

```

1000 ' %%%%%%%%%% [886]
1010 ' % [230]
1020 ' % ACCELERATION % [324]
1030 ' % [230]
1040 ' % written by % [410]
1050 ' % [230]
1060 ' % P. v. Hutten % [878]
1070 ' % [230]
1080 ' % Dezember '87 % [311]
1090 ' % [230]
1100 ' % (ORTEX+S.P.) % [844]
1110 ' % [230]
1120 ' %%%%%%%%%% [886]
1130 ' [117]
1140 ' [117]
1150 ' %%%% Voreinstellungen %%%% [2048]
1160 SYMBOL AFTER 32:SYMBOL 255,128,64,32, [3731]
16,8,4,2,1:GOSUB 1780: Vorspann
1170 SYMBOL AFTER 97:SYMBOL 97,0,24,36,66, [12874]
66,36,24,0:SYMBOL 98,66,153,36,66,66,36,15
3,66:SYMBOL 99,54,73,165,145,74,50,70,50:S
YMBOL 100,88,164,82,73,149,170,82,12:SYMBOL
L 101,8,52,74,50,68,48,8,0:SYMBOL 102,0,16
,42,40,90,34,0,0
1180 SYMBOL 104,0 [895]
1190 SYMBOL 103,0,0,4,16,8,36,0,0 [1580]
1200 MODE 1:INK 0,0:INK 1,1:INK 2,2:INK 3, [4315]
13:BORDER 0:PAPER 0:CLS
1210 a1=10 [213]

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Listing "Acceleration"

```

1220 ENV 1,5,0,1,10,-1,1:ENV 2,15,-1,10:EN [2467]
T 1,50,1,1,50,-1,1,50,1,1
1230 GOSUB 1250 [873]
1240 GOTO 1390 [421]
1250 ' %%%% Bildschirmaufbau %%%% [1913]
1260 SYMBOL 255,128,64,32,16,8,4,2,1 [1874]
1270 xd=20:yd=16:x=3:y=3:GOSUB 1330 [2334]
1280 xd=7:yd=5:x=30:y=3:GOSUB 1330 [1787]
1290 xd=7:yd=5:x=30:y=14:GOSUB 1330 [3327]
1300 PEN 3:PAPER 0:LOCATE 33,6:PRINT"SCORE [5998]
";:LOCATE 33,17:PRINT"LEVEL";:LOCATE 3,24:
PRINT"A C C E L E R A T I O N";
1310 LOCATE 10,1:PRINT"HIGHSCORE : "hs [1710]
1320 RETURN [555]
1330 ' %%%% Unterprgr:Rahmen %%%% [1072]
1340 PEN 1:PAPER 2:LOCATE x,y:PRINT CHR$(2 [4783]
55)+STRING$(xd+2,32)+CHR$(214);
1350 LOCATE x,y+1:PRINT " "+CHR$(255)+STRI [4702]
NG$(xd,32)+CHR$(214)+CHR$(143);
1360 FOR t=y+2 TO yd+y+1:LOCATE x,t:PRINT" [7194]
";:LOCATE x+xd+2,t:PRINT CHR$(143);CHR$(
143);:NEXT
1370 LOCATE x,y+yd+2:PRINT CHR$(32);CHR$(2 [8826]
14);STRING$(xd,143);CHR$(24);CHR$(255);CHR
$(24);CHR$(143):LOCATE x,y+yd+3:PRINT CHR
$(214);STRING$(xd+2,143);CHR$(24);CHR$(255
);CHR$(24);
1380 RETURN [555]
1390 ' %%%% Hauptprogramm %%%% [867]
1400 li=5:sc=0:le=1:GOSUB 1530:GOSUB 1580: [3970]
GOSUB 1620:PLOT 1000,1000,3:GOSUB 2299
1410 PLOT 1000,1000,3:u=0:r=0:x=66:y=210:I [2140]
F le>a1 THEN GOTO 2271
1420 TAG:IF TEST(x,y)<>0 OR TEST(x,y-14)<> [6461]

```

Listing "Acceleration"

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0 OR TEST(x+15,y-14)<>0 OR TEST(x+15,y)<>0
  THEN GOSUB 1650 ELSE CALL &BD19:MOVE x,y
PRINT ship$;
1430 j=JOY(0):IF j=0 THEN ship$="a" ELSE s [5261]
hip$="b":SOUND 3,1000,5,15,,1
1440 CALL &BD19:MOVE x,y:PRINT " " [1537]
1450 IF j>=16 THEN f=1:j=j-16 [808]
1460 IF j>=8 THEN j=j-8:IF r<25 THEN r=r+1 [1137]
1470 IF j>=4 THEN j=j-4:IF r>-25 THEN r=r- [1942]
1
1480 IF j>=2 THEN j=j-2:IF u>-25 THEN u=u- [2167]
1
1490 IF j=1 THEN IF u<25 THEN u=u+1 [1138]
1500 x=x+r:y=y+u:IF x+15>=384 THEN 2090 [3152]
