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1 REM *****
2 REM *   CONAN'S CASTLE   *
3 REM *       (c) 1985     *
5 REM * OTTFRIED SCHMIDT *
6 REM *****
7 DIM a(7),b(7):GOSUB 10000
8 hsc=0
10 INK 0,0:INK 1,11:INK 2,15:INK 3,26:INK 4,2:INK 5,6
20 INK 6,16,25:INK 7,7:INK 8,19,24:INK 9,8:INK 10,24
30 INK 11,13:INK 12,1:INK 13,21
35 INK 14,1:INK 15,13
50 MODE 0:PEN 13:PAPER 0:CLS
60 LOCATE 1,25:FOR i=1 TO 20:PRINT CHR$(143);:NEXT i
70 a$=STRING$(19,CHR$(202)):LOCATE 19,25:PRINT CHR$(143)
75 PEN 11:PAPER 12
80 FOR i=24 TO 10 STEP-1
90 LOCATE 2,i:PRINT a$:NEXT i
100 a$=STRING$(3,CHR$(202))
110 FOR i=9 TO 7 STEP-1
120 LOCATE 2,i:PRINT a$:LOCATE 18,i:PRINT a$
130 NEXT i
140 FOR i=6 TO 16 STEP 2
150 LOCATE i,9:PRINT CHR$(202):NEXT i
160 x=32:y=368:FOR i=0 TO 95
170 MOVE 80,y:DRAW x+i,300,5
180 MOVE 592,y:DRAW x+i+510,300,5
185 NEXT i
190 PEN 10:FOR i=5 TO 17 STEP 2
200 FOR l=24 TO 10 STEP-1
210 LOCATE i,l:PRINT CHR$(201)
220 NEXT l,i
230 PAPER 0
250 sc=0:stein=0:zae=0:lev=14:x1=1
260 PEN 5:LOCATE 1,1:PRINT"Score";sc
270 LOCATE 11,1:PRINT"High";:PRINT hsc
280 l=5
290 FOR i=1 TO 7:a(i)=1
300 l=l+2:b(i)=24
310 LOCATE a(i),b(i):CALL &A000
320 NEXT i
325 PAPER 10:LOCATE 3,13:PRINT CHR$(32):LOCATE 19,13:PRINT CHR$(32)
327 LOCATE 3,19:PRINT CHR$(32):LOCATE 19,19:PRINT CHR$(32)
330 c=12:d=8
340 e=&A100:REM Multi-Start
350 f=&A10B:g=&80
360 POKE f,g:LOCATE c,d:CALL e
370 ENT 1,20,-5,1,25,-20,1,25,-10,0,18,-11,6,50,-2,5
380 ENT 2,5,15,1,12,15,2,7,-8,1,10,20,1
390 ENT 3,5,5,1,5,-5,1,5,5,1,5,-5,1,5,10,1
400 x=INT(RND*lev)+1:IF x>7 THEN GOTO 450
405 IF x1=x THEN GOTO 450
410 b1=b(x):x1=x
415 SOUND 4,20+x,2,14,0,3
420 b(x)=b(x)-1:IF b(x)<=9 THEN GOTO 20000
430 PEN 10:PAPER 12:LOCATE a(x),b1:PRINT CHR$(201)
440 PAPER 0:LOCATE a(x),b(x):CALL &A000
450 x=JOY(0):c1=c:IF x=0 THEN GOTO 400
460 IF x AND 4 THEN IF c>5 THEN g=&40:c=c-1
470 IF x AND 8 THEN IF c<17 THEN g=&80:c=c+1
475 IF c=5 OR c=17 THEN IF stein=0 THEN stein=1:SOUND 1,0,9,15,0,1,29
480 LOCATE c1,d:CALL e

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490 POKE f,g:LOCATE c,d:CALL e
495 IF c=5 OR c=7 OR c=9 OR c=11 OR c=13 OR c=15 OR c=17 THEN FOR k=1 TO 20:NEXT
  k
500 IF x AND 16 THEN IF stein=1 THEN IF c=5 OR c=7 OR c=9 OR c=11 OR c=13 OR c=1
5 OR c=17 THEN GOSUB 1000
