

für 464-664-6128



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1000 ' [117]
1010 ' SHIFT.PRg [181]
1020 ' by A.Lange [906]
1030 ' [117]
1040 MODE 0:BORDER 0:FOR i=0 TO 15:READ a: [3327]
INK i,a:NEXT
1050 DATA 0,0,1,0,2,1,14,2,26,26,13,13,25, [2139]
25,15,15
1060 DEFINT a-z [553]
1070 MEMORY &8FFF [207]
1080 CALL &BB48 [383]
1090 IF PEEK(0)=&C9 THEN 1150 [1177]
1100 POKE 0,&C9 [76]
1110 LOAD"shift.bin",&A000: ' RSX-Erweiter [2806]
ung
1120 LOAD"shift.gra",&9000: ' Sprites [1953]
1130 CALL &A000 ' RSX einbinden [1602]
1140 ENV 1,15,-1,2 [627]
1150 DIM hsc(3,6),hsc$(3,6) [1166]
1160 FOR i=1 TO 3:FOR o=1 TO 5:hsc(i,o)=(6 [4180]
-o)*50:hsc$(i,o)="ADLsoft":NEXT o,i
1170 ' [117]
1180 ' Menue [1057]
1190 ' [117]
1200 MODE 0:|FILL [1012]
1210 RESTORE 1260:FOR i=0 TO 4:READ a$ [2246]
1220 scr=&C028-LEN(a$)*2 [1470]
1230 scr=scr+&50*i:a$=a$+CHR$(0) [1346]
1240 |PRINT,scr,@a$ [1670]
1250 NEXT [350]
1260 DATA "SHIFT"," ","written by ADL-SOFT [5174]
","from July","till August '89"
1270 WINDOW 4,17,8,17:CLS:RESTORE 1310 [1753]
1280 FOR y=8 TO 15:READ a$ [1818]
1290 a$=a$+CHR$(0):|PRINT,&C00E+y*80,@a$ [2436]
1300 NEXT [350]
1310 DATA "Menue:", " ","(1) SHIFT","(2) FI [6036]
ND","(3) XOR","(4) HI-SCORES","(5) LOAD HI
","(6) SAVE HI"
1320 a$=INKEY$:IF a$="" THEN 1320 [1480]
1330 a=VAL(a$):IF a<1 OR a>6 THEN SOUND 1, [2617]
1000,5,15,0,0,15:GOTO 1320

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1340 ON a GOTO 2040,2040,2040,1360,1520,16 [2082]
40
1350 ' [117]
1360 ' Hi-Scoretabelle [517]
1370 ' [117]
1380 FOR i=1 TO 3 [435]
1390 CLS [91]
1400 IF i=1 THEN a$="SHIFT" [1729]
1410 IF i=2 THEN a$="FIND" [990]
1420 IF i=3 THEN a$="XOR" [1052]
1430 a$=a$+CHR$(0) [656]
1440 ;PRINT,&C28E,@a$ [1047]
1450 a$="TOP FIVE"+CHR$(0);;PRINT,&C2DE,@a$ [2292]
$
1460 FOR o=1 TO 5 [897]
1470 a$="" [388]
1480 a$=STRING$(5-LEN(STR$(hsc(i,o))),48)+ [5402]
MID$(STR$(hsc(i,o)),2):a$=a$+" "+hsc$(i,o)
+CHR$(0)
1490 ;PRINT,&C32E+o*80,@a$ [1698]
1500 NEXT o:FOR b=1 TO 100:CALL &BD19:NEXT [3064]
b,i:GOTO 1270
1510 ' [117]
1520 ' Hi-Scores laden [257]
1530 ' [117]
1540 CLS [91]
1550 a$="Press a key.." +CHR$(0);;PRINT,&C2 [3800]
8E,@a$
1560 a$="to load"+CHR$(0);;PRINT,&C2DE,@a$ [2169]
1570 CALL &BB06 [393]
1580 OPENIN"!shift.hsc" [1546]
1590 FOR i=1 TO 3:FOR o=1 TO 5 [713]
1600 INPUT #9,hsc(i,o) [1647]
1610 INPUT #9,hsc$(i,o) [1379]
1620 NEXT o,i:CLOSEIN:GOTO 1270 [1848]
1630 ' [117]
1640 ' Hi-Scores speichern [768]
1650 ' [117]
1660 CLS [91]
1670 a$="Press a key.." +CHR$(0);;PRINT,&C2 [3800]
8E,@a$
1680 a$="to save"+CHR$(0);;PRINT,&C2DE,@a$ [1327]
1690 CALL &BB06 [393]
