**Cargador**

1 CLEAR 60566

3 LET oner=PEEK 23613+256+PEEK 23614

4 POKE oner,3: POKE oner+1,19: POKE 23613,PEEK 23613-2: POKE 23611,PEEK 23611-16: RANDOMIZE USR 7030

5 LET oner=PEEK 23613+256\*PEEK 23614

6 POKE oner,118: POKE oner+1,27: RANDOMIZE USR 88: POKE 23613,PEEK 23613+2

7 REM En este programa se han recortado automagicamente sus variables con Zx obfuscator de Sergio the pope

8 REM pope-rutina para pasar automagicamente a 48k

9 REM MAPAS ORIGINALES DEL AUTOR R.ABBOT

10 PAPER 0: BORDER 0: INK 0: POKE 23624,0: POKE 23693,0: CLS : POKE 23739,111

20 LOAD "" SCREEN$

30 LOAD "" CODE 60567

40 LOAD ""

**Listado BASIC**

1 POKE 23739,244

2 RANDOMIZE : POKE 23606,40: POKE 23607,251: POKE 23675,88: POKE 23676,255

4 PAPER 0: BORDER 0: INK 0: BRIGHT 0: CLS : GO SUB 3050

5 PAPER 0: BORDER 0: INK 0: BRIGHT 0: CLS : GO SUB 1000

15 IF aa=0 THEN GO SUB 1700

16 PRINT INK 7; BRIGHT 1;AT y,x;q$( TO 6);q$(ab)

17 IF INKEY$="q" THEN LET ab=8: LET y=y-1

18 IF INKEY$="a" THEN LET ab=10: LET y=y+1

19 IF INKEY$="o" THEN LET ab=7: LET x=x-1

20 IF INKEY$="p" THEN LET ab=9: LET x=x+1

21 IF ATTR (y,x)<>0 THEN GO TO 1730

22 IF ac<>y OR ad<>x THEN PRINT INK 0; BRIGHT 0;AT ac,ad;" ";AT y,x;q$( TO 6);q$(ab): LET ac=y: LET ad=x

23 IF ae=2 THEN GO TO 17

24 IF ae=0 THEN GO TO 17+(y<7)\*13

25 IF ae=1 THEN GO TO 17 +(y>13)\*13

30 IF k=17 THEN LET d=-1

31 IF k=15 THEN LET d=1

32 LET k=k+d

33 IF l=17 THEN LET g=-1

34 IF l=15 THEN LET g=1

35 LET l=l+g

36 IF m=17 THEN LET h=-1

37 IF m=15 THEN LET h=1

38 LET m=m+h

39 PRINT AT af,c;" ";AT r,s;" ";AT n,f;" ";AT af,k;u$;AT r,l;u$;AT n,m;u$: LET c=k: LET s=l: LET f=m

40 GO TO 17

45 IF aa=1 THEN LET ab=8: GO TO ai

55 IF INKEY$="" THEN GO TO 55

60 IF ab=7 AND ATTR (y-1,x)<>0 THEN LET aj=2

61 IF ab=8 AND ATTR (y,x+1)<>0 AND ATTR (y,x+1)<>7 THEN LET aj=2

62 IF ab=9 AND ATTR (y+1,x)<>0 THEN LET aj=2

63 IF ab=10 AND ATTR (y,x-1)<>0 THEN LET aj=2

64 IF INKEY$="p" AND aj=1 THEN LET ab=ab+1: LET aj=0

70 IF INKEY$="o" AND aj=0 THEN LET ab=ab-1: LET aj=1

80 IF INKEY$=" " THEN GO SUB 1300

85 IF INKEY$="r" THEN GO TO 2200

90 IF ATTR (y,x)<>0 THEN GO SUB 400: GO TO 450

100 IF ab<7 THEN LET ab=10

110 IF ab>10 THEN LET ab=7

115 IF x<12 THEN LET x=19: LET ad=x: LET ai=ai-10: GO TO ai

116 IF x>19 THEN LET x=12: LET ad=x: LET ai=ai+10: GO TO ai

117 IF y>14 THEN LET y=8: LET ac=y: LET ai=ai-40: GO TO ai

118 IF y<8 THEN LET y=14: LET ac=y: LET ai=ai+40: GO TO ai

130 PRINT AT ac,ad;" ";AT y,x;q$( TO 6);q$(ab): LET ac=y: LET ad=x

140 GO TO 55

190 FOR a=7 TO 15: PRINT PAPER 0;AT a,11;" ": NEXT a: LET aj=1: RETURN

195 POKE 23675,199: POKE 23676,251: FOR a=11 TO 20: PRINT INK 7; BRIGHT 0;AT 6,a;"\d";AT 16,a;"\c": NEXT a: FOR a=7 TO 15: PRINT INK 7; BRIGHT 0;AT a,10;"\e";AT a,21;"\f": NEXT a: POKE 23675,88: POKE 23676,255: RETURN

196 POKE 23675,199: POKE 23676,251: PRINT INK 7; BRIGHT 0;AT 7,11;"\a";AT 7,20;"\b";AT 15,11;"\b";AT 15,20;"\a": POKE 23675,88: POKE 23676,255: RETURN

200 GO SUB 190: GO SUB 196: FOR a=8 TO 14: PRINT AT a,12;i$: NEXT a: PRINT AT 14,12;g$: FOR a=13 TO 19: PRINT AT 14,a;l$: NEXT a: GO TO 130

210 GO SUB 190: GO SUB 196: FOR a=8 TO 10: PRINT AT a,12;j$: NEXT a: PRINT AT 13,12;j$;AT 14,12;h$: PRINT AT 8,14;g$+l$+h$;AT 8,18;g$+l$;AT 10,14;e$+k$+k$+k$+k$+k$;AT 11,14;i$;AT 12,14;g$+l$+l$+l$+l$+l$;AT 14,14;e$+k$+k$+k$+k$+k$;AT 11,12;m$;AT 12,12;n$;AT 15,13;d$( TO 6);d$(7): IF u(1)=1 THEN PRINT AT y(1),x(1);p$

212 GO TO 130

220 GO SUB 190: GO SUB 195: GO SUB 196: PRINT INK 2; BRIGHT 1;AT 1,8;"MAZMORRA NIVEL 1": FOR a=8 TO 11: PRINT AT a,15;i$;AT a,17;j$: NEXT a: FOR a=12 TO 16: PRINT AT 14,a;k$: NEXT a: PRINT AT 12,15;g$;AT 12,17;h$;AT 10,12;k$+f$;AT 11,13;j$;AT 12,12;l$+h$;AT 10,19;e$;AT 8,19;g$;AT 14,19;g$;AT 11,16;m$;AT 8,12;l$+n$;AT 12,16;n$;AT 14,17;f$: FOR a=11 TO 13: PRINT AT a,19;i$: NEXT a: PRINT INK 2;AT 15,18;" ";AT 9,19;"<": GO TO 130

