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1 ' *** von : Markus Buehler ****
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4 SYMBOL 245,60,126,231,230,252,254,127,62
5 SYMBOL 246,60,126,231,231,252,255,127,62
6 SYMBOL 247,60,126,231,103,63,127,254,124
7 SYMBOL 248,60,126,231,231,63,255,254,124
8 a=34:FOR i=249 TO 250:SYMBOL i,9,119,255,207,207,255,126,60:9=54:NEXT
9 a=34:FOR i=251 TO 252:SYMBOL i,60,126,255,207,207,255,119,9:9=54:NEXT
10 SYMBOL 253,60,90,60,24,60,60,126,255:geist$=CHR$(253)
11 DIM kr$(1,4),x(2),y(2):DEFINT a-z
12 kr$(0,1)=CHR$(251): kr$(1,1)=CHR$(252)
13 kr$(0,2)=CHR$(249): kr$(1,2)=CHR$(250)
14 kr$(0,3)=CHR$(247): kr$(1,3)=CHR$(248)
15 kr$(0,4)=CHR$(245): kr$(1,4)=CHR$(246)
16 FNT -1,1,20,12,1,-20,12,1,5,0,5:ENT -2,10,-5,3,1,10,0,5:ENT 3,1,20,1,5,1,-20,
1,5:ENV 1,1,0,5,1,15,15
17 ' *** Titelbild ***
18 BORDER 0:PAPER 0:INK 0,0:MODE 1:INK 2,0 :INK 3,0:INK 13,9,11:SPEED INK 8,8:z=
2
19 PEN 1:PRINT TAB(10)" Ein Moment bitte !":PEN 2
20 LOCATE 1,25 : PRINT "Krumi"
21 PEN 3 :FOR i=0 TO 8 : FOR k=0 TO 40
22 IF TEST(2*k,2*(8-i))=2 THEN z=5-z:PEN z:LOCATE k+1,i+7:PRINT CHR$(245); ELSE
23
24 NEXT k,i
25 LOCATE 18,8:PRINT CHR$(247)CHR$(245) SPC(2)CHR$(247)CHR$(245)
26 LOCATE 1,25:PRINT " " :LOCATE 1,1:PRINT STRING$(40,32):;INK 3,1,7:INK 2,7,
1
27 LOCATE 16,1:PRINT CHR$(164):" 1985 by Markus Buehler"
28 INK 1,24 : PEN 1 : LOCATE 8,23 : PRINT "Schwierigkeitsgrad (1-3) : ";
29 s9=VAL(INKEY$):IF s9<1 OR s9>3 THEN 28 ELSE PRINT s9:leben=6-s9:s9=3*s9
30 LOCATE 12,25 :PRINT "TASTE DRUECKEN":CALL &&B18
31 MODE 0:INK 0,0:INK 1,24:INK 2,1:INK 3,6:SPEED INK 10,10
32 ' *** Spielfeld aufbauen ***
33 MODE 0:BORDER 12:WINDOW 1,20,1,20 :INK 1,24:INK 0,1:INK 6,2:PAPER 5
34 GOSUB 142
35 WINDOW #1,1,20,21,25 : PAPER#1,9 : PEN #1,5 : CLS#1
36 PRINT #1:PRINT#1,"Kekse : "USING"####":punkte
37 PRINT #1:PRINT#1,"YesPer: "USING"####":jve
38 INK 11,12,1:PEN#1,11:PRINT #1,"Rekord: "USING"####":jre:PEN #1,5
39 PEN 3 : LOCATE 10,11 : PRINT CHR$(247)
40 WINDOW #3,16,20,22,22:PAPER #3,9:INK 7,3:PEN #3,7:PRINT#3,STRING$(leben,24?):
41
42 WINDOW #2,14,14,22,23:PAPER #2,9:PEN2=9:CLS#2:INK 15,6,11
43 ' *** Spielfeldgimm ***
44 JAGD=JAGD-1:IF JAGD=0 THEN PEN2=9:PAPER#2,PEN2:CLS#2
45 IF ja9d>0 THEN SOUND 2,50,10,14,,3
46 a=3-a:xx0=xx:yy0=yy
47 ' *** STEUERUNG ***
48 p0=p:p$=INKEY$:IF p$="" THEN 47 ELSE p=ASC(p$)
49 IF p=11 OR p=240 THEN ri=1 : ko=-1:rk=2:GOTO 52
50 IF p=10 OR p=241 THEN ri=2 : ko=1:rk=1:GOTO 52
51 IF p=8 OR p=242 THEN ri=4 : ko=-1:rk=3:GOTO 55
52 IF p=9 OR p=243 THEN ri=8 : ko=1:rk=4:GOTO 55
53 p=p0:GOTO 46
54 yy=yy+ko
55 xx=xx+ko
56 IF TEST(xx*32-16,(25-yy)*16+8)=0 OR TEST(xx*32-16,(25-yy)*16+8)=6 OR yy>20 OR
yy<1 THEN yy=yy-ko:PUNKTE=PUNKTE-3:GOSUB 83:SOUND
4,500,10,15: GOTO 66
57 GOTO 57
58 xx=xx+ko
59 IF TEST(xx*32-16,(25-yy)*16+8)=0 OR TEST(xx*32-16,(25-yy)*16+8)=6 OR xx>20 OR
xx<1 THEN xx=xx-ko:PUNKTE=PUNKTE-3:GOSUB 83:SOUND 4
,500,10,15:GOTO 66

