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10 ' *****
                                     [710C]
20 '          E U R O - D A T E I    [6830]
40 ' Programmierung: Thorsten Wertsching
                                     [83FE]
50 ' Spielsteuerung: Frank Schimmel  [9992]
60 ' *****
                                     [0016]
70 ' >>> INITIALISIERUNG <<<        [C0D0]
80 PAPER 1:CLS:h=NINEM:CALL &BBFF:CALL &
  BB40
                                     [41E8]
90 DIM spi$(8,15),sp(8,15),tor(2,8),t1(2
  ,10),t2(2,10),tart(2,15),schuetz(2,15
  )
                                     [F54C]
100 DIM mi(2,15),pp(2,4),sp(2,4),mta(2,4
  ),pta(2,4),msa(2,4),tm$(2,2),tst$(10
  )
                                     [84AE]

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110 pa(1)=3:pa(2)=6:pa(3)=12:set=0:k=5:y
  =5:teil$(1)=STRING$(3,143):ENV 1,15,
  -1,2
                                     [7308]
120 teil$(2)=CHR$(143)+CHR$(10)+CHR$(8)+
  CHR$(143)+CHR$(10)+CHR$(8)+CHR$(143)
                                     [28FE]
130 teil$(3)=CHR$(250)+CHR$(10)+CHR$(8)+
  CHR$(251)
                                     [26B0]
140 ein$=CHR$(22)+CHR$(1):aus$=CHR$(22)+
  CHR$(0)
                                     [00FA]
150 FOR i=1 TO 2:FOR j=1 TO 4:u=u+1:msa(
  i,j)=u:NEXT j,i
                                     [3156]
160 SYMBOL AFTER 32:SYMBOL 254,63,63,63,
  63,63,63,63,63:SYMBOL 255,252,252,25
  2,252,252,252,252,252
                                     [8816]

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«Euro-Datei» für den CPC: Anpfiff des Tipp-Marathons



