*INT(RND(1)*2):GOTO5700
5600 MN=0
5700 IFMN=0ORMN=1THENPRINT"⬛";HR;":0";5*MN:GOTO5900
5800 PRINT"⬛";HR;":";5*MN
5900 H=1:RM=0
6000 IFRM>2THENPL=VAL(MID$(LH$,(H-1)*4+1,4)):GOTO6200
6100 PL=VAL(MID$(L$,(H-1)*4+1,4))
```

```
6200 PB=VAL(MID$(B$,4*RM+1,4))
6300 IFRM=0THENII=40:PP=66:GOTO6600
6400 II=VAL(MID$(IP$,(RM-1)*5+1,3))
6500 PP=VAL(MID$(IP$,(RM-1)*5+4,2))
6600 POKEPB,160:POKEPB+CO,0
6700 FORK=1TO5:POKEPB+K*II,PP:POKEPB+K*II+CO,0:NEXTK
6800 POKEH2,30:POKEL2,141:POKEW2,17:FORK=1TO10:NEXTK:POKEW2,0
6900 IFRM>2THENI=VAL(MID$(IH$,(H-1)*5+1,3)):P=VAL(MID$(IH$,(H-1)*5+4,2)):GOTO710
0
7000 I=VAL(MID$(IP$,(H-1)*5+1,3)):P=VAL(MID$(IP$,(H-1)*5+4,2))
7100 POKEPL,160:POKEPL+CO,6
7200 FORK=1TO3:POKEPL+K*I,P:POKEPL+K*I+CO,6:NEXTK
7300 FORK=1TO600:NEXTK
7400 IFQ2=1THEN10300
7500 GETS$:IFS$=""THEN8000
7600 IFS$="■"THENRM=RM+12:GOTO8000
7700 IFS$="■"THENRM=RM+2:GOTO8000
7800 IFHR=HANDMN=RMTHEN8900
7900 GOTO10000
8000 POKEH2,61:POKEL2,126:POKEW2,17:FORK=1TO10:NEXTK:POKEW2,0
8100 POKEPB,32:FORK=1TO5:POKEPB+K*II,32:NEXTK
8200 POKEPL,32:FORK=1TO3:POKEPL+K*I,32:NEXTK
8300 IFQ=1THEN5300
8400 IFQ2=1THEN6000
8500 RM=RM+1
8600 IFRM>11THENH=H+1:RM=0
8700 IFH>12THEN5900
8800 GOTO6000
8900 FORK=1TO2:PRINT"■"SPC(20);"ESATTO"
9000 FORX=1TO10:POKEH2,108:POKEL2,223:POKEW2,17:FORJ=1TO10:NEXTJ
9100 POKEW2,0:NEXTX
9200 PRINT"■";SPC(20);"                ":FORX=1TO100:NEXTX:NEXTK
9300 R=R+1:W=0:PRINT"■";SPC(37);R
9400 IFR=3THENPRINT"■   ■FANTASTICO■           ":GOTO9600
9500 PRINT"■      ´F7´ X IL VIA.":GOTO9800
9600 FORX=1TO75:POKEH2,33:POKEH2,X:POKEL2,100+2*X:FORJ=1TO10:NEXTJ:NEXTX
9700 POKEW2,0:GOTO11000
9800 GETS$:IFS$=""THEN9800
9900 PRINT"■                  ":Q=1:GOTO8100
10000 POKEH2,8:POKEL2,23:POKEW2,33:FORX=1TO900:NEXTX:POKEW2,0
10100 Q2=1:RM=MN:H=HR:W=W+1
10200 GOTO8100
10300 PRINT"■";SPC(9);"ECCO IL CORRETTO":Q2=0
10400 FORX=1TO2000:NEXTX:PRINT"■";SPC(9);"                "
10500 IFW>2THEN900
10600 PRINT"■      ´F7´ X IL VIA.  "
10700 GETS$:IFS$=""THEN10700
10800 PRINT"■                   "
10900 Q=1:GOTO8100
11000 FORX=1TO1000:NEXTX
11100 GOTO3000
```

CM COLORI DISPONIBILI

Vi siete mai chiesti come uno dei sedici colori di fondo del Commodore 64 stia con uno dei sedici colori dei caratteri? Bene ecco il programma che fa per Voi. Esso Vi permette infatti di verificare tutti gli accostamenti possibili. Per cambiare il fondo premere la lettera "F" mentre per cambiare i caratteri la lettera "C".

