

```

5 *****
10 '*          MERXDIA          *
15 '*          VON              *
20 '*          HELMUT ZINTER    *
25 '*          FUER             *
30 '*          SCHNEIDER AKTIV   *
35 '*          CPC 464/664/6128  je*
40 *****
50 CLS
60 z=0:w=0
70 BORDER 1
80 INK 0,1:INK 2,1:INK 3,1
90 GOSUB 1280
100 WINDOW #1,1,40,1,8
110 PAPER #1,3:PEN #1,2
120 WINDOW #2,1,40,18,25
130 PAPER #2,3:PEN #2,2
140 WINDOW #3,5,36,19,24
150 PAPER #3,3:PEN #3,2
160 REM -----
170 REM          SCREEN AUFBAUEN
180 REM -----
190 PRINT #1,CHR$(150);STRING$(38,1
54);      CHR$(156);
200 PRINT #1,CHR$(149);CHR$(211);
        SPACE$(36);CHR$(209);CHR$(
149);
210 GOSUB 1280
220 FOR y=1 TO 4
230 FOR x=1 TO 40
240 READ a
250 PRINT #1,CHR$(a);
260 NEXT x
270 GOSUB 1280
280 NEXT y
290 PRINT #1,CHR$(149);CHR$(211);
        SPACE$(36);CHR$(209);CHR$(
149);
300 PRINT #1,CHR$(147);STRING$(38,1
54);      CHR$(153);
310 PRINT #2,CHR$(150);STRING$(38,1
54);      CHR$(156);
320 GOSUB 1280
330 FOR x=1 TO 6
340 PRINT #2,CHR$(149);CHR$(211);
        TAB(39)CHR$(209);CHR$(149)
;
350 NEXT x
360 PRINT #2,CHR$(147);STRING$(38,1
54);      CHR$(153);
370 GOSUB 1230
380 REM -----
390 REM          SCREEN AUFBLENDEN
400 REM -----
410 EVERY 25,1 GOSUB 1230

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420 INK 2,z
430 IF z<=12 THEN GOTO 420
440 INK 3,w
450 IF z<=24 THEN GOTO 420
460 IF Level>0 THEN z=55:GOTO 580
470 PRINT#3,
        "**** ZAHLEN - MERK - TRAIN
ING ****";
480 PRINT#3,TAB(5)STRING$(24,95)
490 PRINT#3:PRINT#3,TAB(14)"fuer"
500 PRINT#3
510 PRINT#3,TAB(7)"Gedaechtnisschwa
che"
520 IF z<45 THEN GOTO 520
530 PRINT#3:PRINT#3,TAB(15)"von"
540 PRINT#3:PRINT#3
550 PRINT#3,TAB(10)"Helmut Zinter"
560 PRINT#3
570 IF z<55 THEN GOTO 570
580 PRINT#3:PRINT#3
590 PRINT#3,
        "Bedienung nur ueber Zahle
nfeld !";
600 PRINT#3,STRING$(32,154)
610 IF z<70 THEN GOTO 610
620 PRINT#3:PRINT#3
630 PRINT#3,TAB(6)"Spielanleitung
(1)"
640 PRINT#3
650 PRINT#3,TAB(6)"Spielanfang
(2)"
660 PRINT#3
670 e=0
680 x=0
690 IF INKEY(13)=0 THEN e=e+1:x=1
700 IF INKEY(14)=0 THEN GOTO 1400
710 IF x=0 THEN GOTO 690
720 REM -----
730 REM          SPIELANLEITUNG
740 REM -----
750 PRINT#3:PRINT#3:PRINT#3
760 ON e GOTO 770,830,860,900,970,1
010,      1050,1090,1160,1220
770 x=REMAIN(1)
780 PRINT#3,"In 30 Runden werden 4
bis      schliesslich 8 Zahlen aus
gegeben"
790 PRINT#3,"Jeweils von langsam bi
s schnell"
800 PRINT#3
810 LOCATE 1,17:PRINT "[Anleitung (
1)]";SPACE$(8);"[Spielanfang (2)]"
820 GOTO 680
830 PRINT#3,"- Die Zahlen muessen i
n der      richtigen Reihenfolge e
ingege-   ben werden."
