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1 *****
2 * SUPERHIAN *
3 * VON *
4 * ANDREAS STAUDE *
5 * FUER *
6 * SCHNEIDER AKTIV *
7 * CPC 664/6128 je*
8 *****
10 MODE 0:BORDER 0:INK 0,0:INK 1,26
:INK 2,4:INK 3,24:INK 4,6:INK 5,7:I
NK 6,8:INK 7,9:INK 8,26:INK 9,6:INK
10,11:INK 11,2:INK 12,12:I
NK 13,4:INK 14,24:INK 15,9:GOSUB 33
80
20 s=400:j=1:f=1:FOR i=1 TO 12:FOR
t=1 TO 100:NEXT t
30 PEN f:LOCATE 2,j:PRINT "S U P E
R H I A N":j=j+2
40 IF f=4 THEN f=5
50 f=f+1:SOUND 1,s-j*5,35:SOUND 1,s
-j*10,35:NEXT i
60 *** Spielanleitung ***
70 MODE 1:BORDER 0:INK 0,0:INK 1,6:
INK 2,20:INK 3,9:PAPER 0:CLS
80 PEN 1:LOCATE 12,2:PRINT "S U P E
R H I A N"
90 GRAPHICS PEN 3:ORIGIN 174,360:DR
AW 280,0
100 PEN 2:LOCATE 8,12:PRINT "Moecht
en Sie eine Spielanleitung ?"
110 PEN 1:LOCATE 36,13:PRINT "j / n
"
120 PEN 1:LOCATE 1,24:PRINT"(c) A.
Staude 20.9.86
130 CALL &BB06:IF INKEY(45) THEN 32
0 ELSE 140
140 CLS:PEN 1:LOCATE 8,2:PRINT "S P
I E L A N L E I T U N G"
150 GRAPHICS PEN 3:ORIGIN 100,360:D
RAW 460,0
160 PEN 1:LOCATE 15,6:PRINT "Bestan
dteile":GRAPHICS PEN 3:ORIGIN 214,
296:DRAW 220,0:PEN 2
170 LOCATE 1,9:PRINT " 1. Spielbret
t mit Loechern":LOCATE 1,12:PRINT "
2. Schild, welches vom Computer au
fge- stellt wird, um da
hinter vier Code- stecker zu se
tzen.
180 LOCATE 1,17:PRINT " 3. Codestec
ker in sechs Farben":LOCATE 1,20:PR
INT " 4. Chiffrierstecker in schwar
z und in weiss."
190 PEN 1:LOCATE 5,24:PRINT "Weiter
mit":PEN 3:LOCATE 16,24:PRINT " >>
> S p a c e <<<":PEN 2:CALL &BB18
:CLS
200 PEN 1:LOCATE 14,2:PRINT "Spielr
egeln":GRAPHICS PEN 3:ORIGIN 204,36

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0:DRAW 186,0:PEN 2
210 LOCATE 1,5:PRINT "Der Computer
steckt vier Coderstecker indie Loec
her hinter dem Schild, ohne dem Spi
eler Einblick zu gewaehren.
"
220 LOCATE 1,9:PRINT "Jede Kombinat
ion der 6 Codefarben ist gestatte
t. Der Computer darf auch 2 odermeh
r Stecker einer Farbe waehl
en."
230 LOCATE 1,13:PRINT "Der Spieler
wird nun versuchen, die ihm nicht z
ugaengliche Steckerkombination inFa
rben und Lage genau nachzub
ilden."
240 LOCATE 1,17:PRINT "Nach jeder v
om Spieler gesteckten Reihe von Cod
esteckern (Die Codestecker blei- be
n bis Spielende unveraender
t in ihrer Lage) steckt der Compute
r schwarze oder weisse Stifte der v
ier Chiffrierloecher am Rande der g
esteckten Reihe."
250 PEN 1:LOCATE 5,24:PRINT "Weiter
mit":PEN 3:LOCATE 16,24:PRINT " >>
> S p a c e <<<":PEN 2:CALL &BB18
:CLS
260 PEN 1:LOCATE 14,2:PRINT "Spiel
regeln":GRAPHICS PEN 3:ORIGIN 204,3
60:DRAW 186,0:PEN 2
270 LOCATE 1,5:PRINT "Oder er laess
t Loecher frei, um den Spieler
ueber die Richtigkeit der Ent
schluesselung zu informiere
n.
280 LOCATE 1,9:PRINT "Der Computer
wird vier schwarze Stifte in die L
oecher Stecken, wenn der Spielerdie
ihm verborgene Kombination
genau nachgebildet hat, worauf
das Schild entfernt wird."
290 LOCATE 1,15:PRINT "Mit den Curs
ortasten < > wird die gewuesc
hte Codefarbe angewaehlt.

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Mit der --> COPY <-- T
aste wird die Codefarbe gesetzt.