```
10 REM
20 PRINT"⬛"
30 P=1908
40 POKE53280,0
50 POKE53281,1
60 PRINT"▮▮▮▮▮COMMODORE 64 - COLORI DISPONIBILI"
70 PRINT"▮▮▮▮▮▮************************************"
80 POKE53265,PEEK(53265)OR64
90 POKEP,42
100 POKEP+54272,6
110 POKE646,C
120 POKE53283,B
130 PRINT"⬛⬛⬛⬛⬛"
140 PRINT"⬛▮▮▮                                    "
150 PRINT"⬛▮▮▮ @ A B C D E F G H I J K L M N O    "
160 PRINT"⬛▮▮▮ P Q R S T U V W X Y Z ← + - £ ↑    "
170 PRINT"⬛▮▮▮   * : ; = , . / ! # $ % & ' (      "
180 PRINT"⬛▮▮▮ ) [ ] < > ? 1 2 3 4 5 6 7 8 9 0    "
190 PRINT"⬛▮▮▮                                    "
200 B$=STR$(B)
210 C$=STR$(C)
220 PRINT"⬛"
230 PRINT"⬛▮▮▮▮COLORE DI FONDO NUMERO    ="B$" "
240 PRINT"⬛▮▮▮▮CARATTERE COLORE NUMERO   ="C$" "
250 PRINT"⬛⬛⬛⬛⬛"
260 PRINT"▮▮▮                         1 1 1 1 1 1"
270 PRINT"▮▮▮ 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5"
280 GETA$:IFA$=""THEN280
290 IFA$="F"ORA$="C"THEN400
300 IFA$="."ORA$=","THENZ=1:GOTO320
310 GOTO280
320 IFA$="."THENP=P+2:POKEP-2,32
```

```
330 IFA$=","THENP=P-2:POKEP+2,32
340 IFP<1908THENP=1908
350 IFP>1938THENP=1938
360 POKEP,42
370 POKEP+54272,6
380 S=(P-1908)/2
390 GOTO280
400 IFA$="F"THENB=B+1
410 IFB=16THENB=0
420 IFA$="F"ANDZ=1THEN480
430 IFA$="F"THEN110
440 IFA$="C"THENC=C+1
450 IFC=16THENC=0
460 IFA$="C"ANDZ=1THEN490
470 IFA$="C"THEN110
480 B=S:POKEP,30:Z=0:GOTO110
490 C=S:POKEP,30:Z=0:GOTO110
500 GOTO280
```

AUTO-RUN

Un utilita' per permetterVi di salvare i programmi su
disco in AUTO-RUN. Una volta salvati e richiamati in
memoria con il load essi partiranno in automatico
senza dover dare il RUN.

```
9000 POKE56,PEEK(56)-1:POKE52,PEEK(52)-1
9100 I=PEEK(55)+PEEK(56)*256:T=0
9200 READA:IFA=-1THEN9500
9300 POKEI,A:I=I+1
9400 T=T+A:GOTO9200
9500 IFT<>20661THENPRINT"ERRORE DI SOMMA NEI DATA":END
9600 PRINT"⬛SALVARE CON  AUTO-RUN IN MEMORIA"
9650 PRINT"IMMETTERE : "
9700 PRINT"SYS"PEEK(55)+PEEK(56)*256;CHR$(34)"NOME FILE"CHR$(34)
9800 END
9900 DATA165,43,133,251,165,44,133
10000 DATA252,169,189,133,43,141,2
10100 DATA3,169,2,133,44,141,3
10200 DATA3,165,45,133,253,165,46
10300 DATA133,254,169,3,133,46,169
10400 DATA4,133,45,160,167,177,55
10500 DATA153,88,2,136,192,100,208
```

NOTE

