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10 '*****
20 '*** COPTER-PATROL ***
30 '*** ----- ***
40 '*** Written & Designed ***
50 '*** by.. ***
60 '*** ***
70 '*** Christian Moeller ***
80 '*** ***
90 '*** ***
100 '*** ***
110 '*** V.2 /(c) Mai 1985 ***
120 '*****
130 '
140 '***-----***
150 '*** Titelbild ***
160 '***-----***
170 MODE 1:BORDER 0:PAPER 0:PEN 3:INK 0,0:INK 1,11:INK 2,6:INK 3,26
180 ON BREAK GOSUB 3490:RESTORE 260:d=2:ENV 2,3,5,1,15,-1,5
190 LOCATE 7,1:PEN 3:PRINT">>>> COPTER - PATROL <<<<<"
200 READ i,j,anw$,col:IF j=25 THEN d=6:GOSUB 470
210 IF i=1 AND j=7 THEN anw$=name$
220 LOCATE i,j:PEN col
230 FOR a=1 TO LEN(anw$):PRINT MID$(anw$,a,1);:SOUND 2,30,d,5
240 IF (SQ(2) AND 128)=128 THEN 240

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250 NEXT a:FOR b=1 TO 50:NEXT:IF j=5 THEN GOSUB 490:GOTO 200 ELSE IF j=25 THEN G
OTO 500 ELSE GOTO 200
260 DATA 7,2,"-----",2
270 DATA 1,4,"Identifizierung:-",3
280 DATA 1,5,"NAME:",2,1,7,"",3
290 DATA 10,7," - sie sind als bester Pilot",1
300 DATA 1,8,"unseres Landes ausgewaehlt worden,den",1
310 DATA 1,9,"schweren Auftrag auszufuehren !",1
320 DATA 1,10,"Sie sind unsere letzte Chance.....",2
330 DATA 1,12,"Ihr AUFTRAG:-",3
340 DATA 1,13,"Unser Land ist von unseren Feinden ange-",1
350 DATA 1,14,"griffen worden.Unser Praesident wurde",1
360 DATA 1,15,"gefangen genommen.Um ihn und unser Land",1
370 DATA 1,16,"zu retten, muessen wir den Feinden ein",1
380 DATA 1,17,"Loesegeld von mindestens 10000$ zahlen.",1
390 DATA 1,18,"Der Staat hat kein Geld.Es liegen nur",1
400 DATA 1,19,"noch ein paar Schaetze in einem Hoehlen-",1
410 DATA 1,20,"system unter einer evakuierten Stadt.",1
420 DATA 1,21,"Diese muessen sie alle sammeln und zur",1
430 DATA 1,22,"Basis zurueck bringen.Dabei werden sie",1
440 DATA 1,23,"durch Luftangriffe und Tueren gestoert.",1
450 DATA 6,25,"Zum Starten Taste druecken...",3
460 '=====
470 RESTORE 3570:FOR t=1 TO 58:GOSUB 3540
480 SOUND 4,0,5,0:NEXT t:RETURN
490 SOUND 2,50,10,6:LOCATE 6,5:PEN 1:INPUT " ",name$:name$=UPPER$(name$):RETURN
500 CALL &BB06
510 RUN 3340
520 '***-----***
530 '*** Initialisieren ***
540 '***-----***
550 MODE 1:CLEAR:DEFINT a-z
560 DIM cr(40,25),tu(40,25),xsch(10),ysch(10),high(10),high$(10)
570 RESTORE 580:FOR k=1 TO 12:READ i,j:tu(i,j)=1:NEXT
580 DATA 7,11,7,17,35,20,36,20,24,21,6,22,14,23
590 DATA 31,23,32,23,25,24,40,24,18,25
600 FOR l=1 TO 10:xsch(l)=i:ysch(l)=3:NEXT
610 ON BREAK GOSUB 3490