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300 PEN 1:LOCATE 5,24:PRINT "Weiter
mit":PEN 3:LOCATE 16,24:PRINT " >>
> S p a c e <<<":PEN 2:CALL &BB18
310 *** Spielfeld ***
320 MODE 0:BORDER 0:INK 0,0:INK 1,0
:INK 2,0:INK 3,0:INK 4,0:INK 5,0:IN
K 6,0:INK 7,0:INK 8,0:INK 9,0:INK 1
0,0:INK 11,0:INK 12,0:INK 1
3,0:INK 14,0:INK 15,0:GOSUB 3320
330 GRAPHICS PEN 1:ORIGIN 0,0:DRAW
260,0:DRAW 260,399:DRAW 0,399:DRAW

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0,0:ORIGIN 4,4:FILL 1
340 ORIGIN 284,366:DRAW 356,0:DRAW
356,34:DRAW 0,34:DRAW 0,0:ORIGIN 28
8,368:FILL 1
350 x=30:y=16:ORIGIN x,y
360 FOR sz=1 TO 10
370 x=x:y=y:ORIGIN x,y:|KREIS,4,0
380 x=x+16:y=y:ORIGIN x,y:|KREIS,4
390 x=x:y=y+12:ORIGIN x,y:|KREIS,4
400 x=x-16:y=y:ORIGIN x,y:|KREIS,4
410 x=x:y=y+24:NEXT sz
420 x=110:y=22:ORIGIN x,y
430 FOR sz=1 TO 10:FOR zs=1 TO 4
440 x=x:y=y:ORIGIN x,y:|KREIS,8
450 x=x+40:y=y:ORIGIN x,y:NEXT zs
460 x=x-160:y=y
470 x=x:y=y:ORIGIN x,y:|KREIS,8
480 x=x:y=y+36:ORIGIN x,y:NEXT sz
490 x=306:y=382:GOSUB 3220
500 x=366:y=382:GOSUB 3230
510 x=430:y=382:GOSUB 3240
520 x=494:y=382:GOSUB 3250
530 x=556:y=382:GOSUB 3260
540 x=620:y=382:GOSUB 3270
550 GOSUB 3480
560 '*** Setzen Masterstecker 1 ***
570 z=0:DEFINT b:GOTO 590
580 z=1:RETURN
590 b=AND*20:IF b<1 THEN 590
600 AFTER b GOSUB 580
610 IF z=1 THEN st1$="blau":x=110:y
=382:GOSUB 3150:GOTO 670 ELSE IF z=
0 THEN GOTO 620
620 IF z=1 THEN st1$="gelb":x=110:y
=382:GOSUB 3160:GOTO 670 ELSE IF z=
0 THEN GOTO 630
630 IF z=1 THEN st1$="gruen":x=110:
y=382:GOSUB 3170:GOTO 670 ELSE IF z
=0 THEN GOTO 640
640 IF z=1 THEN st1$="rot":x=110:y=
382:GOSUB 3180:GOTO 670 ELSE IF z=0
THEN GOTO 650
650 IF z=1 THEN st1$="weiss":x=110:
y=382:GOSUB 3190:GOTO 670 ELSE IF z
=0 THEN GOTO 660
660 IF z=1 THEN st1$="schwarz":x=11
0:y=382:GOSUB 3200:GOTO 670 ELSE IF
z=0 THEN GOTO 610
670 '*** Setzen Masterstecker 2 ***
680 z=0:DEFINT b:GOTO 700
690 z=1:RETURN
700 b=AND*20:IF b<1 THEN 700
710 AFTER b GOSUB 690
720 IF z=1 THEN st2$="blau":x=150:y
=382:GOSUB 3150:GOTO 780 ELSE IF z=
0 THEN GOTO 730
730 IF z=1 THEN st2$="gelb":x=150:y
=382:GOSUB 3160:GOTO 780 ELSE IF z=
0 THEN GOTO 740
740 IF z=1 THEN st2$="gruen":x=150:

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y=382:GOSUB 3170:GOTO 780 ELSE IF z
=0 THEN GOTO 750
750 IF z=1 THEN st2$="rot":x=150:y=
382:GOSUB 3180:GOTO 780 ELSE IF z=0
THEN GOTO 760
760 IF z=1 THEN st2$="weiss":x=150:
y=382:GOSUB 3190:GOTO 780 ELSE IF z
=0 THEN GOTO 770
770 IF z=1 THEN st2$="schwarz":x=15
0:y=382:GOSUB 3200:GOTO 780 ELSE IF
z=0 THEN GOTO 720
780 '*** Setzen Masterstecker 3 ***
790 z=0:DEFINT b:GOTO 810
800 z=1:RETURN
810 b=AND*20:IF b<1 THEN 810
820 AFTER b GOSUB 800
830 IF z=1 THEN st3$="blau":x=190:y
=382:GOSUB 3150:GOTO 890 ELSE IF z=
0 THEN GOTO 840
840 IF z=1 THEN st3$="gelb":x=190:y
