

Planspiele

Fesselndes Strategiespiel für zwei Personen

Von jeher üben sogenannte Denk- oder Strategiespiele einen besonderen Reiz auf die Benutzer von Computern aus. Ein oft genannter Grund, warum dieses Spielgenre solche Erfolge hat, ist: "Man kommt auf andere Gedanken". Um Sie auf andere Gedanken zu bringen, können wir Ihnen UNITER vorstellen, ein Spiel das es in sich hat.

gleichen Stein starten. Mit der Taste W kann man einen neuen Stein wählen.

Der besondere Trick dabei ist, daß man so viele Felder ziehen muß, wie Steine um einen herumstehen, das heißt, gegnerische Steine können zwar durch "daraufziehen" geschlagen werden, dies muß aber im letztmöglichen Zug geschehen. Verboten sind Züge, die vor- und zurückgehen, sowie das Betreten des Startfeldes.

Hier zeigt sich, ob man verlieren kann: Der Spieler im "Patt" muß nämlich aufgeben, indem er die Taste A drückt!

Hinweise zum Abtippen

Listing 1 ist das Ladeprogramm, das die Binärdateien "UNITER.MC",

"UNITER.GRA" und das BASIC-Programm "UNITER.PRG" nachlädt.

Listing 2 ist das BASIC-Hauptprogramm. Dies muß unter dem Namen "UNITER.PRG" abgespeichert werden. Listing 3 ist der Datalader für die Binärdateien "UNITER.MC" und "UNITER.GRA". Bevor Sie diesen Teil mit RUN starten, sollten Sie ihn unter einem beliebigen Namen abspeichern (z.B. Uniter.ldr).

Die Reihenfolge auf Kassette muß wie folgt sein:

UNITER.BAS
UNITER.GRA
UNITER.MC
UNITER.PRG

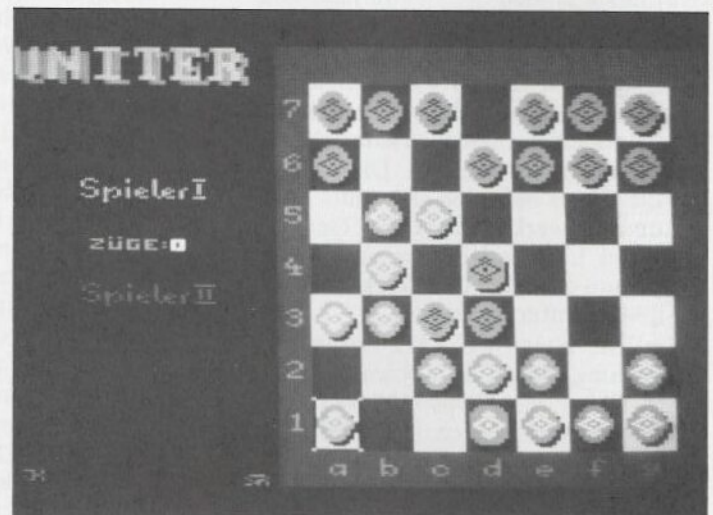
(Steffen Rau/Jens Köpflinger/cd)

UNITER ist ein Strategiespiel für zwei Personen, das auf einem 49 Felder (7x7) zählenden Brett gespielt wird. Ziel des Spieles ist es, den König des Gegners zu schlagen. Die Anzahl der möglichen Züge eines Steins errechnet sich aus Anzahl der ihn umgebenden Steine, wobei gegnerische genauso berücksichtigt werden wie eigene Spielsteine.

Der Spieler wählt einen Stein an (Spieler 1: Pfeiltasten und Leertaste, Spieler 2: Joystick) und bewegt ihn auf dem Spielfeld.

Mit der Taste B kann der soeben ausgeführte Zug zurückgenommen werden, das heißt, der Stein bewegt sich wieder auf sein Ausgangsfeld zurück, und man kann einen neuen Versuch mit dem

Wer bei "Uniter" nicht aufpaßt, wird sehr schnell bemerken, daß ein Fehlzug das Ende bedeuten kann



für 464-664-6128



```

10 ..... [1906]
20 ..... [50]
30 ..... [849]
40 ..... [50]
50 ..... [839]
60 ..... [50]
70 ..... [1289]
80 ..... [95]
90 ..... [1001]
100 ..... [50]
    
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UNITER
1989 by
Jens Koepflinger
&
Steffen Rau

Listing Uniter

```

110 ..... [50]
120 ..... [50]
130 ..... [50]
140 ..... [50]
150 ..... [50]
160 ..... [232]
170 ..... [117]
180 ..... [1554]
190 ..... [117]
200 SYMBOL AFTER 256:MEMORY &7FFF:SYMBOL A [3432]
FTER 32
210 MODE 1:INK 0,0:INK 1,6:INK 2,0:INK 3,2 [3016]
4:BORDER 0:PEN 2
220 o$=CHR$(23)+CHR$(3):x$=CHR$(23)+CHR$(1 [2443]
)
    
