Teil 1

SCHNEIDER LISTING MIT CHECKSUMMEN
V 2.0

```
100 '    ****************          {BK}
110 '    *              *          {EL}
120 '    * S H O O T I N G *        {LF}
130 '    *              *          {EJ}
140 '    *   (C) 1987 BY   *       {FA}
150 '    *              *          {EH}
160 '    *  MICHAEL KLEIN  *       {IK}
170 '    *              *          {EF}
180 '    ****************          {GC}
190 '                              {CO}
200 '    *** SYMBOLS ***           {JA}
210 '                              {DJ}
220 RESTORE 380:SYMBOL AFTER 25
6:MEMORY &61A7:SYMBOL AFTER 42    {FL}
230 FOR SYM=1 TO 86                {II}
240 FOR SBS=0 TO 8:READ SY1$(SB
S):SY2(SBS)=VAL("&"+SY1$(SBS)):
NEXT                               {BJ}
250 SYMBOL SY2(0),SY2(1),SY2(2)
,SY2(3),SY2(4),SY2(5),SY2(6),SY
2(7),SY2(8)                        {HL}
260 NEXT:POKE &BDEE,&C9:CALL &8
B48:KEY DEF 66,0,0,0,0             {BP}
270 '                              {DD}
280 ' *** PICTURE ***              {DG}
290 '                              {DB}
300 MODE 0:PEN 1:PAPER 0:BORDER
 0:INK 0,0:INK 1,26:CLS            {BB}
310 LOCATE 5,12:PRINT"NOW LOADI
NG"                                {JP}
320 FOR LOC=1 TO 10:LOCATE 4+LO
C,14:PRINT CHR$(231+LOC);:NEXT     {IF}
330 FOR LOC=1 TO 10:LOCATE 4+LO
C,15:PRINT CHR$(241+LOC);:NEXT     {MK}
340 GOSUB 1330:RUN"!GAME1"         {NP}
350 '                              {DE}
360 ' *** DATAS ***                {KJ}
370 '                              {DC}
380 DATA 2A,FE,C6,C2,C2,C2,E2,F
E,00,30,FE,C6,C2,C2,C2,E2,FE,00    {EP}
390 DATA 31,18,38,78,18,18,18,7
E,00,32,FE,C2,02,FE,C0,C2,FE,00    {OD}
400 DATA 33,FE,C2,02,1E,02,C2,F
E,00,34,C2,C2,C2,FE,02,02,02,00    {OP}
410 DATA 35,FE,C2,C0,FE,02,C2,F
E,00,36,FE,C2,C0,FE,C2,C2,FE,00    {AL}
420 DATA 37,FE,C2,04,08,18,18,1
8,00,38,FE,C2,C2,FE,C2,C2,FE,00    {DJ}
430 DATA 39,FE,C2,C2,FE,02,C2,F
E,00,41,FE,C2,C2,FE,C2,C2,C2,00    {JN}
440 DATA 42,FC,C2,C2,FC,C2,C2,F
C,00,43,FE,C2,C0,C0,C0,C2,FE,00    {PJ}
450 DATA 44,FC,C2,C2,C2,C2,C2,F
C,00,45,FE,C2,C0,F8,C0,C2,FE,00    {NP}
460 DATA 46,FE,C2,C0,F8,C0,C0,C
0,00,47,FE,C2,C0,C0,CE,C2,FE,00    {GD}
470 DATA 48,C2,C2,C2,FE,C2,C2,C
2,00,49,FE,18,18,18,18,18,FE,00    {KK}
480 DATA 4A,FE,C2,02,02,02,C2,7
E,00,4B,C2,C4,C8,F0,C8,C4,C2,00    {PM}
490 DATA 4C,C0,C0,C0,C0,C0,C0,C2,F
E,00,4D,FE,D2,D2,D2,C2,C2,C2,00    {LH}
500 DATA 4E,FE,C2,C2,C2,C2,C2,C
2,00,4F,FE,C2,C2,C2,C2,C2,FE,00    {PK}
510 DATA 50,FE,C2,C2,FE,C0,C0,C
0,00,51,FE,C2,C2,C2,CA,C6,FE,00    {GC}
520 DATA 52,FE,C2,C2,FC,C2,C2,C
2,00,53,FE,C0,C0,FE,02,C2,FE,00    {AH}
530 DATA 54,FE,DA,18,18,18,18,1
8,00,55,C2,C2,C2,C2,C2,C2,FE,00    {CL}
540 DATA 56,C2,C2,C2,C2,44,28,1
0,00,57,C2,C2,C2,D2,D2,D2,FE,00    {LH}
550 DATA 58,C2,44,28,10,28,44,C
2,00,59,C2,C2,C2,44,28,10,10,00    {KJ}
560 DATA 5A,FE,C4,08,10,20,42,F
E,00,61,01,03,07,0F,1F,3F,7F,FF    {PA}
570 DATA 62,80,C0,E0,F0,F8,FC,F
E,FF,63,FF,FF,FF,FF,FF,FF,FF,FF    {ED}
580 DATA 64,18,18,3C,3C,7E,7E,F
F,FF,65,FF,FF,7E,7E,3C,3C,18,18    {DO}
590 DATA 66,FF,7F,3F,1F,0F,07,0
3,01,67,FF,FE,FC,F8,F0,E0,C0,80    {NN}
600 DATA 68,0F,0F,0F,00,0F,00,0
F,0F,69,F0,F0,F0,00,F0,00,F0,F0    {GB}
610 DATA 6A,FF,FF,FF,00,FF,00,F
F,FF,68,1F,1F,3F,3F,7F,7F,FF,FF    {IG}
620 DATA 6C,F8,F8,FC,FC,FE,FE,F
F,FF,6D,00,00,65,55,65,55,67,00    {DM}
630 DATA 6E,00,00,44,44,44,44,7
7,00,6F,00,00,6E,44,64,44,64,00    {MF}
640 DATA 70,00,00,00,00,01,03,0
7,0F,71,18,3C,7E,FF,FF,FF,FF,FF    {AJ}
650 DATA 72,00,00,00,00,80,C0,E
0,F0,73,00,01,07,0F,3F,1F,07,00    {ML}
660 DATA 74,00,C0,F0,FC,FE,F8,E
0,C0,75,00,77,57,77,77,77,57,77    {EM}
670 DATA 76,00,00,AA,00,00,00,A
A,00,77,00,75,45,77,15,75,00,00    {ND}
680 DATA 78,00,77,55,55,55,77,0
0,00,79,00,75,25,25,25,25,00,00    {EF}
690 DATA 7A,00,2E,A8,EA,6A,2E,0
0,00,7B,00,EE,8A,EE,28,E8,00,00    {GC}
700 DATA 7C,00,CE,A8,AC,A8,CE,0
0,00,7D,00,EE,8A,CA,8A,EA,00,00    {GG}
710 DATA E8,00,00,01,01,01,01,0
1,00,E9,7C,FE,FF,C0,C0,C0,FC,FE    {BC}
720 DATA EA,11,31,71,71,71,71,7
F,7F,EB,07,8F,DF,DC,DC,DC,DC,DC    {LA}
730 DATA EC,C1,E3,F7,77,77,77,7
7,77,ED,F0,F8,FD,1C,1C,1C,1C,1C    {JK}
740 DATA EE,7C,FE,FF,38,38,38,3
8,38,EF,11,33,77,77,77,77,77,77    {MI}
750 DATA F0,F0,F8,FD,1D,1D,1D,1
D,1D,F1,7C,FE,FF,C0,C0,C0,CC,DE    {EP}
760 DATA F2,00,00,00,00,01,00,0
0,00,F3,7F,07,07,07,FF,FE,7C,00    {BG}
770 DATA F4,7F,71,71,71,71,31,1
1,00,F5,DC,DC,DC,DC,DF,8F,07,00    {BB}
780 DATA F6,77,77,77,77,F7,E3,C
1,00,F7,1C,1C,1C,1C,FC,F8,F0,00    {DM}
790 DATA F8,38,38,38,38,38,38,1
0,00,F9,77,77,77,77,77,63,41,00    {EA}
800 DATA FA,1D,1D,1D,1D,1D,18,1
0,00,FB,CF,C7,C7,C7,FF,FE,7C,00    {AB}