=382:GOSUB 3160:GOTO 890 ELSE IF z=
0 THEN GOTO 850
850 IF z=1 THEN st3$="gruen":x=190:
y=382:GOSUB 3170:GOTO 890 ELSE IF z
=0 THEN GOTO 860
860 IF z=1 THEN st3$="rot":x=190:y=
382:GOSUB 3180:GOTO 890 ELSE IF z=0
THEN GOTO 870
870 IF z=1 THEN st3$="weiss":x=190:
y=382:GOSUB 3190:GOTO 890 ELSE IF z
=0 THEN GOTO 880
880 IF z=1 THEN st3$="schwarz":x=19
0:y=382:GOSUB 3200:GOTO 890 ELSE IF
z=0 THEN GOTO 830
890 '*** Setzen Masterstecker 4 ***
900 z=0:DEFINT b:GOTO 920
910 z=1:RETURN
920 b=AND*20:IF b<1 THEN 920
930 AFTER b GOSUB 910
940 IF z=1 THEN st4$="blau":x=230:y
=382:GOSUB 3150:GOTO 1010 ELSE IF z
=0 THEN GOTO 950
950 IF z=1 THEN st4$="gelb":x=230:y
=382:GOSUB 3160:GOTO 1010 ELSE IF z
=0 THEN GOTO 960
960 IF z=1 THEN st4$="gruen":x=230:
y=382:GOSUB 3170:GOTO 1010 ELSE IF
z=0 THEN GOTO 970
970 IF z=1 THEN st4$="rot":x=230:y=
382:GOSUB 3180:GOTO 1010 ELSE IF z=
0 THEN GOTO 980
980 IF z=1 THEN st4$="weiss":x=230:
y=382:GOSUB 3190:GOTO 1010 ELSE IF
z=0 THEN GOTO 990
990 IF z=1 THEN st4$="schwarz":x=23
0:y=382:GOSUB 3200:GOTO 1010 ELSE I
F z=0 THEN GOTO 940
1000 '*** Codestecker auf Spielfeld
**
1010 PEN 14:LOCATE 13,15:PRINT CHR$

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(199):LOCATE 15,15:PRINT "C":LOCATE
17,15:PRINT CHR$(197)
1020 INK 1,3:INK 2,26:INK 3,13:INK
4,3:INK 5,3:INK 6,3:INK 7,3:INK 8,3
:INK 9,3:INK 10,2:INK 11,24:INK 12,
9:INK 13,6:INK 14,26:INK 15
,0
1030 b=0:z=0:s=0:x=66:y=20:GOSUB 35
20
1040 PEN 2:x1=10:LOCATE x1,4:PRINT
CHR$(240)
1050 code1$="0":code2$="0":code3$="
0":code4$="0":a=0:b=0:c=0:d=0:e=0:f
=0:g=0:h=0:i=0:j=0:k=0:l=0:m=0:n=0:
o=0:p=0:r=0:u=0:v=0:w=0:z=0
1060 IF INKEY(1)=0 THEN GOSUB 3340:
LOCATE x1,4:PRINT CHR$(32):x1=x1+2:
IF x1>20 THEN x1=10
1070 LOCATE x1,4:PRINT CHR$(240)
1080 IF INKEY(8)=0 THEN GOSUB 3340:
LOCATE x1,4:PRINT CHR$(32):x1=x1-2:
IF x1<10 THEN x1=20
1090 LOCATE x1,4:PRINT CHR$(240)
1100 IF s=40 AND q<4 THEN GOSUB 335
0:SOUND 1,160,30:SOUND 1,170,30:SOU
ND 1,180,30:SOUND 1,190,30:SOUND 1,
200,30:SOUND 1,220,30:SOUND
1,230,30:SOUND 1,240,30:SOUND 1,25
0,50:GOSUB 3500:GOSUB 3370:GOTO 358
0
1110 IF INKEY(47)=0 THEN GOSUB 3500
1120 IF INKEY(9)=0 THEN s=s+1:SOUND
1,400,20:GOSUB 3340:GOTO 1150
1130 GOTO 1060
1140 'Codestecker auf Spielfeld
1150 IF s=33 OR s>33 THEN GOTO 1680
1160 IF s=25 OR s>25 THEN GOTO 1570
1170 IF s=17 OR s>17 THEN GOTO 1450
1180 IF s=9 OR s>9 THEN GOTO 1330
1190 IF s=1 OR s>1 THEN GOTO 1210
1200 '
1210 IF s=1 THEN x=110:y=22:GOSUB 1
800:code1$=code$
1220 IF s=2 THEN x=150:y=22:GOSUB 1
800:code2$=code$
1230 IF s=3 THEN x=190:y=22:GOSUB 1
800:code3$=code$
1240 IF s=4 THEN x=230:y=22:GOSUB 1
800:code4$=code$
1250 IF s=4 THEN x=66:y=20:GOSUB 35
50:x=66:y=56:GOSUB 3520:x=30:y=28:G
OTO 1880 ELSE IF s<4 THEN GOTO 1060
1260 '
1270 IF s=5 THEN x=110:y=58:GOSUB 1
