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10 * * * * * [7B6C]
20 *   Ein Spiel von   * [7FD2]
30 *   * [82BC]
40 *   Gerd Schroeder * [BEC0]
50 *   * [AAC0]
60 *   Heinsberg      * [60B0]
70 *   * [42C4]
80 *   1/86           * [A662]
90 * * * * * [4B7C]
100 REM **** VORSPANN **** [1678]
110 SPEED INK 15,15:ENV 1,13,-1,3:MODE 0
    :BORDER 0:INK 12,3:PAPER 12:INK 13,2
    6:PEN 13:INK 14,0:DIM farbe(11):FOR
    k=0 TO 10:INK k,0:NEXT k [F8E2]
120 FOR k=1 TO 5:LOCATE k+4,11:PRINT MID
    $("FELIX",k,1):SOUND 4,300,30,13,1:F
    OR z=1 TO 300:NEXT z,k [BA2C]
130 FOR k=1 TO 7:LOCATE k+6,14:PRINT MID
    $("und der",k,1):SOUND 4,200,30,13,1
    :FOR z=1 TO 300:NEXT z,k [468E]
140 FOR k=1 TO 8:LOCATE k+8,17:PRINT MID
    $("MAULWURF",k,1):SOUND 4,150,30,13,
    1:FOR z=1 TO 300:NEXT z,k [B646]
150 INK 12,0:RESTORE 280:GOSUB 270:EVERY
    400,0 GOSUB 260:EVERY 550,1 GOSUB 2
    90:EVERY 40,2 GOSUB 310 [20C2]
160 LOCATE 1,1:PEN 14:PRINT "Start:Taste
    druecken":za=1 [224E]
170 FOR k=0 TO 90 STEP 10 [4EB0]
180 f=k/10+1:MOVE k,k:DRAWR 0,400-f*20,f
    :DRAWR 640-f*20,0,f:DRAWR 0,f*20-400
    ,f:DRAWR f*20-640,0,f [0B7C]
190 NEXT k [380B]
200 IF za=0 THEN f=10:fa=-1:fb=1 ELSE f=
    1:fa=1:fb=11 [42EA]
210 FOR k=1 TO 11 [2BB0]
220 IF k+f<11 THEN INK k,farbe(k+f) ELSE
    INK k,farbe(k-10+f) [885E]
230 NEXT k [F0FE]
240 f=f+fa:IF f<>fb THEN 210 [F788]
250 a$=INKEY$:IF a$="" THEN 200 ELSE 320 [F316]
260 IF zaehler=6 THEN RESTORE 280:zaehle
    r=0 [8748]
270 FOR k=1 TO 10:READ x:farbe(k)=x:NEXT
    k:zaehler=zaehler+1:RETURN [DA7A]
280 DATA 0,0,0,0,0,6,8,18,7,2,3,3,3,3,5,
    3,3,3,3,3,0,6,0,8,0,18,0,7,0,2,0,0,0
    ,0,2,0,0,0,0,6,0,0,0,6,6,6,6,6,6,0
    ,0,0,24,6,0,0,0,24,6 [EAB4]
290 INK 14,26:AFTER 100,3 GOSUB 300:RETU
    RN [ABBE]
300 INK 14,0:IF za=0 THEN za=1:RETURN EL
    SE za=0:RETURN [3588]
310 v=INT(RND*26)+1:INK 13,v:RETURN [19A2]
320 REM **** VORBESETZUNGEN **** [5C14]
330 CLS:ff=REMAIN(0):ff=REMAIN(1):ff=REM
    AIN(2):ff=REMAIN(3):RANDOMIZE TIME:P
    APER 0:PEN 1:INK 0,3:INK 1,9:INK 2,2
    0:INK 3,15:INK 4,18:INK 5,4:INK 6,26
    :INK 7,0:INK 8,26,6:INK 9,26,1 [C2AA]

