

```

1 REM *****
2 REM * Die verrueckte Fabrik *
3 REM *      Written by      *
4 REM *   Ottfried Schmidt   *
5 REM *****
6 REM
10 hsc=0
20 GOSUB 970
30 sc=0
40 DIM a(7),b(7)
50 kiste=0
60 DIM e(2):a$=CHR$(200):FOR i=1 TO 16:a
  $=a$+CHR$(201):NEXT i:a$=a$+CHR$(202)
70 DIM f(2)
80 MODE 1
90 INK 1,24:INK 2,0:INK 3,4:INK 0,6
100 BORDER 0:PAPER 2:PEN 3
110 CLS
120 FOR i=21 TO 24:FOR l=1 TO 40
130 LOCATE 1,i:PRINT CHR$(203)
140 NEXT l:NEXT i
150 FOR i=2 TO 21 STEP 3
160 FOR l=1 TO 19
170 PEN 1
180 LOCATE 1,i:PRINT CHR$(204)
190 NEXT l:LOCATE 1,i:PEN 3:PRINT CHR$(2
03):PEN 1:NEXT i
200 FOR i=1 TO 20
210 LOCATE 40,i:PEN 3:PRINT CHR$(203):NE
XT i
220 PEN 1
230 c=10:LOCATE 40,c:PRINT CHR$(208):LOC
ATE 40,c+1:PRINT CHR$(209)
240 FOR i=1 TO 7:a(i)=1:NEXT i
250 b(1)=1:b(2)=4:b(3)=7:b(4)=10:b(5)=13
:b(6)=16:b(7)=19
260 PEN 0

```

```

270 FOR i=1 TO 7
280 LOCATE a(i),b(i):PRINT CHR$(205);CHR
$(206);CHR$(207)
290 NEXT i
300 IF a(x)=18 THEN IF e(1)=b(x) OR e(2)
=b(x) THEN GOSUB 730
310 PEN 1:LOCATE 1,24
320 PRINT "kisten=";kiste:LOCATE 15,24:P
RINT "HIGH=";hsc:LOCATE 29,24:PRINT "SCO
RE=";sc
330 c1=c
340 IF JOY(0) AND 2 THEN IF c<19 THEN c=
c+3
350 IF JOY(0) AND 1 THEN IF c>2 THEN c=c
-3
360 LOCATE 40,c1:PEN 3:PRINT CHR$(203):L
OCATE 40,c1+1:PRINT CHR$(203)
370 PEN 1:LOCATE 40,c:PRINT CHR$(208):LO
CATE 40,c+1:PRINT CHR$(209)
380 x=INT (RND(1)*7)+1
390 LOCATE a(x),b(x):PEN 0:PRINT " ";CHR
$(205);CHR$(206);CHR$(207)
400 a(x)=a(x)+1:IF a(x)=19 THEN IF e(1)<
>b(x) AND e(2)<>b(x) THEN LOCATE a(x)+2,
b(x):PRINT " ":GOSUB 470
410 IF a(x)=19 THEN IF e(1)=b(x) OR e(2)
=b(x) THEN GOSUB 730
420 IF JOY(0) AND 16 THEN GOSUB 630
430 IF f(1)>0 THEN f(1)=f(1)-1:IF f(1)<=
0 THEN LOCATE 21,e(1)+1:PRINT "
":e(1)=0
440 IF f(2)>0 THEN f(2)=f(2)-1:IF f(2)<=
0 THEN LOCATE 21,e(2)+1:PRINT "
":e(2)=0
450 SOUND 1,0,4,5,0,0,x
460 GOTO 330

```

```

470 a1=a(x)+3;b1=b(x)
480 a2=a1;b2=b1
490 b1=b1+1:IF b1=21 OR b1=e(1) OR b1=e(
2) THEN GOTO 530
500 LOCATE a2,b2:PRINT " ":PEN 1:LOCATE
a1,b1:PRINT CHR$(207)
510 SOUND 1,80+(b1*3),5,14,0,0,1
520 GOTO 480
530 LOCATE a1,b1-1:PRINT CHR$(238)
540 SOUND 1,0,12,15,1,1,8
550 LOCATE a1,b1-1:PRINT " "
560 PEN 0
570 LOCATE a(x),b(x):PRINT " "
580 a(x)=1
590 LOCATE a(x),b(x):PRINT CHR$(205);CHR
$(206);CHR$(207)
600 kiste = kiste+1:LOCATE 8,24:PRINT ki
ste
kiste>10 THEN GOTO 840

AND f(2)<>0 THEN RETURN
(1)=c THEN RETURN
THEN RETURN

600 f(1)=30:PEN 1:LOCATE a(x),b(x):PRINT a$
:PEN 0:e(1)=c
690 RETURN
700 IF e(2)<>0 THEN RETURN
710 f(2)=30:PEN 1:LOCATE 21,c+1:PRINT a$
:PEN 0:e(2)=c
720 RETURN
730 FOR i=a(x) TO 38
740 LOCATE i,b(x):PRINT " ";CHR$(207)
750 SOUND 1,70-i,4,14:NEXT i
760 FOR k=1 TO 50:SOUND 1,300-(2*(k+k)),
1,5:NEXT k
770 LOCATE 39,b(x):PRINT " "
780 a(x)=1
790 sc=sc+10:LOCATE 35,24:PRINT sc
800 LOCATE a(x),b(x):PRINT CHR$(205);CHR
$(206);CHR$(207)
810 IF e(1)=b(x) THEN e(1)=0:f(1)=0:LOCA
TE 21,b(x)+1:PRINT " "
820 IF e(2)=b(x) THEN e(2)=0:f(2)=0:LOCA
TE 21,b(x)+1:PRINT " "
830 RETURN
840 MODE 0:INK 3,0:PAPER 3:CLS
850 LOCATE 6,12:PEN 1:INK 1,2,25
860 PRINT "GAME OVER"
870 LOCATE 4,20:PEN 2:INK 2,16
880 PRINT "SCORE=";sc
890 IF sc>hsc THEN hsc=sc:PRINT CHR$(7);
"Neuer HIGH-SCORE"
900 FOR i=10 TO 100 STEP 4:SOUND 1,i,5:S
OUND 1,i+10,5:SOUND 1,i,5:NEXT i
910 CLS:PRINT "NEUES SPIEL?"
920 PRINT "FEUER=JA sonst NEIN"
930 IF JOY(0)=0 THEN GOTO 930
940 IF JOY(0) AND 16 THEN kiste=0:sc=0:G
OTO 80
950 MODE 1:INK 1,1:PAPER 1:BORDER 1

