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10 '***** <24C3>
20 '* EINARMIGER BANDIT * <2408>
30 '* VON * <2429>
40 '* HARALD ALBERT * <24F9>
50 '* FUER * <245F>
60 '* SCHNEIDER CPC-WELT * <245A>
70 '* CPC 464/664/6128 JE* <24D1>
80 '***** <244E>
130 REM <061A>
140 '***** <239A>
150 '* ZEICHEN DEFINIEREN * <2325>
160 '***** <23C2>
170 INK 1,6:INK 2,14:INK 3,25 <156B>
180 SYMBOL AFTER 34 <09AA>
190 SYMBOL 200,0,116,42,42,46,170,
234,0 <1EAC>
200 SYMBOL 201,0,105,138,140,140,1
38,105,0 <1ED5>
210 SYMBOL 202,0,241,74,74,114,66,
225,0 <1E03>
220 SYMBOL 203,0,159,85,68,68,68,1
42,0 <1EF7>
230 SYMBOL 204,0,1,1,3,7,15,31,127
<1B39>
240 SYMBOL 205,0,128,128,192,224,2
40,248,254 <1FEA>
250 SYMBOL 206,127,31,15,7,3,1,1,0
<1B8A>
260 SYMBOL 207,254,248,240,224,192
,128,128,0 <1FAB>
270 SYMBOL 208,0,12,30,63,127,127,
127,127 <1F2A>
280 SYMBOL 209,0,48,120,252,254,25
4,254,254 <1F50>
290 SYMBOL 210,127,63,31,15,7,3,1,
0 <1C16>
300 SYMBOL 211,254,252,248,240,224
,192,128,0 <1F70>
310 SYMBOL 212,0,1,3,7,15,31,63,12
7 <1CBA>
320 SYMBOL 213,0,128,192,224,240,2
48,252,254 <1F4C>
330 SYMBOL 214,127,127,63,25,1,3,7
,0 <1C22>
340 SYMBOL 215,254,254,252,152,128
,192,224,0 <1FA5>
350 SYMBOL 216,0,1,3,7,7,3,25,63 <1A91>
360 SYMBOL 217,0,128,192,224,224,1
92,152,252 <1F67>
370 SYMBOL 218,126,126,63,25,1,3,6
,0 <1C5A>
380 SYMBOL 219,126,126,252,152,128
,192,96,0 <1FC2>
390 zeichen$(1)=CHR$(15)+CHR$(2)+C
HR$(208)+CHR$(209)+STRING$(2,8)+CH

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R$(10)+CHR$(210)+CHR$(211) <4A4D>
400 zeichen$(2)=CHR$(15)+CHR$(3)+C
HR$(204)+CHR$(205)+STRING$(2,8)+CH
R$(10)+CHR$(206)+CHR$(207) <4A68>
410 zeichen$(3)=CHR$(15)+CHR$(2)+C
HR$(216)+CHR$(217)+STRING$(2,8)+CH
R$(10)+CHR$(218)+CHR$(219) <4ABC>
420 zeichen$(4)=CHR$(15)+CHR$(3)+C
HR$(212)+CHR$(213)+STRING$(2,8)+CH
R$(10)+CHR$(214)+CHR$(215) <4A8A>
430 zeichen$(5)=CHR$(15)+CHR$(1)+C
HR$(200)+CHR$(201)+STRING$(2,8)+CH
R$(10)+CHR$(202)+CHR$(203) <4A7F>
440 zeichen$(6)=CHR$(15)+CHR$(2)+C
HR$(208)+CHR$(209)+STRING$(2,8)+CH
R$(10)+CHR$(210)+CHR$(211) <4AC9>
450 zeichen$(7)=CHR$(15)+CHR$(3)+C
HR$(204)+CHR$(205)+STRING$(2,8)+CH
R$(10)+CHR$(206)+CHR$(207) <4A06>
