

```

<06D5> 1 '*****
<0582> 2 '*'
<06AA> 3 '*'          1986 (C) by
<091C> 4 '*'          Dariusz Elbaum
<0868> 5 '*'          Im Moorhock 65
<0821> 6 '*'          4400 Muenster
<06DB> 7 '*****
<0010> 9 :
<1B32> 1000 DEFINT b-z:ENV 1,1,15,10,15,-1,40:E
NV 2,11,-1,2:ENV 3,15,-1,50:ENT 1,20,-5,
2:ENT 2,20,5,2:ENT 3,1,0,100,1,-49,100,1
,-31,100:hp=0:RANDOMIZE TIME
<08CE> 1010 '---- VORSPANN -----
<08F2> 1020 MODE 0:BORDER 4:INK 0,4:PAPER 0:PEN
1:CLS:TAG:RESTORE 1270
<0574> 1030 EVERY 20,1 GOSUB 1280:EVERY 37,2 GO
SUB 1260
<07B3> 1040 a$="LN-UNR":b$="IERNE "
<05C7> 1050 FOR l=0 TO 100 STEP 2
<0656> 1060 FOR k=60 TO 560 STEP 100
<0F79> 1070 v=(k+55)/100:ORIGIN k,180+1:PRINT M
ID$(a$,v,1);
<020F> 1080 NEXT k
<06D8> 1090 FOR k=110 TO 610 STEP 100
<1763> 1100 v=(k+5)/100:ORIGIN k,380-1+3:DRAW 2
5,0,0:ORIGIN k,380-1:DRAW 0,0,1:PRINT MI
D$(b$,v,1);
<0357> 1110 NEXT k,1
<09B0> 1120 ff=REMAIN (1):ff=REMAIN (2):INK 1,6
,24

```

```
<06C2>* 1130 SOUND 1,770,500,15,1:SOUND 4,780,50  
      0,15,1  
<0A1F>* 1140 ORIGIN 45,220:DRAWR 560,0:DRAWR 0,1  
      00:DRAWR -560,0:DRAWR 0,-100  
<09AA>* 1150 TAGOFF:INK 2,19:PEN 2:FOR z=1 TO 10  
      000:NEXT z  
<0E1E>* 1160 LOCATE 3,2:PRINT CHR$(164);" 1986  
      D.E.":FOR z=1 TO 2000:NEXT z  
<0E55>* 1170 LOCATE 3,15:PRINT"EIn Spiel von":FO  
      R z=1 TO 2500:NEXT z  
<0C14>* 1180 LOCATE 10,21:PRINT CHR$(224):FOR z=  
      1 TO 500:NEXT z  
<04DD>* 1190 FOR k=10 TO 19  
<096B>* 1200 LOCATE k,21:PRINT " "+CHR$(224):SOUN  
      D 4,60,5,14  
<08A8>* 1210 FOR z=1 TO 200:NEXT z,k  
<04E5>* 1220 FOR k=0 TO 19  
<1300>* 1230 LOCATE 20-k,21:PRINT CHR$(224);LEFT  
      $("-Dariusz Elbaum ",k):SOUND 1,300,1  
      0,14  
<0B9F>* 1240 FOR z=1 TO 400-k*10:NEXT z,k  
<0A9A>* 1250 LOCATE 1,21:PRINT " ":FOR z=1 TO 10  
      000:NEXT z:GOTO 1300  
<0BB8>* 1260 READ n:READ m:SOUND 1,n,75,15:SOUND  
      4,m,75,15:RETURN  
<1CB2>* 1270 DATA 716,179,956,239,851,213,851,21  
      3,358,89,478,119,426,106,426,106,478,63,  
      426,71,379,80,358,89,319,95,358,89,379,8  
      0,500,510,600,610,800,810  
<0BB2>* 1280 farbe=RND*26:IF farbe=4 THEN 1280  
<0476>* 1290 INK 1,farbe:RETURN  
<0904>* 1300 '---- VARIABLENBESETZUNG -----  
<0AC8>* 1310 DIM m(21,23),mx(2),my(2),b(2),pe(21  
      ,23)  
<0F9B>* 1320 level=1:leben=3:p=0:pkte=0:fhm=3  
<07A1>* 1330 '---- FARBEN -----  
<0DA3>* 1340 v=INT(RND*6)+1:w=INT(RND*4)+1  
<08BE>* 1350 ON v GOSUB 1360,1370,1380,1390,1400  
      ,1410:GOTO 1420  
<0250>* 1360 INK 1,14:RETURN  
<0247>* 1370 INK 1,7:RETURN  
