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10 '*****
20 '*          THINK & TACTICS *
30 '*          VON *
40 '*          GERNOT HUBER *
50 '*          FUER *
60 '*          SCHNEIDER AKTIV *
70 '*          CPC 464/664/6128 *
80 '*****
90 '
100 MODE 1
110 INK 0,0:INK 1,19:INK 2,6:INK 3,
14
120 BORDER 3
130 '
140 'Symbole definieren
150 '
160 SYMBOL AFTER 240
170 SYMBOL 241,126,165,165,165,165,
165,165,126
180 SYMBOL 242,126,231,219,165,165,
219,231,126
190 SYMBOL 243,126,153,153,153,153,
189,255,126
200 SYMBOL 244,126,129,153,165,165,
153,129,126
210 SYMBOL 245,126,129,153,189,189,
153,129,126
220 SYMBOL 246,126,195,165,153,153,
165,195,126
230 SYMBOL 247, 0, 8, 24, 40, 8,
8, 8, 0
240 SYMBOL 248, 0, 24, 36, 8, 16,
32, 60, 0
250 SYMBOL 249, 0, 24, 36, 8, 4,
36, 24, 0
260 SYMBOL 250, 0, 8, 24, 40, 60,
8, 8, 0
270 SYMBOL 251, 0, 60, 32, 56, 4,
36, 24, 0
280 SYMBOL 252, 0, 8, 16, 56, 36,
36, 24, 0
290 SYMBOL 253, 0, 0, 24, 36, 36,
24, 0, 0
300 SYMBOL 254, 0, 0, 24, 60, 60,
24, 0, 0
305 SYMBOL 255, 0,148,144,244,149,
148,149, 0
310 '
320 'Bildschirmaufbau
330 '
340 CLS:RESTORE:schwarz=0:weiss=0
343 LOCATE 6,4:IF hi<1 OR hi>6 THEN
PRINT CHR$(253) ELSE PRINT CHR$(24
5+hi)
345 PLOT 8,8,1:DRAWR 624,0:DRAWR 0,
384:DRAWR -624,0:DRAWR 0,-384
350 PLOT 304,8:DRAWR 0,384
360 PLOT 56,40,2:DRAWR 192,0:DRAWR
0,320:DRAWR -192,0:DRAWR 0,-320
370 MOVE 102,40:DRAWR 0,320

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380 xpo=60:FOR i=1 TO 6:READ ypo:PL
OT xpo,ypo-22,3:DRAWR 38,0:DRAWR 0,
40:DRAWR -38,0:DRAWR 0,-40:NEXT
390 DATA 66,114,162,210,258,306
400 FOR i=1 TO 6:READ p1
410 DATA 88,136,184,232,280,328
420 PLOT 56,p1,2:DRAWR 192,0:NEXT
430 FOR i=1 TO 6:READ yp,ch
440 LOCATE 8,yp:PRINT CHR$(ch):NEXT
450 DATA 7,252,10,251,13,250,16,249
,19,248,22,247
460 FOR i=0 TO 5:RESTORE 470:FOR ii
=1 TO 8:READ xp,yp:PLOT xp,yp+(i*48
),1:NEXT ii,i
470 DATA 72,56,72,70,88,56,88,70,13
4,56,166,56,198,56,230,56
480 xp=7:yp=4:PEN 1
485 LOCATE 5,4:PRINT CHR$(255)
490 xp=xp+2:LOCATE xp,yp:PRINT"?"
500 IF xp<>15 THEN 490
510 PEN 3
520 LOCATE 23,2:PRINT"THINK & TACTI
CS"
530 LOCATE 26,4:PRINT CHR$(164);"19
86, by"
540 LOCATE 25,6:PRINT"HUGE - SOFT"
550 PEN 2:LOCATE 23,9:PRINT" Tastenb
elegung:"LOCATE 23,10:PRINT STRING
$(15,"-")
560 PLOT 344,136,1:DRAWR 256,0:DRAW
R 0,144:DRAWR -256,0:DRAWR 0,-144
570 FOR i=1 TO 6:READ xp,yp:LOCATE
xp,yp
580 PEN 2:PRINT USING"#";i;:PRINT"=
";:PEN 1:PRINT CHR$(240+i):NEXT
590 DATA 25,14,29,14,33,14,25,12,29
,12,33,12
600 LOCATE 23,16:PRINT"ENTER=Bestae
t."
610 LOCATE 21,19:PRINT CHR$(254);:P
EN 2:PRINT" Farbe & Position"
620 LOCATE 23,20:PRINT"Richtig"
630 PEN 1:LOCATE 21,22:PRINT CHR$(2
53);:PEN 2:PRINT" nur Farbe"
640 LOCATE 23,23:PRINT"Richtig":PEN
1
650 '
660 'Computer waehlt vier Zeichen a
us
670 '
680 FOR i=1 TO 4
690 RANDOMIZE TIME*AND
700 x=INT(RND*7)
710 IF x=0 THEN 690
720 z(i)=x
730 NEXT
740 zeichen$=CHR$(240+z(1))+ " "+CHR
$(240+z(2))+ " "+CHR$(240+z(3))+ " "+
CHR$(240+z(4))
750 '