800:code1$=code$
1280 IF s=6 THEN x=150:y=58:GOSUB 1
800:code2$=code$
1290 IF s=7 THEN x=190:y=58:GOSUB 1
800:code3$=code$
1300 IF s=8 THEN x=230:y=58:GOSUB 1

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800:code4$=code$
1310 IF s=8 THEN x=66:y=56:GOSUB 35
50:x=66:y=92:GOSUB 3520:x=30:y=64:G
OTO 1880 ELSE IF s<8 THEN GOTO 1060
1320 '
1330 IF s=9 THEN x=110:y=94:GOSUB 1
800:code1$=code$
1340 IF s=10 THEN x=150:y=94:GOSUB
1800:code2$=code$
1350 IF s=11 THEN x=190:y=94:GOSUB
1800:code3$=code$
1360 IF s=12 THEN x=230:y=94:GOSUB
1800:code4$=code$
1370 IF s=12 THEN x=66:y=92:GOSUB 3
550:x=66:y=128:GOSUB 3520:x=30:y=10
0:GOTO 1880 ELSE IF s<12 THEN GOTO
1060
1380 '
1390 IF s=13 THEN x=110:y=130:GOSUB
1800:code1$=code$
1400 IF s=14 THEN x=150:y=130:GOSUB
1800:code2$=code$
1410 IF s=15 THEN x=190:y=130:GOSUB
1800:code3$=code$
1420 IF s=16 THEN x=230:y=130:GOSUB
1800:code4$=code$
1430 IF s=16 THEN x=66:y=128:GOSUB
3550:x=66:y=164:GOSUB 3520:x=30:y=1
36:GOTO 1880 ELSE IF s<16 THEN GOTO
1060
1440 '
1450 IF s=17 THEN x=110:y=166:GOSUB
1800:code1$=code$
1460 IF s=18 THEN x=150:y=166:GOSUB
1800:code2$=code$
1470 IF s=19 THEN x=190:y=166:GOSUB
1800:code3$=code$
1480 IF s=20 THEN x=230:y=166:GOSUB
1800:code4$=code$
1490 IF s=20 THEN x=66:y=164:GOSUB
3550:x=66:y=200:GOSUB 3520:x=30:y=1
72:GOTO 1880 ELSE IF s<20 THEN GOTO
1060
1500 '
1510 IF s=21 THEN x=110:y=202:GOSUB
1800:code1$=code$
1520 IF s=22 THEN x=150:y=202:GOSUB
1800:code2$=code$
1530 IF s=23 THEN x=190:y=202:GOSUB
1800:code3$=code$
1540 IF s=24 THEN x=230:y=202:GOSUB
1800:code4$=code$
1550 IF s=24 THEN x=66:y=200:GOSUB
3550:x=66:y=236:GOSUB 3520:x=30:y=2
08:GOTO 1880 ELSE IF s<24 THEN GOTO
1060
1560 '
1570 IF s=25 THEN x=110:y=238:GOSUB
1800:code1$=code$
1580 IF s=26 THEN x=150:y=238:GOSUB

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1800:code2$=code$
1590 IF s=27 THEN x=190:y=238:GOSUB
  1800:code3$=code$
1600 IF s=28 THEN x=230:y=238:GOSUB
  1800:code4$=code$
1610 IF s=28 THEN x=66:y=236:GOSUB
3550:x=66:y=272:GOSUB 3520:x=66:y=2
36:x=30:y=244:GOTO 1880 ELSE IF s<2
8 THEN GOTO 1060
1620 IF s=29 THEN x=110:y=274:GOSUB
  1800:code1$=code$
1630 IF s=30 THEN x=150:y=274:GOSUB
  1800:code2$=code$
1640 IF s=31 THEN x=190:y=274:GOSUB
  1800:code3$=code$
1650 IF s=32 THEN x=230:y=274:GOSUB
  1800:code4$=code$
1660 IF s=32 THEN x=66:y=272:GOSUB
3550:x=66:y=308:GOSUB 3520:x=30:y=2
80:GOTO 1880 ELSE IF s<32 THEN GOTO
1060
1670 '
1680 IF s=33 THEN x=110:y=310:GOSUB
  1800:code1$=code$
1690 IF s=34 THEN x=150:y=310:GOSUB
  1800:code2$=code$
1700 IF s=35 THEN x=190:y=310:GOSUB
  1800:code3$=code$
1710 IF s=36 THEN x=230:y=310:GOSUB
  1800:code4$=code$
1720 IF s=36 THEN x=66:y=308:GOSUB
3550:x=66:y=344:GOSUB 3520:x=30:y=
316:GOTO 1880 ELSE IF s<36 THEN GOT
0 1060
1730 '
1740 IF s=37 THEN x=110:y=346:GOSUB
