

10 REM	Juergen Altfeld 1988	[1319]
20 RANDOMIZE TIME		[1777]
30 DEFINT a-e,g-z		[739]
40 GOSUB 2650		[817]
50 GOSUB 2780		[831]
60 GOSUB 2090		[865]
70 GOSUB 2160		[875]
80 GOTO 1710		[357]
90 score1=0:score2=0		[1478]
100 game=1		[326]
110 GOSUB 2760		[899]
120 GOSUB 2930		[849]
130 IF game>1 THEN GOSUB 3180		[825]
140 IF (game-beginn)/2=INT((game-beginn)/2)		[3510]
150 a=INT(RND*4):IF a=0 THEN a=4		[2053]
160 IF a=1 THEN a=10		[1058]
170 IF a=2 THEN a=13		[394]
180 IF a=3 THEN a=19		[831]
190 GOSUB 1660		[879]
200 GOSUB 3550:IF a THEN 1490		[1397]
210 GOSUB 3220		[949]
220 CALL 42525		[403]
230 b=PEEK(42524)		[1315]
240 IF b=254 THEN 1100		[1137]
250 IF b=255 THEN 1380		[1422]
260 GOSUB 3550:IF a THEN 1490		[1397]
270 IF (b AND 15)=0 THEN 320		[1140]
280 a=0		[324]
290 IF PEEK(feld(a))=0 THEN POKE feld(a),1		[5322]
300 a=a+1		[725]
310 GOTO 290		[411]
320 IF (b AND 240)/16=0 THEN 370		[1745]
330 a=0		[324]
340 IF PEEK(feld(a))=0 THEN POKE feld(a),1		[6872]
350 a=a+1		[725]
360 GOTO 340		[464]
370 IF level>1 THEN 480		[702]
380 IF level=3 THEN 910		[1022]

390 b=INT(RND*2):a=set(nr,b)	[1115]
400 IF PEEK(feld(a))>0 THEN a=set(nr,b XOR 1)	[2297]
410 IF PEEK(feld(a))>0 THEN 440	[1885]
420 GOSUB 1660	[879]
430 GOTO 200	[429]
440 a=INT(RND*24)	[1445]
450 IF PEEK(feld(a))>0 THEN 440	[1885]
460 GOSUB 1660	[879]
470 GOTO 200	[429]
480 a=0	[324]
490 IF PEEK(feld(a))=0 THEN POKE feld(a),1	[5918]
:CALL 42525:IF (PEEK(42524) AND 15)>1 THEN	
GOSUB 1660:GOTO 200 ELSE POKE feld(a),0	
500 a=a+1	[725]
510 IF a<24 THEN 490	[1053]
520 IF level>1 THEN 580	[698]
530 a=0	[324]
540 IF PEEK(feld(a))=0 THEN POKE feld(a),1	[5558]
6:CALL 42525:IF ((PEEK(42524) AND 240)/16)>	
1 THEN GOSUB 1660:GOTO 200 ELSE POKE feld(a),0	
550 a=a+1	[725]
560 IF a<24 THEN 540	[1059]
570 GOTO 380	[488]
580 a=0	[324]
590 IF PEEK(feld(a))=0 THEN POKE feld(a),1	[5804]
:CALL 42525:IF (PEEK(42524) AND 15)=1 THEN	
630 ELSE POKE feld(a),0	
600 a=a+1	[725]
610 IF a<24 THEN 590	[1057]
620 IF level=3 THEN 380 ELSE 530	[1345]
630 b=0	[312]
640 IF PEEK(feld(b))=0 THEN POKE feld(b),1	[5990]
6:CALL 42525:IF PEEK(42524)>0 THEN POKE feld(b),0 ELSE 670	
650 b=b+1	[569]
660 IF b<24 THEN 640 ELSE POKE feld(a),0:GOTO 600	[2264]
670 c=0	[348]
680 IF PEEK(feld(c))=0 THEN POKE feld(c),1	[9756]
:CALL 42525:IF (PEEK(42524) AND 15)<2 THEN	
POKE feld(c),0 ELSE POKE feld(c),0:POKE feld(b),0:GOSUB 1660:GOTO 200	
690 c=c+1	[701]
700 IF c<24 THEN GOTO 680	[1255]
710 POKE feld(b),0:POKE feld(a),0:GOTO 600	[2182]
720 b=0	[312]
730 a(b)=0	[390]