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Listing Uniter

```

230 ENV 1,1,0,8,4,-1,8:GOSUB 640 [1067]
240 LOCATE 1,25:PRINT"UNITER";:x=240:y=336 [3618]
:p=3:GOSUB 480
250 x=246:y=328:p=1:GOSUB 480:LOCATE 1,25: [2675]
PRINT" ";:INK 2,18
260 PRINT CHR$(23)CHR$(0); [1923]
270 PLOT 150,380,2:DRAW 514,380:DRAW 323,1 [2423]
00:DRAW 150,380:PLOT 148,382
280 DRAW 516,382:DRAW 323,98:DRAW 148,382: [3422]
PLOT 518,382:DRAW 323,96:DRAW 146,382
290 FOR t=1 TO 1500:NEXT [1001]
300 PRINT o$:TAG:x=10:y=320:a$="designed": [3025]
GOSUB 560
310 x=15:y=295:a$="and written":GOSUB 560 [2589]
320 x=20:y=270:a$="1989 by":GOSUB 560:TAGO [3038]
FF
330 PLOT-10,-10,3:MOVE 30,90:a$="Jens Kopl [3099]
inger":GOSUB 400:PLOT-10,-10,1:MOVE 36,84:
GOSUB 400
340 PLOT 140,90,3:GOSUB 590:PLOT 146,84,1: [1689]
GOSUB 590
350 PLOT-10,-10,3:MOVE 430,90:a$="Steffen [4487]
Rau":GOSUB 400:PLOT-10,-10,1:MOVE 436,84:G
OSUB 400
360 LOAD"uniter.gra",&A000:IF PEEK(&9031)= [3023]
&C9 THEN 380
370 LOAD"uniter.mc",&9000:CALL &9031 [3098]
380 RUN"uniter.prg" [1034]
390 [117]
400 PRINT o$;:TAG:FOR g=1 TO LEN(a$) [2063]
410 FOR h=0 TO 7 [638]
420 p(h)=PEEK(HIMEM+1+(ASC(MID$(a$,g,1 [2733]
))-32)*8+h)
430 NEXT h:SYMBOL 254,p(0),p(0),p(1),p(1 [3320]
),p(2),p(2),p(3),p(3)
440 SYMBOL 255,p(4),p(4),p(5),p(5),p(6), [2841]
p(6),p(7),p(7)
450 PRINT CHR$(254);:MOVER-16,-16:PRINT [3963]
CHR$(255);:MOVER 2,16
460 NEXT g:TAGOFF:RETURN [1492]
470 [117]
480 PRINT o$;:xx=x [347]
490 FOR h=15 TO 2 STEP-2 [651]
500 FOR g=0 TO 95 [580]
510 f=TEST(g,h):IF f=0 THEN 520 ELSE P [4961]
LOT x,y,f*(p/2):DRAWR-2,-4
520 x=x+2 [852]
530 NEXT g [377]
540 xx=xx-2:x=xx:y=y-6 [1203]
550 NEXT h:RETURN [616]
560 PLOT-10,-10,2:MOVE x,y:PRINT a$;:PLOT- [4636]
10,-10,3:MOVE x-2,y+2:PRINT a$;
570 RETURN [555]
580 [117]
590 PLOT 2,0:PLOT 0,-2:PLOT 2,0:PLOT 8 [2126]
,2
600 PLOT 2,0:PLOT 0,-2:PLOT 2,0:RETURN [1577]
610 [117]
620 * SOUND * [280]
630 [117]
640 RESTORE 720:lae=26 [1120]
650 READ anz:IF anz=-1 THEN RETURN [2004]
660 FOR tanz=1 TO anz:READ kan,hoel,la [2671]
670 SOUND kan,hoel,la*lae,15,1 [1551]
680 NEXT tanz [768]
690 READ ti [514]
700 AFTER ti*lae/2-anz GOSUB 650:RETURN [3067]
710 [117]
720 DATA 1,1,179,1,1, 1,1,159,1,1, 2,1,150 [3059]
,2,4,358,2,2, 1,1,159,1,1
730 DATA 1,1,150,1,1, 2,1,179,2,4,716,2,2, [2422]
,1,1,134,1,1, 1,1,150,1,1
740 DATA 1,1,159,1,1, 1,1,150,1,1, 3,1,134 [2694]
,2,2,179,2,4,225,2,2
750 DATA 3,1,119,4,2,159,4,4,239,4,4, 3,1, [2818]
113,2,2,179,7,4,268,2,2
760 DATA 2,1,119,2,4,239,2,2, 2,1,134,2,4, [2728]
225,2,2, 2,1,150,1,4,239,1,1
770 DATA 3,1,134,1,2,159,1,4,319,1,1, 3,1, [2912]
119,2,2,150,2,4,358,2,2
780 DATA 3,1,179,1,2,89,1,4,301,1,1, 3,1,1 [2441]
59,1,2,100,1,4,239,1,1
790 DATA 3,1,150,4,2,119,4,4,179,4,4, 3,1, [3244]
159,1,2,0,3,4,478,2,1, 1,1,201,1,1
800 DATA 2,1,239,4,4,402,2,1, 1,2,159,1,1, [2409]
,2,2,179,2,4,358,3,2
810 DATA 2,1,225,1,2,150,1,1, 3,1,201,1,2, [2282]
159,1,4,268,1,1
820 DATA 3,1,179,4,2,179,4,4,239,2,2, 1,4, [3102]
478,2,2, 3,1,179,4,2,179,4,4,716,4,4
830 [117]

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Listing Uniter

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840 DATA 3,1,179,1,2,0,10,4,358,1,1, 2,1,1 [1716]
59,1,4,478,1,1
850 DATA 2,1,150,1,4,451,1,1, 2,1,159,1,4, [3051]
402,1,1, 2,1,179,2,4,358,2,2
860 DATA 2,1,134,1,4,319,1,1, 2,1,150,1,4, [2263]
