

# Teil 1

## SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

```

10 * ***** (BJ)
20 * *KUNG-FU*MASTER* (ED)
30 * ****(c)*by***** (AO)
40 * **L.A.M.-Soft** (KN)
50 * ****1986/87***** (ED)
60 * ***** (PM)
70 * ***Graphic*by*** (CE)
80 * ***M.*Santoro*** (CF)
90 * ***u.*A.Meyer*** (DL)
100 * ***** (DJ)
110 : (EL)
120 GOSUB 370 (GO)
130 MODE 0:INK 0,24:BORDER 6:IN (DH)
    K 2,20:INK 1,10:INK 3,0:INK 4,9
140 a$(1)=CHR$(203)+CHR$(200):a (IE)
    $(2)=CHR$(202)+CHR$(201)
150 LOCATE 1,24:PRINT a$(1):PRI (EB)
    NT a$(2);:a%=500:b%=20:GOSUB 28
    0
160 LOCATE 1,24:PRINT a$(1):PRI

```

```

NT a$(2);:a%=60:b%=330:GOSUB 31 (HB)
    0
170 a$="KUNG-FU":LOCATE 1,25:PR (BG)
    INT a$;:a%=20:b%=250:GOSUB 340
180 a$="MASTER":LOCATE 1,25:PRI (PE)
    NT a$;:a%=180:b%=200:GOSUB 340
190 LOCATE 9,14:PEN 3:PRINT CHR (PI)
    $(164)+" by";
200 LOCATE 4,16:PRINT"L.A.M. - (HD)
    Soft";
210 LOCATE 3,21:PEN 2:PRINT"Gra (FM)
    phic by:";
220 LOCATE 3,23:PRINT"M.Santoro (LC)
    ";
230 LOCATE 3,24:PEN 1:PRINT"A. (HH)
    Meyer";
240 LOCATE 4,12:PEN 4:PRINT a$( (LM)
    1):LOCATE 4,13:PRINT a$(2):LOCA
    TE 19,12:PRINT a$(1);:LOCATE 19 (PL)
    ,13:PRINT a$(2);
250 LOCATE 1,1 (CO)
260 LOAD"!k-screen.bin" (KJ)
270 RUN"!k-master.bas"
280 FOR t%=32 TO 0 STEP-2:FOR t (MC)
    t%=0 TO LEN(a$)*8
290 IF TEST(tt%,t%)THEN PLOT tt

```

```

%,t%,0:PLOT(tt%*2)+a%,(t%*1.2)+ (BK)
    b%,1:DRAWR 0,0:DRAWR 20+(RND*40 (NI)
    ),-10,2
300 NEXT:NEXT:RETURN
310 FOR t%=0 TO 32 STEP 2:FOR t (GC)
    t%=LEN(a$)*8 TO 0 STEP-1
320 IF TEST(tt%,t%)THEN PLOT tt (PC)
    %,t%,0:PLOT(tt%*2)+a%,(t%*1.2)+
    b%,1:DRAWR-8,0:DRAWR-(20+(RND*4 (NH)
    0)),10,2
330 NEXT:NEXT:RETURN
340 FOR t%=0 TO 16 STEP 2:FOR t (GH)
    t%=0 TO LEN(a$)*32
350 IF TEST(tt%,t%)THEN PLOT tt (HG)
    %,t%,0:PLOT(tt%*2)+a%,(t%*1.2)+
    b%,1:DRAWR 4,0:DRAWR 4,0,3 (AG)
360 NEXT:NEXT:RETURN
370 ' --- Symbol Stern (CE)
380 DIM c(8):RESTORE 440 (AM)
390 SYMBOL AFTER 200:MEMORY 199 (MK)
    90
400 FOR A=1 TO 4:READ a$ (IL)
410 FOR b=0 TO 8:c(b)=VAL(CHR$( (GI)
    38)+MID$(a$, (b*2+1), 2)):NEXT b
420 SYMBOL c(8),c(0),c(1),c(2), (DC)
    c(3),c(4),c(5),c(6),c(7)

```





1080 GOSUB 1480	(AG)	6,4,319,16,0,8,0,8,-1,1	(HH)	1840 DATA	555555	
1090 GOTO 150	(DM)	1430 GOTO 110	(CB)	1555555		(PI)
1100 ' --- Treffer	(DC)	1440 LOCATE 1,25:PRINT a\$;	(AC)	1850 DATA	5555551	
1110 MOVE cc,bb:RESTORE 3470:CA		1450 FOR t%=1 TO 16:FOR tt%=1 T		115555		(DH)
LL sprite	(NE)	0 LEN(a\$)*16	(JB)	1860 DATA	5555551	
1120 MOVE cc,bb:RESTORE 3670:CA		1460 IF TEST(tt%,t%) THEN PLOT t		1555		(NE)
