

# Teil I

## SCHNEIDER LISTING MIT CHECKSUMMEN V 2.0

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1000 '----- MASTER MISSION ----- (DC)
1010 '--- Part 1 THE GAME --- (NJ)
1020 '--- (c) 1m Mai 1987 --- (AB)
1040 '--- by Alexander Stroh --- (HN)
1050 '--- [CPC 464/664/6128] --- (LN)
1060 '----- (LF)
1070 '----- (MH)
1080 ' [1] PREPARING PARTS (KD)
1090 ' Loading files (LH)
1100 MEMORY &FFFF:DEFINT a-z:DI (DN)
1110 M n(16),s(10),n(10) (CN)
1110 OPENIN"imdata.bin",%9000:CA (KH)
1120 LL &9600 (CE)
1150 ' Welcome (CM)
1160 CALL &BC02:PAPER 0:PEN 1:M (AB)
1170 ODE 1:FOR 1=0 TO 3:INK 1,1:NEXT (AB)
1170 LOCATE 14,2:PRINT"MASTER M (AB)
1180 ISSION":PEN 2:LOCATE 19,4 (KK)
1180 PRINT CHR$(164)+ " by" PEN (AB)
1190 3:LOCATE 16,6:PRINT"SUPRA-SOFT" (AB)
1190 PEN 2:LOCATE 1,9 (BI)
1200 PRINT" Magic signs are cal (IH)
1210 ling for you! Deep" (PM)
1210 PRINT" in strange caves yo (HI)
1220 ur journey will" (MA)
1220 PRINT" start. But there's (KN)
1230 hardly a chance..." (PF)
1230 PEN 3:PRINT (ED)
1240 PRINT" Don't loose stamina (FB)
1240 during the fight" (LO)
1250 PRINT" against time and ha (NK)
1250 11. Your only pos-" (AO)
1260 PRINT" sible failure is we (BA)
1260 akness in mind." (DI)
1270 PEN 2:PRINT (FL)
1280 PRINT" Control MASTER-SHIP (FN)
1280 with cursors or" (LO)
1290 PRINT" the joystick. But f (NK)
1290 inally use cursors" (AO)
1300 PRINT" to type in your nam (BA)
1300 e (for the HALL)." (DI)
1310 PEN 1:LOCATE 10,22:PRINT"P (FL)
1310 RESS >SPACE< TO START" (FN)
1320 INK 1,6:INK 2,18:INK 3,26: (LO)
1320 I:BUFFER, IKEY, IN:RANDOMIZE TIME (NK)
1330 ' Set up screen (AO)
1340 MODE 0: I:PAUSE, 1: BORDER 0: F (BA)
1340 OR 1=0 TO 15: INK 1,0: NEXT (DI)
1350 MOVE 220,384: DRAW 196,0,0 (FL)
1350 :DRAW 0,-98: DRAW 196,0: DRAW 0,98 (FN)
1360 MOVE 36,266: DRAW 602,266,0 (LO)
1360 :DRAW 602,210: DRAW 36,210: DRAW 36,266 (NK)
1370 MOVE 36,206: DRAW 602,206: D (BA)
1370 RAW 602,14: DRAW 36,14: DRAW 36,2 (DI)
1380 06 (FL)
1390 FOR 1=16 TO 204 STEP 2: MOV E (FN)
1390 40,1: DRAW 598,1,10: NEXT (LO)
1390 FOR 1=52 TO 90 STEP 2: MOV E (NK)
1400 200,1: DRAW 436,1,2: NEXT (AO)
1400 FOR 1=92 TO 130 STEP 2: MOV E (BA)
1410 200,1: DRAW 436,1,3: NEXT (DI)
1410 FOR 1=132 TO 170 STEP 2: MO (FL)
1420 VE 200,1: DRAW 436,1,0: NEXT (FN)
1420 FOR 1=100 TO 124 STEP 4: MO (LO)
1430 VE 1,107: DRAW 112,40,1: MOVE 1,1 (NK)
1430 07: DRAW 112,182 (AO)
1430 MOVE 1+414,107: DRAW 526,40 (BA)
1440 :MOVE 1+414,107: DRAW 526,182: NE (DI)
1440 XT (FL)
1440 DRAW 112,182: MOVE 112,40: D (FN)
1450 RAW 526,40 (LO)
1450 RESTORE 2630: FOR 1=1 TO 5: (NK)
1450 READ a,b,c$ (AO)

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1460 FOR m=1 TO LEN(c$): I$SHAPE, (DC)
a+m,b,ASC(MID$(c$,m,1))-55 (EP)
1470 NEXT m,1: I$TALL,10: RESTORE (NJ)
2710: FOR 1=1 TO 4: READ a,b,c$ (AB)
1480 FOR m=1 TO 4: I$SHAPE,a+m,b, (HN)
VAL(MID$(c$,m,1)) (LN)
1490 NEXT m,1: PRINT CHR$(23) CHR (LF)
$(1) (MH)
1500 FOR 1=212 TO 264 STEP 2: MD (KD)
VE 40,1: DRAW 598,1,9: NEXT: PRINT (LH)
CHR$(23) CHR$(0) (DN)
1510 ' Define variables (KH)