```
10600 DATA246,32,209,225,169,3,133
10700 DATA185,32,86,225,165,251,133
10800 DATA43,165,252,133,44,165,253
10900 DATA133,45,165,254,133,46,169
11000 DATA131,141,2,3,169,196,141
11100 DATA3,3,169,1,170,168,32
11200 DATA186,255,169,0,32,189,255
11300 DATA76,86,225,169,196,141,3
11400 DATA3,169,131,141,2,3,169
11500 DATA147,32,210,255,169,126,141
11600 DATA40,3,169,0,133,157,32
11700 DATA213,255,169,1,170,168,32
11800 DATA186,255,169,0,170,168,32
11900 DATA189,255,32,213,255,134,45
12000 DATA134,47,134,49,132,46,132
12100 DATA48,132,50,169,0,32,94
12200 DATA198,32,142,198,76,174,199,-1
```

GUERRA TOTALE

Un gioco che si ispira al film WARGAME che Vi mettera' al comando di una base missilistica nucleare. Le istruzioni sono contenute nel listato. Buon divertimento. Il programma funziona solo nelle versioni con almeno 8K di espansione.

```
1 DIMI(6)
4 MR=10:POKE36878,15
10 POKE36879,25:PRINT"♥";
20 FORR=1TO7
25 PRINT"♦♠■            ■■■■"
30 NEXT
31 PRINT"♠";
35 FORR=1TO7
40 PRINT"♦➤■■*****"
41 NEXT
42 PRINT"♦♦♦♦♦♦♦♦♦♦SEI AL  COMANDO DI UNA   BASE MISSILISTICA     SITUATA NELLA  "
43 PRINT"♠CITTA' DI WASHINGTON":PRINT"♦■       PREMI UN TASTO"
44 GETA$:IFA$=""THEN44
45 POKE36879,42:PRINT"♦♦♦■➤        ▼■■■■■■■■■■■■■■■■■■■■■ "
```

