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10 : ***** Markus Buehler *****
20 : ***** im Erb 29 *****
30 : ***** 7600 Offenburg 16 *****
40 :
50 : ***** Gerne Programmtausch *****
60 :
70 : Version vom 9.6.85
80 :
90 : ***** Titelbild *****
100 MODE 1:PRINT CHR$(23)CHR$(0):DEG:INK
   0,0:INK 1,24:INK 2,1:INK 3,6:BORDER 0:R
ESTORE 240
110 : *** Beine ***
120 MOVE 320,275
130 FOR i=1 TO 16
140 DRAWR -130,-150,2:MOVER 132,150
150 NEXT
160 MOVE 300,275
170 FOR i=1 TO 16
180 DRAWR 130,-150:MOVER -128,150
190 NEXT

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200 MOVE 190,125
210 FOR i=1 TO 10
220 DRAWR 59,0,3:MOVER 181,0:DRAWR 59,0
   :MOVER -299,-2
230 NEXT
240 DATA 10, 9,3,249,114,10,90
250 DATA 10, 9,3,489,114,10,90
260 : *** Kopf ***
270 FOR k=1 TO 6
280 READ xr,yr,fa,xn,yn,s,ek
290 GOSUB 460
300 NEXT
310 DATA 30, 30,3,450,275,4,180
320 DATA 120,110,1,320,275,1,180
330 DATA 20, 20,2,360,320,4,180
340 DATA 10, 10,0,367,316,8,180
350 DATA 10, 9,3,249,114,10,90
360 rm=130:am=220:em=260
370 FOR j=1 TO 10 STEP 0.5
380 ORIGIN 410+j,335+j
390 MOVE rm*COS(am+j),rm*SIN(am+j)

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400 FOR i=am+j TO em+j STEP 10
410 DRAW rm*COS(i),rm*SIN(i),3
420 NEXT i,j
430 PEN 1:LOCATE 10,22:PRINT "Erwin im Z
auberschloss"
440 PEN 2:LOCATE 9,25:PRINT CHR$(164);"
1985 by Markus Buehler"
450 GOTO 520
460 ' *** Unterprogramm Kreis ***
470 ORIGIN xn,yn
480 FOR i=0 TO ek STEP s
490 MOVE xr*COS(i),yr*SIN(i):DRAW xr*COS
(i),yr*SIN(i-180),fa
500 NEXT
510 RETURN
520 RUN!"

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## Teil 2:

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10 KEY 150,"CALL &BC02:paper 0:pen 1:mod
e 2:list"+CHR$(13):KEY DEF 68,0,150
20 DEFINT a-z:RANDOMIZE TIME
30 ' **** Nur einmal durchlaufen ****
40 DIM sl(5),hue$(4),hi(11),na$(10),toda
(10):hi(11)=32000
50 GOSUB 2850:GOTO 1780
60 ' **** vor jedem Spiel ****
70 le=5:runde=1:sc=0:as=0:sl=0:PAPER#1,1
4:CLS:GOTO 1490
80 ' **** vor jeder Runde ****
90 GOSUB 2030:GOSUB 2250
100 ON runde GOSUB 2130,2140,2150,2160,2
170,2180,2190,2200,2210,2220
110 PEN 15:PAPER 14
120 ' **** Spielbeginn ****
130 IF te OR (sl AND SQ(2)<>132) THEN te
=0:GOTO 1070
140 xe0=xe:ye0=ye
150 IF NOT INKEY(9) OR NOT INKEY(76) OR
INT(bz/2)<>bz/2 THEN GOSUB 1260:GOTO 120
ELSE bz=0
160 IF NOT INKEY(0) OR NOT INKEY(72) TH
EN ye=ye-1:ri=1:er=1-er
170 IF NOT INKEY(2) OR NOT INKEY(73) TH
EN ye=ye+1:ri=2:er=1-er
180 IF NOT INKEY(8) OR NOT INKEY(74) TH
EN xe=xe-1:ri=3:er=1-er
190 IF NOT INKEY(1) OR NOT INKEY(75) TH
EN xe=xe+1:ri=4:er=1-er:IF xe=20 THEN xe
=19
200 ON TEST((xe-1)*32+16,(25-ye)*16+6)+1
GOTO 270,270,270,270,270,270,270,270,27
0,1070,1070,1070,1070,850,210,210
210 DI:IF TEST((xe0-1)*32+16,(25-ye0)*16
+6)=9 THEN 230
220 LOCATE xe0,ye0:PRINT CHR$(32);
230 LOCATE xe,ye:PRINT CHR$(190+2*(ri MO
D 2)+er);
240 EI:GOTO 120
250 MODE 2:PAPER 0:PEN 1:INK 1,24
260 END
270 ' **** FELD NICHT MOEGlich ****

