

Listing 1

```
10 :
20 : LISTING 1 - BUGGYLOADER
30 :
40 EVERY 10 GOSUB 460
50 SYMBOL AFTER 32
60 matr=PEEK(&B296)+256*PEEK(&B297)
70 DIM a$(5)
80 MODE 1
90 INK 0,25:INK 1,0:INK 2,13:INK 3,6:BOR
DER 25
100 PEN 3:LOCATE 3,1:a$="A. ZALLMANN & C
. SCHILLO PRESENTS:" :GOSUB 390:PEN 1
110 PO=1
120 SYMBOL 253,119,34,127,230,230,127,34
,119
130 SYMBOL 254,238,68,254,103,103,254,68
,238
140 SYMBOL 255,64,26,30,119,102,60,90,16

150 a$(1)="111001001001110011101001"
160 a$(2)="100101001010000100001001"
170 a$(3)="111001001010110101101111"
180 a$(4)="100101001010010100100001"
190 a$(5)="111000110011110111101111"
200 FOR B=0 TO 4:FOR a=1 TO 24:LOCATE A+
8,B+5:PEN 3:PRINT CHR$(254):PEN 1:FOR y=
1 TO 30:NEXT
210 LOCATE A+8,B+5:IF MID$(a$(B+1),a,1)=
"0" THEN PRINT " " ELSE PRINT CHR$(255)
220 NEXT a:LOCATE 33,B+5:PRINT " ":NEXT
230 a$(1)="11100100001100011101110111101
110"
240 a$(2)="10010100010010100000100100001
001"
250 a$(3)="11100100011110111100100111001
110"
260 a$(4)="10010100010010000100100100001
010"
270 a$(5)="11100111010010111000100111101
001"
280 FOR B=0 TO 4:FOR a=1 TO 32:LOCATE A+
4,B+12:PEN 3:PRINT CHR$(254):PEN 1:FOR y
=1 TO 30:NEXT
290 LOCATE A+4,B+12:IF MID$(a$(B+1),a,1)
="0" THEN PRINT " " ELSE PRINT CHR$(255)
300 NEXT a:LOCATE 37,B+12:PRINT " ":NEXT
310 PEN 2:a$="(C) 1985 - EXCLUSIV FUER
CK":LOCATE 6,21:GOSUB 390:PEN 1
320 A$="Stand by - Programm is loading":
LOCATE 5,24:GOSUB 390
330 BI
340 SYMBOL AFTER 240
350 MEMORY 38900
360 LOAD " !buggymc"
370 LOAD " !buggygra"
380 RUN " !buggybas"
390 FOR a=1 TO LEN(a$)
400 FOR b=0 TO 7
```

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410 adr=PEEK(matr+(ASC(MID$(a$,a,1))-32)*8+b)
420 A(b)=adr:NEXT:SYMBOL 254,A(0),A(0),A(1),A(1),A(2),A(2),A(3),A(3):SYMBOL 255,A(4),A(4),A(5),A(5),A(6),A(6),A(7),A(7)
430 PRINT CHR$(254):CHR$(10):CHR$(8):CHR$(255):CHR$(11):
440 NEXT
450 RETURN
460 po=po+1:READ bb:IF bb=-1 THEN RESTORE
480:READ bb:po=1
470 SOUND 1,bb*4,20,7:SOUND 2,bb,20,7:SOUND 4,200+po*10,20,6:RETURN
480 DATA 60,53,47,45,60,0,45,47,45,40,53,0,53,0,53,47,45,36,40,40,45,45,47,53,47,60,-1
10000 SAVE "buggy"

```

Listing 2

```

10 ' Listing 2 - Mcode & Grafika
20 MEMORY 38999
30 pc=39000
40 FOR ze=10000 TO 10170 STEP 10:PRINT z
e:sum=0:READ x$,s
50 FOR a=0 TO 99:a$=MID$(x$,a*2+1,2):POKE pc,VAL ("&" +a$):sum=sum+VAL ("&" +a$):p
c=pc+1:NEXT a:IF sum(>)s THEN PRINT "ERRO
R...":END
60 PRINT "OK":NEXT ze:PRINT "Achtung Abs
aven : SAVE 'Buggymc',b,39000,1800"
70 SAVE "Buggymc",b,39000,1800
100 ' Grafika
110 pc=42000
120 FOR ze=20000 TO 20020 STEP 10:PRINT
ze:sum=0:READ x$,s
130 FOR a=0 TO 99:a$=MID$(x$,a*2+1,2):PO
KE pc,VAL ("&" +a$):sum=sum+VAL ("&" +a$):
pc=pc+1:NEXT a:IF sum(>)s THEN PRINT "ERR
OR...":END
140 PRINT "OK":NEXT ze:PRINT "Achtung Ab
saven : SAVE 'Buggygra',b,42000,256"
150 SAVE "Buggygra",b,42000,256:END
9999 'MC-DATA
10000 DATA "3E01C8F29C3E01328699CDE79DCB
BE7DCB1C9E3E02328699CDE79DCDBE7DCB1C9ECD
9F9EE6013C328699CDB649ECB749ECDB849EC3A899