840 PRINT#3,"- Gewertet wird nur bi
s zu der   Zahl,die in der Reihenf

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olge noch richtig ist."
850 GOTO 680
860 PRINT#3,"Die Eingabe kann mit e
inem Timer"
870 PRINT#3,TAB(4)"zeitlich begrenz
t werden."
880 PRINT#3
890 GOTO 680
900 PRINT#3,"1 bis 3 richtig : je 1
Punkt"
910 PRINT#3,"      4      %      :      5
Punkte"
920 PRINT#3,"      5      %      :      7
%"
930 PRINT#3,"      6      %      :     10
%"
940 PRINT#3,"      7      %      :     14
%"
950 PRINT#3,"      8      %      :     18
%"
960 GOTO 680
970 PRINT#3,"Bonus : +7,wenn 3 mal
alle Zahlen richtig
waren"
980 PRINT#3
990 PRINT#3,"Bonus : -7,wenn 3 mal
3 oder weniger richti
g waren";
1000 GOTO 680
1010 PRINT#3,"Die Bonus-Zaehler heb
en sich gegenseitig auf,d.h.:"
1020 PRINT#3,"- Einmal Alle richtig
stellt den Minus-Zaehler auf 0"
1030 PRINT#3,"- Einmal 3 oder wenig
er richtig stellt den Plus-Zaehl
er auf 0";
1040 GOTO 680
1050 PRINT#3,"Ausserdem jeweils Bon
us : +7,"
1060 PRINT#3
1070 PRINT#3,"wenn eine Zahl richti
g war, die von einer darauffolg
enden ueberschrieben worden ist."
1080 GOTO 680
1090 PRINT#3,"Zur Beurteilung : 50
0 Punkte"
1100 PRINT#3,STRING$(17,45)
1110 PRINT#3,"und mehr sind absolut
e Spitze !!";
1120 PRINT#3
1130 PRINT#3,"[abhaengig von"
1140 PRINT#3,"den Ueberschreibungen
]"
1150 GOTO 680
1160 PRINT#3,"Waehrend der Eingabez
eit :"
1170 PRINT#3
1180 PRINT#3,"- Korrigieren mit (0)
"
1190 PRINT#3

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1200 PRINT#3,"- Spiel abbrechen mit
[Enter]"
1210 GOTO 680
1220 LOCATE 1,17:PRINT SPACE$(40):
GOTO 620
1230 REM -----
----
1240 REM SUB - EVERY 1
1250 REM -----
----
1260 z=z+2
1270 REM LOCATE 27,2:PRINT "z:";z
1280 IF z>12 AND z<25 THEN w=w+1
1290 a=1+INT(RND*38):b=10+INT(RND*7
)
1300 LOCATE a,b:PRINT INT(RND*10);
SPACE$(10)
1310 IF z<15 THEN
SOUND 1,15+INT(RND*120),3
,5
1320 RETURN
1330 REM -----
----
1340 REM CHR$ - DATEN / TITEL
1350 REM -----
----
1360 DATA 149,211,32,32,213,215,32,
214, 212,32,143,131,131,3
2,143,131, 213,215,32,213,
215,32,214,212, 32,143,131
,213,215,32,143,32, 143,1
31,213,215,32,32,209,149
1370 DATA 149,211,32,32,143,213,215
