

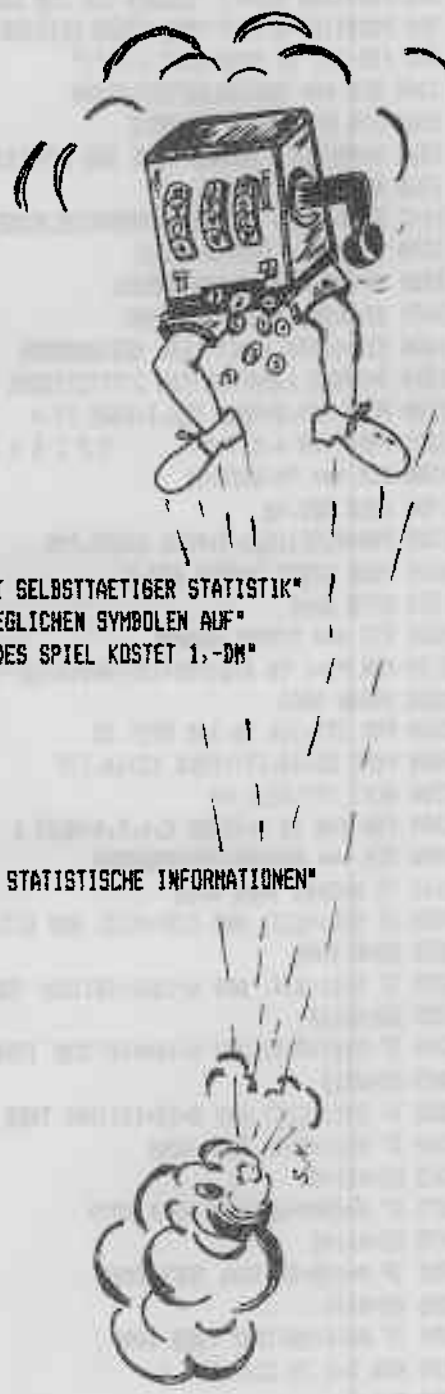


**DOKTOR A.TARI**

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10 REM *** SPIELAUTOMAT-HAUPTPROGRAMM
40 REM * TITELBILD
50 ? "":? "":GRAPHICS 40:COLOR 1
60 POKE 82,0:POKE 710,0:POKE 712,52:POKE 752,1:PRINT
70 POSITION 0,20:? "          S P I E L A U T O M A T
80 POSITION 0,21:? "          (C) 1982"
90 POSITION 0,22:? "          Von Ulrich Hillhagen"
100 POSITION 0,23:? "          Kaemmererufer 10, 2000 Hamburg 60 "
110 FOR X=1 TO 319 STEP 2:PLOT X,159:BRAND 160,60:NEXT X
120 FOR T=1 TO 1000:NEXT T
190 REM * SPIELERLAEUTERUNG
200 ? "":? "":GRAPHICS 0
210 POKE 82,0:POKE 752,1
220 SETCOLOR 2,10,2:SETCOLOR 4,10,2
230 POSITION 0,0:? "          ERLAEUTERUNG DES SPIELABLAUFES
240 ? :? "BEI DIESEM SPIEL SEHEN SIE EINEN SPIEL- AUTOMATEN MIT SELBSTAETIGER STATISTIK"
250 ? :? "ES TAUCHEN JEWEILS VIER GEWINNSYMBOLE VON SECHS MOEGELICHEN SYMBOLEN AUF"
260 ? :? "SIE BEGINNEN MIT EINEM SPIELBUDGET VON 100,-DM. JEDES SPIEL KOSTET 1,-DM"
270 ? :? "DAS SPIEL SELBST LAEUF T AB WIE FOLGT:"
280 ? "1.) ABBUCHUNG DES EINSATZES"
290 ? "2.) SPIELZAEHLER-ANZEIGE MINUS 1 SPIEL"
300 ? "3.) MISCHEN DER GEWINNSYMBOLE (TON!)"
310 ? "4.) BERUECKSICHTIGUNG DES GEWINNES"
320 ? "5.) NEUES SPIEL, D.H. EINSATZABBUCHUNG"
330 ? :? "AUF DEM BILDSCHIRM ERHALTEN SIE DANN          NOCH WEITERE STATISTISCHE INFORMATIONEN"
340 ? :? "FUER DIE GEWINNLISTE START DRUECKEN"
350 IF PEEK(53279)<>6 THEN 350
360 ? " "
400 SETCOLOR 2,3,2:SETCOLOR 4,3,2
410 POSITION 0,0:? "          G E W I N N L I S T E
420 ? "Sie haben folgende Gewinnmoeglichkeiten"
430 ? :? "SPIELZAEHLER=5Z=5000 GEWINN= 10000,-DM"
440 ? :? "SYMBOL(1)=S(2)=S(3)=S(4) GEW=1- 100,-DM"
450 ? :? "S(1)=S(4) UND SZ=1000 GEW=1-1000,-DM"
460 ? :? "S(1)=S(4) UND SZ=100 GEW=1- 100,-DM"
470 ? :? "S(1)=S(4) UND SZ=10 GEW=1- 10,-DM"
480 ? :? "S(1)=S(4)          GEWINN= 2,-DM"
490 ? :? "SPIELZAEHLER=1000 GEWINN= 100,-DM"
500 ? :? "SPIELZAEHLER=100 GEWINN= 10,-DM"
510 ? :? "SPIELZAEHLER=10 GEWINN= 1,-DM"
520 ? :? "FUER SPIELBEGINN BITTE START DRUECKEN "
530 IF PEEK(53279)<>6 THEN 530
540 ? "":? " "

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550 GRAPHICS 0:POKE 752,1
560 POSITION 0,8:?"DAS SPIEL LAEFT VON NUN AN AUTOMATISCH"
570 POSITION 0,10:?"OHNE DAS SIE ETWAS EINZUTIPPEN BRAUCHEN"
580 POSITION 0,14:?"LASSEN SIE DEN COMPUTER ALSO RUHIG AUCH"
590 POSITION 0,16:?"MAL ETWAS LEISTEN UND SEHEN SIE NUR ZU!"
600 FOR T=1 TO 2000:NEXT T:?"]"
1000 REM *** VARIABLENFESTLEGUNG
1010 DIM S(6):REM * SYMBOLE
1020 B=99:REM * BUDGET FUER DEN SPIELEINSATZ
1030 N=0:REM * SPIELE
1040 GW=0:REM * GEWINN-WAHRSCHEINLICHKEIT
1050 Y=0:REM * GEWINN-HOEHEN
1060 GA=0:REM * GEWINN-ANZAHL
1070 GS=0:REM * GEWINN-SUMME
1080 MGS=0:REM * MITTLERE GEWINNSUMME
1090 U=0:REM LANGFRISTIGE STATISTISCHE UEBERLEBENS-CHANCE
1100 POKE 710,0:POKE 752,1:POKE 77,0
1200 POSITION 0,0:?"      S P I E L A U T O M A T
1300 REM *** PM-GRAPHIC
1400 POKE 559,46
1500 PMB=PEEK(106)-8:POKE 54279,PMB
1600 POKE 53277,3:POKE 623,1
1800 GOTO 5000
2000 REM *** SYMBOLAUSWAHL
2100 FOR PM=1 TO 4:S(PM)=INT(RND(0)*6)+1
2200 GOSUB 8000
2300 FOR ITT=100 TO 240 STEP 35
2400 POKE 53764,ITT:POKE 53766,ITT
2500 NEXT ITT:NEXT PM
2600 FOR K=0 TO 3: SOUND K,0,0,0:NEXT K
3000 REM *** GEWINN-BEDINGUNGEN
3010 IF N=5000 THEN 4010
3020 IF S(1)=S(2) AND S(2)=S(3) AND S(3)=S(4) THEN 4020
3025 KN=N/1000
3030 IF S(1)=S(4) AND N=1000*INT(KN) THEN 4030
3035 KN=N/100
3040 IF S(1)=S(4) AND N=100*INT(KN) THEN 4040
3045 KN=N/10
3050 IF S(1)=S(4) AND N=10*INT(KN) THEN 4050
3060 IF S(1)=S(4) THEN 4060
3065 KN=N/1000
3070 IF N=1000*INT(KN) THEN 4070
3075 KN=N/100
3080 IF N=100*INT(KN) THEN 4080
3085 KN=N/10
3090 IF N=10*INT(KN) THEN 4090
3100 FOR T=1 TO 300:NEXT T
3200 B=B-1
3300 GOTO 5000
4000 REM *** GEWINN-HOEHEN UND GEWINNANZEIGE
4010 Y=10000:GOTO 4200
4020 Y=INT(RND(0)*100)+1:GOTO 4200
4030 Y=INT(RND(0)*1000)+1:GOTO 4200
4040 Y=INT(RND(0)*100)+1:GOTO 4200
4050 Y=INT(RND(0)*10)+1:GOTO 4200
4060 Y=2:GOTO 4200
4070 Y=100:GOTO 4200
4080 Y=10:GOTO 4200
4090 Y=1

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4200 B=B+Y:GA=GA+1:GS=GS+Y
4210 MGS=INT(100*(GS/GA)+0.5)/100
4220 GN=INT(10000*(GA/N)+0.5)/100
4230 U=INT(10*(MGS+GN)+0.5)/10
4240 POSITION 0,2:?"SPIEL-BUDGET = ";B;",-DM
4250 POSITION 0,4:?"SPIELE = ";N
4310 POSITION 0,6:?"GEWINN-WAHRSCHEINLICHKEIT = ";GN;" %
4320 POSITION 0,15:?"GEWINN FUER SPIEL ";N;" = ";Y;",-DM
4330 POSITION 0,17:?"ANZAHL DER GEWINNE = ";GA
4340 POSITION 0,19:?"GEWINN-SUMME = ";GS;",-DM
4350 POSITION 0,21:?"DURCHSCHN. GEWINN-SUMME = ";MGS;",-DM
4360 POSITION 0,23:?"LANGFR. UEBERLEBENSCHANCE=";U;" %
4400 FOR Z=1 TO 2
4410 FOR T=1 TO 15:SOUND 0,91,10,10:NEXT T
4420 FOR T=1 TO 5:SOUND 0,0,0,0:NEXT T
4430 FOR T=1 TO 15:SOUND 0,91,10,10:NEXT T
4440 FOR T=1 TO 5:SOUND 0,0,0,0:NEXT T
4450 FOR T=1 TO 15:SOUND 0,72,10,10:NEXT T
4460 FOR T=1 TO 5:SOUND 0,0,0,0:NEXT T
4470 FOR T=1 TO 20:SOUND 0,60,10,15:NEXT T
4480 FOR T=1 TO 100:SOUND 0,0,0,0:NEXT T
4490 NEXT Z:FOR T=1 TO 200:NEXT T
4500 B=B-1
5000 REM *** SPIELANZEIGE
5010 POKE 77,0
5020 N=N+1:GN=INT(10000*(GA/N)+0.5)/100
5025 IF GA=0 THEN 5100
5030 MGS=INT(100*(GS/GA)+0.5)/100
5040 U=INT(10*(MGS+GN)+0.5)/10
5100 POSITION 0,2:?"SPIEL-BUDGET = ";B;",-DM
5120 POSITION 0,4:?"SPIELE = ";N;"
5130 POSITION 0,6:?"GEWINN-WAHRSCHEINLICHKEIT = ";GN;" %
5140 POSITION 0,23:?"LANGFR. UEBERLEBENSCHANCE=";U;" %
5400 IF B=0 THEN 6000
5500 BOTO 7000
6000 REM *** VERLOREN
6100 ? "}:FOR T=1 TO 25:NEXT T
6110 ? "}:FOR T=1 TO 25:NEXT T
6120 ? "}:FOR T=1 TO 50:NEXT T
6190 POSITION 0,0:?" SPIELE N D E !
6200 POSITION 0,2:?"SIE HABEN IHR GANZES GELD VERSPIELT !!!"
6210 POSITION 0,4:?"SIE HABEN INSGESAMT ";N;",-DM VERLOREN"
6220 POSITION 0,6:?"FUER EIN NEUES SPIEL START DRUECKEN
6230 POSITION 0,13:?"
6300 IF PEEK(53279)<>6 THEN 6300
6400 ? "}"
6500 GOSUB 9000
6600 GOTO 1020
7000 REM *** MISCHEN DER SYMBOLE
7010 REM * MISCHGERAEUSCH
7020 SOUND 0,0,0,0
7030 POKE 53768,B
7040 POKE 53761,230:POKE 53763,230
7050 POKE 53765,232:POKE 53767,232
7060 POKE 53760,255
7070 FOR I=254 TO 0 STEP -2
7080 POKE 53762,I:NEXT I
7090 POKE 53764,16:POKE 53766,16
7100 GOSUB 9000
7500 BOTO 2000

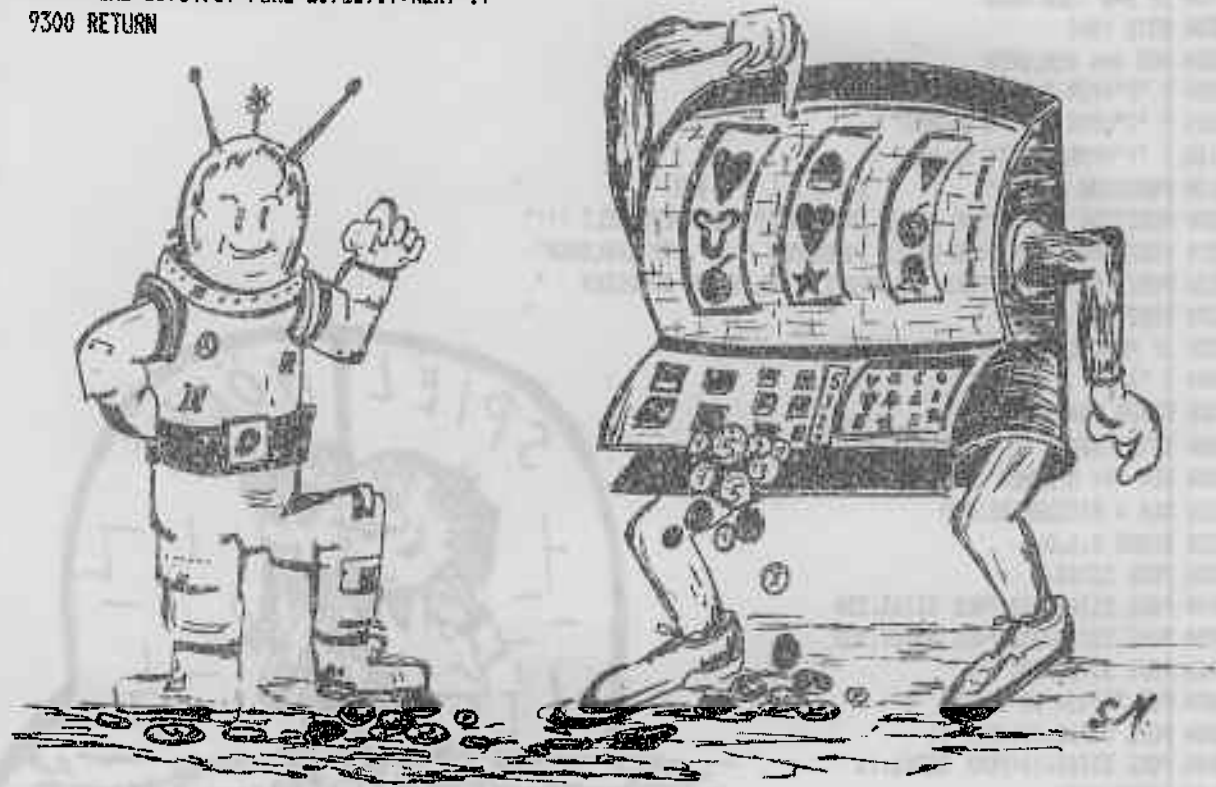
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8000 REM *** SYMBOL-DARSTELLUNG
8010 POKE 53247+PM,10+PM*40
8020 POKE 53255+PM,3
8030 J=PMB*256+512+((PM-1)*128)
8100 H=S(PM)+8500
8110 RESTORE H
8120 READ FARBE
8130 POKE 703+PM,FARBE
8140 FOR P=50 TO 80
8150 READ SYMBOL
8160 IF SYMBOL=999 THEN RETURN
8170 POKE J+P,SYMBOL
8180 NEXT P
8500 REM *** SYMBOL-DATA
8501 DATA 246,36,36,36,60,60,126,126,126,126,231,231,231,165,165,165,165,165,231,231,255,999
8502 DATA 54,129,129,129,90,90,90,36,36,36,126,126,126,36,36,36,90,90,90,129,129,129,999
8503 DATA 70,60,60,60,36,36,36,231,231,231,129,129,129,231,231,231,36,36,36,60,60,60,999
8504 DATA 118,4,4,4,4,4,36,36,36,52,52,52,62,62,190,255,255,255,255,254,126,999
8505 DATA 199,66,66,66,165,165,165,189,189,189,165,165,165,255,255,255,165,165,165,165,165,999
8506 DATA 234,24,24,24,36,36,36,36,36,219,219,219,36,36,36,36,36,24,24,24,999
9000 REM *** LOESCHEN DER SYMBOLE
9010 POKE 623,4
9020 FOR L=0 TO 384 STEP 128
9025 IF B=99 THEN 9035
9030 FOR P=50 TO 80:GOTO 9040
9035 FOR P=0 TO 80
9040 POKE (PEEK(106)-8)*256+512+L+P,0
9050 NEXT P
9060 NEXT L
9070 POKE 623,1
9080 IF B=0 THEN RETURN
9200 REM * MISCHGERAEUSCH
9210 FOR IT=16 TO 100
9220 POKE 53764,IT:POKE 53766,IT:NEXT IT
9300 RETURN

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10 REM **** PN-Bewegung in BASIC ****
20 REM *** Variablen ***
30 PMX=102:REM ** X-Position des Players **
40 SDMCTL=559:REM ** Schattenreg. des DMA-Control **
50 PMBASE=54279:REM ** Basisadresse der PM-Grafik **
60 RAMTOP=106:REM ** Adresse des Zeigers fuer hoechste RAM Adr. **
70 HPOSPO=53240:REM ** Reg. der X-Adresse des Players **
80 PCOLRO=704:REM ** Reg. des Farbwertes von Player **
90 GRACLT=53277:REM ** Adresse des Grafik-Control-Registers **
100 REM *** Player Initialisierung ***
110 GRAPHICS 0:REM ** Loesche Bildschirm **
120 A=PEEK(RAMTOP)-16:REM ** Errechne Adr. unter dem Bildspeicher **
130 POKE PMBASE,A:REM ** lese den Wert als Adresse der PM-Grafik fest **
140 PMY=256+A+1024:REM ** Bestimme die genaue Adr. des Speichers der PM-Grafik **
150 POKE SDMCTL,62:REM ** Erlaube PM-DMA in einzelner Aufloesung **
160 POKE GRACLT,3
170 POKE HPOSPO,PMX:REM ** Bestimme die genaue Position des Players 0 **
180 REM ** Loesche den Bereich von Player 0 **
190 FOR I=PMY TO PMY+255
200 POKE I,0
210 NEXT I
220 POKE PCOLRO,140:REM ** Bestimme die Farbe des Players **
230 PMY=PMY+76:REM ** Setze PMY auf die Anfangsadresse des Symbols **
240 REM ** Zeichne Playersymbol **
250 FOR I=0 TO 13
260 READ X
270 POKE PMY+I,X
280 NEXT I
290 A=STICK(0):REM ** Joystick wird abgefragt **
300 X=(ACB)-(ABS(A-10)<2):REM ** Berechnung, ob Horizontalbew. vorliegt **
310 Y=(ABS(A-9)=4)+(A=9)-(ABS(A-10)=4)-(A=10):REM ** Dto. fuer Vertikalbewegung **
320 REM ** Abfrage, ob Horizontale Grenze erreicht ist **
330 IF PMX+X=50 OR PMX+X=200 THEN 370
340 PMX=PMX+X:REM ** Veraendere Horizontale position des Players **
350 POKE HPOSPO,PMX:REM ** Bringe den neuen Wert in das entsprechende Resistor **
360 IF Y=0 THEN 290:REM ** Ist eine Vertikalbewegung vorhanden? **
370 REM ** Abfrage, ob eine vertikale Randposition erreicht ist **
380 IF PMY+Y=37900 OR PMY+Y=38120 THEN 290
390 IF Y=-1 THEN VREG1=PMY:VREG2=PMY+15:REM ** Bedingung der Routine fuer Bew. nach oben **
400 IF Y=+1 THEN VREG1=PMY+15:VREG2=PMY:REM ** Bedingung der Routine fuer Bew. nach unten **
410 REM *** Vertikale Verschiebung ***
420 FOR I=VREG1 TO VREG2 STEP -Y
430 VREG=PEEK(I):REM ** Lade eine Playerzeile **
440 POKE I+Y,VREG:REM ** Bringe den Wert eine Zeile hoeher (tiefer) **
450 NEXT I
460 POKE I+Y,0:REM ** Loesche letzte Zeile **
470 PMY=PMY+Y:REM ** Erhoehe (erniedrige) PMY um Y **
480 GOTO 290:REM ** Zurueck zum Anfang **
490 REM *** Bild-Daten des Players ***
500 DATA 24,24,60,60,126,126,255,255,126,126,60,60,24,24
510 REM
520 REM
530 REM *** In der naechsten INFO folgt ein ***
540 REM *** Programm in Assembler, zum Einbau ***
550 REM *** in eigene BASIC-Programme ***
560 REM
570 REM
580 REM *** Christian ***

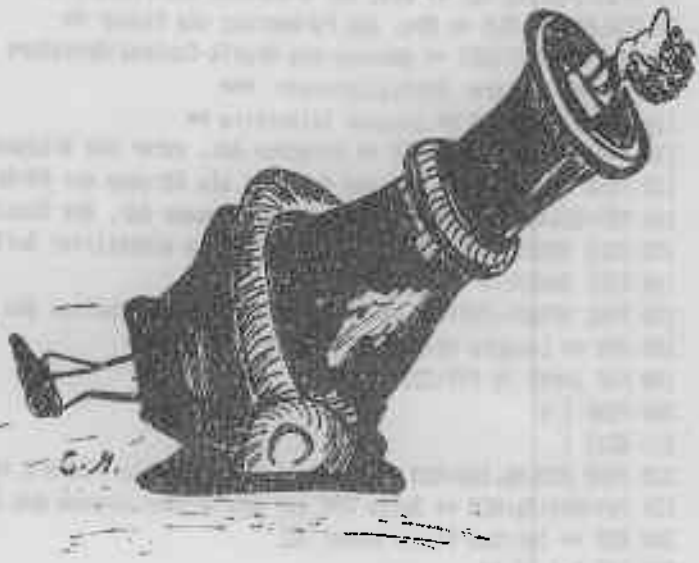
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1 REN **** KANDNEN ****
10 GRAPHICS 5:SETCOLOR 0,6,7
20 SETCOLOR 2,4,7:SETCOLOR 4,15,8
100 COLOR 1:PLOT 0,31:DRAWTO 2,39
102 PLOT 9,32:DRAWTO 2,39
104 PLOT 71,31:DRAWTO 79,39
106 PLOT 70,32:DRAWTO 77,39
110 X1=1:Y1=1
112 X=INT(RND(1)*25)+25
114 Y=INT(RND(1)*15)+3
119 PRINT
120 ? "Z=LINKS M=RECHTS"
122 ? "JEDE SEITE 20 SCHUSS"
150 PLOT 9,39:DRAWTO 31,39
152 PLOT 9,37:DRAWTO 31,37
154 PLOT 9,38:PLOT 31,38
166 PLOT 69,39:DRAWTO 47,39
162 PLOT 69,37:DRAWTO 47,37
164 PLOT 69,38:PLOT 47,38
170 LH=9:RH=69:LS=10:RS=60:T=32
172 COLOR 2:PLOT 31,31:DRAWTO 47,31
174 PLOT 31,33:DRAWTO 47,33
176 PLOT 31,32:PLOT 47,32
200 COLOR 3:GOSUB 900
202 P=PEEK(764):POKE 764,0
220 IF P<>23 THEN 250
221 SETCOLOR 4,7,8:IF LS>30 THEN 290
222 COLOR 2:PLOT 1,39:DRAWTO 40,0
223 GOSUB 850
224 PLOT LS,38:LS=LS+1
225 H=40-X-Y:IF (H>0) AND (H<4) THEN COLOR 3:PLOT LH,35:LH=LH+2:GOSUB 860
245 COLOR 4:PLOT 1,39:DRAWTO 40,0:GOTO 290
250 IF P<>37 THEN 290
251 SETCOLOR 4,7,8:IF RS<48 THEN 290
252 COLOR 2:PLOT 78,39:DRAWTO 39,0
253 GOSUB 850
254 PLOT RS,38:RS=RS-1
255 H=41-X+Y:IF (H>0) AND (H<4) THEN COLOR 3:PLOT RH,35:RH=RH-2:GOSUB 860
288 COLOR 4:PLOT 78,39:DRAWTO 39,0
290 IF (LS>30) AND (RS<48) THEN 800
296 IF T>45 THEN 800
300 COLOR 4:GOSUB 900
301 SETCOLOR 4,15,8
302 IF (X>57) OR (X<22) THEN X1=-X1:FOR I=1 TO 15:SOUND 0,X+Y,10,7:NEXT I
305 IF (Y<1) OR (Y>20) THEN Y1=-Y1:T=T+0.5:FOR I=1 TO 15:SOUND 0,X+Y,10,7:NEXT I
307 X=X+X1:Y=Y+Y1
309 COLOR 3:PLOT T,32
320 IF T>45 THEN 800
330 SOUND 0,0,0,0
350 GOTO 200
599 GOTO 599
800 ? :? "RETURN FUER NEUES SPIEL"
810 P=PEEK(764):IF P=12 THEN RUN
815 SOUND 0,RND(1)*250,10,7
820 GOTO 810
850 FOR I=X TO X+10:SOUND 0,I,10,11
852 NEXT I:SOUND 0,0,0,0:RETURN
860 SETCOLOR 4,3,9:FOR J=10 TO 190
864 SOUND 0,J,12,9:NEXT J
868 COLOR 4:GOSUB 900
870 X=INT(RND(1)*25)+25
872 Y=INT(RND(1)*15)+5
878 RETURN
900 PLOT X+1,Y:PLOT X+2,Y+1:PLOT X,Y+1
904 PLOT X+1,Y+2:PLOT X+1,Y+1:RETURN

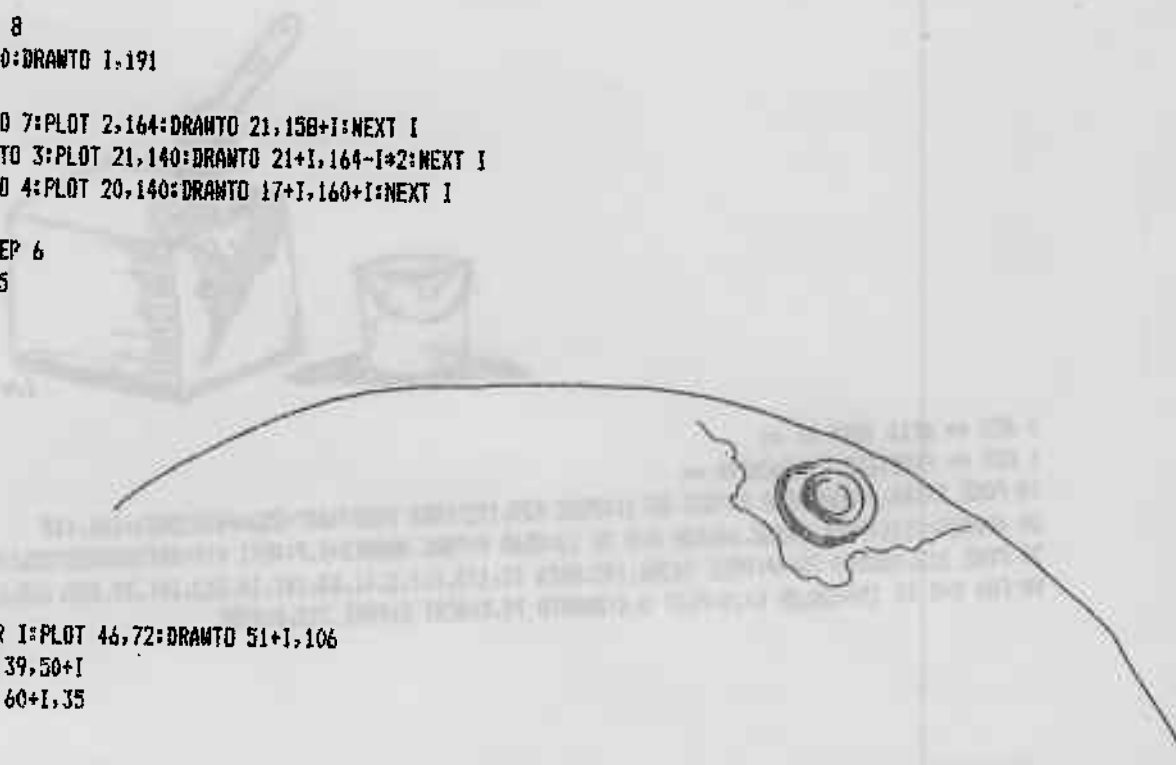
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0 REM ** GTIA TEST 9: **
1 REM ** 3-D MOND LANDSCHAFT **
10 R=16:X=0:C=15
20 GRAPHICS 9:SETCOLOR 4,13,0
30 FOR I=130 TO 191
40 COLOR C
50 PLOT 0,I:DRAWTO 79,I
60 X=X+1:IF X=4 THEN X=0:C=C-1
70 NEXT I
80 FOR I=0 TO 79 STEP 8
90 COLOR 3:PLOT 59,130:DRAWTO 1,191
100 NEXT I
110 COLOR 1:FOR I=0 TO 7:PLOT 2,164:DRAWTO 21,158+I:NEXT I
120 COLOR 15:FOR I=0 TO 3:PLOT 21,140:DRAWTO 21+I,164-I*2:NEXT I
130 COLOR 4:FOR I=0 TO 4:PLOT 20,140:DRAWTO 17+I,160+I:NEXT I
140 FOR Z=1 TO 15
150 FOR I=0 TO 360 STEP 6
160 X=0.25*R*COS(I)+35
170 Y=R*SIN(I)+50
180 COLOR Z
190 PLOT X,Y
200 PLOT X+10,Y+17
210 PLOT X+30,Y-20
220 PLOT X-2,Y+12
230 PLOT X+21,Y+70
240 NEXT I
250 R=R-1
260 NEXT Z
270 FOR I=2 TO 4:COLOR I:PLOT 46,72:DRAWTO 51+I,106
280 PLOT 43,62:DRAWTO 39,50+I
290 PLOT 47,62:DRAWTO 60+I,35
300 NEXT I
310 GOTO 310

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0 REM ** GTIA TEST 10: **
1 REM ** FARBKREUZ **
10 A=1:R=26
20 DIM X(360),Y(360)
30 GRAPHICS 11:SETCOLOR 4,0,12:DEG
40 FOR I=0 TO 15
50 COLOR I
60 PLOT 31+I,0:DRAWTO 31+I,191
70 PLOT 0,86+I:DRAWTO 79,86+I
80 NEXT I
90 FOR I=0 TO 360 STEP 2
100 X(I)=R*COS(I)+34
110 Y(I)=R*SIN(I)+95
120 NEXT I
130 FOR I=0 TO 360 STEP 2
140 COLOR A
150 PLOT X(I)+A,Y(I)+A
160 NEXT I
170 A=A+1
180 IF A=16 THEN 200
190 GOTO 130
200 GOTO 200

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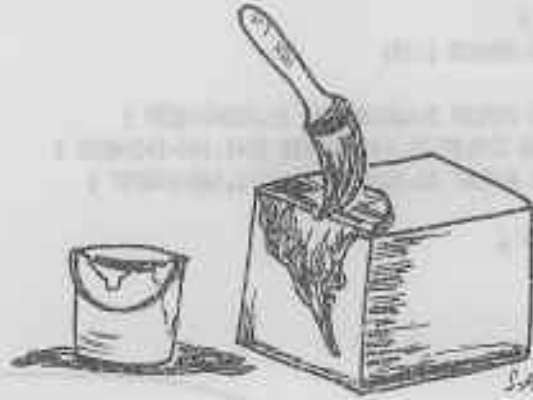




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40 REM ** GTIA TEST 5: **
1 REM ** FARBIGER KASTEN **
10 GRAPHICS 10:FOR I=705 TO 712:POKE I,PEEK(53770):NEXT I:FOR I=1 TO 31 STEP 1:C=C+1-9*(C=8)
20 POKE 704+C,PEEK(20):FOR J=0 TO 31 STEP 1:COLOR INT(RND(1)*15)+1:K=I+J:J3=J*3:K3=K*3:J8=J*8:J71=71-J
30 PLOT K+7,J3:DRAWTO K+7,191-J3:PLOT 72-K,J3:DRAWTO 72-K,191-J3:FOR H=3 TO 1 STEP -1
40 PLOT JB,191+H-K3:DRAWTO J71,191+H-K3:PLOT JB,K3-H:DRAWTO J71,K3-H:NEXT H:NEXT J:NEXT I:POKE 77,0:GOTO 10

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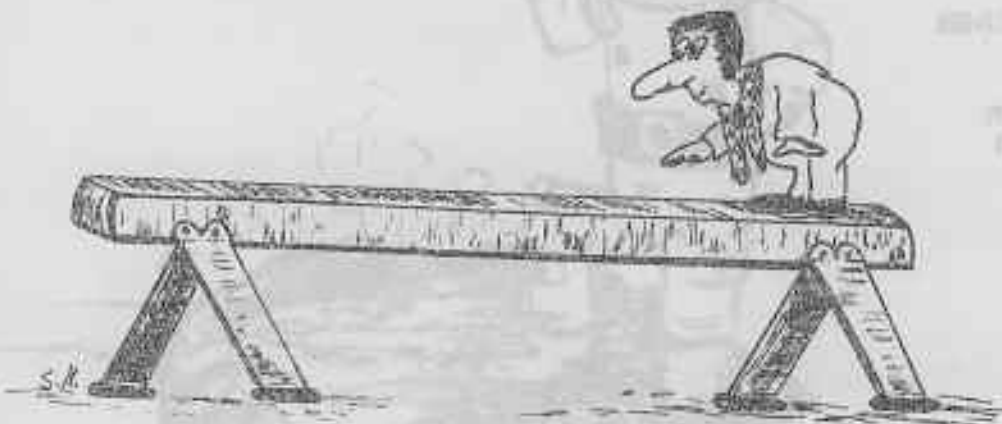
0 REM ** GTIA TEST 7: **
1 REM ** FARBIGER BILDSCHIRM **
10 POKE 54286,0:GRAPHICS 8:POKE 87,11:POKE 623,192:POKE PEEK(560)+256*PEEK(561)+156,143
20 ADDRESS=1536:POKE 54286,64:FOR K=0 TO 18:READ P:POKE ADDRESS+K,P:NEXT K:P=INT(ADDRESS/256):POKE 513,P
30 POKE 512,ADDRESS-256*P:POKE 54286,192:DATA 72,173,111,2,41,63,141,10,212,141,27,208,169,0,141,26,208,104,64
40 FOR K=0 TO 159:COLOR K/10:PLOT 0,K:DRAWTO 79,K:NEXT K:POKE 712,6:STOP

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0 REM ** GTIA TEST 8: *
1 REM ** 3-D BALKEN **
10 GRAPHICS 9:REM GRAPHICS MODE 9 (16 SHADES OF ONE COLOR)
20 SETCOLOR 4,6,0
30 FOR I=0 TO 75:REM SET UP VARIABLE FOR BOTH COLOR (SHADE) AND POSITION
40 COLOR I:REM PLOT FROM UPPER LEFT CORNER
50 PLOT I,I+1
60 DRAWTO I,191-I:REM DRAWTO LOWER LEFT CORNER
70 NEXT I:REM NEXT SHADE AND NEXT LINE
80 GOTO 80:REM HOLD SCREEN