  1800:code1$=code$
1750 IF s=38 THEN x=150:y=346:GOSUB
  1800:code2$=code$
1760 IF s=39 THEN x=190:y=346:GOSUB
  1800:code3$=code$
1770 IF s=40 THEN x=230:y=346:GOSUB
  1800:code4$=code$
1780 IF s=40 THEN x=30:y=352:GOTO 1
880 ELSE IF s<40 THEN GOTO 1060
1790 '
1800 IF x1=10 THEN code$="blau":GOS
UB 3220
1810 IF x1=12 THEN code$="gelb":GOS
UB 3230
1820 IF x1=14 THEN code$="gruen":GO
SUB 3240
1830 IF x1=16 THEN code$="rot":GOSU
B 3250
1840 IF x1=18 THEN code$="weiss":GO
SUB 3260
1850 IF x1=20 THEN code$="schwarz":
GOSUB 3270
1860 RETURN
1870 '*Setzen Chiffrierstecker*
1880 IF code1$=st1$ THEN a=1
1890 IF code2$=st2$ THEN e=1
1900 IF code3$=st3$ THEN i=1
1910 IF code4$=st4$ THEN m=1
1920 '
1930 IF a=1 THEN 2040
1940 IF e=1 THEN 1960
1950 IF code1$=st2$ THEN b=1
1960 IF i=1 THEN 1980
1970 IF code1$=st3$ THEN c=1
1980 IF m=1 THEN 2000
1990 IF code1$=st4$ THEN d=1
2000 IF b=1 THEN c=0:d=0
2010 IF c=1 THEN b=0:d=0
2020 IF d=1 THEN b=0:c=0
2030 '
2040 IF e=1 THEN 2170
2050 IF a=1 THEN 2070
2060 IF code2$=st1$ THEN f=1
2070 IF i=1 THEN 2100
2080 IF c=1 THEN 2100
2090 IF code2$=st3$ THEN g=1
2100 IF m=1 THEN 2130
2110 IF d=1 THEN 2130
2120 IF code2$=st4$ THEN h=1
2130 IF f=1 THEN g=0:h=0
2140 IF g=1 THEN f=0:h=0
2150 IF h=1 THEN f=0:g=0
2160 '
2170 IF i=1 THEN 2310
2180 IF a=1 THEN 2210
2190 IF f=1 THEN 2210
2200 IF code3$=st1$ THEN j=1
2210 IF e=1 THEN 2240
2220 IF b=1 THEN 2240
2230 IF code3$=st2$ THEN k=1
2240 IF m=1 THEN 2270
2250 IF d=1 OR h=1 THEN 2270
2260 IF code3$=st4$ THEN l=1
2270 IF j=1 THEN k=0:l=0
2280 IF k=1 THEN j=0:l=0
2290 IF l=1 THEN j=0:k=0
2300 '
2310 IF m=1 THEN 2500
2320 IF a=1 THEN 2350
2330 IF f=1 OR j=1 THEN 2350
2340 IF code4$=st1$ THEN n=1
2350 IF e=1 THEN 2380
2360 IF b=1 OR k=1 THEN 2380
2370 IF code4$=st2$ THEN o=1
2380 IF i=1 THEN 2410
2390 IF c=1 OR g=1 THEN 2410
2400 IF code4$=st3$ THEN p=1
2410 IF n=1 THEN o=0:p=0
2420 IF o=1 THEN n=0:p=0
2430 IF p=1 THEN n=0:o=0
2440 '
2450 'IF a=1 THEN f=0:j=0:n=0
2460 'IF e=1 THEN b=0:k=0:o=0
2470 'IF i=1 THEN c=0:g=0:p=0

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2480 'IF m=1 THEN d=0:h=0:l=0
2490 '
2500 IF b=0 AND c=1 THEN c=1
2510 IF b=0 AND c=0 AND d=1 THEN d=
1
2520 IF b=0 AND c=1 AND d=1 THEN d=
0
2530 '
2540 IF f=0 AND g=1 THEN g=1
2550 IF f=0 AND g=0 AND h=1 THEN h=
1
2560 IF f=0 AND g=1 AND h=1 THEN h=
0
2570 '
2580 IF j=0 AND k=1 THEN k=1
2590 IF j=0 AND k=0 AND l=1 THEN l=
1
2600 IF j=0 AND k=1 AND l=1 THEN l=
0
2610 '
2620 IF n=0 AND o=1 THEN o=1
2630 IF n=0 AND o=0 AND p=1 THEN p=
1
2640 IF n=0 AND o=1 AND p=1 THEN p=
0
2650 '
2660 u=b+c+d:IF u > 1 THEN u=1
2670 v=f+g+h:IF v > 1 THEN v=1
2680 w=j+k+l:IF k > 1 THEN w=1
2690 z=n+o+p:IF z > 1 THEN z=1
2700 q=a+e+i+m:r=u+v+w+z
2710 '
2720 IF q=2 AND r=2 THEN SOUND 1,20
