



```
0100 .OPT NO LIST
0110 ; *****
0120 ; * Electro Maniac! *
0130 ; *****
0140 ; * Include-Dateien Verwaltung *
0150 ; * Letzte Revision: 28-03-88 *
0160 ; * by Stefan C. Mueller *
0170 ; * (C) MCMLXXXVII S.C.M.Soft! *
0180 ; *****
0190 ;
0200 ; SAVE #D:MV.M65
0210 ; ASM,,#D:EMANIAC.OBJ
0220 ;
0230 .INCLUDE #D:SOUNDM.M65
0240 ;
0244 BASE = $B800 ;Startadr.PM/FNT
0245 BASE2 = $9C00 ;Startadr.Prg.
0250 LESTARTADR = $5000
0260 PMS = BASE/256
0270 FONTP = BASE/256
0280 FONTPT = BASE
0290 OFFRAM = 512
0300 SCREEN = BASE-1024 ;($B400)
0310 SCREEN2 = SCREEN+40
0320 MANIACSRAM = BASE+1024
0330 MANIACDLRAM = BASE+1024+400
0340 ;
0350 .INCLUDE #D:LABEL.M65
0360 ; -----
0370 *= BASE2
0375 JMP BASE21 ;INIT-Einsprung
0380 HEADER
0520 JSR INITMANIACDL2
0530 LDA # <DLLOAD2
0540 STA MANIACDLRAM+121
0550 LDA # >DLLOAD2
0560 STA MANIACDLRAM+122
0570 LDA # <DLLOAD
0580 STA 560
0590 STA $D402
0600 LDA # >DLLOAD
0610 STA 561
0620 STA $D403
0630 LDA #64
0640 STA 623
0650 STA $D01B
0660 LDA #0 ;SCORE LOESCHEN
0670 LDY #3
0680 GG1 STA SCOREM,Y
0690 STA SCOREHI,Y
0700 DEY
0710 BPL GG1
0720 INC SCOREHI+1 :HI=00010000
0730 JMP MAKECOLORUP
0750 DLLOAD .BYTE
112,112,112,112,112,112,112,112,112,9
6,1
0760 .WORD MANIACDLRAM
0770 DLLOAD2 .BYTE 65
0780 .WORD DLLOAD
0790 .INCLUDE #D:VORLOAD.M65
0795 BASE21
0810 *= 738
0820 .WORD HEADER
0830 ;-----
0840 *= BASE21
0850 PLA ;CLR STACK
0860 PLA
0870 PLA ; WAT NU?
0880 CMP #99
0890 BNE A9A
0900 LDA #0 ; LOESCHE PAGE 6
0910 TAY
0920 ZZZ STA $0600,Y
0930 INY
0940 BNE ZZZ
0950 RTS
0960 A9A STA PLAY?
0970 CMP #2
0980 BNE A2A
0990 JMP A0A ; SCOMP=>
1000 A2A CMP #3
1010 BNE A4A
1020 JMP A1A ; DECOMP=>
1030 A4A CMP #$FF
1040 BNE A3A
1060 LDY #39
1070 A8A LDA VSPT2,Y
1080 STA SCREEN,Y
1090 DEY
1100 BPL A8A
1110 JSR VORSPANN
1120 RTS
1200 VSPT2 .SBYTE " Electro Maniac!
Level-Editor 2.0 "
1220 ;
1230 ; -----
1240 ; ORIGINAL-PLAY EINSPRUNG ADRESSE
1250 ; MIT PLAY? = 4 ALS PARAMETER!
1260 ; -----
1270 ORGGAME
1280 LDA #4
1290 STA PLAY?
1300 A3A
1310 .INCLUDE #D:MAIN.M65
1320 ; -----
1330 ACFO .INCLUDE #D:ACTIONFO.M65
1340 .INCLUDE #D:DLI.M65
1350 .INCLUDE #D:SCORE.M65
1360 .INCLUDE #D:DATABOB.M65
1370 .INCLUDE #D:SUBS.M65
1380 .INCLUDE #D:MMOVE.M65
1390 .INCLUDE #D:INITMDAT.M65
1400 .INCLUDE #D:CHARSET.M65
1410 .INCLUDE #D:DLIST.M65
1420 LAND .INCLUDE #D:LUFT.M65
1430 ; -----
1440 VBI CLD
1450 LDA #0
1460 STA DLIC
1470 LDA VBIANAUS
1480 BNE VBIAN
1490 JMP EOVI
1500 VBIAN .INCLUDE #D:BEKILLED.M65
1510 .INCLUDE #D:KILLER.M65
1520 .INCLUDE #D:STEINE.M65
1530 ; -----
1540 LDA JMPHIM?
1550 BEQ RL ;JOYSTICK-ABFR.
1560 ;
1570 LLL5 DEC JMPTIME
1580 ;
1590 BNE LLL9 ; JMPTIME<>0
1600 LDA RUNTER ; JMPTIME=0
1610 BEQ LLL1 ; RUNTER=0
1620 ; RUNTER=1
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1630 LDA #KILLTIME ; ZU TIEF...
1640 STA BOBTOT ;...GEFALLEN!
1650 SOUNDI7
1660 JMP LLL4
1670 ;
1680 LLL9 LDA RUNTER ;
1690 BEQ LLL2 ; RUNTER=1
1700 ; RUNTER=0
1710 LDA #1 ;=POS.
1720 STA DELTAY
1730 JSR LAND ;FESTER BODEN?
1740 BCC LLL4 ;NO, DO'NT LAND
1750 ;*** FESTER BODEN UNTER BOB!
1760 SOUNDI6
1770 LDA #0
1780 STA JMPHIM? ;NICHT SPRINGEN
1790 STA JMPTIME ;JMPTIME=0!!**
1800 STA DELTAY
1810 LDA STATUS
1820 AND #4
1830 STA STATUS ;JETZT STEHEN!
1840 ; LDA #2
1850 ; STA DARFTRIG ;NOCH NICHT TR.
1860 LLL4 JMP ZP
1870 ;
1880 LLL2 LDA #-1
1890 STA DELTAY
1900 JMP LLL4
1910 ;
1920 LLL1 LDA #0
1930 STA DELTAY
1940 LDA #1 ;NUN RUNTER!
1950 STA RUNTER
1960 LDA #MAXRUNTER
1970 STA JMPTIME
1980 JMP LLL4
1990 ;*** RECHTS ODER LINKS ABFRAGE***
2000 RL
2010 JSR AUSWERTUNG
2020 LDA STICK0
2030 EOR #15
2040 STA STICK
2050 ;
2060 AND #8
2070 BNE MHR ;MOVE HIM RECHTS
2080 LDA STICK
2090 AND #4
2100 BNE MHL ;MOVE HIM LINKS
2110 LDA #0 ;NO MOVE
2120 STA DELTAX
2130 LDA STATUS
2140 AND #4
2150 STA STATUS
2160 JMP LLL6
2170 ;
2180 MHR
2190 LDA #1
2200 STA DELTAX
2210 LDA #2
2220 STA STATUS
2230 SOUNDI4
2240 JMP LLL60
2250 ;
2260 MHL LDA #-1
2270 STA DELTAX
2280 LDA #2+4
2290 STA STATUS
2300 SOUNDI4
2310 LLL60
2320 LDA 20
2330 LSR A
2340 AND #1
2350 ORA STATUS
2360 STA STATUS
2370 LLL6
2380 LDA DARFTRIG
2390 BEQ LLL7
2400 ;
2410 DEC DARFTRIG
2420 JMP LLL8
2430 ;
2440 LLL7
2450 LDA 644 ;TRIGGER0
2460 BNE LLL8
2470 SOUNDI3
2480 LDA #1
2490 STA JMPHIM?
2500 LDA STATUS
2510 AND #4
2520 ORA #1
2530 STA STATUS
2540 LDA #LINESHOCH
2550 STA JMPTIME
2560 LDA #0 ;HOCHSPRINGEN!
2570 STA RUNTER
2580 LDA #2
2590 STA DARFTRIG
2600 ;
2610 LLL8 JSR MAKEACTION
2620 .INCLUDE #D:ACTIONF2.M65
2630 EOVBI
2640 ZP .INCLUDE #D:ZEICHNEP.M65
2650 ;
2660 JSR ACFO
2670 SOUNDA0
2680 SOUNDA1
2690 SOUNDA2
2700 SOUNDA3
2710 SOUNDA4
2720 SOUNDA5
2730 SOUNDA6
2740 SOUNDA7
2750 SOUNDA9
2760 SOUND3A1
2770 SOUND3A2
2780 ;
2790 LDA RANDOM ;glaenzend!
2800 AND #$F0
2810 ORA #$0A
2820 STA 709
2830 ;
2840 JMP $E462
2850 ;
2860 *** AUSWERTUNG DER STEINE ****
2870 ;
2880 AUSWERTUNG
2890 JSR LAND
2900 BCS ALLRIGHT
2910 ;
2920 LDA #1 ;FALLEN!
2930 STA JMPHIM?
2940 STA DELTAY
2950 STA RUNTER
2960 LDA #MAXRUNTER
2970 STA JMPTIME ;...FALLEN
2980 LDA STATUS
    
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2990 AND #4
3000 STA STATUS
3010 LDA #0
3020 STA DELTAX
3030 PLA ;JSR RET.ADR.
3040 PLA ;VON STACK CL.
3050 JMP LLL5
3060 ALLRIGHT
3070 RTS
3080 ;
3090 .INCLUDE #D:STACTION.M65
3100 .INCLUDE #D:VSPANN.M65
3105 .INCLUDE #D:COMDECOM.M65
3110 ENDOFPRG

0100 ; *****
0110 ; * Reaktionen auf Steine II *
0120 ; * Letzte Revision: 08-11-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:ACTIONF2.M65
0180 ;
0190 LDY #0
0200 LDA STONE2
0210 AND #15
0220 CMP #6 ;BONUS?
0230 BEQ BNS ;JA
0240 CMP #3 ;SICHERUNGSKAST?
0250 BNE EOM3 ;NEIN
0260 ;
0270 LDA #2 ;JA (2=KASTEN)
0280 STA (PAGE02),Y
0290 SOUNDI2
0300 LDA #1
0310 JSR SCOREADD
0320 ; SICHERUNGSKASTENZAEBLER-1
0330 DEC NOKASTEN
0350 ;
0360 ;--- FRESSITINIT -----
0370 ; LDA NOKASTEN
0380 BNE SM871
0390 LDA #1
0400 STA AMADIP
0410 LDA # <FRESSTIMESW
0420 STA FRESSTIME
0430 LDA # >FRESSTIMESW
0440 STA FRESSTIME+1
0450 JMP SM870
0460 SM871
0470 LDA #0
0480 STA AMADIP
0490 SM870
0500 ;-----
0510 ;
0520 ZXZ JMP EOM3
0530 BNS
0540 LDA #0
0550 STA (PAGE02),Y
0560 LDA #0
0570 JSR SCOREADD
0580 JSR LIVEDAZU ;EXTRA-LIVE!!!
0590 EOM3

0100 ; *****
0110 ; * Bewegungen im Zeichensatz *
0120 ; * Letzte Revision: 06-09-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:ACTIONFO.M65
0190 ;
0200 ;ZAEHLER VON 0...3
0220 FNTO = FONTP*256+8*8+OFFRAM
0230 FNTO2 = FONTP*256+15*8+OFFRAM
0240 LDA 20
0250 AND #64
0260 BNE LASER1
0270 ;
0280 LDA RANDOM
0290 STA FNTO2
0300 LDA RANDOM
0310 STA FNTO2+1
0320 LDA #1
0330 STA LASER?
0340 JMP LASERE
0350 LASER1 LDA #0
0360 STA FNTO2
0370 STA FNTO2+1
0380 STA LASER?
0390 LASERE
0400 LDA 20
0410 AND #1
0420 BEQ NFM
0430 LDY #0
0440 INC FNTZ
0450 LDA FNTZ
0460 AND #3
0470 STA FNTZ
0480 BEQ COPY0
0490 CMP #1
0500 BEQ COPY1
0510 CMP #2
0520 BEQ COPY2
0530 COPY3
0540 LDA POS4,Y
0550 STA FNTO,Y
0560 INY
0570 CPY #7*8
0580 BNE COPY3
0590 NFM RTS
0600 COPY2
0610 LDA POS3,Y
0620 STA FNTO,Y
0630 INY
0640 CPY #7*8
0650 BNE COPY2
0660 RTS
0670 COPY1
0680 LDA POS2,Y
0690 STA FNTO,Y
0700 INY
0710 CPY #7*8
0720 BNE COPY1
0730 RTS
0740 COPY0
0750 LDA POS1,Y
0760 STA FNTO,Y
0770 INY
0780 CPY #7*8
0790 BNE COPY0
0800 RTS
```

