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100 ' *****
110 ' *
120 ' *      JeBaSoft      presents      *
130 ' *
140 ' *      MOON - LANDING      *
150 ' *
160 ' *
170 ' *      (C) 1985 by Jens Barth      *
180 ' *
190 ' *****
200 '
210 ON BREAK GOSUB 2950
220 DEFINT b
230 '
240 ' ***** Zeichendefinitionen *****
250 '
260 SYMBOL 240,60,102,90,90,102,60,102,6
6:SYMBOL 255,0,0,0,0,0,0,24,24
270 SYMBOL 244,112,216,141,142,142,218,1
21,204
280 SYMBOL 245,0,0,16,40,16,0,0,0
290 SYMBOL 246,0,31,63,48,32,96,192,192
300 SYMBOL 247,0,255,255,0,0,0,0,0
310 SYMBOL 248,0,248,252,12,4,6,3,3
320 SYMBOL 249,192,192,192,192,192,255,0

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,0
330 SYMBOL 250,0,0,0,0,0,255,0,0
340 SYMBOL 251,3,3,3,3,3,255,0,0
350 SYMBOL 252,0,0,0,0,0,129,129,255
360 SYMBOL 253,0,1,3,6,204,120,48,0
370 SYMBOL 254,0,0,24,48,126,48,24,0
380 '
390 ' ***** Initialisierung *****
400 '
410 DIM gest(5),x(5)
420 level=5
430 RANDOMIZE TIME
440 '
450 ' ***** Farben und Windows *****
460 '
470 BORDER 0:SPEED INK 40,10:INK 0,0:INK
1,2:INK 2,6:INK 4,24:INK 6,18:INK 7,24,
0:INK 9,10:INK 10,14:INK 11,15:MODE 0
480 WINDOW#3,1,20,1,3:PEN#3,4
490 GOSUB 1630
500 bx=96:xr=0:yr=0
510 '
520 ' ***** Aufbau Spielfeld *****
530 '
540 GOSUB 1360

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550 GOSUB 1280
560 GOSUB 1240
570 LOCATE 1,24:PEN 4:PAPER 9:PRINT"
MOON-LANDING  ":PEN 1:PAPER 0
580 PLOT -10,-10,2
590 TAG:FOR i=1 TO 5:MOVE x(i),309:PRINT
CHR$(240);:NEXT:TAGOFF
600 '
610 ' ***** Anfangsmenue *****
620 '
630 GOSUB 1450
640 GOSUB 1700
650 sec=30*level
660 GOSUB 1840
670 GOSUB 1320
680 LOCATE 1,24:PEN 9:PRINT STRING$(20,1
43):PEN 1
690 GOSUB 2620:EVERY 50,3 GOSUB 2620
700 score=0
710 GOSUB 2380
720 '
730 ' ***** Hauptschleife *****
740 '
750 FOR schiffe=1 TO 5
760 fuel=300
770 x=x(schiffe):y=309
780 TAG:MOVE x,y:CALL &BD19:PRINT CHR$(2
40);:TAGOFF
790 IF jo=1 THEN PRINT CHR$(23)CHR$(1);:
PLOT -10,-10,11:TAG:MOVE x,y:CALL &BD19:
PRINT CHR$(255);:TAGOFF:PLOT -10,-10,2:P
RINT CHR$(23)CHR$(0);:GOSUB 2190
800 '
810 ' ***** Anziehungskraft ,
820 ' Joystick-Steuerung ,
830 ' Kontrolle *****
840 '
850 anz=0:5*((380-y)/10):ya=y-anz:IF y<2
80 THEN xa=xa-xx ELSE xa=x
860 IF RND<0.1 OR xx=0 THEN xx=(SGN(RND-
0.5))*(INT(RND*20))ELSE xx=xx-(SGN(xx)*R
ND*4)
870 IF INT(y-0.5)<47 THEN 1100
880 jo=JOY(0)
890 IF jo AND 1 AND yr<20 THEN yr=yr+1
900 IF jo AND 2 AND yr>-10 THEN yr=yr-1
910 IF jo AND 4 AND xr>-10 THEN xr=xr-1
920 IF jo AND 8 AND xr<10 THEN xr=xr+1
930 IF (jo AND 4 OR jo AND 8)=0 THEN xr=
xr-SGN(xr)
940 IF (jo AND 1 OR jo AND 2)=0 THEN yr=
yr-SGN(yr)
950 fuel=fuel-ABS(xr)-ABS(yr):IF fuel<=0
THEN fuel=0
960 IF y>285 THEN xr=0
970 xa=xa+xr:ya=ya+yr
980 IF ya<280 AND gest(schiffe)=0 THEN g
est(schiffe)=1:PRINT CHR$(22)CHR$(1);:GO
SUB 1310:PRINT CHR$(22)CHR$(0);
990 IF ya>279 THEN 1020
1000 IF TEST(x-4,y-16)<>0 OR TEST(x-4,y+
2)<>0 OR TEST(x+32,y+2)<>0 OR TEST(x+32,
y-16)<>0 OR TEST(x+12,y-16)<>0 THEN GOSU
B 2230:GOTO 1110
1010 IF x<0 OR x>640 OR y>399 THEN GOSUB
2280:GOTO 1110
1020 IF x>200 AND x<415 AND y<320 AND y>
288 AND gest(schiffe)=1 THEN GOSUB 2780:
GOTO 1130
1030 IF ya>400 THEN GOSUB 2280:GOTO 1110
1040 TAG:MOVE x,y:CALL &BD19:PRINT" ";:T
AGOFF
1050 x=xa:y=ya
1060 GOTO 780
1070 '
1080 ' ***** naechstes Schiff *****
1090 '
1100 GOSUB 1900
1110 xr=0:yr=0:jo=0
1120 NEXT schiffe
1130 AFTER 0,3 GOSUB 2700