1520 ca=0: ti=0: si=0: re=3: hsc=a (CE)
(1): FOR 1=0 TO 15: n(1)=32: NEXT (CM)
1530 GOSUB 1830: I$SHAPE,5,3,3: FO (AB)
R 1=16 TO 19: I$SHAPE,1,3,0: NEXT (AB)
1540 INK 0,0: INK 1,26: INK 2,24: (AB)
INK 3,6: INK 4,13,26: INK 5,26,13 (KK)
: INK 6,13,26 (AB)
1550 INK 7,2: INK 8,26: INK 9,2: I (BI)
NK 10,13: INK 11,9: INK 12,22: INK (IH)
13,18: GOSUB 2350 (PM)
1560 GOSUB 2410 (HI)
1570 POKE &A666,0: EVERY 10 GOSU (MA)
B 1800 (KN)
1580 ' [2] MAIN PROGRAM (PF)
1590 x=0: y=192: xr=0: yr=0: f=FRE (ED)
( " " ) : I$BUFFER (FB)
1600 IF INKEY(0) XOR INKEY(74) TH (LO)
EN xr=-2: yr=0 (NK)
1610 IF INKEY(1) XOR INKEY(75) TH (BA)
EN xr=2: yr=0 (DI)
1620 IF INKEY(0) XOR INKEY(72) TH (FL)
EN yr=2: xr=0 (FN)
1630 IF INKEY(2) XOR INKEY(73) TH (LO)
EN yr=-2: xr=0 (NK)
1640 x=x+xr: y=y+yr (AO)
1650 IF x<0 THEN x=x+2: xr=2 EL (BA)
SE IF x>112 THEN x=x-2: xr=-2 (DI)
1660 IF y<46 THEN y=y+2: yr=2 EL (FL)
SE IF y>192 THEN y=y-2: yr=-2 (FN)
1670 I$COLOR,x,y: I$SPRITE,72,175 (LO)
,1: SOUND 4,432,2,2 (NK)
1680 IF PEEK(&A666)<>0 THEN r=R (BA)
EMAIN(0): IF PEEK(&A666)<>252 TH (DI)
EN 1860 ELSE 1740 (FL)
1690 IF 1+INKEY(27) THEN r=REMAI (FN)
N(0): I$BUFFER:IKEY, IN: EVERY 10 (LO)
GOSUB 1800 (NK)
1700 IF 1+INKEY(79) THEN r=REMAI (BA)
N(0): GOTO 1890 (DI)
1710 GOTO 1600 (FL)
1720 ' [3] ROUTINES (FN)
1730 ' Level over (LO)
1740 FOR 1=288 TO 382 STEP 2: MD (NK)
VE 224,1: DRAW 188,0,0: NEXT (BA)
1750 GOSUB 2320: GOSUB 2410: GOTO (DI)
1570 (FL)
1760 ' Display round (FN)
1770 ca=0: BTR$(s1): FOR 1=2 TO LE (LO)
N(ca$) (NK)
1780 I$SHAPE,19-LEN(ca$)+1,7,VAL (BA)
(MID$(ca$,1,1)): NEXT: RETURN (DI)
1790 ' Display time (FL)
1800 ti=ti+1: ti$=STR$(ti): FOR 1 (FN)
=2 TO LEN(ti$) (LO)
1810 I$SHAPE,19-LEN(ti$)+1,3,VAL (NK)
(MID$(ti$,1,1)): NEXT: RETURN (BA)
1820 ' Display highscore (DI)
1830 hi$=BTR$(hsc): FOR 1=2 TO L (FL)
EN(hi$) (FN)
1840 I$SHAPE,5-LEN(hi$)+1,7,VAL (LO)
(MID$(hi$,1,1)): NEXT: RETURN (NK)
1850 ' Crash (BA)
1860 FOR 1=1 TO 5: SOUND 2,RND*1 (DI)
00+1500,10,6,,11: NEXT (FL)
1870 re=re-1: IF re>-1 THEN I$SHAP (FN)
E,5,3, re: GOTO 1570 (LO)
1880 ' Game over (NK)
1890 I$PAUSE,2: FOR 1=288 TO 382 (BA)
STEP 2: MOVE 224,1 (DI)
1900 DRAW 188,0,0: NEXT: RESTORE (FL)
2700: FOR 1=1 TO 2: READ a,b,c$ (FN)
1910 FOR m=1 TO 4: I$SHAPE,a+m,b, (LO)
ASC(MID$(c$,m,1))-55: NEXT m,1: G (NK)
OSUB 2350 (BA)

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1920 I$BUFFER: sc=200*(si-1)-ti: I (FN)
F sc>hsc THEN hsc=sc: GOSUB 1830 (LO)
1930 I$PAUSE,2: IF sc<=0(10) THEN (NK)
2200 ELSE s(10)=sc (BA)
1940 ' Topten (type in) (DI)
1950 CLR: INK 0,0: INK 10,0: RESTO (FL)
RE 2650: FOR 1=1 TO 7: READ a,b,c (FN)
$ (LO)
1960 FOR m=1 TO LEN(c$): I$SHAPE, (NK)
a+m,b,ASC(MID$(c$,m,1))-55: NEXT (BA)
m,1 (DI)
1970 INK 10,6: sh=10: pl=2: ik=0 (FL)
1980 in$=I$KEY$: IF in$="" THEN 1 (FN)
980 (LO)
1990 IF in$=CHR$(243) THEN sh=sh (NK)
+1 ELSE IF in$=CHR$(242) THEN sh (BA)
=sh-1 ELSE 2020 (DI)
2000 IF sh<10 THEN sh=39 ELSE I (FL)
F sh>39 THEN sh=10 (FN)
2010 I$SHAPE,19,11,sh: GOTO 2080 (LO)
2020 IF UPPER$(in$)="I" THEN ik= (NK)
1-ik: INK 6,ik+26: GOTO 2080 (BA)