230 GO SUB 190: GO SUB 196: PRINT AT 8,12;l$+h$;AT 8,15;g$+l$+l$+h$;AT 10,12;m$+k$+k$+k$+k$+k$+k$+f$;AT 11,12;n$;AT 14,12;l$+l$+l$+l$+l$+l$+l$+h$: FOR a=11 TO 13: PRINT AT a,19;j$: NEXT a: PRINT INK 2;AT 8,20;" ";AT 9,20;" ": IF u(2)=1 THEN PRINT AT y(2),x(2);p$

232 GO TO 130

240 GO SUB 190: GO SUB 196: PRINT AT 8,13;g$+l$+l$+h$;AT 8,18;g$+l$;AT 10,13;e$+k$+k$+f$;AT 10,18;e$+k$;AT 11,18;g$+l$;AT 11,13;g$+l$+l$+h$;AT 14,12;n$;AT 13,12;m$+k$+k$+k$+k$+k$+k$+k$: FOR a=8 TO 12: PRINT INK 2;AT a,11;" ": NEXT a: IF u(3)=1 THEN PRINT AT y(3),x(3);p$

242 GO TO 130

250 GO SUB 190: GO SUB 196: PRINT AT 8,12;l$+l$+l$+l$+h$;AT 8,18;g$+l$;AT 10,12;f$;AT 11,12;h$;AT 10,14;e$+k$+f$;AT 10,18;m$+k$;AT 11,18;n$;AT 11,12;h$;AT 13,12;m$;AT 14,12;n$: FOR a=12 TO 14: PRINT AT a,18;i$: NEXT a: FOR a=11 TO 14: PRINT AT a,14;i$;AT a,16;j$: NEXT a: GO TO 130

260 GO SUB 190: GO SUB 196: PRINT AT 8,12;l$+l$+l$+l$+l$+h$;AT 10,12;k$+f$;AT 10,15;e$+k$+f$;AT 11,15;g$+l$+h$;AT 13,15;e$+k$+f$;AT 14,15;i$;AT 14,17;j$;AT 14,13;m$;AT 11,19;g$;AT 13,19;e$;AT 14,19;i$: FOR a=11 TO 13: PRINT AT a,13;j$;AT a-3,19;i$: NEXT a: GO TO 130

270 GO SUB 190: GO SUB 196: PRINT AT 8,13;j$;AT 8,15;g$+l$+l$+h$;AT 9,13;j$;AT 10,13;j$;AT 10,15;e$+k$+k$+f$;AT 11,12;l$+h$;AT 13,12;l$+h$;AT 13,12;k$+f$;AT 14,13;j$: FOR a=11 TO 14: PRINT AT a,15;i$;AT a,18;j$: NEXT a: FOR a=8 TO 14: PRINT INK 2;AT a,20;" ": NEXT a: IF s(2)=1 THEN PRINT AT t(2),w(2);o$

272 GO TO 130

280 GO SUB 190: GO SUB 196: PRINT AT 9,13;e$+k$+k$+f$;AT 9,18;e$+k$: FOR a=10 TO 14: PRINT AT a,13;i$;AT a,16;j$;AT a,18;i$: NEXT a: PRINT AT 11,16;m$;AT 11,18;m$;AT 12,16;n$;AT 12,18;n$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: FOR a=8 TO 14: PRINT INK 2;AT a,11;" ": NEXT a: IF s(1)=1 THEN PRINT AT t(1),w(1);o$

282 GO TO 130

290 GO SUB 190: GO SUB 196: PRINT AT 9,12;k$+k$+k$+k$+f$;AT 9,18;e$+k$;AT 10,16;j$;AT 10,18;i$;AT 11,16;m$;AT 11,18;g$+l$;AT 12,16;n$;AT 13,16;j$;AT 13,18;e$+k$;AT 14,16;j$;AT 14,18;i$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: IF u(4)=1 THEN PRINT AT y(4),x(4);p$

292 GO TO 130

300 GO SUB 190: GO SUB 196: PRINT AT 9,12;k$+f$;AT 9,15;e$+k$+k$+k$+k$;AT 10,13;j$;AT 10,15;m$;AT 11,12;l$+h$;AT 11,15;n$+l$+l$+l$+l$;AT 13,12;k$+k$+k$+k$+k$+f$;AT 13,19;e$;AT 14,17;i$;AT 14,19;i$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: IF s(3)=1 THEN PRINT AT t(3),w(3);o$

302 GO TO 130

310 GO SUB 190: GO SUB 196: PRINT AT 9,12;k$+f$;AT 9,15;e$+k$+k$+f$;AT 10,13;m$;AT 10,15;i$;AT 10,18;j$;AT 11,12;l$+n$;AT 11,15;g$+l$+l$+h$;AT 13,12;k$+f$;AT 13,15;e$+k$+k$+f$;AT 14,13;j$;AT 14,15;i$;AT 14,18;j$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: FOR a=8 TO 14: PRINT INK 2;AT a,20;" ": NEXT a: IF u(5)=1 THEN PRINT AT y(5),x(5);p$

312 GO TO 130

400 IF ATTR (y,x)=70 THEN BEEP .1,20: GO SUB 550: RETURN

410 IF ATTR (y,x)=112 THEN BEEP .1,-8: GO SUB 500: RETURN

415 IF ATTR (y,x)=67 AND ak=0 AND al=0 THEN FOR a=47 TO 51: BEEP .5,-a: NEXT a: LET aa=2: RETURN

416 IF ATTR (y,x)=120 THEN BEEP .2,2: GO SUB 570: RETURN

417 IF ATTR (y,x)=7 AND aa=5 THEN BEEP .2,4: GO SUB 3000: RUN 1

418 IF ATTR (y,x)=7 THEN GO SUB 580: RETURN

419 IF ATTR (y,x)=5 THEN BEEP .2,6: GO SUB 590: RETURN

420 IF ATTR (y,x)=48 THEN BEEP .2,7: GO SUB 500: RETURN

421 IF ATTR (y,x)<>0 THEN LET y=ac: LET x=ad: RETURN

450 IF am=1 AND aa=1 THEN GO TO 5

451 IF am=1 AND aa=5 THEN GO TO 2500

453 IF aa=2 THEN LET ai=2080: LET aa=3: GO TO 2000

455 IF aa=4 THEN LET ai=2590: LET aa=5: GO TO 2500

457 IF an>ao AND ao>0 THEN LET an=0: LET ao=0: GO TO 55

458 GO TO 100

500 IF aa=1 THEN PRINT INK 7; BRIGHT 1;AT 18,6;"ENFRENTATE AL DRAGON"'" TIRA LOS DADOS Y ACABA CON EL !": FOR a=1 TO 5: IF y=y(a) AND x=x(a) THEN LET ap=a