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170 RESTORE 4010:FOR i=1 TO 8:READ gr(i),man$(i),flart$(i),fanz$(i) [0CF6]
180 FOR k=1 TO fanz(i):READ fa(i,k):NEXT k:NEXT i [32CA]
190 FOR i=1 TO 8:READ x(i),y(i):NEXT:FOR i=1 TO 8:READ xp(i),yp(i):NEXT [D08C]
200 FOR i=1 TO 3:READ spiel$(i):NEXT [FA20]
210 FOR i=244 TO 251:READ x1,x2,x3,x4,x5,x6,x7,x8:SYMBOL i,x1,x2,x3,x4,x5,x6,x7,x8:NEXT [EAB2]
220 FOR i=200 TO 204:READ x1,x2,x3,x4,x5,x6,x7,x8:SYMBOL i,x1,x2,x3,x4,x5,x6,x7,x8:NEXT [42A0]
230 FOR i=1 TO 6:READ menue$(i):NEXT:FOR i=1 TO 5:READ art$(i):NEXT:INK 8,1 [BD50]
240 ' >>> TITELBILD <<< [A490]
250 MODE 0:FOR i=-330 TO 620 STEP 20:PLOT 1,1,8:DRAW i+350,399:NEXT:INK 8,4 [3C88]
260 PAPER 0:INK 15,0:FOR i=1 TO 8:GOSUB 2710:SOUND 2,20*4,25,15,1:NEXT [CA0C]
270 TAG:FOR i=1 TO 3:PLOT 145+4*i,380+6*i,pn(i):PRINT"FUSSBALL EM":NEXT [3268]
280 FOR i=1 TO 3:PLOT 140+4*i,5+6*i,pn(i):PRINT"in der BRD":NEXT:TAGOFF [D082]
290 WINDOW#1,9,12,10,16:PAPER#1,9:CLS#1:INK 10,15:PEN#1,15:LOCATE 9,9:PEN 15 [7CB6]
300 PRINT ein$;CHR$(214);STRING$(4,143):FOR i=1 TO 6:LOCATE 13,9+1:PRINT CHR$(143):NEXT:LOCATE 13,16:PRINT CHR$(212) [1048]
310 PAPER 9:LOCATE 9,10:x$="EURO":a1=15:a2=3:GOSUB 3120:PAPER 0:LOCATE#1,1,4 [E880]
320 PEN#1,2:PRINT#1,"1988":LOCATE#1,1,7:PEN#1,5:PRINT#1,"UEFA":CALL @BB06 [0C5E]
330 SOUND 2,30,25,15,1 [BI44]
340 ' >>> HAUPTMENUE <<< [A550]
350 MODE 1:BORDER 1:INK 0,0:INK 1,24:INK 2,12:INK 3,6:PAPER 0:PAPER#2,0 [C1E2]
360 LOCATE 1,1:PEN 3:PRINT STRING$(40,20):FOR i=1 TO 24:LOCATE 1,i [C068]
370 PRINT CHR$(207):LOCATE 40,i:PRINT CHR$(207):NEXT:LOCATE 1,25:PRINT STRING$(40,20): [CA2A]
380 PEN 3:LOCATE 14,3:a1=2:a2=1:x$="FUSSBALL EM '88":GOSUB 3120:PEN 2 [B3D0]
390 LOCATE 14,6:PRINT sptg;CHR$(8);". Spieltag":ein$ [C7CC]
400 PEN 1:LOCATE 8,1:PRINT"*** K U R O - D A T E I ***" [988A]
410 LOCATE 5,25:PRINT CHR$(164);" '88 T. Mertsching & F. Schimmel":aus$ [E012]
420 a1=1:a2=2:x$="HAUPTMENUE":LOCATE 14,8:GOSUB 3120:PEN 1 [6AAC]
430 FOR i=1 TO 6:LOCATE 7,10+i*2:PRINT"X">";1:"<X ==>" :menue$(i):NEXT [CC5A]
440 a$=INKEY$:IF a$="" THEN 440 ELSE a=INSTR(1,"123456",a$):IF a=0 THEN 440 [2D82]
450 SOUND 1,500,25,15,1:ON a GOTO 470,1810,1650,2210,2390,2570 [4E2A]
460 ' >>> SPIELTAG EINGEBEN <<< [AFCA]
470 MODE 2:INK 1,24:PLOT 1,1,1:DRAW 1,399:DRAW 639,399:DRAW 639,1:DRAW 1,1 [78AE]
480 LOCATE 20,2:INPUT"XWelchen Spieltag moechten Sie eingeben:X ",s [D476]
490 IF a>10 THEN 480 ELSE IF a=0 THEN sptg=0:GOTO 350 ELSE sptg=s:LOCATE 20,2 [76DE]
500 PRINT STRING$(45,32):LOCATE 28,2:PRINT"X":sptg:".SPIELTAG EINGEBEN "X" [5AE6]
510 SOUND 2,200,25,15,1:LOCATE 31,4:PRINT"XWelcher Spielmodus ?X" [60A0]
520 FOR i=1 TO 3:LOCATE 31,5+i:PRINT i:"... ":spiel$(i):NEXT [4D7C]
530 a$=INKEY$:IF a$="" THEN 530 [BA28]
540 a=INSTR(1,"123",a$):IF a=0 THEN 530 ELSE SOUND 2,200,25,15,1 [50C4]
550 LOCATE 38,5+a:PRINT"X"spiel$(a):spiel1$=spiel$(a):spl=a [1DA4]
560 LOCATE 29,11:PRINT"Welche Spielpaarungen ?X":FOR i=1 TO 8 [E8EE]
570 IF gr(i)>1 THEN stand$="(Gruppe"*STR$(gr(i))+)" ELSE stand$="(ausgeschieden)" [6CF0]
580 LOCATE 26,12+i:PRINT i:"... ":man$(i):TAB(48):stand$:NEXT [6E5E]
590 IF a=1 THEN spl=1 ELSE IF sptg<2 AND a=3 THEN spl=1 ELSE spl=2 [F588]
600 LOCATE 15,22:PRINT STRING$(65,32):lo(1)=26:lo(2)=45:lo(3)=26:lo(4)=45 [F456]
610 FOR i=1 TO spl:LOCATE 38,21+i:PRINT"GEHEN":NEXT [E5CA]
620 FOR i=1 TO spl*2 [2B70]
630 a$=INKEY$:IF a$="" THEN 630 [AB2C]
640 b=INSTR(1,"12345678",a$):IF b=0 THEN 630 [99E0]
650 IF gr(tb(1))>gr(b) AND spl=3 AND i>1 THEN PRINT CHR$(7):GOTO 630 [0276]
660 IF gr(b)=1 THEN PRINT CHR$(7):GOTO 630 [2E3C]
670 FOR k=1 TO 4:IF b<tb(k) THEN NEXT:GOTO 680 ELSE PRINT CHR$(7):GOTO 630 [BBE0]
680 SOUND 2,200,25,15,1:LOCATE lo(i),21+CINT(i/2):PRINT"X"UPPER$(man$(b))"X":tb(i)=b:team$(i)=man$(b):NEXT [640E]
690 LOCATE 25,24:PRINT"Alle Ringen in Ordnung (J/N) ?" [06BA]
700 e$=UPPER$(INKEY$):IF e$="" OR (e$<"J" AND e$<"N") THEN 700 [AB0C]
710 IF e$="N" THEN FOR i=1 TO 8:tb(i)=0:NEXT:GOTO 470 ELSE SOUND 2,70,25,15,1 [1BBC]
720 WINDOW#1,2,79,2,24:PAPER#1,0:CLS#1:LOCATE 13,3:PRINT UPPER$(spiel$);" : " [ECF0]
730 LOCATE 29,3:PRINT team$(1);" - ":team$(2):a1=0:a2=0:WINDOW#1,2,79,5,24 [2496]
740 IF spl=2 THEN LOCATE 29,4:PRINT team$(3);" - ":team$(4) [3FF6]
750 FOR i=1 TO spl*2 [1278]
760 w=tb(i):GOSUB 1630:x$=UPPER$(a$):LOCATE 10,6:PAPER 1 [472C]
770 GOSUB 3120:x=50:y=70:z=204:GOSUB 305:0x=300:0z=156:GOSUB 3050:PAPER 0 [E856]
780 PEN 1:FOR o=1 TO 11:LOCATE 10,9+o:PRINT STRING$(14,42);"X" [19D4]
790 IF o>5 AND o<9 THEN LOCATE 41,9+o:P
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RINT STRINGS(14,42) "<3>"" [28A4]
800 NEXT:PAPER 1:PEN 0:LOCATE 9,9:PRINT"
MANNSCHAFTSAUFSTELLUNG" [FA44]
810 LOCATE 42,12:PRINT"AUSWECHSELSPiELER
":LOCATE 42,19:PRINT"TRAINER "; [FD44]
820 PRINT UPPER$(team$(i)):PAPER 0:PEN 1
:LOCATE 42,20:PRINT STRINGS(15,42) [111C]
830 FOR ma=1 TO 15:IF ma>11 THEN LOCATE
41,2+ma ELSE LOCATE 10,9+ma [0042]
840 ste=14:c$="":GOSUB 3180:spi$(tb(i),m
a)=c$ [4CB6]
850 IF ma>11 THEN LOCATE 58,2+ma ELSE LO
CATE 27,9+ma [A6DA]
860 ste=2:c$="":GOSUB 3180:IF c<1 OR c>2
2 THEN 850 ELSE sp(tb(i),ma)=c [74A6]
870 NEXT:ste=15:c$="":LOCATE 42,20:GOSUB
3180:trn$(tb(i))=c$ [14D8]
880 c$="":LOCATE 25,24:PRINT"Alle Eingab
en in Ordnung (J/N) ?" [2840]
890 e$=UPPER$(INKEY$):IF e$="" OR (e$<"
J" AND e$<"N") THEN 890 [9D34]
900 CLS:a1=a2=0:IF e$="N" THEN 760 E
LSE NEXT:a1=1:a2=1 [4698]
910 SOUND 2,70,25,15,1:FOR n=1 TO sp [C41A]
920 CLS#1:LOCATE 15,8:PRINT"Ergebnis
"; [0332]
930 IF n=1 THEN PRINT team$(1);" - ";tea
m$(2) ELSE PRINT team$(3);" - ";team$(
4) [0416]
940 LOCATE 54,8:PRINT"> * * * * <<":LOC
ATE 57,8:ste=2:c$="":GOSUB 3180 [A404]
950 IF c>10 THEN 940 ELSE erg1(n)=c [3F64]
960 LOCATE 62,8:c$="":GOSUB 3180:IF c>10
THEN 960 ELSE erg2(n)=c [BCF8]
970 IF erg1(n)=erg2(n) AND spl<3 THEN 94
0 [C5CC]
980 IF spl=2 AND erg1(1)=erg2(1) THEN gr
(tb(2))=-1 ELSE IF erg1(1)=erg2(1) A
ND spl=2 THEN gr(tb(1))=-1 [F206]
990 IF spl=2 AND erg1(2)=erg2(2) THEN gr
(tb(4))=-1 ELSE IF erg1(2)=erg2(2) A
ND spl=2 THEN gr(tb(3))=-1 [7818]
1000 tore(n)=erg1(n)+erg2(n):LOCATE 17,1
1:PRINT"Bitte Torfolge, Torschuetze
n "; [6282]
1010 PRINT"und Spielminute eingeben:":FO
R j=1 TO tore(n):LOCATE 25,12+j [90A4]
1020 PRINT"* * * * *":STRINGS(14,42);"
-- * * * * *":NEXT:FOR j=1 TO tore(n) [61B6]
1030 ste=2:LOCATE 25,12+j:c$="":GOSUB 31
80:IF c>12 THEN 1030 ELSE t1(n,j)=c [AD8E]
1040 IF t1(n,j)>t1(n,j-1)+1 OR t1(n,j)<t
1(n,j-1) OR t1(n,j)=erg1(n) THEN 10
30 [A0D2]
1050 LOCATE 30,12+j:c$="":GOSUB 3180:IF
c>12 THEN 1030 ELSE t2(n,j)=c [94A2]
1060 IF j=1 AND t1(n,j)+t2(n,j)>1 THEN 1
030 [08A6]
1070 IF t2(n,j)>t2(n,j-1)+1 OR t2(n,j)<t
2(n,j-1) OR t2(n,j)=erg2(n) THEN 10
30 [22E4]
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1080 IF t1(n,j)+t2(n,j)>t1(n,j-1)+t2(n,j
-1)+1 THEN 1030 [00C2]
1090 IF t1(n,j)>t1(n,j-1) THEN tor(n,j)=
tb(n) ELSE tor(n,j)=tb(n+1) [F8AA]
1100 LOCATE 36,12+j:ste=14:c$="":GOSUB 3
180:found=0:FOR p=1 TO 15 [6E04]
1110 IF n=1 THEN IF spi$(tb(1),p)=c$ OR
spi$(tb(2),p)=c$ THEN found=p [8E30]
1120 IF n=2 THEN IF spi$(tb(3),p)=c$ OR
spi$(tb(4),p)=c$ THEN found=p [B23C]
1130 NEXT:IF found=0 THEN schuetz(n,j)=f
ound:found=0:GOTO 1170 [72B2]
1140 LOCATE 3,13:PRINT"KSpiele in keine
n ":LOCATE 3,14:PRINT"Kader des heu
tigen" [C18A]
1150 LOCATE 3,15:PRINT"Spieltages:7?X":
SOUND 7,0,25,15,1:CALL 48806 [616E]
1160 FOR pp=1 TO 3:LOCATE 3,12+pp:PRINT
STRINGS(22,32):NEXT:GOTO 1100 [8350]
1170 LOCATE 54,12+j:ste=3:c$="":GOSUB 31
80:IF c>120 OR c<mi(n,j-1) THEN 117
0 [C714]
1180 mi(n,j)=c:NEXT j:LOCATE 25,24:PRINT
"Alle Eingaben in Ordnung (J/N) ?" [8220]
1190 e$=UPPER$(INKEY$):IF e$="" OR (e$<"
J" AND e$<"N") THEN 1190 [6BDC]
1200 IF e$="N" THEN 920 ELSE SOUND 2,70,
25,15,1 [D49A]
1210 tm$(1,1)=team$(1):tm$(1,2)=team$(2)
:tm$(2,1)=team$(3):tm$(2,2)=team$(4)
) [1DA8]
1220 IF spl<3 THEN 1300 ELSE FOR j=1 TO
2:FOR k=1 TO 4 [CA26]
1230 IF tm$(n,1)=man$(mna(j,k)) THEN pta
(j,k)=pta(j,k)+erg1(n):mta(j,k)=mta
(j,k)+erg2(n) ELSE 1250 [D228]
1240 IF erg1(n)=erg2(n) THEN pp(j,k)=pp(
j,k)+2 ELSE IF erg1(n)=erg2(n) THEN
mp(j,k)=mp(j,k)+2 ELSE 1280 [D8D4]
1250 IF tm$(n,2)=man$(mna(j,k)) THEN pta
(j,k)=pta(j,k)+erg2(n):mta(j,k)=mta
(j,k)+erg1(n) ELSE 1290 [ED36]
1260 IF erg2(n)=erg1(n) THEN pp(j,k)=pp(
j,k)+2 [D540]
1270 IF erg2(n)=erg1(n) THEN mp(j,k)=mp(
j,k)+2 [BC32]
1280 IF erg1(n)=erg2(n) THEN mp(j,k)=mp(
j,k)+1:pp(j,k)=pp(j,k)+1 [9CA2]
1290 NEXT k,j:mns(1)=tb(1):mns(2)=tb(2):
mns(3)=tb(3):mns(4)=tb(4) [16A8]
1300 WINDOW2,2,79,9,24:PAPER#2,0:CLS#2
[48AC]
1310 LOCATE 15,11:PRINT"Maehlen Sie Tor
art des jeweiligen Tores:" [B7C6]
1320 FOR j=1 TO 5:LOCATE 5,12+j:PRINT j;
"-- art$(j):NEXT [7362]
1330 FOR j=1 TO tore(n):LOCATE 38,12+j:P
RINT "X":t1(n,j):";t2(n,j):";X":NE
XT [8274]
1340 FOR j=1 TO tore(n):LOCATE 47,12+j:u
$="":WHILE u$<"1" OR u$>"5":u$=INKE
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YS [1434]
1350 WEND:u=VAL(u$):PRINT art$(u) [3100]
1360 IF u=1 AND tor(n,j)=mns(1) THEN u=2
:GOTO 1400 [16E2]
1370 IF u=2 AND tor(n,j)=mns(1) THEN u=1
:GOTO 1400 [46E4]
1380 IF u=3 AND tor(n,j)=mns(2) THEN u=4
:GOTO 1400 [6CF0]
1390 IF u=4 AND tor(n,j)=mns(2) THEN u=3
[3042]
1400 tart(n,j)=u:NEXT [AB40]
1410 LOCATE 25,24:PRINT"Alle Eingaben in
Ordnung (J/N)?" [ADC8]
1420 e$=UPPER$(INKEY$):IF e$="" OR (e$<
"J" AND e$<"N") THEN 1420 [0BCC]
1430 IF e$="N" THEN 1300 ELSE SOUND 2,70
,25,15,1 [9AF6]
1440 CLS#2:LOCATE 20,11:PRINT"Weitere De
tails, die das Spiel betreffen:" [C2CC]
1450 LOCATE 20,14:PRINT"XAustragungsort:
X ":STRING$(14,42) [1862]
1460 LOCATE 20,16:PRINT"XZuschauer(X):X
":STRING$(5,42) [19EA]
1470 LOCATE 20,18:PRINT"XSchiedsrichter:
X ":STRING$(20,42) [44FE]
1480 ste=14:c$="":LOCATE 36,14:GOSUB 318
0:ao$(n)=c$ [3A00]
1490 ste=5:c$="":LOCATE 36,16:GOSUB 3180
:IF c>80000 OR c<15000 THEN 1490 EL
SE zu(n)=c [F81C]
1500 ste=20:c$="":LOCATE 36,18:GOSUB 318
0:ar$(n)=c$ [891E]
1510 LOCATE 25,24:PRINT"Alle Eingaben in
Ordnung (J/N)?" [29CA]
1520 e$=UPPER$(INKEY$):IF e$="" OR (e$<
"J" AND e$<"N") THEN 1520 [C3D0]
1530 IF e$="N" THEN 1440 ELSE NEXT n:a$=
"N":mns(1)=tb(1):mns(2)=tb(2):SOUND
2,70,25,15,1:GOTO 350 [5002]
1540 ' == FAHNEN DER GEGNER == [2AC4]
1550 MODE 0:INK 0,1:INK 14,18:PEN 14:LOC
ATE 5,2:PRINT sptg:CHR$(0);". Spiel
tag" [082C]
1560 i=mns(1):x(i)=3:y(i)=8:set=1:GOSUB
2710:PEN 12:LOCATE 7,9:PRINT man$(i
) [DD84]
1570 i=mns(2):x(i)=3:y(i)=16:set=2:GOSUB
2710:PEN 12:LOCATE 7,17:PRINT man$(
i) [F646]
1580 CALL &B006:erg(1)=0:erg(2)=0:toranz
=0:tore=tore(bgg):tor$(1)="" :tor$="
" [6648]
1590 tor$(2)="" :FOR i=1 TO tore:IF bgg=1
THEN m=(mns(1) ELSE m=(mns(3) [97EC]
1600 IF tor(bgg,i)=m THEN tor$(bgg)=tor$(
bgg)+*1" ELSE tor$(bgg)=tor$(bgg)+
*2" [E04C]
1610 tor$(bgg)=tor$(bgg)+MID$(STR$(tart(
bgg,i)),2,1):NEXT:tor$=tor$(bgg):RE
TURN [F114]
1620 ' [BF20]
1630 a$=" "+ " :FOR v=1 TO LEN(man$(w)):a
$=a$+MID$(man$(w,v,1)+" " :NEXT:re
TURN [7846]
1640 ' >>> SPIELTAG SPEICHERN <<< [8DF4]
1650 WINDOW#2,2,39,7,24:CLS#2:LOCATE 12,
8:x$="SPIELTAG SPEICHERN":GOSUB 312
0 [F5BE]
1660 PEN 2:LOCATE 4,14:PRINT"Datentreege