<0265>* 1380 INK 1,15:RETURN  
<0270>* 1390 INK 1,16:RETURN  
<0264>* 1400 INK 1,6:RETURN  
<026A>* 1410 INK 1,2:RETURN  
<08AF>* 1420 ON w GOSUB 1430,1440,1450,1460:GOTO  
      1470  
<027B>* 1430 INK 0,0:RETURN  
<0288>* 1440 INK 0,3:RETURN  
<0290>* 1450 INK 0,1:RETURN  
<029D>* 1460 INK 0,4:RETURN  
<0967>* 1470 INK 2,26:INK 3,24:INK 4,9:INK 5,24,  
      6:INK 6,0:INK 8,26:INK 9,26  
<095E>* 1480 '----- MONSTER-AUSWAHL -----  
<078A>* 1490 v=INT(RND*6)+1  
<0972>* 1500 ON v GOSUB 1510,1520,1530,1540,1550  
      ,1560:GOTO 1570  
<08B6>* 1510 SYMBOL 255,0,129,90,60,90,102,126,1  
      02:RETURN  
<0857>* 1520 SYMBOL 255,126,90,90,126,24,24,36,6  
      6:RETURN  
<0879>* 1530 SYMBOL 255,129,66,60,52,44,60,66,12  
      9:RETURN  
<06F1>* 1540 SYMBOL 255,36,90,153,24,36,66,66,0:  
      RETURN  
<0678>* 1550 SYMBOL 255,68,40,16,40,40,16,40,68:  
      RETURN  
<083D>* 1560 SYMBOL 255,66,165,66,189,66,165,66,  
      0:RETURN  
<07FF>* 1570 '----- BILDAUFBAU -----  
<094D>* 1580 RESTORE 1650:CLS:PEN 1:v=RND*26:BOR  
      DER v  
<064B>* 1590 SOUND 1,1000,300,13:SOUND 4,1007,30  
      0,13  
<0468>* 1600 FOR k=2 TO 22  
<0470>* 1610 FOR l=2 TO 19  
<0D03>* 1620 READ m:IF m<147 THEN l=l+m:GOTO 164  
      0  
<0C35>* 1630 m(l,k)=m:LOCATE l,k:PRINT CHR$(m);  
<049B>* 1640 NEXT l,k:GOTO 1860  
<0F38>* 1650 DATA 150,154,154,154,154,158,154,15  
      4,154,154,158,154,154,154,154,154,154,15  
      6  
<0565>* 1660 DATA 149,3,149,3,149,5,149  
<056F>* 1670 DATA 149,3,149,3,149,5,149
```

```

<0B00> 1680 DATA 151,154,154,154,154,155,158,15
4,154,154,157,5,149
<0583> 1690 DATA 149,4,149,2,149,5,149
<09DE> 1700 DATA 149,4,149,2,151,154,154,154,15
4,154,154,157
<0597> 1710 DATA 149,4,149,2,149,5,149
<0797> 1720 DATA 149,4,151,154,154,154,157,5,14
9
<0D84> 1730 DATA 151,154,154,154,154,154,157,2,
151,154,154,154,154,154,157
<05AD> 1740 DATA 157,4,149,2,149,5,151
<05BF> 1750 DATA 149,4,149,2,149,5,149
<05C9> 1760 DATA 149,4,149,2,149,5,149
<0B5A> 1770 DATA 151,154,154,154,158,154,155,15
4,154,154,157,5,149
<0A2E> 1780 DATA 149,2,149,4,151,154,154,154,15
4,154,154,157
<05E7> 1790 DATA 149,2,149,4,149,5,149
<04F2> 1800 DATA 149,2,149,4,149,5,149
<0EDD> 1810 DATA 151,154,154,154,155,154,158,15
4,154,154,155,158,154,154,154,154,154,15
7
<0506> 1820 DATA 149,4,149,3,149,4,149
<0510> 1830 DATA 149,4,149,3,149,4,149
<051A> 1840 DATA 149,4,149,3,149,4,149
<0EFE> 1850 DATA 147,154,154,154,154,154,155,15
4,154,154,154,155,154,154,154,154,154,15
3
<0F14> 1860 LOCATE 1,11:PRINT CHR$(127):LOCATE