,212, 143,32,143,32,32,32,
143,32, 32,143,32,32,21
3,214,212,32, 32,143,32,
32,143,32,143,32, 143,3
2,32,143,32,32,209,149
1380 DATA 149,211,32,32,143,32,32,3
2, 143,32,143,140,32,32
,143,140, 214,212,32,32,2
14,212,215,32, 32,143,32,
32,143,32,143,32, 143,1
40,214,212,32,32,209,149
1390 DATA 149,211,32,32,143,32,32,3
2, 143,32,143,140,140,3
2,143,32, 213,215,32,214,
212,32,213,215, 32,143,140
,214,212,32,143,32, 143,3
2,213,215,32,32,209,149
1400 REM *****
****
1410 REM * SPIELBEGINN
*
1420 REM *****
****
1430 x=REMAIN(1):CLS
1440 BORDER 2:INK 0,2
1450 REM -----
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1460 REM                                     GRAFIKAUFBAU
1470 REM -----
-----
1480 INK 2,0
1490 WINDOW #1,13,27,1,13
1500 PAPER #1,3:PEN #1,1
1510 WINDOW #2,14,26,2,12
1520 PAPER #2,3:PEN #2,1
1530 WINDOW #3,1,10,1,13
1540 PAPER #3,2:PEN #3,1
1550 WINDOW #4,30,39,1,13
1560 PAPER #4,2:PEN #4,1
1570 WINDOW #5,11,29,17,25
1580 PAPER #5,2:PEN #5,1
1590 'ZEILEN-AUFBAU:
1600 '1
1610 PRINT#3,CHR$(150);STRING$(8,15
4);          CHR$(156);:PRINT#1,CHR$(1
50);          STRING$(13,154);CHR$(
156);:PRINT#4,          CHR$(150);STRI
NG$(8,154);CHR$(156);
1620 '2
1630 PRINT#3,CHR$(149);" Spitze ";C
HR$(149);:PRINT#1,CHR$(149);
SPACE$(13)          ;CHR$(149);:PRINT#4,
CHR$(149);          " Level ";CHR$(
149);
1640 '3
1650 PRINT#3,CHR$(149);STRING$(8,14
4);          CHR$(149);:PRINT#1,CHR$(1
49);SPACE$(13)          ;CHR$(149);:PRIN
T#4,CHR$(149);          STRING$(8,144);
CHR$(149);
1660 '4
1670 PRINT#3,CHR$(149);SPACE$(8);CH
R$(149);:PRINT#1,CHR$(149);
SPACE$(13)          ;CHR$(149);:PRINT#4,
CHR$(149);          SPACE$(8);CHR$(
149);
1680 '5
1690 PRINT#3,CHR$(151);STRING$(8,15
4);          CHR$(157);:PRINT#1,CHR$(1
49);SPACE$(13)          ;CHR$(149);:PRIN
T#4,CHR$(151);          STRING$(8,154);
CHR$(157);
1700 '6
1710 PRINT#3,CHR$(149);" Summe ";
CHR$(149);:PRINT#1,CHR$(1
49);SPACE$(13)          ;CHR$(149);:PRIN
T#4,CHR$(149);          " Runde ";CHR$(
149);
1720 '7
1730 PRINT#3,CHR$(149);STRING$(8,14
4);          CHR$(149);:PRINT#1,CHR$(1
49);SPACE$(13)          ;CHR$(149);:PRIN
T#4,CHR$(149);          STRING$(8,144);
CHR$(149);