2030 IF in$=CHR$(224) AND pl<>16 (DI)
THEN I$SHAPE,pl,11,sh: pl=pl+1: n (FN)
( pl ) =sh+55 (LO)
2040 IF in$<>CHR$(127) THEN 2060 (NK)
2050 LOCATE pl-1,11: PRINT" " : p (BA)
l=pl-1( AND pl>2) (DI)
2060 IF in$=CHR$(13) THEN 2100 (FN)
2070 IF in$=" " THEN pl=pl+1: AN (LO)
D pl<15: n(pl)=32 (NK)
2080 I$BUFFER: GOTO 1980 (BA)
2090 ' Topten (sort) (DI)
2100 n$(10)="": FOR 1=pl+1 TO 16 (FN)
n(1)=32: NEXT: FOR 1=2 TO 15: z$= (LO)
CHR$(n(1)) (NK)
2110 IF z$="I" THEN z$="-" ELSE I (BA)
F z$="\" THEN z$="," (DI)
2120 IF z$="J" THEN z$="," ELSE I (FN)
F z$="^" THEN z$="," (LO)
2130 n$(10)=n$(10)+z$: NEXT: n$(1 (NK)
0)=RIGHT$(n$(10),LEN(n$(10))-1) (BA)
2140 FOR 1=2 TO 10: FOR m=10 TO (DI)
1 STEP-1 (FN)
2150 IF s(m)<=s(m-1) THEN 2170 (LO)
2160 z=s(m): s(m)=s(m-1): s(m-1)= (NK)
z: z=s(m): in$(m)=n$(m-1): n$(m-1 (BA)
)=z$ (DI)
2170 NEXT m,1: FOR 1=1 TO 3: READ (FN)
a,b,c$: FOR a=1 TO LEN(c$) (LO)
2180 I$SHAPE,a+m,b,ASC(MID$(c$,m (NK)
,1))-55: NEXT m,1: I$BUFFER: IKEY, I (BA)
N (DI)
2190 ' Topten (print) (FN)
2200 MODE 1: INK 1,0: INK 3,0: PEN (LO)
3: LOCATE 13,1 (NK)
2210 PRINT"THE HALL OF FAME": LO (BA)
CATE 11,2: PRINT STRING$(20,95) (DI)
2220 PEN 1: FOR 1=1 TO 10: LOCATE (FN)
11,2+1*2: PRINT n$(1) (LO)
2230 LOCATE 26,2+1*2: PRINT USIN (NK)
G"####": s(1): NEXT (BA)
2240 PEN 3: LOCATE 14,25: PRINT"P (DI)
RESS ANY KEY": LOCATE 11,23 (FN)
2250 PRINT STRING$(20,95): INK 3 (LO)
,24: INK 1,2: I$BUFFER: IKEY, IN (NK)
2260 ' Exit (BA)
2270 CLR: INK 3,0: LOCATE 13,12: P (DI)
RINT"NEXT GAME? (Y/N)": I$TALL,12 (FN)
: INK 3,6 (LO)
2280 IF 1+INKEY(43) THEN 1340 EL (NK)
SE IF 1+INKEY(46) THEN 2290 ELSE (BA)
2280 (DI)
2290 OPENOUT"imdata.bin": FOR 1= (FN)
1 TO 10: PRINT#9,n$(1): PRINT#9,s (LO)
(1): NEXT (NK)
2300 CLOSEDOUT: I$PAUSE,2: I$BUFFER: (BA)
MODE 1: PEN 1: CALL &BC02: CALL &B (DI)
D19: END (FN)
2310 ' Found-sound (LO)
2320 RESTORE 2330: FOR 1=1 TO 9: (NK)
READ a: SOUND 1,a,6+4*(a=0): NEXT (BA)
: RETURN (DI)
2330 DATA 201,169,0,169,119,142 (FN)
,84,119,60 (LO)
2340 ' Music (NK)

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2350 RESTORE 2370:FOR I=1 TO 9:
READ a,b: SOUND 1,a,b: NEXT
2360 FOR I=1 TO 24: READ a: SOUND
1,a,7: NEXT: SOUND 1,63,70: RETURN
N
2370 DATA 250,10,0,5,250,10,188
,45,250,7,188,7,250,7,188,7,158
,55
2380 DATA 851,602,506,358,602,4
26,358,253,426,301,283,179
2390 DATA 301,213,179,127,213,1
50,127,89,150,106,89,63
2400 ' New cavern
2410 a1=a1+1:ca=ca+1:IF ca=11 THEN
HEN ca=1+RND*5
2420 GOSUB 1770
2430 ON ca GOSUB 2510,2520,2530
,2540,2550,2560,2570,2580,2590,
2600
2440 POKE &B1CB+(1-8GN(PEEK(&AC
01))) * &5FB, &40:CLS
2450 FOR I=191 TO 15 STEP -14:FO
R m=0 TO 144 STEP 16
2460 READ n:IF n THEN ISPRITE,m,
1,0
2470 NEXT m,1
2480 I=16*INT(RND*9):m=15+16*IN
T(RND*12)
2490 IF TEST(1+4,m*2)OR I=16 AND
D m=175 THEN 2480 ELSE ISPRITE,1
,m,2
2500 POKE &B1CB+(1-8GN(PEEK(&AC
01))) * &5FB, &C0: RETURN
2510 RESTORE 2730: RETURN
2520 RESTORE 2860: RETURN
2530 RESTORE 2990: RETURN
2540 RESTORE 3120: RETURN
2550 RESTORE 3250: RETURN
2560 RESTORE 3380: RETURN
2570 RESTORE 3510: RETURN
