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10 '***** <2397>
20 '*          BOUNDER          * <23B8>
30 '*          VON              * <2375>
40 '*          SVEN KRAUSE       * <23F4>
60 '*          SCHNEIDER CPC-WELT * <233C>
70 '*          CPC 464/664/6128  t b * <236A>
80 '***** <2322>
90 sc=0:BORDER 0 <0FDB>
100 DEF FNz$=LEFT$(a$(y),x-1)+CHR$(
(32)+RIGHT$(a$(y),20-x) <3F22>
110 DEF FNy$=MID$(a$(y-1),x,1):ENV
1,127,-100,20 <2FA9>
120 ENT 2,100,2,2:ecr=0:DIM a$(13)
<21CD>
130 SYMBOL 255,&CF,&CF,&CF,0,&F3,&
F3,&F3,0 <2482>
140 SYMBOL 254,&7F,&FF,&C3,&BF,&BF
,&BF,&BF,&FF <287F>
150 SYMBOL 253,&FC,&FE,&FE,&FE,&FE
,&FE,&FE,&FE <287B>
160 SYMBOL 252,&FF,&FF,&FF,&FF,&FF
,&FF,&7F,0 <26A8>
170 SYMBOL 251,&FE,&FE,&FE,&FE,&FE
,&FE,&FC,0 <26F4>
180 SYMBOL 250,7,&1F,&3F,&7F,&7F,2

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55,255,255                                (231D)
190 SYMBOL 249,&E0,&F8,&FC,&FE,&FE
,255,255,255                                (25E6)
200 SYMBOL 248,255,255,&CF,&47,&63
,&33,&1F,&7                                (262C)
210 SYMBOL 247,255,255,255,254,254
,&FC,&F8,&E0                                (23D6)
220 SYMBOL 246,7,9,15,15,7,1,15,&1
7                                            (1D33)
230 SYMBOL 245,&E0,&90,&F0,&F0,&E0
,&80,&F0,&E8                                (28B8)
240 SYMBOL 244,&33,&31,&33,&26,&C,
&18,&C,&1C                                (287C)
250 SYMBOL 243,&CC,&8C,&CC,&64,&30
,&18,&30,&38                                (286A)
260 INK 0,0:INK 1,18:INK 2,6:INK 3
,24:GOSUB 1500:MODE 1                      (22D4)
270 PAPER 0:PEN 1:BORDER 0                (0D46)
280 GOTO 1380                              (0956)
320 DATA #####                          (1B63)
330 DATA m hrrhhmmmmrrrrmmmmrrm         (1BE7)
340 DATA mhhhhmpr mhhhhmp hrm            (1BD9)
350 DATA mrrhmp mp h m rm                (1B8E)
360 DATA mpphhhh mmm hmmrrhrm            (1BB3)
370 DATA mhhhhhhh rhmpmphphhhrm          (1B3D)
380 DATA mhmmmmmrrhmrrrrrrrrhrm         (1B54)
390 DATA mhmhhhhhhmmmmmmmmmmhrrm        (1B10)
400 DATA mhmhphphprrrrrrrrrhrm          (1B9A)
410 DATA mhr hhhhhphphphphhrrm          (1BE9)
420 DATA mhrhphphprrrrrrrrrrrm          (1BA9)
430 DATA #####                          (1B40)
440 DATA 18,150,2,2                      (116F)