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r einlegen":LOCATE 19,16 [43A0]
1670 PRINT"und Taste druecken":WHILE INK
EY$<>"":WEND:CALL &B006 [9676]
1680 OPENOUT:"SPIELTAG."*STR$(sptg):PRIN
T#9,spi:PRINT#9,sp [1058]
1690 FOR i=1 TO sp*2:PRINT#9,tb(i):NEXT [6190]
1700 FOR n=1 TO sp:IF n=1 THEN mns(1)=tb
(1):mns(2)=tb(2) [8896]
1710 IF n=2 THEN mns(1)=tb(3):mns(2)=tb(
4) [63DC]
1720 FOR i=1 TO 15:PRINT#9,spi$(mns(1),i
):PRINT#9,sp(mns(1),i) [25DC]
1730 PRINT#9,spi$(mns(2),i):PRINT#9,sp(m
ns(2),i):NEXT [7312]
1740 PRINT#9,trn$(mns(1)):PRINT#9,trn$(m
ns(2)):PRINT#9,erg1(n):PRINT#9,erg2
(n) [04FC]
1750 PRINT#9,tore(n):FOR i=1 TO tore(n):
PRINT#9,t1(n,i):PRINT#9,t2(n,i) [7E00]
1760 PRINT#9,schuetz(n,i):PRINT#9,mi(n,i
):PRINT#9,tart(n,i):PRINT#9,tor(n,i
) [7450]
1770 NEXT:PRINT#9,ao$(n):PRINT#9,zu(n):P
RINT#9,ar$(n):NEXT:FOR i=1 TO 2 [EAD4]
1780 FOR j=1 TO 4:PRINT#9,msa(i,j):PRIN
T#9,pta(i,j):PRINT#9,mta(i,j) [CC16]
1790 PRINT#9,pp(i,j):PRINT#9,mp(i,j):NEX
T j,i:FOR i=1 TO 8:PRINT#9,gr(i):NE
XT:CLOSEOUT:GOTO 350 [2456]
1800 ' >>> SPIELTAG ANSICHTEN <<< [14B2]
1810 IF tb(1)=0 THEN 350 ELSE bgg=1:erg(
1)=0:erg(2)=0:toranz=0 [8B00]
1820 IF bgg=1 THEN mns(1)=tb(1):mns(2)=t
b(2) ELSE mns(1)=tb(3):mns(2)=tb(4) [F940]
1830 MODE 2:INK 1,24:PLOT 1,1,1:DRAW 1,3
99:DRAW 639,399:DRAW 639,1:DRAW 1,1 [8D10]
1840 q=40-LEN(spiel$)/2:a1=0:a2=0:PAPER
0:PEN 1:LOCATE q,2:PRINT"X":spiel$
"X" [3DF0]
1850 LOCATE q-1,3:PRINT STRING$(LEN(spie
l$)+2,45):tor$=tor$(1) [63EA]
1860 w=mns(1):GOSUB 1630:LOCATE 9,4:x$=U
PPER$(a$):PAPER 1:GOSUB 3120 [95FC]
1870 w=mns(2):GOSUB 1630:x$="GEGEN":LOCA
TE 30,4:GOSUB 3120 [C6A6]
1880 x$=UPPER$(a$):LOCATE 53,4:GOSUB 312
0 [2B94]
1890 x=50:y=10:x=300:GOSUB 3050:x=390:GO
SUB 3050 [FF60]
1900 PAPER 0:PEN 1:LOCATE 9,7:a$="MANNSC
HAFTSAUFSTELLUNG":PRINT a$ [3EF4]
1910 LOCATE 51,7:PRINT a$:FOR i=1 TO 11:
LOCATE 53,7+i:PRINT spi$(mns(2),i) [35A8]
1920 LOCATE 11,7+i:PRINT spi$(mns(1),i):
LOCATE 26,7+i:PRINT "(" :MID$(STR$(sp
(mns(1),i)),2,2):")" [B886]
1930 LOCATE 68,7+i:PRINT "(" :MID$(STR$(sp
(mns(2),i)),2,2):")" :NEXT [3498]
1940 a$="AUSWECHSELSPIELER":LOCATE 9,20:
PRINT a$:LOCATE 51,20:PRINT a$ [2D66]

