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10 ' *****
20 ' *** 3D - LABYRINTH ***
30 ' *** ----- ***
40 ' *****
50 ' *** Written & Designed ***
60 ' *** by.. ***
70 ' *** Christian Moeller ***
80 ' *** ***
90 ' *****
100 ' *** (c) July 1985 ***
110 ' *****
120 '
130 IF PEEK(38000)=&FF THEN GOTO 410
140 ' -----
150 ' Titel - Initialisierung
160 ' -----
170 MEMORY &4E1F:RESTORE 210
180 FOR i=40000 TO 40011:READ n:POKE i,n:NEXT i
190 FOR i=40050 TO 40061:READ n:POKE i,n:NEXT i
200 FOR i=41000 TO 41014:READ n:POKE i,n:NEXT i
210 DATA &01,&FF,&3F,&11,&00,&C0,&21,&20,&4E,&ED,&B0,&C9
220 DATA &01,&FF,&3F,&11,&20,&4E,&21,&00,&C0,&ED,&B0,&C9
230 DATA &01,&FF,&3F,&11,&00,&C0,&21,&20,&4E,&ED,&B0,&CD,&DB,&BB,&C9
240 ' -----
250 MODE 1:CALL &BB4E:ORIGIN 0,0
260 BORDER 0:INK 0,0:INK 1,11:INK 2,26:INK 3,0
270 LOCATE 1,25:PEN 3:PRINT"3 D - L A B Y R I N T H"
280 FOR i=0 TO 368 STEP 2:FOR j=0 TO 16
290 IF TEST(i,j)=3 THEN PLOT i+136,j*2+368,2:PLOT i+140,j*2+368,1
300 NEXT j,i:LOCATE 1,25:PRINT CHR$(18)
310 GOSUB 2400:INK 3,6:PEN 3:LOCATE 12,16
320 PRINT"Written & Designed":LOCATE 19,18:PRINT"by.."
330 LOCATE 15,20:PRINT"Christian M.":PEN 1:LOCATE 15,22
340 PRINT"July ";CHR$(164);" 1985":PEN 3
350 PLOT 298,66,1:DRAWR 25,0:DRAWR 0,-22:DRAWR -25,0:DRAWR 0,22
360 LOCATE 3,24:PRINT">>>>>>>>> Press any key <<<<<<<<<<"
370 CALL 40050:POKE 38000,&FF:GOTO 430
380 ' -----
390 ' Titel-Bild