F401FE01200205C9FE02200204C9FE0320020CC9
0DC948494A4B4C00020801152C431600DB7E00CB
1EBB28041601", 10966
10010 DATA "1822BD7E01CD1EBB280416021816
DD7E02CD1EBB28041604180ADB7E03CD1EBB2802
1603BD7E04CD1EBB2802CBFA7AC9BD21A498CDB0
986FDD21A99BE5CDB8098E167C9BD2110A43D2808
111000DD193D20FB502100C006000BCB2109E526
006A2D292929", 9603
10020 DATA "29545B292919EBE11911FF070608
DD7E0077DD3323DD7E0077BB231910F0C9500600
0DCB212100C009E526006A2B2929292929545B2929
19EBE119DD2110A40E010608E5DBE5DD7E008E20
0ECD268CDD23DD2310F1DDDE1E179C9BDE1E11110
00DD190C18DC", 10108

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10030 DATA "00000000000000000000000000000000
00000A0A031FFF05050000050A0A041FFF050500
0005CD139F21849935200C3602CDEC987CFD219E
991808CDEC987DFD219499F5CBBFF5CD139FFD7E
004FFD7E0147F1FE002858C5FD770257FD7E04FE
0028047ACD90", 8745
10040 DATA "98C5CD3F99C1FE0EDAF599C1C5FD
7100FB7001C1CD139F3E09CDFF98FD4E00FD4601
FD7E02CDFF98FD7E093DFD77092018FD36090AFD
7E043BFD7704FEFF2006FD3604001803CDE79D3A
B799FDBE0020213A8099FDBE0120193E50FDB604
FD7704CD009F", 12361
10050 DATA "D2549A3EFFFDB7704CDE79DCD649E
3A8C99CD139FFDBE0020223ABD99FDBE01201A3E
0AFDB603FD7703CD009FFE2038053E1FFD7703CD
BE9DCD749E3A8E99FE012805CDB49E18253A8F99
FDBE00201D3A9099FDBE0120153E00328E99CD00
9FFD7E05FE05", 11674
10060 DATA "2806FB3405CD1C9EFD7E01FE0C28
04FE0E2058FD7E00FE0F282CFE122050FD36031F
CDBE9D2191993A869916005F197EFE012810CD00
9F2191993A869916005F193E01771835FD3604FF
CDE79D2191993A869916005F197EFE01281FC000
9F2191993A86", 9849
10070 DATA "9916005F193E0177180D2191993A
869916005F193E0077F1CB7F2860FD7E004FFD7E
0147FB7E02CD9098CD3F99FE0B3048CD139FDD21
CD9E1114003A8699FE022002DD190605110400DD
7E00FE002806DD1910F51826FD7E03FE00281FFD
3503DD360001", 9278
10080 DATA "FD7E00DD7701FD7E01DD7702FD7E
02DD7703CDBE9DCDF59EFD21CD9E3E0A329199FD
7E00FE002830FD4602FD4E01C53E09CDFF98C1FD
7E03CD9098FD7101FD7002C5CD3F99C1FE0B3006
FD3600001808FD7E03C604CDFF98110400FD1921
91993520BECB", 12246
10090 DATA "139FFD21CD9E3E0A329199DD2194
99FD7E00FE00287CDD7E00FDBE012037DD7E01FD
BE02202FDD35052014CDB09FDD4E00DD46013E0A
CDFF983E01325798C93E01328699DDE5FDE5CD1C
9EFDDE1DDE1FD360000183DD07E0AFDBE012035DD
7E08FDBE0220", 11643
10100 DATA "2DD0350F2014CDB09FFD4602FD4E
013E0ACDFF983E02325798C93E02328699DDE5FD
E5CD1C9EFDDE1DDE1FD360000110400FD19219199
35C2E79BFD219499FD7E00FDBE0A202BFD7E01FD
BE0B20233E00325798CDB09FFD7E004FFD7E0147
C53E0ACDFF98", 11785
10110 DATA "11E8FDCD0D9FC13E09C3FF98C9FD
4E00FD4601FD7E02CDFF98FD7E0CFD4E0AFD460B
CDFF98CD139FFD7E03FE00C2A899FD7E04FE00C2
A899FD7E0DFE00C2A899FD7E0EFE00C2A8993EFF
325798C90601F50E013E0EC5CDFF98C10C79FE21
20F30478FE1A", 13532
10120 DATA "20EBFD2100A0F13D2808116800FD
193D20FB06011E190E01FD7E00CDB09DFD7E01CD
B09DFD7E02CDB09DFD7E03CDB09DFD23FD23FD23
FD23041D20DA010F0D3E0FCDDFF9801120D3E10CD
FF98DD219499FD7E00DD77004FFD7E01DD770147
C5FB7E02DD77", 11303
10130 DATA "0A4FFD7E03DD770B473E04CDFF98
C13E03C3FF98D5FDE51E801608F5A3FE002009C5