358,1,1, 2,1,159,1,4,319,1,1
870 DATA 2,1,150,1,4,301,1,1, 3,1,134,2,2, [1949]
179,6,4,268,1,1, 1,4,225,1,1
880 DATA 2,1,142,4,4,239,4,4, 3,1,134,2,2, [2731]
179,2,4,268,4,2
890 DATA 2,1,150,1,2,225,2,1, 1,1,159,1,1, [2127]
3,1,150,1,2,239,1,4,358,6,1
900 DATA 2,1,179,2,2,0,1,1, 1,2,239,2,1, 1 [2839]
,1,159,1,1, 2,1,150,2,2,225,2,2
910 DATA 3,1,159,2,2,201,2,4,268,2,2, 3,1, [3103]
179,5,2,179,5,4,239,1,1
920 DATA 1,4,301,1,1, 1,4,358,3,3 [1029]
930 DATA -1 [199]

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10 [117]
20 ==> UNITER <=== [1289]
30 [117]
40 Hauptprogramm [1580]
50 [117]
60 1) I N I T [178]
70 1.1) Variablen [709]
80 [117]
90 PEN 2:WHILE INKEY$<>"":WEND:m=1 [1907]
100 LOCATE 40,25:PRINT MID$(" " ,m,1);:FOR [4790]
g=1 TO 200:IF INKEY$<>""THEN 120 ELSE NEX
T g
110 m=3-m:GOTO 100 [342]
120 GOSUB 1490:MODE 0:FOR g=0 TO 15:READ f [3850]
:INK g,i:NEXT g:BORDER 0:PAPER 2:CLS
130 DATA 1,26,0,9,24,26,0,13,3,26,0,13,9,1 [2878]
0,6,15
140 DEFINT a-w:DIM f(7,7),taste(4,2),rx(7) [4667]
,ry(7),adr(4),p(7),mx(7),my(7)
150 DATA 0,1, 1,1, 1,0, 1,-1, 0,-1, -1,-1, [1940]
-1,0, -1,1
160 DATA 0,1,2,8,47, 72,75,73,74,76, &A000 [1804]
,&A072,&A0E4,&A15C
170 RESTORE 150:FOR g=0 TO 7:READ rx(g),ry [2744]
(g):NEXT g
180 FOR s=1 TO 2:FOR g=0 TO 4:READ taste(g [2933]
,s):NEXT g,s
190 FOR g=1 TO 4:READ adr(g):NEXT g [1957]
200 [117]
210 1.2) Bildschirm [457]
220 [117]
230 ORIGIN 276,32,240,636,398,0:CLG 0 [817]
240 ORIGIN 276,32,276,602,366,32:CLG 8 [1498]
250 FOR y=0 TO 6 STEP 2 [1327]
260 FOR x=0 TO 6 [724]
270 ORIGIN 276,32,276+x*48,316+x*48,36 [3552]
6-(y+(x MOD 2))*48,320-(y+(x MOD 2))*48:CL
G-((y+(x MOD 2))<7)*4
280 NEXT x,y [548]
290 FOR g=0 TO 6 [669]
300 !MOVE.SPRITE,62,32+g*24,2,8,&A427+g*16 [4504]
,72+g*12,12,2,8,&A3B7+g*16
310 NEXT g [377]
320 !SET.SPRITE,16,140,14,11,&A279 [3256]
330 !SET.SPRITE,16,91,15,11,&A1D4 [2925]
340 !SET.SPRITE,2,4,3,5,&A3A8;!SET.SPRITE, [5063]
52,4,3,5,&A399
350 !SET.SPRITE,19,113,9,6,&A363;!SET.SPRI [4032]
TE,37,112,2,5,&A313
360 ORIGIN 0,0,640,644,0,2:CLG 2 [1888]
370 ORIGIN 0,0,0,640,400,0:sx=4:PRINT CHR$ [2779]
(23)CHR$(3);:TAG
380 a$="UNITER":PLOT-10,-10,12:MOVE 8,392: [5250]
GOSUB 1630:PLOT-10,-10,15:MOVE 0,396:GOSUB
1630
390 TAGOFF:PRINT CHR$(23)CHR$(1);:TAG [2971]
400 ORIGIN 0,0,640,644,0,2:CLG 0:ORIGIN 0, [3186]
0,0,640,400,0
410 [117]
420 1.3) Steine setzen [2051]
430 [117]
440 ERASE f:DIM f(7,7) [987]
450 FOR yz=0 TO 3 [904]
460 y=yz-(yz>1)*3:sp=(y<4)+2 [1726]
470 FOR x=0 TO 6 [724]
480 IF(y MOD 6)=0 AND x=3 THEN f(x,y)=s [4324]
p+2;!SET.SPRITE,68+12*x,36+24*y,6,20,adr(s
p+2):GOTO 500
490 !SET.SPRITE,68+12*x,36+24*y,6,19,a [4878]
dr(sp):f(x,y)=sp
500 NEXT x [356]
510 NEXT yz [468]

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Listing Uniter

Programm

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520 FOR t=1 TO 700:NEXT [870]
530 INK 12,18:GOSUB 1250:WHILE SQ(1)>10:WE [1449]
ND [117]
540 ' [117]
550 ' 2) S P I E L [591]
560 ' [117]
570 FOR sp=1 TO 2 [634]
580 INK sp^2*3,9 [896]
590 adr=&8000 [628]
600 FOR y=0 TO 6 [1176]
610 FOR x=0 TO 6 [724]
620 POKE adr,f(x,y) [479]
630 adr=adr+1 [392]
640 NEXT x [356]
650 NEXT y [359]
660 ;POKE,sp,3-sp [1584]
670 yp=(sp-1)*6:xp=0 [1359]
680 GOSUB 1740 [863]
690 ' [117]
700 ' 2.1) Tastatur [841]
710 ' [117]
720 GOSUB 1860 [855]