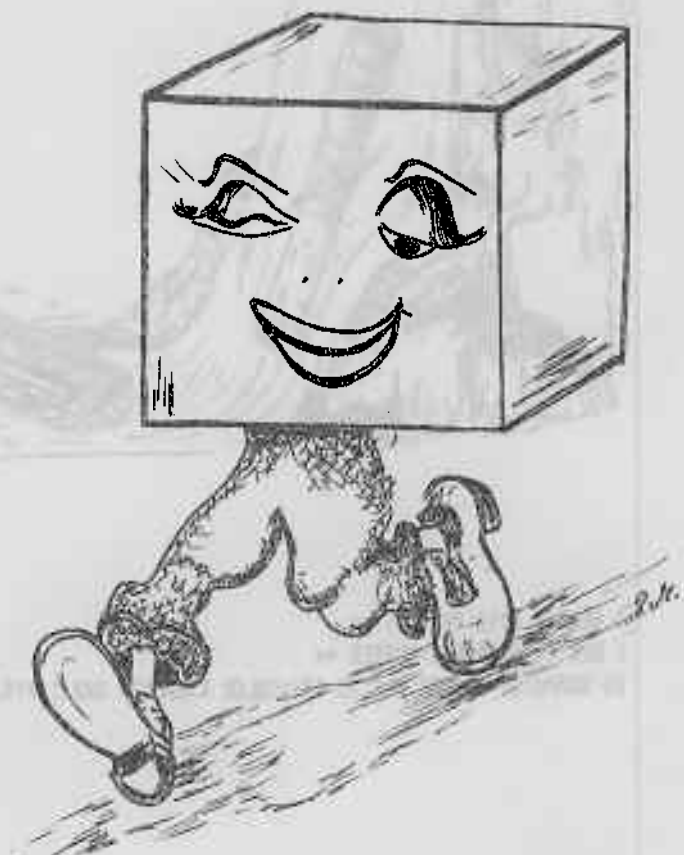
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0 REM ** BEWEGLICHER KASTEN **
1190 DIM XSTEP(20),YSTEP(20)
1200 SETCOLOR 0,2,8
1210 COLOR 1
1220 GRAPHICS (7+16)
1230 X=80
1240 Y=40
1290 XSTEP(5)=1:YSTEP(5)=1
1300 XSTEP(6)=1:YSTEP(6)=-1
1310 XSTEP(7)=1:YSTEP(7)=0
1320 XSTEP(9)=-1:YSTEP(9)=1
1330 XSTEP(10)=-1:YSTEP(10)=-1
1340 XSTEP(11)=-1:YSTEP(11)=0
1350 XSTEP(13)=0:YSTEP(13)=1
1360 XSTEP(14)=0:YSTEP(14)=-1
1370 XSTEP(15)=0:YSTEP(15)=0
1375 GOTO 1500
1410 SOUND 0,0,0,0
1470 IF STRIG(0)=0 THEN 1200
1480 S=STICK(0)
1490 IF S=15 THEN 1470
1540 COLOR 0
1550 GOSUB 1990
1580 COLOR 1
1620 X=X+XSTEP(S)*5:Y=Y+YSTEP(S)*5
1630 TRAP 1870
1650 PLOT X,Y
1660 GOSUB 1990
1670 GOTO 1470
1870 X=X-XSTEP(S)*5:Y=Y-YSTEP(S)*5
1880 GRAPHICS (7+16):COLOR 1
1900 FOR I=15 TO 0 STEP -1
1910 FOR J=1 TO 3
1920 NEXT J
1930 SOUND 0,136,10,1
1940 NEXT I
1950 GOTO 1630
1955 STOP
1990 DRAWTO X+10,Y
2000 DRAWTO X+10,Y+10
2010 DRAWTO X,Y+10
2020 DRAWTO X,Y
2030 RETURN
2040 END

```



```

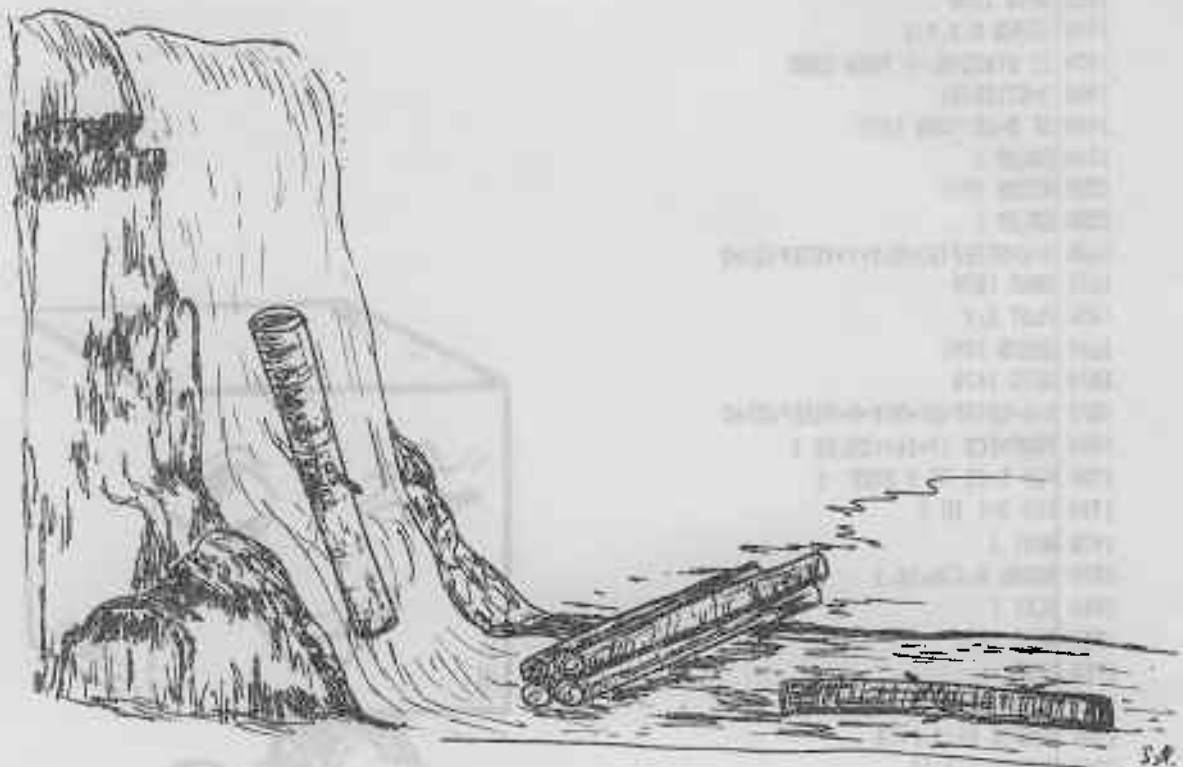
1 REM ** BTIA TEST 1: **
2 REM ** BAREN DIE SICH **
3 REM ** IN DER FARBE **
4 REM ** VERAENDERN. **
10 GRAPHICS 9:FOR K=1 TO 10 STEP 2:FOR J=0 TO 15:COLOR J:PLOT 0,K*16+J+1:DRAWTO 79,K*16+J+1
20 PLOT 0,K*16-J:DRAWTO 79,K*16-J:NEXT J:NEXT K
30 FOR K=1 TO 255 STEP 16:POKE 712,K:FOR J=1 TO 500:NEXT J:NEXT K:GOTO 30

```

```

0 REM ** BTIA TEST 2: **
1 REM ** SCHIMMERNDE BALKEN **
10 GRAPHICS 10:FOR K=705 TO 712:POKE K,12:NEXT K:FOR K=0 TO 79:COLOR (K+4)/10:PLOT K,0:DRAWTO K,191:NEXT K
20 FOR K=704 TO 712:FOR J=1 TO 300:POKE K,PEEK(20):NEXT J:NEXT K:GOTO 20

```



```

0 REM ** BTIA TEST 3: **
1 REM ** BIZARRES MUSTER **
10 GRAPHICS 11:FOR K=1 TO 124:COLOR K:DRAWTO RND(1)*79,RND(1)*191:NEXT K:GOTO 10

```

```

0 REM *** SPITZE ***
1 ? " 1 oder X Spieler":INPUT PP:DIM A(199):G3=PP
2 ? "S-STUFE(4-10) ":INPUT WQ
3 GRAPHICS 8:SETCOLOR 2,0,0
4 CGLOR 1
5 E=0:L=5
6 D=20
7 IF S>2 THEN 9
8 F=16:IF WQ<7 THEN F=28
9 FOR T=1 TO (310/(2*WQ))
10 IF PP=0 THEN DD=DB+1:A=A(DD):GOTO 12
11 A=INT(RND(0)*B0):DB=DD+1:A(DD)=A
12 TRAP 20
13 IF E-A>20 OR E-A<-20 THEN 10
14 IF A<=1 THEN 10
15 R=R+1
16 IF R=1 THEN PLOT L,A:QW=A:GOTO 20
17 PLOT L-WQ,E
20 DRAWTO L,A:DRAWTO L+WQ,A
21 IF R=1 THEN PLOT L,A-1:QW=A:GOTO 24
22 PLOT L-WQ,E-1
23 DRAWTO L,A-1:DRAWTO L+WQ,A-1
24 TRAP 30
25 IF R=1 THEN PLOT L,A+D:GOTO 30
26 PLOT L-WQ,E+D
27 DRAWTO L,A+D:DRAWTO L+WQ,A+D
28 IF R=1 THEN PLOT L,A+D+1:GOTO 33
29 PLOT L-WQ,E+D+1
30 DRAWTO L,A+D+1:DRAWTO L+WQ,A+D+1
31 E=A
32 L=L+2*WQ
33 NEXT T
34 FOR T=1 TO QW+10
35 TRAP 70
36 COLOR 0:PLOT 2,T-1
37 COLOR 1:PLOT 2,T
38 NEXT T
39 V=T
40 TRAP 40000
41 IF STRIG(0)=1 THEN 90:GOTO 95
42 S=1:M=3
43 M=M+S:IF M=310 THEN 1000
44 IF STICK(0)=14 THEN V=V-1
45 IF STICK(0)=13 THEN V=V+1
46 IF STRIG(0)=0 THEN S=0.5
47 IF STRIG(0)=1 THEN S=1
48 D9=D9+1:PLOT M,V:TRAP 5000
49 LOCATE M+1,V,J1:LOCATE M,V+1,J2:LOCATE M,V-1,J3:TRAP 196
50 LOCATE M+2,V,J4:LOCATE M,V+2,J5:LOCATE M,V-2,J6
51 SOUND 0,0,0,0
52 IF J1=1 AND J4=1 OR J2=1 AND J5=1 OR J3=1 AND J6=1 THEN SOUND 0,10,10,10:TH=TH+1
53 ? D9,TH,1000-D9-TH*4,KLD+1
54 GOTO 100
5500 ? "SPITZE":KLD=1000-D9-TH*4
5601 IF PP>1 THEN PP=0
5702 IF STRIG(0)=0 THEN A=0:R=0:M=0:J1=0:J2=0:J3=0:J4=0:V=0:DD=0:TH=0:D9=0:GOTO 5010
5803 GOTO 5001
5910 G3=G3-1:IF G3=0 THEN RUN
6011 GOTO 3
6000 ST=0.5:RETURN
7000 ST=1:RETURN

```



S.N.

```

0 REM ***** E N E M Y *****
10 CLR
15 DIM P$(20),HS$(20),DP(12),DS(12)
20 GRAPHICS 5
30 SETCOLOR 2,0,0:POKE 708,255:SETCOLOR 1,7,8
35 POKE 752,1
40 ? "NAME ":INPUT P$
50 FOR X=1 TO 12:DP(X)=0:DS(X)=1:COLOR 2:PLOT 0,X*3:NEXT X:SC=0:GP=18
100 ? "PLAYER UP : "P$;" * SCORE : "SC:?" ? "HIGH SCORE : "HS;" BY : "HS$;
120 IF STRIG(0)=0 THEN 2000
130 GOSUB 1000:GOTO 120
1000 S=STICK(0):IF S=15 THEN 1500
1010 IF S=10 OR S=14 OR S=6 THEN 1100
1020 IF S=9 OR S=13 OR S=5 THEN 1200
1030 GOTO 1500
1100 GP=GP-3:IF GP<3 THEN GP=3:GOTO 1500
1150 GOSUB 1300:COLOR 0:PLOT 79,GP+3:GOTO 1500
1200 GP=GP+3:IF GP>36 THEN GP=36:GOTO 1500
1250 GOSUB 1300:COLOR 0:PLOT 79,GP-3:GOTO 1500
1300 SOUND 0,0,0,14:SOUND 0,0,0,0:RETURN
1500 COLOR 1:PLOT 79,GP
1510 D=INT(12*RND(0))+1:IF D=8/3 THEN 1510
1520 DP(D)=DP(D)+DS(D):IF DP(D)>78 THEN 3000
1530 COLOR 0:PLOT DP(D)-DS(D),D*3
1540 COLOR 2:PLOT DP(D),D*3
1550 RETURN
2000 GOSUB 2600:Q=GP:FOR X=76 TO 1 STEP -2
2010 LOCATE X,Q,Z
2015 SOUND 0,X,8,10
2020 IF Z>0 OR X<DP(Q/3) THEN 2500
2030 COLOR 0:PLOT X+2,Q:COLOR 1:PLOT X,Q:GOSUB 1000:NEXT X
2500 SC=SC+DP(Q/3)*DS(Q/3)
2505 SOUND 0,0,50,14:FOR Z=1 TO 10:NEXT Z:SOUND 0,0,0,0
2510 COLOR 0:PLOT X+2,Q:PLOT DP(Q/3),Q
2520 NP(Q/3)=0:DS(Q/3)=DS(Q/3)+1
2530 IF DS(Q/3)=7 THEN DS(Q/3)=6
2540 COLOR 2:PLOT 0,Q:GOTO 100
2600 SOUND 0,150,10,10:FOR Z=1 TO 10:NEXT Z:SOUND 0,0,0,0:RETURN
3000 COLOR 0:PLOT DP(D)-DS(D),D*3:COLOR 2:PLOT 79,D*3
3001 ? "P$;" "DU BIST BESIEGT"
3005 ? "ENDPUNKTESTAND: "SC
3010 ? "IST DORT NOCH EIN ANDERER (1=Y/0=N)":INPUT Z:IF NOT Z THEN END
3020 IF SC>HS THEN HS=SC:HS$=P$
4000 GOTO 20

```





```

0 REM ** PUFF LIED **
1 GRAPHICS 0
4 GRAPHICS 2+16:POSITION 4,4: ? #6:"PUFF":POSITION 1,7: ? #6:"DER MAGISCHE " : ? #6:" DRACHE"
5 X=1:A=1
10 A=A+1
15 RESTORE
17 REM ? A
18 IF A=5 THEN 400
20 READ B,C,D,E
25 IF E=-1 THEN GOTO 10
30 SOUND 0,B,10,10: SOUND 1,C,10,4: SOUND 2,D,10,4: SOUND 3,E,10,6: GOSUB 2000
75 IF X=INT(X/2) THEN GOSUB 100
77 IF X=3 THEN X=0
80 SOUND 0,0,0,0: SOUND 1,0,0,0: SOUND 2,0,0,0
90 GOTO 20
100 SOUND 3,0,0,0: RETURN
230 DATA 72,0,0,144,96,114,0,144,72,0,0,144,72,96,114,144,76,0,0,114,114,153,0,114,96,0,0,114,114,153,0,114
240 DATA 85,0,0,108,108,144,0,108,72,0,0,108,72,108,144,108,96,0,0,144,114,144,0,144,0,0,0,144,96,114,144,144
250 DATA 108,0,0,108,108,144,173,108,96,0,0,108,108,144,173,108,114,144,0,144,96,0,0,144,72,85,114,173,72,0,0,173
260 DATA 72,102,0,128,85,0,0,128,76,0,0,173,72,0,0,173,64,0,0,193,76,108,0,193,0,0,0,128,76,108,0,128
270 DATA 72,0,0,144,72,96,114,144,72,0,0,144,72,96,114,144,76,0,0,114,114,153,0,114,96,0,0,114,114,153,0,114
280 DATA 85,0,0,108,85,108,144,108,72,0,0,108,72,108,144,108,96,0,0,144,114,144,0,144,0,0,0,144,96,114,144,144
290 DATA 108,0,0,108,108,144,173,108,96,0,0,108,108,144,173,108,114,144,0,144,96,0,0,144,72,85,114,173,72,0,0,173
300 DATA 85,102,0,128,72,0,0,128,76,108,0,193,64,0,0,193,72,0,0,144,114,144,0,144,76,0,0,193,108,128,0,193
310 DATA 72,0,0,144,96,114,0,144,72,0,0,144,72,96,114,144,76,0,0,114,114,153,0,114,96,0,0,114,114,153,0,114
320 DATA 85,0,0,108,108,144,0,108,72,0,0,108,72,108,144,108,96,0,0,144,114,144,0,144,0,0,0,144,96,114,144,144
330 DATA 108,0,0,108,108,144,173,108,96,0,0,108,108,144,173,108,114,144,0,144,96,0,0,144,72,85,114,173,72,0,0,173
340 DATA 72,102,0,128,85,0,0,128,76,0,0,173,72,0,0,173,64,0,0,193,76,108,0,193,0,0,0,128,76,108,0,128
350 DATA 72,0,0,144,96,114,0,144,72,0,0,144,72,96,114,144,76,0,0,114,114,153,0,114,96,0,0,114,114,153,0,114
360 DATA 85,0,0,108,108,144,0,108,72,0,0,108,72,108,144,108,96,0,0,144,114,144,0,144,0,0,0,144,96,114,144,144
370 DATA 108,0,0,108,108,144,173,108,96,0,0,108,108,144,173,108,114,144,0,144,96,0,0,144,72,85,114,173,72,0,0,173
380 DATA 85,102,0,128,72,0,0,128,76,108,0,193,64,0,0,193,72,0,0,144,96,114,0,144,96,114,0,0,72,0,0,0,0,0,-1
400 READ B,C,D,E
405 IF E=-1 THEN 450
410 SOUND 0,B,10,10: SOUND 1,C,10,4: SOUND 2,D,10,4: SOUND 3,E,10,6: GOSUB 2000
420 SOUND 0,0,0,0: SOUND 1,0,0,0: SOUND 2,0,0,0: GOTO 400
430 READ B,C,D
435 IF D=-2 THEN 480
440 SOUND 0,B,10,8: SOUND 1,C,10,8: SOUND 2,D,10,8: GOSUB 2000
470 FOR T=1 TO 5: SOUND 1,0,0,0: SOUND 2,0,0,0: NEXT T: GOTO 450
480 READ C,D
483 IF D=-3 THEN 600
485 SOUND 0,72,10,8: SOUND 1,C,10,8: SOUND 2,D,10,8: GOSUB 2000
490 FOR T=1 TO 5: SOUND 1,0,0,0: SOUND 2,0,0,0: NEXT T
500 DATA 85,0,0,102,128,0,72,0,0,102,128,0,76,0,0,108,128,0,64,0,0,108,128,0,0,0,-2
510 DATA 0,0,96,114,0,0,96,114,96,114,0,-3
600 FOR T=1 TO 100: NEXT T: SOUND 0,0,0,0: END
2000 FOR T=1 TO 70: NEXT T: X=X+1: RETURN

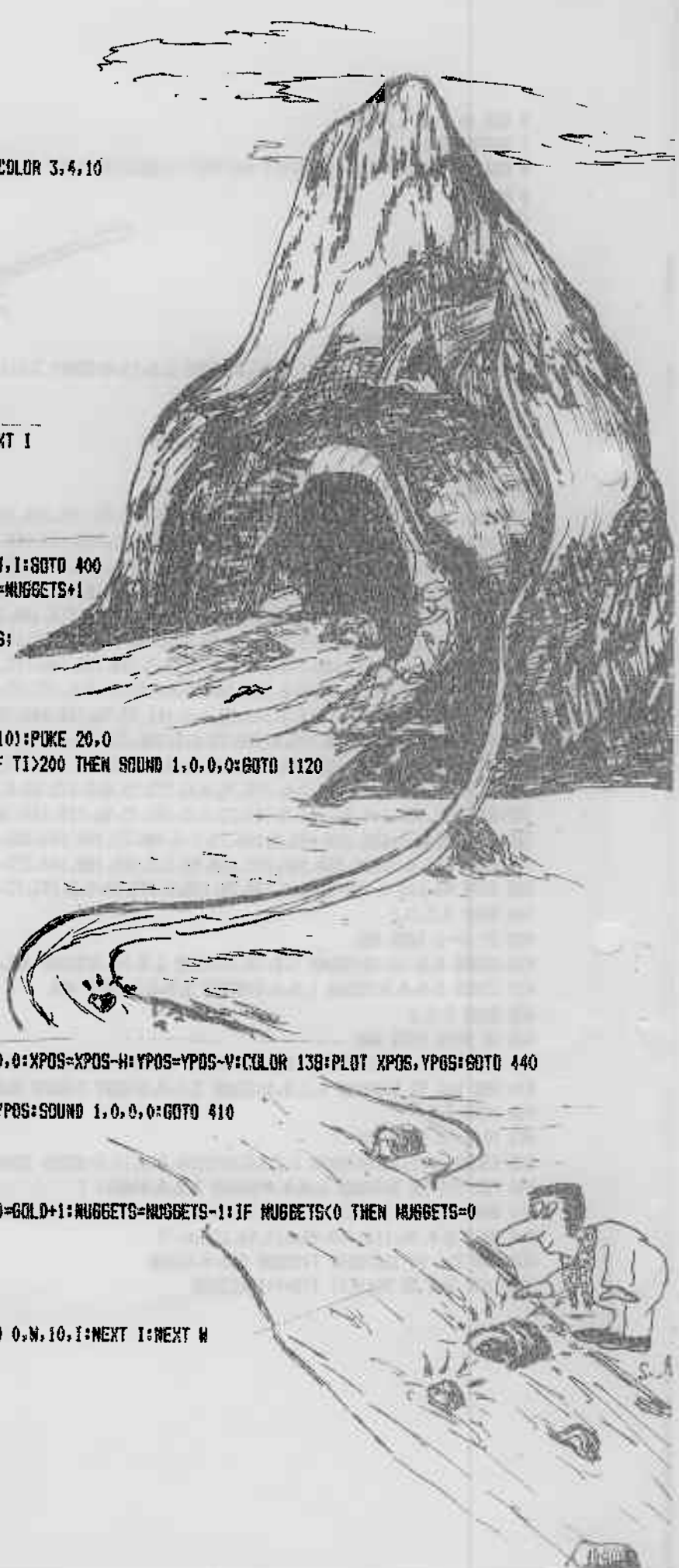
```



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130 DATA 56,56,16,56,84,16,40,68
140 DATA 170,85,170,85,170,85,170,85
150 DATA 0,28,60,110,126,82,28,0
160 DATA 129,66,36,24,24,36,66,129
170 DATA 128,64,32,16,8,4,2,1
180 DATA 1,2,4,8,16,32,64,128
190 DATA 16,16,124,16,16,16,56,124
200 DIM CHAR$(8),WHICH(5,2)
210 CHAR$="*+~<>?":MINER=5
220 GRAPHICS 1:16:SETCOLOR 4,6,4:SETCOLOR 0,1,10:SETCOLOR 3,4,10
230 ? #6:"GOLDRUSH!":SETCOLOR 2,3,0
240 POSITION 9,0:? #6:"please wait"
250 CHSET=(PEEK(106)-8)*256:CHORG=57344
260 IF PEEK(CHSET+9)<>0 THEN 340
270 FOR I=0 TO 511:POKE CHSET+I,PEEK(CHORG+I):NEXT I
280 FOR I=1 TO 7
290 CHPOS=CHSET+(ASC(CHAR$(I))-32)*8
300 FOR J=0 TO 7
310 READ A:POKE CHPOS+J,A
320 NEXT J:NEXT I
330 FOR I=32 TO 39:POKE CHSET+I,255-PEEK(CHORG+I):NEXT I
340 POKE 756,CHSET/256
350 POSITION 0,0:? #6:"HEM!5
360 NUGGETS=0
370 FOR I=1 TO 22:FOR J=0 TO 19
380 IF RND(0)>.4 THEN COLOR ASC(CHAR$(I))+128:PLOT J,I:GOTO 400
390 IF I>3 THEN COLOR ASC(CHAR$(I)):PLOT J,I:NUGGETS=NUGGETS+1
400 NEXT J:NEXT I
410 CHARGES=10:POSITION 9,23:? #6:"CHARGES!":CHARGES:
420 XPOS=11:YPOS=0:ENF=0:GOTO 590
430 REM MAIN LOOP
440 ST=STICK(0):TR=STRIG(0)
450 IF PEEK(20)>15 THEN POKE 709,(INT(16*RND(0))*16+10):POKE 20,0
460 IF ENF THEN SOUND 1,1,0,0:T=T*(T<8)+2:YI=TI+1:IF TI>200 THEN SOUND 1,0,0,0:GOTO 1120
470 IF 1-TR THEN IF ENF=0 THEN 820
480 IF ST=15 THEN 440
490 V=-(ST=14)*(YPOS>0)+(ST=13)*(YPOS<22)
500 H=-(ST=11)*(XPOS>0)+(ST=7)*(XPOS<19)
510 COLOR 32:PLOT XPOS,YPOS
520 XPOS=XPOS+H:YPOS=YPOS+V
530 LOCATE XPOS,YPOS,WHAT
540 IF WHAT=32 THEN 590
550 IF WHAT=ASC(CHAR$(3)) THEN GOSUB 640:GOTO 590
560 IF WHAT=ASC(CHAR$(7)) THEN GOSUB 760:GOTO 590
570 IF WHAT=4 THEN GOSUB 670:REM CASH IN!
580 SOUND 0,100,12,8:FOR W=1 TO 20:NEXT W:SOUND 0,0,0,0:XPOS=XPOS-H:YPOS=YPOS-V:COLOR 138:PLOT XPOS,YPOS:GOTO 440
590 COLOR 138:PLOT XPOS,YPOS
600 IF ENF AND YPOS=0 THEN ENF=0:COLOR 32:PLOT XPOS,YPOS:SOUND 1,0,0,0:GOTO 410
610 FOR W=8 TO 0 STEP -1:SOUND 0,W*5,12,W:NEXT W
620 GOTO 440
630 GOTO 630
640 FOR W=15 TO 0 STEP -1:SOUND 0,20,10,W:NEXT W:GOLD=GOLD+1:NUGGETS=NUGGETS-1:IF NUGGETS<0 THEN NUGGETS=0
650 POSITION 0,23:? #6:"sold ":GOLD:" ";
660 RETURN
670 REM CASH IN!
680 SOUND 2,4,10,4
690 FOR W=10 TO 5 STEP -1:FOR I=15 TO 0 STEP -1:SOUND 0,W,10,I:NEXT I:NEXT W
700 SOUND 2,0,0,0
710 CASH=CASH+GOLD*CHARGES:GOLD=0
720 GOSUB 650
730 POSITION 14,0:? #6:CASH
740 IF NUGGETS=0 THEN POP :GOTO 360
750 RETURN

```



```

19 B=3000:GOSUB B:GOTO 2000
10 DIM A(150),A1(366),A$(10),B$(12),C$(2),K$(20):OPEN #1,4,0,"K":K$="KALENDERPROGRAMM":KON1=2
30 GRAPHICS 2:GOSUB B:SETCOLOR 4,8,2:SETCOLOR 2,8,2:POSITION 2,3: ? #6:K$
100 TRAP 2000: ? "Fuer welches Jahr " : INPUT J
101 TRAP 104:JA=J: ? "Fuer welchen Monat (1-12) " : INPUT MON:IF MON<1 OR MON>12 THEN 101
103 GOTO 105
104 MON=1
105 POKE 752,1: ? "          AUSGABE AUF DEM          1.Bildschirm          2.Drucker"
106 GET #1,AU
107 TRAP 1700:IF AU=50 THEN LPRINT CHR$(14):" KALENDER FUER " :J:LPRINT :LPRINT :LPRINT ""
110 J1=J:IF J<100 THEN J=J+1900
120 M=1:B$="" :L=0:IF INT(J/4)<>J/4 THEN 150
130 IF INT(J/100)=J/100 THEN IF INT(J/400)<>J/400 THEN 150
140 B$="(Schaltjahr)":L=1
150 T=INT((J-1893)/4)
160 C=(J-1893+T)/7:C=INT((C-INT(C))*7+0,5)
165 RESTORE 1390:FOR I=1 TO 12:READ A:A(I)=A:NEXT I:A(2)=A(2)+L
170 FOR M=MON TO 12:RESTORE 1400:FOR I=1 TO M:READ A$:NEXT I
180 D=0:IF M=1 THEN 200
190 FOR I=1 TO M-1:D=D+A(I):NEXT I
200 D=(D+C)/7
205 D=INT((D-INT(D))*7+0,5)
210 IF D=0 THEN D=7
220 REM
230 T=0:FOR I=D-2 TO 0 STEP -1:T=T+1:A(T+2)=(-I):NEXT I
240 P=1:FOR J=D TO 7:A(J+12)=P:P=P+1:NEXT J
250 RESTORE 1420:M=0:IF AU=50 THEN 400
260 GRAPHICS 2+16:GOSUB B:SETCOLOR 4,8,2:FOR J=0 TO 19 STEP 3:READ B$:POSITION J,3: ? #6:B$:NEXT J
290 FOR I=4 TO 11
300 P=0:FOR J=0 TO 18 STEP 3
310 P=P+1:Q=A(P+12)+H*7
320 IF Q<=0 AND AU=50 THEN LPRINT CHR$(14):"          " :GOTO 370
330 IF Q<=0 OR Q>A(M) THEN 370
334 IF AU=50 AND Q<10 THEN LPRINT CHR$(14):" " :
335 IF AU=50 THEN LPRINT CHR$(14):Q: "          " :GOTO 370
340 POSITION J,1: ? #6:Q
370 NEXT J:M=M+1:IF AU=50 THEN LPRINT
375 NEXT I:IF AU=50 THEN NEXT M:RUN
380 TRAP 380: SOUND 0,20,10,15:GOSUB 1500:POSITION KON,1: ? #6:A$:SOUND 0,0,0,0:GET #1,K:GOSUB 1600:NEXT M:RUN
400 LPRINT CHR$(14):A$:LPRINT :LPRINT :FOR J=1 TO 7:READ C$:LPRINT CHR$(1):C$: "          " :NEXT J:LPRINT :GOTO 290
1390 DATA 31,28,31,30,31,30,31,31,30,31,30,31
1400 DATA JANUAR,FEBRUAR,MARZ,APRIL,MAI,JUNI,JULI,AUGUST,SEPTEMBER,OKTOBER,NOVEMBER,DEZEMBER
20 DATA so,MO,DI,MI,DO,FR,SA
1500 KON=LEN(A$):KON=INT((20-KON)/2):POSITION 8,0: ? #6:JA:RETURN
1600 IF K=155 THEN RUN
1601 RETURN
1700 GRAPHICS 0:GOSUB B:POKE 752,1: ? "":POKE 712,32:POKE 710,32
1701 POSITION 2,8: ? "BEACHTEN SIE BITTE DASS IHR DRUCKER": ? ? "RICHTIG ANGESCHLOSSEN IST!"
1705 POSITION 2,19: ? "DRUECKEN SIE DANN RETURN!"
1708 IF PEEK(764)<>12 THEN 1708
1709 POKE 764,255:GRAPHICS 2:GOSUB B:SETCOLOR 4,8,2:SETCOLOR 2,8,2:POSITION 2,3: ? #6:K$:GOTO 105
2000 GRAPHICS 0:GOSUB B:POKE 752,1: ? "":POKE 710,0
2010 POSITION 3,1: ? "***"
2011 POSITION 3,5: ? "ANMERKUNG:" :POSITION 2,7: ? "Wenn Sie einen Monat gesehen haben dann druecken Sie irgendeine Taste"
2012 ? : ? "Wenn Sie RETURN druecken startet das Prosrana wieder neu."
2013 POSITION 2,18: ? "Zum Programmstart RETURN druecken!"
2014 IF PEEK(764)<>12 THEN 2014
2015 POKE 764,255:IF KON1>1 THEN 30
2016 GOTO 10
3000 POKE 16,64:POKE 53774,64:POKE 580,0:RETURN :REM POKE 580,1
32000 FOR M=PEEK(130)+256*PEEK(131) TO PEEK(132)+256*PEEK(133):POKE M,155:NEXT M
32001 POKE PEEK(138)+256*PEEK(139)+2,0
32002 REM ZEILE 3000 RICHTEN!!! CSAVE

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Konn



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760 REM GET THE GOLD FROM DEAD MINER
770 FOR I=5 TO 1 STEP -1
780 IF WHICH(1,0)=XPOS AND WHICH(1,1)=YPOS THEN 800
790 NEXT I:RETURN
800 GOLD=GOLD+WHICH(1,2):GOSUB 650
810 RETURN
820 REM EXPLOSION
830 XP=XPOS+H:YP=YPOS+V:IF YP=0 THEN 440
840 RESTORE B50
850 DATA 0,0,-1,-1,1,1,-1,1,1,-1
860 FOR I=1 TO 9:READ A,B
870 IF XP+A=0 AND XP+A<=19 AND YP+B=1 AND YP+B<=22 THEN LOCATE XP+A,YP+B,ZZ:IF ZZ=45 THEN NUGGETS=NUGGETS-1
880 NEXT I:COLOR ASC(CHAR$(4))
890 IF XP>=0 AND XP<20 THEN PLOT XP,YP
900 COLOR ASC(CHAR$(5)):IF YP>2 AND XP>0 THEN PLOT XP-1,YP-1
910 IF YP<22 AND XP<19 THEN PLOT XP+1,YP+1
920 COLOR ASC(CHAR$(6)):IF YP>2 AND XP<19 THEN PLOT XP+1,YP-1
930 IF YP<22 AND XP>0 THEN PLOT XP-1,YP+1
940 DL=PEEK(560)+256*PEEK(561):SV=PEEK(712)
950 FOR W=15 TO 0 STEP -0.5:SOUND 0,50,0,W:SW=1-SW:POKE 712,SW*(4*16+W):POKE DL,112+SW:NEXT W
960 POKE DL,112:POKE 712,SV
970 COLOR 32:IF XP>=0 AND XP<19 THEN PLOT XP,YP
980 IF YP>2 AND XP>0 THEN PLOT XP-1,YP-1
990 IF YP<22 AND XP<19 THEN PLOT XP+1,YP+1
1000 IF YP>2 AND XP<19 THEN PLOT XP+1,YP-1
1010 IF YP<22 AND XP>0 THEN PLOT XP-1,YP+1
1020 COLOR 138:PLOT XPOS,YPOS
1030 FOR I=i TO 20
1040 RX=INT(20*RND(0)):RY=INT(22*RND(0)+1)
1050 LOCATE RX,RY-1,ZZ
1060 LOCATE RX,RY,Z:IF Z=32 AND ZZ=171 THEN COLOR 171:PLOT RX,RY
1070 IF Z=138 THEN 1130
1080 NEXT I
1090 CHARGES=CHARGES-1:POSITION 18,23:? #6:CHARGES:" ";
1100 IF CHARGES>0 THEN 440
1110 TI=0:ENF=1:POSITION 9,23:? #6:"get out  "?:GOTO 440
1120 REM DEAD MINER
1130 FOR I=14 TO 0 STEP -0.5:SETCOLOR 3,4,1:SOUND 0,1,10,1:NEXT I:RESTORE 1190
1140 READ A,W:IF A>0 THEN SOUND 0,4,10,8:FOR I=1 TO W*2:NEXT I
1150 IF A>0 THEN SOUND 0,0,0,0:FOR W=1 TO 5:NEXT W:GOTO 1140
1160 COLOR ASC(CHAR$(7)):PLOT XPOS,YPOS:WHICH(MINER,2)=GOLD:GOLD=0:GOSUB 650
1170 WHICH(MINER,0)=XPOS:WHICH(MINER,1)=YPOS:MINER=MINER-1:IF MINER=0 THEN 1210:REM GAME OVER
1180 POSITION 4,0:? #6:MINER:SETCOLOR 3,4,10:GOTO 410
1190 DATA 100,30,100,20,100,5,100,30,85,40,90,30,100,20,105,10,100,30
1200 DATA -1,0
1210 POSITION 0,0:? #6:"game over"
1220 POKE 709,PEEK(53770)
1230 IF PEEK(53279)<>6 THEN 1220
1240 RUN

```



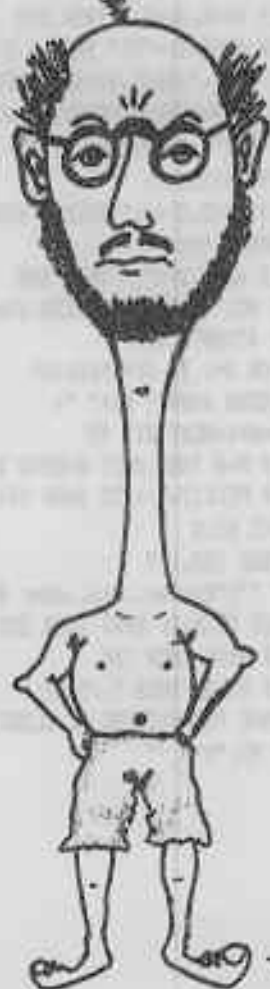
S.H.

```

10 REM *****
20 REM
30 REM MEMORY DUMP/DISASSEMBLER
35 REM
40 REM
70 GRAPHICS 0:POKE 752,1
80 ? CHR$(125);"      MEMORY DUMP  "? ? ? ?
90 ? "INITIALISIERUNG....."
100 DIM H$(17),A$(6),S$(6),M$(1536)
110 H$="0123456789ABCDEF"
120 S$="      "
150 OPEN #1,4,0,"K:"
160 FOR X=1 TO 1531 STEP 6
170 READ A$
175 IF A$(2,2)="*" THEN A$(2,4)="*?*"
180 N=LEN(A$):IF N<6 THEN A$(N+1)=S$
185 M$(X,X+5)=A$:NEXT X
200 ? CHR$(125);"      MEMORY DUMP  "? ? ? ?
201 ? "Gib Startadresse in Dezimalform ein,"
202 ? "oder HEX-Adresse mit '$' am Anfang.":?
203 POKE 752,0
204 INPUT A$:IF A$="" THEN 209
205 IF A$(1,1)="$" THEN 209
206 FOR X=1 TO LEN(A$)
207 IF A$(X,X)<"0" OR A$(X,X)>"9" THEN 200
208 NEXT X:A=INT(VAL(A$)/8)*8:GOTO 240
209 A=0:IF LEN(A$)<2 THEN 200
210 FOR X=2 TO LEN(A$)
211 IF A$(X,X)<"0" THEN 200
212 IF A$(X,X)<="9" THEN A=A*16+VAL(A$(X,X)):GOTO 220
215 IF A$(X,X)<"A" OR A$(X,X)>"F" THEN 200
218 A=A*16+ASC(A$(X,X))-55
220 NEXT X
240 ? :? "DISASSEMBLEN Ja oder Nein?":
242 GET #1,X:D=0:IF X=78 THEN 245
244 D=1:IF X<>74 THEN 240
245 ? CHR$(X)
250 ? :? "Ist Druckerausgabe gewünscht Ja..Nein":
252 CLOSE #2
255 P=0:GET #1,X
260 IF X=78 THEN OPEN #2,8,0,"E":GOTO 290
270 IF X<>74 THEN 250
280 P=1:OPEN #2,8,0,"P:"
290 IF P=0 THEN ? CHR$(125);:GOTO 300
295 ? "DRUECKE IRGEND EINE TASTE UM DRUCKER  ZU STOPPEN":? #2
300 IF D=1 THEN ? #2;"      OBJECT  DISSASSEMBLY  "
301 REM
302 IF D=0 THEN ? #2;"      MEMORY  DUMP  "? ? #2;"
305 ? #2;"      DEC/HEX  ";
310 ? #2
320 POKE 764,255
330 IF P=0 THEN FOR N=1 TO 20
340 IF A>65535 THEN A=A-65536
350 A$=STR$(A):L=LEN(A$)

