

10	'*****	<24C3>	120	ENV 1,3,-2,85	<0F0D>	,3,1,-1,3	<29BB>	
20	'* SOLOW *	<24CC>	130	ENV 2,0,-1,1,1,0,1,1,0,1,12,-1		230	ENT 3,39,-1,255,50,120,144	<19EA>
30	'* VOM *	<2429>		,8,2,-1,20	<2AD9>	240	ENT 4,50,-1,1	<0FB7>
40	'* MICHAEL DUDEMHOEFFER *	<249C>	140	ENV 3,40,127,3,10,2,3,1,2,3	<1C20>	250	ENT 5,9,49,5,9,-10,15	<172F>
50	'* FUER *	<245F>	150	ENV 5,11,-1,25	<1080>	260	ENT 6,1,120,255	<0F70>
60	'* SCHNEIDER CPC-WELT *	<24E2>	160	ENV 6,21,-15,4	<1092>	270	ENT 7,120,-10,2	<1073>
70	'* CPC 464/664/6128 1b*	<2474>	170	ENV 7,15,1,5	<0E80>	280	ENT 8,10,-12,2	<103D>
71	'*****	<243C>	180	ENV 8,15,-1,2	<0FBB>	290	ENT 9,5,5,2,2,1,2	<13CE>
80	CLS:MODE 0:SPEED 1NK 5,5	<0F69>	190	ENV 9,10,-1,10,15,-1,2	<18E0>	300	ENT 10,40,-1,5	<102F>
90	CLEAR:KEY DEF 68,0,169,1,0	<14E9>	200	ENV 10,40,-1,10	<11B6>	310	REM***** SYMBOLE *****	
100	DIM ac(9),te\$(9),b(5)	<1F20>	210	ENT 1,5,-1,51	<0F25>			<21CC>
110	REM ENV's und ENT's *****	<1C6A>	220	ENT-2,100,1,3,1,-1,3,1,0,1,1,1		320	SYMBOL AFTER 256	<0A09>

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330 MEMORY &A500 <093D> C0,&4F,&800,&45,&4A,&800,&880,&40,&800
340 SYMBOL AFTER 238 <091C> ,&85,&88A <4A9D>
350 SYMBOL 238,&80,&87E,&842,&842,&87E, 730 DATA &8F,&880,&800,&40,&880,&800,&
&86,&86,&80:'P' <2C03> 40,&4F,&4A,&800,&800,&800,&800,&800
360 SYMBOL 239,&80,&87E,&842,&842,&862, &85,&880 <4AC3>
&862,&87E,&80:'O' <2C36> 740 DATA &800,&800,&800,&800,&800,&800,&
370 SYMBOL 244,&80,&87E,&860,&860,&87E, 40,&880,&800,&800,&800,&800,&800,&840
&86,&87E,&80:'S' <2CF4> ,&880,&800 <4AB7>
380 SYMBOL 245,&80,&87E,&840,&840,&860, 750 DATA 9999 <0B95>
&860,&87E,&80:'C' <2CBB> 760 vof$=STRING$(92,0) <14D7>
390 SYMBOL 246,&80,&87E,&840,&840,&878, 770 RESTORE 700:a=@vof$:=PEEK(a+2
&860,&860,&80:'F' <2C59> )*256+PEEK(a+1):w=0:WHILE w<>9999:
400 SYMBOL 247,&80,&842,&842,&842,&862, READ w:IF w<>9999 THEN POKE a,w <610E>
&862,&87E,&80:'U' <2C0D> 780 a=a+1:WEND <123E>
410 SYMBOL 248,&80,&87E,&840,&840,&878, 790 REM ----- Daten fuer vog2 <1EE1>
&860,&87E,&80:'E' <2CFF> 800 DATA &801,&808,&80A,&800,&800,&800,&
420 SYMBOL 249,&80,&840,&840,&840,&860, &80,&800,&800,&800,&800,&800,&800,&800
&860,&87E,&80:'L' <2CD0> ,&800,&800 <4A55>
430 SYMBOL 250,&80,&87C,&854,&854,&844, 810 DATA &800,&800,&800,&8CF,&88A,&800,&
&844,&844,&80:'M' <2C99> &80,&845,&8CF,&800,&845,&80F,&84F,&88A,&845
440 SYMBOL 251,&80,&87E,&842,&842,&862, &88F,&80F <4AE5>
&862,&862,&80:'N' <2C8B> 820 DATA &88A,&80F,&8C0,&885,&84F,&88F,&
450 SYMBOL 252,&87F,&860,&860,&87F,&83, &4A,&8C0,&80F,&8C0,&800,&840,&880,&840,&880
