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1 REM *****
2 REM *****
3 REM *****
4 REM *****
5 REM *****
6 '
7 '
8 '
10 GOSUB 960
20 IF PEEK(&A35B)<>&E1 THEN SYMBOL AFTER 199
30 DATA dd,21,f0,a1,16,06,dd,7e,00,fe,00,ca,75,a2,dd,6e,02,7d,fe,16,c2,2d,2,3e
40 DATA ff,32,0f,a2,c9,dd,66,01,d5,e5,cd,75,bb,3e,20,cd,5d,bb,e1,dd,7e,00,fe,02
50 DATA ca,56,a2,7c,fe,01,c2,52,a2,2c,3e,02,dd,77,00,c3,66,a2,25,c3,66,a2,7c,fe
60 DATA 14,c2,65,a2,2c,3e,01,dd,77,00,c3,66,a2,24,dd,74,01,dd,75,02,cd,75,bb,3e,
c8,cd,5d,bb,d1,01,03,00,dd,09,15,c2,16,a2,c9,c9
70 MEMORY &9F00
80 FOR i=&A210 TO &A27F
90 READ a$
100 POKE i,VAL("&" + a$)
110 NEXT i
120 DATA 26,0a,25,2e,16,3e,40,32,0f,a0,cd,09,a0,3e,00,32,0f,a0,26,0a,25,2e,16
130 DATA cd,09,a0,3a,fb,9f,32,e9,9f,c9,cd,1a,bc,16,02,01,00,a1,d5,e5,cd,23,a0
140 DATA e1,d1,c5,01,50,00,09,c1,15,c2,11,a0,c9,16,08,1e,04,d5,0a,77,d1,03,23
150 DATA 1d,c2,27,a0,c5,01,fc,07,09,c1,15,c2,25,a0,c9,c9
160 FOR i=&9FE8 TO &A03C
170 READ a$
180 POKE i,VAL("&" + a$)

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190 NEXT i
200 DATA 0,0,128,0,0,0,128,0,0,0,128,0,0,64,192,0,0,64,200,0,0,64,200,0
210 DATA 0,0,128,0,4,64,192,4,4,64,192,4,4,192,192,132,4,144,144,132,4,144
220 DATA 144,132,4,64,192,4,4,0,128,4,0,0,0,0,0,0,0,0,0
230 adr=&A100
240 FOR i=0 TO 63:READ a
250 POKE (adr+i),a:NEXT i
260 adr=&A140
270 FOR i=0 TO 63
280 POKE (adr+i),0:NEXT i
290 DATA cd,e8,9f,3e,00,32,0f,a2,cd,10,a2,3a,0f,a2,fe,ff,c8,3e,00,32,f3,a2,3a
300 DATA f0,a2,fe,01,c0,3a,f1,a2,67,3a,f2,a2,6f,16,04,d5,e5,cd,75,bb,3e,20,cd
310 DATA 5d,bb,e1,7d,fe,01,c2,3e,a3,3e,00,32,f0,a2,d1,c9,2d,e5,cd,75,bb,cd,60
320 DATA bb,fe,c8,ca,5b,a3,3e,c9,cd,5d,bb,e1,d1,7d,32,f2,a2,15,c2,26,a3,c9,e1
330 DATA d1,dd,21,f0,a1,01,03,00,16,06,7c,dd,be,01,c2,80,a3,7d,dd,be,02
340 DATA c2,80,a3,3e,00,dd,77,00,3e,01,32,f3,a2,16,01,dd,09,15,c2,66,a3
350 DATA 3e,00,32,f0,a2,c9,c9
360 FOR i=&A300 TO &A38C
370 READ a$
380 POKE i,VAL("&"+a$)
390 NEXT i
400 SYMBOL 201,0,8,8,20,8,20,0,0
410 SYMBOL 202,137,66,4,17,128,36,66,129
420 SYMBOL 203,1,74,32,8,2,64,8,132
430 ENT 1,5,20,1,10,15,2,5,-1,3
440 ENT 2,10,3,1,2,-2,1,5,15,1
450 hsc=0
460 sc=0:a=11:POKE &9FFB,a:POKE &9FE9,a:we=0:lev=1:leve=0
470 adr=&A1F0:rei=lev:FOR i=1 TO 6
480 POKE (adr+2),INT(rei)
490 rei=rei+0.5:x=INT(RND*16)+2:POKE (adr+1),x
500 IF x>=10 THEN y=1 ELSE y=2
510 POKE (adr),y:adr=adr+3:NEXT i
520 we=we+1:IF we=7 THEN we=1
530 lev=lev+1:leve=leve+1:IF lev>=9 THEN lev=9
540 MODE 0:INK 0,0:PAPER 0:BORDER 0
550 INK 1,6:INK 2,24:INK 3,1:INK 4,11:INK 5,(we+12):PEN 5
560 INK 6,24:INK 7,6
570 ON we GOSUB 590,600,610,620,630,640
580 GOTO 650
590 SYMBOL 200,8,28,42,127,34,127,20,0:RETURN
600 SYMBOL 200,0,129,90,36,219,36,90,129:RETURN
610 SYMBOL 200,36,24,60,90,255,255,90,129:RETURN
620 SYMBOL 200,0,129,90,60,219,60,90,129:RETURN
630 SYMBOL 200,60,102,219,126,126,219,102,60:RETURN
640 SYMBOL 200,8,28,62,107,127,54,93,73:RETURN
650 LOCATE 7,10:PRINT"LEVEL":leve=ENV 1,3,3,1:SOUND 1,60,30,5,1
660 SOUND 1,53,30,5,1:SOUND 1,47,30,5,1:SOUND 1,36,70,6,1
670 FOR i=1 TO 1500:NEXT i:CLS:LOCATE 2,25:PRINT sc
680 LOCATE 15,25:PRINT hsc
690 zae=0:POKE &A2F0,0:CALL &A300
700 IF a>1 THEN IF JOY(0) AND 4 THEN a=a-2
710 IF a<19 THEN IF JOY(0) AND 8 THEN a=a+2
720 IF PEEK(&A2F0)=0 THEN IF JOY(0) AND 16 THEN POKE &A2F0,1:POKE &A2F2,&15:POKE
&A2F1,PEEK(&9FE9):SOUND 2,12,12,7,0,2
730 POKE &9FFB,a
740 CALL &A300:IF PEEK (&A20F)=255 THEN GOTO 860
750 IF PEEK (&A2F3)=1 THEN POKE &A2F3,0:GOTO 770
760 GOTO 700
770 x=PEEK(&A2F1):y=PEEK(&A2F2)-1