450 DATA #####                          (1B68)
460 DATA mrrmmmmmmmmrrrrmmrrm           (1BA7)
470 DATA m hmmmmmmmmmmmmhrrprm          (1B33)
480 DATA m hmp p p pppppprm              (1B63)
490 DATA m hmp p p mrrrrhrprm            (1BB7)
500 DATA m hmp p pmmrrmmrrprm            (1BAE)
510 DATA mhhmmmmmmmmrrppmrprm            (1BD6)
520 DATA m hmmmmmmmmmmhrrmpprm           (1BF7)
530 DATA mhhrrrrhhhr hhhhhprm            (1B82)
540 DATA m hhhhhhhhhmmrrrrrrrrm         (1B98)
550 DATA mhhrrrrrrrrmmmmmmmmmm          (1B30)
560 DATA #####                          (1B44)
570 DATA 22,80,2,3                      (1047)
580 DATA #####                          (1B6C)
590 DATA mm r hr r mmmr rm              (1B18)
600 DATA mmpmmhhmh mprhhhhhhm           (1B44)
610 DATA m hhhhhrrhr hhhmmmm m          (1B70)
620 DATA mmpmmhrhr mmmmmrrm m           (1B3C)
630 DATA mm r hrhr hhhhhhhhp            (1B03)
640 DATA m hhhhhrrhr mmmmmmmmm          (1BC6)
650 DATA mm r hrhr rrrrrrrrm            (1B3C)
660 DATA mmpmmhrhr hhhhhhhhp            (1B63)
670 DATA mphhhhhrrhr mmmmmmmmm          (1B40)
680 DATA mrrrrrrhrhr hhhhhhhhp            (1B59)
690 DATA #####                          (1BAD)
700 DATA 8,150,2,4                      (100F)
710 DATA #####                          (1B71)
720 DATA m hhhhhrrrrrhrrhhhhhhhhm      (1B82)
730 DATA mhhhhhhhhhhprmmmmmmhmm        (1B7C)
740 DATA mphhhhhrrhrprmmmmhmm          (1B89)
750 DATA mrphhhhhmmrrhprmmmhmm         (1B28)
760 DATA mrrphhhhhmmrrhprmhphm         (1BCC)
770 DATA mrrrrphhhpphmrhprmhmm         (1B0D)
780 DATA mrrrrphhmmphmrhprmm           (1B0A)
790 DATA mrrrrrrphppmhrhprmm           (1BC7)
800 DATA mrrrrrrphhpmphmrhprmm         (1B50)
810 DATA mrrrrrrrrmmhpmphhr hm          (1B8F)
820 DATA #####                          (1B4D)
830 DATA 26,80,2,2                      (10A4)
840 '                                       (079E)
870 FOR i=1 TO 12:READ a$(i)              (1B05)
880 FOR j=1 TO 20:b$=MID$(a$(i),j,
1)                                          (29A7)
890 IF b$="m"THEN PEN 2:c$=STRING$
(4,CHR$(255))                              (236D)
900 IF b$="h"THEN PEN 1:c$=STRING$
(4,CHR$(207))                              (2359)
910 IF b$=" "THEN c$=STRING$(4," "
)                                          (1D62)
920 IF b$="r"THEN PEN 3:c$=CHR$(25