D53E09CDFF98D1C10CCB3BF11520EAFDE1D1C9E5
C5060009110008060836001910FBC1E148060009

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060836FF1910FBC93A8699FE012809FD219E9921
D0C61807FD21", 11351
10140 DATA "949921C0C2FD4E07CB39FD7E03FD
7707CB3FB9C84718BA3A8699FE012809FD219E99
2140C51807FD2194992130C1FD4E08CB39CB39CB
39CB39FD7E04FD7708CB3FCB3FCB3FCB3FB7C847
18853A8699FE012809FD219E992118271807FD21
9499210B27CB", 11510
10150 DATA "75B8FD7E05C630C35B8BCD9F9EE6
1F3C3CFE70D23E9EF5CB9F9EE61F3C3CFE19D24B
9E47F14FC5CB3F99C1FE0920DBC9CD3E9E78328B
99793287993E0CC3FF98CB3E9E78328B9979328C
993E0BC3FF98CB9F9EFE2BC0CD3E9E7832909979
328F993E0132", 13345
10160 DATA "8E993E0BC3FF98DFA39EC9A69EFC
E5C5D5DDE52A899906003A8B994F093005010040
EB42228999463A8B99AB328B99DDE1B1C1E1C900
0000000000000000000000000000000000000000
00000000000000000000000000000000000000F5
E521469FCB21", 8081
10170 DATA "9FE1F1C9F5E521389FCB219FE1F1
C918E81B7AB320FBC9D5F5E52A8E98EBCD0D9FE1
F1D1C9E5F5D5C516007A4ECD34BD23147AFE0E20
F4C1B1F1E1C96400000000000003E100000D00709
00001F0100000F2D001000B80B09000000000000
0000000000000", 10247
19999 "GRAFIKS-DATA
20000 DATA "10B0B8D1F8F1A9592148B8D1FAF5
AA55AA55FAF5B8D12148A959F8F1B8D110B0EEEE
4040FCE061786178FCE04040EEEE7777202070F3
E168E16870F32020777710001000110011003388
228800000000000000000022883388110011001000
100000000000", 10476
20010 DATA "00000000330011FC330000000000
0000000000000000CCF38800CC0000000000000000
0000000000000000000000014121224E184104825D2
D298140408D2000030F070F0F0D0875887588768
F0C0000000EEDB11FFDD575867EE574C77CC030C
040238C12801", 6877
20020 DATA "38C1084134C2030C9FFF9FFF9FFF
0F0FFF9FFF9FFF9F0F0F30804348436A70D170D1
70E270C0FFFF118833CC76E6FDFBFBFBFCF3FDFB
FFFF000000000000000000000000000000000000
0000000000000000000000000000000000000000
000000000000", 8682

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Listing 3

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10 :
20 : BUGGYBLASTER
30 :
40 : Written by:
50 :
60 : A. Zallmann & C. Schillo
70 : Eulenweg 5 Bruchweg 4
80 : 4923 Extertal 4923 Extertal
90 : 05262/2256 05262/835
100 :
110 : Mc.Basic, Idee, Grafiks,
120 : Listings, Felder, Editor
130 : Gesamtleitung
140 :
150 :
160 : LISTING 3 - BASIC

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170 '
180 MEMORY 38900
190 feld=0
200 DIM t(10)
210 DIM t$(5)
220 DIM e$(4)
230 e$(2)="Player 1 hat gewonnen"
240 e$(1)="Player 2 hat gewonnen"
250 e$(3)="Out of Fuel"
260 e$(0)="Collision"
270 MODE 1:INK 0,25:INK 1,6:INK 2,11:INK
  3,0:BORDER 25:PEN 3
280 PAPER 0
290 SYMBOL 254,4,12,4,4,5,2,4,8:SYMBOL 2
  55,16,32,64,184,8,56,32,56
300 GOSUB 440
310 GOSUB 530
320 GOSUB 560
330 ' Menue
340 CLS:LOCATE 5,6:PRINT "1 - Spielen":L
  OCATE 5,8:PRINT "2 - Feld auswaehlen":L
  OCATE 5,10:PRINT "3 - Feldersatz laden":L
  OCATE 5,12:PRINT "4 - Tasten neu definie
  ren":LOCATE 5,14:PRINT "5 - Tasten wiede
  rherstellen":LOCATE 5,16
350 PRINT "6 - Items neu definieren":LOC
  ATE 5,18:PRINT "7 - Items wiederherstell
  en"