620 WINDOW #1,1,40,1,1
630 BORDER 3:INK 0,0:INK 1,26:INK 2,13:INK 3,24
640 PAPER #1,0:PEN #1,1:PAPER 0:CLS:CLS #1
650 GOSUB 3910:'-- Grafik-Zeichen
660 FOR i=33 TO 40:cr(i,17)=1:NEXT
670 FOR i=34 TO 40:cr(i,16)=1:NEXT
680 FOR i=35 TO 40:cr(i,15)=1:NEXT
690 FOR i=36 TO 40:cr(i,14)=1:NEXT
700 '***-----***
710 '*** Bildschirm-Aufbau ***
720 '***-----***
730 RESTORE 770
740 READ i,j,k:IF i=-1 THEN GOTO 830
750 FOR l=i TO j:LOCATE l,k:PEN 2:PRINT CHR$(240);:cr(l,k)=1:NEXT l
760 GOTO 740
770 DATA 1,6,18,8,40,18,1,1,19,38,40,19,1,6,20,9,25,20,27,34,20
780 DATA 37,40,20,1,7,21,9,11,21,16,17,21,33,34,21,39,40,21,1,1
790 DATA 22,11,11,22,14,18,22,20,21,22,23,29,22,34,34,22,39,40
800 DATA 22,1,1,23,6,7,23,9,11,23,20,23,25,25,23,28,30,23,33
810 DATA 40,23,5,7,24,11,15,24,17,20,24,28,29,24,34,36,24,1,8
820 DATA 25,23,28,25,40,40,25,-1,0,0
830 PLOT 1,1:DRAW 640,1,2
840 FOR i=1 TO 32:LOCATE i,17:PEN 3:PRINT CHR$(223);:cr(i,17)=1:NEXT i
850 PLOT 510,128,3:DRAW 510,142,3:PEN 2
860 LOCATE 36,14:PRINT CHR$(216)+STRING$(4,215);
870 LOCATE 35,15:PRINT CHR$(216)+STRING$(5,215);
880 LOCATE 34,16:PRINT CHR$(216)+STRING$(6,215);
890 LOCATE 33,17:PRINT CHR$(216)+STRING$(7,215);
900 ON BREAK GOSUB 3490

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910 '
920 FOR i=1 TO 30:LOCATE i,16:PRINT CHR$(219);:cr(i,16)=1:NEXT i
930 FOR i=1 TO 30:FOR j=15 TO 11 STEP -1
940 LOCATE i,j:PRINT CHR$(220);:cr(i,j)=1:NEXT j
950 LOCATE i,j:PRINT CHR$(221);:cr(i,j)=1:NEXT i
960 '
970 PEN 3:PRINT CHR$(22)+CHR$(1);
980 FOR i=1 TO INT(RND*55)+25
990 LOCATE INT(RND*30)+1,15-INT(RND*5):PRINT CHR$(222);
1000 NEXT i
1010 PRINT CHR$(22)+CHR$(0);
1020 '
1030 FOR i=10 TO 17:LOCATE 7,i:PRINT " ":cr(7,i)=0:NEXT
1040 PLOT 95,128:DRAW 95,245,1:PLOT 112,128:DRAW 112,245,1
1050 GOSUB 1220:GOSUB 1090:GOTO 1640
1060 '***-----***
1070 '*** Schaeetze ***
1080 '***-----***
1090 FOR l=1 TO 10:i=xsch(l):j=ysch(l):LOCATE i,j:PRINT " ":cr(i,j)=0:NEXT l
1100 RESTORE 1170:schatz=0:zuf=INT(RND*2)
1110 FOR l=1 TO 10:IF zuf=1 THEN GOSUB 1140 ELSE GOSUB 1150
1120 LOCATE i,j:PEN 1:PRINT CHR$(k);:cr(i,j)=6:xsch(l)=i:ysch(l)=j
1130 NEXT:RETURN
1140 READ i,j,k:RETURN
1150 i=INT(RND*40+1):j=INT(RND*7+19):k=INT(RND*4+241)
1160 IF cr(i,j)<>0 OR tu(i,j)=1 THEN 1150 ELSE RETURN
1170 DATA 3,24,241,2,19,243,14,21,242,23,24,244,26,23,243
1180 DATA 37,21,243,35,22,241,29,25,243,31,21,242,37,24,244
1190 '***-----***
1200 '*** Basis ***
1210 '***-----***
1220 FOR i=33 TO 40:LOCATE i,13:PEN 3:PRINT CHR$(225);:cr(i,13)=4:NEXT i