&83,&8FF:'S' <2833> ,&800,&8C0 <4A97>
460 SYMBOL 253,&87F,&861,&861,&861,&861 830 DATA &800,&800,&800,&840,&880,&800,&
&861,&87F:'O' <2853> &80,&880,&800,&800,&800,&800,&800,&800
470 SYMBOL 254,&860,&860,&860,&860,&860, &800,&800 <4A0F>
&860,&87F:'L' <28B8> 840 DATA &800,&800,&800,&800,&800,&800,&
480 SYMBOL 255,&87F,&861,&861,&861,&861, &80,&800,&800,&800,&800,&800,&800,&800
&861,&861:'M' <2888> ,&800,&800 <4ASD>
490 b(1)=8:b(2)=9:b(3)=11:b(4)=10: 850 DATA 9999 <0B5D>
b(5)=88 <392F> 860 vof2$=STRING$(92,0) <1548>
500 GOSUB 3800 <09B5> 870 RESTORE 800:a=@vof2$:=PEEK(a+
510 REM***** SPRITE-DATEN ***** 2)*256+PEEK(a+1):w=0:WHILE w<>9999
***** <26D6> :READ w:IF w<>9999 THEN POKE a,w <6212>
520 REM ----- Daten fuer stadt <1F56> 880 a=a+1:WEND <1205>
530 DATA &801,&808,&819,&800,&800,&800,& 890 REM ----- Daten fuer rakete <202A>
&800,&800,&840,&8C0,&880,&800,&8C0,&880,&800, &900 DATA &801,&808,&805,&800,&8E9,&830,&
&800,&840 <4A91> 20,&800,&800,&800,&800,&8FC,&843,&81A,&830
&800,&840 ,&830,&800 <4A4C>
540 DATA &800,&880,&800,&880,&881,&803,&8 910 DATA &800,&800,&8A9,&803,&887,&825,&
&800,&840,&8C0,&880,&800,&8C0,&881,&801,&833, &30,&830,&810,&810,&8FC,&843,&81A,&830,&830
&862,&800 <4A99> ,&800,&800 <4A71>
550 DATA &800,&800,&800,&881,&803,&833,&8 920 DATA &800,&800,&8E9,&830,&820,&800,&
&62,&800,&880,&800,&8C0,&881,&801,&823,&842, &80,&800,&800,&800,&800,&800,&800,&800
&8C0,&880 <4A10> ,&800,&800 <4A60>
560 DATA &800,&880,&881,&803,&823,&842,&8 930 DATA 9999 <0BFD>
&80,&880,&800,&8C0,&881,&801,&823,&842,&800, &940 rakete$=STRING$(52,0) <1F7F>
&880,&800 <4AD4> 950 RESTORE 900:a=@rakete$:=PEEK(
&800,&880 <4ABF> a+2)*256+PEEK(a+1):w=0:WHILE w<>99
570 DATA &800,&881,&803,&823,&842,&8C0,&8 99:READ w:IF w<>9999 THEN POKE a,w
&80,&880,&8C0,&881,&801,&823,&842,&800,&880, <6454>
&800,&880 <4A49> 960 a=a+1:WEND <12A5>
580 DATA &881,&8C0,&881,&842,&800,&880,&8 970 REM ----- Daten fuer la <1CBB>
&800,&8C0,&881,&880,&801,&842,&8C0,&880,&880, &980 DATA &801,&808,&803,&874,&8FC,&8FC,&
&880,&881 <4A7A> &83,&803,&843,&8C3,&8C3,&800,&800,&800,&800
590 DATA &8C0,&881,&842,&800,&880,&8C0, &800,&800 <4AB7>
&8C0,&8C0,&8C0,&8C0,&8C0,&8C0,&8C5,&8CF, &990 DATA &800,&800,&874,&8FC,&8FC,&803,&
&8FC,&8FC <4A0B> &83,&843,&8C3,&8C3,&800,&800,&800,&800
600 DATA &8FC,&8FC,&8FC,&8FC,&8FC,&840,&8CF, &800,&800 <4AF8>
&8FC,&8FC,&8FC,&8FC,&8FC,&8A8,&840,&8CF,&8DE, &1000 DATA 9999 <2BBA>
&8FC,&8FC <4A74> 1010 la$=STRING$(36,0) <132A>
610 DATA &8FC,&8FC,&8A8,&800,&8C5,&8DE,&8 1020 RESTORE 980:a=@la$:=PEEK(a+2
