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10 ' *****
20 ' *      GEISTERSCHLOSS      *
30 ' *
40 ' * ein JeBaSoft - Spiel *
50 ' *      (C) 1985      *
60 ' *****
70 u$=CHR$(12)+CHR$(24)+"      GEISTERSCHLOSS      "+CHR$(24)
80 SYMBOL AFTER 128
90 SYMBOL 128,0,0,0,24,24,0,0,0
100 SYMBOL 129,24,36,66,36,36,24,24,0
110 SYMBOL 130,24,24,24,24,24,24,24,24
120 SYMBOL 131,24,24,24,0,0,24,24,24
130 SYMBOL 132,24,24,0,0,0,0,24,24
140 SYMBOL 133,24,0,0,0,0,0,0,24
150 SYMBOL 134,0,0,0,255,255,0,0,0
160 SYMBOL 135,0,0,0,231,231,0,0,0
170 SYMBOL 136,0,0,0,195,195,0,0,0
180 SYMBOL 137,0,0,0,129,129,0,0,0
190 SYMBOL 138,255,171,213,171,213,171,213,255
200 SYMBOL 139,56,124,84,124,56,24,12,0
210 SYMBOL 140,28,62,42,62,28,24,48,0
220 SYMBOL 141,16,186,84,56,16,56,40,108
230 SYMBOL 142,16,56,20,56,16,56,72,108
240 SYMBOL 143,16,56,16,62,16,56,72,108
250 SYMBOL 144,16,56,16,56,20,58,72,108
260 SYMBOL 145,16,56,16,56,84,186,40,108
270 SYMBOL 146,16,56,16,56,80,184,36,108
280 SYMBOL 147,16,56,16,120,16,56,36,108
290 SYMBOL 148,16,184,80,56,16,56,36,108
300 MODE 1:BORDER 18:INK 0,18:INK 1,4:PAPER 0:PEN 1
310 PRINT u$
320 PRINT
330 PRINT "Spielregeln :"
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340 PRINT:PRINT"Ziel des Spieles ist es, den Sarg des Vampirs im Burginnern zu
zerstoeren."
350 PRINT:PRINT"Dabei wird man von zwei Geistern ver- folgt, die man jedoch fu
er einige Zeit stoppen kann, indem man sie mit Knob
- lauch bewirft."
360 PRINT:PRINT"Die Tueren oeffnen sich, nachdem man siemehrere Male mit Knoblau
ch beworfen hat."
