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«06B7» 100 '*****
«06C1» 110 '*****
«05A9» 120 '**
«0721» 130 '**      W A R L O R D S      **
«0770» 140 '**      =====      **
«05C7» 150 '**
«0C8D» 160 '** Written By Sebastian Ritter **
«0B76» 170 '** Artworx By Stefan Kloos **
«05E5» 180 '**
«0711» 190 '*****
«071B» 200 '*****
«019A» 210 '
«270E» 220 DEFINT a-z:SYMBOL AFTER 256:MEMORY 3
5935:SYMBOL AFTER 32:na$(2)="S":ENV 1,15
,-1,30:ENV 2,1,-5,1,10,-1,3,1,0,30:IF PE

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EK(&A300)<>1 THEN LOAD"!warlords.rsx":LO
AD"!warlords.spr",35936:CALL &A300
<284E> 230 ENV 1,15,-1,30:ENV 2,15,-1,3,1,0,30:
RESTORE 1390:FOR i=0 TO 15:READ a:INK i,
a:NEXT:SPEED INK 3,10:INK 12,26,20:SYMBOL
L 196,&FF,&FF,&81,&81,&81,&81,&81,&81,&81:SY
MBOL 198,&81,&81,&81,&81,&81,&81,&81,&FF,&FF
<2418> 240 SYMBOL 224,0,&22,&55,&88,&88,&55,&22:
SYMBOL 225,&18,&24,&42,&24,&18,&24,&42,
&24:SYMBOL 226,0,&3E,&41,&40,&40,&43,&24,
&24:SYMBOL 227,0,&3C,&42,&82,&82,&42,&2
4,&24:SYMBOL 228,&18,&24,&42,&82,&82,&42,
&3C:SYMBOL 229,&18,&24,&43,&40,&40,&43,
&3C
<3F99> 250 DIM va(20,12),exis(20,12),sta(20,12),
mov(20,12),kah(20,12),kav(20,12),tot(20
,12),tostr(20,12),ran(48),mob(48),str(48
),hea(48),par(48),toh(240,2),tov(240,2),
stim1(66),stim2(34),stim3(92),lan1(66),1
an2(34),lan3(92)
<54C5> 260 |SIZE,4,2:FOR i=0 TO 48:par(i)=2:NEX
T:RESTORE 1400:FOR i=1 TO 9:READ nr,ran(
nr),mob(nr),str(nr),hea(nr):ran(nr+1)=ra
n(nr):mob(nr+1)=mob(nr):str(nr+1)=str(nr)
:hea(nr+1)=hea(nr):par(nr)=1:par(nr+1)=
0:NEXT:par(18)=2
<483A> 270 RESTORE 1440:FOR i=1 TO 8:READ nr(i)
:NEXT:RESTORE 1470:FOR i=1 TO 8:READ sti
m1(i),stim2(i),stim3(i):lan1(i)=256:lan2
(i)=256:lan3(i)=256:stim1(i+58)=stim1(i)
:stim2(i+26)=stim2(i):lan1(i+58)=256:lan
2(i+26)=256:NEXT
<3E4E> 280 FOR i=9 TO 16:READ stim1(i),stim2(i)
,stim3(i):lan1(i)=256:lan2(i)=256:lan3(i)
=256:NEXT:FOR i=17 TO 37:READ stim1(i),
lan1(i):stim1(i+21)=stim1(i):lan1(i+21)=
lan1(i):NEXT
<4891> 290 FOR i=17 TO 21:READ stim2(i),lan2(i)
:stim2(i+5)=stim2(i):lan2(i+5)=lan2(i):N
EXT:FOR i=17 TO 59 STEP 6:RESTORE 1490:F
OR t=0 TO 5:READ lan3(i+t):stim3(i+t)=0:
NEXT t,i:FOR i=65 TO 92:READ stim3(i),la
n3(i):NEXT
<1999> 300 muo=1:mu1=0:mu2=0:mu3=0:SOUND 7,0
,200,0:ON SQ(1)GOSUB 1170:ON SQ(2)GOSUB
1190:ON SQ(4)GOSUB 1210:EVERY 20,1 GOSUB
1140
<473C> 310 WHILE INKEYS<>"":WEND:GOSUB 1040:nam
S(0)=na$(zo+1):namS(1)=na$(1-zo+1):INK 1
2,26,20:BORDER 9:MODE 0:tt=0:t2=0:FOR i=
1 TO 12:FOR t=1 TO 20:va(t,i)=PEEK(&AEFF
+(i-1)*20+t):n=va(t,i):|PUT,(t-1)*4,(i-1
)*2,35936+n*64
<322F> 320 FOR m=0 TO 1:IF n=8+m OR n=10+m OR n
=12+m OR n=14+m OR n=16+m OR n=19+m OR n
=21+m THEN arm(m)=arm(m)+1
<26B6> 330 IF n=30-m THEN tt(m)=tt(m)+1:tov(tt(
m),m)=i:toh(tt(m),m)=t:tostr(t,i)=hea(30
)
<3D22> 340 tot(t,i)=0:NEXT m,t,i:FOR t=1 TO 12:
FOR i=1 TO 20:kah(i,t)=0:kav(i,t)=0:exis
(i,t)=hea(va(i,t)):sta(i,t)=mob(va(i,t))
:NEXT i,t:play=ROUND(RND)
<0127> 350 '
<06A4> 360 ' Hauptschleife
<013B> 370 '
<13D9> 380 play=1-play:IF play=1 THEN ste=1 ELS
E ste=-1
<207E> 390 FOR sp=1-play TO play STEP ste:LOCAT
E 1,25:PAPER 14:PEN 2-sp:PRINT"Open/Clos
e Portals !";xj=10:yj=6
<4334> 400 jo=JOY(sp*jflag):yl=0:xl=0:IF jo=1 A
ND yj>1 THEN yl=-1 ELSE IF jo=2 AND yj<1
2 THEN yl=1 ELSE IF jo=4 AND xj>1 THEN x