```
46 PRINT"◢◼◤◢◣◣◼ ◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◤ ◥ ◢ ◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◤ ◥◣ ◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◣"
47 PRINT"◼ ◥◥◣◢ ◥ ◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◗◣ ◗◗◗◗◗◗◗◗◗◗◗◗◗◗◣";
48 PRINT"◼ ◥◣ ◥◗◗◗◗◗◗◗◗◗◗◗◗◗◣ ◗◗◗◗◗◥◤"
49 PRINT"◼◣◗◗◗◗◗◗◗◗◗◗◗◣◣LA RUSSIA HA ◗◗◗◗◗◗◗◗◗DICHIARATO  ◗◗◗◗◗◗◗◗◗LA GUERRA "
50 PRINT"◗◗◗◗◗◗◗◗◣NUCLEARE .  ◗◗◗◗◗◗◗◗◗◗PER SALVARE  ◗◗◗◗◗◗◗◗◗◗IL MONDO  "
51 PRINT"◗◗◗◗◗◗◣DOVETE LANCIARE◗◗◗◗◗◣IL CONTRATTACCO";
52 PRINT"◗◗◗◗◗◗◗PRIMA CHE TUTTE◗◗◗◗◗◗◣LE CITTA' SIANO◗◗◗◗◗◗◗◗DISTRUTTE!!! "
54 PRINT"◼◼◼◼◼◼UN TASTO PER INIZIARE "
55 GETA$:IFA$=""THEN55
56 PRINT"◥":POKE36879,8:PRINT"◢"
57 FORI=1TO100:POKE36876,INT(RND(1)*128)+128:FORJ=1TO10:NEXTJ,I:POKE36876,0
59 PRINT"◥                    ◼           "
60 PRINT"◼◢◣━━━━━━━━━━━━━━━◥━━━━━━━━━━━━━━━"
62 FORR=1TO3000:NEXT
63 PRINT"◥◢◣◣"
64 PRINT"◼MISSILI PRONTI PER◼    L'ATTACCO."
65 PRINT"◣◢◣◣TUTTI I SISTEMI O.K."
66 PRINT"◼ ◼◼PREMI 1"
67 GETA$:IFA$="1"THEN69
68 GOTO67
69 PAB=INT(RND(100)*999)
70 PRINT"◥◼IMM. IL CODICE DI    ◼◼◼   3 CIFRE PERSON."
71 PRINT"◣◣◣◣◣◤◗◗◗◣◢◼◢◣◼◼◣◣◢"
72 PRINT"◥◗◗◗◣";:INPUTPCA
73 IFPCA=PABTHENGOTO80
74 IFPCA>PABTHENGOTO78
75 IFPCA<PABTHENGOTO76
76 PRINT"◣◣◣◣◣◣◼TROPPO BASSO":FORR=1TO1000:NEXT
77 GOTO100
78 PRINT"◣◣◣◣◣◣◼TROPPO ALTO   ":FORR=1TO1000:NEXT
79 GOTO100
80 PRINT
81 FORR=1TO200:NEXT:POKE36875,180:POKE36875,0
82 PRINT"  ◼BASE NUCLEARE      ◼COMPUTER OPERATIVO◼"
83 PRINT"◼MISSILI :"MR
84 IFMR>0THENPRINT"◼◣◼MISSILE PRONTO"
85 PRINT"◼◢◼━━━━━━━━━━━━━OPZIONI━━━━━━━━━━━━━━━━━";
86 PRINT"◼ ◼1◼◣ RADAR    "
87 PRINT"◼ ◼2◼◣ LANCIO"
88 PRINT"◼ ◼3◼◣ MORTI TOTALI"
89 PRINT"◼ ◼4◼◣ FINE"
91 PRINT"◼◼◼IMM. SCELTA       "
92 GETA$:IFA$=""THEN92
93 IFA$="1"THEN300
94 IFA$="2"THEN400
95 IFA$="3"THEN500
96 IFA$="4"THEN600
97 GOTO92
99 X=0
100 PRINT"◥◣◣◣◣◣◣◣◣◣◼◼◼◼MISSILE PERICOLO":X=X+1:FORR=1TO100:NEXT
101 FORI=1TO05:FORJ=180TO235STEP2:POKE36876,J:FORJ1=1TO05:NEXTJ1,J:POKE36876,0
102 FORJ1=1TO100:NEXTJ1,I
105 POKE36877,190
106 J=0
111 POKE36877,255:FORI=15TO0STEP-.01:POKEV,I:NEXT:POKE36877,0
112 PRINT"◥";:POKE36879,42:PRINT"◼IL MISSILE HA DISTRUTTO   ◼BERSAGLIO◼";
```

NOTE _____
_____
_____
_____
_____
_____

