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10 '***** (2397)
20 '* WINKELZUEGE * (236D)
30 '* VON * (23B1)
40 '* FRIEDRIKE BOEHLER * (2351)
50 '* FUER * (2377)
60 '* SCHNEIDER CPC-WELT * (23D8)
65 '* CPC 664/6128 JE* (23C1)
66 '***** (2306)
67 ' (0791)
70 '***** (230E)
80 '*** INITIALISIERUNG *** (23B1)
90 '***** (2336)
100 CLEAR:WINDOW#1,1,27,1,25 (142E)
110 WINDOW#0,28,40,1,25 (13E9)
120 INK 0,0:INK 1,26:INK 2,16:INK 3,9 (1A34)
130 PAPER#1,3:PEN#1,2,0:BORDER 9:PAPER 2:PEN 3 (1BB5)
140 CLS:CLS#1 (0AD9)
150 ENV 1,2,4,5 (0DBF)
160 DIM x(7),y(7),fld(27,25),sp(2) (2CEE)
170 zuf=RND:IF zuf<0.5 THEN sp=1 ELSE sp=2 (2EF9)
180 RESTORE 1420:FOR i=1 TO 7:READ x(i),y(i):NEXT (2C15)
190 FOR i=1 TO 7:FOR j=1 TO 7:fld(x(i),y(j))=1:NEXT:NEXT (3C0F)
200 FOR i=1 TO 7:FOR j=1 TO 7:IF(i=1 OR i=7)AND(j=1 OR j=2 OR j=6 OR j=7)THEN fld(x(i),y(j))=0 (679F)
210 IF(i=2 OR i=6)AND(j=1 OR j=7)THEN fld(x(i),y(j))=0 (459B)
220 NEXT:NEXT (0889)
230 p1=0:p2=0 (1499)
240 '***** (2363)
250 '*** SPIELFELDAUFBAU *** (23C4)
260 '***** (238C)

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270 MOVE 151,8:DRAW 279,8:DRAW 407,135:DRAW 407,263:DRAW 279,391:DRAW 151,391:DRAW 23,263:DRAW 23,135:DRAW 151,8:DRAW 279,135:DRAW 151,263:DRAW 279,391:DRAW 279,263:DRAW 407,263 (73DE)
280 MOVE 151,391:DRAW 151,263:DRAW 23,263:DRAW 151,135:DRAW 279,263:DRAW 407,135:DRAW 279,135:DRAW 279,8 (4324)
290 MOVE 279,391:DRAW 151,263:DRAW 279,135:DRAW 151,8:DRAW 151,135:DRAW 23,135 (31AF)
300 MOVE 23,135:DRAW 151,135:DRAW 151,8 (1888)
310 MOVE 215,8:DRAW 87,135:DRAW 215,263 (1943)
320 MOVE 23,199:DRAW 151,327:DRAW 279,199 (1BDE)
330 MOVE 215,263:DRAW 215,391:DRAW 343,263:DRAW 215,135:DRAW 215,8 (2A73)
340 MOVE 279,199:DRAW 407,199:DRAW 279,71:DRAW 151,199:DRAW 23,199 (2AC8)
350 MOVE 87,199:DRAW 87,327:MOVE 215,327:DRAW 343,327:MOVE 343,71:DRAW 343,199:MOVE 87,71:DRAW 215,71 (4216)
360 FOR i=1 TO 7:FOR j=1 TO 7 (18B0)
370 IF fld(x(i),y(j))=1 THEN LOCATE #1,x(i),y(j):PRINT#1,CHR$(143);ELSE 380 (5039)
380 NEXT:NEXT (08C9)
390 MOVE 455,215:DRAW 615,215:DRAW 455,375:DRAW 615,375:MOVE 455,375:DRAW 455,215:DRAW 615,375:DRAW 615,215 (4840)
400 LOCATE 2,7:PRINT"WINKELZUEGE"; (1907)
410 LOCATE 2,2:PRINT CHR$(143);:LO

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CATE 2,12:PRINT CHR$(143);:LOCATE