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740 IF PEEK(feld(a(b)))=0 THEN POKE feld(a [2852]
(b)),16 ELSE 790
750 CALL 42525:c=(PEEK(42524)AND 240)/16 [1049]
760 IF c=1 AND b<8 THEN b=b+1:GOTO 830 [2281]
770 IF c>1 THEN FOR a=0 TO b:POKE feld(a(a [2957]
)),0:NEXT:c=1:RETURN
780 POKE feld(a(b)),0 [1014]
790 a(b)=a(b)+1 [463]
800 IF a(b)<24 THEN 740 [542]
810 IF b=0 THEN c=0:RETURN [1970]
820 b=b-1:POKE feld(a(b)),0:GOTO 880 [2747]
830 a(b)=0 [390]
840 IF PEEK(feld(a(b)))=0 THEN POKE feld(a [2908]
(b)),1 ELSE 880
850 CALL 42525:IF PEEK(42524)>0 THEN 870 [1152]
860 b=b+1:IF b<9 THEN 730 ELSE b=b-1 [2045]
870 POKE feld(a(b)),0 [1014]
880 a(b)=a(b)+1 [463]
890 IF a(b)<24 THEN 840 [459]
900 b=b-1:POKE feld(a(b)),0:GOTO 790 [2749]
910 GOSUB 720 [933]
920 IF c=0 THEN 390 [1125]
930 FOR a=0 TO 8:b(a)=a(a) [1000]
940 IF a>b THEN b(a)=24 [1250]
950 NEXT [350]
960 e=b [514]
970 d=INT(RND*(e+1)):IF b(d)=24 THEN 970 [2025]
980 POKE feld(b(d)),1 [825]
990 GOSUB 720 [933]
1000 POKE feld(b(d)),0 [826]
1010 IF c=0 THEN a=b(d):GOTO 460 [1897]
1020 b(d)=24 [774]
1030 a=0 [324]
1040 IF b(a)<24 THEN 970 [667]
1050 a=a+1:IF a=e THEN 1040 [1332]
1060 d=set(nr,0):IF PEEK(feld(d))=0 THEN P [5543]
OKE feld(d),1:GOSUB 720:IF c=0 THEN a=d:GO
TO 460 ELSE POKE feld(d),0
1070 d=set(nr,1):IF PEEK(feld(d))=0 THEN P [5557]
OKE feld(d),1:GOSUB 720:IF c=0 THEN a=d:GO
TO 460 ELSE POKE feld(d),0
1080 GOTO 440 [444]
1090 END [110]
1100 PEN 2 [548]
1110 LOCATE 3,2:PRINT"Spieler hat gewonnen [2693]

1120 PEN 3 [547]
1130 LOCATE 3,25:PRINT"Computer hat verlor [4039]
en"
1140 score1=score1+2 [1646]
1150 GOSUB 3180 [1148]
1160 game=game+1 [644]
1170 LOCATE #1,2,25:PEN #1,2:PRINT#1,CHR$( [4211]
24)"FIRE druecken"CHR$(24);
1180 GOSUB 2360 [819]
1190 IF game>spiele THEN 1210 [971]
1200 GOTO 110 [423]
1210 WINDOW #1,1,25,1,25:PAPER#1,0:CLS#1 [2118]
1220 PEN 1:LOCATE 8,2:PRINT"Gesamtsieger:" [1996]
1230 LOCATE 8,3:PRINT STRING$(13,"=") [1817]
1240 PEN 2:PRINT:PRINT [849]
1250 PRINT:PRINT"Spieler hat von"spiele"Sp [2453]
ielen"
1260 PRINT score1/2"gewonnen ("USING"###"; [5560]
(score1*100/(score1+score2));:PRINT"%)"
1270 PEN 3 [547]
1280 PRINT:PRINT:PRINT [1082]
1290 PRINT"Computer hat"score2/2"Spiele" [3249]
1300 PRINT"gewonnen ("USING"###";(score2*1 [3936]
00/(score1+score2));:PRINT"%)"
1310 PRINT:PRINT:PRINT:PRINT:PRINT [2848]
1320 PEN 1:PRINT"Gesamtsieger ist somit:" [2361]
1330 IF score1=score2 THEN PRINT"KEINER (P [3832]
ATT)":GOTO 1360
1340 IF score1>score2 THEN PEN 2:PRINT"DER [4789]
SPIELER":GOTO 1360
1350 PEN 3:PRINT"DER COMPUTER" [2057]