<pre> 0100 ; ***** 0110 ; *   Bobby's Sterbeabgang   * 0120 ; * Letzte Revision: 08-08-87 * 0130 ; *   by Stefan C. Mueller   * 0140 ; * (C) MCMLXXXVII S.C.M.Soft! * 0150 ; ***** 0160 ; 0170 ; SAVE #D:BEKILLED.M65 0180 ; 0190     LDA BOBTOT     ;BOB TOT? 0200     BEQ EOMB       ;NEIN 0210 ; 0220     LDX #0 0230     STX DELTAX 0240     INX 0250     STX DELTAY 0260 ; 0270     LDX #16 0280 BTL2 LDA RANDOM 0290     CMP BOBTOT 0300     BCC BTL0 0310     AND RANDOM 0320     EOR #255 0330     AND LOECHER,X 0340     STA LOECHER,X 0350 BTL0 DEX 0360     BPL BTL2 0370 BTL1 DEC BOBTOT 0380     BEQ GOVER 0390     JMP ZP 0400 ; 0410 ; Schluss mit sterben !!! 0420 ; 0430 GOVER LDA #1       ; Bob ist tot! 0440     STA WASNUN 0450 BTL3 LDA #0 0455     STA VBIANAUS ;07-10-87 0460     STA CRASHBIT 0465     STA XPOS 0470     STA DELTAX 0480     STA DELTAY 0490     STA JMPHIM? 0500     STA DARFTRIG 0510     STA SOUNDN2 0520     STA SOUNDN3 0530 ; 0540     LDX #16 0550     LDA #255 0560 BTL4 STA LOECHER,X 0570     DEX 0580     BPL BTL4 0590     JMP ZP 0600 EOMB 0610     LDA 53279 0620     CMP #3 0630     BNE EOMB33 0640     STA WASNUN 0650 EOMB33  0100 ; SAVE #D:CHARSET.M65 0105 ;     vom 05-09-87 0110 POS2 .BYTE 187,221,238,119,255,255,0,0 0120     .BYTE 221,187,119,238,255,255,0,0                 </pre>	<pre> 0130     .BYTE 255,156,54,99,201,255,0,0 0140     .BYTE 0,255,255,102,102,255,102,255 0150     .BYTE 187,255,24,52,60,24,0,0 0160     .BYTE 221,255,24,60,52,24,0,0 0170     .BYTE 0,255,255,102,102,255,0,0 0180 POS3 .BYTE 221,238,119,187,255,255,0,0 0190     .BYTE 187,119,238,221,255,255,0,0 0200     .BYTE 255,201,99,54,156,255,0,0 0210     .BYTE 240,240,111,111,102,255,102,255 0220     .BYTE 221,255,24,60,52,24,0,0 0230     .BYTE 187,255,24,52,60,24,0,0 0240     .BYTE 0,0,255,255,102,255,102,0 0250 POS4 .BYTE 238,119,187,221,255,255,0,0 0260     .BYTE 119,238,221,187,255,255,0,0 0270     .BYTE 255,201,99,54,156,255,0,0 0280     .BYTE 0,255,255,102,102,255,102,255 0290     .BYTE 238,255,24,60,44,24,0,0 0300     .BYTE 119,255,24,44,60,24,0,0 0310     .BYTE 0,255,255,102,102,255,0,0 0320 ; ----- 0330 LINE1 0340     .BYTE 0,0,0,0,0,0,0,0 0350     .BYTE 0,12,30,30,12,0,12,0 0360     .BYTE 0,124,198,186,162,186,198,124 0370 ;     .BYTE 0,0,0,0,0,0,0,0 ;LEER 0380 ;     .BYTE 0,0,0,0,0,0,0,0 ;LEER 0390     .BYTE 124,238,198,130,238,238,238,124 0400     .BYTE 124,238,238,238,130,198,238,124 0410     .BYTE 124,238,230,130,230,238,124 0420     .BYTE 124,238,206,130,130,206,238,124 0421     .BYTE 0,0,0,0,0,0,0,0 ;leer 0422     .BYTE 0,12,24,48,48,48,24,12 ;" 0423     .BYTE 0,96,48,24,24,24,48,96 ;© 0430     .BYTE 127,255,195,201,195,201,255,127 ;ò 0440     .BYTE 254,255,3,207,207,207,255,254 ;ô 0450 ;     .BYTE 127,255,225,207,207,225,255,127 ;Ä 0460     .BYTE 0,0,0,0,0,24,24,48 0470     .BYTE 0,0,0,252,0,0,0,0 0480     .BYTE 0,0,0,0,0,48,48,0 0490     .BYTE 0,51,0,51,51,51,31,0 ;ue fuer "Mueller" 0500     .BYTE 0,124,198,198,68,198,198,124 0510     .BYTE 0,4,6,6,4,6,6,4 0520     .BYTE 0,124,6,6,124,192,192,124 0530     .BYTE 0,124,6,6,124,6,6,124 0540     .BYTE 0,68,198,198,124,6,6,4 0550     .BYTE 0,124,192,192,124,6,6,124 0560     .BYTE 0,64,192,192,124,198,198,124 0570     .BYTE 0,124,6,6,4,6,6,4 0580     .BYTE 0,124,198,198,124,198,198,124                 </pre>
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0590 .BYTE 0,124,198,198,124,6,6,124
0600 .BYTE 0,0,24,24,0,24,24,0
0610 .BYTE 0,102,0,60,102,102,60,0
0620 .BYTE
0,102,0,102,102,102,62,0 ;ue fuer "fuer"
0630 .BYTE 0,102,0,62,102,102,62,0
0640 .BYTE
0,60,102,124,102,102,124,96
0650 .BYTE 0,60,102,12,24,0,24,0
0660 ; -----
0670 LINE3
0680 .BYTE 0,0,0,0,0,0,0,0
0690 .BYTE 0,0,29,255,136,8,8,12
0700 .BYTE 24,8,61,255,188,24,24,126
0710 .BYTE 24,8,61,231,188,60,24,126
0720 .BYTE 24,8,8,8,8,8,8,12
0730 .BYTE 0,0,17,255,136,0,0,0
0740 .BYTE 8,42,28,119,28,42,8,0
0750 .BYTE 255,255,85,170,85,255,0,0
0760 POS1 .BYTE
119,187,221,238,255,255,0,0
0770 .BYTE
238,221,187,119,255,255,0,0
0780 .BYTE 255,156,54,99,201,255,0,0
0790 .BYTE
15,15,246,246,102,255,102,255
0800 .BYTE 119,255,24,44,60,24,0,0
0810 .BYTE 238,255,24,60,44,24,0,0
0820 .BYTE
255,255,102,102,102,255,0,0
0830 .BYTE 0,0,0,0,0,0,0,0
0840 .BYTE
255,255,255,255,255,255,255,255

0100 ;*****
0110 ;* Screen CompactorDecompactor *
0120 ;* Letzte Revision: 11-04-88 *
0130 ;* by Stefan C. Mueller *
0140 ;* (C) MCMLXXXVII S.C.M.Soft! *
0150 ;*****
0160 ;
0170 ; SAVE #D:COMDECOM.M65
0180 ;
0190 ;*****
0200 ;* der Compactor ... *
0210 ;*****
0220 ;
0230 SCPVR = $CB
0240 SCPNR = $D0
0250 SCPCOUNT = 212
0260 SCPMAX = 214
0270 SCPCC = 216
0280 SCPCZ = 217
0290 SCPNC = 218
0300 SCPMM = 22*20+1
0310 SCPNOS = $0653 ;!!!
0320 UEBERLAUF = 170
0330 ;
0340 A0A
0350 SCOMP
0360 LDA # >SCREEN2
0370 STA SCPVR+1
0380 LDA # <SCREEN2
0390 STA SCPVR
0400 PLA
0410 STA SCPNR+1

0420 PLA
0430 STA SCPNR
0440 LDA #0
0450 STA SCPCOUNT
0460 STA SCPCOUNT+1
0470 STA SCPNOS
0480 LDA SCPVR
0490 CLC
0500 ADC # <SCPMM
0510 STA SCPMAX
0520 LDA SCPVR+1
0530 ADC # >SCPMM
0540 STA SCPMAX+1
0550 JMP SCPLL1 ;START COMP.
0560 ; -----
0570 SCPVRAM
0580 LDY #0
0590 LDA (SCPVR),Y
0600 CMP #67 ; LEERE SICHERUNG
0610 BNE SCPOLC1
0620 INC SCPNOS
0630 SCPOLC1
0640 INC SCPVR
0650 BNE SCPCC1
0660 INC SCPVR+1
0670 SCPCC1
0680 LDX SCPMAX
0690 CPX SCPVR
0700 BNE SCPML1
0710 LDX SCPMAX+1
0720 CPX SCPVR+1
0730 BNE SCPML1
0740 JSR SCPNRAM
0750 PLA
0760 PLA
0770 RTS
0780 SCPML1 RTS
0790 ; -----
0800 SCPNRAM
0810 LDA SCPCOUNT+1
0820 CMP # >UEBERLAUF
0830 BEQ AA ;A=M
0840 BCS SCPML3 ;A>=M
0850 BCC AA1 ;A<M
0860 AA LDA # <UEBERLAUF
0870 CMP SCPCOUNT
0880 BCC SCPML3 ;A<M
0890 AA1 LDA SCPCC
0900 ASL A
0910 ASL A
0920 ASL A
0930 ASL A
0940 ORA SCPCZ
0950 LDY #0
0960 STA (SCPNR),Y
0970 INC SCPNR
0980 BNE SCPML3
0990 INC SCPNR+1
1000 SCPML3
1010 INC SCPCOUNT
1020 BNE SCPML2
1030 INC SCPCOUNT+1
1040 SCPML2 RTS
1050 ; -----
1060 ; Start des Screen-Compactors
1070 ; -----
1080 SCPLL1
1090 JSR SCPVRAM
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1100     STA SCPC3
1110     LDA #0
1120     STA SCPCZ
1130 ;
1140 SCPLL2
1150     JSR SCPVRAM
1160     STA SCPNC
1170 ;
1180     LDA SCPNC
1190     CMP SCPC3
1200     BNE SCPLL3
1210     BEQ W1
1220 SCPLL10 BCC SCPLL1
1230 SCPLL20 BCC SCPLL2
1240 W1
1250     INC SCPCZ
1260     LDA SCPCZ
1270     CMP #15
1280     BNE SCPLL2
1290     JSR SCPNRAM
1300     CLC
1310     BCC SCPLL10
1320 SCPLL3
1330     JSR SCPNRAM
1340     LDA #0
1350     STA SCPCZ
1360     LDA SCPNC
1370     STA SCPC3
1380     JMP SCPLL20
1390 ;
1400 ;*****
1410 ;*   der Decompactor ...   *
1420 ;*****
1430 DCPVR = $CB
1440 DCPNR = $D0
1450 DCPCOUNTER = 212
1460 DCPMAX = 214
1470 DCPCC = 216
1480 DCPCZ = 217
1490 DCPNC = 218
1500 DCPMM = 22*20
1510 ;
1520 A1A
1530 DCOMP
1540     LDA #0           ;nach jedem
1550     STA SCOREFRASS ;neuen Bild!
1560 ;
1570     PLA
1580     STA DCPVR+1
1590     PLA
1600     STA DCPVR
1610     LDA # >SCREEN2
1620     STA DCPNR+1
1630     LDA # <SCREEN2
1640     STA DCPNR
1650     LDA #0
1660     STA DCPCOUNTER
1670     STA DCPCOUNTER+1
1680     CLC
1690     LDA DCPNR
1700     ADC # <DCPMM
1710     STA DCPMAX
1720     LDA DCPNR+1
1730     ADC # >DCPMM
1740     STA DCPMAX+1
1750     JMP DCPLL1
1760 ; -----
1770 DCPVRAM
1780     LDY #0
1790     LDA (DCPVR),Y
1800     AND #15
1810     STA DCPCZ
1820     LDA (DCPVR),Y
1830     LSR A
1840     LSR A
1850     LSR A
1860     LSR A
1870     STA DCPCC
1880     INC DCPVR
1890     BNE DCPCC1
1900     INC DCPVR+1
1910 DCPCC1 INC DCPCOUNTER
1920     BNE DCPCC2
1930     INC DCPCOUNTER+1
1940 DCPCC2 RTS
1950 ; -----
1960 DCPNRAM
1970     LDY DCPCC
1980     LDA DCPTABLE,Y
1990     LDY #0
2000     STA (DCPNR),Y
2010     INC DCPNR
2020     BNE DCPOOL1
2030     INC DCPNR+1
2040 DCPOOL1
2050     LDA DCPMAX
2060     CMP DCPNR
2070     BNE DCPSS1
2080     LDA DCPMAX+1
2090     CMP DCPNR+1
2100     BNE DCPSS1
2110     PLA
2120     PLA
2130     RTS
2140 DCPSS1 RTS
2150 ; -----
2160 ;   START DES HAUPTPROGRAMMS
2170 ; -----
2180 DCPLL1
2190     JSR DCPVRAM
2200 DCPLL2
2210     JSR DCPNRAM
2220     LDA DCPCZ
2230     BEQ DCPLL1
2240     DEC DCPCZ
2250     CLC
2260     BCC DCPLL2
2270 DCPTABLE .BYTE 0,1,2,3+64,4,5,6+64
2280           .BYTE 7+128,8+192,9+192
2290           .BYTE 10+64,11+192,12+192
2300           .BYTE 13+192,14+192,15+64
0100 ; *****
0110 ; *           Daten von Bob           *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; *   by Stefan C. Mueller   *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:DATABOB.M65
0180 ;
0190 ;** OFFSET VON DATEN **
0200 ;
0210 OFFSET .BYTE
    