l=-1 ELSE IF jo=8 AND xj<20 THEN xl=1 EL
SE IF jo=16 THEN xl=20
<169F> 410 xj=xj+xl:yj=yj+yl:GOSUB 1360:GOSUB 1
360:IF INKEY(47)=0 THEN 440 ELSE 400
<4E57> 420 IF tt(sp)=0 THEN 400 ELSE FOR i=1 TO
tt(sp):IF xj<>toh(i,sp) OR yj<>tov(i,sp)
OR tostr(xj,yj)<0 THEN NEXT:GOTO 400 E
LSE IF va(xj,yj)=0 THEN va(xj,yj)=30-sp
ELSE IF va(xj,yj)=30-sp THEN va(xj,yj)=0
ELSE 400
<1DE5> 430 |PUT,(xj-1)*4,(yj-1)*2,35936+64*va(x
j,yj):WHILE JOY(sp*jflag)=16:WEND:GOTO 4
00
<08FC> 440 WHILE INKEYS<>"":WEND:NEXT sp:GOTO 4
50
<314D> 450 FOR sp=1-play TO play STEP ste:FOR t
=1 TO 20:FOR i=1 TO 12:mov(t,i)=0:NEXT i
,t:LOCATE 1,25:PAPER 14:PEN 2-sp:PRINT"M
ove your Army now !";:xj=10:yj=6
<17D5> 460 jo=JOY(sp*jflag):yl=0:xl=0:WHILE JOY
(sp*jflag)=16:WEND
<5024> 465 IF jo=1 AND yj>1 THEN yl=-1 ELSE IF
jo=2 AND yj<12 THEN yl=1 ELSE IF jo=4 AN
D xj>1 THEN xl=-1 ELSE IF jo=8 AND xj<20
THEN xl=1 ELSE IF jo=16 AND exis(xj,yj)
>0 AND par(va(xj,yj))<>sp AND mov(xj,yj)
=0 THEN 490
<173F> 470 xj=xj+xl:yj=yj+yl:GOSUB 1360:GOSUB 1
360:IF INKEY(47)=0 THEN 480 ELSE 460
<087F> 480 WHILE INKEYS<>"":WEND:NEXT sp:GOTO 5
40
<2ED4> 490 WHILE JOY(1-sp)=16:WEND:sc=mob(va(xj
,yj)):fi=va(xj,yj):be=mob(va(xj,yj)):sg=
exis(xj,yj):FOR i=1 TO sc
<5409> 500 jo=JOY(sp*jflag):yl=0:xl=0:IF jo=16
THEN WHILE JOY(sp*jflag)<>0:WEND:GOTO 46
0 ELSE IF jo=0 THEN 500 ELSE IF jo=1 AND
yj>1 THEN yl=-1 ELSE IF jo=2 AND yj<12
THEN yl=1 ELSE IF jo=4 AND xj>1 THEN xl=
-1 ELSE IF jo=8 AND xj<20 THEN xl=1
<4ABE> 510 IF jo=5 AND yj>1 AND xj>1 THEN xl=-1
:yl=-1 ELSE IF jo=6 AND yj<12 AND xj>1 T
HEN xl=-1:yl=1 ELSE IF jo=9 AND yj>1 AND
xj<20 THEN xl=1:yl=-1 ELSE IF jo=10 AND
yj<12 AND xj<20 THEN xl=1:yl=1
<54B7> 520 IF va(xj+xl,yj+yl)<>0 THEN 500 ELSE
va(xj,yj)=0:exis(xj,yj)=0:sta(xj,yj)=0:|
PUT,(xj-1)*4,(yj-1)*2,35936:xj=xj+xl:yj=
yj+yl:mov(xj,yj)=1:va(xj,yj)=fi:|PUT,(xj
-1)*4,(yj-1)*2,35936+64*fi
<2003> 530 be=be-1:sta(xj,yj)=be:exis(xj,yj)=sg
:WHILE JOY(sp*jflag)<>0:WEND:NEXT:GOTO 4
60
<200B> 540 FOR sp=1-play TO play STEP ste:LOCAT
E 1,25:PAPER 14:PEN 2-sp:PRINT"Prepare f
or Battle !";:xj=10:yj=6
<0D6D> 550 jo=JOY(sp*jflag):yl=0:xl=0
<5600> 555 IF j=1 AND yj>1 THEN yl=-1 ELSE IF j
=2 AND yj<12 THEN yl=1 ELSE IF j=4 AND x
j>1 THEN xl=-1 ELSE IF j=8 AND xj<20 TH
EN xl=1 ELSE IF j=16 AND exis(xj,yj)>0 A
ND par(va(xj,yj))=1-sp THEN x=xj:y=yj:WHI
LE JOY(sp*jflag)<>0:WEND:GOTO 580
<1564> 560 xj=xj+xl:yj=yj+yl:GOSUB 1370:GOSUB 1
370:IF INKEY(47)=0 THEN 570 ELSE 550
<0820> 570 WHILE INKEYS<>"":WEND:NEXT sp:GOTO 6
10
<5573> 580 jo=JOY(sp*jflag):yl=0:xl=0:IF jo=1 A
ND yj>1 AND yj>ran(va(xj,yj)) THEN yl=-1
ELSE IF jo=2 AND yj<12 AND yj>ran(va(x
j,yj)) THEN yl=1 ELSE IF jo=4 AND xj>1 A
ND xj>ran(va(xj,yj)) THEN xl=-1
<55C0> 590 IF jo=8 AND xj<20 AND xj>ran(va(xj,
yj)) THEN xl=1 ELSE IF jo=16 THEN IF xj=x
AND yj=y THEN kah(xj,yj)=0:kav(xj,yj)=0
:WHILE JOY(sp*jflag)=16:WEND:GOTO 550 E
LSE kah(xj,yj)=x:kav(xj,yj)=y:WHILE JOY(s
p*jflag)<>0:WEND:GOTO 550
<0F03> 600 x=x+xl:y=y+yl:GOSUB 1380:GOSUB 1380:
GOTO 580
<214E> 610 LOCATE 1,25:PEN 5:PRINT" The Battle
begins !";:FOR i=1 TO 12:FOR t=1 TO 20:IF
kah(t,i)<>0 OR kav(t,i)<>0 THEN 670
<0AD2> 620 NEXT t,i:verl(0)=0:verl(1)=0
<457A> 630 LOCATE 1,25:PEN 5:PRINT" Any Victi
ms ? ";:FOR t=1 TO 20:FOR i=1 TO 12:IF
F tot(t,i)=0 THEN 650 ELSE arm(1-par(va(