460 zeichen$(8)=CHR$(15)+CHR$(2)+C
HR$(216)+CHR$(217)+STRING$(2,8)+CH
R$(10)+CHR$(218)+CHR$(219) <4A53>
470 zeichen$(9)=CHR$(15)+CHR$(3)+C
HR$(212)+CHR$(213)+STRING$(2,8)+CH
R$(10)+CHR$(214)+CHR$(215) <4A8C>
480 zeichen1$(1)=CHR$(15)+CHR$(1)+
CHR$(208)+CHR$(209)+STRING$(2,8)+C
HR$(10)+CHR$(210)+CHR$(211) <4B22>
490 zeichen1$(2)=CHR$(15)+CHR$(1)+
CHR$(204)+CHR$(205)+STRING$(2,8)+C
HR$(10)+CHR$(206)+CHR$(207) <4BF7>
500 zeichen1$(3)=CHR$(15)+CHR$(1)+
CHR$(216)+CHR$(217)+STRING$(2,8)+C
HR$(10)+CHR$(218)+CHR$(219) <4B4F>
510 zeichen1$(4)=CHR$(15)+CHR$(1)+
CHR$(212)+CHR$(213)+STRING$(2,8)+C
HR$(10)+CHR$(214)+CHR$(215) <4B0E>
520 zeichen1$(5)=STRING$(2,32)+STR
ING$(2,8)+CHR$(10)+STRING$(2,32) <34BE>
530 zeichen2$(1)=CHR$(15)+CHR$(2)+
STRING$(4,143) <29BA>
540 zeichen2$(2)=CHR$(15)+CHR$(3)+
STRING$(4,143) <29E4>
550 '***** <22BB>
560 '* TITELBILD * <2297>
570 '***** <22E3>
580 MODE 1:INK 0,0:BORDER 9 <0F0A>
590 LOCATE 12,6:PEN 2:PRINT"EINARM
IGER BANDIT" <223B>
600 LOCATE 18,12:PEN 1:PRINT CHR$(
164);"1987" <1DE0>
610 LOCATE 20,14:PEN 1:PRINT"BY" <14CD>
620 LOCATE 14,20:PEN 3:PRINT"HARAL
D ALBERT" <1F0E>
630 FOR zf=1 TO 1000:NEXT zf <1881>
640 xb1=0:xb2=640 <180D>
650 FOR zs1=1 TO 320 <1241>
660 xb1=xb1+1:xb2=xb2-1 <24C0>

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670 PLOT x b1,1,1:DRAW x b1,399:PLOT
  x b2,1,1:DRAW x b2,399          <34B8>
680 NEXT z s1                      <0C86>
690 GOTO 740                       <0982>
700 '*****'                      <22E6>
710 '*          ERKLAERUNG          *' <2274>
720 '*****'                      <220F>
730 CLS                            <06E1>
740 INK 0,6:PEN 2                  <0C27>
750 LOCATE 15,2:PRINT"ERKLAERUNG" <18B6>
760 LOCATE 15,3:PRINT"===== " <189B>
770 LOCATE 1,5:PRINT" Das hier vo
rliegende Spiel, kann man mit H
ilfe des Joystick oder per Tas-
tatur spielen. Wird der Joystick
ge- waeht, dann muss man ihn r
ueckwaerts bewegen um den Einarm
igen-Banditen zu"                <D4E7>
780 LOCATE 1,10:PRINT" starten un
d den Feuerknopf druecken um i
hn zu stoppen. Wird jedoch die
Tastatur bevorzugt, dann muss ma
n fuer die oben genannten Vo
rgaenge die ENTER-Taste bzw.