```

```

0,17,34,51,68,85,102,119
0220 DATENP2
0230 ;
0240 ;*** RECHTSDATEN PLAYER 2 ***
0250 ;
0260 ;STEHEN
0270 .BYTE
24,60,60,255,52,62,60,24,0,16,32,32,16,60
,24,24,28
0280 ;SPRINGEN
0290 .BYTE
24,60,60,255,52,62,60,24,0,16,16,12,0,60,
254,231,128
0300 ;LAUFEN1
0310 .BYTE
24,60,60,255,52,62,60,24,0,16,32,32,16,60
,252,236,142
0320 ;LAUFEN2
0330 .BYTE
24,60,60,255,52,62,60,24,0,16,16,12,0,60,
62,55,56
0340 ;
0350 ;*** LINKSDATEN PLAYER 2 ***
0360 ;
0370 ;STEHEN
0380 .BYTE
24,60,60,255,44,124,60,24,0,8,4,4,8,60,24
,24,56
0390 ;SPRINGEN
0400 .BYTE
24,60,60,255,44,124,60,24,0,8,8,48,0,60,1
27,231,1
0410 ;LAUFEN1
0420 .BYTE
24,60,60,255,44,124,60,24,0,8,4,4,8,60,63
,55,113
0430 ;LAUFEN2
0440 .BYTE
24,60,60,255,44,124,60,24,0,8,8,48,0,60,1
24,236,28
0450 ;
0460 ;*** RECHTSDATEN PLAYER 3 ***
0470 ;
0480 DATENP3
0490 ;STEHEN
0500 .BYTE
52,62,60,24,60,126,126,126,126
0510 ;
0520 ;*** LINKSDATEN PLAYER 3 ***
0530 .BYTE
44,124,60,24,60,126,126,126,126
0540 ;
0550 ;
0560 ;*** DATEN VON MONTSER RECHTS ***
0570 ;
0580 DLINKS
0590 .BYTE
142,232,60,54,63,124,254,124
0600 ;
0610 ;*** DATEN VON MONSTER LINKS ***
0620 ;
0630 DRECHTS
0640 .BYTE
113,23,60,108,252,62,127,62
0650 ;
0660 ; DATEN DER PLATTFORM 1/2
0670 ;
0680 PLATTDAT1 .BYTE
    
```

```

255,255,170,85,170,255
0690 PLATTDAT2 .BYTE
255,255,85,170,85,255

0100 ; *****
0110 ; * Display List Interuppt *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:DLI.M65
0180 ;
0190 DLI PHA
0200 TYA
0210 PHA
0220 ;
0230 LDY DLIC
0240 LDA XHI,Y
0250 STA WAITHS
0260 STA 53248
0270 LDA XHI+[BYTES/2],Y
0280 STA 53249
0290 LDA COLOR,Y
0300 STA $D012
0310 LDA COLOR+[BYTES/2],Y
0320 STA $D013
0330 ;
0340 LDA $D00F ;P3PL
0350 AND #3
0360 BEQ NOCOL
0370 STY CRASHLINE
0380 STA CRASHBIT
0390 STA $D01E ;HITCLR
0400 NOCOL
0410 INC DLIC
0420 PLA
0430 TAY
0440 PLA
0450 RTI

0100 ; *****
0110 ; * Displaylist Daten *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:DLIST.M65
0180 ;
0190 DL .BYTE 112,112,$60,64+2
0200 .WORD SCREEN
0210 .BYTE 0,$86
0220 .BYTE 6,$86,6,$86,6
0230 .BYTE $86,6,$86,6,$86,6
0240 .BYTE $86,6,$86,6,$86,6
0250 .BYTE $86,6,6,6,0,2,65
0260 .WORD DL

0100 ; *****
0110 ; * Initialisiere Monsterdaten *
0120 ; * Letzte Revision: 08-08-87 *
    
```

```

0130 ; *   by Stefan C. Mueller   *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:INITMDAT.M65
0180 ;
0190 INITMDAT
0200 ;
0210     LDX #0
0220 IL1
0230 TTT1 LDA STATUSM,X
0240     AND #2
0250     BEQ ALCO1
0260     LDA #$F4
0270     STA COLOR,X
0280     BNE ALCO2
0290 ALCO1 LDA RANDOM
0300     STA COLOR,X
0310 ALCO2 INX
0320     CPX #BYTES
0330     BNE TTT1
0340     RTS

```

```

0100 ; *****
0110 ; *   Rammt Bob ein Monster?   *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; *   by Stefan C. Mueller   *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:KILLER.M65
0180 ;
0190     LDA CRASHBIT
0200     BEQ CRA1     ; KEIN CRASH
0210     LDX CRASHLINE
0220     DEX
0230     BPL CRA2
0240     LDX #9
0250 CRA2
0260     LDA CRASHBIT
0270     AND #1
0280     BEQ CRA3
0290     LDA STATUSM,X
0300     AND #2
0310     BEQ CRA5
0320 CRA3 TXA
0330     CLC
0340     ADC #[BYTES/2]
0350     TAX
0360     LDA CRASHBIT
0370     AND #2
0380     BEQ CRA1
0390     LDA STATUSM,X
0400     AND #2
0410     BNE CRA1
0420 CRA5
0430     LDA NOKASTEN ;KAESTEN=0?
0440     BNE CRA51     ;NEIN
0450     SOUNDI9
0460     LDA #0
0470     STA STATUSM,X
0480     STA XHI,X
0490     STA XLO,X
0500     STA $D01E     HITCLR
0510     STA CRASHBIT
0520     LDA #2

```

```

0530     JSR SCOREADD
0540     DEC NOMONSTER
0550     BNE CRA1
0560 ;
0630     LDA #2     ;alle Monst.tot!
0640     STA WASNUN
0650     JMP BTL3     ;(BTL3 = GOVER2)
0655 ;             in BEKILLED
0660 CRA51 LDA #KILLTIME
0670     STA BOBTOT
0680     SOUNDI7     ;Bob rammt Monst
0690     JMP ZP
0700 CRA1

0100 ; *****
0110 ; *   Label Definition   *
0120 ; * Letzte Revision: 10-04-88 *
0130 ; *   by Stefan C. Mueller   *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:LABEL.M65
0180 ;
0190     .OPT NO OBJ
0200 ;
0210 ;Konstanten-Definitionen
0220 ;
0230 BYTES = 20     ;20 Monster
0240 LINESHOCH = 18 ;17! max.Sprunghoehe
0250 MAXRUNTER = 27 ;max.Sturz-Hoehe
0260 KILLTIME = 5*50 ;Sterbe-Zeit
0270 BOFF = 54     ;Offset Monster
0280 WRECHTS = 200 ;[Rechter Rand]
0290 WLINKS = 48  ;[Linker Rand]
0300 SCOFF1 = 15   ;Score-Pos.
0310 SCOFF2 = 38   Top-Score-Pos.
0320 SUCHSTMIN = SCREEN2
0330 SUCHSTMAX = SCREEN2+[20*22]
0340 FRESSTIMESW = 10*50 ;10 Sek.fress
0350 ;
0360 ; System-Adr. & Page 0-Adr.
0370 ;
0380 STICK0 = 632   ;Joystick 0
0390 WAITHS = $D40A ;Wait hz.Syncr.
0400 RANDOM = 53770 ;Zufallsgenerat.
0410 AUDF1 = $D200 ;Frequenz 1
0420 AUDC1 = $D201 ;Verzerrung 1
0430 AUDF2 = $D202 ;Frequenz 2
0440 AUDC2 = $D203 ;Verzerrung 2
0450 AUDF3 = $D204 ;Frequenz 3
0460 AUDC3 = $D205 ;Verzerrung 3
0470 AUDF4 = $D206 ;Frequenz 4
0480 AUDC4 = $D207 ;Verzerrung 4
0490 DLIC = $CF    ;DLI-Counter
0500 PAGE01 = $CB  ;Page 0 Adr.1
0510 PAGE0 = $CD  ;Page 0 Adr.2
0520 PAGE02 = $D0 ;Page 0 Adr.3
0530 LEPOINTER = $DA ;Page 0 Adr.4
0540 SUCHSTADR = $EE
0550 ;
0560 ;Speicher-Reservierungen PAGE 6
0570 ;
0580     *= $0600
0590 ;
0600 XPOS .BYTE 0   ;X-Pos.Bob
0610 YPOS .BYTE 0   ;Y-Pos.Bob

```