LL sprite	(PD)	t%,t%,0:PLOT x%+tt%*2,y%+t%*1.4		1870 DATA	5555551	
1130 SOUND 4,100+cc,2,15,4,1	(KK)	,1:DRAW 2,0:DRAW 20,30,2	(JD)	1555		(HP)
1140 MOVE cc,bb:RESTORE 3670:CA		1470 NEXT: NEXT: RETURN	(EF)	1880 DATA	5555551	
LL sprite	(HB)	1480 ' --- Mann gerade stellen	(AO)	1555		(LA)
1150 bb=bb+3;cc=cc+8:IF cc>=540		1490 IF w=1 THEN MOVE 250,200:R		1890 DATA	555511	
THEN wa=1:GOTO 240	(KN)	ESTORE 1940:CALL sprite:MOVE 25		1555		(BC)
1160 GOTO 1120	(PB)	0,200:RESTORE 2310:CALL sprite:		1900 DATA	2115	
1170 MOVE cc,aa:RESTORE 3470:CA		w=0:RETURN	(EB)	511		(HA)
LL sprite	(MI)	1500 IF w=2 THEN MOVE 250,200:R		1910 DATA	222222	
1180 MOVE cc,aa:RESTORE 3670:CA		ESTORE 1560:CALL sprite:MOVE 25		2222		(EL)
LL sprite	(ED)	0,200:RESTORE 2310:CALL sprite:		1920 DATA	2222222	
1190 SOUND 4,100+cc,2,15,4,1	(KM)	w=0:RETURN	(MC)	22222		(GF)
1200 MOVE cc,aa:RESTORE 3670:CA		1510 IF w=3 THEN MOVE 250,200:R		1930 ' .		(AO)
LL sprite	(IE)	ESTORE 3100:CALL sprite:MOVE 25		1940 DATA	111	
1210 aa=aa+3;cc=cc+8:IF cc>=540		0,200:RESTORE 2310:CALL sprite:		1950 DATA	3 11113	
THEN wa=1:GOTO 240	(FC)	w=0:RETURN	(IA)	1960 DATA	333333	
1220 GOTO 1180	(OK)	1520 IF w=4 THEN MOVE 250,200:R		1970 DATA	3 33311	
1230 MOVE dd,bb:RESTORE 3530:CA		ESTORE 2720:CALL sprite:MOVE 25		1980 DATA	3 11222	
LL sprite	(DI)	0,200:RESTORE 2310:CALL sprite	(FK)	1990 DATA	11211	
1240 MOVE dd,bb:RESTORE 3590:CA		1530 w=0	(EO)	2000 DATA	11221	
LL sprite	(AH)	1540 RETURN	(BC)	2010 DATA	121222	
1250 SOUND 1,500-dd,2,15,4,1	(BM)	1550 ' .	(PM)	2020 DATA	12221	
1260 MOVE dd,bb:RESTORE 3590:CA		1560 DATA		2030 DATA	2222	
LL sprite	(EF)	11	(BC)	2040 DATA	2225555	
1270 bb=bb+3;dd=dd-8:IF dd<=70		1570 DATA	3 311	2050 DATA	552255555	
THEN wa=1:GOTO 270	(FA)	111	(FI)	2060 DATA	55555555555	
1280 GOTO 1240	(PN)	1580 DATA	3333	2070 DATA	55555155522555	
1290 MOVE dd,aa:RESTORE 3530:CA		333	(FD)	2080 DATA	555555155225555	
LL sprite	(AI)	1590 DATA	3 311	2090 DATA	555555522255555	
1300 MOVE dd,aa:RESTORE 3590:CA		111	(FK)	55 22		(PC)
LL sprite	(MK)	1600 DATA	3 111	2100 DATA	55555112255 555	
1310 SOUND 1,500-dd,2,15,4,1	(AN)	122		5222222		(NB)
1320 MOVE dd,aa:RESTORE 3590:CA		1610 DATA	111	2110 DATA	55555121555 5	
LL sprite	(JI)	211		5222222		(HA)
1330 aa=aa+3;dd=dd-8:IF dd<=70		1620 DATA	111	2120 DATA	551511551	
THEN wa=1:GOTO 270	(RD)	2212	2	1		(KI)
1340 GOTO 1300	(AF)	1630 DATA	12	2130 DATA	11555551555	
1350 LOCATE 1,20:PEN 1:PAPER 12		122	222	2140 DATA	555111155555	
:PRINT"SCORE:";sc:LOCATE 1,22:P		1640 DATA	2	2150 DATA	111555155555	
RINT"MESSER:";st:LOCATE 1,24:PR		221	22222	5		(CC)
