

```

1 '*****
2 '*          POLTERGEIST          *
3 '*          VON                  *
4 '*          MICHAEL BUSSMANN     *
5 '*          FUER                  *
6 '*          SCHNEIDER AKTIV      *
7 '*          CPC 464/664/6128     *
8 '*****
10 SYMBOL AFTER 0
20 SYMBOL 45,0,0,0,69,170,16
30 SYMBOL 77,42,85,85,21,37,74,41
40 SYMBOL 80,44,82,81,18,60,16,32
50 SYMBOL 83,29,38,64,82,77,34,28
60 SYMBOL 99,0,0,28,38,64,34,28
70 SYMBOL 101,0,0,24,44,80,102,56
80 SYMBOL 102,24,44,32,120,48,32,32
90 SYMBOL 103,0,0,16,40,68,60,8,112
100 SYMBOL 105,0,16,0,48,16,24,16
110 SYMBOL 108,40,16,16,16,16,16,8
120 SYMBOL 110,0,0,88,36,36,54,36
130 SYMBOL 111,0,0,24,36,70,68,56
140 SYMBOL 112,0,0,80,40,36,120,32,32
150 SYMBOL 114,0,0,88,36,32,32,16
160 SYMBOL 115,8,4,56,64,56,68,56
170 SYMBOL 116,8,16,56,16,16,24,16
180 BORDER 0:INK 0,0:FOR f=1 TO 15:INK F
,6:NEXT
190 MODE 0
200 f=1
210 a$="Microtronic - Soft"
220 ORIGIN 1,355
230 FOR k=1 TO 18
240 a=ASC(MID$(a$,k,1))
250 c=HIMEM+a*8+8
260 FOR i=1 TO 8
270 as=PEEK(c)
280 b$=BIN$(as,8)
290 FOR j=1 TO 8
300 s$=MID$(b$,j,1)
310 IF s$="0" THEN 330
320 PLOT x+j*4,i*5,f:PLOT x+j*4,i*5+1:PL
OT x+2+j*4,i*5:PLOT x+j*4,i*5+3:PLOT x+j
*4,i*5+2:PLOT x+2+j*4,i*5+2
330 NEXT j:f=f+1
340 c=c-1:NEXT i:f=1
350 x=x+32
360 NEXT k
370 x=0
380 t$="presents:"
390 FOR a=1 TO 9
400 PEN a
410 z=INT(RND*2)+1
420 s$=MID$(t$,a,1):p=10-LEN(t$)/2+a
430 ON z GOSUB 450,460
440 NEXT a:GOTO 480
450 FOR b=24 TO 4 STEP-1:LOCATE p,b+1:PR
INT" ":LOCATE p,b:PAPER 15-a:PRINT s$:GO
SUB 470:NEXT:RETURN
460 FOR b=18 TO p STEP-1:LOCATE b+1,4:PR
INT" ":PAPER 15-a:LOCATE b,4:PRINT s$:GO

```

```

SUB 470:NEXT:RETURN
470 SOUND 1,b*10,1:PAPER 0:RETURN
480 ORIGIN 1,20:a$="Poltergeist"
490 f=1:FOR k=1 TO 11:a=ASC(MID$(a$,k,1)
):c=HIMEM+a*8+8
500 FOR i=1 TO 8:as=PEEK(c):b$=BIN$(as,8
):FOR j=1 TO 8:s$=MID$(b$,j,1):IF s$="0"
THEN 530
510 PLOT x+j*4,i*5,f
520 PLOT x+j*4,i*5+1:PLOT x+2+j*4,i*5:PL
OT x+j*4,i*5+3:PLOT x+j*4,i*5+2:PLOT x+2
+j*4,i*5+2
530 NEXT j:f=f+1:c=c-1:IF f=16 THEN f=1
540 NEXT i
550 x=x+52:NEXT k:ORIGIN 0,0
560 p=1:FOR a=0 TO PI*4 STEP 0.1
570 p=p+1+15*(p=15):PLOT 51*a,SIN(a)*50+
120:DRAW 320,330,p:NEXT
580 FOR a=0 TO 2*PI STEP 0.1:FOR b=0 TO
3
590 TAG:PLOT-1,-2,b+1:MOVE SIN(a)*40+250
-b*4,COS(a)*40+180-b*8:PRINT CHR$(143):
NEXT:NEXT:TAGOFF
600 RESTORE 610:DIM c(16):FOR f=0 TO 15:
READ fa:FOR s=1000 TO 700 STEP-15:SOUND
1,s/(f+1),1,5:INK f,RND*30:NEXT s:FOR w=
1 TO 50:NEXT w:INK f,fa:c(f)=fa:NEXT:BOR
DER 13
610 DATA 0,24,15,3,6,7,17,5,11,2,1,10,18
,21,22,25
620 RESTORE 4180
630 SYMBOL AFTER 0
640 EVERY 15 GOSUB 4150
650 FOR b=1 TO 100:c(16)=c(1):FOR a=1 TO
15:INK a,c(a):c(a)=c(a+1):NEXT a,b
660 'laufschrift
670 a$=CHR$(164):b$=SPACE$(18)
680 t$=b$+"Poltergeist "+a$+" by Michael
Bussmann & Lutz Klein. Ret