0,20:SOUND 1,190,20:SOUND 1,250,20:
SOUND 1,240,20:GOSUB 3090:GOTO 1050
2730 IF q=1 AND r=3 THEN SOUND 1,20
0,20:SOUND 1,250,20:SOUND 1,240,20:
SOUND 1,230,20:GOSUB 3120:GOTO 1050
2740 IF q=2 AND r=1 THEN SOUND 1,20
0,20:SOUND 1,190,20:SOUND 1,250,20:
GOSUB 3100:GOTO 1050
2750 IF q=1 AND r=2 THEN SOUND 1,20
0,20:SOUND 1,250,20:SOUND 1,240,20:
GOSUB 3110:GOTO 1050
2760 IF q=1 AND r=1 THEN SOUND 1,20
0,20:SOUND 1,250,20:GOSUB 3130:GOTO
1050
2770 '
2780 IF q=4 THEN SOUND 1,200,20:SOU
ND 1,190,20:SOUND 1,180,20:SOUND 1,
170,20:SOUND 1,160,20:GOSUB 3500:GO
SUB 3040
2790 IF q=4 AND s=40 THEN erg=10:er
g1$="sehr schwach":GOTO 2900
2800 IF q=4 AND s=36 THEN erg=9:erg
1$="schwach":erg2$=" Sie haben eine
n oder mehrer Denkfehler":erg3$="
gemacht":GOTO 2900
2810 IF q=4 AND s=32 THEN erg=8:erg
1$="ausreichend":erg2$="es geht auc

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h besser":GOTO 2900
2820 IF q=4 AND s=28 THEN erg=7:erg
1$="ausreichend":erg2$="es geht noc
h besser":GOTO 2900
2830 IF q=4 AND s=24 THEN erg=6:erg
1$="befriedigend":erg2$=" weiter so
":GOTO 2900
2840 IF q=4 AND s=20 THEN erg=5:erg
1$="gut":erg2$=" mit Log
ik kommt man ans Ziel":GOTO 2900
2850 IF q=4 AND s=16 THEN erg=4:erg
1$="sehr gut":erg2$=" Sie koene
n logisch kombinieren":GOTO 2900
2860 IF q=4 AND s=12 THEN erg=3:erg
1$="angezeichnet":erg2$=" Ihr V
erstand ist messerscharf":GOTO 2900
2870 IF q=4 AND s=8 THEN erg=2:erg1
$="gut":erg2$=" auch mit Glueck k
ommt man ans Ziel":GOTO 2900
2880 IF q=4 AND s=4 THEN erg=1:erg1
$="gut":erg2$="reines Glueck":GOTO
2900
2890 GOTO 2910
2900 GOSUB 3370:GOTO 3710
2910 IF q=3 THEN SOUND 1,200,20:SOU
ND 1,190,20:SOUND 1,170,20:GOSUB 30
30:GOTO 1050
2920 IF q=2 THEN SOUND 1,200,20:SOU
ND 1,190,20:GOSUB 3020:GOTO 1050
2930 IF q=1 THEN SOUND 1,200,20:GOS
UB 3010:GOTO 1050
2940 '
2950 IF r=4 THEN SOUND 1,250,20:SOU
ND 1,240,20:SOUND 1,230,20:SOUND 1,
220,20:GOSUB 3080:GOTO 1050
2960 IF r=3 THEN SOUND 1,250,20:SOU
ND 1,240,20:SOUND 1,230,20:GOSUB 30
70:GOTO 1050
2970 IF r=2 THEN SOUND 1,250,20:SOU
ND 1,240,20:GOSUB 3060:GOTO 1050
2980 IF r=1 THEN SOUND 1,250,20:GOS
UB 3050:GOTO 1050
2990 GOTO 1050
3000 '
3010 ORIGIN x,y:GOSUB 3300:RETURN
' 1s
3020 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3300:RETURN
' 2s
3030 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3300:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3300:RETURN
' 3s
3040 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3300:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3300:x=x+16:
y=y+2:ORIGIN x,y:GOSUB 3300
:RETURN
' 4s
3050 ORIGIN x,y:GOSUB 3290:RETURN
' 1w

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3060 ORIGIN x,y:GOSUB 3290:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3290:RETURN
      ' 2w
