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1000 REM ***** [2151]
*****
1010 REM ***** [1006]
*****
1020 REM ***** D O M I N G O [1002]
*****
1030 REM ***** 1986 [1092]
*****
1040 REM ***** Stefan Harden [1465]
*****
1050 REM ***** [1006]
*****
1060 REM ***** [2151]
*****
1070 REM [272]
1080 REM ***** Titelbild ***** [1642]
1090 REM [272]
1100 MODE 0 [507]
1110 INK 0,0 : INK 1,24 : INK 2,2 : INK 3, [1034]
25 : INK 4,6
1120 BORDER 12 : PAPER 0 [1110]
1130 RESTORE 1300 : PRINT CHR$(22);CHR$(1) [1788]
1140 FOR x=4 TO 17 STEP 2 [631]
1150 FOR i=1 TO 2 [436]
1160 READ s1,s2,s3,s4,s5,s6,s7,s8 : SYMB [3018]
OL 255,s1,s2,s3,s4,s5,s6,s7,s8
1170 LOCATE x,10 : PEN 1 : PRINT CHR$(25 [3337]
5); : PRINT "
1180 NEXT i [375]
1190 SOUND 4,400,3 : SOUND 4,0,3 [1590]
1200 NEXT x [356]
1210 PRINT CHR$(22);CHR$(0) [1444]
1220 FOR p=500 TO 100 STEP -10 : SOUND 4,p [2360]

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,7 : NEXT p
1230 FOR p=0 TO 500 : NEXT p [1385]
1240 LOCATE 7,13 : PRINT CHR$(164);" 1986" [1921]
1250 FOR x=17 TO 4 STEP -1 [1319]
1260 LOCATE x,20 : PEN 3 : PRINT MID$("st [2634]
efan harden",x-3,1);
1270 SOUND 4,150,10 [963]
1280 FOR warte=0 TO 200 : NEXT warte [2539]
1290 NEXT x [356]
1300 DATA &f0,&48,&44,&44,&44,&48,&f0,&00, [3229]
&08,&B4,&22,&22,&22,&24,&08,&f0
1310 DATA &30,&48,&84,&84,&84,&48,&30,&00, [3121]
&08,&34,&4A,&42,&42,&24,&08,&30
1320 DATA &84,&CC,&EC,&FC,&94,&84,&84,&00, [3202]
&42,&22,&12,&02,&6A,&52,&42,&C6
1330 DATA &7C,&10,&10,&10,&10,&10,&10,&7C,&00, [4099]
&02,&6E,&08,&08,&08,&08,&02,&7E
1340 DATA &84,&C4,&E4,&94,&8C,&84,&84,&00, [2378]
&42,&22,&12,&6A,&42,&42,&42,&C6
1350 DATA &38,&44,&80,&80,&8C,&84,&7C,&00, [3229]
&04,&3A,&46,&40,&42,&42,&02,&7E
1360 DATA &30,&48,&84,&84,&84,&48,&30,&00, [3121]
&08,&34,&4A,&42,&42,&24,&08,&30
1370 REM [272]
1380 REM ***** Vorbereitung ***** [1987]
1390 REM [272]
1400 DEFINT a-z [553]
1410 DIM stein(40,3),feld(20,20),spst(3),c [2165]
omst(3)
1420 RESTORE 1480 [735]
1430 FOR n=0 TO 39 [569]
1440 FOR s=1 TO 3 [1024]
1450 READ stein(n,s) [796]
1460 NEXT s [365]
1470 NEXT n [366]
1480 DATA 1,1,1,1,1,2,1,1,3,1,1,4,1,2,1,1, [2136]
3,1,1,4,1,1,2,2,1,3,3,1,4,4,1,2,3
1490 DATA 1,2,4,1,3,2,1,3,4,1,4,2,1,4,3 [2251]
1500 DATA 2,2,2,2,2,1,2,2,3,2,2,4,2,1,2,2, [2268]

