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10 ' ***** Space Invaders Teil 1. *****
**
20 ' #####
**
30 SYMBOL AFTER 170:SYMBOL 249,1,2,4,8,2
4,124,71,71: SYMBOL 250,128,64,32,16,24,
62,226,226:SYMBOL 251,129,165,165,255,25
5,165,153,153:SYMBOL 254,0,0,0,0,3,15,63
,255:SYMBOL 255,0,0,0,0,192,240,252,255
40 SYMBOL 233,255,129,129,129,129,129,12
9,255:SYMBOL 234,36,36,0,0,0,0,0,0:SYMBOL
L 235,255,255,255,255,255,195,195,255:SY
MBOL 187,50,32,16,4,164,80,8,33:SYMBOL 1
88,0,24,48,96,255,6,12,24
50 MODE 1:INK 0,1:INK 1,16,11:INK 2,26:IN
NK 3,6: BORDER 1:PAPER 0:CLS
60 PEN 2
70 s$="SPACE INVADERS"
80 LOCATE 13,3
90 FOR x=1 TO LEN(s$):PRINT MID$(s$,x,1)
;CHR$(7);:
100 GOSUB 240:NEXT
110 LOCATE 12,5:PRINT CHR$(164)"Andreas
Mueller"
120 MOVE 187,347:DRAW 187,373,1:DRAW 420
,373,1:DRAW 420,347,1:DRAW 187,347,1
130 PEN 1
140 LOCATE 3,12:PRINT CHR$(251);:PRINT "
--> Invasoren"
150 LOCATE 3,14:PRINT CHR$(171);:PRINT "
--> Bodenlaser"
160 LOCATE 3,16:PRINT CHR$(249);" ";CHR$(
250);:PRINT " --> Flugabwehrkanonen"
170 PEN 2
180 LOCATE 3,21:PRINT "Sie steuern Ihren
Laser mit dem "
190 LOCATE 3,22:PRINT"Joystick oder den
Cursor-Tasten"
200 PEN 1
210 LOCATE 12,25:PRINT "< Spiel wird gel
aden >"
220 CHAIN MERGE "!spaceinvaders2",220
230 END
240 FOR b=1 TO 170:NEXT:RETURN

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200 ' ***** Initialisierung *****
210 ' *****
220 pr=4:lv=1:le=5:sc=0:tot=0:ENT 3,15,-
2,1:feind=25
230 DATA 233,5,2,233,8,2,233,10,2,233,11
,2,233,13,2,233,16,2,235,6,4,235,10,4,23
5,11,4,235,15,4,234,6,5,234,6,5,234,10,5
,234,11,5,234,15,5
240 MODE 0:INK 13,20:INK 3,9:INK 4,26:IN
K 5,0:INK 11,9:INK 15,16,11:PAPER 5:BORD
ER 0:CLS
250 ' ***** Bildschirmaufbau *****
260 ' *****
270 LOCATE 1,25:PEN 8: PRINT STRING$(20,
143);
280 LOCATE 1,24:PEN 8: PRINT STRING$(20,
143);
290 LOCATE 1,23:PEN 8: PRINT CHR$(214);S
TRING$(18,143);CHR$(215)
300 LOCATE 2,22:PRINT CHR$(214);STRING$(
16,143);CHR$(215)
310 LOCATE 1,20:PEN 2:PRINT CHR$(143):PE
N 15:LOCATE 1,19:PRINT CHR$(249):LOCATE
20,20:PEN 4:PRINT CHR$(143):LOCATE 20,19
:PEN 15:PRINT CHR$(250)
320 LOCATE 5,2:PEN 4:PRINT STRING$(12,14
3);
330 LOCATE 5,3:PRINT CHR$(213);STRING$(
10,143);CHR$(212);
340 LOCATE 5,1:PRINT CHR$(254);STRING$(
10,140);CHR$(255);
350 RESTORE 230:PEN 11:PAPER 0: FOR i= 1
TO 10:READ z,x,y:LOCATE x,y:PRINT CHR$(
z);:NEXT i:PAPER 5:FOR i= 1 TO 4:READ z,
x,y:LOCATE x,y:PRINT CHR$(z);: NEXT i
360 MOVE 128,384:DRAWR 31,7,11:DRAWR 322
,0:DRAWR 29,-7:DRAWR 0,-18:DRAWR -29,-13
:DRAWR -324,0:DRAWR -29,13:DRAWR 0,18
370 PAPER 8:PEN 5:LOCATE 5,22:PRINT "leb
en=";le:LOCATE 5,23:PRINT "level=";lv:LO
CATE 5,25:PRINT "score=";sc:BORDER 0:PAP
ER 5
380 x=10:y=21
390 GOSUB 590:IF tot=1 THEN 690
400 ' *****Tastatur und Joy-Abfragen *
*****
410 ' *****
420 IF JOY(0)=8 OR INKEY(1)=0 THEN x=x+1
430 schuss=schuss+1: IF schuss>1 THEN sc
huss=0
440 IF JOY(0)=4 OR INKEY(8)=0 THEN x=x-1
450 IF x<4 THEN x=4
460 IF x>17 THEN x=17
470 LOCATE x-1,y: PRINT " "
480 LOCATE x+1,y: PRINT " "
490 IF y=b0 AND x=a0 AND ru=1 THEN tot=1
500 PEN 4:LOCATE x,y:PRINT CHR$(171): GO
SUB 830:IF tot=2 THEN 890
510 ' ***** Bildschirmbewegungen *****
*
520 ' *****
*
530 IF pr=3 THEN 540 ELSE 390
540 IF RND>0.76 THEN 550 ELSE 390
550 IF RND>0.5 THEN flx=607 ELSE flx=32
560 fly=327-INT(RND*208):SOUND 1,40,15,1
5,0,3,31
570 MOVE flx,111:DRAW a0*32-15,fly,4:MOV
E flx,111:DRAW a0*32-15,fly,5
580 IF 25-INT(fly/16)=b0 THEN 890 ELSE 3
90
590 IF ru=0 THEN b0=3:ru=1 ELSE 610