1230 PEN 3
1240 LOCATE 39,12:PRINT CHR$(229);CHR$(231);:cr(39,12)=4:cr(40,12)=4
1250 LOCATE 39,11:PRINT CHR$(230);CHR$(230);:cr(39,11)=4:cr(40,11)=4
1260 LOCATE 33,12:PRINT CHR$(226);:cr(33,12)=4
1270 LOCATE 37,12:PRINT CHR$(227);:cr(37,12)=4:cr(36,12)=4
1280 LOCATE 39,10:PRINT CHR$(228);:cr(39,10)=4
1290 cr(34,12)=5:cr(35,12)=5
1300 PLOT 520,139,3:DRAW 520,191:PLOT 533,151:DRAW 533,191
1310 PLOT 545,164:DRAW 545,191:PLOT 557,176:DRAW 557,191
1320 FOR i=33 TO 35:FOR j=14 TO 16:cr(i,j)=4:NEXT j,i
1330 RETURN
1340 '***-----***
1350 '*** Spielanzeige ***
1360 '*** Subroutine ***
1370 '***-----***
1380 LOCATE #1,2,1:PRINT #1,"SCORE:";sc;
1390 LOCATE #1,14,1:PRINT #1,"LIVES:";
1400 LOCATE #1,20,1:PRINT #1,LEFT$(copt$(4),liv*3)
1410 LOCATE #1,29,1:PRINT #1,"HISC:";hisc;
1420 IF mu=0 THEN LOCATE #1,40,1:PRINT#1," ";
1430 IF mu=1 THEN LOCATE #1,40,1:PRINT#1,CHR$(237);
1440 PLOT 1,368,1:DRAW 640,368:PLOT 1,382:DRAW 640,382
1450 RETURN
1460 '***-----***
1470 '*** Interrupt ***
1480 '*** Anzeige ***
1490 '***-----***
1500 fuel=fuel-2
1510 PLOT fuel,372,0:DRAW fuel,378,0
1520 IF fuel<=140 THEN SOUND 2,150,15,7,0,2
1530 IF fuel<=0 THEN crash=1
1540 IF schatz=10 THEN INK 3,6,12:sc=sc+200
1550 IF sc<=0 THEN sc=0
1560 IF sc>hisc THEN hisc=sc
1570 LOCATE #1,8,1:PRINT #1,sc;
1580 LOCATE #1,34,1:PRINT #1,;hisc;

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1590 RETURN
1600 '=====
1610 '***-----***
1620 '*** Hauptprogramm-Anfang ***
1630 '***-----***
1640 fx1=38:fy1=5:fx2=2:fy2=3:fa=1:change1=0:mu=0
1650 liv=3:jx=34:jy=12:jb=3:x=jx:y=jy:b=jb
1660 hisc=PEEK(30000)*256+PEEK(30001):sc=0
1670 ON BREAK GOSUB 3490
1680 GOSUB 1380:RESTORE 3570
1690 RANDOMIZE TIME
1700 EVERY 50,3 GOSUB 1500
1710 EVERY 60,2 GOSUB 2770
1720 EVERY 100,1 GOSUB 2920
1730 GOSUB 2050:GOTO 1770
1740 '***-----***
1750 '*** Joystick-Abfragen ***
1760 '***-----***
1770 ON BREAK GOSUB 3490:PEN 1
1780 IF crash=1 THEN GOTO 3090
1790 IF mu=0 THEN ON SQ(1) GOSUB 2000
1800 IF JOY(0)=1 OR INKEY(0)=0 THEN jx=x:jy=y-1:jb=b:GOTO 1880
1810 IF JOY(0)=2 OR INKEY(2)=0 THEN jx=x:jy=y+1:jb=b:GOTO 1880
1820 IF (JOY(0)=4 OR INKEY(8)=0) AND b=1 THEN jx=x:jy=y:jb=b+1:GOTO 1880 ELSE IF
JOY(0)=4 OR INKEY(8)=0 THEN jx=x-1:jy=y:jb=b+1:GOTO
1880
1830 IF (JOY(0)=8 OR INKEY(1)=0) AND b=2 THEN jx=x:jy=y:jb=b-1:GOTO 1880 ELSE IF
JOY(0)=8 OR INKEY(1)=0 THEN jx=x+1:jy=y:jb=b-1:GOTO
1880
1840 IF JOY(0)=16 OR INKEY(9)=0 THEN GOSUB 2340
