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7 REM *****
8 REM *ZEICHENSATZ*
9 REM *****
10 GRAPHICS 2+16:POSITION 3,5:? #6;"BiTtte-WARTEN"
50 POKE 106,PEEK(106)-8
60 FOR I=0 TO 1023:POKE 256*PEEK(106)+I,PEEK(57344+I):NEXT I
70 ZE=3
80 A=256*PEEK(106)+ZE*8
90 FOR I=A TO A+39:READ C:POKE I,C
100 DATA 126,189,213,189,66,60,38,96
110 DATA 255,255,255,255,255,255,255,255
120 DATA 126,189,231,189,66,60,100,6
130 DATA 0,0,0,0,60,102,90,126
140 DATA 255,32,255,8,255,64,255,255
150 ZE=ZE+1:NEXT I
160 GRAPHICS 1+16:POKE 707,234:SETCOLOR 2,0,0
165 POKE 756,PEEK(106)
170 ? #6;" "
180 ? #6;"LADE grottenmolch"
190 ? #6;"(c) 1986 B.F."
200 ? #6;" "
210 ? #6;" % BITTE warten %"
220 ? #6;" "
300 RUN "D:GROGAME.BAS"
1 CLR :DIM M$(4):LEV=0:STE=8
2 GOSUB 2100
5 REM -----
10 REM INITIALISIERUNG
15 REM -----
16 POKE 53278,0
20 X=3:Y=4:SC=0:M$="%%":M2=1
30 P=PEEK(106)-8:T=P*256:POKE 54279,P:POKE 53277,3:POKE 559,46
35 FOR A=20 TO 90:POKE T+512+A,0:POKE T+640+A,0:POKE T+768+A,0:NEXT A
36 REM -----
40 REM HAUPTPROGRAMM
45 REM -----
46 GRAPHICS 1+16:POKE 756,PEEK(106)
50 POKE 559,46:POSITION 0,2:? #6;" " :POSITION 14,0:? #6;M$(M2)

51 POSITION 0,0:? #6;"PuNktE-";SC:POSITION 0,5
52 IF LEV>4 THEN LEV=1:M=3
53 ON LEV GOSUB 2500,3400,5000,6700
55 GOSUB 1000
60 S=STICK(0)
65 GOSUB 500
66 SOUND 0,0,0,0
80 IF S=7 AND X<18 AND L<>36 THEN X=X+1:GOSUB 300
90 IF S=11 AND X>2 AND R<>36 THEN X=X-1:GOSUB 310
100 IF S=14 AND Y>3 AND H<>36 THEN Y=Y-1:GOSUB 320
110 IF S=13 AND Y<17 AND RU<>36 THEN Y=Y+1:GOSUB 330
115 REM -----
120 REM ALLE NOETIGEN IF THEN'S
125 REM -----
140 IF PEEK(53252)=4 OR PEEK(53253)=5 OR PEEK(53254)=5 AND M2<3 THEN GOSUB 700
160 IF L=38 THEN POSITION X+1,Y:? #6;"":GOSUB 600
170 IF R=38 THEN POSITION X-1,Y:? #6;"":GOSUB 600
180 FOR A=1 TO 3:NEXT A:SOUND 0,0,0,0:LOCATE X+1,Y,L:LOCATE X-1,Y,R:LOCATE X,Y+1
,RU:LOCATE X,Y-1,H
185 FOR A=0 TO STE:POSITION X,Y:? #6;"#":NEXT A:FOR W=0 TO STE:POSITION X,Y:? #6
;"%":NEXT W:GOTO 60
186 REM -----
190 REM MAENCHEN LOESCHEN
195 REM -----
300 COLOR 0:PLOT X-1,Y:SOUND 0,200,8,10:RETURN
310 COLOR 0:PLOT X+1,Y:SOUND 0,120,8,10:RETURN
320 COLOR 0:PLOT X,Y+1:SOUND 0,90,8,11:RETURN

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330 COLOR 0:PLOT X,Y-1:SOUND 0,123,8,10:RETURN
335 REM -----
500 REM GEISTER-MONSTER
501 REM -----
510 RICHTUNG=INT(RND(9)*2):POKE 623,8
520 IF RICHTUNG=1 AND GX<170 THEN GX=GX+3
530 IF RICHTUNG=0 AND GX>60 THEN GX=GX-3
540 MX=MX+5:MX2=MX2+7
545 IF MX2>160 THEN MX2=100
555 POKE 53248,GX:POKE 53249,MX:POKE 53250,MX2
560 IF MX>170 THEN MX=60
570 RETURN
575 REM -----
580 REM GOLD GEFUNDEN
585 REM -----
600 FOR FO=1 TO 50 STEP 3:SOUND 0,FO,10,10:NEXT FO:SC=SC+10:POSITION 7,0:? #6;SC