INT"TREFFER:";tr:PAPER 0:RETURN	(OG)	1650 DATA	555	2160 DATA	555551515555	
1360 ' --- Game over	(BF)	222	552222	55		(DE)
1370 MODE 1:INK 0,26:INK 1,0:IN		1660 DATA	5555	2170 DATA	555551551555	
K 2,15:INK 3,6	(FE)	12	555552	555		(AD)
1380 a\$="KUNG-FU MASTER":x%=80:		1670 DATA	555551	2180 DATA	555555555555	
y%=350:GOSUB 1440	(CC)	55555555555		5555		(IB)
1390 a\$="GAME OVER":x%=150:y%=2		1680 DATA	5555555	2190 DATA	55555551 15	
50:GOSUB 1440	(ND)	55555555551		55555		(OE)
1400 LOCATE 5,18:PEN 3:PRINT"SC		1690 DATA	55155555	2200 DATA	5555551 1	
ORE: ";sc	(DA)	555555511		55555		(AH)
1410 LOCATE 1,23:PRINT" PRES		1700 DATA	55155553	2210 DATA	555551	
S FIRE TO START THE NEW GAME		555511		15555222		(JE)
";	(CI)	1710 DATA	5555555	2220 DATA	555551	
1411 RESTORE 1420	(PD)	5511		15522222		(GC)
1412 READ ton,dauer:IF ton<0 TH		1720 DATA	555555	2230 DATA	555551	
EN RESTORE 1420:GOTO 1412	(MI)	515		11 22222		(JA)
1413 SOUND 1,ton/4,dauer*10,15,		1730 DATA	55555	2240 DATA	555551	
3:SOUND 2,ton/8,dauer*9,15,4:SO		555		2222		(DI)
UND 4,ton/2,dauer*9,15,3	(OJ)	1740 DATA	55555	2250 DATA	555551	
1414 WHILE SQ(1)>127:WEND:IF PE		555		2260 DATA	155551	
EK(&BAF4)=16 THEN GOTO 110	(DB)	1750 DATA	11155	2270 DATA	2211	
1415 GOTO 1412	(AE)	511		2280 DATA	22222	
1420 DATA 426,2,319,6,319,2,319		1760 DATA	51111	2290 DATA	222222	
,2,319,2,426,2,379,1,358,1,319,		111		2300 ' .		(AI)
4,319,4,0,4,253,2,319,2,284,1,2		1770 DATA	55555	2310 DATA	1111	
53,1,213,3,213,1,213,4,253,3,25		1111		2320 DATA	3 31111	
3,1,319,2,253,2,213,3,253,1,284		1780 DATA	55555	1		(HJ)
,4	(JD)	511 1		2330 DATA	333333	
1421 DATA 284,8,190,4,213,4,284		1790 DATA	55555	3		(GO)
,4,253,4,213,2,253,2,0,2,213,2,		1555		2340 DATA	3 31221	
253,2,284,1,253,1,319,4,253,4,0		1800 DATA	55555	1		(GP)
,4,426,3,379,1,319,2,319,2,253,		1555		2350 DATA	3 12222	
3,253,1,213,2,213,2,284,2,284,1		1810 DATA	55555	1		(KC)
,284,1,379,4,284,6,426,2,319,6,		55555		2360 DATA	11221	
319,2,253,6,253,2,213,8,319,3,2		1820 DATA	55555	1		(FC)
53,1,213,2,213,2,190,4,213,4	(HN)	555555		2370 DATA	12222	
1422 DATA 253,3,319,1,213,2,213		1830 DATA	555555	1		(PP)
,2,213,2,253,2,0,2,319,2,0,2,42		555555		2380 DATA	12112	

1		(FE)	15555	(MA)	3250 DATA	22	555555222	
2390 DATA	2222	(EO)	2830 DATA	55555555555	25555555			(MC)
2400 DATA	2222	(AG)	5155555		3260 DATA	2222225555	5522	
2410 DATA	22	(CJ)	2840 DATA	1555555555	1155555			(GG)
2420 DATA	55222		55555555		3270 DATA	22222255	55512	
5		(IA)	2850 DATA	11555555	155555			(DL)
2430 DATA	5555525	(MO)	555555155		3280 DATA	1	15511	
555			2860 DATA	11555	5155			(KH)