ten Sie das Kind Ihrer Familie aus den H
aenden des Poltergeistes.Doch hueten Sie
sich mit einer der Fallen zusammen zu s
tossen. AFEUERU druecken"+b$
690 INK 15,1:INK 14,18:PAPER 15:PEN 14
700 FOR i=1 TO 255:LOCATE 2,25:PRINT MID
$(t$,i,18)
710 IF INKEY(76)<>0 THEN NEXT:GOTO 700
720 r=REMAIN(0)
730 PAPER 0:PEN 1
740 FOR pe=1 TO 15:FOR f=10 TO 0 STEP-1:
INK pe,f:SOUND 1,f*pe,1,5:NEXT f:FOR wa=
1 TO 100:NEXT wa,pe
750 CLEAR:PAPER 0:MODE 0
760 live=4:screen=1:SPEED INK 5,5
770 'SYMBOLS
780 SYMBOL 65,24,60,110,82,52,24,24,90
790 SYMBOL 66,56,16,16,16,56,56,56,16
800 SYMBOL 67,7,13,29,52,112,213,149,56
810 SYMBOL 68,0,56,124,186,214,186,124,5
6

```



```

feld(xm,ym)=2 AND screen<>19 THEN PEN 2:
LOCATE xm,ym:PRINT"B"ELSE IF bag=1 AND f
eld(xm,ym)=4 THEN PEN 5:LOCATE xm,ym:PRI
NT"D"
1450 xm=xm-1
1460 IF screen=19 AND feld(xm,ym)=2 THEN
LOCATE 7,7:PRINT" ":LOCATE 7,8:PRINT" "
:feld(7,7)=0:feld(7,8)=0:sp=1:GOTO 4200
1470 IF feld(xm,ym)=12 AND screen>1 THEN
screen=screen-1:GOTO 1830 ELSE IF feld(
xm,ym)=12 AND screen<=1 THEN xm=xm+1
1480 IF feld(xm,ym)=1 OR feld(xn,ym)=5 O
R feld(xm,ym)=9 OR feld(xn,ym)=10 OR fel
d(xm,ym)=16 THEN xm=xm+1
1490 IF feld(xm,ym)=3 OR feld(xn,ym)=7 O
R feld(xm,ym)=8 OR feld(xm,ym)=6 OR feld
(xm,ym)=14 OR feld(xm,ym)=17 OR feld(xm,
ym)=20 THEN 1750
1500 IF xm=geistx AND ym=geisty THEN 175
0
1510 IF bag<>1 AND feld(xm,ym)=2 THEN ba
g=1:spaten=1:LOCATE xm,ym:PRINT" ":feld(
xm,ym)=0:GOTO 4200
1520 IF bag<>1 AND feld(xn,ym)=4 AND scr
een=3 THEN bag=1:ball1=1:LOCATE xm,ym:PR
INT" ":feld(xn,ym)=0:GOTO 4200
1530 IF bag<>1 AND feld(xm,ym)=4 AND scr
een=10 THEN bag=1:ball2=1:LOCATE xm,ym:P
RINT" ":feld(xm,ym)=0:GOTO 4200
1540 SOUND 1,0,1,7,0,0,30:LOCATE xm,ym:P
EN 15:IF(bewl MOD 2)=0 THEN PRINT"O"ELSE
PRINT"W"
1550 GOTO 1160
1560 LOCATE xm,ym:PRINT" ":IF bag=1 AND
feld(xm,ym)=2 THEN PEN 2:LOCATE xm,ym:PR
INT"B":feld(xn,ym)=0 ELSE IF bag=1 AND f
eld(xm,ym)=4 THEN PEN 5:LOCATE xm,ym:PRI
NT"D":feld(xm,ym)=0
1570 IF feld(xm,ym)=13 THEN screen=scre
n+1:GOTO 1830
1580 xm=xm+1
1590 IF feld(xm,ym)=1 OR feld(xn,ym)=5 O
R feld(xm,ym)=9 OR feld(xm,ym)=11 OR fel
d(xm,ym)=16 THEN xm=xm-1
1600 IF feld(xm,ym)=3 OR feld(xm,ym)=7 O
R feld(xm,ym)=8 OR feld(xm,ym)=6 OR feld
(xm,ym)=14 OR feld(xm,ym)=17 OR feld(xm,
ym)=20 THEN 1750
1610 IF xm=geistx AND ym=geisty THEN 175
0
1620 IF bag<>1 AND feld(xm,ym)=2 THEN ba
g=1:spaten=1:LOCATE xm,ym:PRINT" ":feld(
xm,ym)=0:GOTO 4200
1630 IF bag<>1 AND feld(xm,ym)=4 AND scr
een=3 THEN bag=1:ball1=1:LOCATE xm,ym:PR
INT" ":feld(xn,ym)=0:GOTO 4200
1640 IF bag<>1 AND feld(xm,ym)=4 AND scr
een=10 THEN bag=1:ball2=1:LOCATE xm,ym:P
RINT" ":feld(xm,ym)=0:GOTO 4200
1650 PEN 15:SOUND 1,0,1,7,0,0,30:LOCATE

```

```

xm,ym:IF(bewr MOD 2)=0 THEN PRINT"N"ELSE
PRINT"X"