502 NEXT a

503 IF aa=5 THEN PRINT INK 7; BRIGHT 1;AT 18,6;"ENFRENTATE AL RIVAL!"'" TIRA LOS DADOS Y ACABA CON EL !": FOR a=1 TO 2: IF y=y(a) AND x=x(a) THEN LET ap=a

504 NEXT a

505 LET y=ac: LET x=ad: FOR a=1 TO 100: NEXT a: FOR a=18 TO 19: PRINT PAPER 0; INK 0; BRIGHT 0;AT a,0;" ": NEXT a: PRINT INK 2; BRIGHT 1;AT 18,3;"MAGO";AT 18,11;q$( TO 6);q$(7);AT 18,20;p$( TO 6);p$(7): PRINT INK 2; BRIGHT 1;AT 18,24;"RIVAL";AT 19,4;"PA";AT 19,26;"PA": LET aq=3

510 POKE 23675,40: POKE 23676,255: PRINT AT 18,9;c$( TO 6);c$(7);AT 18,22;c$( TO 6);c$(7): FOR a=1 TO 20: PRINT INK 7; BRIGHT 1;AT 21,3;" PULSA PARA LANZAR EL DADO": NEXT a: PAUSE 0: FOR a=1 TO 25: NEXT a: POKE 23675,40: POKE 23676,255: IF ar=1 THEN LET an=an+1

520 FOR a=7 TO 12: PRINT AT 18,9;c$( TO 6);c$(a): BEEP .04,a: NEXT a: LET i=1+INT (RND\*6): PRINT AT 18,9;c$( TO 6);c$(i+12): LET an=an+i

530 FOR a=0 TO 31: PRINT INK 0; PAPER 0;AT 21,a;" ": NEXT a: PRINT INK 7; BRIGHT 1;AT 21,0;"PULSA PARA LANZAR EL DADO DRAGON": PAUSE 0: FOR a=7 TO 12: PRINT AT 18,22;c$( TO 6);c$(a): BEEP .04,a: NEXT a: LET e=1+INT (RND\*6): PRINT AT 18,22;c$( TO 6);c$(e+12): LET ao=ao+e: POKE 23675,88: POKE 23676,255: FOR a=0 TO 31: PRINT PAPER 0; INK 0;AT 21,a;" ": NEXT a: POKE 23675,88: POKE 23676,255

535 PRINT INK 7; BRIGHT 1;AT 19,7;an;" "; INK 7; BRIGHT 1;AT 19,29;ao;" ": LET aq=aq-1

536 IF aq>0 THEN GO TO 510

537 IF an>ao THEN GO SUB 600

538 IF ao>an THEN GO SUB 630

539 IF ao=an THEN FOR a=18 TO 21: PRINT INK 0; PAPER 0; BRIGHT 0;AT a,0;" ": NEXT a: GO TO 500

540 RETURN

550 GO TO 550 +INT (RND\*3)+1

551 LET an=an+INT (RND\*2)+1: PRINT INK 7; BRIGHT 1;AT 19,0;" TIENES ";an;" PUNTO(S) EXTRA PARA DERROTAR AL PROXIMO DRAGON ";p$: FOR a=0 TO 85: NEXT a: FOR a=19 TO 20: PRINT INK 0; BRIGHT 0;AT a,0;" ": NEXT a: GO TO 560

552 PRINT INK 7; BRIGHT 1;AT 20,3;"OOUGH ,EL COFRE ESTA VACIO": FOR a=1 TO 85: NEXT a: PRINT INK 0; BRIGHT 0;AT 20,0;" ": GO TO 560

553 LET j=INT (RND\*5)+1: IF u(j)=0 THEN GO TO 552

555 LET u(j)=0: PRINT INK 7; BRIGHT 1;AT 19,0;"EL COFRE LIBERA UN GRAN PODER Y FULMINA AL DRAGON NUMERO ";j: FOR a=0 TO 85: NEXT a: FOR a=19 TO 20: PRINT INK 0; BRIGHT 0;AT a,0;" ": NEXT a: LET ak=ak-1

560 FOR a=1 TO 3: IF y=t(a) AND x=w(a) THEN LET at=a

561 NEXT a

562 LET y=ac: LET x=ad: PRINT INK 0; PAPER 0; BRIGHT 0;AT t(at),w(at);" ": LET s(at)=0: LET al=al-1: RETURN

570 FOR a=1 TO 2: IF y=l(a) AND x=v(a) THEN LET b=a

571 NEXT a

572 LET y=ac: LET x=ad: PRINT INK 7; BRIGHT 1;AT 20,3;"HAS CONSEGUIDO LA LLAVE ";b;'"BUSCA LA PUERTA, SIGUE AVANZANDO": FOR a=1 TO 85: NEXT a: FOR a=20 TO 21: PRINT PAPER 0; INK 0; BRIGHT 0;AT a,0;" ": NEXT a: PRINT PAPER 0; INK 0; BRIGHT 0;AT l(b),v(b);" ": IF b=1 THEN POKE 23675,191: POKE 23676,251: PRINT INK 0; PAPER 7; BRIGHT 1;AT 9,6;"\a": POKE 23675,88: POKE 23676,255: LET o(b)=0: RETURN

573 IF b=2 THEN POKE 23675,191: POKE 23676,251: PRINT INK 0; PAPER 7; BRIGHT 1;AT 11,6;"\a": POKE 23675,88: POKE 23676,255: LET o(b)=0: RETURN

580 FOR a=1 TO 2: IF y=p(a) AND x=u(a) THEN LET b=a

581 NEXT a

582 IF o(b)=0 THEN LET y=ac: LET x=ad: FOR a=47 TO 51: BEEP .06,-a: NEXT a: PRINT INK 7; BRIGHT 1;AT 20,0;" USAS LA LLAVE CORRECTA Y ABRES LA PUERTA, SIGUES TU CAMINO.": FOR a=1 TO 85: NEXT a: FOR a=20 TO 21: PRINT PAPER 0; INK 0; BRIGHT 0;AT a,0;" ": NEXT a: PRINT PAPER 0; INK 0; BRIGHT 0;AT p(b),u(b);" ": LET q(b)=0: IF b=1 THEN PRINT PAPER 0; INK 0; BRIGHT 0;AT 9,6;" ": RETURN

583 IF b=2 AND o(b)=0 THEN PRINT ; PAPER 0; INK 0; BRIGHT 0;AT 11,6;" ": LET q(b)=0: LET aa=4: RETURN

585 LET y=ac: LET x=ad: FOR a=46 TO 49: BEEP .04,-a: NEXT a: PRINT INK 7; BRIGHT 1;AT 20,0;"NO TIENES LA LLAVE, GIRA A LA DERECHA O RESETEA LA MAZMORRA";"""R""": FOR a=11 TO 15: BEEP .5,-a: NEXT a: FOR a=20 TO 21: PRINT PAPER 0; INK 0; BRIGHT 0;AT a,0;" ": NEXT a: RETURN