```

0620 STATUS .BYTE 0 ;Bob Status
0630 STATUSM *= *+BYTES ;Status Mons.
0640 XHI *= *+BYTES ;X-Pos.Monster
0650 XRECHTS *= *+BYTES ;Wende Markel
0660 XLINKS *= *+BYTES ;Wende Marke2
0670 NOKASTEN .BYTE 0 ;#der Kaesten
0680 NOMONSTER .BYTE 0 ;#der Monster
0690 ;
0700 XLO *= *+BYTES ;X-Lo Bob
0710 COLOR *= *+BYTES ;Monsterfarbe
0720 LOECHER *= *+17 ;Bob-Loecher
0730 ;
0740 DELTAX .BYTE 0 ;Bob X-Speed
0750 DELTAY .BYTE 0 ;Bob Y-Speed
0760 STICK .BYTE 0 ;New Stick Data
0770 RAM0 .BYTE 0,0 ;zum Rechnen
0780 JMPTIME .BYTE 0 ;Todes-Countdown
0790 JMPHIM? .BYTE 0 ;Springen (Y/N)
0800 STONE1 .BYTE 0 ;Stein unter Bob
0810 STONE2 .BYTE 0 ;Stein 'in' Bob
0820 STONE3 .BYTE 0 ;Plattform u.Bob
0830 VBIS .BYTE 0 ;VBI-Speicher
0840 DARFTRIG .BYTE 0 ;darf Bob jmp.?
0850 RUNTER .BYTE 0 ;hoch o.runter?
0860 BOBTOT .BYTE 0 ;1= er ist tot
0870 FNTZ .BYTE 0 ;Font-Zaehler
0880 LASER? .BYTE 0 ;Laser an?
0890 CRASHLINE .BYTE 0 ;Zeile d.Koll.
0900 CRASHBIT .BYTE 0 ;p2 to Pl.Col
0910 WASNUN .BYTE 0 ;Level-Kontrolle
0920 PLAY? .BYTE 0 ;Control of Game
0930 VBIANAUS .BYTE 0 ;ganzer VBI off
0940 YPOSRESCUE .BYTE 0
0950 SOUNDP11 .BYTE 0 ;Channel 0
0960 SOUNDP12 .BYTE 0
0970 SOUNDP13 .BYTE 0
0980 SOUNDN1 .BYTE 0
0990 SOUNDP21 .BYTE 0 ;Channel 1
1000 SOUNDP22 .BYTE 0
1010 SOUNDP23 .BYTE 0
1020 SOUNDN2 .BYTE 0
1030 SOUNDN3 .BYTE 0 ;Channel 2
1040 SOUNDN4 .BYTE 0
1050 SOUNDP41 .BYTE 0
1060 SOUNDP42 .BYTE 0
1070 SOUNDP43 .BYTE 0
1080 SCOREM .BYTE 0,0,0,0 ;Score
1090 ;SCOREHI .BYTE 0,0,0,0
1100 NOLIVES .BYTE 0 ;# Bob's Leben
1110 LENODEC .BYTE 0,0 ;Level#
1120 LENODIG .BYTE 0
1130 EXTRAP .BYTE 0 ;EXTRA-Zeiger
1140 SCOREFRASS .BYTE 0 ;Score down?
1150 FRESSTIME .BYTE 0,0
1160 KASTENRESET .BYTE 0
1170 AMADIP .BYTE 0
1180 ;
1190 .OPT OBJ

0100 ; *****
0110 ; * Teste, ob Bob landen kann. *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;

0170 ; SAVE #D:LUFT.M65
0180 ;
0190 ;wenn Luft:=> LLL4, nicht:weiter
0200 LDA STONE3 ;PLATTFORM
0210 BNE DLD ;JA
0220 LDA STONE1 ;
0230 AND #15 ;
0240 CMP #15 ;LASER?
0250 BEQ ZUSCH ;JA
0260 CMP #7 ;<7
0270 BCC DNL ;JA. NICHT LAND.
0280 DLD SEC ;LANDEN!
0290 RTS
0300 ZUSCH LDA LASER?
0310 BNE DLD
0320 DNL CLC ;NICHT LANDEN
0330 RTS

0100 ; *****
0110 ; * Hauptprogramm *
0120 ; * Letzte Revision: 05-07-88 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:MAIN.M65
0180 ;
0190 MAIN
0200 ;---- ALLES VOR EINEM SPIEL ----
0210 LDA #0
0220 STA EXTRAP
0230 LDA # <SUCHSTMIN
0240 STA SUCHSTADR
0250 LDA # >SUCHSTMIN
0260 STA SUCHSTADR+1
0270 ;-----
0280 LDA PLAY?
0290 BNE MAINNL1
0300 JMP MAINL1
0310 MAINNL1
0320 CMP #1
0330 BNE MAINNL4
0340 JMP MAINL4
0350 MAINNL4
0360 CMP #4
0370 BNE MAINNL5
0380 JMP MAINL5
0390 MAINNL5
0400 JMP $E477 ; ERROR ERROR ERROR
0410 ;*****
0420 MAINL1 ; PLAY?=0
0430 JSR INITGAME
0440 JSR MPMBO
0450 RTS
0460 ;
0470 MAINL4 ; PLAY?=1
0480 JSR INITMDAT
0490 JSR LETEST
0500 RTS
0510 ;
0520 MAINL5 ; PLAY?=4
0530 ;*****
0540 ;* Hauptprogrammsschleife 10-10 *
0550 ;*****
0560 ;
0570 GG2
    
```

```
0580 JSR PRINTDT
0590 JSR VORSPANN
0600 GG3
0610 LDA 53279 ;CONSOL
0620 EOR 53264 ;TRIG0 pressed?
0622 AND #1 ;'START'pressed?
0630 BEQ GG3 ; no&no
0640 ;
0650 LDY #0
0660 LDA #0
0670 GG4 STA $0600,Y
0680 INY
0690 BNE GG4
0700 ;
0710 LDA #5
0720 STA NOLIVES
0730 LDA #1
0740 STA LENODEC
0750 ; STA LENODIG
0760 LDA # <LESTARTADR
0770 STA LEPOINTER
0780 LDA # >LESTARTADR
0790 STA LEPOINTER+1
0800 JSR SCOREOUT
0810 GG5 JSR INITGAME
0820 JSR PRINTLIVES
0830 ;
0840 JSR VORBILD ;GG5 OLD
0850 JSR LEVELINIT
0860 JSR PLAYPICTURE
0870 LDA WASNUN
0880 CMP #3 ;OPTION PRESSED?
0890 BEQ GG8 ;'GAME OVER'
0900 CMP #2
0910 BNE GG7 ;BOB TOT!
0920 ;LEVEL GESCHAFFT!
0930 ;
0940 JSR LEVELNEXT
0950 GG6
0960 JMP GG5
0970 ;
0980 ;BOB TOT
0990 ;
1000 GG7 JSR LIVEWEG
1010 LDA NOLIVES ;=0?
1020 BNE GG6
1023 GG8 LDA #0
1025 STA NOLIVES ;BEI OPTION
1030 JSR HISCORE
1040 JSR VORBILD ;=>"GAME OVER"
1050 JMP GG2

0100 ; *****
0110 ; * Bewege und zeichne Monster *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:MMOVE.M65
0180 ;
0190 MONSTERMOVE
0200 ;
0210 LDA #PMS+4
0220 STA PAGE01+1
0230 LDA #BOFF

0240 STA PAGE01
0250 LDX #0
0260 YYY4 LDA STATUSM,X
0270 AND #2 ;MON/PLTFRM
0280 BEQ MO
0290 JSR MMOVE
0300 JSR PLATTFORM
0310 JMP RVP
0320 ;
0330 MO JSR NEWCOLOR
0340 JSR MMOVE
0350 JSR ACTION
0360 ;
0370 ;
0380 RVP INX
0390 CPX #BYTES/2
0400 BNE YYY8
0410 INC PAGE01+1
0420 LDA #BOFF
0430 STA PAGE01
0440 YYY8 CPX #BYTES
0450 BNE YYY4
0460 RTS
0470 ;
0480 NEWCOLOR
0490 LDA STATUSM,X
0500 AND #4
0510 BEQ ZH
0520 ZR DEC COLOR,X
0530 LDA COLOR,X
0540 AND #15
0550 BNE NNN ;SCHON 0?
0560 NN1 LDA STATUSM,X
0570 EOR #4 ;DANN COUNT UP
0580 STA STATUSM,X
0590 NNN RTS
0600 ZH INC COLOR,X
0610 LDA COLOR,X ;SCHON 12?
0620 AND #15
0630 CMP #12 ;DANN COUNT DOWN
0640 BNE NNN
0650 BEQ NN1
0660 JMP $E477
0670 ;
0680 MMOVE
0690 ;
0700 LDA STATUSM,X
0710 AND #1
0720 BEQ MRECHTS
0730 MLINKS
0740 LDA STATUSM,X
0750 AND #255-7
0760 EOR #255
0770 SEC
0780 ADC XLO,X
0790 STA XLO,X
0800 BCS CS1
0810 DEC XHI,X
0820 ;
0830 CS1 LDA XLINKS,X
0840 CMP XHI,X
0850 BNE OK1
0860 BEQ TOGGLE
0870 MRECHTS
0880 LDA STATUSM,X
0890 AND #255-7
0900 CLC
0910 ADC XLO,X
```

```

0920 STA XLO,X
0930 BCC CC1
0940 INC XHI,X
0950 CC1 LDA XRECHTS,X
0960 CMP XHI,X
0970 BNE OK1
0980 TOGGLE LDA STATUSM,X
0990 EOR #1
1000 STA STATUSM,X
1010 OK1 RTS
1020 ;
1030 ;MONSTER UMDREHEN UND TIPPELN
1040 ;
1050 ACTION LDY #0
1060 LDA STATUSM,X
1070 AND #1
1080 BNE M2
1090 ;LINKS!
1100 M1 LDA DLINKS,Y
1110 STA (PAGE01),Y
1120 INY
1130 CPY #8
1140 BNE M1
1150 BEQ PFOTEN
1160 M2 LDA DRECHTS,Y
1170 STA (PAGE01),Y
1180 INY
1190 CPY #8
1200 BNE M2
1210 ;
1220 PFOTEN
1230 ;
1240 LDA XHI,X
1250 AND #2
1260 BEQ YYY3
1270 YYY2 LDA #108
1280 STA (PAGE01),Y
1290 INY
1300 LDA #204
1310 STA (PAGE01),Y
1320 BNE YYY1
1330 YYY3 LDA #54
1340 STA (PAGE01),Y
1350 INY
1360 LDA #51
1370 STA (PAGE01),Y
1380 YYY1 LDA PAGE01
1390 CLC
1400 ADC #16
1410 STA PAGE01
1420 RTS
1430 ;
1440 PLATTFORM
1450 LDY #2
1460 LDA XHI,X
1470 AND #1
1480 BEQ PLF1
1490 PLF2
1500 LDA PLATTDAT1-2,Y
1510 STA (PAGE01),Y
1520 INY
1530 CPY #8
1540 BNE PLF2
1550 JMP YYY1
1560 PLF1
1570 LDA PLATTDAT2-2,Y
1580 STA (PAGE01),Y
1590 INY
1600 CPY #8
1610 BNE PLF1
1620 JMP YYY1

0100 ; *****
0110 ; * Punkteanzeige *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * Verbesserung am: 12-11-87 *
0140 ; * by Stefan C. Mueller *
0150 ; * (C) MCMLXXXVII S.C.M.Soft! *
0160 ; *****
0170 ;
0180 ; SAVE #D:SCORE.M65
0190 ;
0200 SCOREADD
0210 ASL A
0220 ASL A ;*8
0230 CLC
0240 ADC #3
0250 TAX
0260 SED
0270 CLC
0280 LDY #3
0290 IJ LDA SCOREM,Y
0300 ADC SCDT,X
0310 STA SCOREM,Y
0320 DEX
0330 DEY
0340 BPL IJ
0350 CLD
0360 ;erst Scorefrass, wenn gepunktet
0370 LDA #1
0380 STA SCOREFRASS ;ab jetzt!
0390 ; -----
0400 SCOREOUT
0410 LDY #SCOFF1
0420 SCOUT2 LDX #3
0430 IK LDA SCOREM,X
0440 AND #15
0450 ORA #16
0460 STA SCREEN,Y
0470 DEY
0480 LDA SCOREM,X
0490 LSR A
0500 LSR A
0510 LSR A
0520 LSR A
0530 ORA #16
0540 STA SCREEN,Y
0550 DEY
0560 DEX
0570 BPL IK
0580 RTS
0590 SCDT .BYTE $00,$00,$25,$00 ;G
0600 .BYTE $00,$00,$05,$00 ;D
0610 .BYTE $00,$00,$10,$00 ;M
0620 ; -----
0630 HISCORE
0640 LDY #0
0650 HIS1 LDA SCOREM,Y
0660 CMP SCOREHI,Y
0670 BCC HIS2 ; NO NEW HISC.
0680 BNE HIS3 ; NEUER HISCORE
0690 INY
0700 CPY #4 ; TEST ENDE?
0710 BNE HIS1 ; WEITER TESTEN
    