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400 ' -----
410 MODE 1:BORDER 0:INK 0,0:INK 1,11:INK 2,26:INK 3,6
420 CALL 40000
430 FOR i=0 TO 10:in$=INKEY$:in$="":NEXT:CALL &BB06
440 ' -----
450 '   Anleitung
460 ' -----
470 MODE 1:PEN 1
480 LOCATE 9,2:PRINT"3 D   - L A B Y R I N T H"
490 LOCATE 8,3:PRINT"-----"
500 PEN 3:LOCATE 1,5:PRINT"Spiel-Anleitung:":PEN 1
510 PRINT:PRINT"Als erstes malt ein anderer Spieler"
520 PRINT"(oder man selbst) mit dem Joystick"
530 PRINT"oder den Cursortasten ein Labyrinth."
540 PRINT" ":"CHR$(24);"S":"CHR$(24);" ' ist der Start , und ";
550 PRINT" ":"CHR$(24);"Z":"CHR$(24);" ' das Ziel."
560 PRINT"Wenn man mit dem Malen fertig ist, dann"
570 PRINT"drueckt man [Copy] oder [FIRE] , und an"
580 PRINT"der Stelle, an der der Cursor(+) steht,"
590 PRINT"ist dann das Ziel.":PEN 2:PRINT
600 PRINT"Dann beginnt der '3-D'-Teil des Spiels."
610 PRINT"Man muss das Labyrinth bis zum Ziel"
620 PRINT"durchlaufen. Die Richtung, in die man"
630 PRINT"gehen will,stellt man mit dem Joystick"
640 PRINT"oder den Cursortasten ein.Ein Druck auf"
650 PRINT"[COPY] oder [FIRE] laesst einen in die"
660 PRINT"gewaehlte Richtung,die mit einem Pfeil"
670 PRINT"angezeigt wird,einen Schritt vor gehen.":PEN 1
680 PRINT:PRINT"   Hilfe = ":"PEN 3:PRINT"[H]":PEN 1
690 PRINT" -- Neuer Start = ":"PEN 3:PRINT"[S]"
700 FOR i=0 TO 10:in$=INKEY$:in$="":NEXT
710 IF INKEY$="" THEN 710 ELSE RUN 750
720 ' -----
730 '   Initialisierung
740 ' -----
750 CLEAR:DEFINT a-z:ENV 1,15,5,2
760 DIM la(40,25),man(40,25)
770 SYMBOL AFTER 200
780 SYMBOL 200,0,24,60,126,255,60,60,0
790 SYMBOL 201,0,60,60,255,126,60,24,0
800 SYMBOL 202,16,24,124,126,126,124,24,16
810 SYMBOL 203,8,24,62,126,126,62,24,8
820 ' -----
830 '   Erstellung des Labyrinths
840 ' -----
850 MODE 1::BORDER 0:INK 0,0:INK 1,20:INK 2,12:PAPER 2:PEN 1
860 c=20:d=23:LOCATE 20,24:PRINT"S":la(20,24)=2
870 PAPER 3:PEN 1:LOCATE c,d:PRINT"+"
880 PAPER 1:LOCATE c,d:PRINT" ":la(c,d)=1
890 IF INKEY(0)=0 OR JOY(0)=1 THEN d=d-1:GOTO 950
900 IF INKEY(2)=0 OR JOY(0)=2 THEN d=d+1:GOTO 950
910 IF INKEY(8)=0 OR JOY(0)=4 THEN c=c-1:GOTO 950
920 IF INKEY(1)=0 OR JOY(0)=8 THEN c=c+1:GOTO 950.
930 IF INKEY(9)=0 OR JOY(0)>15 THEN GOTO 990
940 IF INKEY(60)=0 THEN RUN 750

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950 IF c>39 THEN c=39 ELSE IF c<2 THEN c=2
960 IF d>24 THEN d=24 ELSE IF d<2 THEN d=2
970 PAPER 3:PEN 1:LOCATE c,d:PRINT"+ "
980 FOR z=1 TO 3:CALL &BD19:NEXT:GOTO 870
990 IF c=20 AND d=24 THEN d=23
1000 PAPER 2:PEN 1:LOCATE c,d:PRINT"Z":la(c,d)=3
1010 LOCATE 20,24:PRINT"S":la(20,24)=2
1020 INK 0,0:INK 1,26:PAPER 1:PEN 0:LOCATE 3,1
1030 PRINT"Press [COPY] or [FIRE] to Start...":CALL &BB9C
1040 IF (INKEY(9)=0 OR JOY(0)=16) THEN 1080 ELSE 1040
1050 ' -----
1060 '   Hauptprogramm 3-D
1070 ' -----
1080 x=20:y=23:r=1:ri=1
1090 MODE 1:BORDER 14:INK 0,14:INK 1,0:INK 2,6
1100 ORIGIN 0,0,0,640,368,0:PAPER 0:PEN 1
1110 CALL 41000:GOTO 1350
1120 FLOT 299,68,1:DRAWR 25,0:DRAWR 0,-25:DRAWR -25,0:DRAWR 0,25
1130 IF la(x,y)=3 THEN GOTO 2910
