

# APOCALYPSE

## NOW

**Im Universum versteckt sich die interplanetarische Spinne Plexar. Sie können die Katastrophe abwenden, wenn Sie das All von dem Ungeheuer befreien.**

Bevor Sie mit dem apokalyptischen Kampf gegen die interplanetarische Spinne beginnen, müssen Sie zuerst auftanken. Doch nach 30 Energieeinheiten beginnt ein feindlicher Hubschrauber auf Sie zu schießen. Ist dieses Hindernis hinter Ihnen, geht es links weiter. Im oberen Eck erscheint ein Tunnel, den Sie durchfliegen. Dabei müssen Sie eine Lasersperre überwinden oder einen Mann retten. Dieser sollte bei der Aktion möglichst weit links stehen. Haben Sie diese Hürde überwunden, schließt sich hinter Ihnen eine Mauer. Durch diese müssen Sie sich links unten durchschießen. Auf dem nächsten Bild gilt es eine Barrikade zu durchschießen, die aber mit Vorsicht zu genießen ist. Die nachfolgenden Panzer können Sie nur abschießen, wenn Sie beide zugleich treffen.

Dann kommen Sie zu der Spinne Plexar. Achten Sie vor allem auf die Lasersperrern. Wenn Sie nun die Spinne vernichtet haben, fliegen Sie zurück, aber achten Sie darauf, daß Sie möglichst hoch in den nächsten Bildschirm fliegen.

Zum guten Schluß können Sie auf dem Energielager landen und sich von den Strapazen erholen oder Sie spielen weiter. Das hat aber nur Sinn, wenn Sie noch zwei Leben haben.

(Helmut Burgemeister/Helmut Bölskei/rg)

### Variablenliste »Apocalypse Now«

#### Die wichtigsten Variablen:

X und Y für Hubschrauber  
X1 bis X7 und Y1 bis Y7 für andere Sprites  
HU = feindliche Hubschrauberzahl  
LD = Plexar abgeschossen?  
A = Hubschrauberstellung  
E = Schußvariable

