

SCHNEIDER LISTING MIT CHECKSUMMEN
V 2.0

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1000 '----- (EF)
1010 '--- FLOWER OF VENUS -- (JI)
1020 '---- (c) 1987 by ---- (CO)
1030 '--- ALEXANDER STROH -- (LP)
1040 '----- (OJ)
1050 '--- VORSPANN (LL)
1060 KEY DEF 66,1,0:MEMORY &3FF
F:DEFINT a-z:DIM o(60),pu(10),n
a$(10):LOAD"!rnx",&A500:CALL &A
500:LOAD"!sprites",&A000:LOAD"!
screen.bin",&4000:OPENIN"!topte
n.fil":FOR l=1 TO 10:INPUT#9,na
$(1):INPUT#9,pu(1):NEXT:CLOSEIN (PJ)
1070 MODE 1:BORDER 0:GOSUB 1350
:SPD INK 4,4:CLG 0:PLOT-2,-2,
1:TAG:MOVE 200,398:PRINT"FLOWER
OF VENUS":TAGOFF:PAPER 0:PEN
2:LOCATE 19,3:PRINT CHR$(164)+"
by"IPEN 3:LOCATE 16,5:PRINT"SU
PRA-60FT" (EG)
1080 PEN 2:PRINT:PRINT:PRINT" D
eep in the dangerous cavern a f
lower waits for the eternal l
ight..."PEN 3:PRINT:PRINT" Hav
e care of lasers and other nast
y things you see. It's the
only way to get through!" (MK)
1090 PEN 2:PRINT:PRINT" Control
your ship with the JOYBTICK
and press FIRE to take up the
flower."PEN 3:LOCATE 16,19:PR
INT"GOOD LUCK!":PEN 1:LOCATE 0,
21:PRINT"Press any key to conti
nue":INK 1,26:INK 2,2:INK 3,6:
CALL &BB10:GOSUB 1350 (AD)
1100 MODE 0:CLG 13:PAPER 0:PEN
13:CLS:SYMBOL 240,24,60,126,255
,255,255,255,255:SYMBOL 241,192
,255,255,255,255,255,255:SY
MBOL 242,3,255,255,255,255,255,
255,255:SYMBOL 243,255,255,255,
255,255,126,60,24 (FB)
1110 x=136:y=152:v=x:w=y:v1=24:
w1=32:l1=10:sc=320:a=0:b=0:c=0:
d=0:bon=0:t=0:FOR l=0 TO 33:o(1
)=46+2*1:o(60-1)=o(1):NEXT:o(34
)=114:l1a1=CHR$(143)+CHR$(8)+CH
R$(10)+CHR$(243):l1a2=CHR$(240)
+CHR$(8)+CHR$(10)+CHR$(143) (MJ)
1120 IPOP:ISPRITE,13,47,7:IPRI
TE,v,w,0:BORDER 13:GOSUB 1370:M
OVE 0,32:DRAW 0,352,4:MOVE 638,