730 GOSUB 1920 [891]
740 IF INKEY(taste(4,sp))>-1 THEN 830 [2213]
750 IF INKEY(69)>-1 THEN sieg=3-sp:GOSUB [3480]
1510:GOSUB 1740:GOTO 2100
760 IF NOT-(ABS(rx)OR ABS(ry))THEN 730 [2420]
770 GOSUB 1790 [853]
780 GOTO 720 [421]
790 ' [117]
800 ' 2.2) Stein ziehen [1275]
810 ' 2.2.1) Zug pruefen und Stein bew [3073]
egen
820 ' [117]
830 IF(f(xp,yp)<>sp AND f(xp,yp)<>sp+2)O [3020]
R zanz=0 THEN GOSUB 1460:GOTO 730
840 GOSUB 1740 [863]
850 mx(0)=xp:my(0)=yp:fa=adr(f(xp,yp)):h [3166]
=19-(f(xp,yp)>2)
860 gezanz=0:sflag=0:GOSUB 1410 [1078]
870 GOSUB 1920 [891]
880 IF INKEY(taste(4,sp))>-1 AND gezanz= [3195]
zanz THEN 1160
890 IF INKEY(54)>-1 THEN 1040 [1288]
900 IF INKEY(59)>-1 THEN ff=1:GOTO 1040 [920]
910 IF NOT-(ABS(rx)OR ABS(ry))OR(gezanz= [3923]
zanz)THEN 870
920 IF rx<>0 THEN ry=0 [236]
930 f=f(xp+rx,yp+ry):sflag=0 [1498]
940 IF f<>0 THEN IF(gezanz<zanz-1)OR(f= [5448]
sp OR f=sp+2)THEN GOSUB 1460:GOTO 870 ELSE
;SET.SPRITE,68+12*(xp+rx),36+24*(yp+ry),6,
19-(f>2),adr(f):sflag=1
950 IF gezanz>0 THEN IF xp+rx=mx(gezanz- [4889]
1)AND yp+ry=my(gezanz-1)THEN GOSUB 1460:GO
TO 870
960 gezanz=gezanz+1:mx(gezanz)=xp+rx:my( [3639]
gezanz)=yp+ry
970 GOSUB 2010:GOSUB 1510 [841]
980 CALL &BD19 [352]
990 ;MOVE.SPRITE,37,112,2,5,&A313+10*(za [4608]
nz-gezanz+1),37,112,2,5,&A313+10*(zanz-gez
anz)
1000 GOTO 870 [534]
1010 ' [117]
1020 ' 2.2.2) Zug zuruecknehmen [2116]
1030 ' [117]
1040 FOR t=gezanz-1 TO 0 STEP-1 [1347]
1050 rx=mx(t)-xp:ry=my(t)-yp:GOSUB 201 [2562]
0:GOSUB 1510
1060 xp=mx(t):yp=my(t) [1241]
1070 CALL &BD19 [352]
1080 ;MOVE.SPRITE,37,112,2,5,&A313+10* [4206]
(zanz-t-1),37,112,2,5,&A313+10*(zanz-t)
1090 NEXT t [360]
1100 IF sflag THEN mx=mx(gezanz):my=my(g [4506]
ezanz):;SET.SPRITE,68+12*mx,36+24*my,6,19-
(f(mx,my)>2),adr(f(mx,my)):sflag=0
1110 gezanz=0:IF ff=0 THEN 870 [1724]
1120 ff=0:GOTO 680 [761]
1130 ' [117]
1140 ' 2.2.3) Zug beenden und Test ob [1876]
Sieg
1150 ' [117]
1160 GOSUB 1410:f=f(mx(0),my(0)):f(mx(0) [6597]
,my(0))=0:fz=f(mx(gezanz),my(gezanz)):f(mx
(gezanz),my(gezanz))=f
1170 IF fz>2 THEN sieg=sp:zanz=0:GOTO 20 [2282]
70
1180 INK sp^2*3,18:zanz=0 [1626]
1190 NEXT sp [458]
1200 GOTO 570 [379]

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Listing Uniter

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1210 ' [117]
1220 ' 3) S O U N D S [733]
1230 ' 3.1) Kurz vor Partiebegrinn [859]
1240 ' [117]
1250 DATA 1,239,4, 2,60,80,6, 1,201,4, 2,6 [4447]
0,80,2, 1,213,1, 2,67,89,4, 1,239,1, 1,268
,2, 1,239,16, 2,60,95,16, -1
1260 RESTORE 1250:f=11:ENV 1,1,0,10,14,-1, [2910]
20:ENV 2,1,0,5,1,-1,1,10,-1,20
1270 GOTO 1550 [389]
1280 ' [117]
1290 ' 3.2) Spielende [331]
1300 ' [117]
1310 DATA 1,319,1, 2,0,0,2, 1,268,1, 1,239 [5119]
,3, 2,60,80,4, 1,239,1, 1,268,2, 2,67,89,4
, 1,213,2, 1,239,8, 2,80,119,8, -1
1320 RESTORE 1310:f=12:ENV 1,1,0,10,1,-1,1 [3041]
,14,-1,20:ENV 2,1,0,5,1,-1,1,10,-1,20
1330 GOTO 1550 [389]
1340 ' [117]
1350 DATA 1,201,1, 2,0,0,2, 1,213,1, 1,239 [5372]
,3, 2,60,80,4, 1,239,1, 1,213,2, 2,67,89,4
, 1,268,2, 1,239,16, 2,80,95,16, -1
1360 RESTORE 1350:f=13:ENV 1,1,0,10,1,-1,1 [2803]
,14,-1,20:ENV 2,1,0,5,1,-1,1,10,-1,20
1370 GOTO 1550 [389]
1380 ' [117]
1390 ' 3.3) Stein richtig angewaehlt [1542]
1400 ' [117]
1410 ENV 1,1,0,4,13,-1,1:SOUND 2,169,10,15 [1457]
,1
1420 SOUND 2,84,10,15,1:SOUND 2,42,10,15,1 [2912]