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760 'Steuerprogramm
770 '
780 yp=25
790 FOR durch=1 TO 6:xp=7:yp=yp-3
800 FOR h=1 TO 4:flag(h)=0:NEXT
810 IF schwarz=4 THEN hi=durch:GOTO
840
820 GOSUB 900:GOSUB 1050:GOSUB 1190
830 NEXT durch
840 LOCATE 6,4:IF hi<1 OR hi>6 THEN
PRINT CHR$(253) ELSE PRINT CHR$(24
5+hi)
841 LOCATE 9,4:PRINT zeichen$
850 CALL &BB06:GOTO 340
860 END
870 '
880 'Eingabe - Spieler
890 '
900 FOR i=1 TO 4:xp=xp+2
910 LOCATE xp,yp:PRINT"?"
920 a$=INKEY$
930 IF a$="" THEN 920
940 IF VAL(a$)<1 OR VAL(a$)>6 THEN
920
950 zspieler=VAL(a$)
960 LOCATE xp,yp:PRINT CHR$(240+zsp
ieler)
970 a$=INKEY$
980 IF a$="" THEN 970
990 IF a$=CHR$(13) THEN zs(i)=zspie
ler:ELSE GOTO 910
1000 NEXT i
1010 RETURN
1020 CALL &BB06
1030 RUN
1040 '
1050 'schwarze und weisse Richtige
berechnen
1060 '
1070 schwarz=0:weiss=0
1080 FOR i=1 TO 4:zflag(i)=0:zsflag
(i)=0:NEXT
1090 FOR i=1 TO 4
1100 IF zs(i)=z(i) THEN schwarz=sch
warz+1:zflag(i)=1:zsflag(i)=1 ELSE
1110
1110 NEXT i
1120 FOR i=1 TO 4:FOR ii=1 TO 4
1130 IF zflag(ii)=1 OR zsflag(i)=1
THEN 1150
1140 IF zs(i)=z(ii) THEN weiss=weis
s+1:zflag(ii)=1:zsflag(i)=1 ELSE 11
50
1150 NEXT ii
1160 NEXT i
1170 RETURN
1180 '
1190 'Routinen fuer Punkte setzen
1200 '
1210 IF weiss=0 THEN 1250

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```

1220 ws=253:FOR tzeich=1 TO weiss
1230 ON tzeich GOSUB 1330,1340,1350
,1360
1240 NEXT
1250 IF schwarz=0 THEN 1290
1260 ws=254:FOR tzeich=(weiss+1) TO
(weiss+schwarz)
1270 ON tzeich GOSUB 1330,1340,1350
,1360
1280 NEXT
1290 RETURN
1300 '
1310 'PUNKT setzen
1320 '
1330 LOCATE 5,25-(durch*3):PRINT CH
R$(?);CHR$(ws):RETURN
1340 LOCATE 5,24-(durch*3):PRINT CH
R$(?);CHR$(ws):RETURN
1350 LOCATE 6,25-(durch*3):PRINT CH
R$(?);CHR$(ws):RETURN
1360 LOCATE 6,24-(durch*3):PRINT CH
R$(?);CHR$(ws):RETURN
1370 '
1380 '
1390 END 'of Listing

```