360 PEN 1:LOCATE 2,24:PRINT "Ihre Wahl ?
  "
370 GOSUB 570
380 i$="":WHILE i$="":i$=INKEY$:WEND
390 IF i$("<" OR i$(">") THEN 380
400 i=VAL (i$)
410 ON i GOSUB 450,580,420,850,520,950,5
  50:PAPER 0:PEN 3:GOTO 340
420 'Feldersatz laden
430 CLS
440 PRINT "Welcher Feldersatz (0-9)?"
450 i$="":WHILE i$="":i$=INKEY$:WEND
460 IF i$("<" OR i$(">") THEN 450
470 LOCATE 3,10:PRINT "BFELDER und BNAME
  N werden geladen":LOCATE 3,12:PRINT"- Bi
  tte Cassette richtig spulen !"
480 LOAD "bfelder"+i$
490 OPENIN "bnamen"+i$
500 DIM n$(10):FOR i=0 TO 9:INPUT #9,n$(
  i):NEXT
510 RETURN
520 ' Tasten wiederherstellen
530 RESTORE 530:FOR i=1 TO 10:READ t(i):
  NEXT:DATA 72,73,74,75,76,67,69,34,27,47
540 RETURN
550 ' Items wiederherstellen
560 wa=500:mun=31:munst=31:fuelst=255:fu
  el=3:shields=9:coll=1:RETURN
570 PAPER 2:PEN 3:LOCATE 1,1:PRINT "BUGG
  YBLASTER - by A.Zeilmann & C.Schillo":PA
  PER 0:PEN 3:RETURN
580 ' Feld auswaehlen
590 CLS:GOSUB 570: FOR i=0 TO 9:LOCATE 3
  ,i*2+3:PRINT i,n$(i):NEXT
600 PEN 1:LOCATE 1,24:PRINT "Welches Fel
  d wuenschen Sie ?"

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610 LOCATE 3,feld*2+3:PEN 2:PRINT feld
620 i$="":WHILE i$="":i$=INKEY$:WEND
630 IF i$("<" OR i$(">") THEN 620
640 feld=VAL(i$):RETURN
650 'Spielen
660 MODE 1
670 PEN 1:LOCATE 33,1:PRINT "FUEL:":LOCA
TE 33,3:PEN 2:PRINT "E ";CHR$(254);CHR$
(255);" F":LOCATE 33,6:PEN 1:PRINT "AMM
O:":LOCATE 33,9:PEN 2:PRINT "E ";CHR$(2
54);CHR$(255);" F":LOCATE 33,11:PEN 1:P
RINT "SHLD:":LOCATE 33,12:PRINT "PLAYER
1"
680 FOR i=&9ECD TO &9ECD+39:POKE i,0:NEX
T
690 LOCATE 33,14:PRINT "FUEL:":LOCATE 33
,16:PEN 2:PRINT "E ";CHR$(254);CHR$(255
);" F":LOCATE 33,19:PEN 1:PRINT "AMMO:":
LOCATE 33,21:PEN 2:PRINT "E ";CHR$(254
);CHR$(255);" F":LOCATE 33,24:PEN 1:PRI
NT "SHLD:":LOCATE 33,25:PRINT "PLAYER 2"
;
700 PLOT 640-144,200:DRAWR 144,0,2
710 FOR i=1 TO 10:POKE &9BA3+i,t(i):NEXT
720 POKE &9B8F,INT(wa/256):POKE &9B8E,wa
-PEEK (&9B8F)*256
730 POKE &9B59,feld+1
740 POKE &9996,3:POKE &99A0,4:POKE &9997
,munst:POKE &99A1,munst:POKE &9998,fuels
t:POKE &99A2,fuelst:POKE &9999,shields:P
OKE &99A3,shields:POKE &99AF,shields
750 POKE &999D,fuel:POKE &999C,0:POKE &9
99B,0:POKE &999A,0:POKE &99A7,fuel:POKE
&99A6,0:POKE &99A5,0:POKE &99A4,0:POKE &
9A7D,mun:POKE &9A79,mun+1:POKE &9AD1,mun
760 POKE &9A1C,fuel
770 IF coll=1 THEN POKE &9C84,&20 ELSE P
OKE &9C84,&18
790 CALL 39000
800 CLS:p=PEEK(38777)
810 IF p=255 THEN p=3
820 LOCATE (40-LEN(e$(p)))/2,12:PRINT e$
(p)
830 WHILE INKEY$("<")="":WEND:WHILE INKEY$="
":WEND
840 CLS:RETURN
850 ' Tasten definieren
860 t$(1)="hoch":t$(2)="runter":t$(3)="l
inks":t$(4)="rechts":t$(5)="Feuer"
870 CLS:PAPER 2:PEN 3:PRINT " BUGGY-BLA
STER - TASTEN NEU DEFINIEREN "
880 PAPER 0:LOCATE 1,4:PRINT "Bitte gebe
n Sie die Tastencodes Ihrer gewuenscht