610 SCH=SCH-1:IF SCH<1 THEN GOSUB 755
615 IF L=38 THEN POSITION X-1,Y:? #6;" "
616 IF R=38 THEN POSITION X+1,Y:? #6;" "
620 SOUND 0,0,0,0:RETURN
625 REM -----
630 REM TOD
635 REM -----
700 FOR T=1 TO 200:SOUND 0,T+3,8,10:SOUND 1,T,6,10:NEXT T
710 COLOR 0:PLOT X,Y
720 M2=M2+1
725 POSITION 14,0:? #6;M$(M2)
726 IF M2>3 THEN 1500
740 X=5:Y=4:SOUND 0,0,0,0:SOUND 1,0,0,0:POKE 53278,0:RETURN
745 REM -----
750 REM LEVEL GEWONNEN
751 REM -----
755 Z=4:POKE 53248,0:POKE 53249,0:POKE 53250,0
800 FOR A=0 TO 18:COLOR 0:PLOT A,Z:SOUND 0,A,10,10:NEXT A:SOUND 0,0,0,0
810 IF Z<20 THEN Z=Z+1:GOTO 800
850 POSITION 2,7:? #6;"RUNDE-";LEV;" gewonnen"
860 POSITION 4,8:? #6;"GRATULIERE!!!"
865 FOR W=1 TO 650 STEP 3:SOUND 0,W,10,5:NEXT W:SOUND 0,0,0,0
870 X=3:Y=4:Z=3:LEV=LEV+1:GOTO 30
875 REM -----
920 REM PM OPJEKTE
925 REM -----
1000 RESTORE :FOR P=1 TO 8:READ BYT:POKE T+512+P+GY,BYT
1100 DATA 28,42,62,156,126,29,12,6
1120 POKE 704,46:NEXT P
1130 FOR P2=1 TO 8:READ BY2:POKE T+640+P2+MY,BY2:POKE T+640+P+MY+MY2,255
1140 DATA 0,36,90,60,255,165,153,129
1150 POKE 705,123:NEXT P2
1160 FOR P3=1 TO 8:READ BY3:POKE T+768+P3+MY3,BY3:POKE T+768+PY,1
1170 DATA 0,0,0,0,0,224,63,224
1180 POKE 706,12:NEXT P3
1190 RETURN
1195 REM -----
1200 REM VERLOREN
1205 REM -----
1500 FOR L=0 TO 4:POKE 53248+L,0:NEXT L:FOR A=1 TO 100 STEP 4:SOUND 0,A,6,10:SOUND 1,A+5,6,10
1600 SOUND 0,0,0,0:SOUND 1,0,0,0:POSITION 3,5:? #6;"LEIDER verLOren":NEXT A
1700 POSITION 3,8:? #6;"stard?"
1800 IF PEEK(53279)<>6 THEN 1800
1900 RESTORE :POKE 559,0:GOTO 1
1910 REM -----
2000 REM TITEL
2001 REM -----
2100 GRAPHICS 1+16:POKE 559,0:POKE 756,PEEK(106)