510 GOTO 400
1000 x=x+(1 AND c=5)+(2 AND c=7)+(3 AND c=9)+(4 AND c=11)+(5 AND c=13)+(6 AND c=
15)+(7 AND c=17)
1005 SOUND 1,800,45,7,0,1:stein=0
1010 c2=c:d2=d+2
1020 c3=c2:d3=d2
1030 d2=d2+1:IF d2>=25 THEN GOTO 1100
1040 PEN 10:PAPER 12:LOCATE c3,d3:PRINT CHR$(201)
1050 PEN 9:PAPER 0:LOCATE c2,d2:PRINT CHR$(200)
1070 GOTO 1020
1100 sc=sc+25-b(x)
1110 PEN 10:PAPER 12:LOCATE c3,d3:PRINT CHR$(201)
1115 SOUND 2,3,35,7,0,2,25
1120 b(x)=24:LOCATE 6,1:PEN 5:PAPER 0
1130 PRINT sc
1140 zae=zae+1:IF zae>=10 THEN zae=0:lev=lev-1:SOUND 1,200,50,15,0,1:SOUND 4,20,
20,15,0,1:IF lev<=7 THEN lev=7
1150 RETURN
10000 REM Graphik Normal
10010 SYMBOL AFTER 199
10020 SYMBOL 200,60,110,247,197,163,239,118,60
10030 SYMBOL 201,129,255,255,129,129,255,255,129
10040 SYMBOL 202,255,8,8,255,16,16,16,255
10050 MEMORY &9FFF
10060 REM Multi-Color M-Code1
10070 a=&A000
10080 RESTORE 10120
10090 FOR i=0 TO 39:READ c
10100 POKE a+i,c
10110 NEXT i
10120 DATA &cd,&7B,&bb,&25,&2d,&cd,&1a,&bc,&16,&0B
10130 DATA &01,&30,&a0,&0a,&77,&03,&23,&0a,&77,&03,&23,&0a,&77,&03,&23
10140 DATA &0a,&77,&03,&c5,&01,&fd,&07,&09,&c1,&15,&c2,&0d,&a0,&c9,201,201
10150 REM Multi-Color M-Code2
10160 a=&A100
10170 RESTORE 10210
10180 FOR i=0 TO 60:READ c
10190 POKE a+i,c
10200 NEXT i
10210 DATA &cd,&7B,&bb,&25,&2d,&cd,&1a,&bc,&16,&02,&01,&40,&a1,&d5,&e5,&cd,&1f,&
a1,&e1,&d1,&c5,&01,&50,&00,&09,&c1,&15
10220 DATA &c2,&0d,&a1,&c9,&16,&0B,&1e,&04,&d5,&0a,&57,&7e,&aa,&77,&d1,&03,&23,&
1d,&c2,&23,&a1,&c5,&01
10230 DATA &fc,&07,&09,&c1,&15,&c2,&21,&a1,&c9,&c9,&c9
10240 REM Multi-Color Graphik einlesen
10250 a=&A030:RESTORE 10310
10260 FOR i=0 TO 31
10270 READ c
10280 POKE a+i,c
10290 NEXT i
10300
10310 DATA 0,40,20,0,8,B4,168,4,4,252,252,8,0,252,252,0
10320 DATA 80,169,86,160,160,252,252,80,68,252,252,136,136,84,168,68
10330 a=&A140:RESTORE 10390
10340 FOR i=0 TO 63
10350 READ c

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10360 POKE a+i,c
10370 NEXT i
10380
10390 DATA 0,192,192,128,192,192,192,128,4,76,12,12,164,12,12,12
10400 DATA 4,12,12,0,0,64,128,0,0,48,48,0,16,36,24,32
10410 DATA 48,36,24,48,48,36,24,48,48,12,48,48,48,48,48,48
10420 DATA 0,48,48,32,0,4,12,0,0,4,12,0,0,240,240,0
10430 a=&A180:RESTORE 10490
10440 FOR i=0 TO 63
10450 READ c
10460 POKE a+i,c
10470 NEXT i