3070 ORIGIN x,y:GOSUB 3290:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3290:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3290:RETURN
      ' 3w
3080 ORIGIN x,y:GOSUB 3290:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3290:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3290:x=x+16:
=y+2:ORIGIN x,y:GOSUB 3290
:RETURN
      ' 4w
3090 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3300:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3290:x=x+16:
=y+2:ORIGIN x,y:GOSUB 3290
:RETURN
      ' 2s 2
w
3100 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3300:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3290:RETURN
      ' 2s 1w
3110 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3290:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3290:RETURN
      ' 1s 2w
3120 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3290:x=x-16:y
=y-10:ORIGIN x,y:GOSUB 3290:x=x+16:
=y+2:ORIGIN x,y:GOSUB 3290
:RETURN
      ' 1s 3
w
3130 ORIGIN x,y:GOSUB 3300:x=x+16:y
=y+2:ORIGIN x,y:GOSUB 3290:RETURN
      ' 1s 1w
3140 '*** Masterstecker ***
3150 ORIGIN x,y:|KREIS,8,4:x=x:y=y-
2:ORIGIN x,y:FILL 4:RETURN
3160 ORIGIN x,y:|KREIS,8,5:x=x:y=y-
2:ORIGIN x,y:FILL 5:RETURN
3170 ORIGIN x,y:|KREIS,8,6:x=x:y=y-
2:ORIGIN x,y:FILL 6:RETURN
3180 ORIGIN x,y:|KREIS,8,7:x=x:y=y-
2:ORIGIN x,y:FILL 7:RETURN
3190 ORIGIN x,y:|KREIS,8,8:x=x:y=y-
2:ORIGIN x,y:FILL 8:RETURN
3200 ORIGIN x,y:|KREIS,8,9:x=x:y=y-
2:ORIGIN x,y:FILL 9:RETURN
3210 '*** Codestecker ***
3220 ORIGIN x,y:|KREIS,8,10:x=x:y=y
-2:ORIGIN x,y:FILL 10:RETURN
3230 ORIGIN x,y:|KREIS,8,11:x=x:y=y
-2:ORIGIN x,y:FILL 11:RETURN
3240 ORIGIN x,y:|KREIS,8,12:x=x:y=y
-2:ORIGIN x,y:FILL 12:RETURN
3250 ORIGIN x,y:|KREIS,8,13:x=x:y=y
-2:ORIGIN x,y:FILL 13:RETURN
3260 ORIGIN x,y:|KREIS,8,14:x=x:y=y
-2:ORIGIN x,y:FILL 14:RETURN
3270 ORIGIN x,y:|KREIS,8,15:x=x:y=y

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-2:ORIGIN x,y:FILL 15:RETURN
3280 '*** Chiffrierstecker ***
3290 ORIGIN x,y:|KREIS,4,3:x=x:y=y-
2:ORIGIN x,y:FILL 3:RETURN
3300 ORIGIN x,y:|KREIS,4,15:x=x:y=y
-2:ORIGIN x,y:FILL 15:RETURN
3310 '*** Zeitschleifen ***
3320 FOR t=1 TO 10:NEXT:RETURN
3330 FOR t=1 TO 50:NEXT:RETURN
3340 FOR t=1 TO 100:NEXT:RETURN
3350 FOR t=1 TO 500:NEXT:RETURN
3360 FOR t=1 TO 1000:NEXT:RETURN
3370 FOR t=1 TO 5000:NEXT:RETURN
3380 '*** Kreis ***
3390 MEMORY &9999:adr=&A000
3400 READ a$:IF a$="***" THEN CALL
&A000:RETURN
3410 POKE adr,VAL("&" + a$):adr=adr+1
3420 GOTO 3400
3430 DATA 01,0e,a0,21,0a,a0,cd,d1,b
c,c9,0,0,0,0,13,a0,c3,19,a0,4b,52,4
5,49,d3,00,fe,0,28,23,fe,1,28,22,fe
,2,28,f,4b,dd,7e,2,cd,de,bb
,dd,5e,4,dd,56,5,18,11,7b,cd,de,bb,
dd,5e,2,dd,56,3,18,5,11,4e,0,e,0,21
,1,0,b7,ed,52
3440 DATA d0,cb,7a,c0,d5,fd,e1,dd,2
1,fe,ff,eb,29,eb,21,3,0,b7,ed,52,eb
,dd,23,dd,23,cb,7a,ca,76,a0,dd,e5,e
1,29,29,19,11,2,0,19,eb,18,
