

```

10 '***** <2397> 580 <1773>
20 '* WORDMIX * <237E> 560 IF sk=2 THEN RESTORE 3870:GOTO
30 '* VON * <2375> 580 <17A3>
40 '* FRANK SCHIMMEL UND * <233D> 570 IF sk=3 THEN RESTORE 3890 <12DE>
50 '* THORSTEN MERTSCHING * <2378> 580 FOR a=1 TO 26:READ a$:wort$(a)
60 '* FUER * <23CA> =a$:NEXT <2AFE>
70 '* SCHNEIDER CPC-WELT * <2350> 590 ' <07A9>
80 '* CPC 464/664/6128 JE* <23F0> 600 GOTO 1060' zum Spielanfang <1BAA>
90 '***** <2336> 610 ' <07D1>
130 ' <070E> 620 ' *** SPIELFELDAUFBAU *** <1FBE>
140 ' *** HUELLEKURVEN *** <1B62> 630 ' <07F9>
150 ' <0736> 640 PEN 3:LOCATE 1,4:PRINT a$(1):P
160 ENV 1,15,-1,2 <0F87> RINT a$(2) <1E1D>
170 ENV 3,=9,4000 <0EAB> 650 FOR i=1 TO 7 <0E66>
180 ENV 5,1,15,1,15,-1,12 <17CD> 660 PRINT a$(3):PRINT a$(2) <1646>
190 ENT-5,14,-10,1,1,120,1 <18D3> 670 NEXT <0601>
200 ' <079A> 680 PRINT a$(4) <0DB9>
210 ' *** INITIALISIERUNG *** <1F06> 690 RETURN <068C>
220 ' <07C2> 700 ' <0784>
230 wanz=26:sp=1:high=500:high$="F <33BA>
rank" <2340>
240 MODE 1:BORDER 0:INK 0,1:INK 1, <2482>
24:INK 2,11:INK 3,6:PAPER 0 <13A2>
250 POKE &B31E,&3:POKE &B31F,&BB:c <12D8>
li$=CHR$(30) <125C>
260 WINDOW#1,19,40,5,19 <290A>
270 WINDOW#2,1,40,4,25 <0764>
280 WINDOW#3,2,39,2,20 <078C>
290 DIM h$(7),wort$(wanz),zuf(64) <1CEE>
300 ' <07B4>
310 ' *** HILSSEITE EINLESEN *** <20C6>
320 ' <07DC>
330 FOR i=1 TO 7:READ h$(i):NEXT <2D09>
340 ' <0703>
350 ' *** MC-ROUTINE LADEN *** <1C9F>
360 ' <072B>
370 FOR a=&8000 TO &8006:READ a$:P <1096>
oke a$,VAL("&" + a$):NEXT <0F4F>
380 ' <2FA3>
390 ' *** SPIELFLAECHE *** <0633>
400 ' <0647>
410 FOR art=1 TO 4 <07B8>
420 FOR i=1 TO 17 <07B7>
430 READ fe:a$(art)=a$(art)+CHR$(f <09A4>
e) <098C>
440 NEXT <071D>
450 NEXT <253C>
460 PEN 2 <0745>
470 '
480 ' *** TITELBILD ***
490 '
500 GOSUB 2360
510 GOSUB 2610
520 '
530 ' *** WOERTERLISTE EINLESEN **
* <253C>
540 ' <0745>
550 IF sk=1 THEN RESTORE 3850:GOTO

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n minus"	<2136>	1320 PRINT CHR\$(24)kur\$CHR\$(24)	<1838>
1000 LOCATE 20,18:PRINT"<f8> Zeich		1330 GOTO 1130	<09BA>
en plus"	<2029>	1340 '	<0788>
1010 LOCATE 20,19:PRINT"<COPY> Wor		1350 ' *** CURSOR STEVERN ***	<1E73>