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32:DRAW 638,352:CALL &BB03:CALL
&BB10:EVERY 100,0 GOSUB 1280 (OH)
1130 '--- HAUPTPROGRAMM (CO)
1140 DI:x1=x:y1=y:l1=a-a=0:IF 1
+INKEY(74)THEN s=3:a=a-(1 AND a
>-6)ELSE IF 1+INKEY(75)THEN s=2
:a=a+(1 AND a<6) (KE)
1150 IF 1+INKEY(72)THEN s=1:b=b
+(1 AND b<4):GOTO 1180 (NN)
1160 b=b-(1 AND b>-4 AND c MOD
3=0):IF(x=v OR x=v+1)AND y=w TH
EN b=0:IF t THEN 1390 (FE)
1170 IF(x=v1 OR x=v1+1)AND y=w1
THEN b=0:IF 1+INKEY(76)AND t=0
THEN GOSUB 1320 (EN)
1180 a=a-(BGN(a)AND c MOD 3=0):
x=x+a:y=y+b:sc=c+1:IF l1=0 THEN
1390 (IC)
1190 ICLR,x1,y1,s1:ISPRITE,x,y,
s:IF s THEN SOUND 2,50+y/50,17,
3,,2 (JO)
1200 IF PEEK(&A5F4)THEN GOSUB 1
240 (OK)
1210 ICLR,o((c-1)MOD 68),96,6:1
SPRITE,o(c MOD 68),96,6:IF PEEK
(&A5F4)THEN GOSUB 1240 (MH)
1220 EI:GOTO 1140 (AP)
1230 '--- CRASH (BL)
1240 DI:ICLR,x,y,s:FOR k=1 TO 3
:FOR l=1 TO 7:ISPRITE,x,y,4+l M
OD 2:IF k=1 THEN SOUND 1,0,10,0
-1,,15 (NJ)
1250 ICLR,x,y,4+1 MOD 2:NEXT l,
k:a=0:b=0:x=v:y=w:t=0:MOVE 638,
32:DRAW 0,320,13:MOVE 0,32:DRA
WR 0,320:ICLR,13,47,7:IPOP:IF t
THEN 1260 ELSE ISPRITE,13,47,7 (JN)
1260 l1=l1-1:MOVE 0,32:DRAW 0,
sc,4:MOVE 638,32:DRAW 0,l1*32:
EI:RETURN (PH)
1270 '--- LASER (IH)
1280 d=d+1:ICLR,x,y,s:MOVE 142,
288:DRAW 0,46,d MOD 2:MOVE 494
,64:DRAW 0,46,d MOD 2:ISPRITE,
x,y,s:IF PEEK(&A5F4)THEN GOSUB
1240 (HO)
1290 sc=sc-2:IF sc<=0 THEN sc=0
: PLOT 0,32,4:RETURN (EG)
1300 MOVE 0,352:DRAW 0,sc-320,
13:RETURN (OO)
1310 '--- BLUME WEG (HH)
1320 ICLR,x,y,s1:ISPRITE,x,y,0:
FOR j=4 TO 0 STEP-4:FOR k=96 TO
64 STEP-2:FOR l=60 TO 96 STEP
4:SOUND 4,1*2,1,5:IF TEST(1,k)T
HEN PLOT 1,k,j (HB)
1330 t=1:NEXT l,k,j:l1=l1+BGN(1
0-l1)+1:GOTO 1260 (GM)

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1340 '--- INK# AUB (DA)
1350 FOR l=0 TO 15:INK 1,0:NEXT
:RETURN (H9)
1360 '--- INK# EIN (GP)
1370 INK 1,24:INK 2,20:INK 3,6:
INK 4,26:INK 6,2:INK 7,8:INK 8,
10:INK 9,12:INK 10,24,6:INK 12,
18:INK 13,13:INK 14,6,24:INK 15
,3,6:RETURN (JI)
1380 '--- ENDE (AA)
1390 r=REMAIN(0):ICLR,x,y,0:ISP
RITE,v,w,0:FOR l=1 TO 3000:NEXT
:CALL &BB03:BORDER 0:GOSUB 1350
:PAPER 0:CLG:IF l1=0 THEN sc$="
0000":GOTO 1420 (NA)
1400 FOR k=1 TO 3:FOR l=100 TO
30 STEP-10:SOUND 4,1,5,5:NEXT l
,k:sc=sc*5+11*100:IF sc>pu(10)T
HEN pu(10)=sc:GOSUB 1470:GOSUB
1350 (FF)
1410 sc$=STR$(sc):sc$=RIGHT$(sc
$,LEN(sc$)-1):sc$=STRING$(4-LEN
(sc$),"0")+sc$ (FL)
1420 IBOX,5,16,5,9,204:PAPER 3:
PEN 6:LOCATE 9,6:PRINT"GAME":LO
CATE 9,8:PRINT"OVER":IBOX,5,16,
11,15,48:PAPER 4:PEN 3:LOCATE 9
,12:PRINT"YOUR":LOCATE 7,13:PRI
NT"SCORE IS":LOCATE 9,14:PRINT
sc$ (MH)
1430 IBOX,5,16,17,21,60:PAPER 6
:PEN 4:LOCATE 7,18:PRINT"NEW GA
ME":LOCATE 8,19:PRINT"SELECT":L
OCATE 6,20:PRINT">Y< OR >N<":GO
SUB 1370 (LE)
1440 IF 1+INKEY(43)THEN GOSUB 1
350:GOSUB 1520:GOSUB 1350:GOTO
1110 ELSE IF 1+INKEY(46)THEN 14
50 ELSE 1440 (IE)
1450 OPENOUT"venhall.fil":FOR l
=1 TO 10:PRINT#9,na$(1):PRINT#9
,pu(1):NEXT:CLOSEOUT:g$="venhal
l.bak":IERA,0g$:CALL 0 (BE)
1460 '--- IN DEN TOP-TEN (BJ)
1470 CLG:GOSUB 1350:PEN 1:LOCAT
E 9,1:PRINT"YOUR":LOCATE 7,3:PR
INT"SCORE IS":LOCATE 8,5:PRINT"
IN THE":LOCATE 5,7:PRINT"HALL O
F FAME":PEN 2:LOCATE 3,9:PRINT"
ENTER YOUR NAME:"INK 1,26:INK
2,2:INK 3,6 (BB)
1480 PEN 3:LOCATE 3,11:INPUT na
$(10):IF LEN(na$(10))>10 THEN L
OCATE 1,11:PRINT STRING$(40,32)
:GOTO 1480 ELSE g=LEN(na$(10)):
LOCATE g+6,11:PRINT STRING$(13-
g,"*"):PEN 2:LOCATE 8,13:PRINT"
THANKS" (EJ)