en Tasten ein. Sie finden diese im B
enutzerhandbuch Anhang III, Seite 16."
890 LOCATE 1,12:PRINT "SPIELER 1":LOCATE
1,15:PRINT "Tastencode fuer"
900 FOR p=1 TO 2:LOCATE 8,12:PRINT p
910 FOR q=1 TO 5:LOCATE 17,15:PRINT t$(q
);" (";t(p*5-5+q);") "
920 LOCATE 1,17:INPUT h:IF h<1 OR h>79 T
HEN 920
930 t(p*5-5+q)=h:NEXT q,p
940 RETURN

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950 ' Items neu definieren
960 CLS
970 PAPER 2:PEN 3:LOCATE 1,1:PRINT "  BU
GGY-BLASTER - ITEMS NEU DEFINIEREN  "
980 PEN #1,3
990 WINDOW #1,1,40,12,13:PRINT #1,"Warte
schleife 1-999 ("|wa|")":CHR$(13):INPUT
#1,d:IF d<1 OR d>999 THEN 990
1000 wa=d
1010 PRINT #1,"Munition am Anfang 0-31 ("
|munst|")":INPUT #1,d
1020 IF d<0 OR d>31 THEN 1010 ELSE munst
=d
1030 PRINT #1,"Restart Munition 1-31 ("|
mun|")":INPUT #1,d
1040 IF d<1 OR d>31 THEN 1030 ELSE mun=d
1050 PRINT #1,"Fuel am Anfang 0-255 ("|f
uelst|")":INPUT #1,d
1060 IF d<0 OR d>255 THEN 1050 ELSE fuel
st=d
1070 PRINT #1,"Spritverbrauch 1-10 ("|ll
-fuel|")":INPUT #1,d
1080 IF d<1 OR d>10 THEN 1070 ELSE fuel=
ll-d
1090 PRINT #1,"Shields 1-9 ("|shields|
|")":INPUT #1,d
1100 IF d<1 OR d>9 THEN 1090 ELSE shield
s=d
1110 PRINT #1,"Collision an=1 aus=0 ("|c
oll|")":INPUT #1,d
1120 IF d<>1 AND d<>0 THEN 1110 ELSE col
l=d:RETURN
10000 SAVE "buggybas"

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Listing 4

```

10 ' Listing 4 - Felder & Feldernamen
20 MEMORY 38999
30 pc=40960
40 FOR ze=10000 TO 10100 STEP 10:PRINT z
e::sum=0:READ x#,s
50 FOR a=0 TO 99:a#=HID$(x#,a#2+1,2):POK
E pc,VAL ("L"+a#):sum=sum+VAL ("L"+a#):p
c=pc+1:NEXT a:IF sum<>s THEN PRINT "ERRO
R...":END
60 PRINT "OK":NEXT ze:PRINT "Achtung Abg
aben : SAVE 'bfelder0',b,40960,1040"
70 SAVE "bfelder0",b,40960,1040
100 DIM x$(10):FOR i=1 TO 10:READ x$(i):
NEXT
110 OPENOUT "bnamen0"
120 FOR i=1 TO 10:PRINT x$(i):PRINT #9,x
$(i):NEXT
9999 ' Felderdaten
10000 DATA"FFFFFFFFF800000001BFFE7FFDA0000
005AFFE7FF5A80000015ABFE7FD5AA0000055AAFE7
F55AAB00155AABE7D55B0200401AAA1B555B0200
401AABE7D55AAB00155AAFE7F55AA0000055ABFE7
FD5A80000015AFFE7FF5A00000005BFFE7FFD80000
001FFFFFFFFF", 12357
10010 DATA"02021F18FFFFFFFFF800000001BE7BD
E7D82400241BBDFFBDBA801B013ABFDBF15A9FC3
F95B980019D819E79B1F99E799FF998199F801B1

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801F998199FF99FF99FF19FF9818DB0018DB4CFF
321B401802B5FDBF21F400002F809FF901BFC18
3FB801C3801", 13014
10020 DATA*FFFFFFFFF020B1F0BFFFFFFFFF80000
001BFFFFFFFFD80000001BFFFFFFFFD80000001BFFFF
FFD80000001BFFFFFFFFD80000001BFFFFFFFFD80000
001BFFFC3FFD80000001BFFFFFFFFD80000001BFFFF
FFD80000001BFFFFFFFFD80000001BFFFFFFFFD80000
001BFFFFFFFFD", 13817
10030 DATA*80000001FFFFFFFFF02021F18FFFFFF
FFF80000009DFFFFFFFFEB9000002BB7FFFA994000
0ADD5FFFEADD50002A9957FFAABB5400AABB53FE