810 DATA 61A8                      {EA}
820 DATA 3E,01,CD,DE,BB,DD,5E,0
0,DD,56,01,DD,6E,02,DD,66,03,22    {OP}
830 DATA 75,A4,EB,E5,D5,CD,F0,B
B,D1,E1,FE,00,C0,23,23,7C,FE,01    {OM}
840 DATA 20,05,7D,FE,90,28,0B,E
5,D5,CD,F0,BB,D1,E1,FE,00,28,E9    {AK}
850 DATA 2B,2B,D5,1B,1B,7A,FE,F
F,28,0B,E5,D5,CD,F0,BB,D1,E1,FE    {EF}
860 DATA D0,28,EE,13,13,DD,E1,D
5,DD,E5,D1,13,13,7A,FE,02,20,05    {MK}
870 DATA 7B,FE,80,28,0B,E5,D5,C
D,F0,BB,D1,E1,FE,00,28,E9,1B,1B    {JN}
880 DATA E5,CD,EA,BB,E1,D1,E5,C
D,F6,BB,2A,75,A4,D1,E8,2B,2B,7C    {MN}
890 DATA FE,FF,CB,D5,E5,CD,F0,B
B,E1,D1,FE,00,C0,18,AB,3A,77,A4    {IB}
900 DATA 47,2A,75,A4,EB,CD,0A,6
3,2A,79,A4,2B,7C,B5,20,FB,3E,12    {CI}
910 DATA CD,1E,BB,28,13,3E,01,3
2,78,A4,2A,75,A4,EB,3A,77,A4,47    {HK}
920 DATA CD,0A,63,C3,C7,62,3E,2
F,CD,1E,BB,28,10,CD,BB,62,2A,75    {NO}
930 DATA A4,EB,3A,77,A4,47,CD,0
A,63,18,C7,CD,7D,63,CB,67,28,12    {CO}
940 DATA 3E,00,32,78,A4,2A,75,A
4,EB,3A,77,A4,47,CD,0A,63,18,35    {KJ}
950 DATA FE,00,28,AA,F5,2A,75,A
4,EB,D5,3A,77,A4,47,C5,CD,0A,63    {ED}
960 DATA D1,5A,C1,F1,CD,D3,62,7
B,32,77,A4,60,69,22,75,A4,EB,47    {GK}
970 DATA CD,0A,63,18,85,11,00,C
0,21,10,64,01,00,40,ED,B0,C9,21    {PH}
980 DATA 00,C0,11,10,64,01,00,4
0,ED,B0,C9,57,CB,5A,28,0C,03,78    {OF}
990 DATA FE,01,20,06,79,FE,40,2
0,01,0B,CB,52,28,0C,0B,78,FE,FF    {FN}
1000 DATA 20,06,79,EF,FF,20,01,
03,CB,42,28,07,1D,7B,FE,FF,20,0
1                                  {LA}
1010 DATA 1C,CB,4A,C8,1C,7B,FE,
C7,D8,1E,C7,C9,21,00,C0,D5,78,C
B                                  {CE}
1020 DATA 3F,CB,3F,CB,3F,11,50,
00,F5,FE,00,28,04,19,3D,20,FC,F
1                                  {GI}
1030 DATA CB,27,CB,27,CB,27,57,
78,B7,9A,11,00,08,FE,00,28,04,1
9                                  {MN}
1040 DATA 3D,20,FC,D1,7B,E6,03,
CB,3A,CB,1B,CB,3B,19,DD,21,10,A
4                                  {KB}
1050 DATA 11,18,00,FE,00,28,05,
DD,19,3D,20,FB,2B,CD,29,BC,CD,2
9                                  {CH}
1060 DATA BC,CD,29,B0,06,08,DD,
7E,00,AE,77,23,DD,7E,01,AE,77,2
3                                  {BD}
1070 DATA DD,7E,02,AE,77,2B,2B,
CD,26,BC,DD,23,DD,23,DD,23,10,E
2                                  {OB}
1080 DATA C9,06,05,16,00,1E,01,
DD,21,70,A4,DD,7E,00,DD,23,CD,1
E                                  {GL}
1090 DATA BB,28,03,7A,B3,57,CB,
23,10,EF,7A,C9,00,00               {OI}
1100 DATA A410                     {AM}
1110 DATA 00,14,00,00,02,01,02,
00,04,14,04,00,02,01,04,14,00,0
0                                  {HG}
1120 DATA 00,01,01,01,01,01,01,
01,04,04,14,14,04,01,04,01,14,1
4                                  {MJ}
1130 DATA 14,05,01,FF,00,00,00,
00,00,00,00,00,00,00,00,00,70,B
3                                  {EO}
1140 DATA 00,0C,9F,00,04,8E,00,
08,9F,00,02,B3,00,06,B3,00,10,B
E                                  {GA}
1150 DATA 00,10,00,00,02,B3,00,
02,B3,00,02,B3,00,04,B3,00,06,B
E                                  {JH}
1160 DATA 00,04,BE,00,04,EF,00,
04,EF,00,04,00,00,02,B3,00,02,B
3                                  {IP}
1170 DATA 00,02,B3,00,04,B3,00,
06,BE,00,04,8E,00,04,EF,00,04,E
F                                  {JN}
1180 DATA 00,04,00,00,30,00,00,
20,FF,00,00,00,00,00,00,00,00,0
0                                  {HP}
1190 DATA 00,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,0
0                                  {NP}
1200 DATA 00,A4DB                  {AD}
1210 DATA 00,00,40,BE,00,0C,9F,
00,04,9F,00,08,BE,00,02,D5,00,0
4                                  {DA}
1220 DATA EF,00,12,8E,00,0C,7F,
00,04,77,00,08,7F,00,02,8E,00,0
6                                  {BK}
1230 DATA 8E,00,10,9F,00,10,00,
00,02,8E,00,02,8E,00,02,8E,00,0
4                                  {GD}
1240 DATA 8E,00,06,9F,00,04,9F,
00,04,BE,00,04,EF,00,04,00,00,0
2                                  {HI}
1250 DATA 8E,00,02,8E,00,02,8E,
00,04,8E,00,06,9F,00,04,9F,00,0
4                                  {HE}
1260 DATA BE,00,04,EF,00,04,BE,
00,0C,B3,00,04,9F,00,08,8E,00,0
2                                  {FG}
1270 DATA 86,00,04,7F,00,12,9F,
00,08,FD,00,04,EE,00,14,FF,00,0
0                                  {MK}
1280 DATA 00,00,00,00,00,00,00,
00,00,00,00,00,00,00,00,00,00,0
```

```
0                                                    {NL}
1290 DATA 00,00,00,00,00,00,00,
00                                                   {CP}
1300 '                                               {AP}
1310 ' *** POKE ***                                  {PJ}
1320 '                                               {AB}
1330 RESTORE 810                                     {FN}
1340 READ POK$:POK=VAL("&"+POK$
):ON ERROR GOTO 1370                                 {BD}