&8FC,&8FC,&8FC,&8FC,&800,&800,&8C5,&8CF,&8FC, &)*256+PEEK(a+1):w=0:WHILE w<>9999:
&8FC,&8FC <4A07> READ w:IF w<>9999 THEN POKE a,w <60CF>
620 DATA &8FC,&800,&800,&840,&8CF,&8FC,&8 1030 a=a+1:WEND <1233>
&8FC,&8FC,&8A8,&800,&800,&840,&8C5,&8FC,&8FC, &1040 REM ----- Daten fuer waffe <1F2F>
&8FC,&8A8 <4A06> 1050 DATA &801,&808,&819,&800,&880,&800,
630 DATA &800,&800,&800,&800,&840,&8CF,&8FC, &851,&880,&800,&800,&800,&800,&845,&87
&8FC,&8A8 <4A5B> 3,&8C0,&800 <4AEF>
640 DATA &800,&800,&840,&8C5,&8FC,&8A8,&8 1060 DATA &800,&800,&800,&800,&887,&89B,
&800,&800 <0BCC> &8E2,&8C0,&800,&800,&800,&887,&89B,&8E
650 DATA 9999 2,&8C0,&800 <4A27>
660 stadt$=STRING$(212,0) <16DE> 1070 DATA &800,&800,&854,&843,&84F,&873,
670 RESTORE 530:a=@stadt$:=PEEK(a &8C0,&880,&800,&800,&854,&843,&84F,&873,&8C
+2)*256+PEEK(a+1):w=0:WHILE w<>999 0,&880,&800 <4A27>
9:READ w:IF w<>9999 THEN POKE a,w <63D3> 1080 DATA &800,&854,&843,&84F,&873,&8C0,
680 a=a+1:WEND <1274> &800,&800,&800,&8FC,&843,&84F,&873,&8C0,&8C
690 REM Daten fuer ----- vof <1A3E> 0,&800,&800 <4AF4>
700 DATA &801,&808,&80A,&800,&800,&800,& 1090 DATA &8FC,&8A9,&887,&89B,&8E2,&8C0,
&80,&800,&800,&800,&800,&800,&800,&800, &800,&800,&8FC,&8A9,&887,&89B,&8E2,&8C0,&80
&800,&800 <4ABD> 0,&800,&8FC <4AC7>
710 DATA &800,&800,&800,&800,&8CF,&800,&8 1100 DATA &8A9,&887,&89B,&8E2,&8C0,&800,
&80,&8CF,&800,&800,&800,&845,&80F,&88A,&845, &800,&8FC,&8A9,&887,&89B,&8E2,&8C0,&800,&80
&80F,&88A <4A0D> 0,&8FC,&843 <4A4B>
720 DATA &800,&800,&88F,&8C0,&84F,&88F,&8
```

[illegible]

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(135):LOCATE 18,18:PRINT CHR$(141)
):PEW 1:GOSUB 4800,
2720 FOR c=50 TO 150 STEP 4
2730 t=t+1:IF t=13 THEN t=4
2740 PLOT c,80,t:DRAW 0,70
2750 NEXT c
2760 hi1=INT(RND(1)*(-49)+65):hi2=
INT(RND(1)*(-91)+70)
2770 sn$=fs$:/EXC,hi1*1,hi2*1,0sn$
,3
2780 st$=stadt$:/EXC,35,180,0st$,3
2790 IF take=0 THEN 2800 ELSE 2850
2800 w1$=waffe$:/EXC,9,100,0w1$,2
2810 GOTO 2850
2820 REM
2830 REM***** HAUPTPROGRAMM **
*****
2840 REM
2850 ON screen GOTO 2980,3010,3040
,3070
2860 ON go GOTO 3130,3880
2870 ship$=ufo2$:ke$=INKEY$
2880 IF ke$=CHR$(b(3))THEN y=y+3:I
F y>192 THEN y=192
2890 IF ke$=CHR$(b(4))THEN y=y-3:I
F y<50 THEN y=50
2900 IF ke$=CHR$(b(1))THEN x=x-3:I
F x<4 THEN x=4
2910 IF ke$=CHR$(b(2))THEN x=x+3:s
hip$=ufo3$:IF x>70 THEN x=70
2920 IF ke$=CHR$(b(5))THEN ON go G
OTO 3310,3420
2930 /EXC,x*1,y*1,0ship$,2
2940 CALL &BD19
2950 /PUT,x*1,y*1,0ships$,1
2960 zeit=zeit+1:IF zeit=60 THEN x
eit=0:GOTO 5520
2970 GOTO 2850