1140 IF INKEY(44)=0 THEN GOTO 2530:'Hilfe
1150 IF INKEY(60)=0 THEN RUN 750:'Neuer Start
1160 IF INKEY(0)=0 OR JOY(0)=1 THEN r=1:'vor
1170 IF INKEY(2)=0 OR JOY(0)=2 THEN r=2:'zurueck
1180 IF INKEY(1)=0 OR JOY(0)=8 THEN r=3:'rechts
1190 IF INKEY(8)=0 OR JOY(0)=4 THEN r=4:'links
1200 IF INKEY(9)=0 OR JOY(0)=16 THEN GOTO 1230
1210 LOCATE 20,22:PRINT CHR$(r+199)
1220 CALL &BD19:GOTO 1140
1230 IF r=1 THEN ri=ri
1240 IF r=2 THEN ri=ri+2
1250 IF r=3 THEN ri=ri+1
1260 IF r=4 THEN ri=ri-1
1270 IF ri=0 THEN ri=4
1280 ri=((ri-1) MOD 4+1)
1290 IF ri=1 AND la(x,y-1)<>0 THEN y=y-1 ELSE IF ri=1 AND la(x,y-1)=0 THEN GOTO
2800:'Norden
1300 IF ri=2 AND la(x+1,y)<>0 THEN x=x+1 ELSE IF ri=2 AND la(x+1,y)=0 THEN GOTO
2800:'Osten
1310 IF ri=3 AND la(x,y+1)<>0 THEN y=y+1 ELSE IF ri=3 AND la(x,y+1)=0 THEN GOTO
2800:'Sueden
1320 IF ri=4 AND la(x-1,y)<>0 THEN x=x-1 ELSE IF ri=4 AND la(x-1,y)=0 THEN GOTO
2800:'Westen
1330 IF x>39 THEN x=39 ELSE IF x<2 THEN x=2
1340 IF y>24 THEN y=24 ELSE IF y<2 THEN y=2
1350 CLG 0
1360 man(x,y)=1:r=1
1370 IF la(x,y)=2 THEN GOSUB 2730
1380 ON ri GOTO 1420,1540,1660,1780
1390 ' -----
1400 '   Wege nach Norden
1410 ' -----
1420 IF la(x,y-1)<>0 AND la(x-1,y)<>0 AND la(x+1,y)<>0 THEN z=8:GOTO 1490
1430 IF la(x-1,y)<>0 AND la(x+1,y)<>0 THEN z=7:GOTO 1490
1440 IF la(x,y-1)<>0 AND la(x-1,y)<>0 THEN z=6:GOTO 1490
1450 IF la(x-1,y)<>0 THEN z=5:GOTO 1490
1460 IF la(x,y-1)<>0 AND la(x+1,y)<>0 THEN z=4:GOTO 1490
1470 IF la(x+1,y)<>0 THEN z=3:GOTO 1490

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2020 ' >> DRAW-Routine - 3 <<
2030 PLOT 240,280,1:DRAWR 200,0:DRAWR 0,-120,0:DRAWR -200,0,1:DRAWR 0,120
2040 PLOT 240,280,1:DRAW 10,370:PLOT 240,160:DRAW 10,40
2050 PLOT 440,315:DRAW 630,370:PLOT 440,125:DRAW 630,40
2060 PLOT 440,315:DRAW 440,125:PLOT 120,325:DRAW 120,100
2070 RETURN
2080 ' >> DRAW-Routine - 4 <<
2090 PLOT 270,260,1:DRAWR 80,0:DRAWR 0,-70:DRAWR -80,0:DRAWR 0,70
2100 PLOT 270,260:DRAW 350,190:PLOT 350,260:DRAW 270,190
2110 PLOT 270,260:DRAW 10,370:PLOT 270,190:DRAW 10,40
2120 PLOT 400,280:DRAWR 120,0:DRAWR 0,-110,0:DRAWR -120,0,1:DRAWR 0,110
2130 PLOT 400,280:DRAW 350,260:PLOT 400,170:DRAW 350,190
2140 PLOT 520,315:DRAW 630,370:PLOT 520,125:DRAW 630,40
2150 PLOT 520,315:DRAW 520,125:PLOT 120,320:DRAW 120,105
2160 RETURN
2170 ' >> DRAW-Routine - 5 <<
2180 PLOT 200,280,1:DRAWR 200,0:DRAWR 0,-120:DRAWR -200,0
2190 PLOT 400,280:DRAW 630,370:PLOT 400,160:DRAW 630,40
2200 PLOT 200,315:DRAW 10,370:PLOT 200,125:DRAW 10,40
2210 PLOT 200,315:DRAW 200,125:PLOT 520,325:DRAW 520,100
2220 RETURN
2230 ' >> DRAW-Routine - 6 <<
2240 PLOT 290,260,1:DRAWR 80,0:DRAWR 0,-70:DRAWR -80,0:DRAWR 0,70
2250 PLOT 290,260:DRAW 370,190:PLOT 370,260:DRAW 290,190
2260 PLOT 370,260:DRAW 630,370:PLOT 370,190:DRAW 630,40
2270 PLOT 120,280:DRAWR 120,0:DRAWR 0,-110:DRAWR -120,0
2280 PLOT 240,280:DRAW 290,260:PLOT 240,170:DRAW 290,190
2290 PLOT 120,315:DRAW 10,370:PLOT 120,125:DRAW 10,40
2300 PLOT 120,315:DRAW 120,125:PLOT 520,320:DRAW 520,105
2310 RETURN
2320 ' >> DRAW-Routine - 7 <<