### Listing »Apocalypse Now« (Anfang)

```

1 REM ++++++
2 REM + APOCALYPSE NOW +
3 REM ++++++
4 REM * BY HELMUT BURGEMEISTER *
5 REM * AND HELMUT BOELCSKEI *
6 REM *****
7 REM ~~~~~
8 REM ^ MASCHINEN PROGRAMM ^
9 REM ~~~~~
10 PRINT"~~~~~BITTE WARTEN !"
20 POKE53281,0
30 POKE53280,0
40 FORI=832TO832+33:READA:POKEI,A:NEXT
50 DATA120,169,51,133,1,169,0,133,95,133
,90,133,88,169,208,133,96,169,240
60 DATA133,89,169,224,133,91,32,191,163,
169,55,133,1,88,96
80 SYS832:POKE850,160:SYS832
100 REM
101 REM _ DATEN FUER NEUE ZEICHEN _
102 REM _
130 POKE56576,PEEK(56576)AND252
135 POKE53272,8:POKE648,192
140 PRINT"~~~~~BITTE WARTEN !"
150 FORI=280TO559:READA:POKE57344+I,A:NEXT
210 DATA255,255,255,255,255,255,255,255
220 DATA0,0,0,37,205,255,255,255
230 DATA0,0,0,0,0,255,255,255
240 DATA137,66,36,24,153,36,66,137
245 DATA255,129,129,255,129,129,255,255
250 DATA3,13,49,193,193,49,13,3
255 DATA0,96,252,255,252,96,0,0
260 DATA60,60,60,24,24,0,0,0
265 DATA255,126,255,126,255,126,255,126
270 DATA0,0,0,255,255,255,0,0
275 DATA24,60,24,63,88,88,36,66
280 DATA25,61,25,62,88,88,36,66
285 DATA0,0,60,32,60,32,32,32
290 DATA0,0,68,68,68,68,68,124
295 DATA0,0,124,64,124,64,64,124
300 DATA0,0,32,32,32,32,32,60
305 DATA126,255,255,231,231,255,255,126
310 DATA0,0,0,0,8,5,3,7
315 DATA0,0,0,0,12,62,127,255
320 DATA0,0,6,31,127,255,255,255
325 DATA0,0,0,192,231,239,255,255
330 DATA0,0,56,252,252,254,255,255
335 DATA255,127,127,63,31,12,0,0
340 DATA255,255,254,152,0,0,0,0
345 DATA255,191,31,15,3,1,0,0
350 DATA255,255,255,248,248,224,0,0
355 DATA0,0,36,24,24,36,0,0
360 DATA65,39,18,207,63,191,127,255
365 DATA160,68,88,225,250,252,254,255

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370 DATA255,255,255,255,255,255,255,255
375 DATA255,255,243,195,195,192,0,0
380 DATA0,0,35,254,35,0,0,0
385 DATA4,4,11,48,48,64,0,0
390 DATA0,0,196,127,196,0,0,0
395 DATA0,32,32,208,12,12,2,0
400 REM ++++++
401 REM + SPRITES DATEN +
402 REM ++++++
500 FORI=50304T050304+62:READA:POKEI,A:N
EXT
505 FORI=50368T050368+62:READA:POKEI,A:N
EXT
510 FORI=50432T050432+62:READA:POKEI,A:N
EXT
511 FORI=50496T050496+62:READA:POKEI,A:N
EXT
512 FORI=50560T050560+62:READA:POKEI,A:N
EXT
513 FORI=50624T050624+62:READA:POKEI,A:N
EXT
514 FORI=50688T050688+62:READA:POKEI,A:N
EXT
515 FORI=50752T050752+62:READA:POKEI,A:N
EXT
517 PRINT"  APOCALYPSE NOW "
518 PRINT"  BY  HELMUT  BURGEMEISTER,
AND HELMUT BOELCSKEI  "
519 DATA0,0,0
520 DATA0,0,0,255,255,255,0,48,0,3,255,1
93,4,32,97,8,32,55,16,42,153
525 DATA96,34,1,128,79,131,128,66,6,128,
138,152,255,128,96,64,64,128
530 DATA32,33,0,16,33,0,143,254,0,129,2,
0,127,255,248,0,0,0,0,0
540 DATA0,0,0,0,0,0,31,255,240,0,40,0,0,
16,0,0,104,0,0,132,0
545 DATA1,2,0,6,249,128,4,252,128,11,254,
64,9,252,64,4,0,128,3,3,0,0,252,0
550 DATA1,50,0,2,1,0,4,0,128,28,0,224,0,
0,0,0,0,0
560 DATA0,0,0,0,0,0,255,255,255,0,12,0,1
31,255,112,135,4,32
565 DATA252,4,16,153,68,8,128,68,6,193,2
42,1,96,66,1,24,65,1,6,1,255,1,2,2,0
570 DATA132,4,0,132,8,0,127,241,0,64,129,
31,255,254,0,0,0,0,0,0
580 DATA0,0,240,0,15,1,0,240,193,15,111,
103,240,240,65,3,32,145,4,42,3
585 DATA8,34,134,0,47,8,16,66,144,96,82,
96,128,128,128,128,129,0,143,65,0
590 DATA240,33,0,64,46,8,32,242,240,31,1
5,0,129,240,0,143,0,0,112,0,0
600 DATA15,0,0,128,240,0,131,15,0,230,25
2,240,156,240,15,137,4,192,192,84,32
605 DATA97,68,16,16,244,0,9,66,8,6,82,6,
1,1,1,0,129,1,0,130,241,0,132,15
610 DATA16,116,2,15,143,4,0,240,248,0,15,
129,0,0,241,0,0,14
620 DATA0,0,0,0,0,0,0,3,0,0,15,0,0,63,0,
0,240,0,0,192,0,0,20,0,0,20,0,0,40,0
625 DATA0,40,0,0,20,0,0,20,0,0,40,0,0,40,
0,0,20,0,0,95,0,0,170,0,3,255,192
630 DATA13,95,112,3,255,192
640 DATA0,0,0,0,0,0,0,192,0,0,240,0,0,63,
0,0,15,0,0,3,0,0,20,0,0,20,0,0,40,0

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645 DATA0,40,0,0,20,0,0,20,0,0,40,0,0,40,
0,0,20,0,0,95,0,0,170,0,3,255,192
650 DATA13,95,112,3,255,192
660 DATA128,0,1,71,255,242,36,0,4,16,255,
12,25,0,148,38,0,100,2,0,68,69,36,196
665 DATA69,153,68,124,126,125,68,60,68,6