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780 LOCATE x,y:PEN 6:PRINT CHR$(202)
790 SOUND 1,4,55,7,0,1,12:FOR i=1 TO 12:PEN 7
800 LOCATE x,y:PRINT CHR$(203):LOCATE x,y
810 PEN 6:PRINT CHR$(202):NEXT i
820 LOCATE x,y:PRINT" ":PEN 5
830 sc=sc+10:LOCATE 2,25:PRINT sc:zae=zae+1
840 IF zae>=6 THEN zae=0:CLS:GOTO 470
850 GOTO 700
860 SOUND 1,10,60,7,0,1,13:SOUND 2,60,60,7,0,2,16
870 CLS:FOR i=1 TO 80:INK 0,INT(RND*26)+1:NEXT i
880 INK 0,0:INK 1,6:PEN 1
890 LOCATE 5,8:PRINT"GAME OVER"
900 IF sc>hsc THEN hsc=sc:LOCATE 2,9:PEN 2:PRINT"NEUER HIGH SCORE"
910 LOCATE 1,10:PRINT sc;"PUNKTE"
920 LOCATE 10,12:PRINT"Neues Spiel?":LOCATE 9,14:PRINT"Taste Druecken"
930 FOR i=1 TO 1500:NEXT i
940 CALL &BB03:CALL &BB1B
950 CLS:GOTO 460
960 MODE 1:INK 0,1:INK 1,24:INK 2,0:INK 3,6,13:PEN 3:PAPER 0:BORDER 0
970 LOCATE 15,1:PRINT"DEMON-ATTACK"
980 PEN 2:PRINT:PRINT"Verteidige die Erde gegen die Angreifer aus dem Weltraum!"
990 PEN 1:PRINT:PRINT"Die Invasoren von Daimos dringen in den Luftraum der Erde
ein.Gelingt es einem"
1000 PRINT"der Eindringlinge, den Erdboden zu erreichen, so ist das Spiel b
eendet."
1010 PRINT"Die Angreifer kommen in Wellen zu je 6 Stueck. Ist es Dir gelungen,
eine An- griffswelle abzuwehren,so startet die naechste etwas tiefer."
1020 PRINT"Steuern kannst Du Deine Basis mit dem Joystick.":PEN 3:PRINT:PRINT"
VIEL BLUECK"
1030 PRINT"Zum Starten Taste druecken"
1040 CALL &BB03
1050 DATA 60,10,60,10,60,20,56,20,50,20,50,60,60,100,60,10,60,10,60,20,56,20,50
1060 DATA 20,50,60,67,100,60,10,60,10,60,20,63,20,80,20,89,40,80,110
1070 c=4:FOR l=1 TO 2:RESTORE 1050:FOR i=1 TO 21
1080 READ a,b:SOUND 1,a*c,b*2
1090 SOUND 2,a*(c/2),b*2
1100 WHILE SQ(1)>127:WEND
1110 IF INKEY$<>"" THEN RESTORE:RETURN
1120 NEXT i
1130 c=2:NEXT l:GOTO 1070

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