:RETURN
1430 ' [117]
1440 ' 3.4) falsche Eingabe [582]
1450 ' [117]
1460 ENT -1,5,-1,1,5,1,1:ENT -2,5,1,2,5,-1 [3619]
,2:ENT 3,30,20,1
1470 SOUND 129,568,30,15,0,1:SOUND 132,568 [5877]
/1,4,30,15,0,2:SOUND 130,568*1.6,30,15,0,3
:RETURN
1480 ' [117]
1490 ' 3.5) Klick bei Tastendruck [1805]
1500 ' [117]
1510 SOUND 2,56,4,14:RETURN [1682]
1520 ' [117]
1530 ' 3.6) Sound abspielen [1898]
1540 ' [117]
1550 READ a:IF a=1 THEN READ t,1:SOUND a,t [3050]
,1*f,15,1:GOTO 1550
1560 IF a=-1 THEN RETURN [1747]
1570 READ t1,t2,1:SOUND a,t1,1*f,14,2 [1298]
1580 SOUND a*2,t2,1*f,14,2:GOTO 1550 [2879]
1590 ' [117]
1600 ' 4.) U N T E R R O U T I N E N [711]
1610 ' 4.1) Grossschrift [936]
1620 ' [117]
1630 FOR g=1 TO LEN(a$) [1314]
1640 FOR h=0 TO 7 [638]
1650 p(h)=PEEK(HIMEM+1+(ASC(MID$(a$,g, [2733]
1))-32)*8+h)
1660 NEXT h:SYMBOL 254,p(0),p(0),p(1),p( [3320]
1),p(2),p(2),p(3),p(3)
1670 SYMBOL 255,p(4),p(4),p(5),p(5),p(6) [2841]
,p(6),p(7),p(7)
1680 PRINT CHR$(254);:MOVER-32,-16:PRINT [3926]
CHR$(255);:MOVER sx,16
1690 NEXT g:RETURN [988]
1700 ' [117]
1710 ' 4.2) Cursorkontrolle [1630]
1720 ' 4.2.1) Cursor setzen [2084]
1730 ' [117]
1740 x=272+xp*48:y=78+yp*48 [1721]
1750 MOVE x,y:DRAWR 46,0,2:DRAWR 0,-46:DR [3843]
WR-46,0:DRAWR 0,46:RETURN
1760 ' [117]
1770 ' 4.2.2) Cursor bewegen [1991]
1780 ' [117]
1790 FOR g=1 TO 12 [793]
1800 GOSUB 1740:xp=xp+(rx/12):yp=yp+(ry/ [3245]
12):GOSUB 1740
1810 NEXT g [377]
1820 xp=CINT(xp):yp=CINT(yp):RETURN [3455]
1830 ' [117]
1840 ' 4.3) Zuganzahl bestimmen [1582]
1850 ' [117]
1860 a=0:;GET.MOVES,xp,yp,@a [2563]
1870 ;MOVE.SPRITE,37,112,2,5,&A313+10*zanz [4305]
,37,112,2,5,&A313+10*a
1880 zanz=a:RETURN [461]
1890 ' [117]
1900 ' 4.4) Tastaturabfrage [1158]

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Listing Uniter

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1910 ' [117]
1920 rx=0:ry=0 [702]
1930 IF INKEY(taste(0,sp))>-1 AND yp<6 THE [2198]
N ry=1
1940 IF INKEY(taste(1,sp))>-1 AND xp<6 THE [1312]
N rx=1
1950 IF INKEY(taste(2,sp))>-1 AND yp>0 THE [1821]
N ry=-1
1960 IF INKEY(taste(3,sp))>-1 AND xp>0 THE [1890]
N rx=-1
1970 RETURN [555]
1980 ' [117]
1990 ' 4.5) Stein bewegen [1836]
2000 ' [117]
2010 FOR g=1 TO 6 [724]
2020 x1=xp:y1=yp [603]
2030 xp=xp+(rx/6):yp=yp+(ry/6) [2941]
2040 CALL &BD19 [352]
2050 !MOVE.SPRITE,68+12*x1,36+24*y1,6,h, [5297]
fa,68+12*xp,36+24*yp,6,h,fa
2060 NEXT g:GOTO 1820 [445]
2070 ' [117]
2080 ' 5) S P I E L E N D E [651]
2090 ' [117]
2100 WHILE SQ(2)>10:WEND:GOSUB 1320:GOSUB [2720]
1360
2110 FOR x=0 TO 6 [724]
2120 FOR y=0 TO 6 [1176]
2130 f=f(x,y):IF f=0 THEN 2150 [1183]
2140 !SET.SPRITE,68+12*x,36+24*y,6,19- [3883]
(f>2),adr(f)
2150 NEXT y,x [397]
2160 sx=0:lf=0 [434]
2170 PLOT-10,-10,sieg [502]
2180 a$="Spieler "+STRING$(sieg,"I"):MOVE [2874]
280,254:GOSUB 1630
2190 PLOT-10,-10,3:MOVE 392,200:PRINT"hat" [4793]
:MOVE 312,180:PRINT"gewonnen";
2200 INK 5,24,26:INK 6,24,0:INK 9,3,26:INK [2197]
10,3,0
2210 IF lf THEN INK 3,9:INK 5,26:INK 6,0:I [3958]
NK 9,26:INK 10,0:INK 12,9:zanz=0:GOTO 440
2220 lf=-1:WHILE INKEY$<>":WEND:WHILE INK [2357]
EY$="":WEND
2230 a=0:GOSUB 1870:GOTO 2170 [2335]

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10 ' [117]
20 ' ==> UNITER <== [1289]
30 ' [117]
40 ' BASIC-Lader fuer MCode und Grafik [2207]
50 ' [117]
60 MEMORY &8FFF [207]