8,90,68,68,129,68,67,0,196,66,255,68,68
670 DATA20,36,40,34,20,16,65,24,47,255,2
28,64,0,2,128,0,1
700 REM ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
701 REM ^ INETIALISIERUNG VARIABLEN ^
702 REM ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
997 GOSUB62130:POKE50169,22:POKE50168,18
998 V=53248:POKEV+21,1:POKEV+42,14
999 X=250:Y=94:GOSUB50000
1000 X=250:Y=94:A=1:OT=1:V=53248:POKE501
68,18:GOSUB63000:O=PEEK(V+31):AB=AC
1001 POKEV+21,1:POKEV+29,3:POKEV+39,3:B=
1:PRINT"  ":Q=13:X2=0:Y2=90:B2=4:C2=3
1002 GOSUB60100:POKEV+21,1
1003 H=32:EN=10:PU=.05:B9=0:HU=0
1004 POKEV+2,X2:POKEV+3,Y2:HB=4
1005 POKEV+28,12:POKEV+37,2:POKEV+38,5
1006 POKE50170,23:POKE50171,24
1009 POKESI+11,65:JS=PEEK(V+30):O=PEEK(V
+31)
1010 REM HAUPTPROGRAMM
1011 J=PEEK(56320):JS=PEEK(V+30)
1020 IF(JAND4)=0THENX=X-5:A=A-1
1030 IF(JAND8)=0THENX=X+5:A=A+1
1040 IF(JAND1)=0THENY=Y-5
1050 IF(JAND2)=0THENY=Y+5
1055 IFA>3THENA=3
1056 IFA<1THENA=1
1059 IFY<85THENY=85
1060 ONAGOSUB2000,2010,2020
1065 Y=Y+AB
1070 POKEV,X:POKEV+1,Y
1080 IF(JAND16)=0THENGOSUB2050
1090 O=PEEK(V+31):IFO=1THEN3200
1098 IFX>250THENB=B-1:X=250:BI=0:HU=0:B9
=0:POKEV+21,1:IFB<1THENB=1
1099 IFX<5THENB=B+1:X=5:BI=0
1100 ONBGOSUB4500,5000,5500,6000
1110 POKE49152+EN+40*3,H:EN=EN-PU:H=32
1888 IFEN>10THEN1010
1889 GOSUB61000:GOSUB60900
1890 IFEN<=0THENEN=0:AB=4:POKESI+7,100:G
OTO1065
1900 GOTO1010
1997 REM ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
1998 REM ^BEWEGUNGSRICHTUNG VON SPRITE^
1999 REM ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
2000 IF(JAND4)=0THENPOKE50168,21:POKESI+
7,255:RETURN
2001 POKE50168,18:POKESI+7,200
2009 RETURN
2010 POKE50168,19
2019 RETURN
2020 IF(JAND8)=0THENPOKE50168,22:POKESI+
7,255:RETURN
2021 POKE50168,20:POKESI+7,200
2029 RETURN
2049 REM -----
2050 REM _ SCHUSS ROUTINE _

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Listing »Apocalypse Now« (Fortsetzung)

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2051 REM
2059 IF (JAND4)=0 AND A=1 THEN GOSUB 3300: RETURN
2060 IFA=1 THEN GOSUB 3000
2070 IFA=2 THEN GOSUB 3030
2079 IF (JAND8)=0 AND A=3 THEN GOSUB 3400: RETURN
2080 IFA=3 THEN GOSUB 3060
2090 RETURN
3000 X1=INT(X/8-4):Y1=INT(Y/8-5)
3005 FORE=X1 TO 0 STEP -1:GOSUB 61400
3006 PO=PEEK(49152+E+40*Y1):POKE 49152+E+
40*Y1,66:POKE 49152+E+40*Y1,PO
3007 IF PEEK(49152+E-1+40*Y1)<>32 THEN S=-1:
GOTO 3100
3010 NEXTE: RETURN
3030 X1=INT(X/8):Y1=INT(Y/8-3)
3033 FORE=Y1 TO 25 STEP 1:GOSUB 61400
3040 PO=PEEK(49152+X1+40*E):POKE 49152+X1
+40*E,42:POKE 49152+X1+40*E,PO
3045 IF PEEK(49152+X1+40*E+40)<>32 THEN 3110
3050 NEXTE: RETURN
3060 X1=INT(X/8+4):Y1=INT(Y/8-5)
3070 FORE=X1 TO 39 STEP 1:GOSUB 61400
3075 PO=PEEK(49152+E+40*Y1):POKE 49152+E+
40*Y1,68:POKE 49152+E+40*Y1,PO
3077 IF PEEK(49152+E+1+40*Y1)<>32 THEN S=1:
GOTO 3100
3080 NEXTE: RETURN
3097 REM ++++++
3098 REM + AUFFRALL VON SCHUSS +
3099 REM ++++++
3100 POKESI+10,3:GOSUB 60700:IF PEEK(49152
+E+S+40*Y1)<>51 THEN 3150
3102 POKE 49152+E+S+40*Y1,38:FORT=0 TO 100:
NEXT:POKE 49152+E+S+40*Y1,32:E=0
3103 SC=SC+6:GOSUB 61200:RETURN
3110 POKESI+10,3:GOSUB 60700:IF PEEK(49152
+X1+40*E+40)<>51 THEN 3170
3111 POKE 49152+X1+40*E+40,38
3112 FORT=0 TO 110:NEXT:POKE 49152+X1+40*E+
40,32:E=0:SC=SC+8:GOSUB 61200:RETURN
3150 PO=PEEK(49152+E+S+40*Y1):POKE 49152+
E+S+40*Y1,38
3160 FORT=0 TO 100:NEXT:POKE 49152+E+S+40*Y
1,PO:E=0
3165 RETURN
3170 PO=PEEK(49152+X1+40*E+40):POKE 49152
+X1+40*E+40,38
3180 FORT=0 TO 100:NEXT:POKE 49152+X1+40*E+
40,PO:E=0:RETURN
3197 REM ~~~~~
3198 REM ^ KOLLISION HUBSCHRAUBER ^
3199 REM ~~~~~
3200 GOSUB 60200:POKESI+18,0:POKEV+2,0:X2
=0:Y2=INT(RND(1)*50)+90:HB=HB-1
3201 POKEV+3,Y2:0=PEEK(V+31):JS=PEEK(V+3
0)
3202 FORT=0 TO 100:P=INT(RND(1)*15):POKEV+
39,P:NEXT:POKEV+39,3
3203 IF HB<=0 THEN POKEV+21,0:PRINT "G A M E O V E R":GOTO 8000
3210 X=250:Y=94:POKEV,X:POKEV+1,Y:0=PEEK
(V+31):GOSUB 60300:GOTO 1009
3300 X1=INT(X/8-4):Y1=INT(Y/8-5)

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## Listing »Apocalypse Now« (Fortsetzung)