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1950 FOR i=12 TO 15	[6890]	2240 IF sg<1 AND h>42619 THEN CAT	[8FC8]
1960 LOCATE 53,9+1:PRINT spi\$(mns(2),1):		2250 CALL @BB06:CLS:WINDOW 1,40,1,25:GOT	[8BDA]
LOCATE 11,9+1:PRINT spi\$(mns(1),1)	[B562]	O 420	
1970 LOCATE 26,9+1:PRINT "":MID\$(STR\$(sp		2260 SOUND 1,100,25,15,1:OPENIN"!SPIELTA	[D63E]
mns(1,i)),2,2):"	[40A4]	G."+STR\$(sg):INPUT#9,spi:spi1\$=spi	
1980 LOCATE 68,9+1:PRINT "":MID\$(STR\$(sp		el\$(spi1)	
mns(2,i)),2,2):"	[44A6]	2270 sptg=sg:INPUT#9,sp:FOR i=1 TO sp*2:	
1990 LOCATE 34,10:PRINT"XTrainer":LOCATE		INPUT#9,tb(i):NEXT:FOR n=1 TO sp	[55DA]
34,11:PRINT man\$(mns(1)):"X"	[2878]	IF n=1 THEN mns(1)=tb(1):mns(2)=tb(
2000 LOCATE 34,12:PRINT trn\$(mns(1)):LOC		2):team\$(1)=man\$(tb(1)):team\$(2)=ma	
ATE 34,16:PRINT"XTrainer"	[2468]	n\$(tb(2))	[ED10]
2010 LOCATE 34,17:PRINT man\$(mns(2)):"X"		2290 IF n=2 THEN mns(1)=tb(3):mns(2)=tb(
:LOCATE 34,18:PRINT trn\$(mns(2))	[0088]	4):team\$(3)=man\$(tb(3)):team\$(4)=ma	
2020 CALL @BB06:WINDOW#2,2,79,6,25:PAPER		n\$(tb(4))	[252C]
#2,0:CLS#2:PLOT 1,1,1:DRAW 639,1	[49CA]	2300 FOR i=1 TO 15:INPUT#9,spi\$(mns(1),i	
2030 LOCATE 15,11:PRINT"X*** [N]achspiel		:INPUT#9,sp(mns(1),i)	[39DE]
en der Begegnung oder [S]tatistik ?		2310 INPUT#9,spi\$(mns(2),i):INPUT#9,sp(m	
***X"	[AA30]	n\$(2),i):NEXT:INPUT#9,trn\$(mns(1))	[35EA]
2040 a\$=UPPER\$(INKEY\$):IF a\$="" OR (a\$<>		2320 INPUT#9,trn\$(mns(2)):INPUT#9,erg1(n	
"N" AND a\$<>"S") THEN 2040 ELSE CLS	[EBFA]	:INPUT#9,erg2(n):INPUT#9,tore(n)	[DECA]
#2		2330 FOR i=1 TO tore(n):INPUT#9,t1(n,i):	
2050 IF a\$="N" THEN GOSUB 1550:MODE 1:GO		INPUT#9,t2(n,i):INPUT#9,schuetz(n,i	[8FCA]
TO 3620 ELSE CLS#2:PLOT 1,1:DRAW 63	[6E40])	
9,1		2340 INPUT#9,mi(n,i):INPUT#9,tart(n,i):I	
2060 INK 1,24:PEN 1:LOCATE 20,7:PRINT"XA	[CF40]	NP#9,tor(m,i):NEXT:INPUT#9,ac\$(n)	[370A]
ustragungsort:X":ao\$(bgg)		2350 INPUT#9,zu(n):INPUT#9,sr\$(n):NEXT:F	
2070 LOCATE 20,9:PRINT"XZuschauer(5):X":	[4F04]	OR i=1 TO 2:FOR j=1 TO 4	[1940]
zu(bgg)		2360 INPUT#9,maa(i,j):INPUT#9,pta(i,j):I	
2080 LOCATE 20,11:PRINT"XSchiedsrichter:	[F880]	NP#9,mta(i,j):INPUT#9,pp(i,j)	[18C2]
X":sr\$(bgg)		2370 INPUT#9,mp(i,j):NEXT j,i:FOR i=1 TO	
2090 LOCATE 16,13:PRINT "X"UPPER\$(man\$(m	[28FA]	8:INPUT#9,gr(i):NEXT:CLOSEIN:GOTO	[D49E]
ns(1)):LOCATE 38,13:PRINT"GOSUB"		350	[2AF8]
2100 LOCATE 49,13:PRINT UPPER\$(man\$(mns([2CFC]	2380 ' >>> GRUPPENTABELLE <<<	
2)):"X"		2390 FOR i=1 TO 2:FOR p=2 TO 5:du=0:FOR	[7EC4]
2110 tor1=0:tor2=0:m(mns(1))=1:m(mns(2))	[19BC]	j=4 TO p STEP -1	
=34:FOR i=1 TO tore(bgg)		2400 IF pp(i,j-1)<pp(i,j) THEN GOSUB 246	
2120 LOCATE 15+m(tor(bgg,i)),14+1:PRINT	[84EE]	0	[ADD4]
spi\$(tor(bgg,i),schuetz(bgg,i))		2410 IF pp(i,j-1)=pp(i,j) THEN IF pp(i,j	
2130 LOCATE 15+m(tor(bgg,i))+13,14+1:PRI	[6C4A]	-1)=mp(i,j-1)<pp(i,j)-mp(i,j) THEN	
NT "":mi(bgg,i)		GOSUB 2460	[262C]
2140 IF tor(bgg,i)=mns(1) THEN tor1=tor1	[6464]	2420 IF pp(i,j)=pp(i,j-1) AND pp(i,j-1)=	
+1 ELSE tor2=tor2+1		mp(i,j-1)=pp(i,j)-mp(i,j) THEN IF p	
2150 LOCATE 37,14+1:PRINT tor1:"":tor2:	[356C]	ta(i,j-1)=mta(i,j-1)<pta(i,j)-mta(i	
NEXT:CALL @BB06		j) THEN GOSUB 2460	[169E]
2160 IF sp=2 THEN LOCATE 20,24:PRINT"2.	[BDD2]	2430 IF pp(i,j)=pp(i,j-1) AND pp(i,j-1)=	
Begegnung des Spieltages ansehen (J		mp(i,j-1)=pp(i,j)-mp(i,j) AND pta(i	
/N) ?" ELSE 350	[70B6]	j)-mta(i,j)=pta(i,j-1)-mta(i,j-1)	
2170 BORDER 1:INK 0,0:IF toranz>0 THEN F	[23BC]	THEN IF pta(i,j-1)<pta(i,j) THEN GO	
OR i=1 TO 12:CALL @BC4D:NEXT		SUB 2460	[CF4E]
2180 a\$=UPPER\$(INKEY\$):IF a\$="" OR (a\$<>	[9834]	2440 NEXT j:IF du=0 THEN 2490	
"J" AND a\$<>"N") THEN 2180	[966C]	2450 NEXT p,i:GOTO 2490	[ED40]
2190 IF a\$="N" THEN 350 ELSE IF bgg=2 TH		2460 h=pp(i,j):pp(i,j)=pp(i,j-1):pp(i,j	[9862]
EN 350 ELSE bgg=2:GOTO 1820		-1)=h:h=mp(i,j):mp(i,j)=mp(i,j-1):mp	
2200 ' >>> SPIELTAG LADEN <<<		i,j-1)=h	[0910]
2210 WINDOW#2,2,39,7,24:CLS#2:LOCATE 14,	[673A]	2470 h=pta(i,j):pta(i,j)=pta(i,j-1):pta	
8:x\$="SPIELTAG LADEN":GOSUB 3120		i,j-1)=h:h=mta(i,j):mta(i,j)=mta(i	
2220 PEN 1:LOCATE 9,15:PRINT"Welchen Spi	[DE50]	j-1):mta(i,j-1)=h	[8862]
eltag:":PEN 3:INPUT"",sg:PEN 1		2480 h=maa(i,j):maa(i,j)=maa(i,j-1):maa	
2230 IF sg>9 THEN 2220 ELSE WINDOW 7,36,		i,j-1)=h:du=1:RETURN	[EB0E]
12,22:CLS:IF sg<1 AND h=42619 THEN		2490 WINDOW 2,39,2,24:CLS:x\$=UPPER\$(menu	
a\$="SPIELTAG."":DIR,0a\$:GOTO 2250	[CD5A]	a\$(a)):LOCATE 13,2:GOSUB 3120	[1C6A]
ELSE 2260		2500 lt(1)=7:lt(2)=16:FOR i=1 TO 2:PEN 3	
		:LOCATE 16,lt(i)-2:PRINT"GRUPPE":i:	
		PEN 1	[4452]
		2510 LOCATE 23,lt(i):PRINT"Tore(2)Punkte	
		":FOR j=1 TO 4:LOCATE 5,lt(i)+j	[9832]