1360 GOSUB 2360 [819]
1370 GOTO 70 [396]
1380 PEN 2 [548]
1390 LOCATE 3,2:PRINT"Spieler hat verloren [2813]

1400 PEN 3 [547]
1410 LOCATE 3,25:PRINT"Computer hat gewonn [3143]
en"
1420 score2=score2+2 [1900]
1430 GOSUB 3180 [1148]

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1440 game=game+1 [644]
1450 LOCATE #1,2,25:PEN #1,2:PRINT#1,CHR$( [4211]
24)"FIRE druecken"CHR$(24);
1460 GOSUB 2360 [819]
1470 IF game>spiele THEN 1210 [971]
1480 GOTO 110 [423]
1490 CALL 42525 [403]
1500 a=PEEK(42524) [1210]
1510 IF a=254 THEN 1100 [1164]
1520 IF a=255 THEN 1100 [986]
1530 PEN 2 [548]
1540 LOCATE 3,2:PRINT"Spieler " [1700]
1550 PEN 1:PRINT"und ";:PEN 3:PRINT"Comput [1571]
er"
1560 PEN 1:LOCATE 3,25 [1024]
1570 PRINT"haben gewonnen (Patt)" [3334]
1580 score1=score1+1 [1643]
1590 score2=score2+1 [1901]
1600 GOSUB 3180 [1148]
1610 game=game+1 [644]
1620 LOCATE #1,2,25:PEN #1,2:PRINT#1,CHR$( [4211]
24)"FIRE druecken"CHR$(24);
1630 GOSUB 2360 [819]
1640 IF game>spiele THEN 1210 [971]
1650 GOTO 110 [423]
1660 FOR b=0 TO 20 [1043]
1670 LOCATE x(a),y(a):PEN 2:PRINT stein$:L [4318]
OCATE x(a),y(a):PEN 3:PRINT stein$
1680 NEXT [350]
1690 POKE feld(a),1 [1026]
1700 RETURN [555]
1710 LOCATE 10,9:PEN 3:PRINT CHR$(243) [1460]
1720 GOSUB 2360 [819]
1730 IF a=1 THEN PEN 1:LOCATE 10,9:PRINT"- [3290]
":GOTO 2030
1740 IF a=2 THEN PEN 1:LOCATE 10,9:PRINT"- [2620]
":GOTO 1760
1750 IF a=16 THEN GOTO 90 ELSE 1720 [1502]
1760 LOCATE 10,11:PEN 3:PRINT CHR$(243) [1456]
1770 GOSUB 2360 [819]
1780 IF a=1 THEN PEN 1:LOCATE 10,11:PRINT" [2861]
-":GOTO 1710
1790 IF a=2 THEN PEN 1:LOCATE 10,11:PRINT" [3356]
-":GOTO 1830
1800 IF a=16 THEN PEN 3:LOCATE 13,12+begin [5250]
n:PRINT " ":IF beginn=0 THEN beginn=1 ELSE
beginn=0
1810 LOCATE 13,12+beginn:PRINT"*" [1750]
1820 GOTO 1770 [361]
1830 LOCATE 10,15:PEN 3:PRINT CHR$(243) [1529]
1840 GOSUB 2360 [819]
1850 IF a=1 THEN PEN 1:LOCATE 10,15:PRINT" [2122]
-":GOTO 1760
1860 IF a=2 THEN PEN 1:LOCATE 10,15:PRINT" [3988]
-":GOTO 1900
1870 IF a=16 THEN spiele=spiele+1:IF spiel [3493]
e=10 THEN spiele=1
1880 LOCATE 30,15:PEN 1:PRINT CHR$(24);sp [1821]
ele;CHR$(24)
1890 GOTO 1840 [395]
1900 LOCATE 10,17:PEN 3:PRINT CHR$(243) [2696]
1910 GOSUB 2360 [819]
1920 IF a=1 THEN PEN 1:LOCATE 10,17:PRINT" [3247]
-":GOTO 1830
1930 IF a=2 THEN PEN 1:LOCATE 10,17:PRINT" [3297]
-":GOTO 1860
1940 IF a=16 THEN GOTO 3770 [1393]
1950 GOTO 1910 [381]
1960 LOCATE 10,19:PEN 3:PRINT CHR$(243) [1642]
1970 GOSUB 2360 [819]
1980 IF a=1 THEN PEN 1:LOCATE 10,19:PRINT" [3340]
-":GOTO 1900
1990 IF a=2 THEN PEN 1:LOCATE 10,19:PRINT" [3386]
