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1 *****
2 **
3 **
4 **
5 **
6 **
7 **
8 *****
9 ===== Initialisierung =====
10 MODE 1:GOSUB 110:runde=0
20 GOSUB 500
29 '===== Hauptprogramm =====
30 GOSUB 180:x1=2:xn1=2:y1=2:yn1=2:x2=20:xn2=20:y2=13:yn2=13:h1=3:hn1=3:WHILE a=
0
40 GOSUB 470:GOSUB 210:GOSUB 250:GOSUB 300:GOSUB 360
50 WEND:LOCATE x1,y1:PRINT " ":LOCATE x2,y2:PRINT " ":CLS#1
59 '===== Punkteauswertung =====
60 IF a=1 THEN p1=p1+1:PRINT#1,"1 Punkt fuer Player 1"
70 IF a=2 THEN p2=p2+1:PRINT#1,"1 Punkt fuer Player 2"
80 GOSUB 840:IF runde>2 THEN GOSUB 880
90 GOSUB 470:a=0:GOTO 30
99 '===== Farbinitialisierung =====
100 INK 0,26:INK 1,7:INK 2,3:INK 3,0:BORDER 3:RETURN
109 '===== Symbole =====
110 SYMBOL AFTER 190
120 SYMBOL 190,255,129,129,129,129,129,129,255
130 SYMBOL 194,255,0,0,255,16,16,16,239
140 SYMBOL 195,187,68,68,199,4,4,4,251
150 SYMBOL 196,247,8,8,255,225,33,33,222
160 SYMBOL 200,108,146,146,69,161,138,100,24
170 RETURN
179 '===== Beschriftung =====
180 WINDOW #1,1,40,24,25:PAPER#1,3:PEN#1,2:CLS#1
190 PRINT#1,"Punkte Player 1:      Player 2:"
200 PRINT#1,"Help: ";:RETURN
209 '===== Joyabfrage Player 1 =====
210 xn1=x1+(INKEY(74)>-1)-(INKEY(75)>-1)
220 yn1=y1-(INKEY(73)>-1)+(INKEY(72)>-1):IF x1<>xn1 OR y1<>yn1 THEN SOUND 2,1500
,1,5

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230 hn1=h1+(INKEY(76)>-1):IF hn1<0 THEN hn1=0
240 RETURN
249 '===== Joyabfrage Player 2 =====
250 xn2=x2+(INKEY(50)>-1)-(INKEY(51)>-1)
260 yn2=y2-(INKEY(49)>-1)+(INKEY(48)>-1):IF x2<>xn2 OR y2<>yn2 THEN SOUND 1,1000
    ,1,5
270 hn2=h2+(INKEY(52)>-1):IF hn2<0 THEN hn2=0
280 RETURN
289 '===== Helpladegeraeusch =====
290 FOR i=1 TO 1000 STEP 100:SOUND 1,1010-i,2,13:NEXT i:RETURN
299 '===== Bewegung Player 1 =====
300 IF xn1=21 AND yn1=13 THEN h1=3:xn1=x1:yn1=y1:GOSUB 290:RETURN
310 IF xn1=27 AND yn1=15 THEN a=1:RETURN
320 IF TEST(xn1*16-3,403-16*yn1)=0 AND TEST(xn1*16-1,401-16*yn1)=3 THEN xn1=xn1+
    (5*(xn1-x1)):GOSUB 430:RETURN
330 IF TEST(xn1*16-8,410-16*yn1)=2 OR TEST(xn1*16-8,410-16*yn1)=3 THEN xn1=x1:yn
    1=y1:RETURN
340 IF TEST(xn1*16-1,401-16*yn1)=0 THEN GOSUB 430:RETURN
350 RETURN
359 '===== Bewegung Player 2 =====
360 IF xn2=21 AND yn2=13 THEN h2=3:xn2=x2:yn2=y2:GOSUB 290:RETURN
370 IF xn2=xn1 AND yn1=yn2 THEN a=2:RETURN
380 IF TEST(xn2*16-3,403-16*yn2)=0 AND TEST(xn2*16-1,401-16*yn2)=3 THEN xn2=xn2+