10480
10490 DATA 64,192,192,0,64,192,192,192,12,12,140,8,12,12,12,88
10500 DATA 0,12,12,8,0,64,128,0,0,48,48,0,16,36,24,32
10510 DATA 48,36,24,48,48,36,24,48,48,48,12,48,48,48,48,48
10520 DATA 4,48,48,0,0,12,8,0,0,12,8,0,0,240,240,0
10530 MODE 1:CLS:PEN 3
10540 LOCATE 8,1:PRINT"CONAN'S CASTLE"
10550 PEN 1:LOCATE 15,2:PRINT"Die Story"
10560 PRINT"CONAN,der einst so gefuerchtete Barbar ist alt Geworden und hat sic
h ein anseh-nliches Baeuchlein angefuttert."
10570 PRINT"Aus diesem Grund hat er sich auf seine Burg zurueckgezogen um dort
in Ruhe seinen Lebensabend zu verbringen."
10580 PRINT"Doch Pustekuchen!"
10590 PRINT"Seine Alten Feinde haben ihn entdeckt und hetzen ihm die Toetliche
n HOTH-Spinnen auf den Hals."
10600 PRINT"Diese Spinnen versuchen nun Conan's Burgmit Leitern zu erobern."
10610 PRINT"Doch Conan ist nicht Wehrlos,er schnapptsich ein paar Felsbrocken um
die Angreifer damit in die Tiefe zu Werfen."
10620 PRINT"Wird es ihm Gelingen den Angriff Abzuwehren?"
10630 PRINT"Das liegt allein bei dir!"
10640 PRINT"Die Steuerung erfolgt mit dem Joystick"
10650 PRINT"(Links-Rechts-Feuer)"
10655 PRINT"Steine kannst du auf der rechten oder linken Seite der Burg hohlen
!"
10660 PRINT"Alles Klar? Dann druecke den Feuerknopf"
10670 CALL &BB18:RETURN
10800 END
20000 FOR l=1 TO 3:FOR i=1 TO 26
20010 INK 2,i
20020 SOUND 1,1000,5,7,0,1
20030 SOUND 2,0,5,7,0,2,i
20040 NEXT i,l
20045 SOUND 4,800,35,3,0,1
20050 FOR i=d+1 TO 24
20060 LOCATE c,i-1:CALL &A100
20070 LOCATE c,i:CALL &A100
20080 FOR l=1 TO 100:NEXT l
20090 SOUND 2,10*i,8,6,0,2
20100 NEXT i
20110 SOUND 1,2,50,7,0,2,28
20120 MODE 1:PEN 2:PAPER 0:CLS
20130 LOCATE 13,5:PRINT"G A M E O V E R"
20140 PRINT"Die Spinnen haben dich von den Zinnen deiner Burg gestossen"
20150 PRINT"Immerhin hast du";sc;"Punkte erreicht"
20160 IF sc>hsc THEN hsc=sc:PRINT"Das ist die Bisher hoechste Punktzahl!"
20170 FOR i=1 TO 3000:NEXT i
20180 PRINT:PRINT:PRINT"Wenn du noch einmal Spielen willst dann Druecke
den Feuerknopf"
20190 CALL &BB00:CALL &BB18

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20200 IF JOY(0)=16 THEN 10
20500 CLS:LOCATE 3,10:PRINT"NEUSTART MIT GOTO 10!!!"
20510 LOCATE 15,12:PRINT"NEUSTART MIT GOTO 10!!!"
20520 END
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