4)+CHR$(253)+CHR$(252)+CHR$(251)        (3281)
930 IF b$="p"THEN PEN 2:c$=CHR$(25
0)+CHR$(249)+CHR$(248)+CHR$(247)        (32D4)
940 LOCATE j*2-1,i*2-1:PRINT MID$(
c$,1,2):LOCATE j*2-1,i*2:PRINT MID
$(c$,3,2);                                (4300)
950 NEXT j:NEXT i:READ pom,tps,x,y
                                          (297A)
960 PEN 3:PRINT"SCORE:";USING"####
#";sc;:PRINT" ENERGIE:";USIN
G"###";tps;:PRINT" POMMES:";USING
"##";pom;                                (5E8A)
970 PEN 3:LOCATE x*2-1,y*2-1:PRINT
CHR$(246);CHR$(245):LOCATE x*2-1,
y*2:PRINT CHR$(244);CHR$(243):RETU
RN                                          (4BBE)
980 '                                       (07B5)
1010 b$=INKEY$:IF b$=""THEN 1010         (191D)
1020 IF b$<CHR$(240)OR b$>CHR$(243
)THEN 1010 ELSE LOCATE x*2-1,y*2-1
:PRINT" ":LOCATE x*2-1,y*2:PRINT"
"                                          (5231)
1030 GOSUB 1360:ON(ASC(b$)-239)GOS
UB 1040,1090,1150,1210:GOTO 1140        (2D4D)
1040 c$=MID$(a$(y-1),x,1):tb=0           (2827)
1050 IF c$=" "THEN y=y-1:RETURN           (1C3D)
1060 IF c$="h"THEN y=y-1:a$(y)=FNz
$:RETURN                                  (2DF7)
1070 IF c$="p"THEN y=y-1:GOSUB 127
0:a$(y)=FNz$:RETURN                      (3284)
1080 RETURN                                (069B)
1090 c$=MID$(a$(y+1),x,1):IF FNy$=
"r"THEN tb=1:x1=x:y1=y ELSE tb=0        (52CE)
1100 IF c$=" "THEN y=y+1:RETURN           (1C81)

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1110 IF c$="h" THEN y=y+1:a$(y)=FNz
$:RETURN <2D1A>
1120 IF c$="p" THEN y=y+1:GOSUB 127
0:a$(y)=FNz$:RETURN <32E0>
1130 tb=0:RETURN <0EA9>
1140 PEN 3:LOCATE x*2-1,y*2-1:PRIN
T CHR$(246);CHR$(245):LOCATE x*2-1
,y*2:PRINT CHR$(244);CHR$(243):IF
tb=0 THEN 1010 ELSE GOSUB 1280:GOT
O 1010 <610A>
1150 c$=MID$(a$(y),x-1,1):IF FNy$=
"r" THEN tb=1:x1=x:y1=y:ELSE tb=0 <531F>
1160 IF c$=" " THEN x=x-1:RETURN <1CD1>
1170 IF c$="h" THEN x=x-1:a$(y)=FNz
$:RETURN <2D3E>
1180 IF c$="p" THEN x=x-1:GOSUB 127
0:a$(y)=FNz$:RETURN <3253>
1190 IF c$="r" THEN GOTO 1350 <1373>
1200 tb=0:RETURN <0E34>
1210 c$=MID$(a$(y),x+1,1):IF FNy$=
"r" THEN tb=1:x1=x:y1=y:ELSE tb=0 <534F>
1220 IF c$=" " THEN x=x+1:RETURN <1C28>
1230 IF c$="h" THEN x=x+1:a$(y)=FNz
$:RETURN <2D76>
1240 IF c$="p" THEN x=x+1:GOSUB 127
0:a$(y)=FNz$:RETURN <32C1>
1250 IF c$="r" THEN GOTO 1340 <1399>
