

```

<06A9> 10 '*****
<0573> 20 '
<07E0> 30 '          BLASTED SQUARES
<0587> 40 '
<062C> 50 '          by
<059B> 60 '
<0870> 70 '          ARMIN VAHRENHORST
<07E7> 80 '          Heideweg 6
<07A4> 90 '          4543 Lienen
<05A2> 100 '
<061F> 110 '          -1987-
<05B6> 120 '
<0700> 130 '*****
<0154> 140 '
<043A> 150 '*** Init ***
<0168> 160 '
<018E> 170 MODE 1
<05E2> 180 INK 0,0:INK 1,6:INK 2,2:INK 3,24:BOR
DER 0
<027E> 190 DEFINT a-z
<01E1> 200 GOSUB 2090
<0272> 210 GOSUB 1970
<04AD> 220 DIM feld(27,23)
<02F1> 230 v=0
<0A59> 240 a$=CHR$(250):b$=STRING$(25,250)
<0393> 250 ENV 1,15,-1,2
<0259> 260 WINDOW#1,3,27,4,24
<00D7> 270 '
<0B68> 280 '*** Wahl d. Schwierigkeitsgr. ***
<00EB> 290 '
<00BD> 300 CLS
<0129> 310 PEN 1

```

```

<0AB5> 320 LOCATE 2,3:PRINT">>>>>X B L A S T E D
* S Q U A R E S X<<<<<"
<013F> 330 PEN 3
<0C3B> 340 LOCATE 7,8:PRINT"Bitte Spielstufe wa
ehlen : "
<0459> 350 FOR a=1 TO 5
<1476> 360 LOCATE 10,10+a*2:PEN 2:PRINT a;;PEN
3:PRINT " - ";:PRINT USING"###";a*30;;PR
INT " Drehungen"
<0129> 370 NEXT
<02A2> 380 x=12
<0179> 390 PEN 1
<0636> 400 LOCATE 9,x:PRINT CHR$(246);
<03FB> 410 j=JOY(0)
<0DF1> 420 IF j=2 THEN LOCATE 9,x:PRINT " ";:x=
x+2:GOSUB 460
<0DFB> 430 IF j=1 THEN LOCATE 9,x:PRINT " ";:x=
x-2:GOSUB 460
<06A7> 440 IF j=16 THEN GOTO 510
<0246> 450 GOTO 410
<0712> 460 IF x>20 THEN x=20
<070F> 470 IF x<12 THEN x=12
<0686> 480 LOCATE 9,x:PRINT CHR$(246);
<07F3> 490 FOR pause=1 TO 400:NEXT
<01C4> 500 RETURN
<0678> 510 s=(x-10)/2
<0494> 520 an=s*30
<07C7> 530 PEN 3:LOCATE 15,24:PRINT"- O.K. -";:
PRINT CHR$(7);
<0762> 540 FOR pause=1 TO 2500:NEXT
<00F0> 550 '
<0859> 560 '*** Spielfeldaufbau ***
<0104> 570 '
<00D6> 580 CLS
<0144> 590 PEN 3
<1024> 600 LOCATE 2,1:PRINT">>>>>";:PEN 2:PRINT"
X B L A S T E D * S Q U A R E S X";:PEN 3:
PRINT"<<<<<";:PEN 1
<0B22> 610 LOCATE 2,3:PRINT CHR$(241);STRING$(2
5,245);CHR$(242);
<0B37> 620 LOCATE 30,3:PRINT CHR$(241);STRING$(
8,245);CHR$(242);
<0495> 630 FOR b=4 TO 24
<060C> 640 LOCATE 2,b:PRINT CHR$(248);
<063C> 650 LOCATE 28,b:PRINT CHR$(248);
<0648> 660 LOCATE 30,b:PRINT CHR$(248);
<065B> 670 LOCATE 39,b:PRINT CHR$(248);
<0160> 680 NEXT

```

```

<0B98> 690 LOCATE 2,25:PRINT CHR$(244);STRING$(
25,245);CHR$(243);
<0BAB> 700 LOCATE 30,21:PRINT CHR$(241);STRING$(
8,245);CHR$(248);
<0BB7> 710 LOCATE 30,25:PRINT CHR$(244);STRING$(
8,245);CHR$(243);
<01C6> 720 PEN 3
<052A> 730 LOCATE 32,5:PRINT "LEVEL : "
<0458> 740 LOCATE 33,7:PRINT s;
<0576> 750 LOCATE 32,11:PRINT "ANZAHL:"
<065D> 760 LOCATE 33,13:PRINT USING"###";v;
<0472> 770 LOCATE 32,17:PRINT "LIMIT : "
<09AA> 780 LOCATE 33,19:PRINT an+an/100*10+3
<010C> 790 PEN 2
<04ED> 800 LOCATE 32,23:PRINT "Q=Quit"
<028E> 810 PEN#1,3:PAPER#1,0
<00FB> 820 CLS#1
<0595> 830 LOCATE#1,10,11:PRINT#1,"MOMENT..."