1350 READ BIT$:BIT=VAL("&"+BIT$
):IF BIT<0 OR BIT>255 THEN POK=
BIT:GOTO 1350                                        {AN}
1360 POKE POK,BIT:POK=POK+1:GOT
O 1350                                               {DI}
1370 RETURN                                          {CN}
```

ENDE DES LISTINGS

✦✦✦ Teil 2 ✦✦✦

SCHNEIDER LISTING MIT CHECKSUMMEN
V 2.0

```
100 '     ****************          {GK}
110 '    *                *         {EL}
120 '    * S H O O T I N G *         {LF}
130 '    *                *         {EJ}
140 '    *    (C) 1987 BY  *        {FA}
150 '    *                *         {EH}
160 '    *  MICHAEL KLEIN  *        {IK}
170 '    *                *         {EF}
180 '     ****************          {GC}
190 '                                {CO}
200 '    *** INIT 1 ***              {LG}
210 '                                {DJ}
220 RESTORE 3010:FOR BES=1 TO 1
0:READ SCR(BES),NAM$(BES):NEXT:
TOP=SCR(1)                           {CJ}
230 DIM REP$(34,12),TON(40):RES
TORE 2970:POKE &A604,0               {LI}
240 FOR PSC=1 TO 33:READ XPO,YP
O,SYM$:REP$(XPO,YPO)=SYM$:NEXT       {JB}
250 PLA=1:NUM=1:ANZ=0:LIM=750        {FO}
260 ENV 1,100,-2,6                   {JM}
270 '                                {DD}
280 '    *** TITLE ***               {DI}
290 '                                {DB}
300 FOR SCR=25 TO 1 STEP-1:OUT
&BC00,6:OUT &BD00,SCR:CALL &BD1
9:NEXT:MODE 1                        {MM}
310 PEN 1:PAPER 0:BORDER 0:CLS       {DA}
320 INK 0,0:INK 1,26:INK 2,11:I
NK 3,9                               {KH}
330 LOCATE 12,1:PRINT"MCSOFTY P
RESENT":LOCATE 5,25:PRINT"COPYR
IGHT 1987 BY MICHAEL KLEIN"          {PI}
340 PLOT 0,30,1:DRAW 622,30:PLO
T 0,368:DRAW 622,368                 {BO}
350 WINDOW#1,1,39,3,8:PAPER#1,2
:CLS#1                               {CF}
360 WINDOW#2,1,39,9,14:PAPER#2,
3:CLS#2                              {CK}
370 PLOT 0,174,1:DRAW 622,174        {BP}
380 PAPER 2:PEN 0:LOCATE 2,3:PR
INT"accccccccccccccccccccccccc
ccccccccb":PAPER 0:PEN 1             {FC}
390 LOCATE 2,4:PRINT STRING$(37
,32):LOCATE 2,10:PRINT STRING$(
37,32);                              {GF}
400 LOCATE 2,5:PRINT" accb d  d
 accb accb acb d accb accb ";        {HJ}
410 LOCATE 2,6:PRINT" c    c  c
 c  c  c  c  c  c  c  c  ";          {HE}
420 LOCATE 2,7:PRINT" fccb cccc
 c  c c  c  c  c c  c c fb ";        {AN}
430 LOCATE 2,8:PRINT"    c c  c
 c  c c  c  c  c c  c c  c ";        {CN}
440 LOCATE 2,9:PRINT" fccg e  e
 fccg fccg  e  e e  e fccg ";        {BA}
450 LOCATE 11,11:PRINT"  ":LOCA
TE 28,11:PRINT"  ":LOCATE 8,14:
PRINT"        ":LOCATE 25,14:PR
INT"        "                        {JE}
460 PAPER 3:PEN 0:LOCATE 9,12:P
RINT"acccccb":LOCATE 26,12:PRINT
"acccccb"                            {KL}
470 LOCATE 8,13:PRINT"acccccccb"
:LOCATE 25,13:PRINT"acccccccb":P
EN 1:PAPER 0                         {CM}
480 FOR BUL=2 TO 36 STEP 34          {BK}
490 PEN 2:PAPER 0:LOCATE BUL,16
:PRINT"pqr":LOCATE BUL,17:PRINT
"hji":LOCATE BUL,18:PRINT CHR$(
138)CHR$(143)CHR$(133):LOCATE B
UL,19:PRINT"kcl":PAPER 2:PEN 1:
LOCATE BUL,20:PRINT"mno":PAPER
0:PEN 2:LOCATE BUL,21:PRINT"jjj
":LOCATE BUL,22:PRINT"jjj"           {FN}
500 LOCATE BUL+1,23:PRINT CHR$(
208):NEXT BUL                        {FD}
510 PLOT 32,368:DRAW 16,352:DRA
W 606,352:DRAW 590,368:PLOT 606
,352:DRAW 606,240:DRAW 16,240:D
RAW 16,352:PLOT 160,240:DRAW 16
0,206:DRAW 190,206:DRAW 190,240      {FJ}
520 PLOT 112,174,1:DRAW 112,192
:DRAW 239,192:DRAW 239,174:PLOT
 112,192:DRAW 142,222:DRAW 159,
222:PLOT 192,222:DRAW 208,222:D
RAW 239,192                          {OB}
530 PLOT 432,240,1:DRAW 432,206
:DRAW 462,206:DRAW 462,240:PLOT
 385,174:DRAW 385,192:DRAW 510,
192:DRAW 510,174:PLOT 385,192:D
RAW 415,222:DRAW 432,222:PLOT 4
62,222:DRAW 480,222:DRAW 510,19
2                                    {AK}
540 PAPER 3:PEN 1:LOCATE 19,12:
PRINT"TOP":LOCATE 18,13:PRINT U
SING"*####";TOP:PAPER 0:PLOT 10
,174,1:DRAW 77,240:PLOT 614,174
:DRAW 548,240                        {DJ}
550 LOCATE 7,16:PRINT"SELECT NU
MBER OF PLAYERS #";:PRINT USING
"#";PLA                              {FG}
560 LOCATE 8,18:PRINT"START SHO
OTING CONTESTANT"                    {IA}
570 LOCATE 9,20:PRINT"SEE WORLD
 BEST SHOOTERS"                      {BC}
580 LOCATE 10,22:PRINT"FINISH T
HE >SHOOTING<"                       {DL}
590 FOR SCR=1 TO 25:OUT &BC00,6
:OUT &BD00,SCR:CALL &BD19:NEXT:
GOSUB 2690                           {HF}
600 IF INKEY(64)=0 THEN PLA=PLA
+1:AEN=1:IF PLA>4 THEN PLA=1         {OD}
610 IF AEN=1 THEN AEN=0:LOCATE
33,16:PRINT USING"#";PLA:SOUND
1,200,20,15,1:FOR WAI=1 TO 200:
NEXT                                 {HP}