12,2:PRINT CHR$(143);:LOCATE 12,12
:PRINT CHR$(143); (406D)
420 RESTORE 430:FOR i=1 TO 11:READ
a$:LOCATE 7,i+1:PRINT a$;:NEXT:GO
TO 440 (3283)
430 DATA W,I,N,K,E,L,Z,U,E,G,E (1C86)
440 LOCATE 6,15:PRINT"FUER";:LOCAT
E 7,16:PRINT"2";:LOCATE 4,17:PRINT
"SPIELER"; (31A6)
450 LOCATE 3,20:PRINT CHR$(164);"
1987 by"; (1EE0)
460 LOCATE 3,22:PRINT"F-R-I-B-0"; (1870)
470 GOSUB 1440 (0993)
480 '***** (222E)
490 '** SPIELVORBEREITUNG ** (225D)
500 '***** (2256)
510 CLS:LOCATE 3,2:PRINT"ANLEITUNG
"; (19BD)
520 LOCATE 1,3:PRINT STRING$(13,"_
"); (1606)
530 LOCATE 5,5:PRINT"Jeder";:LOCAT
E 4,6:PRINT"Spieler";:LOCATE 3,7:P
RINT"versucht,";:LOCATE 4,10:PRINT
"DREIMAL";:LOCATE 2,12:PRINT"DREI
FELDER";:LOCATE 4,14:PRINT"ENTLANG
"; (716A)
540 LOCATE 2,16:PRINT"EINER LINIE"
;:LOCATE 2,19:PRINT"mit seiner";:
LOCATE 3,20:PRINT"Farbe zu";:LOCA
TE 3,21:PRINT"besetzen!"; (5832)
550 GOSUB 1440 (0935)
560 CLS:LOCATE 3,2:PRINT"NAMEN DER
";:LOCATE 4,4:PRINT"SPIELER";:LOCA
TE 3,6:PRINT"EINGEBEN";:LOCATE 1,
7:PRINT STRING$(13,"_"); (4F22)
570 CLEAR INPUT:LOCATE 2,10:INPUT
na$:sp2$=UPPER$(na$):LOCATE 2,13:I
NPUT na$:sp1$=UPPER$(na$) (43FD)
580 GOSUB 1440 (0971)
590 IF sp=1 THEN farb1$="wei"+CHR$
(177)ELSE farb1$="schwarz" (37E9)
600 IF sp=2 THEN farb2$="wei"+CHR$
(177)ELSE farb2$="schwarz" (37E5)
610 GOSUB 1440 (09AD)
620 CLS:LOCATE 3,2:PRINT sp1$;:LOC
ATE 4,3:PRINT"spielt";:LOCATE 5,4:
PRINT farb1$; (34C4)
630 LOCATE 3,6:PRINT sp2$;:LOCATE
4,7:PRINT"spielt";:LOCATE 5,8:PRIN
T farb2$; (3222)
640 LOCATE 1,9:PRINT STRING$(13,"_
") (1508)
650 LOCATE 3,13:PRINT"bewegen";:L
OCATE 5,15:PRINT CHR$(243);CHR$(32
);CHR$(242);CHR$(32);CHR$(241);CHR
$(32);CHR$(240); (5052)
660 LOCATE 3,17:PRINT"setzen";:LO
CATE 5,19:PRINT"COPY"; (27DF)

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670 GOSUB 1440 (0924)
680 LOCATE 2,24:PRINT"WINKELZUEGE"(19F5)
690 GOTO 1150 (0957)
700 '***** (21DD)
710 '*** BEWERTUNG *** (21CF)
720 '***** (2104)
730 pkt1=0:pkt2=0 (18DE)
740 RESTORE 1460 (0956)
750 FOR punkt=1 TO 38:READ i,j,k,l
,m,n (32F7)
760 IF(farb1$="wei"+CHR$(177)AND f
arb2$="schwarz")THEN 770 ELSE 800 (3929)
770 IF(fld(x(i),y(j))=7 AND fld(x(
k),y(l))=7 AND fld(x(m),y(n))=7)TH
EN pkt1=pkt1+1:IF p1<pkt1 THEN FOR
i=1 TO pkt1:SOUND 1,60:SOUND 1,80
:SOUND 1,95:SOUND 1,119,60:NEXT:p1
=pkt1 (C3F3)