```



```
0720 HIS2 RTS ; KEIN NEUER HISC.
0730 HIS3 LDY #3 ; COPY TO HISC.
0740 HIS4 LDA SCOREM,Y
0750 STA SCOREHI,Y
0760 DEY
0770 BPL HIS4
0780 ; HISCORE AUSGEBEN
0790 SCOUT3 LDY #SCOFF2 ;HIS.OFFSET
0800 JSR SCOUT2
0810 RTS
0820 ;
0830 ; SUBTRAHIERE 1 WENN SCOREM>0
0840 ;
0850 SCORESUB1
0860 JSR SCORESUB2
0870 LDA AMADIP
0880 BEQ ZXZZ
0890 JSR SCORESUB2
0900 ZXZZ RTS
0910 ;
0920 SCORESUB2
0930 LDA SCOREFRASS
0940 BEQ SC2 ;KEIN FRASS ERL.
0950 LDY #3
0960 SC1 LDA SCOREM,Y
0970 BNE SC4 ;<>0! =>S=S-1
0980 DEY
0990 BPL SC1
1000 BMI SC2
1010 SC4 SED
1020 LDY #3
1030 CLC ;MINUS 1
1040 SC3 LDA SCOREM,Y
1050 SBC #0
1060 STA SCOREM,Y
1070 DEY
1080 BPL SC3
1090 CLD
1100 JSR SCOREOUT
1110 SC2 RTS
1120 ;
1130 SCOREHI .BYTE $00,$01,$00,$00
```

```
0100 ; *****
0110 ; * Macros fuer Sound *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:SOUNDM.M65
0180 ;
0190 .MACRO SOUNDI1
0200 ;*****
0210 ;* Bonus Fanfare *
0220 ;*****
0230 LDA #14
0240 STA SOUNDP11
0250 STA SOUNDP12
0260 LDA #1
0270 STA SOUNDN1
0280 .ENDM
0290 ;
0300 .MACRO SOUNDA1
0310 LDA SOUNDN1
0320 CMP #1
```

```
0330 BNE SOL1
0340 LDA SOUNDP12
0350 STA AUDF1
0360 LDA SOUNDP11
0370 ORA #16*10
0380 STA AUDC1
0390 ;
0400 DEC SOUNDP12
0410 BNE SOL1
0420 DEC SOUNDP11
0430 LDA SOUNDP11
0440 STA SOUNDP12
0450 BPL SOL1
0460 LDA #0
0470 STA SOUNDN1
0480 BPL SOL1
0490 LDA #0
0500 STA SOUNDN1
0510 SOL1
0520 .ENDM
0530 ;
0540 .MACRO SOUNDI2
0550 ;*****
0560 ;* Sicherungskasten rep. *
0570 ;*****
0580 LDA #15
0590 STA SOUNDP11
0600 STA SOUNDP12
0610 LDA #4
0620 STA SOUNDP13
0630 LDA #2
0640 STA SOUNDN1
0650 .ENDM
0660 ;
0670 .MACRO SOUNDA2
0680 LDA SOUNDN1
0690 CMP #2
0700 BNE SOL2 ;
0710 LDA SOUNDP11
0720 STA AUDC1
0730 LDA #0
0740 STA AUDF1
0750 DEC SOUNDP11
0760 BNE SOL3
0770 INC SOUNDN1
0780 SOL2
0790 LDA SOUNDN1 ;SOUNDN1=3?
0800 CMP #3
0810 BNE SOL3 ;NO
0820 DEC SOUNDP13
0830 BNE SOL20
0840 LDA #4
0850 STA SOUNDP13
0860 DEC SOUNDP12
0870 BNE SOL20
0880 LDA #0
0890 STA SOUNDN1
0900 SOL20 LDA 20
0910 AND #1
0920 BEQ SOL22
0930 LDA #50
0940 STA AUDF1
0950 BNE SOL30
0960 SOL22 LDA #40
0970 STA AUDF1
0980 SOL30 LDA SOUNDP12
0990 ORA #16*10
1000 STA AUDC1
```

```
1010 SOL3
1020 .ENDM
1030 ;
1040 .MACRO SOUNDI9 ;MONSTERSTERBEN
1050 ;*****
1060 ;* Monstersterben *
1070 ;*****
1080 LDA #9
1090 STA SOUNDN1
1100 LDA #30
1110 STA SOUNDP11
1120 .ENDM
1130 ;
1140 .MACRO SOUNDA9
1150 LDA SOUNDN1
1160 CMP #9
1170 BNE EOS9
1180 ;
1190 LDA 20
1200 AND #1
1210 BEQ S9L1
1220 DEC SOUNDP11
1230 BNE S9L1
1240 LDA #0
1250 STA SOUNDN1
1260 S9L1
1270 LDA SOUNDP11
1280 LSR A
1290 STA AUDC1
1300 LDA RANDOM
1310 AND #127
1320 ORA #64
1330 STA AUDF1
1340 EOS9
1350 .ENDM
1360 ;
1370 .MACRO SOUNDI3
1380 ;*****
1390 ;* Bob springt *
1400 ;*****
1410 LDA #20
1420 STA SOUNDP21 ;TONHOEHE
1430 LDA #14
1440 STA SOUNDP22 ;LAUTSTAERKE
1450 LDA #1
1460 STA SOUNDP23 ;DELTA-TON
1470 LDA #3
1480 STA SOUNDN2 ;SOUND-NR
1490 .ENDM
1500 ;
1510 .MACRO SOUNDA3 ;SPRUNG
1520 LDA SOUNDN2
1530 CMP #3
1540 BNE EOS3
1550 ;
1560 LDA SOUNDP21
1570 CLC
1580 ADC SOUNDP23
1590 STA SOUNDP21
1600 STA AUDF2
1610 CMP #20 ;UNTERE GRENZE
1620 BNE SM3OK1
1630 LDA #1
1640 STA SOUNDP23
1650 JMP SM3LST
1660 SM3OK1 CMP #22 ;OBERE GR.
1670 BNE SM3OK2
1680 LDA #-1
1690 STA SOUNDP23
1700 SM3LST
1710 DEC SOUNDP22
1720 BNE SM3OK2
1730 LDA #0
1740 STA SOUNDN2
1750 SM3OK2 LDA SOUNDP22
1760 ORA #10*16
1770 STA AUDC2
1780 EOS3
1790 .ENDM
1800 ;
1810 .MACRO SOUNDI4 ;FUESSE
1820 ;*****
1830 ;* Bob rennt *
1840 ;*****
1850 LDA #4
1860 STA SOUNDN2
1870 .ENDM
1880 ;
1890 .MACRO SOUNDA4
1900 LDA SOUNDN2
1910 CMP #4
1920 BNE EOS4
1930 ;
1940 LDA SOUNDP21
1950 CMP #5
1960 BCC SM4L0
1970 LDA #4
1980 STA SOUNDP21
1990 SM4L0
2000 LDA SOUNDP21
2010 STA AUDF2
2020 STA AUDC2
2030 DEC SOUNDP21
2040 LDA JMPHIM?
2050 BNE SM4L1
2060 LDA STICK
2070 AND #12
2080 BEQ SM4L1
2090 BNE EOS4
2100 SM4L1 LDA #0
2110 STA SOUNDN2
2120 EOS4
2130 .ENDM
2140 ; -----
2150 .MACRO SOUNDA0
2160 LDA SOUNDN2
2170 BNE EOS0
2180 LDA #0
2190 STA AUDF2
2200 STA AUDC2
2210 EOS0
2220 .ENDM
2230 ; -----
2240 ; freezing stones
2250 .MACRO SOUNDA5
2260 LDA SOUNDN2
2270 CMP #5
2280 BNE EOS5
2290 LDA RANDOM
2300 AND #15
2310 STA AUDF2
2320 LDA #10*16+6
2330 STA AUDC2
2340 EOS5
2350 .ENDM
2360 ; -----
```



```
2370 .MACRO SOUNDI5
2380 ; *****
2390 ; * Freezing Stones *
2400 ; *****
2410 LDA #5
2420 STA SOUNDN2
2430 .ENDM
2440 ; -----
2450 .MACRO SOUNDI6
2460 ; *****
2470 ; * Nach Sprung aufkommen *
2480 ; *****
2490 LDA #10
2500 STA SOUNDP21
2510 LDA #6
2520 STA SOUNDN2
2530 .ENDM
2540 ; -----
2550 .MACRO SOUNDA6
2560 LDA SOUNDN2
2570 CMP #6
2580 BNE EOS6
2590 LDA SOUNDP21
2600 STA AUDC2
2610 STA AUDF2
2620 DEC SOUNDP21
2630 BNE EOS6
2640 LDA #0
2650 STA SOUNDN2
2660 EOS6
2670 .ENDM
2680 ; -----
2690 .MACRO SOUNDI7 STERBEN
2700 ; *****
2710 ; * Bob's Sterbeabgang *
2720 ; *****
2730 LDA #7
2740 STA SOUNDN2
2750 LDA #50
2760 STA SOUNDP21
2770 .ENDM
2780 ; -----
2790 .MACRO SOUNDA7
2800 LDA SOUNDN2
2810 CMP #7
2820 BNE EOS7
2830 LDA 20
2840 AND #1
2850 BEQ SM7L1
2860 LDA #16*4+8
2870 STA AUDC2
2880 LDA SOUNDP21
2890 STA AUDF2
2900 JMP EOS7
2910 SM7L1
2920 LDA #0
2930 STA AUDF2
2940 STA AUDC2
2950 DEC SOUNDP21
2960 BNE EOS7
2970 STA SOUNDN2
2980 EOS7
2990 .ENDM
3000 ;
3010 .MACRO SOUND3A1
3020 ; LDA SOUNDN3
3030 ; BNE Z2
3040 LDA NOMONSTER
3050 BEQ Z0
3060 LDA AMADIP
3070 BNE Z1
3080 Z0 LDA #0
3090 STA AUDF3
3100 STA AUDC3
3110 BEQ Z2
3120 Z1
3130 LDA RANDOM ;COLOR
3140 AND #255-4 ; "
3150 ORA #8 ; "
3160 STA $D016 ;COLOR!
3170 LDA RANDOM
3180 STA AUDF3
3190 LDA RANDOM
3200 AND #2
3210 STA AUDC3
3220 LDA AMADIP ;AntiMonst.Anl.
3230 BNE Z2 ;ist ON
3240 LDA #0 ;ist OFF
3250 STA SOUNDN3
3260 STA AUDC3
3270 Z2
3280 .ENDM
3290 ;
3300 ;
3310 .MACRO SOUND3I2
3320 LDA #1
3330 STA SOUNDN4
3340 LDA #0
3350 STA SOUNDP41
3360 STA SOUNDP43
3370 .ENDM
3380 ;
3390 ;
3400 .MACRO SOUND3A2
3410 LDA SOUNDN4
3420 CMP #1 ;BIN ICH'S?
3430 BNE Z20 ;NO!
3440 LDA SOUNDP43 ;Neue Note?
3450 BNE Z10 ;Nein
3460 LDY SOUNDP41 ;Ja
3470 CPY #22 ;Letzte Note
3480 BNE Z12 ;Nein
3490 LDA #0 ;Ja
3500 STA SOUNDN4 ;Sound aus!
3510 LDA EXTRAP ;soll EXTRA
3520 CMP #5 ;resetet w.?
3530 BNE Z11 ;nein
3540 LDY #4 ;Ja!
3550 Z17 LDA TXTB+18,Y ;let's
3560 STA SCREEN+498,Y ;clear
3570 DEY ;our
3580 BPL Z17 ;EXTRA!
3590 BMI Z11 ;JMP ende
3600 Z12 LDA NOTEN,Y ;Note
3610 STA AUDF4
3620 LDA #$A8 ;Lautstaerke
3630 STA AUDC4
3640 LDA LAENGEN,Y ;Tonlaenge
3650 STA SOUNDP42
3660 LDA #2 ;SCM-Sound!
3670 STA SOUNDP43
3680 INC SOUNDP41 ;next Ton
3690 Z10 LDA SOUNDP43
3700 CMP #1 ;Ding o. Dong?
3710 BNE Z13
3720 Z15 LDA SOUNDP42
```