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3,2,2,4,2,2,3,3,2,4,4,2,1,4
1510 DATA 2,3,4,2,4,3 [591]
1520 DATA 3,3,3,3,4,3,1,3,3,2,3,3,4,3,3 [2268]
4,4,3,1,4,3,2,4,3,4,2
1530 DATA 4,4,4,4,1,4,4,2,4,4,3,4 [1432]
1540 LOCATE 1,24 : PEN 4 : PRINT " los ge [3161]
ht's durch"
1550 PRINT " Tastendruck" [1802]
1560 CALL &BB18 [389]
1570 REM [272]
1580 REM ***** Spielregeln ***** [823]
1590 REM [272]
1600 MODE 1 [506]
1610 INK 0,1 : INK 1,25 [1031]
1620 BORDER 0 [1008]
1630 PEN 1 [549]

1640 PRINT " D O M I N G O" [1227]
1650 PRINT [361]
1660 PRINT " Spielregeln" [2326]
1670 PRINT TAB(11);STRING$(11,208) [1553]
1680 PRINT "Sie spielen gegen den Computer [2527]

1690 PRINT "Alle beide bekommen nur 3 Stei [3931]
ne."
1700 PRINT "Man muss die Steine so hinlege [4210]
n, dass"
1710 PRINT "man selbst am meisten Punkte b [3810]
ekommt."
1720 PRINT [361]
1730 PRINT "Fuer mindestens 3 gleiche Farb [3510]
en gibt"
1740 PRINT "minimal 3 Punkte. Fuer mindest [3819]
ens 3"
1750 PRINT "gleiche Farben diagonal gibt e [4494]
s"
1760 PRINT "minimal 6 Punkte." [1916]
1770 PRINT [361]
1780 PRINT "Los geht's durch Tastendruck ! [4242]

1790 CALL &BB18 [389]
1800 REM [272]
1810 REM ***** Modus / Farben / Windows [2009]
*****
1820 REM [272]
1830 MODE 0 [507]
1840 INK 0,0 : INK 1,24 : INK 2,6 : INK 3, [2145]
2 : INK 4,9 : INK 5,26 : INK 6,13
1850 BORDER 4 : PAPER 6 : CLS [1963]
1860 WINDOW #1,1,20,3,4 : PAPER #1,1 : CLS [1772]
#1
1870 WINDOW #2,1,12,20,25 : PAPER #2,2 : C [2710]
LS #2
1880 WINDOW #3,1,20,1,2 : PAPER #3,5 : CLS [2901]
#3
1890 WINDOW #4,13,20,20,25 : PAPER #4,2 : [2971]
CLS #4
1900 REM [272]
1910 REM ***** Anfang ***** [821]
1920 REM [272]
1930 PEN #3,4 : PRINT #3," D O M I N G [1718]
O"
1940 PEN #3,2 : PRINT #3,STRING$(20,189); [2446]
1950 GOSUB 2960 [907]
1960 FOR z=1 TO 3 [1028]
1970 GOSUB 2850 : comst(z)=q : GOSUB 2850 [2727]
: spst(z)=q
1980 NEXT z [354]
1990 GOSUB 3040 [953]
2000 x1=1 : y1=5 [716]
2010 GOSUB 2850 : x=x1 : y=y1 : GOSUB 2730 [3643]
: y=y1-4 : GOSUB 3140
2020 REM [272]
2030 REM ***** Spielerzug ***** [1647]
2040 REM [272]
2050 CLS #4 : PEN #4,3 : PRINT #4,"Sie sin [2015]
d";
2060 PRINT #4,"am Zug!"; [1169]
2070 PRINT #4,"Welcher "; [1718]
2080 PRINT #4,"Stein ? "; [1685]
2090 sd$=INKEY$ : IF sd$="" THEN 2090 ELSE [2226]
sd=VAL(sd$)
2100 IF sd<1 AND sd<2 AND sd<3 THEN 209 [1936]
0
2110 IF x1>18 THEN 2460 [1164]
2120 y1=y1+1 : IF y1>19 THEN y1=5 : x1=x1+ [2804]
3
2130 q=spst(sd) : x=x1 : y=y1 : GOSUB 2730 [2378]
2140 CLS #4 : PRINT #4,"sorum ? " : PRINT [2224]