20,11:PRINT CHR$(127):m(1,11)=127:m(20,1
1)=127
<0667> 1870 WINDOW #1,1,20,24,25:PAPER #1,4:PEN
#1,2:CLS #1
<1D36> 1880 PRINT #1,"PUNKTE"TAB(18);STRING$(fh
m,CHR$(229)):LOCATE #1,1,2:PRINT #1,"LEV
EL";level;"LEBEN ";STRING$(leben-1,CHR$(
224))
<0954> 1890 '---- VARIABLENBESETZUNG -----
<2853> 1900 xx=1:yy=11:b(1)=2:b(2)=4:psoll=169:
pkte=pkte+p:p=0:FOR k=1 TO 21:FOR l=1 TO
23:pe(k,l)=1:NEXT l,k
<047F> 1910 FOR l=1 TO 2
<1C45> 1920 mx(1)=INT(RND*17+2):my(1)=INT(RND*2
0+2):IF m(mx(1),my(1))=0 THEN 1920
<0265> 1930 NEXT l
<08F8> 1940 '---- FIGUREN SETZEN -----
<08CD> 1950 LOCATE xx,yy:PEN 2:PRINT CHR$(224)
<114C> 1960 PEN 3:FOR k=1 TO 2:LOCATE mx(k),my(
k):PRINT CHR$(255):NEXT k
<099C> 1970 '---- SCHWIERIGKEITSGRAD -----
<2FFA> 1980 IF level>1 AND level<6 THEN EVERY 1
000-level*100 GOSUB 2570 ELSE IF level>5
AND level<12 THEN EVERY 750-level*50 GO
SUB 2570 ELSE IF level>11 THEN EVERY 150
0 GOSUB 2570
<1CD6> 1990 IF level>3 AND level<15 THEN EVERY
1400-level*70,1 GOSUB 2620 ELSE IF level
>14 THEN EVERY 400,1 GOSUB 2620
<092D> 2000 '---- HAUPT-ROUTINE -----
<05C0> 2010 DI:FOR k=1 TO 2
<127B> 2020 GOSUB 2210:LOCATE #1,8,1:PRINT #1,p
+pkte:IF p=psoll THEN GOSUB 2640:GOTO 13
30
<1917> 2030 LOCATE mx(k),my(k):PEN pe(mx(k),my(
k)):PRINT CHR$(m(mx(k),my(k)))
<097A> 2040 IF b(k)<2 THEN GOSUB 2090 ELSE GOSU
B 2150
<0AD9> 2050 LOCATE mx(k),my(k):PEN 3:PRINT CHR$(
255)
<17EF> 2060 IF (xx=mx(1) AND yy=my(1)) OR (xx=m
x(2) AND yy=my(2)) THEN 2340
<0496> 2070 NEXT k:EI:GOTO 2010
<09F9> 2080 '---- BEWEGUNG MONSTER HORIZONTAL -
<10E1> 2090 IF k=1 THEN IF mx(1)<xx THEN b(1)=1
ELSE b(1)=-1
<1DDB> 2100 IF m(mx(k),my(k)+1)>127 AND my(k)<y
y THEN my(k)=my(k)+1:b(k)=4:RETURN
<1DE2> 2110 IF m(mx(k),my(k)-1)>127 AND my(k)>y
y THEN my(k)=my(k)-1:b(k)=2:RETURN
<1890> 2120 IF m(mx(k)+b(k),my(k))>127 THEN mx(
k)=mx(k)+b(k):RETURN
<01AF> 2130 GOSUB 2150

```

```

<09E7> 2140 '---- BEWEGUNG MONSTER VERTIKAL ---
<17D5> 2150 IF k=2 AND xx<>1 AND xx<>20 THEN IF
    my(2)<yy THEN b(2)=4 ELSE b(2)=2
<1E0F> 2160 IF m(mx(k)+1,my(k))>127 AND mx(k)<x
    x THEN mx(k)=mx(k)+1:b(k)=1:RETURN
<1F0E> 2170 IF m(mx(k)-1,my(k))>127 AND mx(k)>x
    x THEN mx(k)=mx(k)-1:b(k)=-1:RETURN
<1ADE> 2180 IF m(mx(k),my(k)+b(k)-3)>127 THEN m
    y(k)=my(k)+b(k)-3:RETURN
<01AF> 2190 GOSUB 2090
<09BE> 2200 '---- BEWEGUNG SPIELERFIGUR -----
<05B0> 2210 xv=0:yv=0
<06B9> 2220 IF INKEY(76)=0 THEN GOSUB 2910
<09CC> 2230 IF INKEY(75)=0 THEN xv=1:GOTO 2280
<0ACB> 2240 IF INKEY(74)=0 THEN xv=-1:GOTO 2280