2440 DATA	55555515	(FK)	555555155		3290 DATA		5551555	
5555			2870 DATA	115	5511			(FP)
2450 DATA	555555551	(FK)	55555555	51	3300 DATA		55555111	
55555			2880 DATA		1555			(KE)
2460 DATA	5555555555	(AN)	5555555	55	3310 DATA		555555155	
155555			2890 DATA	55	5111			(FG)
2470 DATA	5555555555	(PK)	555555	55	3320 DATA		5555551515	
155555			2900 DATA		5555			(LM)
2480 DATA	5551555555	(NP)	555555	11	3330 DATA		55555515515	
151555			2910 DATA		5555			(EI)
2490 DATA	5551555555	(HM)	555111	11	3340 DATA		555555555555	
511555			2920 DATA		5555			(FA)
2500 DATA	5551555555	(DE)	111115	111	3350 DATA	5555551	1555	
551555			2930 DATA		5555			(PM)
2510 DATA	5551555555	(JJ)	155555	1 11	3360 DATA	5555551	155	
551555			2940 DATA		5555			(JI)
2520 DATA	5551555555	(JG)	555555	555	3370 DATA	22255551	15	
551555			2950 DATA		5555			(DM)
2530 DATA	1551555555	(KD)	155555	555	3380 DATA	22222551	15	
551551			2960 DATA		5555			(EF)
2540 DATA	222 155555	(MA)	155555	5555	3390 DATA	22222 11	155	
51 222			2970 DATA		555			(CH)
2550 DATA	22 111551	(LJ)	555555	55555	3400 DATA	2222	155	
11 22			2980 DATA		555			(BL)
2560 DATA	1555115	(AH)	555555	55555	3410 DATA		1555	
551			2990 DATA		55			(PJ)
2570 DATA	5551551	(LK)	5555555	555555	3420 DATA		1555	
555			3000 DATA	555555	51			(PD)
2580 DATA	5555555	(IB)	1555555	555551	3430 DATA		1122	
555			3010 DATA		3440 DATA		2222	
2590 DATA	5555115	(NE)	1555555	5551	2			(FG)
555			3020 DATA		3450 DATA		2222	
2600 DATA	5555115	(FM)	1555555	5551	22			(LP)
555			3030 DATA		3460			(AG)
2610 DATA	5555115	(AL)	1555555	5551	3470 DATA	1		(CA)
555			3040 DATA		3480 DATA	75555111		(CN)
2620 DATA	5555115	(CB)	1555555	5551	3490 DATA	77555511		(FN)
555			3050 DATA	5551	3500 DATA	75555111		(LA)
2630 DATA	5555115	(KN)	115555	15	3510 DATA	1		(BL)
555			3060 DATA		3520			(AB)
2640 DATA	5555115	(AI)	5112	2222	3530 DATA	1		(BN)
555			3070 DATA		3540 DATA	11155557		(PM)
2650 DATA	5555115	(NH)	222222	22222	3550 DATA	115555577		(DA)
555			3080 DATA		3560 DATA	11155557		(AG)
2660 DATA	5555115	(IC)	2222222		3570 DATA	1		(CB)
555			3090		3580			(AH)
2670 DATA	5555115	(MJ)	3100 DATA		3590 DATA	55		(PK)
555			111		3600 DATA	55		(CH)
2680 DATA	1225115	(ME)	3110 DATA		3610 DATA	55		(CE)
221			3111 3		3620 DATA	155		(CB)
2690 DATA	2222 2	(PL)	3120 DATA		3630 DATA	111		(AO)
222			333333		3640 DATA	11111		(BL)
2700 DATA	22222 2	(IH)	3130 DATA		3650 DATA	111		(BP)
2222			11333 3		3660			(PM)
2710		(AL)	3140 DATA		3670 DATA	55		(AE)
2720 DATA	1		22211 3		3680 DATA	55		(BK)
11		(PH)	3150 DATA		3690 DATA	55		(BL)
2730 DATA	11		11211		3700 DATA	551		(PL)
