

10 'SYMBOLBESTIMMUNG
20 SYMBOL AFTER 0
30 SYMBOL 200,127,119,187,187,183,127,54
,119
40 SYMBOL 201,54,27,51,51,99,99
50 SYMBOL 202,0,0,0,0,0,142,95,31

60 SYMBOL 203,100,62,79,254,56,124,24,24
70 SYMBOL 204,30,119,187,187,183,127,54,
119
80 SYMBOL 229,0,32,223,255,199,64
90 SYMBOL 230,0,0,0,0,0,0,112,250
100 SYMBOL 231,124,242,127,28,30,24,24,6

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3
110 SYMBOL 232,127,223,111,222,222,222,2
23,15
120 SYMBOL 233,27,27,27,27,27
130 SYMBOL 234,56,84,254,238,124,40,56,1
6
140 SYMBOL 235,16,56,16,84,254,84,16,16
150 SYMBOL 236,16,16,16,16,16,16,16
160 SYMBOL 237,56,124,78,87,9,24,24
170 SYMBOL 238,60,118,239,239,246,124,56
,108
180 SYMBOL 239,108,198,195,195,195,231,0
,0
190 SYMBOL 240,0,0,128,192,96,48,96,192
200 SYMBOL 241,255,255,127,127,63,15,31,
7
210 SYMBOL 242,255,255,254,254,252,240,2
48,224
220 SYMBOL 243,255,255,126,60,48,56,48,1
6
230 SYMBOL 244,0,0,0,0,0,60,126,255
240 SYMBOL 245,31,5,3,30,124,80
250 SYMBOL 246,16,56,108,62,56,8,8,0
260 SYMBOL 248,171,182,236,172,120,120,4
8,48
270 SYMBOL 249,138,149,75,83,147,171,215
,175
280 SYMBOL 250,8,28,62,126,126,255,255,2
55
290 SYMBOL 251,108,68,130,130,68,68,40,2
0
300 SYMBOL 252,0,0,0,0,16,16,56,56
310 SYMBOL 253,28,56,16,56,120,56,64,16
320 'TITELBILD
330 MODE 1:INK 0,0:BORDER 1:INK 1,18:INK
2,13:INK 3,2:PAPER 0:PEN 1:CLS
340 PEN 1:A$=CHR$(234):LOCATE 1,1:PRINT
A$;A$;A$;" ";A$;" ";A$;" ";A$;A
$;A$;
350 A$=CHR$(234):LOCATE 1,2:PRINT A$;"
";A$;" ";A$;" ";A$;" ";A$;
360 A$=CHR$(234):LOCATE 1,3:PRINT A$;"
";A$;" ";A$;" ";A$;" ";A$;A$
370 A$=CHR$(234):LOCATE 1,4:PRINT A$;"
";A$;A$;A$;" ";A$;" ";A$;" ";A$
380 A$=CHR$(234):LOCATE 1,5:PRINT A$;A$;
A$;" ";A$;" ";A$;" ";A$;" ";A$;A$;A$
390 ASCII$="-WALKER"
400 POKE &B338,219
410 ORIGIN 260,340
420 FOR K=1 TO LEN (ASCII$)
430 ASCII=ASC (MID$(ASCII$,K,1))
440 CHARADR=HIMEM+ASCII*8+8
450 FOR I=1 TO 8
460 A=PEEK (CHARADR)
470 BINAER$=BIN$(A,8)
480 FOR J=1 TO 8
490 SEGMENT$=MID$(BINAER$,J,1)
500 IF SEGMENT$="0" THEN 550
510 PLOT X+J*4,I*4
520 PLOT X+2+J*4,I*4
530 PLOT X+J*4,I*4+5
540 PLOT X+2+J*4,I*4+2
550 NEXT J:CHARADR=CHARADR-1:NEXT I