1510 IF x<=64 THEN r=0:x=64:u=0 [1457]
1520 GOTO 1420 [399]
1530 ' %%% PRINT lives %%% [1068]
1540 PEN 0:PAPER 3 [741]
1550 l$=STRING$(9-l," ")+STRING$(l,"a") [1742]
1560 TAGOFF:LOCATE 31,24:PRINT l$; [1953]
1570 RETURN [555]
1580 ' %%% PRINT score %%% [626]
1590 PEN 3:PAPER 0 [617]
1600 TAGOFF:LOCATE 33,8:PRINT USING"####"; [2683]
sc
1610 RETURN [555]
1620 ' %%% PRINT level %%% [899]
1630 TAGOFF:PEN 3:PAPER 0:LOCATE 34,19:IF [4903]
le=11 THEN PRINT"ENDE" ELSE PRINT USING"##
";le
1640 RETURN [555]
1650 ' %%% Zusammenstoss %%% [1358]
1660 tst(1)=TEST(x,y):tst(2)=TEST(x,y-14): [4293]
tst(3)=TEST(x+15,y-14):tst(4)=TEST(x+15,y)
1670 FOR t=1 TO 4:IF tst(t)=3 THEN st=1 EL [3524]
SE IF tst(t)=0 THEN st=st
1680 NEXT [350]
1690 IF st=1 THEN st=0:GOTO 1700 ELSE RETU [1721]
RN
1700 ' %%% Explosion %%% [394]
1710 PLOT 50,100,2:SOUND 3,800,15,15,1,10 [5827]
:FOR u=1 TO 6:MOVE x,y:PRINT CHR$(98+u);:F
OR i=1 TO 50:NEXT:NEXT
1720 ' %%% -1 Level %%% [497]
1730 li=li-1:IF li=-1 THEN GOTO 1740 ELSE [3939]
GOSUB 1530:GOTO 1410
1740 ' %%% Game over %%% [1001]
1750 TAGOFF:RESTORE 1770:PEN 2:PAPER 0:PRI [10779]
NT CHR$(22)::FOR t=1 TO 20 STEP 2:READ a$:
LOCATE t+3,10:PRINT a$;:IF a$<>" " AND t<
>1 THEN SOUND 3,1200,15,15,1:FOR i=1 TO 30
0:NEXT
1760 NEXT:PRINT CHR$(22)CHR$(0)::FOR t=1 T [3797]
O 5000:NEXT:GOTO 2130
1770 DATA "G ","G ","A ","M ","E ","O [2249]
","V ","E ","R "
1780 ' %%% Vorspann %%% [54]
1790 l$=" " Ortex+ Software [11952]
Productions praesentiert : ACCELER
ATION - - Autor: Pascal von Hutten
- Dezember '87 und Januar '88.....
1800 GOTO 1840 [395]
1810 FOR t=1 TO 170 [818]
1820 PEN 3:LOCATE 7,10:PRINT MID$(l$,t,25 [2621]
):NEXT
1830 LOCATE 13,10:PRINT"> S P A C E <":SPE [3353]
ED INK 15,15:GOSUB 1900:RETURN
1840 SPEED INK 5,5:MODE 1:INK 0,0:INK 1,3, [6648]
6:INK 2,6,3:INK 3,24,12:BORDER 0:PAPER 0:P
EN 2:CLS
1850 RESTORE 1870:FOR t=1 TO 4:READ a$:LOC [5393]
ATE 20-(LEN(a$)/2),t+2:PRINT a$:NEXT
1860 xd=25:yd=1:x=5:y=8:GOSUB 1330:PEN 1:P [2636]
APER 0
1870 DATA SOFTWARE,DER,NEUEN,DIMENSION [2140]
1880 FOR t=1 TO 2:FOR l=1 TO 7:SOUND 1,120 [5924]
0,4,1:NEXT:NEXT:FOR l=7 TO 0 STEP-1:SOUND
1,1200,50,1:FOR t=1 TO 200:NEXT:NEXT
1890 GOTO 1810 [377]
1900 ' %%% Titel-Sound %%% [452]
1910 ENV 1,15,-1,2 [627]
1920 ' [117]
1930 RESTORE 2070 [792]
1940 FOR t=1 TO 9 [578]
1950 READ s [418]
1960 ON s GOSUB 2010,2030,2050 [797]
1970 IF INKEY$=" " THEN GOTO 2080 [2287]
1980 NEXT [350]
1990 IF INKEY$=" " THEN GOTO 2080 [2287]

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2000 GOTO 1930 [377]
2010 ' drum 1 [1049]
2020 SOUND 3,750,0,0,1,,15:RETURN [2483]
2030 ' drum 2 [1056]
2040 SOUND 3,400,0,0,1,,7:RETURN [1886]
2050 ' drum 3 [1055]
2060 SOUND 3,1,0,0,1,,1:RETURN [1744]
2070 DATA 2,1,1,2,1,2,2,1,3 [590]
2080 RETURN [555]
2090 ' %%% naechstes Level %%% [1575]