```
198 IFNNB=>1THENGOTO201
199 FORI=1TO6:READZ$(I):NEXT:NNB=NNB+1
200 DATAFRANCIA,INGHILTERRA,AUSTRALIA,CINA,SPAGNA,GERMANIA
201 I=INT(RND(1)*6)+1
205 A$=Z$(I)
206 PRINTA$
207 DD=INT(RND(10)*60)+1
208 DSF=DSF+DD
209 PRINT"XXXXXXPOPOLO UCCISO :XX      "DD"XMILLIONI"
210 PRINT"XXXTPOPOLO UCCISO TOTALE :X=   "DSF"X MILIONI"
211 PRINT"XX=XXBATTI SPAZIO"
212 GETA$:IFA$=""THEN212
213 IFA$<>" "THEN212
214 IFWAR=1THENRETURN
215 POKE36879,8:GOTO70
300 PRINT"J":POKE36879,127:IFMR=0THEN700
301 RAR=INT(RND(1)*3)+1:WAR=1
302 IFRAR=2THEN310
303 POKE36879,127:PRINT"XXXXXXXXXXXXRADAR PRONTO"
304 PRINT"XXXXDESTINAZIONE CONFERM."
305 FORJ=1TO4:POKE36876,220:FORI=1TO10:NEXT:POKE36876,0:FORI=1TO500:NEXT:POKE368
76,200
306 FORI=1TO5:NEXT:POKE36876,0:FORI=1TO500:NEXTI,J
307 RRA=1:PRINT"J":POKE36879,25:GOTO82
310 POKE36879,8
311 PRINT"JXXXXXXXXX2            ALLARME ROSSO
312 GOSUB101
313 GOTO303
400 IFRRA<>1THENGOTO450:IFMR=0THEN700
401 PRINT"J":POKE36879,8:PRINT"X    MISSILE LANCIATO ":MR=MR-1
402 PRINT"XX————————————"
405 GOSUB900
406 PRINT"JXXX    IL MISSILE HA    XXDISTRUTTO ";
407 RT=RT+1
408 IFRT=1THENPRINT"WVLADIVOSTOK"
409 IFRT=2THENPRINT"WIRKUTSK"
410 IFRT=3THENPRINT"WTOMSK"
411 IFRT=4THENPRINT"WKUIBYSHEV"
412 IFRT=5THENPRINT"WMOSCA"
413 IFRT=6THENPRINT"WSVERDLOVSK"
414 IFRT=7THENPRINT"WOMSK"
415 IFRT=8THENPRINT"WYAKUTSK"
416 IFRT=9THENPRINT"WVOLGOGRAD"
417 IFRT=10THENPRINT"WLENINGRADO"
421 RBD=INT(RND(30)*80)+1
422 PRINT"WXX    UCCIDENDO         X= "RBD "WMILIONI"
423 ARD=ARD+RBD
424 PRINT"WXXXXXXXX PREMI SPAZIO "
425 GETA$:IFA$=""THEN425
426 IFA$=" "THEN80
430 GOTO425
450 PRINT"J":POKE36879,42:PRINT"X":POKE36878,15:GOTO451:IFMR=0THEN700
451 FORI=1TO10:POKE36874,220:FORJ=1TO10:NEXT:POKE36874,0:FORJ=1TO100:NEXTJ,I
452 PRINT"XXXX        XXRADAR NON O.K.X————————————"
453 PRINT"XXXAVETE DISTRUTTO      X            "
454 PRINT"XXXAVETE UCCISO   ";
```

```
455 IKM=INT(RND(1)*10)
456 PRINTIKM"■XDDDDMILIONI          "
457 DSF=DSF+IKM:PRINT"XD■ PREMI SPAZIO"
458 GETA$:IFA$=""THEN458
459 IFA$=" "THEN80
460 GOTO458
500 PRINT"D■":POKE36879,42:PRINT"    TOTALE MORTI"
501 PRINT"XDDD■USSR  =m"ARD"MILIONI"
502 PRINT"XDD■MONDO =m"DSF"MILIONI"
504 IFARD=DSFTHENPRINT"XDDD■PARITA'-"
505 IFARD<DSFTHENPRINT"XDDD■USSR VINCE   "
506 IFARD>DSFTHENPRINT"XDDD■VOI VINCETE  "
507 PRINT"■DDDDD      PREMI SPAZIO"
508 GETA$:IFA$=""GOTO508
509 IFA$=" "THEN80
510 GOTO508
600 IFDSF>ARDTHEN650
610 IFDSF=ARDTHEN670
615 POKE36879,76:WAR=1
620 PRINT"D>YYYYYYYYYYYYYYYYYYY■HAI IL TOTALE■V■CONTROLLO DELL'USSR■"
625 PRINT"V>YYYYYYYYYYYYYYYYYY"
630 PRINT"XDDD■ LA RUSSIA ACCORDA ■DD"
635 GOTO760
650 GOTO750
670 POKE36879,110:GOTO710
700 POKE36879,110:PRINT"■X   NESSUN MISSILE  "
701 IFARD<DSFTHEN720
702 IFARD=DSFTHEN710
703 PRINT"XDD■AVETE UCCISO MOLTI   XCHE LA RUSSIA FA UN  X■ ACCORDO CON VOI "
704 PRINT"XVOI PRENDETE LA RUSSIA DI SORPRESA       ":GOTO760
710 PRINT"XDD■SITUAZIONE DI       X      STALLO      "
711 PRINT"■X■LA RUSSIA SI ARRENDE  XE RICERCA LA PACE  ED XUN ACCORDO ":GOTO800
720 PRINT"XDD■LA RUSSIA HA UCCISO  XPIU' PERSONE CHE VOI."
721 PRINT"■DDD■FIRMI UN ACCORDO CON  XLA RUSSIA   ? (S/N)"
722 GETA$:IFA$=""THEN722
723 IFA$="S"THEN750
724 IFA$="N"THEN726
725 GOTO722
726 RB=INT(RND(1)*2)+1
727 IFRB=2THEN730
728 PRINT"D■":POKE36879,93:PRINT"XDD■LA RUSSIA VI LASCIA   XNEL VOSTRO PALAZZO "
729 PRINT"CONTROLLO INNEFFICENTE":GOTO760
730 PRINT"D■":POKE36879,93:PRINT"XDD■  LA RUSSIA LANCIA     X CONTRO DI VOI !"
731 POKE36878,15:FORI=130TO254:POKE36876,I:FORJ=1TO40:NEXTJ,I:POKE36876,0
732 PRINT"D■":POKE36879,8:FORR=1TO4000:NEXT:GOTO751
750 POKE36879,76:PRINT"D■■■LA RUSSIA HA  PRESO  X GLI STATI UNITI      "
751 PRINT"    XHAI PERSO":GOTO800
760 PRINT"    XSEI ANCORA        X      VIVO      "
800 PRINT"XGIOCHI ANCORA         X        (S/N)"
801 GETA$:IFA$=""THEN801
802 IFA$="S"THENRUN
803 IFA$="N"THEN805
804 GOTO801
805 POKE36879,27:POKE36878,0:PRINT"DX";:END
900 REM
901 MM=8164:RM=62
```