2580 RESTORE 3640: RETURN
2590 RESTORE 3770: RETURN
2600 RESTORE 3900: RETURN
2610 ' [4] DATAS
2620 ' Message
2630 DATA 1,2,REST,1,6,HIGH,15,
2,TIME,15,6,CAVE
2640 DATA 3,10,MASTER MISSION
2650 DATA 8,1,YOUR,6,3,SCORE IS
,7,5,IN THE
2660 DATA 4,7,HALL OF FAME,1,9,
TYPE IN YOUR NAME^
2670 DATA 18,11,A,1,12,[[[[[[[[[
[[[[[[[[[
2680 DATA 7,14,THANKS,2,16,PLEA
SE PRESS ANY
2690 DATA 2,18,KEY TO CONTINUE^
2700 DATA 8,3,GAME,8,6,OVER
2710 DATA 1,3,0003,1,7,0000,15,
3,0000,15,7,0001
2720 ' Screen 1
2730 DATA 1,1,1,1,1,1,1,1,1,1
2740 DATA 1,0,1,0,1,1,0,0,0,1
2750 DATA 1,0,0,0,0,0,1,0,1,1
2760 DATA 1,1,0,1,1,0,0,0,0,1
2770 DATA 1,0,0,1,1,0,1,1,0,1
2780 DATA 1,1,1,1,0,0,1,1,0,1
2790 DATA 1,0,1,1,0,1,1,1,0,1
2800 DATA 1,0,0,0,0,0,0,0,1,1
2810 DATA 1,0,1,1,0,1,1,1,0,1
2820 DATA 1,0,0,1,1,0,0,1,1,0,1
2830 DATA 1,1,1,1,1,1,0,0,0,1
2840 DATA 1,1,1,1,1,1,1,1,1,1
2850 ' Screen 2
2860 DATA 1,1,1,1,1,1,1,1,1,1
2870 DATA 1,0,0,0,0,1,1,0,1,1
2880 DATA 1,1,1,0,1,0,0,0,0,1
2890 DATA 1,0,0,0,1,0,1,1,0,1
2900 DATA 1,1,0,1,1,0,0,1,1,1
2910 DATA 1,0,0,0,1,0,1,0,0,1
2920 DATA 1,0,1,0,0,0,1,1,0,1
2930 DATA 1,0,1,1,1,0,0,0,0,1
2940 DATA 1,0,0,1,0,0,1,1,1,1
2950 DATA 1,1,1,1,0,1,0,0,0,1
2960 DATA 1,1,0,0,0,0,0,1,1,1
2970 DATA 1,1,1,1,1,1,1,1,1,1

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2980 ' Screen 3
2990 DATA 1,1,1,1,1,1,1,1,1,1
3000 DATA 1,0,0,0,1,0,0,0,0,1
3010 DATA 1,0,1,1,1,1,1,1,0,1
3020 DATA 1,0,0,0,1,0,0,0,0,1
3030 DATA 1,0,1,1,1,0,1,1,0,1
3040 DATA 1,0,0,0,0,0,0,1,0,1
3050 DATA 1,1,0,1,1,1,0,1,1,1
3060 DATA 1,0,0,0,1,1,0,0,0,1
3070 DATA 1,0,1,1,1,1,0,1,1,1
3080 DATA 1,0,0,0,0,0,0,1,1,1
3090 DATA 1,0,1,0,1,1,0,0,0,1
3100 DATA 1,1,1,1,1,1,1,1,1,1
3110 ' Screen 4
3120 DATA 1,1,1,1,1,1,1,1,1,1
3130 DATA 1,0,0,0,0,0,0,0,0,1
3140 DATA 1,1,1,0,1,1,0,0,1,1
3150 DATA 1,0,0,0,1,1,0,0,0,1
3160 DATA 1,0,1,0,0,0,0,0,1,0,1
3170 DATA 1,0,1,0,1,1,0,1,0,1
3180 DATA 1,1,0,0,1,1,0,0,1,1
3190 DATA 1,0,0,1,0,0,0,1,1,1
3200 DATA 1,0,1,0,1,0,1,0,1,1
3210 DATA 1,1,1,0,0,0,0,0,1,1
3220 DATA 1,0,0,0,1,1,1,0,0,1
3230 DATA 1,1,1,1,1,1,1,1,1,1
3240 ' Screen 5
3250 DATA 1,1,1,1,1,1,1,1,1,1
3260 DATA 1,0,1,1,0,0,1,0,0,1
3270 DATA 1,0,1,1,1,0,1,1,0,1
3280 DATA 1,0,0,0,1,0,0,1,0,1
3290 DATA 1,0,1,1,1,0,1,0,0,1
3300 DATA 1,0,0,0,0,0,0,1,0,1
3310 DATA 1,0,1,0,1,0,0,0,0,1
3320 DATA 1,0,1,0,1,1,1,1,0,1
3330 DATA 1,0,1,1,1,0,0,0,0,1
3340 DATA 1,0,1,0,1,1,0,1,1,1
3350 DATA 1,0,0,0,1,0,0,0,0,1
3360 DATA 1,1,1,1,1,1,1,1,1,1
3370 ' Screen 6
3380 DATA 1,1,1,1,1,1,1,1,1,1
3390 DATA 1,0,0,0,0,0,0,1,0,1
3400 DATA 1,1,1,1,1,1,0,1,0,1
3410 DATA 1,0,0,1,0,0,0,1,0,1
3420 DATA 1,0,1,1,0,1,1,1,0,1
3430 DATA 1,0,0,1,0,0,0,0,0,1
3440 DATA 1,1,0,0,1,1,0,1,1,1
3450 DATA 1,1,1,0,0,0,0,0,0,1
3460 DATA 1,0,0,0,1,1,0,1,1,1
3470 DATA 1,0,1,0,1,0,0,0,0,1
3480 DATA 1,0,1,1,1,0,1,1,0,1
3490 DATA 1,1,1,1,1,1,1,1,1,1
3500 ' Screen 7
3510 DATA 1,1,1,1,1,1,1,1,1,1
3520 DATA 1,0,0,0,1,1,0,0,1,1
3530 DATA 1,0,1,1,0,0,0,1,1,1
3540 DATA 1,0,0,1,0,1,1,0,0,1
3550 DATA 1,0,1,1,0,0,1,0,1,1
3560 DATA 1,0,1,0,0,1,1,0,0,1
3570 DATA 1,0,0,0,1,1,0,0,1,1
