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10 DIM r(47),e(47),hi(12),hi$(12)
20 GOSUB 2620
30 REM Zeichendefinition
40 SYMBOL AFTER 211
50 SYMBOL 212,255,255,253,249,241,225,193,129
60 SYMBOL 220,0,127,127,112,104,103,103,102
70 SYMBOL 221,0,255,255,0,0,255,255,0
80 SYMBOL 222,0,252,252,28,44,204,204,204
90 SYMBOL 223,102,102,102,102,102,102,102,102
100 SYMBOL 224,204,204,204,204,204,204,204,204
110 SYMBOL 225,103,103,104,112,127,127,0,0
120 SYMBOL 226,255,255,0,0,255,255,0,0
130 SYMBOL 227,204,204,44,28,252,252,0,0
140 SYMBOL 245,224,144,144,252,254,240,236,12
150 SYMBOL 244,255,247,227,247,255,231,91,24
160 SYMBOL 246,255,215,171,85,171,41,215,17
170 SYMBOL 247,255,199,187,125,69,1,215,17
180 SYMBOL 248,255,199,131,1,1,1,215,17
190 SYMBOL 249,195,189,90,126,36,24,129,195
200 SYMBOL 230,3,3,3,3,3,3,127,127
210 SYMBOL 231,127,127,3,3,3,3,3,3
220 SYMBOL 232,3,3,3,3,3,3,31,63
230 SYMBOL 233,128,128,128,128,128,128,252,252
240 SYMBOL 234,252,252,128,128,128,128,128,128
250 SYMBOL 235,128,128,128,128,128,128,240,248
260 t(1)=103:t(2)=98:t(3)=107:t(4)=108:f$="2":s=1
270 MODE 1:BORDER 1:INK 0,1
280 REM Anleitung
290 CLS
295 PRINT CHR$(22)+CHR$(1):PRINT CHR$(23)+CHR$(1):SPEED INK 100,100
345 GOSUB 2770
350 a=INT(RND(1)*27)
360 b=INT(RND(1)*27)