590 LET y=ac: LET x=ad: FOR a=26 TO 29: BEEP .03,a: NEXT a: PRINT PAPER 0; BRIGHT 0; INK 0;AT z(1),z(2);" ": POKE 23675,151: POKE 23676,251: PRINT INK 5;AT 9,6;"\a": POKE 23675,88: POKE 23676,255: PRINT INK 7; BRIGHT 1;AT 20,0;"CON ESTA ESPADA DERROTARAS A LOSGUARDIANES DE LA MAZMORRA..": FOR a=0 TO 85: NEXT a: FOR a=20 TO 21: PRINT INK 0; BRIGHT 0;AT a,0;" ": NEXT a: LET ar=1: RETURN

600 IF aa=1 THEN FOR a=0 TO 31: PRINT PAPER 0; INK 0;AT 20,a;" ": NEXT a: PRINT INK 7; BRIGHT 1;AT 21,3;"HAS GANADO !, PUEDES PASAR": FOR a=16 TO 19: BEEP .1,a: NEXT a: FOR a=1 TO 85: NEXT a: LET aq=3: FOR a=18 TO 21: PRINT AT a,0; PAPER 0; INK 0;" ": NEXT a: PRINT PAPER 0; INK 0; BRIGHT 0;AT y(ap),x(ap);" ": LET u(ap)=0: LET ak=ak-1: RETURN

605 IF aa=5 THEN FOR a=0 TO 31: PRINT PAPER 0; INK 0;AT 20,a;" ": NEXT a: PRINT INK 7; BRIGHT 1;AT 21,3;"HAS GANADO !, PUEDES PASAR": FOR a=16 TO 19: BEEP .1,a: NEXT a: FOR a=1 TO 85: NEXT a: LET aq=3: FOR a=18 TO 21: PRINT AT a,0; PAPER 0; INK 0;" ": NEXT a: PRINT PAPER 0; INK 0; BRIGHT 0;AT y(ap),x(ap);" "; PAPER 0; INK 0; BRIGHT 0;AT y(ap)+1,x(ap);" ": LET u(ap)=0: RETURN

630 PRINT INK 7; BRIGHT 1;AT 20,0;"ARDES BAJO EL FUEGO DEL DRAGON.. VUELVES A INTENTARLO": FOR a=0 TO 10: PRINT AT y,x;m$: BEEP .05,-a: PRINT PAPER 0; INK 0; BRIGHT 0;AT y,x;" ": NEXT a: LET am=1: RETURN

1000 REM UDG'S

1040 LET c$=CHR$ (16)+CHR$ (0)+CHR$ (17)+CHR$ (7)+CHR$ (19)+CHR$ (1)+"\a\b\c\d\e\f\a\b\c\d\e\f"

1050 LET d$=CHR$ (16)+CHR$ (3)+CHR$ (17)+CHR$ (0)+CHR$ (19)+CHR$ (1)+"\a\b"

1060 LET e$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\c"

1070 LET f$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\d"

1080 LET g$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\e"

1090 LET h$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\f"

1100 LET i$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\g"

1110 LET j$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\h"

1120 LET k$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\i"

1130 LET l$=CHR$ (16)+CHR$ (1)+CHR$ (19)+CHR$ (1)+"\j"

1140 LET m$=CHR$ (16)+CHR$ (6)+CHR$ (17)+CHR$ (0)+CHR$ (19)+CHR$ (0)+"\k"

1150 LET n$=CHR$ (16)+CHR$ (5)+CHR$ (17)+CHR$ (0)+CHR$ (19)+CHR$ (1)+"\l"

1160 LET o$=CHR$ (16)+CHR$ (6)+CHR$ (17)+CHR$ (0)+CHR$ (19)+CHR$ (1)+"\m"

1170 LET p$=CHR$ (16)+CHR$ (0)+CHR$ (17)+CHR$ (6)+CHR$ (19)+CHR$ (1)+"\n"

1180 LET q$=CHR$ (16)+CHR$ (7)+CHR$ (17)+CHR$ (0)+CHR$ (19)+CHR$ (1)+"\o\q\p\r"

1220 LET u$=CHR$ (16)+CHR$ (2)+CHR$ (17)+CHR$ (0)+CHR$ (19)+CHR$ (1)+"\s"

1230 LET y=17: LET x=16: LET ac=y: LET ad=x: LET p=1: LET k=17: LET c=k: LET d=1: LET n=3: LET r=4: LET af=5: LET g=1: LET l=15: LET s=l: LET m=16: LET f=m: LET h=1: LET ai=220: LET ab=8: LET aj=1: LET ae=0: LET aa=0: LET an=0: LET ao=0: LET am=0: DIM y(5): DIM x(5): DIM u(5): LET ap=1: DIM t(3): DIM w(3): DIM s(3): LET at=0: LET ak=5: LET al=3: LET ar=0: LET av=1

1240 RESTORE 1250: FOR a=1 TO 5: READ v: LET y(a)=v: READ w: LET x(a)=w: NEXT a

1250 DATA 14,13,9,19,12,14,10,17,8,13

1260 FOR a=1 TO 5: LET u(a)=1: NEXT a

1270 RESTORE 1280: FOR a=1 TO 3: READ v: LET t(a)=v: READ w: LET w(a)=w: NEXT a

1280 DATA 13,12,13,19,8,16

1290 FOR a=1 TO 3: LET s(a)=1: NEXT a: RETURN

1300 IF ab=7 THEN LET x=x-1: LET aj=1: RETURN

1310 IF ab=8 THEN LET y=y-1: LET aj=1: RETURN

1320 IF ab=9 THEN LET x=x+1: LET aj=1: RETURN

1330 IF ab=10 THEN LET y=y+1: LET aj=1: RETURN

1710 PRINT INK 2; BRIGHT 1;AT 21,6;"ENTRADA A LA MAZMORRA"

1720 FOR a=1 TO 19: PRINT AT a,14;i$;AT a,18;j$: NEXT a: PRINT AT 0,14;e$+k$+k$+k$+f$;AT 19,14;g$+l$+l$+l$+h$;AT 1,16;o$;AT 10,15;m$;AT 11,15;n$;AT 9,17;m$;AT 10,17;n$: RETURN

1731 IF ATTR (y,x)=66 THEN BEEP .2,-25: PRINT PAPER 0;AT 21,7;;" ";AT 20,0; INK 7; BRIGHT 1;"HAS MUERTO APLASTADO, POR SUERTE TIENES UNA POCIMA...": FOR a=0 TO 85: NEXT a: GO TO 5

1732 IF ATTR (y,x)=70 AND ae=0 THEN BEEP .1,20: PRINT AT 19,16;d$( TO 6);d$(7);AT 1,x; PAPER 0; INK 0; BRIGHT 0;" ": LET ae=1: LET n=15: LET r=16: LET af=17: LET k=16: LET l=15: LET m=15: GO TO 17