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2520 IF j<3 THEN x$=CHR$(24) ELSE x$="" [A9EE]
2530 PRINT j:CHR$(8);". ":x$;man$(ma(i, [007C]
j)):x$
2540 IF sptg=7 AND j>=3 THEN gr(ma(i,j) [7378]
)=1
2550 LOCATE 22,1t(i)+j:PRINT USING"## ## [
<2>## ##":pta(i,j):mta(i,j):pp(i,j)
:mp(i,j):NEXT j,i:CALL @B06:GOTO 3 [
50 [020A]
2560 ' >>> GESAMTUEBERSICHT <<< [B422]
2570 WINDOW 2,39,2,24:CLS:x$=UPPER$(menu [
e$(a)):LOCATE 12,4:GOSUB 3120 [266A]
2580 PEN 1:LOCATE 7,12:PRINT"[E]rweiteren [CAN0]
oder [L]aden ?"
2590 a$=UPPER$(INKEY$):IF a$="" OR a$< [
"E" AND a$<"L" THEN 2590 [D7C2]
2600 SOUND 2,300,25,15,1:IF a$="L" THEN [
MODE 1:GOSUB 2680 ELSE 2620 [1302]
2610 sz=spanz:FOR i=1 TO sz:PRINT " ":ta [
t$(i):NEXT i:CALL @B06:GOTO 350 [A220]
2620 IF sptg>1 THEN GOSUB 2680 [3E4A]
2630 j=spanz:spanz=1:spanz=spanz+(sp+1) [
] [0D60]
2640 tst$(i)=CHR$(24)+STR$(sptg)+".Spiel [
tag: " *spiel$+CHR$(24):i=i+1 [022A]
2650 IF sp=1 OR sp=2 THEN tst$(i)=UPPER$( [
team$(1))+<2>-<2>"+UPPER$(team$(2) [
))+<2>-<2>"+UPPER$(team$(4))+<2>-<2> [
]+STR$(ergl(1))+<2>-<2>"+STR$(erg2 [
(1)):i=i+1 [BFF6]
2660 IF sp=2 THEN tst$(i)=UPPER$(team$(3) [
))+<2>-<2>"+UPPER$(team$(4))+<2>-<2> [
]+STR$(ergl(2))+<2>-<2>"+STR$(erg2(2) [
)):i=i+1 [4FC2]
2670 tst$(i)="" :GOSUB 2690:GOTO 350 [C3FE]
2680 OPENIN"GESAMT.DAT":INPUT#9,spanz:F [
OR i=1 TO spanz:INPUT#9,tst$(i):NEX [
T:CLOSEIN:RETURN [3EE0]
2690 OPENOUT"GESAMT.DAT":PRINT#9,spanz: [
FOR i=1 TO spanz:PRINT#9,tst$(i):NEX [
T:CLOSEOUT:RETURN [275A]
2700 ' === FAHMEN ZEICHENEN === [548E]
2710 IF flart$(i)<"Q" THEN 2790 [67C0]
2720 FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN INK 15,0 ELSE INK a,fa(i,p) [
] [CDE2]
2730 NEXT:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN PEN 15 [F954]
2740 LOCATE x(i),y(i):PRINT teil$(1) [0622]
2750 p=2:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN PEN 15 [7568]
2760 LOCATE x(i),y(i)+1:PRINT teil$(1) [8952]
2770 p=3:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN PEN 15 [8C6E]
2780 LOCATE x(i),y(i)+2:PRINT teil$(1):G [
OTO 3070 [0B9E]
2790 IF flart$(i)<"S" THEN 2880 [8AD4]
2800 FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN INK 15,0 ELSE INK a,fa(i,p) [
] [CCE0]
2810 NEXT:FOR p=1 TO 2:LOCATE x(i),y(i)+ [
1 [3626]
2820 p=1:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN PEN 15 [0B62]
2830 PRINT CHR$(143); [577E]
2840 p=2:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN PEN 15 [8E68]
2850 PRINT CHR$(143); [D782]
2860 p=3:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN PEN 15 [456E]