3580 DATA 1,0,1,0,1,1,0,1,0,1
3590 DATA 1,1,1,0,0,0,0,1,0,1
3600 DATA 1,0,0,0,1,1,0,0,0,1
3610 DATA 1,0,1,1,1,1,1,1,0,1
3620 DATA 1,1,1,1,1,1,1,1,1,1
3630 ' Screen 8
3640 DATA 1,1,1,1,1,1,1,1,1,1
3650 DATA 1,0,1,0,0,0,0,1,0,1
3660 DATA 1,0,0,0,1,1,0,1,0,1
3670 DATA 1,0,1,0,0,0,0,1,0,1
3680 DATA 1,0,1,0,1,1,0,0,0,1
3690 DATA 1,0,0,0,1,1,1,1,0,1
3700 DATA 1,1,1,0,1,1,1,1,1,1
3710 DATA 1,0,0,0,0,0,0,0,0,1
3720 DATA 1,1,1,0,1,1,0,1,1,1
3730 DATA 1,1,1,0,1,0,0,0,0,1
3740 DATA 1,0,0,0,1,0,1,1,0,1
3750 DATA 1,1,1,1,1,1,1,1,1,1
3760 ' Screen 9
3770 DATA 1,1,1,1,1,1,1,1,1,1
3780 DATA 1,0,0,0,1,0,0,1,0,1
3790 DATA 1,1,0,1,1,1,0,1,0,1
3800 DATA 1,0,0,0,0,0,0,1,0,1
3810 DATA 1,0,1,0,1,0,1,1,0,1
3820 DATA 1,0,1,0,0,1,0,0,0,1
3830 DATA 1,0,1,1,0,0,0,1,0,1

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3840 DATA 1,0,1,0,0,1,0,0,0,1
3850 DATA 1,0,0,0,1,0,0,1,1,1
3860 DATA 1,1,1,0,0,1,0,0,0,1
3870 DATA 1,0,0,0,1,0,0,0,1,1
3880 DATA 1,1,1,1,1,1,1,1,1,1
3890 ' Screen 10
3900 DATA 1,1,1,1,1,1,1,1,1,1
3910 DATA 1,0,0,0,0,1,1,0,1,1
3920 DATA 1,0,1,1,0,0,0,0,1,1
3930 DATA 1,0,1,1,1,1,1,0,0,1
3940 DATA 1,0,0,0,0,0,1,1,0,1
3950 DATA 1,0,1,1,1,0,0,0,0,1
3960 DATA 1,0,0,0,1,0,1,1,0,1
3970 DATA 1,1,1,0,0,0,0,0,0,1
3980 DATA 1,0,0,0,1,1,1,0,1,1
3990 DATA 1,0,1,1,1,0,0,0,0,1
4000 DATA 1,0,0,0,1,1,1,1,0,1
4010 DATA 1,1,1,1,1,1,1,1,1,1

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ENDE DES LISTINGS

## Teil 2

SCHNEIDER LISTING MIT CHECKSUMMEN  
V 2.0

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1000 '----- (OC)
1010 '----- MASTER MISSION ----- (EP)
1020 '--- Part 2 CODES --- (LH)
1030 '--- (c) in Mai 1987 --- (AB)
1040 '--- by Alexander Stroh --- (HN)
1050 '----- (LN)
1060 MEMORY &BFFF:DEFINT a-z (GP)
1070 MODE 1:PRINT"MM CODES..." (BN)
1080 RESTORE:FOR I=0 TO &7B1 (IJ)
1090 READ m$:POKE &9000+1,VAL("
&"m$) (MF)
1100 NEXT:RUN"!TOPTEN" (LJ)
1110 '----- DATAS: ----- (PB)
1120 DATA 00,0F,0F,0A,41,C3,C3, (AH)
0A,41,0A
1130 DATA 41,0A,41,0A,41,0A,41, (MJ)
0A,41,0A
1140 DATA 41,0A,41,0A,41,0F,4B, (BJ)
0A,41,C3
1150 DATA C3,00,00,00,00,0A,00, (PC)
00,41,0A
1160 DATA 00,00,41,0A,00,00,41, (NG)
0A,00,00
1170 DATA 41,0A,00,00,41,0A,00, (MF)
00,41,0A
1180 DATA 00,00,41,00,00,0F,0F, (AD)
0A,41,C3
1190 DATA C3,0A,00,00,41,0A,00, (GF)
0F,4B,0A
1200 DATA 41,C3,C3,00,41,0A,00, (GF)
00,41,0F
1210 DATA 0F,0A,41,C3,C3,00,00, (IH)
0F,0F,0A
1220 DATA 41,C3,C3,0A,00,00,41, (JL)
0A,00,0F
1230 DATA 4B,0A,41,C3,C3,0A,00, (EN)
00,41,0A
1240 DATA 00,0F,4B,0A,41,C3,C3, (JO)
00,00,0A
1250 DATA 00,0A,41,0A,41,0A,41, (HF)
0A,41,0A
1260 DATA 41,0F,4B,0A,41,C3,C3, (PD)
0A,00,00
1270 DATA 41,0A,00,00,41,0A,00, (HJ)
00,41,00
1280 DATA 00,0F,0F,0A,41,C3,C3, (DL)
00,41,0A
1290 DATA 00,00,41,0F,0F,0A,41, (BI)
C3,C3,0A
1300 DATA 00,00,41,0A,00,0F,4B, (EO)
0A,41,C3
1310 DATA C3,00,00,0F,0F,0A,41, (KJ)
C3,C3,00
1320 DATA 41,0A,00,00,41,0F,0F, (AB)
0A,41,C3

```



1330 DATA C3,0A,41,0A,41,0A,41,0F,4B,0A	(BT)	00,01,0A	(HP)	2200 DATA 00,02,02,0A,01,00,01,00,00,0A	(LI)