<0113> 840 '
<0B31> 850 '*** Aufbau der blauen Felder ***
<0127> 860 '
<0449> 870 POKE &4FFF,an
<0BA3> 880 FOR z%=&82B9 TO &82B9+an*2 STEP 2
<0752> 890 x=INT(RND*23)+4
<075A> 900 y=INT(RND*19)+5
<09A9> 910 IF feld(x,y)=1 THEN GOTO 890
<0662> 920 feld(x,y)=1
<03C0> 930 POKE z%,x
<04D0> 940 POKE z%+1,y
<0290> 950 NEXT z%
<0187> 960 CLS#1
<04D9> 970 FOR b%=1 TO 21
<0322> 980 PRINT#1,b$;
<02A0> 990 NEXT b%
<0C48> 1000 CALL &8101:'MCODE-Prg. zum invertie
ren
<0E3C> 1010 anzahl$=HEX$(PEEK(&8020),2)+HEX$(PE
EK(&801F),2)
<08D2> 1020 p=VAL("&"+anzahl$)
<01EC> 1030 GOTO 1270
<00DC> 1040 '
<0CAB> 1050 '*** umliegende Felder umfaerben **
*
<00F0> 1060 '
<01B9> 1070 GOSUB 1180
<05CD> 1080 x=x-1:GOSUB 1180
<05D9> 1090 y=y-1:GOSUB 1180
<05E3> 1100 y=y+2:GOSUB 1180
<05EA> 1110 x=x+1:GOSUB 1180
<05F8> 1120 y=y-2:GOSUB 1180
<05FE> 1130 x=x+1:GOSUB 1180
<060A> 1140 y=y+1:GOSUB 1180
<0614> 1150 y=y+1:GOSUB 1180
<08A5> 1160 x=x-1:y=y-1
<0246> 1170 GOTO 1220
<0A0A> 1180 MOVE x*16-8,400-(y*16-8)
<18B2> 1190 IF TEST(x*16-8,400-(y*16-8))=2 THEN
PEN 3:p=p+1 ELSE PEN 2:p=p-1
<05CB> 1200 LOCATE x,y:PRINT a$;
<018D> 1210 RETURN
<0F88> 1220 IF p=525 THEN FOR a=1 TO 1200:NEXT:
WHILE INKEY$<>"" :WEND:GOTO 1550
<0DC5> 1230 IF v=an+an/100*10+3 THEN GOTO 1740
<01AB> 1240 RETURN
<01AE> 1250 '
<0973> 1260 '*** Joystick - Abfrage ***
<01C2> 1270 '
<05B9> 1280 x=4:y=5:GOSUB 1450
<036F> 1290 j=JOY(0)
<104E> 1300 IF j=1 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;y=y-1:GOSUB 1410
<1058> 1310 IF j=2 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;y=y+1:GOSUB 1410
<1063> 1320 IF j=4 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;x=x-1:GOSUB 1410
<147A> 1330 IF j=5 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;x=x-1:y=y-1:GOSUB 1410
<1484> 1340 IF j=6 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;x=x-1:y=y+1:GOSUB 1410
<1084> 1350 IF j=8 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;x=x+1:GOSUB 1410
<149B> 1360 IF j=9 THEN GOSUB 1490:LOCATE x,y:P
RINT a$;x=x+1:y=y-1:GOSUB 1410
<14B1> 1370 IF j=10 THEN GOSUB 1490:LOCATE x,y:
PRINT a$;x=x+1:y=y+1:GOSUB 1410
<1900> 1380 IF j=16 THEN SOUND 1,239,30,15,1:v=
v+1:PEN 3:LOCATE 33,13:PRINT USING"###";
v;:GOSUB 1070:GOSUB 1450:WHILE JOY(0)=16
:WEND
<07C9> 1390 IF UPPER$(INKEY$)="Q" THEN GOTO 185
0
<0174> 1400 GOTO 1290
<069B> 1410 IF y<5 THEN y=5
<06DE> 1420 IF y>23 THEN y=23
<06AB> 1430 IF x<4 THEN x=4
<06F6> 1440 IF x>26 THEN x=26
<04C0> 1450 PRINT CHR$(22)CHR$(1);
<0847> 1460 PEN 0:LOCATE x,y:PRINT CHR$(255);
<04D3> 1470 PRINT CHR$(22)CHR$(0);
<019C> 1480 RETURN
<0C1E> 1490 PEN TEST(x*16-8,400-(y*16-8))
<07BA> 1500 FOR pause=1 TO 100:NEXT
<01BA> 1510 RETURN
<01BD> 1520 '
<074A> 1530 '*** Auswertung ***
<00D2> 1540 '
<00D8> 1550 CLS#1
<0B8A> 1560 fehlp=((v-an)*100)/an
<0632> 1570 s=s+1:v=0
<0639> 1580 IF s>6 THEN s=6
<04C6> 1590 an=s*30
<0779> 1600 IF s=6 THEN an=200
<0144> 1610 PEN 3
<0688> 1620 LOCATE#1,10,3:PRINT#1,"Sie lagen"
<0B28> 1630 LOCATE#1,3,5:PRINT#1,"innerhalb des
Limits !"