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1140 GOSUB 1840
1150 IF score<score(4)THEN 1180
1160 SOUND 4,200:SOUND 4,150:SOUND 4,200
:SOUND 4,150,40:SOUND 4,100,50:GOTO 2420
1170 CLS#3:SYMBOL 240,60,102,90,90,102,6
0,102,66
1180 ERASE gest:DIM gest(5)
1190 GOTO 500
1200 '
1210 ' ***** Unterprogramme *****
1220 '
1230 '
1240 ' -- Pos. der Raumschiffe --
1250 '
1260 RESTORE 1270:FOR i=1 TO 5:READ x(i)
:NEXT:RETURN
1270 DATA 242,274,306,338,370
1280 '
1290 ' -- Malen der Faehre --
1300 '
1310 PEN 1:LOCATE 8,6:PRINT CHR$(246)STR
ING$(4,247)CHR$(248):LOCATE 8,7:PRINT CH
R$(249)STRING$(4,250)CHR$(251):RETURN
1320 '
1330 ' -- Malen des Baggers --
1340 '
1350 PLOT-10,-10,6:TAG:MOVE bx,46:PRINT
CHR$(244);:TAGOFF:PLOT-10,-10,2:RETURN
1360 '
1370 ' -- Spielfeld zeichnen --
1380 '
1390 LOCATE 1,19:PRINT SPACE$(40)
1400 PEN 9:LOCATE 1,24:PRINT STRING$(20,
143)
1410 LOCATE 1,23:PRINT CHR$(143)CHR$(143
)CHR$(215)SPACE$(14)CHR$(214)CHR$(143)CH
R$(143)
1420 LOCATE 1,22:PRINT CHR$(143)CHR$(215
)SPACE$(16)CHR$(214)CHR$(143)
1430 LOCATE 1,21:PRINT CHR$(215)SPACE$(1
8)CHR$(214)
1440 RETURN
1450 '
1460 ' -- Top 5 Tabelle --
1470 '
1480 t=0:IF score<score(4) THEN 1580
1490 IF score<score(3) THEN score(4)=sco
re:name$(4)=spieler$:GOTO 1580
1500 IF score<score(2) THEN t=1:GOTO 154
0
1510 IF score<score(1) THEN t=2:GOTO 154
0
1520 IF score<score(0) THEN t=3 ELSE t=4
1530 LOCATE 1,9
1540 FOR i=1 TO t
1550 score(5-i)=score(4-i):name$(5-i)=na
me$(4-i)
1560 NEXT i
1570 score(4-t)=score:name$(4-t)=spieler
$
1580 FOR i=0 TO 4
1590 LOCATE 1,9+i:PEN 4
1600 PRINT USING (" \ \ #####")
;name$(i);score(i)
1610 NEXT i
1620 RETURN
1630 '
1640 ' -- Init der TOP 5 --
1650 '
1660 DIM score(4),name$(4)
1670 RESTORE 1680:FOR i=0 TO 4:READ scor
e(i):READ name$(i):NEXT i
1680 DATA 2500,JeBaSoft,2200,JeBaSoft,19
00,JeBaSoft,1600,JeBaSoft,1300,JeBaSoft
1690 RETURN
1700 '
1710 ' -- Anfangsmenue --
1720 '
1730 GOSUB 1830:EVERY 100,3 GOSUB 1830
1740 LOCATE 1,1:PEN 10:PRINT" S";:PEN 4:

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PRINT "TART ";:PEN 10:PRINT "1";:PEN 4:
PRINT "-";:PEN 10:PRINT "5";:PEN 4:PRINT
Level"
1750 a$=INKEY$:IF a$<>" " THEN 1750
1760 LOCATE 7,3:PEN 4:PRINT "Level";:PEN
10:PRINT level
1770 a$=UPPER$(INKEY$):IF a$="" THEN 1770
1780 IF a$="S" OR JOY(0)=16 THEN RETURN

1790 IF a$="L" THEN GOSUB 3010:GOSUB 146
0
1800 IF a$="R" THEN GOSUB 3110
1810 IF a$>="1" AND a$<="5" THEN level=VAL
(a$)
1820 GOTO 1760
1830 SOUND 1,51,200,1,,1:SOUND 2,103,20
0,1:RETURN
1840 '
1850 ' -- Spielfeld reinigen --
1860 '
1870 FOR i=1 TO 4:LOCATE 1,i:PRINT SPACE
$(20):NEXT
1880 FOR i=9 TO 14:LOCATE 1,i:PRINT SPAC
E$(20):NEXT
1890 RETURN
1900 '
1910 ' -- Bagger fahren --
1920 '
1930 AFTER 0,3 GOSUB 2700
1940 IF INT(y)<=46-level OR anz-yr>8+lev
el THEN GOSUB 2070 ELSE score=INT(score+
anz*7*(6-level)+sec*4-ABS(320-x))+fuel*2
1950 IF INT(y)<=45 THEN y=46:PEN 9:LOCAT
E 1,24:PRINT STRING$(20,143)
1960 MOVE x,y:TAG:PRINT CHR$(240);:TAGOF
F
1970 SOUND 2,1000,391,4:FOR i=32 TO 48:M
OVE 543,i:DRAW 640,i,0:FOR delay=1 TO 20
0:NEXT delay,i
1980 FOR bx=96 TO x-32 STEP 4:SOUND 1,20
00,4,4:CALL &BD19:GOSUB 1350:TAG:MOVE bx
,46:PRINT " ";:NEXT bx
1990 SOUND 1,2000,4,4
2000 FOR bx=x-32 TO 640 STEP 4:SOUND 1,2
000,4,4:TAG:CALL &BD19:PLOT-10,-10,6:MOV
E bx,46:PRINT CHR$(244);:PLOT-10,-10,2:M
OVE bx+28,46:PRINT CHR$(240);:MOVE bx,46
:PRINT " ";:TAGOFF:NEXT
2010 FOR delay=1 TO 140:NEXT delay
2020 GOSUB 1360
2030 bx=96:GOSUB 1350
2040 SYMBOL 240,60,102,90,90,102,60,102,
66
2050 GOSUB 2620:EVERY 50,3 GOSUB 2620:GO
SUB 2380
2060 RETURN
2070 '
2080 ' -- Explosion eines Schiffes --
2090 '
2100 SYMBOL 240,0,0,0,24,60,102,106,255:
LOCATE 1,24:PEN 9:PRINT STRING$(20,143)
2110 MOVE x,46:TAG:PRINT CHR$(240);:TAGO
FF
2120 GOSUB 2140
2130 RETURN
2140 '
2150 ' -- Explosionsgeraeusch --
2160 '
2170 FOR explo=5 TO 0 STEP -1:SOUND 1,0,
50,explo,,4:NEXT explo
2180 RETURN
2190 '
2200 ' -- Sound nach Schiffhoehe --
2210 '
2220 SOUND 4,500-y,21,3,,1:RETURN
2230 '
2240 ' -- Crash --
2250 '
2260 SYMBOL 240,0,0,0,24,60,102,106,255:
MOVE x,y:TAG:PRINT CHR$(240);:TAGOFF
2270 GOSUB 2140:GOTO 2010