1660 GOTO 1160
1670 'ball werfen
1680 IF screen<>16 AND NOT(ym=5 OR ym=6)
THEN 1160
1690 FOR n=xm TO 10:LOCATE n,ym:PEN 5:PR
INT"D":LOCATE n,ym:PRINT" ":SOUND 1,n*10
,1,7,0,0,2:IF feld(n,ym)=6 THEN GOTO 430
0 ELSE IF feld(n,ym)<>0 THEN 1160
1700 NEXT
1710 IF ball1=1 THEN ball1=0 ELSE IF bal
l2=1 THEN ball2=0
1720 bag=0:spaten=1
1730 'keller
1740 IF spaten<>1 THEN 1270 ELSE tuer=1:
FOR s=8 TO 1 STEP-3:FOR a=200 TO 400:SOU
ND 4,a/s,1,7:NEXT a,s:LOCATE 10,7:PRINT"
K":LOCATE 10,8:PRINT"M":feld(10,7)=11:fe
ld(10,8)=13:bag=0:spaten=1:GOTO 1160
1750 '-leben
1760 live=live-1:IF live<>0 THEN FOR b=1
TO 400 STEP 10:SOUND 1,b,1,7:SOUND 4,b*
2,1,7:NEXT b:GOTO 1830
1770 ENV 1,1,12,1,12,-1,5:ton=0:RESTORE
4650:WHILE ton<>1:READ ton:SOUND 1,ton,3
0,0,1:SOUND 4,ton*2,30,0,1:SOUND 2,ton/2
,30,0,1:WEND
1780 FOR a=1 TO 5
1790 OUT &BC00,13:FOR z=1 TO 40:SOUND 4,
z*a,1,7:OUT &BD00,z:INK RND*15,RND*30:NE
XT z
1800 OUT &BC00,8:OUT &BD00,1:SOUND 1,0,1
00,7,0,0,30:FOR w=1 TO 1000:NEXT w
1810 NEXT a
1820 OUT &BC00,8:OUT &BD00,0:RUN
1830 IF screen<6 THEN INK 0,1:INK 4,15 E
LSE IF(screen>=6 AND screen<9)THEN INK 0
,13:INK 4,1 ELSE IF screen>=9 THEN INK 0
,0:INK 4,1
1840 CLS:ERASE feld:DIM feld(11,11)
1850 IF screen=1 THEN RESTORE 1950 ELSE
IF screen=2 THEN RESTORE 2070 ELSE IF sc
reen=3 THEN RESTORE 2180 ELSE IF screen=
4 THEN RESTORE 2290 ELSE IF screen=5 THE
N RESTORE 2400 ELSE IF screen=9 THEN RES
TORE 2510 ELSE IF screen=10 THEN RESTORE
2620
1860 IF screen=11 THEN RESTORE 2730 ELSE
IF screen=12 THEN RESTORE 2840 ELSE IF
screen=13 THEN RESTORE 2950 ELSE IF scre
en=14 THEN RESTORE 3060 ELSE IF screen=1
5 THEN RESTORE 3170 ELSE IF screen=16 TH
EN RESTORE 3280 ELSE IF screen=17 THEN R
ESTORE 3380
1870 IF screen=18 THEN RESTORE 3490 ELSE
IF screen=19 THEN RESTORE 3600
1880 IF screen=6 THEN RESTORE 3710 ELSE
IF screen=7 THEN RESTORE 3820 ELSE IF sc
reen=8 THEN RESTORE 3930

```



```

1890 FOR y=1 TO 10:FOR x=1 TO 10:LOCATE
x,y:READ wert:feld(x,y)=wert:IF wert=0 T
HEN PRINT" "ELSE IF wert=1 THEN PEN 6:PR
INT"A"ELSE IF wert=2 THEN PEN 2:PRINT"B"
ELSE IF wert=3 THEN PEN 2:PRINT"C"ELSE I
F wert=4 THEN PEN 5:PRINT"D"
1900 IF wert=5 THEN PEN 4:PRINT"E"ELSE I
F wert=6 THEN PEN 11:PRINT"F"ELSE IF wer
t=7 THEN PEN 9:PRINT"G"ELSE IF wert=8 TH
EN PEN 1:PRINT"H"ELSE IF wert=9 THEN PEN
13:PRINT"I"
1910 IF wert=10 THEN PEN 8:LOCATE x,y:PR
INT"J"ELSE IF wert=11 THEN PEN 12:LOCATE
x,y:PRINT"K"ELSE IF wert=12 THEN PEN 8:
LOCATE x,y:PRINT"L"ELSE IF wert=13 THEN
PEN 12:LOCATE x,y:PRINT"M"ELSE IF wert=1
4 THEN LOCATE x,y:PEN 10:PRINT"Q"
1920 LOCATE x,y:IF wert=15 THEN PEN 12:P
RINT"T"ELSE IF wert=16 THEN PEN 3:PRINT"
U"ELSE IF wert=17 THEN PEN 8:PRINT"V"ELS
E IF wert=20 THEN PEN 7:PRINT"0"
1930 NEXT x,y
1940 READ geistx,geisty,geist%,b%,bl%
1950 '1.