780 IF(fld(x(i),y(j))=2 AND fld(x(
k),y(l))=2 AND fld(x(m),y(n))=2)TH
EN pkt2=pkt2+1:IF p2<pkt2 THEN FOR
i=1 TO pkt2:SOUND 1,119:SOUND 1,9
5:SOUND 1,80:SOUND 1,60,60:NEXT:p2
=pkt2 (C37A)
790 GOTO 820 (09D2)
800 IF(fld(x(i),y(j))=2 AND fld(x(
k),y(l))=2 AND fld(x(m),y(n))=2)TH
EN pkt1=pkt1+1:IF p1<pkt1 THEN FOR
i=1 TO pkt1:SOUND 1,60:SOUND 1,80
:SOUND 1,95:SOUND 1,119,60:NEXT:p1
=pkt1 (C36E)
810 IF(fld(x(i),y(j))=7 AND fld(x(
k),y(l))=7 AND fld(x(m),y(n))=7)TH
EN pkt2=pkt2+1:IF p2<pkt2 THEN FOR
i=1 TO pkt2:SOUND 1,119:SOUND 1,9
5:SOUND 1,80:SOUND 1,60,60:NEXT:p2
=pkt2 (C33F)
820 NEXT (062E)
830 IF(pkt1=3 OR pkt2=3)THEN 840 E
LSE RETURN (22AA)
840 CLS:LOCATE 3,3:PRINT sp1$;:LOC
ATE 6,4:PRINT"hat";:LOCATE 3,5:PRI
NT pkt1;" Punkte"; (3A7A)
850 LOCATE 3,7:PRINT sp2$;:LOCATE
6,8:PRINT"hat";:LOCATE 3,9:PRINT p
kt2;" Punkte"; (3883)
860 LOCATE 1,10:PRINT STRING$(13,"
_") (1672)
870 IF pkt1<pkt2 THEN 900 (198B)
880 IF pkt1>pkt2 THEN 910 (1952)
890 IF pkt1=pkt2 THEN 940 (1936)
900 sieg$=sp2$:sieg=pkt2:FOR i=1 T
O pkt2:SOUND 1,119:SOUND 1,95:SOUN
D 1,80:SOUND 1,60,60:SOUND 2,60:SO
UND 2,80:SOUND 2,95:SOUND 2,119,60
:NEXT:GOTO 920 (708D)
910 sieg$=sp1$:sieg=pkt1:FOR i=1 T
O pkt1:SOUND 1,60:SOUND 1,80:SOUND
1,95:SOUND 1,119,60:SOUND 2,119:S

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OUND 2,95:SOUND 2,80:SOUND 2,60,60
NEXT:GOTO 920
920 INK 1,26,0:PEN 1:LOCATE 2,12:P
RINT"BRAVO, ";:LOCATE 4,14:PRINT s
ieg$;"!";
930 LOCATE 4,16:PRINT"Du hast";:LO
CATE 3,18:PRINT"gewonnen!":PEN 3:G
OSUB 1440:GOTO 1010
940 CLS:LOCATE 3,3:PRINT sp1$;:LOC
ATE 6,4:PRINT"hat";:LOCATE 3,5:PRI
NT pkt1;" Punkte";:LOCATE 3,7:PRIN
T sp2$;:LOCATE 6,8:PRINT"hat";:LOC
ATE 3,9:PRINT pkt2;" Punkte";:LOCA
TE 1,10:PRINT STRING$(13,"_")
950 FOR i=1 TO 5:SOUND 1,159:SOUND
1,239:NEXT:SOUND 1,159,60:SOUND 2
,239,60
960 PEN 0:LOCATE 3,13:PRINT"Leider
hat";:PEN 1:LOCATE 2,15:PRINT"kei
n Spieler";:PEN 0:LOCATE 4,17:PRIN
T"3 Reihen";:PEN 1:LOCATE 4,19:PRI
NT"erobert!":PEN 3
970 GOSUB 1440
980 '*****
990 '*** NEUES SPIEL ? ***
1000 '*****
1010 CLS:LOCATE 2,2:FOR i=1 TO 11:
PRINT"?";:NEXT
1020 LOCATE 2,10:FOR i=1 TO 11:PRI
NT"?";:NEXT
1030 FOR i=1 TO 7:LOCATE 2,i+2:PRI
NT"?";:NEXT
1040 FOR i=1 TO 7:LOCATE 12,i+2:PR
INT"?";:NEXT
1050 LOCATE 6,4:PRINT"Ein";:LOCATE
5,6:PRINT"neues";:LOCATE 5,8:PRIN
T"Spiel";