```

DISASSEMBLER  
MORE THEN  
GIRLS



0 1 2 3 4 5 6 7 "? ? #2;" DEC/HEX ":GOTO 320



```

360 ? #2;S$(1,6-L);A$;" ";
370 Y=A:GOSUB 950
380 ? #2;" ";
400 IF D=0 THEN 600
410 V=PEEK(A)
411 GOSUB 1000: ? #2;" ";
415 A=A+1:X=(6*V)+1:A$=M$(X,X+5)
420 IF A$(1,1)="0" THEN ? #2;" ";A$(2,4):GOTO 630
430 IF A>65535 THEN A=A-65536
431 V=PEEK(A):GOSUB 1000
432 ? #2;" ";A=A+1
435 IF A$(1,1)="2" THEN 500
440 ? #2;" ";A$(2,4);" ";
445 IF A$(5,5)<>"R" THEN 470
450 IF V>127 THEN V=V-256
460 Y=A+V:GOSUB 900:GOTO 590
470 IF A$(5,5)="#" THEN ? #2;"#";:GOSUB 1000:GOTO 590
475 IF A$(6,6)=")" THEN ? #2;"(";
480 ? #2;"#";:GOSUB 1000
482 IF A$(5,5)=" " THEN 590
485 IF A$(5,6)="Y)" THEN ? #2;"),Y":GOTO 630
490 ? #2;" ";A$(5,6):GOTO 630
500 V1=V:V=PEEK(A):GOSUB 1000:A=A+1
510 ? #2;" ";A$(2,4);" ";
515 Y=V1+(256*V)
520 IF A$(5,5)=")" THEN ? #2;")":GOSUB 900: ? #2;")":GOTO 630
525 GOSUB 900
530 IF A$(5,5)=" " THEN 590
540 ? #2;" ";A$(5,5):GOTO 630
590 ? #2:GOTO 630
600 FOR X=1 TO 8:V=PEEK(A)
610 GOSUB 1000: ? #2;" ";
620 A=A+1:NEXT X: ? #2
630 IF P=0 THEN NEXT N:GOTO 700
640 IF PEEK(764)=255 THEN 340
650 GET #1,X
700 POKE 752,1: ?
705 ? #2;"Weiter..Neu..oder Stoppen ?";
710 GET #1,X:IF X=87 THEN 290
730 IF X=78 THEN 200
740 IF X>83 THEN ? : ? : ? " Falsche Eingabe": ? :GOTO 705
800 POKE 752,0:CLOSE #1:CLOSE #2: ? : ? " ENDE":END
900 ? #2;"#";

```

```

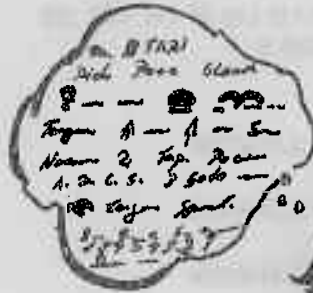
950 V=INT(Y/256):GOSUB 1000
960 V=Y-(V*256)
1000 H=INT(V/16):L=V-(H*16)
1010 ? #2:H$(H+1,H+1):H$(L+1,L+1);
1020 RETURN
9000 DATA OBRK,1ORAX),0*,0*,0*,1ORA,1ASL,0*
9010 DATA OPHP,1ORA#,0ASL,0*,0*,2ORA,2ASL,0*
9020 DATA 1BPLR,1ORAY),0*,0*,0*,1ORAX,1ASLX,0*
9030 DATA OCLC,2ORAY,0*,0*,0*,2ORAX,2ASLX,0*
9040 DATA 2JSR,1ANDX),0*,0*,1BIT,1AND,1ROL,0*
9050 DATA OPLP,1AND#,ORCL,0*,2BIT,2AND,2ROL,0*
9060 DATA 1BHIR,1ANDY),0*,0*,0*,1ANDX,1ROLX,0*
9070 DATA OSEC,2ANDY,0*,0*,0*,2ANDX,2ROLX,0*
9080 DATA ORTI,1EDRX),0*,0*,0*,1EOR,1LSR,0*
9090 DATA OPHA,1EDR#,OLSR,0*,2JMP,2EOR,2LSR,0*
9100 DATA 1BVC,1EDRY),0*,0*,0*,1EORX,1LSRX,0*
9110 DATA OCLI,2EDRY,0*,0*,0*,2EORX,2LSRX,0*
9120 DATA ORTS,1ADCX),0*,0*,0*,1ADC,1ROR,0*
9130 DATA OPLA,1ADC#,OROR,0*,2JMP),2ADC,2ROR,0*
9140 DATA 1BVS,1ADCY),0*,0*,0*,1ADCX,1RORX,0*
9150 DATA OSEI,2ADCY,0*,0*,0*,2ADCX,2RORX,0*
9160 DATA 0*,1STAX),0*,0*,1STY,1STA,1STX,0*
9170 DATA ODEY,0*,OTXA,0*,2STY,2STA,2STX,0*
9180 DATA 1BCCR,1STAY),0*,0*,1STYX,1STAX,1STXY,0*
9190 DATA OTYA,2STAY,OTXS,0*,0*,2STAX,0*,0*
9200 DATA 1LDY#,1LDAX),1LDX#,0*,1LDY,1LDA,1LDX,0*
9210 DATA OTAY,1LDA#,OTAX,0*,2LDY,2LDA,2LSX,0*
9220 DATA 1BCSR,1LDAY),0*,0*,1LDYX,1LDAX,1LDXY,0*
9230 DATA OCLV,2LDAY,OTSX,0*,2LDYX,2LDAX,2LDXY,0*
9240 DATA 1CPY#,1CMPX),0*,0*,1CPY,1CMP,1DEC,0*
9250 DATA OINV,1CMP#,ODEX,0*,2CPY,2CMP,2DEC,0*
9260 DATA 1BNER,1CMPY),0*,0*,0*,1CMPX,1DECX,0*
9270 DATA OCLD,2CMPY,0*,0*,0*,2CMPX,2DECX,0*
9280 DATA 1CPX#,1SBCX),0*,0*,1CPX,1SBC,1INC,0*
9290 DATA OINX,1SBC#,ONOP,0*,2CPX,2SBC,2INC,0*
9300 DATA 1BEOR,1SBCY),0*,0*,0*,1SBCX,1INCX,0*
9310 DATA OSED,2SBCY,0*,0*,0*,2SBCX,2INCX,0*

```

```

1 DIM A$(99)
2 DIM B$(99)
10 ? "J"
15 SETCOLOR 4,0,15:SETCOLOR 2,0,15:SETCOLOR 1,0,0
20 ? "ICH WAEHLE 4 ZAHLEN ZWISCHEN 0-5"
25 ?
30 ? "SIE SUCHEM MIT max.10 VERSUCHEN DIE "
40 ? "RICHTIGEN ZAHLEN & IHRE POSITIONEN"
41 ? "WICHTIG: keine DOPPELTEN ZAHLEN"
45 ?
50 ? "ICH GEBE je RICHTIGE ZAHL '#' ,je "
60 ? "RICHTIGE ZAHL und POSITION '*'"
70 ?
80 ? "BEISPIEL:"

```



```

90 ? " VERSUCH * TIP * ANTWORT"
100 ?
110 ? * 1 1-8-2-0 * * *
120 ? * 2 1-5-8-0 * *
130 ? * 3 1-2-3-0 RICHTIG"
135 ?
140 ? "LOESUNG: 1-2-3-0"
145 ?
146 ?
150 ? * FERTIG (RET.)":INPUT A$
160 A=INT(RND(0)*6):IF A=6 THEN 160
170 B=INT(RND(0)*6):IF B=6 THEN 170
180 C=INT(RND(0)*6):IF C=6 THEN 180
190 D=INT(RND(0)*6):IF D=6 THEN 190
200 IF A=B OR A=C OR A=D THEN 160
210 IF B=C OR B=D THEN 170
220 IF C=D THEN 190
225 GRAPHICS 1
226 ? * KEINE DOPPELTEN!!!"
227 ? * #=ZAHL RICHTIG"
228 ? * *=ZAHL & POSITION RICHTIG"
229 SETCOLOR 4,0,15:SETCOLOR 2,0,15
230 FOR R=0 TO 18 STEP 2
240 COLOR D1+16:PLOT 1,R:COLOR 26:PLOT 2,R
242 COLOR 13:PLOT 4,R:PLOT 6,R:PLOT 8,R
250 D1=D1+1:NEXT R
260 FOR R=0 TO 28 STEP 2
265 AA=AA+1
266 IF AA>10 THEN 5000
310 OPEN #2,4,0,"K:"
320 GET #2,W
325 GOSUB 1000
330 GET #2,X
335 GOSUB 1100
340 GET #2,Y
345 GOSUB 1200
350 GET #2,Z
355 GOSUB 1300
360 CLOSE #2

```



```

370 GOSUB 2000
380 L=INT(RND(0)*4):IF L=0 OR L=4 THEN 380
390 G=3000+10*L:GOSUB G
580 NEXT R
1000 M1=M-32
1010 COLOR M1:PLOT 3,R:RETURN
1100 X1=X-32
1110 COLOR X1:PLOT 5,R:RETURN
1200 Y1=Y-32
1210 COLOR Y1:PLOT 7,R:RETURN
1300 Z1=Z-32
1310 COLOR Z1:PLOT 9,R:RETURN
2000 M=M-40:X=X-40:Y=Y-40:Z=Z-40
2006 IF M=A THEN C1=10
2010 IF X=B THEN C2=10
2020 IF Y=C THEN C3=10
2030 IF Z=D THEN C4=10
2040 IF M=B OR M=C OR M=D THEN C1=3
2050 IF X=A OR X=C OR X=D THEN C2=3
2055 IF Y=A OR Y=D OR Y=C THEN C3=3
2060 IF Z=A OR Z=B OR Z=C THEN C4=3
2070 RETURN
3000 E1=C3:E2=C1:E3=C4:E4=C2:GOTO 3040
3010 E1=C3:E2=C1:E3=C4:E4=C2:GOTO 3040
3020 E1=C1:E2=C3:E3=C2:E4=C4:GOTO 3040
3030 E1=C4:E2=C2:E3=C1:E4=C3:GOTO 3040
3040 IF M=A AND X=B AND Y=C AND Z=D THEN 5000
3045 F=11
3050 COLOR E1:PLOT F,R:F=F+2
3055 IF E1=0 THEN F=F-2
3060 COLOR E2:PLOT F,R:F=F+2
3065 IF E2=0 THEN F=F-2
3070 COLOR E3:PLOT F,R:F=F+2
3075 IF E3=0 THEN F=F-2
3080 COLOR E4:PLOT F,R
3090 O=0:E1=0:E2=0:E3=0:E4=0
3092 C1=0:C2=0:C3=0:C4=0
3095 M=0:X=0:Y=0:Z=0
3100 RETURN
5000 GRAPHICS 0:SETCOLOR 2,3,10:SETCOLOR 1,0,0
5010 IF AA<=5 THEN 6000
5015 IF AA>10 THEN 5900
5020 IF AA>8 AND A<10 THEN 6500
5030 IF AA>10 THEN 5900
5100 ? :? :? " GEWONNEN !! "
5110 ? :? "SIE BENÖTIGTEN ";AA;" VERSUCHE. LOS, NOCH EINMAL !! ABER BESSER!!"
5500 GOTO 7000
5900 ? " SCHLECHT !!!"
5910 ? " LÖSUNG :";A;"-";B;"-";C;"-";D:GOTO 7000
6000 ? :? :?
6010 ? " SEHR GUT !!!!!!!!!!! "
6015 ? :? :?
6020 ? " SIE HABEN MIT NUR ";AA;" VERSUCHEN          GEWONNEN"
6100 FOR T=1 TO 5:FOR Y1=1 TO 40
6110 SOUND 0,Y1,10,10:FOR U=1 TO 5:NEXT U:NEXT Y1:NEXT T:SOUND 0,0,0,0
6490 GOTO 7000
6500 ? :? :? " GEWONNEN ? JA!! ABER WIE? SCHWACH"
6510 ? :? " SIE BRAUCHTEN ";AA;"VERSUCHE"
7000 ? :? :? " NOCH EINMAL (J/N)";:INPUT B$
7010 IF B$="J" THEN RUN
10000 END

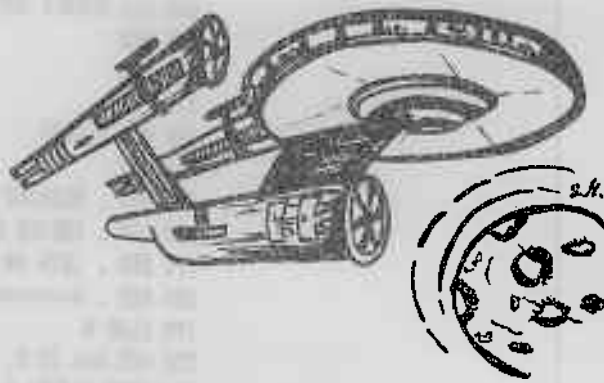
```



```

1 REM ORBIT SR.
2 REM
3 REM
4 REM
5 REM
10 REM
20 REM
30 REM
40 REM GO SET UP THE GAME
50 REM
60 GOTO 1000
70 REM
80 REM THE TIGHT DISPLAY LOOP
90 REM
100 TRAP 100:GOTO 120
110 PLOT X(I),Y(I)
120 RETURN
130 FOR EVER=1 TO 1 STEP 0
140 POKE 77,0
150 FOR I=1 TO T
160 FOR J=1 TO T
170 IF I<>J THEN X=X(J)-X(I):Y=Y(J)-Y(I):D2=X*X+Y*Y:G=6(J)/(D2*SQR(D2)):U(I)=U(I)+G*X:V(I)=V(I)+G*Y
180 NEXT J
190 NEXT I
200 FOR I=1 TO T
210 COLOR 3
220 GOSUB 110
230 Y(I)=Y(I)+V(I)
240 X(I)=X(I)+U(I)
250 COLOR 1
260 GOSUB 110
270 NEXT I
280 NEXT EVER
1000 REM
1010 REM SET UP GAME
1020 REM GET NUMBER OF OBJECTS
1030 REM
1040 PRINT "NUMBER OF OBJECTS:"
1050 INPUT T
1060 REM
1070 REM NOW SET UP MEMORY
1080 REM
1090 REM I=CURRENT OBJECT
1100 REM T= TOTAL OBJECTS
1110 REM G= PULL BETWEEN OBJECT I AND J
1120 REM
1130 REM G(I)= GRAVITY
1140 REM X(I)= HORIZONTAL POSITION
1150 REM Y(I)= VERTICAL POSITION
1160 REM U(I)= HORIZONTAL VELOCITY
1170 REM V(I)= VERTICAL VELOCITY
1180 REM
1190 DIM G(T),X(T),Y(T),U(T),V(T)
1200 REM
1210 REM GET VALUES FOR ALL OBJECTS
1220 REM
1230 FOR I=1 TO T
1240 PRINT "FOR ORBITING OBJECT ":I
1250 PRINT "GRAVITY=":INPUT A:G(I)=A
1260 PRINT "X-COORD=":INPUT A:X(I)=A
1270 PRINT "Y-COORD=":INPUT A:Y(I)=A
1280 PRINT "X SPEED=":INPUT A
1290 U(I)=A/100
1300 PRINT "Y SPEED=":INPUT A
1310 V(I)=A/10
1320 NEXT I
1330 REM
1340 REM DO FINAL SET UP AND GO DO IT
1350 REM
1360 TRAP 100
1370 GRAPHICS 23
1380 GOTO 130

```







```

1000 REM KARD
1005 REM . BY H. LUNKE
1010 REM
1020 REM . THIS PROGRAM MODIFIES THE
1030 REM . ETCH-A-SKETCH PROGRAM SO
1040 REM . THAT THE JOYSTICK IS USED
1045 REM . TO MOVE AROUND A BOX.
1050 REM
1060 REM . VARIABLES
1070 REM . *****
1080 REM . XSTEP()..ARRAY FOR X-AXIS
1090 REM . INCREMENTS
1100 REM . YSTEP()..ARRAY FOR Y-AXIS
1110 REM . INCREMENTS
1120 REM . X,Y.....X & Y COORDIN.
1130 REM . I,J.....INDEX VARIABLES
1140 REM . S.....VALUE RETURNED
1150 REM . BY STICK(0)
1160 REM
1170 REM . SET UP INITIAL CONDITIONS
1180 REM . *****
1190 DIM XSTEP(20),YSTEP(20)
1200 SETCOLOR 0,2,0
1210 COLOR 1
1220 GRAPHICS (7+16)
1230 X=80:REM ***STARTING X LOCATION
1240 Y=40:REM ***STARTING Y LOCATION
1250 REM
1260 REM . SETTING UP ARRAYS FOR X & Y
1270 REM . INCREMENTS. SUBSCRIPS
1275 REM . REFER TO JOYSTICK POSITIONS
1280 REM . *****
1290 XSTEP(5)=1:YSTEP(5)=1
1300 XSTEP(6)=1:YSTEP(6)=-1
1310 XSTEP(7)=1:YSTEP(7)=0
1320 XSTEP(9)=-1:YSTEP(9)=1
1330 XSTEP(10)=-1:YSTEP(10)=-1
1340 XSTEP(11)=-1:YSTEP(11)=0
1350 XSTEP(13)=0:YSTEP(13)=1
1360 XSTEP(14)=0:YSTEP(14)=-1
1370 XSTEP(15)=0:YSTEP(15)=0
1375 GOTO 1530
1380 REM
1390 REM . TO TURN WARNING BEEP OFF
1400 REM . *****
1410 SOUND 0,0,0,0
1420 REM
1430 REM . TESTING TRIGGER BUTTON. IF
1440 REM . BUTTON PUSHED STARTS OVER.
1460 REM . *****
1470 IF STRIG(0)=0 THEN 1200
1480 S=STICK(0)
1482 REM . FOLLOWING CAUSES A PAUSE SO
1484 REM . BOX STAYS ON SCREEN WHILE
1486 REM . WAITING TO MOVE IT
1488 REM . *****

```

```

1490 IF S=15 THEN 1470
1500 REM . ERASING BOX BY SETTING COLOR
1510 REM . TO BACKGRD COLOR AND DRAWING
1520 REM . BOX IN BACKGROUND COLOR,
1525 REM . THEN SET BACK TO BOX COLOR
1530 REM . *****
1540 COLOR 0:REM ***TRY TAKING OUT THIS
1544 REM . LINE AND LINE 1880
1545 REM . TO SEE HOW BOX IS
1546 REM . NOT ERASED.
1550 GOSUB 1990:REM ***TO DRAW BOX
1580 COLOR 1
1590 REM
1600 REM . DETERMINING INCREMENTS FOR X
1610 REM . & Y AND PLOTTING NEW POINTS
1612 REM . MULTIPLIES BY 5 TO SPEED UP
1614 REM . MOVEMENT OF BOX
1616 REM . *****
1620 X=X+XSTEP(S)*5:Y=Y+YSTEP(S)*5
1630 TRAP 1870:REM ***CHECKING OUT OF
1640 REM . BOUNDS ERROR
1650 PLOT X,Y
1660 GOSUB 1990:REM ***TO DRAW BOX
1670 GOTO 1470
1760 REM . THE FOLLOWING LINES ARE
1770 REM . EXECUTED IF TRY TO MOVE OUT
1780 REM . BOUNDS WHEN DRAWING ON THE
1790 REM . SCREEN. THE LAST POINT IS
1800 REM . MOVED BACK IN BOUNDS AND THE
1810 REM . WARNING SOUND IS ACTIVATED.
1820 REM . THE FOR-NEXT LOOPS ARE USED
1830 REM . TO DETERMINE LENGTH OF WARN-
1840 REM . ING BEEP (J) AND CAUSES IT
1850 REM . TO FADE IN INTENSITY (I)
1860 REM . *****
1870 X=X-XSTEP(S)*5:Y=Y-YSTEP(S)*5
1880 GRAPHICS (7+16):COLOR 1
1900 FOR I=15 TO 0 STEP -1
1910 FOR J=1 TO 3
1920 NEXT J
1930 SOUND 0,136,10,I
1940 NEXT I
1950 GOTO 1630
1955 STOP
1960 REM
1970 REM . SUBROUTINE FOR DRAWING BOX
1980 REM . *****
1990 DRAWTO X+10,Y
2000 DRAWTO X+10,Y+10
2010 DRAWTO X,Y+10
2020 DRAWTO X,Y
2030 RETURN
2040 END

```



```

1 REM DEMO
10 GRAPHICS 24:SETCOLOR 2,0,0:COLOR 1:PLOT 0,0
20 P=0:L=0:P1=319:L1=191
25 PS=1:LS=1:PIS=1:LIS=1
27 FOR COUNTER=1 TO 150
28 POKE 77,0
30 DRAWTO P1,L:DRAWTO P1,L1:DRAWTO P,L1:DRAWTO P,L
40 J=4:K=2
50 P=P+PS*K:L=L+LS*J:P1=P1-PIS*K:L1=L1-LIS*J
60 IF P>319 THEN P=319:PS=-1
70 IF P<0 THEN P=0:PS=1
80 IF L>191 THEN L=191:LS=-1
90 IF L<0 THEN L=0:LS=1
100 IF P1<0 THEN P1=0:PIS=-1
110 IF P1>319 THEN P1=319:PIS=1
120 IF L1<0 THEN L1=0:LIS=-1
130 IF L1>191 THEN L1=191:LIS=1
140 IF PTRIG(0)=0 THEN GRAPHICS 24:SETCOLOR 2,0,0:COLOR 1
150 FREQ=4.16667E-03*((ABS(P-P1))*(ABS(L-L1)))
160 SOUND 0,FREQ,10,15
170 PLOT P,L
200 NEXT COUNTER
210 GRAPHICS 24:SETCOLOR 2,0,0:COLOR 1
220 GOTO 27

```



```

1 REM SCROLLING
2 PRINT CHR$(125)::LIST
5 SETCOLOR 2,0,0
10 FOR X=0 TO 959 STEP 40
20 GOSUB 190
30 NEXT X
40 FOR X=959 TO 0 STEP -40
50 GOSUB 190
60 NEXT X
70 FOR X=0 TO 40
80 GOSUB 190
90 NEXT X
100 FOR X=40 TO 0 STEP -1
110 GOSUB 190
120 NEXT X
130 FOR X=0 TO 943 STEP 41
140 GOSUB 190
150 NEXT X
160 FOR X=943 TO 0 STEP -41
162 GOSUB 190
164 NEXT X
180 GOTO 10
190 A=X+40000
200 B=INT(A/256)
210 C=A-(B*256)
220 POKE 39972,C
230 POKE 39973,B
231 POKE 54286,PEEK(16)
232 FOR Q=0 TO 10:NEXT Q
250 RETURN

```

```

1 ? "STARTING ADDRESS =" : INPUT A
10 GRAPHICS 0:SETCOLOR 2,0,0:M=0
20 FOR W=A TO 65535
21 IF PEEK(84)=23 THEN GOSUB 1000
22 SETCOLOR 2,0,0
30 ? "ADDRESS ";W;" " :PEEK(W)
40 NEXT W:END
1000 OPEN #1,4,0,"K":SET #1,CH:CLOSE #1:IF CH=155 THEN GRAPHICS 0
1001 RETURN

```



```

1 GRAPHICS 2+16
2 ? #6:? #6:" STAR WARS THEME"
3 ? #6:? #6:" 96 H. LUNKE"
10 READ S,N0,N1,N2,N3
20 IF N0=-1 THEN STOP
30 SOUND 0,N0,10,4:SOUND 1,N1,10,4
35 SOUND 2,N2,10,4:SOUND 3,N3,10,4
40 FOR X=1 TO S*200:NEXT X:GOTO 10
100 DATA .3,108,0,0,0
101 DATA 0,0,0,0,0
102 DATA .3,108,0,0,0
104 DATA 0,0,0,0,0
105 DATA .2,108,0,0,0
110 DATA 1,81,108,128,162
111 DATA 1,81,108,128,173
114 DATA 1,53,64,81,193
116 DATA 1,53,64,81,217
120 DATA .3,60,81,96,243
122 DATA .3,64,81,96,243
124 DATA .2,72,81,96,243
125 DATA 1,40,53,64,128
128 DATA 1,40,53,64,144
129 DATA 1,53,64,81,162
140 DATA .3,60,81,96,243
141 DATA .3,64,81,96,243
144 DATA .2,72,81,96,243
145 DATA 1,40,53,64,128
148 DATA 1,40,53,64,144
149 DATA 1,53,64,81,162
160 DATA .3,60,72,91,182
161 DATA .3,64,72,91,182
164 DATA .3,60,72,91,182
165 DATA 2,72,85,108,217
168 DATA .6,108,0,0,0
169 DATA 0,0,0,0,0
172 DATA .3,108,0,0,0
173 DATA 0,0,0,0,0
180 DATA 1,81,108,128,162
181 DATA 1,81,108,128,173
184 DATA 1,53,64,81,193
185 DATA 1,53,64,81,217
190 DATA .3,60,81,96,243
191 DATA .3,64,81,96,243
194 DATA .2,72,81,96,243
196 DATA 1,40,53,64,128
198 DATA 1,40,53,64,144
199 DATA 1,40,53,64,162
210 DATA .3,60,81,96,243

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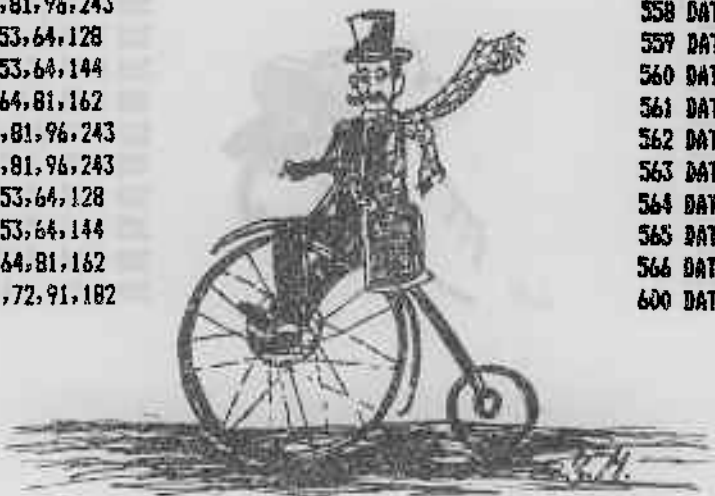
211 DATA .3,64,81,96,243
214 DATA .2,72,81,96,243
215 DATA 1,40,53,64,128
218 DATA 1,40,53,64,144
219 DATA 1,53,64,81,162
230 DATA .3,60,72,91,182
231 DATA .3,64,72,91,182
234 DATA .3,60,72,91,182
235 DATA 1,72,85,108,217
236 DATA .6,108,0,0,0
237 DATA 0,0,0,0,0
238 DATA .3,108,0,0,0
250 DATA 1,5,96,121,162,0
251 DATA 0,0,0,0,0
252 DATA .5,96,0,0,217
254 DATA .5,60,81,96,217
255 DATA .5,64,81,96,217
256 DATA .5,72,81,96,217
258 DATA .5,81,81,96,217
270 DATA .3,81,96,0,217
271 DATA .3,72,96,0,217
274 DATA .3,64,96,0,217
275 DATA 1,72,0,0,217
278 DATA .25,96,0,0,217
279 DATA 1,85,108,144,217
282 DATA .6,108,0,0,0
283 DATA 0,0,0,0,0
284 DATA .3,108,0,0,0
290 DATA 1,5,96,121,162,217
291 DATA 0,0,0,0,0
292 DATA .5,96,121,162,217
294 DATA .5,60,81,121,217
295 DATA .5,64,81,121,217
298 DATA .5,72,81,121,217
299 DATA .5,00,81,121,217
310 DATA .75,53,68,91,136
311 DATA .25,72,0,0,0
314 DATA 2,72,85,108,217
315 DATA .6,108,0,0,0
318 DATA 0,0,0,0,0
319 DATA .3,108,0,0,0
320 DATA 1,5,96,121,162,0
321 DATA 0,0,0,0,0
322 DATA .5,96,0,0,217
324 DATA .5,60,81,96,0
325 DATA .5,64,81,96,0
328 DATA .5,72,81,96,217
329 DATA .5,0,81,96,0

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340 DATA .3,81,96,121,217  
 341 DATA .3,72,96,121,0  
 344 DATA .3,64,96,121,0  
 345 DATA .6,72,96,121,217  
 348 DATA .3,0,96,0,0  
 349 DATA 1,85,0,0,0  
 352 DATA .6,53,0,0,217  
 353 DATA 0,0,0,0,0  
 354 DATA .3,53,0,0,0  
 360 DATA .6,40,50,60,81  
 361 DATA .3,45,60,81,128  
 364 DATA .6,50,60,81,243  
 365 DATA .3,53,0,81,217  
 368 DATA .6,60,0,81,204  
 369 DATA .3,68,0,0,108  
 372 DATA .6,72,0,0,162  
 373 DATA .3,81,0,0,144  
 380 DATA 1,53,0,0,0  
 381 DATA .1,72,85,121,217  
 384 DATA 0,0,0,0,0  
 385 DATA .1,72,85,121,217  
 386 DATA 0,0,0,0,0  
 387 DATA .1,72,85,121,217  
 388 DATA 0,0,0,0,0  
 389 DATA .5,72,85,121,217  
 390 DATA .3,0,0,108,0  
 391 DATA 0,0,0,0,0  
 392 DATA .3,0,0,108,0  
 393 DATA 0,0,0,0,0  
 394 DATA .3,0,0,108,0  
 395 DATA 0,0,0,0,0  
 400 DATA 1,81,108,128,162  
 401 DATA 1,81,108,128,173  
 404 DATA 1,53,64,81,193  
 405 DATA 1,53,64,81,217  
 410 DATA .3,60,81,96,243  
 411 DATA .3,64,81,96,243  
 414 DATA .2,72,81,96,243  
 415 DATA 1,40,53,64,128  
 418 DATA 1,40,53,64,144  
 419 DATA 1,53,64,81,162  
 430 DATA .3,60,81,96,243  
 431 DATA .3,64,81,96,243  
 435 DATA 1,40,53,64,128  
 438 DATA 1,40,53,64,144  
 439 DATA 1,53,64,81,162  
 450 DATA .3,60,72,91,182

451 DATA .3,64,72,91,182  
 454 DATA .3,60,72,91,182  
 455 DATA 2,72,85,108,217  
 456 DATA .6,108,0,0,0  
 457 DATA 0,0,0,0,0  
 458 DATA .3,108,0,0,0  
 462 DATA 0,0,0,0,0  
 470 DATA 1,81,108,128,162  
 471 DATA 1,81,108,128,173  
 474 DATA 1,53,64,81,193  
 475 DATA 1,53,64,81,217  
 480 DATA .3,60,81,96,243  
 481 DATA .3,64,81,96,243  
 484 DATA .2,72,81,96,243  
 485 DATA 1,40,53,64,128  
 488 DATA 1,40,53,64,144  
 489 DATA 1,53,64,81,162  
 500 DATA .3,60,81,96,243  
 501 DATA .3,64,81,96,243  
 504 DATA .2,72,81,96,243  
 505 DATA 1,40,53,64,128  
 508 DATA 1,40,53,64,144  
 509 DATA 1,53,64,81,162  
 520 DATA .3,60,72,91,182  
 521 DATA .3,64,72,91,182  
 524 DATA .3,60,72,91,182  
 525 DATA 2,72,85,108,217  
 528 DATA 1,53,108,217,0  
 530 DATA .5,0,0,0,217  
 540 DATA 1,40,53,64,162  
 542 DATA 1,40,53,64,173  
 544 DATA 1,40,53,64,193  
 546 DATA 1,40,53,64,217  
 550 DATA 1,40,53,64,243  
 552 DATA 1,40,53,64,217  
 554 DATA 1,40,53,64,193  
 556 DATA 1,40,53,64,173  
 558 DATA 1,40,53,64,162  
 559 DATA 0,0,0,0,0  
 560 DATA .1,40,53,64,162  
 561 DATA 0,0,0,0,0  
 562 DATA .1,40,53,64,162  
 563 DATA 0,0,0,0,0  
 564 DATA .1,40,53,64,162  
 565 DATA 0,0,0,0,0  
 566 DATA 1,7,40,53,64,162  
 600 DATA 0,-1,0,0,0



```

5 GOSUB 500
6 OPEN #1,4,0,"K":DIM A$(80)
20 ED=10
40 ED=ED-1:IF ED>0 THEN 45
41 GRAPHICS 17:GOSUB 500:SOUND 0,50,80,15
42 FOR C=1 TO 4:PRINT #6;"Z8-&'Y6FT$Z54637U000KJHNL]]]]C[[[?????:^^*#JNGZZ&GFDSKK":NEXT C
43 FOR TI=1 TO 1500:NEXT TI:SOUND 0,0,0,0
44 GRAPHICS 0:GOSUB 500:PRINT :FOR I=1 TO 5:PRINT "SYSTEM JUST RECOVERED FROM A CRASH":NEXT I:ED=10
45 A$="":PRINT :PRINT "READY"
47 TRAP 45
50 FOR I=1 TO 80:GET #1,A:IF A=155 THEN 65
55 PRINT CHR$(A):A$(LEN(A$)+1)=CHR$(A)
60 NEXT I
65 IF LEN(A$)<7 THEN A$(LEN(A$)+1)=" ":GOTO 65
67 IF A$(5,6)="D:" OR A$(6,7)="D:" THEN TRAP 1000:OPEN #2,4,0,"D:XYZ"
70 IF A$(1,3)="RUN" THEN PRINT :PRINT "I'D RATHER WALK":GOTO 40
80 IF A$(1,4)="LIST" THEN PRINT :PRINT "I DON'T FEEL UP TO IT":GOTO 40
90 IF A$(1,4)="SAVE" THEN PRINT :PRINT "I DON'T LIKE BANKS":GOTO 40
100 IF A$(1,4)="LOAD" THEN PRINT :PRINT " HIC!! HIC! I'M ALREADY LOADED":GOTO 40
107 IF A$(1,5)="HELLO" THEN PRINT :PRINT "WELL, HI TO YOU TOO!":GOTO 40
110 IF A$(1,3)="NEW" THEN PRINT :PRINT "YES, I'M QUITE NEW":GOTO 40
120 IF A$(1,3)="CAT" THEN PRINT :PRINT "TRY SEARS, ROEBUCK":GOTO 40
130 IF A$(1,4)="CONT" THEN PRINT :PRINT " WE NEVER STOPPED?":GOTO 40
140 IF A$(1,3)="DEL" THEN PRINT :PRINT "O.K. THE ENTIRE DISK!":TRAP 1000:OPEN #2,4,0,"D:XYZ"
150 IF A$(1,4)="STOP" THEN PRINT :PRINT "THE FUN IS JUST STARTING!":GOTO 40
160 IF A$(1,3)="BYE" THEN PRINT :PRINT "NO, YOU CAN'T LEAVE NOW!":GOTO 40
170 IF A$(1,4)="NIGHTMARE" THEN GRAPHICS 0:TRAP 600:RUN "D:MENU.MN"
180 IF A$(1,3)="END" THEN PRINT :PRINT "GO DIRECTLY TO JAIL DO NOT PASS GO":GOTO 40
200 IF A$(1,3)="DOS" THEN PRINT :PRINT "ERROR - 6":GOTO 40
250 X=INT(RND(1)*6+1):DN X GOTO 300,310,320,350,360,1020
300 PRINT :PRINT "ERROR - ":A$: " ":GOTO 40
310 PRINT :PRINT "DOES NOT COMPUTE":GOTO 40
320 PRINT :PRINT " I DON'T UNDERSTAND THAT COMMAND":GOTO 40
350 PRINT :PRINT "OH NO !!!!!!!!!!!!!!!":GOTO 40
360 PRINT :PRINT "BAD COMMAND 'STUPID'":GOTO 40
500 POKE 16,64:POKE 53774,64:POKE 580,1
510 RETURN
600 GRAPHICS 1:7 #6:7 #6:PRINT #6;"GOOD BYE YUU":PRINT #6;"DIP SYICK":NEW :END
1000 PRINT :PRINT " HEAD CRASH ON DRIVE#1":? " DISK DESTROYED"
1010 GOTO 40
1020 PRINT :PRINT "ERROR - 17":GOTO 40

```





