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1 ' *****
2 ' ***
3 ' ***          C R A S H          von          Bernard Morell          ***
4 ' ***
5 ' *****
9 ' *****          Farbinitalisierung          *****
10 MODE 1:INK 0,26:INK 1,0:INK 2,7:BORDER 0:PAPER 0:PEN 1
20 IF pro=2 THEN END ELSE GOSUB 380
29 ' *****          Hauptprogramm          *****
30 FOR runde=1 TO 10:st=0:xa0=10:xa1=30:y0=10:ya0=10:ya1=10:y1=10:sprung0=1:spru
ng1=2
50 WHILE st=0:GOSUB 160:GOSUB 250
60 IF (x1<>xa1 OR y1<>ya1) AND TEST(x1*16-7,400-16*y1)<>0 THEN GOSUB 480
70 IF (x0<>xa0 OR y0<>ya0) AND TEST(x0*16-7,400-16*y0)<>0 THEN GOSUB 490
80 IF x0=x1 AND y0=y1 THEN IF RND<0.5 THEN GOSUB 480 ELSE IF RND>=0.5 THEN GOSUB
490
90 IF st<>1 THEN GOSUB 340:GOSUB 360
100 WEND
120 LOCATE 10,10:PRINT"Das war's wohl !!!":FOR i=1 TO 8:FOR ii=1 TO 960 STEP 30
:SOUND 1,100*i+ii-99,1,15:NEXT ii,i:FOR i=1 TO 500:NEXT i
130 CLS#1:IF pro<1 THEN 600 ELSE NEXT runde
139 ' *****          Spielende          *****
140 CLS:LOCATE 10,10:PRINT"Neues Spiel ? [ j/n ]":LOCATE 10,5:PRINT"Sieger ist P
layer ";:IF pl0>pl1 THEN PRINT "1" ELSE IF pl0<pl1 THEN PRINT "2" ELSE PRINT "kei
ner"
150 IF INKEY$="j" OR INKEY$="J" THEN 20 ELSE IF INKEY$="n" OR INKEY$="N" THEN 60
0 ELSE 150
159 ' *****          Positionsveraenderung Player 1          *****
160 REM JOY (0)
170 GOSUB 500:ON sprung0 GOTO 180,190,200,210

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180 x0=xa0+1:GOTO 220
190 x0=xa0-1:GOTO 220
200 y0=ya0+1:GOTO 220
210 y0=ya0-1
220 SOUND 2,10,3
240 RETURN
249 ' ***** Positionsveraenderung Player 2 *****
250 REM JOY (1)
260 GOSUB 550:ON sprung1 GOTO 270,280,290,300
270 x1=xa1+1:GOTO 310
280 x1=xa1-1:GOTO 310
290 y1=ya1+1:GOTO 310
300 y1=ya1-1
310 SOUND 3,20,3
330 RETURN
339 ' ***** Ausdrucken von Player 2 *****
340 LOCATE xa1,ya1:PRINT CHR$(254):LOCATE x1,y1:PRINT CHR$(248+INT(RND*3))
350 xa1=x1:ya1=y1:RETURN
359 ' ***** Ausdrucken von Player 1 *****
360 LOCATE xa0,ya0:PEN 2:PRINT CHR$(254):LOCATE x0,y0:PRINT CHR$(248+INT(RND*3))
: PEN 1
370 xa0=x0:ya0=y0:RETURN
379 ' ***** Initialisierung,Anfangsbild *****
380 ' Symbole
390 SYMBOL AFTER 252
400 SYMBOL 254,255,129,129,129,129,129,129,129,255
410 CLS:PEN 1:PAPER 2:FOR u=1 TO 39:LOCATE u,1:PRINT CHR$(254):LOCATE u,25:PRINT
CHR$(254):NEXT u
420 FOR u=1 TO 24:LOCATE 1,u:PRINT CHR$(254):LOCATE 40,u:PRINT CHR$(254):NEXT u
430 LOCATE 10,1:PRINT "Player 1:":LOCATE 24,1:PRINT "Player 2:"
440 LOCATE 20,1:PRINT "0":LOCATE 34,1:PRINT "0":PEN 1:PAPER 0
450 WINDOW #1,2,39,2,24
460 pl0=0:pl1=0
470 RETURN
479 ' ***** Tod Player 2 *****
*
480 FOR i=1 TO 20:LOCATE xa1,ya1:PRINT CHR$(200+i):SOUND 1,i*50,4,15,,13:NEXT:s
t=1:pl0=pl0+1:PAPER 2:LOCATE 20,1:PRINT pl0:PAPER 0:RETURN
489 ' ***** Tod Player 1 *****
490 FOR i=1 TO 20:LOCATE xa0,ya0:PRINT CHR$(220-i):SOUND 1,i*50,4,15,,13:NEXT:s
t=1:pl1=pl1+1:PAPER 2:LOCATE 34,1:PRINT pl1:PAPER 0:RETURN
499 ' ***** Joyabfrage Player 1 *****
500 IF INKEY(72)>-1 THEN sprung0=4
510 IF INKEY(73)>-1 THEN sprung0=3
520 IF INKEY(74)>-1 THEN sprung0=2
530 IF INKEY(75)>-1 THEN sprung0=1
540 RETURN
549 ' ***** Joyabfrage Player 2 *****
550 IF INKEY(48)>-1 THEN sprung1=4
560 IF INKEY(49)>-1 THEN sprung1=3
570 IF INKEY(50)>-1 THEN sprung1=2
580 IF INKEY(51)>-1 THEN sprung1=1
590 RETURN
599 ' ***** Titelbild *****
600 x0a=10:y0a=8
610 RESTORE 670
620 CLS#1:FOR i=1 TO 81
630 READ x0,y0
640 GOSUB 360:NEXT i:pro=pro+1
650 LOCATE 20,16:PRINT "von Bernard Morell"

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660 IF INKEY\$="" THEN 660 ELSE CLS#1:GOTO 20

669 \*\*\*\*\* Data's \*\*\*\*\*

670 DATA 10,8,10,7,9,7,8,7,7,7,6,7,5,7,5,8,5,9,5,10,5,11,5,12,6,12,7,12,8,12,9,12,10,12,10,11

680 DATA 12,12,12,11,12,10,12,9,12,8,12,7,13,7,14,7,15,7,15,8,15,9,15,10,14,10,13,10,14,11,15,12

690 DATA 17,12,17,11,17,10,18,10,19,10,20,10,20,9,20,8,20,7,19,7,18,7,17,7,17,8,17,9,20,11,20,12

700 DATA 22,12,23,12,24,12,25,12,25,11,25,10,25,9,24,9,23,9,22,9,22,8,22,7,23,7,24,7,25,7

710 DATA 27,7,27,8,27,9,27,10,27,11,27,12,28,10,29,10,30,10,31,7,31,8,31,9,31,10,31,11,31,12,31,13