```

3730    ORA #160 ;pure Tone!
3740    STA AUDC4
3750    DEC SOUNDP42
3760    BPL Z11
3770    LDA #0
3780    STA SOUNDP43
3790    BEQ Z11
3800 Z20 BNE Z11
3810 Z13 DEC SOUNDP42
3820    BPL Z11
3830    DEC SOUNDP43
3840    LDA #7
3850    STA SOUNDP42
3860    BNE Z15
3870 NOTEN .BYTE
60,60,45,60,45,35,45,45,45,35,45
3880    .BYTE
35,29,35,45,35,29,35,45,60,60,45
3890 LAENGEN .BYTE
0,0,0,0,0,8,0,0,0,0,0,8,0,0,8,0,0,8,8
,24
3900 Z11
3910    .ENDM

0100 ; *****
0110 ; * Bob's Reaktionen/Steine *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:STACTION.M65
0180 ;
0190 ;Ueberprueft Steine und macht
0200 ;die entsprechenden Aktionen
0210 MAKEACTION
0220    LDA STONE1
0230    AND #15
0240    ASL A
0250    TAY
0260    LDA JMPTAB+1,Y
0270    PHA
0280    LDA JMPTAB,Y
0290    PHA
0300    RTS
0310 JMPTAB .WORD SS0-1,SS1-1,SS2-1,SS3-
1,SS4-1
0320    .WORD SS5-1,SS6-1,SS7-1,SS8-
1,SS9-1
0330    .WORD SS10-1,SS11-1,SS12-1,SS13-
1
0340    .WORD SS14-1,SS15-1
0350 ;
0360 SS0 ; LUFT
0370 SS1 ; ZIERMAUER
0380 SS2 ; VERT.+SICHERG.
0390 SS4 ; LEITUNG VERT.
0400 SS5 ; LEITUNG HORIZ.
0410 SS7 ; NORM.STEHMAUER
0420 SS3 ; VERT.O.SICHERG.
0430 SS6 ; BONUS
0440    RTS
0450 ; *** JMP Rechts Hoch ***
0460 SS8 LDA #1
0470    STA JMPHIM?
0480    LDA #0
0490    STA RUNTER
0500    LDA #LINESHOCH
0510    STA JMPTIME
0520    LDA #1
0530    STA STATUS
0540    STA DELTAX
0550    SOUNDI3
0560    RTS
0570 ; *** JMP links hoch ***
0580 SS9 LDA #1
0590    STA JMPHIM?
0600    LDA #0
0610    STA RUNTER
0620    LDA #LINESHOCH
0630    STA JMPTIME
0640    LDA #1+4
0650    STA STATUS
0660    LDA #-1
0670    STA DELTAX
0680    SOUNDI3
0690    RTS
0700 ; *** Freezings Stones ***
0710 SS10 LDA 20
0720    AND #255-31 ;NO-FREEZE-TIME
0730    BEQ NFREEZE
0740    LDA #0
0750    STA DELTAX
0760    STA DELTAY
0770    LDA #1
0780    STA DARFTRIG
0790    LDA RANDOM
0800    ORA #8
0810    STA $D014
0820    ADC RANDOM
0830    ORA #8
0840    STA $D015
0850    LDA STATUS
0860    AND #4
0870    STA STATUS
0880    SOUNDI5
0890 NFREEZE RTS
0900 ; *** Presslufthammersteine ***
0910 SS11
0920    LDA #1
0930    STA JMPHIM?
0940    LDA #0
0950    STA RUNTER
0960    LDA RANDOM
0970    AND #1
0980    BNE BNE
0990    STA DELTAX
1000 BNE LDA #3 ;NUR 3LINES HOCH
1010    STA JMPTIME
1020    LDA STATUS
1030    AND #4
1040    ORA #1
1050    STA STATUS
1060    SOUNDI3
1070    RTS
1080 ; *** Beschl. nach rechts ***
1090 SS12 INC DELTAX ;GESCHW.KEIT.
1100    JMP SS88
1110 ; *** Beschl. nach links ***
1120 SS13 DEC DELTAX ;GESCHW.KEIT
1130 SS88 LDA #0
1140    STA JMPHIM?
1150    LDA #2
1160    STA DARFTRIG
1170    RTS

```



```
1180 ; *** Beschl.nach oben ****
1190 SS14 LDA #1
1200 STA JMPHIM?
1210 LDA #0
1220 STA RUNTER
1230 LDA #8*10+2 ;10 STUFEN HOCH!
1240 STA JMPTIME
1250 LDA STATUS
1260 AND #4
1270 ORA #1
1280 STA STATUS
1290 SOUNDI3
1300 RTS
1310 ; *** fallen durch Blinkstone?***
1320 SS15
1330 RTS

0100 ; *****
0110 ; * Erkenne Steine unter Bob *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:STEINE.M65
0180 ;
0190 LDA YPOS
0200 CLC
0210 ADC #17 ;MHOEHE
0220 AND #7
0230 BEQ AOK
0240 LDA #0
0250 STA STONE1
0260 STA STONE2
0270 STA STONE3
0280 JMP EOM
0290 ;
0300 AOK
0310 LDA YPOS
0320 SEC
0330 SBC #32-17 ;MHOEHE
0340 LSR A
0350 LSR A
0360 LSR A
0370 CLC
0380 ADC #1
0390 STA RAM0
0400 STA PAGE0
0410 LDA #0
0420 STA RAM0+1
0430 STA PAGE0+1
0440 ;
0450 ASL PAGE0 ;*16
0460 ROL PAGE0+1
0470 ASL PAGE0
0480 ROL PAGE0+1
0490 ASL PAGE0
0500 ROL PAGE0+1
0510 ASL PAGE0
0520 ROL PAGE0+1
0530 ;
0540 ASL RAM0
0550 ROL RAM0+1
0560 ASL RAM0
0570 ROL RAM0+1
0580 ;
0590 LDA STATUS

0600 AND #4
0610 SEC
0620 BEQ UUU
0630 CLC
0640 UUU
0650 LDA XPOS
0660 SBC #44
0670 ;
0680 LSR A
0690 LSR A
0700 LSR A
0710 ;
0720 CLC
0730 ADC PAGE0
0740 STA PAGE0
0750 LDA PAGE0+1
0760 ADC #0
0770 STA PAGE0+1
0780 LDA PAGE0
0790 CLC
0800 ADC RAM0
0810 STA PAGE0
0820 LDA PAGE0+1
0830 ADC RAM0+1
0840 STA PAGE0+1
0850 LDA 88
0860 CLC
0870 ADC PAGE0
0880 STA PAGE0
0890 LDA PAGE0+1
0900 ADC 89
0910 STA PAGE0+1
0920 ;
0930 LDY #0
0940 LDA (PAGE0),Y
0950 STA STONE1
0960 ;
0970 LDA PAGE0
0980 SEC
0990 SBC #20
1000 STA PAGE02
1010 LDA PAGE0+1
1020 SBC #0
1030 STA PAGE02+1
1040 LDA (PAGE02),Y
1050 STA STONE2
1060 ;----- MOVING STONES -----
1070 LDA YPOS
1080 CLC
1090 ADC #17
1100 AND #8
1110 BEQ EOM
1120 ;
1130 LDA YPOS
1140 SEC
1150 SBC #39
1160 LSR A
1170 LSR A
1180 LSR A
1190 LSR A
1200 TAX
1210 CMP #10
1220 BCS EOM
1230 ;
1240 LDA STATUS
1250 AND #4
1260 CLC
1270 BNE UEG
```



```

1280 SEC
1290 UEG LDA XPOS
1300 ADC #3
1310 STA VBIS
1320 ;
1330 LDA STATUSM,X
1340 AND #2
1350 BEQ TT2
1360 LDA VBIS
1370 CMP XHI,X
1380 BCC TT2
1390 SBC #8
1400 CMP XHI,X
1410 BCC STORE1 ;04.03.86 01:50!
1420 ;
1430 TT2 LDA STATUSM+[BYTES/2],X
1440 AND #2
1450 BEQ STORE0
1460 LDA VBIS
1470 CMP XHI+[BYTES/2],X
1480 BCC STORE0
1490 SBC #8
1500 CMP XHI+[BYTES/2],X
1510 BCC STORE1
1520 STORE0
1530 LDA #0
1540 STA STONE3
1550 JMP EOM
1560 STORE1
1570 LDA #1
1580 STA STONE3
1590 EOM

0100 ; *****
0110 ; * Diverse Unterroutinen *
0120 ; * Letzte Revision: 05-07-88 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:SUBS.M65
0180 ;
0190 ; -----
0200 ; Text Line 1,2,Score =>print
0210 ; -----
0220 PRINTDT
0230 LDY #39
0240 PRINTDTL1 LDA TXTA,Y
0250 STA SCREEN,Y
0260 LDA TXTB,Y
0270 STA SCREEN+480,Y
0280 DEY
0290 BPL PRINTDTL1
0300 JSR SCOREOUT
0310 LDY #3
0320 SCCPY LDA SCOREHI,Y
0330 STA SCOREM,Y
0340 DEY
0350 BPL SCCPY
0360 JSR SCOUT3
0370 JSR PRINTLIVES
0380 RTS
0390 ; -----
0400 ; Decrement number of lives BCD
0410 ; -----
0420 LIVEWEG
0430 SED
    
```

```

0440 LDA NOLIVES
0450 SEC
0460 SBC #1
0470 STA NOLIVES
0480 CLD
0500 RTS
0510 ; -----
0520 ; Inc number of lives, up to 99
0530 ; -----
0540 LIVEDAZU
0550 LDA EXTRAP
0560 CMP #5
0570 BNE EXP1
0580 LDY #4
0590 EXP2 LDA TXTB+18,Y ;'EXTRA'
0600 STA SCREEN+498,Y
0610 DEY
0620 BPL EXP2
0630 INY ;LDY #0
0640 STY EXTRAP
0650 EXP1 LDY EXTRAP
0660 LDA SCREEN+498,Y
0670 ORA #128
0680 STA SCREEN+498,Y
0690 INY
0700 STY EXTRAP
0710 CPY #5
0720 BEQ EXP4
0730 SOUNDI1
0740 RTS
0750 EXP4 SOUND3I2 ;EXTRA-FANFARE
0760 SED
0770 LDA NOLIVES
0780 CLC
0790 ADC #1
0800 BCS LIVEL9 ;NOT >99!
0810 STA NOLIVES
0820 LIVEL9 CLD
0830 JSR PRINTLIVES
0840 EXP3 RTS
0850 ; -----
0860 ; Print # of lives in line 2
0870 ; -----
0880 PRINTLIVES
0890 LDA NOLIVES
0900 AND #15
0910 ORA #16
0920 STA SCREEN+518
0930 LDA NOLIVES
0940 LSR A
0950 LSR A
0960 LSR A
0970 LSR A
0980 ORA #16
0990 STA SCREEN+517
1000 RTS
1010 ; -----
1020 ; Monst/Plattf -Init BASIC only
1030 ; -----
1040 MPMBO
1050 LDA #PMS+4
1060 STA PAGE01+1
1070 LDA #BOFF
1080 STA PAGE01
1090 LDX #0
1100 XK1 LDA STATUSM,X
1110 AND #2
1120 BEQ XK2
    