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1490 FOR I=10 TO 2 STEP-1:FOR M
=2 TO 1:IF pu(m)>pu(m-1)THEN g=
pu(m-1):pu(m-1)=pu(m):pu(m)=g:ig
$=na$(m-1):na$(m-1)=na$(m):na$(
m)=g$ (MJ)
1500 NEXT M,1:PEN 1:LOCATE 4,15
:PRINT"PRESS ANY KEY;":CALL &BB
18:GOSUB 1520:RETURN (PB)
1510 '--- AUSDRUCKEN (FH)
1520 CLR:GOSUB 1350:PEN 1:LOCAT
E 5,1:PRINT"HALL OF FAME":PEN 2
:CALL &BB03:FOR I=1 TO 10:LOCAT
E I,1*2+2:PRINT na$(I);" ";STRI
NG$(14-LEN(na$(I)),"-");:LOCATE
17,1*2+2:PRINT USING"###";pu(
I);:NEXT (HC)
1530 PEN 3:LOCATE 4,25:PRINT"PR
ESS ANY KEY;":INK 1,26:INK 2,2:
INK 3,6:CALL &BB18:CLR:RETURN (MD)

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ENDE DES LISTINGS

Teil 2

SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

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1000 '----- (FB)
1010 '--- RSX-Befehle zu --- (DD)
1020 '--- FLOWER OF VENUS --- (JK)
1025 '- von Alexander Stroh - (PB)
1030 '----- (HB)
1040 MEMORY &A4FF:FOR I=0 TO 24
3:READ a$:POKE &A500+I,VAL("&"+
a$):NEXT (PH)
1050 '----- (HD)
1060 '----- Hinter dem --- (BL)
1070 '- Hauptprogramm seven - (IA)
1080 '----- (ND)
1090 SAVE"rax",b,&A500,243 (JH)
1095 '----- (AK)
1100 DATA 01,0F,A5,21,34,A5,CD, (GM)
D1,BC,21,00,A5,36,C9,C9,20,A5,C
3,3B,A5,C3,65,A5
1110 DATA C3,B1,A5,C3,CB,A5,C3, (GD)
DC,A5,53,50,52,49,54,C5,43,4C,D
2,42,4F,D0,50,55
1120 DATA 53,C0,50,4F,D0,00,FC, (KA)
A6,0F,A5,FE,03,C2,ED,A5,FD,21,F
4,A5,FD,36,00,00
1130 DATA CD,82,A5,CD,9A,A5,1A, (LI)
FE,00,2B,0A,AF,BE,2B,04,FD,36,0
0,01,1A,77,23,13
1140 DATA 10,ED,0D,20,E7,CD,19, (IM)
BD,C9,FE,03,C2,ED,A5,CD,82,A5,C
D,9A,A5,1A,FE,00
1150 DATA 2B,02,AF,77,23,13,10, (FJ)
F5,0D,20,EF,CD,19,BD,C9,DS,E1,0
6,07,29,10,FD,11
1160 DATA 00,A0,19,EB,AF,67,DD, (CO)
6E,02,23,DD,75,02,0E,10,C9,C5,D
5,AF,67,57,DD,6E
1170 DATA 02,2B,DD,75,02,DD,5E, (JA)
04,CD,1D,BC,D1,C1,06,08,C9,FE,0
5,C2,ED,A5,7B,DD
1180 DATA 5E,02,DD,6E,04,DD,56, (DN)
06,DD,66,00,15,1D,25,2D,CD,44,B
C,C9,FE,00,C2,ED
1190 DATA A5,21,00,C0,11,00,40, (GP)
01,00,40,ED,80,C9,FE,00,C2,ED,A
5,21,00,40,11,00
1200 DATA C0,01,00,40,ED,80,C9, (BM)
DF,F1,A5,C9,0E,E3,FD,00