```

1 REN BUCHLISTE
10 DIM T$(30),TT$(30),A$(20),AA$(20),C$(10),CC$(10),B$(11),D$(16),E$(1),TL$(60)
15 A=B=Z=Z=0:F=FRE(0):D$="D:BOOKLIST.DAT":PK=PEEK(195)
20 ? "):"? " *****"
21 ? " *** BOOKLIST ***"
22 ? " *****"
25 ? " Do you want to start a NEW bookfile (Y or N)":TRAP 20:? "":INPUT E$
30 IF E$(1,1)="Y" THEN GOSUB 2000 .1990
32 IF E$(1,1)<>"N" THEN 20
35 ? "):? " Enter approximate # of books in your library":TRAP 35:? "":INPUT B
40 NBOOK=B+1000
50 ? "):"? " SELECT CHOICE":?
55 ? " 1 List ALL books"
60 ? " 2 List by TITLE"
65 ? " 3 List by AUTHOR"
70 ? " 4 List by CATEGORY"
75 ? " 5 Book ENTRY/CHANGE"
77 ? " 6 END":? " " ;
80 TRAP 50:? "":INPUT A:IF A<1 OR A>6 THEN 50
90 Z=0:IF A=5 THEN 1000
95 IF A=6 THEN END
100 OPEN #1,4,0,D$
110 ON A GOSUB 500,600,700,800
120 CLOSE #1:? "Press RETURN for menu" ✓
130 TRAP 50:? "":INPUT MENU ✓
500 ? "Do you want a PRINTED list of all books (Y or N)":TRAP 500:? "":INPUT B$
505 ? "):"? " ALL BOOKS"
510 IF B$(1,1)="Y" THEN GOSUB 550
515 IF B$(1,1)<>"N" THEN 500
520 FOR I=1 TO NBOOK
525 TRAP 545:INPUT #1,DSN,BN,T$,A$,C$,TL$
530 IF T$("<")="" THEN ? "):? DSN: ",":BN,T$:? " ":A$,C$
540 NEXT I
545 RETURN
550 LPRINT " ALL BOOKS" ✓
555 FOR I=1 TO NBOOK
560 TRAP 590:INPUT #1,DSN,BN,T$,A$,C$,TL$
565 IF T$("<")="" THEN LPRINT :LPRINT T$:LPRINT " ":A$,C$
575 NEXT I
580 B$="N":RETURN
600 ? "):"? " What is the TITLE of the book you want listed":TRAP 600:? "":INPUT TT$ ✓
605 FOR I=1 TO NBOOK
610 TRAP 635:INPUT #1,DSN,BN,T$,A$,C$,TL$
615 IF T$("<")=TT$ THEN 630
620 ? DSN: ",":BN,T$
625 ? " ":A$,C$
630 NEXT I
635 RETURN
700 ? "):"? " Who is the AUTHOR of the book(s) you want listed (LAST name,FIRST name)":? "":INPUT AA$
702 C=ASC(AA$):IF C<65 OR C>90 THEN 700
705 FOR I=1 TO NBOOK
710 TRAP 735:INPUT #1,DSN,BN,T$,A$,C$,TL$
715 IF A$("<")=AA$ THEN 730
720 ? "):? DSN: ",":BN,T$
725 ? " ":A$,C$
730 NEXT I
735 ? "):? " Do you want a PRINTED list of this author's books(Y or N)":TRAP 735:? "":INPUT B$
737 IF B$(1,1)="Y" THEN CLOSE #1:OPEN #1,4,0,D$:GOSUB 750
740 IF B$(1,1)<>"N" THEN 735
745 RETURN

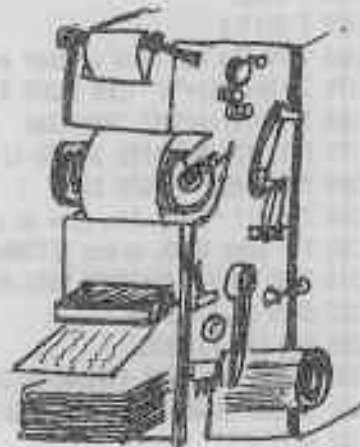
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750 FOR I=1 TO NBOOK
755 TRAP 775:INPUT #1,DSN,BN,T$,A$,C$,TL$
757 IF A$((">AA$ THEN 770
760 LPRINT :LPRINT T$
765 LPRINT " ":A$,C$
770 NEXT I
775 RETURN
X 800 ? "3":? " SELECT CATEGORY DESIRED":? :2=1:GOSUB 1050
820 POSITION 16,13:TRAP 800:? "":INPUT A:IF A<1 OR A>15 THEN 800
825 ON A GOTO 830,832,834,836,838,840,842,844,846,848,850,852,854,856,858
830 CC$="ADVENTURE":GOTO 860
832 CC$="CLASSIC":GOTO 860
834 CC$="GOTHIC":GOTO 860
836 CC$="MYSTERY":GOTO 860
838 CC$="SCI FI":GOTO 860
840 CC$="WESTERN":GOTO 860
842 CC$="NOVEL":GOTO 860
844 CC$="COOKBOOK":GOTO 860
846 CC$="COMPUTER":GOTO 860
848 CC$="HANDYMAN":GOTO 860
850 CC$="TEXTBOOK":GOTO 860
852 CC$="REFERENCE":GOTO 860
854 CC$="POETRY":GOTO 860
856 CC$="NONFICTION":GOTO 860
858 CC$="OTHER"
860 ? "3":? :? CC$
865 FOR I=1 TO NBOOK
870 TRAP 895:INPUT #1,DSN,BN,T$,A$,C$,TL$
875 IF C$((">CC$ THEN 890
880 ? :? DSN:",";BN,T$
885 ? " ":A$,C$
890 NEXT I
X 895 ? :? "Do you want a PRINTED list of this category(Y or N)":TRAP 895:? "":INPUT B$
897 C=ASC(B$):IF C<78 OR C>89 THEN 895
900 IF B$(1,1)="Y" THEN CLOSE #1:OPEN #1,4,0,D$:GOSUB 910
902 IF B$(1,1)<>"N" THEN 895
905 RETURN
910 FOR I=1 TO NBOOK
915 TRAP 40000
920 TRAP 940:INPUT #1,DSN,BN,T$,A$,C$,TL$
922 IF C$((">CC$ THEN 935
925 LPRINT :LPRINT T$
930 LPRINT " ":A$,C$
935 NEXT I
940 B$="N":RETURN
X 1000 ? "3":? " WHAT DO YOU WANT TO DO?"
1012 ? " 1 Make NEW entry"
1014 ? " 2 CHANGE existing data"
1016 ? " 3 RETURN to MENU"
1018 ? :? " " :TRAP 1000:? "":INPUT A
1020 IF A<1 OR A>3 THEN 1000
1030 IF A=2 THEN CLOSE #1:GOTO 1300
1035 IF A=3 THEN CLOSE #1:GOTO 50
1040 ? "3":? :OPEN #1,9,0,D$

```



S.A.

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1050 ? " 1 ADVENTURE      9 COMPUTER"
1052 ? " 2 CLASSIC       10 HANDYMAN"
1054 ? " 3 GOTHIC        11 TEXTBOOK"
1056 ? " 4 MYSTERY      12 REFERENCE"
1058 ? " 5 SCI FI       13 POETRY"
1060 ? " 6 WESTERN      14 NON FICTION"
1062 ? " 7 NOVEL        15 OTHER"
1064 ? " 8 COOKBOOK* IF Z=1 THEN RETURN ✓
1070 POSITION 2,12
1080 ? "Enter TITLE*:*? "/*":INPUT T$
1090 ? ? "Enter AUTHOR'S NAME(last,first)*? "/*":INPUT A$
1100 ? ? "Enter # of CATEGORY(from above)*? "/*":INPUT CC$
1110 IF CC$="1" THEN C$="ADVENTURE":GOTO 1140
1112 IF CC$="2" THEN C$="CLASSIC":GOTO 1140
1114 IF CC$="3" THEN C$="GOTHIC":GOTO 1140
1116 IF CC$="4" THEN C$="MYSTERY":GOTO 1140
1118 IF CC$="5" THEN C$="SCI FI":GOTO 1140
1120 IF CC$="6" THEN C$="WESTERN":GOTO 1140
1122 IF CC$="7" THEN C$="NOVEL":GOTO 1140
1124 IF CC$="8" THEN C$="COOKBOOK":GOTO 1140
1126 IF CC$="9" THEN C$="COMPUTER":GOTO 1140
1128 IF CC$="10" THEN C$="HANDYMAN":GOTO 1140
1130 IF CC$="11" THEN C$="TEXTBOOK":GOTO 1140
1132 IF CC$="12" THEN C$="REFERENCE":GOTO 1140
1134 IF CC$="13" THEN C$="POETRY":GOTO 1140
1136 IF CC$="14" THEN C$="NONFICTION":GOTO 1140
1138 IF CC$="15" THEN C$="OTHER":GOTO 1140 ✓
1137 GOTO 1100
1140 TRAP 40000:L=60-(LEN(T$)+LEN(A$)+LEN(C$))
1142 TL$=""
1144 FOR I=1 TO L
1146 TL$(I,1)=" "
1148 NEXT I
1150 NOTE #1,DSN,BN
1153 ? #1:DSN
1154 ? #1:BN
1156 ? #1:T$
1157 ? #1:A$
1158 ? #1:C$
1159 ? #1:TL$
1160 ? ? "Do you have another entry to make (Y or N)*:*? "/*":INPUT B$
1170 IF B$(1,1)="N" THEN CLOSE #1:GOTO 1000
1180 IF B$(1,1)<>"Y" THEN 1160
1190 POSITION 2,12:FOR I=1 TO 11
1200 ? "0*":NEXT I:GOTO 1070
1300 ? "3*": "Enter the file #s of the entry you want to change. If you don't know these numbers,*"
1302 ? " type MENU, press RETURN and list the book to find them."
1310 TRAP 50:*? "/*":INPUT DSN,BN
1315 OPEN #1,4,0,D$
1320 FOR I=1 TO NBOOK
1330 TRAP 1380:INPUT #1:DSN,BN,T$,A$,C$,TL$
1340 IF DSN=DSN AND BN=BN THEN 1360
1350 NEXT I

```



```

1360 ? :? DSN:*,*:BN,T$
1370 ? " *:A$.C$
1380 CLOSE #1:TRAP 40000
1385 ? :? "Do you want to change(C), delete(D) or do nothings(N) to this entry":TRAP 1385:? "":INPUT B$
1390 IF B$(1,1)="N" THEN CLOSE #1:GOTO 50
1400 IF B$(1,1)="C" THEN OPEN #1,12,0,D$:GOTO 1410
1403 IF B$(1,1)<>"D" THEN 1385
1405 OPEN #1,12,0,D$:T$="*":A$="":C$="" :GOTO 1415
1410 ? :? "Enter NEW title":? "":INPUT T$
1412 ? "Enter AUTHOR'S NAME(last,first)":? "":INPUT A$
1414 ? "Enter CATEGORY":? "":INPUT C$
1415 TL$=""
1420 TRAP 40000:L=60-(LEN(T$)+LEN(A$)+LEN(C$))
1422 FOR I=1 TO L
1424 TL$(I,I)=" "
1426 NEXT I
1440 TRAP 1460:POINT #1,DSN,BN
1450 ? #1:DSN
1452 ? #1:BN
1454 ? #1:T$
1456 ? #1:A$
1458 ? #1:C$
1459 ? #1:TL$
1460 CLOSE #1:GOTO 1000
1999 END
2000 ? "":? "If you start a new file, you will ERASE all that is in your current BOOKLIST file. To ";
2001 ? "start a new file, type Y/Y/Y/Y =/Y/. To return to the program without starting a new file, ";
2002 ? " type N/N/N/N."
2003 ? :? "":INPUT B$
2005 IF B$="RETURN" THEN RETURN
2010 IF B$="CREATE FILE" THEN 2030
2020 GOTO 2000
2030 OPEN #1,B,0,D$:CLOSE #1:? "":E$="N":RETURN

```



```

1 REM METEOR
2 REM
10 GRAPHICS 0:OPEN #1,4,0,"S:";SETCOLOR 2,0,0:DIM HP$(19),S$(3):S$(1)=CHR$(26):S$(2)="V":S$(3)=CHR$(3):POKE 752,1
15 DIM METEOR$(1):METEOR%=CHR$(20):OPEN #2,4,0,"K:"? "INSTRUCTIONS?":GET #2,A:IF A=89 THEN 400
16 GOTO 500
20 X=19:SC=0:G=0
30 D=INT(SC/1000):SETCOLOR 2,D,0:SETCOLOR 4,D,0:FOR I=0 TO D:POSITION RND(1)*38,23:? METEOR%:NEXT I:?
40 POSITION X,0:FOR I=1 TO 3:GET #1,L:IF L=20 THEN PDP :GOTO 100
45 NEXT I:POSITION X,0:? S$
50 SC=SC+1:POSITION 5,0:? SC:POSITION X,0:? S$
70 P=STICK(0):IF P>8 AND P<12 AND X>0 THEN X=X-1
75 POKE 77,0
80 IF P>4 AND P<8 AND X<36 THEN X=X+1
85 IF P=14 THEN 200
87 IF STRIB(0)=0 AND G=0 THEN C=X+1:V=14:GOSUB 300
88 IF G<>0 THEN GOSUB 300
90 GOTO 30
100 IF G>0 THEN POSITION C,G-1:? " ";
105 POSITION X,0:? " " :L=X:R=X+2:C=X+1:POSITION 5,0:? SC:
110 FOR Y=1 TO 22:L=L-1:IF L<0 THEN L=38
120 R=R+1:IF R>38 THEN R=0
130 POSITION L,Y:? CHR$(26):POSITION C,Y:? "V":POSITION R,Y:? CHR$(3):GOSUB 700
150 POSITION L,Y:? " " :POSITION C,Y:? " " :POSITION R,Y:? " " :
160 NEXT Y
170 FOR I=0 TO 3:SOUND 1,0,0,0:NEXT I:IF SC>HP THEN 600
173 POSITION 6,5:? "OVER ALL HIGH SCORE WAS"
174 POSITION 6,8:? "SKIP WITH 5278 ON 13/6/81"
180 POSITION 5,0:? "CURRENT HIGH SCORE: " :HP$:" " :HP
185 POSITION 1,12:? "YOU EARNED " :SC: " POINTS ON THAT MISSION":POSITION 1,14:GOTO 480
199 END
200 G=0:SOUND 0,1,0,14:SOUND 1,0,0,0
210 SETCOLOR 2,D,14:SETCOLOR 4,D,14:FOR I=1 TO RND(1)*66+9
220 POSITION RND(1)*38,23:? METEOR%:NEXT I:SETCOLOR 2,D,0:SETCOLOR 4,D,0:SOUND 0,1,0,6:GOTO 30
300 SOUND 1,25,4,V-V*(V<0):V=V-1:IF G>1 THEN POSITION C,G-1:? " " :
305 G=G+1:IF G=24 THEN 340
310 POSITION C,G:GET #1,L:POSITION C,G:? CHR$(L):IF L=20 THEN 330
315 POSITION C,G-1:GET #1,L:POSITION C,G-1:? CHR$(L):IF L=20 THEN G=G-1:GOTO 330
320 POSITION C,G:? CHR$(124):RETURN
330 FOR I=90 TO 0 STEP -5:SOUND 1,1,10,14:NEXT I
331 SC=SC+100:POSITION C,G:? "D":FOR I=1 TO 10:NEXT I
332 POSITION C,G:? "o":FOR I=1 TO 10:NEXT I:POSITION C,G:? "."
335 FOR I=1 TO 10:NEXT I:POSITION C,G:? " " :
340 G=0:RETURN
400 FOR I=1 TO 24:POSITION RND(1)*38,23:? METEOR%:NEXT I:? "*** M E T E O R   S T O R M ***"
410 ? "BY ROY HARPER"? :? " Your mission is to blast a path":? "through a severe Meteor Storm. You"
420 ? "are able to steer left and right with":? "the joystick. Your mission also":? "includes destroying meteors."
425 ? " (at 100 points each!)"
430 ? " Line yourself up with a meteor and":? "press the fire-button on the joystick."
440 ? " Another feature of your ship is its ability to enter Hyperspace. Press":? "forward on the joystick":
450 ? " to do this.":? "A word of caution, being in Hyperspace does not add or subtract from your"
460 ? "score. It may even land you in a":? "meteor!":? " One final note! for each 1000 points you score,"
470 ? " the same becomes more dif-ficult.":POSITION 15,23:? "Good Luck!!!"
480 IF STICK(0)=15 THEN 485
485 POKE 77,0
488 ? :? "Pull BACK on the joystick to play...":
490 IF STICK(0)<>13 THEN 490
500 SETCOLOR 2,0,0:SETCOLOR 4,0,0:? CHR$(125):SOUND 1,0,0,0:FOR I=255 TO 1 STEP -1:SOUND 0,1,0,6:NEXT I:GOTO 20
600 ? CHR$(125):" CONGRATULATION!!!"
601 ? "YOU GOT THE HIGH SCORE OF":? SC: " POINTS.":? "ENTER YOUR NAME PLEASE":INPUT HP$:HP=SC:GOTO 480
700 FOR I=0 TO 3:SOUND 1,RND(1)*255,2*1+2,14-Y*14/22:NEXT I:RETURN

```



```

1 REM FUNKER
2 REM
3 REM
10 INIT=5000:GOTO INIT
20 FOR Z=N1 TO 500:NEXT Z:RETURN
50 SOUND NO,40,10,12:FOR J=N1 TO X:NEXT J:SOUND NO,NO,NO,NO:FOR J=N1 TO X:NEXT J
60 RETURN
70 SOUND NO,40,10,12:FOR J=N1 TO T:NEXT J:SOUND NO,NO,NO,NO:FOR J=N1 TO X:NEXT J
80 RETURN
90 L=LEN(A$):FOR I=N1 TO L:R$=A$(I,I):IF R$="1" THEN GOSUB 50
100 IF R$="3" THEN GOSUB 70
110 NEXT I:RETURN
120 ? :? :? :GOSUB WAIT
130 RESTORE 6050
210 FOR B=N1 TO N
220 FOR K=N2 TO INT(N6*RAND(N1))+N3
230 CC=(INT(40*RAND(N1)+44))+10
240 IF CC>570 AND CC<630 THEN 230
250 IF CC=640 THEN 230
260 IF CC=450 THEN 230
270 GOSUB CC
280 GOSUB SEND
290 IF PC=N1 THEN ? CHR$(CC/10);
300 FOR I=N1 TO TC:NEXT I
310 NEXT K
320 IF CC=320 THEN 6020
330 ? :FOR D=N1 TO TG:NEXT D
340 NEXT B
350 POSITION N4,22:?"Would you like to stop? (Y/N)":POSITION 16,23:POKE 752,N0:INPUT Z$
360 IF Z$="Y" THEN END
370 POKE 752,N1:?" ":POSITION N2,N4:?"Would you like to change data? (Y/N)":POSITION 16,N5
380 POKE 752,N0:INPUT Z$:IF Z$="Y" THEN ? " ":POKE 752,N1:GOTO 5040
390 GOTO IDENT
440 A$="331133":RETURN
460 A$="131313":RETURN
470 A$="31131":RETURN
480 A$="33333":RETURN
490 A$="13333":RETURN
500 A$="11333":RETURN
510 A$="11133":RETURN
520 A$="11113":RETURN
530 A$="11111":RETURN
540 A$="31111":RETURN
550 A$="33111":RETURN
560 A$="33311":RETURN
570 A$="33331":RETURN
630 A$="113311":RETURN
650 A$="13":RETURN
660 A$="3111":RETURN
670 A$="3131":RETURN
680 A$="311":RETURN
690 A$="1":RETURN
700 A$="131":RETURN
710 A$="331":RETURN
720 A$="1111":RETURN
730 A$="11":RETURN
740 A$="1333":RETURN
750 A$="313":RETURN
760 A$="1311":RETURN
770 A$="33":RETURN

```



```

780 A$="31":RETURN
790 A$="333":RETURN
800 A$="1331":RETURN
810 A$="3313":RETURN
820 A$="131":RETURN
830 A$="111":RETURN
840 A$="3":RETURN
850 A$="113":RETURN
860 A$="1113":RETURN
870 A$="133":RETURN
880 A$="3113":RETURN
890 A$="3133":RETURN
900 A$="3311":RETURN
910 A$="3333":RETURN
920 A$="13333":RETURN
930 A$="11333":RETURN
940 A$="11133":RETURN
950 A$="11113":RETURN
960 A$="11111":RETURN
970 A$="31111":RETURN
980 A$="33111":RETURN
990 A$="33311":RETURN
1000 A$="33331":RETURN
5000 CLR :N0=0:N1=1:N2=N1+N2:POKE 752,N1: ? "J":DIM A$(6),Z$(N1),R$(N1):WAIT=20:IDENT=6000:PRAC=120:SEND=90
5005 N3=N2+N1:N4=N2+N2:N5=N3+N2:N6=N3+N3
5010 POSITION 13,N2: ? "CODE PRACTICE":POSITION 13,N3:FOR I=N1 TO 13: ? CHR$(13):NEXT I: ?
5020 ? " This program will provide random "? "groups of code (2-7 characters long).
5030 ? " They will include letters, figures, "? "and some punctuation, but not barred"? "characters."
5040 POSITION N4,15: ? "How many groups would you like?":POSITION 16,16:POKE 752,N0:INPUT N
5050 POKE 752,N1: ? "J":POSITION N4,N4: ? "Do you want to see them? (Y/N)":POSITION 16,N5:POKE 752,N0:INPUT Z$
5060 POKE 752,1: ? "J":POSITION 2,4: ? "What speed would you like (3-20 WPM)?":POSITION 16,5:POKE 752,0:INPUT S
5070 IF S<N3 OR S>20 THEN 5040
5080 PC=N0:IF Z$="Y" THEN PC=N1
5085 IF PC=0 THEN POKE 752,1
5090 ? "J":X=34:T=X*N3:TC=N0:TG=N0:IF S=3 THEN TC=170:TG=1020:GOTO IDENT
5100 IF S=N4 THEN TC=130:TG=750:GOTO IDENT
5110 IF S=N5 THEN TC=102:TG=612:GOTO IDENT
5120 IF S=N6 THEN TC=85:TG=510:GOTO IDENT
5130 IF S=7 THEN TC=73:TG=435:GOTO IDENT
5140 IF S=8 THEN TC=64:TG=382:GOTO IDENT
5150 IF S=9 THEN TC=57:TG=340:GOTO IDENT
5160 IF S=10 THEN TC=51:TG=306:GOTO IDENT
5170 IF S=11 THEN TC=46:TG=275:GOTO IDENT
5180 IF S=12 THEN TC=42:TG=255:GOTO IDENT
5190 IF S=13 THEN TC=39:TG=235:GOTO IDENT
5200 IF S=14 THEN TC=36:TG=216:GOTO IDENT
5210 IF S=15 THEN TC=X:TG=T*N2:GOTO IDENT
5220 X=30.5:T=X*N3
5230 IF S=16 THEN TC=34:TG=205:GOTO IDENT
5240 IF S=17 THEN TC=32:TG=193:GOTO IDENT
5250 IF S=18 THEN TC=X:TG=T*N2:GOTO IDENT
5260 X=27:T=X*N3
5270 IF S=19 THEN TC=29:TG=170:GOTO IDENT
5280 IF S=20 THEN TC=X:TG=T*N2:GOTO IDENT
6000 READ CC:IF CC=-1 THEN GOTO PRAC
6010 GOSUB CC:GOSUB SEND
6020 IF PC=N1 THEN ? CHR$(CC/10):
6030 FOR I=N1 TO TC:NEXT I
6040 GOTO IDENT
6050 DATA 680,690,320,680,650,500,720,700,320,810,820,880,320,800,830,690,320,750,780,-1

```





```

1 ? " 1 oder X Spieler":INPUT PP:DN A(199):G3=PP
2 ? "9-STUFE(4-10) " :INPUT WQ
3 GRAPHICS 8:SETCOLOR 2,0,0
4 COLOR 1
5 E=0:L=5
6 D=20
7 IF S>2 THEN 9
8 F=16:IF WQ<7 THEN F=28
9 FOR T=1 TO (310/(2*WQ))
10 IF PP=0 THEN DD=DD+1:A=A(DD):GOTO 12
11 A=INT(RND(0)*80):DD=DD+1:A(DD)=A
12 TRAP 20
13 IF E-A>20 OR E-A<-20 THEN 10
14 IF A<=1 THEN 10
15 R=R+1
16 IF R=1 THEN PLOT L,A:DN=A:GOTO 20
17 PLOT L-WQ,E
18 DRAWTO L,A:DRAWTO L+WQ,A
19 IF R=1 THEN PLOT L,A-1:QN=A:GOTO 24
20 PLOT L-WQ,E-1
21 DRAWTO L,A-1:DRAWTO L+WQ,A-1
22 TRAP 30
23 IF R=1 THEN PLOT L,A+D:GOTO 30
24 PLOT L-WQ,E+D
25 DRAWTO L,A+D:DRAWTO L+WQ,A+D
26 IF R=1 THEN PLOT L,A+D+1:GOTO 33
27 PLOT L-WQ,E+D+1
28 DRAWTO L,A+D+1:DRAWTO L+WQ,A+D+1
29 E=A
30 L=L+2*WQ
31 NEXT T
32 FOR T=1 TO QN+10
33 TRAP 70
34 COLOR 0:PLOT 2,T-1
35 COLOR 1:PLOT 2,T
36 NEXT T
37 V=T
38 TRAP 40000
39 IF STRIG(0)=1 THEN 90:GOTO 95
40 S=1:M=3
41 M=M+S:IF M=318 THEN 1000
42 IF STICK(0)=14 THEN V=V-1
43 IF STICK(0)=13 THEN V=V+1
44 IF SYRIG(0)=0 THEN S=0.5
45 IF STRIG(0)=1 THEN S=1
46 D9=D9+1:PLOT M,V:TRAP 5000
47 LOCATE M+1,V,J1:LOCATE M,V+1,J2:LOCATE M,V-1,J3:TRAP 196
48 LOCATE M+2,V,J4:LOCATE M,V+2,J5:LOCATE M,V-2,J6
49 SOUND 0,0,0,0
50 IF J1=1 AND J4=1 OR J2=1 AND J5=1 OR J3=1 AND J6=1 THEN SOUND 0,10,10,10:TH=TH+1
51 ? D9,TH,1000-D9-TH*4,KLD+1
52 GOTO 100
53000 ? "SPITZE":KLD=1000-D9-TH*4
54001 IF PP>1 THEN PP=0
55002 IF STRIG(0)=0 THEN A=0:R=0:M=0:J1=0:J2=0:J3=0:J4=0:V=0:DD=0:TH=0:D9=0:GOTO 5010
56003 GOTO 5001
57010 G3=G3-1:IF G3=0 THEN RUN
58011 GOTO 3
59000 ST=0.5:RETURN
60000 ST=1:RETURN

```



*S.H.*

```

5 POKE 83,39
9 OPEN #1,4,0,"K:"
10 CLR :0=0:01=1:02=2:03=3:04=4:05=5:010=05+05
20 AD=PEEK(106)*256-322
30 DIM T$(3),B$(7),N$(35),N(4),S(4,12),T(4,12)
35 GRAPHICS 0
40 GOSUB 4000
45 GOSUB 1600
50 GRAPHICS 0:SETCOLOR 02,11,02:SETCOLOR 04,15,01+05
55 FOR I=0 TO 4:N(I)=0:NEXT I
60 ?,"PRO BOWLING":?
70 ? " ENTER number of BOWLERS (1-4) *":GET #1,PL:PL=PL-48:IF PL<01 OR PL>4 THEN 50
80 ? :FOR I=01 TO PL
90 TRAP 90:?" NAME of BOWLER #":I::INPUT B$:?
95 N(I)=LEN(B$)+N(I-01):N$(N(I-01)+01,N(I))=B$:NEXT I
100 GRAPHICS 0:SETCOLOR 02,02,8:SETCOLOR 01,0,14:SETCOLOR 04,02,8:POKE 752,1
105 GOSUB 2000
110 GOSUB 1000
115 FOR F2=1 TO 10:FOR F1=0 TO PL-01
120 GOSUB 1200:POKE 77,0:LB=3
130 POSITION 9,(F1+1)*2:?" *"
140 X=50:Y=101
150 AA=PEEK(106)-8:POKE 54279,AA:PM=256*AA
160 POKE 559,46:POKE 53277,3
170 IF PEEK(764)=103 THEN STOP
175 FOR I=PM+512 TO PM+640:POKE I,0:NEXT I
180 POKE 704,128:POKE 53248,X
190 FOR I=PM+512+Y TO PM+515+Y:READ A:POKE I,A:NEXT I:RESTORE
195 IF STRIG(F1)=0 THEN 200
197 GOTO 195
200 FOR I1=1 TO 26:FOR I=0 TO 5:POKE PM+511+Y+I,PEEK(PM+512+Y+I)
210 NEXT I:Y=Y-01
220 IF STICK(F1)<>15 THEN ST=STICK(F1):GOTO 300
225 NEXT I1
230 FOR I1=1 TO 26:FOR I=5 TO 0 STEP -01:POKE PM+512+Y+I,PEEK(PM+511+Y+I)
240 NEXT I:Y=Y+01
250 IF STICK(F1)<>15 THEN ST=STICK(F1):GOTO 300
260 NEXT I1
290 FOR I=5 TO 0 STEP -01:POKE PM+512+Y+I,PEEK(PM+511+Y+I):NEXT I:Y=Y+01
300 SOUND 0,45,8,2:FOR X=60 TO 120 STEP 0.9
310 POKE 53248,X
315 NEXT X
317 IF ST<12 AND ST>8 THEN FOR CV=1 TO 5:GOSUB 1300:X=X+2:POKE 53248,X:NEXT CV
320 IF ST<8 AND ST>4 THEN FOR CV=1 TO 5:GOSUB 1400:X=X+2:POKE 53248,X:NEXT CV
328 FOR X=X TO 190 STEP 0.9:POKE 53248,X:NEXT X:POKE 53248,210
330 GOSUB 1500
335 SA=AD+14:IF B>0 AND PF1>6 THEN SA=AD
337 IF B=0 AND P1=34 THEN SA=AD+4
340 FOR W=AD TO AD+240
342 IF PEEK(W)=84 THEN PF=PF+01
343 IF W=SA THEN SOUND 0,0,0,0:SOUND 1,0,0,0
345 NEXT W
346 IF B>0 THEN 348
347 PF1=10-PF:PF2=PF:PF=0:IF B=0 AND PF1=10 THEN LB=LB-1:GOTO 600
348 PF2=PF2-PF:PF=0
400 B=B+1:IF B>1 THEN B=0:GOTO 610
450 LB=LB-1:IF F2=10 AND LB=0 THEN B=0:RETURN#
500 GOTO 140

```



```

400 T$="X":GOTO 750
610 IF PF1+PF2=10 THEN T$="!":GOTO 750
620 T$=STR$(PF1+PF2)
750 IF E=1 THEN RETURN
755 POSITION F2*2+9,F1*2+2: T$:
760 GOSUB 3000
799 IF F2=10 AND S(F1,10)>0 THEN GOSUB 3200:E=0
800 POSITION 9,F1*2+2: ? " ":NEXT F1:NEXT F2
810 FOR N=0 TO PL-1
820 T=0
830 FOR I=1 TO 10:T=T+(W,I):NEXT I
840 POSITION 33,(N+1)*2: T
850 NEXT N
860 POKE 53277,0
865 ? :? "PUSH STICK 01 LEFT ( ) TO TRY AGAIN"
867 ? "PUSH RIGHT ( ) FOR NEW BOWLERS!!"
870 IF STICK(0)<12 AND STICK(0)>8 THEN GRAPHICS 0:GOSUB 4000:GOTO 100
875 IF STICK(0)<8 AND STICK(0)>4 THEN GRAPHICS 0:GOSUB 4000:GOTO 50
879 IF PEEK(764)=103 THEN STOP
880 GOTO 870
999 END
1000 POSITION 3,14: ? "-----"
1010 POSITION 3,22: ? "-----";
1015 FOR N=15 TO 21:POSITION 3,N: ? " ":NEXT N
1025 FOR N=15 TO 18:POSITION N-4,N: ? " ":NEXT N
1035 POSITION 13,19: ? " "
1040 POSITION 12,20: ? " "
1045 POSITION 11,21: ? " "
1050 POSITION 0,0
1099 RETURN
1200 P1=B4:P2=B4:P3=B4:P4=B4:P5=B4:P6=B4:P7=B4:P8=B4:P9=B4:P10=B4
1205 POKE AD+117,P1:POKE AD+119,P5:S1=(P1<B4) OR (P5<B4):SOUND 0,200,4,S1*2
1210 POKE AD+158,P3:POKE AD+160,P9:S1=(P3<B4) OR (P9<B4):SOUND 0,200,4,S1*4
1220 POKE AD+199,P6:POKE AD+78,P2:S1=(P6<B4) OR (P2<B4):SOUND 0,200,4,S1*6
1230 POKE AD+86,P8:POKE AD+39,P4:S1=(P8<B4) OR (P4<B4):SOUND 0,200,4,S1*6
1240 POKE AD,P7:POKE AD+240,P10:S1=(P5<B4) OR (P10<B4):S2=(B<1):SOUND 1,200,4,(S1*S2)*8
1299 RETURN
1300 FOR I=0 TO 5:POKE PM+511+Y+I,PEEK(PM+512+Y+I)
1305 X=X+2:POKE 53248,X:NEXT I:Y=Y-0!
1399 RETURN
1400 FOR I=5 TO 0 STEP -01:POKE PM+512+Y+I,PEEK(PM+511+Y+I)
1405 X=X+2:POKE 53248,X:NEXT I:Y=Y+0!
1499 RETURN
1500 IF PEEK(AD+117)<>B4 THEN 1521:IF ST>12 THEN Y=Y+INT(RND(0)/0.5)
1501 IF ST>12 THEN Y=Y+INT(RND(0)/0.5)
1502 IF Y=85 THEN P1=0:P2=0:P3=0:P4=0:P5=0:P6=0:P8=0:P9=0:P10=0:GOSUB 1205:RETURN
1503 IF Y=90 OR Y=86 THEN P1=0:P2=0:P3=0:P4=0:P5=0:P6=0:P7=0:P8=0:P9=0:P10=0:GOSUB 1205:RETURN
1504 IF Y=87 THEN P1=0:P2=0:P3=0:P4=0:P5=0:P7=0:P8=0:P9=0:P10=0:GOSUB 1205:RETURN
1506 IF Y=91 THEN P1=0:P2=0:P3=0:P6=0:P5=0:P7=0:P8=0:P9=0:P4=0:GOSUB 1205:RETURN
1508 IF Y=89 THEN P1=0:P2=0:P3=0:P6=0:P5=0:P7=0:P8=0:P9=0:P10=0:GOSUB 1205:RETURN
1520 IF Y=88 THEN P1=0:P2=0:P3=0:P4=0:P5=0:P6=0:P8=0:P9=0:GOSUB 1205:RETURN
1521 IF PEEK(AD+158)<>B4 AND PEEK(AD+78)<>B4 THEN 1525
1522 IF Y>91 AND Y<95 THEN P5=0:P3=0:P6=0:P8=0:P10=0:P9=0:GOSUB 1205:RETURN
1524 IF Y<85 AND Y>81 THEN P9=0:P2=0:P4=0:P7=0:P8=0:P5=0:GOSUB 1205:RETURN
1525 IF PEEK(AD+39)<>B4 AND PEEK(AD+199)<>B4 THEN 1540
1530 IF Y<99 AND Y>93 THEN P6=0:P9=0:P10=0:GOSUB 1205:RETURN
1535 IF Y<83 AND Y>77 THEN P4=0:P7=0:P8=0:GOSUB 1205:RETURN
1540 IF Y<75 OR Y>101 THEN RETURN
1545 IF Y<78 THEN P7=0:GOSUB 1205:IF Y=75 THEN P10=0:GOSUB 1205
1550 IF Y>98 THEN P10=0:GOSUB 1205:IF Y=101 THEN P7=0:GOSUB 1205
1599 RETURN