70 aadr=&9000:eadr=&919B:zei=220:RESTORE 2 [3581]
20:GOSUB 130
80 aadr=&A000:eadr=&A495:zei=750:RESTORE 7 [1848]
50:GOSUB 130
90 SAVE"uniter.mc",b,&9000,&19B [1690]
100 SAVE"uniter.gra",b,&A000,&498 [1531]
110 END [110]
120 ' [117]
130 FOR i=aadr TO eadr STEP 8 [1518]
140 sum=0:FOR j=0 TO 7 [1044]
150 READ a$:a=VAL("&"+a$):sum=sum+a:PO [2315]
KE j+i,a
160 NEXT j [370]
170 READ a$:a=VAL("&"+a$) [883]
180 IF a<>sum THEN PRINT"DATAFEHLER in Z [3034]
eile":zei:END
190 zei=zei+10 [393]
200 NEXT i:RETURN [719]
210 ' [117]
220 DATA DD,66,07,DD,6E,06,DD,56,03CE [1485]
230 DATA 09,DD,5E,08,DD,E5,CD,1D,03F8 [1985]
240 DATA BC,DD,E1,DD,56,01,DD,5E,04E9 [1097]
250 DATA 00,DD,4E,02,DD,46,04,E5,0339 [1696]
260 DATA 1A,AE,77,23,13,10,F9,E1,035F [1924]
270 DATA CD,26,BC,0D,20,EE,C9,00,0393 [1578]
280 DATA 00,21,40,90,01,44,90,CD,0293 [1117]
290 DATA D1,BC,21,31,90,36,C9,C9,0437 [1611]
300 DATA 00,00,00,00,52,90,C3,00,01A5 [1100]
310 DATA 90,C3,7F,90,C3,9A,90,C3,0512 [1758]
320 DATA 90,91,53,45,54,2E,53,50,02DE [1421]
330 DATA 52,49,54,C5,4D,4F,56,45,02EB [1119]
340 DATA 2E,53,50,52,49,54,C5,47,02CC [1995]
350 DATA 45,54,2E,4D,4F,56,45,D3,02D1 [2437]
360 DATA 50,4F,4B,C5,00,62,79,20,02AA [2137]
370 DATA 4A,4B,20,26,20,53,52,DD,027D [1986]
380 DATA E5,E1,11,0A,00,19,E5,DD,03BC [990]
390 DATA E1,CD,00,90,DD,E5,E1,11,04F2 [1313]
400 DATA 0A,00,ED,52,E5,DD,E1,C3,04AF [1633]

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410 DATA 00,90,DD,46,02,0E,07,AF,0279 [2240]
 420 DATA B8,28,03,81,10,FD,DD,4E,039C [1421]
 430 DATA 04,81,ED,5B,2F,90,CD,B9,0412 [1623]
 440 DATA 90,DD,6E,00,DD,66,01,77,0396 [1499]
 450 DATA C9,E5,C5,47,4F,FD,21,00,0427 [1536]
 460 DATA 80,AF,B8,28,04,FD,23,10,0343 [1456]
 470 DATA FC,FD,7E,00,BB,28,3D,3D,03D4 [1280]
 480 DATA 3D,BB,28,38,AF,C3,8D,91,03E8 [1137]
 490 DATA FD,7E,00,FE,00,C9,37,C9,0442 [2119]
 500 DATA A7,C9,3E,06,91,3F,C9,3E,038B [1745]
 510 DATA 29,91,C9,3E,2A,B9,28,EE,03BA [1829]
 520 DATA D6,07,30,F9,18,EA,3E,30,0376 [2000]
 530 DATA 18,F3,C5,06,07,FD,2B,10,0315 [1159]
 540 DATA FC,C1,C9,C5,06,07,FD,23,0478 [1653]
 550 DATA 10,FC,C1,C9,AF,67,FD,E5,058E [1611]
 560 DATA CD,E7,90,38,16,CD,03,91,03F3 [1522]
 570 DATA CD,DB,90,28,01,24,CD,F6,0445 [1701]
 580 DATA 90,38,27,FD,23,CD,DB,90,0444 [1642]
 590 DATA 28,01,24,CD,F6,90,38,1A,02F2 [1377]
 600 DATA FD,E1,FD,E5,FD,23,CD,DB,0685 [1960]
 610 DATA 90,28,01,24,CD,E2,90,38,0354 [1732]
 620 DATA 28,CD,FA,90,CD,DB,90,28,04DC [1724]
 630 DATA 01,24,CD,E2,90,38,1A,FD,03B3 [767]
 640 DATA E1,FD,E5,CD,FA,90,CD,DB,06BF [1275]
 650 DATA 90,28,01,24,CD,EB,90,38,035D [1341]
 660 DATA 27,FD,2B,CD,DB,90,28,01,03AD [1611]
 670 DATA 24,CD,EB,90,38,1A,FD,E1,049C [2369]
 680 DATA FD,E5,FD,2B,CD,DB,90,28,0567 [468]
 690 DATA 01,24,CD,E7,90,38,09,CD,0377 [1080]
 700 DATA 03,91,CD,DB,90,28,01,24,0316 [2222]
 710 DATA 7C,CB,9F,FD,E1,C1,E1,C9,062F [1951]
 720 DATA DD,56,00,DD,5E,02,ED,53,03B0 [1314]
 730 DATA 2F,90,C9,00,00,00,00,0188 [1136]
 740 [117]
 750 DATA 00,00,CC,88,00,00,00,44,0198 [1325]
 760 DATA CC,CC,00,00,00,44,CC,CC,0374 [911]
 770 DATA 00,00,00,CC,C8,CC,88,00,02E8 [1137]
 780 DATA 00,CC,C4,C4,88,00,00,CC,03A8 [1440]
 790 DATA C8,CC,8C,00,44,CC,C4,C4,04B8 [2340]
 800 DATA CC,00,44,C8,CC,C8,CC,00,0438 [1253]
 810 DATA 44,C4,C8,CC,C4,08,44,C8,0474 [1276]