```

```

960 INK 0,27:PEN 0:CALL &BBO3:CLS:END
970 SYMBOL AFTER 199
980 SYMBOL 200,63,120,204,132,132,204,12
0,63
990 SYMBOL 201,255,32,80,32,4,10,4,255
1000 SYMBOL 202,252,30,51,33,33,51,30,25
2
1010 SYMBOL 203,255,24,24,26,66,129,255,
255
1020 SYMBOL 204,255,129,66,60,60,66,129,
255
1030 SYMBOL 205,128,159,124,61,255,255,2
55,64
1040 SYMBOL 206,0,128,129,130,230,250,19
8,129
1050 SYMBOL 207,0,126,102,74,82,102,126,
64
1060 SYMBOL 208,60,60,102,102,255,165,16
5,255
1070 SYMBOL 209,219,255,219,127,63,63,31
,28
1080 MODE 1:PAPER 0:INK 0,0:BORDER 0:PEN
1:INK 1,6:INK 2,24
1090 CLS:PRINT "D I E V E R R U E C K T
E F A B R I K":PRINT
1100 PEN 2:PRINT "In der Hypermodernen P
orzellan-Fabrik sind die Computer ausg
eflippt"
1110 PRINT "Erst haben sie die halbe Fab
rik zerst- erht und jetzt schieben 7 "
1120 PRINT "Robotbulldozer Kisten mit we
rtvollem Maisner Porzellan auf den Ab
grund zu"
1130 PRINT "Nur Du kannst das Porzellan
retten mit Deinem Fahrstuhl kannst
du auf und ab Fahren und 2 Fliesbaender
aufbauen"
1140 PRINT"Die Fliesbaender bleiben nur
kurze Zeitstehen"
1150 PRINT "Sind mehr als 10 Kisten runt
ergefallen so ist das Spiel beendet (da
nn ist Dein Chef pleite)"
1160 PRINT "Gesteuert wird mit dem Joyst
ick"
1170 PRINT:PRINT "V I E L S P A S S "
1180 PRINT "Joystick bewegen"
1190 IF JOY(0)=0 THEN GOTO 1190
1200 RETURN

```

CHECK V1:PRUEFSUMMEN:

ZEILENR.:	SUMMEN	370-	380:	24575	810-	820:	8840
1-	2:	47107	390-	87976	830-	840:	6188
3-	4:	40930	410-	43195	850-	860:	12612
5-	6:	16144	430-	123447	870-	880:	15429
10-	20:	5223	450-	8538	890-	900:	10330
30-	40:	10873	470-	66889	910-	920:	30932
50-	60:	52646	490-	15365	930-	940:	68320
70-	80:	2561	510-	19123	950-	960:	18976
90-	100:	14547	530-	30129	970-	980:	29913
110-	120:	28089	550-	14482	990-	1000:	41600
130-	140:	22979	570-	30571	1010-	1020:	57914
150-	160:	16381	590-	84373	1030-	1040:	65142
170-	180:	17025	610-	17398	1050-	1060:	54797
190-	200:	65727	630-	49877	1070-	1080:	46724
210-	220:	30354	650-	52818	1090-	1100:	54433
230-	240:	55627	670-	6801	1110-	1120:	30571
250-	260:	28345	690-	700:	1130-	1140:	72640
270-	280:	27914	710-	720:	1150-	1160:	113516
290-	300:	31871	730-	740:	1170-	1180:	31089
310-	320:	25094	750-	760:	1190-	1200:	11627
330-	340:	63562	770-	780:			
350-	360:	68581	790-	800:	53439		

GESAMTCHECKSUMME: 7749