t,i)))=arm(1-par(va(t,i)))-1:|PUT,(t-1)*
4,(i-1)*2,35936:exis(t,i)=0:tostr(t,i)=0
<2E13> 640 IF arm(1-par(va(t,i)))<0 OR va(t,i)
=12 OR va(t,i)=13 THEN verl(par(va(t,i))
)=1 ELSE va(t,i)=0:tot(t,i)=0
<2E43> 650 xj=t:yj=i:GOSUB 1370:GOSUB 1370:NEXT
i,t:IF verl(0)=1 AND verl(1)=1 THEN 710

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ELSE IF ver1(0)=1 THEN gew=1:GOTO 700 E
LSE IF ver1(1)=1 THEN gew=0:GOTO 700
<2326> 660 FOR i=1 TO 20:FOR t=1 TO 12:kah(i,t)
=0:kav(i,t)=0:sta(i,t)=mob(va(i,t)):NEXT
t,i:GOTO 380
<3EB2> 670 IF va(kah(t,i),kav(t,i))=0 OR par(va
(kah(t,i),kav(t,i)))=2 THEN 620 ELSE xj=
t:yj=i:FOR m=1 TO 14:GOSUB 1360:NEXT:xj=
kah(t,i):yj=kav(t,i):FOR m=1 TO 14:GOSUB
1370:NEXT
<407F> 680 pro=90-(mob(va(t,i))-sta(t,i))*5:IF
RND*100<pro THEN BORDER 6:FOR m=1 TO 500
:NEXT:BORDER 9:exis(kah(t,i),kav(t,i))=e
xis(kah(t,i),kav(t,i))-str(va(t,i))ELSE
620
<2A9D> 690 IF exis(kah(t,i),kav(t,i))<=0 THEN t
ot(kah(t,i),kav(t,i))=1:GOTO 620 ELSE to
t(kah(t,i),kav(t,i))=0:GOTO 620
<365F> 700 MODE 1:PAPER 0:PEN 1:LOCATE 5,7:PRIN
T"Congratulations Sir "nam$(gew)" !":LOC
ATE 1,12:PRINT"You are the King of the w
hole Country !":LOCATE 7,20:PRINT"Press
Fire to play again !":WHILE JOY(0)<>16 A
ND JOY(1)<>16:WEND:GOTO 310
<26F0> 710 MODE 1:PAPER 0:PEN 1:LOCATE 2,11:PRI
NT"Sorry, but nobody was able to win !!!
":LOCATE 7,20:PRINT"Press Fire to play a
gain !":WHILE JOY(0)<>16 AND JOY(1)<>16:
WEND:GOTO 310
<1179> 720 MODE 0:BORDER 0:FOR i=1 TO 25:LOCATE
9,i:PAPER 7:PRINT" ";PAPER 2:PR
INT" ";PAPER 9:PRINT" ";NEXT
<32D9> 730 RESTORE 1420:FOR i=1 TO 8:FOR t=1 TO
6:READ gfa(t,i):PUT,34+(t-1)*8,i+3-2,3
5936+gfa(t,i)*64:NEXT t,i:von=1:hst=272:
vst=383:xj=1:yj=1
<09BE> 740 PRINT CHR$(23)CHR$(0);:MOVE 256,0:DR
AWR 0,400,1:GOSUB 980
<4EDA> 750 jo=JOY(0):IF jo=1 AND vst<383 THEN v
st=vst+48 ELSE IF jo=2 AND vst>47 THEN v
st=vst-48 ELSE IF jo=4 AND hst>272 THEN
hst=hst-64 ELSE IF jo=8 AND hst<592 THEN
hst=hst+64 ELSE IF jo=16 THEN 780 ELSE
IF INKEY(55)=0 THEN 990
<3615> 760 IF INKEY(60)=0 THEN 840 ELSE IF INKE
Y(62)=0 THEN 860 ELSE IF INKEY(36)=0 THE
N 880 ELSE IF INKEY(63)=0 THEN RETURN EL
SE IF INKEY(8)=0 THEN von=1:GOSUB 980 EL
SE IF INKEY(2)=0 THEN von=7:GOSUB 980 EL
SE IF INKEY(1)=0 THEN von=13:GOSUB 980
<0AB7> 770 GOSUB 1010:FOR t=1 TO 100:NEXT:GOSUB
1010:GOTO 750
<14BE> 780 WHILE JOY(0)=16:WEND:hf=(hst-272)/64
+1:vf=9-((vst+1)/48)
<547B> 790 jo=JOY(0):IF jo=1 AND yj>1 THEN yj=y
j-1 ELSE IF jo=2 AND yj<12 THEN yj=yj+1
ELSE IF jo=4 AND xj>1 THEN xj=xj-1 ELSE
IF jo=8 AND xj<8 THEN xj=xj+1 ELSE IF jo
=8 AND xj=8 OR INKEY(47)=0 THEN 750 ELSE
IF jo=16 THEN 830 ELSE IF INKEY(55)=0 T
HEN 990
<2B8D> 800 IF INKEY(79)=0 THEN !PUT,(xj-1)*4,(y
j-1)*2,35936:POKE &AEFF+von+(xj-1)+(yj-1
)*20,0:GOTO 790 ELSE IF INKEY(60)=0 THEN
840 ELSE IF INKEY(62)=0 THEN 860
<2958> 810 IF INKEY(36)=0 THEN 880 ELSE IF INKE
Y(63)=0 THEN RETURN ELSE IF INKEY(8)=0 T
HEN von=1:GOSUB 980 ELSE IF INKEY(2)=0 T
HEN von=7:GOSUB 980 ELSE IF INKEY(1)=0 T
HEN von=13:GOSUB 980
<08D2> 820 GOSUB 1360:FOR t=1 TO 100:NEXT:GOSUB
1360:GOTO 790
<2759> 830 !PUT,(xj-1)*4,(yj-1)*2,35936+64*gfa(
hf,vf):POKE &AEFF+von+(xj-1)+(yj-1)*20,g
fa(hf,vf):GOTO 790
<284B> 840 pun=0:lad=1:FOR i=1 TO 1000:NEXT:WHI
LE INKEY$<>"" :WEND:WINDOW#1,1,8,25,25:LO