 820 DATA CC,C8,CC,08,44,CC,C4,C4,0500 [1741]
 830 DATA CC,08,00,CC,C8,CC,8C,08,03C8 [1545]
 840 DATA 00,CC,C4,C4,8C,08,00,CC,03B4 [1892]
 850 DATA C8,CC,8C,00,00,44,CC,CC,03FC [1415]
 860 DATA 0C,00,00,44,CC,CC,0C,00,01F4 [1523]
 870 DATA 00,00,CC,8C,08,00,00,00,0160 [1619]
 880 DATA 0C,0C,08,00,00,00,04,CC,0030 [1566]
 890 DATA 00,00,00,00,CC,88,00,00,0154 [1986]
 900 DATA 00,44,CC,CC,00,00,00,44,0220 [1171]
 910 DATA CC,CC,00,00,00,CC,8C,CC,03BC [117]
 920 DATA 88,00,00,CC,4C,8C,88,00,0274 [1082]
 930 DATA 00,CC,8C,CC,8C,00,44,CC,03C0 [1436]
 940 DATA 4C,4C,CC,00,44,8C,CC,8C,038C [2826]
 950 DATA CC,00,44,4C,8C,CC,4C,08,0308 [1736]
 960 DATA 44,8C,CC,8C,CC,08,44,CC,040C [1578]
 970 DATA 4C,4C,CC,08,00,CC,8C,CC,0390 [2173]
 980 DATA 8C,08,00,CC,4C,4C,8C,08,028C [1889]
 990 DATA 00,CC,8C,CC,8C,00,00,44,02F4 [1237]
 1000 DATA CC,CC,0C,00,00,44,CC,CC,0380 [1478]
 1010 DATA 0C,00,00,00,CC,8C,08,00,016C [1738]
 1020 DATA 00,00,0C,0C,08,00,00,00,0020 [1273]
 1030 DATA 04,0C,00,00,00,44,CC,CC,01EC [1726]
 1040 DATA 00,00,00,CC,CC,CC,88,00,02EC [1650]
 1050 DATA 00,CC,CC,CC,88,00,44,CC,03FC [2325]
 1060 DATA C8,CC,CC,00,44,CC,C4,C4,04FB [2908]
 1070 DATA CC,00,44,CC,C8,CC,CC,08,0444 [1842]
 1080 DATA 44,CC,C4,C4,CC,08,44,C8,0478 [2097]
 1090 DATA CC,C8,CC,08,44,C4,C8,CC,0504 [1512]
 1100 DATA C4,08,44,C4,C8,CC,C4,08,0434 [2419]
 1110 DATA 44,C8,CC,C8,CC,08,44,CC,0484 [2305]
 1120 DATA C4,C4,CC,08,44,CC,C8,CC,0500 [948]
 1130 DATA CC,08,44,CC,C4,C4,CC,08,0440 [802]
 1140 DATA 44,CC,C8,CC,CC,08,00,CC,0444 [1061]
 1150 DATA CC,CC,8C,08,00,CC,CC,CC,0490 [1011]
 1160 DATA 8C,08,00,44,CC,CC,0C,00,027C [1323]
 1170 DATA 00,04,0C,0C,0C,00,00,00,0028 [1601]
 1180 DATA 0C,0C,08,00,00,44,CC,CC,01FC [1710]
 1190 DATA 00,00,00,CC,CC,CC,88,00,02EC [1650]
 1200 DATA 00,CC,CC,CC,88,00,44,CC,03FC [2325]
 1210 DATA 8C,CC,CC,00,44,CC,4C,4C,03CC [1175]
 1220 DATA CC,00,44,CC,8C,CC,CC,08,0408 [1622]
 1230 DATA 44,CC,4C,4C,CC,08,44,8C,034C [1058]
 1240 DATA CC,8C,CC,08,44,4C,8C,CC,0414 [1489]
 1250 DATA 4C,08,44,4C,8C,CC,4C,08,0290 [2410]
 1260 DATA 44,8C,CC,8C,CC,08,44,CC,040C [1578]
 1270 DATA 4C,4C,CC,08,44,CC,8C,CC,03D4 [2063]
 1280 DATA CC,08,44,CC,4C,4C,CC,08,0350 [1177]
 1290 DATA 44,CC,8C,CC,CC,08,00,CC,0408 [1157]
 1300 DATA CC,CC,8C,08,00,CC,CC,CC,0490 [1011]
 1310 DATA 8C,08,00,44,CC,CC,0C,00,027C [1323]

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1320 DATA 00,04,0C,0C,0C,00,00,00,0028 [1601]
 1330 DATA 0C,0C,08,00,40,80,00,00,00E0 [1496]
 1340 DATA 00,80,00,00,80,00,00,00,0100 [1272]
 1350 DATA 40,CO,CO,80,40,00,00,00,0280 [1373]
 1360 DATA 80,00,00,80,00,00,00,00,0100 [1211]
 1370 DATA 00,00,80,00,00,00,00,00,0080 [2008]
 1380 DATA 00,00,80,00,00,00,00,80,0100 [1842]
 1390 DATA 80,80,00,00,00,00,00,00,0100 [1480]
 1400 DATA 00,80,00,00,00,00,80,80,0180 [1209]
 1410 DATA 40,80,40,40,00,80,40,00,0200 [1208]
 1420 DATA 80,40,00,40,00,80,80,00,0200 [1467]
 1430 DATA 40,40,80,80,80,80,80,80,0380 [1538]
 1440 DATA 80,80,80,00,80,80,00,40,02C0 [1767]
 1450 DATA 40,00,80,80,CO,00,80,CO,0340 [1152]
 1460 DATA 00,80,00,80,80,80,40,40,0280 [1954]
 1470 DATA 00,80,80,80,00,80,80,00,0280 [1008]
 1480 DATA 80,00,00,00,40,80,40,40,01C0 [925]
 1490 DATA 00,80,40,80,40,40,80,80,02C0 [1402]
 1500 DATA 40,CO,CO,00,00,40,00,00,0200 [795]
 1510 DATA 00,00,00,00,00,00,00,00,0000 [1003]