1340 DATA 41,C3,C3,00,00,0F,0F,0A,41,C3	(DB)	1770 DATA 02,00,01,00,00,00,01,00,0A,00	(DM)	2210 DATA 00,0A,01,05,01,00,00,02,02,00	(GP)
1350 DATA C3,0A,00,00,41,0A,00,00,41,0A	(MM)	1780 DATA 01,00,05,00,01,0A,02,0A,01,00	(FI)	2220 DATA 00,01,0A,00,00,01,0A,00,00,01	(HB)
1360 DATA 00,00,41,0A,00,00,41,0A,00,00	(DM)	1790 DATA 01,00,00,0A,00,00,01,0A,00,00	(PL)	2230 DATA 0A,00,00,01,0A,00,00,01,00,00	(PN)
1370 DATA 41,0A,00,00,41,00,00,0F,0F,0A	(IP)	1800 DATA 01,0A,00,00,01,0A,00,00,01,0A	(LJ)	2240 DATA 00,0F,0F,0A,01,03,03,0A,00,00	(PB)
1380 DATA 41,C3,C3,0A,41,0A,41,0A,41,0F	(NJ)	1810 DATA 00,00,01,0A,00,00,01,0F,0F,0A	(DK)	2250 DATA 01,00,00,00,02,00,00,01,00,00	(HD)
1390 DATA 4B,0A,41,C3,C3,0A,41,0A,41,0A	(KD)	1820 DATA 01,03,03,00,00,0A,00,0A,01,0F	(EF)	2260 DATA 00,02,00,00,01,0F,0F,0A,01,03	(LM)
1400 DATA 41,0F,4B,0A,41,C3,C3,00,00,0F	(FA)	1830 DATA 01,0A,01,02,03,0A,01,00,01,0A	(HK)	2270 DATA 03,00,00,00,00,00,00,00,00,00	(CI)
1410 DATA 0F,0A,41,C3,C3,0A,41,0A,41,0A	(HF)	1840 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(FN)	2280 DATA 00,00,00,00,00,00,05,0F,00,00,03	(BK)
1420 DATA 41,0F,4B,0A,41,C3,C3,0A,00,00	(NN)	1850 DATA 01,0A,01,00,01,00,00,0A,00,0A	(IE)	2290 DATA 02,00,00,00,00,00,00,00,00,00	(CJ)
1430 DATA 41,0A,00,0F,4B,0A,41,C3,C3,00	(GC)	1860 DATA 01,0F,01,0A,01,02,00,0A,01,00	(FP)	2300 DATA 00,00,00,00,00,00,00,00,00,00	(JD)
1440 DATA 00,05,0F,00,00,03,02,0A,01,0A	(PB)	1870 DATA 01,0A,01,0A,03,0A,01,0A,01,0A	(BA)	2310 DATA 00,00,00,00,00,00,00,00,00,00	(DB)
1450 DATA 01,0A,01,0F,00,0A,01,03,03,0A	(BC)	1880 DATA 01,0A,01,0A,01,00,01,00,00,05	(PM)	2320 DATA 00,00,0A,00,00,01,0A,00,00,01	(BJ)
1460 DATA 01,0A,01,0A,01,0A,01,0A,01,00	(EA)	1890 DATA 0F,00,00,03,02,0A,01,0A,01,0A	(DK)	2330 DATA 00,00,00,00,00,00,00,00,00,00	(NI)
1470 DATA 01,00,00,0F,0F,00,01,03,02,0A	(MK)	1900 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(CI)	2340 DATA 00,00,00,00,00,00,00,00,00,00	(HO)
1480 DATA 01,0A,01,0A,01,0F,00,00,01,03	(IM)	1910 DATA 01,0A,01,05,00,00,00,03,02,00	(DS)	2350 DATA 00,00,00,00,0A,00,00,01,0A,00	(KN)
1490 DATA 02,0A,01,0A,01,0A,01,0F,00,00	(IE)	1920 DATA 00,0F,0F,00,01,03,02,0A,01,0A	(BH)	2360 DATA 00,01,00,00,00,02,00,00,00,00	(NK)
1500 DATA 01,03,02,00,00,05,0F,0A,00,03	(PD)	1930 DATA 01,0A,01,0F,00,00,01,03,02,00	(LA)	2370 DATA 00,00,00,00,0A,00,00,01,0A,00	(DP)
1510 DATA 03,00,01,0A,00,00,01,0A,00,00	(MD)	1940 DATA 01,0A,00,00,01,0A,00,00,01,00	(FF)	2380 DATA 00,01,00,00,00,00,0A,00,00,01	(BI)
1520 DATA 01,0A,00,00,01,0A,00,00,01,05	(MK)	1950 DATA 00,00,00,05,0F,00,00,03,02,0A	(EC)	2390 DATA 0A,00,00,01,00,00,00,00,00,00	(BA)
1530 DATA 0F,0A,00,03,03,00,00,0F,0F,00	(BE)	1960 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(LG)	2400 DATA 9B,33,33,33,33,33,33,33,33,33	(DM)
1540 DATA 01,03,02,0A,01,0A,01,0A,01,0A	(NB)	1970 DATA 00,0A,01,00,01,00,01,05,02,0A	(HJ)	2410 DATA 33,33,33,33,33,33,33,33,33,33	(NF)
1550 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(FD)	1980 DATA 00,03,01,00,00,0F,0F,00,01,03	(PB)	2420 DATA 33,33,33,33,33,33,33,33,33,33	(ID)