1850 IF INKEY(47)=0 OR INKEY(18)=0 THEN GOSUB 1960
1860 IF mu=1 THEN ON SQ(4) GOSUB 3540
1870 GOTO 1770
1880 IF jb<1 THEN jb=1 ELSE IF jb>3 THEN jb=3
1890 IF jx<1 THEN jx=39 ELSE IF jx>39 THEN jx=1
1900 IF jy<3 THEN jy=3 ELSE IF jy>25 THEN jy=25
1910 IF jx=39 AND jy=25 THEN jx=39:jy=25:IF eck=0 THEN eck=1:GOSUB 2040:GOTO 309
0
1920 GOSUB 2040
1930 IF mu=1 THEN ON SQ(4) GOSUB 3540
1940 GOTO 1770
1950 '=====
1960 mu=mu+1:mu=mu MOD 2:LOCATE #1,40,1:PRINT#1," ";
1970 IF mu=1 THEN LOCATE #1,40,1:PRINT#1,CHR$(237);
1980 FOR t=1 TO 10:CALL &BD19:NEXT t:RETURN
1990 '=====
2000 SOUND 1,1000,5,3,0,0,15:SDOUND 3,0,5,3,0,0,11
2010 RETURN
2020 '***-----***
2030 '*** Hubschrauber-Steuerung ***
2040 '***-----***
2050 DI
2060 LOCATE x,y:PRINT del$(b);
2070 x=jx:y=jy:b=jb
2080 LOCATE x,y:PEN 1:PRINT capt$(b);
2090 IF (b<>2 AND cr(x+1,y)=1) THEN dclr=2:GOTO 3090 ELSE IF cr(x,y)=1 THEN dclr
=1:GOTO 3090
2100 IF cr(x,y)=2 THEN LOCATE fx1,fy1:PRINT " ":change1=1:dclr=1:GOTO 3090
2110 IF cr(x,y)=3 THEN LOCATE fx2,fy2:PRINT " ":change2=1:dclr=1:GOTO 3090
2120 IF cr(x,y)=4 THEN dclr=1:GOTO 3090
2130 IF cr(x,y)=5 THEN GOSUB 2220
2140 IF (b<>2 AND cr(x+1,y)=6) THEN cr(x+1,y)=0:schatz=schatz+1:sc=sc+50:SOUND 2
,50,0,0,1
2150 IF cr(x,y)=6 THEN cr(x,y)=0:schatz=schatz+1:sc=sc+50:SOUND 2,50,0,0,1
2160 fuel=fuel-2:PLOT fuel,372,0:DRAW fuel,378,0
2170 CALL &BD19:EI
2180 RETURN

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2190 '***-----***
2200 '*** Home-Fuel ***
2210 '***-----***
2220 IF x=34 AND b=3 THEN 2230 ELSE GOTO 2270
2230 SOUND 2,650,220,4,0,3
2240 FOR i=1 TO 140 STEP 2:PLOT i,372,2:DRAW i,378,2:NEXT i
2250 FOR i=140 TO 640 STEP 2:PLOT i,372,3:DRAW i,378,3:NEXT i
2260 fuel=640
2270 IF schatz=10 THEN sc=sc+1000:INK 3,24:GOSUB 3840:GOSUB 1090
2280 SOUND 2,30,0,0,1
2290 RETURN
2300 '***-----***
2310 '*** Raketen / Treffer ***
2320 '*** Subroutine ***
2330 '***-----***
2340 IF y>17 THEN RETURN
2350 IF b=1 THEN GOTO 2410
2360 IF b=3 THEN GOTO 2520
2370 IF b=2 THEN RETURN
2380 ' -----
2390 ' Rakete rechts
2400 ' -----
2410 SOUND 1,0,30,5,0,0,5:SOUND 2,0,30,4,0,0,15
2420 DI:e=x+2:d=y:FOR c=e TO 40:LOCATE c,d:PEN 1:PRINT raket$(1);
2430 IF cr(c,d)=1 THEN poi=1:GOTO 2650
2440 IF cr(c,d)=2 THEN poi=2:GOTO 2650
2450 IF cr(c,d)=3 THEN poi=3:GOTO 2650
2460 IF cr(c,d)=4 THEN poi=4:GOTO 2650
2470 FOR t=1 TO 8:NEXT:LOCATE c,d:PRINT " ":NEXT c
2480 LOCATE c,d:PRINT " ":EI:RETURN
2490 ' -----
2500 ' Rakete links
2510 ' -----
2520 IF x<2 THEN RETURN