1700 OPENOUT"!shift.hsc" [2069]
1710 FOR i=1 TO 3:FOR o=1 TO 5 [713]
1720 PRINT #9,hsc(i,o) [852]
1730 PRINT #9,hsc$(i,o) [884]

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1740 NEXT o,1:CLOSEOUT:GOTO 1270 [2067]
1750 ' [117]
1760 ' Eintragen [1430]
1770 ' [117]
1780 h=0:FOR o=5 TO 1 STEP -1 [1307]
1790 IF sco>hsc(gm,o) THEN h=o [1983]
1800 NEXT [350]
1810 IF h=0 THEN 1270 [1182]
1820 FOR o=5 TO h STEP -1:hsc(gm,o+1)=hsc( [3303]
gm,o):hsc$(gm,o+1)=hsc$(gm,o):NEXT
1830 CLS [91]
1840 a$="Please enter"+CHR$(0):PRINT,&C29 [2700]
0,a$
1850 a$="your name for"+CHR$(0):PRINT,&C2 [4638]
DE,a$
1860 a$="the TOP FIVE"+CHR$(0):PRINT,&C33 [2265]
0,a$
1870 a$=" [DEL] [ENT]"+CHR$(0):PRINT,&C48 [3559]
E,a$
1880 a$="....."+CHR$(0):PRINT,&C3DA,a$ [2587]
1890 n$="" [498]
1900 ' Namen eingeben [596]
1910 a$=INKEY$:IF a$="" THEN 1910 [1490]
1920 a=ASC(a$) [1036]
1930 IF a=13 THEN 2020' ENTER [2172]
1940 IF a=127 THEN 1980' DEL [1104]
1950 IF a<32 THEN 1910 [1370]
1960 IF LEN(n$)=7 THEN 1910 [1290]
1970 n$=n$+a$:c$=n$+CHR$(0):PRINT,&C3DA,c$ [2914]
GOTO 1910
1980 i=LEN(n$):IF i=0 OR i=1 THEN c$=".... [4394]
..."+CHR$(0):PRINT,&C3DA,@c$:n$="":GOTO 1
910
1990 n$=LEFT$(n$,LEN(n$)-1) [851]
2000 c$=n$+"."+CHR$(0) [533]
2010 PRINT,&C3DA,@c$:GOTO 1910 [1670]
2020 hsc(gm,h)=sco:hsc$(gm,h)=n$:GOTO 1270 [2363]
2030 ' [117]
2040 ' Spiel [141]
2050 ' [117]
2060 sco=0:level=0 [1045]
2070 gm=a [70]
2080 IF a=1 THEN a$="SHIFT" ELSE IF a=2 TH [3218]
EN a$="FIND" ELSE a$="XOR"
2090 a$=a$+CHR$(0) [656]
2100 WINDOW #1,1,20,1,5:CLS #1:FILL [1490]
2110 POKE &A1CA,16 [644]
2120 PRINT,&C028-(LEN(a$)-1)*2,a$ [1321]
2130 POKE &A1CA,8 [554]
2140 a$="SCORE"+CHR$(0):PRINT,&C000,a$ [1700]
2150 a$="HI"+a$:PRINT,&C034,a$ [1371]
2160 a$="00000"+CHR$(0):PRINT,&C050,a$ [2015]
2170 a$=STRING$(6-LEN(STR$(hsc(gm,1))),48) [5240]
+MID$(STR$(hsc(gm,1)),2)+CHR$(0)
2180 PRINT,&C08C,a$ [844]
2190 a$="TIME"+CHR$(0):PRINT,&C0F0,a$ [2487]
2200 ' [117]
2210 ' Init fuer neues Level [1386]
2220 ' [117]
2230 level=level+1 [1036]
2240 ff=REMAIN(0):flag=0 [2274]
2250 RANDOMIZE TIME [1777]
2260 FILL:MOVE 0,328:DRAWR 128,0,10:DRAWR [3038]
512,0,8
2270 MOVE 0,326:DRAWR 128,0,10:DRAWR 512,0 [2039]
,8
2280 zeit=640 [785]
2290 FOR i=0 TO 127:POKE &8000+i,0:NEXT' F [2771]
elder loeschen
2300 IF gm=3 THEN 2420 [527]
2310 ' [117]
2320 ' Feld 1 mit Steinen fuellen [1383]
2330 ' [117]
2340 FOR i=0 TO 30 [517]
2350 x=INT(RND*62):IF PEEK(&8002+x)<>0 THE [2645]
N 2350
2360 POKE &8002+x,1:NEXT [375]
2370 IF gm=1 THEN POKE &8000,2:POKE &8040, [5718]
2:FOR i=2 TO 63:POKE &8040+i,PEEK(&8000+i)
XOR 1:NEXT:POKE &8001,0' Bei Shift 2.Feld
install.