1960 DATA 1,1,1,1,1,1,1,1,1,1
1970 DATA 1,1,1,0,0,0,0,0,1,1
1980 DATA 1,1,1,0,0,0,7,1,1,1
1990 DATA 1,1,1,1,0,0,9,1,1,1
2000 DATA 10,0,0,0,0,0,0,0,0,11
2010 DATA 12,0,0,0,0,0,0,0,0,13
2020 DATA 1,1,1,0,0,1,0,0,1,1
2030 DATA 1,1,1,1,7,1,3,1,1,1
2040 DATA 1,1,1,1,1,1,1,1,1,1
2050 DATA 9,9,9,9,9,9,9,9,9,6,2,1,you
are in the,forest
2060 '2.
2070 DATA 9,9,9,9,9,9,9,9,9,9
2080 DATA 9,9,9,0,0,2,9,9,0,9
2090 DATA 9,9,0,0,0,9,9,0,9,9
2100 DATA 9,9,0,0,0,9,9,0,9,9
2110 DATA 10,0,0,0,0,0,0,0,0,11
2120 DATA 12,0,0,0,0,0,0,0,0,13
2130 DATA 9,9,9,0,0,9,9,9,9,9
2140 DATA 9,9,9,0,9,9,9,9,9,9
2150 DATA 9,9,7,7,0,0,9,9,9,9
2160 DATA 5,5,5,5,5,5,5,5,5,5,1,you
are at the,ghostcliffs
2170 '3.
2180 DATA 7,7,7,7,7,7,7,7,7,7
2190 DATA 7,7,7,0,9,0,7,7,7,7
2200 DATA 7,7,7,0,7,7,7,7,7,7
2210 DATA 7,7,0,0,0,8,0,7,0,7
2220 DATA 10,0,0,0,0,0,0,0,0,11
2230 DATA 12,0,0,0,0,0,0,0,0,13
2240 DATA 8,8,8,0,0,7,7,0,0,8
2250 DATA 1,1,1,1,0,0,1,1,1,1
2260 DATA 9,9,9,3,3,0,4,0,1,1
2270 DATA 5,5,5,5,5,5,5,5,5,4,2,1,you
are in the,garden
2280 '4.

```

```

2290 DATA 8,8,8,8,8,8,8,8,8,8
2300 DATA 8,0,0,0,0,0,0,8,0,0,11
2310 DATA 8,0,8,8,8,0,8,0,0,13
2320 DATA 8,0,0,8,8,0,8,0,0,8
2330 DATA 10,0,8,0,0,0,8,8,0,8
2340 DATA 12,0,8,0,0,0,8,8,0,8
2350 DATA 8,0,1,0,8,8,0,0,0,8
2360 DATA 8,8,8,0,8,8,8,8,0,8
2370 DATA 8,7,7,0,0,0,0,0,0,8
2380 DATA 8,8,8,8,8,8,8,8,8,8,1,1,0,you
are in the,labyrinth
2390 '5.
2400 DATA 1,1,1,1,1,1,1,1,1,1
2410 DATA 1,1,3,3,1,0,3,0,0,1
2420 DATA 1,1,1,0,1,0,1,0,0,8
2430 DATA 1,1,0,0,0,0,0,0,0,8
2440 DATA 10,0,0,1,1,1,0,0,7,1
2450 DATA 12,0,0,1,1,1,0,0,7,1
2460 DATA 1,7,7,1,1,1,1,0,0,1
2470 DATA 1,9,9,1,1,1,3,3,0,8
2480 DATA 1,9,9,1,1,1,3,3,0,7
2490 DATA 5,5,5,5,5,5,5,5,3,7,1,1,0,you
are near the,caves
2500 '9.