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2300 SETCOLOR 4,5,5:?:#6;"der grottenmolch":? #6;"'"
2301 ? #6;"SELECT=anfangslevel"
2310 ? #6;"option=WIE schnell?"
2315 ? #6;"start =SPIEL BEGINT"
2316 ? #6;"'"
2317 POKE 559,34
2318 LEV=1
2320 WA=PEEK(53279)
2414 IF WA=5 THEN LEV=LEV+1:GOSUB 2420:POSITION 0,13:?: #6;"RUNDE-";LEV:IF LEV>4
THEN LEV=0
2415 IF WA=6 THEN 16
2416 IF WA=3 THEN POSITION 0,15:?: #6;"GESCHWINDIKEIT-";STE:GOSUB 2420:STE=STE+1:
IF STE>8 THEN STE=1
2417 FOR A=1 TO 30:NEXT A:GOTO 2320
2420 FOR A=1 TO 10:SOUND 0,A+20,10,10:NEXT A:SOUND 0,0,0,0:RETURN
2430 END
2500 ? #6;"$$$$$$$$$$$$$$$ $"
2600 ? #6;"$$ & $ $"
2700 ? #6;"$$$$$ $$$$ $$$"
2800 ? #6;"$$$$$$ $$$$$$$$ $"
2900 ? #6;"$$$$$ $ $ $"
2910 ? #6;"$$$$$$$ & $$$ $"
2920 ? #6;"$$$ $$$$$$$$$$ $"
2930 ? #6;"$$$$$ $"
2940 ? #6;"$ $"
2950 ? #6;"$$$ & $"
2960 ? #6;"$$ $$$$$$$$$$$$ $"
2970 ? #6;"$$$$$ $ $$$"
2980 ? #6;"$$ $$$$ & $$$$"
2990 ? #6;"$$$$$$$$$$$$$$$$ $$$$"
2995 ? #6;"'"
3000 MX=100:MY=27:MY2=27:GX=150:GY=65:MX2=100:MY3=78:PY=56:SCH=4
3100 RETURN
3400 ? #6;"$$ & $ $$$$"
3500 ? #6;"$$$$$$$$$$$$$$$ $$$$$$$$"
3600 ? #6;"$$$$$$$$$$$ & $$$"
3700 ? #6;"$$$$$$$$$$$ $$$$$$$$ $"
3800 ? #6;"$$$$$$$ '$ & $$$$"
3900 ? #6;"$$$$$$$ '$ $$$ & $"
4000 ? #6;"$$$$$$$$$$$ $$$ $$$$"
4100 ? #6;"$$$$$$$ & $$$ $$$$"
4200 ? #6;"$$$$$$$$$$$ $$ $$$ $$$$"
4300 ? #6;"$$$$$$$$$$$$$$$ $$$ $$$$"
4400 ? #6;"$$$$$$$$$ $$ $ $"
4500 ? #6;"$$$$$$$$$ $"
4600 ? #6;"$$$$$$$$$$$$$$$$$$$ $$ $"
4700 ? #6;"$$$$$$$$$$$$$$$$$$$$$$$$$$$"
4800 ? #6;"'"
4810 GY=27:GX=90:MY=31:MY2=40:MY3=58:MX=109:MX2=129:PY=56:SCH=6
4900 RETURN
5000 ? #6;"$$ & $"
5100 ? #6;"$$$$$$$$$$$$$$$$$$$ $$$$$$$$"
5200 ? #6;"$$$$$$$$$$$ & $$$$"
5300 ? #6;"$$$$$$$$$$$$$$$ $$$$$$$$"
5400 ? #6;"$$$$$$$$$$$$$$$ & $$$"
5500 ? #6;"$$$$$$$$$$$$$$$$$$$ $$$ $"
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5800 ? #6;"$$$$$$$$$$$$$$$ $$$$ $$$"
5900 ? #6;"$$$$$$$$$$$$$$$$$$$$$$$ $$$"
6000 ? #6;"$$$ $$$ $$$$"
6100 ? #6;"$$$$$ & $$$$"
6200 ? #6;"$$$$$ $ $$$$$$$$"
6300 ? #6;"$$$$$$$$$$$$$$$$$$$$$$$$$$$"
6400 ? #6;"'"
6500 GY=76:GX=110:MY=31:MX=110:MY2=30:MY3=46:MX2=130:PY=77:SCH=6

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6600 RETURN
6700 ? #6;"$$$          "$$$$"
6800 ? #6;"$$$$$$ $$$$$$"$"
6900 ? #6;"$$$      &   $$$"
7000 ? #6;"$$$$$$$$$$$$$$$$ $$$"
7100 ? #6;"$$$$    &       $$$"
7200 ? #6;"$$$$$$$$$$$$ $$$$$$$$"
7300 ? #6;"$$$           $$$$$$"
7400 ? #6;"$$$ &        $$$ $$$$$$"
7500 ? #6;"$$$$$$$     &   $$$$$$"
7600 ? #6;"$$$$$      $$$ $$$$$$"
7700 ? #6;"$$$$$$$$$$$$$$$$ $$$$$$$"
7800 ? #6;"$$$$$$$$$$$$$$$$$   & $$$"
7900 ? #6;"$$$$$$$$$$$ &         $$$$"
8000 ? #6;"$$$$$$$$$$$$$$$$$   $$$$"
8100 ? #6;"' ' ' ' ' ' ' ' ' ' ' ' ' ' "
8300 GY=60:GX=100:MY=31:MX=90:MY2=30:MY3=46:MX2=110:PY=85:MY3=39:SCH=5
8400 RETURN
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