620 IF INKEY(65)=0 THEN NUM=1:S
CO=0:GOTO 1670                       {ID}
630 IF INKEY(57)=0 THEN SEE=1:G
OTO 1820                             {OO}
640 IF INKEY(56)=0 THEN POKE &B
B5A,&C7:GOTO 100                     {CC}
650 GOTO 600                         {BF}
660 '                                {DG}
670 '    *** INIT 2 ***              {OD}
680 '                                {DE}
690 ROU=1:BUL=9:TLV=70:PUN=0         {JD}
700 BEL=200:BER=440:BZL=100:BZR
=540                                 {EL}
710 FKX=166:FKY=180:TRF=0            {BN}
720 SHR=8:STE=0:SHO=0                {MA}
730 PLOT 1000,1000,1                 {BD}
740 XPO=0:TEY=160:TX(0)=175:TX(
1)=207:TX(2)=239:TX(3)=271:TX(4
)=303:TX(5)=335:TX(6)=367:TX(7)
=399:TX(8)=431:TX(9)=463             {CC}
750 '                                {DI}
760 '  *** SHOOTING GRAPIC ***       {BP}
770 '                                {DG}
780 FOR SCR=25 TO 1 STEP-1:OUT
&BC00,6:OUT &BD00,SCR:CALL &BD1
9:NEXT                               {ON}
790 MODE 1:PAPER 0:PEN 1:CLS         {JH}
800 IF PEEK(&A604)<>255 THEN PO
KE &A604,255:GOTO 810 ELSE CALL
 &62BB:GOSUB 2580:FOR SCR=1 TO
25:OUT &BC00,6:OUT &BD00,SCR:CA
LL &BD19:NEXT:GOTO 1100              {CL}
810 LOCATE 4,1:PRINT"SHOOTING (
C) 1987 BY MICHAEL KLEIN"            {OB}
820 LOCATE 4,25:PRINT"UP SCORE
      ROUNDS     BULLETS"            {EH}
830 GOSUB 2580                       {ME}
840 WINDOW#1,1,40,3,14:PAPER#1,
2:CLS#1                              {AP}
850 WINDOW#2,1,40,15,23:PAPER#2
,3:CLS#2                             {CD}
860 PLOT 0,30,1:DRAW 640,30:PLO
T 0,368:DRAW 640,368:PLOT 0,174
,0:DRAW 640,174                      {NB}
870 FOR BRG=0 TO 100:PLOT BEL,1
76,3:DRAW BEL,176+STE:PLOT BER,
176:DRAW BER,176+STE:STE=STE+IN
T(RND*3):BEL=BEL-2:BER=BER+2:NE
XT:STE=0                             {OD}
880 FOR BRG=0 TO 110:PLOT BZL,1
76,3:DRAW BZL,176+STE:PLOT BZR,
176:DRAW BZR,176+STE:STE=STE+IN
T(RND*3.5):BZL=BZL+2:BZR=BZR-2:
NEXT                                 {DJ}
890 PAPER 2:PEN 1:LOCATE 2,5:PR
INT"st":LOCATE 7,10:PRINT"st":L
OCATE 33,9:PRINT"st":LOCATE 15,
4:PRINT"st":LOCATE 27,6:PRINT"s
t":LOCATE 37,4:PRINT"st"             {MD}
900 FOR ZAU=1 TO 40:LOCATE ZAU,
14:PRINT CHR$(22);CHR$(1);CHR$(
15);CHR$(1);CHR$(117);CHR$(8);C
HR$(15);CHR$(0);CHR$(118);CHR$(
22);CHR$(0);:NEXT:PEN 1              {EI}
910 LOK=-17:FOR SCS=1 TO 2:LOK=
LOK+21:FOR STA=LOK TO LOK+10 ST
EP 5                                 {DO}
920 PAPER 3:PEN 0:LOCATE STA,13
:PRINT CHR$(142)CHR$(143)CHR$(1
41):LOCATE STA,14:PRINT STRING$(
3,143):LOCATE STA,15:PRINT CHR
$(139)CHR$(143)CHR$(135):LOCATE
 STA+1,16:PRINT CHR$(149)            {DA}
930 PAPER 1:PEN 0:LOCATE STA+1,
17:PRINT CHR$(145):PAPER 3:PEN
1:LOCATE STA,17:PRINT CHR$(214)
:LOCATE STA+2,17:PRINT CHR$(215
):LOCATE STA,18:PRINT STRING$(3
,131):PEN 0:LOCATE STA+1,19:PRI
NT CHR$(231)                         {JI}
940 NEXT:NEXT:PEN 0:LOCATE 19,1
3:PRINT CHR$(142)CHR$(143)CHR$(
143)CHR$(141):LOCATE 19,15:PRIN
T CHR$(139)CHR$(143)CHR$(143)CH
R$(135):PEN 1:PAPER 0:LOCATE 19
,14:PRINT"wxyz":PAPER 3:PEN 0:L
OCATE 20,16:PRINT CHR$(149)CHR$
(149)                                {DJ}
950 PAPER 1:LOCATE 20,17:PRINT
CHR$(145)CHR$(145):PAPER 3:PEN
1:LOCATE 19,17:PRINT CHR$(214):
LOCATE 22,17:PRINT CHR$(215):LO
CATE 19,18:PRINT STRING$(4,131)      {ED}
960 RESTORE 3030:FOR SHE=1 TO 6
:READ XPO,ZXP,LOC(SHE):TRY(SHE)
=184:TRX(SHE)=XPO                    {IK}
970 FOR KRE=ZXP TO XPO+1 STEP-5
.85:KZX=XPO:KZY=184:KRX=KRE:KRY
=184                                 {EE}
980 RAS=SQR((KRX-KZX)^2+(KRY-KZ
Y)^2):ORIGIN KZX,KZY                 {MJ}
990 DEP=PI/RAS:KRX=RAS:KRY=0:MO
VER KRX,KRY:FOR KRS=1 TO RAS+2       {PD}
1000 KRX=KRX-KRY*DEP:KRY=KRY+KR
X*DEP:DRAW KRX,KRY,1                 {MO}
1010 KRY=KRY+KRX*DEP:KRX=KRX-KR
Y*DEP:DRAW KRX,KRY,1                 {KF}
1020 NEXT:NEXT:NEXT                  {CC}
1030 ORIGIN 0,0:FOR SHE=1 TO 6:
```

```
PLOT TRX(SHE),TRY(SHE),1:NEXT                                   {BJ}
1040 FOR SCR=1 TO 25:OUT &BC00,                                 {JK}
6:OUT &BD00,SCR:CALL &BD19:NEXT
1050 PLX=320:PLY=60:SHE=0:TIM=0                                 {DE}
:GOSUB 1500
1060 PLOT PLX-4,PLY,2:PLOT PLX-                                 {DE}
2,PLY:PLOT PLX+3,PLY:PLOT PLX+5
,PLY:PLOT PLX,PLY-4:PLOT PLX,PL
Y-2:PLOT PLX,PLY+2:PLOT PLX,PLY
+4:CALL &62C7
1070 '                                                          {AH}
1080 ' *** MAIN PART ***                                        {OB}
1090 '                                                          {PJ}
1100 IF SHE=0 THEN GOSUB 1230                                   {GO}