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2870 PRINT CHR$(143):NEXT:GOTO 3070 [A032]
2880 IF flart$(i)<"KD" THEN 2930 [9A44]
2890 FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN INK 15,0 ELSE INK a,fa(i,p) [
] [42F2]
2900 NEXT:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN INK 15,0 ELSE INK a,fa(i,p) [
] [8228]
2910 LOCATE x(i),y(i)+1:PRINT CHR$(159): [
STRINGS(2,154) [7110]
2920 LOCATE x(i),y(i)+2:PRINT CHR$(149): [
STRINGS(2,32):PAPER 0:GOTO 3070 [5766]
2930 IF flart$(i)<"KE" THEN 3020 [0C2C]
2940 FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN INK 15,0 ELSE INK a,fa(i,p) [
] [CFEA]
2950 NEXT:FOR p=1 TO fanz(i):a=fa(i,p)/2:IF a [
=0 THEN INK 15,0 ELSE INK a,fa(i,p) [
] [70CE]
2960 LOCATE x(i),y(i):PEN 13:PRINT ein$; [
CHR$(246):CHR$(245):CHR$(247):aus$ [
] [BFCA]
2970 PEN 3:LOCATE x(i),y(i)+1:PRINT CHR$( [
154):CHR$(159):CHR$(154) [9C9A]
2980 LOCATE x(i),y(i)+1:FOR p=1 TO fanz(i): [
PRINT ein$;CHR$(249):CHR$(248):CHR$(249):aus [
$ [8C96]
2990 PEN 3:LOCATE x(i),y(i)+2:PRINT CHR$( [
244):CHR$(149):CHR$(205) [C398]
3000 LOCATE x(i),y(i)+2:FOR p=1 TO fanz(i): [
PRINT ein$;CHR$(247):CHR$(245):CHR$(246):aus [
$ [6C68]
3010 PAPER 0:GOTO 3070 [6C12]
3020 FOR p=1 TO 2:LOCATE x(i),y(i)+1:FOR p [
=1 TO 2:PRINT STRINGS(3,143) [065C]
3030 NEXT:PAPER 3:FOR p=1 TO fanz(i):PRINT [
ein$;CHR$(159):CHR$(154):aus$ [E2DA]
3040 PAPER 0:GOTO 3070 [7318]
3050 PLOT x,y,1:DRAW x,y,z:DRAW x+200,y+ [
z:DRAW x+200,y:DRAW x,y:RETURN [3A66]
3060 ' === FAHMEN UMRÄHMEN === [8616]
3070 IF set=1 THEN xp(i)=60:yp(i)=110:se [
t=0 [804C]
3080 IF set=2 THEN xp(i)=60:yp(i)=238:se [
t=0 [AA66]
3090 PLOT xp(i),yp(i),15:DRAW xp(i),yp(i) [
]+50:DRAW xp(i)+100,yp(i)+50 [6638]
3100 DRAW xp(i)+100,yp(i):DRAW xp(i),yp(i) [
]:RETURN [0EE4]
3110 ' === SCHRIFTVERGROESSERUNG === [9A5C]
3120 FOR ix=1 TO LEN(x$):c=HIMEM+1+8*(AS [
C(MID$(x$,ix,1))-32) [88FC]
3130 SYMBOL 253,0,PEEK(c),PEEK(c),PEEK(c) [
+1,PEEK(c+1),PEEK(c+2),PEEK(c+2),P [
EEK(c+3) [C08C]
3140 SYMBOL 252,PEEK(c+3),PEEK(c+4),PEEK [
(c+4),PEEK(c+5),PEEK(c+5),PEEK(c+6) [
],PEEK(c+6),0 [2828]
3150 PEN a1:PRINT CHR$(253):CHR$(8):CHR$( [
10):PEN a2:PRINT CHR$(252):CHR$(1 [
1) [A216]
3160 NEXT:RETURN [0086]
3170 ' === INPUT-ROUTINE === [1786]
3180 a$=UPPER$(INKEY$):IF a$="" THEN 318