t markieren	<23AE>	1360 '	<07B0>
1020 RETURN	<0622>	1370 LOCATE x,y	<0F08>
1030 '	<071B>	1380 CALL &BCA7:SOUND 1,400,25,15,	
1040 ' *** SPIELSTART ***	<1A10>	1	<18BF>
1050 '	<0743>	1390 PRINT kur\$	<0C43>
1060 GOSUB 730' Buchstaben erzeuge		1400 RETURN	<061B>
n	<1FA9>	1410 '	<0713>
1070 GOSUB 640' Spielfeld-Aufbau	<1C70>	1420 ' ** BUCHSTABEN WAEHLEN **	<2058>
1080 GOSUB 780' Buchstaben einsetz		1430 '	<073B>
en	<2093>	1440 pu(sp)=pu(sp)+pu1:GOSUB 3230:	
1090 GOSUB 2920'Score-Card	<1510>	GOSUB 3050	<2F4D>
1100 GOSUB 890' Tastenuebersicht	<1CDA>	1450 k=ASC(kur\$)	<14F9>
1110 x=2:y=5	<1268>	1460 RETURN	<0693>
1120 PEN 1:GOTO 1300	<0CF2>	1470 '	<078B>
1130 FOR tim=1 TO 130:NEXT	<1301>	1480 PEN 1:kur\$=CHR\$(k)	<1767>
1140 PRINT cli\$	<0C63>	1490 LOCATE x,y:PRINT CHR\$(24)kur\$	
1150 IF INKEY(0)=0 THEN IF y=5 THE		CHR\$(24)	<2364>
N GOSUB 1370:GOTO 1300 ELSE GOSUB		1500 RETURN	<06E3>
1370:y=y-2:GOTO 1300	<3653>	1510 '	<07DB>
1160 IF INKEY(2)=0 THEN IF y=19 TH		1520 '	<07EF>
EN GOSUB 1370:GOTO 1300 ELSE GOSUB		1530 ' *** WORT ERKENNEN ***	<1D0B>
1370:y=y+2:GOTO 1300	<37C3>	1540 '	<0719>
1170 IF INKEY(1)=0 THEN IF x=16 TH		1550 l\$(1)=kur\$:l\$(2)=kur\$:l\$(3)=k	
EN GOSUB 1370:GOTO 1300 ELSE GOSUB		ur\$:l\$(4)=kur\$	<40B6>
1370:x=x+2:GOTO 1300	<3747>	1560 '	<0741>
1180 IF INKEY(8)=0 THEN IF x=2 THE		1570 l=w1*2-2	<1319>
N GOSUB 1370:GOTO 1300 ELSE GOSUB		1580 FOR i=2 TO 1 STEP 2	<13B4>
1370:x=x-2:GOTO 1300	<3635>	1590 IF x>10 THEN c\$(1)="" :GOTO 16	
1190 IF INKEY(10)=0 THEN GOSUB 142		10	<1D97>
0:IF k=65 THEN k=90:GOSUB 1480:GOT		1600 LOCATE x+i,y:CALL &8000:c\$(1)	
O 1130 ELSE k=k-1:GOSUB 1480:GOTO		=CHR\$(PEEK(&8007))	<2D45>
1130	<4588>	1610 IF x<w1*2 THEN c\$(2)="" :GOTO	
1200 IF INKEY(11)=0 THEN GOSUB 142		1630	<221E>
0:IF k=90 THEN k=65:GOSUB 1480:GOT		1620 LOCATE x-i,y:CALL &8000:c\$(2)	
O 1130 ELSE k=k+1:GOSUB 1480:GOTO		=CHR\$(PEEK(&8007))	<2D7D>
1130	<45CD>	1630 IF y<11 THEN c\$(3)="" :GOTO 16	
1210 IF INKEY(9)=0 THEN GOSUB 1370		50	<1D08>
:GOTO 1530	<1759>	1640 LOCATE x,y-i:CALL &8000:c\$(3)	
1220 IF INKEY(59)=0 THEN GOSUB 204		=CHR\$(PEEK(&8007))	<2D0E>