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2280 '
2290 ' -- Verschollen --
2300 '
2310 TAGOFF:PEN 7:LOCATE 1,10:PRINT "
VERSCHOLLEN"
2320 GOSUB 2890
2330 FOR delay=1 TO 4000:NEXT delay
2340 PEN 1:LOCATE 1,10:PRINT SPACE$(20)
2350 MOVE x,y:TAG:PRINT " ";:TAGOFF
2360 GOSUB 2380
2370 RETURN
2380 '
2390 ' -- SCORE-Anzeige --
2400 '
2410 LOCATE#3,7,1:PRINT#3,"SCORE :";USIN
G"####";score:RETURN
2420 '
2430 ' -- Namenseingabe --
2440 '
2450 CLS#3:LOCATE 5,9:PEN 4:PRINT ".....
.....":pointer=0:po=13:spieler$="":buch$
=" ABCDEFGHIJKLMNOPQRSTUVWXYZ." +CHR
$(252)+CHR$(253)+CHR$(254)+" "
2460 PEN 2:LOCATE 1,15:PRINT "You're in t
he TOP 5.":PRINT:PRINT " Use joystick to
":PRINT " enter your name"
2470 LOCATE 5,1:PEN 4:PRINT MID$(buch$,p
o-5,5);:PEN 10:PRINT MID$(buch$,po,1);:P
EN 4:PRINT MID$(buch$,po+1,5)
2480 j=JOY(0)
2490 IF j=4 AND po>7 THEN po=po-1
2500 IF j=8 AND po<36 THEN po=po+1
2510 IF j=16 THEN GOSUB 2540
2520 FOR delay=1 TO 30:NEXT delay
2530 GOTO 2470
2540 e$=MID$(buch$,po,1)
2550 IF e$=CHR$(253) THEN LOCATE 1,15:PRI
NT SPACE$(80);:GOTO 1170
2560 IF pointer>10 AND e$<>CHR$(254) THEN
RETURN
2570 IF e$=CHR$(252) THEN e$=" "
2580 IF e$=CHR$(254) AND pointer>0 THEN L
OCATE pointer+4,9:PEN 4:PRINT ".CHR$(8):
pointer=pointer-1:spieler$=LEFT$(spieler
$,LEN(spieler$)-1):GOTO 2610
2590 pointer=pointer+1
2600 PEN 10:LOCATE pointer+4,9:PRINT e$:
spieler$=spieler$+e$
2610 FOR delay=1 TO 200:NEXT delay:RETUR
N
2620 '
2630 ' -- Zeitnehmer --
2640 '
2650 score=score-1:sec=sec-1:IF sec=-1 T
HEN 2720
2660 IF score<=0 THEN score=0
2670 m=INT(sec/60):s=sec-m*60:LOCATE#3,2
,1:PRINT#3,USING"#";m;
2680 s$=RIGHT$(STR$(s),LEN(STR$(s))-1):I
F s<10 THEN s$="0"+s$
2690 PRINT#3,"":s$
2700 RETURN
2710 '
2720 ' -- Zeit zuende --
2730 '
2740 TAGOFF:PEN 7:LOCATE 1,10:PRINT "
TIME OUT"
2750 GOSUB 2890
2760 FOR delay=1 TO 10000:NEXT delay
2770 GOTO 1130
2780 '
2790 ' -- Rammen der Faehre --
2800 '
2810 FOR explo=7 TO 0 STEP -1:SOUND 1,0,5
0,explo,,10:NEXT explo
2820 WINDOW#4,7,14,4,23
2830 FOR scroll=1 TO 25
2840 LOCATE#4,1,1:PRINT#4,CHR$(8)
2850 FOR delay=1 TO 100:NEXT delay
2860 NEXT scroll
2870 score=0

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```
2880 RETURN
2890 '
2900 ' -- Traurige Melodie --
2910 '
2920 SOUND 4,240,60:SOUND 4,285,60
2930 SOUND 4,267,60:SOUND 4,318,60
2940 SOUND 4,285,180:RETURN
2950 '
2960 ' -- BREAK-Behandlung --
2970 '
2980 CALL &BC02:MODE 2:PEN 1:END
2990 '
3000 '
3010 ' -- TOP 5 laden --
3020 '
3030 OPENIN "!TOP5.LDN"
3040 FOR i=0 TO 4
3050 INPUT #9,name$(i)
3060 INPUT #9,score(i)
```

```
3070 NEXT i
3080 CLOSEIN
3090 RETURN
3100 '
3110 ' -- TOP 5 retten --
3120 '
3130 OPENOUT "!TOP5.LDN"
3140 FOR i=0 TO 4
3150 PRINT#9,name$(i)
3160 PRINT#9,score(i)
3170 NEXT i
3180 CLOSEOUT
3190 RETURN
3200 '
3210 ' *****
3220 ' * ENDE des Programmes *
3230 ' *****
3240 ' * JeBaSoft '85/'86 *
3250 ' *****
```