AA995502AADD5542AABB5540AA99557FAABB5500
2AABB55FFEA9954000ADB57FFFADD500002995FFF
FEB84000009", 13497
10040 DATA*B7FFFFFFD90000001FFFFFFFFF03181
F02FFFFFFFFF800000018000000018000000180000
0018000000180000001800000018000000180000
001800000018007E0018005A0018007E00180000
0018000000180000001800000018000000180000
00180000001", 6398
10050 DATA*800000018000000180000001FFFFFF
FFF02021F18FFFFFFF80000001BFFDBFFD8005A
001BBD5AB6DA55A001BB75AB6DA115A001AF75A
B6DB005A001BFFDBFFD80000001BFFDBFFD80000
001BFFDBFFD8005A001B6D5A1BF8005A38DB6D5A
6998005AFB1", 12285
10060 DATA*B6D5ABFD8005A001BFFDBFFD80000
001FFFFFFFFF0B10140AFFFFFFFFF80000001AAAA
AABB0000001AAAAAAABB0000001AAAAAAABB0000
001AAAAAAABB0000001AAAAAAABB0000001AABA
AABB0000001AAAAAAABB0000001AAAAAAABB0000
001AAAAAAAB", 11514
10070 DATA*80000001AAAAAAABB0000001AAAA
AABB0000001FFFFFFFFF020E1F0CFFFFFFFFF8000
01FE0000007C00000003C00000038000000180000
0018000000180000001800000018000000180000
0018000000180000001C00000003C0000003E0000
007FB00001F", 4809
10080 DATA*FFFE7FFF80000001BE57557DB0550
001BE57557DB0000001FFFFFFFFF02181F18FFFFF
FFF0202404182824141929249499292494992924
94982824141828001418EFFFF7DB00000001FFFE7
FFF82042041AEF42F75A2924945B8CA531DBFD24
BF1E8942917", 11856
10090 DATA*8AB5AD51BAA5A55DB8AABB551EAA99
557BAAA5551BAAB555DB2200441FFFFFFFFF0A0E1
70EFFFFFFFFF82082081820820818008200182082
08182082081EFFF7820440818214508182145
0818014B00183F01F81FE0000FF82F01E818216D
08182145081", 12044
10100 DATA*8214508180145001EFFF782082
08182082081800820018208208182082081FFFFFF
FFF02141F060000000000000000000000000000
00000000000000000000000000000000000000
00000000000000000000000000000000000000
000000000000", 4027
19999 ' Feldernamen
20000 DATA "Dodge 'em","Pac Man","Highwa
y To Heaven","The Death Race","An Empty
Desert","The Crazy Car Park","The Tactic
al Cross Over","Crime On The Telly","The
Shopping","The Dungeon Master"

Listing 5

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10 Listing 5
20 '
30 ' RUGGY-BLASTER Editor
40 ' by C. Schillo (psj)
50 '
60 MEMORY 40000
70 SYMBOL 255,0,126,126,102,102,126,126,
0
80 DIM fen$(10),wo(10),sp(4),a$(25),po(4)
90 an=0:ix=1:iy=1:ex=0
100 INK 0,26:INK 1,6:INK 2,0:INK 3,2:BOR
DER 26
110 MODE 1
120 WINDOW #0,34,40,10,25
130 WINDOW #2,34,40,1,7
140 WINDOW #4,2,31,2,24
150 WINDOW #3,33,33,1,25
160 WINDOW #1,1,32,1,25
170 PEN#1,2:PAPER#1,1:CLS#1:PEN#2,2:PAPE
R #2,0:CLS#2:PEN#3,0:PAPER#3,3:CLS#3:PEN
#4,2:PAPER#4,1:CLS#4
180 LOCATE #1,1,1:PRINT#1,STRING$(32,CHR
$(255));:LOCATE #1,1,25:PRINT#1,STRING$(
32,CHR$(255));:FOR a=2 TO 24:LOCATE #1,1
,a:PRINT#1,CHR$(255);:LOCATE #1,32,26-a:
PRINT#1,CHR$(255);:NEXT
190 CLS#3:FOR a=0 TO 9:PRINT #3,USING "##
";a::PRINT #3,CHR$(230);:NEXT
200 GOTO 390
210 IF an>10 THEN an=10
220 CLS# 2:PRINT #2,"Bisher"ian;"Felder
fertig."