2510 DATA 5,5,5,5,5,5,5,5,5,5
2520 DATA 5,5,5,5,9,7,3,8,0,11
2530 DATA 5,5,0,0,9,0,7,7,0,13
2540 DATA 5,0,0,0,5,5,5,7,0,5
2550 DATA 10,0,9,0,5,5,9,3,0,5
2560 DATA 12,0,9,0,5,5,9,3,0,5
2570 DATA 5,9,9,0,5,9,3,5,0,5
2580 DATA 5,3,3,0,3,3,5,5,0,5
2590 DATA 5,7,7,0,0,0,0,0,0,5
2600 DATA 5,7,7,7,7,8,8,8,8,5,1,1,0,you
are in the,cave of shadows
2610 '10.
2620 DATA 9,9,9,9,9,9,9,9,9,9
2630 DATA 9,9,9,9,9,9,9,7,4,9
2640 DATA 9,9,9,9,9,9,0,0,0,9
2650 DATA 9,9,9,9,9,9,9,0,7,9
2660 DATA 10,0,0,9,9,9,9,0,0,7
2670 DATA 12,0,0,3,9,9,3,3,0,9
2680 DATA 9,0,7,9,9,9,7,0,0,7
2690 DATA 7,0,0,0,0,7,8,8,0,11
2700 DATA 9,3,8,7,0,0,0,0,0,13
2710 DATA 9,9,9,9,8,8,8,8,8,9,1,1,0,you
are under the,ghostcliffs
2720 '11.
2730 DATA 5,5,5,5,5,5,5,5,5,5
2740 DATA 9,9,8,0,0,0,0,0,7,9
2750 DATA 5,3,0,0,5,9,8,0,9,7
2760 DATA 9,5,0,8,0,0,0,0,9,7
2770 DATA 10,0,0,5,0,5,5,0,8,9
2780 DATA 12,0,0,5,0,5,5,5,7,9
2790 DATA 5,7,8,5,0,0,9,9,9,9
2800 DATA 9,3,3,9,8,0,0,0,0,11
2810 DATA 9,7,8,9,8,8,8,8,0,13
2820 DATA 9,7,5,8,9,7,5,8,9,7,1,1,0,you
are under the,river
2830 '12.

```

2840 DATA 5,9,5,9,5,5,9,5,9,9
2850 DATA 5,5,9,9,9,5,9,8,0,11
2860 DATA 9,9,9,5,9,5,8,0,0,13
2870 DATA 5,5,9,9,5,8,0,0,8,9
2880 DATA 10,0,7,5,8,0,0,8,5,9
2890 DATA 12,0,0,7,0,0,7,8,9,5
2900 DATA 9,7,0,0,0,8,8,9,9,5
2910 DATA 9,5,7,0,0,8,5,9,9,5
2920 DATA 9,5,9,7,8,5,9,5,9,9
2930 DATA 9,5,5,9,9,5,9,5,9,9,1,1,0,you
are in the,tunnel
2940 '13.
2950 DATA 7,7,7,7,7,7,7,7,7,7
2960 DATA 7,7,7,7,0,0,0,0,0,7
2970 DATA 7,7,7,0,0,7,0,0,7,7
2980 DATA 7,7,0,0,8,0,0,7,7,7
2990 DATA 10,0,0,8,8,0,0,7,7,7
3000 DATA 12,0,3,7,8,7,0,3,7,7
3010 DATA 7,0,7,3,8,3,0,0,7,7
3020 DATA 14,14,14,14,14,14,14,0,0,11
3030 DATA 14,14,14,14,14,14,14,14,0,13
3040 DATA 14,14,14,14,14,14,14,14,14,14,
1,1,0,you are by the,river
3050 '14.
3060 DATA 3,3,3,3,3,3,3,3,3,3
3070 DATA 3,3,0,0,0,0,0,0,0,3
3080 DATA 3,3,0,3,3,3,3,3,0,3
3090 DATA 3,0,0,3,0,0,0,0,0,3
3100 DATA 10,0,3,0,0,3,3,3,3,3
3110 DATA 12,0,3,0,3,3,3,3,3,3
3120 DATA 1,1,1,0,0,0,0,0,1,3
3130 DATA 1,14,14,14,14,14,14,0,0,11
3140 DATA 14,14,14,14,14,14,14,14,0,13
3150 DATA 14,14,14,14,14,14,14,14,14,14,
1,1,0,you are under your,house
3160 '15.
3170 DATA 9,9,9,9,9,9,9,9,9,9
3180 DATA 9,7,0,0,0,1,0,0,0,5
3190 DATA 1,7,0,7,0,8,0,8,0,9
3200 DATA 1,3,0,3,0,8,0,8,0,5
3210 DATA 10,0,0,3,0,0,0,8,0,5
3220 DATA 12,0,7,3,7,7,8,0,0,3
3230 DATA 3,7,0,0,0,0,0,0,1,8
3240 DATA 5,14,0,14,14,14,14,14,0,11
3250 DATA 5,8,0,0,0,0,0,0,0,13
3260 DATA 5,14,14,14,14,5,9,14,14,9,1,1,
0,you are by the,sea of horror
3270 '16.