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370 INK 1,a:INK 2,b
380 FOR i=1 TO 120:NEXT
390 a$=INKEY$
400 IF a$="j" THEN 440
410 IF a$="n" AND f$="1" THEN f1=26:f2=3:f3=11:f4=21:f5=2:f6=16:GOTO 1020
420 IF a$="n" AND f$="2" THEN f1=26:f2=24:f3=8:f4=9:f5=2:f6=6:GOTO 1020
430 GOTO 350
440 GOSUB 3010
450 INK 0,4:BORDER 4:CLS
460 INK 1,0:LOCATE 1,2:PEN 1:PRINT "***** CPC - BERT *****"
470 INK 2,22:LOCATE 1,5:PEN 2:PRINT " Faerben Sie die Felder der Pyramide"
480 LOCATE 7,7:PRINT "je nach Schwierigkeitsgrad"
490 LOCATE 10,9:PRINT "ein bis drei mal um."
500 LOCATE 5,11:PRINT "Achten Sie dabei vor allem auf"
510 LOCATE 13,13:PRINT "den oder die"
520 LOCATE 8,15:PRINT "umherspringenden Feinde."
530 LOCATE 11,21:PEN 1:PRINT "Leertaste druecken"
540 a$=INKEY$
550 IF a$=" " THEN 570
560 GOTO 540
570 CLS:INK 0,9:INK 1,0:INK 2,25:INK 3,11
580 LOCATE 8,4:PEN 1:PRINT"S P I E L S T U F E N : "
590 LOCATE 1,6:PEN 3:PRINT"LV Gegner          Taetigkeit"
600 LOCATE 1,8:PEN 2:PRINT" 1 Beruehrung toetet eine Umfaerbung"
610 LOCATE 1,9:PRINT" 2 Beruehrung toetet zwei Umfaerbungen"
620 LOCATE 1,10:PRINT" 3 Beruehrung toetet drei Umfaerbungen"
630 LOCATE 1,12:PRINT" 4 Beruehrung toetet eine Umfaerbung"
640 LOCATE 1,13:PRINT" 5 Beruehrung toetet zwei Umfaerbungen"
650 LOCATE 1,14:PRINT" 6 Beruehrung toetet drei Umfaerbungen"
660 LOCATE 1,15:PRINT"   Feldrueckfaerbung"
670 PEN 3:LOCATE 2,15:PRINT CHR$(159):PEN 2
680 LOCATE 1,17:PRINT" 7 Zwei Gegner (1/4) eine Umfaerbung"
690 LOCATE 1,18:PRINT" 8 Zwei Gegner (2/5) zwei Umfaerbungen"
700 LOCATE 1,19:PRINT" 9 Zwei Gegner (3/6) drei Umfaerbungen"
710 LOCATE 12,22:PEN 3:PRINT"Leertaste druecken"
720 PLOT 36,75,1:DRAW 36,330
730 PLOT 325,75:DRAW 325,330
740 PLOT 1,297:DRAW 640,297
750 PLOT 1,330:DRAW 640,330
760 PLOT 1,370:DRAW 640,370
770 PLOT 1,375:DRAW 640,375
780 PLOT 1,232:DRAW 640,232
790 PLOT 1,150:DRAW 640,150
800 PLOT 1,75:DRAW 640,75
810 PLOT 1,32:DRAW 640,32
820 PLOT 1,27:DRAW 640,27
830 a$=INKEY$:IF a$=" " THEN 850
840 GOTO 830
850 CLS:INK 0,2:BORDER 2
860 LOCATE 6,3:INK 3,9:PEN 3:PRINT "Benutzen Sie folgende Tasten, um"
870 LOCATE 6,5:PRINT"Ihren CPC-Bert zu steuern:"
880 LOCATE 5,8:PEN 1:PRINT"oben      links"
890 LOCATE 6,9:PEN 2:PRINT CHR$(220);CHR$(221);CHR$(222);STRING$(8,CHR$(32));CHR
$(220);CHR$(221);CHR$(222);" ";CHR$(220);CHR$(221);C
HR$(222)
900 LOCATE 6,10:PRINT CHR$(223);CHR$(t(1));CHR$(224);STRING$(8,CHR$(32));CHR$(22
3);CHR$(t(3));CHR$(224);" ";CHR$(223);CHR$(t(4));CHR
$(224)
910 LOCATE 6,11:PRINT CHR$(225);CHR$(226);CHR$(227);STRING$(8,CHR$(32));CHR$(225