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280 IF xe<>xe0 THEN xe=xe0:GOTO 200
290 IF ye<>ye0 THEN ye=ye0:GOTO 200
300 GOTO 210
310 ' ***** Zeitabhaengige Unterprogramm
e *****
320 ' ***** Huepfer *****
330 DI:PEN 10
340 hx1=hx1+rih1:IF TEST((hx1-1)*32+16,2
34)=15 THEN te=1
350 LOCATE hx1,11:PRINT hue$(2-rih1+zhue
);
360 IF (hx1=18 AND rih1=1) OR (hx1=1 AND
rih1=-1) THEN hx1=hx1+rih1:rih1=-rih1
370 DI:PEN 10:hx2=hx2+rih2:zhue=1-zhue:IF
TEST((hx2-1)*32+16,(25-hy2)*16+10)=15
THEN te=1
380 LOCATE hx2,hy2:PRINT hue$(2-rih2+zhu
e);
390 IF (hx2=18 AND rih2=1) OR (hx2=1 AND
rih2=-1) THEN hx2=hx2+rih2:rih2=-rih2
400 PEN 15:RETURN
410 ' ***** Band *****
420 DI:PEN 9
430 xb1=xb1+rib1:IF xb1=19 OR xb1=0 THEN
rib1=-rib1:GOTO 430
440 IF TEST((xb1-1)*32+16,234)=15 THEN t
e=1
450 LOCATE xb1,11
460 IF rib1=1 THEN PRINT CHR$(143)CHR$(3
2);ELSE PRINT CHR$(32)CHR$(143);
470 DI:PEN 9
480 xb2=xb2+rib2:IF xb2=19 OR xb2=0 THEN
rib2=-rib2:GOTO 480
490 IF TEST((xb2-1)*32+16,(25-yb2)*16+10
)=15 THEN te=1
500 LOCATE xb2,yb2
510 IF rib2=1 THEN PRINT CHR$(143)CHR$(3
2);ELSE PRINT CHR$(32)CHR$(143);
520 PEN 15:EI:RETURN
530 ' ***** dummer Geist *****
540 xag0=xag:yag0=yag
550 IF RND>0.5 THEN xag=xag+((0.5-RND)>0
):yag=yag+((0.5-RND)>0)-(yag<4)+(yag>23)
:GOTO 570
560 xag=xag+(xag>xe)-(xag<xe):yag=yag+(y
ag>ye)-(yag<ye)
570 ON TEST((xag-1)*32+16,(25-yag)*16+10
)+1 GOTO 610,610,610,610,610,610,610,610
,610,650,580,580,580,610,580,680
580 DI:IF TEST((xag0-1)*32+16,(25-yag0)*
16+6)=12 THEN PEN 14:LOCATE xag0,yag0:PR
INT CHR$(143);
590 PEN 12:LOCATE xag,yag:PRINT CHR$(201
);
600 PEN 15:EI:RETURN
610 ' *** neuer Platz ***
620 IF yag0<>yag THEN yag=yag0:GOTO 570
630 IF xag0<>xag THEN xag=xag0:GOTO 570
640 GOTO 580
650 '*** am blauen Band ***
660 IF xag=xe AND yag=ye THEN xag=xag0:y
ag=yag0:GOTO 570