3280 DATA 1,1,1,1,1,1,1,1,1,1
3290 DATA 9,9,5,9,0,0,0,0,9,8
3300 DATA 5,5,5,0,0,0,0,0,9,8
3310 DATA 5,5,5,0,0,0,0,0,5,8
3320 DATA 10,0,0,0,0,0,6,0,0,8
3330 DATA 12,0,0,0,0,0,6,0,0,8
3340 DATA 5,5,5,14,14,14,14,14,14,9
3350 DATA 5,5,5,5,5,5,5,5,5,5
3360 DATA 9,9,9,9,9,9,9,9,9,9
3370 DATA 5,5,5,5,5,5,5,5,5,5,2,1,you
are in the,hollow of light
3380 '17.

3390 DATA 16,16,16,16,16,16,16,16,16,16
3400 DATA 16,16,16,16,16,16,16,0,11
3410 DATA 16,17,17,17,17,16,16,0,13
3420 DATA 16,17,16,17,16,17,0,0,17,16
3430 DATA 10,0,17,17,17,16,0,0,17,16
3440 DATA 12,0,17,17,17,0,0,16,16,16
3450 DATA 17,0,17,17,0,0,17,17,16,16
3460 DATA 17,0,17,17,0,17,17,16,16,16
3470 DATA 16,0,0,0,0,0,17,17,16,16
3480 DATA 9,9,9,9,9,9,9,9,9,9,1,1,0,you
are in the,room of fire
3490 '18.
3500 DATA 5,5,5,5,5,5,5,5,5,5
3510 DATA 5,9,9,9,9,3,0,0,0,3
3520 DATA 5,9,9,9,9,3,0,3,0,3
3530 DATA 17,17,17,17,17,17,0,14,0,7
3540 DATA 10,0,17,17,17,17,0,17,0,8
3550 DATA 12,0,17,9,7,0,0,9,0,7
3560 DATA 17,0,0,0,0,0,8,17,0,8
3570 DATA 17,14,14,14,14,14,14,14,0,11
3580 DATA 17,14,14,14,14,14,14,14,0,13
3590 DATA 16,16,16,16,16,16,16,16,17,16,
1,1,0,you are near the,water
3600 '19.
3610 DATA 9,9,9,9,9,9,9,9,9,9
3620 DATA 9,0,2,0,0,0,0,0,0,17
3630 DATA 3,3,3,3,3,3,3,3,0,17
3640 DATA 8,0,0,0,0,0,0,0,0,17
3650 DATA 10,0,17,17,17,17,16,16,16,17
3660 DATA 12,0,0,0,0,0,0,0,0,17
3670 DATA 7,14,14,14,14,14,14,14,14,14
3680 DATA 7,6,17,17,14,5,5,7,9,17
3690 DATA 8,15,0,0,0,0,0,0,0,17
3700 DATA 17,17,8,8,3,3,5,5,7,7,1,1,0,yo
u are at the cave,of the ghost
3710 '6.
3720 DATA 1,1,1,1,1,1,7,7,7,1
3730 DATA 7,1,0,0,0,0,0,0,9,1
3740 DATA 3,3,0,0,0,3,3,0,0,3
3750 DATA 9,9,0,0,0,9,9,0,0,9
3760 DATA 10,0,0,1,1,9,9,0,0,9
3770 DATA 12,0,0,8,8,9,0,0,0,8
3780 DATA 7,1,1,7,7,0,0,0,0,8
3790 DATA 7,7,7,7,7,14,14,0,0,11
3800 DATA 14,14,9,9,14,14,14,0,0,13
3810 DATA 5,5,5,5,5,5,9,5,9,9,1,1,0,you
are in the,chiller garden
3820 '7.
3830 DATA 1,1,14,14,14,1,1,1,8,8
3840 DATA 1,1,14,14,9,8,0,0,0,11
3850 DATA 7,14,14,8,9,0,0,8,0,13
3860 DATA 7,14,14,9,7,7,0,8,0,7
3870 DATA 10,0,9,9,7,0,0,7,0,7
3880 DATA 12,0,8,9,0,0,7,9,0,3
3890 DATA 7,0,14,14,0,7,0,9,0,3
3900 DATA 8,0,0,0,0,7,0,0,0,9
3910 DATA 14,14,14,9,9,5,5,5,9,9
3920 DATA 14,14,9,9,9,5,5,5,9,9,1,1,0,yo
u are by the,river
3930 '8.