0' Woerterliste	<2261>	1650 IF y>13 THEN c\$(4)="" :GOTO 16	
1230 IF INKEY(46)=0 THEN pu(sp)=pu		70	<1DB0>
(sp)+pu4:GOSUB 3230:GOSUB 730:GOSU		1660 LOCATE x,y+i:CALL &8000:c\$(4)	
B 780:GOTO 1110' Neue Buchstaben	<55C2>	=CHR\$(PEEK(&8007))	<2D36>
1240 IF INKEY(44)=0 THEN GOSUB 225		1670 FOR j=1 TO 4	<0E96>
0:GOTO 1070' Hilfsseite	<25CB>	1680 l\$(j)=l\$(j)+c\$(j)	<254C>
1250 IF INKEY(27)=0 THEN GOSUB 216		1690 NEXT	<06FD>
0:GOTO 1130' Passen	<218B>	1700 NEXT	<0610>
1260 GOTO 1150	<09CD>	1710 '	<076C>
1270 '	<07FA>	1720 ' *** WORT PRUEFEN ***	<1CF5>
1280 ' *** CURSOR ***	<1693>	1730 '	<0794>
1290 '	<0724>	1740 FOR i=1 TO 4	<0EE2>
1300 LOCATE x,y	<0F7B>	1750 IF l\$(i)<>wort\$(ASC(LEFT\$(l\$(	
1310 CALL &8000:kur\$=CHR\$(PEEK(&80		i),1))-64)THEN 1970' Falsches Wort	
07))	<1C04>		<45B5>

1760 pu(sp)=pu(sp)+pu2:GOSUB 3140:	EN sp=1	(2E99)
GOSUB 3050:Richtiges Wort	2200 LOCATE 2,25:PRINT cli\$+CHR\$(2	
1770 wort\$(ASC(LEFT\$(l\$(i),1))-64)	4);"Fuer naechsten Spieler Taste d	
="" richtiges Wort loeschen	ruecken!";CHR\$(24);	(4ACE)
1780 wanz=wanz-1:Woerterliste -1	2210 CALL &BB06:LOCATE 1,25:PRINT	
1790 IF wanz=0 THEN 3400	CHR\$(141);STRING\$(38,140);CHR\$(142	
1800 '	);	(29B6)
1810 ' *** RICHTIGES WORT ***	2220 GOSUB 3060:PEN 1	(0C8E)
1820 '	2230 RETURN	(069A)
1830 x1=x:y1=y:PEN 2	2240 '	(0792)
1840 PEN 2:LOCATE x,y:PRINT LEFT\$(	2250 ' *** HILFSEITE ***	(193B)
l\$(i),1)	2260 '	(07BA)
1850 IF i=1 THEN x2=2:y2=0:GOTO 18	2270 CLS#2	(08C7)
90	2280 LOCATE 1,4	(09A7)
1860 IF i=2 THEN x2=-2:y2=0:GOTO 1	2290 FOR i=1 TO 7	(0E3D)
890	2300 PRINT h\$(i):PRINT	(1203)
1870 IF i=3 THEN x2=0:y2=-2:GOTO 1	2310 NEXT	(06D7)
890	2320 PEN 2:PRINT:PRINT cli\$;" Tas	
1880 x2=0:y2=2	te druecken!":CALL &BB06:PEN 1	(2DC3)
1890 FOR a=2 TO w1:x1=x1+x2:y1=y1+	2330 CLS#2	(083F)
y2:LOCATE x1,y1:PRINT MID\$(l\$(i),a	2340 RETURN	(0678)
,1):NEXT	2350 '	(0770)
1900 FOR a=1 TO 3000:NEXT	2360 ' *** TITELBILD ***	(19BB)
1910 PEN 1	2370 '	(0798)
1920 x1=x:y1=y	2380 CLS:PAPER#3,2:PAPER 2:CLS#3	(1305)
1930 FOR a=2 TO w1:x1=x1+x2:y1=y1+	2390 INK 3,26,0:SPEED INK 2,6	(1273)
y2:LOCATE x1,y1:PRINT MID\$(l\$(i),a	2400 PLOT 1,1,1:DRAW 1,399:DRAW 63	