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670 yag=yag+(yag>ye)-(yag<ye):IF runde>5
THEN a=6*RND:xag=xag+(a<2)-(a)=4)
675 GOTO 570
680 ' *** auf Erwin gestossen ***
690 te=1:GOTO 580
700 ' ***** verfolgender Geist *****
710 xvg0=xvg:yvg0=yvg
720 xvg=xvg+(xvg>xæ)-(xvg<xæ):yvg=yvg+(y
vg>ye)-(yvg<ye)
730 DN TEST((xvg-1)*32+16,(25-yvg)*16+10
)+1 GOTO 770,770,770,770,770,770,770,770
,770,800,740,740,740,770,740,830
740 DI:IF TEST((xvg0-1)*32+16,(25-yvg0)*
16+6)=11 THEN PEN 14:LOCATE xvg0,yvg0:PR
INT CHR$(143);
750 PEN 11:LOCATE xvg,yvg:PRINT CHR$(201
):
760 PEN 15:EI:RETURN
770 ' *** neuer Platz fuer verfolgender
Geist ***
780 IF yvg0<yvg THEN yvg=yvg0:GOTO 730
790 IF xvg0<xvg THEN xvg=xvg0:GOTO 730
800 ' *** am blauen Band ***
810 IF yvg=ye AND xvg=xæ THEN yvg=yvg0:x
vg=xvg0:GOTO 730
820 yvg=yvg+(yvg>ye)-(yvg<ye):IF runde>5
THEN a=6*RND:xvg=xvg+(a<2)-(a)=4)
825 GOTO 730
830 te=1:GOTO 740: ' *** auf Erwin gesto
ssen
840 DI:PRINT CHR$(7);te=0:EI:GOTO 210
850 ' ***** Schluessel holen (1) - Schlu
essel abgeben (2) *****
860 IF s1 THEN 970: ' *** zu (2)
870 s1=xæ0:ye=ye0
880 DI:IF ye<>24 THEN 210
890 SOUND 1,80,72,0,4:FOR i=1 TO 100:NEX
T
900 PAPER 2:PEN 0:LOCATE xæ0,25
910 PRINT CHR$(204);
920 PAPER 14:PEN 13:LOCATE s1(xæ0/4),2
930 PRINT CHR$(202);
940 EI:PEN 15
950 s1=xæ0:SOUND 2,20,-toda(runde),0,2,2
960 GOTO 210
970 ' *** (2) ***
980 ye=ye0:IF ye<>3 THEN 210 ELSE CALL &
BCA7: ' *** Sound ab
990 sc=sc+20:as=as+1:GOSUB 1420: ' ***
zu Anzeige
1000 FOR i=1 TO 100:NEXT:SOUND 1,120,72,
0,4
1010 DI:LOCATE s1(s1/4),2:PEN 0:PAPER 14
1020 PRINT CHR$(202);
1030 PEN 15:PAPER 14:EI
1040 s1=0
1050 IF as=5 THEN 1450: ' *** neue Rund
e
1060 GOTO 210
1070 ' ***** Erwin auf toedliches Hinder
niss gestossen *****
1080 DI:FOR i=0 TO 3:a=REMAIN(i):NEXT:EI
:CALL &BCA7