    (5*(xn2-x2)):GOSUB 460:RETURN
390 IF TEST(xn2*16-1,401-16*yn2)=1 AND h2<>hn2 THEN GOSUB 210:GOSUB 300:GOSUB 46
    0:h2=hn2:RETURN
400 IF TEST(xn2*16-8,410-16*yn2)=2 OR TEST(xn2*16-8,410-16*yn2)=3 THEN xn2=x2:yn
    2=y2:RETURN
410 IF TEST(xn2*16-1,401-16*yn2)=0 THEN GOSUB 460:RETURN
420 RETURN
429 '===== Hinderniss setzen =====
430 LOCATE x1,y1:PAPER 0:IF hn1<>h1 THEN PAPER 1:PRINT " ":PAPER 0:h1=hn1:GOTO 45
    0
440 PRINT " "
449 '===== Player 1 ausgeben =====
450 LOCATE xn1,yn1:PEN 3:PRINT CHR$(248+INT(RND*4)):x1=xn1:y1=yn1:RETURN
459 '===== Player 2 ausgeben =====
460 LOCATE x2,y2:PAPER 0:PRINT " ":LOCATE xn2,yn2:PEN 1:PRINT CHR$(248+INT(RND*4
    )):x2=xn2:y2=yn2:RETURN
469 '===== Punkte ausgeben =====
470 LOCATE#1,17,1:PRINT#1,p1:LOCATE#1,36,1:PRINT#1,p2
479 '===== Helps ausgeben =====
480 LOCATE#1,7,2:PRINT#1,h1:LOCATE#1,30,2:PRINT#1,h2
490 RETURN
499 '===== DATA's fuer Spielfeld =====
500 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
    ,1,1,1,1
510 DATA 1,0,0,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,1,0,0,0,1,0,0,0,0,0,0,0,0,0,0,0
    ,0,1,0,1
520 DATA 1,0,1,1,1,1,1,1,0,0,0,1,0,1,1,1,1,0,1,0,1,0,1,0,1,1,1,1,1,1,1,1,0,1
    ,0,1,0,1
530 DATA 1,0,1,0,0,0,0,1,0,1,0,1,0,1,0,0,0,0,1,0,1,0,0,0,1,0,0,0,0,0,0,0,1,0,1
    ,0,0,0,1
540 DATA 1,0,1,0,1,1,0,0,0,1,0,1,0,1,0,1,1,1,1,0,1,1,1,1,1,0,1,1,1,1,1,0,1,0,1
    ,1,1,1,1
550 DATA 1,0,1,0,0,1,1,1,1,1,0,0,0,1,0,0,0,0,0,0,1,0,0,2,1,0,1,2,0,0,0,0,0,1,0,0
    ,0,0,0,1
560 DATA 1,0,1,0,0,1,0,0,0,1,0,1,0,0,0,1,0,1,1,1,1,0,1,1,1,0,1,1,1,1,1,1,0,1,1,1
    ,1,1,0,1

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570 DATA 1,0,0,0,0,1,0,1,1,1,0,1,1,1,1,0,0,0,0,1,0,0,0,0,0,1,0,0,0,0,0,0,0,1,0,0
,1,0,0,1
580 DATA 1,0,1,0,0,1,0,0,2,1,0,1,2,0,0,1,1,1,1,0,1,0,1,1,0,1,1,1,1,0,1,1,1,1,1,0
,1,0,1,1
590 DATA 1,0,1,0,1,1,0,1,1,1,0,1,1,1,0,1,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,1,0,0,0,1,0
,1,0,0,1
600 DATA 1,0,1,0,0,0,0,0,0,1,0,1,0,0,0,1,0,1,1,1,1,1,0,1,1,1,0,1,1,0,1,0,1,0,1,0
,1,1,0,1
610 DATA 1,0,1,1,1,1,1,1,0,0,0,1,0,1,1,1,0,1,0,0,0,1,0,0,0,0,0,1,1,0,1,0,1,0,1,0
,0,0,0,1
620 DATA 1,0,1,0,0,0,0,1,0,1,1,1,0,0,0,0,0,0,0,0,0,3,1,0,1,1,1,1,1,1,0,1,1,1,0,1,1
,1,0,1,1
630 DATA 1,0,1,0,1,1,0,1,0,1,0,1,0,1,1,1,0,1,0,0,0,1,0,0,0,0,1,0,0,0,0,0,0,0,1,0
,1,0,0,1
640 DATA 1,0,1,0,1,0,0,1,0,1,0,1,0,0,0,1,0,1,1,1,1,1,0,1,0,0,4,0,1,1,1,1,1,1,1,0
,1,0,0,1