<01A0> 1640 PEN#1,1
<08EA> 1650 LOCATE#1,7,7:PRINT#1,"FEHLER :";feh
lp;"%"
<01B5> 1660 PEN#1,2
<093D> 1670 LOCATE#1,6,10:PRINT#1,"NAECHSTER LE
VEL :":PEN#1,3
<08DF> 1680 LOCATE#1,6,12:PRINT#1,an;" Drehunge
n"
<0204> 1690 GOSUB 1910
<06C4> 1700 LOCATE#1,8,20:PRINT#1,"<LEERTASTE>"
<0527> 1710 WHILE INKEY$<>"" :WEND
<0282> 1720 GOTO 730
<0190> 1730 '
<0AF8> 1740 '*** Limit ueberschritten ***
<01A4> 1750 '
<07A3> 1760 FOR pause=1 TO 1600:NEXT
<096E> 1770 SOUND 1,956,50,15:SOUND 1,1012,50,1
5:SOUND 1,1136,50,15
<083E> 1780 FOR pause=1 TO 2500:NEXT
<0556> 1790 WHILE INKEY$<>"" :WEND
<00D3> 1800 CLS#1
<078F> 1810 LOCATE#1,7,7:PRINT#1,"Sie haben das
"
<0B82> 1820 LOCATE#1,3,13:PRINT#1,"Limit uebers
chritten !!"
<0647> 1830 LOCATE#1,8,20:PRINT#1,"<LEERTASTE>"
<04AA> 1840 WHILE INKEY$<>"" :WEND
<0105> 1850 CLS#1
<074E> 1860 LOCATE#1,7,8:PRINT#1,"NOCH EIN SPIE
L ? "
<0648> 1870 LOCATE#1,8,10:PRINT#1,"[J]a / [N]ei
n"
<04F2> 1880 c$=UPPER$(INKEY$)
<08FC> 1890 IF c$<>"J" AND c$<>"N" THEN 1880
<0D3D> 1900 IF c$="J" THEN PRINT CHR$(7);:GOSUB
1910:CLS:GOTO 280 ELSE CLS:PEN 3:END
<04A5> 1910 FOR x%=1 TO 27
<04AC> 1920 FOR y%=1 TO 23
<0641> 1930 feld(x%,y%)=0
<0204> 1940 NEXT: NEXT
<0174> 1950 RETURN
<0177> 1960 '
<0759> 1970 '*** Neue Symbole ***
<018B> 1980 '
<0CE9> 1990 SYMBOL 241,255,255,255,255,245,250,
245,250
<0CCE> 2000 SYMBOL 242,240,248,244,250,245,250,
245,250
<0B01> 2010 SYMBOL 243,245,250,245,250,85,170,8
5,170
<09CA> 2020 SYMBOL 244,255,255,255,255,85,42,21
,10
<0B35> 2030 SYMBOL 245,255,255,255,255,85,170,8
5,170

```

```

<0D04> 2040 SYMBOL 248,245,250,245,250,245,250,
245,250
<0A9B> 2050 SYMBOL 250,254,158,190,254,254,254,
254,0
<0BB4> 2060 SYMBOL 255,255,255,199,199,199,255,
255,255
<00ED> 2070 RETURN
<00F0> 2080 '
<0AAB> 2090 '*** MC fuer Invertierungen ***
<0104> 2100 '
<04DD> 2110 LOCATE 16,12:PRINT"Lese MC"
<09BE> 2120 adr=&8101:wp=0:zei=2210
<03FB> 2130 MEMORY adr-1
<0C32> 2140 FOR a=0 TO 19:READ w$:IF w$="ENDE!"