1560 DATA 01,0F,00,00,01,03,02,00,00,0F	(HB)	1990 DATA 02,0A,01,0A,01,0A,01,0F,00,00	(HP)	2430 DATA 33,33,33,33,33,33,33,33,33,33	(PN)
1570 DATA 0F,0A,01,03,03,00,01,0A,00,00	(BL)	2000 DATA 01,03,02,00,01,00,05,00,01,0A	(MA)	2440 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(BM)
1580 DATA 01,0F,0A,00,01,03,00,00,01,0A	(IE)	2010 DATA 02,0A,01,00,01,00,00,05,0F,0A	(CE)	2450 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(JB)
1590 DATA 00,00,01,0F,0F,0A,01,03,03,00	(AB)	2020 DATA 00,03,03,00,01,0A,00,00,01,05	(DC)	2460 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(AM)
1600 DATA 00,0F,0F,0A,01,03,03,00,01,0A	(BD)	2030 DATA 0F,00,00,03,02,0A,00,00,01,0A	(DN)	2470 DATA 33,33,33,33,33,33,33,33,33,33	(PB)
1610 DATA 00,00,01,0F,0A,00,01,03,00,00	(KC)	2040 DATA 00,0F,00,00,01,03,02,00,00,0F	(IA)	2480 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(AA)
1620 DATA 01,0A,00,00,01,0A,00,00,01,0A	(CK)	2050 DATA 0F,0A,01,03,03,00,00,01,0A,00	(IB)	2490 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(BP)
1630 DATA 00,00,00,05,0F,0A,00,03,03,00	(BH)	2060 DATA 00,01,0A,00,00,01,0A,00,00,01	(DH)	2500 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(LL)
1640 DATA 01,0A,00,00,01,0A,0F,00,01,00	(MI)	2070 DATA 0A,00,00,01,0A,00,00,01,00,00	(CL)	2510 DATA 9B,33,33,33,33,33,33,33,33,33	(PD)
1650 DATA 02,0A,01,0A,01,0A,01,05,00,00	(JF)	2080 DATA 00,0A,00,0A,01,0A,01,0A,01,0A	(OB)	2520 DATA 0F,0F,0F,0F,0F,0F,0F,0F,0F,0F	(DN)
1660 DATA 00,03,02,00,00,0A,00,0A,01,0A	(KI)	2090 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(CN)	2530 DATA 00,00,00,00,00,00,00,00,00,00	(DB)
1670 DATA 01,0A,01,0A,01,0A,01,0F,00,0A	(GB)	2100 DATA 01,0A,01,0A,01,05,00,00,00,03	(NI)	2540 DATA 00,00,00,00,00,00,00,00,00,00	(AE)
1680 DATA 01,03,03,0A,01,0A,01,0A,01,0A	(MD)	2110 DATA 02,00,00,0A,00,0A,01,0A,01,0A	(BK)	2550 DATA 00,00,00,00,00,00,50,70,00,00	(CK)
1690 DATA 01,0A,01,00,01,00,00,0F,0F,0A	(FB)	2120 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(FD)	2560 DATA 00,00,00,00,30,00,00,00,00,00	(CJ)
1700 DATA 01,03,03,00,00,01,0A,00,00,01	(HG)	2130 DATA 01,0A,01,05,01,00,00,02,02,00	(DD)	2570 DATA 50,34,04,70,00,00,00,00,00,00	(NK)
1710 DATA 0A,00,00,01,0A,00,00,01,0A,00	(AB)	2140 DATA 00,01,00,00,00,0A,00,0A,01,0A	(IM)	2580 DATA 70,30,00,00,00,50,34,00,30,04	(AP)
1720 DATA 00,00,0F,0A,01,03,03,00,00,00	(LE)	2150 DATA 01,0A,01,0A,01,0A,01,0A,01,0A	(BE)	2590 DATA 70,00,00,50,34,00,30,04,70,00	(HL)
1730 DATA 00,0A,00,00,01,0A,00,00,01,0A	(EC)	2160 DATA 01,0A,01,0A,01,0A,01,0A,01,01	(FK)	2600 DATA 00,00,00,70,70,30,00,00,00,00	(PA)
1740 DATA 00,00,01,0A,00,0A,01,0A,01,0A	(DN)	2170 DATA 01,00,00,02,02,00,00,0A,00,0A	(NH)	2610 DATA 50,34,04,70,00,00,00,00,00,00	(MK)
1750 DATA 01,0A,01,05,00,00,00,03,02,00	(NM)	2180 DATA 01,05,01,00,00,02,02,00,00,01	(AH)	2620 DATA 30,00,00,00,00,00,00,00,00,00	(CM)
1760 DATA 00,0A,00,0A,01,0A,01,01,05,00		2190 DATA 0A,00,00,01,0A,00,00,01,05,00	(DB)	2630 DATA 00,00,00,00,00,00,00,00,00,00	

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00,00,00
2640 DATA 00,00,00,00,00,00,00,