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0 ELSE a1=ASC(a$) [CDC4]
3190 IF a1=32 AND LEN(c$)+1<ste AND ste> [357C]
2 THEN a$="":GOTO 3240
3200 IF a1=127 AND LEN(c$)>0 THEN PRINT
CHR$(8)**CHR$(8):c$=LEFT$(c$,LEN(
c$)-1):GOTO 3180 [F9A6]
3210 IF a1=13 AND ste<=5 AND LEN(c$)>0 T
HEN c=VAL(c$):c$="":RETURN [2B66]
3220 IF a1=13 AND LEN(c$)>0 THEN RETURN [8BA0]
3230 IF LEN(c$)=ste OR a1<47 OR a1>90 TH
EN 3180 [238C]
3240 c$=c$+a$:PRINT a$:GOTO 3180 [E4D4]
3250 ' --- BEGEGNUNG NACHSPIELEN --- [457E]
3260 PLOT 120,1,1:DRAW 640,1:DRAW 496,2
8:DRAW 152,288:PLOT 616,48:DRAW 448
,48:DRAW 408,240:DRAW 520,240:MOVE
611,170:DRAW 587,170:PLOT 611,170:
DRAW 587,147:PLOT 587,147:MOVE 587,
168 [97AE]
3270 DRAW 587,106:MOVE 592,96:DRAW 528,9
6:DRAW 488,208:DRAW 536,208:MOVE 54
2,198:DRAW 542,256:DRAW 587,170:MOV
E 542,254:DRAW 557,254:PLOT 558,254
:DRAW 542,237:FEN 1:RETURN [737E]
3280 PLOT 520,1,1:DRAW 1,1:DRAW 144,288:
DRAW 488,208:PLOT 24,48:DRAW 192,48
:DRAW 230,240:DRAW 120,240 [015E]
3290 PLOT 29,170:DRAW 53,170:DRAW 53,106
:MOVE 47,96:DRAW 112,96:DRAW 156,20
8:DRAW 104,208:PLOT 99,198:DRAW 99,
246:DRAW 86,246:DRAW 97,238:PLOT 98
,246:DRAW 53,170:PLOT 99,245:PLOT 2
9,170:DRAW 51,150:PLOT 99,198:FEN 1
:RETURN [588A]
3300 ' [911A]
3310 DATA 27,16,26,23,17,20,28,17,24,22,
19,19, seitlich [5CFA]
3320 DATA 25,21,20,13,16,19,26,20,21,14,
19,18, hinten [D73C]
3330 DATA 26,20,24,13,23,15,5,25,18,28,2
,1,26,10, Elfmeter [D262]
3340 RESTORE 3330:FOR i=6 TO 1 STEP -1:R
EAD x,y:IF d=1 THEN po(i,1)=x ELSE
po(i,1)=41-x [7320]
3350 po(i,2)=y:NEXT po(8,1)=po(4,1)+d:po
(8,2)=po(4,2):RETURN [806C]
3360 RESTORE 3320:GOTO 3380 [96B2]
3370 RESTORE 3310 [DAF0]
3380 FOR i=6 TO 1 STEP -1:READ x,y [A7A4]
3390 IF d=1 THEN po(i,1)=x ELSE po(i,1)=
41-x [6660]
3400 IF ball AND 1 THEN po(i,2)=33-y ELS
E po(i,2)=y [6B74]
3410 NEXT po(8,1)=po(5,1)+d:po(8,2)=po(5
,2):RETURN [1C9C]
3420 ' Spieler und Ball zum Tor [37AE]
3430 GOSUB 3470:CALL SBAC7:SOUND 7,0,100
0,2,0,0,4 [F594]
3440 FOR a=1 TO 3:po(8,1)=po(8,1)+d:FOR
i=1 TO 6:po(i,1)=po(i,1)+d:NEXT:GOS
UB 3450:NEXT:FOR i=1 TO 6:po(i,1)=p
o(i,1)+d:NEXT:po(8,1)=po(8,1)+d:RET

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URN [51D0]
3450 PLOT 1,400,1:MOVE (po(8,1)-1)*16,(2
6-po(8,2))*16:PRINT CHR$(23)CHR$(1)
CHR$(5)CHR$(203.5+d*0.5):MOVE (po(
8,1)-1+d)*16,(26-po(8,2))*16:PRINT
CHR$(23)CHR$(1)CHR$(5)CHR$(203.5+d*
0.5): [CA30]
3460 FOR i=1 TO 6:PLOT 1,400,(2-1*(i<4))
:MOVE (po(i,1)-1)*16,(26-po(i,2))*1
6:PRINT CHR$(23):CHR$(1):CHR$(5):CH
R$(201.5+0.5*d):MOVE (po(i,1)-1+d)
*16,(26-po(i,2))*16:PRINT CHR$(23):
CHR$(1):CHR$(5)CHR$(201.5+0.5*d):N
EXT:RETURN [3390]
3470 FOR i=1 TO 6:PLOT 1,400,(2-1*(i<4))
:MOVE (po(i,1)-1+d)*16,(26-po(i,2))
*16:PRINT CHR$(23)CHR$(1)CHR$(5)CHR
$(201.5+0.5*d):NEXT [0360]
3480 PLOT 1,400,1:MOVE (po(8,1)-1+d)*16,
(26-po(8,2))*16:PRINT CHR$(23)CHR$(
1)CHR$(5)CHR$(203.5+d*0.5):RETURN [777A]
3490 ' Ball von Sp5 zu Sp6 [C7CA]
3500 x1=(po(5,1)+d-1)*16:x2=(po(6,1)+d-1
)*16:m=((26-po(6,2))*16-(26-po(5,2)
)*16)/((po(6,1)+d-1)*16-(po(5,1)+d-1
)*16):a=(26-po(5,2))*16-m*(po(5,1)
+d-1)*16:PLOT 1,400,1:po(8,1)=po(8,
1)-d:GOSUB 3480:po(8,1)=po(8,1)+d [D0A4]
3510 CALL SBAC7:SOUND 7,0,1000,3,0,0,3 [F942]
3520 FOR x=x1 TO x2-d STEP 2*d:MOVE x,m
*x+a:PRINT CHR$(23)CHR$(1)CHR$(5)CH
R$(203.5+d*0.5):MOVE x,m*x+a:PRINT
CHR$(23)CHR$(1)CHR$(5)CHR$(203.5+d
*0.5):NEXT:MOVE x,m*x+a:PRINT CHR$(
23)CHR$(1)CHR$(5)CHR$(203.5+d*0.5)
:x=po(6,1)+d:y=po(6,2) [9CF0]
3530 CALL SBAC7:SOUND 7,0,1000,4,0,0,4:G
OSUB 3560:RETURN [52CE]
3540 ' Schuss auf Tor [83BA]
3550 xs=po(8,1):ys=po(8,2) [430E]
3560 xt=320+d*280:yt=SGN(RND(1)-0.5)*20+
185:PLOT 1,400,1:m=((26-ys)*16-yt)/(
(xs-1)*16-xt):a=yt-m*xt:MOVE (xs-1
)*16,(26-ys)*16:PRINT CHR$(23)CHR$(
1)CHR$(5)CHR$(203.5+d*0.5): [995A]
3570 CALL SBAC7:SOUND 7,0,1000,4,0,0,5 [F754]
3580 FOR x=(xs-1)*16 TO xt STEP 7*d:MOVE
x,m*x+a:PRINT CHR$(23)CHR$(1)CHR$(5)
CHR$(203.5+d*0.5):MOVE x,m*x+a:P
RINT CHR$(23)CHR$(1)CHR$(5)CHR$(203
.5+d*0.5):NEXT:MOVE x,m*x+a:PRINT
CHR$(23)CHR$(1)CHR$(5)CHR$(203.5+d*
0.5): [827E]
3590 MOVE x,m*x+a:PRINT CHR$(23)CHR$(1)C
HR$(5)CHR$(203.5+d*0.5):MOVE x,m*x
+a:PRINT CHR$(23)CHR$(1)CHR$(5)CHR$(
203.5+d*0.5): [C992]
3600 PLOT 1,400,2:FOR i=4 TO 6:MOVE (po(
i,1)-1)*16,(26-po(i,2))*16:PRINT CH
R$(23):CHR$(1):CHR$(5):CHR$(201.5+0
.5*d):MOVE (po(i,1)-1)*16,(26-po(i
,2))*16:PRINT CHR$(5)CHR$(200):NE
XT:CALL SBAC7:SOUND 7,0,1000,15,0,0
,7:FOR z=1 TO 700:NEXT:RETURN [87AA]
3610 ' Hauptteil [F4C2]
3620 PEN 1:INK 0.9:BORDER 9:INK 1,26:PAP
ER 8:f1=6:f2=20 [D1F2]

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3630 a1=1:a2=1:x$="E U R O":LOCATE 1,2:G
OSUB 3120:x$="1 9 8 8":LOCATE 33,2:
GOSUB 3120:WINDOW#2,11,29,1,5:PAPER
#2,1:a1=0:a2=0 [2204]

3640 FOR i=1 TO 5:LOCATE 10,i:PRINT CHR$(
207):LOCATE 30,i:PRINT CHR$(207):N
EXT:LOCATE 10,6:PRINT STRING$(21,20
7):CLS#2:PEN 0:PAPER 1:GOSUB 3950:W
INDOW#6,1,40,7,25 [B838]

3650 tori=1 [2934]