2100 TAGOFF:PEN 1:LOCATE 25,13:PRINT CHR$( [10769]
143);:LOCATE 25,12:PRINT CHR$(143);:GOSUB
2240:le=le+1:GOSUB 1620:sc=sc+((li+1)*le):
GOSUB 1580:IF le>a1 THEN 2271
2110 GOSUB 2299 [884]
2120 GOTO 1410 [393]
2130 ' %%% HighScore ??? %%% [575]
2140 INK 0,9:INK 1,6:INK 2,3:INK 3,26:BORD [4311]
ER 12:PAPER 0:MODE 1:FOR t=1 TO 100:i$=i$+
INKEY$:NEXT:i$=""
2150 ' Rahmen [810]
2160 x=1:y=1:xd=36:yd=21:GOSUB 1330 [2206]
2170 x=3:y=3:xd=32:yd=17:GOSUB 1330 [2614]
2180 PAPER 0:IF sc>hs THEN hs=sc:GOTO 2200 [2365]
2190 PEN 3:LOCATE 10,7:PRINT"PECH GEHABT ! [4288]
!":LOCATE 8,9:PRINT"KEIN HIGHSCORE .":GOTO
2210
2200 PEN 3:LOCATE 10,7:PRINT"GUT GEMACHT ! [3254]
!":LOCATE 8,9:PRINT"NEUER HISCORE
2210 LOCATE 10,11:PEN 1:PRINT"SCORE :":PE [6381]
N 2:PRINT sc;:LOCATE 10,13:PEN 1:PRINT"HIG
H :":PEN 2:PRINT hs;
2220 GOSUB 1900 [895]
2230 GOTO 1170 [305]
2240 ' %%% SOUND : LEVEL %%% [1792]
2250 SPEED INK 3,4:BORDER 3,1 [1996]
2260 FOR t=7 TO 0 STEP-1:SOUND 3,200,13,t: [2499]
NEXT
2270 BORDER 0:RETURN [907]
2271 ' %%% alle Level geschafft %%% [1730]
2272 le=11:GOSUB 2299:xp=200:yp=200:xg=24: [8589]
yg=14:GOSUB 2279:xp=300:yp=230:xg=12:yg=16
:GOSUB 2279:xp=180:yp=250:xg=20:yg=28:GOSU
B 2279
2273 FOR t=1 TO 100:i$=i$+INKEY$:NEXT:i$=" [1640]
2274 a$=" SIE HABEN [14052]
DAS ENDE DER HOEHL E ERREICHT. IN DER HOEHL
E LEBEN SELTSAME WESEN, DIE ABER FUER DEN
MENSCHEN HARMLOS SIND. WEGA-5 KANN KOLONIA
LISIERT WERDEN !!! >>>> TASTE <<<<
2275 SOUND 3,1000,1640,5:FOR t=1 TO 180:PE [6216]
N 3:PAPER 0:LOCATE 3,24:PRINT MID$(a$,t,24
):NEXT
2276 FOR t=1 TO 2000:NEXT:IF INKEY$="" THE [4019]
N GOTO 2275 ELSE GOTO 2130
2278 CALL &B806 [393]
2279 FOR a=0 TO 360 STEP 20:DEG:PLOT xp,yp [5509]
,2:DRAW xp+xp*cos(a),yp+yp*sin(a):NEXT:RET
URN
2280 ' %%% alle Level geschafft %%% [1730]
2299 ' %%% Level aus Datazeile holen [3525]
und aufbauen %%%
2300 PEN 3:PAPER 0:l=1 [751]
2310 IF le=1 THEN RESTORE 2500 [611]
2320 IF le=2 THEN RESTORE 2520 [1547]
2330 IF le=3 THEN RESTORE 2550 [1575]
2340 IF le=4 THEN RESTORE 2690 [1570]
2350 IF le=5 THEN RESTORE 2720 [1330]
2360 IF le=6 THEN RESTORE 2770 [541]
2370 IF le=7 THEN RESTORE 2820 [1151]
2380 IF le=8 THEN RESTORE 2860 [2248]
2390 IF le=9 THEN RESTORE 2890 [1270]
2400 IF le=10 THEN RESTORE 2920 [1208]
2405 IF le=11 THEN RESTORE 2950 [1944]
2410 IF sc>hs THEN PEN 2:LOCATE 3,1:PRINT" [2824]
NEUER HISCORE : "sc"
2420 PEN 3 [547]
2430 READ x,y:IF x=-1 THEN RETURN [2886]
2440 IF y=0 THEN s=32 ELSE IF y=1 THEN s=1 [7745]
43 ELSE IF y=2 THEN s=212 ELSE IF y=3 THEN
s=213 ELSE IF y=4 THEN s=214 ELSE IF y=5
THEN s=215
2450 l$=l$+STRING$(x,s):IF LEN(l$)=20 THEN [2421]
GOSUB 2470:l$=""
2460 GOTO 2430 [349]
2470 ' aufbau [474]
2480 LOCATE 5,1+4:PRINT l$;:l=l+1:RETURN [2260]
2490 ' %%% LEVEL 1 %%% [1175]

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