00,00,00
2650 DATA 00,00,00,00,00,00,00,
00,00,00
2660 DATA 00,00,00,00,00,00,00,
00,00,00
2670 DATA 00,00,00,00,00,FC,FC,
00,00,00
2680 DATA 00,00,FC,FC,FC,FC,00,
00,00,FC
2690 DATA FC,00,00,FC,FC,00,00,
FC,00,00
2700 DATA 00,00,FC,00,00,FC,00,
FC,FC,00
2710 DATA FC,00,00,FC,00,FC,00,
00,FC,00
2720 DATA 00,FC,00,00,FC,00,FC,
00,00,FC
2730 DATA 00,FC,FC,00,FC,00,00,
FC,00,00
2740 DATA 00,00,FC,00,00,FC,FC,
00,00,FC
2750 DATA FC,00,00,00,FC,FC,FC,
FC,00,00
2760 DATA 00,00,00,FC,FC,00,00,
00,00,00
2770 DATA 00,00,00,00,00,00,00,
00,00,00
2780 DATA 00,00,00,00,01,0F,94,
21,CD,94
2790 DATA CD,D1,BC,3E,C9,32,80,
94,C9,A6
2800 DATA 94,C3,D1,94,C3,FC,94,
C3,1B,00
2810 DATA C3,0D,97,C3,39,97,C3,
75,97,C3
2820 DATA 03,8B,53,43,52,4F,4C,
CC,50,41
2830 DATA 55,53,C5,4B,45,59,2E,
49,CE,53

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(MB) 2840 DATA 4B,41,50,C5,53,50,52,
49,54,C5
(NI) 2850 DATA 54,41,4C,CC,42,55,46,
46,45,D2
(HH) 2860 DATA 00,00,00,00,00,FE,02,
C0,DD,4E
(CK) 2870 DATA 02,DD,66,03,EB,CD,1D,
0C,CB,BC
(NP) 2880 DATA 11,6C,C0,0E,30,E5,D5,
06,18,7E
(LL) 2890 DATA 12,23,13,10,FA,E1,CD,
24,BC,EB
(HP) 2900 DATA E1,CD,26,BC,0D,20,EA,
C9,3D,87
(ND) 2910 DATA C0,CB,03,43,21,40,FE,
2B,7C,B3
(IE) 2920 DATA 20,FB,10,F6,C9,FE,03,
C0,EB,29
(FH) 2930 DATA 29,29,29,29,11,00,90,
19,EB,DD
(FI) 2940 DATA 6E,02,DD,66,04,25,2D,
CD,1A,BC
(BH) 2950 DATA 0E,0B,E5,06,04,1A,77,
23,13,10
(FL) 2960 DATA FA,E1,CD,26,BC,0D,20,
F0,C9,FE
(LP) 2970 DATA 03,C0,EB,06,07,29,10,
F0,11,00
(NI) 2980 DATA 95,19,E5,DD,6E,02,DD,
66,03,DD
(KC) 2990 DATA 5E,04,DD,56,05,CD,1D,
BC,D1,0E
(LM) 3000 DATA 10,E5,04,0B,1A,B7,2B,
09,7E,07
(PB) 3010 DATA 2B,03,32,66,A6,1A,77,
13,23,10
(BH) 3020 DATA EF,E1,CD,26,BC,0D,20,
E5,C9,3D
(KE) 3030 DATA B7,C0,6B,AF,67,CD,1A,
BC,CD,29
(GC) 3040 DATA BC,E5,11,50,00,19,EB,

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E1,06,08
(KC) 3050 DATA C5,E5,D5,01,50,00,ED,
B0,E1,CD
(ON) 3060 DATA 29,BC,E5,D1,E1,E5,D5,
01,50,00
(HL) 3070 DATA ED,B0,E1,CD,29,BC,EB,
E1,CD,29
(EB) 3080 DATA BC,C1,10,DE,C9,E5,CF,
04,AC,C9

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(GE)

ENDE DES LISTINGS

(EK)

(BJ)

(HF)

(MP)

(KK)

(AH)

(BP)

(BD)

(DD)

(HP)

(NP)

(KJ)

(HB)

(DH)

(AO)

## Teil 3

SCHNEIDER LISTING MIT CHECKSUMMEN  
V 2.0

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1000 '-----
1010 '--- MASTER MISSION ---
1020 '--- Part 3          TOPTEN ---
1030 '--- (c)      im Mai 1987 ---
1040 '--- by Alexander Stroh ---
1050 '-----
1060 DIM n$(10),s(10)
1070 PRINT:PRINT"MM TOPTEN..."
1080 FOR I=1 TO 10
1090 n$(I)="SUPRA-SOFT":s(I)=0
1100 NEXT:PRINT:PRINT"PRESS ANY
KEY TO SAVE..."
1110 CALL &BB00:CALL &BB10
1120 OPENOUT"!mmtop.fil"
1130 FOR I=1 TO 10
1140 PRINT#9,n$(I)
1150 PRINT#9,s(I)
1160 NEXT:CLOSEOUT
1170 SAVE"!mmdata.bin",b,&9000,
&7B2:END

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ENDE DES LISTINGS

(NE)  
(BB)  
(JN)  
(AF)  
(FJ)

(OC)  
(EP)  
(AM)  
(AB)  
(HN)  
(LN)  
(BN)  
(EI)  
(GA)  
(CB)  
(MB)  
(PM)  
(KC)  
(FE)  
(FE)  
(KJ)  
(DF)  
(JN)