CATE#1,1,25:PEN#1,1:INPUT#1,"",nf$:FOR i
=1 TO LEN(nf$):IF MID$(nf$,i,1)=". "THEN
pun=1
<2730> 850 NEXT:IF LEN(nf$)=0 THEN CLS#1:lad=0:
GOTO 750 ELSE IF LEN(nf$)>8 OR pun=1 THE
N CLS#1:GOTO 880 ELSE LOAD nf$+".bat",b,
&AF00,240:CLS#1:lad=0:GOTO 750
<09D6> 860 WINDOW#1,1,8,25,25:LOCATE#1,1,25:PEN
#1,1:PRINT#1,"Really ?";
<1E29> 870 a$=UPPER$(INKEY$):IF a$="Y"THEN FOR
t=&AF00 TO &AFF0:POKE t,0:NEXT:CLS#1:GOT
O 740 ELSE IF a$="N"THEN CLS#1:GOTO 750
ELSE 870
<2873> 880 lad=1:pun=0:FOR i=1 TO 1000:NEXT:WHI
LE INKEY$<>"" :WEND:WINDOW#1,1,8,25,25:LO
CATE#1,1,25:PEN#1,1:INPUT#1,"",nf$:FOR i
=1 TO LEN(nf$):IF MID$(nf$,i,1)=". "THEN
pun=1
<27E3> 890 NEXT:IF LEN(nf$)=0 THEN CLS#1:lad=0:
GOTO 750 ELSE IF LEN(nf$)>8 OR pun=1 THE
N CLS#1:GOTO 880 ELSE LOAD nf$+".bat",b,
&AF00:CLS#1:lad=0:lad=0:GOTO 740
<28D6> 900 lad=1:pun=0:FOR i=1 TO 1000:NEXT:WHI
LE INKEY$<>"" :WEND:WINDOW#1,16,24,24,24:
LOCATE#1,16,24:PEN#1,1:INPUT#1,"",nf$:FO
R i=1 TO LEN(nf$):IF MID$(nf$,i,1)=". "TH
EN pun=1
<0599> 905 battle=-1
<231B> 910 NEXT:IF LEN(nf$)=0 THEN CLS#1:lad=0:
RETURN ELSE IF LEN(nf$)>8 OR pun=1 THEN
CLS#1:GOTO 900 ELSE LOAD nf$+".bat",b,
&AF00:CLS#1:lad=0:RETURN
<28EA> 920 lad=1:pun=0:FOR i=1 TO 1000:NEXT:WHI
LE INKEY$<>"" :WEND:WINDOW#1,16,24,24,24:
LOCATE#1,16,24:PEN#1,1:INPUT#1,"",nf$:FO
R i=1 TO LEN(nf$):IF MID$(nf$,i,1)=". "TH
EN pun=1
<25BE> 930 NEXT:IF LEN(nf$)=0 THEN CLS#1:lad=0:
RETURN ELSE IF LEN(nf$)>8 OR pun=1 THEN
CLS#1:GOTO 920 ELSE SAVE nf$+".bat",b,
&AF00,240:CLS#1:lad=0:RETURN
<2875> 940 lad=1:FOR i=1 TO 1000:NEXT:WHILE INK
EYS<>"" :WEND:WINDOW#1,16,24,24,24:LOCATE
#1,16,24:PEN#1,1:INPUT#1,"",nf$:IF LEN(n
f$)=0 THEN CLS#1:lad=0:RETURN ELSE IF LE
N(nf$)>8 THEN CLS#1:GOTO 940
<1CF3> 950 OPENOUT nf$+".pre":FOR i=1 TO 36:WRI
TE#9,mob(i),ran(i),str(i),hea(i):NEXT:CL
OSEOUT:lad=0:RETURN
<2889> 960 lad=1:FOR i=1 TO 1000:NEXT:WHILE INK
EYS<>"" :WEND:WINDOW#1,16,24,24,24:LOCATE
#1,16,24:PEN#1,1:INPUT#1,"",nf$:IF LEN(n
f$)=0 THEN CLS#1:lad=0:RETURN ELSE IF LE
N(nf$)>8 THEN CLS#1:GOTO 940
<1CCF> 970 OPENIN nf$+".pre":FOR i=1 TO 36:INPU
T#9,mob(i),ran(i),str(i),hea(i):NEXT:CLO
SEIN:lad=0:RETURN
<2D0A> 980 h=0:FOR t=&AF00 TO &AFDC STEP &14:v=
0:FOR i=von TO von+7:!PUT,v,h,35936+64*(
PEEK(t+1-1)):v=v+4:NEXT:h=h+2:NEXT:RETUR
N
<31BD> 990 h=0:FOR t=&AF00 TO &AFDC STEP &14:v=
0:FOR i=1 TO 20:!PUT,v,h,35936+64*(PEEK(
t+1-1)):v=v+4:NEXT:h=h+2:NEXT:LOCATE 1,2
5:PRINT SPACES(20);:WHILE JOY(0)<>16:WEN
D:GOTO 720
<1ADD> 1010 PRINT CHR$(23)CHR$(1);:TAG:PLOT 0,-
2,1:MOVE hst,vst:PRINT CHR$(143);:MOVE h
st,vst-16:PRINT CHR$(143);:TAGOFF:RETURN
<00A8> 1030 END
<2622> 1040 MODE 1:BORDER 0:PAPER 2:PEN 1:LOCAT
E 1,1:PRINT CHR$(226)STRINGS(38,224)CHR$
(227):FOR i=2 TO 24:LOCATE 1,i:PRINT CHR
$(225):LOCATE 40,i:PRINT CHR$(225);:NEXT
:PRINT CHR$(229)STRINGS(38,224)CHR$(228)
;
<19FB> 1050 LOCATE 13,3:PEN 3:PAPER 0:PRINT"W A
R L O R D S":PEN 2:RESTORE 1460:FOR i=6
TO 22 STEP 2:READ t$:LOCATE 11,i:PRINT'
(i-4)/2" t$:NEXT
<22A6> 1060 a$=INKEY$:IF a$="1"THEN 1075 ELSE I
F a$=""OR VAL(a$)<1 OR VAL(a$)>9 THEN 10
60 ELSE ON VAL(a$)GOSUB 1100,900,920,720
,960,940,1240,1100,1110
<012E> 1070 GOTO 1040
<0735> 1075 IF battle=0 THEN GOTO 1040
<0CDF> 1080 IF na$(1)="" OR na$(2)=""THEN GOSUB
1110:RETURN ELSE RETURN
<38BC> 1100 MODE 0:BORDER 18:RESTORE 1450:FOR i