2380 GOTO 2450 [313]
2390 ' [117]
2400 ' Install fuer XOR [1288]
2410 ' [117]
2420 FOR i=0 TO 31:FELD1 [1137]
2430 x=INT(RND*6)+1:y=INT(RND*6)+1 [2723]
2440 FOR o=x-1 TO x+1:FOR o2=y-1 TO y+1:PO [3265]
KE &8000+o+o2*8,PEEK(&8000+o+o2*8) XOR 1:N
EXT o2,o,1
2450 fl=0 [93]
2460 FELD1 [956]

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2470 !XOR:IF gm=1 THEN POKE &8000,2:POKE & [2724]
8040,2
2480 fl=64-PEEK(&8080)' Anzahl der Steine [3064]
auf dem Spielfeld
2490 ' [117]
2500 ' Fuer FIND zufaelliges Feld suchen [910]
2510 ' [117]
2520 IF gm=2 THEN tx=INT(RND*6)+1:ty=INT(R [9552]
ND*6)+1:FOR o=tx-1 TO tx+1:FOR o2=ty-1 TO
ty+1:PUTSPR,&C25C+(o-tx+1)*4+(o2-ty+1)*16
0,&9040+PEEK(&8000+o+o2*8)*288:NEXT o2,o:
PUTSPR,&C300,&95E0
2530 IF gm<>1 THEN 2580 [537]
2540 !FELD2 [959]
2550 ' [117]
2560 ' Zeitzaehler Install & Schleife [2503]
2570 ' [117]
2580 IF gm=1 THEN e=50-level*2 [1098]
2590 IF gm=2 THEN e=25-level*2 [948]
2600 IF gm=3 THEN e=50-level*3 [849]
2610 IF e<3 THEN EVERY 3,0 GOSUB 2640 ELSE [3625]
EVERY e,0 GOSUB 2640
2620 x=0:y=0:GOTO 2710 [1567]
2630 ' Zeitzaehler [856]
2640 zeit=zeit-4:MOVE zeit,328:DRAW 640,32 [6951]
8,0:MOVE zeit,326:DRAW 640,326
2650 IF zeit=0 THEN flag=1:ff=REMAIN(0) EL [2592]
SE flag=0
2660 IF zeit<128 THEN SOUND 129,80,30,15,1 [1100]
2670 RETURN [555]
2680 ' [117]
2690 ' Cursorsteuerung [828]
2700 ' [117]
2710 alt=&C234+x*4+y*160:alt2=&9040+PEEK(& [5676]
8000+x+y*8)*288:PUTSPR,alt,&95E0:CALL &BD
19:CALL &BD19:CALL &BD19
2720 a=FRE("") [1439]
2730 a=JOY(0):IF a=0 AND INKEY(47)=-1 AND [3785]
INKEY(66)=-1 AND flag=0 THEN 2730
2740 !PUTSPR,alt,alt2 [1171]
2750 IF a AND 16 THEN GOSUB 2870 ' Feuer [1087]
2760 IF a AND 1 THEN y=(y+7) MOD 8' Hoch [831]
2770 IF a AND 2 THEN y=(y+1) MOD 8' Runter [655]
2780 IF a AND 4 THEN x=(x+7) MOD 8' Links [753]
2790 IF a AND 8 THEN x=(x+1) MOD 8' Rechts [1926]
2800 IF INKEY(66)<>-1 THEN flag=1 [846]
2810 IF INKEY(47)<>-1 AND gm=1 THEN GOSUB [2424]
3140' Zeile/Spalte verschieben
2820 IF flag THEN 3200' Zeit abgelaufen [1638]
2830 GOTO 2710 [397]
2840 ' [117]
2850 ' Feuerauswert der einzelnen Spiele [2250]
2860 ' [117]
2870 ON gm GOTO 2890,2950,2990 [813]
2880 ' SHIFT Zeile verschieben [1986]
2890 IF a AND 1 THEN IF x<>0 THEN !ULINE,a [1234]
lt-y*160,&8000+x
2900 IF a AND 2 THEN IF x<>0 THEN !DLINE,a [2626]
lt-y*160,&8038+x
2910 IF a AND 4 THEN IF y<>0 THEN !LLINE,a [1251]
lt-x*4,&8000+y*8
2920 IF a AND 8 THEN IF y<>0 THEN !RLINE,a [1887]
lt-x*4,&8007+y*8