2530 SOUND 1,0,30,5,0,0,5:SOUND 2,0,30,4,0,0,15
2540 DI:d=y:FOR e=(x-1) TO 1 STEP -1:c=e:IF c<1 THEN c=1
2550 LOCATE c,d:PEN 1:PRINT raket$(2);
2560 IF cr(c,d)=1 THEN poi=1:GOTO 2650
2570 IF cr(c,d)=2 THEN poi=2:GOTO 2650
2580 IF cr(c,d)=3 THEN poi=3:GOTO 2650
2590 IF cr(c,d)=4 THEN poi=4:GOTO 2650
2600 FOR t=1 TO 8:NEXT:LOCATE c,d:PRINT " ":NEXT e
2610 LOCATE c,d:PRINT " ":EI:RETURN
2620 ' -----
2630 ' Treffer
2640 ' -----
2650 LOCATE c,d:PRINT treff$;
2660 SOUND 1,500,0,0,1,0,5:SOUND 2,0,0,0,1,0,7
2670 FOR t=1 TO 200:NEXT:LOCATE c,d:PRINT " ";
2680 IF poi=1 THEN sc=sc-5:poi=0:cr(c,d)=0
2690 IF poi=2 THEN sc=sc+25:poi=0:cr(c,d)=0:LOCATE c,d:PRINT " ":change1=1
2700 IF poi=3 THEN sc=sc+25:poi=0:cr(c,d)=0:LOCATE c,d:PRINT " ":change2=1
2710 IF poi=4 THEN poi=0:GOSUB 1220
2720 EI:RETURN
2730 '***-----***
2740 '*** Interrupt-Routine ***
2750 '*** Feind-Angriffe ***
2760 '***-----***
2770 DI:IF (cr(x,y)=2 OR cr(x+1,y)=2) THEN LOCATE fx1,fy1:PRINT " ";:dc1r=3:crash=1:change1=1
2780 IF (cr(x,y)=3 OR cr(x+1,y)=3) THEN LOCATE fx2,fy2:PRINT " ";:dc1r=3:crash=1:change2=1
2790 LOCATE fx1,fy1:PRINT " ":cr(fx1,fy1)=0:fx1=fx1-1
2800 LOCATE fx2,fy2:PRINT " ":cr(fx2,fy2)=0:fx2=fx2+1
2810 IF fx1<=1 THEN change1=1
2820 IF fx2>=39 THEN change2=1
2830 IF change1=1 THEN fx1=38:fy1=INT(RND*7)+3:fa=INT(RND*2)+1:change1=0
2840 IF change2=1 THEN fx2=2:fy2=INT(RND*7)+3:change2=0

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2850 LOCATE fx1,fy1:PEN 2:PRINT feind$(fa);:cr(fx1,fy1)=2
2860 LOCATE fx2,fy2:PEN 2:PRINT feind$(3);:cr(fx2,fy2)=3
2870 RETURN
2880 '***-----***
2890 '*** Interrupt-Routine ***
2900 '*** Tueren auf/zu ***
2910 '***-----***
2920 IF z1=1 AND z2=0 THEN z1=0:z2=1 ELSE z1=1:z2=0
2930 PEN 3:DI
2940 LOCATE 7,11:PRINT tuer1$(z1);:cr(7,11)=z1
2950 LOCATE 7,17:PRINT tuer1$(z2);:cr(7,17)=z2
2960 LOCATE 35,20:PRINT tuer3$(z1);:cr(35,20)=z1:cr(36,20)=z1
2970 LOCATE 24,21:PRINT tuer2$(z1);:cr(24,21)=z1
2980 LOCATE 6,22:PRINT tuer2$(z1);:cr(6,22)=z1
2990 LOCATE 14,23:PRINT tuer2$(z2);:cr(14,23)=z2
3000 LOCATE 31,23:PRINT tuer3$(z2);:cr(31,23)=z2:cr(32,23)=z2
3010 LOCATE 25,24:PRINT tuer2$(z2);:cr(25,24)=z2
3020 LOCATE 40,24:PRINT tuer2$(z2);:cr(40,24)=z2
3030 LOCATE 18,25:PRINT tuer2$(z1);:cr(18,25)=z1
3040 IF (b<>2 AND cr(x+1,y)=1) THEN dclr=2:crash=1 ELSE IF cr(x,y)=1 THEN dclr=1
:crash=1
3050 EI:RETURN
3060 '***-----***
3070 '*** Hubschrauber-Crash ***
3080 '***-----***
3090 re1=REMAIN(1):re2=REMAIN(2):re3=REMAIN(3)