16,d5,dd,e5,e1,fd,e5,d1,ed,52,29,29
,d1,19,11,6,0,19,eb,fd,2b,fd,2b,d5,
dd,e5,d1,fd,e5,e1,cd,11,a1,fe,1,28,
67,dd,e5,e1,fd,e5,
3450 DATA 11,a1,fe,2,28,5a,dd,e5,d1
,cd,18,a1,22,0,a2,fd,e5,d1,d5,e5,cd
,11,a1,d1,e1,fe,3,ca,1,a1,fd,e5,d1,
cd,18,a1,22,2,a2,dd,e5,d1,c
d,11,a1,fe,4,28,2f,ed,5b,00,a2,2a,2
,a2
3460 DATA e5,d5,cd,11,a1,e1,d1,fe,0
5,28,1d,d5,cd,11,a1,d1,fe,6,28,14,d
d,e5,e1,cd,11,a1,fe,7,28,a,ed,5b,0,
a2,fd,e5,e1,cd,11,a1,dd,e5,
e1,fd,e5,d1,23,23,b7,ed,52,d1,da,60
,a0,c9,c5,cd,ea,bb,c1,79,c9,21,0,0,
b7,ed,52,c9,***
3470 '*** Schild ein ***
3480 GRAPHICS PEN 0:ORIGIN 92,394:D
RAW 154,0:DRAW 154,-24:DRAW 0,-24:D
RAW 0,0:ORIGIN 96,392:FILL 1:RETURN
3490 '*** Schild aus ***
3500 INK 4,2:INK 5,24:INK 6,9:INK
7,6:INK 8,26:INK 9,0:RETURN
3510 '*** Pfeil setzen ***
3520 GRAPHICS PEN 14:x=x:y=y:ORIGIN
x,y:DRAW 20,0:y=y+1:ORIGIN x,y:DRA
W 20,0:y=y+1:ORIGIN x,y:DRAW 20,0:y
=y+1:ORIGIN x,y:DRAW 20,0

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3530 x=x+20:y=y-1:ORIGIN x,y:DRAW -
8,4:x=x+2:y=y+1:ORIGIN x,y:DRAW -10
,4:x=x:y=y-3:ORIGIN x,y:DRAW -10,-4
:x=x-2:y=y+1:ORIGIN x,y:DRA
W -10,-4:RETURN
3540 '*** Pfeil loeschen ***
3550 GRAPHICS PEN 1:x=x:y=y:ORIGIN
x,y:DRAW 20,0:y=y+1:ORIGIN x,y:DRAW
20,0:y=y+1:ORIGIN x,y:DRAW 20,0:y=
y+1:ORIGIN x,y:DRAW 20,0
3560 x=x+20:y=y-1:ORIGIN x,y:DRAW -
8,4:x=x+2:y=y+1:ORIGIN x,y:DRAW -10
,4:x=x:y=y-3:ORIGIN x,y:DRAW -10,-4
:x=x-2:y=y+1:ORIGIN x,y:DRA
W -10,-4:RETURN
3570 '*** Auswertung 10 Versuche **
*
3580 MODE 1:INK 1,6:INK 2,20:INK 3,
9
3590 PEN 1:LOCATE 13,2:PRINT "V E R
L O R E N"
3600 GRAPHICS PEN 3:ORIGIN 186,360:
DRAW 250,0
3610 PEN 2:LOCATE 4,9:PRINT "Sie ha
ben den Code nicht geknackt"
3620 LOCATE 10,14:PRINT "Versuche :
":LOCATE 10,16:PRINT "Ergebnis :
"
3630 PEN 1:LOCATE 23,14:PRINT "10":
LOCATE 23,16:PRINT "sehr schwach"
3640 PEN 2:LOCATE 1,24:PRINT "Moech
ten Sie ein neues Spiel ?"
3650 PEN 1:LOCATE 34,24:PRINT "j
n"
3660 PEN 3:LOCATE 36,24:PRINT "/"
3670 a$=INKEY$:IF a$="" THEN 3670
3680 IF a$="J" OR a$="j" THEN 320
3690 IF a$="N" OR a$="n" THEN 3860
3700 GOTO 3670
3710 '*** Auswertung 1-9 Versuche *
**
3720 MODE 1:INK 1,6:INK 2,20:INK 3,
9
3730 PEN 1:LOCATE 13,2:PRINT "G E W
O N N E N"
3740 GRAPHICS PEN 3:ORIGIN 186,360:
DRAW 250,0
3750 PEN 2:LOCATE 7,9:PRINT "Sie ha
ben den Code geknackt"
3760 LOCATE 1,14:PRINT "Versuch :
":LOCATE 1,16:PRINT "Ergebnis :
"
3770 PEN 1:LOCATE 12,14:PRINT,erg:L
OCATE 13,16:PRINT,erg1$:LOCATE 1,18
:PRINT,erg2$:LOCATE 1,21:PRINT,erg3
$
3780 PEN 2:LOCATE 1,24:PRINT "Moech
ten Sie ein neues Spiel ?"
3790 PEN 1:LOCATE 34,24:PRINT "j
n"
3800 PEN 3:LOCATE 36,24:PRINT "/"
3810 a$=INKEY$:IF a$="" THEN 3810
3820 IF a$="J" OR a$="j" THEN 320
3830 IF a$="N" OR a$="n" THEN 3860
3840 GOTO 3810
3850 END
3860 CALL &0

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