die Leertaste"                    <D259>
790 LOCATE 1,15:PRINT" druecken.
Um die Erklaerung noch einm
al zu sehen, muss die COPY-Taste
gedrueckt werden."               <719D>
800 LOCATE 12,21:PRINT"START=S"   <161E>
810 LOCATE 22,21:PRINT"ENDE=E"    <15D8>
820 a$=INKEY$:IF a$="S"OR a$="s"TH
EN 840                             <2333>
830 IF a$="E"OR a$="e"THEN CLS:END
ELSE 820                           <203D>
840 LOCATE 3,23:INPUT"WIEVIEL WOLL
EN SIE IN DEN EINARMIGEN BANDIT
EN WERFEN (1-9899)";guthaben     <5ADB>
850 IF guthaben<1 OR guthaben>9899
THEN LOCATE 29,24:PRINT SPACE$(11
):GOTO 840                         <373E>
860 '*****'                      <2227>
870 '*          BILD DES AUTOMATEN *' <222C>
880 '*****'                      <224F>
890 CLS:MODE 1:INK 0,0             <0E60>
900 ORIGIN 1,1                     <09AF>
910 PLOT 55,391,1:DRAW 7,391:DRAW
7,343:DRAW 55,343:DRAW 55,391:PLOT
55,391:DRAW 55,391:PLOT 71,391:PL
OT 71,391:DRAW 71,343:DRAW 119,343
:DRAW 119,391:DRAW 71,391:PLOT 135
,391:DRAW 135,343:DRAW 183,343   <84B1>
920 DRAW 183,391:DRAW 135,391:PLOT
295,391:DRAW 295,343:DRAW 343,343
:DRAW 343,391:DRAW 295,391:PLOT 35
9,391:DRAW 359,343:DRAW 407,343:DR
AW 407,391:DRAW 359,391:PLOT 487,3
91:DRAW 487,343:DRAW 535,343   <898E>
930 DRAW 535,391:DRAW 487,391:PLOT
151,247:DRAW 103,247:DRAW 103,199
:DRAW 151,199:DRAW 151,247:PLOT 29
5,247:DRAW 343,247:DRAW 343,199:DR
AW 295,199:DRAW 295,247:PLOT 487,2
47:DRAW 487,247:DRAW 487,199   <79FC>
940 DRAW 535,199:DRAW 535,247:DRAW
487,247:PLOT 360,73:DRAW 278,73:P
LOT 278,73:DRAW 278,41:DRAW 360,41
:DRAW 360,73                     <4CA9>
950 RESTORE 3010                   <0983>
960 FOR z s2=1 TO 8                <10BB>
970 READ y                         <0A0D>
980 LOCATE 13,y:PRINT zeichen2$(1)
                                  <1DB0>
990 LOCATE 25,y:PRINT zeichen2$(1)
                                  <1D00>
1000 NEXT z s2                     <0C0C>
1010 RESTORE 3020                  <094C>
1020 FOR z s3=1 TO 8               <1074>
1030 READ y                        <0A86>
1040 LOCATE 13,y:PRINT zeichen2$(2
)                                  <1D30>
1050 LOCATE 25,y:PRINT zeichen2$(2
)                                  <1D80>
1060 NEXT z s3                     <0C89>
1070 RESTORE 3030                  <0914>
1080 FOR z s4=1 TO 4               <101C>
1090 READ y                        <0AFE>
1100 LOCATE 7,y:PRINT zeichen2$(1)
