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70 GOTO 770 .
80 LET p=2+a-x
90 IF p<1 OR p>5 THEN RETURN
100 ON p GOTO 110,130,150,170,190
110 IF c=1 THEN c=-1:GOTO 210
120 RETURN
130 IF c=1 THEN c=0:ELSE c=-1
140 GOTO 210
150 IF c=0 THEN c=-1+2*(INT(RND*2
))
160 GOTO 210
170 IF c=-1 THEN c=0:ELSE c=1
180 GOTO 210
190 IF c=-1 THEN c=1:GOTO 210
200 RETURN
210 SOUND 1,100,10:LET d=-d:RETUR
N
220 LET t=TEST(a*32-31,410-b*16)
230 IF (a=1 AND t<>1)OR(a=20 AND
t=1)GOTO 250
240 IF t=1 THEN LOCATE a+1,b:PRIN
T " ":ELSE LOCATE a-1,b:PRINT " "
250 d=-d:SOUND 2,150,10:s=s+20-b:
IF s/1045=INT(s/1045) THEN LOCATE
x,e:PRINT" ":GOTO 670
260 LOCATE 5,25:PRINT "SCORE: ";US
ING "####";s:RETURN
270 LOCATE a,b:PRINT " ":a=a+c:b=
b+d:IF TEST(a*32-16,405-b*16)>1 T
HEN GOSUB 220
280 PEN 5:LOCATE a,b:PRINT CHR$(2
31):PEN 1

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290 IF INKEY(8)=0 THEN x=x-1:IF x
<1 THEN x=1 ELSE LOCATE x,e:PRINT
s$;" "
300 IF INKEY(0)=0 THEN LOCATE x,2
4:PRINT" ":e=23:LOCATE x,23:PRI
NT s$
310 IF INKEY(2)=0 THEN LOCATE x,2
3:PRINT" ":e=24:LOCATE x,24:PRI
NT s$
320 IF INKEY(1)=0 THEN x=x+1:IF x
>18 THEN x=18 ELSE LOCATE x-1,e:P
RINT " ";s$
330 IF b=e-1 THEN GOSUB 80
340 IF a=1 OR a=20 THEN c=-c
350 IF b=1 THEN d=-d
360 IF b=24 THEN GOTO 410
370 IF INKEY(8)=0 THEN x=x-1:IF x
<1 THEN x=1 ELSE LOCATE x,e:PRINT
s$;" "
380 IF INKEY(1)=0 THEN x=x+1:IF x
>18 THEN x=18 ELSE LOCATE x-1,e:P
RINT " ";s$
390 FOR f=0 TO 50-sped:NEXT
400 GOTO 270
410 ENT 1,100,5,1:SOUND 1,0,100,1
2,0,1
420 LOCATE a,b:PRINT" ":ball=ball
+1:IF ball=6 THEN 450
430 LOCATE 3,2:PRINT"Noch";6-ball
;:IF ball<>5 THEN PRINT"Baelle" E
LSE PRINT"Ball"
440 FOR f=1 TO 1000:NEXT:LOCATE 3

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,2:PRINT SPC(13):GOTO 740
450 FOR n=1 TO 3
460 IF s>h(n) THEN 480
470 NEXT n
480 MODE 1
490 PEN 5:LOCATE 5,7:IF n=4 THEN
GOTO 530
500 PRINT"Du bist in der HIGH-SCO
RE Tabelle!":LOCATE 5,9:INPUT "Wi
e heisst Du";name$
510 FOR f=3 TO n STEP -1:h(f)=h(f
-1):n$(f)=n$(f-1):s(f)=s(f-1):NEX
T
520 n$(n)=name$:h(n)=s:s(n)=sped
530 CLS:PAPER 3:PEN 10:LOCATE 1,1
:PRINT"PLACE SCORE SPEED NAME
":PRINT
540 PAPER 0:PEN 1
550 FOR f=1 TO 3
560 PRINT USING"####";f;:PRINT"
";USING"####";h(f);:PRINT" ";USI
NG"####";s(f);:PRINT" ";n$(f)
570 PRINT
580 NEXT
590 PRINT:PRINT:PRINT TAB(5);"Dei
n SCORE ist:";s"bei SPEED"sped
600 PRINT:PRINT TAB(15);"Nochmal
(J/N)"
610 GOSUB 950
620 IF a$="n"THEN END
630 IF a$<>"j"THEN 610
640 PRINT
650 s=0:ball=1:INPUT "Geschwindig
keit (>=0 und <=50)";sped:IF sped
<0 OR sped>50 THEN 650
660 BORDER 0:MODE 0:INK 0,15:INK
1,0
670 FOR f=2 TO 10
680 FOR g=1 TO 20 STEP 2
690 PEN 1:PAPER f:LOCATE g,f+3
700 IF f/2<>INT(f/2) THEN PRINT C
HR$(37);CHR$(38)ELSE PRINT CHR$(3
8);CHR$(37)
710 NEXT g:NEXT f
720 x=8:e=24:s$=CHR$(135)+CHR$(13
1)+CHR$(139)
730 PAPER 0:LOCATE 5,25:PRINT "SC

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ORE: "; USING "####"; s
740 LOCATE x,e:PRINT s$
750 a=INT(RND*10+5):b=14:c=0:d=1
760 GOTO 270
770 SYMBOL AFTER 37
780 SYMBOL 37,255,128,128,128,128
,128,128,255
790 SYMBOL 38,255,1,1,1,1,1,1,255
800 DIM h(3):DIM n$(3):DIM s(3)
810 h(1)=300:h(2)=300:h(3)=300
820 n$(1)="BIG BOSS":n$(2)="BIG B
OSS":n$(3)="BIG BOSS"
830 sp(1)=0:sp(2)=0:sp(3)=0
840 BORDER 0:MODE 1:INK 0,15:INK
1,0
870 MODE 1
880 A$=" %& %& %& %& %&
```

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%&%& %&%&          %&%&%&%&%& %&%&%
&%  &%  &%      &%  &%      %&  &%  %&
%&  %&  %&      %&  %&%&%  %&%&%      &%
&%  &%      &%  &%  &%  &%      &%  &%
      %&      %&  %&      %&  %&%&%&%&  %&%&%
%&  %&      "

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890 LOCATE 1,2:FOR f=1 TO 200:IF
ASC(MID$(a$,f,1))=32 THEN PAPER 0
ELSE PAPER 2

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900 PRINT MID$(a$,f,1);:NEXT
910 LOCATE 2,8:PRINT"Ziel des Spi
eles ist es, einen Ball mit dem S
chlaeger so zu treffen, dass die
Mauer vollstaendig zerschlagen
wird."

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920 PRINT:PRINT"Je nach dem, wie
der Ball getroffen wird, pral

```


lt er auch ab. In einem Spiel sind 5 Baele. Die Geschwindigkeit ist wahlweise.

930 PRINT:PRINT"Der Schlaeger wird mit den Cursortasten bewegt. Er kann auch um eine Stelle nach oben bzw. nach unten bewegt werden."

940 PRINT:GOSUB 950:GOTO 650

950 ENT -2,90,20,1:SOUND 129,0,32767,12,0,2

960 FOR f=0 TO 26:INK 2,f

970 a\$=INKEY\$:IF a\$<>" "THEN SOUND 129,0:GOTO 1010

980 FOR w=1 TO 50:NEXT

990 NEXT:GOTO 950

1000 GOTO 960

1010 RETURN