```

```

1130 JSR PLATTFORM
1140 JMP XK9
1150 XK2 JSR ACTION
1160 XK9 INX
1170 CPX #BYTES/2
1180 BNE XK4
1190 INC PAGE01+1
1200 LDA #BOFF
1210 STA PAGE01
1220 XK4 CPX #BYTES
1230 BNE XK1
1240 RTS
1250 ; -----
1260 ; Naechsten Level bestimmen
1270 ; -----
1280 LEVELNEXT
1290 LDY #0
1300 LDA (LEPOINTER),Y
1310 CLC
1320 ADC LEPOINTER
1330 STA LEPOINTER
1340 LDA LEPOINTER+1
1350 ADC #0
1360 STA LEPOINTER+1
1370 ;
1380 SED
1390 CLC
1400 LDA LENODEC
1410 ADC #1
1420 STA LENODEC
1430 LDA LENODEC+1
1440 ADC #0
1450 STA LENODEC+1
1460 CLD
1470 ;
1480 LDA (LEPOINTER),Y
1490 BNE LENOL1 ;0=LE ALLE
1500 STY LENODEC+1
1510 INY
1520 STY LENODEC
1530 LDA # >LESTARTADR
1540 STA LEPOINTER+1
1550 LDA # <LESTARTADR
1560 STA LEPOINTER
1570 LENOL1 RTS
1580 ; -----
1590 ; Initialisiere aktuellen Level
1600 ; -----
1610 LEVELINIT
1620 LDY #1
1630 MBD LDA (LEPOINTER),Y
1640 STA 1535,Y
1650 INY
1660 CPY #86
1670 BNE MBD
1680 LDA #0
1690 STA KASTENRESET
1700 STA FRESSTIME
1710 STA FRESSTIME+1
1720 JSR CLEARPM
1730 JSR INITMDAT
1740 LDA LEPOINTER
1750 CLC
1760 ADC #86
1770 PHA
1780 LDA LEPOINTER+1
1790 ADC #0
1800 PHA
    
```

```

1810 JSR LEVELPRINT
1820 JMP DCOMP
1830 ; RTS
1840 ; -----
1850 ; Print Level number in line 2
1860 ; -----
1870 LEVELPRINT
1880 LDA LENODEC
1890 AND #15
1900 ORA #16
1910 STA SCREEN+490
1920 STA SRVB+14
1930 LDA LENODEC
1940 LSR A
1950 LSR A
1960 LSR A
1970 LSR A
1980 ORA #16
1990 STA SCREEN+489
2000 STA SRVB+13
2010 LDA LENODEC+1
2020 ORA #16
2030 STA SCREEN+488
2040 STA SRVB+12
2050 RTS
2060 ; -----
2070 ; *****
2080 ; * Initialisiere P/M-Grafik *
2090 ; * Letzte Revision: 08-08-87 *
2100 ; * by Stefan C. Mueller *
2110 ; * (C) MCMLXXXVII S.C.M.Soft! *
2120 ; *****
2130 ;
2140 ; Frueher: INITPM.M65
2150 ;
2160 INITGAME
2170 JSR CLEARPM
2180 LDA #255
2190 LDX #16
2200 FLOB STA LOECHER,X
2210 DEX
2220 BPL FLOB
2230 ;
2240 LDA YPOS
2250 STA YPOSRESCUE
2260 ;
2270 LDA #62 ;lline resol.
2280 STA 559 ;tell shadow
2290 ;
2300 LDA #PMS ;Base bei pms
2310 STA 54279 ;tell ANTIC
2320 ;
2330 LDA #2 ;Player only
2340 STA 53277 ;tell GTIA
2350 ;
2360 LDA #$78 ;Blau
2370 STA 706 ;player 2
2380 LDA #$C4 ;Gruen
2390 STA 707 ;Player 3
2400 ;
2410 LDA #0 ;normale Groesse
2420 STA 53256 ;sizep0
2430 STA 53257 ;sizep1
2440 STA 53258 ;sizep2
2450 STA 53259 ;sizep3
2460 STA CRASHBIT
2470 LDA #33
2480 STA 623
    
```

```

2490 ;
2500 ; *****
2510 ; * Initialisiere DLI/VBI *
2520 ; *****
2530 ;
2540 ; frueher: INITINT.M65
2550 ;
2560 LDA # <DLI
2570 STA 512
2580 LDA # >DLI
2590 STA 513
2600 ;
2610 LDA #7
2620 LDX # >VBI
2630 LDY # <VBI
2640 JSR $E45C
2650 LDA #192
2660 STA 54286
2670 ; *****
2680 ; * Initialisiere Color/DL/Snd *
2690 ; * Letzte Revision: 20-08-87 *
2700 ; * by Stefan C. Mueller *
2710 ; * (C) MCMLXXXVII S.C.M.Soft! *
2720 ; *****
2730 LDA # <DL
2740 STA 560 ;DLIST
2750 LDA # >DL
2760 STA 561
2770 ;
2780 LDA #$46 ;COLORS
2790 STA 708
2800 LDA #$F4
2810 STA 710
2820 LDA #$98
2830 STA 711
2840 LDA #0
2850 STA 712
2860 ;
2870 LDA # <SCREEN
2880 STA 88
2890 LDA # >SCREEN
2900 STA 89
2910 LDA #32 ;SOUND
2920 STA $D208 ; "
2930 LDA #3 ; "
2940 STA $D20F ; "
2950 ; JSR INITFONT
2960 ; RTS
2970 ; -----
2980 ; *****
2990 ; * Initialisiere Zeichensatz *
3000 ; *****
3010 ;
3020 ; frueher: INITFONT.M65
3030 ;
3040 INITFONT LDY #0
3050 FNT1 LDA LINE1,Y
3060 STA FONTPT,Y
3070 LDA $E100,Y ; Grossbuchst.
3080 STA FONTPT+$0100,Y
3090 LDA LINE3,Y
3100 STA FONTPT+$0200,Y
3110 LDA $E300,Y ; Kleinbuchst.
3120 STA FONTPT+$0300,Y
3130 INY
3140 BNE FNT1
3150 LDA #PMS+[OFFRAM/256]
3160 STA 756
3170 RTS
3180 ; *****
3190 ; * spiele komplett ein Bild *
3200 ; *****
3210 PLAYPICTURE
3220 LDA #0
3230 STA WASNUN
3240 LDA #1
3250 STA VBIANAUS
3260 ;
3270 LDY #0
3280 WWW3 LDX #0
3290 WWW1 INY
3300 BNE WWW1
3310 INX
3320 CPX #24 ;VerzoegerungsZeit
3330 BNE WWW1
3340 STY 77
3350 JSR FRESSITDYN
3360 JSR SCORESUB1
3370 JSR MONSTERMOVE
3380 LDA WASNUN
3390 BEQ WWW3
3400 WWW2 LDA #0
3410 STA VBIANAUS
3420 STA KASTENRESET
3430 STA FRESSTIME
3440 STA FRESSTIME+1
3450 STA AMADIP
3460 ; STA SOUNDNUMMERS!!!!
3470 RTS ;WASNUN enthaelt
Abbruchcode
3480 ;
3490 ; *****
3500 ; * Teste aus Level-Editor Mode*
3510 ; *****
3520 LETEST
3530 LDY #1
3540 STY NOLIVES
3550 DEY
3560 STY EXTRAP
3570 JSR INITGAME
3580 JSR PRINTDT
3590 JSR PRINTLIVES
3600 ; print 'TEST'
3610 LDY #3
3620 PRIDDD LDA TESTTEXT,Y
3630 STA SCREEN+488,Y
3635 LDA #0
3637 STA SCOREM,Y
3640 DEY
3650 BPL PRIDDD
3655 JSR SCOREOUT
3660 ;
3670 JSR PLAYPICTURE
3680 LDA #0
3685 STA SOUNDN2 ;05-07-88
3690 STA SOUNDN3
3700 STA DELTAX
3710 STA DELTAY
3720 STA JMPTIME
3730 STA JMPHIM?
3740 STA BOBTOT
3750 STA CRASHBIT
3760 STA STATUS
3770 STA AMADIP
3780 RTS
3790 TESTTEXT .SBYTE "Test"
    
```

```

3800 ;-----
3810 TXTA .SBYTE " Score: 00000000
Top-Score: 00000000 "
3820 TXTB .SBYTE " Level: 000
EXTRA      Lives: 00 "
3830 ;
3840 PMOFF
3850     LDA #0
3860     STA $D01D
3870     STA $D00D
3880     STA $D00E
3890     STA $D00F
3900     STA $D010
3910     RTS
3920 ;
3930 ;-----
3940 ;
3950 VORBILD
3960     JSR PMOFF
3970     JSR LEVELPRINT
3980     LDA #PMS
3990     STA 756
4000     LDA # >SRVB ;LEVEL:001
4010     STA SRVBV+1
4020     LDA # <SRVB
4030     STA SRVBV
4040     LDA NOLIVES ;NOLIVES=0?
4050     BNE GG200
4060     LDA # >SRVB2 ;GAME OVER
4070     STA SRVBV+1
4080     LDA # <SRVB2
4090     STA SRVBV
4100 GG200 LDA # <DLVB
4110     STA 560
4120     LDA # >DLVB
4130     STA 561
4140     LDA 20
4150     ADC #100      ;2.0 SEK.
4160 ;
4170 GG100
4180     CMP 20
4190     BNE GG100      ;WENN KLEINER
4200     LDA # <DL
4210     STA 560
4220     LDA # >DL
4230     STA 561
4240     LDA #3
4250     STA $D01D      ; PM AN
4260     LDA #PMS+2
4270     STA 756
4280     RTS           ;SONST RTS!
4290 DLVB .BYTE
112,112,112,112,112,112,112,112,112,112,1
12,112,112,112
4300     .BYTE 64+7
4310 SRVBV .BYTE 0,0
4320     .BYTE 65
4330     .WORD DLVB
4340 ;
4350 SRVB .SBYTE "      LEVEL: 001      "
4360 SRVB2 .SBYTE "      GAME OVER      "
4370 ;
4380 ; *****
4390 ; *   FRESS IT DYNAmisch           *
4400 ; * Letzte Revision: 28-10-87     *
4410 ; *****
4420 ;
4430 FRESSITDYN
4440     LDA FRESSTIME
4450     ORA FRESSTIME+1
4460     BEQ SM874
4470     LDA FRESSTIME
4480     SEC
4490     SBC #1
4500     STA FRESSTIME
4510     LDA FRESSTIME+1
4520     SBC #0
4530     STA FRESSTIME+1
4540     ORA FRESSTIME
4550     BNE SM874
4560     LDA #1
4570     STA KASTENRESET
4580 ;
4590 SM874
4600     LDA KASTENRESET
4610     BEQ SM875
4620     LDY #0
4630     LDA (SUCHSTADR),Y
4640     CMP #2          ;LEERER KASTEN
4650     BNE SM875
4660     LDA #3+64      ;VOLLER KASTEN
4670     STA (SUCHSTADR),Y
4680     DEC KASTENRESET
4690     SOUNDI2
4700     INC NOKASTEN
4710     LDA #0
4720     STA AMADIP
4730 ;
4740 SM875
4750 ;SUCHSTADR+1 ==> MAX =>MIN!
4760 ;
4770     LDA SUCHSTADR
4780     CLC
4790     ADC #13        ;INTERLEAVE
4800     STA SUCHSTADR
4810     LDA SUCHSTADR+1
4820     ADC #0
4830     STA SUCHSTADR+1
4840     CMP # >SUCHSTMAX
4850     BCC SM876
4860     LDA SUCHSTADR
4870     CMP # <SUCHSTMAX
4880     BCC SM876
4890     SEC
4900     LDA SUCHSTADR
4910     SBC # <440
4920     STA SUCHSTADR
4930     LDA SUCHSTADR+1
4940     SBC # >440
4950     STA SUCHSTADR+1
4960 SM876 RTS
4970 ; *****
4980 ; *   LOESCHE PM-SPEICHER         *
4990 ; *****
5000 CLEARPM
5010     LDA #0
5020     TAY
5030 OOO1 STA BASE+$0400,Y
5040     STA BASE+$0500,Y
5050     STA BASE+$0600,Y
5060     STA BASE+$0700,Y
5070     INY
5080     BNE OOO1
5090     RTS
    