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1090 LOCATE xæ0,yæ0:PRINT " ";LOCATE xæ
,yæ:PRINT CHR$(23)CHR$(0)CHR$(22)CHR$(1)
CHR$(190+ri MOD 2)CHR$(22)CHR$(0)
1100 MOVE (xæ-1)*32,(25-yæ)*16+14
1110 FOR i=0 TO 7:DRAWR 31,0,14:MOVER -3
1,-2
1120 WHILE SQ(1)=132:CALL &BD19:WEND:SOU
ND 1,200+(50*i),30,6,,1:NEXT i:SOUND 1,6
10,30,6
1130 FOR i=1 TO 500:NEXT
1140 PRINT CHR$(23)CHR$(1):PLOT -100,0,1
1150 te=0:le=le-1:IF le=0 THEN 1590
1160 LOCATE 20-le,1:PRINT " ";
1170 LOCATE xæ,yæ:PRINT " ";LOCATE xæ0
,yæ0:PRINT " ";
1180 FOR i=11 TO 13:LOCATE 20,i:PRINT CH
R$(17);:NEXT
1190 LOCATE xvg,yvg:PRINT " ";
1200 LOCATE xag,yag:PRINT " ";
1210 IF s1=0 THEN 1250
1220 LOCATE s1,25:GOSUB 2430: ' *** Schl
uessel
1230 LOCATE s1(s1/4),2:PEN 6:PAPER 7:PRI
NT CHR$(202);:PEN 15:PAPER 14: ' *** Schl
uesselloch
1240 s1=0
1250 GOSUB 3220:GOSUB 2030:FOR i=1 TO 50
0:NEXT:GOTO 100
1260 ' ***** Blume *****
1270 IF TEST((xæ-1)*32+16,(24-yæ)*16+6)<
>3 THEN RETURN
1280 DI:TAG:IF bz=0 THEN hp=0
1290 IF SQ(1)<>132 THEN SOUND 1,100,24,0
,3,3
1300 hp=1-hp:PLOT -100,0,1
1310 IF hp=1 THEN GOSUB 1390:GOSUB 1410
ELSE GOSUB 1410:GOSUB 1390
1320 TAGOFF:bz=bz+1:IF bz=10 THEN GOSUB
1340
1330 PEN 15:PAPER 14:EI:RETURN
1340 ' **** Blume gepflueckt ***
1350 PAPER 3:PEN 7
1360 LOCATE xæ,yæ+1:PRINT CHR$(233);
1370 bz=0:sc=sc+10+SGN(s1)*20:GOSUB 1420
1380 RETURN
1390 ' *** Huespfen ***
1400 MOVE (xæ-1)*32,(25-yæ)*16+14:PRINT C
HR$(190+2*(ri MOD 2));:RETURN
1410 MOVE (xæ-1)*32,(26-yæ)*16+14:PRINT C
HR$(190+2*(ri MOD 2));:RETURN
1420 ' ***** Anzeige *****
1430 DI:PEN 8:PAPER 7:LOCATE 3,1
1440 PRINT USING"#####";sc;:RETURN
1450 ' ***** neue Runde *****
1460 FOR i=0 TO 3:a=REMAIN(i):NEXT
1470 runde=runde+1:as=0:le=le-(runde=6)+
(le>5)
1480 sc=sc+runde*10:GOSUB 1420:FOR i=1 T
O 1000:NEXT
1490 IF runde>10 THEN 1680
1500 CLS#1:lev$=SPACE$(6)+"LEVEL"+STR$(R
UNDE)+SPACE$(7)

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1510 PAPER 14: PEN 0: LOCATE 7,13: PRINT "1e
vel"; runde=1: FOR i=1 TO 500: NEXT
1520 FOR i=1 TO 19
1530 PEN 0: LOCATE i,13: PEN 8: PRINT MID$(
lev$,i,1); PEN 15: PRINT CHR$(190+i MOD
2);
1540 IF MID$(lev$,i,1) > " " THEN SOUND 1,
150-i*10,20,12,,5
1550 FOR j=1 TO 200: NEXT
1560 NEXT: LOCATE 20,13: PRINT " ";
1570 FOR i=1 TO 3000: NEXT
1580 GOTO 80
1590 ' ***** E N D E *****
1600 CLS#2: PEN 7: LOCATE 1,11: PRINT "Game
over"; PEN 1: PRINT CHR$(23)CHR$(0)
1610 FOR i=8 TO 290 STEP 4: FOR k=0 TO 15
STEP 2
1620 IF TEST(i-8,224+k)=14 THEN 1650
1630 PLOT 2*i,2*k+192,8: PLOT 2*i+4,2*k+
192
1640 PLOT 2*i,2*k+190 : PLOT 2*i+4,2*k+
190
1650 NEXT k,i
1660 LOCATE 1,1
1670 FOR i=1 TO 2000: NEXT: GOTO 1780
1680 ' ***** Alle Zimmer geschafft *****
1690 PAPER #1,14: CLS#1: PEN 11
1700 LOCATE 1,5: PRINT " B R A V O !!!":
PRINT
1710 PRINT "Es ist Dir gelungen": PRINT "d
en boesen Zauberer": PRINT "zu ueberlist
en, und": PRINT "die Prinzessin zu": PRI
NT "befreien. Als Beloh-"
1720 PRINT "nung verdoppelt sich": PRINT "D
eine Punktzahl."
1730 FOR i=1 TO 200: NEXT: SOUND 1,120,72,
0,4: sc=2*sc: GOSUB 1420
1740 DI: FOR i=0 TO 3: a=REMAIN(i): NEXT: EI
: CALL &BCA7
1750 RESTORE 3340: OKT!=2
1760 WHILE INKEY(47)=-1: ON SQ (2) GOSUB
3290: WEND
1770 CALL &BCA7
1780 ' ***** High Score ausdrucken *****
1790 PAPER 14: PEN 15: CLS
1800 IF sc>hi(1) THEN GOSUB 1890
1810 FOR i=10 TO 1 STEP -1
1820 PEN((i MOD 3)*7+1)
1830 PRINT LEFT$(na$(i),10)TAB(15)USING
"#####";hi(i): PRINT
1840 NEXT
1850 PRINT: PEN 3: PRINT "Noch ein Spiel (J
/N)"
1860 OKT!=2: RESTORE 3340: CALL &BCA7
1870 a$=LOWER$(INKEY$)
1880 IF a$="n" THEN END ELSE IF a$="j" T
HEN CALL &BCA7: GOTO 60 ELSE ON SQ(2) GOS
UB 3290: GOTO 1870
1890 ' ***** Sortieren *****
1900 PRINT "Bravo, Du bist inden"
1910 PRINT "TOP TEN !!!": PRINT
1920 PRINT "Gib bitte Dein Name"