```

3310 FORE=X1 TO 0 STEP -1:GOSUB 61400
3315 Y1=Y1+.5
3316 IF Y1>=24 THEN Y1=24:RETURN
3317 PO=PEEK(49152+E+40*INT(Y1))
3320 POKE 49152+E+40*INT(Y1),67
3321 POKE 49152+E+40*INT(Y1),PO
3330 IF PEEK(49152+E-1+40*INT(Y1))<>32 THEN
NS=-1:GOTO 3100
3340 NEXTE: RETURN
3400 X1=INT(X/8+4):Y1=INT(Y/8-5)
3410 FORE=X1 TO 39 STEP 1:GOSUB 61400
3415 Y1=Y1+.5
3416 IF Y1>=24 THEN Y1=24:RETURN
3419 PO=PEEK(49152+E+40*INT(Y1))
3420 POKE 49152+E+40*INT(Y1),69
3421 POKE 49152+E+40*INT(Y1),PO
3430 IF PEEK(49152+E+1+40*INT(Y1))<>32 THEN
NS=1:GOTO 3100
3440 NEXTE: RETURN
3997 REM
3998 REM _ BILD TANKEN AUFBAUEN _
3999 REM
4000 GOSUB 60500:X2=0:Y2=90:POKEV+2,X2:PO
KEV+3,Y2
4001 X=250:Y=94:BI=1
4002 TR=49152:C=40:GOSUB 4530
4009 REM ~~~~~
4010 REM ^ BILDSCHIRMABFRAGE TANKEN ^
4011 REM ~~~~~
4500 IF BI=0 THEN 4000
4501 IF B9=0 THEN:IF EN>30 AND HU<5 THEN B9=1:P
OKEV+21,3:GOSUB 61570:X3=20
4502 ON B9 GOSUB 61300
4503 IF Y<=175 AND KL=0 THEN RETURN
4504 IF X>140 AND X<175 AND KL=0 THEN KL=1:GOSU
B 4511:IF LD=1 THEN GOTO 62000
4505 PU=.05:IF Y>214 AND KL=1 THEN H=160:OT=1
:AB=AC:PU=-1:GOSUB 60800
4506 IF Y>218 AND KL=1 THEN Y=Y-AB-1
4507 IF Y<=170 AND KL=1 THEN KL=0:GOSUB 4530:R
ETURN
4508 IF Y>214 AND KL=1 AND EN>=35 THEN EN=35:H=
32:POKESI+18,0
4509 IF Y<=214 AND KL=1 THEN POKESI+18,0
4510 RETURN
4511 FORT=18 TO 23
4512 FORT=15 TO 24
4515 POKETR+1+40*T,32
4520 NEXT:NEXT
4521 PRINT "~~~~~"
4522 PRINT "#####
#####?
4523 PRINT "#####
#####?
4529 RETURN
4530 PRINT "~~~~~"
4531 PRINT "
4532 PRINT "
4533 PRINT "
#####?
4534 PRINT "
#####?
4536 PRINT "
#####?
4537 PRINT "
#####?

