

MOP

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10 REM ***** MOP *****
11                                     (c) 1985 BY ms-Software
20 ' ** ZEICHENDEFINITION **
30 SYMBOL AFTER 32:SYMBOL 97,&X1111100,&X1111110,&X11011011,&X11111111,&X11100111
,&X10111101,&X11000011,&X11111110
40 SYMBOL 98,&X1111100,&X1100110,&X11010111,&X11110111,&X11110111,&X11110111,&X11
10110,&X1111100
50 SYMBOL 99,&X1111100,&X1111110,&X1011010,&X11111110,&X1000010,&X100100,&X11000,&
X1100
60 SYMBOL 100,255,129,129,129,129,129,129,255:SYMBOL 125,&X1100110,&X0,&X1100110
,&X1100110,&X1100110,&X1100110,&X1111100,&X0
70 SYMBOL 101,&X1111100,&X1000010,&X10011001,&X10100101,&X10100101,&X10011001,&X1
000010,&X1111100:SYMBOL 123,&X10111010,&X1101100,&X11000110,&X11000110,&X11000110
,&X1101100,&X111000,&X0
80 ON BREAK GOSUB 660:GOSUB 690
90 ' ** FARBEN DEFINIEREN **
100 HI=1420:MODE 0:INK 0,1:BORDER 1:INK 1,6:INK 2,24,25:INK 3,9:INK 4,11,15:INK
5,15,11:INK 6,8:INK 7,16:INK 8,5:INK 9,22,23:INK 10,0:SPEED INK 15,15
110 p=0:lev=0
120 ' ** SPIELROUTINE **
130 FOR I=2 TO 0 STEP -1
140 lev=lev+1:IF lev>5 THEN lev=5 ELSE IF lev<1 THEN lev=1
150 ON lev GOSUB 460,500,530,570,630
160 X=10:Y=22:J=4:V=25-INT(LEV*1.5)
170 LOCATE 1,1:PEN 1:PRINT "L":PEN 2:PRINT LEV:;PEN 1:PRINT "a":;PEN 9:PRINT 1
I:LOCATE 11,1:PEN 1:PRINT "SCORE:":;LOCATE 17,1:PEN 7:PRINT USING "####":P:PEN 1
180 FOR Z=1 TO 5:SPEED INK (6-z)*2+2,(6-z)*2+2
190 VP=INT(RND*18)+2:HP=INT(RND*22)+2:IF TEST(VP*32-16,401-(hp*16))>0 THEN 190
200 PEN 2:LOCATE vp,hp:PRINT "b":PEN 1
210 x1=x+y1=y
220 J=JOY(0):IF J=16 OR J=18 THEN 300 ELSE IF J<>8 AND J<>4 AND J<>1 AND J<>2 TH
EN J=J1
230 J1=J
240 x=x+(1 AND J=8)-(1 AND J=4):y=y-(1 AND J=1)+(1 AND J=2)
250 IF TEST(x*32-16,401-(y*16))=2 THEN 330 ELSE IF TEST(x*32-16,401-(y*16))>1 TH
EN 370
260 LOCATE x,y:PRINT "a":LOCATE x1,y1:PRINT " "
270 FOR ver=1 TO ve:NEXT:SOUND 2,0,5,5,1,1,5:ve=ve-0,15
280 GOTO 210
290 ' ** PAUSE **
300 col=1:FOR ver=1 TO 1000:NEXT:WHILE JOY(0)=0:PEN col:LOCATE 1,1:PRINT " P
A U S E "":col=col+0,1:IF col>9 THEN col=1
310 WEND
320 LOCATE 1,1:PEN 1:PRINT "L":;PEN 2:PRINT LEV:;PEN 1:PRINT "a":;PEN 9:PRINT 1
I:LOCATE 11,1:PEN 1:PRINT "SCORE:":;LOCATE 17,1:PEN 7:PRINT USING "####":P:PEN 1:
GOTO 220
330 LOCATE x,y:PEN 4:PRINT "c":x=x1:y=y1:FOR ver=L1*100 TO 1000+L1*100 STEP 50:SO
UND 2,ver,1,7,1,1:NEXT:IF J1=1 THEN J1=2 ELSE IF J1=2 THEN J1=1 ELSE IF J1=4 THE
N J1=8 ELSE IF J1=8 THEN J1=4
340 ' ** AUF GOLD GELAUFEN **
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350 P=(LEV*(10+LI)*ABS(VE))/10:LOCATE 17,1:PEN 7:PRINT USING "####":P:PEN 1
360 NEXT:PEN 1:GOTO 140
370 * ** ENDE **
380 PEN 4:LOCATE x1,y1:PRINT " :c(1)=196:c(2)=197:c(3)=198:c(4)=199:FOR n=1 TO 1
0:FOR nn=1 TO 4:LOCATE x,y:PRINT CHR$(c(nn)):SOUND nn,c(nn)+4,1,7:FOR ver=1 TO 2
5:NEXT ver,nn,n:LOCATE x,y:PRINT CHR$(225):FOR n=(LI)+1000 TO (LI+1)*1000+1000 S
TEP 5
390 SOUND 2,N,1,7:NEXT N:lev=lev-2:NEXT li
400 CLS:PEN 1:LOCATE 1,2:PRINT USING "IHRE PUNKTE: ####":p:hi=MAX(hi,p):LOCATE 1
,7:PEN 5:PRINT USING "HISCORE: ####":hi:LOCATE 1,15:PEN 2:PRINT"NOCH EIN SPIEL?"