```



```

1600 GRAPHICS 0
1610 AA=PEEK(561)*256+PEEK(560)+3
1620 POKE AA,71:POKE AA+3,6
1630 ? " BOWLING          VON HJ LUNKE"
1640 ? :? " THE COMPUTER WILL DRAW THE BOWLING  LANE AND SCORE SHEET."
1650 ? "A STAR '*' BESIDE YOUR NAME INDICATES IT'S YOUR TURN."
1660 ? "WHEN THE BLUE BALL APPEARS AT THE  FOUR LINE, PUSH FIRE ON THE STICK"
1670 ? "TO START THE BALL MOVING UP AND DOWN."
1680 ? "WHEN YOU WANT THE BALL TO ROLL PUSH  THE STICK, LEFT CURVES LEFT,RIGHT  CURVES RIGHT ";
1685 ? ",FORWARD GOES STRAIGHT."
1690 ? "IF YOU DO NOT PUSH THE STICK BEFORE  THE BALL GOES TO THE TOP AND COMES"
1700 ? "BACK TO THE BOTTOM, IT WILL ROLL  AUTOMATICALLY."
1710 ? "THE COMPUTER WILL KEEP SCORE AND  PRINT THE TOTALS AT THE END OF THE  GAME."
1720 ? "HIT ANY KEY TO START."
1800 GET #1,PL:RETURN
2000 FOR I=1 TO PL:POSITION 1,I*2
2010 ? N*(N(I-1)+1,N(I))
2050 NEXT I
2100 FOR I=1 TO PL*2+2 STEP 2:POSITION 1,I
2110 ? "=====";
2150 NEXT I
2160 POSITION 1,0:?" FRAME    1 2 3 4 5 6 7 8 9 10  TOT";
2200 FOR I=1 TO PL
2210 POSITION 10,I*2:?" : | | | | | | | | | |  ";
2230 NEXT I
2999 RETURN
3000 IF PF1=10 THEN S(F1,F2)=2:GOTO 3020
3010 IF PF1+PF2=10 THEN S(F1,F2)=1
3020 IF S(F1,F2-1)=2 THEN T(F1,F2-1)=T(F1,F2-1)+PF1+PF2
3030 IF S(F1,F2-1)=1 THEN T(F1,F2-1)=T(F1,F2-1)+PF1
3040 IF F2<2 THEN 3060
3050 IF S(F1,F2-1)=2 AND S(F1,F2-2)=2 THEN T(F1,F2-2)=T(F1,F2-2)+PF1
3060 T(F1,F2)=T(F1,F2)+PF1+PF2
3100 RETURN
3200 E=1:FOR Z=1 TO S(F1,F2)
3205 IF Z=1 THEN LB=S(F1,F2)
3210 IF Z=1 THEN GOSUB 1200:GOSUB 140
3220 IF Z=1 AND S(F1,9)=2 AND S(F1,10)=2 THEN T(F1,9)=T(F1,9)+PF1
3230 IF Z=1 AND S(F1,10)=2 THEN T(F1,10)=T(F1,10)+PF1+PF2
3232 IF PF1=10 THEN POSITION 30,F1*2+2:?"X":GOTO 3240
3235 POSITION 30,F1*2+2:?"PF1":IF PF1+PF2=10 AND S(F1,10)=2 THEN ?"/":GOTO 3240
3237 IF S(F1,10)=2 THEN ? PF2
3240 IF Z=1 AND S(F1,10)=1 THEN T(F1,10)=T(F1,10)+PF1:GOTO 3270
3250 IF Z=2 AND S(F1,10)=2 AND PF1=10 THEN E=1:GOSUB 1200:GOSUB 140:GOTO 3257
3255 GOTO 3270
3257 IF Z=2 AND PF1=10 THEN ? "X":GOTO 3260
3258 IF Z=2 THEN ? PF1
3260 IF Z=2 AND S(F1,10)=2 THEN T(F1,10)=T(F1,10)+PF1
3270 NEXT Z
3299 RETURN
4000 FOR I=0 TO 4:FOR I1=0 TO 12
4010 S(I,I1)=0:T(I,I1)=0
4020 NEXT I1
4030 NEXT I
4100 RETURN
5000 DATA 6,15,15,6

```



```

0 POKE 752,3:?" PLEASE WAIT"
1 DATA 33,-1,88,23,1
2 DATA 23,243,88,23,1
3 DATA 22,217,88,33,1
4 DATA 18,193,88,43,1
5 DATA 16,182,88,53,1
6 DATA 21,162,88,63,1
7 DATA 35,144,88,73,1
8 DATA 37,128,88,83,1
9 DATA 32,121,88,93,1
10 DATA 34,108,88,103,1
11 DATA 38,96,88,113,1
12 DATA 39,-1,88,0,0
13 DATA 63,-1,88,0,0
14 DATA 62,230,78,27,2
15 DATA 58,204,78,37,2
16 DATA 56,-1,78,0,0
17 DATA 61,173,78,57,2
18 DATA 57,153,78,67,2
19 DATA 1,136,78,77,2
20 DATA 5,-1,78,0,0
21 DATA 0,114,78,98,2
22 DATA 2,102,78,108,2
23 DATA 6,-1,78,0,0
24 DATA 7,-1,78,0,0
25 DATA 60,-1,78,0,0
26 DATA 44,-1,78,0,0
27 DATA 47,91,38,44,1
28 DATA 46,81,38,54,1
29 DATA 42,72,38,64,1
30 DATA 40,64,38,74,1
31 DATA 45,60,38,84,1
32 DATA 43,53,38,94,1
33 DATA 11,47,38,104,1
34 DATA 13,45,38,114,1
35 DATA 8,40,38,124,1
36 DATA 10,35,38,134,1
37 DATA 14,31,38,144,1
38 DATA 15,29,38,154,1
39 DATA 12,-1,38,0,0
40 DATA 28,-1,38,0,0
41 DATA 31,-1,28,0,0
42 DATA 30,85,28,48,2
43 DATA 26,76,28,58,2
44 DATA 24,68,28,68,2
45 DATA 29,-1,28,0,0
46 DATA 27,57,28,88,2
47 DATA 51,50,28,98,2
48 DATA 53,-1,28,0,0
49 DATA 48,42,28,119,2
50 DATA 50,37,28,129,2
51 DATA 54,33,28,139,2
52 DATA 55,-1,28,0,0
53 DATA 52,-1,28,0,0
60 DIM N(800),X$(10),Y$(10)
65 FOR I=1 TO 800:N(I)=0:NEXT I
70 S=0

```

```

78 IF S=0 THEN PRINT "PRESS SPACE BAR WHEN FINISHED":GOTO 100
80 OPEN #1,4,0,Y$:INPUT #1,KK
90 FOR I=1 TO KK:INPUT #1,X:N(I)=X:NEXT I
95 CLOSE #1
100 DIM STRUCK(63),ROWS(63),CLMS(63),COLS(63)
110 FOR X=1 TO 53
111 READ A,B,C,D,E
113 STRUCK(A)=B:ROWS(A)=C:CLMS(A)=D:COLS(A)=E
115 NEXT X
120 GRAPHICS 7+16
130 SETCOLOR 4,7,2
135 SETCOLOR 2,7,2
140 SETCOLOR 0,0,14:COLOR 1
150 COL=27
160 FOR KEY=1 TO 10
170 FOR C=COL-7 TO COL
180 PLOT C,60
190 DRAWTO C,90
200 NEXT C
210 COL=COL+10
220 NEXT KEY
230 SETCOLOR 1,0,0:COLOR 2
240 COL=31
250 FOR KEY=1 TO 7
260 FOR C=COL-7 TO COL
270 PLOT C,60
280 DRAWTO C,90
290 NEXT C
300 COL=COL+10
305 IF KEY=2 THEN COL=COL+10
306 IF KEY=5 THEN COL=COL+11
330 NEXT KEY
340 COLOR 1:COL=48

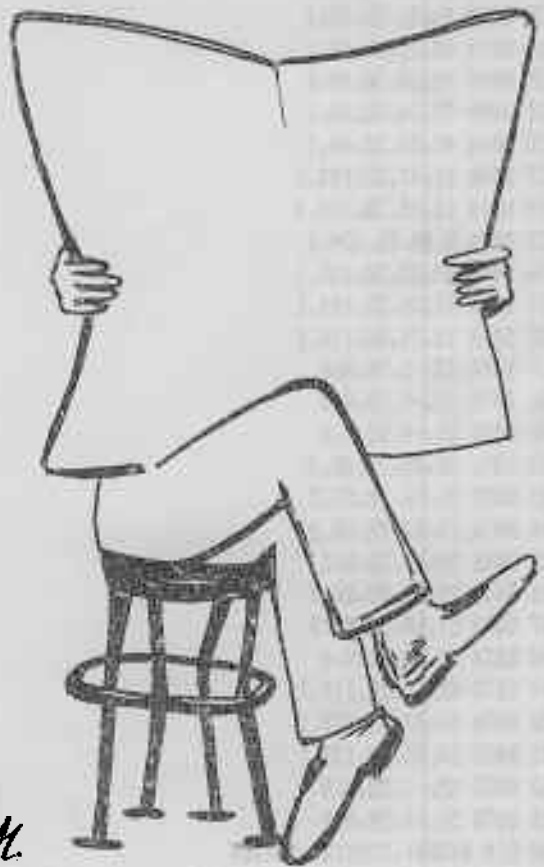
```



```

350 FOR KEY=1 TO 12
360 FOR C=COL-7 TO COL
370 PLOT C,10
380 DRAWTO C,40
390 NEXT C
400 COL=COL+10
410 NEXT KEY
420 COLOR 2:COL=52
430 FOR KEY=1 TO 8
440 FOR C=COL-7 TO COL
450 PLOT C,10
460 DRAWTO C,30
470 NEXT C
480 COL=COL+10
482 IF KEY=3 THEN COL=COL+10
484 IF KEY=5 THEN COL=COL+11
490 NEXT KEY
820 OPEN #1,4,0,"K:"
825 IF S THEN 840
830 IF PEEK(764)=255 THEN 830
840 IF S THEN NN=NN+1:A=N(NN):B=PEEK(53775):GOTO 843
841 A=PEEK(764):B=PEEK(53775)
842 NN=NN+1:N(NN)=A
843 IF S=1 AND NN=XX THEN 4030
844 IF S=0 AND PEEK(764)=33 THEN 4000
845 COLOR 3:GOSUB 1000
846 IF A=0 THEN 4030
850 IF STRUCK(A)=-1 THEN 900
860 SOUND 0,STRUCK(A),10,8
865 IF S THEN COLOR COULS(A):GOTO 895
870 IF PEEK(53775)<>B THEN 900
880 IF PEEK(764)=A THEN PP=PP+1:IF PP<10 THEN 842
885 IF PEEK(764)=A THEN PP=0:GOTO 900
890 COLOR COULS(PEEK(764))
895 GOSUB 1000
896 GOTO 840
900 IF S THEN COLOR COULS(A):GOTO 906
902 POKE 764,255
905 COLOR COULS(A)
906 GOSUB 1000
910 SOUND 0,0,0,0
920 GOTO 830
1000 REM
1020 FOR X=0 TO 1
1030 PLOT CLMS(A)+X,ROWS(A)
1040 DRAWTO CLMS(A)+X,ROWS(A)+1
1050 NEXT X
1060 RETURN
4000 REN WRITE
4001 RUN
4005 OPEN #2,8,0,Y6:PRINT #2:NN
4010 FOR I=1 TO NN:PRINT #2:N(I):NEXT I
4020 CLOSE #2
4030 CLOSE #1

```



S.K.

X

```

1 REM MAGIC
2 DIM E$(10),R$(40)
5 DIM D$(1),X$(10)
6 DIM B1(7),B2(7),B3(7)
7 DIM Y(21)
8 POKE 752,3:POKE B2,1:POKE B3,39
10 REM "D1:MAGIC"
15 DIM A(21)
20 FOR I=1 TO 21
30 A(I)=I+64
40 NEXT I
50 PRINT "3"
70 POSITION 0,12
80 D$=""
90 N=40
100 GOSUB 2000
110 POSITION 0,13
120 GOSUB 2000
130 POSITION 5,1
140 PRINT "A  M A G I C  T R I C K"
170 GOSUB 1000
171 C9=3:R9=7
173 R$=" THINK OF ANY LETTER BELOW"
175 GOSUB 3000
180 C9=3:R9=9
190 R$=" PRESS RETURN WHEN READY"
200 GOSUB 3000
210 POSITION 32,9
220 INPUT E$

```

```

225 FOR B4=1 TO 3
230 C9=3:R9=7
240 R$=" ENTER ROW WHICH CONTAINS LETTER"
250 GOSUB 3000
260 C9=3:R9=9
270 R$=" WHICH ROW "
280 GOSUB 3000
290 POSITION 25,9
300 INPUT X
310 IF X>3 THEN 230
320 FOR K=1 TO 7
330 B1(K)=A(K)
340 B2(K)=A(K+7)
350 B3(K)=A(K+14)
360 NEXT K
370 ON X GOTO 390,600,440
380 FOR I=1 TO 7
390 Y(I)=B2(I)
400 Y(I+7)=B1(I)
410 Y(I+14)=B3(I)
420 NEXT I
430 GOTO 650
440 FOR I=1 TO 7
450 Y(I)=B1(I)
460 Y(I+7)=B3(I)
470 Y(I+14)=B2(I)
480 NEXT I
490 GOTO 650

```

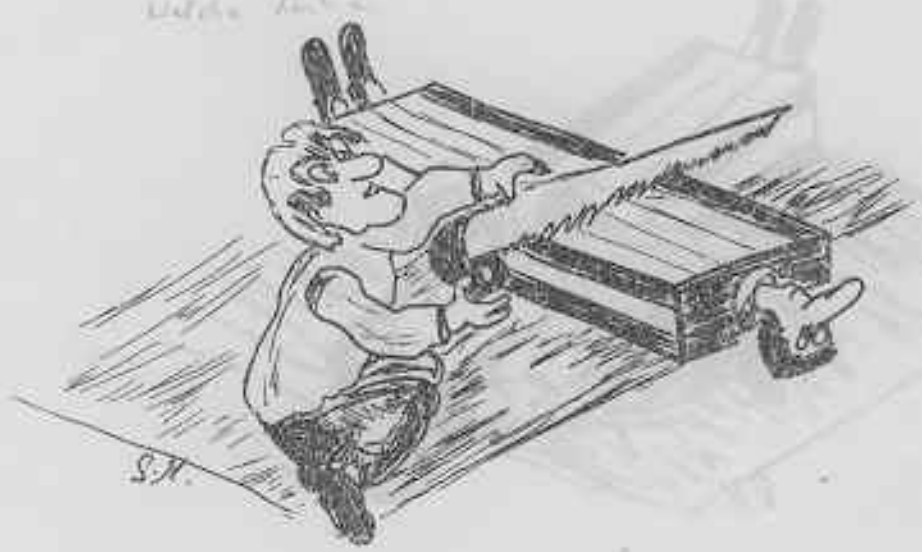
*anhalten*

*Warte*

*Warte*

*Ein MAGIC Trick*

*Denke daran wenn du bereit bist  
 2. Denke an den Brief an  
 welche Zeile enthält die Brief  
 welche Zeile*



*S.M.*



```

600 FOR I=1 TO 21
610 Y(I)=A(I)
620 NEXT I
650 Z=1
660 FOR I=1 TO 21
670 A(Z)=Y(I)
680 Z=Z+7
690 IF Z>21 THEN Z=Z-20
700 NEXT I
710 IF B4<>3 THEN GOSUB 1000
720 NEXT B4
730 X=A(11)
735 GOSUB 8000
740 FOR I=1 TO 21
750 A(I)=X
760 NEXT I
770 POSITION 0,12
771 N=40
772 D$=" "
773 GOSUB 2000
774 POSITION 10,12
775 PRINT "A B R A C A D A B R A ! !":
776 POSITION 0,13
777 GOSUB 2000
790 GOSUB 1000
800 PRINT "ENTER 'E' TO EXIT":INPUT X$:IF X$="E" THEN STOP
810 RUN
1000 REM DISPLAY ROUTINE
1005 POSITION 1,16

```

```

1010 FOR R=1 TO 3
1020 PRINT "ROW ";R;" -> ";
1030 FOR C=1 TO 7
1035 N1=(R-1)*7+C
1040 PRINT CHR$(A(N1));" ";
1050 NEXT C
1060 POSITION 1,16+(R*2)
1070 NEXT R
1080 RETURN
2000 FOR I=1 TO N
2010 PRINT D$;
2020 NEXT I
2030 RETURN
3000 D$=" "
3005 N=35
3010 POSITION C9,R9
3020 GOSUB 2000
3030 POSITION C9,R9
3040 PRINT R$;
3050 RETURN
8000 FOR I=0 TO 15
8010 FOR J=1 TO 7
8020 SETCOLOR 2,1.2*J
8025 SOUND 0,(15*(15-I)),10,10
8030 NEXT J
8040 NEXT I
8050 SETCOLOR 2,8,2
8055 SOUND 0,0,0,0
8060 RETURN

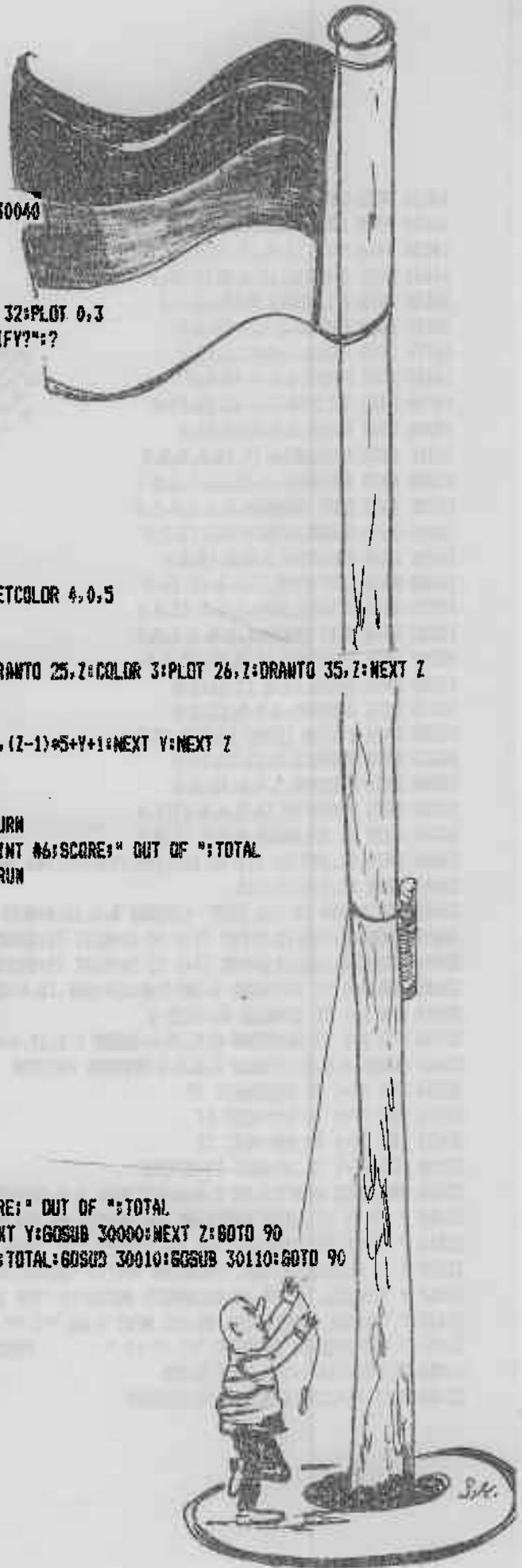
```



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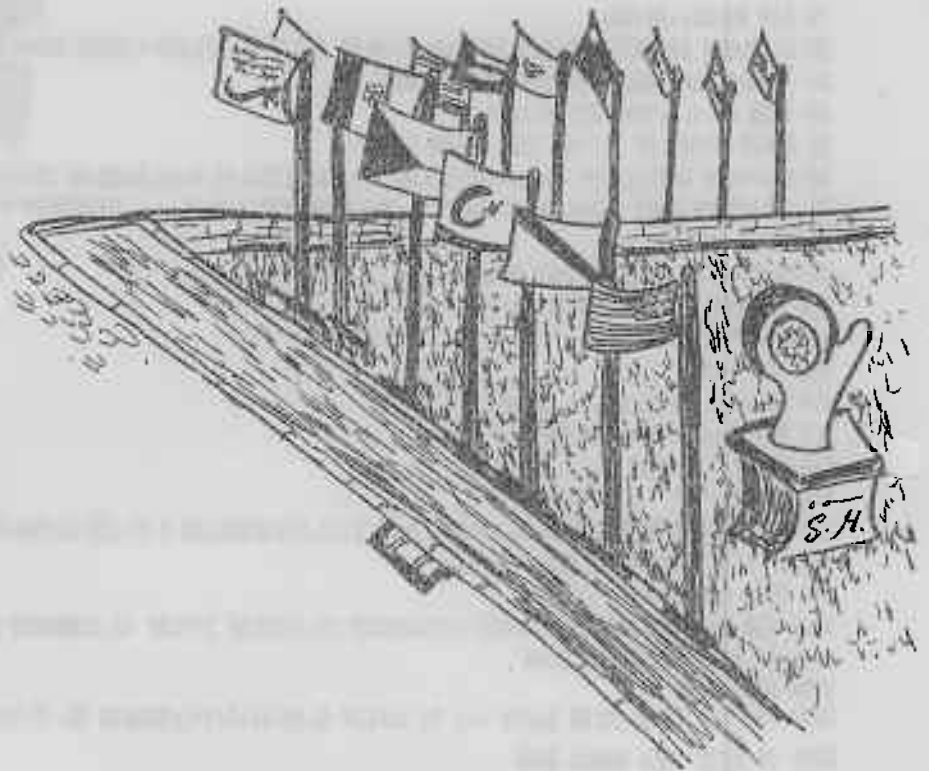
1 REM FLAGGEN DER WELT
2 REM
3 REM
4 REM
10 DIM A$(81),B$(20)
20 GRAPHICS 18:SETCOLOR 4,4,1:COLOR 32:PLOT 6,5:? #6:"FLAG":GOSUB 30040
30 ? #6:? #6:? #6:" INSTRUCTIONS (Y,N)?"
40 OPEN #1,4,0,"K":GET #1,KEY
50 GOSUB 30000:IF KEY=89 THEN GOSUB 31000
60 GRAPHICS 2:SETCOLOR 1,11,0:SETCOLOR 2,11,6:SETCOLOR 4,11,0:COLOR 32:PLOT 0,3
70 ? #6:"HOW MANY FLAG DO YOU WISH TO IDENTIFY?"
80 INPUT NU
90 PR=PR+1:IF PR=NU+1 THEN 8000
100 RESTORE :R=INT(RND(0)*37)+1
110 FOR Z=1 TO R
112 A$="":NEXT Z
114 READ A$,C0,B0,C1,B1,C2,B2
115 FOR Z=LEN(A$)+1 TO 80
116 A$(Z)=" ":NEXT Z
118 A$(81)="*"
120 GRAPHICS 3:SETCOLOR 0,C0,B0:SETCOLOR 1,C1,B1:SETCOLOR 2,C2,B2:SETCOLOR 4,0,5
130 IF R>17 THEN GOTO 2000
140 GOTO 1000
1000 FOR Z=2 TO 16:COLOR 1:PLOT 6,Z:DRAWTO 15,Z:COLOR 2:PLOT 16,Z:DRAWTO 25,Z:COLOR 3:PLOT 26,Z:DRAWTO 35,Z:NEXT Z
1010 IF R<8 THEN GOSUB 3000
1090 GOTO 9000
2000 FOR Z=1 TO 3:COLOR Z:FOR Y=1 TO 5:PLOT 6,(Z-1)*5+Y+1:DRAWTO 35,(Z-1)*5+Y+1:NEXT Y:NEXT Z
2010 IF R<25 THEN GOSUB 3000
2090 GOTO 9000
3000 COLOR 4:FOR Z=19 TO 22:PLOT Z,8:PLOT Z,10:NEXT Z:PLOT 19,9:RETURN
8000 GRAPHICS 18:SETCOLOR 2,2,0:SETCOLOR 4,2,0:COLOR 32:PLOT 4,3:PRINT #6:"SCORE:" OUT OF " :TOTAL
8010 PLOT 1,6:PRINT #6:"PLAY AGAIN(Y/N)":GET #1,KEY:IF KEY=89 THEN RUN
8020 END
9000 IF R>33 THEN RESTORE
9005 READ B$:POKE 752,1:FOR Z=21 TO 61 STEP 20
9010 FOR Y=1 TO 7:READ B$:NEXT Y
9020 A$(Z,Z+19)=B$:NEXT Z
9100 ? " WHAT COUNTRY FLIES THIS FLAG ?":GOSUB 30120:GOSUB 30120
9110 R=INT(RND(0)*4)*20:Z=R
9120 Z=Z+20:IF Z>61 THEN Z=1
9130 GOSUB 30020:? :? :? ,A$(Z,Z+19):?
9140 IF STICK(0)=14 THEN 9120
9150 IF STRIG(0)=1 THEN 9140
9160 PRINT :PRINT :PRINT ,A$(1,20):PRINT :IF Z(<)1 THEN 9200
9170 SCORE=SCORE+1:TOTAL=TOTAL+1:PRINT " CORRECT SCORE: " :SCORE:" OUT OF " :TOTAL
9180 FOR Z=1 TO 3:FOR Y=0 TO 6 STEP 2:SETCOLOR 4,0,Y:GOSUB 30130:NEXT Y:GOSUB 30000:NEXT Z:GOTO 90
9200 TOTAL=TOTAL+1:PRINT " INCORRECT SCORE: " :SCORE:" OUT OF " :TOTAL:GOSUB 30010:GOSUB 30110:GOTO 90
10000 DATA MEXICO,11,0,0,13,3,0
10010 DATA BARBADOS,8,0,13,12,8,0
10020 DATA GUATEMALA,8,0,0,13,8,0
10030 DATA PERU,3,0,0,13,3,0
10040 DATA CAMEROON,13,0,3,0,13,12
10050 DATA RWANDA,3,0,13,12,13,0
10060 DATA SENEGAL,11,0,13,12,3,0
10070 DATA IRELAND,13,0,0,13,2,0
10080 DATA ITALY,13,0,0,13,3,0
10090 DATA ANDORRA,8,0,13,12,3,0
10100 DATA CHAD,8,0,13,12,3,0

```



10110 DATA GUINEA,3,0,13,12,3,0  
 10120 DATA IVORY COAST,3,0,0,13,13,0  
 10130 DATA MALI,13,0,13,12,3,0  
 10140 DATA NIGERIA,13,1,0,13,13,1  
 10150 DATA BELGIUM,0,0,13,12,3,0  
 10160 DATA FRANCE,8,0,0,13,3,0  
 10170 DATA INDIA,3,0,0,13,13,0  
 10180 DATA EGYPT,3,0,0,13,0,0  
 10190 DATA BOLIVIA,3,0,13,12,13,0  
 10200 DATA NIGER,2,0,0,13,11,0  
 10210 DATA VENEZUELA,13,12,8,0,3,3  
 10220 DATA BULGARIA,0,13,13,5,3,0  
 10230 DATA EAST GERMANY,0,0,3,0,2,4  
 10240 DATA YUGOSLAVIA,8,0,0,13,3,0  
 10250 DATA PARAGUAY,3,0,0,13,8,0  
 10260 DATA LUXEMBURG,3,0,0,13,10,0  
 10270 DATA NETHERLANDS,3,0,0,13,8,0  
 10280 DATA WEST GERMANY,0,0,3,0,2,2  
 10290 DATA ETHIOPIA,11,0,13,12,3,0  
 10300 DATA GABON,11,0,13,12,8,0  
 10310 DATA HUNGARY,3,0,0,13,3,0  
 10320 DATA SIERRA LEONE,11,0,0,13,8,0  
 10330 DATA SUDAN,0,0,13,12,13,0  
 10340 DATA AUSTRIA,3,0,0,13,3,0  
 10350 DATA UPPER VOLTA,0,0,0,13,3,0  
 10360 DATA EL SALVADOR,8,0,0,13,8,0  
 15000 DATA 81,193,81,193,96,217,121,243,121,243,96,193,96,193,81,162,81,162,60,243,60,243,60,243,60,243,60,243

15010 DATA 60,243,60,243  
 30000 FOR U=200 TO 100 STEP -1: SOUND 0,0,10,4: NEXT U: SOUND 0,0,0,0: RETURN  
 30010 SOUND 0,240,12,8: FOR TT=1 TO 50: NEXT TT: SOUND 0,0,0,0: RETURN  
 30020 SOUND 0,100,10,8: FOR TT=1 TO 20: NEXT TT: SOUND 0,0,0,0: RETURN  
 30030 FOR U=1 TO 10: SOUND 0,INT(RND(0)\*100),10,4: NEXT U: SOUND 0,0,0,0: RETURN  
 30040 FOR U=1 TO 37: READ A#: NEXT U  
 30050 FOR U=1 TO 16: SOUND 0,5,10,6: SOUND 1,6,10,4: GOSUB 30130: GOSUB 30130: NEXT U  
 30060 SOUND 0,0,0,0: SOUND 1,0,0,0: RESTORE : RETURN  
 30100 FOR TT=1 TO 2000: NEXT TT  
 30110 FOR TT=1 TO 500: NEXT TT  
 30120 FOR TT=1 TO 100: NEXT TT  
 30130 FOR TT=1 TO 10: NEXT TT: RETURN  
 31000 GRAPHICS 0: SETCOLOR 2,8,0: SETCOLOR 4,8,0: POKE 752,1: ? : ? : PRINT , "WELCOME TO FLAGS"  
 31005 ? : ? : ? : ? "UPON ENTERING THE NUMBER OF NATIONAL": ? "EMBLEMS YOU WISH TO IDENTIFY, A FLAG"  
 31010 ? "WILL BE DISPLAYED ON THE SCREEN.": ? "PUSH THE JOYSTICK FORWARD TO VIEW THE"  
 31020 ? "4 POSSIBILITIES. PRESSING THE": ? "JOYSTICK BUTTON WILL SIGNIFY YOUR"  
 31030 ? "CHOICE. AFTER AN INCORRECT GUESS": ? "THE EMBLEM WILL BE IDENTIFIED FOR YOU"  
 31035 ? "BEFORE PROCEEDING TO THE NEXT FLAG.": ? : ? "A LARGE 'C' IN THE EMBLEM'S CENTER"  
 31037 ? "REPRESENTS A CREST.": ? : ? : ? " PRESS ANY KEY TO CONTINUE": POKE 764,255  
 31050 IF PEEK(764)=255 THEN 31050  
 31060 POKE 764,255: GOSUB 30000: RETURN

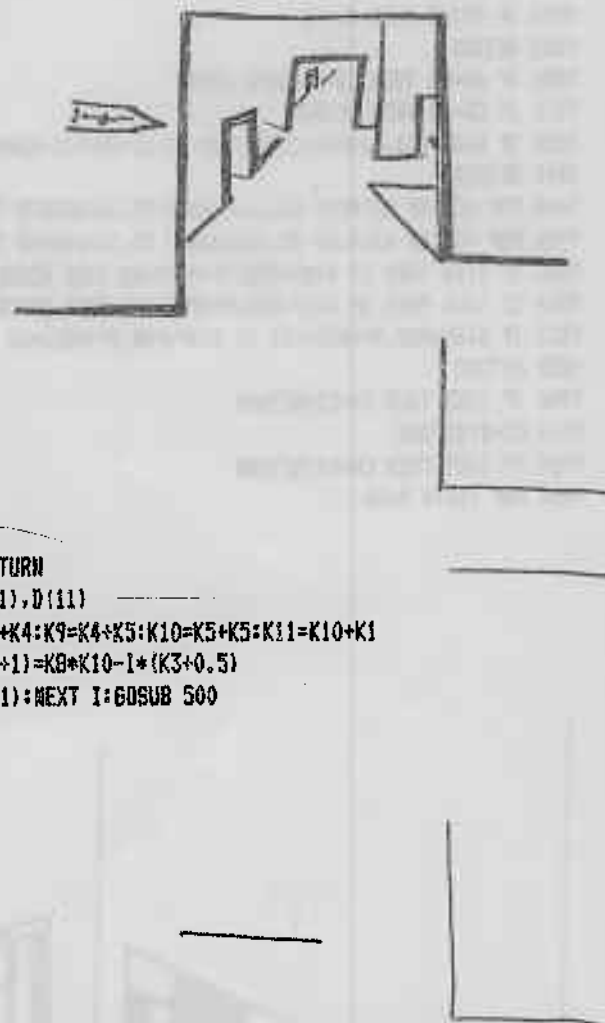


TEST X

```

10 REM *** 3D-IRRGARTEN ***
25 PRINT "(min:5,5;max:36,22)"
110 INPUT MI,MJ:IF MI>36 OR MJ>22 OR MI<5 OR MJ<5 THEN 10
112 PRINT "Irrgarten wird konstruiert !"
115 COM M(MI,MJ),A$(1)
120 CH=MI*MJ/4:FOR I=0 TO MI:FOR J=0 TO MJ:M(1,J)=3:NEXT J:NEXT I
130 BI=-1:DJ=0:AI=MI:AJ=INT(((MJ/2)-1)*RND(0))+1)*2:CT=1
140 M(AI,AJ)=0:AI=AI+DI:AJ=AJ+DJ:SI=AI+SJ=AJ
150 M(AI,AJ)=1
160 DI=INT(3*RND(0)+1)-2:DJ=INT(3*RND(0)+1)-2:IF ABS(DI)=ABS(DJ) THEN 160
170 AI=AI+DI:AJ=AJ+DJ
180 IF AI=0 OR AI=MI OR AJ=0 OR AJ=MJ THEN 230
190 IF M(AI,AJ)=1 THEN 160
200 FOR I=-1 TO 1 STEP 2:FOR J=-1 TO 1 STEP 2
210 IF M(AI+I,AJ+J)=1 AND M(AI,AJ+J)=1 AND M(AI+I,AJ)=1 THEN 240
220 NEXT J:NEXT I:CT=CT+1:GOTO 150
230 IF CT>CH THEN M(AI,AJ)=4:AI=SI:AJ=SJ:GOTO 1200
240 AI=AI-DI:AJ=AJ-DJ:GOTO 160
500 REM AUSGABE
1000 GRAPHICS 0:POKE 752,1:SETCOLOR 2,4,2:SETCOLOR 4,4,2:ZAEH=ZAEH+1
1010 FOR I=0 TO MI:FOR J=0 TO MJ
1020 IF M(1,J)=1 OR M(1,J)=2 THEN CH=32
1030 IF M(1,J)=3 THEN CH=160
1040 IF M(1,J)=0 THEN CH=211
1050 IF M(1,J)=4 THEN CH=197
1060 IF AI=I AND AJ=J THEN CH=42
1070 POSITION 1+(19-(MI/2)),J+(12-(MJ/2)):PRINT CHR$(CH):NEXT J:NEXT I:RETURN
1200 FE=AI:FF=AJ:AZ=INT(RND(0)*3)+1:RD=INT(RND(0)*4)+2:COM A(11),B(11),C(11),D(11)
1210 K0=0:K1=1:K2=K1+K1:K3=K2+K1:K4=K2+K2:K5=K2+K3:K6=K3+K3:K7=K6+K1:K8=K4+K4:K9=K4+K5:K10=K5+K5:K11=K10+K1
1220 FOR I=K0 TO K11 STEP K2:A(I)=I*K7+K1:A(I+K1)=I*(K3+0.5):B(I)=A(I):B(I+1)=K8*K10-I*(K3+0.5)
1230 C(I)=((K10+K6)*K10)-I*K7)-K1:C(I+K1)=A(I+K1):D(I)=C(I):D(I+K1)=B(I+K1):NEXT I:GOSUB 500
1300 IF ZAEH<RD THEN IF STRIG(K0)=K0 THEN GOSUB 500
1320 ST=STICK(K0):IF ST=K11+K4 THEN 1300
1330 IF ST=K3+K11 THEN AA=K0:GOTO 1400
1340 IF ST=K11 THEN AZ=AZ-K1:AA=K1:GOSUB 9000:GOTO 1400
1350 IF ST=K7 THEN AZ=AZ+K1:AA=K1:GOSUB 9000:GOTO 1400
1360 GOTO 1300
1400 SOUND K0,151,K8,K10:GOTO AZ*K10+1410
1410 POX=K1:POY=K0:L1=K0:L2=-K1:GOTO 1450
1420 POX=K0:POY=K1:L1=K1:L2=K0:GOTO 1450
1430 POX=-K1:POY=K0:L1=K0:L2=K1:GOTO 1450
1440 POX=K0:POY=-K1:L1=-K1:L2=K0
1450 CW=EW+K1:GRAPHICS K7*K9+K7:CDLOR K1:SETCOLOR K4,K11,K0:SETCOLOR K0,K3,K10:GOSUB 9500
1470 SOUND K0,K0,K0,K0:XP=AI:YP=AJ:FOR I=K2 TO K10 STEP K2
1480 IF M(XP+L1,YP+L2)=K3 THEN GOSUB 3000:GOTO 1500
1490 IF M(XP+L1,YP+L2)<>K3 THEN GOSUB 4000
1500 IF M(XP-L1,YP-L2)=K3 THEN GOSUB 5000:GOTO 1520
1510 IF M(XP-L1,YP-L2)<>K3 THEN GOSUB 6000
1520 GOSUB 9800:IF M(XP+POX,YP+POY)=K3 THEN 7000
1530 XP=XP+POX:YP=YP+POY:NEXT I:I=K10:GOTO 7000
3000 PLOT A(I-K2),A(I-K1):DRAWTO A(I),A(I+K1):DRAWTO B(I),B(I+K1):DRAWTO B(I-K2),B(I-K1)
3010 RETURN
4000 PLOT A(I-K2),A(I+K1):DRAWTO A(I),A(I+K1):DRAWTO B(I),B(I+K1):DRAWTO B(I-K2),B(I+K1)
4010 RETURN
5000 PLOT C(I-K2),C(I-K1):DRAWTO C(I),C(I+K1):DRAWTO D(I),D(I+K1):DRAWTO D(I-K2),D(I-K1)
5010 RETURN
6000 PLOT C(I-K2),C(I+K1):DRAWTO C(I),C(I+K1):DRAWTO D(I),D(I+K1):DRAWTO D(I-K2),D(I+K1)
6010 RETURN
7000 PLOT A(I),A(I+K1):DRAWTO C(I),C(I+K1):PLOT B(I),B(I+K1):DRAWTO D(I),D(I+K1)
7010 IF CC=K2 AND CD=K5 THEN 7500
7020 GOTO 1300

```

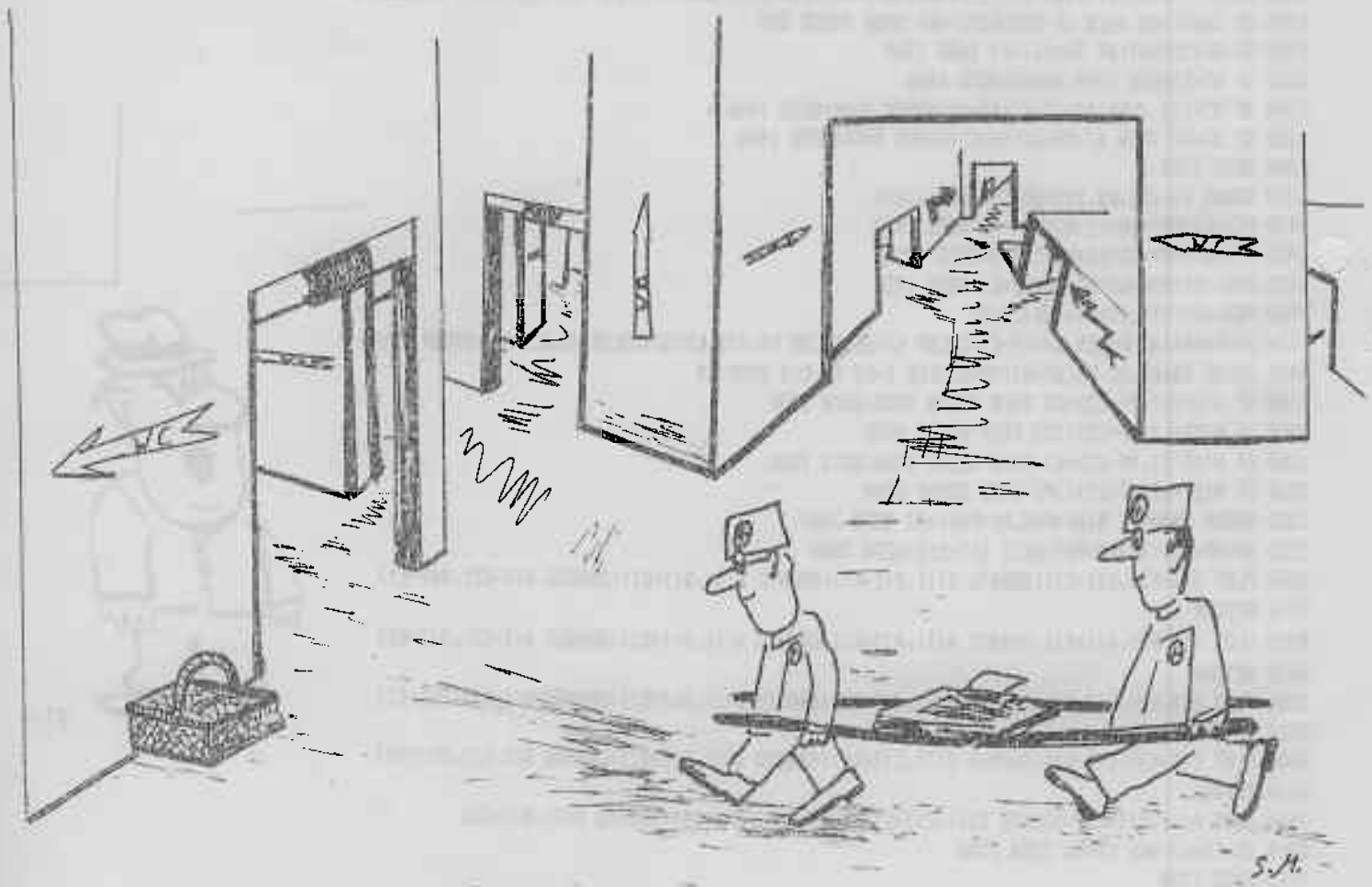


S-7

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7500 FOR I=K0 TO K9:K10:NEXT I:FOR I=K0 TO K6:SDUND K0,99,K10,K10:SETCOLOR K4,K7,K6:FOR J=K0 TO K9:K9:NEXT J
7505 SETCOLOR K4,K2,K0
7510 SOUND K0,K0,K0,K0:FOR J=K0 TO K9:K9:NEXT J:NEXT I:PRINT "Sie sind aus dem Irrgarten mit ";EM
7515 PRINT "Zuesen entkommen ! Gratulation!!!"
7520 PRINT "Neuer Irrgarten ";;INPUT A$:IF A$(K1,K1)="J" THEN RUN
7530 PRINT "Nochmal der selbe ";;INPUT A$:IF A$(K1,K1)="J" THEN CD=K0:AI=FE:AJ=FF:ZAEN=K0:EM=K0:GOTO 1300
7600 END
9000 IF AZ<K0 THEN AZ=K3
9010 IF AZ>K3 THEN AZ=K0
9020 RETURN
9500 IF AA=K1 THEN CD=K0:GOTO 9540
9510 IF CD=K4 THEN RETURN
9530 IF N(AI+POX,AJ+POY)<>K3 THEN AI=AI+POX:AJ=AJ+POY
9540 RETURN
9600 POP :COLOR K2:PLOT 85,36:DRANTO 75,36:DRANTO 75,40:DRANTO 85,40:DRANTO 85,44:DRANTU 75,44:GOTO 7000
9700 POP :COLOR K2:PLOT 85,36:DRANTO 75,36:DRANTO 75,44:DRANTO 85,44:PLOT 75,40:DRANTO 85,40:GOTO 7000
9800 IF I<K6 THEN IF N(XP+POX,YP+POY)=K0 THEN GOSUB 9900:GOSUB 9950:GOTO 9600
9810 IF I<K6 THEN IF N(XP+POX,YP+POY)=K4 THEN GOSUB 9900:CD=K5:GOTO 9700
9815 IF N(XP+POX,YP+POY)=K4 OR N(XP+POX,YP+POY)=K0 THEN 7000
9820 RETURN
9900 IF I<K2 THEN CC=K2:RETURN
9910 CC=I:RETURN
9950 IF I<K4 THEN CD=K4:RETURN
9960 POP :GOTO 9600