2330 PLOT 160,300,1:DRAW 480,300:PLOT 160,140:DRAW 480,140
2340 PLOT 160,335:DRAW 10,370:PLOT 480,335:DRAW 630,370
2350 PLOT 160,105:DRAW 10,40:PLOT 480,105:DRAW 630,40
2360 PLOT 160,335:DRAW 160,105:PLOT 480,335:DRAW 480,105
2370 PLOT 320,300:DRAW 320,140
2380 RETURN
2390 ' >> DRAW-Routine - 8 <<
2400 PLOT 280,260,1:DRAWR 80,0:DRAWR 0,-70:DRAWR -80,0:DRAWR 0,70
2410 PLOT 280,260:DRAW 360,190:PLOT 360,260:DRAW 280,190
2420 PLOT 420,280:DRAWR 120,0:DRAWR 0,-110,0:DRAWR -120,0,1:DRAWR 0,110
2430 PLOT 100,280:DRAWR 120,0:DRAWR 0,-110:DRAWR -120,0
2440 PLOT 420,280:DRAW 360,260:PLOT 420,170:DRAW 360,190
2450 PLOT 220,280:DRAW 280,260:PLOT 220,170:DRAW 280,190
2460 PLOT 100,320:DRAW 10,370:PLOT 540,320:DRAW 630,370
2470 PLOT 100,120:DRAW 10,40:PLOT 540,120:DRAW 630,40
2480 PLOT 100,320:DRAW 100,120:PLOT 540,320:DRAW 540,120
2490 RETURN
2500 ' -----
2510 '   Hilfe (Labyrinth von oben)
2520 ' -----
2530 MODE 1:BORDER 0:INK 0,14:INK 1,0:INK 2,12:PAPER 1:PEN 0:CLS
2540 LOCATE 13,1:PRINT CHR$(24);"Bitte warten...";CHR$(24)
2550 FOR j=1 TO 25:FOR i=1 TO 40
2560 IF 1a(i,j)=1 THEN LOCATE i,j:PAPER 0:PRINT" ":SOUND 2,INT(RND*500),3,5

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2570 IF man(i,j)=1 THEN LOCATE i,j:PAPER 2:PEN 1:PRINT CHR$(250)
2580 IF la(i,j)=2 THEN LOCATE i,j:PAPER 2:PEN 0:PRINT"S":SOUND 2,160,80,0,1
2590 IF la(i,j)=3 THEN LOCATE i,j:PAPER 2:PEN 0:PRINT"Z":SOUND 2,80,80,0,1
2600 IF i=x AND j=y THEN LOCATE i,j:PAPER 2:PEN 0:PRINT CHR$(248):SOUND 2,40,25,
5,1:SOUND 2,30,20,6
2610 IF (INKEY(9)=0 OR JOY(0)=16) THEN 2620 ELSE NEXT i,j
2620 BORDER 14:PAPER 1:PEN 0
2630 IF ri=1 THEN richt$="Norden":zeig=200
2640 IF ri=2 THEN richt$="Osten":zeig=202
2650 IF ri=3 THEN richt$="Sueden":zeig=201
2660 IF ri=4 THEN richt$="Westen":zeig=203
2670 LOCATE 11,25:PRINT"Richtung >> ";richt$;" ";CHR$(zeig)
2680 LOCATE 6,1:PRINT"Weiter mit [COPY] or [FIRE]..."
2690 IF INKEY(9)=0 OR JOY(0)=16 THEN 1090 ELSE 2690
2700 ' -----
2710 ' Start
2720 ' -----
2730 LOCATE 15,4:PRINT"Pech gehabt"
2740 LOCATE 15,5:PRINT"ist nur der...";CHR$(24)
2750 LOCATE 16,11:PRINT SPACE$(9):LOCATE 16,12:PRINT"S T A R T"
2760 LOCATE 16,13:PRINT"-----";CHR$(24):RETURN
2770 ' -----
2780 ' Crash mit Wand
2790 ' -----
2800 FOR i=1 TO 31:SOUND 4,0,1,15,0,0,i:NEXT
2810 IF r=1 THEN ri=ri
2820 IF r=2 THEN ri=ri-2
2830 IF r=3 THEN ri=ri-1
2840 IF r=4 THEN ri=ri+1
2850 IF ri=0 THEN ri=4
2860 ri=((ri-1) MOD 4+1)
2870 r=1:GOTO 1140
2880 ' -----
2890 ' Z I E L
2900 ' -----
2910 BORDER 6,0:INK 0,0:INK 1,26:INK 2,0,6:INK 3,12:SPEED INK 5,5
2920 PEN 2:LOCATE 16,11:PRINT CHR$(24);SPACE$(9)
2930 LOCATE 16,12:PRINT" Z I E L ":LOCATE 16,13:PRINT" ----- "
2940 PRINT CHR$(24):LOCATE 20,22:PRINT CHR$(200):FOR i=1 TO 3
2950 SOUND 2,239,25,7:SOUND 2,190,25,7:SOUND 2,159,25,7:SOUND 2,119,70,7
2960 NEXT i:BORDER 0:INK 2,6:PEN 3:LOCATE 10,25
2970 PRINT CHR$(24);"Press any key to play";CHR$(24)
2980 FOR i=0 TO 50:in$=INKEY$:in$="":NEXT
2990 IF INKEY$="" THEN 2990 ELSE RUN
3000 ' -----
3010 ' * E N D E *
3020 ' -----

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