2980 IF x=4 THEN IF MIN(y,122)=MAX
(y,111)THEN GOSUB 3100:x=67:y=185:
GOTO 2450
2990 IF take=1 THEN IF MIN(x,63)=M
AX(x,55)THEN IF y<101 THEN GOTO 40
40
3000 GOTO 2860
3010 IF x=70 THEN IF y>183 THEN GO
SUB 3100:x=7:y=113:GOTO 2270
3020 IF x=4 THEN IF MIN(y,122)=MAX
(y,112)THEN GOSUB 3100:x=67:y=190:
GOTO 2600
3030 GOTO 2860
3040 IF x=70 THEN IF y>183 THEN GO
SUB 3100:x=7:y=118:GOTO 2450
3050 IF x=4 THEN IF y<59 THEN GOSU
B 3100:x=67:y=59:go=2:GOTO 2690
3060 GOTO 2860
3070 IF x=70 THEN IF MIN(y,68)=MAX
(y,56)THEN GOSUB 3100:x=7:y=56:go=
1:zuf=0:GOTO 2600
3080 IF take=0 THEN IF x=10 THEN I
F MIN(y,118)=MAX(y,109)THEN GOSUB
3250
3090 GOTO 2860
3100 xu=4:yu=INT(RND(1)*(60-160+1)
+160):SOUND 1,1062,100,15,7,7,0:FO
R papier=8 TO 13:PAPER papier:CLS:
NEXT papier:PAPER 0:CLS
3110 RETURN
3120 REM***** ANGREIFER/UFOS *
*****
3130 ship2$=ufo$
3140 ras=ras XOR 2:IF ras=2 THEN s
hip2$=ufl$
3150 IF xu<x THEN xu=xu+race
3160 IF yu>y THEN yu=yu+race:IF y
u>y THEN yu=yu+race ELSE IF yu<y T
HEN yu=yu+race
3170 IF xu<4 THEN xu=4
3180 /EXC,xu*1,yu*1,0ship2$,2
3190 CALL &BD19
3200 /PUT,xu*1,yu*1,0ship2$,1
3210 sh=INT(RND*10):IF sh>7 THEN G
OTO 3540
3220 hage1=INT(RND*50):IF hage1>47
THEN GOTO 4180
3230 GOTO 2870
3240 REM***** WAFFE AUFNEHMEN
*****
3250 SOUND 2,100,30,15,3,3,0
3260 /PUT,9,100,0w1$,1
3270 take=1:geld=150:GOSUB 5470
3280 SOUND 1,70,90,15,3,4,0
3290 RETURN
3300 REM***** FEUERW *****
3310 ship$=ufo2$:/EXC,x*1,y*1,0shi
p$,2
3320 IF screen<4 THEN ship2$=ufo$:/
EXC,xu*1,yu*1,0ship2$,2
3330 xra=x-8:yra=y-3:IF x<4 OR x>
70 THEN /PUT,xu*1,yu*1,0ship2$,1:G
OTO 2940
3340 SOUND 1,150,30,11,3,5,20
3350 ra$=rakete$:/EXC,xra*1,yra*1,
0ra$,2
3360 CALL &BD19:CALL &BD19
3370 /PUT,xra*1,yra*1,0ra$,1
3380 IF x>=xu THEN IF ABS(x-xu)<=1
2 THEN IF ABS(yra-yu)<=6 THEN GOTO
3440
3390 /PUT,xu*1,yu*1,0ship2$,1
3400 GOTO 2940
3410 REM***** ZURUECK BEI FEUE
R *****
3420 GOTO 2930
3430 REM***** EXPLOSION *****
***
3440 utts=kaps
3450 SOUND 2,145,255,0,5,5,31
3460 /EXC,xu*1,yu*1,0utts$,2
3470 FOR p=1 TO 1000:NEXT p
3480 /PUT,xu*1,yu*1,0utts$,1
3490 /PUT,xu*1,yu*1,0ship2$,1
3500 geld=25:GOSUB 5470
3510 po=po+1:IF po=2 THEN po=0:GOS
UB 4740
3520 xu=4:yu=INT(RND*180):IF yu<55
THEN GOTO 3520 ELSE GOTO 2940
3530 REM***** GEGNERISCHES FEU
ER *****
3540 IF xu<=x THEN IF ABS(yu-y)<=4
THEN GOTO 3560
3550 GOTO 2870
3560 rak=xu+8:IF rak>69 THEN 2870
3570 SOUND 1,162,82,15,8,8,30
3580 ship$=ufo2$:/EXC,x*1,y*1,0shi
p$,2
3590 ship2$=ufo$:/EXC,xu*1,yu*1,0s
hip2$,2
3600 IF xu>70 THEN 2870
3610 te$=las$:/EXC,rak*1,yu*1,0te$,