1113 3		(KC)	3160 DATA		3710 DATA	111		(PB)
2740 DATA	33		12211		3720 DATA	11111		(EO)
33333		(MH)	3170 DATA	2	3730 DATA	111		(PL)
2750 DATA	11		22121		3740			(HF)
1113 3		(EM)	3180 DATA		--- Neu Laden			
2760 DATA	22		12221		3750 MODE 2:CALL &BC14:PEN 1:IN			
1111 3		(KJ)	3190 DATA		K 1,0:INK 0,26:PRINT"			
2770 DATA	11		2222		LADEPROGRAMM";			(JF)
2111		(BH)	3200 DATA	5555	3760 PRINT:PRINT:INPUT"Wollen S			
2780 DATA	2		5222		weiten Teil laden ode			
2111		(PF)	3210 DATA	55555	ochmal spielen ?";a			
2790 DATA	222		22255		\$			(EM)
121		(DD)	3220 DATA	555555	3764 IF a\$="z"THEN GOTO 3770			(OD)
2800 DATA	22222		555555		3766 IF a\$="n"THEN GOTO 110			(PN)
22		(DM)	3230 DATA	5552255	3768 GOTO 3750			(PI)
2810 DATA	222255		55155555		3770 PRINT:PRINT:PRINT:PRINT"ic			
2555		(MG)	3240 DATA	55552225	BI			
2820 DATA	2555555 2		51555555		"			(PD)
					3775 POKE 19995,sc			(PO)



200,200:RESTORE 2440:CALL spr te:RETURN	(LE)	B	(JO)	22222	1730	(FL)
920 IF w=2 THEN w=0:MOVE 200,20		"	(IA)		1740 DATA	(AI)
0:RESTORE 2050:CALL sprite:MOVE		1320 RUN"!k-master.bas"	(KB)		111	(DH)
200,200:RESTORE 2440:CALL spr te:RETURN	(EI)	1330 LOCATE 1,20:PEN 1:PAPER 12			1750 DATA	3 31
930 IF w=3 THEN w=0:MOVE 200,18		PRINT"SCORE:";sc:LOCATE 1,22:P			1111	(CI)
0:RESTORE 1740:CALL sprite:MOVE		RINT"STERNE:";st:LOCATE 1,24:PR	(FE)		1760 DATA	333
200,200:RESTORE 2440:CALL spr te:RETURN	(PE)	1340	(AD)		3333	(CJ)
940 IF w=0 THEN RETURN	(DL)	1350 DATA		1	1770 DATA	3 31
950 --- Treffer	(IL)	11	(PP)		1111	(CK)
960 SOUND 2,50,10,15,4,1,3	(KC)	1360 DATA		3 311	1780 DATA	3 11
970 MOVE c,d:RESTORE 2860:CALL	(MB)	111	(GE)		1122	(CN)
sprite		1370 DATA		3333	1790 DATA	11
980 MOVE c,d:RESTORE 2860:CALL	(DL)	333	(MI)		1211	(FA)
sprite		1380 DATA		3 311	1800 DATA	11
990 MOVE c,d:RESTORE 2860:CALL	(DM)	111	(BF)		12212	(MK)
sprite		1390 DATA		3 111	1810 DATA	1
1000 MOVE c,d:RESTORE 2900:CALL	(AL)	122	(CJ)		2122	(LK)
sprite		1400 DATA		111	1820 DATA	5
1010 MOVE c,d:RESTORE 2900:CALL	(DG)	211	(GF)		2221	(LL)
sprite		1410 DATA		111	1830 DATA	55
1020 c=c+8:d=d+4:IF c>=560 THEN		2212	(LA)		522	(GN)
b=0:GOSUB 900:sc=sc+10:tr=tr+1		1420 DATA		12	1840 DATA	555
:GOSUB 1330:GOTO 170	(LG)	122	(GD)		552	(CE)
1030 SOUND 1,2000,10,15,4,1,30	(LB)	1430 DATA		2	1850 DATA	5555
1040 GOTO 980	(CE)	221	(LJ)		515	(AN)
1050 --- Game over	(BF)	1440 DATA		555	1860 DATA	55555
1060 MODE 1:CALL &BC14:INK 0,6:	(AM)	222	(OF)		1555555522222	(HP)
BORDER 6:INK 1,26:INK 2,20:INK		1450 DATA		5555	1870 DATA	11111111555
3,0		12	(OB)		15555555522222111111111	(KH)
1070 a\$="KUNG-FU MASTER":a%=50:	(GB)	1460 DATA		555551	1880 DATA	11111115555