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ENDE DES LISTINGS

Teil 3

SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

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1000 '----- (FB)
1010 '--- SPRITES zu --- (JF)
1020 '--- FLOWER OF VENUS --- (JK)
1030 '- von Alexander Stroh - (HL)
1040 '----- (AK)
1050 MEMORY &9FFF:FOR I=0 TO 11
51:READ a$:POKE &A000+I,VAL("&"+
a$):NEXT (JG)
1060 '----- (DM)
1070 '--- Hinter --- (CE)
1080 '--- 'RSX.BIN' seven --- (GM)
1090 '----- (AH)
1100 SAVE"sprites",b,&A000,&480 (AK)
1110 '----- (PI)
1120 DATA 00,00,3C,3C,3C,3C,00, (GJ)
00,00,14,C3,6B,94,C3,2B,00,00,3
4,C3,6B,94,C3,3B
1130 DATA 00,00,34,3C,6B,94,3C, (GE)
3B,00,00,14,9C,3C,3C,6C,2B,00,0
0,14,6C,CC,CC,9C
1140 DATA 2B,00,00,00,3C,3C,3C, (IP)
3C,00,00,00,00,10,20,10,20,00,0
0,00,00,30,00,00
1150 DATA 30,00,00,00,10,20,00, (PB)
00,10,20,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1160 DATA 00,00,00,00,00,00,00, (BC)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1170 DATA 00,00,00,00,00,00,00, (BC)
00,00,00,00,00,00,00,00,3C,3C,3
C,3C,00,00,00,14
1180 DATA C3,6B,94,C3,2B,00,00, (HF)
34,C3,6B,94,C3,3B,00,00,34,3C,6
B,94,3C,3B,00,00
1190 DATA BE,9C,3C,3C,6C,7D,00, (BH)
00,BE,6C,CC,CC,9C,7D,00,00,AA,3
C,3C,3C,3C,55,00
1200 DATA 00,AA,10,20,10,20,55, (PP)
00,00,00,30,00,00,30,00,00,00,1
0,20,00,00,10,20
1210 DATA 00,00,00,00,00,00,00, (OK)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1220 DATA 00,00,00,00,00,00,00, (JJ)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1230 DATA 00,00,00,00,00,3C,3C, (GD)
3C,3C,00,00,00,14,C3,6B,94,C3,2
B,00,00,34,C3,6B
1240 DATA 94,C3,3B,00,00,34,3C, (DI)
6B,94,3C,3B,00,00,14,9C,3C,3C,6
C,2B,00,00,14,6C
1250 DATA CC,CC,9C,2B,00,00,FF, (IE)
3C,3C,3C,3C,00,00,00,00,10,20,1
0,20,00,00,00,00
1260 DATA 30,00,00,30,00,00,00, (DP)
10,20,00,00,10,20,00,00,00,00,0
0,00,00,00,00,00
1270 DATA 00,00,00,00,00,00,00, (EA)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1280 DATA 00,00,00,00,00,00,00, (MD)
00,00,00,00,00,00,00,00,00,00,0
0,3C,3C,3C,3C,00
1290 DATA 00,00,14,C3,6B,94,C3, (EH)
2B,00,00,34,C3,6B,94,C3,3B,00,0
0,34,3C,6B,94,3C
1300 DATA 3B,00,00,14,9C,3C,3C, (OH)
6C,2B,00,00,14,6C,CC,CC,9C,2B,0
0,00,00,3C,3C,3C
1310 DATA 3C,FF,00,00,00,10,20, (DI)
10,20,00,00,00,00,30,00,00,30,0
0,00,00,10,20,00
1320 DATA 00,10,20,00,00,00,00, (OF)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1330 DATA 00,00,00,00,00,00,00, (JL)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1340 DATA 00,00,00,00,00,00,00, (NB)
00,00,3F,3F,00,00,00,00,3F,2
F,1F,3F,00,00,00