 1520 DATA 00,00,00,00,40,00,00,00,0040 [1914]
 1530 DATA 00,00,00,00,00,00,00,00,0000 [1003]
 1540 DATA 00,15,2A,00,00,00,2A,00,0069 [1694]
 1550 DATA 00,2A,00,00,00,15,3F,2A,00A8 [2559]
 1560 DATA 15,00,00,00,2A,00,00,2A,0069 [1945]
 1570 DATA 00,00,00,00,00,2A,00,00,002A [1166]
 1580 DATA 00,00,00,00,00,2A,00,00,002A [1166]
 1590 DATA 00,00,2A,2A,00,00,00,00,0054 [1914]
 1600 DATA 00,00,00,2A,00,00,00,00,002A [1555]
 1610 DATA 2A,15,2A,15,15,00,2A,15,00D2 [1937]
 1620 DATA 00,2A,15,00,15,00,2A,00,007E [1766]
 1630 DATA 15,15,2A,2A,2A,2A,2A,2A,0128 [1351]
 1640 DATA 2A,2A,2A,00,2A,00,15,15,00D2 [1455]
 1650 DATA 00,2A,2A,3F,00,2A,3F,00,00FC [1442]
 1660 DATA 2A,00,2A,2A,15,15,00,2A,00D2 [1621]
 1670 DATA 2A,2A,00,2A,2A,00,2A,00,00D2 [1878]
 1680 DATA 00,15,2A,15,15,00,2A,15,00A8 [1563]
 1690 DATA 2A,15,15,2A,2A,15,3F,00,00FC [1899]
 1700 DATA 00,15,00,00,00,00,00,00,0015 [873]
 1710 DATA 00,00,00,00,00,00,00,15,0015 [1098]
 1720 DATA 00,00,00,00,00,00,00,00,0000 [1003]
 1730 DATA 00,00,00,CC,88,88,88,88,02EC [1817]
 1740 DATA 88,88,88,CC,88,44,00,CC,03FC [1048]
 1750 DATA 00,44,00,44,00,CC,88,CC,02A8 [1264]
 1760 DATA 88,00,88,CC,88,88,00,CC,03B8 [974]
 1770 DATA 88,CC,88,00,88,44,88,00,0330 [1483]
 1780 DATA 88,CC,88,88,88,88,88,CC,04C8 [1346]
 1790 DATA 88,00,88,00,88,CC,88,88,0374 [1965]
 1800 DATA 00,CC,88,00,88,CC,88,CC,03FC [1332]
 1810 DATA 88,88,00,CC,88,88,88,CC,0440 [1660]
 1820 DATA 88,CC,88,00,88,44,00,88,0330 [1074]
 1830 DATA 00,88,00,00,00,A0,A0,00,01C8 [1637]
 1840 DATA 00,00,00,00,F0,A0,00,00,0190 [1738]
 1850 DATA F0,A0,F0,A0,00,00,A0,A0,0460 [1549]
 1860 DATA A0,A0,00,A0,00,A0,50,00,02D0 [1206]
 1870 DATA A0,A0,A0,A0,F0,00,00,A0,0410 [1187]
 1880 DATA 00,A0,A0,A0,A0,00,A0,03C0 [1682]
 1890 DATA F0,A0,F0,A0,F0,A0,F0,A0,0640 [1764]
 1900 DATA 00,11,33,22,22,00,11,11,00AA [1726]
 1910 DATA 11,22,00,33,11,33,11,11,00CC [990]
 1920 DATA F3,A2,A2,00,A2,A2,00,F3,046E [2100]
 1930 DATA 00,A2,A2,A2,51,A2,A2,00,037B [1771]
 1940 DATA 00,00,00,00,00,51,F3,A2,01E6 [1529]
 1950 DATA 51,A2,51,A2,F3,51,A2,041D [934]
 1960 DATA 00,A2,00,A2,00,F3,A2,A2,037B [1841]
 1970 DATA 51,A2,51,F3,51,A2,A2,00,03CC [1364]
 1980 DATA 00,00,00,00,00,51,A2,A2,0195 [1117]
 1990 DATA 51,A2,00,A2,51,51,A2,00,02D9 [1172]
 2000 DATA 51,00,51,00,51,51,F3,A2,02D9 [1500]
 2010 DATA 51,A2,51,A2,F3,51,51,00,037B [667]
 2020 DATA 00,00,00,00,00,51,A2,A2,0195 [1117]
 2030 DATA 51,F3,F3,A2,00,51,A2,00,03CC [1509]
 2040 DATA A2,51,51,51,00,51,00,51,0237 [1809]
 2050 DATA 00,F3,A2,51,00,51,00,00,0237 [1377]
 2060 DATA 00,00,00,51,51,A2,F3,A2,02D9 [1186]
 2070 DATA 51,51,F3,00,51,F3,A2,00,037B [1080]
 2080 DATA A2,51,A2,00,A2,00,A2,00,02D9 [946]
 2090 DATA A2,00,A2,00,A2,51,F3,51,037B [2029]
 2100 DATA A2,A2,51,00,51,00,51,00,0237 [962]
 2110 DATA A2,51,00,A2,00,F3,F3,51,03CC [1463]
 2120 DATA A2,A2,51,00,51,51,A2,00,02D9 [1093]
 2130 DATA 51,00,51,A2,51,51,A2,51,02D9 [714]
 2140 DATA 00,51,00,A2,00,A2,A2,F3,032A [1283]
 2150 DATA F3,00,A2,00,A2,51,F3,F3,046E [1309]
 2160 DATA F3,A2,51,A2,00,F3,A2,00,041D [1784]
 2170 DATA 51,00,51,A2,51,51,A2,00,0288 [748]
 2180 DATA A2,51,51,A2,00,A2,A2,F3,041D [1566]
 2190 DATA 51,A2,51,A2,51,A2,F3,041D [2066]
 2200 DATA F3,A2,51,00,51,00,A2,00,02D9 [977]
 2210 DATA A2,51,00,51,00,51,00,00,0195 [1283]

Listing Uniter