,1):NEXT	9,399:DRAW 639,1:DRAW 1,1	(277B)
1940 GOSUB 2160	2410 PLOT 14,78:DRAW 14,384:DRAW 6	
1950 GOTO 2020	24,384:DRAW 624,78:DRAW 14,78	(2BE1)
1960 '	2420 FOR i=24 TO 614 STEP 10:PLOT	
1970 ' *** FALSCHES WORT ***	i,80,1:DRAW i,382:NEXT	(2B26)
1980 '	2430 FOR i=88 TO 378 STEP 10:PLOT	
1990 NEXT	16,i,1:DRAW 622,i:NEXT	(2B0F)
2000 PRINT cli\$	2440 PRINT CHR\$(22)CHR\$(1):PEN 3:F	
2010 GOSUB 3190:pu(sp)=pu(sp)+pu3:	OR anz=1 TO 7	(20DB)
GOSUB 3230:GOSUB 3050:GOSUB 2160	2450 FOR i=1 TO 5:READ x\$(i):NEXT:	
2020 GOTO 1120	READ b\$,x,y	(2C4A)
2030 '	2460 FOR z=1 TO 5:LOCATE x,y+z:FOR	
2040 ' *** WOERTERLISTE ***	i=1 TO LEN(x\$(z))	(3530)
2050 '	2470 IF MID\$(x\$(z),i,1)="1"THEN PR	
2060 CLS#1	INT b\$;ELSE PRINT " ";	(2CC7)
2070 FOR i=1 TO 13	2480 NEXT:NEXT:SOUND 2,250,15,15,1	
2080 PRINT#1,TAB(6)wort\$(i);TAB(13	:NEXT anz:PRINT CHR\$(22)CHR\$(0)	(2B73)
)wort\$(i+13)	2490 a\$="Copyright "+CHR\$(164)+" 1	
2090 NEXT	988 by FRANK SCHIMMEL"	(374E)
2100 PRINT cli\$	2500 PAPER 0:x=3:y=23:FOR i=1 TO L	
2110 PRINT#1:PRINT#1," Taste dru	EN(a\$):b\$=MID\$(a\$,i,1)	(3BAC)
ecken!":CALL &BB06	2510 PEN 2:FOR j=39 TO x STEP-1	(18E6)
2120 CLS#1	2520 IF b\$=" "THEN j=x	(18B4)
2130 GOSUB 890	2530 LOCATE j,y:PRINT b\$:CALL &BD1	
2140 RETURN	9:LOCATE j,y:PRINT " "	(2ABA)
2150 '	2540 IF j=x THEN LOCATE j,y:PRINT	
2160 ' *** NAECHSTER SPIELER ***	b\$	(204D)
2170 '	2550 SOUND 2,j*5,1,15:NEXT j:x=x+1	
2180 IF pu(sp)>high THEN high=pu(s	:NEXT i	(2B1F)
p):high\$=nam\$(sp):GOSUB 2980	2560 PAPER 0:PAPER#3,0:INK 3,0:SOU	
2190 PEN 2:sp=sp+1:IF sp>maxspi TH	ND 132,500,0,0,5,5:BORDER 26,0	(28B1)

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2570 FOR i=1 TO 2000:NEXT:RETURN <1477>
2580 ' <073D>
2590 ' *** SCREENAUFBABU *** <1C7D>
2600 ' <0765>
2610 BORDER 0:CLS:PEN 2:PRINT STRI
NG$(40,131);CHR$(233); <1FB0>
2620 PEN 1:INK 3,6:PRINT TAB(8)" *
** W O R D - M I X ***";TAB(40);:P
EN 2 <36E1>
2630 PRINT CHR$(233);STRING$(40,14
0); <17E8>
2640 PRINT STRING$(40,154); <1001>
2650 FOR i=5 TO 23 <0F5C>
2660 LOCATE 1,i:PRINT CHR$(233) <14D7>
2670 LOCATE 40,i:PRINT CHR$(233); <1677>
2680 NEXT <06BD>
2690 PRINT STRING$(40,154);STRING$