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1930 PRINT "ein": PRINT
1940 PEN 8: PRINT: PRINT TAB(4)STRING$(14
,"*"): PRINT TAB(4)*"SPC(12)"*": PRINT TA
B(4)STRING$(14,"*")
1950 WHILE INKEY$ <> " ": WEND
1960 PEN 3: LOCATE 5,11: INPUT na$(1)
1970 hi(1)=sc: i=2
1980 WHILE hi(i)<hi(i-1)
1990 k=hi(i-1): hi(i-1)=hi(i): hi(i)=k
2000 k$=na$(i-1): na$(i-1)=na$(i): na$(i)
=k$
2010 i=i+1: WEND
2020 CLS: RETURN
2030 ' ***** Anfangsbelegung der Variabe
ln *****
2040 xe=2: ye=3: xe0=2: ye0=3
: ' *** Erwin
2050 hx1=1: hx2=19: hy2=13: rih1=1: rih2=-1:
zhue=0 : ' *** Huepfer
2060 xvg=19: yvg=4: tvg=14
: ' *** verfolgender Geist
2070 xag=9: yag=22
: ' *** anderer Geist
2080 xb2=10: yb2=12: rib2=1: xb1=10: rib1=1
: ' *** Band
2090 RETURN
2100 hy2=13: yb2=12: RETURN
2110 hy2=12: yb2=13: RETURN
2120 ' ***** Zeitabhaengige Unterprogram
me starten *****
2130 GOSUB 2230: RETURN: ' I
2140 GOSUB 2230: EVERY 40,2 GOSUB 540: RET
URN: ' II
2150 GOSUB 2100: EVERY 15 GOSUB 330: EVERY
30,1 GOSUB 470: GOSUB 3220: RETURN
2160 GOSUB 2230: EVERY 40,3 GOSUB 710: RET
URN: ' IV
2170 GOSUB 2230: EVERY 40,2 GOSUB 540: EVE
RY 40,3 GOSUB 710: RETURN: ' V
2180 GOSUB 2240: RETURN
2190 GOSUB 2240: EVERY 40,2 GOSUB 540: RET
URN: ' VII
2200 GOSUB 2240: EVERY 40,3 GOSUB 710: RET
URN: ' VIII
2210 GOSUB 2110: EVERY 18 GOSUB 370: EVERY
30,1 GOSUB 420: GOSUB 3220: RETURN
2220 GOSUB 2240: EVERY 40,2 GOSUB 540: EVE
RY 40,3 GOSUB 710: RETURN: ' X
2230 GOSUB 2100: EVERY 20 GOSUB 330: EVERY
50,1 GOSUB 470: GOSUB 3220: RETURN
2240 GOSUB 2110: EVERY 20 GOSUB 370: EVERY
50,1 GOSUB 420: GOSUB 3220: RETURN
2250 ' ***** Spielfeld *****
2260 MODE 0: RESTORE 2500: PAPER 7: PEN 8: P
RINT "Sc"; USING "#####"; sc; PEN 3: PRINT " H
i"; USING "#####"; hi(10); PEN 15: PRINT SPC
(5-1e)STRING$(1e-1,190); " "; CHR$(23)CHR$(
1);
2270 FOR i=1 TO 24
2280 READ a$
2290 FOR j=1 TO 19: b$=MID$(a$,j,1): ON VA
L(b$) GOSUB 2310,2320,2390,2430,2470: PAP