1733 IF ATTR (y,x)=67 THEN FOR a=47 TO 51: BEEP .05,-a: NEXT a: LET y=14: LET x=18: LET ac=y: LET ad=x: LET aa=1: GO SUB 3070: PAPER 0: INK 0: BRIGHT 0: CLS : GO TO 45

1734 IF ATTR (y,x)<>0 THEN LET y=ac: LET x=ad: GO TO 22

2000 FOR a=0 TO 21: PRINT PAPER 0; INK 0; BRIGHT 0;AT a,0;" ": NEXT a: CLS

2010 PRINT INK 6; BRIGHT 1;AT 0,5;"xEL TESORO DEL DRAGONx";AT 4,0;"Con mucho esfuerzo logras salir del laberinto, coges aire y sigues caminando por la mazmorra. Abres una puerta... y otra...";AT 21,1;"PULSA UNA TECLA PARA CONTINUAR": LET av=7: GO SUB 5095: PAUSE 0

2020 LET y=14: LET x=14: LET ac=y: LET ad=x: LET ab=8: DIM p(2): DIM u(2): DIM l(2): DIM v(2): DIM o(2): DIM q(2): LET b=0

2021 RESTORE 2022: FOR a=1 TO 2: READ v: LET l(a)=v: READ w: LET v(a)=w: NEXT a

2022 DATA 14,12,10,17

2023 RESTORE 2024: FOR a=1 TO 2: READ v: LET p(a)=v: READ w: LET u(a)=w: NEXT a

2024 DATA 8,18,13,17

2025 FOR a=1 TO 2: LET o(a)=1: LET q(a)=1: NEXT a

2030 PAPER 0: INK 0: BRIGHT 0: CLS : GO TO ai

2050 GO SUB 190: GO SUB 196: FOR a=8 TO 14: PRINT AT a,12;i$: NEXT a: FOR a=8 TO 12: PRINT AT a,16;j$: NEXT a: PRINT AT 9,18;e$+k$;AT 10,18;i$;AT 11,18;g$+l$;AT 13,16;m$;AT 13,18;m$+k$;AT 14,16;n$;AT 14,18;n$: PRINT INK 2;AT 15,17;" ": FOR a=18 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: IF q(2)=1 THEN PRINT ; INK 7;AT p(2),u(2);"\a"

2051 GO TO 130

2060 GO SUB 190: GO SUB 196: FOR a=12 TO 19: PRINT AT 9,a;k$;AT 11,a;l$;AT 13,a;k$: NEXT a: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: GO TO 130

2070 GO SUB 190: GO SUB 196: PRINT AT 9,12;k$+k$+k$+k$+f$;AT 9,18;e$+k$;AT 10,16;j$;AT 10,18;i$;AT 11,12;l$+l$+l$+l$+h$;AT 11,18;g$+l$: FOR a=12 TO 19: PRINT AT 13,a;k$: NEXT a: FOR a=13 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: IF q(1)=1 THEN PRINT INK 7; BRIGHT 0;AT p(1),u(1);"\a"

2072 GO TO 130

2080 GO SUB 190: GO SUB 195: GO SUB 196: PRINT INK 2; BRIGHT 1;AT 1,8;"MAZMORRA NIVEL 2": FOR a=8 TO 10: PRINT AT a,15;i$;AT a,18;j$: NEXT a: PRINT AT 11,15;g$+l$+l$+h$;AT 9,12;k$+f$;AT 10,13;j$;AT 11,12;l$+h$;AT 13,12;k$+m$;AT 13,15;m$+k$+k$+k$+f$;AT 14,13;n$;AT 14,15;n$;AT 14,19;j$: FOR a=8 TO 14: PRINT INK 2;AT a,20;" ";AT 15,14;" ": NEXT a: GO TO 130

2090 GO SUB 190: GO SUB 196: FOR a=8 TO 10: PRINT AT a,13;i$: NEXT a: PRINT AT 11,13;g$+l$+l$+h$;AT 8,16;j$;AT 8,18;i$;AT 9,16;m$;AT 9,18;m$;AT 10,16;n$;AT 10,18;n$;AT 11,18;g$+l$;AT 13,12;e$+k$+k$+k$+f$;AT 13,18;e$+k$;AT 14,12;i$;AT 14,16;j$;AT 14,18;g$+l$: FOR a=8 TO 14: PRINT INK 2;AT a,11;" ": NEXT a: GO TO 130

2100 GO SUB 190: GO SUB 196: PRINT AT 8,14;j$;AT 9,14;g$+k$+k$+k$+k$+f$;AT 10,19;j$;AT 11,12;l$+l$+l$+l$+l$+l$+l$+h$: FOR a=12 TO 18: PRINT AT 13,a;k$;AT 14,a;l$: NEXT a: PRINT AT 13,19;f$;AT 14,19;h$: FOR a=16 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: GO TO 130

2110 GO SUB 190: GO SUB 196: PRINT AT 9,13;e$+k$+k$+f$;AT 9,18;e$+k$;AT 10,13;i$;AT 10,16;j$;AT 10,18;i$;AT 11,13;g$+l$+l$+h$;AT 11,18;i$;AT 12,18;i$;AT 13,13;e$+k$+k$+k$+k$+h$;AT 14,13;g$+l$+l$+l$+l$+l$+l$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: FOR a=9 TO 11: PRINT INK 2;AT a,11;" ": NEXT a: FOR a=13 TO 14: PRINT INK 2;AT a,11;" ": NEXT a: IF o(1)=1 THEN POKE 23675,191: POKE 23676,251: PRINT INK 0; BRIGHT 1; PAPER 7;AT l(1),v(1);"\a": POKE 23675,88: POKE 23676,255

2111 IF o(2)=1 THEN POKE 23675,191: POKE 23676,251: PRINT INK 0; PAPER 7; BRIGHT 1;AT l(2),v(2);"\a": POKE 23675,88: POKE 23676,255

2112 GO TO 130

2120 GO SUB 190: GO SUB 196: FOR a=8 TO 10: PRINT AT a,15;i$: NEXT a: FOR a=8 TO 14: PRINT AT a,18;j$: NEXT a: PRINT AT 9,12;k$+f$;AT 10,13;j$;AT 11,13;m$;AT 11,15;m$;AT 12,13;n$;AT 12,15;n$;AT 13,13;j$;AT 13,15;i$;AT 14,12;l$+h$;AT 14,15;i$: FOR a=12 TO 13: PRINT INK 2;AT 7,a;" ": NEXT a: FOR a=8 TO 14: PRINT INK 2;AT a,20;" ": NEXT a: GO TO 130