:PEN 7:PRINT:PRINT">)<A ODER >N<EIN"
410 a$=UPPER$(INKEY$)
420 IF a$="J" THEN CLS:GOTO 110
430 IF a$="N" THEN MODE 1:PEN 1:SYMBOL AFTER 32:END
440 GOTO 410
450 * ** LEVEL 1 **
460 GOSUB 970:PEN 6:A$="dddddddddddddddddd":B$="d
PACE
470 LOCATE 1,2:PRINT A$:FOR N=3 TO 23:LOCATE 1,N:PRINT B$:NEXT:LOCATE 1,24:PRIN
T A$
480 PEN 1:GOSUB 980:RETURN
490 * ** LEVEL 2 **
500 GOSUB 990:GOSUB 970:SPEED INK 15,15:PEN 5:LOCATE 1,2:PRINT a$:FOR N=3 TO 23:
LOCATE 1,N:PRINT B$:NEXT:LOCATE 1,24:PRINT A$:c$="ddddddd":PEN 3:FOR n=9 TO 17:
LOCATE 7,n:PRINT c$:NEXT
510 GOSUB 980:PEN 1:RETURN
520 * ** LEVEL 3 **
530 GOSUB 990:GOSUB 970:PEN 3:PAPER 2:LOCATE 1,2:PRINT a$:FOR n=3 TO 23:LOCATE 1
,n:PRINT"d":PAPER 0:PRINT " :":PAPER 2:PRINT"d":NEXT:LOCATE 1,
24:PRINT a$
540 PEN 7:PAPER 0:d$="e e e e e":FOR n=9 TO 15:IF n<>12 THEN LOCATE 6,n:PRINT
d$
550 NEXT
560 GOSUB 980:PEN 1:PAPER 0:RETURN
570 GOSUB 990:GOSUB 970:PEN 6:LOCATE 1,2:PRINT A$:FOR N=3 TO 23:LOCATE 1,N:PRINT
B$:NEXT:LOCATE 1,24:PRINT A$
580 * ** LEVEL 4 **
590 D$="e e e e e e e e e e":e$="e d d e":PEN 5:LOCATE 4,8:PRINT d$:FOR n=9 TO
17:IF n<>12 AND n<>13 THEN LOCATE 4,n:PRINT e$
600 NEXT:LOCATE 4,18:PRINT d$
610 PEN 1:GOSUB 980:RETURN
620 * ** LEVEL 5 **
630 GOSUB 990:GOSUB 970:PEN 9:LOCATE 1,2:PRINT a$:FOR n=3 TO 23:LOCATE 1,n:PRINT
b$:NEXT:LOCATE 1,24:PRINT a$
640 FOR n=1 TO 20:x=INT(RND*17)+2:y=INT(RND*19)+3:FOR z=401-y+16 TO 401-y+16+8 S
TEP 2:PLOT x+32-20,z:DRAW x+32-5,z,INT(RND*9)+1:NEXT:NEXT
650 GOSUB 980:RETURN
660 * ** BREAK **
670 MODE 1:SYMBOL AFTER 32:PEN 1:END
680 * ** TITELBILD **
690 MODE 1:CLS:INK 0,0:INK 1,0:INK 2,0:INK 3,0:BORDER 0

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700 READ a,b,c,d:IF a=-1 THEN 790
710 FOR n=1 TO 20 :PLOT a+n,b-n,2:DRAW c+n,d-n:NEXT:PLOT a+n,b-n,1:DRAW c+n,d-n
PLOT a,b,1:DRAW a+21,b-21:PLOT c,d,1:DRAW c+21,d-21
720 PLOT a,b,1:DRAW c,d:GOTO 700
730 * ** DATAS SCHRIFTZUG **
740 DATA 10,200,10,390,10,390,80,330,90,330,150,390,150,390,150,200
750 DATA 180,200,180,390,180,390,320,390,320,200,320,200,180,200
760 DATA 350,200,350,390,350,390,490,390,490,290,490,290,350,290
770 DATA 550,200,550,240,550,280,550,390
780 DATA -1,-1,0,0