-":GOTO 2030
2000 IF a=16 THEN LOCATE 13,19+level:PRINT [5701]
" ":level=level+1:IF level=4 THEN level=1
2010 LOCATE 13,19+level:PEN 3:PRINT"*" [1223]
2020 GOTO 1970 [337]
2030 LOCATE 10,24:PEN 3:PRINT CHR$(243) [2022]
2040 GOSUB 2360 [819]
2050 IF a=1 THEN PEN 1:LOCATE 10,24:PRINT" [4461]
-":GOTO 1960
2060 IF a=2 THEN PEN 1:LOCATE 10,24:PRINT" [2895]
-":GOTO 1710
2070 IF a=16 THEN 3610 [1527]
2080 GOTO 2040 [355]
2090 spiele=1 [837]

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2100 stein$=CHR$(214)+CHR$(215)+CHR$(10)+C [3460]
HR$(8)+CHR$(8)+CHR$(213)+CHR$(212)
2110 zeiger1$=CHR$(214)+CHR$(9)+CHR$(9)+CH [8262]
R$(215)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(8)+CH
R$(10)+CHR$(10)+CHR$(10)+CHR$(213)+CHR$(9)
+CHR$(9)+CHR$(212)
2120 zeiger2$=" "+CHR$(9)+CHR$(9)+" "+CHR$ [5125]
(8)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(
10)+CHR$(10)+" "+CHR$(9)+CHR$(9)+" "
2130 level=1 [567]
2140 beginn=0 [386]
2150 RETURN [555]
2160 MODE 1 [506]
2170 INK 0,0:INK 1,13:INK 2,6:INK 3,11 [999]
2180 PAPER 0:BORDER 0:CLS [1596]
2190 LOCATE 17,1:PEN 2:PRINT"MUELLER" [1719]
2200 LOCATE 17,2:PEN 3:PRINT STRING$(7,"=" [2605]
):PEN 1
2210 LOCATE 1,5:PRINT"(C) and Design by ". [3594]
:PEN 3:PRINT"Toast!"
2220 LOCATE 10,9:PEN 1:PRINT"- Spielbeginn [3683]
-
2230 LOCATE 10,11:PRINT"- Erster Zug durch [2483]
-
2240 LOCATE 15,12:PRINT"Blau (Computer)" [2016]
2250 LOCATE 15,13:PRINT"Rot (Spieler)" [1857]
2260 LOCATE 10,15:PRINT"- Anzahl der Spiel [3793]
e:":CHR$(24);spiele;CHR$(24)
2270 LOCATE 10,17:PRINT"- Anleitung" [1921]
2280 LOCATE 10,19:PRINT"- Spielstaerke des [5168]
Computers:"
2290 LOCATE 15,20:PRINT"Anfaenger" [1947]
2300 LOCATE 15,21:PRINT"Fortgeschrittener" [3658]
2310 LOCATE 15,22:PRINT"Profi" [1673]
2320 LOCATE 10,24:PRINT"- Stellung eingebe [2770]
n"
2330 LOCATE 13,12+beginn:PEN 3:PRINT"*" [2288]
2340 LOCATE 13,19+level:PRINT"*" [1440]
2350 RETURN [555]
2360 a=JOY(0):IF a<>0 THEN 2360 [2725]
2370 a=JOY(0):a$=INKEY$ [1952]
2380 IF a$<>" " AND c=-1 THEN 2410 [1294]
2390 IF a=0 THEN 2370 [523]
2400 a$=INKEY$:IF a$<>" " THEN 2400 [1937]
2410 RETURN [555]
2420 DATA 00,21,04,A6,06,08,11,00, 234 [1206]
2430 DATA 00,7E,23,86,23,86,23,CD, 704 [1716]
2440 DATA AE,A6,10,F5,3A,04,A6,21, 862 [1599]
2450 DATA OD,A6,86,21,19,A6,86,CD, 876 [1858]
2460 DATA AE,A6,3A,07,A6,21,0E,A6, 784 [1268]
2470 DATA 86,21,16,A6,86,CD,AE,A6, 1034 [1140]
2480 DATA 3A,0A,A6,21,0F,A6,86,21, 615 [1634]
2490 DATA 13,A6,86,CD,AE,A6,3A,05, 927 [1607]
2500 DATA A6,21,08,A6,86,21,08,A6, 717 [1960]