2130 GO SUB 190: GO SUB 196: PRINT AT 9,13;e$+k$+k$+f$;AT 9,18;e$+k$;AT 10,13;i$: FOR a=10 TO 14: PRINT AT a,16;j$: NEXT a: PRINT AT 10,18;i$;AT 11,13;m$;AT 11,18;g$+l$;AT 12,13;n$;AT 13,13;i$;AT 13,18;e$+k$;AT 14,13;i$;AT 14,18;i$: FOR a=8 TO 14: PRINT INK 2;AT a,11;" ": NEXT a: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: GO TO 130

2140 GO SUB 190: GO SUB 196: FOR a=12 TO 13: PRINT AT 9,a;k$;AT 11,a;l$;AT 13,a;k$: NEXT a: FOR a=17 TO 19: PRINT AT 9,a;k$;AT 11,a;l$;AT 13,a;k$;AT 14,a;l$: NEXT a: PRINT AT 9,14;f$;AT 9,16;e$;AT 10,14;j$;AT 10,16;i$;AT 11,14;h$;AT 11,16;g$;AT 13,14;f$;AT 13,16;e$;AT 14,14;j$;AT 14,16;g$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: GO TO 130

2150 GO SUB 190: GO SUB 196: FOR a=12 TO 15: PRINT AT 9,a;k$;AT 11,a;l$: NEXT a: PRINT AT 9,16;f$;AT 9,18;e$+k$;AT 10,16;j$;AT 10,18;i$;AT 11,16;h$;AT 11,18;g$+l$: FOR a=12 TO 19: PRINT AT 13,a;k$;AT 14,a;l$: NEXT a: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: GO TO 130

2160 GO SUB 190: GO SUB 196: FOR a=12 TO 17: PRINT AT 9,a;k$;AT 11,a;l$: NEXT a: PRINT AT 9,18;f$;AT 10,18;j$;AT 11,18;h$;AT 13,12;k$+f$;AT 13,15;e$+k$+k$+f$;AT 14,12;l$+h$;AT 14,15;i$;AT 14,18;j$: FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: FOR a=8 TO 14: PRINT INK 2;AT a,20;" ": NEXT a

2162 GO TO 130

2200 IF aa=1 THEN GO TO 5

2210 IF aa=3 THEN LET ai=2080: GO TO 2000

2215 IF aa=5 THEN LET ai=2590: GO TO 2500

2500 FOR a=0 TO 21: PRINT PAPER 0; BRIGHT 0; INK 0;AT a,0;: NEXT a: CLS

2510 PRINT INK 6; BRIGHT 1;AT 0,5;" xEL TESORO DEL DRAGONx";AT 3,0;"Bravo !, sales del laberinto, pero aun no has acabado, al final de las escaleras ves una puerta que por su aspecto dirias que nunca se ha abierto, te diriges a ella."'" Acaba con los guardias y busca la salida para cumplir tu mision";AT 21,1;"PULSA UNA TECLA PARA CONTINUAR": GO SUB 5110: PAUSE 0

2520 LET y=14: LET x=19: LET ac=y: LET ad=x: LET ab=7: DIM z(2): LET ar=0

2521 RESTORE 2522: FOR a=1 TO 2: READ v: LET y(a)=v: READ w: LET x(a)=w: NEXT a

2522 DATA 11,17,10,18

2523 FOR a=1 TO 2: LET u(a)=1: NEXT a: LET z(1)=14: LET z(2)=16

2530 PAPER 0: INK 0: BRIGHT 0: CLS : GO TO ai

2560 GO SUB 190: GO SUB 196: FOR a=8 TO 14: PRINT AT a,12;i$: NEXT a: FOR a=8 TO 10: PRINT AT a,14;i$;AT a,17;j$: NEXT a: PRINT AT 11,14;g$+l$+l$+h$;AT 13,14;n$+k$+k$+n$;AT 13,19;m$;AT 14,19;n$;AT 8,19;g$;AT 11,19;g$;AT 10,19;e$: GO SUB 2800: IF ar=0 THEN POKE 23675,151: POKE 23676,251: PRINT INK 5; BRIGHT 0;AT z(1),z(2);"\a": POKE 23675,88: POKE 23676,255

2561 GO TO 130

2570 GO SUB 190: GO SUB 196: PRINT AT 8,12;l$+h$;AT 8,15;g$+l$+h$;AT 8,19;g$;AT 10,12;k$+f$;AT 10,15;e$+k$+f$;AT 10,19;e$;AT 11,12;l$+h$: FOR a=11 TO 12: PRINT AT a,15;i$;AT a,17;j$: NEXT a: PRINT AT 11,19;g$;AT 13,12;k$+m$;AT 13,15;g$+l$+n$+l$+l$;AT 14,13;n$: GO SUB 2800: GO TO 130

2580 GO SUB 190: GO SUB 196: PRINT AT 8,12;l$+l$+f$;AT 8,18;g$+l$;AT 9,14;m$;AT 10,12;f$;AT 10,14;n$;AT 10,18;e$+k$;AT 11,12;h$;AT 11,14;g$+l$+h$;AT 11,18;g$+l$;AT 13,12;n$;AT 13,14;n$+k$+k$+k$+k$+k$: FOR a=8 TO 10: PRINT AT a,16;j$: NEXT a: GO SUB 2800: GO TO 130

2590 GO SUB 190: GO SUB 195: GO SUB 196: PRINT INK 2; BRIGHT 1;AT 1,8;"MAZMORRA NIVEL 3": PRINT AT 8,12;h$;AT 8,14;g$+l$+l$+h$;AT 10,12;k$+k$+k$+k$+k$+f$;AT 11,12;l$+l$+f$;AT 11,17;j$;AT 12,14;i$;AT 12,17;j$;AT 13,12;n$;AT 13,14;g$+l$+l$+n$+n$+h$: FOR a=8 TO 12: PRINT AT a,19;j$: NEXT a: GO SUB 2800: IF u(2)=1 THEN POKE 23675,151: POKE 23676,251: PRINT INK 0; PAPER 6;AT y(2),x(2);"\d";AT y(2)+1,x(2);"\e": POKE 23675,88: POKE 23676,255: PRINT INK 7;AT 12,18;"\a"

2591 GO TO 130

2600 GO SUB 190: GO SUB 196: FOR a=8 TO 14: PRINT AT a,12;i$: NEXT a: FOR a=15 TO 19: PRINT AT 8,a;k$;AT 9,a;l$: NEXT a: PRINT AT 8,14;e$;AT 9,14;g$;AT 11,14;e$+k$+k$+f$;AT 11,19;e$: FOR a=12 TO 14: PRINT AT a,14;i$: NEXT a: PRINT AT 12,17;j$;AT 12,19;g$;AT 13,17;m$;AT 14,17;n$;AT 14,19;e$: GO TO 130