650 DATA 1,0,1,1,1,0,0,0,0,1,0,1,1,1,1,1,0,0,0,0,0,0,0,0,1,0,0,1,0,0,0,0,0,0,0,0
,1,0,1,1
660 DATA 1,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0,0,1,0,1,0,1,0,1,1,1,1,1,0,1,1,0,1,1,1
,1,0,1,1
670 DATA 1,1,1,0,1,1,1,1,0,1,1,1,0,1,1,1,1,1,0,1,0,1,0,0,0,0,0,0,0,0,2,1,0,1,2,0
,1,0,0,1
680 DATA 1,0,0,0,0,0,0,1,0,0,2,1,0,1,2,0,1,0,0,1,0,0,0,1,0,1,1,1,1,1,1,1,0,1,1,0
,1,1,0,1
690 DATA 1,0,1,1,1,0,0,0,0,1,1,1,0,1,1,0,1,0,1,1,0,1,0,1,0,0,0,1,0,0,0,0,0,0,0
,0,1,0,1
700 DATA 1,0,1,0,1,0,1,0,0,1,0,0,0,0,0,0,1,0,1,0,0,0,0,1,0,1,0,0,0,1,1,1,1,1,1
,1,1,0,1
710 DATA 1,0,0,0,1,0,0,0,0,0,0,0,0,0,1,1,0,0,0,1,0,1,0,0,1,0,0,0,1,0,0,0,0,0,0,0
,0,0,0,1
720 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1
,1,1,1,1
729 '===== Spielfeld aufbauen =====
730 INK 0,0:INK 1,26:INK 2,0:INK 3,0:BORDER 3:RESTORE 500:GOSUB 810:LOCATE 1,1:P
EN 3:FOR i=1 TO 23*40
740 READ z:ON z+1 GOSUB 760,770,780,790,800
750 SOUND 1,23*8+10-INT(i/5),1,15:NEXT i:GOSUB 100:RETURN
760 PRINT " ";;RETURN
770 PEN 2:PAPER 3:PRINT CHR$(194+INT(RND*3));;PEN 3:PAPER 0:RETURN
780 PRINT CHR$(190);;RETURN
790 PRINT CHR$(191);;RETURN
800 PEN 0:PAPER 2:PRINT CHR$(191);;PEN 3:PAPER 0:RETURN
809 '===== MORELL praesentiert =====
810 LOCATE 5,23:PEN 1:PRINT "MORELL praesentiert"
820 LOCATE 9,25:PRINT "C A T C H";
830 RETURN
839 '===== Musik =====
840 runde=runde+1:SOUND 1,284,80,15:SOUND 2,568,80,15:SOUND 3,287,80,15:SOUND 1,
190,15,15:SOUND 2,379,15,15:SOUND 3,193,15,15:SOUND 1,179,15,15
850 SOUND 2,358,15,15:SOUND 3,182,15,15:SOUND 1,159,15,15:SOUND 2,319,15,15:SOUN
D 3,162,15,15
860 SOUND 1,225,60,15:SOUND 2,451,60,15:SOUND 3,228,60,15:SOUND 1,179,50,15:SOUN
D 2,358,50,15:SOUND 3,182,50,15:SOUND 1,253,80,15:SOUND 2,506,80,15:SOUND 3,256,
80,15:SOUND 1,213,100,15
870 SOUND 2,426,150,15:SOUND 3,216,100,15:RETURN
879 '===== Hindernisse ausraeumen =====
880 FOR x=2 TO 39:FOR y=2 TO 22
890 IF TEST(x*16-1,401-16*y)=1 THEN LOCATE x,y:PRINT " "
900 NEXT y,x:runde=0:RETURN

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901  ' *****
902  ' **      REM-Zeilen haben keinen Einfluss auf den Programmablauf      **
903  ' **      Himem-fre(" ")=5606 [ ohne REM-Zeilen ]                      **
904  ' **      Himem-fre(" ")=B409 [ mit REM-Zeilen ]                       **
905  ' **      Dateiname : CATCH      Start mit RUN                        **
906  ' *****
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