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ER 7:NEXT j:GOSUB 2490:NEXT i
2300 GOSUB 2740:RETURN
2310 PEN 14:PRINT CHR$(143);:RETURN :
*** freies Feld
2320 ' *** Hinderniss ***
2330 IF RND>0.95 THEN GOSUB 2350 ELSE PE
N 0:PAPER 2:PRINT CHR$(204);
2340 RETURN
2350 ' *** Blume ***
2360 PEN 3:PRINT CHR$(198);:PRINT CHR$(2
2)CHR$(1);:PRINT CHR$(8)CHR$(15)CHR$(4)C
HR$(199)CHR$(8)CHR$(15)CHR$(5)CHR$(200);
2370 PRINT CHR$(22)CHR$(0);
2380 RETURN
2390 ' *** Stein ***
2400 PAPER 2
2410 PEN 1:PAPER 2:PRINT CHR$(204);
2420 RETURN
2430 ' *** Schluessel ***
2440 PEN 0:PRINT CHR$(24)CHR$(233)CHR$(2
4);:PRINT CHR$(22)CHR$(1)CHR$(8)CHR$(15)
CHR$(13)CHR$(203);
2450 PRINT CHR$(22)CHR$(0);
2460 RETURN
2470 ' *** Schluesselloch ***
2480 PEN 6:PRINT CHR$(202);:RETURN
2490 PAPER 7:PRINT CHR$(32);:RETURN: **
* Randfeld ***
2500 DATA 35333533335333533353
2510 DATA 31313131313131313131
2520 DATA 11111111111111111111
2530 DATA 12111211211211211211
2540 DATA 11111111111111111111
2550 DATA 21121121121121121121
2560 DATA 11111111111111111111
2570 DATA 11111111111111111111
2580 DATA 1211211211211211211211
2590 DATA 11111111111111111111
2600 DATA 11111111111111111111
2610 DATA 11111111111111111111
2620 DATA 11211211211211211211
2630 DATA 11111111111111111111
2640 DATA 11111111111111111111
2650 DATA 21121121121121121121
2660 DATA 11111111111111111111
2670 DATA 11111111111111111111
2680 DATA 11211211211211211211
2690 DATA 11111111111111111111
2700 DATA 1211211211211211211211
2710 DATA 11111111111111111111
2720 DATA 31313131313131313131
2730 DATA 3432343234323432343
2740 ' ***** Schluesselloecher zuordnen
*****
2750 ERASE s1:DIM s1(9)
2760 FOR i=2 TO 18 STEP 4
2770 a=INT(RND*5)+1:IF s1(a) THEN 2770
2780 s1(a)=i
2790 NEXT
2800 WINDOW#1,1,20,2,25:PAPER#1,14
2810 WINDOW#2,1,20,11,14:PAPER#2,14
2820 FOR i=1 TO 10:READ toda(i):NEXT