2930 RETURN [555]
2940 ' FIND Feststellen ob gesuchtes Feld [3054]
getroffen
2950 IF x=tx AND y=ty THEN sco=sco+level*z [5029]
eit/25:GOSUB 3110:GOTO 2210
2960 zeit=zeit-64:IF zeit<0 THEN zeit=4 [2857]
2970 RETURN [555]
2980 ' XOR Feld invertieren [1707]
2990 IF x<1 OR x>6 OR y<1 OR y>6 THEN RETU [1104]
RN
3000 fe=f1:FOR o=x-1 TO x+1:FOR o2=y-1 TO [2970]
y+1
3010 ad=&8000+o+o2*8:b=PEEK(ad) [1110]
3020 IF b=1 THEN POKE ad,0:f1=f1-1 [1649]
3030 IF b=0 THEN POKE ad,1:f1=f1+1 [2946]
3040 !PUTSPR,&C234+o*4+o2*160,&9040+PEEK(a [2260]
d)*288
3050 NEXT o2,o [387]
3060 sco=sco+(fe-f1)*5:IF sco<0 THEN sco=0 [2129]
3070 IF f1=0 THEN sco=sco+level*zeit/50:GO [3136]
SUB 3110:GOTO 2210
3080 GOSUB 3110 [971]
3090 RETURN [555]
3100 ' Scoreanzeige [975]
3110 sco=INT(sco):n$=STRING$(6-LEN(STR$(sc [5411]
o)),48)+MID$(STR$(sco),2)+CHR$(0)
3120 !PRINT,&C050,@n$:RETURN [1453]
3130 ' SHIFT - Druck auf SPACE [506]

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3140 |XOR:POKE &8000,2:POKE &8040,2      [1579]
3150 |FELD1                                [956]
3160 |FELD2                                [959]
3170 fe=ff:ff=PEEK(&8080):IF ff<fe THEN sc [3004]
o=sco+5*(ff-fe):GOSUB 3110
3180 IF ff=64 THEN sco=sco+level*zeit/30:G [4013]
OSUB 3110:GOTO 2210
3190 x=ax:y=ay:RETURN                    [2086]
3200 ' Game over                          [953]
3210 ff=REMAIN(0)                         [1371]
3220 n$="                                "+CHR$(0):!PRINT,&C332 [1676]
,@n$
3230 n$=" GAME OVER "+CHR$(0):!PRINT,&C382 [2598]
,@n$
3240 n$="                                "+CHR$(0):!PRINT,&C3D2 [1434]
,@n$
3250 CALL &BB03:CALL &BB06:GOTO 1760      [1019]

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10 " [117]
20 " SHIFT.GE2 erzeugt SHIFT.BIN [1198]
30 " [117]
40 DATA 01,13,A0,21,0F,A0,CD,D1,BC,3E,C9,3 [2959]
2,00,A0,C9,00,0680
50 DATA 00,00,00,33,A0,C3,64,A0,C3,C0,A0,C [1753]
3,CF,A0,C3,05,07B7
60 DATA A1,C3,18,A1,C3,66,A1,C3,8D,A1,C3,D [3033]
F,A1,C3,14,A2,0994
70 DATA C3,49,A2,46,49,4C,CC,50,55,54,53,5 [2563]
0,D2,4C,4C,49,06A4
80 DATA 4E,C5,52,4C,49,4E,C5,55,4C,49,4E,C [2580]
5,44,4C,49,4E,0631
90 DATA C5,50,52,49,4E,D4,46,45,4C,44,B1,4 [2476]
6,45,4C,44,B2,066B
100 DATA 58,4F,D2,00,21,90,C1,06,14,C5,E5, [2768]
06,0A,C5,11,00,0595
110 DATA 90,3E,10,01,FC,07,EB,ED,A0,ED,A0, [2959]
ED,A0,ED,A0,EB,09EC
120 DATA 0E,FC,09,D2,8A,A0,01,50,C0,09,06, [2438]
07,3D,C2,76,A0,064B
130 DATA C1,10,DA,E1,0E,04,09,C1,10,CF,C9, [3276]
06,18,C5,E5,06,06DE