=1 TO 8:!PUT,11,(i-1)*3,35936+nr(i)*64:
!PUT,60,(i-1)*3,35936+(nr(i)-1)*64:READ t
yp$:LOCATE 6,1+(i-1)*3:PEN i:PRINT typ$:
NEXT:WHILE JOY(0)<>16 AND JOY(1)<>16:WEN
D:CLS:RETURN

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<3B6D> 1100 lad=1:PAPER 0: BORDER 18: ERASE na$ : F
OR i=1 TO 2: MODE 1: LOCATE 4, 2: PEN 1+i: PR
INT "Player"; CHR$(8) ", enter your first
name !": PEN i: WHILE LEN(na$(i)) > 10 OR LE
N(na$(i)) < 1: LOCATE 8, 10: INPUT " "; na$(i):
LOCATE 8, 9: PRINT CHR$(22) CHR$(0) STRING$(
255, 32): WEND
<3535> 1115 NEXT: CLS: LOCATE 8, 12: PRINT "(1) oder
(2) Joysticks ?": js$="" : WHILE js$ <> "1" AN
D js$ <> "2": js$=INKEY$: WEND: jflag=-(js$="2")
: FOR a=0 TO 50: LOCATE 8+9*jflag, 12: PRINT
jflag+1: : CALL &BD19: PRINT STRING$(3, 8);
"> "<": NEXT: CLS
<423F> 1120 lad=0: zo=ROUND(RND): PEN 2: LOCATE 1,
5: PRINT "Sir "na$(1-zo+1)", please take J
oystick 0 !": LOCATE 1, 15: PEN 1: PRINT "Sir
"na$(zo+1)", please take Joystick"; jfla
g; !": LOCATE 10, 24: PRINT "Press a firebut
ton !": WHILE JOY(0) <> 16 AND JOY(1) <> 16: W
END: RETURN
<127D> 1140 IF lad=1 THEN SOUND 135, 0, 1, 0: mus1=
66: mus2=35: mus3=93: RETURN
<1CF5> 1150 IF INKEY(38)=0 THEN muo=1-muo: IF mu
o=0 THEN SOUND 135, 0, 1, 0: mus1=66: mus2=35
: mus3=93: RETURN
<0FCE> 1160 IF muo=0 THEN RETURN ELSE ON SQ(1) G
OSUB 1170: ON SQ(2) GOSUB 1190: ON SQ(4) GOS
UB 1210: RETURN
<1579> 1170 mus1=mus1+1: IF mus1>66 THEN mus1=9:
ka1=49 ELSE ka1=1
<0E3A> 1180 SOUND ka1, stim1(mus1), lan1(mus1), 15
, 1: RETURN
<156D> 1190 mus2=mus2+1: IF mus2>34 THEN mus2=9:
ka2=42 ELSE ka2=2
<0E53> 1200 SOUND ka2, stim2(mus2), lan2(mus2), 15
, 1: RETURN
<15B5> 1210 mus3=mus3+1: IF mus3>92 THEN mus3=9:
ka3=28 ELSE ka3=4
<1611> 1220 IF mus3>16 AND mus3<65 THEN no=1: ve
n=2 ELSE no=0: ven=1
<120B> 1230 SOUND ka3, stim3(mus3), lan3(mus3), 15
, ven, no: RETURN
<2E22> 1240 MODE 0: PRINT CHR$(23) "0": : MOVE 140,
0: DRAW 0, 399, 3: FOR i=40 TO 376 STEP 48:
MOVE 0, i: DRAW 640, 0: NEXT: FOR i=144 TO 5
28 STEP 128: MOVE i, 0: DRAW 0, 400: NEXT: MO
VE 0, 380: DRAW 640, 0: LOCATE 1, 1: PEN 2: P
RINT CHR$(22) CHR$(1) "TYPE MOB RAN STR HEA
": MOVE 0, 378
<13A1> 1250 DRAW 640, 0: FOR i=1 TO 8: IPUT, 7, 2+(
i-1)*3, 35936+nr(i)*64
<3E11> 1260 FOR m=0 TO 1: PEN 10+4*m: LOCATE 6, 3+
m+(i-1)*3: PRINT USING"### "; mob(nr(i)): :
PRINT USING"### "; ran(nr(i)): : PRINT USIN
G"### "; str(nr(i)): : PRINT USING"### "; hea
(nr(i)): : NEXT m, i: xpo=144: ypo=376: col=13
: GOSUB 1290
<4DC1> 1270 xto=0: yto=0: jo=JOY(0): IF jo=4 AND x
po>144 THEN xto=-128 ELSE IF jo=8 AND xp
o<528 THEN xto=128 ELSE IF jo=1 AND ypo<
376 THEN yto=48 ELSE IF jo=2 AND ypo>40
THEN yto=-48 ELSE IF jo=16 THEN 1300 ELS
E IF INKEY(47)=0 THEN RETURN ELSE 1270
<1D23> 1280 col=0: GOSUB 1290: xpo=xpo+xto: ypo=yp
o+yto: col=13: GOSUB 1290: WHILE JOY(0) <> 0:
WEND: GOTO 1270
<112F> 1290 PLOT xpo+8, ypo-4, col: DRAW 112, 0: DR
AW 0, -40: DRAW -112, 0: DRAW 0, 40: RETURN
<46E3> 1300 xd=(xpo-16)/32+2: yd=26-(ypo-8)/16: g
=(xd-2)/4: f=yd/3: IF g<4 AND yd=24 THEN 1
270 ELSE col=6: GOSUB 1290: LOCATE xd, yd: P
EN 10: PRINT CHR$(22) CHR$(0) " 1": : we=1: I
F g=1 THEN lim=6 ELSE IF g=2 THEN lim=19
ELSE lim=999
<3CB2> 1310 WHILE JOY(0)=16: WEND: GOSUB 1330: FOR
i=0 TO 1: IF g=1 THEN mob(nr(f)-i)=we EL
