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«0586» 10 '*****
«04B4» 20 '***
«065B» 30 '*** Q-Bert II
«04C8» 40 '***
«079A» 50 '*** written by
«04DC» 60 '***
«0933» 70 '*** Friedlieb Buehler
«04F0» 80 '***
«05EA» 90 '*** in 1987
«0504» 100 '***
«05EA» 110 '*****
«015B» 120 MODE 0
«12C2» 130 '***** Farben, Sound und Shapes
        initialisieren *****
«030D» 140 ENT -1,1,5,1
«032D» 150 ENT -2,1,10,5
«0522» 160 ENT -3,10,10,1,10,-12,1
«0343» 170 ENV 1,15,-1,2
«0362» 180 ENV 2,15,-1,10

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<0381> 190 ENV 3,15,-1,30
<06F6> 200 INK 1,24:INK 2,16:INK 3,6:INK 4,3:INK 5,18,24
<0835> 210 a$=CHR$(214)+CHR$(215)
<0F73> 220 b$=CHR$(8)+CHR$(8)+CHR$(10)+CHR$(213)+CHR$(212)
<0D1E> 230 c$=CHR$(215)+CHR$(8)+CHR$(10)+CHR$(213)
<0D27> 240 d$=CHR$(214)+CHR$(8)+CHR$(10)+CHR$(212)
<0BF3> 250 bild=1:level=1:highp=100
<02AF> 260 SYMBOL AFTER 247
<042C> 270 '*** Q-Bert ***
<04B0> 280 SYMBOL 248,&0,&0,&0,&0,&7,&F,&9,&F
<07BD> 290 SYMBOL 249,&0,&0,&0,&0,&C0,&F0,&90,&F0
<04C5> 300 SYMBOL 250,&B,&C,&F,&7,&0,&0,&0,&0
<0773> 310 SYMBOL 251,&D0,&30,&F0,&E0,&0,&0,&0,&0,&0
<17A3> 320 qbert$=CHR$(248)+CHR$(249)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(250)+CHR$(251)
<04B5> 330 '*** Gegner ***
<04EF> 340 SYMBOL 252,&C,&B,&F,&7,&0,&0,&0,&0
<079D> 350 SYMBOL 253,&30,&D0,&F0,&E0,&0,&0,&0,&0,&0
<182A> 360 gegner$=CHR$(248)+CHR$(249)+CHR$(8)+CHR$(8)+CHR$(10)+CHR$(252)+CHR$(253)
<02FA> 370 DIM c$(20,25)
<01CD> 380 RESTORE 1340
<01AA> 390 GOSUB 1080
<0185> 400 PEN 3
<0661> 410 LOCATE 5,12:PRINT "F. Buehler"
<06C6> 420 LOCATE 5,14:PRINT " presents "
<0561> 430 LOCATE 5,22:PRINT " Q-BERT 2 "
<0ADD> 440 LOCATE 1,25:PRINT "Press Space to start";
<0512> 450 WHILE INKEY$="" :WEND
<00D4> 460 :
<00DE> 470 :
<042C> 480 live=3
<02D2> 490 GOTO 510
<0D70> 500 FOR si=800 TO 956:SOUND 1,si,1,5,0,4,0:NEXT:SOUND 1,0,0,15,1,0,5
<0551> 510 WHILE INKEY$<>"" :WEND
<0666> 520 IF bild=1 THEN RESTORE 1320
<0685> 530 IF bild=2 THEN RESTORE 1340
<06A4> 540 IF bild=3 THEN RESTORE 1360
<06C3> 550 IF bild=4 THEN RESTORE 1380
<06E2> 560 IF bild=5 THEN RESTORE 1400
<0701> 570 IF bild=6 THEN RESTORE 1420
<0D35> 580 IF live=0 THEN .pu=pu+bp:GOSUB 1430
<10E8> 590 IF bild>6 THEN bild=1:level=level+1:GOTO 520
<017D> 600 GOSUB 1080
<053B> 610 lu=0:la=0
<0F4A> 620 PAPER 0:PEN 1:LOCATE 15,2:PRINT CHR$(22)+CHR$(1);highp;CHR$(22)+CHR$(1)
<0968> 630 a=10:i=22:ga=9:gi=0
<07AC> 640 c$(a,i)="2":bp=1
<09A1> 650 GOSUB 970:LOCATE a,i:PEN 1:PRINT qbert$
<0246> 660 GOTO 710
<06C3> 670 '***** H A U P T T E I L *****
<1A1E> 680 IF c$(ga,gi)="2" THEN PEN 4:LOCATE ga,gi:PRINT a$+b$; ELSE PEN 1:LOCATE ga,gi:PRINT a$+b$;