```



```
1 REM ** DREHENDE, FARBIGE ZYLINDER **
5 NEG
10 GRAPHICS 10
15 FOR I=1 TO 7:POKE 705+I,128+2:NEXT I
17 POKE 705,136
20 FOR ANG=180 TO 360+180 STEP 6
30 X=8+8*COS(ANG)
40 Y=16+8*SIN(ANG)
50 COLOR (ANG-180)/45+1:PLOT X,Y
60 DRAWTO X,80+Y
70 COLOR 0:PLOT X,Y
90 NEXT ANG
120 FOR ANG=180 TO 360+180 STEP 6
130 X=26+8*COS(ANG)
140 Y=16+8*SIN(ANG)
150 COLOR 9-(ANG-180)/45:PLOT X,Y
160 DRAWTO X,100+Y
170 COLOR 0:PLOT X,Y
190 NEXT ANG
220 FOR ANG=180 TO 360+180 STEP 6
230 X=44+8*COS(ANG)
240 Y=16+8*SIN(ANG)
250 COLOR (ANG-180)/45+1:PLOT X,Y
260 DRAWTO X,120+Y
270 COLOR 0:PLOT X,Y
290 NEXT ANG
320 FOR ANG=180 TO 360+180 STEP 6
330 X=62+8*COS(ANG)
340 Y=16+8*SIN(ANG)
350 COLOR 9-(ANG-180)/45:PLOT X,Y
360 DRAWTO X,140+Y
370 COLOR 0:PLOT X,Y
390 NEXT ANG
410 GOTO 500
420 FOR ANG=180 TO 360+180 STEP 6
430 X=50+8*COS(ANG)
440 Y=16+8*SIN(ANG)
450 COLOR (ANG-180)/45+1:PLOT X,Y
460 DRAWTO X,140+Y
470 COLOR 0:PLOT X,Y
490 NEXT ANG
500 A=PEEK(705)
510 FOR I=705 TO 711
520 POKE I,PEEK(I+1)
530 NEXT I
540 POKE 712,A
550 GOTO 500
```



```

100 REM ***** SUPER DEMO *****
140 DIM TOP$(128),BOT$(128)
150 DIM TOP$(128),BOT$(128)
160 DIM COL$(255)
190 GOSUB 550
210 GOSUB 800
230 GOSUB 10060
260 ST=PEEK(560)+256*PEEK(561)
270 POKE ST,112+128
280 POKE ST+3,13+64+128
290 FOR Y=6 TO 6+96 STEP 2
300 POKE ST+Y,13+128
310 NEXT Y
340 FOR ROT=0 TO 300 STEP 2
350 SANDY=0
360 BOT$=COL$(1,125)
370 TOP$=COL$(126,250)
390 TOP1$=TOP$(1,120)
400 TOP$=TOP$(121,125)
410 TOP$(6)=TOP1$
420 TOP$(5,5)=CHR$(ROT)
426 IF ROT>255 THEN TOP$(5,5)=CHR$(0)
440 BOT1$=BOT$(1,5)
450 BOT$=BOT$(6)
460 BOT$(121)=BOT1$
480 COL$(1,125)=BOT$
490 COL$(126)=TOP$
500 NEXT ROT
510 GOTO 340
550 GRAPHICS 23:DEG :SETCOLOR 2,4,10:DIM C(3)
560 SETCOLOR 0,0,10
570 SETCOLOR 1,0,6
580 SETCOLOR 2,0,2
590 R=20:COLOR 1:C=1
600 X0=79:Y0=47
610 FOR K=0 TO 3:C(K)=K+1*2:NEXT K
620 FOR K=1 TO 3
630 X=X0+R*COS(360):Y=Y0+PLOT X,Y
640 FOR I=0 TO 5*360 STEP 75
650 X=X0+R*COS(I):Y=Y0+R*SIN(I)
660 DRAWTO X,Y
670 NEXT I:R=R+12:C=C+1:COLOR C
680 NEXT K
X 690 ZB=1
700 FOR LOOP=1 TO 50
X 710 COLOR ZB
X 720 XB=INT(RND(0)*159)+1
X 730 YB=INT(RND(0)*47)+1
X 740 PLOT XB,YB
X 750 ZB=ZB+1:IF ZB=4 THEN ZB=1
760 NEXT LOOP
770 RETURN
800 FOR T=1 TO 255 STEP 5
810 COL$(T,T)=CHR$(T)
820 T1=T+80
830 T2=T+160
840 IF T1>255 THEN T1=T1-256
850 IF T2>255 THEN T2=T2-256
860 COL$(T+1,T+1)=CHR$(T1)
870 COL$(T+2,T+2)=CHR$(T2)
880 COL$(T+4,T+4)=CHR$(0)
900 NEXT T
910 RETURN

```



```

10060 DIM PR$(60)
10110 READ X
10120 IF X=255 THEN 10320
10130 PR$(LEN(PR$)+1)=CHR$(X)
10140 GOTO 10110
10180 DATA 72,138,72,152,72
10190 DATA 162,0,173,11,212,201,07,240,3
10200 DATA 174,01,02
10205 DATA 141,10,212
10210 DATA 160,0
10220 DATA 189,03,04
10230 DATA 153,22,208
10240 DATA 232,200,192,5,208,244
10250 DATA 142,05,06
10260 DATA 104,168,104,170,104,64
10270 DATA 00,01,02,03,04,05
10280 DATA 255
10320 P=ADR(PR$)
10330 PHI=INT(P/256)
10340 PLD=(P-PHI*256)
10360 C=ADR(COL$)
10370 CHI=INT(C/256)
X10380 CLO=(C-CHI*256)
X10420 PR$(24,24)=CHR$(CLO)
10430 PR$(25,25)=CHR$(CHI)
10470 PXHI=INT((P+44)/256)
10480 PXL0=(P+44)-(PXHI*256)
10490 PR$(16,16)=CHR$(PXL0)
10500 PR$(17,17)=CHR$(PXHI)
10510 PR$(36,36)=CHR$(PXL0)
10520 PR$(37,37)=CHR$(PXHI)
10560 POKE 512,PLD
10570 POKE 513,PHI
10610 POKE 54286,128+64
10650 RETURN

```

```

1 REM **** CRYSTAL ****
2 REM ** ABENTUEUR IN BASIC **
4 GRAPHICS 0:POKE 710,0:POKE 752,1:POSITION 13,10:"Please wait";
5 CON CHAR$(1000)
6 CHAR$="ABCDEFGHIJKLMNPOQRSTUVWXYZ1234567890:=-+!^ZL/"
10 CHSET=(PEEK(106)-8)*256:CHORG=57344
11 GOSUB 15:GOTO 20
15 SOUND 0,A,0,10: SOUND 0,0,0,0:RETURN
20 FOR I=1 TO 1022:POKE CHSET+I,PEEK(CHORG+I):NEXT I:GOSUB 15
25 FOR I=1 TO LEN(CHAR$)
30 CHPOS=CHSET:(ASC(CHAR$(I))-32)*8
31 GOSUB 15
35 FOR J=0 TO 7
40 GOSUB 15:READ A:POKE CHPOS+J,A
45 NEXT J:GOSUB 15:NEXT I
49 GRAPHICS 2+16:CHSET=(PEEK(106)-8)*256
50 POKE 756,CHSET/256
60 GOTO 1000
100 DATA 0,126,126,102,126,126,102,0
110 DATA 0,126,98,124,102,102,126,0
120 DATA 0,126,110,96,96,110,126,0
130 DATA 0,120,100,98,98,100,120,0
140 DATA 0,126,102,112,112,102,126,0
150 DATA 0,126,126,96,120,120,96,0
160 DATA 0,126,96,110,102,126,126,0
170 DATA 0,231,102,126,126,102,231,0
180 DATA 0,126,60,60,60,60,126,0
190 DATA 0,14,6,6,102,126,126,0
200 DATA 0,102,124,112,112,124,102,0
210 DATA 0,240,112,112,114,126,126,0
220 DATA 0,126,126,126,102,102,102,0
230 DATA 0,102,118,110,110,102,98,0
240 DATA 0,126,126,102,102,126,126,0
250 DATA 0,126,102,126,126,96,96,0
260 DATA 0,126,102,98,106,100,122,0
270 DATA 0,126,98,126,126,108,110,0
280 DATA 0,126,96,126,2,126,126,0
290 DATA 0,126,126,126,24,24,24,0
300 DATA 0,102,102,102,102,126,126,0
310 DATA 0,231,102,102,102,60,24,0
320 DATA 0,102,102,66,126,102,36,0
330 DATA 0,102,102,102,60,102,102,0
340 DATA 0,102,102,102,126,24,24,0
350 DATA 0,126,126,102,14,24,114,126
360 DATA 0,62,28,12,12,12,28,62
370 DATA 0,126,70,12,24,48,126,0
380 DATA 0,126,70,12,24,12,70,126
390 DATA 0,66,66,66,126,2,2,2
400 DATA 0,126,64,112,56,14,2,126
410 DATA 0,0,126,64,126,66,66,126
420 DATA 0,126,6,24,96,96,64,64
430 DATA 0,126,66,102,60,102,66,126
440 DATA 0,126,66,126,6,12,24,48
450 DATA 0,126,66,90,90,66,126,0
460 DATA 0,0,24,24,0,24,24,0
470 DATA 0,0,126,126,0,126,126,0
480 DATA 0,24,24,126,126,24,24,0
490 DATA 54,0,126,102,102,126,126,0
500 DATA 0,126,60,60,24,0,24,0
510 DATA 28,28,28,6,62,8,62,99
520 DATA 24,60,66,60,36,126,66,126
530 DATA 0,126,66,66,66,66,126,0
540 DATA 254,170,170,170,170,170,170,254
1000 POKE 709,26:" $6:" crystal of somorah":POKE 710,16*3+5

```



```

10022 IF MAN=0 THEN 24000
10024 GOSUB 1090:GOTO 1099
15000 FOR I=11 TO 14:POSITION 0,I:? #6:" ":SOUND 0,1*16,0,6:FOR N=1 TO 40:NEXT N:NEXT I
15010 P=P+100:R=R+1
15020 IF R=60 THEN 30000
15025 X=18:Y=12:CLOCK=CLOCK-5:IF CLOCK<2 THEN CLOCK=2
15030 GOTO 1070
20000 M=R:IF M>10 THEN M=10
20005 FOR I=1 TO ANZR:H=0:V=0
20006 IF RX(I)=19 AND RY(I)=23 THEN 20070
20010 IF X>RX(I) THEN H=1:GOTO 20013
20011 IF X<RX(I) THEN H=0:GOTO 20013
20012 H=H-1
20013 IF Y>RY(I) THEN V=1:GOTO 20020
20014 IF Y<RY(I) THEN V=0:GOTO 20020
20015 V=V-1
20020 LOCATE RX(I)+H,RY(I)+V,Q
20030 IF Q=DNAM THEN 10000
20040 IF Q=37 OR Q=219 THEN P=P+50:GOSUB 1095:GOTO 20047
20045 GOTO 20050
20047 COLOR 32:PLDT RX(I),RY(I):FOR N=1 TO 15:SOUND 0,0,0,W:NEXT N:SOUND 0,0,0,0:RX(I)=19:RY(I)=23:H=0:V=0
20048 GOTO 20070
20050 COLOR 32:PLDT RX(I),RY(I)
20055 RX(I)=RX(I)+H:RY(I)=RY(I)+V
20060 COLOR 37:PLDT RX(I),RY(I)
20070 NEXT I:RETURN
24000 GRAPHICS 2+16:CHSET=(PEEK(106)-8)*256:POKE 756,CHSET/256
24005 POKE 708,26:POKE 709,120:POKE 711,50
24007 POSITION 5,2:? #6:"GAME OVER"
24010 POSITION 5,5:? #6:"your score"
24020 POSITION 6,6:? #6:P
24030 IF PEEK(53279)<>6 THEN 24030
24040 P=0:MAN=5:R=1:GOTO 1070
25000 ? #6:"":POSITION 6,12:? #6:"you enter"

```

```
ROOM "R:GOSUB 1002:? #6:"":RETURN
```



```

1 REM WUERTEERRATEN : INNER EIN PROBELAUF
2 CLR
3 DIM A(30),B(30),C(30),A$(19),B$(9)
4 ? " BLIND-SCHREIBEN (J/N) " : INPUT A$:IF A$="N" THEN LL=11
10 FOR Y=1 TO 30
20 A(Y)=0:NEXT Y
30 GRAPHICS 2
40 OPEN #1,4,0,"K:":? "}"
45 IF LL=0 THEN POKE 708,0
50 GET #1,A:IF A=155 THEN 90
60 G=B+1:B(G)=A:? #6:CHR$(A);
70 GOTO 50
90 GOSUB 300
95 POSITION 0,0
100 FOR U=1 TO G:? #6:CHR$(B(C(U))):NEXT U:Y=2:X=0:POKE 708,40
120 POSITION X,Y:REM X=ABSTAND Y=HOEHE
121 POKE 694,0
122 IF V=6 THEN 1000
130 GET #1,B
131 R=R+1
135 ? #6:CHR$(B):V=V+1:IF B(>)B(V) THEN V=V-1:FOR K=0 TO 80: SOUND 0,90,10,10:NEXT K:POSITION X,Y:X=X-1:? #6:" "
136 SOUND 0,0,0,0
140 X=X+1:GOTO 120
160 IF V=6 THEN 1000
300 FOR D=1 TO 6
310 H=INT(RND(0)*(6+1)):IF A(H)=1 THEN 310
320 A(H)=1:W=W+1:C(W)=H
330 NEXT D:RETURN
400 GRAPHICS 0
401 FOR U=0 TO G:? B(B):NEXT U
999 POKE 694,0
1000 ? "OKAY !!! YOU NEED " : R+1-G
1100 CLOSE #1

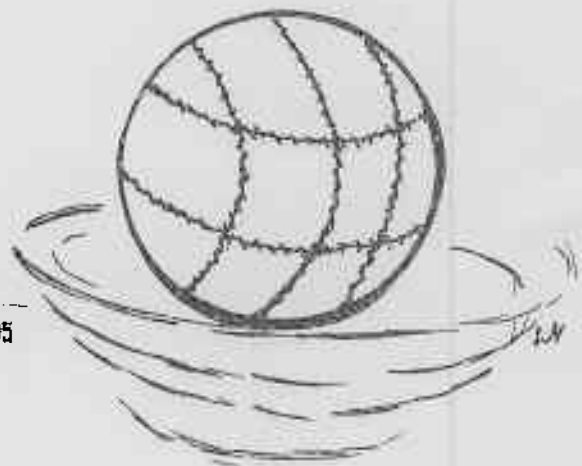
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10 REM ** DREHENDER, FARBIGER BALL **
115 DIM C(8):GRAPHICS 10:FOR Z=704 TO 712:READ R
116 R=R*16+B:C(12-704)=R:POKE Z,R:NEXT Z
117 DATA -.5,1,3,4,5,7,9,12,13
118 LIM=22:T2=3.14159*2/LIM:COL=3:E1=1
119 DIM D(LIM,2)
120 GOSUB 1500:FOR V=1 TO LIM:T=T+T2:GOSUB 1500:NEXT V
400 GOTO 1000
490 REG=705
500 FOR X=1 TO 8:POKE REG,C(X):REG=REG+1:IF REG>712 THEN REG=705
510 NEXT X:REG=REG+1:IF REG>712 THEN REG=705
520 POKE 77,0:GOTO 500
1000 REM
1005 FOR E=1 TO 10:E2=INT(E/2-0.5)
1010 FOR R=E1 TO E1+E2:CR=B-COL:IF CR=0 THEN CR=B
1015 V=0:COLR CR:GOSUB 2000:PLOT X,Y
1020 FOR V=1 TO LIM:T=T+T2:GOSUB 2000
1022 DRAWTO X,Y:IF V>LIM/2 THEN COLOR COL
1025 NEXT V:NEXT R:COL=COL+1:IF COL=9 THEN COL=1
1030 E1=E1+INT(E/2+0.5):NEXT E
1200 GOTO 490
1500 D(V,1)=SIN(T):D(V,2)=COS(T):RETURN
2000 X=(30-R)*0.6*D(V,1)+40:Y=60*D(V,2)+80:RETURN

```



0 REM \*\* ATARI ZEICHEN \*\*

13 BIN X\*(40)

400 I=65

1000 GRAPHICS 23:SETCBCLR 4,0,0:SETCOLOR 1,0,14:COLOR 2:SETCOLOR 0,0,0

1044 DATA 49,55,61,76,81,87,93,104,0

1046 DATA 48,56,61,76,80,88,93,105,0

1048 DATA 47,57,61,76,79,89,93,106,0

1050 DATA 46,58,61,76,78,90,93,107,0

1060 DATA 45,50,54,59,67,70,77,82,86,91,93,96,103,108,0

1062 DATA 45,49,55,59,67,70,77,81,87,91,93,96,104,108,0

1064 DATA 45,48,56,59,67,70,77,80,88,91,93,96,104,108,0

1066 DATA 45,48,56,59,67,70,77,80,88,91,93,96,104,108,0

1068 DATA 45,48,56,59,67,70,77,80,88,91,93,96,104,108,0

1070 DATA 45,48,56,59,67,70,77,80,88,91,93,96,103,108,0

1071 DATA 45,59,67,70,77,91,93,107,0

1072 DATA 45,59,67,70,77,91,93,106,0

1073 DATA 45,59,67,70,77,91,93,105,0

1074 DATA 45,59,67,70,77,91,93,104,0

1075 DATA 45,48,56,59,67,70,77,80,88,91,93,96,100,105,0

1076 DATA 45,48,56,59,67,70,77,80,88,91,93,96,101,106,0

1077 DATA 45,48,56,59,67,70,77,80,88,91,93,96,102,107,0

1078 DATA 45,48,56,59,67,70,77,80,88,91,93,96,103,108,0

1079 DATA 45,48,56,59,67,70,77,80,88,91,93,96,104,109,0

1080 DATA 45,48,56,59,67,70,77,80,88,91,93,96,105,109,0

1082 DATA 1,1

1085 I=I+1

1090 READ X:IF X=0 THEN X=112:Y=115:GOTO 1200

1100 READ Y

1110 IF X=I AND Y=I THEN 3000

1115 COLOR 1

1200 PLOT X,I:DRAWTO Y,I

1210 IF X=112 THEN 1230

1220 GOTO 1090

1230 GOTO 1085

3000 REM LOGO

3001 COLOR 2

3010 T=5:B=61:FOR R=80 TO 84

3015 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R

3020 FOR R=86 TO 115:IF R>90 THEN T=28+SQR(626-(116-R)\*(116-R))

3030 B=30+SQR(962-(116-R)\*(116-R))

3032 PLOT R,T:DRAWTO R,B:PLOT 160-R,T:DRAWTO 160-R,B:NEXT R

3040 SETCOLOR 0,0,14

3046 POKE 1664,232:POKE 1665,142:POKE 1666,10:POKE 1667,212:POKE 1668,142:POKE 1669,26:POKE 1670,208

3047 POKE 1671,76:POKE 1672,128:POKE 1673,6

3050 PRINT USR(1664)

4000 END



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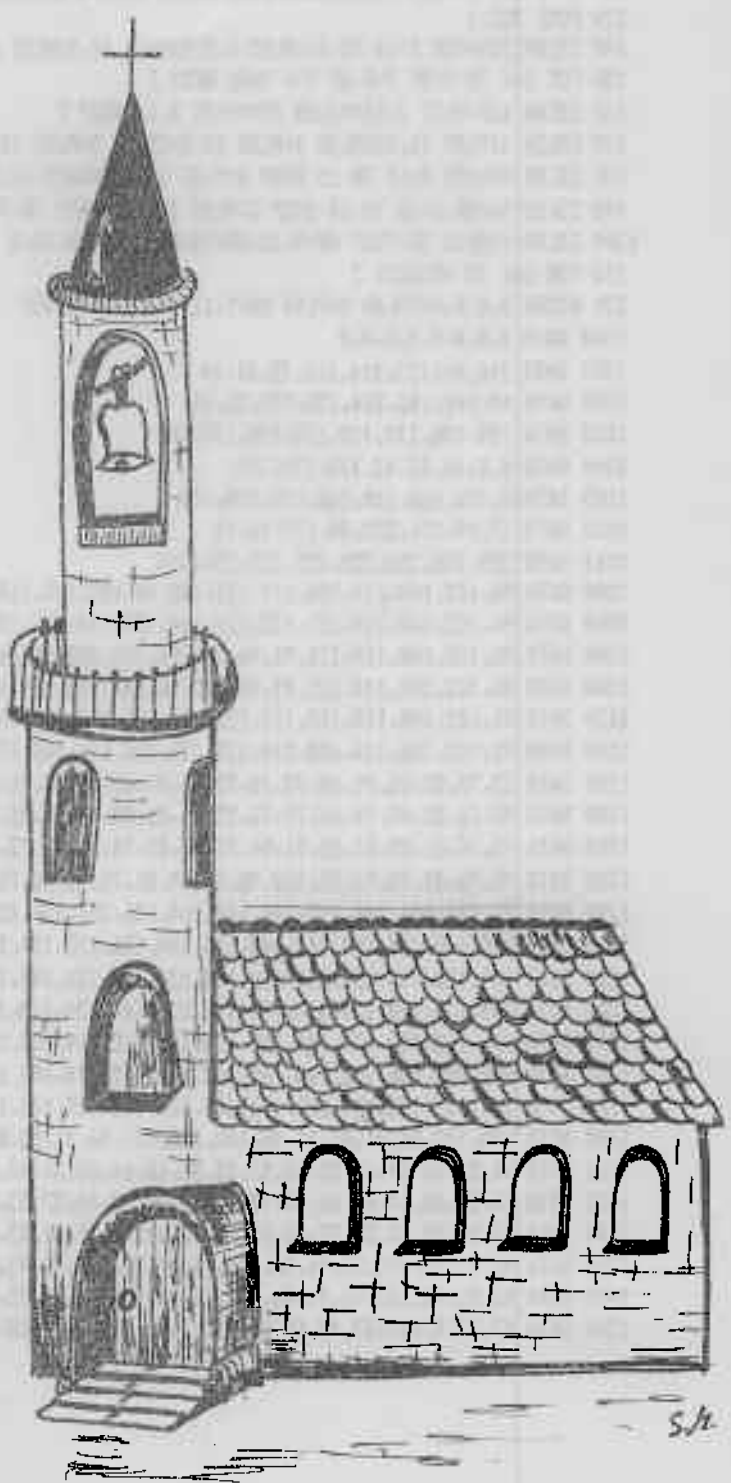
15 REM **** H A L L E L U J A ****
10 GOSUB 30200:POKE 87,2:POSITION 5,1:? #6;"hallelujah"
20 POKE 87,1:POSITION 1,7:? #6;"(handel's Messiah)":POKE 752,1
30 POKE 87,0:FOR Z=1 TO 3000:NEXT Z
100 GRAPHICS 21:SETCOLOR 0,7,0:SETCOLOR 1,12,0:SETCOLOR 2,15,10:SETCOLOR 4,0,0
110 TRAP 900
120 COLOR 1:PLOT 79,20:DRAWTO 79,0:DRAWTO 0,0:POSITION 0,20:POKE 765,1:XIO 18,#6,0,0,"S:"
130 COLOR 2:PLOT 79,47:DRAWTO 79,21:DRAWTO 0,21:POSITION 0,47:POKE 765,2:XIO 18,#6,0,0,"S:"
140 COLOR 3:FOR Z=0 TO 8:READ X:PLOT X,Z:DRAWTO 79,Z:NEXT Z
150 COLOR 2:PLOT 10,20:DRAWTO 30,20:PLOT 13,19:DRAWTO 27,19
160 COLOR 4:PLOT 14,15:DRAWTO 14,18:PLOT 13,16:DRAWTO 15,16:PLOT 25,15:DRAWTO 25,18:PLOT 24,16:DRAWTO 26,16
170 PLOT 17,14:DRAWTO 22,14:PLOT 17,15:DRAWTO 22,15:PLOT 19,12:DRAWTO 19,18:PLOT 20,12:DRAWTO 20,18:Z=0
180 W=0
X 200 READ J,K,L,M: SOUND 0,J,10,4: SOUND 1,K,10,4: SOUND 2,L,10,4: SOUND 3,M,10,4
210 Z=Z+2:IF Z>78 THEN Z=2:W=W+2:SETCOLOR 0,7,W
211 IF J=0 THEN J=10
212 IF K=0 THEN K=10
213 IF L=0 THEN L=10
214 IF M=0 THEN M=10
220 COLOR 3:PLOT Z,INT(J/10+26):PLOT Z+1,INT(J/10+26):PLOT Z,INT(K/10+26):PLOT Z+1,INT(K/10+26)
225 PLOT Z,INT(L/10+26):PLOT Z+1,INT(L/10+26):PLOT Z,INT(M/10+26):PLOT Z+1,INT(M/10+26)
230 FOR T=1 TO 25:NEXT T
240 COLOR 2:PLOT Z,INT(J/10+26):PLOT Z+1,INT(J/10+26):PLOT Z,INT(K/10+26):PLOT Z+1,INT(K/10+26)
245 PLOT Z,INT(L/10+26):PLOT Z+1,INT(L/10+26):PLOT Z,INT(M/10+26):PLOT Z+1,INT(M/10+26):GOTO 200
X 800 READ J,K,L,M: SOUND 0,J,10,4: SOUND 1,K,10,4: SOUND 2,L,10,4: SOUND 3,M,10,4:FOR Z=1 TO 100:NEXT Z:GOTO 1000
900 SETCOLOR 4,0,15:FOR Z=0 TO 3: SOUND Z,0,0,0:NEXT Z:FOR Z=1 TO 2000:NEXT Z:RUN
999 DATA 71,71,72,72,73,73,74,76,78
1000 DATA 53,72,42,217,53,72,42,217,53,72,42,217,72,72,53,173
1010 DATA 64,81,53,162,72,85,53,217,0,0,0,0,0,0,0,0
1020 DATA 53,72,42,217,53,72,42,217,53,72,42,217,72,72,53,173
1030 DATA 64,81,53,162,72,85,53,217,0,0,0,0,53,72,53,173
1040 DATA 53,64,40,162,53,72,42,217,0,0,0,0,53,72,53,173
1050 DATA 53,64,40,162,53,72,42,217,0,0,0,0,53,72,53,173
1060 DATA 57,81,47,193,53,85,72,217,53,96,72,144,57,96,72,144
1070 DATA 53,85,72,217,53,85,72,217,0,0,0,0,0,0,0,0
1080 DATA 47,72,57,144,47,72,57,144,47,72,57,144,72,72,47,114
1090 DATA 42,72,53,108,47,72,57,144,0,0,0,0,0,0,0,0
1100 DATA 47,72,57,144,47,72,57,144,47,72,57,144,72,72,47,114
1110 DATA 42,72,53,108,47,72,57,144,0,0,0,0,47,72,47,114
1120 DATA 42,72,53,108,47,72,57,144,0,0,0,0,47,72,47,114
1130 DATA 42,72,53,108,47,72,57,144,0,0,0,0,47,72,47,114
1140 DATA 42,72,53,108,47,72,47,114,53,72,42,128,53,76,64,128
1150 DATA 57,72,47,144,57,72,47,144,0,0,0,0,0,0,0,0
1160 DATA 72,72,72,144,72,72,72,144,72,72,72,144,72,72,72,144
1170 DATA 64,128,64,128,64,128,64,128,57,114,57,114,57,114,57,114
1180 DATA 53,108,53,108,108,108,108,217,53,108,53,108,53,108,53,108
1190 DATA 53,108,53,108,53,108,53,108,57,114,57,114,57,114,57,114
1200 DATA 64,128,64,128,64,128,64,128,64,128,64,128,64,128,64,128
1210 DATA 72,144,72,144,72,144,72,144,0,0,0,0,47,72,72,114
1220 DATA 53,72,42,108,57,72,47,144,0,0,0,0,47,72,47,114
1230 DATA 53,72,42,108,57,72,47,144,0,0,0,0,47,72,47,114
1240 DATA 42,72,53,108,47,72,57,144,0,0,0,0,47,72,47,114
1250 DATA 42,72,53,108,47,72,57,144,0,0,0,0,0,0,0,0
1260 DATA 0,108,53,217,0,108,53,217,0,108,53,217,0,108,53,217
1270 DATA 0,96,47,193,0,96,47,193,0,85,42,173,0,85,42,173
1280 DATA 0,81,40,162,0,162,81,162,0,81,81,162,0,81,81,162
1290 DATA 0,81,81,162,0,81,81,162,0,85,85,173,0,85,85,173
1300 DATA 0,96,96,193,0,96,96,193,0,96,96,193,0,96,96,193

```





1310 DATA 0,108,108,217,0,108,108,217,0,0,0,0,53,72,53,173  
1320 DATA 53,64,40,162,53,72,42,217,0,0,0,0,53,72,53,173  
1330 DATA 53,64,40,162,53,72,42,217,0,0,0,0,53,72,53,173  
1340 DATA 53,64,40,162,53,72,42,217,0,0,0,0,53,72,53,173  
1350 DATA 53,64,40,162,53,72,42,217,0,0,0,0,0,0,0,0  
1360 DATA 53,0,0,0,53,0,0,0,53,0,0,0,53,0,53,0  
1370 DATA 47,0,57,0,47,0,72,0,42,0,0,0,42,0,53,0  
1380 DATA 40,0,64,0,81,0,64,0,40,0,0,0,40,0,47,0  
1390 DATA 40,0,57,0,40,0,72,0,53,0,53,0,53,72,53,0  
1400 DATA 47,81,53,0,47,96,53,0,47,72,57,0,47,72,57,144  
1410 DATA 53,72,53,173,53,72,53,217,0,85,35,0,53,108,40,0  
1420 DATA 57,0,72,144,72,96,72,144,0,114,72,144,57,144,72,144  
1430 DATA 53,0,64,128,53,85,64,128,47,96,57,114,47,81,57,114  
1440 DATA 72,85,53,108,72,85,108,217,53,64,53,108,57,72,53,108  
1450 DATA 64,76,53,108,64,96,53,108,0,72,57,114,47,72,57,114  
1460 DATA 53,72,64,108,57,72,64,108,53,76,64,108,53,76,64,108  
1470 DATA 57,72,72,144,57,72,47,144,47,0,57,0,57,96,72,144  
1480 DATA 0,72,0,173,72,85,53,217,53,0,53,0,72,85,53,108  
1490 DATA 0,96,0,114,57,114,47,144,47,0,57,0,57,0,72,0  
1500 DATA 0,108,53,0,72,108,53,0,42,108,53,0,53,108,53,108  
1510 DATA 0,96,47,114,57,96,47,144,53,85,42,0,72,85,42,108  
1520 DATA 0,81,40,128,64,162,81,162,47,81,40,0,47,81,40,193  
1530 DATA 0,81,40,144,57,81,40,144,53,85,42,0,53,85,42,128  
1540 DATA 53,96,47,162,53,96,47,193,57,96,47,144,57,96,47,144  
1550 DATA 53,108,53,173,53,72,53,173,53,85,53,0,53,108,42,108  
1560 DATA 53,0,40,128,53,64,40,162,53,64,40,128,53,64,40,114  
1570 DATA 53,72,42,108,53,72,42,108,53,72,42,108,53,72,42,108  
1580 DATA 53,81,64,162,53,81,64,162,53,81,64,162,53,81,64,162  
1590 DATA 53,81,64,162,53,81,64,162,53,81,64,162,53,81,64,162  
1600 DATA 53,85,72,217,53,85,72,217,53,85,72,217,53,85,72,217  
1610 DATA 53,85,72,217,53,85,72,217,53,85,72,217,53,85,72,217  
1620 DATA 53,85,72,217,53,85,72,217,53,85,72,217,53,85,72,217  
1630 DATA 53,85,72,217,53,85,72,217,53,85,72,217,53,85,72,217

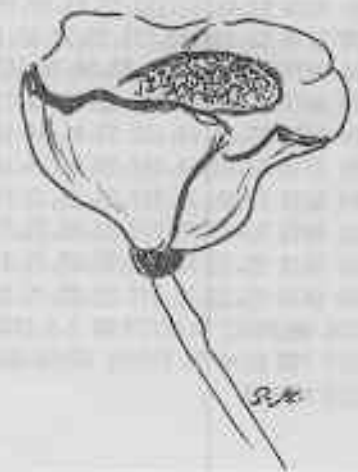


30200 GRAPHICS 0:SETCOLOR 2,6,1:SETCOLOR 4,6,1:UB=PEEK(560)+PEEK(561)\*256+4:POKE UB-1,70:POKE UB+2,7:POKE UB+3,7  
30210 FOR UZ=4 TO 8:POKE UZ+UB,6:NEXT UZ:POKE UB+22,65:POKE UB+23,PEEK(560):POKE UB+24,PEEK(561):SETCOLOR 3,8,6  
30220 RETURN