2610 GO SUB 190: GO SUB 196: PRINT AT 8,12;k$+f$;AT 9,12;l$+h$;AT 8,15;e$;AT 9,15;g$: FOR a=16 TO 19: PRINT AT 8,a;k$;AT 9,a;l$: NEXT a: FOR a=12 TO 16: PRINT AT 11,a;k$;AT 12,a;l$: NEXT a: PRINT AT 11,17;f$;AT 11,19;e$;AT 12,17;h$;AT 12,19;g$;AT 14,12;k$+f$;AT 14,15;e$+k$+f$;AT 14,19;e$: GO TO 130

2620 GO SUB 190: GO SUB 196: PRINT AT 8,12;f$;AT 9,12;h$;AT 11,12;f$;AT 11,18;e$+k$;AT 12,12;h$;AT 12,14;g$+l$+h$;AT 14,12;k$+k$+k$+k$+f$;AT 8,18;e$+k$;AT 9,18;g$+l$: FOR a=8 TO 11: PRINT AT a,14;i$;AT a,16;j$: NEXT a: FOR a=12 TO 14: PRINT AT a,18;i$: NEXT a: GO TO 130

2630 GO SUB 190: GO SUB 196: PRINT AT 8,12;f$;AT 8,19;h$;AT 9,12;h$;AT 8,14;e$;AT 9,14;g$;AT 9,19;f$: FOR a=15 TO 18: PRINT AT 8,a;k$;AT 9,a;l$: NEXT a: FOR a=10 TO 14: PRINT AT a,19;j$: NEXT a: PRINT AT 11,12;f$;AT 11,14;e$+k$+k$+f$;AT 12,14;g$+l$+l$+h$;AT 14,14;e$+k$+k$+f$: FOR a=12 TO 14: PRINT AT a,12;j$: NEXT a: GO TO 130

2640 GO SUB 190: GO SUB 196: FOR a=8 TO 11: PRINT AT a,12;i$: NEXT a: PRINT AT 9,14;e$+k$+k$+f$;AT 10,14;g$+l$+l$+h$;AT 9,19;e$: FOR a=10 TO 12: PRINT AT a,19;i$: NEXT a: PRINT AT 12,12;g$;AT 12,17;f$;AT 13,12;e$;AT 13,17;h$;AT 13,19;g$;AT 14,12;i$: FOR a=13 TO 16: PRINT AT 12,a;k$;AT 13,a;l$: NEXT a: GO SUB 2810: FOR a=14 TO 19: PRINT INK 2;AT 15,a;" ": NEXT a: GO TO 130

2650 GO SUB 190: GO SUB 196: PRINT AT 9,12;k$+k$+k$+k$+k$+f$;AT 9,19;e$;AT 10,13;e$+l$+l$+l$+h$;AT 11,13;m$;AT 12,13;n$;AT 12,15;e$+k$+f$;AT 13,12;l$+h$;AT 13,15;g$+l$+h$;AT 13,19;g$: FOR a=10 TO 12: PRINT AT a,19;i$: NEXT a: GO SUB 2810: PRINT INK 2;AT 15,12;" ";AT 15,13;" ": FOR a=15 TO 19: PRINT INK 2;AT 15,a;" ": NEXT a: GO TO 130

2660 GO SUB 190: GO SUB 196: FOR a=12 TO 15: PRINT AT 9,a;k$;AT 10,a;l$: NEXT a: PRINT AT 8,18;i$;AT 9,16;f$;AT 9,18;i$;AT 10,16;h$;AT 10,18;g$+l$;AT 11,12;m$;AT 12,12;n$;AT 12,14;e$+k$+f$;AT 12,18;e$+k$;AT 13,12;h$;AT 13,18;g$+l$: FOR a=13 TO 14: PRINT AT a,14;i$;AT a,16;j$: NEXT a: GO SUB 2810: PRINT INK 2;AT 15,12;" ";AT 15,18;" ": IF u(1)=1 THEN POKE 23675,151: POKE 23676,251: PRINT PAPER 6; INK 0;AT y(1),x(1);"\b";AT y(1)+1,x(1);"\c": POKE 23675,88: POKE 23676,255:

2661 GO TO 130

2670 GO SUB 190: GO SUB 196: PRINT AT 8,12;j$;AT 9,12;j$;AT 9,14;e$+k$+k$+f$;AT 10,12;h$;AT 10,14;g$+l$+l$+h$;AT 12,12;f$;AT 12,14;e$+k$+k$+f$;AT 13,12;h$;AT 13,14;g$+l$+l$+h$: FOR a=8 TO 14: PRINT AT a,19;j$: NEXT a: GO SUB 2810: PRINT INK 2;AT 15,12;" ": FOR a=14 TO 18: PRINT INK 2;AT 15,a;" ": NEXT a: GO TO 130

2800 FOR a=12 TO 19: PRINT INK 2;AT 15,a;" ": NEXT a: RETURN

2810 FOR a=12 TO 19: PRINT INK 2;AT 7,a;" ": NEXT a: RETURN

3000 PAPER 0: INK 0: CLS : PRINT INK 6; BRIGHT 1;AT 2,9;"ENHORABUENA !!"'"Eres un mago valiente y poderoso, has conseguido vencer a los guardias y llegar a la sala del tesoro.Ahora corre para volver a llenar las arcas de tu reino y paliar la necesidad de tu gente."''" Has cumplido tu objetivo": PRINT INK 6; BRIGHT 1;AT 21,2;"PULSA PARA EMPEZAR DE NUEVO.": GO SUB 5030: FOR a=0 TO 200: PAUSE 0: RETURN

3050 PRINT INK 6; BRIGHT 1;AT 0,5;"\*EL TESORO DEL DRAGON\*";AT 3,0;"Allard, el mago blanco de Agrus, tiene una importante mision, recuperar el tesoro que una vez les fue robado, su reino asolado por la guerra apenas ya tiene recursos para alimentar a sus hombres.Con valor emprendes el camino... ";AT 21,1;"PULSA UNA TECLA PARA CONTINUAR": GO SUB 5120: PAUSE 0

3051 FOR a=2 TO 21: PRINT AT a,0; PAPER 0; INK 0; BRIGHT 0;" ": NEXT a

3052 PRINT INK 6; BRIGHT 1;AT 2,0;"Tras un largo viaje llegas a tu destino, en algun lugar del castillo, se esconde el tesoro, nadie se atrevio a entrar, el ser que lo habita dicen que esta loco, que fue poseido por un demonio de las matematicas y construyo unos laberintos para que nadie saliese de ellos jamas...";AT 21,1;"PULSA UNA TECLA PARA CONTINUAR": GO SUB 5060: PAUSE 0

3053 FOR a=2 TO 21: PRINT AT a,0; PAPER 0; INK 0; BRIGHT 0;" ": NEXT a

3054 PRINT INK 6; BRIGHT 1;AT 2,10;"INDICACCIONES";AT 5,0;"Este laberinto se rige por unas normas especiales, ""NO TURNING LEFT"", es decir "" SIN GIRO A LA IZQUIERDA "". Solo podras seguir de frente o girar a la derecha. Para dar mas opcion al jugador, se permite el giro hacia la iz-quierda solamente para deshacer el giro previo a la derecha si aun no hemos avanzado."