(40,131); <1A52>
2700 PEN 1:LOCATE 4,8:INPUT"Anzahl
der Spieler (2-4): ",maxspi <34EB>
2710 IF maxspi<2 OR maxspi>4 THEN <21F5>
2720 FOR i=1 TO maxspi <169E>
2730 PEN 3:LOCATE 5,10+i:PRINT"Nam
e des";CHR$(8)". Spieler: ";:PEN
1:INPUT"",nam$(i) <4A0F>
2740 IF LEN(nam$(i))>8 THEN 2730 <1C00>
2750 NEXT <0648>
2760 LOCATE 5,18:INPUT"Schwierigke
it (1-3): ",sk <29E4>
2770 IF sk<1 OR sk>3 THEN 2760 <19BF>
2780 IF sk>2 THEN wl=5 ELSE wl=4'W
ortlaenge <2AF8>
2790 IF sk=1 THEN anfpu=300:pu1=-5
:pu2=100:pu3=-50:pu4=-10:GOTO 2820
<49BB>
2800 IF sk=2 THEN anfpu=200:pu1=-8
:pu2=100:pu3=-70:pu4=-20:GOTO 2820
<486E>
2810 anfpu=150:pu1=-10:pu2=150:pu3
=-100:pu4=-40 <3BF6>
2820 FOR i=1 TO maxspi:pu(i)=anfpu
:NEXT' Anfangspunktezahl <4198>
2830 PEN 3:LOCATE 6,22:PRINT CHR$(
24)" Taste zum Starten druecken !
"CHR$(24) <3B42>
2840 PEN 1:PRINT cli$:CALL &BB06 <14F9>
2850 CLS#2 <0851>
2860 PEN 3:LOCATE 18,4:PRINT STRIN
G$(23,154); <199D>
2870 LOCATE 18,20:PRINT STRING$(23
,154);:PEN 1 <1A3A>
2880 RETURN <06B2>
2890 ' <07AA>
2900 ' *** SCORE-CARD *** <1A19>
2910 ' <07D2>
2920 PEN 2:LOCATE 1,21:PRINT CHR$(
135);STRING$(38,131);CHR$(139); <275C>
2930 FOR i=22 TO 24:LOCATE 1,i:PRI
NT CHR$(133) <2075>
2940 LOCATE 40,i:PRINT CHR$(138);:
NEXT <1843>
2950 PRINT CHR$(141);STRING$(38,14
0);CHR$(142); <1E1A>
2960 LOCATE 3,22:PEN 1:PRINT"Spiel
er: ";:PEN 3:PRINT nam$(sp) <2DB2>
2970 LOCATE 3,24:PEN 1:PRINT"Score
":;:PEN 3:PRINT pu(sp) <2BB2>
2980 LOCATE 23,22:PEN 1:PRINT"High
Score:":;:PEN 3:PRINT high <2A94>
2990 LOCATE 28,24:PRINT SPC(8) <11A9>
3000 LOCATE 23,24:PEN 1:PRINT"von:
":;:PEN 3:PRINT high$ <2471>
3010 RETURN <06B5>
3020 ' <07AD>
3030 ' *** AKTUELLER SPIELSTAND **
* <2413>
3040 ' <07D5>
3050 LOCATE 11,24:PEN 3:PRINT pu(s
p):RETURN <1E5A>
3060 LOCATE 12,22:PEN 3:PRINT SPC(
8) <140F>
3070 LOCATE 12,22:PEN 3:PRINT nam$
(sp) <1DF6>
3080 LOCATE 11,24:PEN 3:PRINT SPC(
10) <1554>
3090 LOCATE 11,24:PEN 3:PRINT pu(s
p) <1C43>
3100 RETURN <066B>
3110 ' <0763>
3120 ' *** RICHTIGES WORT *** <1E09>
3130 ' <078B>
3140 CALL &BCA7:SOUND 2,200,50,15,
3:SOUND 2,350,25,15,3:SOUND 2,190,
50,15,3 <34D5>
3150 RETURN <06CF>