```

5 REM ***** HUMMELFLUG *****
10 TRAP 19999:GDSUB 30300
20 GDSUB 30200:POKE 87,2:POSITION 3,1:? #6:" HUMMELFLUG"
30 POKE 87,1:POKE 752,1
40 POKE 87,0
100 GDSUB 30310
110 GRAPHICS 1:POKE 756,UC/255+2:SETCOLOR 0,15,2:SETCOLOR 1,14,12:SETCOLOR 2,11,0:SETCOLOR 3,3,0:SETCOLOR 4,8,4
120 POKE 752,1
140 COLOR 215:FOR Z=14 TO 19:PLOT 0,Z:DRAWTO 19,Z:NEXT Z
150 FOR Z=0 TO 9:IF Z=5 OR Z=7 THEN NEXT Z
160 COLOR 130:PLOT Z,12:COLOR 214:PLOT Z,13:NEXT Z
170 COLOR 4:PLOT 14,8:COLOR 3:PLOT 15,8:COLOR 5:PLOT 16,8:COLOR 3:PLOT 14,9:DRAWTO 16,9
180 COLOR 87:FOR Z=11 TO 15 STEP 2:PLOT 12,Z:DRAWTO 18,Z:NEXT Z:COLOR 4:PLOT 13,9:COLOR 5:PLOT 17,9
190 COLOR 3:FOR Z=10 TO 14 STEP 2:PLOT 12,Z:DRAWTO 18,Z:NEXT Z:COLOR 4:PLOT 12,10:COLOR 5:PLOT 18,10
200 COLOR 1:READ UN:PLOT UN/9,12-UN/15:SOUND 0,UN,10,8
210 FOR Z=1 TO 15:NEXT Z
220 SOUND 0,0,0,0:COLOR 0:PLOT UN/9,12-UN/15:GOTO 200
1000 DATA 0,0,0,0,0,0,0
1001 DATA 216,81,115,214,116,30,31,14
1002 DATA 40,146,146,214,254,124,56,16
1003 DATA 170,170,170,170,170,170,170,170
1004 DATA 0,2,10,42,42,170,170,170
1005 DATA 0,128,160,168,168,170,170,170
1010 DATA 17,19,151,222,80,112,16,16
1011 DATA 255,255,255,255,255,255,255,255
1040 DATA 96,102,108,114,108,114,121,128,96,102,100,114,108,114,121,128
1060 DATA 96,102,108,114,121,128,136,144,153,144,136,128,121,114,108,102
1080 DATA 96,102,108,114,121,91,96,102,96,102,108,114,121,114,108,102
1100 DATA 96,102,108,114,121,91,96,102,96,102,108,114,121,114,108,102
1120 DATA 96,102,108,114,108,114,121,128,121,114,108,102,96,91,96,102
1140 DATA 96,102,108,114,108,114,121,128,121,114,108,102,96,85,81,76
1160 DATA 72,76,81,85,91,68,72,76,72,76,81,85,91,85,81,76
1180 DATA 72,76,81,85,91,68,72,76,72,76,81,85,91,85,81,76
1200 DATA 72,76,81,85,81,85,91,98,91,85,81,76,72,68,72,76
1220 DATA 72,76,81,85,91,96,102,96,91,85,81,76,72,68,72,76
1240 DATA 72,144,144,144,144,144,144,144,136,153,136,153,136,153,136,153
1260 DATA 144,144,144,144,144,144,144,144,136,153,136,153,136,153,136,153
1280 DATA 144,136,144,153,144,136,144,153,144,136,144,153,144,136,144,153
1300 DATA 144,136,128,121,114,121,128,136,144,136,128,121,114,108,102,96
1320 DATA 108,108,108,108,108,108,108,108,102,114,102,114,102,114,102,114
1340 DATA 108,108,108,108,108,108,108,108,102,114,102,114,102,114,102,114
1360 DATA 108,102,108,114,108,102,108,114,108,102,108,114,108,102,108,114
1380 DATA 108,102,96,91,85,91,96,102,108,102,96,91,85,81,76,72
1400 DATA 53,57,60,64,68,50,53,57,53,57,60,64,68,64,60,57
1420 DATA 53,57,60,64,60,64,68,72,68,64,60,57,60,57,53,50
1440 DATA 47,50,53,57,53,57,60,64,60,64,68,72,76,81,85,91
1460 DATA 96,91,96,102,96,91,96,102,96,91,96,102,96,91,96,102
1480 DATA 96,91,96,102,96,91,96,102,96,91,96,102,96,91,96,102
1500 DATA 47,47,47,47,47,47,60,60,72,72,91,91,72,72,60,60

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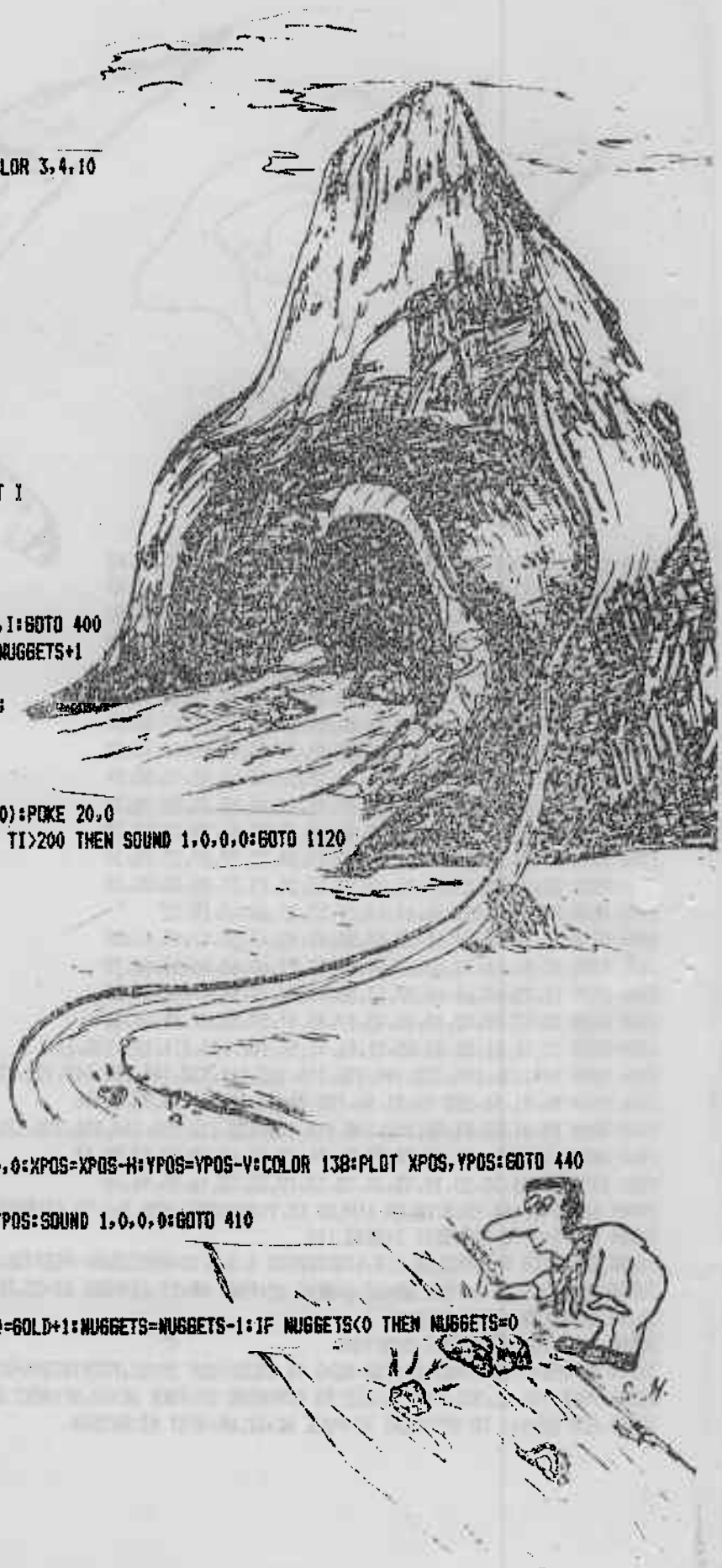
1520 DATA 47,47,47,47,47,47,60,60,72,72,91,91,72,72,60,60
1540 DATA 47,47,47,47,47,47,47,47,47,47,47,47,47,47,47,47
1560 DATA 96,96,96,96,96,91,85,81,76,72,68,64,60,57,53,50
1580 DATA 47,50,53,57,60,45,47,50,47,50,53,57,60,57,53,50
1600 DATA 47,50,53,57,60,45,47,50,47,50,53,57,60,57,53,50
1620 DATA 47,50,53,57,53,57,60,64,60,57,53,50,47,45,47,50
1640 DATA 47,50,53,57,53,57,60,64,60,57,53,50,47,42,40,37
1660 DATA 35,37,40,42,45,33,35,37,35,37,40,42,45,42,40,37
1680 DATA 35,37,40,42,45,33,35,37,35,37,40,42,45,42,40,37
1700 DATA 35,37,40,42,40,42,45,47,45,42,40,37,35,33,35,37
1720 DATA 35,37,40,42,47,45,42,40,37,35,33,31,29,27,25,24
1740 DATA 23,24,25,27,29,21,23,24,23,24,25,27,29,27,25,24
1760 DATA 23,24,25,27,29,21,23,24,23,24,25,27,29,27,25,24
1780 DATA 85,81,76,72,68,64,60,57,53,57,60,64,68,72
1800 DATA 76,72,68,64,60,57,53,50,47,45,47,50,47,45,47,50
1820 DATA 47,81,76,72,68,64,60,57,53,57,60,64,60,64,68,72
1840 DATA 76,72,68,64,60,57,53,50,47,45,47,50,47,42,40,37
1860 DATA 35,37,40,42,40,42,45,47,45,47,50,53,57,60,64,68
1880 DATA 72,76,81,85,81,85,91,96,91,96,102,108,114,121,128,136
1900 DATA 144,136,144,153,144,136,144,153,144,136,144,153,144,128,121,108
1920 DATA 96,91,96,102,96,91,96,102,96,91,96,102,96,85,81,76
1940 DATA 72,81,85,91,96,102,108,114,121,128,136,153,144,136,128,121
1960 DATA 114,108,102,96,91,85,81,76,72,68,64,60,57,53,50,47
1980 DATA 35,35,35,35,35,35,35,35,72,72,72,72,96,96,96,96
19999 SOUND 0,144,10,8:COLOR 1:PLOT 15,7:RESTORE :FOR Z=1 TO 64:READ X:NEXT Z:TRAP 19999:SOUND 0,0,0,0
20000 FOR Z=1 TO 400:NEXT Z:GOTO 110
30200 GRAPHICS 0:SETCOLOR 2,8,4:SETCOLOR 4,8,4:UB=PEEK(560)+PEEK(561)*256+4:POKE UB-1,70:POKE UB+2,7:POKE UB+3,7
30210 FOR UZ=4 TO 8:POKE UB+UZ,6:NEXT UZ:POKE UB+22,65:POKE UB+23,PEEK(560):POKE UB+24,PEEK(561):SETCOLOR 3,3,0
30220 SETCOLOR 1,5,0:RETURN
30300 POKE 106,PEEK(106)-5:RETURN
30310 UC=256+(PEEK(106)+1):FOR UZ=0 TO 1023:POKE UC+UZ,PEEK(57344+UZ):NEXT UZ
30320 POKE 756,UC/256:FOR UZ=512 TO 559:READ UY:POKE UC+UZ,UY:NEXT UZ
30330 FOR UZ=944 TO 959:READ UY:POKE UC+UZ,UY:NEXT UZ:RETURN

```

# Save 'O' Gold

2

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10 REM **** GOLDBRAUSCH ****
130 DATA 56,56,16,56,84,16,40,68
140 DATA 170,85,170,85,170,85,170,85
150 DATA 0,28,60,110,126,62,28,0
160 DATA 129,66,36,24,24,36,66,129
170 DATA 128,64,32,16,8,4,2,1
180 DATA 1,2,4,8,16,32,64,128
190 DATA 16,16,124,16,16,16,56,124
200 DIM CHAR$(8),WHICH(5,2)
210 CHAR$="+-=<>?":MINER=5
220 GRAPHICS 1+16:SETCOLOR 4,6,4:SETCOLOR 0,1,10:SETCOLOR 3,4,10
230 ? #6:"GOLDBRAUSCH!":SETCOLOR 2,3,0
240 POSITION 2,5: ? #6:"bitte warten "
245 FOR Z=1 TO 1000:NEXT Z
250 CHSET=(PEEK(106)-8)*256:CHORG=57344
260 IF PEEK(CHSET+9)<>0 THEN 340
270 FOR I=0 TO 511:POKE CHSET+I,PEEK(CHORG+I):NEXT I
280 FOR I=1 TO 7
290 CHPOS=CHSET+(ASC(CHAR$(I))-32)*8
300 FOR J=0 TO 7
310 READ A:POKE CHPOS+J,A
320 NEXT J:NEXT I
330 FOR I=32 TO 39:POKE CHSET+I,255-PEEK(CHORG+I):NEXT I
340 POKE 756,CHSET/256
350 POSITION 0,0: ? #6:"MEN:5
360 NUGGETS=0
370 FOR I=1 TO 22:FOR J=0 TO 19
380 IF RND(10)>.4 THEN COLOR ASC(CHAR$(2))+128:PLOT J,I:BDTO 400
390 IF I>3 THEN COLOR ASC(CHAR$(3)):PLOT J,I:NUGGETS=NUGGETS+1
400 NEXT J:NEXT I
410 CHARGES=10:POSITION 9,23: ? #6:"CHARGES!":CHARGES;
420 XPOS=11:YPOS=0:EMF=0:GOTO 590
430 REM HAUPTSCHLEIFE
440 ST=STICK(0):TR=STRIS(0)
450 IF PEEK(20)>15 THEN POKE 709,(INT(16*RND(0))*16+10):POKE 20,0
460 IF EMF THEN SOUND 1,1,10,8:T=T+(T(8)+2):TI=TI+1:IF TI>200 THEN SOUND 1,0,0,0:GOTO 1120
470 IF 1-TR THEN IF EMF=0 THEN B20
480 IF ST=15 THEN 440
490 V=-((ST=14)*(YPOS>0)+(ST=13)*(YPOS<22))
500 H=-((ST=11)*(XPOS>0)+(ST=7)*(XPOS<19))
510 COLOR 32:PLOT XPOS,YPOS
520 XPOS=XPOS+H:YPOS=YPOS+V
530 LOCATE XPOS,YPOS,WHAT
540 IF WHAT=32 THEN 590
550 IF WHAT=ASC(CHAR$(3)) THEN GOSUB 640:GOTO 590
560 IF WHAT=ASC(CHAR$(7)) THEN GOSUB 760:GOTO 590
570 IF WHAT=4 THEN GOSUB 670:REM CASH IN!
580 SOUND 0,100,12,8:FOR W=1 TO 20:NEXT W:SOUND 0,0,0,0:XPOS=XPOS-H:YPOS=YPOS-V:COLOR 138:PLOT XPOS,YPOS:GOTO 440
590 COLOR 138:PLOT XPOS,YPOS
600 IF EMF AND YPOS=0 THEN EMF=0:COLOR 32:PLOT XPOS,YPOS:SOUND 1,0,0,0:GOTO 410
610 FOR W=0 TO 0 STEP -1:SOUND 0,W*5,12,W:NEXT W
620 GOTO 440
630 GOTO 630
640 FOR W=15 TO 0 STEP -1:SOUND 0,20,10,W:NEXT W:GOLD=GOLD+1:NUGGETS=NUGGETS-1:IF NUGGETS<0 THEN NUGGETS=0
650 POSITION 0,23: ? #6:"gold ";GOLD:" ";
660 RETURN
```





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670 REM EINZAHLEN
680 SOUND 2,4,10,4
690 FOR W=10 TO 5 STEP -1:FOR I=15 TO 0 STEP -1:SOUND 0,W,10,I:NEXT I:NEXT W
700 SOUND 2,0,0,0
710 CASH=CASH+BOLD*CHARGES:GOLD=0
720 GOSUB 650
730 POSITION 14,0:? #6:CASH
740 IF NUGGETS=0 THEN POP :GOTO 360
750 RETURN
760 REM HOLE DAS GOLD DES TOTEN GOLDBRAEBERS
770 FOR I=5 TO 1 STEP -1
780 IF WHICH(I,0)=XPOS AND WHICH(I,1)=YPOS THEN BOO
790 NEXT I:RETURN
800 GOLD=GOLD+WHICH(I,2):GOSUB 650
810 RETURN
820 REM EXPLOSION
830 XP=XPOS+H:YP=YPOS+V:IF YP=0 THEN 440
840 RESTORE 850
850 DATA 0,0,-1,-1,1,1,-1,1,1,-1
860 FOR Y=1 TO 5:READ A,B
870 IF XP+A>0 AND XP+A<=19 AND YP+B>=1 AND YP+B<=22 THEN LOCATE XP+A,YP+B,ZZ:IF ZZ=45 THEN NUGGETS=NUGGETS-1
880 NEXT I:COLOR ASC(CHAR$(4))
890 IF XP>0 AND XP<20 THEN PLOT XP,YP
900 COLOR ASC(CHAR$(5)):IF YP>2 AND XP>0 THEN PLOT XP-1,YP-1
910 IF YP<22 AND XP<19 THEN PLOT XP+1,YP+1
920 COLOR ASC(CHAR$(6)):IF YP>2 AND XP<19 THEN PLOT XP+1,YP-1
930 IF YP<22 AND XP>0 THEN PLOT XP-1,YP+1
940 DL=PEEK(560)+256*PEEK(561):SV=PEEK(712)
950 FOR W=15 TO 0 STEP -0.5:SOUND 0,50,0,W:SW=1-SW:POKE 712,SW*(4*16+6):POKE DL,112*SW:NEXT W
960 POKE DL,112:POKE 712,SV
980 COLOR 32:IF XP=0 AND XP<19 THEN PLOT XP,YP
985 IF YP>2 AND XP>0 THEN PLOT XP-1,YP-1
990 IF YP<22 AND XP<19 THEN PLOT XP+1,YP+1
1000 IF YP>2 AND XP<19 THEN PLOT XP+1,YP-1
1010 IF YP<22 AND XP>0 THEN PLOT XP-1,YP+1
1020 COLOR 138:PLOT XPOS,YPOS
1030 FOR I=1 TO 20
1040 RX=INT(20*RNDR(0)):RY=INT(22*RNDR(0)+1)
1050 LOCATE RX,RY-1,ZZ
1060 LOCATE RX,RY,Z:IF Z=32 AND ZZ=171 THEN COLOR 171:PLOT RX,RY
1070 IF Z=138 THEN 1130
1080 NEXT I
1090 CHARGES=CHARGES-1:POSITION 18,23:? #6:CHARGES:" ";
1100 IF CHARGES>0 THEN 440
1110 TI=0:ENF=1:POSITION 9,23:? #6:"set out " :GOTO 440
1120 REM TOTER GOLDBRAEBER
1130 FOR I=14 TO 0 STEP -0.5:SETCOLOR 3,4,I:SOUND 0,1,10,I:NEXT I:RESTORE 1190
1140 READ A,N:IF A>0 THEN SOUND 0,A,10,8:FOR I=1 TO N*2:NEXT I
1150 IF A>0 THEN SOUND 0,0,0,0:FOR W=1 TO 5:NEXT W:GOTO 1140
1160 COLOR ASC(CHAR$(7)):PLOT XPOS,YPOS:WHICH(MINER,2)=GOLD:GOLD=0:GOSUB 650
1170 WHICH(MINER,0)=XPOS:WHICH(MINER,1)=YPOS:MINER=MINER-1:IF MINER=0 THEN 1210:REM GAME OVER
1180 POSITION 4,0:? #6:MINER:SETCOLOR 3,4,10:GOTO 410
1190 DATA 100,30,100,20,100,5,100,30,85,40,90,30,100,20,105,10,100,30
1200 DATA -1,0
1210 POSITION 0,0:? #6:"same over"
1220 POKE 709,PEEK(53770)
1230 IF PEEK(53279)<>6 THEN 1220
1240 RUN

```



S.A.



S.A.

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6 REM *** ANALOG-UHR ***
90 GOSUB 30000
100 PRINT "?"
105 SETCOLOR 2,3,4
110 DIM VO(59),HO(59),VI(59),HI(59)
120 DEG :CIRCLE=360
180 HCENT=160:VCENT=96:LARGE=90:SMALL=60
200 GOSUB 4000
470 PRINT " ":GOTO 490
480 PRINT "Ich verstehe nicht."
490 TRAP 490
500 PRINT :PRINT "Bitte die Zeit eingeben:"
510 PRINT "(Std.,Min.,Sek.): ";
520 INPUT HR,MIN,SEC
530 TRAP 45535
550 IF HR>12 THEN HR=HR-12
560 IF HR<1 OR HR>12 THEN PRINT "Stunden von 1 bis 12.":GOTO 490
570 IF MIN<0 OR MIN>59 THEN PRINT "Minuten von 0 bis 59.":GOTO 490
580 IF SEC<0 OR SEC>59 THEN PRINT "Sekunden von 0 bis 59.":GOTO 490
590 IF HR=12 THEN HR=0
680 N=INT(MIN/12):FIFTHHR=MIN-12*N:HR=HR+5*N
690 POKE 204,SEC:POKE 205,MIN:POKE 206,FIFTHHR:POKE 207,HR
700 GRAPHICS 24
710 SETCOLOR 4,7,8
720 SETCOLOR 2,7,8
730 SETCOLOR 1,0,0
740 COLOR 1
750 M=60:J=4
760 FOR I=0 TO N-1
770 V=-COS(CIRCLE*I/M)
780 H=SIN(CIRCLE*I/M)
790 HO(I)=INT(LARGE*H+HCENT)
800 VO(I)=INT(LARGE*V+VCENT)
810 PLOT INT(H*(LARGE+5)+HCENT),INT(V*(LARGE+5)+VCENT)
820 J=J+1:IF J=5 THEN DRAWTO INT(H*(LARGE+2)+HCENT),INT(V*(LARGE+2)+VCENT):J=0
830 HI(I)=INT(SMALL*H+HCENT)
840 VI(I)=INT(SMALL*V+VCENT)
950 NEXT I
960 SEC=PEEK(204):MIN=PEEK(205):HR=PEEK(207)
910 GOTO 1200
1000 SEC=PEEK(204):MIN=PEEK(205):HR=PEEK(207)
1010 COLOR 0
1100 IF OLDSEC<LASTMIN THEN PLOT HI(OLDSEC),VI(OLDSEC):DRAWTO HO(OLDSEC),VO(OLDSEC)
1110 IF OLDMIN=MIN THEN 1300
1120 PLOT HCENT,VCENT:DRAWTO HO(OLDMIN),VO(OLDMIN):OLDMIN=MIN
1125 I=MIN/15:IF I=INT(I) THEN QUARTER=I
1130 IF OLDHR<HR AND MIN=0 THEN CHIME=HR/5:IF CHIME=0 THEN CHIME=12
1140 IF OLDHR<HR THEN PLOT HCENT,VCENT:DRAWTO HI(OLDHR),VI(OLDHR):OLDHR=HR
1200 COLOR 1
1210 PLOT HCENT,VCENT:DRAWTO HI(HR),VI(HR)
1220 PLOT HCENT,VCENT:DRAWTO HO(MIN),VO(MIN)
1300 COLOR 1
1310 IF SEC>MIN THEN PLOT HI(SEC),VI(SEC):DRAWTO HO(SEC),VO(SEC)
1320 OLDSEC=SEC:LASTMIN=MIN
1330 SOUND 0,0,4,14:I=I+1:SOUND 0,0,0,0
1410 IF CHIME>0 THEN VOL=B-VOL:SOUND 1,25,10,VOL:SOUND 2,25,10,VOL:IF VOL=0 THEN CHIME=CHIME-1
1420 IF QUARTER>0 THEN VOL=B-VOL:SOUND 1,63,10,VOL:IF VOL=0 THEN QUARTER=QUARTER-1

```

12

3

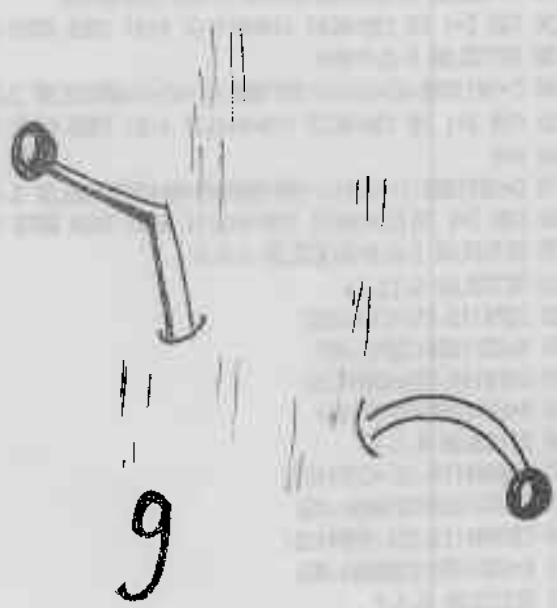
6



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1600 IF PEEK(204)=SEC THEN 1800
1810 GOTO 1000
3000 DATA A2,00,E6,CB,A5,CB,C9,3C,90,2A
3010 DATA 86,CB,E6,CC,A5,CC,C9,3C
3020 DATA 90,20,86,CC,E6,CB,A5,CD
3030 DATA C9,3C,90,02,86,CD,E6,CE
3040 DATA A5,CE,C9,0C,90,0C,86,CE
3050 DATA F6,CF,A5,CF,C9,3C,90,02
3060 DATA 86,CF,4C,62,E4,==
4000 DIM HX$(2)
4005 PRINT "Ich setze meine Timer..."
4010 J=960:RESTORE 3000
4020 READ HX$:IF HX$="" THEN 4100
4030 H=ASC(HX$(1,1))-48:IF H>9 THEN H=H-7
4040 L=ASC(HX$(2,2))-48:IF L>9 THEN L=L-7
4050 POKE J,H*16+L:J=J+1:GOTO 4020
4100 POKE 54286,0:POKE 548,192:POKE 549,3:POKE 54286,64
4200 RETURN
30000 DIM CR$(1):CR$=CHR$(155)
30010 GRAPHICS 2:OPEN #1,4,0,"K:" :POKE 752,1
30020 SETCOLOR 0,B,12:SETCOLOR 3,9,4:SETCOLOR 2,0,0
30030 PRINT #6:CR$:CR$:CR$:CR$:
30040 PRINT #6:" "
30050 PRINT #6:" U H R "
30060 PRINT #6:" "
30090 CLOSE #1:CLR :POKE 752,0:GOTO 100

```



9



S.H.

1 REM COLOR - REGENDBEM

3 TRAP 4000

10 DIM D\$(3),CUP\$(32),CDOWN\$(32)

20 NS=4:NT=15

30 GOSUB 3000

40 GOSUB 1000

50 FOR I=1 TO 1000:NEXT I

100 N=0

110 SETCOLOR 0,INT(RND(0)\*16),2\*INT(RND(0)\*8)

120 FOR I=1 TO 150:NEXT I:N=N+1:IF N<NT THEN GOTO 110

130 SETCOLOR 0,0,0:N=0

140 C=INT(RND(0)\*16):I=INT(RND(0)\*8)\*2:SETCOLOR 2,C,I:SETCOLOR 4,C,I

150 FOR I=1 TO 150:NEXT I:N=N+1:IF N<NT THEN GOTO 140

160 N=0

170 C=INT(RND(0)\*16):I=INT(RND(0)\*8)\*2:SETCOLOR 2,C,I:SETCOLOR 4,C,I:SETCOLOR 0,INT(RND(0)\*16),2\*RND(0)\*80

180 FOR I=1 TO 120:NEXT I:N=N+1:IF N<NT THEN GOTO 170

190 SETCOLOR 2,0,0:SETCOLOR 4,0,0

210 SETCOLOR 0,12,16

220 CUP\$(15,15)=CHR\$(22)

230 X=USR(ADR(CUP\$),NS)

240 CUP\$(15,15)=CHR\$(26)

250 X=USR(ADR(CUP\$),NS)

260 SETCOLOR 0,3,4

270 CDOWN\$(15,15)=CHR\$(22)

280 X=USR(ADR(CDOWN\$),NS)

290 CDOWN\$(15,15)=CHR\$(26)

300 X=USR(ADR(CDOWN\$),NS)

310 SETCOLOR 0,7,2

400 FOR I=1 TO 1000:NEXT I:GOTO 40

1000 GRAPHICS 7+16

1010 SETCOLOR 0,0,0:SETCOLOR 1,0,14:SETCOLOR 2,0,0:SETCOLOR 4,0,0

1020 COLOR 2:FCOLOR=1

1030 RESTORE 2010

1100 READ D\$:IF ASC(D\$)<64 THEN GOTO 1100

1110 IF D\$="P" THEN READ ROW,COLUMN:GOSUB 1200:PLOT COLUMN,ROW:GOTO 1100

1120 IF D\$="O" THEN READ RORIGIN,CORIGIN:GOTO 1100

1130 IF D\$="END" THEN RETURN

1140 IF D\$("<">"F" THEN GOTO 1100

1150 READ ROW,COLUMN:GOSUB 1200:POSITION COLUMN,ROW:POKE 765,FCOLOR

1160 KEY 18,16,0,0,"S":PLOT COLUMN,ROW:GOTO 1100

1180 ROW=VAL(D\$):READ COLUMN:GOSUB 1200:DRAWTO COLUMN,ROW:GOTO 1100

1200 ROW=ROW+RORIGIN:COLUMN=COLUMN+CORIGIN:RETURN

2000 REM "C"

2010 DATA 0,10,2

2020 DATA P,1,9,1,19,3,23,5,25,9,27,15,27,15,18,F,12,18,F,10,16,10,12,12,10,29,10,31,12

2030 DATA P,26,18,26,27,32,27,36,25,38,23,40,19,40,9,F,39,5,F,36,3,F,32,1,F,9,1

2040 DATA F,5,3,F,3,5,F,1,9,P,31,12,F,31,16,F,29,18,F,26,18

2100 REM "O"

2110 DATA 0,18,32

2120 DATA P,1,9,1,19,3,23,5,25,9,27,32,27,36,25,38,23,40,19,40,9

2130 DATA P,10,12,F,10,16,F,12,18,F,29,18,F,31,16,31,12,29,10,12,10,10,12

2140 DATA P,40,9,F,38,5,F,36,3,F,32,1,F,9,1,F,5,3,F,3,5,F,1,9

2200 REM "L"

2210 DATA 0,26,62

2220 DATA P,1,1,1,10,32,10,32,27,40,27,40,1,F,1,1

2300 REM "B"

2310 DATA 0,34,92

2320 DATA P,1,9,1,19,3,23,5,25,9,27,32,27,36,25,38,23,40,19,40,9

2330 DATA P,10,12,F,10,16,F,12,18,F,29,18,F,31,16,31,12,29,10,12,10,10,12

2340 DATA P,40,9,F,38,5,F,36,3,F,32,1,F,9,1,F,5,3,F,3,5,F,1,9

2400 REM "R"

2410 DATA 0,42,122

2420 DATA P,1,1,1,19,3,23,5,25,9,27,15,27,19,25,21,23,22,20,40,27

2430 DATA 40,18,F,21,10,40,10,40,1,P,9,10,F,9,16,F,11,18,F,13,18,F,15,16,15,10,9,10,P,40,1,F,1,1

2500 DATA END



3000 RESTORE 3100

3005 FOR I=1 TO 32

3010 READ C:CUP\$(I)=CHR\$(C)

3020 NEXT I

3030 CDOWN\$(12,12)=CHR\$(229)

3040 RETURN

3100 DATA 104

3110 DATA 104

3120 DATA 104

3130 DATA 72

3140 DATA 162,57

3150 DATA 160,0

3160 DATA 173,0,210

3170 DATA 101,20

3180 DATA 141,22,208

3190 DATA 141,10,212

3200 DATA 136

3210 DATA 208,242

3220 DATA 292

3230 DATA 208,237

3240 DATA 104

3250 DATA 56

3260 DATA 233,1

3270 DATA 208,228

3280 DATA 96

```

0 REM ** GOLF **
1 GRAPHICS 2:POSITION 5,1: ? #6:"golf-spiel":0=0:E=1:B=5500:SETCOLOR 2,0,0: ? :GOSUB 20100
2 V=4:Z=10:DIM Q1%(Z),Q2%(Z),Q3%(Z),Q4%(Z),Q5%(Z),SCHL(V),SCHLAG(V),XM(V),YM(V),VEL(V),FEL(V):Z=2
3 POSITION E,5: ? #6:"SPIELER ?(1-4)":INPUT SP:IF SP<0 OR SP>4 THEN SP=E
4 POSITION 0,5: ? #6:"name ? ":INPUT Q1:IF SP>E THEN INPUT Q2:IF SP>Z THEN INPUT Q3:IF SP>3 THEN INPUT Q4
5 POSITION E,5: ? #6:"GROSSE (MANN) ?": ? #6:" 1 GROSS 2 KLEIN":INPUT Q:IF Q<E OR Q>Z THEN Q=E
6 POSITION E,5: ? #6:"BEGRENZUNG ? ": ? #6:" 0 KEINE 1 PUNKTE": ? #6:" 2 LINIEN":INPUT BE:IF BE<0 OR BE>2 THEN BE=0
7 BE=BE+10+5200: ? #6:"):POSITION 2,5: ? #6:"18 FELDER"
8 POSITION E,5: ? #6:"FELDER ?(1 BIS 9)": ? #6:"(EV.-18)":INPUT SPIEL:POSITION 4,2: ? "BIS ":INPUT FE
9 IF SPIEL>18 OR SPIEL<1 OR FE<SPIEL OR FE>18 THEN 8
10 ? #6:")"
11 POSITION E,5: ? #6:"BEWERTUNG": ? #6:" 0 NORMAL " : ? #6:" 1 STRENG " :INPUT ST:IF ST<0 OR ST>E THEN ST=0
12 R1=RE1:R2=RE2:R3=RE3:R4=RE4:Q5%=Q1%
50 FOR I=E TO V:SCHLAG(I)=0:SCHL(I)=0:FELD(I)=0:NEXT I:POKE 623,E:POKE 707,138:G=0:POKE 764,255
100 GRAPHICS 7:BI=PEEK(561)*256+PEEK(560)+3:POKE BI,70:POKE BI+3,11
110 BI=BI+85:POKE BI-3,70:POKE BI,6:POKE BI+E,6:POKE BI+Z,6:GOSUB 1000: ? Q5%:GOTO 400
200 X=140:Y=17:GOSUB 5400:X=80:Y=60:L=29:LL=V:GOSUB 5300
210 X=25:Y=40:GR=7:GOSUB B:X=90:Y=70:GR=B:GOSUB B:X=105:Y=18:GR=6:GOSUB B:X=45:Y=14:GR=6:GOSUB B:RETURN
220 X=130:Y=12:GOSUB 5400:X=100:Y=19:L=10:LL=Z:GOSUB 5300
225 COLOR Z:X=0:Y=E:FOR I=E TO 40:PLOT X,E:DRAWTO 0,Y:X=X+Z:Y=Y+E:NEXT I
230 X=159:Y=79:FOR I=E TO 30:PLOT X,79:DRAWTO 159,Y:X=X-Z:Y=Y-E:NEXT I
235 X=78:Y=35:GR=8:GOSUB B:X=130:Y=30:GR=3:GOSUB B:X=40:Y=30:GR=E:GOSUB B:RETURN
240 X=125:Y=65:GOSUB 5400:X=65:Y=40:COLOR Z:FOR I=E TO 30:PLOT X,Y:DRAWTO X,79:X=X+E:NEXT I
250 X=V:Y=E:GR=V:FOR I=E TO 7:GOSUB B:X=X+7:NEXT I:X=85:FOR I=E TO 9:GOSUB B:X=X+8:NEXT I
255 X=69:Y=15:GR=6:GOSUB B:X=40:Y=60:GR=2:GOSUB B:X=125:Y=35:GR=8:GOSUB B:RETURN
260 X=115:Y=65:GOSUB 5400:X=110:Y=40:L=10:LL=B:GOSUB 5300
270 X=62:Y=10:GR=B:GOSUB B:X=106:Y=7:GR=5:GOSUB B:X=90:Y=45:GR=E:GOSUB B:X=55:Y=50:GOSUB B
275 COLOR Z:X=0:Y=E:FOR I=E TO 20:PLOT X,E:DRAWTO 0,Y:X=X+Z:Y=Y+E:NEXT I
276 X=159:Y=E:FOR I=E TO 15:PLOT X,E:DRAWTO 159,Y:X=X-Z:Y=Y+E:NEXT I
277 X=50:Y=58:FOR I=E TO 30:PLOT X,79:DRAWTO 70,Y:DRAWTO 85,Y:DRAWTO X+60,79:X=X+E:Y=Y+0.8:NEXT I:RETURN
280 X=130:Y=15:GOSUB 5400:X=110:Y=55:L=34:L=8:GOSUB 5300
285 X=90:Y=50:GR=7:GOSUB B:X=58:Y=10:GR=6:GOSUB B:X=25:Y=25:GR=3:GOSUB B
290 X=80:Y=E:COLOR Z:FOR I=E TO 40:PLOT X,E:DRAWTO 110,Y:DRAWTO X+8,E:X=X+E:Y=Y+E:NEXT I
295 X=45:Y=58:FOR I=E TO 21:PLOT X,78:DRAWTO 57,Y:DRAWTO 79,78:X=X+E:Y=Y+E:NEXT I:RETURN
300 X=140:Y=67:GOSUB 5400:X=120:Y=45:L=12:LL=12:GOSUB 5300:X=35:Y=30:GR=8:GOSUB B:X=145:Y=15:GR=V:GOSUB B
310 COLOR Z:FOR X=0 TO 35:PLOT X,E:DRAWTO 0,30:NEXT X:FOR X=37 TO 90:PLOT X,79:DRAWTO 55,30:NEXT X
315 FOR X=81 TO 120:PLOT X,79:DRAWTO 95,35:NEXT X:FOR X=45 TO 100:PLOT X,E:DRAWTO 77,40:NEXT X:RETURN
320 X=15:Y=15:GOSUB 5400:X=85:Y=5:L=20:LL=12:GOSUB 5300:X=115:Y=12:L=8:GOSUB 5300
325 X=55:Y=7:GR=8:GOSUB B:X=122:Y=58:GOSUB B:X=60:Y=55:GR=5:GOSUB B
330 COLOR Z:FOR Y=35 TO 45:PLOT 0,Y:DRAWTO 120,Y:NEXT Y:RETURN
340 X=80:Y=12:GOSUB 5400:X=120:Y=40:L=3:LL=25:GOSUB 5300:X=135:Y=15:GR=7:GOSUB B:X=75:Y=60:GR=6:GOSUB B
345 X=55:GR=V:FOR Y=E TO 29 STEP 7:GOSUB 5500:NEXT Y:Y=29:FOR X=55 TO 90 STEP 7:GOSUB 5500:NEXT X
350 COLOR Z:FOR X=40 TO 65:PLOT X,79:DRAWTO X,50:NEXT X:X=20:Y=25:GR=6:GOSUB B:X=100:Y=12:GR=1:GOSUB B:RETURN