1110 IF SHE>0 THEN TIM=TIM+1:IF                                 {JN}
 TIM>=TLV THEN SOT=0:GOTO 1330
1120 ALX=PLX:ALY=PLY                                            {EF}
1130 IF SHE<4 THEN RIX=-8 ELSE                                  {HB}
RIX=8
1140 IF(JOY(0)AND 4)=4 THEN IF                                  {NB}
PLX>4 AND PLX<636 THEN PLX=PLX+
RIX:BEW=1
1150 IF(JOY(0)AND 8)=8 THEN IF                                  {PI}
PLX<636 AND PLX>4 THEN PLX=PLX+
RIX:BEW=1
1160 IF(JOY(0)AND 1)=1 THEN IF                                  {MA}
PLY<210 THEN PLY=PLY+4:BEW=1
1170 IF(JOY(0)AND 16)=16 AND SO                                 {DA}
T=0 THEN GOSUB 1410:SOT=1
1180 IF BEW=1 THEN PLOT ALX-4,A                                 {DE}
LY,PL1:PLOT ALX-2,ALY,PL2:PLOT
ALX+3,ALY,PL3:PLOT ALX+5,ALY,PL
4:PLOT ALX,ALY-4,PL5:PLOT ALX,A
LY-2,PL6:PLOT ALX,ALY+2,PL7:PLO
T ALX,ALY+4,PL8
1190 IF BEW=1 THEN GOSUB 1500:P                                 {OH}
LOT PLX-4,PLY,2:PLOT PLX-2,PLY:
PLOT PLX+3,PLY:PLOT PLX+5,PLY:P
LOT PLX,PLY-4:PLOT PLX,PLY-2:PL
OT PLX,PLY+2:PLOT PLX,PLY+4:BEW
=0
1200 IF SOT=1 THEN TIM=100:SCO1                                 {JG}
=1:GOSUB 2590
1210 IF GAO=1 AND SHE=0 THEN 15                                 {JG}
60
1220 GOTO 1100                                                  {OC}
1230 '                                                          {AB}
1240 ' *** TARGET ***                                           {CE}
1250 '                                                          {AD}
1260 SHE=INT(RND*8):IF SHE>6 OR                                 {LD}
 SHE<1 THEN 1260
1270 SOUND 1,100,30,13,1                                        {PO}
1280 PAPER 3:PEN 1:LOCATE LOC(S                                 {IP}
HE),19:PRINT CHR$(231);:PAPER 0
1290 RETURN                                                     {CA}
1300 '                                                          {AP}
1310 ' *** TIME ***                                             {NF}
1320 '                                                          {AB}
1330 PAPER 3:PEN 0:LOCATE LOC(S                                 {FN}
HE),19:PRINT CHR$(231);:PEN 1
1340 SXP=SHE:SHE=0:PLOT PLX-4,P
LY,PL1:PLOT PLX-2,PLY,PL2:PLOT
PLX+3,PLY,PL3:PLOT PLX+5,PLY,PL
4:PLOT PLX,PLY-4,PL5:PLOT PLX,P
LY-2,PL6:PLOT PLX,PLY+2,PL7:PLO
T PLX,PLY+4,PL8                                                 {MF}
1350 PLX=320:PLY=60:GOSUB 1500:
PLOT PLX-4,PLY,2:PLOT PLX-2,PLY
:PLOT PLX+3,PLY:PLOT PLX+5,PLY:
PLOT PLX,PLY-4:PLOT PLX,PLY-2:P
LOT PLX,PLY+2:PLOT PLX,PLY+4                                    {KM}
1360 BUL=BUL-1:GOSUB 2640                                       {NE}
1370 TIM=0:FOR WAI=1 TO 300:NEX
T:GOTO 1210                                                     {DI}
1380 '                                                          {AH}
1390 ' *** HIT OR FAIL ***                                      {FM}
1400 '                                                          {AO}
1410 IF PLX>TRX(SHE)-20 AND PLY
>TRY(SHE)-20 AND PLX<TRX(SHE)+2
0 AND PLY<TRY(SHE)+20 THEN SCO=
SCO+25:PUN=PUN+25                                               {JP}
1420 IF PLX>TRX(SHE)-15 AND PLY
>TRY(SHE)-15 AND PLX<TRX(SHE)+1
5 AND PLY<TRY(SHE)+15 THEN SCO=
SCO+25:PUN=PUN+25                                               {KC}
1430 IF PLX>TRX(SHE)-10 AND PLY
>TRY(SHE)-10 AND PLX<TRX(SHE)+1
0 AND PLY<TRY(SHE)+10 THEN SCO=
SCO+25:PUN=PUN+25                                               {CN}
1440 IF PLX>TRX(SHE)-5 AND PLY>
TRY(SHE)-5 AND PLX<TRX(SHE)+5 A
ND PLY<TRY(SHE)+5 THEN SCO=SCO+
25:PUN=PUN+25                                                   {BM}
1450 IF PLX>TRX(SHE)-2 AND PLY>
TRY(SHE)-2 AND PLX<TRX(SHE)+2 A
ND PLY<TRY(SHE)+2 THEN SCO=SCO+
150:PUN=PUN+150                                                 {DB}
1460 SOUND 4,250,35,15,1,0,8:RE
TURN                                                            {AG}
1470 '                                                          {AD}
1480 ' *** TESTS PLAYER ***                                     {PK}
1490 '                                                          {AF}
1500 PL1=TEST(PLX-4,PLY):PL2=TE
ST(PLX-2,PLY):PL3=TEST(PLX+3,PL
Y):PL4=TEST(PLX+5,PLY)                                          {EF}
1510 PL5=TEST(PLX,PLY-4):PL6=TE
ST(PLX,PLY-2):PL7=TEST(PLX,PLY+
2):PL8=TEST(PLX,PLY+4)                                          {OM}
1520 RETURN                                                     {BI}
1530 '                                                          {AC}
1540 ' *** NEXT ROUND ***                                       {AB}
1550 '                                                          {PM}