1260 tb=0:RETURN <0EAC>
1270 sc=sc+150:SOUND 129,50,100,7,
1:pom=pom-1:PEN 3:LOCATE 7,25:PRIN
T USING"####";sc;:LOCATE 39,25:PR
INT USING"##";pom;:IF pom=0 THEN 1
430 ELSE RETURN <7244>
1280 tb=0 <0C6E>
1290 IF MID$(a$(y1),x1,1)<>" " THEN
SOUND 130,200,100,7,1,2,5:RETURN <3467>
1300 PEN 3:LOCATE x1*2-1,y1*2-3:PR
INT" ":LOCATE x1*2-1,y1*2-2:PRINT
" " <3D3C>
1310 a$(y1-1)=LEFT$(a$(y1-1),x1-1)
+CHR$(32)+RIGHT$(a$(y1-1),20-x1):a
$(y1)=LEFT$(a$(y1),x1-1)+"r"+RIGHT
$(a$(y1),20-x1):LOCATE x1*2-1,y1*2
-1:PRINT CHR$(254);CHR$(253):LOCAT
E x1*2-1,y1*2:PRINT CHR$(252);CHR$
(251) <D566>
1320 IF x1=x AND y1=y THEN 1570 <1F9F>
1330 y1=y1+1:GOTO 1290 <173A>
1340 IF MID$(a$(y),x+2,1)=" " THEN
PEN 3:LOCATE x*2+1,y*2-1:PRINT" "
;CHR$(254);CHR$(253):LOCATE x*2+1,
y*2:PRINT" ";CHR$(252);CHR$(251):
a$(y)=LEFT$(a$(y),x)+CHR$(32)+"r"+
RIGHT$(a$(y),18-x):x1=x+2:y1=y+1:G
OSUB 1210:GOTO 1280:ELSE RETURN <D8D8>
1350 IF MID$(a$(y),x-2,1)=" " THEN
PEN 3:LOCATE x*2-5,y*2-1:PRINT CHR
$(254);CHR$(253);" ":LOCATE x*2-5

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,y*2:PRINT CHR$(252);CHR$(251);"
":a$(y)=LEFT$(a$(y),x-3)+"r"+CHR$(
32)+RIGHT$(a$(y),21-x):x1=x-2:y1=y
+1:GOSUB 1150:GOTO 1280:ELSE RETUR
N <DAE0>
1360 tps=tps-1:PEN 3:LOCATE 27,25:
PRINT USING"###";tps;:IF tps>0 THE
N RETURN <3ADE>
1370 GOTO 1570 <09D8>
1380 ' <07D8>
1410 ecr=ecr+1:IF ecr=5 THEN GOTO
1440 <23F4>
1420 GOSUB 840:GOTO 980 <0E82>
1430 CLS:GOTO 1410 <0BD3>
1440 ' sp ga gne <1067>
1450 MODE 0:PEN 3 <0AAF>
1460 PRINT"* BRAVO DU HAST ES GESC
HAFFT *" <2637>
1465 PRINT:PRINT:PRINT:PRINT <0CC9>
1470 BORDER 0,26:SOUND 1,345,200,1
5,0,1:ZONE 80:PRINT,"HERZLICHEN GL
UECKWUNSCH DAS HAETTE ICH NIE GEDA
CHT" <56A9>
1471 ZONE 80:PRINT"BOULDER VERABSC
HIEDET SICH JETZT" <2C15>
1480 IF INKEY$<>" " THEN 1480 <0F41>
1490 IF INKEY$<>" " THEN RUN ELSE 14
90 <1209>
1500 MODE 2:PEN 3:LOCATE 32,5:PRIN
T"BOUNDER SPIELANLEITUNG" <2A41>
1501 PRINT:PRINT:PRINT <0AD1>
1510 ZONE 50:PRINT"DU BIST EIN KLE
INES MAENNCHEN,DAS DIAMANTEN EINSA
MMELN" <4233>
1520 PRINT"MUSS. DOCH ACHTUNG ! SC
HWERE FELSBROCKEN HINDERN DICH DAR
AN, GEBE DEIN BESTES. <55C0>
1530 PRINT"GESTEUERT WIRD DAS MAEN
CHEN MIT DEN CURSOR TASTEN. <39B2>
1531 PRINT:PRINT <08FD>
1532 PRINT:PRINT <08FF>
1540 PRINT"UND NUN LOS. VIEL GLUE
CK UND VIEL SPASS!" <3456>
1541 PRINT:PRINT <0813>