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2830 DATA 75,75,75,85,100,75,80,90,80,11
0
2840 RETURN
2850 '
2860 ' ***** Unterprogramm eigene Zeiche
n *****
2870 ' ' ' SYMBOL AFTER 189
2880 ' *** Erwin ***
2890 SYMBOL 190,48,104,124,104,48,200,14
0,198 : ' *** Rechts Schritt
2900 SYMBOL 191,48,104,124,104,48,72,72,
108 : ' *** Rechts
2910 SYMBOL 192,12,22,62,22,12,19,49,99
: ' *** Links Schritt
2920 SYMBOL 193,12,22,62,22,12,18,18,54
: ' *** Links
2930 ' *** Huepfer ***
2940 SYMBOL 194,16,44,56,16,40,40,16:
hue$(1)=" "+CHR$(194):' Links oben
2950 SYMBOL 195,0,8,22,28,8,20,28,8 :
hue$(2)=" "+CHR$(195):' Links unten
2960 SYMBOL 196,16,104,56,16,40,40,16
:hue$(3)=CHR$(196)+" ":'Rechts oben
2970 SYMBOL 197,0,8,52,28,8,20,28,8 :
hue$(4)=CHR$(197)+" ":'Rechts unten
2980 ' *** Blume ***
2990 SYMBOL 198,255,129,165,153,153,165,
129,255 : ' *** gruene Teile
3000 SYMBOL 199,0,4,72,32,4,18,32,0
: ' *** Bluetenblaetter
3010 SYMBOL 200,0,32,18,4,32,72,4,0
: ' *** Bluetenblaetter
3020 SYMBOL 201,60,90,60,24,60,126,90,25
5 : ' *** Geist ***
3030 SYMBOL 202,255,199,131,199,239,199,
131 : ' *** Schluesselloch
3040 SYMBOL 203,0,0,32,92,40,0,0,0
: ' *** Schluessel
3050 SYMBOL 204,109,182,109,182,109,182,
109,182 : ' *** Mauer ***
3060 MODE 0
3070 INK 0,3:INK 1,2:INK 2,26:INK 3,9:IN
K 4,7,14:INK 5,14,7:INK 6,7:INK 7,0
3080 INK 8,6:INK 9,1:INK 10,15:INK 11,25
:INK 12,19:INK 13,3,25:INK 14,0:INK 15,2
4
3090 BORDER 0
3100 ' ***** High Score Tabelle *****
3110 RESTORE 310:DATA Frankie,McDonalds
,Dr.Mabuse,P.Panther,Donald D.,Werner,As
terix,Schlappie,McNugget,Heino
3120 FOR i=1 TO 10
3130 hi(i)=50+50*i:READ na$(i)
3140 NEXT i
3150 ' ***** Sound *****
3160 ENT -1,1,2,1
3170 ENV 2,5,2,2,5,-2,1:ENT -2,1,1,120,1
,0,60: ' *** Uhr
3180 ENV 3,1,13,8,12,-1,1:ENT 3,5,2,2,12
,-3,1: ' *** Huepfen
3190 ENV 4,1,12,2,10,-1,5,5,0,2:ENT 5,10
,1,2

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3200 ENV 5,2,0,1,1,15,1,3,-1,2
3210 RETURN
3220 ***** Band zeichnen *****
3230 DI: PEN 9: PAPER 14: IF runde > 5 THEN
3260
3240 LOCATE 1,12: PRINT STRING$(19,143);
3250 EI: RETURN
3260 FOR i=11 TO 13 STEP 2
3270 LOCATE 1,i: PRINT STRING$(19,143);
3280 NEXT i: EI: RETURN
3290 ***** Melodie *****
3300 READ hoehe,dauer
3310 IF hoehe=1 THEN 3370

```

```

3320 SOUND 2,okt!*hoehe,4* dauer,0,5
3330 RETURN
3340 DATA 319,5,253,5,239,5,213,25,319,5
,253,5,239,5,213,25,319,5,253,5,239,5
3350 DATA 213,10,253,10,319,10,253,10,28
4,25,253,5,253,5,284,5,319,20,319,5,253,
10
3360 DATA 213,10,213,5,239,20,319,5,253,
5,239,5,213,10,253,10,319,10,284,10,319,
25,1,1
3370 RESTORE 3340:okt!=okt!/1.5
3380 IF okt!<0.35 THEN okt!=2
3390 GOTO 3300

```

CHECK V1: PRUEFBUMMEN:

ZEILENNR.: SUMMEN

```

10- 20: 12310
30- 40: 115263
50- 60: 35870
70- 80: 85399
90- 100: 17487
110- 120: 27367
130- 140: 36866
150- 160: 71708
170- 180: 45399
190- 200: 51850
210- 220: 61469
230- 240: 16604
250- 260: 7165
270- 280: 83256
290- 300: 52154
310- 320: 31060
330- 340: 30809
350- 360: 55860
370- 380: 55431
390- 400: 54000
410- 420: 10459
430- 440: 70517

```

CHECK V1: PRUEFSUMMEN:

ZEILENNR.: SUMMEN

```

10- 20: 56522
30- 40: 37428
50- 60: 51320
70- 80: 17983
90- 100: 27863
110- 120: 8934
130- 140: 20857
150- 160: 1216
170- 180: 20491
190- 200: 2430
210- 220: 41895
230- 240: 16223
250- 260: 22755
270- 280: 69841
290- 300: 1246
310- 320: 31364
330- 340: 30905
350- 360: 47248
370- 380: 29403
390- 400: 69183
410- 420: 51366
430- 440: 76454
450- 460: 36881
470- 480: 28784
490- 500: 28684
510- 520: 706

```

GESAMTCHECKSUMME: 41550