SE IF g=2 THEN ran(nr(f)-i)=we ELSE IF g
=3 THEN str(nr(f)-i)=we ELSE hea(nr(f)-i
)=we
<02C2> 1320 NEXT: GOTO 1270
<3B14> 1330 jo=JOY(0): IF jo=1 THEN we=we+10 ELS
E IF jo=2 THEN we=we-10 ELSE IF jo=4 THE
N we=we-1 ELSE IF jo=8 THEN we=we+1 ELSE
IF jo=16 THEN WHILE JOY(0)=16: WEND: col=
13: GOSUB 1290: RETURN ELSE 1330
<17C8> 1340 FOR i=1 TO 200: NEXT: IF we>lim THEN
we=1 ELSE IF we<1 THEN we=lim
<096E> 1350 LOCATE xd, yd: PRINT USING"###"; we: GO
TO 1330
<2F9F> 1360 x=xj: y=yj*2-1: PRINT CHR$(23); CHR$(1
); : TAG: PLOT 0, -2, 1: MOVE (x-1)*32, (26-y)*1
6-2: PRINT CHR$(196); : MOVE (x-1)*32, (25-y)
*16-2: PRINT CHR$(198); : TAGOFF: PRINT CHR$(
23); CHR$(0); : RETURN
<321E> 1370 x=xj: y=yj*2-1: PRINT CHR$(23); CHR$(1
); : TAG: PLOT 0, -2, 2: MOVE (x-1)*32, (26-y)*1
6-2: PRINT CHR$(207); : PLOT 0, -2, 1: MOVE (x-
1)*32, (25-y)*16-2: PRINT CHR$(207); : TAGOF
F: PRINT CHR$(23); CHR$(0); : RETURN
<2E3A> 1380 h=x: v=y*2-1: PRINT CHR$(23); CHR$(1);
: TAG: PLOT 0, -2, 3: MOVE (h-1)*32, (26-v)*16-
2: PRINT CHR$(143); : MOVE (h-1)*32, (25-v)*1
6-2: PRINT CHR$(143); : TAGOFF: PRINT CHR$(2
3); CHR$(0); : RETURN
<08DF> 1390 DATA 18, 0, 6, 2, 1, 24, 26, 8, 10, 12, 15, 16
, 26, 7, 11, 3
<0C0C> 1400 DATA 8, 1, 2, 3, 10, 10, 6, 1, 5, 5, 12, 1, 1, 1
, 25, 14, 1, 3, 4, 15, 16, 1, 2, 2, 15
<0A00> 1410 DATA 18, 0, 0, 0, 30, 19, 1, 1, 6, 20, 21, 3, 2
, 2, 6, 29, 0, 0, 0, 18
<0DE9> 1420 DATA 1, 25, 26, 0, 9, 8, 4, 24, 27, 18, 17, 16
, 5, 23, 28, 41, 22, 21, 42, 47, 31, 40, 15, 14
<0E61> 1430 DATA 43, 46, 32, 39, 13, 12, 6, 45, 33, 38, 1
, 10, 7, 44, 34, 37, 20, 19, 2, 3, 35, 36, 29, 30
<0598> 1440 DATA 9, 17, 22, 15, 13, 11, 20, 30
<182D> 1450 DATA Swordsman, Spearman, Bowman, Knig
ht, King, Catapult, Rammer, Portal
<2BB9> 1460 DATA Play Game, Load Battle, Save Bat
tle, Edit Battle, Load Preferences, Save Pr
eferences, Edit Preferences, Show Army, Edi
t Names
<27FB> 1470 DATA 253, 319, 426, 284, 358, 426, 239, 28
4, 379, 253, 319, 379, 190, 239, 319, 213, 253, 31
9, 284, 358, 478, 379, 478, 638, 253, 319, 851, 28
4, 358, 851, 239, 284, 758, 253, 319, 758, 190, 23
9, 638, 213, 253, 638, 284, 358, 956, 379, 478, 95
6
<2988> 1480 DATA 127, 48, 159, 48, 213, 64, 127, 32, 14
2, 32, 159, 32, 142, 48, 159, 48, 190, 96, 127, 32,
119, 32, 106, 48, 127, 48, 106, 64, 106, 32, 119, 3
2, 127, 32, 119, 64, 95, 64, 106, 64, 84, 64, 638, 2
56, 568, 256, 506, 256, 478, 128, 426, 128, 64, 32
, 64, 32, 32, 32
<2C9B> 1490 DATA 64, 32, 64, 32, 32, 32, 127, 192, 159,
64, 142, 32, 159, 32, 142, 128, 142, 32, 127, 32, 1
19, 128, 80, 48, 95, 48, 106, 32, 159, 96, 142, 32,
127, 48, 142, 48, 159, 32, 106, 128, 106, 48, 127,
48, 159, 32, 106, 128, 127, 48, 142, 48, 159, 32, 1
42, 128, 119, 64, 127, 64, 190, 256

```

Listing 2

```
<046E> 10 REM ***WARLORDS***
<1289> 20 REM ***LISTING 2 - RSX-SPRITEROUTINE
      (s. Schneider Magazin 11/87)
<05F4> 30 MEMORY 41727:pc=41728
<0416> 40 MODE 1:BORDER 13:INK 0,13:INK 1,0
<115C> 50 FOR z=100 TO 120 STEP 10:LOCATE 10,12
      :PRINT"Zeile";z;;c=0:READ x$,s
<3092> 60 FOR a=0 TO LEN(x$)/2-1:a$=MID$(x$,a*2
      +1,2):POKE pc,VAL("&" +a$):c=c+VAL("&" +a$
      ):pc=pc+1:NEXT:IF s<>c THEN PRINT STRING
      $(3,7);"Berichtigen!":END
<048A> 70 PRINT CHR$(7);"Ok":NEXT
<092B> 80 PRINT"Achtung, abspeichern!"