1542 PRINT:PRINT <0815>
1543 PRINT" W E I T E R M
I T S P A C E <2D75>
1550 IF INKEY(61)=0 THEN 1580 <1206>
1560 IF INKEY(47)=0 THEN RETURN EL
SE 1550 <1583>
1570 SOUND 130,200,100,7,1,2,5:FOR
i=1 TO 1000:NEXT i:CLS:PEN 3:PRIN
T"LEIDER HAT ES DICH ERWISCHT!":FO
R i=1 TO 10:SOUND 1,i*100,10,INT(i
/3):SOUND 2,1000-i*100,10,7:NEXT:F
OR i=1 TO 1000:NEXT:RUN <97B5>
1580 MODE 1:FOR z=1 TO 4:GOSUB 840
:NEXT z:RUN <1ECF>

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,0	(43DF)	(8)CHR\$(10)CHR\$(32);:RETURN	(2BE6)
465 FOR i%=212 TO 460 STEP 10:PLOT		7000 PEN 4:LOCATE x,y:PRINT CHR\$(2	
i%,380:DRAWR INT(RND*5)-5,-60,0:F		25)	(1A1D)
OR ii%=i%+2 TO i%+8 STEP 3:PLOT ii		7005 FOR i=1 TO 20:SOUND 1,320,2,,	
%,380:DRAWR 0,-60+RND*6,11:NEXT:NE		,,i:NEXT	(22DB)
XT	(6543)	7010 bier=1	(0EFE)
500 ll=10:p=6:FOR i=9 TO 24 STEP 5		7020 RETURN	(061A)
:LOCATE p,i:PEN 11:PAPER 0:PRINT S		8000 PEN 4:LOCATE x,y:PRINT CHR\$(2	
TRINGS(11-1,143)CHR\$(133):PEN 12:P		54)	(1AD7)
APER 10:LOCATE p,i-1:PRINT STRING\$(		8010 IF y-1=7 THEN weit=v1:v1=7	(24E4)
(11,210):11=11+2:p=p-1:NEXT:PAPER		8020 IF y-1=12 THEN weit=v2:v2=6	(254E)
0	(8B89)	8030 IF y-1=17 THEN weit=v3:v3=5	(25B3)
510 ll=10:p=6:FOR i=9 TO 24 STEP 5		8040 IF y-1=22 THEN weit=v4:v4=4	(2534)
:LOCATE p,i-1:PEN 6:PAPER 0:PRINT		8050 PEN 8:FOR l=x-1 TO weit STEP-	
CHR\$(227):LOCATE p,i-2:PRINT CHR\$(		1:LOCATE l,y-1:PRINT CHR\$(205):LOC	
226):LOCATE p,i:PRINT CHR\$(227):p=		ATE l,y-1:PRINT" ":NEXT:bier=0	(52F8)
p-1:NEXT	(7265)	8060 sco=sco+level*10:fa=fa+1	(2CAE)
530 PLOT 60,16,13:GOSUB 600	(13D4)	8070 SOUND 1,200,25,10,,,30:SOUND	
540 PLOT 92,90:GOSUB 600	(103F)	2,150,25,10,,,30	(269E)
550 PLOT 124,166:GOSUB 600	(10E9)	8080 IF fa=10 THEN 8200	(12A1)
560 PLOT 156,242:GOSUB 600	(108C)	8090 RETURN	(0679)
590 GOTO 990	(098F)	8200 ' -----	(283C)
600 DRAWR 0,50:DRAWR 20,30:DRAWR 0		8201 ' - naechster Level	
, -26	(1870)	-	(28E3)
610 RETURN	(06ED)	8202 ' -----	(2840)
980 ' -----	(2977)	8205 fa=0:level=level+1:IF level>=	
990 ' - Hauptprogramm	(29F0)	4 THEN 8210 ELSE ges1=ges1+0.1:ges	
-		2=ges2+0.15:ges3=ges3+0.2:ges4=ges	
995 ' -----	(2995)	4+0.25	(8D1F)
1000 PEN 4:LOCATE x,y:PRINT CHR\$(2		8210 GOSUB 8300:LOCATE 8,11:PRINT"	
52)CHR\$(8)CHR\$(10);:PEN 7:PRINT CH	(3262)	Level"level:LOCATE 8,16:PRINT"begi	(324C)
R\$(253);	(0FB4)	nnt!"	