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```

4538 PRINT"#####'#####"  

4560 KL=0:RETURN  

4997 REM  

4998 REM _ BILD TUNNEL AUFBAUEN _  

4999 REM -----  

5000 IFBI=0THENH=32:GOTO5010  

5005 GOTO5300  

5010 GOSUB60500:TI$="000000"  

5011 X=250:Y=94:BI=1:PX=45:PY=46  

5019 PRINT"#####"  

5020 PRINT">667765675656775676566787  

8776767657  

5030 FORT=0TO3:PRINT"()" :NEXT  

5035 PRINT"()" 678687688767876  

8676787867  

5040 FORT=0TO2:PRINT"()" :NEXT  

5045 PRINT" (67867887876767676668787  

5050 PRINT" (9:))))))))9:9:  

5085 PRINT" ( 333 3  

5090 PRINT" ( 3 3  

5095 PRINT" ( 3  

5096 PRINT" ( 33333 3  

5100 PRINT" 788,3333333,88878787878787  

5110 PRINT" ;:9,3333333;:9:9:;9:  

5120 PRINT" ^  

5125 PRINT" ^ ^  

5130 PRINT" ^ ^ ^  

5135 PRINT"#####  

5297 REM ++++++  

5298 REM + BILDSCHIRMABFRAGE TUNNEL +  

5299 REM ++++++  

5300 POKETR=Q+C*17,PX  

5320 POKETR=Q+C*17,PY:IFY<170THENRETURN  

5340 GE=INT(RND(1)*15):IFGE>10THENGOSUB6  

0000  

5345 IFX<140ANDX>120ANDY>174ANDY<178THEN  

PX=32:PY=32:GOSUB61100:GOSUB61200  

5350 IFTI$>"000005"THENGOSUB60070  

5407 IFY<=214THENPOKESI+18,0  

5410 RETURN  

5497 REM ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^  

5498 REM ^ BILDSCHIRM PANZER AUFBAUEN ^  

5499 REM ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^  

5500 IFBI=0THENH=32:GOTO5510  

5505 GOTO5700  

5510 GOSUB60500  

5520 X=250:Y=94:BI=1:B5=-2:POKEV+5,223:P  

OKEV+7,223:X5=50:X6=120:POKEV+21,13  

5521 POKEV+4,X5:POKEV+6,X6:GOSUB5800  

5530 PRINT"#####":B6=2:Y7=20:G9=1  

5540 PRINT"76787878787878686888786878687  

8687868786"
```

[illegible]

```

6100 PRINT" 76768787868+
6110 PRINT"(+++++
) ^ACHTUNG^
6120 PRINT"(++ ++ (+)
6130 PRINT"(++ ++ (+)
6140 PRINT"(+ 333
+)
6150 PRINT"(+ 333
+)
6160 PRINT"(++ ++ (+)
6170 PRINT"(++ ++ (+)
6180 PRINT"(+++++
)
6190 PRINT" ::9::9:9:9:9:
+)
6200 PRINT" +) +) +)
)
6210 PRINT" +) +)
+)
6220 PRINT" +) +) (/012
+)
6230 PRINT"#####
#####
6297 REM ++++++
6298 REM + BILDSCHIRMABFRAGE SPINNE +
6299 REM ++++++
6300 IFTI#>"000007"THENGOSUB6400
6305 IFTI#>"000010"THENGOSUB6420
6310 PU=.05:IFY>206ANDX>180ANDX<190THENG
OSUB6440
6320 IFY<=206THENPOKESI+18,0
6325 O=PEEK(V+31):IFD=16THENGOSUB6550
6399 RETURN
6400 PRINT"#####
"
6405 O=PEEK(V+31):IFD=1THEN3200
6410 PRINT"#####
"
6415 RETURN
6420 PRINT"#####
"
6425 O=PEEK(V+31):IFD=1THEN3200
6430 PRINT"#####
"
6435 TI#="000000":RETURN
6440 IFHA=1THENRETURN
6441 PU=.05:OT=1:H=160:PU=-1:GOSUB60800:
IFEN>35THENEN=35:HA=1:H=32:PU=.05:OT=1
6450 IFY>209THENY=Y-AB-1
6460 RETURN
6550 FORT=0TO180:POKE53280,T:POKE53281,T
:GOSUB60700:NEXT:POKE53280,0
6552 POKE53281,0:LD=1:SC=SC+1000:GOSUB61
200
6560 POKEV+21,1:RETURN
6697 REM ++++++
6698 REM + PUNKTE WERTUNG +
6699 REM ++++++
8000 FORT=0TO1500:NEXT:PRINT"#####
NOCH EINMAL [J] "
8002 PRINT"#####SCORE: "
;SC
8003 IFSC>ASTHENAS=SC
8004 PRINT"#####HIGHSCOR
E ";AS
8010 POKE198,0:WAIT198,1:GETA#:IFA#="J"