370 PRINT"Die Steuerung erfolgt mit dem Joystick oder Tastatur : "
380 PRINT:PRINT" NW N NO"
390 PRINT" \ | /"
400 PRINT" \ | /"
410 PRINT" W -- * -- O"
420 PRINT" / | \"
430 PRINT" / | \"
440 PRINT" SW S SO >> Taste <<";
450 a$=INKEY$:WHILE a$="" : a$=INKEY$ : WEND
460 BORDER 4:INK 0,4:INK 1,18
470 CLS:LOCATE 10,5:PRINT"J E B A S O F T"
480 LOCATE 5,7:PRINT" presents"
490 PRINT:PRINT:PEN 2:INK 2,10:PRINT"G E I S T E R S C H L O S S"
500 PEN 1
510 LOCATE 15,20:PRINT"LOADING ..."
520 RUN "!schloss2"

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10 MODE 0:BORDER 13:INK 0,13:INK 1,0:INK 2,1:INK 3,15,6:INK 4,3:INK 5,9:INK 6,6,
15
20 hh=0
30 DIM BILD(20,25):FOR I=2 TO 20:bild(i,2)=1:bild (i,24)=1:NEXT:FOR i=2 TO 24:bi
ild (2,i)=1:bild (20,i)=1:NEXT
40 DATA 3,3,4,4,5,5,17,5,18,4,19,3,3,23,4,22,5,21,17,21,18,22,19,23,-2,-2,6,7,7,
7,8,7,9,7,10,7,12,7,13,7,14,7,15,7,16,7,6,8,16,8,6,1
0,9,10,10,10,11,10,12,10,13,10,6,9,16,9
50 DATA 16,10,6,11,9,11,13,11,16,11,6,12,16,12,6,13,9,13,13,13,16,13,6,14,9,14,1
0,14,11,14,12,14,13,14,16,14,6,15,16,15,6,16,16,16,6
,17,7,17,8,17,9,17,10,17,12,17,13,17,14,17,15,17,16,17,-1,-1
60 READ x,y:IF x=-2 THEN hh=1:GOTO 60
70 IF x=-1 THEN 80 ELSE y=y+hh:bild (x,y)=1:GOTO 60
80 bild (11,13)=6:bild (11,8)=2:bild (11,18)=2:bild (9,13)=2:bild (13,13)=2
90 px=4:py=12:pg1x=16:pg1y=5:pg2x=15:pg2y=17:pg3x=16:pg3y=21:IF RND(1)>0.5 THEN
g3$=CHR$(140) ELSE g3$=CHR$(139)
100 mann=143
110 CLS:GOSUB 200:PEN 2:LOCATE 4,19:PRINT"Level (1-5)  ?"
120 a$=INKEY$:IF a$<"1" OR a$>"5" THEN 120
130 ll=VAL (a$):l=ABS(VAL(a$)-6):so=l*10
140 SOUND 7,248,5,6.
150 LOCATE 4,19:PRINT"          ";
160 mm=1:GOTO 630
170 mm=2:GOTO 380
180 mm=3:GOTO 380
190 ON mm GOTO 170,180,160
200 CLS:PEN 1:PRINT:PRINT " "STRING$(19,138):FOR i=2 TO 23:LOCATE 2,i:PRINT CHR$
(138):LOCATE 20,i:PRINT CHR$(138):NEXT i:LOCATE 2,24
:PRINT STRING$(19,138);
210 LOCATE 3,3:PRINT CHR$(138)CHR$(10)CHR$(138)CHR$(10)CHR$(138)
220 LOCATE 17,5:PRINT CHR$(138)CHR$(11)CHR$(138)CHR$(11)CHR$(138)
230 LOCATE 3,23:PRINT CHR$(138)CHR$(11)CHR$(138)CHR$(11)CHR$(138)
240 LOCATE 17,21:PRINT CHR$(138)CHR$(10)CHR$(138)CHR$(10)CHR$(138)
250 LOCATE 6,8:PRINT STRING$(5,138)CHR$(134)STRING$(5,138)
260 LOCATE 6,9:PRINT CHR$(138)" "CHR$(138)
270 LOCATE 6,10:PRINT CHR$(138)" "CHR$(138)
280 LOCATE 6,11:PRINT CHR$(138)" "STRING$(5,138)" "CHR$(138)
290 LOCATE 6,12:PRINT CHR$(138)" "CHR$(138)" "CHR$(138)" "CHR$(138)