2510 DATA 86,CD,AE,A6,3A,14,A6,21, 956 [1805]
2520 DATA 17,A6,86,21,1A,A6,86,CD, 887 [1110]
2530 DATA AE,A6,3A,0C,A6,21,10,A6, 791 [1094]
2540 DATA 86,21,15,A6,86,CD,AE,A6, 1033 [1080]
2550 DATA 3A,09,A6,21,11,A6,86,21, 616 [1239]
2560 DATA 18,A6,86,CD,AE,A6,3A,06, 933 [976]
2570 DATA A6,21,12,A6,86,21,1B,A6, 743 [1538]
2580 DATA 86,CD,AE,A6,7B,CB,27,CB, 1247 [2013]
2590 DATA 27,CB,27,CB,27,B2,32,1C, 779 [1973]
2600 DATA A6,C9,FE,02,20,02,14,C9, 878 [1028]
2610 DATA FE,20,20,02,1C,C9,FE,03, 806 [1426]
2620 DATA 20,03,E1,18,06,FE,30,C0, 784 [1509]
2630 DATA E1,18,06,3E,FF,32,1C,A6, 816 [1339]
2640 DATA C9,3E,FE,32,1C,A6,C9,00, 962 [1498]
2650 RESTORE 2420:MEMORY 42499:dat=0:sz=0: [2195]
dz=2420
2660 FOR f=42524 TO 42707 [1249]
2670 READ byte$:dat=dat+1 [1348]
2680 byte=VAL(CHR$(38)+byte$):sz=sz+byte [1381]
2690 POKE f,byte [116]
2700 IF dat<8 AND f<42707 THEN 2740 [1252]
2710 READ chksum [1222]
2720 IF chksum<>sz THEN PRINT "Fehler in Z [3056]
eile :";dz
2730 dz=dz+10:sz=0:dat=0 [843]
2740 NEXT [350]
2750 RETURN [555]
2760 FOR a=0 TO 24:POKE 42500+a,0:NEXT [2080]
2770 RETURN [555]
2780 RESTORE 2820:DIM x(23),y(23),feld(23) [3181]
,set(23,1),a(8),b(8)
2790 FOR a=0 TO 23:READ x(a),y(a):feld(a)= [4537]
42500+a:NEXT
2800 FOR a=0 TO 23:READ set(a,0),set(a,1): [3086]
NEXT

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2810 RETURN [555]
2820 DATA 3,4, 12,4, 21,4 [693]
2830 DATA 6,7, 12,7, 18,7 [748]
2840 DATA 9,10, 12,10, 15,10 [856]
2850 DATA 3,13, 6,13, 9,13, 15,13, 18,13, [2225]
21,13
2860 DATA 9,16, 12,16, 15,16 [238]
2870 DATA 6,19, 12,19, 18,19 [1137]
2880 DATA 3,22, 12,22, 21,22 [335]
2890 DATA 1,9, 0,2, 1,14, 4,10, 3,5, 4,13 [1430]
2900 DATA 7,11, 6,8, 7,12, 0,21, 3,18, 6,1 [1627]
5, 8,17
2910 DATA 5,20, 2,23, 11,16, 15,17, 12,16, [1807]
10,19
2920 DATA 18,20, 13,19, 9,22, 21,23, 14,22 [2089]
2930 MODE 1:PAPER 0:CLS [1469]
2940 WINDOW #1,26,40,1,25:PAPER #1,1:CLS # [3265]
1
2950 PEN #1,0 [466]
2960 LOCATE #1,5,2:PRINT#1,"MUELLER" [2404]
2970 LOCATE #1,5,3:PRINT#1,STRING$(7,"=") [1114]
2980 LOCATE #1,2,5:PRINT#1,"Spiel Nr. 1":P [3838]
RINT#1," (von "spiele")"
2990 LOCATE #1,2,10:PRINT#1,"Score ";:PEN# [4640]
1,2:PRINT#1,"Spieler"
3000 LOCATE #1,2,12:PRINT#1,"0.0 ( 0%) [2819]
":PEN#1,0
3010 LOCATE #1,2,15:PRINT#1,"Score ";:PEN# [3309]
1,3:PRINT#1,"Computer"
3020 LOCATE #1,2,17:PRINT#1,"0.0 ( 0%) [2638]
":PEN #1,0
3030 LOCATE #1,2,21:PEN #1,3:PRINT#1,"Spie [3135]
lstaerke:"
3040 PRINT#1:PEN #1,0:IF level=1 THEN PRIN [3826]
T#1," Anfaenger"
3050 IF level=2 THEN PRINT#1," Fortgeschri [2618]
tt."