                                  <1C00>
1110 LOCATE 19,y:PRINT zeichen2$(1
)                                  <1DFF>
1120 LOCATE 31,y:PRINT zeichen2$(1
)                                  <1D04>
1130 NEXT z s4                     <0C18>
1140 PRINT CHR$(22)+CHR$(1)        <1291>
1150 y1=1                          <0CFB>
1160 FOR z s5=1 TO 4               <10FC>
1170 y1=y1+5                       <12EB>
1180 LOCATE 14,y1:PRINT zeichen$(z
s5)                                <223B>
1190 LOCATE 26,y1:PRINT zeichen$(z
s5)                                <2231>
1200 NEXT z s5                     <0CAB>
1210 LOCATE 8,16:PRINT zeichen$(4)
                                  <1972>
1220 LOCATE 20,16:PRINT zeichen$(2
)                                  <1A51>
1230 LOCATE 32,16:PRINT zeichen$(4
)                                  <1AB7>
1240 PRINT CHR$(22)+CHR$(0)        <1254>
1250 LOCATE 2,2:PRINT zeichen$(5) <1867>
1260 LOCATE 6,2:PRINT zeichen$(5) <18EC>
1270 LOCATE 10,2:PRINT zeichen$(5)
                                  <19A3>
1280 LOCATE 20,2:PRINT zeichen$(5)
                                  <197C>

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1290 LOCATE 24,2:PRINT zeichen\$(5)	(1930)	1650 CALL &BB03	(091E)
1300 LOCATE 32,2:PRINT zeichen\$(5)	(19C3)	1660 IF guthaben>9899 THEN GOTO 17	
1310 TAG	(0684)	20	(1A60)
1320 MOVE 192,374:PRINT"=100";	(1500)	1670 IF guthaben=0 THEN GOTO 1680	
1330 MOVE 416,374:PRINT"=4";	(145A)	ELSE GOTO 1690	(1EF1)
1340 MOVE 544,374:PRINT"=2";	(144A)	1680 FOR zf=1 TO 1000:NEXT zf:GOTO	
1350 TAGOFF	(06D8)	580	(1DB9)
1360 LOCATE 19,22:PRINT USING"####		1690 LOCATE 19,22:PRINT USING"####	
";guthaben	(20AA)	";guthaben	(203E)
1370 '*****	(211C)	1700 LOCATE 19,22:PRINT USING"####	
1380 '* WAHL DER ZEICHEN *	(21AE)	";guthaben	(2052)
1390 '*****	(2144)	1710 GOTO 1400	(0927)
1400 IF INKEY(9)=0 THEN 730 ELSE 1		1720 LOCATE 1,24:PRINT"BITTE GEWIN	
410	(16BA)	N AUSZAHLEN LASSEN!DANN ENTER"	(366B)
1410 IF INKEY(18)=0 OR JOY(0)=2 TH		1730 LOCATE 19,22:PRINT USING"####	
EN GOTO 1420 ELSE GOTO 1400	(2164)	";guthaben	(208E)
1420 GOSUB 1800	(0950)	1740 IF INKEY\$=CHR\$(13)THEN GOTO 1	
1430 PEN 1	(074C)	750 ELSE GOTO 1740	(1A03)
1440 guthaben=guthaben-1	(1E3F)	1750 guthaben=0	(12D9)
1450 LOCATE 19,22:PRINT USING"####		1760 GOTO 730	(0992)
";guthaben	(205D)	1770 '*****	(213C)
1460 zaehler=1	(11AE)	1780 '* AUFLEUCHTEN DER ZEICHEN*	(21AA)
1470 FOR zs6=1 TO 7	(10B8)	1790 '*****	(2164)
