

```
LOCATE Q%,21:PRINT G2$:LOCATE Q%,21:PEN
2:PRINT R2$:
PRINT CHR$(22)+CHR$(0):SOUND 1,0,70,13,2
,0,31:FOR X=1 TO 200:NEXT:LOCATE Q%,21:P
RINT" "
390 LI%=LI%-1:IF LI%=-1 THEN SOUND 135,0
:GOSUB 1360:GOTO 1390 ELSE PEN 3:LOCATE
17,25:PRINT LI%
400 WW%=0:IF LIN%=1030 THEN LIN%=0:GOTO
1160 ELSE GOTO 1300
410 REM
420 W%=W%-1:IF W%=3 THEN LOCATE Q1%,4:PR
INT" ":SE%=0:RETURN
430 PEN 1:LOCATE Q1%,W%:PRINT L$
440 W1%=W%
450 IF Q1%=S1%+1 OR Q1%=S1%+2 THEN IF W%
=13 THEN Z1%=S1%+1:Z2%=13:SC%=SC%+1:S1%=
1:SOUND 1,0,78,0,3,2,6:GOTO 520
460 IF Q1%=S2%+1 OR Q1%=S2%+2 THEN IF W%
=7 THEN Z1%=S2%+1:Z2%=7:SC%=SC%+10:S2%=1
:SOUND 1,0,78,0,3,2,10:GOTO 520
470 IF Q1%=S3% OR Q1%=S3%+1 THEN IF W%=1
0 THEN Z1%=S3%:Z2%=10:SC%=SC%+5:S3%=20:S
OUND 1,0,78,0,3,2,8:GOTO 520
480 IF Q1%=S4% OR Q1%=S4%+1 THEN IF W%=4
THEN Z1%=S4%:Z2%=4:SC%=SC%+20:S4%=20:SO
UND 1,0,78,0,3,2,12:GOTO 520
490 LOCATE Q1%,W1%:PRINT" "
500 W1%=W%
510 RETURN
520 LOCATE Z1%,Z2%:PRINT" "
530 PRINT CHR$(22)+CHR$(1):PEN 1:LOCATE
Z1%,Z2%:PRINT G$:LOCATE Z1%,Z2%:PEN 2:PR
INT R$:PRINT CHR$(22)+CHR$(0)
540 NE%=NE%-1:IF NE%=-1 THEN NE%=0
550 PEN 3:LOCATE 4,24:PRINT SC%:LOCATE
17,24:PRINT NE%
560 LOCATE Z1%,Z2%:PRINT" ":SE%=0:RETUR
N
570 REM ***
580 SYMBOL `AFTER 32
590 SYMBOL 199,&0,&0,&0,&0,&1,&7,&4,&4:S
YMBOL 200,&18,&18,&7E,&FF,&FF,&FF,&FF:SY
MBOL 201,&0,&0,&0,&0,&80,&E0,&20,&20
600 SYMBOL 202,&0,&60,&30,&38,&1D,&F,&3,
&1:SYMBOL 203,&0,&6,&C,&1C,&B8,&FO,&CO,&
80
610 SYMBOL 204,&73,&FF,&FC,&63,&7,&E,&C,
&1C:SYMBOL 205,&CE,&FF,&FC,&6,&E0,&70,&
30,&38
620 SYMBOL 206,&0,&0,&41,&A7,&1F,&7F,&F9
,&B9:SYMBOL 207,&0,&0,&82,&E5,&F8,&FE,&9
F,&9D
630 SYMBOL 208,&70,&1D,&3,&3,&7,&D,&18,&
18:SYMBOL 209,&E,&B8,&CO,&CO,&E0,&BD,&18
,&18
640 SYMBOL 210,&8,&1C,&3D,&1F,&3,&F,&1B,
&19:SYMBOL 211,&10,&38,&BC,&F8,&CO,&FO,&
D8,&98
650 SYMBOL 212,&0,&7,&3F,&7F,&CF,&DF,&43
,&0:SYMBOL 213,&0,&E0,&FC,&FE,&F3,&FB,&C
2,&0
660 SYMBOL 214,&0,&4,&4,&3,&14,&8,&2,&0:
SYMBOL 215,&0,&A0,&80,&40,&40,&0,&0
670 SYMBOL 216,&C,&22,&B,&94,&6B,&15,&A8
,&4A:SYMBOL 217,&48,&94,&4A,&A8,&54,&20,
&98,&40
680 SYMBOL 218,0,16,16,16,16,16,16,0
690 SYMBOL 219,&X10000,&X100000,&X10010,
&X1010100,&X110,&X0,&X1000,&X0
700 SYMBOL 220,&X10000101,&X1010100,&X10
011010,&X100001,&X1010,&X10100110,&X1000