300 LOCATE 6,13:PRINT CHR$(138)" "CHR$(130)" "CHR$(129)" "CHR$(130)" "CHR$(138)
)
310 LOCATE 6,14:PRINT CHR$(138)" "CHR$(138)" "CHR$(138)" "CHR$(138)
320 LOCATE 6,15:PRINT CHR$(138)" "STRING$(5,138)" "CHR$(138)
330 LOCATE 6,16:PRINT CHR$(138)" "CHR$(138)
340 LOCATE 6,17:PRINT CHR$(138)" "CHR$(138)
350 LOCATE 6,18:PRINT STRING$(5,138)CHR$(134)STRING$(5,138)
360 PEN 5:LOCATE 1,6:PRINT"G":PRINT"E":PRINT"I":PRINT"S":PRINT"T":PRINT"E":PRINT
"R":PRINT"S":PRINT"C":PRINT"H":PRINT"L":PRINT"D":PRI

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NT"S":PRINT"S"
370 RETURN
380 IF f=1 THEN 480
390 LOCATE px,py:PEN 2:PRINT CHR$(mann)
400 GOSUB 1780
410 IF JO AND 16 AND jo<>16 THEN F=1:jo=jo-16
420 ON jo GOSUB 1140,1150,1160,1170,1180,1190,1200,1210,1220,1230
430 ON r GOSUB 1240,1280,1320,1360,1400,1440,1480,1520
440 IF jo<>0 THEN SOUND 3,500,1,2
450 IF f<>1 THEN r=0
460 PEN 4:LOCATE 1,1:PRINT CHR$(128)so"score : "score
470 GOTO 190
480 REM Schuss
490 hx=px:hy=py:IF so<=0 THEN GOTO 720
500 so=so-1:score = score + 11
510 ON r GOSUB 1560,1570,1580,1590,1600,1610,1620,1630
520 PEN 1
530 IF px<>hx OR py<>hy THEN LOCATE px,py:PRINT CHR$(32)
540 SOUND 7,434,5,7
550 IF bild (px+sx,py+sy)=2 THEN SOUND 7,1000,14,5,,,3:bild (px+sx,py+sy)=3:LOCA
TE px+sx,py+sy:IF px+sx=11 THEN PRINT CHR$(135):GOTO
1730 ELSE PRINT CHR$(131):GOTO 1730
560 IF bild (px+sx,py+sy)=3 THEN SOUND 7,1000,14,5,,,3:bild (px+sx,py+sy)=4:LOCA
TE px+sx,py+sy:IF px+sx=11 THEN PRINT CHR$(136):GOTO
1730 ELSE PRINT CHR$(132):GOTO 1730
570 IF bild (px+sx,py+sy)=4 THEN SOUND 7,1000,14,5,,,3:bild (px+sx,py+sy)=5:LOCA
TE px+sx,py+sy:IF px+sx=11 THEN PRINT CHR$(137):GOTO
1730 ELSE PRINT CHR$(133):GOTO 1730
580 IF bild (px+sx,py+sy)=5 THEN SOUND 7,1000,14,5,,,3:bild (px+sx,py+sy)=0:LOCA
TE px+sx,py+sy:PRINT CHR$(32):GOTO 1730
590 IF bild (px+sx,py+sy)=6 THEN 760
600 IF bild (px+sx,py+sy)=8 THEN px=px+sx:py=py+sy:GOTO 1680
610 IF bild (px+sx,py+sy)=1 THEN 1730
620 px=px+sx:py=py+sy:LOCATE px,py:PRINT CHR$(128):GOTO 530
630 REM Geister
640 GOSUB 870: ' Geist 1
650 GOSUB 960: ' Geist 2
660 GOSUB 1050: ' Geist 3
670 GOTO 190
680 REM von Geist erwischt
690 GOSUB 1920
700 CLS:MODE 1:PEN 2:PRINT"Leider wurden Sie vom Geist erwischt "
710 GOTO 810
720 REM kein Knoblauch mehr
730 GOSUB 1920
740 CLS:MODE 1:PEN 1:PRINT"Leider haben Sie kein Knoblauch mehr "
750 GOTO 790
760 CLS:MODE 1:PEN 3:PRINT"Sie haben es geschafft und den Vampir ge
toetet ":PRINT:PRINT"Herzlichen Glueckwunsch !!!!!!"