<09DF> 2250 IF INKEY(73)=0 THEN yv=1:GOTO 2280
<0ADE> 2260 IF INKEY(72)=0 THEN yv=-1:GOTO 2280
<01B5> 2270 RETURN
<1E90> 2280 IF m(xx+xv,yy+yv)=0 OR (m(xx+xv,yy+
    yv)=202 AND fh=0) THEN RETURN
<1835> 2290 LOCATE xx,yy:IF fh AND pe(xx,yy)=5
    THEN PEN 5 ELSE PEN 8:pe(xx,yy)=8
<07C5> 2300 PRINT CHR$(m(xx,yy))
<1519> 2310 xx=xx+xv:yy=yy+yv:LOCATE xx,yy:PEN
    9:PRINT CHR$(224)
<1196> 2320 IF pe(xx,yy)<>1 THEN SOUND 2,200,2,
    13 ELSE p=p+1:SOUND 2,70,2,13
<19A4> 2330 IF (xx=mx(1) AND yy=my(1)) OR (xx=m
    x(2) AND yy=my(2)) THEN 2340 ELSE RETURN
<0957> 2340 '---- SUBROUTINE KOLLISION -----
<1123> 2350 ff=REMAIN(0):ff=REMAIN(1):ff=REMAIN
    (1):fh=0:SOUND 2,800,400,,3,,10
<0F15> 2360 PEN 5:LOCATE xx,yy:PRINT CHR$(166):
    FOR z=1 TO 1000:NEXT z
<05E1> 2370 FOR l=yy TO 22
<05A2> 2380 LOCATE xx,yy:PRINT " "
<147F> 2390 yy=yy+1:LOCATE xx,yy:PRINT CHR$(225
    ):FOR z=1 TO 200:NEXT z,l
<0211> 2400 BORDER 0:PEN 2
<06C5> 2410 FOR l=22 TO 2 STEP -1
<0751> 2420 LOCATE 10,1:PRINT CHR$(143):NEXT l
<0C05> 2430 LOCATE 6,8:PRINT STRING$(9,CHR$(143
    )):LOCATE 10,8:PEN 3:PRINT CHR$(225)
<0263> 2440 RESTORE 2490
<04BC> 2450 FOR l=1 TO 21
<0C80> 2460 READ u,v,w:SOUND 1,u,w,15:SOUND 4,v
    ,w,15
<0283> 2470 NEXT l
<104D> 2480 leben=leben-1:FOR z=1 TO 4000:NEXT
    z:GOTO 2510
<0E45> 2490 DATA 638,80,80,0,0,20,638,80,70,0,0
    ,20,638,80,20,0,0,5,638,80,80,0,0,30
<16BB> 2500 DATA 536,67,60,0,0,15,568,71,30,0,0
    ,5,568,71,50,0,0,15,638,80,30,0,0,5,638,
    80,50,0,0,15,716,89,30,0,0,5,638,80,100
<099C> 2510 '---- BILDSCHIRM LOESCHEN -----
<066E> 2520 PEN 6:FOR ze=1 TO 25
<0583> 2530 FOR sp=1 TO 20
<07BC> 2540 LOCATE sp,ze:PRINT CHR$(143)
<09EB> 2550 NEXT sp:SOUND 2,ze*20,5,13:NEXT ze
<07AD> 2560 IF leben=0 THEN 2740 ELSE 1330
<08E9> 2570 '---- HINDERNISSE SETZEN -----
<1BB4> 2580 DI:xh=RND*17+2:yh=RND*20+2:IF m(xh,
    yh)=0 OR m(xh,yh)=202 THEN 2580
<1605> 2590 pkte=pkte-10:IF pe(xh,yh)<>8 THEN p
    soll=psoll-1
<172D> 2600 m(xh,yh)=202:LOCATE xh,yh:PEN 5:pe(
    xh,yh)=5:PRINT CHR$(202):SOUND 4,50,20,1
    4:RETURN
<0976> 2610 '---- MONSTER SETZT ALTE FARBE ----
<2288> 2620 IF pe(mx(1),my(1))=8 THEN pe(mx(1),
    my(1))=1:pkte=pkte-5:psoll=psoll+1:SOUND
    4,400,30,14:RETURN ELSE RETURN
<08AC> 2630 '---- NAECHSTER LEVEL -----
<2BB1> 2640 ff=REMAIN(0):ff=REMAIN(1):ff=REMAIN
    (2):fh=0:INK 8,0,26:level=level+1:IF lev
    el<9 THEN pkte=pkte+100 ELSE pkte=pkte+2
    00
<0B6A> 2650 FOR k=1 TO 5:FOR l=160 TO 30 STEP -
    2
<06D0> 2660 SOUND 2,1,1,15:INK 0,k:BORDER k
<0375> 2670 NEXT l,k

```