790 INK 1,24,6:INK 2,6,24:INK 3,21:SPEED INK 5,5:TAG:PLOT 640,400,2:FOR n=1 TO 2
000:NEXT:FOR n=1 TO 100:SOUND 2,n+2,n/10+1,7:SOUND 2,n+2+50,n/10+1,7:SPEED INK n
/3+1,n/3+1:NEXT:INK 1,24:INK 2,6
800 A$="NIE":FOR N=1 TO LEN(A$):A1$=" "+MID$(A$,N,1):FOR Z=-10 TO 248-N+16 STEP
8:MOVE Z,160:PRINT A1$:SOUND 2,ABS(Z)+5+n,5,7:NEXT Z,N
810 A$="SPIEL":B$="VON ":FOR N=0 TO 160 STEP 2:MOVE 280,N:PRINT A$:MOVE 536-N,1
60:PRINT B$:SOUND 2,0,3,7,,,(n/10)+1:NEXT
820 PLOT 640,400,3:A$=" MS-":B$="SOFTWARE ":FOR N=120 TO 0 STEP -2:MOVE 214-N,11
0-N:PRINT A$:MOVE 278+N,110-N:PRINT B$:SOUND 2,n+5,2,7,,n/8+1:NEXT
830 ORIGIN 0,0,378,550,365,200:a$=" "+CHR$(164)+" 1985":FOR n=290 TO 370 STEP 4:
MOVE n,340:PRINT a$:NEXT:ORIGIN 0,0,640,400,0
840 TAGOFF:PEN 1:LOCATE 1,22:PRINT"W)NSCHEN SIE EINE SPIELANLEITUNG (J/N)?"
850 WHILE a$("<"J" AND a$("<"N" :a$=UPPER$(INKEY$):WEND
860 IF A$="N" THEN 950
870 FOR N=1 TO 175 STEP 2:PLOT 0,N,0:DRAW 640,N:NEXT
880 LOCATE 1,16:PEN 2:PRINT"STEUERN SIE MOP (a) DURCH DAS SPIELFELD UND SAMMELN
SIE SOVIEL GOLD (b) WIE M(GLICH, WENN SIE AUF DAS GOLD AUFGE- FAHREN SIND,
PRALLEN SIE IN DIE ENT- GEGENGESETZTE RICHTUNG ZUR)CK!!"
890 * ** SPIELANLEITUNG **
900 PRINT"DAS GOLD VERWANDELT SICH DANN IN EINEN GOLDGEIST (c), DEN SIE, GENAUS
O WIE DEN RAND UND DIE HINDERNISSE, NICHT BER)HREN D)RFEN!":PEN 1:PRINT
SPC(8)"BITTE EINE TASTE DR)CKEN"
910 CALL &BB16
920 FOR N=1 TO 175 STEP 2:PLOT 0,N,0:DRAW 640,N:NEXT
930 PEN 3:LOCATE 1,16:PRINT"SIE STEuern MOP MIT DEN JOYSTICK 0. F)R PAUSE DR
)CKEN SIE DEN FEUERKNOPF. UM DIE PAUSE ZU BEENDEN, BEWEGEN SIE DEN JOYSTICK
IN IRGEND EINE RICHTUNG."
940 LOCATE 8,23:PEN 1:PRINT"BITTE EINE TASTE DR)CKEN":CALL &BB18
950 FOR N=1 TO 175 STEP 2:PLOT 0,N,0:DRAW 640,N:NEXT:LOCATE 11,20:PRINT"VIEL GL)
CK"
960 FOR N=1 TO 1500:NEXT N:RETURN
970 FOR n=0 TO 10:INK n,0:NEXT:RETURN
980 INK 0,1:BORDER 1:INK 1,6:INK 2,24,25:INK 3,9:INK 4,11,15:INK 5,15,11:INK 6,8
:INK 7,16:INK 8,5:INK 9,22,23:INK 10,1:SPEED INK 15,15:RETURN
990 INK 10,0:FOR n=0 TO 210 STEP 2:PLOT n,n,10:DRAW n,400-n:DRAW 640-n,400-n:DRA
W 640-n,n:DRAW n,n:SOUND 2,n*(LEV+1),1,7:NEXT:RETURN

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