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#4,"j oder n";
2150 sd$=INKEY$ : IF sd$="" THEN 2150 [1305]
2160 IF sd$="j" OR sd$="j" THEN 2180 [2380]
2170 GOSUB 2900 : GOSUB 2730 [1576]
2180 x=x1 : y=y1-4 : GOSUB 3140 : GOSUB 28 [3687]
50 : spst(sd)=q : GOSUB 3040
2190 x=x1 : y=y1-4 : GOSUB 3190 : sppkt=sp [4064]
pkt+pkt : GOSUB 2960
2200 IF x1>18 THEN 2450 [1031]
2210 REM [272]
2220 REM ***** Computerzug ***** [1773]
2230 REM [272]
2240 CLS #4 : PEN #4,4 [1148]
2250 PRINT #4," jetzt " [1203]
2260 PRINT #4," Ich " [782]
2270 cpk=0 : ca=0 : cb=0 [993]
2280 y1=y1+1 : IF y1>19 THEN y1=5 : x1=x1+ [2804]
3
2290 IF x1>18 THEN 2460 [1164]
2300 FOR cz=1 TO 3 [449]
2310 FOR cx=0 TO 1 [402]
2320 q=comst(cz) : x=x1 : y=y1-4 : GOSUB [3881]
3140 : GOSUB 3190
2330 IF pkt>cpk THEN cpk=pkt : ca=cz : c [3276]
b=cx
2340 GOSUB 2920 [851]
2350 NEXT cx [418]
2360 NEXT cz [424]
2370 IF cpk=0 THEN q=comst(INT(RND*3)+1) E [3513]
LSE q=comst(ca)
2380 IF cb=1 THEN GOSUB 2920 [987]
2390 x=x1 : y=y1 : GOSUB 2730 : y=y1-4 : G [2984]
OSUB 3140
2400 compkt=compkt+cpk : GOSUB 2960 [1282]
2410 GOSUB 2850 : comst(ca)=q [1506]
2420 GOTO 2040 [355]
2430 REM ***** [1220]
2440 REM ***** E N D E ***** [457]
2450 REM ***** [1220]
2460 REM [272]
2470 IF compkt>sppkt THEN 2580 [1033]
2480 REM ***** Gewonnen ***** [1675]
2490 REM [272]
2500 MODE 0 : INK 3,6,26 : BORDER 24,1 [2139]
2510 LOCATE 9,5 : PEN 1 : PRINT "SIE" [1876]
2520 LOCATE 8,9 : PEN 2 : PRINT "haben" [1651]
2530 LOCATE 3,13 : PEN 3 : PRINT "G E W O [2100]
N N E N"
2540 FOR p=1000 TO 0 STEP -10 : SOUND 4,p, [1427]
3 : NEXT p
2550 BORDER 1 : GOTO 2640 [1317]
2560 REM [272]
2570 REM ***** Verloren ***** [2014]
2580 REM [272]
2590 MODE 0 : INK 1,26 : INK 3,0,26 : BORD [1751]
ER 0
2600 LOCATE 9,5 : PEN 1 : PRINT "SIE" [1876]
2610 LOCATE 8,9 : PRINT "haben" [1218]
2620 LOCATE 3,13 : PEN 3 : PRINT "V E R L [2109]
O R E N"
2630 FOR p=0 TO 1000 STEP 10 : SOUND 4,p,3 [3152]
: NEXT p
2640 INK 4,18 : LOCATE 1,23 : PEN 4 : PRIN [3534]
T " neues Spiel ? j/n"
2650 a$=INKEY$ : IF a$="" THEN 2650 [1558]
2660 IF a$="j" OR a$="j" THEN RUN [1511]
2670 MODE 1 : INK 1,24 : INK 0,0 : BORDER [2420]
1 : PEN 1 : PAPER 0 : END
2680 REM ***** [1504]
2690 REM ***** Unterprogramme ***** [819]
2700 REM ***** [1504]
2710 REM [272]
2720 REM ***** Stein setzen ***** [1569]
2730 REM [272]
2740 FOR p=300 TO 0 STEP -50 : SOUND 4,p,5 [3569]
: NEXT p
2750 LOCATE x,y [672]
2760 FOR s=1 TO 3 [1024]
2770 PEN stein(q,s) : PAPER 0 : PRINT CHR [2830]
$(143);
2780 NEXT s [365]
2790 PLOT (x-1)*32,399-((y-1)*16),0 [1424]
2800 DRAWR 96,0 : DRAWR 0,-15 : DRAWR -96, [2766]
0 : DRAWR 0,15
2810 MOVER 32,0 : DRAWR 0,-15 : MOVER 32,0 [3207]
: DRAWR 0,15
2820 RETURN [555]
2830 REM [272]