1480 ON zaehler GOTO 1490,1500,151		1800 PRINT CHR\$(22)+CHR\$(1)	(12BB)
0	(1C35)	1810 FOR zs7=1 TO 2	(108D)
1490 LOCATE 8,11:PRINT zeichen\$(zs		1820 y2=26:dz=0	(15D8)
6)	(1E83)	1830 FOR zs8=4 TO 1 STEP-1	(130C)
1500 LOCATE 20,11:PRINT zeichen\$(z		1840 y2=y2-5	(1266)
s6+1)	(2114)	1850 dz=dz+1	(129C)
1510 LOCATE 32,11:PRINT zeichen\$(z		1860 LOCATE 14,y2:PRINT zeichen1\$(
s6+2)	(2185)	zs8)	(231B)
1520 IF INKEY(47)=0 OR JOY(0)=16 T		1870 LOCATE 26,y2:PRINT zeichen1\$(
HEN PRINT CHR\$(7)ELSE GOTO 1540	(241E)	zs8)	(23CE)
1530 FOR zf=1 TO 100:NEXT zf:GOTO		1880 ON dz GOTO 1890,1900,1910,192	
1550	(1CEE)	0	(1BFD)
1540 IF zs6=7 THEN GOTO 1470 ELSE		1890 RESTORE 3040:GOTO 1930	(0E29)
NEXT zs6	(1CD3)	1900 RESTORE 3050:GOTO 1930	(0E3F)
1550 IF zaehler=1 THEN a=zs6:zaehl		1910 RESTORE 3060:GOTO 1930	(0E4D)
er=zaehler+1:GOTO 1470	(3B3F)	1920 RESTORE 3070:GOTO 1930	(0E63)
1560 IF zaehler=2 THEN b=zs6+1:zae		1930 READ n	(0A66)
hler=zaehler+1:GOTO 1470	(3DB2)	1940 SOUND 1,n,20,4	(1138)
1570 IF zaehler=3 THEN c=zs6+2:zae		1950 FOR zf=1 TO 120:NEXT zf	(1725)
hler=zaehler+1:GOTO 1610 ELSE GOTO		1960 NEXT zs8	(0CA7)
1470	(4329)	1970 y2=1:dz=0	(1440)
1580 '*****	(21C0)	1980 FOR zs9=1 TO 4	(1069)
1590 '* AUSWERTUNG DER WAHL *	(2187)	1990 y2=y2+5	(1289)
1600 '*****	(21E8)	2000 dz=dz+1	(12C7)
1610 PEN 1	(07B4)	2010 LOCATE 14,y2:PRINT zeichen\$(z	
1620 IF a=5 AND b=5 AND c=5 THEN g		s9)	(2217)
uthaben=guthaben+100:GOSUB 2510:GO		2020 LOCATE 26,y2:PRINT zeichen\$(z	
TO 1650	(3FAF)	s9)	(2214)
1630 IF a=5 AND b=5 OR a=5 AND c=5		2030 ON dz GOTO 2040,2050,2060,207	
OR b=5 AND c=5 THEN guthaben=guth		0	(1BF0)
aben+4:GOSUB 2690:GOTO 1650	(5342)	2040 RESTORE 3070:GOTO 2080	(0E0D)
1640 IF a=5 OR b=5 OR c=5 THEN gut		2050 RESTORE 3060:GOTO 2080	(0E14)
haben=guthaben+2:GOSUB 2870	(3994)	2060 RESTORE 3050:GOTO 2080	(0E32)
		2070 RESTORE 3040:GOTO 2080	(0E48)
		2080 READ n	(0A92)

2090 SOUND 1,n,20,4	<1164>	2620 LOCATE x2,2:PRINT zeichen\$(5)	<1C59>
2100 FOR zf=1 TO 120:NEXT zf	<1753>	2630 NEXT x2	<0BBC>
2110 NEXT zs9	<0CD9>	2640 NEXT zs12	<0DDF>
2120 x1=2:x2=38:dz=0	<1DEF>	2650 RETURN	<06E5>
2130 FOR zs10=4 TO 2 STEP-1	<1466>	2660 '*****	<15EE>
2140 x1=x1+6	<126F>	2670 '* 2 JACK POT *	<1503>
2150 x2=x2-6	<128F>	2680 '*****	<1517>
2160 dz=dz+1	<1208>	2690 FOR zs14=1 TO 10	<1267>
2170 LOCATE x1,16:PRINT zeichen1\$(2700 FOR x1=20 TO 24 STEP 4	<1357>
zs10)	<24D4>	2710 LOCATE x1,2:PRINT zeichen1\$(5	
2180 LOCATE x2,16:PRINT zeichen1\$()	<1DC7>