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);CHR$(226);CHR$(227);" ";CHR$(225);CHR$(226);CHR$(2
27)
920 LOCATE 7,13:PRINT CHR$(220);CHR$(221);CHR$(222):LOCATE 21,12:PEN 1:PRINT"rec
hts"
930 LOCATE 7,14:PEN 2:PRINT CHR$(223);CHR$(t(2));CHR$(224)
940 LOCATE 7,15:PRINT CHR$(225);CHR$(226);CHR$(227)
950 LOCATE 6,16:PEN 1:PRINT "unten"
960 PEN 3:LOCATE 6,19:PRINT "Wollen Sie die Tastaturbelegung"
970 LOCATE 9,21:PRINT"veraendern (j/n)"
980 a$=INKEY$
990 IF a$="n" THEN 1020
1000 IF a$="j" THEN 2520
1010 GOTO 980
1020 pu=0:w=0:INK 1,0:INK 0,9:BORDER 9:MODE 1:LOCATE 7,5:PEN 1:PRINT"Mit welchem
Level wollen":LOCATE 7,10:INPUT"Sie beginnen ";lv
1030 GOSUB 2430
1040 INK 4,f1:INK 6,f2:INK 8,f3:INK 10,f4:INK 2,f5
1050 REM Bildschirmaufbau
1060 INK 0,0:INK 1,5:BORDER 0
1070 CLS
1080 MODE 0
1090 SPEED INK 10,10:INK 14,22,3
1100 LOCATE 1,1:INK 12,4:PEN 12:PRINT"Level          Score"
1110 MOVE 0,14:DRAW 640,14,1
1120 MOVE 0,365:DRAW 640,365
1130 FOR t=1 TO 70
1140 a=INT(RND(1)*640+1)
1150 b=INT(RND(1)*400+1)
1160 c=INT(RND(1)*14)
1170 PLOT a,b,c
1180 NEXT
1190 INK 3,f6
1200 a=8:b=4:GOSUB 1330
1210 a=10:b=5:GOSUB 1330
1220 a=12:b=6:GOSUB 1330
1230 a=14:b=7:GOSUB 1330
1240 a=16:b=8:GOSUB 1330
1250 a=18:b=9:GOSUB 1330
1260 a=20:b=10
1270 FOR t=1 TO 7
1280 LOCATE a-t,b
1290 PEN 4:PRINT CHR$(204)
1300 b=b+2
1310 NEXT
1320 GOTO 1440
1330 FOR t=1 TO 7
1340 w=w+1
1350 LOCATE a-t,b
1360 r(w)=4
1370 PEN r(w):PRINT CHR$(214);CHR$(143);CHR$(212)
1380 b=b+1
1390 LOCATE a-t,b
1400 PEN 3:PRINT CHR$(143);CHR$(143)
1410 b=b+1
1420 NEXT
1430 RETURN
1440 REM Hauptprogramm
1450 a=8:b=4:xa=11:ya=18:ua=34:xb=11:yb=18:ub=34
1460 e=1:w=1:LOCATE a-1,b:GOSUB 1610:PEN r(w):PRINT CHR$(214);CHR$(248);CHR$
(212)
1470 a$=INKEY$

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1480 IF a#<>" THEN LOCATE a,b:PRINT CHR$(143)
1490 IF a#=CHR$(t(1)) THEN a=a+1:b=b-2:w=w-1:GOSUB 1610:GOSUB 1650
1500 IF a#=CHR$(t(2)) THEN a=a-1:b=b+2:w=w+1:GOSUB 1610:GOSUB 1690
1510 IF a#=CHR$(t(3)) THEN a=a-2:b=b-1:w=w-7:GOSUB 1610:GOSUB 1730
1520 IF a#=CHR$(t(4)) THEN a=a+2:b=b+1:w=w+7:GOSUB 1610:GOSUB 1770
1525 IF a#=CHR$(32) THEN s=0:so=so+1:IF so=2 THEN so=0:s=1
1530 IF 1v<4 OR 1v>=7 THEN GOSUB 2100
1540 pq=pq+1:IF pq>q THEN LOCATE xb,yb:PEN r(ub):PRINT CHR$(143):pq=1:GOSUB 2490
1550 IF 1v>3 AND pq>=p AND pq<=q THEN GOSUB 2340
1560 LOCATE a-1,b:PEN r(w):PRINT CHR$(214);CHR$(248);CHR$(212)
1570 LOCATE 2,2:INK 11,11:PEN 11:PRINT 1v:LOCATE 15,2:PRINT e-1+pu:PEN r(w)