1020 a=JOY(0)		8215 LOCATE 5,21:PRINT"SPACE DRUEC	(1C95)
1030 IF a=1 AND y>9 THEN GOSUB 600		KEN"	
0:x=x-1:y=y-5	(30F1)	8217 FOR z=600 TO 1 STEP-32:SOUND	
1040 IF a=2 AND y<20 THEN GOSUB 60		1,z,10,13:SOUND 2,z+100,5,15:NEXT	(34E7)
00:x=x+1:y=y+5	(3142)	8220 WHILE INKEY\$<" ":WEND	(0EDB)
1050 IF(a=16 OR a=17 OR a=18)AND b		8230 LOCATE 8,11:PRINT SPC(9):LOCA	
ier=0 THEN GOSUB 7000	(2ECA)	TE 8,16:PRINT SPC(8):LOCATE 5,21:P	
1060 IF a=20 AND bier=1 THEN GOSUB		RINT SPC(14)	(2976)
8000	(1C67)	8240 v1=7:v2=6:v3=5:v4=4:GOTO 1000	(29A4)
5000 LOCATE v1,7:PEN 1:PRINT" "CHR		8300 LOCATE v1,7:PRINT" ":LOCATE	
\$(200)	(1BB9)	v2,12:PRINT" ":LOCATE v3,17:PRINT	
5010 PEN 7:LOCATE v2,12:PRINT" "CH		" ":LOCATE v4,22:PRINT" "	(4383)
R\$(202)	(1C02)	8310 RETURN	(0632)
5020 PEN 5:LOCATE v3,17:PRINT" "CH		9000 ' -----	(287F)
R\$(218)	(1CE8)	9001 ' - Leben verloren	
5030 PEN 14:LOCATE v4,22:PRINT" "C		-	(286D)
HR\$(219)	(1D1D)	9002 ' -----	(2883)
5031 PEN 1	(077C)	9005 GOSUB 6000	(0929)
5035 IF v1>=14 OR v2>=15 OR v3>=16		9010 PRINT:TAG:FOR l=450 TO 100 ST	
OR v4>=17 THEN 9000	(2D57)	EP-10:SOUND 1,1,2,15:MOVE 1,62,4:P	
5040 v1=v1+ges1:v2=v2+ges2:v3=v3+g	(547E)	RINT CHR\$(216);:MOVE 1+35,62,7:PRI	
es3:v4=v4+ges4	(09C7)		
5050 GOTO 1000			
6000 LOCATE x,y:PRINT CHR\$(32)CHR\$			

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NT CHR$(217)" ";:NEXT (569A)
9012 TAGOFF (06D2)
9013 LOCATE 4,22:PRINT STRING$(5,3
2) (14BD)
9015 GOSUB 8300 (0941)
9018 FOR i=1 TO 460 STEP 8:SOUND 1
,i,1,13:SOUND 2,i+100,1,13:SOUND 3
,i+200,1,13:NEXT (4162)
9019 IF life=0 THEN 9500 (1313)
9020 life=life-1:v=7:x=19:y=23:v1=
7:v2=6:v3=5:v4=4 (4DB1)
9100 GOTO 1000 (097B)
9500 ' -----
----- (2869)
9501 ' - Game Over (28FC)
- (286D)
9502 ' -----
----- (0DEB)
9509 WHILE INKEY$("<")":WEND (1723)
9510 LOCATE 7,11:PRINT"GAME OVER"
9520 SOUND 1,200,120,15,,,10:mi=33
8:FOR i%=336 TO 440 STEP 2:mi=mi-2
:PLOT i%,380,0:DRAWR 0,-64:PLOT i%
,325,1:PLOT mi,380,0:DRAWR 0,-64:P
LOT mi,325,1:NEXT (7F1A)
9530 LOCATE 9,3:PRINT"SCORE" (12FD)
9540 LOCATE 9,4:PRINT USING"####"
;sco (1A4E)
9550 CALL &BB18 (099D)
9560 IF sco<=sco(5)THEN 11090 (1A51)
9600 ' -----
----- (2832)
9610 ' - Score eintragen (28D1)
- (285A)
9620 ' -----
-----
9800 MODE 1:BORDER 3:INK 0,0:INK 1
,20:INK 2,24:INK 3,11 (2126)