3660 IF tori>LEN(tor$) THEN 3680 [A206]

3670 tor=VAL(MID$(tor$,tori,1)):tori=tor
i+1:ball=VAL(MID$(tor$,tori,1)):GOS
UB 3700:tori=tori+1:GOTO 3660 [6A7C]

3680 CALL &BCA7:PRINT" S F I E L D E N D "
:CALL &BB06:MODE 2:GOTO 2160 [640E]

3690 ' Steuerprogramm [1D2C]

3700 CLS#6:d=1:IF (tori+1):po(7,2)=15:IF
ball=5 THEN po(7,1)=20.5+d*15 ELSE
po(7,1)=20.5+d*14 ' Tormann [871C]

3710 IF d=1 THEN GOSUB 3260 ELSE GOSUB 3
280 [4038]

3720 INK 2,(f1+f2)/2+d*ABS(f1-(f1+f2)/2
):ON 3,(f1+f2)/2-d*ABS(f1-(f1+f2)/2
):INK ball GOSUB 3370,3370,3360,3360
,3340:PLOT 1,400,3:MOVE (po(7,1)-1
)*16,(26-po(7,2))*16:PRINT CHR$(5)CH
R$(201.5-0.5*d): [7708]

3730 IF ball=5 THEN GOSUB 3790:GOTO 3760

3740 GOSUB 3430 'Spiel zum Tor [24DC]

3750 IF ball<3 THEN GOSUB 3500:GOTO 3770
[3DDA]

3760 GOSUB 3550 'Schuss zum Tor [25C6]

3770 GOSUB 3890:GOSUB 3820:RETURN 'Anzei
ge/M zurueck [DDDC]

3780 ' Elfmeter [2CAA]

3790 po(8,2)=0:GOSUB 3470:po(8,1)=20.5+d
*9.5:po(8,2)=15.5:PLOT 1,400,1:MOVE
(po(8,1)-1)*16,(26-po(8,2))*16:PRI
NT CHR$(23)CHR$(1)CHR$(5)CHR$(203.5
+d*0.5):PLOT 1,400,2 [19DA]

3800 FOR i=1 TO 5:po(4,1)=po(4,1)+d:MOVE
(po(4,1)-1)*16,(26-po(4,2))*16:PRI
NT CHR$(23)CHR$(1)CHR$(5)CHR$(201.5
+0.5*d):MOVE (po(4,1)-1+d)*16,(26-
po(4,2))*16:PRINT CHR$(23)CHR$(1)CH
R$(5)CHR$(201.5+0.5*d):NEXT:FOR i=
4 TO 6:po(i,1)=po(i,1)+d:NEXT:RETUR
N [CDE2]

3810 ' Mannschaft zurueck [5D0C]

3820 FOR i=4 TO 6:MOVE (po(i,1)-1)*16,(2
6-po(i,2))*16:PRINT CHR$(23)CHR$(1)
CHR$(5)CHR$(200):po(i,1)=po(i,1)-d
:MOVE (po(i,1)-1)*16,(26-po(i,2))*1
6:PRINT CHR$(23)CHR$(1)CHR$(5)CHR$(
201.5-0.5*d):NEXT [FFBE]

3830 FOR i=4 TO 6:IF po(i,1)=20-d*10 AND
po(i,1)=0 THEN po(i,1)=1 [C5AC]

3840 IF po(i,1)=0 THEN po(i,1)=po(i,1)-d:
MOVE (po(i,1)-1)*16,(26-po(i,2))*16
:PRINT CHR$(23)CHR$(1)CHR$(5)CHR$(2
01.5-0.5*d):MOVE (po(i,1)-1+d)*16,
(26-po(i,2))*16:PRINT CHR$(23)CHR$(
1)CHR$(5)CHR$(201.5-0.5*d): [6CE6]

3850 IF po(i,1)=1 THEN MOVE (po(i,1)-1)*1
6,(26-po(i,2))*16:PRINT CHR$(23)CH
R$(1)CHR$(5)CHR$(201.5-0.5*d):po(i
,1)=2 [E482]

3860 NEXT [2CB2]

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Illustration:
Rolf Boyke

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3860 NEXT [0F60]

3870 IF po(4)=po(5)+po(6)>6 THEN 383
0 ELSE FOR i=4 TO 6:po(i)=0:NEXT:R
ETURN [1A1A]

3880 ' Anzeige [26FA]

3890 PAPER 1:a1=0:a2=0:CLS#2:FOR i=1 TO
3:x$="<5>" [5B8C]

3900 LOCATE 18,1:GOSUB 3120:x$="T O R":L
OCATE 18,1:GOSUB 3120:NEXT [404E]

3910 toranz=toranz+1:LOCATE 15,3:PRINT m
i(bgg,toranz):"Minute" [2480]

3920 name$=spi$(tor(bgg,toranz),schuetz(
bgg,toranz)):na=LEN(name$):na1=20-n
a/2 [087E]

3930 LOCATE na1,4:x$=name$:GOSUB 3120
[7F3E]

3940 erg(1.5-d*0.5)=erg(1.5-d*0.5)+1:FOR
i=1 TO 1500:NEXT:CLS#2 [902C]

3950 x$=STR$(erg(1))+ " "+STR$(erg(2)):L
OCATE 17,1:GOSUB 3120 [8224]

3960 LOCATE 11,3:PRINT STRING$(19,32):L
OCATE 11,4:PRINT STRING$(19,32) [607E]

3970 LOCATE 20-LEN(man$(mns(1)))/2,3:PRI
NT man$(mns(1)):LOCATE 20,4:PRINT"-
" [827E]

3980 LOCATE 20-LEN(man$(mns(2)))/2,5:PRI
NT man$(mns(2)):LOCATE 12,25 [5F80]

3990 IF toranz=0 THEN RETURN ELSE FOR i=
1 TO 1500:NEXT:PEN 1:PAPER 0:a1=1:a
2=2:CALL &BCA7:SOUND 7,0,1000,4,0,0
,2:RETURN [FBB2]

4000 ' === DATA'S === [BADA]

4010 DATA 1,Deutschland,Q,3,0,6,24,1,Ita
lien,S,3,9,26,6,1,Daenemark,KD,2,6,
26,1,Spanien,Q,3,6,24,6 [FA90]

4020 DATA 2,England,KE,2,6,2,2,Niederlan
de,Q,3,6,26,2,2,Irland,S,3,9,26,12,
2,UdSSR,U,2,6,24 [79FC]

4030 DATA 5,3,3,9,3,15,5,21,14,21,16,15,
16,9,14,3 [C90E]

4040 DATA 125,318,63,222,63,126,125,30,4
12,30,476,126,476,222,412,318 [7708]

4050 DATA Endspiel,Halbfinale,Gruppenspi
ele [7AF0]

4060 DATA 3,7,12,24,48,96,192,192,36,36,
36,36,36,36,36,32,32,144,72,36,1
9,8,4,4,8,19,36,72,144,32,32,36,36,
231,0,0,231,36,36,0,0,255,0,0,255,0
,0 [C7C8]

4070 DATA 28,6,3,11,59,115,243,218,14,6,
11,17,16,16,16,0,90,90,126,24,24,60
,36,0,48,48,24,60,28,56,48,40,12,12
,24,60,56,28,12,20,0,0,0,0,0,0,3,3,
0,0,0,0,0,192,192 [A8B4]

4080 DATA Spieltag eingeben,Spieltag ans
ehen,Spieltag speichern,Spieltag la
den,Gruppentabelle,Gesamtauebersicht [4B26]

4090 DATA Flanke rechts + Schuss,Flanke
links + Schuss,Schuss 2.Reihe recht
s,Schuss 2.Reihe links,Elfmeter [3E2A]

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