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1350 DATA 3F,2F,0F,0F,1F,3F,00, (HB)
3F,2F,0F,0F,0F,0F,1F,3F,2F,0F,0
F,0F,0F,0F,0F,1F
1360 DATA 3F,2F,0F,0F,0F,0F,1F, (HJ)
3F,00,3F,2F,0F,0F,1F,3F,00,00,0
0,3F,2F,1F,3F,00
1370 DATA 00,00,00,00,3F,3F,00, (MJ)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1380 DATA 00,00,00,00,00,00,00, (BC)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1390 DATA 00,00,00,00,00,00,00, (EB)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1400 DATA 00,00,00,00,00,00,00, (JJ)
3F,3F,00,00,00,00,00,00,3F,2F,1F,3
F,00,00,00,3F,2F
1410 DATA 0F,0F,1F,3F,00,00,2F, (HM)
0F,0F,0F,0F,1F,00,00,3F,2F,0F,0
F,1F,3F,00,00,00
1420 DATA 3F,2F,1F,3F,00,00,00, (MO)
00,00,3F,3F,00,00,00,00,00,00,0
0,00,00,00,00,00
1430 DATA 00,00,00,00,00,00,00, (OK)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1440 DATA 00,00,00,00,00,00,00, (JJ)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1450 DATA 00,00,00,00,00,00,00, (CK)
00,00,00,00,00,00,00,00,00,00,3
4,00,00,10,00,00
1460 DATA 54,00,8B,AB,00,74,20, (BL)
00,8B,AB,8B,74,10,FC,8B,54,30,A
B,8B,30,74,FC,FC
1470 DATA 30,30,AB,8B,74,10,FC, (DI)
8B,54,30,AB,8B,AB,00,74,20,00,8
B,AB,54,00,00,10
1480 DATA 00,00,54,00,00,00,00, (DO)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1490 DATA 00,00,00,00,00,00,00, (EA)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1500 DATA 00,00,00,00,00,00,00, (JI)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1510 DATA 00,00,CC,CC,00,00,00, (JN)
00,00,CC,CC,CC,CC,00,00,00,44,C
C,30,30,CC,8B,00
1520 DATA 00,44,9B,30,30,64,8B, (MP)
00,00,44,CC,30,30,CC,8B,00,00,0
0,CC,CC,CC,CC,00
1530 DATA 00,00,00,44,CC,CC,8B, (HL)
00,00,00,00,00,11,22,22,00,00,0
0,00,22,11,22,22
1540 DATA 00,00,00,00,22,11,33, (PK)
22,00,00,00,00,33,11,33,00,00,0
0,00,00,11,33,22
1550 DATA 00,00,00,00,00,00,33, (EL)
22,00,00,00,00,00,00,11,22,00,0
0,00,00,00,00,11
1560 DATA 22,00,00,00,00,00,00, (HE)
11,22,00,00,00,FF,FF,FF,FF,FF,FF,
F,FF,FF,FF,FF,FF
1570 DATA FF,FF,FF,FF,FF,FF,FF, (EB)
FF,FF,FF,FF,FF,FF,FF,FF,FF,FF,
F,FF,FF,FF,FF,FF
1580 DATA FF,FF,FF,FF,FF,FF,FF, (AE)
FF,FF,FF,FF,FF,FF,FF,FF,FF,FF,
F,FF,FF,FF,FF,FF
1590 DATA FF,FF,FF,FF,FF,FF,FF, (BF)
FF,FF,FF,FF,FF,FF,FF,FF,00,55,F
F,FF,FF,FF,AA,00
1600 DATA 00,00,00,00,00,00,00, (BD)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1610 DATA 00,00,00,00,00,00,00, (EG)
00,00,00,00,00,00,00,00,00,00,0
0,00,00,00,00,00
1620 DATA 00,00,00 (PB)