140 DATA 06,C5,1A,4F,13,1A,47,13,7E,A1,B0, [2267]
77,23,C1,10,F1,05E6
150 DATA E1,01,00,08,09,D2,BC,A0,01,50,C0, [3466]
09,C1,10,DE,C9,06B3
160 DATA DD,5E,00,DD,56,01,DD,6E,02,DD,66, [1717]
03,C3,9B,A0,DD,07DD
170 DATA 5E,00,DD,56,01,D5,6B,62,23,01,07, [4369]
00,1A,ED,B0,12,0528
180 DATA D1,DD,6E,02,DD,66,03,06,08,C5,1A, [3631]
13,B7,E5,D5,11,06E6
190 DATA 40,90,CA,F8,A0,11,60,91,CD,9B,A0, [1852]
D1,E1,23,23,23,0857
200 DATA 23,C1,10,E5,C9,DD,5E,00,DD,56,01, [2558]
6B,62,2B,01,07,0611
210 DATA 00,1A,ED,B8,12,C3,E1,A0,DD,5E,00, [3055]
DD,56,01,D5,6B,07C4
220 DATA 62,4E,23,23,23,23,23,23,23,23,06, [1619]
07,7E,12,5D,54,0316
230 DATA 23,23,23,23,23,23,23,23,10,F2,EB, [3495]
71,D1,DD,6E,02,0594
240 DATA DD,66,03,06,08,C5,1A,13,13,13,13, [2113]
13,13,13,13,D5,03A0
250 DATA B7,11,40,90,CA,5A,A1,11,60,91,CD, [2792]
9B,A0,01,B0,FF,0817
260 DATA 09,D1,C1,10,E0,C9,DD,5E,00,DD,56, [3333]
01,6B,62,4E,2B,0709
270 DATA 2B,2B,2B,2B,2B,2B,2B,06,07,7E,12, [3441]
5D,54,2B,2B,2B,02FC
280 DATA 2B,2B,2B,2B,2B,10,F2,EB,71,EB,C3, [3275]
3D,A1,DD,6E,00,070C
290 DATA DD,66,01,23,5E,23,56,DD,6E,02,DD, [2547]
66,03,1A,13,FD,05FB
300 DATA 21,6B,A2,B7,C8,D5,E5,CD,A5,BB,11, [2620]
73,A2,CD,53,BC,0996
310 DATA 11,73,A2,E1,E5,01,04,08,C5,E5,1A, [2521]
FD,A6,00,77,23,06FA
320 DATA 13,DD,C2,BA,A1,FD,23,E1,01,00,08, [2663]
09,D2,D3,A1,01,0697
330 DATA 50,C0,09,C1,10,E2,E1,23,23,23,23, [2854]
D1,C3,9D,A1,21,072C
340 DATA 34,C2,11,00,80,06,08,C5,06,08,C5, [2393]
1A,13,D5,11,40,0480
350 DATA 90,B7,CA,00,A2,FE,01,11,60,91,CA, [1866]
00,A2,11,80,92,0743
360 DATA E5,CD,9B,A0,E1,D1,23,23,23,23,C1, [3202]
10,DD,0E,80,09,0770
370 DATA C1,10,D4,C9,21,5C,C2,11,40,80,06, [3170]
08,C5,06,08,C5,0624

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380 DATA 1A,13,D5,11,40,90,B7,CA,35,A2,FE, [3196]
01,11,A0,93,CA,0748
390 DATA 35,A2,11,C0,94,E5,CD,9B,A0,E1,D1, [2982]
23,23,23,23,C1,0828
400 DATA 10,DD,0E,80,09,C1,10,D4,C9,DD,21, [2501]
80,80,21,00,80,0691
410 DATA 11,40,80,01,40,00,DD,70,00,1A,AE, [3000]
B7,C2,64,A2,12,05B8
420 DATA 77,DD,34,00,13,23,0D,C2,59,A2,C9, [3858]
03,03,03,3C,3C,04D2
430 DATA 30,30,30,00,00,00,00,00,00,00,00, [3206]
00,00,00,00,00,0090
440 adr=&A000 [332]
450 FOR z=1000 TO 1039 [1281]
460 FOR o=0 TO 15:READ a$:POKE adr+o,VAL("&"+a$):NEXT [3447]
&"+a$):sum=sum+VAL("&"+a$):NEXT
470 READ sum$:IF VAL("&"+sum$)<>sum THEN P [3844]
RINT"Fehler in Zeile"z:fehler=1
480 adr=adr+16:sum=0:NEXT [972]
490 IF fehler=0 THEN SAVE"shift.bin",b,&A0 [3945]