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57 IF z=0 THEN z=1:qf=1 ELSE z=0:qf=30
58 te=TEST(xk*32-16,(25-yk)*16+8)
59 IF te=1 OR (geist=1 AND te=3) THEN pu=pu+1:GOSUB 83
60 IF te=3 AND geist=0 THEN pu=pu+1:GOSUB 128
61 IF te=5 AND ve=0 THEN LOCATE#1,1,3:PEN #1,13:PRINT#1,"Vesper: 0":FOR i=1 TO 10:SOUND 1,100,20,0,1:NEXT:WHILE SQ(1)=132:WEND:SO
IND 1,100,30,0:GOTO 130
62 IF te=5 THEN GOSUB 129
63 PEN 3:LOCATE xk,yk:PRINT kr$(z,rk):LOCATE xk0,yk0:PRINT " ";
64 SOUND 1,0,10,13,,,9f
65 IF x(1)=xk AND y(1)=yk THEN 99 ELSE IF x(2)=xk AND y(2)=yk THEN 99
66 IF x(1)=xk AND y(1)=yk THEN 99 ELSE IF x(2)=xk AND y(2)=yk THEN 99
67 ' *** Geister bewegen ***
68 IF geist=1 THEN 9=1
69 LOCATE x(9),y(9):PEN pen9(9):IF pen9(9)=6 THEN PRINT CHR$(143);ELSE PRINT CHR$(144);
70 PEN 1:x0(9)=x(9):y0(9)=y(9)
71 IF 9<10#RND THEN 89
72 IF y(9)>yk THEN y(9)=y(9)-1
73 IF y(9)<yk THEN y(9)=y(9)+1
74 IF x(9)<xk THEN x(9)=x(9)+1
75 IF x(9)>xk THEN x(9)=x(9)-1
76 IF TEST(x(9)*32-16,(25-y(9))*16+8)=0 THEN 96
77 91=2/9:IF ABS(x(9)-x(91))<2 AND ABS(y(9)-y(91))<2 THEN 89
78 IF x(9)<1 THEN x(9)=1 ELSE IF x(9)>20 THEN x(9)=20 ELSE IF y(9)<1 THEN y(9)=1 ELSE IF y(9)>20 THEN y(9)=20
79 pen9(9)=TEST(x(9)*32-16,(25-y(9))*16+8):IF pen9(9)=4 THEN pen9(9)=5
80 IF x(9)=xk AND y(9)=yk THEN 99
81 PEN 4:LOCATE x(9),y(9):PRINT geist$:
82 GOTO 41
83 ' *** Anzeige ***
84 Punkte=punkte+2:IF Punkte<0 THEN Punkte=0
85 LOCATE #1,8,2:PRINT #1,USING "####";Punkte
86 IF pu>=257 THEN GOSUB 151
87 RETURN

88 ' *** neue Plaetze suchen+ueberPruefen ***
89 x(9)=x0(9) : y(9)=y0(9)
90 rn=INT(RND*4)+1
91 ON rn GOTO 92,93,94,95,90
92 y(9)=y(9)+1:GOTO 76
93 y(9)=y(9)-1:GOTO 76
94 x(9)=x(9)-1:GOTO 76
95 x(9)=x(9)+1:GOTO 76
96 IF TEST(x0(9)*32-16,(25-y(9))*16+8)<>0 THEN x(9)=x0(9):GOTO 76
97 IF TEST(x(9)*32-16,(25-y0(9))*16+8)<>0 THEN y(9)=y0(9):GOTO 76
98 GOTO 89
99 ' *** Zusammenstoss ***
100 IF PEN2=9 OR geist=1 THEN 101 ELSE 114
101 LEBEN = LEBEN-1
102 SOUND 2,70,245,15,,1:WHILE SQ(2)=132
103 LOCATE xk,yk:PEN 4:PRINT geist$:FOR i=0 TO 100:NEXT:LOCATE xk,yk:PEN 3:PRINT kr$(z,rk):CALL %BD19:FOR i=0 TO 100:NEXT:WEND
104 LOCATE #3,leben+1,1:PRINT#3," ";
105 IF LEBEN=0 THEN 130
106 PUNKTE=PUNKTE-50
107 IF PUNKTE<0 THEN PUNKTE=0
108 LOCATE #1,8,2:PRINT #1,USING"####"; PUNKTE
109 L=1:GOSUB 140:GOSUB 139:X(1)=2:Y(1)=2:LOCATE 2,2:PRINT GEIST#:
110 IF geist=1 THEN 112
111 L=2:GOSUB 139:X(2)=19:Y(2)=19:LOCATE 19,19:PRINT GEIST#:
112 PEN 3:LOCATE Xk,Yk:PRINT CHR$(245);
113 GOTO 41
114 L=1:GOSUB 139:L=2:GOSUB 139:LOCATE xk,yk:PEN 3:PRINT kr$(z,rk);
115 ' *** Geist fressen
116 x(2)=400:y(2)=250:IF RND>0 THEN x(1)=2:y(1)=2 ELSE x(1)=19:y(1)=19
117 Punkte=punkte+79:ve=ve+41
118 INK 3,5,21:SOUND 2,500,250,15,,2:WHILE SQ(2)=132:WEND:INK 3,6
119 L=1:GOSUB 140:GOSUB 83:GOSUB 129

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