```
903 FORL=189TO254:POKE36876,L
904 CLV=INT(RND(8)*15)+1
905 POKE36879,CLV
906 FORM=1TO100:NEXTL:POKE36876,0
907 PRINT"▓◆◆◆◆◆◆◆◆◆COLPITO        "
908 POKE36879,42:POKE36877,255:FORI=15TO0STEP-.01:POKEV,I:NEXT:POKE36877,0
909 RETURN
```

TI   GUERRA SPAZIALE

Un programma per quanti possegono il BASIC ESTESO sul
TI 99/4A. Si tratta di un gioco ispirato al film
GUERRE STELLARI. Il programma e' molto lungo per cui
una parte viene presentata su questo numero un altra
parte sul prossimo.

```
10 CALL CLEAR :: CALL SCREEN(2):: CALL MAGNIFY(4)
20 ON ERROR 1390
30 CALL CHAR(120,"108884C3C7CFFFF9FFFFDCCCC78380000811
21C3E3F3FF9FFFFFF3B33E3C101
")
40 CALL CHAR(124,"00E0170F1B3D7FFFCC271000000000000007
E8F0D8BCFEFF33E408")
50 CALL CHAR(96,"000003040810101F1010101010101000000000C
020100808F8080808080808")
60 CALL CHAR(100,"00001F040404040404040404041F00000000
E001008080808080808080810E0"
)
70 CALL CHAR(104,"000008080808080809A0F0808080800000000
0010204080000008040201")
80 CALL CHAR(108,"00001F10101010101F10101010100000000000
E01008080810E08040201008")
90 CALL CHAR(112,"0000030408101008070000080403000000000
C02010000000C020101020C0")
100 CALL CHAR(116,"00001F01010101010101010101010000000
```

NOTE _____
_____
_____
_____
_____
_____