<1C8E> 690 IF lu=1 THEN IF gu=0 THEN gu=1:ga=ga-2:GOTO 680 ELSE lu=0:ga=ga+2:gu=0
<1C70> 700 IF la=1 THEN IF gu=0 THEN gu=1:ga=ga+2:GOTO 680 ELSE la=0:ga=ga-2:gu=0
<0FA0> 710 IF gi<22 THEN gi=gi+2 ELSE gi=2:ga=9
<084E> 720 gx=INT(RND(1)*2)+1
<17C8> 730 IF gx=1 THEN IF c$(ga-1,gi)<>"" THEN ga=ga-1 ELSE ga=ga+1
<17D2> 740 IF gx=2 THEN IF c$(ga+1,gi)<>"" THEN ga=ga+1 ELSE ga=ga-1
<0980> 750 LOCATE ga,gi:PEN 2:PRINT gegner$
<1A46> 760 IF c$(ga-2,gi)<>"" AND level>1 THEN lu=1:LOCATE ga-2,gi:PEN 2:PRINT gegner$
<193C> 770 IF c$(ga+2,gi)<>"" AND level>2 THEN la=1:LOCATE ga+2,gi:PEN 2:PRINT gegner$
<02E2> 780 SOUND 2,70,7,7,2,2,3
<024F> 790 t$=""
<0357> 800 t$=INKEY$
<0606> 810 IF t$<>"" THEN GOSUB 970
<0C87> 820 IF t$="a" THEN i=i-2:a=a-1
<0CA8> 830 IF t$="z" THEN i=i+2:a=a+1
<0CA4> 840 IF t$="k" THEN i=i-2:a=a+1
<0CB0> 850 IF t$="m" THEN i=i+2:a=a-1

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<0589> 860 IF i<=0 THEN 500
<14C8> 870 IF c$(a,i)="" THEN LOCATE a,i:PRINT
      "£EEE":live=live-1:GOTO 500
<0212> 880 CALL &BD19
<27D3> 890 IF t$<>"" THEN IF c$(a,i)="2" THEN G
      OSUB 970:LOCATE a,i:PEN 1:PRINT qbert$ E
      LSE c$(a,i)="2":bp=bp+1:GOSUB 970:LOCATE
      a,i:PEN 1:PRINT qbert$
<033A> 900 SOUND 4,0,2,15,1,1,5
<20B9> 910 IF a=ga AND i=gi THEN PRINT "£EEE":F
      OR a=-5 TO 0:SOUND 1,ABS(a)+50,10,15,0,1
      :NEXT:live=live-1:GOTO 500
<257A> 920 IF lu=1 AND a=ga-2 AND i=gi THEN liv
      e=live-1:PRINT "£EEE":FOR a=-5 TO 0:SOUN
      D 1,ABS(a)+50,10,15,0,1:NEXT:GOTO 500
<256F> 930 IF la=1 AND a=ga+2 AND i=gi THEN liv
      e=live-1:PRINT "£EEE":FOR a=-5 TO 0:SOUN
      D 1,ABS(a)+50,10,15,0,1:NEXT:GOTO 500
<1347> 940 IF t$<>"" THEN LOCATE 1,2:PRINT CHR$
      (22)+CHR$(0);:PAPER 0:PEN 1:PRINT pu+bp;
      CHR$(22)
<1992> 950 IF bp=bildsum THEN FOR si=1 TO 200:S
      OUND 1,si,1,5,0,4,0:NEXT:bild=bild+1:GOT
      O 520
<024B> 960 GOTO 670
<09B2> 970 '***** Belegtes Quadrat *****
<01CC> 980 PEN 4
<03CA> 990 LOCATE a,i
<04D3> 1000 PRINT a$+b$;
<0737> 1010 LOCATE a,i:PRINT CHR$(22):PAPER 1
<01F2> 1020 PEN 2
<01DA> 1030 PRINT c$
<0507> 1040 LOCATE a+1,i+1
<0112> 1050 PEN 3
<01F9> 1060 PRINT d$
<0101> 1070 RETURN
<09EF> 1080 '***** S C R E E N erstellen ***
      ***
<0305> 1090 MODE 0:PAPER 0:PEN 1
<08F1> 1100 pu=pu+bp:bp=0
<0495> 1110 FOR i=1 TO 50
<0D06> 1120 PLOT INT(RND(1)*639)+1,INT(RND(1)*3
      99)+1,1
<0124> 1130 NEXT
<04A8> 1140 ERASE c$:DIM c$(20,25)
<0280> 1150 i=0
<047B> 1160 i=i+2
<0772> 1170 READ a:IF a=99 THEN 1160
<08C6> 1180 screen=screen+1
<0249> 1190 CALL &BD19