3100 IF dclr=3 THEN cr(x,y)=0:cr(x+1,y)=0
3110 IF dclr=1 THEN cr(x,y)=0 ELSE IF dclr=2 THEN cr(x+1,y)=0
3120 liv=liv-1:crash=0:INK 3,24:FOR t=1 TO 10
3130 LOCATE x,y:PEN 1:PRINT copt$(b);
3140 IF t=1 OR t=3 THEN SOUND 3,0,25,14,0,0,10
3150 LOCATE x,y:PEN 1:PRINT crash$(b);
3160 IF t=4 THEN SOUND 2,0,20,15,0,0,14
3170 NEXT t
3180 LOCATE x,y:PRINT del$(b);:FOR i=fuel TO 0 STEP -2
3190 PLOT i,372,0:DRAW i,378,0:sc=sc+1:NEXT i
3200 CLS #1:GOSUB 1380:GOSUB 1220:GOSUB 1090:RESTORE 3570
3210 IF liv>0 THEN jx=34:jy=12:jb=3:x=jx:y=jy:b=jb:re1=0:re2=0:re3=0:GOTO 1690
3220 '***-----***
3230 '*** Spielende-Routine ***
3240 '***-----***
3250 GOSUB 1550:hi1=(hisc MOD 256):hi2=INT(hisc/255)
3260 POKE 30000,hi2:POKE 30001,hi1
3270 FOR t=1 TO 500:NEXT:PAPER 3:PEN 0
3280 LOCATE 14,5:PRINT SPACE$(15);:LOCATE 14,6:PRINT SPACE$(15);
3290 LOCATE 14,7:PRINT SPACE$(15);:LOCATE 14,6:go$=" * Game over * "
3300 FOR i=1 TO LEN(go$)
3310 PRINT MID$(go$,i,1);:SOUND 2,450,10,15,0,1
3320 IF (SQ(2) AND 128)=128 THEN 3320
3330 NEXT i:FOR t=1 TO 3000:NEXT t
3340 ON BREAK GOSUB 3490
3350 MODE 1:PAPER 0:PEN 3:BORDER 0:INK 0,0:INK 1,24:INK 2,14:INK 3,6
3360 LOCATE 7,2:PEN 3:PRINT">>>> COPTER - PATROL <<<<<"
3370 LOCATE 7,3:PEN 2:PRINT"-----"
3380 LOCATE 10,6:PEN 1:PRINT"Your SCORE:";:PEN 2:PRINT sc
3390 LOCATE 10,8:PEN 1:PRINT"HIGH-SCORE:";:PEN 2:PRINT hisc
3400 LOCATE 4,12:PEN 3:PRINT"[ENTER] ";:PEN 2:PRINT"or ";
3410 PEN 3:PRINT"[SPACE] ";:PEN 2:PRINT"Music on/off"
3420 LOCATE 3,15:PRINT"Controls ";:PEN 3:PRINT"Joystick ";
3430 PEN 2:PRINT"or ";:PEN 3:PRINT"Cursor-keys"
3440 LOCATE 3,19:PEN 2:PRINT"Press [FIRE] or [COPY] to play...".
3450 LOCATE 9,22:PEN 3:PRINT"Press [E] to end."
3460 IF JOY(0)=16 OR INKEY(9)=0 THEN CLEAR:RUN 550
3470 IF INKEY(58)=0 THEN MODE 1:PAPER 0:PEN 1:CALL &BC02:CLEAR:END
3480 GOTO 3460
3490 RUN:RETURN: 'Break-Taste
3500 '=====

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3510 '***-----***
3520 '*** Music ***
3530 '***-----***
3540 READ ton,dauer:IF ton=-1 THEN RESTORE 3570:RETURN
3550 SOUND 4,ton,dauer,0,2
3560 RETURN
3570 DATA 239,20,179,20,179,20,159,20,142,20,179,20,142,20
3580 DATA 159,20,239,20,179,20,179,20,159,20,142,20,179,40
3590 DATA 190,45,239,20,179,20,179,20,159,20,142,20,134,20