b%=350:GOSUB 1140		555555555555	(DJ)		15555555552222111111111	(NJ)
1080 a\$="GAME OVER":a%=300:b%=2	(PC)	1470 DATA		5555555	1890 DATA	515555
00:GOSUB 1140		55555555551	(OB)		515555	(FM)
1090 LOCATE 5,15:PEN 3:PRINT"SC	(CP)	1480 DATA		55155555	551555	(PM)
ORE:";sc		555555511	(BJ)		555555	(PN)
1100 LOCATE 1,25:PRINT"	(GH)	1490 DATA		55155555	1920 DATA	1555
PRESS FIRE TO START AGAIN		55551111	(MM)		555551	(BB)
"		1500 DATA		5555555	1930 DATA	5155
1110 ORIGIN 400,150:a=0:FOR t=0	(EI)	5511 11	(HP)		5555155	(JK)
TO PI STEP 0.02:x=SIN(t)*50:PL	(IO)	1510 DATA		555555	1940 DATA	5511
OT x,COS(t)*40+a,1:DRAWR-2*x-a,		515 11	(FJ)		11115555	(AA)
0:a=a-0.4:NEXT	(IO)	1520 DATA		55555	1950 DATA	55555
1120 WHILE PEEK(&B4F4)<>16:WEND	(LN)	55511	(LN)		1515555	(OC)
1130 sc=0:GOTO 120		1530 DATA		55555	1960 DATA	55551
1140 LOCATE 1,25:PRINT a\$;	(LN)	5581	(AI)		55155155	(NB)
1150 FOR t%=1 TO 16:FOR tt%=1 T	(DI)	1540 DATA		11155	1970 DATA	155555
O LEN(a\$)*16		511	(AE)		51511555	(BP)
1160 IF TEST(tt%,t%)THEN PLOT t	(NC)	1550 DATA		51111	1980 DATA	5 1555555
t%,t%,0:PLOT a%+tt%*2,b%+t%*2,1		111	(ML)		1 155555	(DJ)
:DRAWR 2,0:DRAWR 2,0,2	(NC)	1560 DATA		55555	1990 DATA	2255555555551
1170 NEXT:NEXT:RETURN	(DM)	1111	(CF)		555555	(AL)
1180 --- Best Game ---		1570 DATA		55555	2000 DATA	2225555555551
1190 MODE 1:CALL &BC14:INK 0,0:	(HC)	511 1	(MF)		555555	(HB)
BORDER 0:INK 1,26:INK 2,6:INK 3		1580 DATA		55555	2010 DATA	22215555551
,15		1555	(CD)		155551	(CJ)
1200 PRINT:PRINT:PEN 1:PRINT"Br	(IB)	1590 DATA		55555	2020 DATA	222155555
avo Sie haben die Pruefung zum		1555	(GG)		12222	(NF)
Kung-Fu Master geschafft		1600 DATA		55555	2030 DATA	2221555
."	(CC)	55555	(AA)		22222	(AI)
1210 PRINT:PEN 2:PRINT"HERZLICH		1610 DATA		55555	2040	(AH)
EN BLUECKWUNSCH"		55555	(CB)		2050 DATA	1
1220 PRINT:PRINT:PRINT:PEN 3:PR	(KH)	1620 DATA		1555555	11	(ED)
INT"Wollen Sie es noch einmal p		555555	(IB)		2060 DATA	3 311
robieren? Wenn ja dann spule		1630 DATA		11555555	111	(MP)
n Sie die cassette zum ersten Te		1555555	(LK)		2070 DATA	3333
il zurueck,wenn nein dann		1640 DATA		115555551	333	(MC)
"	(PD)	115555		115555551	2080 DATA	3 311
1230 PRINT"druecken Sie nur den		1650 DATA		115555551	111	(IB)
Feuerknopf und Sie beginnen mi	(LK)	1555	(EN)		2090 DATA	3 111
t diesem Teil von vorne."		1660 DATA		115555551	122	(FG)
1240 PRINT:PRINT:PRINT"SCORE:";	(CK)	1555	(HC)		2100 DATA	111
sc:PRINT:PRINT		1670 DATA		1155555551	211	(DG)
euer Anfang	(FB)	1555	(EK)		2110 DATA	111
euerknopf?";a\$		1680 DATA		5555551	2212	(OE)
1260 IF a\$="n"THEN GOTO 1310	(DI)	1555	(KC)		2120 DATA	11 12