770 GOSUB 2000
780 DI
790 ' Anzeige
800 PRINT:PRINT
810 PEN 2:PRINT"Ihre Endpunktzahl betraegt : "score
820 PRINT:PRINT"Moechten Sie nochmals spielen ?"
830 a$=INKEY$:IF a$="" THEN 830
840 IF a$="j" OR a$="J" THEN RUN
850 IF a$<>"n" AND a$<>"N" THEN 830
860 PRINT:PRINT:PRINT"Schade":END:END:STOP
870 REM Geist 1
880 IF g1<>0 THEN PEN 3:LOCATE pg1x,pg1y:PRINT RIGHT$(STR$(g1),1):g1=g1-1:score=
score +g1*11:SOUND 1,70,10,5:RETURN
890 LOCATE pg1x,pg1y:PRINT CHR$(32)
900 IF pg1x>px AND bild (pg1x-1,pg1y)=0 THEN pg1x=pg1x-1:bild (pg1x,pg1y)=8:bild
(pg1x+1,pg1y)=0:GOTO 940
910 IF pg1x<px AND bild (pg1x+1,pg1y)=0 THEN pg1x=pg1x+1:bild (pg1x,pg1y)=8:bild
(pg1x-1,pg1y)=0:GOTO 940
920 IF pg1y>py AND bild (pg1x,pg1y-1)=0 THEN pg1y=pg1y-1:bild (pg1x,pg1y)=8:bild
(pg1x,pg1y+1)=0:GOTO 940
930 IF pg1y<py AND bild (pg1x,pg1y+1)=0 THEN pg1y=pg1y+1:bild (pg1x,pg1y)=8:bild
(pg1x,pg1y-1)=0:GOTO 940
940 LOCATE pg1x,pg1y:PEN 3:PRINT CHR$(139)
950 IF pg1x=px AND pg1y=py THEN 680 ELSE RETURN
960 REM Geist 2
970 IF g2<>0 THEN LOCATE pg2x,pg2y:PEN 6:PRINT RIGHT$(STR$(g2),1):g2=g2-1:score

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=score +g2*11:SOUND 2,75,10,5:RETURN
980 LOCATE pg2x,pg2y:PRINT CHR$(32)
990 IF pg2x>px AND bild (pg2x-1,pg2y)=0 THEN pg2x=pg2x-1:bild (pg2x,pg2y)=8:bild
    (pg2x+1,pg2y)=0:GOTO 1030
1000 IF pg2x<px AND bild (pg2x+1,pg2y)=0 THEN pg2x=pg2x+1:bild (pg2x,pg2y)=8:bild
    (pg2x-1,pg2y)=0:GOTO 1030
1010 IF pg2y>py AND bild (pg2x,pg2y-1)=0 THEN pg2y=pg2y-1:bild (pg2x,pg2y)=8:bild
    (pg2x,pg2y+1)=0:GOTO 1030
1020 IF pg2y<py AND bild (pg2x,pg2y+1)=0 THEN pg2y=pg2y+1:bild (pg2x,pg2y)=8:bild
    (pg2x,pg2y-1)=0:GOTO 1030
1030 LOCATE pg2x,pg2y:PEN 6:PRINT CHR$(140)
1040 IF pg2x=px AND pg2y=py THEN 680 ELSE RETURN
1050 REM Geist 3
1060 IF g3<>0 THEN LOCATE pg3x,pg3y:PEN 3:PRINT RIGHT$(STR$(g3),1):g3=g3-1:score
    =score +g3*11:SOUND 4,80,10,5:RETURN
1070 LOCATE pg3x,pg3y:PRINT CHR$(32)
1080 IF pg3x>px AND bild (pg3x-1,pg3y)=0 THEN pg3x=pg3x-1:bild (pg3x,pg3y)=8:bild
    (pg3x+1,pg3y)=0:GOTO 1120
1090 IF pg3x<px AND bild (pg3x+1,pg3y)=0 THEN pg3x=pg3x+1:bild (pg3x,pg3y)=8:bild
    (pg3x-1,pg3y)=0:GOTO 1120
1100 IF pg3y>py AND bild (pg3x,pg3y-1)=0 THEN pg3y=pg3y-1:bild (pg3x,pg3y)=8:bild
    (pg3x,pg3y+1)=0:GOTO 1120
1110 IF pg3y<py AND bild (pg3x,pg3y+1)=0 THEN pg3y=pg3y+1:bild (pg3x,pg3y)=8:bild
    (pg3x,pg3y-1)=0:GOTO 1120
1120 LOCATE pg3x,pg3y:PEN 3:PRINT g3$
1130 IF pg3x=px AND pg3y=py THEN 680 ELSE RETURN
1140 mann=141:r=1:RETURN
1150 mann=145:r=5:RETURN
1160 RETURN
1170 mann=147:r=7:RETURN
1180 mann=148:r=8:RETURN
1190 mann=146:r=6:RETURN
1200 RETURN
1210 mann=143:r=3:RETURN
1220 mann=142:r=2:RETURN
1230 mann=144:r=4:RETURN
1240 IF bild (px,py-1)=8 THEN 680
1250 IF bild (px,py-1)<>0 THEN RETURN
1260 LOCATE px,py:PRINT " ":py=py-1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1270 RETURN