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ENDE DES LISTINGS

Teil 4

SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

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1000 '----- (FG)
1010 '--- SCREEN      zu --- (IJ)
1020 '--- FLOWER OF VENUS --- (JK)
1030 '- von Alexander Stroh - (HL)
1040 '----- (AK)
1050 MODE 0:CLB 13:PAPER 0:PEN
13:CLB:SYMBOL 240,24,60,126,255
,255,255,255,255:SYMBOL 241,192
,255,255,255,255,255,255:BY
MBOL 242,3,255,255,255,255,255,
255,255:SYMBOL 243,255,255,255,
255,255,126,60,24:DEFINT a-z (GL)
1060 1a1$=CHR$(143)+CHR$(8)+CHR
$(10)+CHR$(243):1a2$=CHR$(240)+
CHR$(8)+CHR$(10)+CHR$(143) (DI)
1070 FOR 1=3 TO 24:LOCATE 1,1:P
RINT CHR$(143):LOCATE 20,1:PRI
NT CHR$(143):NEXT:FOR 1=0 TO 6
40 STEP 4:MOVE 1,0:DRAWR 0,30+R
ND*30,13:NEXT (IL)
1080 FOR 1=0 TO 500 STEP 4:MOVE
1,112+RND*20:DRAWR 0,RND*15+30
:NEXT:FOR 1=560 TO 640 STEP 4:M
OVE 1,112+RND*20:DRAWR 0,RND*15

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+30:NEXT:FOR 1=0 TO 60 STEP 4:M
OVE 1,220+RND*15:DRAWR 0,RND*15
+30:NEXT (FF)
1090 FOR 1=120 TO 640 STEP 4:MO
VE 1,220+RND*15:DRAWR 0,RND*15+
30:NEXT:FOR 1=0 TO 640 STEP 4:M
OVE 1,342+RND*15:DRAWR 0,RND*15
+30:NEXT:LOCATE 1,1:PRINT STRIN
G$(40,143):LOCATE 3,22:PRINT CH
R$(240)" ";LOCATE 3,23 (EA)
1100 PRINT CHR$(143)CHR$(241)CH
R$(242):LOCATE 10,0:PRINT CHR$(
241)CHR$(242):LOCATE 10,9:PRINT
CHR$(143)CHR$(143):LOCATE 5,3:
PRINT 1a1$:LOCATE 5,8:PRINT 1a2
$:LOCATE 16,22:PRINT 1a2$:LOCAT
E 16,17:PRINT 1a1$:PAPER 13:PEN
6 (GM)
1110 LOCATE 1,25:PRINT"SCORE
LIVES/";:FOR 1=32 TO 352
STEP 8:PLOT 0,1,3:NEXT:FOR 1=32
TO 352 STEP 32:PLOT 630,1:NEXT
:TAG:PLOT-2,-2,6:MOVE 00,390:PR
INT"FLOWER OF VENUS":TAGOFF:MO
VE 0,380:DRAWR 640,0,6 (DL)
1120 MOVER 0,-2:DRAWR-640,0,4:M
OVER 0,-2:DRAWR 640,0,6:MOVE 0,
32:DRAW 0,352,4 (DA)
1130 '----- (AK)
1140 '- Hinter - (AA)

```

```

1150 '- 'SPRITES.BIN' save - (BL)
1160 '----- (HF)
1170 SAVE"screen",b,&C000,&4000 (HF)

```

ENDE DES LISTINGS

Teil 5

SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

```

1000 '----- (FG)
1010 '--- TOPTEN      zu --- (PD)
1020 '--- FLOWER OF VENUS --- (JK)
1030 '- von Alexander Stroh - (HL)
1040 '----- (AK)
1050 DIM na$(10),pu$(10):FOR 1=
1 TO 10:na$(1)="SUPRA-SOFT":pu%
(1)=0:NEXT (PP)
1060 '----- (DM)
1070 '- Hinter - (FI)
1080 '- 'SCREEN.BIN' save - (JF)
1090 '----- (AH)
1100 OPENOUT"topten.fil":FOR 1=
1 TO 10:PRINT#9,na$(1):PRINT#9,
pu$(1):NEXT:CLOSEOUT (DE)

```

Ende des Listings