1270 IF a\$="f"THEN GOTO 1290	(II)	1690 DATA		555511	122	(CJ)
1280 GOTO 1190	(OB)	1555	(HE)		2130 DATA	11 2
1290 PRINT:PRINT:PRINT"PRESS FIRE		1700 DATA		2115	221	(FN)
"	(FD)	511	(KC)		2140 DATA	11 555
1300 WHILE PEEK(&B4F4)<>16:WEND		1710 DATA		222222	222	(MG)
		2222	(DF)		2150 DATA	11 5555
		1720 DATA		2222222		

12		(PE)	2222	(DJ)	2680 DATA	1111	
2160 DATA	1155551		2420 DATA	2222222	122222 1		(CH)
55		(FJ)	22222		2690 DATA	5111	
2170 DATA	5115555		2430		112222 1		(FJ)
555		(FG)	2440 DATA		2700 DATA	5555	
2180 DATA	55115555		1		151555 1		(NJ)
5555		(NF)	2450 DATA		2710 DATA	5551	
2190 DATA	55155551		1		555155 1		(MD)
55555		(OC)	2460 DATA		2720 DATA	5551	
2200 DATA	5555551		1		555155 1		(OP)
555555		(EI)	2470 DATA	1	2730 DATA	55555	
2210 DATA	555555		11 1		555555 1		(ON)
1555555		(FO)	2480 DATA	3 311	2740 DATA	55555	
2220 DATA	55555		111 222		555555 1		(KC)
51555555		(DF)	2490 DATA	3333	2750 DATA	55555	
2230 DATA	55555		333 222		1 1555 1		(FB)
551555555		(PG)	2500 DATA	3 311	2760 DATA	555551	
2240 DATA	11155		111 222		1555 1		(FP)
511 55555		(DP)	2510 DATA	3 111	2770 DATA	55551	
2250 DATA	51111		122 122		1555 1		(FH)
111 555522		(MH)	2520 DATA	111	2780 DATA	55551	
2260 DATA	55555		211 122		15551		(FO)
1111 22222		(GH)	2530 DATA	111	2790 DATA	55551	
2270 DATA	55555		2212 122		15551		(IL)
511 1 2222		(NC)	2540 DATA	12	2800 DATA	5551	
2280 DATA	55555		122 111		15551		(JE)
1555 11		(FI)	2550 DATA	2	2810 DATA	5551	
2290 DATA	55555		221 151		15151		(GB)
1555 11		(CO)	2560 DATA	52	2820 DATA	2111	
2300 DATA	55555		22 1151		1221		(PI)
55555 11		(FB)	2570 DATA	1552	2830 DATA	22222	
2310 DATA	55555		22551115151		2221		(OH)
555555 11		(OI)	2580 DATA	15555	2840 DATA	222222	
2320 DATA	555555		52555555151		22212		(LK)
555555 11		(HG)	2590 DATA	15551	2850		(AC)
2330 DATA	555555		5555555511		2860 DATA 5 5		(DJ)
1555555 11		(KD)	2600 DATA	15551	2870 DATA 5		(DD)
2340 DATA	5555551		555555551		2880 DATA 5 5		(EL)
115555 11		(GE)	2610 DATA	15555	2890		(AG)
2350 DATA	5555551		15555511		2900 DATA 5		(CN)
1555 11		(PE)	2620 DATA	15555	2910 DATA 555		(AE)
2360 DATA	5555551		515551 1		2920 DATA 5		(CL)
1555 11		(HB)	2630 DATA	1555	2930		(AL)
2370 DATA	55555551		551515 1		9000 MODE 2: PEN 1: LOCATE 1, 14: P		
1555		(EM)	2640 DATA	5155	RINT"		
2380 DATA	5555551		555155 1		PRESS FIRE		
1555		(KG)	2650 DATA	5515	" : WHILE		
2390 DATA	555511		555155 1		PEEK (&B4F4) <> 16: WEND: RETURN		(IM)
1555		(FI)	2660 DATA	5551			
2400 DATA	2115		555125 1				
511		(FG)	2670 DATA	1555			
2410 DATA	222222		111222 1				

**Ende des Listings**