2
3620 CALL &BD19:CALL &BD19
3630 /PUT,rak*1,yu*1,0te$,1
3640 IF ABS(xu-x)<=12 THEN GOTO 36
80
3650 /PUT,x*1,y*1,0ships$,1
3660 GOTO 3190
3670 REM***** SPIEL VERLOREN O
DER WEITERES LEBEN ? *****
3680 SOUND 2,145,255,0,5,5,12
3690 /PUT,x*1,y*1,0ships$,1
3700 utts=kaps:/EXC,x*1,y*1,0utts$,
2
3710 OUT &BC00,8:OUT &BD00,1
3720 FOR p=1 TO 1500:NEXT p
3730 OUT &BC00,8:OUT &BD00,0
3740 IF it=0 THEN RESTORE 2170
3750 it=it+1:READ oux,ouy
3760 kr1$=kr$:/EXC,oux*1,ouy*1,0kr
1$,1
3770 IF it=lit THEN GOTO 3790 ELSE
IF screen<4 THEN /PUT,x*1,y*1,0utts
$,1:/PUT,xu*1,yu*1,0ship2$,1:xu=4:
yu=INT(RND(1)*(-139)+190):GOTO 294
0
3780 /PUT,x*1,y*1,0utts$,1:/GET,vxx
1,uy*1,0vo$,1:vx=INT(RND(1)*(-60)+
65):vy=INT(RND(1)*(-139)+190):GOTO
2940
3790 o=REMAIN(1):SOUND 1,100,0,0,2
,2:PEW 14:LOCATE 6,12:PRINT"GAME O
VER":k=0:WHILE k<201:PLOT 0,k,0:DR
AW 640,0:PLOT 0,400-k:DRAW 640,0
:PLOT k,0:DRAW 0,400:PLOT 640-k,0
:DRAW 0,400:k=k+2:WEND
3800 GOSUB 4390
3810 PEW 10:LOCATE 2,7:PRINT"[1] D
EFINE KEYS"
3820 LOCATE 2,9:PRINT"[2] START GA
ME."
3830 LOCATE 2,11:PRINT"[3] MONEY..
...."
3840 GOSUB 4550
3850 GOSUB 4830
3860 GOSUB 4980:IF tr$=""THEN GOTO
3860
3870 REM***** ANGREIFER IM 4.S
CREEN *****
3880 IF zuf=2 THEN 2870
3890 sp$=sp+1:IF sp>1 THEN vo$=vog$
:sp=0 ELSE vo$=vog2$
3900 IF zuf=0 THEN vx=INT(RND(1)*(-
49)+55):vy=INT(RND(1)*(-131)+50):G
OTO 3920
3910 fl=fl+1:IF fl=5 THEN SOUND 4,
162,82,12,6,6,30:fl=0
3920 IF vx<x THEN vx=vx+flu
3930 IF vx>x THEN vx=vx-flu
3940 IF vy<y THEN vy=vy+flu
3950 IF vy>y THEN vy=vy-flu
3960 IF vx<=x THEN IF vx+4>=x THEN
IF vy<=y THEN IF vy+4>=y THEN 368
0
3970 /EXC,vx*1,vy*1,0vo$,2
3980 CALL &BD19
3990 /PUT,vx*1,vy*1,0vo$,1
4000 zuf=1
4010 IF ABS(vx-hi1)<=5 THEN IF ABS
(vy-hi2)<=5 THEN GOSUB 4330
4020 GOTO 2870
4030 REM***** ZERSTOERUNG SOLO
N'S *****
4040 o=REMAIN(1):SOUND 1,100,220,1
5,1,4,0:FOR p=1 TO 2000:NEXT p
4050 CLS:FOR w=1 TO 30
4060 PLOT INT(RND(1)*(-569)+605),I
NT(RND(1)*(-221)+150),INT(RND*13):N
EXT w
4070 st$=stadt$:/EXC,35,115,0st$,2
4080 FOR p=1 TO 2500:NEXT p
4090 GOSUB 4660:/PUT,35,115,0st$,1
4100 utts=kaps:/EXC,37,110,0utts$,3
:FOR p=1 TO 1000:NEXT p:/PUT,37,11
0,0utts$,1:FOR p=1 TO 1500:NEXT p
4110 BORDER 0:OUT &BC00,6:dr=25:WH
ILE dr>0:dr=dr-1:OUT &BD00,dr:CALL
&BD19:FOR p=1 TO 40:NEXT p:WEND:P
EN 8:CLS
4120 IF sc=0 AND sc<=180 THEN bg$
="ELITE D"ELSE IF sc>180 AND sc<=2
80 THEN bg$="ELITE C"ELSE IF sc>28
0 AND sc<=380 THEN bg$="ELITE B"EL
SE IF sc>380 THEN bg$="ELITE A"
4130 LOCATE 7,2:PRINT"URKUNDE":LOC
ATE 7,3:PRINT STRING$(7,45):LOCATE