1580 IF e=vb THEN w=0:r(w)=0:pu=pu+e-1:1v=1v+1:GOSUB 2430:GOTO 1200
1590 GOTO 1470
1600 'Spielfeldgrenzen
1610 e=e+1:IF r(w)=fa THEN e=e-2:r(w)=r(w)-2:RETURN
1620 ON ERROR GOTO 1820
1630 r(w)=r(w)+2
1640 RETURN
1650 FOR d=2 TO 7
1660 IF b=d AND a=d+d+5 THEN 1820
1670 NEXT
1680 RETURN
1690 FOR d=1 TO 7
1700 IF b=d+17 AND a=d+d-1 THEN 1820
1710 NEXT
1720 RETURN
1730 FOR d=0 TO 6
1740 IF a=d AND b=15-d*2 THEN 1820
1750 NEXT
1760 RETURN
1770 FOR d=1 TO 7
1780 IF a=d+13 AND b=24-d*2 THEN 1820
1790 NEXT
1800 RETURN
1810 'Krankenwagen
1820 FOR t=30 TO 70
1830 SOUND 7,t,10,7
1840 NEXT
1850 pu=pu+e
1860 FOR t=1 TO 31
1870 SOUND 135,0,60,15-t/10,0,0,1
1880 NEXT
1890 LOCATE 2,24:PEN 14:PRINT CHR$(249)
1900 FOR t=1 TO 1800:NEXT
1910 FOR i=18 TO 2 STEP-1
1920 PEN 4:SOUND 7,400,30:SOUND 7,110,30
1930 LOCATE i,24:PRINT CHR$(244);CHR$(245);CHR$(32)
1940 NEXT
1950 e#="Neues Spiel (j/n)"
1960 INK 5,13:INK 14,10
1970 FOR i=1 TO 500:NEXT
1980 FOR i=1 TO 17
1990 IF i=2 THEN LOCATE 1,22:PEN 14:PRINT CHR$(230);CHR$(233)
2000 LOCATE 1,23:PEN 14:PRINT CHR$(231);CHR$(234)
2010 LOCATE 1,24:PEN 14:PRINT CHR$(232);CHR$(235)
2020 LOCATE i+1,24:PEN 4:PRINT CHR$(32);CHR$(244);CHR$(245)
2030 SOUND 7,400,30:SOUND 7,110,30
2040 LOCATE 3,24:PEN 5:PRINT LEFT$(e#,i)
2050 LOCATE 20,24:PRINT CHR$(32)
2060 a#=INKEY#:IF a#="n" THEN INK 1,0:INK 0,9:BORDER 9:PEN 1:MODE 2:END
2070 IF a#="j" THEN 270
2080 IF i=17 THEN GOTO 2060
2090 NEXT

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2100 REM Subroutine erster Gegner
2110 ba=INT(RND(1)*4+1)
2120 LOCATE xa,ya:PEN r(ua):PRINT CHR$(143)
2125 IF s=1 THEN SOUND 7,50+ba*20,1,3
2130 x=xa:y=ya:u=ua:ON ba GOSUB 2170,2210,2250,2290:xa=x:ya=y:ua=u
2140 LOCATE xa,ya:PEN r(ua):PRINT CHR$(247)
2150 IF ua=w THEN LOCATE a-1,b: PEN r(w):PRINT CHR$(214);CHR$(247);CHR$(212):GOTO 1820
2160 RETURN
2170 x=x+1:y=y-2:u=u-1:FOR d=2 TO 7
2180 IF y=d AND x=d+d+5 THEN x=x-1:y=y+2:u=u+1
2190 NEXT
2200 RETURN
2210 x=x-1:y=y+2:u=u+1:FOR d=1 TO 7
2220 IF y=d+17 AND x=d+d-1 THEN x=x+1:y=y-2:u=u-1
2230 NEXT
2240 RETURN
2250 x=x-2:y=y-1:u=u-7:FOR d=0 TO 6
2260 IF x=d AND y=15-d*2 THEN x=x+2:y=y+1:u=u+7
2270 NEXT
2280 RETURN
2290 x=x+2:y=y+1:u=u+7:FOR d=1 TO 7
2300 IF x=d+13 AND y=24-d*2 THEN x=x-2:y=y-1:u=u-7
2310 NEXT
2320 RETURN
2330 REM zweiter Gegner
2340 bb=INT(RND(1)*4+1)
2350 LOCATE xb,yb:PEN r(ub):PRINT CHR$(143)
2355 IF s=1 THEN SOUND 7,100+bb*20,1,4
2360 x=xb:y=yb:u=ub:ON bb GOSUB 2170,2210,2250,2290:xb=x:yb=y:ub=u:GOSUB 2400
2370 LOCATE xb-1,yb:PEN r(ub):PRINT CHR$(214);CHR$(246);CHR$(212)