<05B3> 1200 OUT &BD00,screen
<0937> 1210 SOUND 129,INT(RND*640)+100,0,15,1,1
<32E0> 1220 IF a=88 THEN READ bildsum:screen=0:
      OUT &BD00,0:FOR a=-6 TO 0:SOUND 1,ABS(a)
      +50,10,15,0,1:NEXT:PAPER 0:PEN 1:LOCATE
      5,25:PRINT CHR$(22)+CHR$(0);"Lives:";liv
      e:LOCATE 1,1:PRINT "Score":LOCATE 15,1:P
      RINT "High";CHR$(22):RETURN
<0595> 1230 c$(a,i)="1"
<03C5> 1240 LOCATE a,i
<05BD> 1250 PEN 1:PRINT a$+b$;
<0732> 1260 LOCATE a,i:PRINT CHR$(22):PAPER 1
<03BA> 1270 PEN 2:PRINT c$
<04F8> 1280 LOCATE a+1,i+1
<02D1> 1290 PEN 3:PRINT d$
<0197> 1300 GOTO 1170
<05E0> 1310 '***** SCREEN'S *****
<1D01> 1320 DATA 10,99,9,11,99,8,10,12,99,7,9,1
      1,13,99,6,8,10,12,14,99,7,9,11,13,99,6,8
      ,10,12,14,99,7,9,11,13,99,6,8,10,12,14,9
      9,7,9,11,13,99,6,8,10,12,14,88,42
<003E> 1330 :
<1A91> 1340 DATA 6,8,10,12,14,99,5,7,11,13,99,4
      ,6,12,14,99,5,13,99,4,14,99,5,13,99,4,14
      ,99,5,13,99,4,6,12,14,99,5,7,9,11,13,99,
      4,6,8,10,12,14,88,38
<0052> 1350 :
<1C34> 1360 DATA 6,8,10,12,14,99,5,7,9,11,13,99
      ,4,8,12,99,5,9,11,99,4,6,10,99,5,7,9,99,
      4,6,8,10,99,5,9,11,99,4,6,10,12,99,5,7,1
      1,13,99,4,6,8,10,12,14,88,43
<0066> 1370 :
<211F> 1380 DATA 6,8,10,12,14,99,5,7,9,11,13,99
      ,4,6,8,10,12,14,99,5,9,13,99,4,6,8,10,12
      ,14,99,5,9,13,99,4,6,8,10,12,14,99,5,9,1
      3,99,4,6,8,10,12,14,99,5,9,13,99,4,6,8,1
      0,12,14,88,52
<007A> 1390 :

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<1AE0> 1400 DATA 6,8,10,12,99,5,7,9,11,13,99,6,
      8,10,12,99,7,9,11,99,8,10,99,9,99,8,10,9
      9,7,9,11,99,6,8,10,12,99,5,7,9,11,13,99,
      4,6,8,10,12,14,88,39
<008E> 1410 :
<1999> 1420 DATA 6,8,10,12,14,99,5,7,9,11,13,99
      ,6,8,10,12,99,7,9,11,99,8,10,99,9,99,4,6
      ,8,10,12,14,99,5,7,9,11,13,99,8,10,99,9,
      99,8,10,88,36
<06C0> 1430 '***** GAME OVER *****
<04A2> 1440 FOR i=0 TO 1
<4E8F> 1450 PLOT 230+i,170+i,3:DRAW 290+i,170+i
      :DRAW 290+i,130+i:DRAW 230+i,130+i:DRAW
      230+i,170+i:PLOT 230+i,170+i:DRAW 310+i,
      270+i:DRAW 350+i,290+i:DRAW 380+i,290+i:
      DRAW 390+i,270+i:DRAW 290+i,170+i:PLOT 2
      90+i,130+i:DRAW 390+i,230+i
<0BD3> 1460 DRAW 390+i,270+i:PLOT 340+i,265+i
<3743> 1470 DRAW 350+i,265+i:DRAW 320+i,230+i:D
      RAW 310+i,230+i:DRAW 340+i,265+i:PLOT 32
      0+i,255+i:DRAW 355+i,255+i:DRAW 350+i,25
      0+i:DRAW 315+i,250+i:DRAW 320+i,255+i
<0183> 1480 NEXT
<0775> 1490 LOCATE 6,22:PEN 5:PRINT "Game Over"
<0530> 1500 WHILE INKEY$="":WEND
<0A98> 1510 highp=MAX(highp,pu)
<0CB5> 1520 pu=0:bp=0:level=1:bild=1
<02C8> 1530 GOTO 480

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