3160 ' <07C7>
3170 ' *** FALSCHES WORT *** <1D5B>
3180 ' <07EF>
3190 CALL &BCA7:SOUND 2,1000,150,1
5,3:RETURN <1AF8>
3200 ' <0716>
3210 ' *** SPIELER SCHEIDET AUS **
* <24D6>
3220 ' <073E>
3230 IF pu(sp)>0 THEN RETURN <165C>
3240 LOCATE 3,22:PRINT SPC(19):LOC
ATE 3,22:PEN 2:PRINT"Spieler ";nam
$(sp) <3493>
3250 LOCATE 3,24:PRINT"ist ausgesc
hieden!":PRINT cli$ <28C3>
3260 LOCATE 12,25:PRINT"Taste drue
cken !":CALL &BB06 <24E2>
3270 LOCATE 2,25:PRINT STRING$(38,
140); <1698>
3280 maxspi=maxspi-1 <1A74>

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3290 IF maxspi=1 THEN CLS#1:IF sp=1 THEN sp=2:GOTO 3300 ELSE sp=1 ELSE 3340	(390D)	3620 DATA "HILFSSEITE - Ausfuehrliche Beschreibung der Tastenbelegung."	(44B4)
3300 SOUND 2,200,120,0,3,5,1:PEN 1:LOCATE 19,8:PRINT"Spieler "nam\$(sp)" hat"	(3D37)	3630 DATA "WOERTERLISTE - Auflisten der zu erstellenden Woerter."	(4620)
3310 LOCATE 19,9:PRINT"mit"pu(sp)"Punkten ge-":LOCATE 19,10:PRINT"woennen."	(3CF7)	3640 DATA "NEUE BUCHSTABEN - Buchstaben auf dem Feld werden ausgetauscht."	(4A62)
3320 PEN 2:LOCATE 21,14:PRINT"Herzlichen"	(1C64)	3650 DATA "PASSEN - Aussetzen. Naechster Spieler ist dran."	(3A7E)
3330 LOCATE 23,15:PRINT"Glueckwunsch !!!":GOTO 3540	(2459)	3660 DATA "ZEICHEN MINUS - z.B. C zu B/ nach A - Z"	(3099)
3340 IF sp=1 THEN FOR i=2 TO 4:pu(i-1)=pu(i):nam\$(i-1)=nam\$(i):NEXT:GOTO 3380	(54AE)	3670 DATA "ZEICHEN PLUS - z.B. A zu B/ nach Z - A"	(30DA)
3350 IF sp=2 THEN FOR i=3 TO 4:pu(i-1)=pu(i):nam\$(i-1)=nam\$(i):NEXT:GOTO 3380	(5434)	3680 DATA "WORT MARKIEREN - Buchstabe an Cursorposition ist Wortanfang. Es wird in vier Richtungen nach gueltigem Wort gesucht."	(80CE)
3360 IF sp=3 THEN pu(3)=pu(4):nam\$(3)=nam\$(4):GOTO 3380	(38B2)	3690 ' *** MC-ROUTINE ***	(1A92)
3370 sp=1	(0C8F)	3700 DATA CD,60,BB,32,07,80,C9	(1BD3)
3380 GOSUB 2920:GOSUB 3060:RETURN	(10C6)	3710 ' *** SPIELFELD ***	(1941)
3390 '	(0794)	3720 DATA 150,154,158,154,158,154,158,154,158,154,158,154,158,154,158,154,158,154,156	(4ABC)
3400 ' *** SPIELEND E => REIHENFOLGE ***	(284B)	3730 DATA 149,32,149,32,149,32,149,32,149,32,149,32,149,32,149,32,149,32,149	(42DC)