5,6:PRINT"SIE WERDEN":LOCATE 3,8:
PRINT"BEFOERDERT ZUM":LOCATE 7,10:
PRINT bg$:LOCATE 6,12:PRINT"COMMAN
DER"
4140 OUT &BC00,6:WHILE dr<25:dr=dr
+1:OUT &BD00,dr:CALL &BD19:FOR p=1
TO 40:NEXT p:WEND:GOSUB 4580:FOR
p=1 TO 5000:NEXT p:OUT &BC00,6:OUT
&BD00,25:GOTO 3800
4150 REM
4160 REM***** ASTEROIDEN *****
****
4170 REM
4180 hax=INT(RND(1)*(-34)+65)
4190 IF ABS(hax-x)<=4 THEN IF zz=0
THEN ho=1:dis=y:GOTO 4210
4200 dis=55:ko=0
4210 ship$=ufo2$:/EXC,x*1,y*1,0shi

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ps,2
4220 ship2$=ufo$:/EXC,xu*1,yu*1,0s
hip2$,2
4230 SOUND 1,100,50,15,1,5,0:hay=1
90+slp
4240 WHILE hay)dis:hay=hay-9
4250 met$=ast$:/EXC,haz*1,hay*1,@m
et$,3
4260 CALL &BD19:/PUT,haz*1,hay*1,@
met$,1
4270 WEND
4280 IF ko=1 THEN 3680
4290 /PUT,x*1,y*1,@ship$,1
4300 /PUT,xu*1,yu*1,@ship2$,1
4310 GOTO 2940
4320 REM***** FLUEGLER ZERSTOE
RT *****
4330 /PUT,ux*1,uy*1,@uo$,1
4340 SOUND 1,10,100,10,9,9,1:SOUND
2,100,250,15,9,8,10
4350 OUT &BC00,3:FOR e=1 TO 30:b=1
NT(RND*10):SPEED INK b+1,b+1:BORDE
R b+16,0:INK 0,b+16,0:&BD00,b:
NEXT e:OUT &BC00,3:OUT &BD00,7:BOR
DER 0:INK 0,0:SPEED INK 10,10
4360 geld=100:GOSUB 5470
4370 zut=2:RETURN
4380 REM***** UP TITELBILD ***
*****
4390 OUT &BC00,6:OUT &BD00,0
4400 MODE 0:CALL &BC02:INK 0,1:BOR
DER 1:PEN 1:PAPER 0:INK 15,14,26
4410 f=5:za=0.11
4420 LOCATE 1,25:PRINT"SOLOH"
4430 FOR x0=4 TO 155 STEP 4
4440 FOR y0=2 TO 14 STEP 2
4450 IF TEST(x0,y0)=1 THEN GOSUB 4
480
4460 NEXT y0,x0
4470 GOTO 4520
4480 f=f+za:IF f>13 THEN za=-0.13
4490 MOVE x0-160*1.5,y0*5+320
4500 DRAW 0,-7,CINT(f)
4510 RETURN
4520 LOCATE 1,25:PRINT SPACE$(5):I
NK 1,26
4530 WINDOW 2,19,7,24
4540 RETURN
4550 WINDOW#1,1,20,25,25:PEN#1,1:L
OCATE#1,4,25:PRINT#1,"- COBRA-SOFT
-"
4560 OUT &BC00,6:OUT &BD00,25:OUT
3BC00,1:FOR o=1 TO 40:OUT &BD00,o:
CALL &BD19:FOR p=1 TO 20:NEXT p,o:
RETURN
4570 REM***** MELODIE *****
*
4580 RESTORE 4620:FOR n=1 TO 30
4590 READ s
4600 SOUND 1,s,30,5,2,1,0:SOUND 2,
1000+s,30,4,2,1,0
4610 NEXT n
4620 DATA 100,89,100,113,119,113,1
00,0,127,119,113,0,119,113,100,0
4630 DATA 100,89,100,113,119,113,1
00,0,127,0,100,0,119,150
4640 RETURN
4650 REM***** UP - ZERSTOERUNG
*****
4660 SOUND 1,29,250,15,10,10,31
4670 FOR f=3 TO 0 STEP-3
4680 r=11:a=80:WHILE a<203
4690 r=r-0.3
4700 PLOT ax*1.5,a,f:DRAW-r,r:PLOT
640-ax*1.5,a:DRAW r,r
4710 a=a+3:WEND:SOUND 1,145,50,0,5
,5,31:OUT &BC00,8:OUT &BD00,1:NEXT
f
4720 SOUND 2,100,270,15,1,1,20:OUT
&BC00,8:OUT &BD00,0:RETURN
4730 REM***** POWER-ANZEIGE **
*****
4740 zz=1:po$=" "+CHR$(239)+CHR$(2