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560 X=X+40
570 NEXT K
580 PEN 2:FOR A=1 TO 39:LOCATE A,7:FOR K
=1 TO 60::NEXT K:SOUND 1,25,1,7:PRINT CH
R$(234):NEXT
590 PEN 2:LOCATE 20,9:PRINT "MENUE:":LOC
ATE 1,12:PRINT "Erklaerung
----- (1)":PRINT:PRINT "Start
----- (2)"
600 PEN 3:LOCATE 1,19:PRINT STRING$(39,"
*"):LOCATE 1,25:PRINT STRING$(39,"*"):FO
R A=20 TO 24:LOCATE 1,A:PRINT "*":LOCATE
39,A:PRINT "*":NEXT:PEN 1:LOCATE 3,21:P
RINT "(C) 1986 By Michael Bussmann":LOCA
TE 8,23:PRINT "and Lutz Klein.":PEN 2
610 ENV 1,2,7,1,1,-1,1,12,-1,10:ENV 2,1,
15,1,15,-1,10:ENV 3,11,1,1,11,-1,6
620 READ TONE:IF TONE=1 THEN 670
630 IF TONE=80 THEN PAUSE=60 ELSE PAUSE=
30
640 SOUND 2,TONE,PAUSE,0,1,1:SOUND 4,TON
E*2,PAUSE,0,2,1:SOUND 1,TONE/2,PAUSE,0,3
,1
650 GOTO 620
660 DATA 159,119,119,119,127,119,106,106
,106,119,106,95,95,95,106,95,89,89,89,95
,89,80,80,95,106,119,106,106,106,119,127
,119,119,119,119,1
670 LOCATE 1,17:PRINT "Ihre Wahl bitte..
...":
680 D$=INKEY$:IF D$="" THEN 680
690 IF D$<>"1" AND D$<>"2" THEN 680
700 IF D$="2" THEN leben=4:GOTO 830
710 MODE 1:BORDER 0:INK 0,0:INK 1,2:INK
2,9:INK 3,6,2
720 PEN 1:FOR A=1 TO 40:LOCATE A,1:PRINT
CHR$(241);:SOUND 1,A*15,1,0,1,1:LOCATE
A,25:PRINT CHR$(241);:NEXT A:FOR A=1 TO
25:SOUND 4,A*10,1,0,1,1:LOCATE 1,A:PRINT
CHR$(241);:LOCATE 40,A:PRINT CHR$(241);
:NEXT A
730 :POKE &B1C8,0:POKE &B1CF,&CC:POKE &B
1D0,&33:
740 BORDER 3:LOCATE 5,3:PEN 3:PRINT"CAVE
-WALKER":PEN 2:POKE &B1C8,1:POKE &B1CF,&
8B:POKE &B1D0,&44:POKE &B1D1,&22:POKE &B
1D2,&11:
750 PEN 2:LOCATE 8,4:PRINT "-----
-----"
760 LOCATE 3,6:PRINT"Das Spiel laeuft in
einer Hoehle ab.":LOCATE 3,8:PRINT"Sie
muessen versuchen,die in der":LOCATE 3,1
0:PRINT"Hoehle liegenden Perlen zu samme
ln.":LOCATE 3,12:PRINT"Dabei behindern S
ie Lavaquellen,"
770 LOCATE 3,16:PRINT"herrabfallende Fel
sbrocken.":LOCATE 3,18:PRINT "Um aus der
Hoehle zu kommen,muessen":LOCATE 3,20:P
RINT "Sie ein Zauberschwert einsammeln."
780 LOCATE 3,14:PRINT "Hoehlenbewohner,g
rosse Steine und"
790 LOCATE 3,23:PEN 3:PRINT "Bitte druec
ken Sie [TAB]!"
800 WHILE INKEY(68)<>0:WEND

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810 BORDER 1:RUN
820 'MAINROUTINE
830 OT=TIME:farb=INT(RND*25)+1:IF farb=3
  OR farb=1 THEN 830 ELSE INK 1,3:INK 2,1
:INK 3,6,26:SPEED INK 10,5:MODE 1:INK 0,
  farb:BORDER 0:
840 IF SCHWERT=1 THEN LOCATE SCHWERTP,10
:PRINT CHR$(235):LOCATE SCHWERTP,11:PRIN
T CHR$(236)
850 FOR A=1 TO 40:FOR B=1 TO 3:PAPER 1:L
OCATE A,B:PRINT " ";:NEXT B,A
860 ZUF=INT(RND*3):IF ZUF=0 THEN A$=CHR$
(241):O$=CHR$(242) ELSE IF ZUF=1 THEN A$
=CHR$(243):O$=CHR$(241) ELSE IF ZUF=2 TH
EN A$=CHR$(242):O$=CHR$(243)
870 PAPER 0:PEN 1:FOR A=1 TO 40 STEP 2
880 LOCATE a,4:PRINT a$,o$;
890 NEXT a:
900 PAPER 1:FOR a=1 TO 40:FOR b=25 TO 18
STEP -1:LOCATE a,b:PRINT " ";:NEXT b,a:
PAPER 0:PEN 1:FOR a=1 TO 40:LOCATE a,17:
PRINT CHR$(244);:NEXT a
910 x=INT(RND*28)+7:X1=INT(RND*28)+7:XM=
1:YM=14:IF X=X1 THEN 910
920 PERLE=INT(RND*37)+1:IF PERLE=X OR PE
RLE=X+1 OR PERLE=X1 OR PERLE=X1+1 THEN 9
20