1740 '8
1750 PRINT#3,CHR$(149);SPACE$(8);CH
R$(149);:PRINT#1,CHR$(149);
SPACE$(13)          ;CHR$(149);:PRINT#4,
CHR$(149);          SPACE$(8);CHR$(
149);
1760 '9
1770 PRINT#3,CHR$(151);STRING$(8,15
4);          CHR$(157);:PRINT#1,CHR$(1
49);SPACE$(13)          ;CHR$(149);:PRIN
T#4,CHR$(151);          STRING$(8,154);
CHR$(157);
1780 '10
1790 PRINT#3,CHR$(149);" Punkte ";C
HR$(149);:PRINT#1,CHR$(149);
SPACE$(13)          ;CHR$(149);:PRINT#4,
CHR$(149);          " Bonus ";CHR$(
149);
1800 '11
1810 PRINT#3,CHR$(149);STRING$(8,14
4);          CHR$(149);:PRINT#1,CHR$(1
49);SPACE$(13)          ;CHR$(149);:PRIN
T#4,CHR$(149);          STRING$(8,144);
CHR$(149);
1820 '12
1830 PRINT#3,CHR$(149);SPACE$(8);CH
R$(149);:PRINT#1,CHR$(149);
SPACE$(13)          ;CHR$(149);:PRINT#4,
CHR$(149);          SPACE$(8);CHR$(
149);
1840 '13
1850 PRINT#3,CHR$(147);STRING$(8,15
4);          CHR$(153);:PRINT#1,CHR$(1
47);          STRING$(13,154);CHR$(
153);:PRINT#4,          CHR$(147);STRI
NG$(8,154);CHR$(153);
1860 '17
1870 PRINT#5,CHR$(150);STRING$(17,1
54);          CHR$(156);
1880 '18
1890 PRINT#5,CHR$(149);
" * Eingabe * ";CHR$(
149);
1900 '19
1910 PRINT#5,CHR$(149);STRING$(17,1
44);          CHR$(149);
1920 '20
1930 PRINT#5,CHR$(149);SPACE$(17);
CHR$(149);
1940 '21
1950 PRINT#5,CHR$(151);STRING$(17,1
54);          CHR$(157);
1960 '22
1970 PRINT#5,CHR$(149);SPACE$(17);
CHR$(149);
1980 '23
1990 PRINT#5,CHR$(149);STRING$(17,1
44);          CHR$(149);
2000 '24
2010 PRINT#5,CHR$(149);SPACE$(17);
CHR$(149);
2020 '25
2030 PRINT#5,CHR$(147);STRING$(17,1

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54); CHR$(153);
2040 GOTO 3760
2050 LOCATE#4,4,4:PRINT#4,Level
2060 CLS#2
2070 LOCATE#2,5,4:PRINT#2,"START"
2080 LOCATE#2,6,9:PRINT#2,"(1)"
2090 LOCATE#2,3,11:PRINT#2,"druecke
n!"
2100 LOCATE 20,15:PRINT"0"
2110 Start=0
2120 IF INKEY(13)=0 THEN Start=1
2130 IF Start=0 THEN GOTO 2120
2140 REM -----
2150 REM SPIELANFANG
2160 REM -----
2170 LOCATE#3,4,8:PRINT#3,SPACE$(4)
2180 Runde=Runde+1
2190 IF Runde<31 THEN LOCATE#4,4,8:
PRINT#4,Runde
2200 REM -----
2210 REM FELDER LOESCHEN
2220 REM -----
2230 CLS #2
2240 LOCATE 20,15:PRINT"0"
2250 LOCATE#3,4,12:PRINT#3,SPACE$(4)