230 IF sp(1)<>0 THEN LOCATE #1,sp(1),sp(
2):PRINT#1,"1";
240 IF sp(3)<>0 THEN LOCATE #1,sp(3),sp(
4):PRINT#1,"2";
250 i#=INKEY$:IF i#="" THEN 230 ELSE i=A
SC(i#)
260 IF i=98 OR i<48 THEN 490 ELSE IF i>2
3 THEN 440
270 IF i=101 THEN 290 ELSE IF i=98 THEN
630 ELSE IF i=108 THEN 330 ELSE IF i=115
THEN 360 ELSE IF i=120 THEN 390 ELSE IF
i=102 THEN 420 ELSE IF i=47 OR i=50 THE
N 810
280 GOTO 230
290 'edit
300 INPUT "e:Feld":ed:IF ed>9 OR ed<0 TH
EN 300 ELSE CLS
310 IF wo(ed+1)=0 THEN PRINT "Kein Fe
ld":GOSUB 800:CLS:GOTO 230
320 f=ed:GOSUB 720:GOTO 210
330 'load
340 INPUT "Satz":n$:CLS:IF n#<"0" OR n#>
"9" OR LEN(n#)<>1 THEN 340 ELSE s#="bfel
der"+n$:LOAD s#,40960:s#="bnamen"+n$:OPE
NIN s#:FOR a=1 TO 10:INPUT #9,fen$(a):NE
XT:CLOSEIN:an=10:FOR a=1 TO 10:wo(a)=1:L
OCATE#3,1,a+2:PRINT#3, CHR$(231)::NEXT
350 GOTO 210
360 'save
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370 IF an<10 THEN PRINT #2,"Noch";10-an,
"Felder":GOSUB 800:GOTO 210
380 INPUT "Satz";n#:CLS:IF n#<"0" OR n#>
"9" OR LEN(n#)<>1 THEN 380 ELSE s#="bfe1
der"+n#:SAVE s#,b,40960,1040:s#="bnamen"
+n#:OPENOUT g#:FOR a=1 TO 10:PRINT #9,fe
n#(a):NEXT:CLOSEOUT:GOTO 210
390 'loeschen
400 x=21:y=21:CLS #4:FOR a=2 TO 24:a#(a)="
1"+STRING$(30,"0")+1":NEXT a:a#(1)=STRIN
G$(32,"1"):a#(25)=a#(1):LOCATE #1,15,13
:PRINT #1,"f  a":PEN #1,1:PAPER #1,2:LOC
ATE #4,1,1:PRINT #4," ":PEN #1,2:PAPER #
1,1:FOR a=1 TO 4:sp(a)=0:NEXT
410 LOCATE 1,25:PRINT STRING$(30," "):GO
TO 210
420 'f1111
430 FOR a=1 TO 4:sp(a)=0:NEXT:FOR a=2 TO
24:a#(a)=STRING$(32,"1"):LOCATE #1,2,a:
PRINT#1,STRING$(30,CHR$(255)):NEXT:LOCAT
E #1,15,13:PRINT #1,"+";CHR$(255);CHR$(2
55);"a":GOTO 210
440 'cursor
450 IF i=224 THEN 590
460 x1=x:y1=y
470 x=x+(i=242 AND x>2)-(i=243 AND x<31)
:y=y+(i=240 AND y>2)-(i=241 AND y<24)
480 GOTO 530
490 'joystick
500 IF i=88 THEN 590
510 x1=x:y1=y
520 x=x+(i=8 AND x>2)-(i=9 AND x<31):y=y
+(i=11 AND y>2)-(i=10 AND y<24)
530 'c ? und del
540 IF x1=x AND y1=y THEN 230
550 PEN #1,1:PAPER #1,2:LOCATE #1,x,y:IF
MID$(a#(y),x,1)="1" THEN PRINT #1,CHR$(
255): ELSE PRINT #1," ":