0,&X11000
710 SYMBOL 221,0,0,&X11000,&X11000,&X1
0000,0,0,0
720 SYMBOL 222,&X1000000,&X1000001,&X101
00100,&X1010,&X10110000,&X100011,&X1010,
&X1010000
730 SYMBOL 223,&X100100,&X10010010,&X110
01,&X1010101,&X100,&X1010010,&X10010100,
&X1001:SYMBOL 143,255,255,255,255,255,255,255,0
740 ENV 1,5,3,1,15,-1,5,ENT -1,80,10,1:E
NV 2,10,-1,7:ENV 3,3,5,1,15,-1,5:ENT -2,
5,1,15
750 MODE 1:INK 0,0:INK 1,1:INK 2,2:INK
3,6:PAPER 0:PEN 2:BORDER 0
760 PRINT TAB(15)"INSTRUKSER":PEN 3:PRIN
T TAB(14)"*****":PEN 1
770 PEN 2:PRINT:PRINT" I dette spillet s
kal du skyte ned rom- uhyrene. Du styrer
kanonen nederst paa skjermen med pil t
il hoyre og
venstre. Du skyter ved aa trykke paa <S
```

```
80 HI%=0
90 GOTO 570
100 REM
110 TI=TI-0.03
120 LOCATE TI,23:PRINT" "
130 IF TI<4.49 THEN 150
140 GOTO 1270
150 IF NE%=0 THEN GOTO 180
160 LI%=LI%-1:IF LI%=-1 THEN SOUND 135,0
:GOSUB 1360:GOTO 1390
170 SOUND 135,0:GOSUB 1330:SH%=D1%:TI=20
:NE%=D%:S1%=1:S2%=1:S3%=20:S4%=20:QQ%=0:
WW%=0:SE%=0:CLS:GOTO 990
180 SOUND 135,0:LE%=LE%+1:IF LE%=7 THEN
LE%=1:D%=D%+5:D1%=D1%+5:GOSUB 1370
190 LEV%=LEV%+1
200 WW%=0:SE%=0:SH%=D1%:TI=20:NE%=D%:S1%
=1:S2%=1:S3%=20:S4%=20
210 QQ%=0:WW%=0:GOSUB 1330
220 CLS:GOTO 990
230 REM
240 IF R%=21 THEN 270
250 IF R%=21 THEN 280 ELSE LOCATE R1%,R%
:PRINT" ":R%=R%+1:PEN 5:LOCATE R1%,R%:PR
INT B$
260 IF LIN1%=1045 THEN LIN1%=0:GOTO 1180
ELSE GOTO 1320
270 IF R1%=Q% OR R1%=Q%+1 OR R1%=Q%+2 TH
EN 290 ELSE 250
280 QQ%=0:LOCATE R1%,R%:PRINT" ":PRINT C
HR$(22)+CHR$(1):PEN 1:LOCATE R1%,R%:PRIN
T G1$:LOCATE R1%,R%:PEN 2:PRINT R1$:PRIN
T CHR$(22)+C
HR$(0):SOUND 2,0,70,11,2,0,10:FOR X=1 TO
50:NEXT:LOCATE R1%,R%:PRINT" ":IF LIN1%
=1045 THEN LIN1%=0:GOTO 1180 ELSE GOTO 1
320
290 LOCATE Q%,21:PRINT" ":LOCATE R1%,2
0:PRINT" ":PRINT CHR$(22)+CHR$(1):PEN 1:
LOCATE Q%,21:PRINT G2$:LOCATE Q%,21:PEN
2:PRINT R2$:
PRINT CHR$(22)+CHR$(0):SOUND 1,0,70,13,2
,0,31:FOR X=1 TO 200:NEXT:LOCATE Q%,21:P
RINT" "
300 LI%=LI%-1:IF LI%=-1 THEN SOUND 135,0
:GOSUB 1360:GOTO 1390 ELSE PEN 3:LOCATE
17,25:PRINT LI%
310 QQ%=0:IF LIN1%=1045 THEN LIN1%=0:GOT
0 1180 ELSE GOTO 1320
320 REM
330 IF E%=21 THEN 360
340 IF E%=21 THEN 370 ELSE LOCATE E1%,E%
:PRINT" ":E%=E%+1:PEN 2:LOCATE E1%,E%:PR
INT B$
350 IF LIN%=1030 THEN LIN%=0:GOTO 1160 E