GOTO 2191
<129B> 2150 x=VAL("&"+w$):POKE adr+a,x:wp=wp+x:
NEXT
<096F> 2160 READ pr$:pr=VAL("&"+pr$)
<10F2> 2170 IF wp<>pr THEN PRINT"DATA-Fehler in
Zeile ";zei:END
<0651> 2180 zei=zei+10
<0A06> 2190 wp=0:adr=adr+20:GOTO 2140
<0719> 2191 IF PEEK(&BB4F)=&78 GOTO 2200
<0AD6> 2192 POKE &816D,&D8:POKE &81E5,&D8:POKE
&81F7,&D8
<0B5E> 2193 POKE &818B,0:POKE &818C,&A6:POKE &8
1A3,0:POKE &81A4,&A6
<07EF> 2194 POKE &A600,&CD:POKE &A601,0:POKE &A
602,&B9
<0361> 2195 POKE &A603,&CD
<090C> 2196 IF PEEK(&BB4F)=&70 THEN POKE &A604,
&77
<090C> 2197 IF PEEK(&BB4F)=&74 THEN POKE &A604,
&72
<0376> 2198 POKE &A605,&DD
<07FF> 2199 POKE &A606,&C3:POKE &A607,3:POKE &A
608,&B9
<016F> 2200 RETURN
<0E2B> 2210 DATA 21,0D,02,22,1F,80,21,B9,82,22,
01,80,21,BA,82,22,03,80,2A,01,051D
<0E5A> 2220 DATA 80,6E,26,00,22,05,80,2A,03,80,
6E,26,00,22,07,80,21,FF,4F,6E,0582
<0DFD> 2230 DATA 26,00,22,33,80,CD,80,81,11,02,
00,2A,01,80,19,22,01,80,11,02,0456
<0E3E> 2240 DATA 00,2A,03,80,19,22,03,80,2A,01,
80,6E,26,00,22,05,80,2A,03,80,03FE
<0E89> 2250 DATA 6E,26,00,22,07,80,11,01,00,2A,
33,80,AF,ED,52,22,33,80,CD,00,05BC
<0EFE> 2260 DATA B9,2A,33,80,11,00,00,CD,B8,FF,
CD,03,B9,CA,78,81,C3,2E,81,21,090A
<0F37> 2270 DATA FD,4F,3A,1F,80,77,C9,CD,42,82,
C9,11,10,00,2A,05,80,CD,BE,BD,08D7
<0EA8> 2280 DATA 22,2F,80,11,08,00,2A,2F,80,AF,
ED,52,22,2F,80,11,10,00,2A,07,04D4
<0F2E> 2290 DATA 80,CD,BE,BD,22,2B,80,11,08,00,
2A,2B,80,AF,ED,52,22,2B,80,ED,082B
<0F21> 2300 DATA 5B,2B,80,21,90,01,AF,ED,52,22,
2D,80,ED,5B,2F,80,2A,2D,80,CD,0810
<0E6B> 2310 DATA C0,BB,ED,5B,2F,80,2A,2D,80,CD,
F0,BB,6F,26,00,22,27,80,CD,00,08EC
<0E53> 2320 DATA B9,2A,27,80,11,02,00,CD,B8,FF,
CD,03,B9,CA,00,82,CD,00,B9,2A,08A6
<0E1B> 2330 DATA 27,80,11,03,00,CD,B8,FF,CD,03,
B9,CA,20,82,C9,11,01,00,2A,1F,0758
<0E31> 2340 DATA 80,19,22,1F,80,3E,03,CD,90,BB,
3A,05,80,67,3A,07,80,6F,CD,75,074B
<0E95> 2350 DATA BB,3E,FA,CD,5A,BB,C9,11,01,00,
2A,1F,80,AF,ED,52,22,1F,80,3E,0866
<0EB6> 2360 DATA 02,CD,90,BB,3A,05,80,67,3A,07,
80,6F,CD,75,BB,3E,FA,CD,5A,BB,0987
<0E2E> 2370 DATA C9,CD,84,81,11,01,00,2A,05,80,
AF,ED,52,22,05,80,CD,84,81,11,07D4
<0E10> 2380 DATA 01,00,2A,07,80,AF,ED,52,22,07,
80,CD,84,81,11,01,00,2A,05,80,05DC
<0DF2> 2390 DATA 19,22,05,80,CD,84,81,11,01,00,
2A,05,80,19,22,05,80,CD,84,81,05E5
<0DC3> 2400 DATA 11,01,00,2A,07,80,19,22,07,80,
CD,84,81,11,01,00,2A,07,80,19,0433
<0E2E> 2410 DATA 22,07,80,CD,84,81,11,01,00,2A,
05,80,AF,ED,52,22,05,80,CD,84,0722
<0E1B> 2420 DATA 81,11,01,00,2A,05,80,AF,ED,52,
22,05,80,CD,84,81,C9,00,00,00,0672
<027C> 2430 DATA ENDE!

```