<09DD> 90 SAVE"warlords.rsx",b,41728,250
<2F34> 100 DATA "0109A32126A3C3D1BC17A3C32AA3C3
      78A3C390A3C39EA35055D453495AC5574149D447
      45D4000000000000FE03C0DD7E022100C0B7C4ECA3
      DD4E044709EB3A13A43212A4D53E08CD60A32210
      A4E111500019EB2A10A43A12A43DC83212A4C343
      A3ED4B14A4", 11001
<3084> 110 DATA "EDB03DC82210A4EBED5B16A419EB2A
      10A4C360A3FE02C07B3213A4DD5E02ED5314A421
      0008B7ED522216A4C9CA19BD7BB7C8CD19BD3DC2
      96A3C9FE03C02100C0DD7E02B7C4ECA3DD4E0447
      093A13A43212A4E53E08CDD4A3ED5310A4E11150
      0019ED5B10", 11999
<1744> 120 DATA "A43A12A43DC83212A4C3B6A3ED4B14
      A4EDB03DC8ED5310A4ED5B16A419ED5B10A4C3D4
      A3015000093DC2EFA3C9", 5672
```

Listing 3

```
<046E> 10 REM ***WARLORDS***
<0698> 20 REM ***LISTING 3 - SPRITES
<0587> 30 MEMORY 35935:pc=35936
<0412> 40 MODE 1:BORDER 4:INK 0,4:INK 1,26
<1181> 50 FOR z=100 TO 410 STEP 10:LOCATE 10,12
      :PRINT"Zeile";z;;c=0:READ x$,s
<3092> 60 FOR a=0 TO LEN(x$)/2-1:a$=MID$(x$,a*2
      +1,2):POKE pc,VAL("&" +a$):c=c+VAL("&" +a$
      ):pc=pc+1:NEXT:IF s<>c THEN PRINT STRING
      $(3,7);"Berichtigen!":END
<048A> 70 PRINT CHR$(7);"Ok":NEXT
<092B> 80 PRINT"Achtung, abspeichern!"
<0932> 90 SAVE"warlords.spr",b,35936,3072
<2C85> 100 DATA "00000000000000000000000000000000
      000000000000000000000000000000000000000000000000
      0000000000000000000000000000000000000000000000000
      0000000000000000000000000000000000000000000000000
      0000000000000000000000000000000000000000000000000
      66CC99CCCC9966CCCC64CC6666CC66CC99CCCC
      CC99983398", 5907
<3239> 110 DATA "CCCCCCCCCCCC6698CC6499CC6699CCCC
      CC666433CCCCCCCC99CC6698CCCCCCCC999CC64
```

8264CCCCC6CC99CCC999669988CCCC66C99998CC
CCCC6698C964CCC988CCCC82C96664008299C9CC
00CCCC008864C988009988000066648200C6CCCC
CC4198CC66", 15386

«3088» 120 DATA "C9CCCC98C6CC66CC44669966C699CC
CCCCC6466C66499CC44C6CC98C641CCCC410098
9900CCC6664400CCCC0044C69800004466004198
99CCCC8200CC6488009999C300CC668800CCCC82
8898CCCC0066996100CC66888298CCCC8266CC61
00CC66CC00", 13201

«2FA3» 130 DATA "CC99C98899CC8800CC66410032CCC6
00CC6482000041CCCC004498CC00C36666004499
CC4441CCCC00CCCC6400926699414499CC41CCCC
640092CC9900CC99CC44C666CC0044CC66008299
CC00C9CC31004198CC00419899000044660044C6
984400CCCC", 11484

«3195» 140 DATA "00CCC66641009899C641CCCC44C6CC
98C66499CCCCC6466C699CCCC44669966C6CC66
CCC9CCCC984198CC66C6CCCCC6664820098800
0064C98800CCCC008899C9CC0066640082CCCC82
C964CCC988CC6698C99998CCCCCCC66C9996699
88CC99CCC9", 14679

«2B32» 150 DATA "64CCCCC699CC6482CCCCCCC9000000
0000000800000010200004502000001090002000C
000101A400005206000001A40000050E00004084
0000408408004080000040800000008000000000
000000000000200000000030000000470000012100
0010600002", 3816

«2AB6» 160 DATA "1081010010420200108100000103F00
0010C0000030C0000000C0000000C00000008000


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00000000300000008B0000000170000000122A0000021
2A57BAFFFF000000F2A00000C2A00000C2A00000C0
1500000C000000040000000000000000000000000000
0000A80000", 3184
«2BC5» 210 DATA "00030000004700000009000004A900
00045600000F0FAD0B04C3000004300000043000
00083000000030000000200000000000000008282
004141C30000820082C382C3C341418282828241
4141C30AC38287C3824141A00000050A00000050A
0000050A00", 4579
«2AC7» 220 DATA "00050A0000050A0000050A00000F0F
0000000000000000000000000000000000000000
000102000052FFFFF03FFFFF01000000000000
0000000000000000000000000000000000000000
0000000000000000000000000000000000000000
0000000000", 1694
«2B8E» 230 DATA "000040800F0F0F6A0F0F0FC0000000
8000000000000000000000000000000000000000
000000000000000000000000000000000000000051
000000030000AA8B005500C30055004B82C0C00F
825500C30055000F005500C30000AAC0000000C0
0000404000", 3542
«2C60» 240 DATA "004040000040008000000000000000
00000800000003000000475500003000AA103500
AA103FC0C00003000AA003F00AA003000AA00C055
0000C00000008000000080000040008000000000
0000000000050F0F0F0500CCCC05C6CC640F0099
990A4166CC", 4921
«2F8F» 250 DATA "00C998660044CC9800C9CCCC440092
660088CCCC0041646600CCCC99008299640041CC
CC000000000000000000F0F0F0ACCCCC000A98CCC9
0A6666000FCC9982059964C60064CC8800CCCCC6
0099610088CCCC44009998820066CCCC00986641
00CCCC8200", 9944
«043F» 260 DATA "CCCC820098", 690
«2E95» 270 DATA "66410066CCCC0099988200CCCC4400
99610088CCCCC60064CC88009964C600CC998205
6666000F98CCC90ACCCC000A0F0F0F0A00000000
000000000041CCCC0082996400CCCC9900416466