3600 DATA 142,20,159,20,179,20,190,20,239,20,213,20,190,20
3610 DATA 179,40,179,45,213,20,190,20,213,20,239,20,213,20
3620 DATA 190,20,179,20,213,20,239,20,213,20,239,20,268,20
3630 DATA 284,40,239,45,213,20,190,20,213,20,239,20,213,20
3640 DATA 190,20,179,20,213,20,239,20,179,20,190,20,159,20
3650 DATA 179,40,179,60,142,40,142,30,134,20,134,20,142,20
3660 DATA 134,20,142,20,159,20,179,20,190,22,239,20,213,20
3670 DATA 179,20,239,20,239,20,213,20,179,20,159,20,134,20
3680 DATA 142,35,179,45,159,60,142,40,142,30,134,20,134,20
3690 DATA 142,20,134,20,142,20,159,20,179,20,190,22,239,20
3700 DATA 213,20,179,20,239,20,239,20,213,20,179,20,159,20
3710 DATA 134,25,142,40,159,50,179,100,179,20,179,20,179,50
3720 DATA 239,20,142,20,142,20,142,50,179,20,179,20,142,20
3730 DATA 119,20,119,20,134,20,142,20,159,20,159,20,142,20
3740 DATA 134,20,134,20,134,20,119,20,134,20,142,20,179,20
3750 DATA 179,20,142,20,159,20,239,20,239,20,190,20,159,20
3760 DATA 179,80,179,20,179,20,179,50,239,20,142,20,142,20
3770 DATA 142,50,179,20,179,20,142,20,119,20,119,20,134,20
3780 DATA 142,20,159,20,159,20,142,20,134,20,134,20,134,20
3790 DATA 119,20,134,20,142,20,179,20,179,20,142,20,159,20
3800 DATA 239,20,239,20,190,20,159,20,179,100,-1,0
3810 '***-----***
3820 '*** Siegeshymne ***
3830 '***-----***
3840 RESTORE 3860:SOUND 4,0,50,0:FOR i=1 TO 17:READ t,d
3850 SOUND 4,t,d*6,0,1:NEXT i:RESTORE 3570:RETURN
3860 DATA 239,8,319,6,239,4,319,3,190,3,159,5,190,4,159,3
3870 DATA 190,3,159,3,127,6,319,6,0,0,5,319,4,0,0,5,319,4,239,8
3880 '***-----***
3890 '*** Definition der Grafikzeichen ***
3900 '***-----***
3910 SYMBOL AFTER 200
3920 SYMBOL 200,15,0,1,67,255,79,3,0: 'Hubschrauber 1
3930 SYMBOL 201,190,64,252,226,233,255,254,164: 'Hubschrauber 2
3940 SYMBOL 202,238,16,56,68,146,254,124,198: 'Hubschrauber 3
3950 SYMBOL 203,125,2,63,71,151,255,127,37: 'Hubschrauber 4
3960 SYMBOL 204,240,0,128,194,255,242,192,0: 'Hubschrauber 5
3970 SYMBOL 208,0,0,0,0,134,125,134,0: 'Rakete rechts
3980 SYMBOL 209,0,0,0,0,97,190,97,0: 'Rakete links
3990 SYMBOL 210,0,0,0,15,19,127,184,127: 'Flugzeug 1
4000 SYMBOL 211,0,0,0,255,36,255,0,255: 'Flugzeug 2
4010 SYMBOL 212,28,36,124,252,255,254,15,252: 'Flugzeug 3