```

450- 460: 19332
470- 480: 10247
490- 500: 62421
510- 520: 18812
530- 540: 64467
550- 560: 69271
570- 580: 88039
590- 600: 40308
610- 620: 77566
630- 640: 60466
650- 660: 69697
670- 675: 13751
680- 690: 42349
700- 710: 81843
720- 730: 38548
740- 750: 95364
760- 770: 27137
780- 790: 4263
800- 810: 86300
820- 825: 16027
830- 840: 34488
850- 860: 83424
870- 880: 42410
890- 900: 40873
910- 920: 32792
930- 940: 4589
950- 960: 2954
970- 980: 46256
990- 1000: 67574
1010- 1020: 29679
1030- 1040: 7382
1050- 1060: 47707
1070- 1080: 65152
1090- 1100: 61584
1110- 1120: 81082
1130- 1140: 29192
1150- 1160: 65171
1170- 1180: 99246
1190- 1200: 32731
1210- 1220: 58606
1230- 1240: 45181
1250- 1260: 53507
1270- 1280: 47202
1290- 1300: 42006
1310- 1320: 87017
1330- 1340: 37954
1350- 1360: 29745
1370- 1380: 6016
1390- 1400: 13946
1410- 1420: 17971
1430- 1440: 18901
1450- 1460: 52479
1470- 1480: 73950
1490- 1500: 33784
1510- 1520: 53270
1530- 1540: 13800
1550- 1560: 16864
1570- 1580: 12001

```

```

1590- 1600: 16781
1610- 1620: 78482
1630- 1640: 40418
1650- 1660: 5043
1670- 1680: 69157
1690- 1700: 22094
1710- 1720: 80582
1730- 1740: 84441
1750- 1760: 32708
1770- 1780: 51204
1790- 1800: 23993
1810- 1820: 27317
1830- 1840: 9405
1850- 1860: 47667
1870- 1880: 67031
1890- 1900: 43648
1910- 1920: 31621
1930- 1940: 47077
1950- 1960: 17652
1970- 1980: 49266
1990- 2000: 21564
2010- 2020: 10430
2030- 2040: 45157
2050- 2060: 75134
2070- 2080: 54579
2090- 2100: 19416
2110- 2120: 69719
2130- 2140: 24710
2150- 2160: 62851
2170- 2180: 43579
2190- 2200: 48265
2210- 2220: 80894
2230- 2240: 80974
2250- 2260: 49326
2270- 2280: 7908
2290- 2300: 39094
2310- 2320: 66810
2330- 2340: 56414
2350- 2360: 25606
2370- 2380: 6293
2390- 2400: 8332
2410- 2420: 11636
2430- 2440: 27069
2450- 2460: 6293
2470- 2480: 35678
2490- 2500: 52300
2510- 2520: 22864
2530- 2540: 22698
2550- 2560: 22708
2570- 2580: 22693
2590- 2600: 22624
2610- 2620: 22699
2630- 2640: 22624
2650- 2660: 22708
2670- 2680: 22699
2690- 2700: 22693
2710- 2720: 22864
2730- 2740: 16230

```

```

2750- 2760: 20941
2770- 2780: 65109
2790- 2800: 8188
2810- 2820: 44262
2830- 2840: 27821
2850- 2860: 8165
2870- 2880: 19880
2890- 2900: 96459
2910- 2920: 80658
2930- 2940: 26639
2950- 2960: 40521
2970- 2980: 34120
2990- 3000: 72979
3010- 3020: 46594
3030- 3040: 55342
3050- 3060: 2895
3070- 3080: 121947
3090- 3100: 38288
3110- 3120: 31539
3130- 3140: 53462
3150- 3160: 13950
3170- 3180: 69970
3190- 3200: 35084
3210- 3220: 27383
3230- 3240: 49590
3250- 3260: 11457
3270- 3280: 17947
3290- 3300: 32792
3310- 3320: 62315
3330- 3340: 54123
3350- 3360: 24538
3370- 3380: 59503
3390- : 1222

```

GESAMTCHECKSUMME: 21294