```

3940 DATA 7,20,1,20,7,20,1,20,7,8
3950 DATA 20,15,0,0,0,0,0,0,0,20
3960 DATA 1,1,1,1,1,1,1,1,0,20
3970 DATA 1,0,0,0,0,0,0,0,0,20
3980 DATA 10,0,20,7,20,1,20,9,7,20
3990 DATA 12,0,20,20,7,20,1,20,7,20
4000 DATA 5,0,5,0,0,0,20,20,0,5
4010 DATA 5,5,20,0,0,20,11,5,5,5
4020 DATA 5,5,5,0,0,0,13,5,5,5
4030 DATA 5,5,5,5,5,5,5,5,5,1,1,0,you
are in the,vampier garden
4040 xm=2:ym=6:IF screen=2 AND spaten=1
THEN LOCATE 6,2:PRINT " ":feld(6,2)=0
4050 IF screen=3 AND ball1=1 THEN LOCATE
7,9:PRINT " ":feld(7,9)=0
4060 IF screen=10 AND ball2=1 THEN LOCAT
E 9,2:PRINT " ":feld(9,2)=0
4070 IF screen=16 AND licht=1 THEN LOCAT
E 10,5:PEN 12:PRINT"K":LOCATE 10,6:PRINT
"M":feld(10,5)=11:feld(10,6)=13:feld(7,5
)=0:feld(7,6)=0:LOCATE 7,5:PRINT " ":LOCA
TE 7,6:PRINT " "
4080 IF screen=19 AND sp=1 THEN LOCATE 3
,2:PRINT " ":feld(3,2)=0:LOCATE 7,7:PRINT
" ":feld(7,7)=0:LOCATE 7,8:PRINT " ":feld
(7,8)=0
4090 IF screen=5 AND tuer=1 THEN LOCATE
10,7:PRINT"K":LOCATE 10,8:PRINT"M":feld(
10,7)=11:feld(10,8)=13
4100 IF screen=8 AND se=1 THEN LOCATE 2,
2:PRINT " ":feld(2,2)=0:LOCATE 6,5:PRINT
" ":LOCATE 6,6:PRINT " ":feld(6,5)=0:feld(
6,6)=0
4110 CLS#1:IF bag=1 AND spaten=1 AND tuer
<>1 THEN PRINT#1,"bag:B ";ELSE IF bag=
1 AND(BALL1=1 OR ball2=1)THEN PRINT#1,"b
ag:D ";
4120 PRINT#1,"live: ";live
4130 CLS#6:PRINT#6,b#:PRINT#6,b1#;" ".;CH
R$(11)
4140 LOCATE 2,6:PEN 15:PRINT"N":GOTO 119
0
4150 'MUSIK
4160 ENV 1,1,12,1,12,-1,5:READ t:SOUND 1
,t,30,0,1:SOUND 4,t*2,30,0,1
4170 IF t=1 THEN RESTORE 4180:RETURN ELS
E RETURN
4180 DATA 568,426,379,358,319,358,426,37
9,478,426,568,568,426,379,358,319,284,35
8,319,478,379,426,426,358,319,284,239,28
4,319,358,319,284,426,426,358,319,284,23
9,319,358,379,478,426,426,379,426,478,1
4190 RETURN
4200 'einsammeln
4210 FOR s=1 TO 8:FOR n=400 TO 200 STEP-
13:SOUND 1,n/s,1,7:NEXT n,s:LOCATE xm,ym
:PRINT " ":feld(xm,ym)=0:GOTO 1160
4220 'geist L
4230 LOCATE geistx,geisty:PRINT " ":geist
x=geistx-1:IF feld(geistx,geisty)<>0 THE

```

```

N geistx=geistx+1
4240 IF geistx=xm AND geisty=ym THEN 175
0
4250 SOUND 2,0,1,7,0,0,20:LOCATE geistx,
geisty:PEN 14:PRINT"P":GOTO 1190
4260 'geist R
4270 LOCATE geistx,geisty:PRINT " ":geist
x=geistx+1:IF feld(geistx,geisty)<>0 THE
N geistx=geistx-1
4280 IF geistx=xm AND geisty=ym THEN 175
0
4290 SOUND 2,0,1,7,0,0,20:LOCATE geistx,
geisty:PEN 14:PRINT"P":GOTO 1190
4300 'geist O
4310 LOCATE geistx,geisty:PRINT " ":geist
y=geisty-1:IF feld(geistx,geisty)<>0 THE
N geisty=geisty+1
4320 IF geistx=xm AND geisty=ym THEN 175
0
4330 SOUND 2,0,1,7,0,0,20:LOCATE geistx,
geisty:PEN 14:PRINT"P":GOTO 1190
4340 'geist U
4350 LOCATE geistx,geisty:PRINT " ":geist
y=geisty+1:IF feld(geistx,geisty)<>0 THE
N geisty=geisty-1