1560 GAO=0:IF PUN<LIM THEN 1640                                 {BO}
1570 ROU=ROU+1:BUL=9:TLV=TLV-10
:PUN=0                                                          {DB}
1580 FOR SCR=25 TO 1 STEP-1:OUT
 &BC00,6:OUT &BD00,SCR:CALL &BD
19:NEXT                                                         {CI}
1590 SHE=0:TIM=0:GOSUB 2580                                     {KI}
1600 FOR SCR=1 TO 25:OUT &BC00,
6:OUT &BD00,SCR:CALL &BD19:NEXT
:GOTO 1100                                                      {GK}
1610 '                                                          {AL}
1620 '  *** NEXT PLAYER ***                                     {EC}
1630 '                                                          {AN}
1640 IF NUM<PLA THEN 1660                                       {DC}
1650 SCO(NUM)=SCO:GAO=2:GOSUB 2
220:GOSUB 1690:IF PLA>1 THEN GO
TO 2300 ELSE 270                                                {MO}
1660 SCO(NUM)=SCO:SCO=0:GAO=0:G
OSUB 1690:NUM=NUM+1                                             {HG}
1670 CLS:PAPER 0:PEN 1:LOCATE 1
1,13:PRINT"GET READY PLAYER #";
:PRINT USING"#";NUM                                             {PP}
1680 FOR WAI=1 TO 2000:NEXT:GOT
O 690                                                           {HK}
1690 '                                                          {AD}
1700 '  *** TOP TEN ***                                         {JB}
1710 '                                                          {AO}
1720 IF SCO(NUM)<SCR(10)THEN RE
TURN                                                            {IC}
1730 FOR CHE=1 TO 9                                             {NI}
1740 IF SCR(CHE)>SCO(NUM)THEN 1
780                                                             {GH}
1750 FOR PUS=10 TO CHE+1 STEP-1                                 {EB}
1760 SCR(PUS)=SCR(PUS-1):NAM$(P
US)=NAM$(PUS-1):NEXT                                            {MB}
1770 ZAL=CHE:GOTO 1820                                          {EP}
1780 NEXT:ZAL=10                                                {BJ}
1790 '                                                          {AG}
1800 '  *** GRAPHIC TOP TEN ***                                 {DE}
1810 '                                                          {AJ}
1820 FOR SCR=25 TO 0 STEP-1:OUT
 &BC00,6:OUT &BD00,SCR:CALL &BD
19:NEXT                                                         {MC}
1830 MODE 1:PAPER 0:PEN 2:CLS                                   {KE}
1840 RESTORE 2900:XPO=2:YPO=1                                   {AL}
1850 READ SYM:LOCATE XPO,YPO:PR
INT CHR$(SYM);                                                  {GD}
1860 XPO=XPO+1:IF XPO=39 THEN X
PO=2:YPO=YPO+1:IF YPO=4 THEN 18
80                                                              {BI}
1870 GOTO 1850                                                  {PD}
1880 PEN 1:PLOT 0,342,1:DRAW 61
6,342                                                           {HF}
1890 LOCATE 5,6:PRINT"A  B  C
D  E  F  G  H  I  J  K";:LOCATE
 5,9:PRINT"L  M  N  O  P  Q  R
 S  T  U  V";:LOCATE 5,12:PRINT
"W  X  Y  Z  [  ]  -  .  {  |
}";                                                             {LL}
1900 IF SEE=1 THEN PEN 2:LOCATE
 10,14:PRINT"CONTINUE WITH BUTT
ON.":PEN 1:GOTO 1930                                            {CI}
1910 LOCATE 17,14:PRINT">":LOCA
TE 18,15:PRINT"------"                                          {KO}
1920 SCR(ZAL)=SCO(NUM):NAM$(ZAL
)=""                                                            {EA}
1930 YPO=17:FOR PRI=1 TO 5                                      {ME}
1940 LOCATE 4,YPO:PRINT USING"#
";PRI;:PRINT". ";:PRINT"------"
;:LOCATE 7,YPO:PRINT USING"&";N
AM$(PRI);:LOCATE 13,YPO:PRINT
";:PRINT USING"******";SCR(PRI):
YPO=YPO+2:NEXT                                                  {AE}
1950 YPO=17:FOR PRI=6 TO 10                                     {ED}
1960 LOCATE 21,YPO:PRINT USING"
##";PRI;:PRINT". ";:PRINT"-----
-";:LOCATE 25,YPO:PRINT USING"&
";NAM$(PRI);:LOCATE 31,YPO:PRIN
T" ";:PRINT USING"******";SCR(PR
I):YPO=YPO+2:NEXT                                               {OA}
1970 IF FIN=1 THEN PEN 2:LOCATE
 10,14:PRINT"CONTINUE WITH BUTT
ON.":PEN 1:LOCATE 18,15:PRINT"
      ":WHILE JOY(0)<>16:WEND:FI
N=0:RETURN                                                      {CC}
1980 IF SEE=1 THEN FOR SCR=0 TO
 25:OUT &BC00,6:OUT &BD00,SCR:C
ALL &BD19:NEXT                                                  {GC}
1990 IF SEE=1 THEN SEE=0:WHILE
JOY(0)<>16:WEND:GOTO 290                                        {MN}
2000 FOR SCR=0 TO 25:OUT &BC00,
6:OUT &BD00,SCR:CALL &BD19:NEXT                                 {FI}