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2840 REM ***** zufaelliger Stein ***** [2599]
2850 REM [272]
2860 q=INT(RND*39) [475]
2870 RETURN [555]
2880 REM [272]
2890 REM ***** Stein drehen ***** [854]
2900 REM [272]
2910 SOUND 4,300,50 [1007]
2920 stein(q,0)=stein(q,1) stein(q,1)=st [4138]
ein(q,3) : stein(q,3)=stein(q,0)
2930 stein(q,0)=0 : RETURN [1797]
2940 REM [272]
2950 REM ***** Anzeige von Punkten ***** [2441]
2960 REM [272]
2970 CLS #1 [373]
2980 PEN #1,0 : PRINT #1,"Computer Spi [2288]
eler";
2990 LOCATE #1,4,2 : PRINT #1,USING "###"; [2305]
compkt;
3000 LOCATE #1,17,2 : PRINT #1,USING "###" [2487]
;sppkt;
3010 RETURN [555]
3020 REM [272]
3030 REM ***** Steine anzeigen ***** [1633]
3040 REM [272]
3050 CLS #2 [372]
3060 PEN #2,5 : PRINT #2,"1 2 3" [1534]
3070 y=21 : x=1 [487]
3080 FOR i=1 TO 3 [435]
3090 q=spst(i) : GOSUB 2730 : x=x+4 [2263]
3100 NEXT i [375]
3110 RETURN [555]
3120 REM [272]
3130 REM ***** Zug festhalten ***** [2832]
3140 REM [272]
3150 feld(x,y)=stein(q,1) | feld(x+1,y)=st [4480]
ein(q,2) : feld(x+2,y)=stein(q,3)
3160 RETURN [555]

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3170 REM [272]
3180 REM ***** Punkte berechnen ***** [1068]
3190 REM [272]
3200 pkt=0 : wf=0 [269]
3210 FOR n=0 TO 2 [566]
3220 REM waagerecht [373]
3230 s1=1 : s2=1 [799]
3240 IF wf<>0 THEN 3290 [1070]
3250 IF feld(x+n+s1,y)=feld(x+n,y) THEN s [2887]
1=s1+1 : GOTO 3250
3260 IF feld(x+n-s2,y)=feld(x+n,y) THEN s [2360]
2=s2+1 : GOTO 3260
3270 IF s1+s2-1>2 THEN pkt=pkt+s1+s2-1 [2946]
3280 IF s1-1>1 THEN wf=1 [897]
3290 REM senkrecht [678]
3300 s1=1 [331]
3310 IF feld(x+n,y-s1)=feld(x+n,y) THEN s [3167]
1=s1+1 : GOTO 3310
3320 IF s1>2 THEN pkt=pkt+s1 [961]
3330 REM diagonal l.u. - r.o. [627]
3340 s1=1 : s2=1 [799]
3350 IF feld(x+n-s1,y+s1)=feld(x+n,y) THE [2672]
N s1=s1+1 : GOTO 3350
3360 IF feld(x+n+s2,y-s2)=feld(x+n,y) THE [3739]
N s2=s2+1 : GOTO 3360
3370 IF s1+s2-1>2 THEN pkt=pkt+(s1+s2-1)* [3057]
2
3380 REM diagonal r.o. - l.u. [1096]
3390 s1=1 [331]
3400 IF feld(x+n-s1,y-s1)=feld(x+n,y) THE [3173]
N s1=s1+1 : GOTO 3400
3410 IF s1>2 THEN pkt=pkt+s1*2 [1176]
3420 NEXT n [366]
3430 RETURN [555]

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