560 PEN #1,2:PAPER #1,1:LOCATE #1,x1,y1:
IF MID$(a#(y1),x1,1)="1" THEN PRINT #1,C
HR$(255): ELSE PRINT #1," ":
570 LOCATE #1,13,13:PRINT #1,"+":LOCATE
#1,18,13:PRINT #1,"a":MID$(a#(13),15,1)=
"0":MID$(a#(13),18,1)="0"
580 GOTO 230
590 IF MID$(a#(y),x,1)="0" THEN MID$(a#(
y),x,1)="1" ELSE MID$(a#(y),x,1)="0"
600 LOCATE #1,x,y:PEN #1,1:PAPER #1,2:IF
MID$(a#(y),x,1)="1" THEN PRINT #1,CHR$(
255): ELSE PRINT #1," ":
610 PEN #1,2:PAPER #1,1
620 GOTO 230
630 'Feld behalten
640 IF sp(1)=0 OR sp(3)=0 THEN PRINT#2,"
? x/y ?":GOSUB 800:GOTO 210
650 INPUT #2,"b:Feld";w:IF w<0 OR w>9 TH
EN 650
660 an=an+1:IF wo(w+1)=1 THEN INPUT #2,"
Existierendes Feld loeschen (j/n)":j#:IF
j#="n" THEN 210 ELSE IF j#<>"j" THEN 66
0 ELSE an=an-1
670 INPUT #2,"Name";fen#(w+1):IF LEN(fen
#(w+1))>30 THEN 670

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680 wd(w+1)=1:LOCATE #3,1,(w+1)*2:PRINT
#3,CHR$(231));
690 FOR a=1 TO 25
700 FOR p=1 TO 4:po(p)=0:FOR b=0 TO 7:po
(p)=po(p)-2^(7-b)*MID$(a$(a),(p-1)*8+b+
1,1)="1":NEXT:POKE 40955+w*104+a*4+p,p
o(p):NEXT:NEXT:FOR a=1 TO 4:POKE 41055+w
*104+a,sp(a):NEXT
710 GOTO 210
720 ' ausgabe des feldes
730 IF ex<>0 THEN LOCATE #3,1,(ex+1)*2
:PRINT #3,CHR$(231));
740 LOCATE #3,1,(fe+1)*2:PEN #3,1:PRINT
#3,CHR$(231)):PEN#3,0
750 ex=fe:FOR a= 1 TO 25:a$(a)="-":FOR q=
0 TO 3:a$(a)=a$(a)+BIN$(PEEK(40956+q+104
+fe+a*4),8):NEXT:FOR b=1 TO 32:LOCATE #1
,b,a:IF MID$(a$(a),b,1)="1" THEN PRINT #
1,CHR$(255): ELSE PRINT #1," "
760 NEXT:NEXT:LOCATE 1,25:PRINT SPACE$(3
0):LOCATE 1,25:PRINT fen$(fe+1);
770 LOCATE #1,15,13:PRINT #1,"+":LOCATE
#1,18,13:PRINT #1,"a"
780 FOR a=1 TO 4:sp(a)=PEEK (41059+fe*10
4+a):NEXT
790 RETURN
800 WHILE INKEY$="" :WEND:RETURN
810 q=i-48:IF y=13 AND (x=15 OR x=17) TH
EN GOTO 220
820 IF q=1 AND (x(>)sp(3) OR y(>)sp(4)) TH
EN IF sp(1)<>0 THEN LOCATE #1,sp(1),sp(2
):PRINT#1," ":sp(1)=x:sp(2)=y ELSE sp(
1)=x:sp(2)=y
830 IF q=2 AND (x(>)sp(1) OR y(>)sp(2)) TH
EN IF sp(3)<>0 THEN LOCATE #1,sp(3),sp(4
):PRINT#1," ":sp(3)=x:sp(4)=y ELSE sp(3)
=x:sp(4)=y
840 GOTO 230
10000 SAVE "buggyed1"

```