0088CCCC4400926600C9CCCC0044CC9800C99866
0A4166CC0F", 9650
«303E» 280 DATA "00999905C6CC640500CCCC050F0F0F
0000000000000000000000000000000000F0F0F0F
9998CC99CCCCCCC666666649998CCCCCCCCCCC66
9899CC98CC6699CC66CC64CCCC33CCCC66989998
CC66CCCC98CC66646499CC6698CC6664CC66CCCC
66989966CC", 11617
«2E65» 290 DATA "33CCCC66CC6499CC6699CC9899CCCC
CCCCCC669998CCCC64666664CCCCCCCC9998CC99
CCCC99CC0F0F0F0F000000000000000000AF5F00
0055AA0000050A0000050A0000050A0000050A00
00050A000055AA0000055AA0000050A0000050A00
00050A0000", 7683
«2BC2» 300 DATA "050A0000050A0000055AA0000AF5F00
005FAF0000050A0000055AA0000055AA000055AA00
0055AA000055AA0000050A0000050A000055AA00
0055AA000055AA0000055AA0000055AA0000050A00
005FAF00000000000000000000000000000000000
00000000007", 3712
«29C4» 310 DATA "030B030307030B03030307070703
0303030B030B0303000000000000000000000000
000000000000000000000703000003030000030B00
00030B0000070B00000703000003030000030300
0003030000070B0000030300000B030000030F00
0007030000", 277
«2A54» 320 DATA "030300000B03000007030000030B00
000B0B0000070700000703000303070303030703
0B0B07070B0B0707030B03030303000B0700
000B070000070300000703000003030000070300
00070300000703000003030000030B0000030B07
00030B0700", 384
«2A32» 330 DATA "0303030003030B0007070300070303
000303000007030000030700000B0B0000030300
0003030000070700000707000003030000030B00
0303030007030B00030B0B000B0B03000B070300
0307030000030B0000030B00000B0300000B0700

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00030300000", 344
«2A2D» 340 DATA "00000000000000000000000000000000
000000000303030703070307070707030307
07030B030303030300030300000F0700000B0700
00030B0000030300000B03000007030000070700
000307000003000003030B0B0B070B030B030307
030B070703", 347
«299C» 350 DATA "0B0703030303030000000000000000
00000000000000000000000000030300000B0700
00030F000007030000030B0000303070000B070700
0707030007070300030307000B03070000000000
0000000000000000000000000000000000030300
000B030000", 225
«2A1B» 360 DATA "0B0B0000030B0000030B0000030303
00070307000703070003070300030B03000B0B07
0000000000000000000000000000000000000000
0000000000000000000000000000000000000000
030B030003030B000B0307000B0B0700030B0300
030B0B0000", 278
«2BBE» 370 DATA "030300000703000003070000070300
000B030000000000000000000000000000000000
0000000000030B03000B0707000B070300030307
000707070007030300030B0000030B00000B0300
00030B0000030B00CCCCC66CC66CC64CCCC6499
98CCCC9899", 3080
«2EF2» 380 DATA "996666CCCC98CCCC98CCCC9866CC66
C6CC96444C6CCC9414188C60088820000000000
0000000000000000000000000000000000000000
0000000044000000008241004488CC88C664C682
C9C9CCCC98CC98C9CC6699CC6498CC9866CC6666
CCCCCCCC", 10302
«2BCC» 390 DATA "6498CC31CC99CCCCC649800000000
0000000000000000000000000000000000000000
8282000CC82000032880000CC9000031648200
CC98200CC6400006466C90066986400CC99C900
0000000000000000000000000000000000000000
0000000000", 5296
«2C26» 400 DATA "00000000000041000000C600004198
004144990041CC99004432CC00C6CC6400989866
00C66698CCCC6600CC9861006666880064648800
CC98820099CC000098C90000C9200000882820000
0000000000000000000000000000000000000000
0000000000", 6198
«138E» 410 DATA "00000000CC646441CC6666009898CC
009399990044CC980041C9640044C6CC00004463
000088C6", 3599

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Listing 4

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«046E» 10 REM ***WARLORDS***
«08D9» 20 REM ***LISTING 4 - EIN SCHLACHTFELD
«035C» 30 pc=44800
«041C» 40 MODE 1:BORDER 9:INK 0,9:INK 1,26
«115C» 50 FOR z=100 TO 120 STEP 10:LOCATE 10,12
:PRINT"Zeile";z;c=0:READ x$,s
«3092» 60 FOR a=0 TO LEN(x$)/2-1:a$=MIDS(x$,a*2
+1,2):POKE pc,VAL("&"+a$):c=c+VAL("&"+a$
):pc=pc+1:NEXT:IF s<>c THEN PRINT STRING
$(3,7);"Berichtigen!":END
«048A» 70 PRINT CHR$(7);"Ok":NEXT
«092B» 80 PRINT"Achtung, abspeichern!"
«09B9» 90 SAVE"warlords.bat",b,44800,240
«2AE5» 100 DATA "0B000012000020161A1C1912100000
0E0000008000F0F0909001D090000000012000E
00000008001200000000092011171B1815000E02
15001200100000120F0000201603010712001220
15000291F1110016291F26001A1C1900000820
1500102013", 1248
«2AF0» 110 DATA "1111F001D000909000F0000100800
0000001E0C11110016271F2800171B1800000820
15001020130000000F00000201605010712000020
150000271F1F1F28000009201105010415120020
15000000100D00200909001D0905010212000E00
0000000800", 1195
«1269» 120 DATA "000020001429251F0501021200000E
0012000000011001D1111D001606010700100000
0E0000000A", 404

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