3060 IF level=3 THEN PRINT#1," Profi" [2117]
3070 ORIGIN 46,46:MOVE 0,0:DRAWR 290,0,1 [2044]
3080 DRAWR 0,290:DRAWR -290,0:DRAW 0,0 [1405]
3090 MOVE 2,2:DRAWR 286,0:DRAWR 0,286:DRA [3739]
R -286,0:DRAW 2,2
3100 MOVE 144,0:DRAWR 0,290:MOVE 146,0:DRA [4370]
WR 0,290
3110 MOVE 0,144:DRAWR 290,0:MOVE 0,146:DRA [2276]
WR 290,0
3120 MOVE 48,48:DRAWR 194,0:DRAWR 0,194:DR [3404]
AWR -194,0:DRAWR 0,-194
3130 MOVE 50,50:DRAWR 190,0:DRAWR 0,190:DR [2677]
AWR -190,0:DRAWR 0,-190
3140 MOVE 96,96:DRAWR 98,0:DRAWR 0,98:DRAW [2962]
R -98,0:DRAW 0,-98
3150 WINDOW #2,10,15,11,16:CLS #2 [1922]
3160 MOVE 98,98:DRAWR 94,0:DRAWR 0,94:DRAW [2853]
R -94,0:DRAW 0,-94
3170 RETURN [555]
3180 PEN #1,0:LOCATE #1,11,5:PRINT#1,game [1598]
3190 PEN #1,2:LOCATE #1,2,12:PRINT#1,USING [5833]
"###;score1;:PRINT#1," (":USING"###";(
score1/(score1+score2))*100
3200 PEN #1,3:LOCATE #1,2,17:PRINT#1,USING [6693]
"###;score2;:PRINT#1," (":USING"###";(
score2/(score1+score2))*100
3210 RETURN [555]
3220 nr=0 [324]
3230 LOCATE x(nr)-1,y(nr)-1:PEN 2:PRINT ze [3474]
iger1$
3240 GOSUB 2360 [819]
3250 LOCATE x(nr)-1,y(nr)-1:PRINT zeiger2$ [2561]
3260 a$=LOWER$(a$):IF (a$="s" OR a$="c") A [2457]
ND c=-1 THEN RETURN
3270 IF a=1 THEN GOTO 3330 [1653]
3280 IF a=2 THEN GOTO 3370 [705]
3290 IF a=4 THEN GOTO 3410 [707]
3300 IF a=8 THEN GOTO 3450 [1149]
3310 IF a=16 THEN GOTO 3490 [1409]
3320 GOTO 3230 [443]
3330 a=23 [533]
3340 IF x(a)=x(nr) AND y(a)<y(nr) THEN nr= [3187]
a:GOTO 3230
3350 a=a-1 [721]
3360 IF a<0 THEN GOTO 3230 ELSE 3340 [1543]
3370 a=0 [324]
3380 IF x(a)=x(nr) AND y(a)>y(nr) THEN nr= [2361]
a:GOTO 3230
3390 a=a+1 [725]
3400 IF a>23 THEN GOTO 3230 ELSE 3380 [1731]
3410 a=23 [533]

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3420 IF x(a)<x(nr) AND y(a)=y(nr) THEN nr= [2267]
a:GOTO 3230
3430 a=a-1 [721]
3440 IF a<0 THEN GOTO 3230 ELSE 3420 [1511]
3450 a=0 [324]
3460 IF x(a)>x(nr) AND y(a)=y(nr) THEN nr= [3332]
a:GOTO 3230
3470 a=a+1 [725]
3480 IF a>23 THEN GOTO 3230 ELSE 3460 [1954]
3490 IF PEEK(feld(nr))<>0 THEN IF c=-1 THE [3715]
N GOSUB 3750:GOTO 3230:ELSE PRINT CHR$(7):
GOTO 3230
3500 POKE feld(nr),16 [1023]
3510 LOCATE x(nr),y(nr):PEN 2 [1448]
3520 PRINT stein$ [456]