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600 IF RND<0.5 THEN a0=8 ELSE a0=13
610 IF b0<6 THEN 620 ELSE 640
620 b=b0+1:a=a0:IF b>4 THEN LOCATE a0,b0
:PRINT " "
630 LOCATE a,b:PEN pr:PRINT CHR$(251);:b
0=b:RETURN
640 ab=INT(RND*3)-1:a=a0+ab:IF a<4 THEN
a=4 ELSE IF a>17 THEN a=17
650 IF RND>0.9-(0.14*lv) THEN b=b0+1:IF
b>21 THEN b=21
660 LOCATE a0,b0:PRINT " ":LOCATE a,b:PE
N pr:PRINT CHR$(251);:GOSUB 750
670 IF a=x AND b=y OR b=21 THEN tot=1
680 a0=a:b0=b:RETURN
690 BORDER 0,24:LOCATE x,y:PEN 15:PRINT
CHR$(188)
700 ENV 1,100,1,2:ENT -1,100,5,2:SOUND 2
,280,-2,1,1,1
710 FOR n=1 TO 4000:NEXT n
720 LOCATE a,b:PRINT " "
730 LOCATE x,y:PRINT " "
740 ru=0:le=le-1:tot=0:sb=0:IF le>0 THEN
370 ELSE 1000
750 IF sb=0 THEN IF RND>0.87-(lv*0.017)
THEN sb=1
760 IF sb>0 THEN sb=sb+1:pr=3
770 IF sb=5 AND b<21 THEN 780 ELSE RETUR
N
780 SOUND 2,46,15,15,0,3,31
790 MOVE 32*(a-1),(25-b)*16-1:DRAW 32*(a
-1)+12,65,4:MOVE 32*(a-1)+31,(25-b)*16-1
:DRAW 32*(a-1)+16,65,4
800 MOVE 32*(a-1),(25-b)*16-1:DRAW 32*(a
-1)+12,65,5:MOVE 32*(a-1)+31,(25-b)*16-1
:DRAW 32*(a-1)+16,65,5
810 sb=0:pr=4
820 IF a=x THEN tot=1 ELSE RETURN
830 IF JOY(0)=16 OR INKEY(9)=0 AND b>5
AND schuss=1 THEN 840 ELSE RETURN
840 SOUND 2,46,15,15,0,3,31
850 MOVE 32*(x-1)+12,(25-y)*16+15:DRAW 3
2*(x-1)+12,(25-b)*16+7,3
860 MOVE 32*(x-1)+12,(25-y)*16+15:DRAW 3
2*(x-1)+12,(25-b)*16+7,5
870 IF x=a THEN tot=2
880 RETURN

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890 sc=sc+100:LOCATE 11,25:PAPER 8:PEN 1
3:PRINT sc:PAPER 5:PEN 4:LOCATE a,b:PRIN
T CHR$(187)
900 SOUND 2,200,30,7,1,2,30
910 FOR n=1 TO 200:NEXT n
920 LOCATE a,b:PRINT " "
930 ru=0:tot=0:feind=feind-1:IF feind<1
THEN lv=lv +1 ELSE 390
940 ' ***** naechster Level *****
950 ' *****
960 LOCATE 3,12:PEN 4:PAPER 5:PRINT "Lev
el";lv-1;"geschafft": FOR n=1 TO 5000:NE
XT n
970 LOCATE 3,12:PRINT STRING$(17,128);:L
OCATE x,y:PRINT " ":feind=25:GOTO 370
980 ' *****Spieler Tod *****
990 ' *****
1000 LOCATE 6,12:PEN 4:PAPER 5:PRINT "GA
ME OVER":LOCATE 5,22:PAPER 8:PEN 13:PRIN
T "Leben= 0": LOCATE 11,25:PRINT sc
1010 FOR n=1 TO 10000 :NEXT n :GOTO 220

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