zs10)	<24F0>	2720 NEXT x1	<0B6D>
2190 ON dz GOTO 2200,2210,2220	<17F6>	2730 RESTORE 3120	<09EB>
2200 RESTORE 3080:GOTO 2230	<0EA4>	2740 FOR zs15=1 TO 6	<11B7>
2210 RESTORE 3090:GOTO 2230	<0EAA>	2750 READ n	<0AD1>
2220 RESTORE 3100:GOTO 2230	<0EC0>	2760 SOUND 1,n,5,4	<1073>
2230 READ n	<0ABF>	2770 NEXT zs15	<0DEE>
2240 SOUND 1,n,20,4	<1191>	2780 FOR zf=1 TO 200:NEXT zf	<17C5>
2250 FOR zf=1 TO 120:NEXT zf	<177E>	2790 FOR x2=20 TO 24 STEP 4	<1307>
2260 NEXT zs10	<0DDC>	2800 LOCATE x2,2:PRINT zeichen\$(5)	
2270 x1=26:x2=14:dz=0	<1EAD>		<1CC0>
2280 FOR zs11=2 TO 4	<112F>	2810 NEXT x2	<0B24>
2290 x1=x1-6	<12A2>	2820 NEXT zs14	<0D50>
2300 x2=x2+6	<12B2>	2830 RETURN	<064E>
2310 dz=dz+1	<1236>	2840 REM *****	<1568>
2320 LOCATE x1,16:PRINT zeichen\$(z		2850 REM * 1 JACK POT *	<1551>
s11)	<23E9>	2860 REM *****	<1590>
2330 LOCATE x2,16:PRINT zeichen\$(z		2870 FOR zs16=1 TO 10	<12C8>
s11)	<230A>	2880 LOCATE 32,2:PRINT zeichen1\$(5	
2340 ON dz GOTO 2350,2360,2370	<1787>)	<1AEE>
2350 RESTORE 3100:GOTO 2380	<0E7F>	2890 RESTORE 3130	<097C>
2360 RESTORE 3090:GOTO 2380	<0E85>	2900 FOR zs17=1 TO 3	<1178>
2370 RESTORE 3080:GOTO 2380	<0EAB>	2910 READ n	<0A12>
2380 READ n	<0AEB>	2920 SOUND 1,n,5,4	<10B3>
2390 SOUND 1,n,20,4	<11BD>	2930 NEXT zs17	<0D37>
2400 FOR zf=1 TO 120:NEXT zf	<17AC>	2940 FOR zf=1 TO 200:NEXT zf	<1705>
2410 NEXT zs11	<0D0D>	2950 LOCATE 32,2:PRINT zeichen\$(5)	
2420 NEXT zs7	<0C3D>		<19AE>
2430 PRINT CHR\$(22)+CHR\$(0)	<12A6>	2960 NEXT zs16	<0D6F>
2440 RETURN	<063F>	2970 RETURN	<0665>
2450 '*****	<2190>	2980 '*****	<21B6>
2460 '* AUFLEUCHTEN JACK POT *	<21E1>	2990 '* DATEN *	<21F4>
2470 '*****	<21B8>	3000 '*****	<21DE>
2480 '*****	<1586>	3010 DATA 10,11,12,13,20,21,22,23	<1E56>
2490 '* 3 JACK POT *	<15B6>	3020 DATA 5,6,7,8,15,16,17,18	<1A88>
2500 '*****	<15AE>	3030 DATA 15,16,17,18	<1215>
2510 FOR zs12=1 TO 10	<1214>	3040 DATA 478	<0ACF>
2520 FOR x1=2 TO 10 STEP 4	<1212>	3050 DATA 402	<0A8F>
2530 LOCATE x1,2:PRINT zeichen1\$(5		3060 DATA 338	<0AC3>
)	<1D5D>	3070 DATA 284	<0AE3>
2540 NEXT x1	<0B04>	3080 DATA 426	<0AEC>
2550 RESTORE 3110	<0931>	3090 DATA 358	<0A15>
2560 FOR zs13=1 TO 12	<12F1>	3100 DATA 301	<0AE0>
2570 READ n	<0A68>	3110 DATA 478,451,426,402,379,358,	
2580 SOUND 1,n,5,4	<100A>	338,319,301,284\$RELEASE 68,253	<3DCD>
2590 NEXT zs13	<0D7F>	3120 DATA 478,451,426,402,379,358	<1ED5>
2600 FOR zf=1 TO 100:NEXT zf	<1715>	3130 DATA 478,451,426	<121A>
2610 FOR x2=2 TO 10 STEP 4	<12A9>		