4360 IF geistx=xm AND geisty=ym THEN 175
0
4370 SOUND 2,0,1,7,0,0,20:LOCATE geistx,
geisty:PEN 14:PRINT"P":GOTO 1190
4380 'treffer licht
4390 bag=0:tre=tre+1:LOCATE 7,5:PEN 11:P
RINT"F":LOCATE 7,6:PRINT"F":FOR s=100 TO
1 STEP-10:FOR n=s TO 1 STEP-2:SOUND 1,n
,1,7:NEXT:NEXT:IF tre=2 THEN 4420
4400 IF ball1=1 THEN ball1=0 ELSE IF bal
l2=1 THEN ball2=0
4410 GOTO 1160
4420 'LICHT ZERSTOERT
4430 ENV 2,11,-1,25:ENT 2,9,49,5,9,-10,1
5:SOUND 1,145,255,0,2,2,12:WHILE SQ(1)<>
4:WEND:bag=0:ball1=0:ball2=0:spaten=0:LO
CATE 10,5:PEN 11:PRINT"K":LOCATE 10,6:PR
INT"M":feld(10,5)=11:feld(10,6)=13:licht
=1:feld(7,5)=0:feld(7,6)=0:ot=TIME
4440 LOCATE 7,5:PEN 5:PRINT"F":LOCATE 7,
6:PRINT"F":FOR y=190 TO 250:MOVE 300,y:D
RAW 350,y,0:NEXT:PLOT 0,0,1:GOTO 1190
4450 'seil ziehen
4460 RESTORE 4180:EVERY 15 GOSUB 4150
4470 FOR w=1 TO 12000:NEXT:l=REMAIN(0):L
OCATE xm+1,ym:PEN 2:PRINT"S":FOR s=1 TO
500 STEP 3:SOUND 1,s,1,7:SOUND 4,s*2,1,7
:NEXT
4480 WINDOW#1,1,20,1,25:PAPER#1,0:SYMBOL
AFTER 0:WINDOW SWAP 0,1:a#="Congratulat
ion":b#="You have saved the":c#="Childre
n !"
4490 LOCATE 4,1:FOR a=1 TO 14:PEN(a MOD
6)+1:PRINT MID$(a#,a,1):NEXT:PRINT:PRIN
T:FOR b=1 TO 18:PEN(b MOD 6)+1:PRINT MID

```

```

*(b*,b,1);:NEXT:PRINT:PRINT
4500 LOCATE 5,5:FOR c=1 TO 10:PEN(c MOD
6)+1:PRINT MID$(c*,c,1);:NEXT:LOCATE 1,2
:PRINT SPACE$(10):LOCATE 1,4:PRINT SPACE
$(10)
4510 FOR x=1 TO 20:LOCATE x,7:PEN(x MOD
6)+1:PRINT CHR$(210);:NEXT
4520 LOCATE 1,23:PRINT"Ein neues Spiel ?
"
4530 b*=INKEY$:IF b*=""THEN 4530
4540 IF UPPER$(b*)="J"THEN RUN ELSE IF U
PPER$(b*)="N"THEN CALL &BBFF:CALL &BB4E:
END
4550 GOTO 4530
4560 'keine zeit
4570 WINDOW#1,1,20,1,25:SYMBOL AFTER 0:P
APER#1,0:WINDOW SWAP 0,1:LOCATE 1,23:INK
15,10,6:PEN 15:PRINT"The Children is":L
":LOCATE 1,24:PRINT SPACE$(10)
4580 ENT-3,1,2,1,1,-2,1:SOUND 5,20,70,15
,0,3:WHILE SQ(1)<>4:WEND:PEN 2:LOCATE 1,
1:PRINT"You have run out":LOCATE 1,3:PRI
NT"of Time.":LOCATE 1,5:PEN 1:PRINT"You
were not able":LOCATE 1,7:PRINT"to save
the Children":PEN 1
4590 ENV 1,1,12,1,12,-1,5:RESTORE 4650:T
ON=0:WHILE t<>1:READ t:SOUND 1,t,40,0,1:
SOUND 4,t*2,40,0,1:WEND
4600 LOCATE 1,23:PEN 3:PRINT"Would you t
ry it":LOCATE 1,25:PRINT"again <j/n> ?"
4610 a*=INKEY$:IF a*=""THEN 4610
4620 IF UPPER$(a*)="J"THEN RUN ELSE IF U
PPER$(a*)="N"THEN END
4630 GOTO 4610
4640 'musik
4650 DATA 568,426,379,358,319,358,379,42
6,478,478,379,426,568,568,638,568,568,42
6,426,379,358,319,284,284,358,284,319,35
8,379,478,478,379,426,426,379,426,478,1
4660 '5. Scr seil einsammeln
4670 se=1:LOCATE 2,2:PRINT" ":fild(2,2)=
0:LOCATE 6,5:PRINT" ":LOCATE 6,6:PRINT"
":fild(6,5)=0:fild(6,6)=0:ENT-3,1,2,1,1,
-2,1:FOR s=20 TO 999 STEP 15:SOUND 1,s,1
,7,0,3,10:NEXT:FOR s=999 TO 0 STEP-25:SO
UND 4,s,1,7:NEXT:GOTO 1160

```