4020 SYMBOL 215,255,255,255,255,255,255,255,255: 'Fels 1
4030 SYMBOL 216,3,15,31,31,31,127,255,255: 'Fels 2
4040 SYMBOL 219,126,129,189,255,129,129,129,255: 'Haus 1
4050 SYMBOL 220,126,129,129,129,129,129,129,126: 'Haus 2
4060 SYMBOL 221,0,60,126,129,129,255,165,126: 'Haus 3
4070 SYMBOL 222,0,102,102,0,0,102,102,0: 'Fenster-Licht
4080 SYMBOL 223,255,170,255,170,255,170,85,170: 'Stadt-Oberflaeche
4090 SYMBOL 225,255,90,255,170,213,170,213,255: 'Basis-Oberflaeche
4100 SYMBOL 226,112,248,168,216,253,223,173,248: 'Tankstelle
4110 SYMBOL 227,28,30,23,19,16,16,16,56: 'Wetterfahne
4120 SYMBOL 228,0,16,146,84,56,56,16,124: 'Antenne
4130 SYMBOL 229,255,153,153,255,135,135,135,135: 'Basis 1
4140 SYMBOL 230,255,129,255,153,153,255,255,129: 'Basis 2
4150 SYMBOL 231,255,153,153,255,153,153,255,129: 'Basis 3
4160 SYMBOL 232,12,30,99,205,86,141,111,50: 'Crash 1
4170 SYMBOL 233,80,188,238,182,29,115,174,100: 'Crash 2

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4180 SYMBOL 234,54,91,79,162,233,69,155,102: 'Crash 3
4190 SYMBOL 240,170,255,170,85,85,170,255,85: 'Untergrund
4200 SYMBOL 241,90,165,90,36,126,24,24,60: 'Schatz 1
4210 SYMBOL 242,129,90,165,90,219,165,255,90: 'Schatz 2
4220 SYMBOL 243,0,24,165,126,231,90,102,126: 'Schatz 3
4230 SYMBOL 244,24,126,60,36,126,90,255,153: 'Schatz 4
4240 SYMBOL 245,0,165,255,73,146,255,165,0: 'Tuer 1
4250 SYMBOL 246,118,44,102,52,44,102,52,110: 'Tuer 2
4260 copt$(1)=CHR$(200)+CHR$(201)
4270 copt$(2)=CHR$(202)
4280 copt$(3)=CHR$(203)+CHR$(204)
4290 copt$(4)=copt$(1)+" "+copt$(1)+" "+copt$(1)
4300 crash$(1)=CHR$(232)+CHR$(233)
4310 crash$(2)=CHR$(234)
4320 crash$(3)=CHR$(232)+CHR$(233)
4330 raket$(1)=CHR$(208)
4340 raket$(2)=CHR$(209)
4350 treff$=CHR$(234)
4360 f$=CHR$(210)+CHR$(211)+CHR$(212)
4370 feind$(1)=f$:feind$(2)=copt$(3):feind$(3)=copt$(1)
4380 tuer1$(1)=CHR$(245):tuer1$(0)=" "
4390 tuer2$(1)=CHR$(246):tuer2$(0)=" "
4400 tuer3$(1)=CHR$(245)+CHR$(245):tuer3$(0)=" "
4410 del$(1)=" "
4420 del$(2)=" "
4430 del$(3)=" "
4440 ENV 1,12,-1,6
4450 ENV 2,3,5,1,15,-1,5
4460 ENT 1,20,5,1,20,-5,1
4470 ENT 2,100,-4,1
4480 ENT 3,110,-5,2
4490 RETURN
4500 '*****
4510 '*** Ende ***
4520 '*****

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