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HEN9000
8015 POKE648,4:SYS65126
8020 PRINT" DANKE!!! GOOD BYE !!!!!!!
":END
9000 BI=0:B9=0:EN=0:HU=0:PU=0:AB=0:KL=0:
H=0:PX=0:PY=0:GE=0:PO=0:G9=0
9010 B=0:HA=0:LD=0:SC=0:AC=0:POKEV+23,0:
POKEV+29,0:GOTO998
10000 REM #####
10001 REM ^ ANFANGSSPRITE BEWEGEN ^
10002 REM #####
50000 POKEV,X:POKEV+1,Y
50010 X1=INT(X/8-4):Y1=INT(Y/8-5)
50020 FORE=X1TO0STEP-1
50030 POKE49152+E+40*Y1,66:POKE49152+E+4
0*Y1,32
50040 IFPEEK(49152+E-1+40*Y1)<>32THENPOK
E49152+E-1+40*Y1,38:GOTO50070
50050 NEXTE:RETURN
50070 FORT=0TO100:NEXT:POKE49152+E-1+40*
Y1,32:X=X-3:E=0:GOTO50000
60000 POKETR+Q+C*17,32:Q=Q-INT(RND(1)*3)
:Q=Q+INT(RND(1)*3)
60010 IFQ<11THENQ=11
60020 IFQ>14THENQ=14
60060 RETURN
60070 OT=OT*-1:TI#="000000"
60075 PRINT"#####
"
60080 IFOT=-1THENFORT=0TO2:PRINT"#####
":NEXT:RETURN
60085 PRINT"#####
"
60086 PRINT"#####
"
60087 PRINT"#####
"
60090 RETURN
60099 REM GERAUEUSCHE
60100 SI=54272:POKESI+7,200:POKESI+8,0:P
OKESI+9,0:POKESI+10,3:POKESI+11,0
60110 POKESI+12,0:POKESI+13,15*16+15:POK
ESI+21,0:POKESI+22,150:POKESI+23,243
60120 POKESI+24,31:POKESI+11,65
60130 RETURN
60200 POKESI+11,0
60201 POKESI+1,5:POKESI+4,0:POKESI+5,11:
POKESI+6,0
60202 POKESI+4,131
60210 RETURN
60300 IFEN<=1THENEN=15:IFB>1THENEN=35
60301 PRINT"#####
"
60302 PRINT"#####
EBEN "HB
60303 PRINT"#####ENERGY":FORT=0TOEN:PO
KE49152+T+40*3,160:NEXT
60304 PRINT"#####
"
60310 X=250:Y=94:AB=AC:H=32:GOSUB61200
60315 IFB=4THENY=110
60320 RETURN
60500 PRINT"#####
"
60501 PRINT"#####ENERGY"
60502 FORT=0TOEN:POKE49152+T+40*3,160:NE
XT:GOSUB61200
60550 RETURN
60700 SI=54272:POKESI+4,0:POKESI+1,10:PO
KESI+5,12:POKESI+6,0:POKESI+4,131
60710 RETURN

```

Listing  
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```

60720 SI=54272:POKESI+4,0:POKESI+1,20:PO
KESI+5,12:POKESI+6,0:POKESI+4,131
60730 RETURN
60800 SI=54272:POKESI+18,0:POKESI+19,0:P
OKESI+20,15*16
60810 POKESI+14,200:POKESI+15,39:POKESI+
18,17
60820 RETURN
60900 SI=54272:POKESI+18,0:POKESI+19,0:P
OKESI+20,15*16+2
60910 POKESI+14,200:POKESI+15,59:POKESI+
18,17
60920 RETURN
61000 OT=OT*-1:IFOT=-1THENPRINT"#####
":RETURN
61001 PRINT"#####LOW ON FUEL
"
61002 RETURN
61100 SC=SC+100:PRINT"#####
+###+###+###+###"
61120 RETURN
61200 PRINT"#####
SCORE ";SC;" "
61210 RETURN
61297 REM ++++++
61298 REM + FEINDHUBSCHRAUBER BEWEGEN +
61299 REM ++++++
61300 IFX>X2THENB2=+5:M4=22
61310 IFX<X2THENB2=-5:M4=21
61320 IFY>Y2THENC2=+3
61330 IFY<Y2THENC2=-3
61335 X2=X2+B2:Y2=Y2+C2
61340 POKEV+2,X2:POKEV+3,Y2
61341 O=PEEK(V+31)
61342 JS=PEEK(V+30)
61350 IFJS=3THEN3200
61351 IFO=2THEN61500