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340 ENT -2,10,5,2,5,-11,2:ENV 2,15,1,5,1  [B3AB1]
      5,-1,40 [58E6]
350 ENV 3,15,-1,7 [F852]
360 ENT -4,1,1,7:ENV 4,1,0,30,15,-1,40
370 ENT -5,3,-1,1,3,1,1:ENV 5,1,0,30,15, [4C82]
      -1,7 [4EE2]
380 ENT 6,20,-5,1 [428C]
390 ENT 7,20,5,1 [F976]
400 ENT -8,10,-5,1,9,5,1
410 DIM feld(20,22),feldfa(20,22),pu(8), [5BAC]
      aname$(8),p(3),zeile(25):p(1)=10:p(2)
      =20:p(3)=50 [DF68]
420 RESTORE 440:FOR k=1 TO 8:READ x,an$: [025C]
      pu(k)=x:aname$(k)=an$:NEXT k
430 RESTORE 450:FOR k=1 TO 25:READ x:zei [D03E]
      le(k)=x:NEXT k
440 DATA 5000,Mauli,4000,Sesam,3500,Spie [1AB4]
      ler,3000,ich,2500,Fatzke,2000,Hering
      ,1500,Letzter,1000,Hallo
450 DATA 5,17,3,10,18,4,11,1,20,8,13,22, [A21B]
      7,12,19,2,14,9,16,21,6,15,23,24,25 [257A]
460 SYMBOL 240,127,127,127,127,127,127,1 [B2FA]
      27,0 [0E0A]
470 SYMBOL 241,90,36,66,90,66,36,90,0 [3BE0]
480 SYMBOL 242,38,38,40,16,44,64,0,0 [0FB0]
490 SYMBOL 243,0,192,64,32,120,124,40,0 [0D74]
500 SYMBOL 244,0,28,62,94,62,20,20,0 [91B2]
510 SYMBOL 245,28,42,20,73,62,20,20,54 [200A]
520 SYMBOL 246,0,24,36,24,24,60,0,0 [7036]
530 SYMBOL 247,0,0,28,8,28,20,0,0 [AB60]
540 SYMBOL 248,0,0,24,24,24,24,0,0 [639A]
550 SYMBOL 249,0,0,0,24,24,0,0,0 [BABA]
560 SYMBOL 250,0,0,0,0,8,0,0,0
570 SYMBOL 251,62,93,107,119,107,93,62,0 [2E6A]

580 REM ***** LEGENDE ***** [D1EA]
590 PEN 2:BORDER 3:MODE 1:LOCATE 6,1:PRI [3562]
      NT"S P I E L - L E G E N D E":LOCATE [B97B]
      5,2:PRINT STRING$(27,CHR$(154)) [2F74]
600 LOCATE 1,4:PRINT CHR$(240);TAB(5)"no [39DC]
      rmales Spielfeld (gruen)" [6172]
610 LOCATE 1,6:PRINT CHR$(251);TAB(5)"ei [6F7E]
      nmal betretenes Feld" [DDD4]
620 LOCATE 1,8:PRINT CHR$(240);TAB(5)"Ma [A3B2]
      ulwurfloch (schwarz)" [E67B]
630 LOCATE 1,10:PRINT CHR$(203);TAB(5)"M
      aulwurf unter Erde"
640 LOCATE 1,12:PRINT CHR$(245);TAB(5)"=
      >(2 SPACE)FELIX(2 SPACE)<="
650 LOCATE 1,14:PRINT CHR$(241);TAB(5)"B
      lume 1(5 SPACE): 10 Punkte"
660 LOCATE 1,16:PRINT CHR$(242);TAB(5)"B
      lume 2(5 SPACE): 20 Punkte"
670 LOCATE 1,18:PRINT CHR$(243);TAB(5)"R
      asenmaeher : 50 Punkte"
680 LOCATE 1,20:PRINT CHR$(244);TAB(5)"M
      aulwurf(4 SPACE): 100 Punkte"
690 PEN 3:LOCATE 5,23:PRINT"Spielbeginn:
      Leertaste druecken"

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Listing. Mit dem Steuerknüppel auf Schädlingsjagd