LSE GOTO 1300
360 IF E1%=Q% OR E1%=Q%+1 OR E1%=Q%+2 TH
EN 380 ELSE 340
370 WW%=0:LOCATE E1%,E%:PRINT" ":PRINT C
HR$(22)+CHR$(1):PEN 1:LOCATE E1%,E%:PRIN
T G1$:LOCATE E1%,E%:PEN 2:PRINT R1$:PRIN
T CHR$(22)+C
HR$(0):SOUND 4,0,70,11,2,0,10:FOR X=1 TO
50:NEXT:LOCATE E1%,E%:PRINT" ":IF LIN%
=1030 THEN LIN%=0:GOTO 1160 ELSE GOTO 130
0
380 LOCATE Q%,21:PRINT" ":LOCATE E1%,2
0:PRINT" ":PRINT CHR$(22)+CHR$(1):PEN 1:
```

```

1200 IF RND>0.85 THEN GOTO 1220
1210 PEN 1:S2%=S2%+1:IF S2%=19 THEN LOCATE 18,7:PRINT " ":S2%=0 ELSE LOCATE S2%,7:PRINT " "N$(LE%)
1220 IF RND>0.85 THEN GOTO 1240
1230 PEN 5:S3%=S3%-1:IF S3%=0 THEN LOCATE 1,10:PRINT " ":S3%=20 ELSE LOCATE S3%,10:PRINT N$(LE%) " "
1240 IF RND>0.85 THEN GOTO 1260
1250 PEN 8:S4%=S4%-1:IF S4%=0 THEN LOCATE 1,4:PRINT " ":S4%=20 ELSE LOCATE S4%,4:PRINT N$(LE%) " "
1260 GOTO 100
1270 IF NE%=0 THEN GOTO 1280 ELSE IF SH%=-1 THEN SH%=D1%-1:LI%=LI%-1:SOUND 135,0:GOSUB 1360:IF LI%=-1 THEN GOTO 1390 ELSE PEN 3:LOCATE 4,25:PRINT SH%:LOCATE 17,25:PRINT LI%
1280 IF S1%=Q% OR S1%=Q%+1 OR S1%=Q%+2 THEN IF WW%=0 THEN WW%=1:E%=14:E1%=S1%+1
1290 IF WW%=1 THEN GOTO 320
1300 IF S3%=Q% OR S3%=Q%+1 OR S3%=Q%+1 THEN IF QQ%=0 THEN QQ%=1:R%=11:R1%=S3%
1310 IF QQ%=1 THEN GOTO 230
1320 GOTO 1060
1330 REM
1340 RESTORE 1350:FOR X=1 TO 8:READ A,B:SOUND 1,A,100*B,5:SOUND 2,A+2,100*B,5:SOUND 4,A-2,100*B,5:NEXT:RETURN
1350 DATA 253,.1,253,.1,190,.8,253,.05,190,.05,253,.05,190,.05,150,1
1360 REM
1370 RESTORE 1380:FOR X=1 TO 8:READ A,B:SOUND 1,A,100*B,5:SOUND 2,A+2,100*B,5:SOUND 4,A-2,100*B,5:NEXT:RETURN
1380 DATA 150,.15,170,.15,190,.15,210,.15,230,.15,250,.15,270,.15,290,.15
1390 GOSUB 1360
1400 GOSUB 1360
1410 LOCATE 1,4:PRINT STRING$(120," ");PRINT STRING$(140," ")
1420 IF SC%>HI% THEN HI%=SC%
1430 SC$="DU FIKK"+STR$(SC%)+ " POENG":Z=20-LEN(SC$):Z=INT(Z/2)+1
1440 HI$="HISCORE"+STR$(HI%)+ " POENG":X=20-LEN(HI$):X=INT(X/2)+1
1450 PEN 7:LOCATE 6,10:PRINT"GAME OVER":PEN 5:LOCATE Z,12:PRINT SC$:PEN 8:LOCATE X,14:PRINT HI$:PEN 2:LOCATE 2,16:PRINT"ET SPILL TIL (J/N)"
1460 A$=INKEY$:IF A$="N" OR A$="n" THEN MODE 1:PEN 1:PRINT"Dagens beste poengsum ";hi%;"poeng":PRINT:PRINT STRING$(40,"."):PEN 1:END
1470 IF A$="J" OR A$="j" THEN ERASE N$:MODE 1:GOTO 840 ELSE 1460

```