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10 '4E100000001010000A4E10001010101110
   4E10000010101111111E
20 '
30 '**** INIT ****
40 '
50 '**** Grafik ****
60 INK 0,0:INK 1,14:INK 2,14:INK 3,14
70 BORDER 10
80 MODE 1
90 '**** Rahmen ****
100 DRAW 630,0,1:DRAW 630,190:DRAW 0,190
   :DRAW 0,0
110 MOVE 2,2:DRAW 630,2:DRAW 630,190:DRA
   W 2,190:DRAW 2,2
120 '**** Variablen ****
130 x1=0:y1=200:xa=-2:ya=0
140 x2=220:y2=200:xb=2:yb=0
150 '
160 '**** SPIEL ****
170 '
180 '**** Spieler 1 (Joystick) ****
190 a=JOY(0)
200 PLOT x1,y1,3
210 a2=REM(a,5)
220 IF RIGHT$(a2,4)='0000' THEN x1=x1+xa
   :y1=y1+ya

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230 IF a=0 THEN GOTO 300
240 IF a1=16 AND AND(ya)<4 AND AND(xa)<4
   THEN ya=ya*2:xa=xa*2
250 IF RIGHT$(a2,1)='1' THEN y1=y1-2:ya=
   -2:xa=0:GOTO 300
260 IF MID$(a2,4,1)='1' THEN y1=y1-2:ya=
   -2:xa=0:GOTO 300
270 IF MID$(a2,3,1)='1' THEN x1=x1-2:xa=
   -2:ya=0:GOTO 300
280 IF MID$(a2,2,1)='1' THEN x1=x1-2:xa=
   -2:ya=0
290 '**** Spieler 2 (Keyboard) ****
300 ka=INKEY(0):ra=INKEY(2):li=INKEY(8):
   re=INKEY(1):fe=INKEY(4)
310 PLOT x2,y2,3
320 IF ka+ra+re+li=-4 THEN x2=x2+xb:y2=y
   2+yb
330 IF ka+ra+re+li+fe=-3 THEN GOTO 400
340 IF fe=0 AND AND(yb)<4 AND AND(xb)<4
   THEN yb=yb*2:xb=xb*2
350 IF ka=0 THEN y2=y2+2:yb=2:xb=0:GOTO
   400
360 IF ra=0 THEN y2=y2-2:yb=-2:xb=0:GOTO
   400
370 IF li=0 THEN x2=x2-2:xb=-2:yb=0:GOTO
   400

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380 IF re=0 THEN x2=x2+2:xb=2:yb=0
390 '**** Crash ****
400 IF TEST(x1,y1)>=1 THEN GOTO 460
410 IF TEST(x2,y2)>=1 THEN GOTO 470
420 GOTO 190
430 '
440 '**** ENDE ****
450 '
460 farbe="White":f=14:1=3:PER 3:GOTO 4
   80
470 farbe="Pink":f=14:1=3:PER 3
480 LOCATE 12,12:PRINT farbe: " has crea
   sed"
490 SOUND 7,0,10,...,7
500 CLEAR INPUT
510 FOR ff=0 TO 0 STEP -1:FOR a=1 TO 30:
   INK 1,ff:INKEY a,ff
520 LOCATE 14,12:PER 1:PRINT "GAME OVER"
530 LOCATE 2,2:PRINT "Any key to go on!"
540 WHILE ka=-1:10=INKEY:WEND
550 END

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**Schnell abgetippt: Deadrive**