```
OF8808080808080808080808080"
)
110 CALL SCREEN(2):: FOR I=5 TO 8 :: CALL COLOR(I,12,2
):: NEXT I :: CALL COLOR(2
,10,2,4,6,2,3,6,2)
120 CALL HCHAR(1,2,61,31):: CALL HCHAR(24,2,61,31):: C
ALL VCHAR(2,2,61,23):: CAL
L VCHAR(2,32,61,23)
130 CALL SPRITE(#1,100,16,16,50):: CALL SPRITE(#2,96,1
6,16,90):: CALL SPRITE(#3,
108,16,16,130):: CALL SPRITE(#4,104,16,16,170)
140 CALL SPRITE(#5,112,16,152,54):: CALL SPRITE(#6,116
,16,152,90):: CALL SPRITE(
#7,96,16,152,130):: CALL SPRITE(#8,108,16,152,170)
150 FOR I=4 TO 30 :: CALL HCHAR(12,I,42):: CALL HCHAR(
16,I,42):: NEXT I
160 FOR I=12 TO 16 :: CALL VCHAR(I,4,42):: CALL VCHAR(
I,30,42):: NEXT I
170 W$="BENVENUTI NELLA GALASSIA "
180 DISPLAY AT(14,3):W$;:: A=0
190 DISPLAY AT(22,25):"J&E";:: DISPLAY AT(23,2):"G.V";
TAB(24);".M.M.";
200 IF A=2 THEN 230 ELSE RESTORE 290
210 FOR P=1 TO 100 :: NEXT P
220 READ FR,TP :: IF FR=0 THEN A=A+1 :: GOTO 200 ELSE
CALL SOUND(TP*5,FR,0):: GO
TO 220
230 CALL SPRITE(#9,120,8,56,1,0,15):: CALL SPRITE(#10,
124,4,132,256,0,-15)
240 CALL HCHAR(14,5,32,25)
250 FOR I=1 TO 8 :: CL=INT(RND*14)+3 :: CALL COLOR(#I,
CL):: NEXT I
260 DISPLAY AT(14,3):W$;
270 CALL KEY(0,R,E):: IF E=0 THEN 240 ELSE 310
280 REM
290 DATA 147,100,220,150,196,25,185,25,165,25,294,100,
220,100,196,25
300 DATA 185,25,165,25,294,100,220,100,196,25,185,25,1
```

```
96,25,165,100,0,0
310 CALL CLEAR :: CALL DELSPRITE(ALL)
320 DISPLAY AT(1,7)BEEP:"DOVETE DIFENDERE" :: CALL HCH
AR(3,7,61,19)
330 DISPLAY AT(5,7):"LA GALASSIA"
340 DISPLAY AT(7,2):"DALLE FORZE DELL`IMPERO PER CONSE
RVARE LA PACE NELLA"
350 DISPLAY AT(10,2):"GALASSIA.  DOVETE SCONTRARVI CON
TRO I CACCIA DELL`IMPERO E
 DISTRUGGERLI PRIMA CHE VI COLPISCANO"
360 DISPLAY AT(15,2):"BUONA CACCIA E BUON DIVERTIMENTO
 "
370 DISPLAY AT(19,2):"E CHE LA FORZA SIA CON VOI "
380 CALL KEY(0,R,E):: IF E=0 THEN 380
390 CALL CLEAR :: DIM S(4),R$(4)
400 DISPLAY AT(1,8):"ISTRUZIONI   ": : : : :"COMANDI
= S & D": : :"FUOCO=1"
410 FOR X=1 TO 400 :: NEXT X
420 A,Q,Y,K,N=0 :: Z=6 :: CALL SCREEN(2):: CALL COLOR(
12,2,2,13,2,2,14,2,2)
430 CALL CLEAR :: CALL MAGNIFY(3):: RANDOMIZE :: H=-3
:: W=3 :: R=0 :: CALL DELS
PRITE(ALL)
440 FOR I=5 TO 7 :: CALL COLOR(I,4,2):: NEXT I :: CALL
 COLOR(3,8,2,4,8,2,2,8,2,1
,12,2,8,14,2)
450 B$="7FBFDFEFF7FBFDFE" :: C$="FEFDFBF7EFDFBF7F"
460 FOR I=121 TO 137 STEP 8 :: CALL CHAR(I,B$):: NEXT
I
470 FOR I=122 TO 138 STEP 8 :: CALL CHAR(I,C$):: NEXT
I
480 C1=5 :: C2=6 :: C3=8
490 A$=RPT$("FF",8)
500 FOR I=120 TO 136 STEP 8
510 CALL CHAR(I,A$):: NEXT I
520 CALL SCREEN(2)
530 RESTORE 640
540 K=9
```