2260 LOCATE#4,2,12:PRINT#4,SPACE$(8)
2270 LOCATE#5,2,4:PRINT#5,SPACE$(17)
2280 LOCATE#5,2,6:PRINT#5,SPACE$(17)
2290 LOCATE#5,2,8:PRINT#5,SPACE$(17)
2300 IF Runde=31 THEN GOSUB 3500
2310 READ z,w
2320 w=w-f
2330 REM -----
2340 REM STARTSIGNAL
2350 REM -----
2360 FOR x=1 TO 3
2370 FOR xx=1 TO 13:LOCATE#2,xx,1:
PRINT#2,CHR$(143):NEXT xx
2380 PRINT"":FOR xx=1 TO 250:NEXT
2390 FOR xx=13 TO 1 STEP -1:
LOCATE#2,xx,1:PRINT#2,CHR
$(32): NEXT xx:
2400 FOR xx=1 TO 100:NEXT xx
2410 IF Level=2 AND x=2 THEN GOTO 2440
2420 IF Level=3 THEN GOTO 2440
2430 NEXT x
2440 FOR x=1 TO 500:NEXT

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2450 REM -----
2460 REM ZAHLEN / KOORDINATEN SUCHEN
2470 REM -----
2480 REM ZAHLEN (a)
2490 FOR x=1 TO 8
2500 a(x)=INT(RND*9)+1
2510 NEXT x
2520 REM KOORDIN.WAAGER. (c)
2530 FOR x=1 TO 8
2540 c(x)=INT(RND*6)*2+1
2550 NEXT x
2560 REM KOORDIN.SENKR. (d)
2570 FOR x=1 TO 8
2580 d(x)=INT(RND*9)+2
2590 NEXT x
2600 REM -----
2610 REM ZAHL DRUCKEN , WARTEN(w)
2620 REM -----
2630 FOR x=1 TO z
2640 LOCATE#2,c(x),d(x):PRINT#2,a(x)
);
2650 SOUND 1,0,1,5,0,0,4
2660 FOR xx=1 TO w:NEXT
2670 NEXT x
2680 REM -----
2690 REM EINGABE
2700 REM -----
2710 ATI=TIME
2720 Uhr=z:LOCATE 19,15:PRINT Uhr:
SOUND 1,50,1,4
2730 x=1
2740 IF x=0 THEN x=1
2750 IF Level<>1 THEN BTI=TIME
2760 IF (BTI-ATI)>300-f*2 THEN Uhr=
Uhr-1 :SOUND 1,50,1,4:LOCATE 19
,15: PRINT Uhr:ATI=BTI
2770 IF Uhr=0 THEN GOTO 2940
2780 IF INKEY(13)=0 THEN b(x)=1
2790 IF INKEY(14)=0 THEN b(x)=2
2800 IF INKEY(5)=0 THEN b(x)=3
2810 IF INKEY(20)=0 THEN b(x)=4
2820 IF INKEY(12)=0 THEN b(x)=5
2830 IF INKEY(4)=0 THEN b(x)=6
2840 IF INKEY(10)=0 THEN b(x)=7
2850 IF INKEY(11)=0 THEN b(x)=8
2860 IF INKEY(3)=0 THEN b(x)=9
2870 IF INKEY(6)=0 THEN GOTO 3500
2880 IF INKEY(15)=0 THEN x=x-1:b(x)
=0: IF x>0 THEN LOCATE#5,x*2,
4: PRINT#5,SPACE$(2):GO
TO 2920
2890 IF b(x)>0 THEN LOCATE#5,x*2,4:
PRINT#5,b(x):IF x=z THEN

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GOTO 2940      ELSE GOTO 2910
2900 GOTO 2740
2910 x=x+1
2920 FOR xx=1 TO 120:NEXT
2930 GOTO 2740
2940 REM -----
----
2950 REM      EINGABE/ZAHLEN VERGLEICH
EN
2960 REM      KOORDINATEN VERGLEICHEN(
y)