1280 IF bild (px+1,py-1)=8 THEN 680
1290 IF bild (px+1,py-1)<>0 THEN RETURN
1300 LOCATE px,py:PRINT " ":py=py-1:px=px+1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1310 RETURN
1320 IF bild (px+1,py)=8 THEN 680
1330 IF bild (px+1,py)<>0 THEN RETURN
1340 LOCATE px,py:PRINT " ":px=px+1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1350 RETURN
1360 IF bild (px+1,py+1)=8 THEN 680
1370 IF bild (px+1,py+1)<>0 THEN RETURN
1380 LOCATE px,py:PRINT " ":px=px+1:py=py+1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1390 RETURN
1400 IF bild (px,py+1)=8 THEN 680
1410 IF bild (px,py+1)<>0 THEN RETURN
1420 LOCATE px,py:PRINT " ":py=py+1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1430 RETURN
1440 IF bild (px-1,py+1)=8 THEN 680
1450 IF bild (px-1,py+1)<>0 THEN RETURN
1460 LOCATE px,py:PRINT " ":py=py+1:px=px-1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1470 RETURN
1480 IF bild (px-1,py)=8 THEN 680
1490 IF bild (px-1,py)<>0 THEN RETURN
1500 LOCATE px,py:PRINT " ":px=px-1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1510 RETURN
1520 IF bild (px-1,py-1)=8 THEN 680
1530 IF bild (px-1,py-1)<>0 THEN RETURN
1540 LOCATE px,py:PRINT " ":py=py-1:px=px-1:LOCATE px,py:PEN 2:PRINT CHR$(mann)
1550 RETURN
1560 GOSUB 1660:RETURN
1570 GOSUB 1640:GOSUB 1660:RETURN
1580 GOSUB 1650:RETURN
1590 GOSUB 1670:GOSUB 1650:RETURN
1600 GOSUB 1670:RETURN
1610 GOSUB 1670:GOSUB 1640:RETURN
1620 GOSUB 1640:RETURN

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1630 GOSUB 1640:GOSUB 1660:RETURN
1640 sx=-1:RETURN
1650 sx=1:RETURN
1660 sy=-1:RETURN
1670 sy=1:RETURN
1680 REM Schuss auf Geist
1690 gg=INT (RND (1)*6)+3
1700 IF px=pg1x AND py=pg1y THEN g1=gg
1710 IF px=pg2x AND py=pg2y THEN g2=gg
1720 IF px=pg3x AND py=pg3y THEN g3=gg
1730 REM Schuss Mauer
1740 px=hx:py=hy
1750 f=0
1760 sx=0:sy=0
1770 GOTO 190
1780 REM Steuerung
1790 jo=JOY(0):IF jo<>0 THEN RETURN
1800 jo=0
1810 in=INKEY(0)
1820 IF in=0 THEN jo=jo+1
1830 in=INKEY(2)
1840 IF in=0 THEN jo=jo+2
1850 in=INKEY(8)
1860 IF in=0 THEN jo=jo+4
1870 in=INKEY(1)
1880 IF in=0 THEN jo=jo+8
1890 IF INKEY (9)=0 THEN jo=jo+16
1900 IF jo=3 OR jo=7 OR jo=11 OR jo=12 OR jo=13 OR jo=14 OR jo=15 OR jo=16 OR jo
=19 OR jo=23 OR jo=27 OR jo=28 OR jo=29 OR jo=30 OR
jo=31 THEN jo=0:RETURN
1910 RETURN
1920 REM Trauermelodie
1930 ENT 1,5,1,1,10,-1,1,10,1,1,5,-1,1
1940 RESTORE 1980
1950 READ a,b:IF a=-1 THEN RETURN
1960 SOUND 7,a,b,5,,1
1970 GOTO 1950
1980 DATA 319,50,402,40,426,30,402,30,478,300,-1,-1
1990 RETURN
2000 REM Geschafft-Melodie
2010 ENT 1,5,1,1,10,-1,1,10,1,1,5,-1,1
2020 RESTORE 2060
2030 READ a,b:IF a=-1 THEN RETURN
2040 SOUND 7,a,b,7,,1
2050 GOTO 2030
2060 DATA 478,20,0,10,478,20,426,40,506,45,478,300,-1,-1
2070 RETURN

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