```
550 FOR X=1 TO 9
560 READ L,C,R :: CALL HCHAR(L,1,C,R):: CALL VCHAR(L+1
,K,C,5):: K=K-1 :: NEXT X
570 FOR X=1 TO 7
580 READ L,K,C,R :: CALL HCHAR(L,K,C,R):: CALL VCHAR(L
,K,C,6):: NEXT X
590 FOR X=1 TO 9
600 READ L,K,C,R
610 CALL HCHAR(L,K,C,R):: NEXT X
620 CALL HCHAR(18,1,120,96):: CALL HCHAR(21,1,128,128)
630 REM
640 DATA 4,120,9,5,120,8,6,120,7,7,128,6,8,128,5,9,128
,4,10,136,3,11,136,2,12,13
6,1
650 REM
660 DATA 4,26,120,7,5,27,120,6,6,28,120,5,7,29,128,4,8
,30,128,3,9,31,128,2,10,32
,136,1
670 K=9
680 FOR I=4 TO 6 :: CALL HCHAR(I,K,122):: CALL HCHAR(I
+5,K,122):: CALL HCHAR(I,2
6+Y,121):: CALL HCHAR(I+5,26+Y,121):: Y=Y+1 :: K=K-1 :
: NEXT I
690 FOR I=7 TO 9 :: CALL HCHAR(I,K,130):: CALL HCHAR(I
+5,K,130):: CALL HCHAR(I,2
6+Y,129):: CALL HCHAR(I+5,26+Y,129):: Y=Y+1 :: K=K-1 :
: NEXT I
700 FOR I=10 TO 12 :: CALL HCHAR(I,K,138):: CALL HCHAR
(I+5,K,138):: K=K-1 :: NEX
T I
710 CALL HCHAR(10,32,137):: CALL HCHAR(15,32,137)
720 REM
730 DATA 9,10,120,16,10,9,120,19,11,7,120,21
740 DATA 12,6,128,23,13,5,128,25,14,4,128,27
750 DATA 15,3,136,29,16,2,136,31,17,1,136,32
760 REM
770 CALL CHAR(40,"0103060C06214183C6AE9CA7C182442080C0
6030608482C1637539E5834122
```

```
04")
780 CALL CHAR(33,"10181C1E1F101010",88,"08183878F80808
08")
790 V$(1)="000C1020414688F1F188464120100C0000300804826
2118F8F11628204083"
800 V$(2)="108884C3C7CFFFF9FFFFDCCCC7838000081121C3E3F
3FF9FFFFFF3B33E3C101"
810 V$(3)="00C020178F9FBFFFE1FFEDEDAD9D8F00000304E8F1F
9FDFF87FFB7B7B5B9F1"
820 V$(4)="00E0170F1B3D7FFFCC271000000000000007E8F0D8B
CFEFF33E408"
830 CALL CHAR(96,"0001031B7F7F3E7C3E7F3F3F3E15070300C0
70F0B8F0FCEE7FDCE8D8F89")
840 CALL CHAR(104,"00000000080400010100040800000000000
000001020008080000201")
850 CALL CHAR(108,"00003220200400000000004202038000000
01C0404200000000002004041C"
)
860 CALL CHAR(112,"1020408080804000004080808040201008
04020101040000020101010120
408")
870 CALL CHAR(60,"00183C3C18183C7E"&RPT$("00",9)&"183C
3C18183C7E000000000000000C
")
880 DISPLAY AT(1,8):"PUNTI:"
890 DISPLAY AT(1,15):N;TAB(22);Z;
900 P=C1 :: C1=C2 :: C2=C3 :: C3=P :: CALL COLOR(14,C1
,2,13,C2,2,12,C3,2)
910 FOR E=1 TO 3 :: CALL DELSPRITE(#8):: H=H+6 :: W=W+
1 :: CALL MOV :: FOR X=1 T
O 7 :: CALL SOUND(-60,-1,0):: CALL SOUND(-60,-3,0):: N
EXT X
920 FOR I=2 TO W :: CALL SPRITE(#I,96,15,8,128,0,0)::
NEXT I
930 CALL COLOR(1,H,2):: CALL HCHAR(1,30,33,E)
940 CALL HCHAR(1,4,30,4)
950 CALL SPRITE(#1,40,2,168,128)
960 FOR X=1 TO 10 :: CALL SOUND(-60,110,0):: CALL SOUN
```

PAGINA
31
MANCANTE

PAGINA
32
MANCANTE