10000 z=70:i=370:TAG (1733)
10020 MOVE i,330,1:PRINT CHR$(248)
" ";:SOUND 1,200,1,15,,,30 (2DFB)
10030 GOSUB 10500 (091D)
10040 MOVE i,330,1:PRINT CHR$(249)
" "; (1D7A)
10050 GOSUB 10500 (0946)
10060 MOVE i,330,1:PRINT CHR$(250)
" "; (1DA1)
10070 GOSUB 10500 (096E)
10080 MOVE i,330,1:PRINT CHR$(249)
" "; (1DCA)
10090 GOSUB 10500:GOTO 10020 (0E22)
10500 MOVE i,350,2:PRINT CHR$(251)
" DEIN SCORE:";sco;;FOR a=1 TO z:M
EXT:i=i-10:IF i<180 THEN 10600 ELS
E RETURN (5AB4)
10600 TAGOFF (063F)
10601 PAPER 3:PEN 1:LOCATE 1,1:PRI
NT STRING$(40,ch):LOCATE 1,25:PRIN

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T STRING$(40,ch); (32A5)
10602 FOR i=2 TO 24:LOCATE 1,i:PRI
NT CHR$(ch):LOCATE 40,i:PRINT CHR$
(ch);:NEXT (3997)
10603 PAPER 0:PEN 1 (0A9A)
10605 PEN 3:LOCATE 10,10:PRINT"G R
A T U L A T I O N" (2700)
10610 PEN 1:LOCATE 4,14:PRINT"DEIN
SCORE IST UNTER DEN 5 BESTEN !" (3473)
10620 LOCATE 8,16:PRINT"GIB BITTE
DEINEN NAMEN EIN" (28F4)
10700 PEN 2:na$=STRING$(15,"."):s1
=12:a$="":LOCATE 12,19:PRINT na$ (37CF)
10705 a$=INKEY$:IF a$=CHR$(13)THEN
11000 (1D6A)
10710 IF a$>CHR$(31)AND a$<CHR$(12
3)AND s1<27 THEN LOCATE s1,19:MID$
(na$,s1-11,1)=a$:SOUND 1,200,10,15
,,,30:SOUND 2,400,20,15,,,20:PRINT
a$:s1=s1+1 (80B8)
10730 IF INKEY(79)=0 AND s1>12 THE
N s1=s1-1:MID$(na$,s1-11,1)=a$:LOC
ATE s1,19:PRINT".":FOR i=15 TO 1 S
TEP-1:SOUND 1,200,2,i,,,30:NEXT (6FF1)
10760 GOTO 10705 (095B)
11000 ' -----
----- (27C7)
11010 ' - Hiscore Tabelle
- (2786)
11020 ' -----
----- (27F0)
11030 FOR a=5 TO 1 STEP-1 (1153)
11040 IF sco(sco(a))THEN loc=a+1:GO
TO 11060 (2CD0)
11050 NEXT (0642)
11051 loc=1 (0D66)
11060 FOR a=5 TO loc STEP-1:na$(a)
=na$(a-1):sco(a)=sco(a-1):NEXT (4E46)
11075 sco(loc)=sco:na$(loc)=na$ (2ECE)
11080 na$(re)="":sco(re)=sc (2860)
11090 MODE 1:BORDER 0:INK 0,3:INK
1,20:INK 2,6:INK 3,24 (2025)
11091 LOCATE 14,2:PEN 1:PRINT"HISC
ORE-TABELLE" (2081)
11092 PLOT 1,1,1:DRAW 639,1:DRAW 6
39,398:DRAW 1,398:DRAW 1,1 (2795)
11095 PEN 2:LOCATE 3,21:PRINT"Drue
cke 'ENTER' um weiter zu spielen" (35AC)
11099 PEN 1:LOCATE 1,6:FOR a=1 TO
5 (16BC)
11100 LOCATE 6,a*2+5:PEN 1:PRINT a
;".... ";:PEN 2:PRINT na$(a);:PEN
3:LOCATE 29,a*2+5:PRINT USING"####
###";sco(a) (5BC1)
11102 PLOT 1,352:DRAW 640,352 (1436)
11110 NEXT (06BA)
12000 IF INKEY(18)=0 THEN 95 ELSE
12000 (17DB)

```