1060 LOCATE 6,15:PRINT"j/n";
1070 a$=INKEY$
1080 IF a$=""THEN 1070
1090 IF a$="j"OR a$="J"THEN 100
1100 IF a$="n"OR a$="N"THEN INK 1,
26:END
1110 GOTO 1060
1120 '*****
1130 '*** SPIELZUEGE ***
1140 '*****
1150 spiel=0
1160 IF spiel>4 AND spiel<37 THEN
GOSUB 730
1170 IF spiel=37 THEN GOSUB 730:GO
TO 940
1180 xc=x(1):yc=y(7):xca=0:yc=0:I
F sp=2 THEN SOUND 1,239 ELSE SOUND
1,159
1190 LOCATE#1,xc,yc:PRINT#1,CHR$(1
44);
1200 e$=INKEY$
1210 IF e$=CHR$(243)THEN xca=xc:yc
a=yc:xc=xc+4:IF xc>26 THEN xc=26

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1220 IF e$=CHR$(242)THEN xca=xc:yc
a=yc:xc=xc-4:IF xc<2 THEN xc=2
1230 IF e$=CHR$(241)THEN yca=yc:xc
a=xc:yc=yc+4:IF yc>25 THEN yc=25
1240 IF e$=CHR$(240)THEN yca=yc:xc
a=xc:yc=yc-4:IF yc<1 THEN yc=1
1250 IF fld(xca,yc)=0 AND xca>0 A
ND xca<27 AND yca>0 AND yca<26)THE
N LOCATE#1,xca,yc:PRINT#1," ";
1260 IF fld(xca,yc)=2 THEN LOCATE
#1,xca,yc:PEN#1,0:PRINT#1,CHR$(14
3);
1270 IF fld(xca,yc)=7 THEN LOCATE
#1,xca,yc:PEN#1,1:PRINT#1,CHR$(14
3);
1280 IF fld(xca,yc)=1 THEN LOCATE
#1,xca,yc:PEN#1,2:PRINT#1,CHR$(14
3);
1290 IF sp=1 THEN PEN#1,1 ELSE PEN
#1,0
1300 IF INKEY(9)=0 THEN 1310 ELSE
1190
1310 ON sp GOSUB 1320,1370
1320 IF fld(xc,yc)=0 THEN LOCATE#1
,xc,yc:PRINT#1," ";:GOTO 1160
1330 IF fld(xc,yc)=2 THEN LOCATE#1
,xc,yc:PEN#1,0:PRINT#1,CHR$(143);:
PEN#1,1:GOTO 1160
1340 IF fld(xc,yc)=7 THEN LOCATE#1
,xc,yc:PEN#1,1:PRINT#1,CHR$(143);:
GOTO 1160
1350 PEN#1,1:fld(xc,yc)=7:LOCATE#1
,xc,yc:PRINT#1,CHR$(143);
1360 spiel=spiel+1:sp=2:RETURN
1370 IF fld(xc,yc)=0 THEN LOCATE#1
,xc,yc:PRINT#1," ";:GOTO 1160
1380 IF fld(xc,yc)=2 THEN LOCATE#1
,xc,yc:PEN#1,0:PRINT#1,CHR$(143);:
GOTO 1160
1390 IF fld(xc,yc)=7 THEN LOCATE#1
,xc,yc:PEN#1,1:PRINT#1,CHR$(143);:
PEN#1,0:GOTO 1160
1400 PEN#1,0:fld(xc,yc)=2:LOCATE#1
,xc,yc:PRINT#1,CHR$(143);
1410 spiel=spiel+1:sp=1:RETURN
1420 DATA 2,1,6,5,10,9,14,13,18,17
,22,21,26,25
1430 '** GOSUB: LEERTASTE **
1440 LOCATE 2,24:PRINT"<Leertaste>
";
1450 IF INKEY(47)<>0 THEN 1450 ELS
E RETURN
1460 DATA 3,1,4,1,5,1,4,2,5,2,6,2,
1,3,2,3,3,3,5,3,6,3,7,3,1,4,2,4,3,
4,5,4,6,4,7,4,1,5,2,5,3,5,5,5,6,5,
7,5,2,6,3,6,4,6,3,7,4,7,5,7
1470 DATA 1,3,1,4,1,5,2,2,2,3,2,4,
3,1,3,2,3,3,3,5,3,6,3,7,4,1,4,2,4,
3,4,5,4,6,4,7,5,1,5,2,5,3,5,5,5,6,
5,7,6,4,6,5,6,6,7,3,7,4,7,5

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