2010 REX=4:REY=4:BSA=-1:NAM$=""
:LOCATE 18,14:PRINT"       ";                                   {EO}
2020 RPX=REX*16-8:RPY=(25-REY)*
16-8                                                            {FF}
2030 ROX=RPX:ROY=RPY:PLOT RPX,R
PY,1:DRAW RPX+28,RPY:DRAW RPX+2
8,RPY-32:DRAW RPX,RPY-32:DRAW R
PX,RPY                                                          {BC}
2040 FOR WAI=1 TO 100:NEXT                                      {FH}
2050 IF JOY(0)=1 AND REY>5 THEN
 REY=REY-3:BEW=1                                                {HL}
2060 IF JOY(0)=2 AND REY<10 THE
N REY=REY+3:BEW=1                                               {JC}
2070 IF JOY(0)=4 AND REX>4 THEN
 REX=REX-3:BEW=1                                                {GO}
2080 IF JOY(0)=8 AND REX<34 THE
N REX=REX+3:BEW=1                                               {HP}
2090 IF JOY(0)=16 THEN BEW=2                                    {NK}
2100 IF BEW>0 THEN 2110 ELSE 20
50                                                              {GA}
2110 PLOT ROX,ROY,0:DRAW ROX+28
,ROY:DRAW ROX+28,ROY-32:DRAW RO
X,ROY-32:DRAW ROX,ROY                                           {MA}
2120 IF BEW<2 THEN BEW=0:GOTO 2
020 ELSE BEW=0:GOTO 2130                                        {EM}
2130 IF LEN(NAM$)<6 THEN 2140 E
LSE 2180                                                        {JF}
2140 IF REP$(REX,REY+1)<>"<"THE
N 2150 ELSE 2180                                                {HI}
2150 IF REP$(REX,REY+1)="#"THEN
 NAM$=NAM$+" ":BSA=BSA+1:GOTO 2
180                                                             {EB}
2160 IF REP$(REX,REY+1)="="THEN
 NAM$(ZAL)=NAM$:FIN=1:GOTO 1930                                 {HM}
2170 NAM$=NAM$+REP$(REX,REY+1):
BSA=BSA+1                                                       {EB}
2180 IF REP$(REX,REY+1)="<"THEN
 NAM$=LEFT$(NAM$,BSA):BSA=BSA-1                                 {ED}
2190 IF REP$(REX,REY+1)="="THEN
 NAM$(ZAL)=NAM$:FIN=1:GOTO 1930                                 {FN}
2200 SOUND 1,300,20,15,1:FOR WA
I=1 TO 250:NEXT                                                 {DB}
2210 LOCATE 18,14:PRINT"       "
";:LOCATE 18,14:PRINT USING"&";N
AM$:GOTO 2020                                                   {HK}
2220 '                                                          {AD}
```

```
2230 '  *** GAME OVER ***                    {IH}
2240 '                                       {AF}
2250 WINDOW#4,11,30,12,14:PAPER
#4,0:CLS#4                                   {HC}
2260 LOCATE 13,13:PEN 1:PAPER 0
:PRINT"G A M E  O V E R"                     {ED}
2270 PLOT 160,222,1:DRAW 478,22
2:DRAW 478,176:DRAW 160,176:DRA
W 160,222                                    {LK}
2280 FOR WAI=1 TO 2000:NEXT                  {BE}
2290 IF GAO=2 THEN GAO=0:RETURN              {IJ}
2300 '                                       {AI}
2310 '  *** END PICTURE ***                  {BA}
2320 '                                       {AC}
2330 FOR SCR=25 TO 1 STEP-1:OUT
 &BC00,6:OUT &BD00,SCR:CALL &BD
19:NEXT                                      {DE}
2340 MODE 1:CLS                              {GB}
2350 LOCATE 5,1:PRINT" HERE ARE
 THE FINAL STANDINGS :";                     {BK}
2360 LOCATE 4,25:PRINT"SHOOTING
 (C) 1987 BY MICHAEL KLEIN";                 {ID}
2370 PLOT 0,30,1:DRAW 640,30:PL
OT 0,362:DRAW 640,362                        {PM}
2380 SC(1)=SCO(1):SC(2)=SCO(2):
SC(3)=SCO(3):SC(4)=SCO(4)                    {IK}
2390 FOR AUS=1 TO PLA                        {EB}
2400 NUM(AUS)=MAX(SC(1),SC(2),S
C(3),SC(4))                                  {NK}
2410 ANZ=ANZ+1                               {FO}
2420 IF NUM(AUS)=SCO(1)THEN RAN
(1)=ANZ:SC(1)=0                              {CI}
2430 IF NUM(AUS)=SCO(2)THEN RAN
(2)=ANZ:SC(2)=0                              {LO}
2440 IF NUM(AUS)=SCO(3)THEN RAN
(3)=ANZ:SC(3)=0                              {GM}
2450 IF NUM(AUS)=SCO(4)THEN RAN
(4)=ANZ:SC(4)=0                              {GC}
2460 NEXT                                    {BI}
2470 LOCATE 3,7:PRINT"1UP GETS
";:PRINT USING"*****";SCO(1);:P
RINT" POINTS.THIS IS RANK ";:PR
INT USING"#";RAN(1);                         {OG}
2480 LOCATE 3,10:PRINT"2UP GETS
 ";:PRINT USING"*****";SCO(2);:
PRINT" POINTS.THIS IS RANK ";:P
RINT USING"#";RAN(2);                        {GH}
2490 LOCATE 3,13:PRINT"3UP GETS
 ";:PRINT USING"*****";SCO(3);:
PRINT" POINTS.THIS IS RANK ";:P
RINT USING"#";RAN(3);                        {KK}
2500 LOCATE 3,16:PRINT"4UP GETS
 ";:PRINT USING"*****";SCO(4);:
PRINT" POINTS.THIS IS RANK ";:P
RINT USING"#";RAN(4);                        {PC}
2510 LOCATE 11,20:PRINT"CONTINU