61352 JS=PEEK(V+30)
61353 IFHU>3THENGOSUB61530
61354 O=PEEK(V+31)
61355 POKE50169,M4
61360 RETURN
61400 IFB=3THEN61430
61401 IFB=4THEN61470
61402 IFHU>4THENRETURN
61410 O=PEEK(V+31):IFO=2THEN61500
61420 RETURN
61430 O=PEEK(V+31):IFO=12THENGOSUB61450:
POKEV+21,1:SC=SC+200:GOSUB61200:G9=0
61440 RETURN
61450 GOSUB60720:FORT=0TO100:POKEV+38,T:
NEXT:RETURN
61470 O=PEEK(V+31):IFO=16THEN:GOSUB6550
61480 RETURN
61500 HU=HU+1:SC=SC+100:GOSUB61200
61501 GOSUB60700
61502 FORT=0TO100:POKEV+40,T:NEXT:X2=0:P
OKEV+2,X2:Y2=INT(RND(1)*50)+90
61503 POKEV+3,Y2
61504 IFHU>4THENPOKEV+21,1:B9=0
61510 E=0:RETURN
61530 X3=X3+1
61535 IFX3>X/8THENGOSUB61570
61536 IFX3>39THENGOSUB61570
61540 POKE49152+X3+40*INT(Y3),68
61545 O=PEEK(V+31):IFO=1THENPOKE49152+X3

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+40*INT(Y3),32:GOTO3200
61550 POKE49152+X3+40*INT(Y3),32
61560 RETURN
61570 X3=INT(X2/8+4):Y3=INT(Y2/8-5)
61580 RETURN
61997 REM -----
61998 REM _ MUSIK _
61999 REM -----
62000 FORI=54272TO54296:POKEI,0:NEXT:POK
E54296,15:POKE54275,3
62110 H1=54272:H2=H1+1:AD=54277:SR=AD+1:
DR=AD-1:W1=64:W2=32
62120 POKEAD,72:POKESR,122:POKEAD+7,43:P
OKESR+7,187:GOTO62250
62130 DIMF$(18),FL(18),FH(18):FORI=0TO18
62140 READF$(I),F:FH(I)=INT(F/256):FL(I)
=F-FH(I)*256:NEXT
62150 DIMN1$(200),D1(200),N2$(200),D2(20
0):I=0
62160 READN1$(I),D1(I):IFD1(I)>0THENI=I+
1:GOTO62160
62170 I=0
62180 READN2$(I),D2(I):IFD2(I)>0THENI=I+
1:GOTO62180
62200 DIML1(200),H1(200),L2(200),H2(200)
:I=0
62210 FORJ=0TO18
62220 IFF$(J)=N1$(I)THENL1(I)=FL(J):H1(I)
=FH(J)
62230 IFF$(J)=N2$(I)THENL2(I)=FL(J):H2(I)
=FH(J)
62240 NEXT:I=I+1:IFN1$(I)<>" "THEN62210
62245 RETURN
62250 SP=VAL("2")
62260 IFSP<10RSP>4THEN62250
62270 S1=0:S2=0:C1=0:C2=0:POKEH1,L1(S1):
POKEH2,H1(S1)
62280 POKEH1+7,L2(S2):POKEH2+7,H2(S2):PO
KEDR,W1OR1:POKEDR+7,W2OR1
62290 C1=C1+1:IFC1>(D1(S1)*SP/2)THENPOKE
DR,W1
62300 IFC1<(D1(S1)*SP)THEN62320
62310 C1=0:S1=S1+1:POKEDR,W1OR1:POKEH1,L
1(S1):POKEH2,H1(S1)
62320 C2=C2+1:IFC2>(D2(S2)*SP/2)THENPOKE
DR+7,W2
62330 IFC2<(D2(S2)*SP)THEN62350
62340 C2=0:S2=S2+1:POKEDR+7,W2OR1:POKEH1
+7,L2(S2):POKEH2+7,H2(S2)
62350 IFD1(S1)>0THEN62290
62360 POKEV+21,0:GOTO8000
62370 DATAD3,2408,E3,2703,F#3,3034,63,32
15
62380 DATAA3,3608,H3,4050,C#4,4547,D4,48
17
62390 DATAE4,5407,F#4,6069,G4,6403,A4,72
17
62400 DATAH4,8101,C#5,9094,D5,9634,E5,10
814
62410 DATAF#5,12139,G5,12860,A5,14435
62420 REM 1.STIMME
62430 DATAD5,3,D5,1,D5,1,E5,1,D5,1,C#5,1
,H4,4,H4,4,C#5,1,C#5,1
62440 DATAD5,1,E5,3,D5,1,E5,1,F#5,2,F#5,
2,E5,1,A4,3

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Listing »Apocalypse Now« (Fortsetzung)