3055 PRINT INK 6; BRIGHT 1;AT 15,0;"Dentro de las mazmorras encontraras dragones que te impiden el paso,tesoros que haran mas facil el camino, puertas y pasadizos secretos... recuerda tus pasos!"''" PULSA UNA TECLA PARA CONTINUAR": PAUSE 0

3056 FOR a=2 TO 21: PRINT AT a,0; PAPER 0; INK 0; BRIGHT 0;" ": NEXT a

3057 PRINT INK 6; BRIGHT 1;AT 4,0;"Para moverte en la entrada a la mazmorra usa Q-A-O-P"''"Para moverte en el laberinto usa"''" P-Giro a la derecha O-Deshacer el giro a la derecha Space-Avanzar R-Reiniciar el nivel"''"Recuerda,puedes quedar bloqueado si escoges el camino erroneo"''''" PULSA UNA TECLA PARA CONTINUAR": PAUSE 0

3058 FOR a=2 TO 21: PRINT AT a,0; PAPER 0; INK 0; BRIGHT 0;" ": NEXT a

3059 PRINT INK 6; BRIGHT 1;AT 2,0;" Atraviesa las mazmorras y sal del castillo para poder seguir tu mision"'"solo cuentas con tu baculo para defenderte, asi que las luchas seran feroces, descubre tesoros, tal vez encuentres algo util."'"Por fin encuentras la entrada al castillo, esquivas al guardia y te adentras en ella....": PRINT INK 6; BRIGHT 1;AT 21,1;"PULSA UNA TECLA PARA CONTINUAR": GO SUB 5080: PAUSE 0

3060 FOR a=0 TO 21: PRINT AT a,0; PAPER 0; INK 0; BRIGHT 0;" ": NEXT a: RETURN

3070 FOR a=0 TO 21: PRINT AT a,0; PAPER 0; INK 0;" ": NEXT a

3071 PRINT INK 6; BRIGHT 1;AT 0,5;"\*EL TESORO DEL DRAGON\*";AT 2,0;"Bien hecho !, Te ha faltado pocopero has evitado morir aplastado, desciendes las escaleras y llegas al primer laberinto....."'"Debes recoger todos los tesoros y eliminar a todos los dragones antes de encontrar la puerta de salida, o quedaras encerrado.. para siempre...";AT 21,1;"PULSA UNA TECLA PARA CONTINUAR": GO SUB 5095: PAUSE 0

3075 FOR a=0 TO 200: NEXT a: PAUSE 0: FOR a=0 TO 21: PRINT AT a,0; PAPER 0; INK 0; BRIGHT 0;" ": NEXT a: RETURN

5000 POKE 23606,151: POKE 23607,247

5020 POKE 23606,40: POKE 23607,251: RETURN

5030 POKE 23606,151: POKE 23607,244

5040 BRIGHT 1: PRINT PAPER 0; INK 7;AT 13,10;" !""#$%&'()\*+,";AT 14,10; INK 4;"-";AT 14,11; INK 7;"./012345678";AT 14,22; INK 4;"9";AT 15,10; INK 7;":;\#199";AT 15,14; INK 6;">?\@AB";AT 15,19; INK 7;"CDEF";AT 16,10;"GHIJKLMNOPQRS";AT 17,10;"TUVW";AT 17,14; INK 1;"XYZ[\\]^\_";AT 17,22; INK 7;"\`";AT 18,10; INK 1;"abcdefghijklm";AT 19,10;"nopqrstuvwxyz"

5050 POKE 23606,40: POKE 23607,251: RETURN

5060 POKE 23606,151: POKE 23607,241: BRIGHT 1: PRINT PAPER 1; INK 0;AT 13,10;" !""#$%&'()\*+,";AT 14,10;"-./0123456789": PRINT PAPER 0; INK 1;AT 15,10;":;\#199>?\@ABCDEF";AT 16,10;"GHIJKLMNOPQRS";AT 17,10;"TU": PRINT INK 6;AT 17,12;"VWX"; INK 1;"YZ[\\]^\_\`";AT 18,10;"abcdefghijklm";AT 19,10;"nopqrstuvwxyz"

5070 POKE 23606,40: POKE 23607,251: RETURN

5080 POKE 23606,151: POKE 23607,247

5085 BRIGHT 1: PRINT PAPER 0; INK 2;AT 13,10;" !""#$%&'()\*+,";AT 14,10;"-./0": PRINT PAPER 2; INK 5;AT 14,14;"1": PRINT PAPER 0; INK 5;AT 14,15;"23": PRINT PAPER 0; INK 2;AT 14,17;"456789";AT 15,10;":;\#199>?\@ABCDEF";AT 16,10;"GHIJKLMNOPQRS";AT 17,10;"TUVWX": PRINT PAPER 0; INK 7;AT 17,15;"YZ": PRINT PAPER 0; INK 2;AT 17,17;"[\\]^\_\`";AT 18,10;"abcde": PRINT PAPER 0; INK 7;AT 18,15;"fgh": PRINT PAPER 0; INK 2;AT 18,18;"ijklm";AT 19,10;"nopqr": PRINT PAPER 0; INK 7;AT 19,15;"stu": PRINT PAPER 0; INK 2;AT 19,18;"vwxyz"

5090 POKE 23606,40: POKE 23607,251: RETURN

5095 POKE 23606,151: POKE 23607,238: BRIGHT 1: PRINT PAPER 0; INK av;AT 13,10;" !""#$%&'()\*+,";AT 14,10;"-./0123456789";AT 15,10;":;\#199>?\@ABCDEF";AT 16,10;"GHIJKLMNOPQRS";AT 17,10;"TUVWXYZ[\\]^\_\`";AT 18,10;"abcdefghijklm";AT 19,10;"nopqrstuvwxyz"

5100 POKE 23606,40: POKE 23607,251: RETURN

5110 POKE 23606,151: POKE 23607,235: BRIGHT 1: PRINT PAPER 0; INK 7;AT 13,10;" !""#$%&'()\*+,";AT 14,10;"-./0123456789";AT 15,10;":;\#199>?\@ABCDEF";AT 16,10;"GHIJKLMNOPQRS";AT 17,10;"TUVWXYZ[\\]^\_\`";AT 18,10;"abcdefghijklm";AT 19,10;"nopqrstuvwxyz"

5115 POKE 23606,40: POKE 23607,251: RETURN

5120 POKE 23606,151: POKE 23607,244

5125 BRIGHT 1: PRINT PAPER 0; INK 7;AT 14,13;"12345";AT 15,13; INK 6;">?\@AB";AT 16,13; INK 7;"KLMNO"

5130 POKE 23606,40: POKE 23607,251: RETURN

9999 POKE 23606,0: POKE 23607,60



Fuente usada, Paws numero 8.