51):SOUND 2,29,100,15,10,9,2:GOSU
B 4780
4750 AFTER 1000,1 GOSUB 4770
4760 RETURN
4770 zz=0:po$=CHR$(239)+STRING$(2,
246):GOSUB 4780:RETURN
4780 PEN#1,9:LOCATE#1,5,24:PRINT#1
,po$:PEN#1,1:RETURN
4790 REM***** STERNE *****
4800 FOR st=1 TO 30:PLOT INT(RND(1
)*(40-600+1)+600),INT(RND(1)*(200-
376+1)+376),INT(RND*13)
4810 NEXT st:RETURN
4820 REM***** TITELMELODIE >>
OH,SUSANNA << *****
4830 RESTORE 4890:musik=0
4840 musik=musik+1:GOSUB 4980
4850 READ ton,dauer
4860 IF ton=-1 THEN RETURN
4870 SOUND 1,ton,dauer,15,2,1,0:SO
UND 2,ton*2,dauer,14,5,1,0
4880 GOTO 4840
4890 DATA 506,30,478,30,426,30,358
,30,0,1,358,30,319,30,358,30,426,3
0
4900 DATA 506,30,478,30,426,30,0,1
,426,30,478,30,506,30,478,60,506,3
0
4910 DATA 478,30,426,30,358,30,0,1
,358,30,319,30,358,30,426,30,506,3
0
4920 DATA 478,30,426,30,0,1,426,30
,478,30,0,1,478,30,506,60,358,30,0
,1
4930 DATA 358,30,284,25,0,1,284,50
,284,30,319,30,0,1,319,30,379,30,4
78
4940 DATA 30,426,60,478,30,426,30,0
,379,30,319,30,0,1,319,30,284,30,31
9
4950 DATA 30,379,30,478,30,426,30,0
,379,30,0,1,379,30,426,30,0,1,426,3
0,478,150
4960 DATA -1,-1
4970 REM***** MENUE *****
4980 tr$=INKEY$:IF tr$=""THEN RETU
RN
4990 IF tr$="1"THEN CLS:CLEAR:GOTO
5170
5000 IF tr$="2"THEN CLS:LOCATE 4,1
0:PRINT"PLEASE WAIT":GOTO 530
5010 IF tr$="3"THEN GOTO 5040
5020 tr$="" :RETURN
5030 REM***** UP MONEY *****
**
5040 INK 0,0:BORDER 0
5050 MODE 1:PEN 1
5060 OUT &BC00,1:OUT &BD00,1
5070 OUT &BC00,6:OUT &BD00,1
5080 PLOT 120,280,1
5090 DRAW 0,100:DRAW 20,-10:DRAW
10,-60:DRAW 120,25:DRAW 40,-50
:DRAW-4,-2:DRAW-15,20:DRAW-4,-2
:DRAW-15,15:DRAW-60,-35:DRAW 20
,-70:DRAW-50,-35:DRAW-60,50:DRAW
R-100,-60:DRAW 20,-20:DRAW-4,-2:
DRAW 20,-20:DRAW-4,-2:DRAW-60,6
0
5100 DRAW 117,100:DRAW 60,-30:DR
AWR-40,-25:DRAW 50,-30:DRAW 40,2
2:DRAW-10,50:DRAW-40,-15:DRAW-1
8,55:PLOT 60,-30:DRAW 2,-6:DRAW
60,42:PLOT 42,-105:DRAW 0,-4:DR
AWR-50,-34:DRAW-60,40:DRAW 0,12:
PLOT 0,-12:DRAW-96,-48
5110 PEN 2:LOCATE 14,18:PRINT"1 ZE
RST. FLUEGLER = 100":LOCATE 14,20
:PRINT"1 ZERST. UFO = 25":L
OCATE 14,22:PRINT"AUFGEWOMMENE WAF
FE = 150"
5120 PEN 3:LOCATE 14,19:PRINT"1 ZE
RST. FLUEGLER = 100":LOCATE 14,21
:PRINT"1 ZERST. UFO = 25":L
OCATE 14,23:PRINT"AUFGEWOMMENE WAF
FE = 150"
5130 OUT &BC00,1:OUT &BD00,40
5140 OUT &BC00,6:OUT &BD00,25
5150 FOR i=2 TO 3:INK i,11:CALL &B
D19:FOR p=1 TO 500:NEXT p:INK i,0:
NEXT i:a$=INKEY$:IF a$=""THEN 5150
5160 GOTO 3800
(292C)
(25E6)
(2084)
(4D47)
(0DF0)
(378C)
(146E)
(1DEC)
(1569)
(1123)
(3E68)
(09B0)
(42F9)
(4283)
(428D)
(4361)
(4398)
(427B)
(4A1F)
(0CC2)
(1F5F)