00,adr-&A000:END
500 PRINT"Bitte, falsche Zeile korrigieren [3763]
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1 ' [117]
2 ' Shift.Gen erzeugt SHIFT.GRA [1560]
3 ' [117]
10 MODE 0:FOR i=0 TO 15:READ a:INK i,a:NEX [4652]
T:DATA 0,0,2,0,5,2,14,5,26,26,13,13,15,15,
6,6
20 adr=&9000:MEMORY adr-1:a$="024464420244 [7479]
64420244644202446442":FOR y=0 TO 15:FOR x=
0 TO 7:PLOT x*4,399-y*2,VAL(MID$(a$,x+y+1,
1)):NEXT:NEXT
30 scr=&C000:FOR y=0 TO 15:FOR x=0 TO 3:PO [6611]
KE adr,PEEK(scr+x):adr=adr+1:NEXT:scr=scr+
&800:IF scr>-1 THEN scr=scr+&C050
40 NEXT:ad=adr+1:GOSUB 350:GOSUB 300 [1672]
50 FOR a=0 TO 1 [735]
60 IF a=0 THEN c1=8:c2=10 ELSE c1=12:c2=14 [2521]
70 SYMBOL 254,255,128,128,128,128,128,128, [4951]
128:SYMBOL 255,128,128,128,128,128,128,128
,128
80 POKE &B1C9,2:LOCATE 1,2:PEN 1:PRINT CHR [5708]
$(143):LOCATE 1,3:PRINT CHR$(143):POKE &B1
C9,0:LOCATE 1,1:PEN c1:PAPER c2:PRINT CHR$(
254)
90 LOCATE 1,2:PRINT CHR$(255) [955]
100 ad=adr+1:GOSUB 350' Store [1777]
110 GOSUB 300'Mit Schatten [2013]
120 POKE &B1C9,2:LOCATE 1,2:PEN 1:PRINT CH [3817]
R$(143):LOCATE 1,3:PRINT CHR$(143):POKE &B
1C9,0
130 RESTORE 190:FOR y=0 TO 31 STEP 4:READ [4173]
a$:FOR o=0 TO 1:FOR x=1 TO LEN(a$)
140 b=VAL("&" +MID$(a$,x,1)) [1466]
150 IF a=0 THEN PLOT (x-1)*4,399-y-o*2,b [1132]
160 IF a=1 AND b=1 THEN PLOT (x-1)*4,399-y [4840]
-o*2,b ELSE IF a=1 THEN PLOT (x-1)*4,399-y
-o*2,b+4
170 NEXT x,o,y:ad=adr+1:GOSUB 350:GOSUB 30 [2711]
0
180 NEXT [350]
190 DATA 88888888,888888881,888888811,888aa1 [3743]
11,888aa111,888111111,881111111,811111111
200 RESTORE 200:FOR o=1 TO 7:READ i,a$:FOR [4540]
b=1 TO i:FOR x=1 TO 12:POKE adr,VAL("&" +M
ID$(a$,x*2-1,2)):adr=adr+1:NEXT x,b,o
210 DATA 2,ff3fff3fff3fff3fff00ff00 [2679]
220 DATA 6,ff2aff00ff00ff15ff00ff00 [730]
230 DATA 2,ff2aff003fc03f953fc03fc0 [2065]
240 DATA 4,ff2aff007f80ff15ff00bf40 [2338]
250 DATA 2,ff3fff3fff3fff3fff00bf40 [2861]
260 DATA 6,ff00ff007f80ff00ff00bf40 [1340]
270 DATA 2,ff00ff003fc03fc03fc03fc0 [2155]
280 SAVE"shift.gra",b,&9000,adr-&9000 [1087]
290 END [110]
300 ' Schatten [833]
310 RESTORE 340 [743]
320 FOR y=0 TO 2:READ a$:FOR o=1 TO 8:FOR [7746]
x=1 TO 6:POKE adr,VAL("&" +MID$(a$,x*2-1,2)
):adr=adr+2:NEXT x,o,y
330 RETURN [555]
340 DATA c0c0c0c0ffff,c0c000003f3f,ffff3f3 [2084]
f3f3f
350 ' Store [138]
360 scr=&C000:FOR y=0 TO 23:FOR x=0 TO 5:P [8142]
OKE ad,PEEK(scr+x):ad=ad+2:NEXT:scr=scr+&8
00:IF scr>-1 THEN scr=scr+&C050
370 NEXT:RETURN [940]

```