```

62450 DATAD5,3,D5,1,D5,1,E5,1,D5,1,C#5,1
,H4,4,H4,4,C#5,1,C#5,1
62460 DATAD5,1,E5,3,D5,1,E5,1,F#5,2,F#5,
2,E5,1,A4,3
62470 DATAF#5,2,A5,2,G5,2,F#5,1,D5,1,E5,
1,F#5,2,E5,5
62480 DATAF#5,3,E5,1,D5,2,D5,1,H4,1,E5,1
,F#5,2,E5,3,D5,1,E5,1
62490 DATAF#5,2,A5,2,G5,2,F#5,1,D5,1,E5,
1,C#5,1,H4,1,A4,5
62500 DATAD5,3,C#5,1,H4,1,C#5,1,D5,2,E5,
10
62510 DATAF#5,2,E5,6,F#5,2,E5,2,D5,1,E5,
1,F#5,2,A5,2,G5,2,F#5,1,D5,3,F#5,2,E5,6
62520 DATAF#5,2,E5,6,F#5,2,E5,2,D5,1,E5,
1,F#5,2,A5,2,G5,2,F#5,1,D5,1
62530 DATAE5,1,C#5,1,H4,1,A4,3,H4,1,C#5,
1
62540 DATAD5,3,D5,1,D5,1,E5,1,D5,1,C#5,1
,H4,4,H4,4,C#5,1,C#5,1
62550 DATAD5,1,E5,3,D5,1,E5,1,F#5,2,F#5,
2,E5,1,A4,3
62560 DATAD5,3,D5,1,D5,1,E5,1,D5,1,C#5,1
,H4,4,H4,4,C#5,1,C#5,1
62570 DATAD5,1,E5,3,D5,1,E5,1,F#5,2,F#5,
2,E5,1,D5,7
62580 DATA,-1
62590 REM 2.STIMME
62600 DATAD3,4,D3,4,G3,4,H3,2,D3,2,A3,4,
A3,4,D3,4,A3,2,E4,1,A3,1
62610 DATAD3,4,D3,4,G3,4,H3,2,D3,2,A3,4,
A3,4,D3,4,A3,2,E4,1,A3,1
62620 DATAD3,4,D3,4,A3,4,A3,4,H3,4,G3,4,
A3,4,A3,4
62630 DATAD3,4,D3,4,A3,4,A3,4,H3,4,G3,4,
A3,4,A3,3
62640 DATAA3,1,A3,7,A3,1,A3,8,D3,4,D3,4,
A3,4,A3,3
62650 DATAA3,1,A3,7,A3,1,A3,8,D3,4,D3,4,
A3,4,A3,4
62660 DATAD3,4,D3,4,G3,4,H3,2,D3,2,A3,4,
A3,4,D3,4,A3,2,E4,1,A3,1
62670 DATAD3,4,D3,4,G3,4,H3,2,D3,2,A3,4,
A3,4,D3,4,D3,8
62680 DATA,-1
62997 REM ++++++
62998 REM + GRAVITATION +
62999 REM ++++++
63000 PRINTCHR$(142):POKEV+21,0
63001 PRINT"GRAVITATION [ 1 - 3 ]"
63010 POKE198,0:WAIT198,1:GETA$:IFA$="1"
THENAC=.1
63020 IFA$="2"THENAC=.5
63030 IFA$="3"THENAC=1
63040 IFA$<"1"ORA$>"3"THEN63010
63050 RETURN
READY.

```

Listing »Apocalypse Now« (Schluß)