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700 LOCATE 13,25:PRINT CHR$(164);" Gerd Schroeder" [A074]
710 a$=INKEY$:IF a$<>" " THEN 710 [CAE2]
720 leben=3:level=1:pkte=0 [0894]
730 REM **** SPIELFELDAUFBAU **** [2D34]
740 MODE 0:BORDER 0:SOUND 4,120,600,15,2,2 [2B8C]
750 PEN 1:FOR k=1 TO 22:LOCATE 1,k:PRINT [4380]
    STRING$(20,CHR$(240)):NEXT k
760 WINDOW #1,1,20,23,25:PEN #1,4:PAPER [EE40]
    #1,5:CLS #1
770 PRINT #1,"Level ";:PRINT #1,USING "#. [8CB2]
    #";level;:PRINT #1,"(4 SPACE)Leben "
    ;STRING$(leben-1,CHR$(245));STRING$(
    3-leben," ")
780 LOCATE #1,1,3:PRINT #1,"Punkte(6 SPA [8CF4]
    CE)Zeit 99":LOCATE #1,7,3:PRINT #1,p
    kte
790 FOR k=1 TO 20:FOR l=1 TO 22:feld(k,l [2C7A]
    )=240:feldfa(k,l)=1:NEXT l,k [47DA]
800 PEN 2 [8652]
810 r=243:FOR k=1 TO 3:GOSUB 910:NEXT k [385C]
820 r=242:FOR k=1 TO 8:GOSUB 910:NEXT k [8AAE]
830 r=241:FOR k=1 TO 10:GOSUB 910:NEXT k [A7F6]

840 IF level=1 THEN 920 [5504]
850 IF level<5 THEN l=(level-1)*8 ELSE l [ED3C]
    =24+(level-4)*5
860 PEN 7:FOR k=1 TO (level-1)*8
870 x1=INT(RND*20)+1:y1=INT(RND*22)+1:S [0B2C]
    DUND 4,200,1,15:IF feldfa(x1,y1)<>1
    THEN 870
880 LOCATE x1,y1:PRINT CHR$(240):feldfa( [4564]
    x1,y1)=7 [4716]
890 NEXT k [DA5A]
900 GOTO 920
910 xg=INT(RND*20)+1:yg=INT(RND*22)+1:SO [C450]
    UND 4,60,1,15:IF feld(xg,yg)<>240 TH
    EN 910 ELSE feld(xg,yg)=r:feldfa(xg, [E1C0]
    yg)=2:LOCATE xg,yg:PRINT CHR$(r):RET
    URN
920 xx=INT(RND*20)+1:yy=INT(RND*22)+1:IF [09D6]
    feld(xx,yy)<>240 THEN 920
930 xmu=INT(RND*20)+1:ymu=INT(RND*22)+1: [725C]
    IF feld(xx,yy)<>240 OR(xmu=xx AND ym
    u=yy) THEN 930
940 LOCATE xx,yy:PEN 9:PRINT CHR$(245):L [3240]
    OCATE xmu,ymu:PRINT CHR$(203)
950 FOR z=1 TO 3000:NEXT z:FOR k=1 TO 7: [F3CB]
    SOUND 4,70,5,15:FOR z=1 TO 80:NEXT z
    ,k:BORDER 3
960 EVERY 140-(level-1)*5,1 GOSUB 1220:E [3A56]
    VERY 60,2 GOSUB 1510
970 zeit=99:sym=0 [9382]
980 REM **** BEWEGUNG FELIX **** [19FE]
990 FOR k=1 TO 3:DI
1000 IF k=2 OR k=3 THEN FOR z=1 TO 50:NE [2FBE]
    XT z
1010 xv=0:yv=0 [41A6]
1020 IF INKEY(73)=0 THEN yv=1:GOTO 1060 [71C0]
1030 IF INKEY(72)=0 THEN yv=-1:GOTO 1060 [5C1A]
1040 IF INKEY(75)=0 THEN xv=1:GOTO 1060 [82C6]
1050 IF INKEY(74)=0 THEN xv=-1 [176C]
1060 IF xx+xv>20 OR xx+xv<1 OR yy+yv>22
    OR yy+yv<1 OR (xv=0 AND yv=0) THEN [1A5E]
    1130
1070 IF feld(xx,yy)>239 AND feld(xx,yy)< [CE6E]
    244 THEN PEN 3:LOCATE xx,yy:PRINT C
    HR$(251):feld(xx,yy)=251:feldfa(xx,
    yy)=3:GOTO 1090
1080 IF feldfa(xx,yy)=3 THEN PEN 7:LOCAT [61B4]
    E xx,yy:PRINT CHR$(240):pkte=pkte-5
    :feld(xx,yy)=240:feldfa(xx,yy)=7:SO
    UND 1,50,10,13
1090 xx=xx+xv:yy=yy+yv:IF feldfa(xx,yy)= [22DB]
    7 THEN 1270
1100 PEN 6:LOCATE xx,yy:PRINT CHR$(245): [59B0]
    IF feldfa(xx,yy)=2 THEN SOUND 1,80-
    (feld(xx,yy)-240)*20,40,15,1:pkte=p [0EB4]
    kte+p(feld(xx,yy)-240):sym=sym+1
1110 IF sym=21 THEN 1430
1120 IF feldfa(xx,yy)=8 THEN SOUND 1,150 [8814]
    ,100,15,5,5:pkte=pkte+100:feld(xx,y
    y)=240:feldfa(xx,yy)=7:m=0
1130 LOCATE #1,7,3:PRINT #1,pkte:GOSUB 1 [15B6]
    330:EI:NEXT k
1140 REM **** BEWEGUNG MAULWURF **** [0BC2]
1150 DI:LOCATE xmu,ymu:PEN feldfa(xmu,ym [AC7C]
    u):PRINT CHR$(feld(xmu,ymu))
1160 IF xx<xmu AND xmu>1 THEN xmu=xmu-1 [EC6E]
1170 IF xx>xmu AND xmu<20 THEN xmu=xmu+1 [CBCE]