3410 '	(07BC)	3740 DATA 151,154,159,154,159,154,159,154,159,154,159,154,159,154,159,154,159,154,157	(4AF2)
3420 CLS#1:PEN 2:LOCATE 20,5:PRINT"Alle Woerter sind"	(269E)	3750 DATA 147,154,155,154,155,154,155,154,155,154,155,154,155,154,155,154,155,154,153	(4A07)
3430 LOCATE 20,6:PRINT"verbraucht!":SOUND 2,200,120,0,3,5,1	(2A41)	3760 ' *** TITELBILD ***	(19B1)
3440 FOR i=1 TO maxspi:FOR j=maxspi TO 1 STEP-1	(2B67)	3770 DATA 1000001,0100010,0101010,0010100,0010100,W,5,4	(34F0)
3450 IF pu(j-1)<pu(j)THEN n\$=nam\$(j):p=pu(j):pu(j)=pu(j-1):nam\$(j)=nam\$(j-1):pu(j-1)=p:nam\$(j-1)=n\$	(9FD3)	3780 DATA 01110,10001,10001,10001,01110,0,14,4	(2BE0)
3460 NEXT j:NEXT i	(1023)	3790 DATA 11110,10001,11110,10001,10001,R,22,4	(2B2D)
3470 PEN 1:FOR i=0 TO maxspi-1	(1BE4)	3800 DATA 11110,10001,10001,10001,11110,D,30,4	(2BA2)
3480 LOCATE 19,8+i*2+zl:PRINT i+1;CHR\$(8);".";nam\$(i)	(3686)	3810 DATA 10001,11011,10101,10001,10001,M,13,12	(2CCB)
3490 LOCATE 21,8+i*2+1+zl:PRINT pu(i);"Punkte"	(2F76)	3820 DATA 010,010,010,010,010,I,19,12	(22D1)
3500 zl=zl+1:NEXT:zl=0	(1C25)	3830 DATA 10001,01010,00100,01010,10001,X,23,12	(2C1C)
3510 '	(0783)	3840 ' *** WOERTERLISTEN ***	(1DC4)
3520 ' *** SPIELEND E ***	(19FD)	3850 DATA ADAM,BERG,CHOR,DORF,ESEL,FAUL,GOLD,HAND,IDEA,JAGD,KAUF,LEER,MAUS	(47D3)
3530 '	(07AB)	3860 DATA NAME,OFEN,PASS,QUID,RAHR,SEIL,TAUB,URAN,VOLK,WURM,XAVE,YERK,ZAHL	(4768)
3540 LOCATE 19,20:PRINT"NEUES SPIEL (J/N) ? "CHR\$(8);:CALL &BB81	(2F20)	3870 DATA AFFE,BALL,COLA,DACH,ENTE,FELL,GANS,HAUS,IGEL,JOCH,KRAN,LAU	
3550 a\$=LOWER\$(INKEY\$):IF a\$=""THEN N 3550	(1D65)		
3560 IF a\$="j"THEN wanz=26:FOR i=0 TO 4:pu(i)=0:nam\$(i)="" :NEXT:sp=1:CALL &BB84:GOTO 510	(5516)		
3570 CALL &BB84:END	(0B60)		
3580 '	(0710)		
3590 ' *** DATA's ***	(1632)		
3600 '	(0739)		
3610 ' *** HILFSSEITE ***	(1AFE)		

T, MEER (475A)

*3880 DATA NEST, OTTO, PARK, QUOD, ROCK
, SAGE, TOPF, URNE, VASE, WAND, XENO, YOR
K, ZAUN* (4748)

*3890 DATA ALLEE, BADEN, CHLOR, DAMPF,
ENGEL, FALLE, GEIST, HAGEL, INDER, JUBE
L, KAMEL, LAGER, MARKT* (5474)

*3900 DATA NUDEL, ORGEL, PUDER, QUIRL,
RUDER, STAUB, TISCH, URMEL, VOGEL, WIND
E, XAVER, YACHT, ZUNGE* (5433)