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930 LOCATE PERLE,17:PRINT CHR$(246)
940 GRUB1=INT(RND*30+7):GRUB=INT(RND*30+
7):LOCATE X,17:PEN 3:PRINT CHR$(244);CHR
$(244):LOCATE X1,17:PRINT CHR$(244);CHR$
(244):PEN 2:LOCATE GRUB1,17:PRINT CHR$(2
50);CHR$(250);CHR$(250):LOCATE GRUB,17:P
RINT CHR$(250);CHR$(250);CHR$(250)
950 PRINT CHR$(22)CHR$(1)
960 PRINT CHR$(22);CHR$(1):LOCATE 1,1:PE
N 2:PRINT "Lives: ";LEBEN:LOCATE 20,1:PRI

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XM,15:PRINT CHR$(253):PEN 3:LOCATE XM,1
6:PRINT CHR$(252); " ":LOCATE XM,17:PRINT
CHR$(251)
1490 FOR SOUNTE=2000 TO 1000 STEP -20:S
OUND 2,SOUNTE,1,7,0,0,1:NEXT SOUNTE
1500 FOR WAITED=1 TO 500:NEXT WAITED:GOT
O 1160
1510 SCHWERTP=INT(RND*30+7):SCHWERT=1:MO
DE 0:PEN 3:BORDER 24,2:INK 0,1:INK 4,2,2
4:PRINT "      ACHTUNG !!!"
":PEN 4:PRINT"Letzte Hoehle !!!":FOR WAI
TED=1 TO 1500:NEXT WAITED:MODE 1:PEN 3:G
OTO 830
1520 IF SCORE<700 THEN HOEHLE=5:GOTO 830
1530 'ALLE HOEHLN DURCHQUERT
1540 RESTORE 1600
1550 tempo=12
1560 status=1
1570 WHILE status<>0 AND NOT brk
1580 READ status,tone,duration
1590 SOUND status,tone,INT(tempo*duratio
n*0.8334),13
1600 WEND
1610 DATA 49,159,2,42,190,2,28,239,2
1620 DATA 17,190,1,10,239,1,49,179,2,42,
213,2,28,239,2,49,159,4,42,190,4,28,239,
4,49,159,2,42,190,2,28,239,2,49,142,2,42
,179,2,28,239,2,49,159,2,42,190,2,28,239
,2,49,142,2,42,179,2
1630 DATA 28,239,2,49,134,2,42,159,2,28,
201,2,17,159,1,10,201,1,49,150,1,42,179,
1,28,201,1,49,134,4,42,159,4,28,201,4,49
,134,2,42,159,2,28,201,2,49,119,2,42,150
,2,28,201,2,49,134,2,42,159,2
1640 DATA 28,201,2,49,119,2,42,150,2,28,
201,2,49,113,4,42,134,4,28,169,4,49,113,
1,42,134,1,28,169,1,49,134,1,42,169,1,28
,239,1,49,113,2,42,134,2,28,169,2,49,106
,4,42,134,4,28,179,4
1650 DATA 49,106,1,42,134,1,28,179,1,49,
134,1,42,179,1,28,213,1,49,106,2,42,134,
2,28,179,2,49,106,4,42,127,4,28,159,4,49
,106,1,42,127,1,28,159,1,49,127,1,42,159
,1,28,213,1
1660 DATA 49,106,2,42,127,2,28,159,2,49,
100,4,42,127,4,28,169,4,49,100,1,42,127,
1,28,169,1,49,127,1,42,169,1,28,201,1,49
,100,2,42,127,2,28,169,2,49,95,10,42,127

