

# きょうりゅうゲームをつくろう CC BY <http://fukuno.jig.jp/>

```
1 LED1
2 LED0
3 10 LED 1:WAIT 30
20 LED 0:WAIT 30
30 GOTO 10
RUN
ESC
4 10 LED 1:WAIT 3
20 LED 0:WAIT 3
30 GOTO 10
RUN
5 SAVE
BTN+BOOT
6 15 IF BTN() END
LIST
7 LED 0
LET N,1
LED N
LET N,0
LED N
8 10 LED N
20 LET N,1-N
30 WAIT 3
40 GOTO 10
9 15 IF BTN() GOTO 50
50 IF N=0 ?"HAZURE"
60 IF N=1 ?"ATARI"
10 30 WAIT 1
11 SAVE
5 IF BTN() CONT
12 NEW
LIST
CLS
LC 30,10:? "*"
LC 20,10:? "*"
LC 20,5:? "*"
13 CLS
10 LET X,31
20 LC X,15:? "*"
30 LET X,X-1
40 WAIT 10
50 GOTO 20
RUN
14 45 CLS
RUN
15 25 LC 0,15:? "%"
RUN
16 22 LET M,BTN()
25 LC 0,15-M:? "%"
RUN
17 27 IF X=0 LET X,31
18 26 IF X=0 IF M=0 GOTO 60
60 ?"GAME OVER"
19 70 PLAY "GC"
20 15 PLAY "CDEFG"
21 LIST15
15 PLAY "$CDEFGAB"
22 70 PLAY "G8C2"
23 ALT+C
LIST 25
25 LC 0,15:? "@""
ALT+0
ALT+V
```

```

24 FOR I=1 TO 8:?"POKE 224*8+";I-1;","^00000000":NEXT
1 POKE 224*8+0,`00000000
2 POKE 224*8+1,`00001011
3 POKE 224*8+2,`00001111
4 POKE 224*8+3,`00001100
5 POKE 224*8+4,`00001111
6 POKE 224*8+5,`10011100
7 POKE 224*8+6,`01111100
8 POKE 224*8+7,`00010010

INS
1 POKE 224*8+0,`00000110
2 POKE 224*8+1,`00001011
3 POKE 224*8+2,`00001111
4 POKE 224*8+3,`00001100
5 POKE 224*8+4,`00001111
6 POKE 224*8+5,`10011100
7 POKE 224*8+6,`01111100
8 POKE 224*8+7,`00010010

INS
25 9 END
?CHR$(224)
ALT+0
RUN
26 LIST 25
25 LC 0,15:?CHR$(224)
9
LIST
RUN
27 40 WAIT 3
28 9 IF BTN() CONT
BTN+BOOT
29 12 LET S,0
27 IF X=0 LET X,31:LET S,S+1
35 LC 5,8:?SCORE:;S
30 11 LET Y,0
30 LC X,15-Y:?"*"
36 IF X=0 IF M=Y GOTO 60
27 IF X=0 LET X,31:LET S,S+1:LET Y,RND(2)

```

## きょうりゅうゲーム（さいしゅうばん）

```

1 POKE 224*8+0,`00000110
2 POKE 224*8+1,`00001011
3 POKE 224*8+2,`00001111
4 POKE 224*8+3,`00001100
5 POKE 224*8+4,`00001111
6 POKE 224*8+5,`10011100
7 POKE 224*8+6,`01111100
8 POKE 224*8+7,`00010010
9 IF BTN() CONT
10 LET X,31
11 LET Y,0
12 LET S,0
15 LC 0,15:?"%"
20 LC X,15-Y:?"*"
22 LET M,BTN()
25 LC 0,15-M:?"%"
26 IF X=0 IF M=Y GOTO 60
27 IF X=0 LET X,31:LET S,S+1:LET Y,RND(2)
30 LET X,X-1
40 WAIT 3
45 CLS
47 LC 5,8:?SCORE:;S
50 GOTO 20
60 ?"GAME OVER"

```