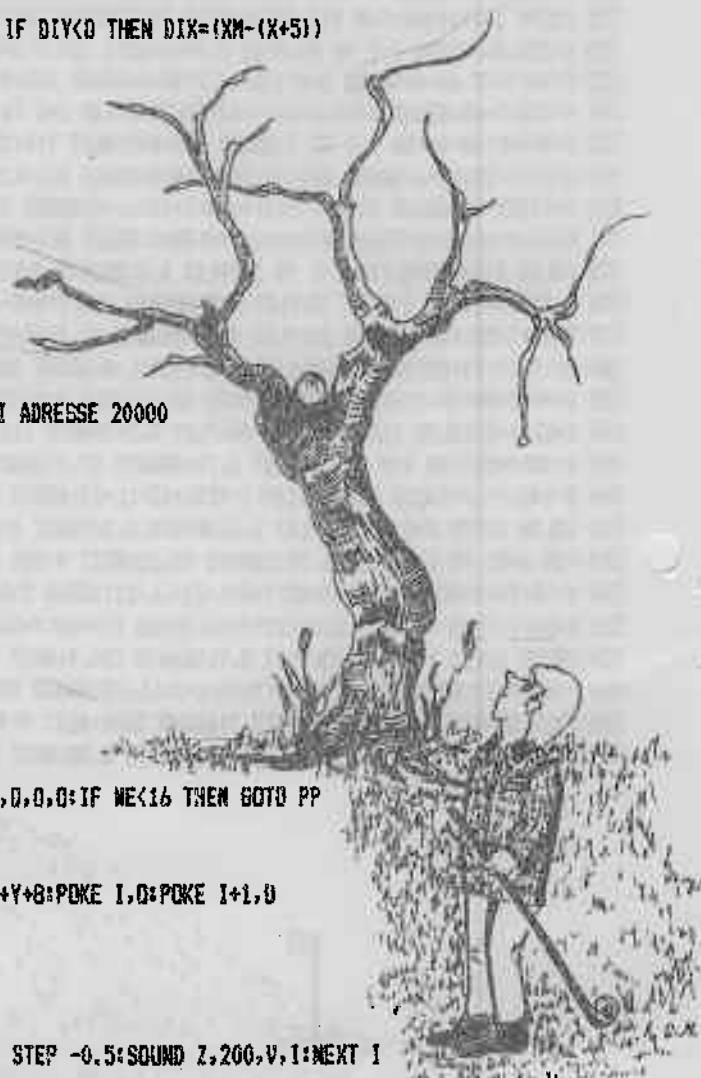
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360 X=80:Y=60:GOSUB 5400:X=80:Y=6:L=34:LL=E:GOSUB 5300:X=17:Y=30:GR=8:GOSUB B:X=45:Y=22:GR=E:GOSUB D
365 FOR I=E TO V:X=INT(RND(I)*50+100):Y=INT(RND(I)*30+39):GOSUB B:NEXT I
370 X=38:Y=59:FOR GR=8 TO E STEP -E:GOSUB 5500:X=X+12:Y=Y-GR:NEXT GR:X=45:Y=70:GOSUB B:RETURN
380 POKE 87,7: ? #6: "1":SS=X+Z/Q:X=60:Y=60*Q+20:GOSUB 1050:GOSUB 1000:GOTO 400
390 SS=X+Z/Q:X=60:Y=60*Q+20:GOSUB 1050:GOTO 450
400 POKE 87,7:POKE 712,198:POKE 708,232:POKE 709,178:POKE 710,204
410 XM(E)=80:XM(Z)=81:XM(3)=79:XM(V)=80:YM(E)=95*Q:YM(Z)=96*Q:YM(3)=94*Q:YM(V)=96*Q:YM=95*Q:XM=80
415 IF SPIEL=FE+1 THEN 9000
420 GOSUB BE8:II=8000:DN SPIEL GOSUB 200,220,240,260,280,300,320,340,360,II,II,II,II,II,II,II,II,II,II
430 X=60:Y=60*Q+20:SS=X+Z/Q:GOSUB 1050:GOSUB 1200:LL=0
450 POKE 87,E:P=E:FOR I=E TO SP:POSITION P,D: ? #6: SCHLAG(I):P=P+V:NEXT I:POSITION 18,0: ? #6:SPIEL
500 DIX=ABS(XM-(X+5)):DIY=ABS(YM-(Y+22)):R=STICK(S):POKE 77,0:PP=500:VV=V
505 IF EN=E THEN EN=0:SPIEL=SPIEL+E:GOSUB 940:GOTO 100
510 IF R=7 THEN SS=X+7-Q:GOSUB 2000:GOTO 599
520 IF R=11 THEN SS=X-7+Q:GOSUB 2100:GOTO 599
530 IF R=14 THEN GOSUB 2200:GOTO 599
540 IF R=13 THEN GOSUB 2300:GOTO 599
550 IF STRIG(S)=0 THEN 560
555 GOTO 599
560 IF STRIG(S)=0 THEN SOUND E,40,12,V:XS=X+5:YS=Y+22:GOTO 560
562 DIX=(XM-(XS)):DIY=(YM-(YS)):POKE 77,0:PP=569:VV=E:SOUND E,0,0,0:IF DIY<0 THEN DIX=(XM-(X+5))
563 IF ABS(DIX)<4 THEN 560
564 IF DIX>0 THEN AU=Z:GOTO 566
565 AU=0
566 IF DIY>0 THEN AU=AU+E:GOTO 560
567 AU=AU+Z
568 DN AU GOSUB 2400,2420,2440,2460
569 R=STICK(S):IF R=13 THEN PP=562
570 IF R=7 THEN SS=SS+E:GOSUB 2000:XS=XS+E:GOTO 599
575 IF R=11 THEN SS=SS-E:GOSUB 2100:XS=XS-E:GOTO 599
577 IF R=14 THEN GOSUB 2200:YS=YS-E:GOTO 599
580 IF R=13 THEN GOSUB 2300:YS=YS+E:GOTO 599
585 REM POS ZEICHNE,REI-4,LI1-4 NEU DEFINIEREN (AUCH BEI 500-550)BEI ADRESSE 20000
590 SOUND E,8,0,0:SOUND Z,0,0,0
591 IF STRIG(S)=0 OR SCH=E THEN 600
592 GOTO PP
599 SCH=0:WE=0:GOTO PP
600 IF WE>29*Q THEN WE=30*Q:GOSUB 700:GOTO 500
605 IF WE=30*Q THEN 600
610 WE=WE+E
620 SOUND Z,99,10,8:PP=569
630 SCH=E:IF WE=8 THEN GOSUB 1300
640 IF WE=16 THEN GOSUB 1400:I=PM+768*Q+Y+14:POKE I,0:POKE I+E,0
650 IF STRIG(S)=E THEN GOSUB 700
660 FOR I=E TO 20:NEXT I:SOUND Z,0,0,0:FOR I=E TO 20:NEXT I:SOUND E,0,0,0:IF WE<16 THEN GOTO PP
670 GOTO 600
700 IF WE>8 THEN DN AU GOSUB 1430,1410,1450,1470
705 SOUND I,0,9,Z:DN AU GOSUB 1330,1310,1350,1370:PP=500:I=PM+768*Q+Y+8:POKE I,0:POKE I+1,0
707 IF AU=1 OR AU=4 THEN POKE I-E,16:POKE I-Z,16:GOTO 710
708 POKE I-E,8:POKE I-Z,8
710 IF AU=E OR AU=V THEN GOSUB 2550:GOTO 730
720 GOSUB 2500
730 FOR I=E TO S:SOUND E,20,V,14:NEXT I:SOUND E,0,0,0:FOR I=14 TO 0 STEP -0.5:SOUND Z,200,V,1:NEXT I
750 DIX=XM-XS:DIY=YM-YS
765 IF ABS(DIX)>8*Q OR ABS(DIY)>5*Q THEN ? "": ? "ZU WEIT WEG":AU=0:WE=0:SCH=0:GOSUB 899:RETURN
770 FOR WEI=E TO WE-E
780 I=PM+384*Q+YM:POKE I,0:POKE I+E,0:XM=XM+DIX:YM=YM+DIY:SOUND E,WEI,V,6:I=I+DIY:POKE I,6A:POKE I+E,64
781 COL=PEEK(53251):IF COL<0 THEN IF COL<V THEN GOTO 6000
782 IF COL=V AND LOCH=E THEN IF (XM>117 AND XM<125) THEN IF (YM/Q-20)>37 AND YM/Q-20<44) THEN 802

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783 IF XM<48 THEN ? ")*":? "AUS "':FOR I=E TO 250:NEXT I:XM=50:GOTO 793
784 IF XM>204 THEN ? ")*":? "AUS "':FOR I=E TO 250:NEXT I:XM=205:GOTO 793
785 IF YM<20 THEN ? ")*":? "AUS "':FOR I=E TO 250:NEXT I:YM=22*Q:GOTO 791
787 IF YM>99*Q THEN ? ")*":? "AUS "':FOR I=E TO 250:NEXT I:YM=97*Q:GOTO 791
790 POKE 53278,0:POKE 53255,XM:NEXT WE1:GOTO 802
791 I=PM+384*Q+YM:POKE I,0:POKE I+E,0:YM=YM
792 I=PM+384*Q+YM:POKE I,64:POKE I+E,64:POKE 53255,XM:GOTO 800
793 POKE 53255,XM:GOTO 800
799 WE=0:AU=0:SCH=0:IF ST=0 THEN RETURN
800 IF ST=1 THEN ? ")*":? "(STRAFPUNKT)':FOR I=1 TO 150:NEXT I:SCHLAG(S+E)=SCHLAG(S+E)+E
802 POKE 53278,0:FOR I=E TO 80:NEXT I:COL=PEEK(53251):IF COL<>0 THEN GOSUB 6100
805 WE=0:AU=0:SCH=0:SA=0:PF=500:SOUND E,0,0,0:SOUND Z,0,0,0
810 SCHLAG(S+E)=SCHLAG(S+E)+E
820 POSITION S*V+E,0: #6: SCHLAG(S+E):XM(S+E)=XM:YM(S+E)=YM
830 ? ")*":S=S+E:IF S=SP THEN S=0
831 A=0:FOR I=E TO SP:A=A+FELD(I):NEXT I:IF A=SP THEN LL=E:GOSUB 7000:POKE 53278,0
832 IF FELD(S+E)=E THEN GOTO 830
834 IF L3=E THEN L0=0:GOTO 837
835 POKE 87,7:COLOR 3:PLOT XM-45-Q,YM/Q-20
837 I=PM+384*Q+YM:POKE I,0:POKE I+E,0
840 S1=S+E:OR S1 GOTO 850,860,870,880
850 POKE 707,138:XM=XM(E):YM=YM(E):Q5%=Q1%:GOTO 885
860 POKE 707,58:XM=XM(Z):YM=YM(Z):Q5%=Q2%:GOTO 885
870 POKE 707,170:XM=XM(3):YM=YM(3):Q5%=Q3%:GOTO 885
880 POKE 707,90:XM=XM(V):YM=YM(V):Q5%=Q4%
885 IF LL=E THEN 898
890 POKE 53255,XM:I=PM+384*Q+YM:POKE I,64:POKE I+E,64
895 POKE 87,7:COLOR 0:PLOT XM-45-Q,YM/Q-20:POKE 87,E
898 POKE 53278,0: ? ")*":? Q5%
899 IF DIX<0 THEN GOSUB 1150:RETURN
900 GOSUB 1050:RETURN
940 IF 25+L+120<>23*XS THEN 1950
950 ? ")*":? "waiter "':FOR I=0 TO 150:FOR L=0 TO SP-E:IF STRIG(L)=0 THEN 960
955 NEXT L:NEXT I:GOSUB 9100
960 L=PEEK(764):IF L=33 THEN SPIEL=SPIEL-E:POKE 764,255:RETURN
970 POKE 53277,0:POKE 764,255:RETURN
1000 PM=PEEK(106)-32:POKE 54279,PM:PM=PM*256
1010 FOR I=PM+256*Q TO PM+1024*Q STEP 128:D=USR(VP,CL,I,0):NEXT I
1020 POKE 53277,3:POKE 559,30+16*Q
1030 POKE 704,220:POKE 705,0:POKE 706,76
1040 IF Q=Z THEN RETURN
1045 FOR I=53256 TO 53259:POKE I,E:NEXT I:RETURN
1050 I=PM+896*Q+Y:D=USR(VP,RE1,I,I)
1060 I=PM+768*Q+Z+Y:D=USR(VP,RE2,I,I)
1070 I=PM+640*Q+Z+Y:D=USR(VP,RE3,I,I)
1080 I=PM+512*Q+11+Y:D=USR(VP,RE4,I,I)
1090 SS=X+Z/Q:POKE 53251,X:POKE 53250,X:POKE 53249,X:POKE 53248,SS
1099 N=E:RETURN
1150 I=PM+896*Q+Y:D=USR(VP,L11,I,I)
1160 I=PM+768*Q+Z+Y:D=USR(VP,L12,I,I)
1170 I=PM+640*Q+Z+Y:D=USR(VP,L13,I,I)
1180 I=PM+512*Q+11+Y:D=USR(VP,L14,I,I)
1190 SS=X+Z/Q:POKE 53251,X:POKE 53250,X:POKE 53249,X:POKE 53248,SS
1199 N=0:RETURN
1200 I=PM+384*Q+YM:POKE I,64:POKE I+E,64:POKE 53255,XM
1205 IF 0=E THEN POKE 53260,64
1210 RETURN

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1300 SOUND 2,0,0:ON AU 687B 1330,1310,1350,1370
1310 I=PM+896*Q+Y+8:D=USR(VP,HE5,I,I)
1315 I=PM+768*Q+Y+10:D=USR(VP,HA5,I,I)
1320 SS=X+V/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL5,I,I):RETURN
1330 I=PM+896*Q+Y+8:D=USR(VP,HE6,I,I)
1335 I=PM+768*Q+Y+10:D=USR(VP,HA6,I,I)
1340 SS=X+8/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL6,I,I):RETURN
1350 I=PM+896*Q+Y+8:D=USR(VP,HE7,I,I)
1355 I=PM+768*Q+Y+10:D=USR(VP,HA7,I,I)
1360 SS=X-8/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL7,I,I):RETURN
1370 I=PM+896*Q+Y+8:D=USR(VP,HE8,I,I)
1375 I=PM+768*Q+Y+10:D=USR(VP,HA8,I,I)
1380 SS=X-6/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL8,I,I):RETURN
1400 SOUND 2,0,0:ON AU 607D 1430,1410,1450,1470
1410 I=PM+896*Q+Y+8:D=USR(VP,HE1,I,I)
1415 I=PM+768*Q+Y+6:D=USR(VP,HA1,I,I)
1420 SS=X+6/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL1,I,I):RETURN
1430 I=PM+896*Q+Y+8:D=USR(VP,HE2,I,I)
1435 I=PM+768*Q+Y+6:D=USR(VP,HA2,I,I)
1440 SS=X+V/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL2,I,I):RETURN
1450 I=PM+896*Q+Y+8:D=USR(VP,HE3,I,I)
1455 I=PM+768*Q+Y+6:D=USR(VP,HA3,I,I)
1460 SS=X-V/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL3,I,I):RETURN
1470 I=PM+896*Q+Y+8:D=USR(VP,HE4,I,I)
1475 I=PM+768*Q+Y+6:D=USR(VP,HA4,I,I)
1480 SS=X-6/Q:POKE 53248,SS:I=PM+512*Q+Y:D=USR(VP,SL4,I,I):RETURN
1950 L=INT(V*7+125-50):GOTO L
2000 IF LOCH1=E THEN POKE 87,7:L1=71:L2=40:CB1=0:CB2=0:GOSUB 5000:POKE 87,2:LOCH1=0
2001 X=X+VV:IF B=0 THEN 2030
2005 IF DIX>25 OR DIV>12*Q THEN IF N=0 THEN SOSUB 1050
2007 SOUND E,160,V,INT(RND(0)*15)
2010 I=PM+640*Q+20+Y:POKE I,68:POKE I+E,68:POKE I+Z,102:POKE I+3,102
2020 I=53251:POKE I,X:POKE I-E,X:POKE I-Z,X:POKE I-3,SS:B=0:IF X>240 THEN X=240:SS=SS-V
2025 SOUND E,0,0,0:RETURN
2030 I=PM+640*Q+20+Y:POKE I,40:POKE I+E,40:POKE I+Z,60:POKE I+3,60
2040 I=53251:POKE I,X:POKE I-E,X:POKE I-Z,X:POKE I-3,SS:B=E:IF X>240 THEN X=240:SS=SS-V
2045 RETURN
2100 X=X-VV:IF B=0 THEN 2130
2105 IF DIX>25 OR DIV>12*Q THEN IF N=E THEN SOSUB 1150
2107 SOUND E,140,V,INT(RND(0)*15)
2110 I=PM+640*Q+20+Y:POKE I,34:POKE I+E,34:POKE I+Z,102:POKE I+3,102
2120 I=53251:POKE I,X:POKE I-E,X:POKE I-Z,X:POKE I-3,SS:B=0:IF X<20 THEN X=20:SS=SS+V
2125 SOUND E,0,0,0:RETURN
2130 I=PM+640*Q+20+Y:POKE I,20:POKE I+E,20:POKE I+Z,60:POKE I+3,60
2140 I=53251:POKE I,X:POKE I-E,X:POKE I-Z,X:POKE I-3,SS:B=E:IF X<20 THEN X=20:SS=SS+V
2145 RETURN
2200 IF Y<-5*Q THEN 2235
2202 IF N=0 THEN R1=L1:R2=L12:R3=L13:R4=L14:SS=X-Z/Q:GOTO 2205
2203 R1=RE1:R2=RE2:R3=RE3:R4=RE4:SS=X+Z/Q
2205 I=PM+896*Q+Y:D=USR(VP,R1,I,I-VV)
2210 I=PM+768*Q+Z+Y:D=USR(VP,R2,I,I-VV)
2220 I=PM+640*Q+Z+Y:D=USR(VP,R3,I,I-VV)
2230 I=PM+512*Q+I+Y:D=USR(VP,R4,I,I-VV):Y=Y-VV
2235 POKE 53248,SS:IF N=0 THEN GOTO 2270
2240 IF B=0 THEN 2260
2245 B=0:SOUND E,160,V,INT(RND(0)*15)
2250 I=PM+640*Q+20+Y:POKE I,68:POKE I+E,68:POKE I+Z,102:POKE I+3,102:SOUND E,0,0,0:RETURN
2260 I=PM+640*Q+20+Y:POKE I,40:POKE I+E,40:POKE I+Z,60:POKE I+3,60:B=E:RETURN

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2270 IF B=0 THEN 2290
2275 SOUND E,140,V,INT(RND(O)*15)
2280 I=PH+640*Q+20+Y:POKE I,34:POKE I+E,34:POKE I+Z,102:POKE I+3,102:G=0:SOUND E,0,0,0:RETURN
2290 I=PH+640*Q+20+Y:POKE I,20:POKE I+E,20:POKE I+Z,60:POKE I+3,60:G=E:RETURN
2300 IF Y>100*Q THEN 2235
2302 IF N=0 THEN R1=L11:R2=L12:N3=L13:R4=L14:SS=X-Z/Q:GOTO 2305
2303 R1=RE1:R2=RE2:R3=RE3:R4=RE4:SS=X+Z/Q
2305 I=PH+896*Q+Y:D=USR(VP,R1,I,I+VV)
2310 I=PH+768*Q+Z+Y:D=USR(VP,R2,I,I+VV)
2320 I=PH+640*Q+Z+Y:D=USR(VP,R3,I,I+VV)
2330 I=PH+512*Q+11+Y:D=USR(VP,R4,I,I+VV):Y=Y+VV:GOTO 2235
2400 XS=(I+16)/Q:GOSUB 2550:RETURN
2420 XS=X-6/Q:GOSUB 2500:RETURN
2440 XS=X-6/Q:GOSUB 2500:RETURN
2460 XS=X+16/Q:GOSUB 2550:RETURN
2500 IF N=E THEN GOSUB 1150
2510 I=PH+896*Q+Y+8:D=USR(VP,RE5,I,I)
2520 I=PH+768*Q+Y+12:D=USR(VP,RE6,I,I)
2530 I=PH+512*Q+Y+11:D=USR(VP,RE7,I,I):SS=X-6+Z*Q:POKE 53248,SS
2540 RETURN
2550 IF N=0 THEN GOSUB 1050
2560 I=PH+896*Q+Y+8:D=USR(VP,L15,I,I)
2570 I=PH+768*Q+Y+12:D=USR(VP,L16,I,I)
2580 I=PH+512*Q+Y+11:D=USR(VP,L17,I,I):SS=X+6-Z*Q:POKE 53248,SS
2590 RETURN
5000 LL=L2+E:COLOR 3:FOR I=E TO 2:PLOT L1,L2:DRAWTO L1,LL:L1=L1+1:L2=L2-E:LL=LL+E:NEXT I
5010 FOR I=E TO 3:PLOT L1,L2:DRAWTO L1,LL:L1=L1+E:NEXT I
5020 FOR I=E TO 2:PLOT L1,L2+E:DRAWTO L1,LL-E:L1=L1+E:L2=L2+E:LL=LL-E:NEXT I
5030 POKE 709,50:COLOR C02:PLOT L1-V,LL-4:DRAWTO L1-V,LL-16
5040 POKE 708,12:COLOR C01:FOR I=E TO 3:PLOT L1-3,LL-16:DRAWTO L1,LL-13:LL=LL+E:NEXT I
5090 RETURN
5200 RETURN
5210 COLOR 2:PLOT 0,E:PLOT 159,1:PLOT 159,78:PLOT 0,78:RETURN
5220 COLOR 2:PLOT 0,E:DRAWTO 159,E:DRAWTO 159,78:DRAWTO 0,78:DRAWTO 0,E:RETURN
5300 YY=Y+LL:Y1=V:FOR I=E TO L:YY=YY+INT(RND(O)*3)-E:Y1=Y1-INT(RND(O)*3)+E
5304 IF Y1<E OR Y1>79 THEN Y1=Y
5308 IF YY<E OR YY>79 THEN YY=Y+5
5310 COLOR E:PLOT X,Y1:DRAWTO X,YY:X=X+E
5320 COLOR 3:PLOT X,Y1:DRAWTO X,YY:X=X+E:NEXT I:RETURN
5400 YY=Y+4:COLOR 3:FOR I=E TO 5:PLOT X,Y:DRAWTO X,YY:X=X+E:Y=Y-E:YY=YY+E:NEXT I
5410 FOR I=1 TO 5:PLOT X,Y:DRAWTO X,YY:X=X+E:NEXT I
5420 FOR I=E TO 5:PLOT X,Y+E:DRAWTO X,YY-E:X=X+E:Y=Y+E:YY=YY-E:NEXT I
5430 PLOT X-2,YY+2:DRAWTO X-V,YY+V:DRAWTO X-12,YY+V:DRAWTO X-14,YY+2
5435 PLOT X-14,Y-2:DRAWTO X-12,Y-V:DRAWTO X-V,Y-V:DRAWTO X-2,Y-2
5440 LX=X-8:LY=Y+2:COLOR 2:PLOT LX,LY:RETURN
5500 REM BAUM
5510 ON GR GOSUB 5520,5530,5540,5550,5560,5570,5580,5590
5520 GOSUB 5620:RETURN
5530 COLOR E:PLOT X+3,Y:DRAWTO X+3,Y+9:GOSUB 5620:RETURN
5540 GOSUB 5610:RETURN
5550 COLOR E:PLOT X+3,Y:DRAWTO X+3,Y+12:GOSUB 5610:RETURN
5560 GOSUB 5610:COLOR E:PLOT X+3,Y:DRAWTO X+3,Y+14:RETURN
5570 COLOR E:PLOT X+3,Y:DRAWTO X+3,Y+15:GOSUB 5600:RETURN
5580 COLOR E:PLOT X+3,Y:DRAWTO X+3,Y+20:GOSUB 5600:RETURN
5590 GOSUB 5600:COLOR E:PLOT X+3,Y:DRAWTO X+3,Y+20:RETURN
5600 COLOR 2:YY=Y+14:GOSUB 5700:PLOT X-3,Y+12:DRAWTO X-E,YY:PLOT X+9,Y+12:DRAWTO X+7,YY:PLOT X+3,Y+10
5610 YY=Y+11:GOSUB 5700:PLOT X-E,YY:PLOT X+7,YY:PLOT X-2,YY-E:PLOT X+8,YY-E:PLOT X+3,Y+7
5620 YY=Y+8:GOSUB 5700:PLOT X-E,YY:PLOT X+7,YY:PLOT X+3,Y+V
5630 YY=Y+5:GOSUB 5700

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5640 COLOR 2:PLOT X+3,Y:PLOT X+2,Y+E:DRAWTO X+V,Y+E
5700 COLOR 2:PLOT X,YY:DRAWTO X+3,YY-3:DRAWTO X+6,YY:PLOT X+E,YY:DRAWTO X+3,YY-2:DRAWTO X+5,YY:RETURN
6000 IF COL=6 THEN 782
6010 I=PH+384*Q+YH:POKE I,0:POKE I+E,0:IF PEEK(53251)=3 THEN IF SA=0 THEN GOSUB 6080
6011 FOR I=E TO 8: SOUND 3,96,12,10:GOSUB 2500:GOSUB 2550:GOSUB 1050:GOSUB 1150:SOUND 3,0,0,0
6013 NEXT I:WE=0:AU=0:SCH=0
6015 IF L=V THEN 802
6020 XM=XM-DIX:YM=YM-DIY
6025 PP=500
6030 POKE 53278,0:POKE 53255,XM:I=PH+384*Q+YH:POKE I,64:POKE I+1,64
6032 FOR I=E TO 20:NEXT I:L=PEEK(53251):IF L=0 THEN 800
6035 GOTO 6010
6040 XM=XM-DIX:YM=YM-DIY:RETURN
6080 ? "":? "sand 1 STRAFPUNKT":FOR I=E TO 250:NEXT I:SCHLAG(S+E)=SCHLAG(S+E)+E:SA=E:RETURN
6100 IF LOCH=E THEN 6200
6102 IF COL=6 THEN 6150
6105 IF COL<>V THEN 6010
6110 POKE 53255,XM+E:FOR I=E TO 20:NEXT I:COL=PEEK(53251):IF COL=V OR COL=6 THEN 6130
6120 GOTO 6010
6130 FELD(S+E)=E:IF COL=6 THEN 6160
6140 SOUND 3,33,10,8:FOR I=E TO 50:NEXT I:SOUND 3,66,10,6:FOR I=E TO 50:NEXT I:SOUND 3,0,0,0:RETURN
6150 FELD(S+E)=E
6160 FOR I=10 TO 110:SOUND 3,1,10,1/10:NEXT I:SOUND 3,0,0,0:FEL(S+E)=E:RETURN
6200 SOUND E,0,0,0:SOUND 0,0,0,0:IF COL<>V THEN RETURN
6210 POKE 53255,0:GOSUB 6130:GOSUB 6150:RETURN
7000 POKE 53278,0:IF LOCH=I THEN 7100
7010 ? #6:"":POKE 712,200:POKE 710,0
7020 P=E:FOR I=E TO SP:POSITION P,0:? #6:SCHLAG(I):P=P+V:NEXT I:POSITION 18,0:? #6:SPIEL
7030 POKE 87,7:L1=71:L2=40:C01=E:C02=7:GOSUB 5000
7040 FOR I=E TO SP:FELD(I)=FEL(I):NEXT I:LOCH=E:L0=E:LOCH1=E
7045 GOSUB BEG
7050 FOR I=E TO SP:XM(I)=((XM(I)-45-Q)-LX)*10,6)+45+Q+74:YM(I)=((YM(I)/B-20)-LY)*6,2)+Q+20*Q+43*Q
7052 IF XM(I)>205 THEN XM(I)=205
7054 IF XM(I)<50 THEN XM(I)=50
7056 IF YM(I)<22+Q THEN YM(I)=22*Q
7058 IF YM(I)>97+Q THEN YM(I)=97*Q
7060 COLOR 3:PLOT XM(I)-45-Q,YM(I)/B-20:NEXT I:POKE 87,E:RETURN
7100 LOCH=0:EN=E:FOR I=E TO SP:FELD(I)=0:FEL(I)=0:NEXT I:RETURN
8000 IF SPIEL=19 THEN 9000
8020 X=INT(RND(0)*36):FOR Y=55 TO 57:COLOR 2:PLOT 0,Y:DRAWTO 45,Y:COLOR 4:PLOT X,Y:DRAWTO X+3,Y:NEXT Y
8025 COLOR 2:FOR X=43 TO 45:PLOT X,56:DRAWTO X,79:NEXT X
8030 X=INT(RND(0)*120):Y=INT(RND(2)*50):L=INT(RND(0)*20):LL=4:GOSUB 5300
8040 X=INT(RND(E)*104+40):Y=INT(RND(V)*55+8):GOSUB 5400
8050 FOR I=0 TO SPIEL*2-6:X=INT(RND(E)*135+V):Y=INT(RND(V)*63+2):GR=INT(RND(0)+9):GOSUB 5500:NEXT I:RETURN
9000 POKE 53277,0:GRAPHICS 18:? #6:" RANGLISTE":GOSUB 7500
9005 IF SP=E THEN 9030
9010 FOR I=SP TO 2 STEP -E
9020 POSITION E,2*I+2:GOSUB 9510:? #6:I: ". " :Q5%:" " :SI:NEXT I
9030 GOSUB 9510:POSITION 4,3:? #6:Q5%,SI
9040 COLOR 10:PLOT E,E:DRAWTO 17,E:DRAWTO 17,5:DRAWTO E,5:DRAWTO E,E
9050 GOTO 9050
9100 POKE 53277,0:GRAPHICS 18:? #6:" ZWISCHENSTAND":GOSUB 9500
9105 IF SP=E THEN 9130
9110 FOR I=SP TO 2 STEP -E
9120 POSITION E,2*I+2:GOSUB 9510:? #6:I: ". " :Q5%:" " :SI:NEXT I
9130 GOSUB 9510:POSITION 4,3:? #6:Q5%,SI
9150 FOR I=0 TO 600:NEXT I:RETURN
9500 S1=SCHLAG(E):S2=SCHLAG(2):S3=SCHLAG(3):S4=SCHLAG(V):RETURN
9510 IF S1=S2 THEN IF S1=S3 THEN IF S1=S4 THEN S1=S1:Q5%=Q1%:S1=0:RETURN
9520 IF S2=S3 THEN IF S2=S4 THEN S1=S2:Q5%=Q2%:S2=0:RETURN
9530 IF S3=S4 THEN S1=S3:Q5%=Q3%:S3=0:RETURN
9540 S1=S4:Q5%=Q4%:S4=0:RETURN
20100 ? " ? " "BITTE EIN WENIG GEDULD"

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20110 VP=1000:RESTORE 20150  
 20120 FOR G=0 TO 405:READ D:POKE VP+G,D:NEXT G  
 20125 ? "ACHTUNG":? :?  
 20130 FOR G=536 TO 682:READ D:POKE VP+G,D:NEXT G  
 20140 CL=VP+44:RE1=CL+1:RE2=RE1+17:RE3=RE2+15:RE4=RE3+23:LI1=RE4+14:LI2=LI1+17:LI3=LI2+15:LI4=LI3+23  
 20145 RES=LI4+14:RE6=RES+7:RE7=RE6+5:LI5=RE7+14:LI6=LI5+7:LI7=LI6+5:HE1=LI7+14:HE2=HE1+7:HE3=HE2+7:HE4=HE3+7  
 20147 HA1=HE4+7:HA2=HA1+9:HA3=HA2+9:HA4=HA3+9:SL1=HA4+9:SL2=SL1+25:SL3=SL2+25:SL4=SL3+25:HE5=SL4+25:HE6=HE5+137  
 20148 HE7=HE6+7:HE8=HE7+7:HA5=HE8+5:HA6=HA5+7:HA7=HA6+7:SL5=HA7+7:SL6=SL5+25:SL7=SL6+25:SL8=SL7+25:RETURN  
 20150 DATA 104,162,5,104,149,220,202,16,250,198,220,198,222,160,0,177,224,170  
 20160 DATA 168,165,223,240,9,169,0,145,222,136,208,249,138,168,165,221,240,7,177,224,145,220,136,208,249,96  
 20170 DATA 128  
 21000 DATA 16,24,28,0,0,0,0,0,60,60,122,122,186,186,56,56  
 21010 DATA 14,24,16,28,16,16,16,0,0,0,0,0,130,130  
 21020 DATA 22,16,40,0,8,0,0,0,0,0,0,0,56,56,40,40,40,40,60,60  
 21030 DATA 13,0,0,0,0,193,49,13,3,0,0,0,0  
 21050 DATA 16,24,56,0,0,0,0,0,60,60,94,94,93,93,28,28  
 21060 DATA 14,24,8,56,8,8,8,0,0,0,0,0,65,65  
 21070 DATA 22,8,20,0,16,0,0,0,0,0,0,0,28,28,20,20,20,20,60,60  
 21080 DATA 13,0,0,0,0,131,140,176,192,0,0,0,0  
 21090 DATA 6,28,28,62,62,62,62  
 21100 DATA 4,8,8,32,32  
 21110 DATA 13,2,4,4,4,20,16,16,32,32,32,96,192,192  
 21120 DATA 6,56,56,124,124,124,124  
 21130 DATA 4,16,16,4,4  
 21140 DATA 13,64,32,32,32,40,8,8,4,4,4,6,3,3  
 21150 DATA 6,29,29,63,63,60,60  
 21160 DATA 6,62,62,120,120,120,120  
 21170 DATA 6,124,124,30,30,30,30  
 21180 DATA 6,184,184,252,252,60,60  
 21190 DATA 8,9,9,0,0,0,0,4,4  
 21200 DATA 8,18,18,0,0,0,0,16,16  
 21210 DATA 8,72,72,0,0,0,0,8,8  
 21220 DATA 8,144,144,0,0,0,0,32,32  
 21230 DATA 24,3,3,2,2,4,4,0,16,16,16,32,32,0,0,0,0,0,0,0,0,0,0,0,0  
 21240 DATA 24,6,6,2,2,4,4,4,16,16,32,32,32,0,0,64,0,0,0,0,0,0,0,0,0  
 21250 DATA 24,96,96,64,64,32,32,32,8,8,4,4,4,0,2,0,0,0,0,0,0,0,0,0,0  
 21260 DATA 24,192,192,64,64,32,32,0,8,8,8,4,4,0,0,0,0,0,0,0,0,0,0,0,0  
 21270 DATA 6,28,28,62,62,62,62  
 21280 DATA 6,56,56,124,124,124,124  
 21290 DATA 6,28,28,62,62,126,126  
 21300 DATA 4,56,56,124,124  
 21310 DATA 6,0,0,8,8,2,2  
 21320 DATA 6,0,0,17,17,0,0  
 21330 DATA 6,0,0,136,136,0,0  
 21340 DATA 6,0,0,16,16,64,64  
 21350 DATA 24,0,0,0,0,0,0,0,0,0,0,64,0,16,16,20,4,4,2,2,3,3,0,0  
 21360 DATA 24,0,0,0,0,0,0,0,0,0,0,1,1,225,15,0,0,0,0,0,0,0,0,0,0  
 21370 DATA 24,0,0,0,0,0,0,0,0,0,0,128,128,135,240,0,0,0,0,0,0,0,0,0,0  
 21380 DATA 24,0,0,0,0,0,0,0,0,0,0,1,0,4,4,20,16,16,32,32,96,96,0,0