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,10,28,150,10,0,0,0
1670 MODE 1:INK 0,1:BORDER 13:PAPER 0:IN
K 1,6:INK 2,18:INK 3,2,1
1680 PEN 3:PRINT"Herzlichen Glueckwunsch
!!!
":PEN 2:PRINT"Sie haben es geschafft 10
Hoehlen zu
":PRINT"durchqueren."
1690 LOCATE 1,7:PRINT "Sie erreichten":P
EN 1:LOCATE 16,7:PRINT score:PEN 2:LOCAT
E 22,7:PRINT "Punkte.":PEN 1:PRINT "====
=====
1700 IF SQ(1)<>4 THEN 1700 ELSE CLEAR
1710 FOR A=1 TO 360
1720 MOVE 300,100
1730 PLOT 300+100*SIN(A),100+90*COS(A),I
NT(RND*4)
1740 DEG:NEXT
1750 MOVE 230,160:DRAW 295,270,2:MOVE 37
6,160:DRAW 305,270
1760 MOVE 250,20:DRAW 295,100:MOVE 350,2
0:DRAW 305,100
1770 LOCATE 19,24:PRINT CHR$(233):LOCATE
19,23:PRINT CHR$(232);CHR$(240):LOCATE
19,22:PRINT CHR$(231):LOCATE 19,21:PRINT
CHR$(230)
1780 FOR A=1 TO 360
1790 DEG
1800 MOVE 300,100:
1810 PLOT 300+10*COS(A),100+10*SIN(A),1
1820 NEXT
1830 FOR DUR=1 TO 150:FOR P=1 TO 3:FARB=
(RND*25)+2
1840 INK P,FARB:NEXT P,DUR
1850 LOCATE 1,10:PRINT "Nocheinmal <j/n>
?"
1860 A$=UPPER$(INKEY$):IF A$="" THEN 186
0
1870 IF A$<>"J" AND A$<>"N" THEN 1860
1880 IF A$="J" THEN RUN ELSE CALL &BBFF:
CALL &BB4E:MODE 1:END
50000 'ZUWENIG PUNKTE FUER LETZTE HOEHLE
50001 MODE 1:BORDER 6,3:INK 0,2:PEN 1:PR
INT "Ihre Punkte reichen nicht aus,
":PRINT "deshalb koennen Sie ab der 5.
":PRINT "Hoehle weitere Perlen einsammel
n":FOR waited=1 TO 2000:NEXT waited:hoeh
le=5:GOTO 820

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CHECK V1:PRUEFSUMMEN:

ZEILENNR.: SUMMEN

10-	20:	13944
30-	40:	40890
50-	60:	33923
70-	80:	45169
90-	100:	33808
110-	120:	40066
130-	140:	43124
150-	160:	25333
170-	180:	54895
190-	200:	43049
210-	220:	64982
230-	240:	27451
250-	260:	39871
270-	280:	64674
290-	300:	30776
310-	320:	22458
330-	340:	78744

350-	360:	48494
370-	380:	81184
390-	400:	16957
410-	420:	22383
430-	440:	70152
450-	460:	20528
470-	480:	22387
490-	500:	48259
510-	520:	40738
530-	540:	52276
550-	560:	59846
570-	580:	26914
590-	600:	78843
610-	620:	55808
630-	640:	77584
650-	660:	38502
670-	680:	56232
690-	700:	60025
710-	720:	21858
730-	740:	37825
750-	760:	55414

770-	780:	65001
790-	800:	67579
810-	820:	8127
830-	840:	84255
850-	860:	65936
870-	880:	35004
890-	900:	46466
910-	920:	111428
930-	940:	50648
950-	960:	63379
970-	980:	62700
990-	1000:	14522
1010-	1020:	29313
1030-	1040:	25541
1050-	1060:	31185
1070-	1080:	78345
1090-	1100:	95034
1110-	1120:	68497
1130-	1140:	31204
1150-	1160:	11543
1170-	1180:	21968

1190-	1200:	11413
1210-	1220:	24245
1230-	1240:	93130
1250-	1260:	13111
1270-	1280:	100254
1290-	1300:	63658
1310-	1320:	108674
1330-	1340:	29145
1350-	1360:	47449
1370-	1380:	59715
1390-	1400:	74933
1410-	1420:	10769
1430-	1440:	46620
1450-	1460:	23158
1470-	1480:	80773
1490-	1500:	57428
1510-	1520:	79011
1530-	1540:	23871
1550-	1560:	14990
1570-	1580:	76469
1590-	1600:	14570

1610-	1620:	34014
1630-	1640:	29920
1650-	1660:	62907
1670-	1680:	71680
1690-	1700:	56202
1710-	1720:	8858
1730-	1740:	15647
1750-	1760:	56713
1770-	1780:	68829
1790-	1800:	1826
1810-	1820:	44292
1830-	1840:	54499
1850-	1860:	57514
1870-	1880:	74957
50000-50001:		69760

GESAMTCHECKSUMME:

2061