1180 IF yy<ymu AND ymu>1 THEN ymu=ymu-1 [E17E]
1190 IF yy>ymu AND ymu<22 THEN ymu=ymu+1 [B0E2]

1200 PEN 9:LOCATE xmu,ymu:PRINT CHR$(203 [6F4C]
    ):IF xmu=xx AND ymu=yy THEN 1270
1210 EI:GOTO 980 [BC4C]
1220 REM **** MAULWURFLDECHER **** [5BDC]
1230 x1=INT(RND*20)+1:y1=INT(RND*22)+1:I
    F (x1=xx AND y1=yy) OR feldfa(x1,y1

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) = 7 THEN 1230 [A132]
1240 IF feldfa(x1,y1)=2 THEN sym=sym+1 [B6CE]
1250 IF sym=21 THEN 1430 [E88E]
1260 LOCATE x1,y1:PEN 7:PRINT CHR$(240):
feld(x1,y1)=240:feldfa(x1,y1)=7:SOU
ND 4,800,80,13,3:RETURN [406A]
1270 REM **** FALL IN MAULWURFLOCH **** [9B1A]
1280 ff=REMAIN(1):ff=REMAIN(2):m=0:PEN 6
:SOUND 1,100,380,15,4,4 [8A4A]
1290 FOR k=245 TO 250 [E360]
1300 LOCATE xx,yy:PRINT CHR$(k):FOR z=1
TO 600:NEXT z,k [7274]
1310 PEN 7:LOCATE xx,yy:PRINT CHR$(240):
SOUND 1,200,100,13,1,,15:leben=lebe
n-1:IF leben=0 THEN GOSUB 1380:GOTO
1530 [917B]
1320 GOSUB 1380:GOTO 730 [97FE]
1330 REM **** MAULWURF AN OBERFLAECHE ?
**** [3F5B]
1340 a=RND:IF m=1 AND a>0.97 THEN 1370 [C0D0]
1350 IF a>0.03 OR m=1 OR x1=0 OR y1=0 TH
EN RETURN [D7D0]
1360 xm=x1:ym=y1:PEN 8:LOCATE xm,ym:PRIN
T CHR$(244):feld(xm,ym)=244:feldfa(
xm,ym)=8:m=1:SOUND 2,120,20,15,,6:R
ETURN [3A02]
1370 PEN 7:LOCATE xm,ym:PRINT CHR$(240):
feld(xm,ym)=240:feldfa(xm,ym)=7:m=0
:SOUND 2,20,20,15,,7:RETURN [138A]
1380 REM **** BILD AUSBLENDEN **** [393B]
1390 FOR k=1 TO 50:v=RND*21+1:w=RND*21+1
:hg=zeile(v):zeile(v)=zeile(w):zeil
e(w)=hg:NEXT k [0726]
1400 PEN 0:FOR k=1 TO 25 [9AFB]
1410 LOCATE 1,zeile(k):PRINT STRING$(20,
CHR$(143)):SOUND 4,80+10*zeile(k),5
,13 [E0B4]
1420 FOR z=1 TO 30:NEXT z,k:RETURN [78C0]
1430 REM **** NAECHSTER LEVEL **** [8F62]
1440 ff=REMAIN(1):ff=REMAIN(2):m=0:LOCAT
E #1,7,3:PRINT #1,pkte:SOUND 4,200,
500,15,,8:FOR k=1 TO 3:FOR l=1 TO 1
1:FOR z=1 TO 15:INK 0,1:INK 1,1+2:I
NK 3,1+5:BORDER 1+6:NEXT z,l,k:INK
0,3:INK 1,9:INK 3,15:BORDER 3 [5140]