E WITH BUTTON"                               {KJ}
2520 FOR SCR=1 TO 25:OUT &BC00,
6:OUT &BD00,SCR:CALL &BD19:NEXT              {BE}
2530 IF JOY(0)=16 THEN 250 ELSE
 CALL &BB06:GOTO 2530                        {AF}
2540 LOCATE 1,10:END                         {ML}
2550 '                                       {AB}
2560 '  *** SCORING ***                      {KH}
2570 '                                       {AD}
2580 PEN 1:PAPER 0:LOCATE 3,25:
PRINT USING"#";NUM                           {ID}
2590 IF SCO>=99999 THEN SCO=999
99 ELSE IF SCO<=0 THEN SCO=0                 {KH}
2600 IF SCO>TOP THEN TOP=SCO                 {HG}
2610 PEN 1:PAPER 0:LOCATE 13,25
:PRINT USING"*****";SCO:IF SCO1
=1 THEN SCO1=0:RETURN                        {FB}
2620 IF ROU>=99 THEN ROU=99 ELS
E IF ROU<=0 THEN ROU=0                       {NE}
2630 PEN 1:PAPER 0:LOCATE 26,25
:PRINT USING"**";ROU:IF ROU1=1
THEN ROU1=0:RETURN                           {EC}
2640 IF BUL>=99 THEN BUL=99 ELS
E IF BUL<0 THEN BUL=0:GAO=1                  {GP}
2650 PEN 1:PAPER 0:LOCATE 37,25
:PRINT USING"**";BUL:RETURN                  {NF}
2660 '                                       {AD}
2670 ' *** MUSIC PART ***                    {AF}
2680 '                                       {AF}
2690 IN$=INKEY$:IF IN$<>""THEN
2690 ELSE SPE=8:RESTORE 2860                 {EN}
2700 ENV 5,3,5,1,15,-1,3:ENV 6,
5,3,1,15,-1,5                                {BB}
2710 FOR BAC=1 TO 15:READ TON(B
AC):NEXT                                     {DB}
2720 STA=20:ADR3=42000:ADR2=420
50:ADR1=42200:ADR4=42020                     {MP}
2730 IF(SQ(4)AND &X111)=4 THEN
GOSUB 2780                                   {DD}
2740 IF(SQ(1)AND &X111)=4 THEN
GOSUB 2820                                   {DO}
2750 IF(SQ(2)AND &X111)=4 THEN
GOSUB 2840                                   {DA}
2760 IF INKEY$<>""THEN RETURN                {EC}
2770 GOTO 2730                               {BF}
2780 SOUND 4,TON(STA+PEEK(ADR3)
),2*SPE,0,5,0,PEEK(ADR3+1):ADR3
=ADR3+2:IF ADR3>42015 THEN ADR3
=42000:GOSUB 2800                            {IJ}
2790 RETURN                                  {BM}
2800 STA=PEEK(ADR4):ADR4=ADR4+1
:IF STA=255 THEN ADR4=42019:GOT
O 2800                                       {IC}
2810 RETURN                                  {PL}
2820 SOUND 1,PEEK(ADR1)+256*PEE
K(ADR1+1),PEEK(ADR1+2)*SPE,0,6:
ADR1=ADR1+3:IF PEEK(ADR1)=255 T
HEN ADR1=42200                               {MC}
2830 RETURN                                  {AF}
2840 SOUND 2,PEEK(ADR2)+256*PEE
K(ADR2+1),PEEK(ADR2+2)*SPE,0,6:
ADR2=ADR2+3:IF PEEK(ADR2)=255 T
HEN ADR2=42050                               {OL}
2850 RETURN                                  {BP}
2860 DATA 965,851,758,716,638,5
68,506,478,426,379,358,319,284,
253,239                                      {CJ}
2870 '                                       {PM}
2880 '  *** DATAS FOR PICTURES
***                                          {GM}
2890 '                                       {AG}
2900 DATA 140,140,132,140,140,1
32,140,140,132,140,140,132,032,
140,140,132,132                              {CB}
2910 DATA 032,132,140,140,132,1
40,140,132,140,140,132,140,140,
132,140,140,132                              {BC}
2920 DATA 140,140,132,141,140,1
29,141,140,032,141,140,132,032,
133,032,032,141                              {BI}
2930 DATA 140,132,141,140,133,1
33,032,133,133,032,133,032,133,
032,141,140,032                              {AH}
2940 DATA 141,140,129,141,140,1
32,141,140,133,141,140,132,140,
140,133,032,133                              {FE}
2950 DATA 032,032,140,140,133,1
33,032,133,141,140,133,141,140,
133,032,133,032                              {DC}
2960 DATA 141,140,132,133,032,1
33,140,140,133,000,000,000,000,
000,000,000,000                              {DF}
2970 DATA 4,5,A,7,5,B,10,5,C,13
,5,D,16,5,E,19,5,F,22,5,G,25,5,
H,28,5,I,31,5,J                              {OI}
2980 DATA 34,5,K,4,8,L,7,8,M,10
,8,N,13,8,O,16,8,P,19,8,Q,22,8,
R,25,8,S,28,8,T                              {BL}
2990 DATA 31,8,U,34,8,V,4,11,W,
7,11,X,10,11,Y,13,11,Z,16,11,[,
19,11,],22,11,-                              {NB}
3000 DATA 25,11,.,28,11,#,31,11
,<,34,11,=,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0              {DE}
3010 DATA 4950,MCS...,4500,HEIK
O.,3975,DUSSEL,3675,MICHI.,3425
,DONALD                                      {PO}
3020 DATA 2975,DETTO.,2375,MCS.
..,1825,KING-2,1325,FUNBOY,0850
,SONNY.                                      {DJ}
3030 DATA 73,91,5,153,171,10,23
3,251,15,409,427,26,489,507,31,
569,587,36                                   {GD}

   ENDE DES LISTINGS
```



Ende des Listings