2970 REM      RICHTIG-ZAEHLER(q)
2980 REM -----
----
2990 q=0:y=0
3000 FOR s=1 TO (z-1)
3010 IF a(s)=b(s) THEN q=q+1 ELSE
      GOTO 3070
3020 FOR x=(s+1) TO z
3030 IF c(s)=c(x) AND d(s)=d(x) THE
N      y=y+7:GOTO 3050
3040 NEXT x
3050 NEXT s
3060 IF a(z)=b(z) THEN q=q+1
3070 REM -----
----
3080 REM      KORREKTUR
3090 REM -----
----
3100 LOCATE#5,4,6
3110 IF q=0 AND Uhr=0 THEN PRINT#5,
      "Schlafmuetze!":GOTO 3160
3120 LOCATE#5,6,6
3130 IF q=0 THEN PRINT#5," Falsch!"
3140 IF q=z THEN PRINT#5," Richtig"
:      GOTO 3190
3150 IF q>0 AND q<z THEN PRINT#5,q;
      " - OK "
3160 FOR x=1 TO z
3170 LOCATE#5,x*2,8:PRINT#5,a(x)
3180 NEXT x
3190 REM -----
----
3200 REM      AUSWERTUNG
3210 REM -----
----
3220 REM FALSCHZAEHLER
3230 IF q<=3 THEN v=v+1:u=0
3240 REM RICHTIGZAEHLER
3250 IF q=z THEN u=u+1:v=0
3260 REM PUNKTEZAEHLER
3270 IF q<=3 THEN r=q*1
3280 IF q =4 THEN r=5
3290 IF q =5 THEN r=7
3300 IF q =6 THEN r=10
3310 IF q =7 THEN r=14
3320 IF q =8 THEN r=18
3330 IF v =3 THEN Bonus=Bonus-7:v=0
3340 IF u =3 THEN Bonus=Bonus+7:u=0
3350 Bonus=Bonus+y
3360 Summe=Summe+r+Bonus
3370 LOCATE#3,4,12:PRINT#3,r
3380 LOCATE#3,4,8 :PRINT#3,Summe
3390 IF Bonus<>0 THEN LOCATE#4,4,12
:      PRINT#4,Bonus
3400 REM -----
----
3410 REM      WARTEN VOR NEUER RUNDE
3420 REM -----
----
3430 FOR x=1 TO (4000-f*80):NEXT
3440 ERASE b:Bonus=0
3450 GOTO 2180
3460 REM -----
----
3470 REM      DATEN / ANZAHL , WARTEN
3480 REM -----
----
3490 DATA 4,300,4,200,4,200,4,100,4
,80,      5,400,5,300,5,200,5,
200,5,150,      6,500,6,400,6,3
00,6,300,6,200,      7,500,7,40
0,7,400,7,300,7,200,      8,600
,8,600,8,500,8,500,8,400,
8,400,8,300,8,300,8,200,8,200
3500 REM -----
----
3510 REM      ENDE
3520 REM -----
----
3530 CLS#2
3540 IF Summe>Spitze THEN Spitze=Su
mme:      LOCATE#3,4,4:PRINT#3,Spit
ze
3550 LOCATE#2,4,6:PRINT#2,"E N D E"
3560 FOR x=0 TO 200 STEP 40
3570 SOUND 1,30+x,2,5
3580 FOR xx=1 TO 70:NEXT
3590 NEXT x
3600 FOR x=200 TO 0 STEP -40
3610 SOUND 1,30+x,2,5
3620 FOR xx=1 TO 70:NEXT
3630 NEXT x
3640 FOR x=1 TO 1500:NEXT
3650 LOCATE#2,2,2:PRINT#2,"Neues Sp
iel"
3660 LOCATE#2,6,4:PRINT#2,"( 1 )"
3670 LOCATE#2,2,6:PRINT#2,
      STRING$(11,154)
3680 LOCATE#2,2,8:PRINT#2,"Neues Le
vel"
3690 LOCATE#2,6,10:PRINT#2,"( 2 )"
3700 RESTORE 3460
3710 Runde=0:Summe=0:v=0:u=0
3720 e=0
3730 IF INKEY(13)=0 THEN GOTO 2170
3740 IF INKEY(14)=0 THEN GOTO 3760
3750 IF e=0 THEN GOTO 3720
3760 REM -----

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-----
3770 REM                                LEVEL WAEHLEN
3780 REM -----
-----

3790 CLS#2
3800 Spitze=0
3810 LOCATE#3,4,4:PRINT#3,SPACE$(4)
3820 PRINT#2,"LEVEL WAEHLEN"
3830 PRINT#2,"(1) Timer aus"
3840 PRINT#2,"(2) Timer an"
3850 PRINT#2
3860 PRINT#2,"(3) Timer an/";
3870 PRINT#2,"      Highspeed";
3880 PRINT#2,STRING$(13,154);
3890 PRINT#2,"(0) Titelbild";
3900 PRINT#2,"      Anleitung";
3910 Level=0:f=0
3920 IF INKEY(13)=0 THEN Level=1
3930 IF INKEY(14)=0 THEN Level=2
3940 IF INKEY(5) =0 THEN Level=3:f=
40
3950 IF INKEY(15)=0 THEN Level=1:RE
STORE      :GOTO 20
3960 IF Level=0 THEN GOTO 3920
3970 GOTO 2050

```