1450 FOR k=zeit TO 1 STEP -1 [A9B6]
1460 zeit=zeit-1:LOCATE #1,18,3:PRINT #1
,USING "##";zeit:SOUND 4,30+zeit,1,
14:pkte=pktes+1:LOCATE #1,7,3:PRINT
#1,pkte [37BE]
1470 NEXT k [A36C]
1480 level=level+1:zeit=99:GOSUB 1380 [2602]
1490 PEN 2:FOR k=1 TO 5:LOCATE 6+k,12:PR
INT MID$("LEVEL",k,1):SOUND 4,200-k
*20,30,14,1:FOR z=1 TO 300:NEXT z,k
:PEN 9:LOCATE 13,12:PRINT level:SOU
ND 4,100,80,15,5,5 [603A]
1500 FOR z=1 TO 3000:NEXT z:GOTO 730 [0A76]
1510 REM **** ZEITBONUS **** [AE7C]
1520 zeit=zeit-1:LOCATE #1,18,3:PRINT #1
,USING "##";zeit:IF zeit=0 THEN 127
0 ELSE RETURN [DBEE]
1530 REM **** HIGH-SCORE-TABELLE **** [D0DB]
1540 SPEED INK 30,20:IF pkte<pu(7) THEN
1680 [E9E4]
1550 CLS:PEN 2:PRINT"Du(3 SPACE)bist(3 S
PACE)in(3 SPACE)der":PRINT:PRINT "H
igh Score Tabelle !":PRINT:PRINT:PR
INT [18C2]
1560 RESTORE 1710:FOR k=1 TO 12:READ s:R
EAD t:SOUND 1,s,50,14:SOUND 4,t,50,
14:NEXT k [73BC]
1570 PEN 8:PRINT "Bitte Namen eingeben":
PRINT"(Max. 14 Buchstaben)":PRINT:P
RINT:PEN 9 [A51E]
1580 a$=INKEY$:IF a$<>" " THEN 1580 [E77A]
1590 aname$(8)="" :pu(8)=pkte:INPUT "",an
ame$(8):IF LEN(aname$(8))>14 THEN 1
550 [C3CC]
1600 FOR l=1 TO 7 [09C4]
1610 h=pu(1):nr=1:ah$=aname$(1) [F672]
1620 FOR k=1+1 TO 8 [42F6]
1630 IF pu(k)<h THEN 1650 [A632]
1640 h=pu(k):nr=k:ah$=aname$(k) [A572]
1650 NEXT k [056C]
1660 pu(nr)=pu(1):pu(1)=h:aname$(nr)=ana
me$(1):aname$(1)=ah$ [F8B6]
1670 NEXT l [A772]
1680 CLS:PEN 9:PRINT" HIGH SCORE TABELLE
":PEN 2:PRINT STRING$(20,CHR$(154)) [9FC6]
1690 FOR k=1 TO 7:LOCATE 1,k*3+2:PRINT a
name$(k):LOCATE 15,k*3+2:PRINT pu(k
):PRINT:SOUND 2,120,2,15:NEXT k:LOC
ATE 3,25:PRINT"Spiel: Leertaste" [A914]
1700 a$=INKEY$:IF a$=" " THEN SPEED INK
15.15:GOTO 720 ELSE 1700 [C768]
1710 DATA 119,478,95,379,95,379,106,426,
89,358,89,358,71,0,95,0,89,358,106,
379.119,478,119,478 [6092]

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Listing. Mit dem Steuerknüppel auf Schädlingsjagd (Schluß)