3530 IF c=-1 THEN GOTO 3230 [1608]
3540 RETURN [555]
3550 a=0 [324]
3560 IF PEEK(feld(a))=0 THEN a=0:GOTO 3600 [1415]
3570 a=a+1 [725]
3580 IF a<24 THEN 3560 [1174]
3590 a=1 [327]
3600 RETURN [555]
3610 GOSUB 2760 [899]
3620 GOSUB 2930 [849]
3630 LOCATE 1,1:PRINT"Farbwechsel: Stein a [2803]
uf"
3640 PRINT"Stein setzen" [2544]
3650 LOCATE 1,25:PRINT"C/S - Start Comp./S [2016]
pieler";
3660 c=-1 [533]
3670 GOSUB 3220 [949]
3680 LOCATE 1,1:PRINT STRING$(25," "):PRIN [1794]
T STRING$(25," ")
3690 LOCATE 1,25:PRINT STRING$(25," "); [1678]
3700 c=0:game=1:score1=0:score2=0 [2152]
3710 IF a$="c" THEN 220 [762]
3720 CALL 42525:b=PEEK(42524) [983]
3730 IF b=255 THEN 1380 [1422]
3740 IF b=254 THEN 1100 ELSE 200 [1942]
3750 IF PEEK(feld(nr))=1 THEN POKE feld(nr [7262]
),16:LOCATE x(nr),y(nr):PEN 2:PRINT stein$
ELSE POKE feld(nr),1:LOCATE x(nr),y(nr):PE
N 3:PRINT stein$
3760 RETURN [555]
3770 MODE 1:PAPER 0:PEN 2:CLS [1750]
3780 PRINT TAB(17);"MUELLER" [608]
3790 PRINT TAB(17);"===== " [1248]
3800 PRINT:PRINT [743]
3810 PEN 1 [549]
3820 PRINT"MUELLER ist ein Spiel, das [2838]
mit dem";
3830 PRINT"Brettspiel MUEHLE verwandt i [4034]
st (daher";
3840 PRINT"der Name). Der Spieler bzw. der [4624]
Computer";
3850 PRINT"setzen abwechselnd einen Spiel [5190]
stein auf";
3860 PRINT"das Spielfeld Gespielt wird [3655]
solange,";
3870 PRINT"bis das Spielfeld voll ist [5014]
oder der";
3880 PRINT"Spieler (bzw. Computer) gewonne [3504]
n hat."
3890 PRINT"Sieger ist, wer drei eigene Sp [2347]
ielsteine";
3900 PRINT"in eine durch eine Linie verbun [5590]
dene Rei=";
3910 PRINT"he gesetzt hat." [1847]
3920 PRINT"Es koennen auch bis zu 9 Spiele [4088]
nachein=";
3930 PRINT"ander gespielt werden. Fuer jed [4528]
es gewon=";
3940 PRINT"nene Spiel gibt es 2 Punkte fue [4544]
r den Ge=";
3950 PRINT"winner. Bei einem Unentschiede [5169]
n (Spiel=";
3960 PRINT"feld voll) bekommt jeder Spie [3601]
ler einen";
3970 PRINT"Punkt." [1096]
3980 PRINT"Gesamtsieger ist, wer die hoehe [5280]
re Punkt=";
3990 PRINT"zahl erreicht hat." [1955]
4000 LOCATE 11,25:PEN 3:PAPER 2 [565]
4010 PRINT"Bitte FIRE druecken" [2383]
4020 GOSUB 2360 [819]
4030 GOTO 70 [396]

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