2380 IF w=ub THEN LOCATE a-1,b:PEN r(w):PRINT CHR$(214);CHR$(246);CHR$(212):GOTO 1820
2390 RETURN
2400 IF r(ub)<>4 THEN r(ub)=r(ub)-2:e=e-1
2410 RETURN
2420 'Levelkontrolle
2430 IF lv=1 OR lv=4 OR lv=7 THEN fa=6:vb=43
2440 IF lv=2 OR lv=5 OR lv=8 THEN fa=8:vb=85
2450 IF lv=3 OR lv=6 OR lv=9 THEN fa=10:vb=127
2460 IF lv>9 AND e>0 THEN lv=9
2470 IF lv<1 OR lv>9 THEN 1020
2480 RETURN
2490 p=INT(RND(1)*15+45):q=INT(RND(1)*10+62)
2500 RETURN
2510 'Tastaturumbelegung
2520 PEN 3:LOCATE 6,19:PRINT"Geben Sie nun die neue Tastatur-"
2530 LOCATE 8,21:PRINT"belegung in der Reihenfolge"
2540 LOCATE 7,23:PEN 1:PRINT"OBEN, UNTEN, LINKS und RECHTS"
2550 :LOCATE 18,25:PEN 3:PRINT"ein"
2560 FOR i=1 TO 4
2570 b$(i)=INKEY$
2580 IF b$(i)<>" " THEN t(i)=ASC(b$(i)):GOTO 2600
2590 GOTO 2570
2600 NEXT
2610 GOTO 850
2620 FOR h=1 TO 10
2630 hi(h)=h*70
2640 NEXT
2650 hi$(1)="SCHLECHT"
2660 hi$(2)="DUERFTIG"
2670 hi$(3)="SCHWACH"
2680 hi$(4)="MAESSIG"

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2690 hi$(5)="MITTELMASS"
2700 hi$(6)="GUT"
2710 hi$(7)="SEHR GUT"
2720 hi$(8)="KLASSE"
2730 hi$(9)="SUPER"
2740 hi$(10)="SPITZE"
2750 RETURN
2760 'Titelbild u. High-Score
2770 MODE 1:INK 0,1:BORDER 1:INK 3,15,17:PEN 3
2775 LOCATE 11,1:PEN 2:PRINT"* * CPC - Bert * *"
2776 LOCATE 13,6:PRINT"Anleitung (J/N)"
2778 LOCATE 10,19:PRINT"Sound aus: 'LEERTASTE'"
2779 LOCATE 8,25:PEN 2:PRINT CHR$(164);" 1985 by Software White"
2780 INK 1,10:INK 2,3
2790 FOR kr=1 TO 360 STEP 4
2800 DEG
2810 ORIGIN 320,200
2820 DRAW 320*COS(kr)+5,160*SIN(kr)+5,1
2830 DRAW 290*COS(kr),160*SIN(kr),2
2840 NEXT
2850 FOR h=10 TO 1 STEP -1
2860 IF hi(h)>pu THEN GOSUB 2960: GOTO 2940
2870 PEN 3:LOCATE 17,18-h:INPUT hx$
2880 LOCATE 13,18-h:PRINT USING"#####";pu
2890 FOR hh=1 TO h
2900 hi(hh)=hi(hh+1)
2910 NEXT
2920 hi(h)=pu:hi$(h)=hx$
2930 pu=0
2940 NEXT
2950 RETURN
2960 LOCATE 13,18-h
2970 PEN 3:PRINT USING"#####";hi(h)
2980 LOCATE 19,18-h
2990 PRINT hi$(h)
3000 RETURN
3010 'Monitorauswahl
3020 MODE 1
3030 BORDER 1:INK 0,1:INK 1,24:INK 2,10:INK 3,13
3040 LOCATE 8,10:PEN 1:PRINT"Monitorkennzahl eingeben:"
3050 LOCATE 10,14:PEN 2:PRINT"-1- Gruenmonitor"
3060 LOCATE 10,16:PRINT"-2- Farbmonitor"
3070 LOCATE 8,19:PEN 3:PRINT"Selbstverstaendlich koennen"
3080 LOCATE 8,21:PRINT"Sie auf dem Farbmonitor auch die"
3090 LOCATE 8,23:PRINT"Gruenmonitorversion spielen!"
3100 f$=INKEY$:IF f$="1" THEN f1=26:f2=3:f3=11:f4=21:f5=2:f6=16:GOTO 3130
3110 IF f$="2" THEN f1=26:f2=24:f3=8:f4=9:f5=2:f6=6:GOTO 3130
3120 GOTO 3100
3130 RETURN

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