```



```
0100 ;*****
0110 ;* Vorspann fuer Laden & Titel *
0120 ;* (c) MCMLXXXVIII S.C.Mueller *
0130 ;*      Version 27.03.88      *
0140 ;*****
0150 ;
0160 ;SAVE#D:VORLOAD.M65
0170 ;
0180 HLPOLOR = $DA
0190 HLPBITCOUNT = $DB
0200 HLPASL = $DC
0210 ?SMZP = $DD
0220 ;
0230 INITMANIACDL2
0240     LDY #0
0250     LDA # <MANIACSRAM
0260     STA ?SMZP
0270     LDA # >MANIACSRAM
0280     STA ?SMZP+1
0290 ?SML1 LDX #3
0300 ?SML2 LDA #64+15
0310     STA MANIACDLRAM, Y
0320     INY
0330     LDA ?SMZP
0340     STA MANIACDLRAM, Y
0350     INY
0360     LDA ?SMZP+1
0370     STA MANIACDLRAM, Y
0380     INY
0390     DEX
0400     BPL ?SML2
0410     LDA ?SMZP
0420     CLC
0430     ADC #40           ;NORMAL PLAYF.
0440     STA ?SMZP
0450     LDA ?SMZP+1
0460     ADC #0
0470     STA ?SMZP+1
0480     CPY #30*4
0490     BNE ?SML1
0500 ;
0510     LDA #1
0520     STA MANIACDLRAM, Y
0530     INY
0540     LDA # <MANIACDL2
0550     STA MANIACDLRAM, Y
0560     INY
0570     LDA # >MANIACDL2
0580     STA MANIACDLRAM, Y
0590     RTS
0600 ;-----
0610 DCOMPMANIAC
0620     LDA # <MANIACSRAM
0630     STA ?SMZP
0640     LDA # >MANIACSRAM
0650     STA ?SMZP+1
0660     LDX #0
0670     LDY #0
0680 ?SML3 LDA #3
0690     STA HLPBITCOUNT
0700     LDA MANIACPICTURE, X
0710     INX
0720     STA HLPASL
0730 ;
0740 ?SML4 LDA HLPOLOR
0750     ASL HLPASL
0760     BCS ?SML5
0770     AND #$0F
0780 ?SML5 ASL HLPASL
0790     BCS ?SML6
0800     AND #$F0
0810 ?SML6 STA (?SMZP), Y
0820     INY
0830     CPY #40
0840     BEQ ?SML9
0850     DEC HLPBITCOUNT
0860     BPL ?SML4
0870     BMI ?SML3
0880 ?SML9 LDA ?SMZP
0890     CLC
0900     ADC #40
0910     STA ?SMZP
0920     LDA ?SMZP+1
0930     ADC #0
0940     STA ?SMZP+1
0950     LDY #0
0960     LDA HLPOLOR
0970     CLC
0980     ADC #$01
0990     AND #$0F
1000     PHA
1010     LDA HLPOLOR
1020     CLC
1030     ADC #$10
1040     AND #$F0
1050     STA HLPOLOR
1060     PLA
1070     ORA HLPOLOR
1080     STA HLPOLOR
1090     CPX #100
1100     BNE ?SML3
1110     RTS
1120 ;*****
1130 MAKECOLORUP
1140     LDY #0
1150 ?S100 TYA
1160     PHA
1170     AND #$0F
1180     TAX
1190     LDA HLPCT, X
1200     STA HLPOLOR
1210     JSR DCOMPMANIAC
1220     PLA
1230     TAY
1240     LDX 20
1250     INX
1260     INX
1270 ?S101 CPX 20
1280     BNE ?S101
1290     INY
1300     CPY #$33
1310     BNE ?S100
1320     RTS
1330 HLPCT .BYTE
$00, $11, $22, $33, $44, $55, $66, $77, $88, $99, $
AA, $BB, $CC, $DD, $EE, $FF
1340 ; SAVE#D:MANIAC2.M65
1350 MANIACPICTURE
1360     .BYTE
125, 192, 1, 192, 0, 254, 0, 7, 0, 7, 69, 64, 1, 64, 0,
130, 0, 5, 0, 5
1370     .BYTE
93, 64, 1, 64, 0, 170, 0, 7, 0, 5, 209, 95, 127, 125, 2
49, 171, 125, 240, 125, 245
1380     .BYTE
145, 81, 68, 5, 9, 41, 69, 23, 69, 21, 177, 85, 95, 11
```

```
7,89,125,85,85,85,119
1390 .BYTE
161,81,81,85,81,69,85,85,85,64,191,119,22
3,87,81,69,215,93,215,119
1400 .BYTE
128,0,0,80,17,68,0,64,0,21,255,255,255,22
3,241,199,255,255,255,247

0100 ; SAVE #D:VSPANN.M65
0110 ; VORSPANN FUER Electro Maniac!
0120 ; VERSION 06-09-87 (C) S.C.M.SOFT
0130 VXCOLOR = $D016
0140 VXRANDOM = 53770
0150 VXWAIT = $D40A
0160 VXD LIC = $D0
0170 VXV BIT = $D1
0180 VXV BIGS = $CB
0190 VXV BIFS = $CC
0200 VXF SCROL = 54277
0210 VOR SPANN
0220 ;
0230 JSR P M O F F
0240 JSR I N I T F O N T
0250 LDA #7
0260 STA V X F S C R O L
0270 LDA #80
0280 STA V X V B I T
0290 LDA # <V X T E X T + 4 0
0300 STA V X L M S
0310 LDA # >V X T E X T + 4 0
0320 STA V X L M S + 1
0330 LDX #0
0340 STX 710
0350 STX $D01D ;GRAC TL
0360 STX V X F S C R O L
0370 STX V X V B I F S
0380 STX V X V B I T
0390 INX
0400 STX V X V B I G S
0410 LDA #10
0420 STA 709
0430 LDA # >V X D L
0440 STA 561
0450 LDA # <V X D L
0460 STA 560
0470 ;
0480 LDA # <V X D L I
0490 STA 512
0500 LDA # >V X D L I
0510 STA 513
0520 ;
0530 LDX # >V X V B I
0540 LDY # <V X V B I
0550 LDA #7
0560 JSR $E45C
0570 LDA #192
0580 STA $D40E
0590 JSR I N I T M A N I A C D L 2
0600 JSR M A K E C O L O R U P
0610 RTS
0620 ;
0630 ;
0640 V X M A X A N Z = 4 ;# Textzeilen
0650 V X V B I
0660 LDA #0
0670 STA V X D L I C
0680 LDA 20
0690 AND #1
0700 BEQ V X M L 1
0710 LDA #100
0720 CMP V X V B I T
0730 BNE V X M L 0 ;=>
0740 INC V X V B I F S
0750 LDA #8
0760 CMP V X V B I F S
0770 BNE V X M L 2
0780 LDA #0
0790 STA V X V B I F S
0800 LDA #0
0810 STA V X V B I T
0820 CLC
0830 LDA V X L M S
0840 ADC #40
0850 STA V X L M S
0860 LDA V X L M S + 1
0870 ADC #0
0880 STA V X L M S + 1
0890 INC V X V B I G S
0900 LDA V X V B I G S
0910 CMP #V X M A X A N Z
0920 BNE V X M L 2
0930 LDA #0
0940 STA V X V B I G S
0950 LDA # <V X T E X T
0960 STA V X L M S
0970 LDA # >V X T E X T
0980 STA V X L M S + 1
0990 V X M L 2 ;
1000 LDA V X V B I F S
1010 STA V X F S C R O L
1020 V X M L 1 ;
1030 JMP $E462
1040 V X M L 0 ;
1050 INC V X V B I T
1060 JMP $E462
1070 ;
1080 ;
1090 V X D L I
1100 PHA
1110 TXA
1120 PHA
1130 ;
1140 LDX V X D L I C
1150 INC V X D L I C
1160 ;
1170 V X S M 3 LDA V X C T 4 , X
1180 STA V X W A I T
1190 STA V X C O L O R + 4
1200 STA V X C O L O R + 2
1210 LDA V X C T 5 , X
1220 STA 53275 ;P R I O R
1230 ;
1240 PLA
1250 TAX
1260 PLA
1270 RTI
1280 ;
1290 V X C T 4 .B Y T E 10,$B2,10,0,10,$B2,10,0
1300 V X C T 5 .B Y T E 34,34,34,64,34,34,34,34
1320 V X T E X T .S B Y T E "
www.ElectroManiac.de "
1325 .S B Y T E " A B B U C S o f t w a r e -
W e t t b e w e r b 2 0 0 9 "
1340 .S B Y T E " D r < c k e n S i e F i r e , u m
z u b e g i n n e n ! "
```



```
1350 .SBYTE " Copyright ",34," 2009
by Stefan C. M/ller "
1360 .SBYTE "
www.ElectroManiac.de "
1370 VXDL .BYTE
112,112,112,128,128,112,64+2
1380 .WORD SCREEN
1390 .BYTE
112,128,128,112,112,112,48,112-16,1
1400 .WORD MANIACDLRAM
1410 MANIACDL2
1420 .BYTE
112,112,112,112,128,128,112,64+32+2
1430 VXLMS .WORD VXTEXT
1440 .BYTE 2,112,128,128,65
1450 .WORD VXDL

0100 ; *****
0110 ; * Zeichne Player *
0120 ; * Letzte Revision: 08-08-87 *
0130 ; * by Stefan C. Mueller *
0140 ; * (C) MCMLXXXVII S.C.M.Soft! *
0150 ; *****
0160 ;
0170 ; SAVE #D:ZEICHNEP.M65
0180 ;
0190 ; ----- ZEICHNE P2 -----
0200 ;
0210 LDA YPOSRESCUE ;LOESCHE PM
0220 STA PAGE0
0230 LDA #PMS+6
0240 STA PAGE0+1
0250 LDA #0
0260 LDY #0
0270 CL STA (PAGE0),Y
0280 INC PAGE0+1
0290 STA (PAGE0),Y
0300 BEQ NNYP
0310 DEC PAGE0+1
0320 INY
0330 CPY #17
0340 BNE CL ; LOESCH ENDE
0350 ;
0360 LDA YPOS ;UPDATE YPOS
0370 CLC
0380 ADC DELTAY
0390 CMP #24
0400 BEQ NNYP
0410 CMP #198
0420 BEQ NNYP
0430 STA YPOS
0440 STA YPOSRESCUE
0450 STA PAGE0
0460 ;
0470 NNYP LDY STATUS
0480 LDX OFFSET,Y
0490 ;
0500 ; ***** ZEICHNE PL2 *****
0510 LDY #0
0520 PL1 LDA DATENP2,X
0530 AND LOECHER,Y
0540 STA (PAGE0),Y
0550 INX
0560 INY
0570 CPY #17
0580 BNE PL1
0590 ;

0600 ; ***** ZEICHNE P3 *****
0610 ;
0620 LDX #0
0630 LDA STATUS
0640 AND #4
0650 BEQ III
0660 LDX #9 ;OFFSET VON 9
0670 III LDY #4
0680 INC PAGE0+1
0690 L1 LDA DATENP3,X
0700 AND LOECHER,Y
0710 STA (PAGE0),Y
0720 INX
0730 INY
0740 CPY #13
0750 BNE L1
0760 ;** NEW X-POSITION ***
0770 LDA 20 ;25TIMES PER SEC
0780 AND #1
0790 BEQ G1
0800 LDA XPOS ;JA. NEW X
0810 CLC
0820 ADC DELTAX
0830 CMP #201
0840 BCS G1
0850 CMP #47
0860 BCC G1
0870 STA XPOS
0880 G1 LDA XPOS
0890 STA 53250
0900 STA 53251
```