(1949)
(183C)
(2BA3)
(14ED)
(0F10)
(2298)
(0C3D)
(0AF5)
(120C)
(1239)
(0EAD)
(987A)
(8F2C)
(70E1)
(13F9)
(1305)
(519D)
(0951)
5170 REM***** DEFINE KEYS ****
*****
5180 ug=0:zif=0:PEN 1:LOCATE 4,3:P
RINT"DEFINE KEYS":PEN 15
5190 PLOT 0,0,1:DRAW 639,0:DRAW 63
9,399:DRAW 0,399:DRAW 0,0
5200 DATA 32,13,127,9,8,11,10,16,2
24
5210 RESTORE 5200
5220 te$(1)="SPACE":te$(2)="ENTER"
:te$(3)="DEL":te$(4)="JOY-RIGHT"
5230 te$(5)="JOY-LEFT":te$(6)="JOY
-UP":te$(7)="JOY-DOWN":te$(8)="CLR
":te$(9)="COPY"
5240 FOR dat=1 TO 9:READ co:ac(da
t1)=co:NEXT dat1
5250 me=1:wor1$="LEFT RIGHTUP DO
WN FIRE"
5260 FOR z=1 TO 5
5270 b$=MID$(wor1$,me,5)
5280 LOCATE(20-LEN(b$))/2,7:PRINT
b$+SPACE$(1)
5290 tas$=INKEY$:IF tas$=""THEN 52
90
5300 b(z)=ASC(tas$)
5310 ug=ug+1
5320 READ dat
5330 IF b(z)=b(dat)THEN CLEAR:SOUN
D 1,100,100,15,7,7,0:GOTO 5210
5340 IF ug<4 THEN 5310 ELSE ug=0
5350 SOUND 1,250,30,15,3,3,0
5360 zif=zif+1
5370 IF b(z)=ac(zif)THEN LOCATE(20
-LEN(te$(zif)))/2,9:PRINT te$(zif)
:zif=0:GOTO 5400
5380 IF zif<9 THEN 5360 ELSE zif=
0
5390 LOCATE(20-LEN(CHR$(b(z))))/2,
9:PRINT CHR$(b(z))
5400 FOR p=1 TO 1000:NEXT p
5410 LOCATE 2,9:PRINT SPACE$(17)
5420 me=me+5
5430 NEXT z:CLS
5440 RESTORE:GOTO 3800
5450 DATA 2,3,4,5,1,3,4,5,1,2,4,5,
1,2,3,5,1,2,3,4
5460 REM***** PUNKTE ZAERLEN U.
AUSGEBEN *****
5470 sc=sc+geld
5480 IF LEN(STR$(sc))>3 THEN h=1 E
LSE h=0
5490 PEN#1,8:LOCATE#1,5,23:PRINT#1
,RIGHT$(STR$(sc),LEN(STR$(sc))-h)
5500 RETURN
5510 REM***** FUEL *****
5520 fu=fu-10
5530 SOUND 3,300,150,15,2,3,0:SOUN
D 4,100,150,15,2,3,0
5540 fu$=RIGHT$(STR$(fu)+"% ",4)
5550 IF fu<30 THEN PEN#1,14 ELSE
PEN#1,7
5560 LOCATE#1,10,23:PRINT#1,fu$
5570 IF fu=0 THEN GOTO 5600
5580 GOTO 2850
5590 REM***** TANK LEER *****
***
5600 IF screen<4 THEN ship2$=ufo$:/
EXC,xu*1,yu*1,@ship2$,2 ELSE IF z
ut<2 THEN uo$=uog$:/EXC,xu*1,yu*1
,@uo$,2
5610 SOUND 2,145,255,0,5,5,12:SOUN
D 1,180,255,0,5,5,12
5620 utt$=kap$:/EXC,x*1,y*1,@utt$,
3
5630 FOR p=1 TO 2000:NEXT p
5640 /PUT,x*1,y*1,@utt$,1
5650 GOTO 3790
5660 REM***** MOND *****
5670 DEG
5680 FOR c=1 TO 180 STEP 4
5690 PLOT 320+50*COS(c),hm+50*SIN(
c),4
5700 DRAW 0,-100*SIN(c)
5710 NEXT c
5720 RETURN
(2536)
(30DE)
(2735)
(21F9)
(0974)
(3687)
(2F24)
(0EBB)
(1CD2)
(2376)
(1D84)
(1A2B)
(1207)
(0CFE)
(3639)
(1A9E)
(16E1)
(14A1)
(1C39)
(31A8)
(161B)
(11C6)
(1282)
(0C86)
(0BA6)
(2E4B)
(33A7)
(186B)
(24DF)
(38C1)
(0633)
(1EDC)
(13D8)
(2943)
(1FA9)
(1C64)
(18BC)
(12BF)
(09DF)
(23B5)
(7AFF)
(28CA)
(30CE)
(16F0)
(2218)
(09D6)
(1E3B)
(06AB)
(1126)
(29A2)
(148F)
(0A0B)
(06ED)

```